Build Order Reference

By Cicero

Classic, fast build - scouts can gain early map control, do early damage before walls go up, and can effectively kill off small groups of archers/skirms. They can also buy time for a player to transition into ranges - which is usually needed, since archers once massed will begin to kill off scouts quite easily.

22 pop Scouts	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
3 on wood	6			3		
1 lure boar, +1 on sheep	8			3		
4 on berries	8	4		3		
+2 on boar / 2 to farms	8	4	2	3		
Rest to wood	8	4	2	7		
Advancing to Feudal						
↑10 on wood (5+5)	5	4	2	10		
Build [Barracks]						
FEUDAL						
Build [Stable]						
↑14 farms		4	14	10		
→ Archers						
Build [2x Range] [Blacksmith]						
10 on gold		2	14	10	10	
+ farms		2	18	10	10	
→ Skirms						
Build [Range] [Blacksmith]						
+2 on wood (6+6)		4	14	12		
4 on gold		2	14	12	4	
+ farms		2	18	12	4	
→ CASTLE						
Build [Blacksmith]						
5 on gold / +2 on farms (16)		2	16	10	5	

Double-Bit Axe

Immediately when in Feudal (unless fast Castle/Imperial)

Heavy Plow

When possible; can delay until advancing to Imperial

Horse Collar

Usually before building farms in Feudal, but can delay if needed; usually delayed if going men-at-arms

Hand Cart

Important for a large villager population, so get when the investment can be spared: often whilst advancing to Imperial

Wheelbarrow

Mainly affects farmers; usually in Feudal with 12-15 farmers

Gold Shaft Mining, Stone (Shaft) Mining

Fairly unimportant; can get if the investment can be spared

Gold Mining

Prioritise Castle upgrade; often researched whilst advancing to Castle

Two-Man Saw

Allows slightly fewer lumberjacks and therefore more military population when pop-capped

Bow Saw

As soon as possible in Castle

Crop Rotation

Often more useful for reducing the effort of needing to reseed farms, than for the actual wood saved

This is a 'slower' build, since archers need to be massed to be effective. Unlike scouts, the aim is to keep the ranges working constantly - archers also need fletching as a minimum to be effective. This is often 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 can be covered by other players.

23 pop Archers	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
4 on berries	7	4		4		
+2 on boar / 1 to farms	8	4	1	4		
Rest to wood	8	4	1	9		
Advancing to Feudal						
↑11 on wood (6+5) / 3 to gold	3	4	1	11	3	
Build [Barracks]						
FEUDAL						
Build [2x Range] [Blacksmith]						
↑8 on gold	3	4	1	11	8	
+ farms			18	11	8	

This build allows involves creating three (or four) militia while advancing and researching the men-at-arms upgrade upon hitting Feudal. This build is one way of buying time to mass archers, since your opponent is usually forced to deal with the men-at-arms in their base first. This build is quite tight (and therefore difficult), meaning horse collar usually needs to be skipped.

22 pop Men-at-Arms - Archers	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
5 on berries	7	5		4		
+2 on sheep/boar	9	5		4		
1 build [Barracks]						
2 on gold	9	5		4	2	
Advancing to Feudal						
↑8 on wood (4+4) / + farms	4	5	2	8	2	
FEUDAL						
↑12 on wood (6+6) / ↑4 on farms		5	4	12	2	
Build [2x Range] [Blacksmith]						
↑8 on gold		5	4	12	8	
+ farms			18	12	8	

Towers can be used to deny map control and resources, and since men-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		
1 lure boar	7			4		
4 on berries	7	4		4		
+3 on sheep/boar	10	4		4		
1 build [Barracks]						
2 on gold	10	4		4	2	
Advancing to Feudal						
↓0 on gold*, 5 on stone, 5 forward	3	4		4		5

*after 40g for the men-at-arms upgrade

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 men-at-arms build being preferred. It can be quite weak against the men-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		
1 lure boar	7			4		
4 on berries	7	4		4		
1 mine 10 gold, then wood (5)	7	4		5		
1 build [Barracks]						
Rest to sheep / 3 to farms	12	4	3	5		
Advancing to Feudal						
↑12 on wood (6+6), 4 to gold		4	3	12	4	
FEUDAL						
Build [2x Range] [Blacksmith]						
↑8 on gold		4	3	12	8	
+ farms			18	12	8	

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. Research fletching as a minimum for the crossbows.

32+2 pop Drush FC - Crossbows	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
4 on berries	7	4		4		
1 mine 10 gold, then wood (5)	7	4		5		
1 build [Barracks]						
↑8 on wood	7	4		8		
+2 on berries (6)	7	6		8		
Rest to sheep / 8 to farms	6	6	8	8		
Advancing to Feudal						
4 to gold		6	8	8	4	
FEUDAL						
Build [Range] [Blacksmith]						
+2 on gold		6	8	8	6	
Advancing to Castle						
↑8 on gold / ↑12 on wood (6+6)		2	8	12	8	
Build [2nd Range]						
+2 farms (10)			10	12	8	

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.

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

Usually done from pocket position in team games. Knights are ideal from this position because of their mobility, but the crossbowmen build might occasionally be used depending on the civ. This allows for at least six knights to be produced from both, followed by constant production from one stable.

28+2 pop FC - Knights	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
5 on berries	7	5		4		
+2 on boar / 2 to farms	7	5	2	4		
↑10 on wood (5+5)	7	5	2	10		
3 on gold	7	5	2	10	3	
Advancing to Feudal						
↑8 on farms		5	8	10	3	
Build [Barracks]						
FEUDAL						
Build [Stable] [Blacksmith]						
+2 on gold (5)		5	8	10	5	
Advancing to Castle						
+2 farms (10)		3	10	10	5	
Build [2nd Stable]						

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+2 pop FC - Unique Unit	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
5 on berries	7	5		4		
+2 on boar / 2 to farms	7	5	2	4		
↑9 on wood (5+4)	7	5	2	9		
2 on gold	7	5	2	9	2	
2 on stone	7	5	2	9	2	2
Advancing to Feudal						
↑7 on farms / +2 on stone (4)		5	7	9	2	4
FEUDAL						
Build [Market] [Blacksmith]						
+2 on stone (6)		5	7	9	2	6

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

26 pop Fire Galleys	Sheep/Boar	Berries	Farms	Wood	Gold	Fish
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
1 build [Dock]*						
+2 on wood (6)	7			6		
Rest to sheep/boar / 4 fish	14			6		4
Advancing to Feudal						
↑15 on wood (8+7) / ↑5 on gold				15	5	4
Build [2nd Dock]						
FEUDAL						
↑6 on gold				15	6	4
Build [3rd Dock]						
Rest to food		6	8	15	6	4
Build [Blacksmith] [Market]						

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

Generic build - faster than the earlier FC builds. 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 Arena FC	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
5 on berries	7	5		4		
+2 on boar / 2 to farms	7	5	2	4		
↑8 on wood (4+4)* / ↑5 on farms	4	5	5	8		
3 on gold	4	5	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

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

31+2+2 pop FI	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
4 on wood	6			4		
1 lure boar	7			4		
3 on berries	7	3		4		
↑9 on wood (5+4)	7	3		9		
+5 on sheep/boar / ↑12 on farms	↓0	3	↑12	9		
6 on gold		3	12	9	6	
FEUDAL						
Build [Market] [Blacksmith]						
+2 on gold (8)		3	12	9	8	
CASTLE						
Build [Monastery] [Siege Workshop]						
+2 villagers						

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		
1 lure boar	7			4		
4 on berries	7	4		4		
↑9 on wood (5+4)	7	4	2	9		
+3 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 villagers						

The Mongols scout rush is their signature strategy and an important one to learn, since after their fast start they get few other advantages until mid-late imp.

Mongol 18-19 pop Scouts	Sheep/Boar	Berries	Farms	Wood	Gold	Stone
6 on sheep	6					
3 on wood	6			3		
1 lure boar	7			3		
4 on berries	7	4		3		
Rest on sheep/boar	10-11	4		3		
Advancing to Feudal						
↑8 on wood	5-6	4		8		
Build [Barracks]						

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		
1 lure boar / +2 on sheep	9			2		
2 on berries	9	2		2		
Rest on sheep	14	2		2		
Advancing to Feudal						
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

Straight eagle scouts; allows constant production from two barracks upon reaching Feudal. Requires both blacksmith upgrades early on for them to be effective. Could be followed either with ranges for archer transition, or a third barracks for full eagles. Usually not viable against experienced opponents, with men-at-arms - eagles being a better (but still fairly uncommon) option. Aztecs are the most viable for this build due to the shorter creation time. (More commonly, eagle 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		
1 lure boar	7			4		
4 on berries	7	4		4		
+3 on boar / 2 to farms	8	4	2	4		
Rest to wood (7)	8	4	2	7		
Advancing to Feudal						
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						