

Drush Fast Castle

- **Difficulty:** Medium-Hard
- **Civs:** Any with eco bonus helps, but not necessary
- **Perfect uptime to Castle:** 16:30
- **Good under:** 17:00



Dark Age

x6		4-7	Sheep under tc, shift quod to next sheep
x4		7-11	4 villagers to wood
x1		11-12	1 Villager to lure the boar
x4	 + 	12-16	4 villagers to berries, 1st builds a house
x1	 + 	16-17	Build a house and a barracks. Wall in your builder!
x1		17-18	1 vill to gold, send it back to food after gathering 10g
x3		18-21	Send 3 more to wood
x4		21-25	4 to boar/sheep. Keep building farms
x4		25-29	Send 4 to gold and prepare to click up
		29	Click up 29 pop (32 with Militia)

- Remember to start producing militia as soon as you build the barracks
- When you send 3 vills to wood at 18-21 pop, start building farms around TC with extra wood
- Keep building farms until you have about 8 farms in total
- After clicking to **Feudal Age**, send 3 villagers to wood, 2nd lumber camp is optional but can be added.

Feudal Age

Send 2 new villagers to gold. Also, pick 2 villagers from under your TC and build an Archery Range and a Blacksmith (1 villager to each building) and send them to gold after they finish the buildings

As soon as you finish the Archery Range and the Blacksmith, click up to Castle Age. Research Double-bit axe. Start producing archers and upgrade fletching

Castle Age

Upgrade to Crossbowman and research Bodkin Arrow when you can afford it.