

Men at arms into Archers

- **Difficulty:** Medium - Hard
- **Civs:** Any
- **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	1 vill to lure the boar
x4	+	12-16	4 villagers to berries. 1st builds a house
x1		16-17	1 villager to lure 2nd boar
x1	+	17-18	1 vill to build a house and Barracks
x2		18-20	2 vills to boar or sheep under the TC
x2		20-22	2 villagers to gold
	+	22	Research Loom and click up to Feudal
		22	Produce 3 militia and send them towards the enemy
x4		22	Move 4 villagers from sheep to wood. Creating a new LC is optional

- Lure deer is not necessary but is helpful for a food boost.
- Take the 2nd boar once your 1st boar has between 100 and 150 food left
- Build 2 farms with food villagers after you send 2 villagers to gold just to make sure you have enough wood
- Try to explore your opponent's base to get information and to use your Men at Arms efficiently

Feudal Age

Get your men at arms upgrade

Get Double-bit axe (lumber camp upgrade) as soon as you reach Feudal Age.

Build 1 range immediately. You can add a 2nd one when you have wood enough or a Blacksmith if you want to get fletching and upgrades.

Send villagers to gold up to 4 if you want to produce just 1 Archery Range archers, send up to 8 if you want to produce 2 Ranges.

After that, send villagers to straggler tree and build a farm when you have enough wood. Also, in case that skirmishers are needed, balance your economy with more wood and food.

Wheelbarrow is recommended after building at least 8 farms.