

Interactive Build Order Guide (DE) - Benchmarks

Scouts	A+	A	B	C	D	E
22 pop Feudal	8:00	8:10	8:20	8:35	9:00	9:30
6 scouts	13:30	13:45	14:00	14:20	14:50	15:30
Click Castle	16:30	17:00	17:30	18:00	18:40	19:30

Scouts - Skirms	A+	A	B	C	D	E
22 pop Feudal	8:00	8:10	8:20	8:35	9:00	9:30
6 scouts	13:30	13:45	14:00	14:20	14:50	15:30
Click Castle with 8 skirmishers + fletching	18:15	18:45	19:15	19:45	20:25	21:15

Scouts - Archers	A+	A	B	C	D	E
22 pop Feudal	8:00	8:10	8:20	8:35	9:00	9:30
8 scouts + bloodlines	16:00	16:25	16:50	17:20	17:50	18:30
Click Castle with 10 archers + fletching	19:30	20:00	20:30	21:00	21:40	22:30

Archers	A+	A	B	C	D	E
23 pop Feudal	8:25	8:35	8:45	9:00	9:25	9:55
6 archers + fletching	13:30	13:55	14:20	14:50	15:20	16:00
Click Castle with 24 archers	19:15	19:45	20:15	20:45	21:25	22:15

Men-at-Arms - Archers	A+	A	B	C	D	E
22 pop Feudal	8:00	8:10	8:20	8:35	9:00	9:30
3 men-at-arms	11:00	11:10	11:25	11:45	12:10	12:45
6 archers + fletching	15:00	15:25	15:50	16:20	16:50	17:30
Click Castle with 20 archers	19:30	20:00	20:30	21:00	21:40	22:30

Drush - Archers	A+	A	B	C	D	E
28 pop Feudal	9:15	9:25	9:35	9:50	10:15	10:45
6 archers + fletching	14:20	14:45	15:10	15:40	16:10	16:50
Click Castle with 22 archers	19:45	20:15	20:45	21:15	21:55	22:45

Drush - Fast Castle	A+	A	B	C	D	E
<i>3 militia</i>	<i>8:40</i>	<i>8:50</i>	<i>9:00</i>	<i>9:15</i>	<i>9:40</i>	<i>10:10</i>
32 pop Feudal	10:55	11:05	11:20	11:40	12:05	12:40
32+2 pop Castle	14:00	14:10	14:25	14:45	15:10	15:45
8 crossbowmen + fletching	18:00	18:20	18:40	19:00	19:30	20:00

Fast Castle - Boom	A+	A	B	C	D	E
27 pop Feudal	10:05	10:15	10:30	10:50	11:15	11:50
27+2 pop Castle	13:10	13:20	13:35	13:55	14:20	14:55
60 villagers	21:45	22:15	22:45	23:15	24:00	25:00

Fast Castle - Knights	A+	A	B	C	D	E
28 pop Feudal	10:30	10:40	10:55	11:15	11:40	12:15
28+2 pop Castle	13:35	13:45	14:00	14:20	14:45	15:20
6 Knights	18:00	18:20	18:40	19:00	19:30	20:00

Fast Castle - Unique Unit	A+	A	B	C	D	E
28 pop Feudal	10:30	10:40	10:55	11:15	11:40	12:15
28+2 pop Castle	13:35	13:45	14:00	14:20	14:45	15:20
Build Castle	18:00	18:20	18:40	19:00	19:30	20:00

Note that eco upgrades will also be required for some grades; full requirements are shown in the top right of the screen.
The final grade is limited by your previous benchmark scores.