

Advanced Fire Galley Rush

- **Difficulty:** Hard
- **Civs:** Italians, Koreans, Byzantines, good water civs in general
- **Perfect uptime to Feudal:** 8:15
- **Good under:** 8:25



Dark Age

x5		4-6	5 vills to sheep under tc, shift queued to next sheep
x4		6-10	4 villagers to wood
x1		10-11	One villager lures a boar
x1	+	11-12	House + Dock and another house after, then keep the villager shore fishing
x1		12-13	1 to food under TC
x2		13-15	2 more villagers to wood
x5		15-20	5 villagers to food
		22-23	19 villagers + 1 scout + 2-3 fish ships
x7		22-23	Move 7 to wood (12 in total) create a new lumber camp and split them 6/6
x5		22-23	Move 5 villagers to gold
	+	22-23	Fisherman bulds 2nd dock, house and if you had 3 fishing ships add 1 more

- According to your food eco and civ bonuses you can go up with 18 villagers instead of 19, this build should be able to perform well in both cases
- Researching loom is optional since in maps like Islands, your vills are not usually in danger
- Try to push deer since food boost is really optimal
- Add fishing ships up to a total of 4
- When you click up, you can put all your food villagers to 2 straggler trees while you move them to wood and gold

Feudal Age

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age.

Send 1 new vill to gold and rest to sheep

Start producing fire galleys from 2 docks

After 5-6 on sheep you can send build a mill and get berries.

If you want to all in, you can build a 3rd dock and spam fire galleys as soon as you're able to