

Mongols Scout Rush

- **Difficulty:** Intermediate/Hard
- **Civs:** Mongols (can be done with Franks or Lithuanians)
- **Perfect uptime to Feudal:** 08:25
- **Good under:** 08:35



Dark Age

x6		4-7	6 vills to sheep under tc, shift queued to next sheep
x3		7-10	3 villagers to wood
x1		10-11	One villager lures a boar
x4		11-15	4 villagers to berries. 1st builds a house
x3		15-18	3 more vills to food under TC. Build a house if you haven't already
		18	Research loom
		18	Click to Feudal Age
x5		18	Move 5 villagers from food to wood

- Pushing at least 1 deer is a must! Luring more is advisable but not necessary
- Take the 2nd boar once your 1st boar has between 120 and 150 food left
- Start building your barracks when you're about 50% advanced to Feudal Age
- When reaching Feudal Age, save enough wood for bit-axe and stable, rest of the wood you can put into farms after you get horse collar

Feudal Age

Build the Stable as soon as possible with 2 villagers

Send 1 villager to wood

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

Start building farms with the villagers under your TC

Send first villager to wood and new villagers to sheep or straggler trees (the ones next to your Town Center) and build a farm whenever you have extra wood.

You want to get at least 9 farms before you plan on doing anything else (like unit switch or getting gold, for example)

Also, if your plan is going Scouts into Fast Castle, going for 15 farms before switching your gathering point to gold is highly recommended and allows you to get 6-7 scouts while doing a good build for Castle Age