

# Gurjara Archer Rush pop 18

- **Difficulty:** Intermediate
- **Civs:** Gurjaras
- **Perfect uptime to Feudal:** 08:30
- **Good under:** 08:40



## I Dark Age

x6		4-7	5 vills to the berries under the TC. 1 vill is going to build the Mill to garrison sheep
x1		7-8	One villager lures a boar
x3		8-11	3 villagers to wood at straggler trees
x1	 + 	11-12	1 vill builds a house and go to wood
x6		12-18	6 vills to food under the TC. 1 of those can go to wood as the video shows
	 + 	18	Research loom and click Up to Feudal
x3		18	Send vills to wood for a total of 8
x1	 + 	18	Build a house and barracks
x2		18	Send 2 villagers from food to gather gold

- Lure deer is a must for this Build Order. Lure at least 2
- After hunt under TC is over, send 3 vills to berries to avoid the TC being crowded
- The more sheep inside your mill, the less extra food they start producing. That's why eating 2 sheep after berries are over makes no big difference
- Men at arms is a really common strategy against Gurjaras in 1v1 games because harassing the mill is important. Be careful!

## II Feudal Age

Build the Archery Range as soon as possible with 2 villagers

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age. You can also get Horse Collar if you can afford it but its not as necessary as in Scout Rush build

Send 2 new vills to gold for a total of 4

Set the gather point to berry bush under the TC. After berries are over get 1-2 sheep from the mill and start farming

After 8-10 farms you can decide if you want to 2nd range and commit into xbow by adding 4 more vills to gold, or go up and play Camel/Shrivamsha Riders

14 on wood, 14 on wood and 8 on gold is a nice balance to click up to Castle Age if you are going Double Archery Range.

After reaching Castle Age get your University, get ballistics and other upgrades. Build an extra TC if you like to protect resources.