

Build order created by Jupe from AOEBuilds. For more build orders, visit AOEBuilds.com/build-orders . For video classes demonstrating the build orders, visit AOEBuilds.com/aoe2-classes

Difficulty: Medium Hard

Civs: Any, Pushing 1 or 2 deer helps but is not at all necessary.

Walling: It is important to wall if you do this on open map. You can for example take 1 of wood around pop 18-20 to finish wall segment, 1 off berries around the same time to finish one wall segment, and use the 1st berry villager/house builder to finish one wall section too.

Perfect Castle Age time: 14:25

Good Castle Age time: Under 14:45

Saracen FC into Cavalry archers

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift quod to next sheep
4 wood	7-11	
1 boar	11	
4 berries	12-16	1st one builds two houses/walls abit
4 boar	16-20	
4 gold	20-24	Build 2 farms with boar/sheep villagers

(Loom)

Click feudal age (pre click)

Send 4 to wood (8 in total)

Send 2 to gold (6 in total)

Rest stay eating sheep and after there is no more sheep send them to stragler tree (or long distance deer if you have some close)

Feudal Age

2 on gold

Build a market (2 villagers) and blacksmith (1 villager) make sure you have those villagers ready when you reach feudal age. You can use villagers from any resource. Or take them from under town center.

Sell 200 stone from the market and buy 300 food, if you are still missing food to click to castle after this sell 100 wood and buy 100 food more (unless you have enough extra gold which is possible).

Click to castle age.

Get bit-axe and gold mining upgrade

Make a barrack and two archery ranges before you reach castle age.

Upgrade fletching.

Castle Age

Get bodking arrow, then bow saw when you can afford

Start Making CA, once you can afford 3rd range add it ASAP (or alternatively a university/ballistic)

You can continue rebalancing your economy with market

Make new lumbercamp (you can send stragler tree villagers to that too), or new TC on wood.

Send berry villagers to stone (and use it with market to get resources that you need)