

Drush Into Men at arms and forward tower

- **Difficulty:** Advanced
- **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 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
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)
		28	Send 4-5 villagers forward. Keep your militia healthy and add 1-3 while advancing

- 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
- Farm count after sending vills forward depends on your follow up, if you want to add militia and man at arms to support your tower, spend all your wood on farms

Feudal Age

Research man at arms upgrade. Start towering key resources while protecting your villagers with your men at arms.

Send 2 new villagers from TC to stone.

Economy: If you decide to just build towers supported by Men at arms, send gold villagers back to farm. If you want to add an Archery Range, keep the villagers on gold.

New villagers go to stragler trees and then start farming. Send 2 more villagers to wood at some point during farming phase