

Drush Into Archers

- **Difficulty:** Medium-Hard
- **Civs:** Any with eco bonus helps, but not necessary
- **Perfect uptime to Feudal:** 11:20
- **Good under:** 11:30



Dark Age

x6		4-7	Sheep under tc, shift queued 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 barrack. Wall in your builder!
x1		17-18	1 vill to gold, send it back to food after gathering 10g
x2		18-20	Send 2 more to wood. Build 3 farms around TC
x4		20-24	4 to boar/sheep.
x1		24-25	Send 1 to gold and prepare to click up
		25	Click up 25 pop (28 with Militia)

- Remember to start producing militia as soon as you build the barracks
- When you send 2 vills to wood at 18-20 pop, start building farms around TC with extra wood
- After clicking to **Feudal Age**, send 2 villagers to gold (3 total), 5 on wood + new lumbercamp (11 total). Keep your 3 farms MAX and send rest of vills to sheep and stragler tree

Feudal Age

Possibly research man at arms if it is a good idea or if you can still do damage. Your goal now is to add 2 Archery Ranges and then a blacksmith.

Send villagers 5 villagers to gold (8 total). Start farming after 8 vills on gold are completed. Also, you can farm with your stragler tree vills.

Don't forget to add your economic upgrades when you can afford them