

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

Walling: You can use the barrack villager + 1 villager from wood/berries to build walls after you have sent your militia out

Perfect Castle Age time: 15:15

Good Castle Age time: Under 15:40

Civs: Any with eco bonus helps, but not necessary, Pushing 1 or 2 deer helps alot but is not necessary.

Drush into Fast castle crossbow with Saracens

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift qued to next sheep
4 wood	7-11	
1 boar	11-12	
4 berries	12-16	1st one builds a house
1 barracks	16-17	house before barrack, wall in builder!
1 gold	17-18	TC food after 10 gold taken
2 Wood	18-20	Build 1 farm before mining camp
2 boar/sheep	20-22	
5 gold	22-27	(25-30 pop w/militia) keep building farms
Loom, Click Feudal		build about 5 farms in total
Send 3 to gold and 2 on wood		

Feudal Age

Build archery range (1 villager) and market (2 villagers)

2 gold

Once your market is up, sell 200 stone and buy 300 food. If you are still missing food sell 100 wood and buy 100 more food.

Click to castle age.

Add 2nd range and a blacksmith