

# Men at arms into Towers

- **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 with 5 villagers
x3	+	22	Move 3 villagers from sheep to stone. Send the gold vills too after 40 gold in bank (5 on stone total). Build 1 farm too

- 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 1 farm after clicking feudal age when you are balancing your economy into stone
- Try to explore your opponent's base to get information and to use your Men at Arms efficiently and find your tower placement

## Feudal Age

Get your men at arms upgrade

Getting double bit axe is complicated since your eco will be at minimum

Send 2 villagers to wood

Set your gather point on straggler trees and start farming with those villagers when you have the wood for a farm