

Build order created by Jupe from AOEBuilds. For more build orders, visit [AOEBuilds.com/build-orders](https://AOEBuilds.com/build-orders) . For video classes demonstrating the build orders, visit [AOEBuilds.com/aoe2-classes](https://AOEBuilds.com/aoe2-classes)

Difficulty: Intermediate ++

Intended: Arena, Safe map Boom; Into full boom, no military; different balance needed

Civs: Tatars

Map: Arena

Fast Castle into Boom with Tatars

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift qued to next sheep
3 wood	7-11	
1 boar	11-12	
4 Boar/berries	12-16	You can delay going for berries and eat pushed deer instead under the town center
4 boar/sheep	16-20	No need to build farms
1 wood	20-21	Have 6 on total on berries
1 gold	21-22	Takes 30 gold without a mining camp

NO LOOM!

**Click Feudal**

Keep eating sheep under town center, you will also get 2 extra sheep once you reach feudal age

Feudal Age

2 on wood, unless you feel low on food regarding clicking to castle age

Build Market (2villagers) Blacksmith (1 villager)

Sell 100 wood on market, Click To **CASTLE AGE**

Get bit-axe

**Once in Castle age**

Build 2 extra tc, after that get Bow saw, then Horse collar before you start farming.

Once tc's ready, eat the sheep under the tc with 5-6 villagers, then gather point to Wood

Use up all your extra wood on farms, If you dont once your sheep are finnished you will not have food economy to keep the town centers going.