

# Drush Into M@A - Archers

- **Difficulty:** Medium-Hard
- **Civs:** Any with eco bonus helps, but not necessary
- **Perfect uptime to Feudal:** 10:05
- **Good under:** 10:15



## Dark Age

x6		4-7	Sheep under tc, shift qued to next sheep
x4		7-11	4 villagers to wood
x1		11-12	1 Villager to lure the boar
x4	 + 	12-16	4 villagers to berries, 1st builds a house
x1		16-17	Lure your second boar
x1	 + 	17-18	Build a house and a barrack. Wall in your builder!
x1		18-19	Send 1 vill to gold for militia production
x2		19-21	Send 2 more to wood. Build 3 farms around TC
x1		21-22	Send 1 to gold and prepare to click up
		22	Research Loom and Click up 22 pop (25 with Militia)

- Remember to start producing militia as soon as you build the barracks
- Be careful with 2nd boar timing since Mongols eat it really fast, you may hunt the boar while sending vills to deer
- After clicking to **Feudal Age**, send 3 villagers to gold (4 total), 1 on wood (8 total) and send 4 to berries or deer at center
- You can also add more militia (up to 5) if your opponent is open or you can deal more damage

## Feudal Age

Upgrade Man at Arms and Double Bit-Axe

Build 2 extra ranges on the center deer (or at home)

Send 4 villagers to gold

You can now send more villagers to center or start farming (you could also send the vills from straggler/sheep earlier to middle too)