

Italian Fire Galley Rush

- Difficulty: Hard
- Civs: Italians
- Perfect uptime to Feudal: 9:15
- Good under: 9:25



Dark Age

x6		4-7	6 vills to sheep under tc, shift queued to next sheep
x4		7-11	4 villagers to wood
x1		11-12	One villager lures a boar
x1	+	12-13	House + Dock and another house after, then keep the villager shore fishing
x1	+	13-14	1 more villager to wood
x6		14-20	6 to food (loom is optional)
		22-23	19 villagers + 1 scout + 2-3 fish ships
x7		22-23	Move 7 to wood (12 in total) create a new lumber camp and split them 6/6
x5		22-23	Move 5 villagers to gold
	+	22-23	Fisherman bulds 2nd dock, house and if you had 3 fishing ships add 1 more

- Researching loom is optional since in maps like Islands, your vills are not usually on danger
- You can try to push deer since food boost is really optimal
- Add fishing ships up to a total of 4
- Remember to keep an eye on boar timing, hunt the 2nd boar when the first one is 100-150 food according to distance
- When you click up, you can put all your food villagers to 2 straggler trees while you move them to wood and gold

Feudal Age

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age. Dont get the mill upgrade.

Start producing fire galleys from 2 docks

Remember to keep your Town Center producing! Gather point go to the sheep you have left