

# Scout Rush - Pop 20

- **Difficulty:** Beginner
- **Civs:** Good cavalry civs preferred: Franks, Mongols, Berbers...
- **Perfect uptime to Castle:** 09:15
- **Good under:** 09:30



## Dark Age

|    |                                                                                     |       |                                                                     |
|----|-------------------------------------------------------------------------------------|-------|---------------------------------------------------------------------|
| x6 |    | 4-7   | 6 vills to sheep under tc, shift queued to next sheep               |
| x3 |    | 7-10  | 3 villagers to wood                                                 |
| x1 |    | 10-11 | One villager lures a boar                                           |
| x4 |    | 11-15 | 4 villagers to berries. 1st builds a house                          |
| x3 |   | 15-18 | 3 more vills to food under TC. Build a house if you haven't already |
| x2 |  | 18-20 | 2 to wood. Build a house                                            |
|    |  | 20    | Research loom                                                       |
|    |  | 20    | Click to Feudal Age                                                 |
| x3 |  | 20    | Move 3 villagers from food to wood                                  |

- 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
- Start building your barracks when you're about 50% advanced to Feudal Age
- When reaching Feudal Age, save enough wood for bit-axe and stable, rest of the wood you can put into farms after you get horse collar

## Feudal Age

Build the Stable as soon as possible with 2 villagers

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

Start building farms with the villagers under your TC

Send new villagers to sheep or straggler trees (the ones next to your Town Center) and build a farm whenever you have extra wood.

You want to get at least 9 farms before you plan on doing anything else (like unit switch or getting gold, for example)

Also, if your plan is going Scouts into Fast Castle, going for 15 farms before switching your gathering point to gold is highly recommended and allows you to get 6-7 scouts while doing a good build for Castle Age