

# Drush into Archers & Skirms

- **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 qued 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. Produce about 50/50 mix of archers and skirmishers

Send 1 villager to gold (4 total) and 1 to wood (12 total). Send your gather point to stragler tree and start building farms whenever you have the wood to afford one.

Adjust the archer/skirmisher amount is simply adjusting your gold/wood/farm villagers (4 vills on gold supports 1 Archery Range archers and 2 vills on gold support 1/4 archers).

The more skirms you need, the more vills on wood and farms you need.

Don't forget to add your economic upgrades when you can afford them. Wheelbarrow is advised once you have decent amount of farms (at least 8).