

Pop 19 Archer Rush

- Difficulty: Medium-Hard
- Civs: Any
- Perfect uptime to Feudal: 8:50
- Good under: 9:00



Dark Age

x6		4-7	6 vills to sheep under tc, shift queued to next sheep if no deer found yet
x2		7-9	2 villagers to wood
x1		9-10	One villager lures a boar
x2		10-12	2 more villagers to food under TC
x1	+	13	Send 1 vill to build 2 houses, then to wood
x2		14-15	2 more vills to food. Hunt boar on time
x1		16	Pop 16 villager builds a mill and stays on berries
x3		17-19	Last 3 villagers to food
	+	19	Research loom and click up to Feudal
x6		19	Move 4 villagers from food to wood at Lumber Camp. Also, send 2 more to stragglers when boars are finished
x2		19	Send 2 villagers from food under TC to build a Mining Camp and stay on gold
x1		19	After getting enough wood, send 1 villager from stragler trees to build Barracks. If won't be on time send a 2nd

- Push deer as fast as you can, food income is really important in this build order.
- Also, push as much deer as possible, but at least 2
- Try to save sheep by only getting food from deer and boars.
- Straggler trees give food faster than sending to Lumber Camp, you can send 2 to LC, 2 Straggler and 2 LC
- Watch the BO video to learn more about Feudal Age transition and gameplay

Feudal Age

Build an Archery Range and research Double Bit Axe and build a Blacksmith when you can afford it

Send 2 new villagers to gold. Then set the gather point on straggler trees and start farming once you have your Blacksmith built

When you run out of sheep under TC, send 4 vills to berries for a total of 5

You can mix some skirmishers with your archers if the enemy is going archers as well

After 6-7 farms you can decide if adding a Stable or a 2nd Archery Range is necessary. You can also just prioritize eco

12 on Wood, 14 on Food and 8 on gold should be a good balance to click up if you decided to go eco and late 2nd Range. This may depend on the game

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