

# Archer Rush

- **Difficulty:** Easy
- **Civs:** Good archer civs, like Britons, Ethiopians, Mayans...
- **Perfect uptime to Feudal:** 10:05
- **Good under:** 10:15



## Dark Age

x6		4-7	6 vills to sheep under tc, shift queued to next sheep
x4		7-11	4 villagers to wood
x1		11-12	One villager lures a boar
x4		12-16	4 villagers to berries
x6		16-22	6 to sheep/boar. Keep an eye on 2nd boar timing
		22	Research loom
		22	Click to Feudal Age
x4		22	Move 4 villagers from food to gold
x6		22	Move 6 villagers to wood from food

- First villager going to berries builds a house before the mill
- Take the 2nd boar once your 1st boar has between 100 and 150 food left
- Build a 2nd lumbercamp when you move your 6 villagers from wood to food, and split them into 5/5 on each camp
- Keep your Town Center producing!

## Feudal Age

Get Double-bit axe as soon as you reach Feudal Age. Dont get the mill upgrade (get Horse Collar after clicking to Castle Age)

Build 2 Archery Ranges with a single villager building each

Send 1 more villager to wood (11 in total) and 4 more to gold (8 in total)

After this, the rest of your villagers can go under the tc to sheep or straggler tree and build farms when you have the wood to.

Add Blacksmith + Fletching after building some farms and have enough resources to do it

Research Wheelbarrow once you have at least 8 farms. If you are banking 300-400 food, if you have more than 13 farms, stop adding, if you're under 13 farms, add up to 14-15