

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: Intermediate

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

Perfect uptime to Castle: 16:30 Good: under 17:00

Hoang Rush

| | Pop | Additional notes |
|----------------------|-------|---|
| 6 sheep | 4-7 | Sheep under tc, shift qued to next sheep |
| 4 wood | 7-11 | |
| 1 boar | 11-12 | |
| 1 2 houses + barrack | 12-13 | Builds 2 houses then a barrack |
| 3 boar | 13-16 | Keep an eye on 2nd boar timing |
| 5 berries | 16-21 | Start building militia once barrack done |
| 2 gold | 21-23 | Build more houses with barrack villager |
| 3 wood | 23-26 | Pop with 3 militia (25-28) |
| 3 gold | 26-29 | Build 4 farms gradually from pop 20 onwards |

Once you have eaten 2 boars, send 4 villagers from boar to Deer (you can mill, or long distance)

After all the deer has been eaten, send them to build new lumbercamp

After boars have been eaten hoang usually likes to send 1-3 villagers from it to wall too.

Click Feudal Age

Feudal Age.

2 on gold Build blacksmith and market. Buy food if necessary (can even sell stone for it if needed)

Click to Castle

Send 2 villagers to make a stable forward. MAKE SURE THESE WONT BE KILLED SO SEND THEM SNEAKILY IN A SNEAKY SPOT!.

You can add spearman if vs scouts or you think enemy going knights.

You can add few spearman regardless anyways.

Castle Age.

Start building knights (1 stable)

Build a siege workshop.

Start making rams from siege workshop, if there are no enemy spears/pikes for example you don't need to add scorpions quite yet. Maybe get 2-3 rams then 1-3 scorpions. With 3 rams you can kill the enemy town center.

1. Kill enemy important military buildings (and/or walls)
2. Go for his town center
3. Continue ramming his base down
4. You should've won the game if you still have not been cleaned up.

You can stop making villagers after reaching castle, or sending few to gold or wood

You can add 2nd siege workshop inside base once you are inside enemy base or killed his 1st tc already

NEVER DO ECO UPGRADES

USE MARKET TO REBALANCE ECONOMY TO WHAT YOU NEED