

Gurjara Scout 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
		18	After berries and hunt under TC are over. Eat 2 sheep from mill

- 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 Stable as soon as possible with 2 villagers

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age. And Horse collar (mill upgrade)

Set the gather point of your TC to straggler trees and start building farms with the villagers around your TC

After around 10 farms, send 4 villagers to gold and research wheelbarrow

Uptime depends on how is the game going. However, 10 on wood, 18 on food and 8 vills on gold is a good balance before clicking up

After clicking up to Castle Age, build a 2nd stable. You can start producing camels while going up if wanted