

# Optimized Build Orders

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## Contents

<a href="#">18 Pop Japanese Man-at-Arms Rush</a>	<a href="#">2</a>
<a href="#">19 Pop Feudal Drush</a>	<a href="#">3</a>
<a href="#">19 Pop 1-Stable Scouts</a>	<a href="#">4</a>
<a href="#">20 Pop 1-Range Archers</a>	<a href="#">5</a>

# 18 Pop Japanese Man-at-Arms Rush

## Introduction

- This is the first of many civ-specific builds. Many civs can do a good man-at-arms rush, but few can do one as quickly as the Japanese. By focusing on specific civs, we can push the generic builds even further and hit our opponents with some insane strategies
- The objective of this build is to put immense pressure on our opponent as early as possible
- We want our first punch to be the quick man-at-arms, and we want to follow up as fast as possible with archers + fletching
- This build is tight and leaves very little room for walling or adaptation, so we have to make sure we always have the initiative
- After our initial attack with men-at-arms + archers, we will try to wall up and aim for castle age to end the game if we're winning, or to stabilize if things went wrong
- Immediately after luring deer, we'll try to find the opponent fast. Check this video for tips: [How To Find Your Opponent FAST](#)

Age	Vils	Task	Note					Vil Pop
	6		Send 6 villagers to sheep		6			6
	2		Send 2 villagers to wood	2				8
	1		Send 1 villager to lure boar		7			9
	1		Send 1 more vil to boar under TC		8			10
	-		[Mandatory] Lure at least 2 deer					
	1		Send 1 vil to make house then go back to the hunt under TC		9			11
	4		Next 4 vils to hunt under TC (get the second boar during this time)		13			15
	1		Send 1 vil to make a barracks in the front of our base					16
	1		Send 1 villager to wood	3				17
	-		Research loom					
	-		Research Feudal Age (perfect click time: 6:15)					
	-		Immediately send 2 vils from hunt to gold and make a mining camp	3	11	2	0	
	-		Make 3 militia then send them across the map to the enemy asap					
	-		Send 4 vils from under TC to the initial lumber camp	7	7	2	0	
	-		Make an archery range right away and start producing archers					
	-		Research Man-at-arms. Target enemy vils with the men-at-arms + scout					
	-		Make a blacksmith as soon as you can afford it					
	-		Research Double-Bit Axe (may need to idle TC for 10 seconds to afford)					
	2		Send 2 villagers to gold			4		19
	1		Send 1 vil to berries and make a mill		8			20
	-		Slowly add vils to farms/berries before sheep run out completely					
	-		Research fletching as soon as you can afford it (Idling TC for 15-20 seconds is okay to prioritize fletching)					
	-		Send your archers across the map and group with remaining MAA. This army can kill vils behind palisade walls + break buildings					
	-		Keep making archers at home for defense + follow up					

## What's next?

- After all this aggression, it's a good time to slowly set up some defenses:
  - Against scouts, add a few spears when you can afford them and wall up
  - Against archers, just wall up asap and if he attacks you, defend with archers + a tower if needed
- If your early aggression did a lot of damage, feel free to just wall up and defend until Castle Age once your forward army is gone
- If your early aggression didn't do much then you'll need to try to adapt and find another win condition, since we invested a lot into it
- Once you get to Castle Age, play it like any archer build and follow the same principles

# 19 Pop Feudal Drush

Recommended Civs Malians, Lithuanians, Japanese, Britons, Vikings

## Introduction

- The objective of this build is to go up quickly, but ensure we get the first punch by making 2 militia while we are on the way to feudal
- 2 militia + a feudal scout has the potential to do a lot of damage, we are mainly looking to harass villagers
- You can use your scout to block villagers as they run back to the tc, or to prevent quick walls, while your militia do the main damage
- Another advantage is that we can see exactly what our opponent is doing before having to commit to our feudal age followup. This way we can properly react to what they are doing
- It is difficult to afford more than 2 militia initially, however we can always add more militia and go for man at arms upgrade once we are in feudal if the situation is right for it
- The advantage of this build over a regular pre-mill drush is that we have the stronger scout as part of our army and we are able to follow up with a feudal age building much sooner
- This build is best executed with civs that have early game economy/infantry bonuses, since it can be hard to afford it without those

Age	Vils	Task	Note					Vil Pop
	6		Send 6 villagers to sheep		6			6
	3		Send 3 villagers to wood	3				9
	1		Send 1 villager to lure boar		7			10
	1		Send 1 vil to make house then go back to the hunt		8			11
	-		[Recommended] Lure deer with your scout once you found all your sheep					
	5		Next 5 vils to hunt under TC (get the second boar during this time)		13			16
	1		1 vil to make a barracks in the front of our base and a house next to it					17
	1		Send 1 villager to wood	4				18
	-		Research loom					
	-		Research Feudal Age (perfect click time: 6:40)					
	-		Make sure you find where your opponent is asap with your scout					
	-		Make 2 militia right away then send them to your opponent's base					
	-		Send 4 vils from under TC to the initial lumber camp	8	9	0	0	
	-		Move 1 vil from under TC to berries and make a mill	8	9	0	0	
	-		Use your feudal scout and militia to harass opponent and pick off villagers					
	-		If they fight back with vils, simply run away if they have more than 2					
	-		Research double bit axe					
	-		[Optional] Get horse collar					
	-		Make your follow up based on what your opponent is going for					
	-		Start to slowly wall up your base with 1-2 villagers using houses and walls					

## What's next?

- Based on your scouting, you can do the following:
  1. If you see a stable, make 1-3 spears at home, look to go archers for yourself, and make fully walling a priority
  2. If you see a range, either follow up with scouts to maintain map control or go for a range yourself and make defensive skirmishers while walling and going up to Castle Age
  3. If you see them adding a lot of militia/man at arms themselves, you can either add more militia to match or add a range and play into archers
- Make sure to adjust your economy to whichever follow up you go for. If you follow up with scouts/skirms, add a few more vils to berries and start seeding farms, whereas if you go archers you should send 3-4 vils to gold
- If you find a lot of damage with your drush you should go aggressive with your next army to keep up the pressure, if you don't then you should play defensive until you can full wall
- From here you can either commit to more military, add monks/siege, or simply drop 1-2 more TCs and continue developing. Try to be flexible and really consider your options to find the best approach

# 19 Pop 1-Stable Scouts

Recommended Civs Franks, Huns, Lithuanians, Magyars, Malians

## Introduction

- The objective of this build is to go up quickly and start putting pressure with scouts
- Our goal is to use our mobility and be the first to attack our opponent
- After the initial few scouts, if the opponent is mainly on archers/spearmen, we will make a tech switch into skirms to have scouts and skirms on the field
- Once we secure map control, we should look to fully wall our base to stay safe from counter attacks
- If the opponent goes for militia/maa aggression, make it a priority to clean their army before attacking them. Do this by using your vils and scouts and 1 spear to take their infantry out
- This build is best executed with a civilization that has bloodlines, because ideally we want to go into knights in castle age, and we want to have the option to go heavy scouts in feudal

Age	Vils	Task	Note					Vil Pop
	6		Send 6 villagers to sheep		6			6
	2		Send 2 villagers to wood	2				8
	1		Send 1 villager to lure boar		7			9
	1		Send 1 vil to make house then mill on berries		8			10
	-		[Recommended] Lure deer with your scout once you found all your sheep					
	6		Next 6 vils to hunt under TC (get the second boar during this time)		14			16
	2		Send 2 villagers to wood	4				18
	-		Research loom					
	-		Research Feudal Age (perfect click time: 6:40)					
	-		Either send 4 vils to the initial lumber camp (8 total, more aggressive) or 5 vils to make a new lumber camp (9 total, more defensive)	8	10	0	0	
	-		Move 4 vils from under TC to berries	8	10	0	0	
	-		Move 1 vil from under TC to make a barracks 60% of the way to feudal	8	9	0	0	
	-		Research double bit axe					
	-		Research horse collar					
	-		Make a stable with 2 vils	8	7	0	0	
	-		Use the 2 vils that build the stable to wall opposite sides of your base					
	-		Start seeding farms as soon as you have extra wood in the bank					
	-		Keep adding scouts and use them to attack your opponent or defend					
	-		[Optional] Make 1-4 spears if you are scared of enemy scouts					

## What's next?

- If opponent is on mainly arch/spear, we can add a range and make skirms
- If opponent is on scouts, then we can continue adding scouts and a couple more spears until we are fully walled, once fully walled take all your military units and attack them
- We will naturally want a blacksmith, so pick that up when you can
- If game is hectic in feudal age, pick up bloodlines once you have 7-8 scouts, then pick up armor/attack on them
- Pick up horse collar (if you skipped it) and gold mining upgrade after you click up to castle age
- Once in castle age we have a ton of options, I recommend going 2 stable knights as a default, but also going elite skirm from 1 range if they has a huge mass of xbow
- Light cav is a great option if you have a bunch of left over scouts or if you want to counter their monks
- Prioritize blacksmith upgrades depending on the situation
- Get bow saw
- From here you can either commit to more military, add monks/siege, or simply drop 1-2 more TCs and continue developing. Try to be flexible and really consider your options to find the best approach

# 20 Pop 1-Range Archers

Recommended Civs Britons, Mayans, Ethiopians, Tatars, Vikings

## Introduction

- The objective of this build is to go up rather quickly and start massing archers right away
- We commit to just 1 range because we value the faster Fletching more than the second range and more army
- This allows for a faster Castle time, or transition into scouts as a response to our opponent having a lot of skirms
- This build is best executed with a civilization that has both Arbalest and Bracer because that is what we are scaling into
- It can also be done with a cavalry based civ, however, we will have to transition in mid Castle/Imp into a completely different unit class, which could make things awkward

Age	Vils	Task	Note					Vil Pop
	6		Send 6 villagers to sheep		6			6
	3		Send 3 villagers to wood	3				9
	1		Send 1 villager to lure boar		7			10
	1		Send 1 vil to make house then mill on berries		8			11
	-		[Recommended] Lure deer with your scout once you found all your sheep					
	6		Next 6 vils to hunt under TC (get the second boar during this time)		14			17
	2		Send 2 villagers to wood	5				19
	-		Research loom					
	-		Research Feudal Age (perfect click time: 7:05)					
	-		Move 5 vils from under TC and make a lumber camp on a second woodline	10	9	0	0	
	-		Move 2 vils from under TC and send them to straggler trees	12	7	0	0	
	-		Move 1 vil from under TC and make a house and then a barracks	12	6	0	0	
	-		Move 2 vils from under TC and make a mining camp on the gold	12	4	2	0	
	-		Get Double-Bit Axe (we will skip Horse Collar for now)					
	-		Make a range and start producing archers asap					
	2		Send 2 villagers to gold			4		21
	-		Make a blacksmith and get Fletching when you can afford it					
	-		[Optional] Make 1-4 spears if you are scared of enemy scouts					
	-		Move 4 more vils from TC to berries (5 total on berries)	12	4	4	0	
	-		Start making farms as soon as you have the wood for it					
	-		Start walling with 2-3 vils using a mix of houses and palisades					

## What's next?

- The goal from here is to get up to Castle Age with a healthy mass of 10-15 archers and simply get Crossbowman/Bodkin
- However, if your opponent is attacking you with many skirms and your walls aren't up yet, you can add a stable and use a few scouts to defend alongside your archers
- When you click up to Castle Age, you can add another production building (either a 2nd range or a stable)
- When you get to Castle Age you have a ton of options, you start by getting bow Bow Saw/Bodkin/Crossbowman then you can either add TCs for your economy, or invest more into military by adding a monastery/university/siege workshop
- The choices are many and depend a lot on your personal style, on the civ matchup, and on the position in the game. Try to be flexible and really consider your options to find the best approach