

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

Difficulty: Hard

Civs: Ethiopians

Perfect Castle time: 14:25

Good Castle time: under 14:45

Map: Arabia possible, Arena, pre-walled maps

Fast Castle into Crossbows Ethiopians **!1-2 deer helps a ton but isn't needed if you have good start!**

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift qued to next sheep
4 wood	7-11	
1 boar	11	
4 berries	12-16	1st one builds a house or two
4 boar/sheep	16-20	Add 2 farms before 2nd LC
2 wood	20-22	New lumbecamp (2 in total), 3 farms
2 gold	22-24	

(Loom)

Click to Feudal

Send 3 on wood once sheep is done (or put 1-3 on stragler if you feel like you wont have enough wood for rax+range+blacksmith)

If you have close deer send 3 for long distance hunting (optional)

Build barrack before feudal

Feudal age

2 on gold, send 2 more when your done with sheep under tc

Click to Castle

Add 2nd range, get fletching (if your food situation looks bad, delay bit axe and get bodkin instead)

Castle age

2 range archer production, get bodking arrow, send 10 in total to gold (can also send from berries when they are done)