

Japanese 18pop Men-at-Arms

- **Difficulty:** Medium
- **Civs:** Japanese
- **Perfect uptime to Feudal:** 8:30
- **Good under:** 8:45



Dark Age

x6		4-7	6 villas to sheep under tc, shift queued to next sheep
x2		7-9	2 villagers to wood
x1		9-10	1 vill to lure the boar
x2		10-12	2 villagers to food under TC
x1	+	13	1 villager builds a house and then wood
x2		13-15	2 more villas to food under TC
x1	+	16	1 vill builds barracks and a house
x2		16-18	Last 2 villagers to food
	+	18	Research Loom and click up to Feudal
		18	Produce 3 militia and send them towards the enemy
x2		18	Send 2 villagers to gold. 1 is the Barracks builder and another from food
x4		18	Send 4 villagers to wood from food under the TC. 7 wood in total

- Lure deer is necessary to boost your food economy since uptime is really fast
- The Barrack is the second building to go up, remember to get it on time
- Mill and Lumber Camp are the spots you want to hit with your Men at Arms
- After balancing your eco to the Feudal Age transition and sending villas to gold and wood, build a mill

Feudal Age

Get your men at arms upgrade. Build your Archery Range and research Double Bit Axe when you can afford it. Send 2 new villagers to gold, for a total of 4.

Send next villagers to food under your TC. You can send up to 4-5 villagers to berries if the TC is getting crowded.

Start farming with the food villas. Set your gather point to the straggler trees while you have the 60 wood to build farms.

After 6-7 farms, build a Blacksmith and get Fletching. Then keep farming.

10 on wood, 20 on food, and 5 on gold is a good balance to click up (not the only way to balance, depends on the game). More on wood and gold may be needed if you decided to go 2 ranges. After this, click up and decide if you want to commit into xbows or knights.

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