

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: Intermediate

Civs: Italians, Pushing 1 deer helps but is not necessary (usually that might save you from having to take 1 extra sheep and then let it rot.)

Map: Baltic, Mediterranea, Islands (agressive dock), water maps in general.

Fast Fire galley rush with Italians

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift qued to next sheep
4 wood	7-11	You can try push 1 deer here
1 boar	11	
1 house+ dock	12	Another house after dock, then shore fishing
2 wood	13-15	Remember to keep an eye on 2nd Boar timing
6 boar	15-21	Click up usually w/ 2-3 fish (22-23pop)

LOOM

Click up Feudal (20 villagers + 1 scout + 2-3 fish, Add 1-2 more fish while going feudal (4 fish in total))

PUT ALL VILLAGERS FROM FOOD TO 2 STRAGLER TREES WHILE THEN REBALANCING THEM TO CORRECT RESOURCE.

7 to wood (new lumbercamp, split them 7/6 on each lumbercamp)

5 gold

Fisherguy builds house and 2nd dock

Feudal age

Bit-axe

Produce fire galleys from 2 docks

TC producing, Gather point to the sheep you have left.