

# Huns Scouts into Archers

- **Difficulty:** Easy - Intermediate
- **Civs:** Huns
- **Perfect uptime to Feudal:** 10:05
- **Good under:** 10:15



## Dark Age

x6		4-7	6 villas to sheep under tc, shift queued to next sheep
x3		7-10	3 villagers to wood
x2		10-12	One villager lures a boar, 2nd eats it
x4	 + 	12-16	4 villagers to berries
x2		16-18	2 to boar, build a farm on the right side of your TC
x4		18-22	New Lumbercamp after 1st has 5 villas
		22	Research Loom / Build 2nd farm
		22	Click up to Feudal Age
x2		22	Send 2 to wood (10 total, split 5/5 on 2 lumber camps)

- First villager going to berries builds a house before the mill
- Take the 2nd boar once your 1st boar has between 100 and 150 food left
- Build a 2nd lumbercamp when you move your 6 villagers from wood to food, and split them into 5/5 on each camp
- Keep your Town Center producing!

## Feudal Age

Build a Stable with 2 villagers. Get Double-bit axe (Lumber Camp upgrade) and Horse Collar (Mill upgrade)

Build farms with the villagers you have under the TC and the new ones that you're creating. Build up to 13 farms. After this, build 2 Archery Ranges and a Blacksmith (for fletching). Keep creating scouts also

Send 12 villagers on gold. Rest of the villagers before the Castle Age click can go to wood

You want to go heavy on scouts (about 10) and get bloodlines somewhere in between (with 6-7 scouts alive). After that you can stop scout production and focus on doing Archers. Also, if you're close to click up you can add a 3rd Archery Range

After the farm count, rest of the villagers can go to wood or possibly stone. At this point you can also think about refreshing your lumber camps.

## Castle Age

Get gold mining upgrade, upgrade your archers to crossbow and after that, only produce Cavalry Archers