

AoE II Build Order Reference

by Cicero

These builds come with the usual qualifying remarks regarding build orders in general: they are guidelines only and simply demonstrate general patterns and principles for Dark and Feudal age economy set-up and transitions. All of these can be executed without deer, and without a civ bonus (unless civilization is stated); standard resources is assumed.

The first section includes the most important builds. Most of these are for open maps like Arabia, and it also included a generic water build. Many are closely based on the (excellent!) video guides by ST4RK. Some, I have modified slightly to further optimize them (based on general practice among other top players), but I've linked his builds for comparison since his videos contain further details beyond the scope of this document. The second section covers a selection of the more useful civ-specific builds, whilst the final section covers some (mostly generic) builds for closed maps like Arena. The appendix contains some general advice on when to get economy upgrades.

For newer players wondering where to start I recommend the Scouts and Man-at-Arms builds as the most important for 1v1, and also the Archers and FC Knights builds for team games. FC Boom is also well worth knowing. Newer players shouldn't feel overwhelmed as this is just a reference guide, and it is not necessary to know all these builds.

Standard Builds

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Appendix: Economy Upgrades

Standard Builds

Scouts

Fast build with an early up time; allows creation of an additional 3-4 scouts upon reaching Feudal. Scouts can gain early map control, do early damage before walls go up, and can easily kill off small groups of archers/skirms. They also buy time for a player to make the usual transition into ranges, and archers when massed can begin to kill off scouts quite easily.

| 21-22 pop Scouts 🏰 | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---|-------------------|----------------|--------------|-------------|-------------|--------------|
| 6 on sheep | 6 | | | | | |
| 3 on wood | 6 | | | 3 | | |
| +2 on boar (8) | 8 | | | 3 | | |
| 4 on berries | 8 | 4 | | 3 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 3 | | |
| Rest to wood | 8 | 4 | 2 | 6-7 | | |
| Advancing to Feudal | | | | | | |
| ↑10 on wood (5+5) | 4-5 | 4 | 2 | 10 | | |
| Build [Barracks] | | | | | | |
| FEUDAL | | | | | | |
| Build [Stable] | | | | | | |
| + farms | | 4 | 14 | 10 | | |
| → Archers 🏰 | | | | | | |
| Build [2x Range] [Blacksmith] | | | | | | |
| 10 on gold | | | 14 | 10 | 10 | |
| + farms | | | 18 | 10 | 10 | |
| → Skirms 🏰 | | | | | | |
| Build [Range] [Blacksmith] | | | | | | |
| ↑12 on wood (6+6), 4 on gold | | | 14 | 12 | 4 | |
| + farms | | | 18 | 12 | 4 | |
| → Knights 🏰 | | | | | | |
| Build [Blacksmith] | | | | | | |
| 6 on gold | | | 14 | 10 | 6 | |
| + farms | | | 16 | 10 | 6 | |
| Build [2 nd Stable] | | | | | | |
| → +Scouts 🏰 | | | | | | |
| Build [2 nd Stable] [Blacksmith] | | | | | | |
| 2-3 on gold* | | | 14 | 10 | 2-3 | |
| + farms | | | ++ | 10 | 2-3 | |

*for bloodlines

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Archers

Since archers need to be massed to be effective, two ranges are needed and therefore this build has a later Feudal time. Unlike scouts, the aim is to keep the ranges working constantly; also, archers need fletching as a minimum to be effective. This is usually a poor build to use for 1v1, partly because it is quite weak against the faster scout build, so it is mainly used in team games as flank where its weaknesses are covered by another player going scouts.

| 23 pop Archers | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|-------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on sheep/boar | 10 | 4 | | 4 | | |
| Rest to wood | 10 | 4 | | 8 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑12 on wood (6+6), 3 to gold | 3 | 4 | | 12 | 3 | |
| Build [Barracks] | | | | | | |
| FEUDAL | | | | | | |
| Build [2x Range] [Blacksmith] | | | | | | |
| ↑7 on gold | 3 | 4 | | 12 | 7 | |
| + farms, ↓10 on wood (5+5) | | | 18 | 10 | 7 | |
| ↑8-10 on gold | | | 18 | 10 | 8-10 | |
| <i>Advancing to Castle</i> | | | | | | |
| ↑~16 on wood (8+8) from farms | | | 12 | 16 | 8-10 | |

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Eagles

Straight Eagle Scouts for meso civs; allows constant production from two barracks upon reaching Feudal. Requires both blacksmith upgrades early on for them to be effective. Can be followed either with ranges for archer transition, or a third barracks for full eagles. Usually not viable against experienced opponents, with man-at-arms - eagles being a better (but still uncommon) option. Aztecs most viable for this due to the shorter creation time. (More commonly, eagles scouts would begin massing in late Feudal, so there is an army ready to upgrade upon reaching Castle.)

| 22 pop Eagle Scouts | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|-------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| Rest to wood (7) | 8 | 4 | 2 | 7 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| 4 to gold | 4 | 4 | 2 | 7 | 4 | |
| Build [2x Barracks] | | | | | | |
| FEUDAL | | | | | | |
| Build [Blacksmith] | | | | | | |
| ↑10 on wood (5+5), ↑6 on gold | 4 | 4 | 2 | 10 | 6 | |
| + farms | | | 16 | 10 | 6 | |

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Men-at-Arms

This build allows involves creating 3 (or 4) militia while advancing and researching the man-at-arms upgrade upon hitting Feudal. Man-at-arms have no effective counter until the opponent can start producing from ranges, and they can cause major disruption if they are not walled out. This build is one way of buying time to mass archers, since your opponent is usually forced to deal with the man-at-arms in their base first. For eagle transition (uncommon), an early blacksmith can be built for Scale Mail, which will also benefit the man-at-arms.

| 22 pop Men-at-Arms | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 6 on berries | 8 | 6 | | 4 | | |
| 1 build [Barracks] | | | | | | |
| 2 on gold | 8 | 6 | | 4 | 2 | |
| Advancing to Feudal | | | | | | |
| ↑6 on wood, 2 to farms | 5 | 6 | 2 | 6 | 2 | |
| FEUDAL | | | | | | |
| → Archers | | | | | | |
| ↑12 on wood (6+6) | | 6 | 2 | 12 | 2 | |
| Build [2x Range] [Blacksmith] | | | | | | |
| ↑7 on gold | | 6 | 2 | 12 | 7 | |
| + farms, ↓10 on wood (5+5) | | | 18 | 10 | 7 | |
| ↑8-10 on gold | | | 18 | 10 | 8-10 | |
| → Skirms | | | | | | |
| ↑12 on wood (6+6) | | 6 | 2 | 12 | 2 | |
| Build [2x Range] [Blacksmith] | | | | | | |
| + farms | | | 18 | 12 | 2 | |
| → Eagles | | | | | | |
| ↑12 on wood (6+6) | | 6 | 2 | 12 | 2 | |
| Build [Blacksmith] [2 nd Barracks] | | | | | | |
| ↑6 on gold | | 6 | 2 | 12 | 6 | |
| + farms, ↓10 on wood (5+5) | | | 18 | 10 | 6 | |

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Men-at-Arms - Towers

Towers can be used to deny map control and resources, and since man-at-arms have no counter in early Feudal, they are ideal for protecting forward villagers. This is one of the most effective ways of executing a tower rush.

| 22 pop Men-at-Arms - Towers | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|-----------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 6 on berries | 8 | 6 | | 4 | | |
| 1 build [Barracks] | | | | | | |
| 2 on gold | 8 | 6 | | 4 | 2 | |
| Advancing to Feudal | | | | | | |
| 3 to stone | 6 | 6 | | 4 | 2 | 3 |
| ↑5 on stone*, 5 forward | 1 | 6 | | 4 | | 5 |
| FEUDAL | | | | | | |
| 6 on farms | | 6 | 6 | 4 | | 5 |
| ↑10 on wood (5+5) | | | 6 | 10 | | 5 |
| + farms | | | 16 | 10 | | 5 |

*after 40g

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Drush - Archers

A Dark Age rush: three militia created in Dark Age used to delay the opponent. This is another way of buying time to mass archers. At time of writing, this build has become less popular, with the man-at-arms build being preferred. It can be quite weak against the man-at-arms build, since the opponent will have militia to defend, which can then be upgraded after they hit Feudal first.

| 28 pop Drush - Archers | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| 1 build [Barracks], collect 10g | | | | | | |
| Rest on sheep (last to wood), 2 to farms | 12 | 4 | 2 | 5 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑12 on wood (6+6), 4 to gold | 2 | 4 | 2 | 12 | 4 | |
| FEUDAL | | | | | | |
| Build [2x Range] [Blacksmith] | | | | | | |
| ↑7 on gold | | 4 | 2 | 12 | 7 | |
| + farms, ↓10 on wood (5+5) | | | 16 | 10 | 7 | |
| ↑8-10 on gold | | | 16 | 10 | 8-10 | |
| <i>Advancing to Castle</i> | | | | | | |
| ↑~16 on wood (8+8) from farms | | | 12 | 14 | 8-10 | |

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Drush - Fast Castle

A drush can also be used to buy time to perform a fast Castle. This has also gone out of fashion at the time of writing, though it can still sometimes be pulled off with a good map.

Aztecs can do a 5 militia drush fast Castle without collecting the extra 10 gold; advance with about 35 pop and build an extra farm in Dark Age.

| 32+2 pop Drush - FC | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---------------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| 1 build [Barracks], collect 10g | | | | | | |
| +2 on berries (6) | 8 | 6 | | 4 | | |
| ↑10 on wood (5+5) | 8 | 6 | | 10 | | |
| Rest on sheep, 8 to farms* | 3 | 6 | 8 | 10 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| 4 to gold | | 6 | 8 | 10 | 4 | |
| +2 on farms (10) from berries (4) | | 4 | 10 | 10 | 4 | |
| FEUDAL | | | | | | |
| Build [Stable]/[Range] [Blacksmith] | | | | | | |
| +2 on gold (6) | | 4 | 10 | 10 | 6 | |
| <i>Advancing to Castle</i> | | | | | | |
| → Knights | | | | | | |
| Build [2 nd Stable] | | | | | | |
| All to wood from berries | | | 10 | 14 | 6 | |
| → Crossbows | | | | | | |
| Build [2 nd Range] | | | | | | |
| ↑8 on gold, rest to wood from berries | | | 10 | 12 | 8 | |

*once sheep have run out, send villagers to stragglers until wood is available for farms

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Fast Castle - Boom

Place two extra town centers upon hitting Castle and maintain production from all three. In castle, set all gather points to wood, and build farms as soon as wood becomes available. Leaving villagers on gold means food can be bought if needed, and it can also be used to buy stone for a fourth town center later. Usually only use on closed maps.

Alternatively, can take stone instead of gold and sell stone in Feudal - see note.

| 27+2 pop FC - Boom 🏰 | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑9 on wood (5+4)* | 8 | 4 | 2 | 9 | | |
| 3 on gold* | 8 | 4 | 2 | 9 | 3 | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑8 on farms, ↑6 on berries | | 6 | 8 | 9 | 3 | |
| FEUDAL | | | | | | |
| Build [Market] [Blacksmith] | | | | | | |
| +2 on wood | | 6 | 8 | 11 | 3 | |
| <i>Advancing to Castle</i> | | | | | | |
| ↑~14 on wood (7+7) from berries | | 3 | 8 | 14 | 3 | |

*alternatively, go ↑10 on wood, 2 on stone, and sell 200 stone in Feudal

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Fast Castle - Knights/Crossbows

Usually done from pocket position in team games. Knights are ideal from this position because of their mobility, but a crossbowmen build might occasionally be used depending on the civ. For knights, this allows for at least 6 knights to be produced from both, followed by constant production from one stable (if desired). Can also go 29+2 pop which will allow at least 8 knights from 2 stables - see note.

For crossbows, both ranges should be kept working constantly; research fletching whilst advancing, and crossbowman upon reaching Castle as a minimum.

| 28+2 pop FC - Knights/Crossbows | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑10 on wood (5+5) | 8 | 4 | 2 | 10 | | |
| 3 on gold* | 8 | 4 | 2 | 10 | 3 | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑8 on farms, ↑6 on berries | | 6 | 8 | 10 | 3 | |
| Build [Barracks] | | | | | | |
| FEUDAL | | | | | | |
| Build [Stable]/[Range] [Blacksmith] | | | | | | |
| +2 on gold | | 6 | 8 | 10 | 5 | |
| <i>Advancing to Castle</i> | | | | | | |
| → Knights 🏰 | | | | | | |
| Build [2 nd Stable] | | | | | | |
| +2 farms (10), ↑6 on gold from berries | | 3 | 10 | 10 | 6 | |
| → Crossbows 🏰 | | | | | | |
| Build [2 nd Range] | | | | | | |
| +2 farms (10), ↑8 on gold from berries | | 1 | 10 | 10 | 8 | |

*for knights, can go +1 (4) on gold for 29+2 pop

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Fast Castle - Unique Unit

Fast castle and have the stone to build one when you reach it. Sometimes used as pocket with civs such as Burmese/Mayans/Spanish. Eco balance while advancing to Castle will vary according to the civ and their unique unit.

| 28-29+2 pop FC - Unique Unit | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑9 on wood (5+4) | 8 | 4 | 2 | 9 | | |
| 2 on gold | 8 | 4 | 2 | 9 | 2 | |
| 2-3 on stone | 8 | 4 | 2 | 9 | 2 | 2-3 |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑8 on farms, ↑6 on berries | | 6 | 8 | 9 | 2 | 2-3 |
| FEUDAL | | | | | | |
| Build [Market] [Blacksmith] | | | | | | |
| +2 on stone | | 6 | 8 | 9 | 2 | 4-5 |
| <i>Advancing to Castle</i> | | | | | | |
| ↑7-8 on stone | | | | | | 7-8 |

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Galleys

Generic water build; fast feudal with four fishing ships, followed by constant production from two, then three docks shortly after. Usually start with fire galleys; fletching is necessary if switching to galleys.

| 25 pop Grush | Sheep/Boar | Berries | Farms | Wood | Gold | Fish |
|---|------------|---------|-------|------|------|------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +1 on boar (7) | 7 | | | 4 | | |
| 1 build [Dock]* | | | | | | |
| +1 on wood (5) | 8 | | | 5 | | |
| +1 on boar (8) then rest to sheep (6); 4 fish | 14 | | | 5 | | 4 |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑7 on wood† | | | | | | |
| ↑14 on wood (7+7) | | | | | | |
| Build [2 nd Dock] | | | | | | |
| ↑5 on gold | | | | 14 | 5 | 4 |
| FEUDAL | | | | | | |
| ↑6 on gold | | | | 14 | 6 | 4 |
| Build [3 rd Dock] | | | | | | |
| ↑8 on berries‡ | | 8 | | 14 | 6 | 4 |
| Build [Blacksmith] | | | | | | |
| + farms | | 8 | 6 | 14 | 6 | 4 |
| Build [Market] | | | | | | |
| ↑8 on gold, + farms, ↑16 on wood (8+8) | | 8 | 8 | 16 | 8 | 4 |
| <i>Advancing to Castle</i> | | | | | | |
| ↑24 on wood (8+8+8) | | | 8 | 24 | 8 | 4 |

*this villager becomes the designated builder, and will build houses and other buildings from here on as needed

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(can also collect from shore fish)

†all others to stragglers

‡finish sheep first

Civ-Specific Builds

Mongol/Khmer/Franks Scouts

These civilisations have strong scout rushes but require adjustments to the usual build to take proper advantage of their bonuses. The Mongols build is their signature strategy and an important one to learn, since after their fast start they get few other advantages until mid-late imp. The Khmer build is almost as good, and worth knowing since at time of writing they are regarded as one of the weakest civs in 1v1 overall. Franks can make a lot of scouts with this build despite the earlier advance time, thanks to their faster foraging.

| Mongol 18-19 pop Scouts | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--------------------------------|-------------------|----------------|--------------|-------------|-------------|--------------|
| 6 on sheep | 6 | | | | | |
| 3 on wood | 6 | | | 3 | | |
| +2 on boar (8) | 8 | | | 3 | | |
| 4 on deer/berries | 8 | 4 | | 3 | | |
| Rest on sheep/boar | 10-11 | 4 | | 3 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑8 on wood | 5-6 | 4 | | 8 | | |
| Build [Barracks] | | | | | | |

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| Khmer 18-19 pop Scouts | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|-------------------------------|-------------------|----------------|--------------|-------------|-------------|--------------|
| 6 on sheep | 6 | | | | | |
| 1 on wood (stragglers)* | 6 | | | 1 | | |
| +2 on boar (8) | 8 | | | 1 | | |
| 4 on berries | 8 | 4 | | 1 | | |
| Rest on sheep/boar | 12-13 | 4 | | 1 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑8 on wood | 5-6 | 4 | | 8 | | |

*this villager builds a lumber camp later after mill is placed, once there is enough wood

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| Franks 20-21 pop Scouts | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--------------------------------|-------------------|----------------|--------------|-------------|-------------|--------------|
| 6 on sheep | 6 | | | | | |
| 3 on wood | 6 | | | 3 | | |
| +2 on boar (8) | 8 | | | 3 | | |
| 6 on berries | 8 | 6 | | 3 | | |
| Rest to wood | 8 | 6 | | 5-6 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑10 on wood (5+5) | 3-4 | 6 | | 10 | | |
| Build [Barracks] | | | | | | |

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Malay Builds

The Malay bonus can mess up your build if you don't adjust for it. Here are some possible 'solutions'.

| Malay 23-24 pop Scouts | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| Rest to wood | 8 | 4 | 2 | 8-9 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑10 on wood (5+5), ↑6 on berries | 4-5 | 6 | 2 | 10 | | |
| Build [Barracks] | | | | | | |
| Δ | | | | | | |
| Malay 25 pop Archers | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| Rest to wood (6+6) | 8 | 4 | | 12 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| 3 to gold, ↑6 on berries | 3 | 6 | | 12 | 3 | |
| Build [Barracks] | | | | | | |
| Δ | | | | | | |
| Malay 31+2 pop FC | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑12 on wood (6+6) | 8 | 4 | 2 | 12 | | |
| 4 on gold, ↑10 on farms | | 4 | 10 | 12 | 4 | |
| Δ | | | | | | |
| Malay 22+10 pop FC [with eco upgrades]* | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
| 6 on sheep | 6 | | | | | |
| 3 on wood | 6 | | | 3 | | |
| +2 on boar (8) | 8 | | | 3 | | |
| 4 on berries | 8 | 4 | | 3 | | |
| +2 on sheep/boar | 10 | 4 | | 3 | | |
| Rest to wood | 10 | 4 | | 7 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑10 on wood (5+5) | 5 | 6 | | 10 | | |
| FEUDAL | | | | | | |
| ↑12 on farms, ↓4 on berries | | 4 | 12 | 10 | | |
| 5 on gold | | 4 | 12 | 10 | 5 | |
| Research {Wheelbarrow} | | | | | | |

*get double bit axe and horse collar upon reaching Feudal, and wheelbarrow before clicking to Castle

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Khmer Fast Castle

Khmer also require adjustments to their build to take advantage of their civ bonus.

| Khmer 28+0 pop FC - Boom/Knights | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|----------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑8 on wood (4+4) | 8 | 4 | 2 | 8 | | |
| 3 on gold | 8 | 4 | 2 | 8 | 3 | |
| +2 on berries (6) | 8 | 6 | 2 | 8 | 3 | |
| <i>Advancing to Feudal</i> | | | | | | |
| ↑10 on farms | | 6 | 10 | 8 | 3 | |
| <i>Advancing to Castle</i> | | | | | | |
| → Boom | | | | | | |
| ↑12 on wood (6+6) | | 2 | 10 | 12 | 3 | |
| → Knights | | | | | | |
| Build [2x Stable] | | | | | | |
| ↑6 on gold | | 3 | 10 | 8 | 6 | |

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Korean Towers

Towers are the only thing the Koreans are good at, so it's worth knowing a build for them. Can be used with other civs but will be less effective.

| Korean 19 pop Towers | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 2 on wood | 6 | | | 2 | | |
| +3 on boar (9) | 9 | | | 2 | | |
| 2 on berries | 9 | 2 | | 2 | | |
| Rest on sheep | 14 | 2 | | 2 | | |
| <i>Advancing to Feudal</i> | | | | | | |
| 2 to stone, +2 on wood (4), 6 forward | 4 | 2 | | 4 | | 2 |
| FEUDAL | | | | | | |
| ↑5 on stone, +2 on berries (4), 2 to farms | | 4 | 2 | 4 | | 5 |

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Arena Builds

Fast Castle

Generic build. Pushing deer for an eco-boost and earlier up-time is standard on Arena, but these builds can be done without. Also, skip loom if possible for these builds. For fast Castle with stable/range advance with +1 pop - see note.

| 26+2 pop FC | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|--|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑8 on wood (4+4)*, ↑6 on berries†, ↑5 on farms | ↓3 | 6 | ↑5 | 8 | | |
| 3 on gold | 3 | 6 | 5 | 8 | 3 | |

FEUDAL

Build [Market] [Blacksmith]

+2 villagers

*for Stable/Range instead of Market, add one more to wood here and advance with +1 pop; build [Barracks] whilst advancing

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†when boar runs out

Fast Castle Drop

A little faster than the build given earlier, but with a weaker economy.

| 27-28+2 pop FC - Castle Drop | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +2 on boar, 2 to farms | 8 | 4 | 2 | 4 | | |
| ↑8 on wood (4+4), ↑6 on berries*, ↑5 on farms | ↓3 | 6 | ↑5 | 8 | | |
| 2 on gold | 3 | 6 | 5 | 8 | 2 | |
| 2-3 on stone | 3 | 6 | 5 | 8 | 2 | 2-3 |

FEUDAL

Build [Market] [Blacksmith]

+2 on stone

Advancing to Castle

↑6-7 on stone

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*when boar runs out

Fast Castle [selling wood]

Collect 30 gold without a mining camp and sell 100 wood in Feudal for a faster Castle time. Skip loom.

| 25+2 pop FC [selling wood] | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| +3 on boar, 3 to farms | 8 | 4 | 3 | 4 | | |
| ↑8 on wood (4+4), ↑6 on berries*, ↑5 on farms | ↓4 | 6 | ↑5 | 8 | | |
| 1 on gold (no mining camp) | 4 | 6 | 5 | 8 | 1 | |

FEUDAL

Build [Market] [Blacksmith]

+2 villagers, sell 100 wood

*when boar runs out

Δ

Fast Imperial

Generic build. Again, pushing deer would improve these builds. Get double-bit axe while advancing to Castle. Turks are one of the most viable a fast Imperial due to their strong, faster gunpowder - see note.

| 31+2+2 pop FI | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|------------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| ↑10 on wood (5+5) | 8 | 4 | | 10 | | |
| +4 on sheep/boar, ↑12 on farms | ↓0 | 4 | ↑12 | 10 | | |
| 4 on gold | | 4 | 12 | 10 | 4 | |
| Advancing to Feudal | | | | | | |
| +2 on gold (6) from wood (4+4)* | | 4 | 12 | 8 | 6 | |
| FEUDAL | | | | | | |
| Build [Market] [Blacksmith] | | | | | | |
| +2 on gold (8) | | 4 | 12 | 8 | 8 | |
| Advancing to Castle | | | | | | |
| +2 on farms (14) from berries (2) | | 2 | 14 | 8 | 8 | |
| CASTLE | | | | | | |
| Build [Monastery] [Siege Workshop] | | | | | | |
| +2 on gold (10) | | 2 | 14 | 8 | 10 | |

*for Turks, go just +1 on gold (5) from wood; build [Barracks] whilst advancing and build [Range] in Feudal instead of Market

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Castle Drop - Fast Imperial

Castle drop into fast Imperial for trebs. Get double-bit axe while advancing to Castle.

| 32+2+3 pop Castle Drop - FI | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|---------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| ↑10 on wood (5+5) | 8 | 4 | | 10 | | |
| +4 on sheep/boar, ↑12 on farms | ↓0 | 4 | ↑12 | 10 | | |
| 5 on gold | | 4 | 12 | 10 | 5 | |
| Advancing to Feudal | | | | | | |
| 4 on stone from wood (3+3) | | 4 | 12 | 6 | 5 | 4 |
| FEUDAL | | | | | | |
| Build [Market] [Blacksmith] | | | | | | |
| +2 on stone (6) | | 4 | 12 | 6 | 5 | 6 |
| Advancing to Castle | | | | | | |
| +2 on gold (7) from berries (2) | | 2 | 12 | 6 | 7 | 6 |
| CASTLE | | | | | | |
| Build [Castle]* | | | | | | |
| +3 on gold (10) | | 2 | 12 | 6 | 10 | |

*with villagers from stone

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Byzantine Fast Imperial

Byzantines are one of the best civs for a fast Imperial due to the reduced cost, and they have strong options including monks and gunpowder. Get double-bit axe while advancing to Castle.

| Byzantine 28+2+2 pop FI | Sheep/Boar | Berries | Farms | Wood | Gold | Stone |
|------------------------------------|------------|---------|-------|------|------|-------|
| 6 on sheep | 6 | | | | | |
| 4 on wood | 6 | | | 4 | | |
| +2 on boar (8) | 8 | | | 4 | | |
| 4 on berries | 8 | 4 | | 4 | | |
| ↑9 on wood (5+4) | 8 | 4 | 2 | 9 | | |
| +2 on sheep/boar, ↑10 on farms | ↓0 | 4 | ↑10 | 9 | | |
| 4 on gold | | 4 | 10 | 9 | 4 | |
| FEUDAL | | | | | | |
| Build [Market] [Blacksmith] | | | | | | |
| +2 on gold (6) | | 4 | 10 | 9 | 6 | |
| CASTLE | | | | | | |
| Build [Monastery] [Siege Workshop] | | | | | | |
| +2 on gold (8) | | 4 | 10 | 9 | 8 | |

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Appendix: Economy Upgrades

Double Bit Axe - always immediately when in Feudal, unless fast Castle in which case prioritise Castle upgrade

Horse Collar - usually before building farms in Feudal, but delay if needed

Wheelbarrow - mainly affects farmers; usually during Feudal with 10-15 farms

Gold Mining - prioritise Castle upgrade; often researched whilst advancing to Castle

Bow Saw - as soon as possible in Castle

Heavy Plow - when possible; can be delayed as late as whilst advancing to Imperial

Hand Cart - with a large number of villagers (60-100), and when the investment can be afforded

Gold Shaft Mining, Stone Mining, Stone Shaft Mining - usually fairly unimportant, but can get if heavy on these resources and the investment can be spared

Two-Man Saw - allows slightly fewer lumberjacks and therefore more military population when pop-capped

Crop Rotation - often more useful for reducing idle time due to expired farms and the time spent reseeding them, than for the actual wood saved