

CAPOCH'S BUILD ORDERS

SUBSCRIBERS GUIDE



JUNE 2024



CONTENT

Introduction & How to read the Build Orders 3

STANDARD OPENINGS

Drush Fast Castle	4
Fast Archer Opening	5
Man at Arms into Archers/Skirms	6
Scouts Opening	7
Pre-Mill Drush	8
Drush + Feudal	10
Standard Openings in Empire Wars	12
19 Pop 2-Militia Drush	15
20 Pop Men At Arms Opening	17
18 Pop Scouts Opening	19
18 Pop Fast Archers Opening	21

SPECIFIC OPENINGS FOR CIVILIZATIONS

1 TC Cavalry Archers with Huns	23
Lithuanian Forward	25
Bulgarian Forward	27
Fast Imperial with Turks on Arena	29
Playing with Chinese	31
Lithuanian Instant Drush	32
Saracen Fast Castle with Market Abuse	34
Cuman 2 TCs into Kipchaks	36
Khmer Fast Castle	38
Fast Castle All in with Celts (Hoang Push)	40
Burgundians on Arabia	42
Aztec Siege & Monk Push on Arena	44
Persian Douche	46
Scouts Opening into Knight spam with Poles	47
Dravidians MAA + Archer/Skirms Opening	48
Gurjaras Standard Opening	50
Chinese on Regicide Fortress	51
Goths Forward	52
Portuguese Scouts Opening	54
Khmer Forward	55
Byzantine Fast Imperial on Closed Maps	56
Armenians 19 Pop 2 Spear Drush	58
Persians Scouts into Cavalry Archers	60

BUILD ORDERS FOR HYBRID/WATER MAPS

How to play Hybrid Maps (Water and Land)	62
How to play Vikings on Water Maps	64
Mongols on Water Maps	66
Lithuanian Opening on Hybrid Maps	68
Nomad Build Order	70
Fast Imperial with Italians on Migration	72
NEW Georgians on Hybrid Maps	74

GENERAL INFO ABOUT THE GAME

Map Awareness and Map Control	76
Basic Times Guide	77
Useful Tips	78
Eco Balanced in Feudal and Castle Age	79
★ Maps and Top Civs Guide	80
★ Tiermaker: Best Civilizations on Arabia	81
Best Openings for every Civilization	83
Units and Counter-Units Guide	90
Units Hidden Bonuses	95
Unique Units/Upgrades Hidden Bonuses	103
My Custom Hotkeys	111
My ingame Mods	112
My Settings	113

INTRODUCTION

In this guide, you will find many build orders that I've been developing and testing during my return to Age of Empires II. If you are new to the game, or if you've been playing it for a while, I'd recommend you to start with the easiest build orders to execute and then move on to others since they will make you a better player and you'll understand the game better. I also recommend you to start with a few civilizations (2 or 3) and then move on to different civilizations as you progress so you don't get overwhelmed by the complexity of the game..

The purpose of this guide is to give you more than just a "recipe" for Dark Age, but also a brief description on what to do in Feudal Age and beyond, how to manage your economy, how to read the map and the game according to the situation and much more.

This document is divided into standard build orders that you can try with any civilization, specific build orders for a couple of maps and specific civilizations. These are the same build orders I use myself in competitive matches and even tournaments. They are not only very precise and well tailored but also directly drawn from the current metagame.

There are also chapters exclusively dedicated on how to balance your economy or which civilizations are the best for certain strategies or maps alongside with tips, advice and a lot of my game knowledge.

HOW TO READ THE BUILD ORDERS

The guide has some graphic tools in each build order that will help you understand it better. These tools are the difficulty level of execution and the villager distribution in different moments during the game.

Difficulty of execution: Some build orders are harder to execute than others. You will find the "emblem" below in different colors on every build order title to identify it's difficulty. Bronze are the easiest builds to execute, while silver are moderate build orders and gold represent the hardest builds.



EASY



MODERATE



HARD

Villager Distribution: The first main tip that you should put into practice is never idling the Town Center during the Build Order, unless otherwise indicated. On each build order, you will find some small charts that will tell you how to rearrange your villagers (economy) after clicking up to the next age according to your Feudal Age opening and so on. The examples below will help you understand these charts:



The example on the left (Ex.1) represents the distribution of villagers by tasks, as they were created from the Town Center. Follow the build order of Drush FC, the first step is 6 villagers go to sheep, so the number is placed on food column. Next step is 4 villagers to wood, so the 4 is placed on wood column but below the first. The follow villager goes to lure the boar, so you should have 7 villagers on food at that moment. That's why the 7 is on third row, on food column.

The examples on center and right (Ex.2 & Ex.3) represent the Nomad build order where the idea is to add some fishing ships early on and try to get to Feudal Age relatively fast to play a grush (galley rush) and try to win the water. As you can see, at the top, there is a timer which says the time in game to click up to Feudal Age. At the middle of the example, you can see the distribution of villagers for each resource. You should have 5 villagers on wood only (enough to keep your Dock producing fishing ships) and the other 14 villagers on food because you want to get the 500 food to click up as soon as possible.

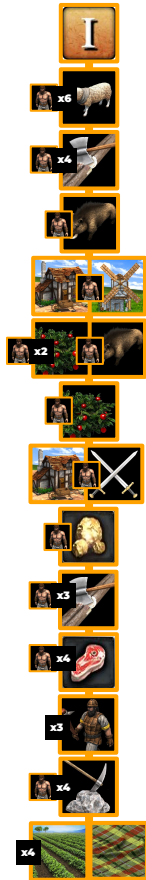
For the example on the right, the important thing is that as soon as you clicked up to Feudal Age, you'll rearrange your economy by sending all your food villagers to take wood and 4 on gold because that's what you'll need to produce fire ships. The number in the bottom right of each chart (in this example 24) is your total population. While your total population is 24, your villager count is 19, in this example for the Nomad build order. Try to remember this when looking at these charts because often, you'll have more population in total than only villagers. Usually the scout has its own icon, as well as another unit that you must create to follow the build order (fishing ships in this case; it could be militias too, for example). Finally, the charts also contains the clicking up time and the arrival time to the next age.

Second Main Tip: Start building 2 houses in every B.O. unless otherwise indicated.

DRUSH FAST CASTLE



This is a very common strategy used on land maps, in which you usually get three militias out early to harass and bother the opponent's base/economy while walling up. If you can snipe a few villagers, then the damage you are making is really big, but the purpose of this strategy is to cause a little idle time, waste some resources by making your opponent wall or quick wall, and gain some time yourself to wall up.



DARK AGE

- 6 villagers on sheep
- 4 on wood
- 1 gets the first boar
- 1 builds a house then goes to the berries (builds mill)
- 2 more to the berries and the next one gets the second boar
- 1 more to the berries
- 1 builds a house and the Barracks and then goes on food
- 1 gets 10 gold (without making a mining camp) and goes on food
- 3 more on wood
- 4 more on food under the TC (sheep/boar)
- Make 3 militias
- 4 to gold (to make archers and crossbow later)
- Make loom in the Town Center. Click up to Feudal Age
- Start making 3-4 farms when the sheep start running out

0	6	0
4	6	0
4	7	0
4	8	0
4	11	0
4	12	0
4	13	0
4	14	0
7	14	0
7	18	0
7	18	0
7	18	4
7	18	4



CLICKING UP TO **II**: 11:15

7	18	4	0
29	3	1	33
TIME TO ARRIVAL: 13:25			

CLICKING UP TO **III**: 14:15

15	8	8	0
31	3	1	35
TIME TO ARRIVAL: 16:55			

FEUDAL AGE

By now, you should have full intel on what your opponent is doing (unless he walled earlier than your militia timing, which indicates that he had a great map very easy to wall). You should already be fully walled unless you have a crappy map, in which case this strat is a bit risky.

Make archery range with 2 villagers and the blacksmith with 1 villager. Start making archers as soon as you can, you might need to have the TC idle for about 10-20 seconds to click up. While upping, you should pump archers nonstop, get the wood upgrade and fletching. Your castle time should be around 17-18 minutes game time.

CASTLE AGE

If you know you are getting to Castle Age earlier than your opponent, you should move out from your base at around 75% up time with your archers and look for a weak spot on your opponent's base.

As soon as you age up, you must get crossbow upgrade, bodkin arrow and bow saw. From now on, you must read the game and play it accordingly.

Most common thing while harassing with crossbow is setting a good eco with 2 or 3 TCs, getting wheelbarrow at 22-25 min, and then doing what suits the game and your play style (ballistics, siege, monks, etc). Sometimes, if the enemy base has some weak spots, going for ballistics before new TC's is usually strong too.



FAST ARCHER OPENING

In generated land maps that you can wall easily, this is a good opening, especially if your opponent doesn't fully wall so you can do some damage early on. Best civs for this opening are archer civs such as Britons, Ethiopians, Mayans, Malay, Saracens, Vietnamese, and any civilization that has a good ranged tech tree.

I DARK AGE

6 on sheep

4 on wood

1 gets the first boar

1 builds a house and then a mill on the berries

2 more on berries

1 gets the second boar

1 more on berries

2 to gather food under the TC (Town Center). One of them should build a house

2 more on wood (make the second Lumber Camp), send also one of the food villagers from sheep to take wood as well (you should have 7 villagers on wood in total between the two Lumber Camps)

Make the loom on the town center and click up to Feudal Age (with 21 population)

While you going up, send 3 sheep villagers to gold and build a Barracks, and 2 sheep and 3 berries villagers to wood.

II FEUDAL AGE

As soon as you hit Feudal Age, you should get wood upgrade and 1 or 2 ranges (depending if your opponent is already fully walled or not). If he's fully walled, the best thing to do generally is open 1 range, get horse collar and start walling yourself.

If he's still open, go for 2 ranges (delay horse collar for late feudal or while upping to castle) and make a blacksmith for fletching. You should also start walling your base slowly with palisades/houses.

While researching fletching or when you just got it, you should move out with archers and look for opponent's weak spots. You should keep farming a lot (probably have 14-16 farms before upping), and once you have around 400-500 food, at around 17 minutes into the game and unless the enemy comes forward and the game gets messy, you should get wheelbarrow.

After that, try to click up to Castle Age as soon as you can. You should have around 8 villagers on gold to support double range and future Castle Age upgrades. While upping, make gold upgrade and archer armor (unless you had to do it before to keep archers alive while fighting).

III CASTLE AGE

As soon as you hit Castle Age, you must get crossbow upgrade, bodkin arrow and bow saw. Next most common thing while harassing with crossbow is setting a good eco with 2 or 3 TCs and then doing what suits the game and your play style (ballistics, siege, monks, etc).

With this opening, fast ballistics is really good if you feel that there's going to be a fight in early castle or if you think you can do some damage, so doing fast university even before the new TC's can be a good thing.

0	6	0
4	6	0
4	7	0
4	8	0
4	10	0
4	11	0
4	12	0
4	14	0
7	13	0
7	13	0
12	5	3



CLICKING UP TO **II** : 07:30

7	13	0	0
20	0	1	21

WHILE GOING UP:

12	5	3	0
20	0	1	21

TIME TO ARRIVAL: 09:40

MAN AT ARMS INTO ARCHERS/SKIRMS



This is a very good strategy that can break walls with the man at arms. It can also work on hybrid maps and can be followed with an aggressive tower on the opponent's base denying important resources or a strategic location.



DARK AGE

6 villagers on sheep

4 on wood

1 gets the first boar

1 builds a house then goes to the berries (builds mill)

2 more to the berries and the next one gets the second boar

1 more to the berries (4 in total)

1 builds a house and then goes on food (boar/sheep)

1 builds the Barracks and then goes to take wood

2 on gold

Make loom in the Town Center & Go up to Feudal Age

While going up, build a new Lumber Camp and send villagers from sheep to take wood (5 villagers on each Lumber Camp is ideal)
Start making 3-4 farms when the sheep start to run out

Make 3 militias

FEUDAL AGE

As soon as you hit Feudal Age, you should get man at arms upgrade and wood upgrade (if you can, if not as soon as possible). Start farming but do not make horse collar until late feudal or while upping to castle age. Make 1 archery range and start doing archers.

The man at arms will help you scout what your opponent is doing, so if he goes for a lot of archers, you can start doing skirms and only having 3-4 villagers at gold instead of 7. You should consider walling slowly the easy parts of your map that you can wall so you can predict where your opponent might hit you later on.

2nd archery range depending on how the game goes (if he's fully walled or you are not fighting, you should consider delaying it a bit more and do it before clicking up). Wheelbarrow should be done when you have around 400-500 food or at 17 min game. Click up and transition to what you want, depending on what has happened during the game.

CASTLE AGE

If you have 2 ranges because there was some feudal fighting with archers/skirms go for crossbow/elite skirms with bodkin arrow and bow saw.

Consider getting ballistics before the new TC's if you think you can do some damage or there will be a fight soon.

If you stayed on 1 range, you can transition to knights; get bow saw and 2 more TCs. If he is fully walled, and you are too, you can consider booming hard while staying at 1 range and maybe add a siege workshop to protect yourself from crossbow raids.

0	6	0
4	6	0
4	7	0
4	8	0
4	11	0
4	12	0
4	13	0
5	13	0
5	13	2
5	13	2
10	8	2
10	8	2



CLICKING UP TO **II** : 07:30

5	13	2	0
20	0	1	21

WHILE GOING UP:

10	8	2	0
20	3	1	24

TIME TO ARRIVAL: 09:40

SCOUTS OPENING

This strategy is losing popularity lately, mainly to the fact that everyone is walling earlier than before and by the time you have the scouts out, the opponent is already fully walled. It's still very popular in open maps, like Acropolis or Land Madness.

It can also be very good in hybrid maps that are hard to wall too like Four Lakes. Best civs for this opening are Franks, Magyars, Lithuanians, Mongols, Huns or Persians.



DARK AGE

6 villagers on sheep

3 on wood

1 gets the first boar

1 on sheep

1 builds a house then goes on berries

2 more on berries, 1 gets the second boar

1 more on berries (4 in total)

1 builds a house and then goes on food (sheep or boar)

2 more on wood

Send 1 villager from sheep to build a new Lumber Camp

Make the loom in the Town Center and click up to Feudal Age

Build a barrack and send 3 villagers from sheep to the second Lumber Camp

0	<u>6</u>	0
<u>3</u>	6	0
3	<u>7</u>	0
3	<u>8</u>	0
3	<u>9</u>	0
3	<u>12</u>	0
3	<u>13</u>	0
3	<u>14</u>	0
<u>5</u>	14	0
6	<u>13</u>	0
6	13	0
<u>9</u>	<u>10</u>	0



CLICKING UP TO **II** : 07:05

6	13	0	0
19	0	1	20

WHILE GOING UP:

9	10	0	0
19	0	1	20

TIME TO ARRIVAL: 09:15

FEUDAL AGE

As soon as you reach Feudal Age, you should build stable with 2 villagers and get wood upgrade and horse collar. Start farming as soon as possible once you have horse collar, and start taking gold at around 14- 15 min mark.

You should consider walling slowly. You need to try to see what your opponent is doing, scouting is very important so you can adapt fast and properly. If you see that the opponent is going 2 ranges, you need to react fast and make 1 range skirms to protect yourself (unless you are fully walled already).

Make the Blacksmith and, according to your scouting intel, decide if you need more upgrades or not (if you are fully open in scout war consider to make upgrades for your scouts or if you are against archers then consider making upgrades for your skirmishers). Make wheelbarrow at around 16-17 mins (with 5 villagers on gold).

After all this, click up as soon as you can. On the way to Castle Age, you should get gold mining upgrade, bloodlines and cavalry armor (the order is gold mining first, then the others in any order). Make a second stable.

CASTLE AGE

Start making knights from both stables and get bow saw. Consider getting 2 TCs more and go harass your opponent with the knights.

Getting 2nd armor early on after bow saw is also a good thing to make your knights more resilient to enemy crossbows and TC arrows (if you get to his eco, the 2nd armor is great for raiding).

PRE-MILL DRUSH



This build is an upgrade to the standard Drush, and it's being used a lot lately. The basic idea is to make the Barracks before the mill so you can start the production of militias a bit earlier than with a normal drush.

The main difference with the standard Drush is that this one hits much sooner (around 7:30-8:00 min in the game) and the militia can actually do much more damage because it's more likely that the opponent isn't fully walled yet and maybe he doesn't even have loom.

Of course, you will have to decide if Fast Castle is suitable or maybe just go for a quicker Feudal time (25 villagers, hitting Feudal Age at around 12:30 mins instead of 29 villagers, 13:30/14:00 mins Feudal Age).

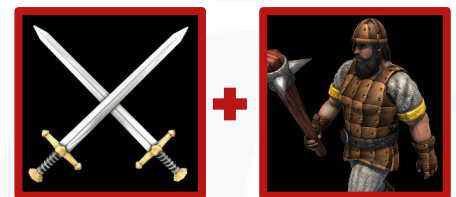
If you're going FC, usually the best option is going crossbows instead of knights because you'll hit the enemy much sooner with your ranged army, which can be produced already in Feudal Age (upgrades should kick in as soon as you start attacking the opponent) and you can keep building your economy at home.

Instead, if you go knights, you'll have to farm a lot more, and therefore, you'll delay a bit your boom and last but not least, the enemy can keep walling behind his walls/base to prevent your knights from raiding the economy.

DARK AGE

- 6 villagers on sheep
- 4 on wood
- 1 gets the first boar
- 1 builds the third house, then as soon as you have 175 wood, build the Barracks. Then add another house and send that villager to take food (as soon as you finish Barracks, you need to try to maintain villager production and start adding militias, max 3 militias is usually the best)
- 2 more to the boar
- 1 lures the second boar
- 1 collects 10 gold and then goes to take food from the boar (no mining camp needed)
- 1 builds mill near berries
- 1 builds house then berries
- 2 more villagers to berries
- 1 to wood
- 2 start walling some areas of your base if you're decided on going FC (it depends on your map and what you've scouted of your enemy moves and map)
- After boars expire, and sheep start running low, send 4 villagers to deer and start adding farms
- 4 to gold
- 2 more to wood (new LC) and transfer 2 from TC food to new LC (4 vills on wood in total)
- Research Loom and click up to Feudal Age

0	<u>6</u>	0	0
<u>4</u>	6	0	0
4	<u>7</u>	0	0
4	<u>8</u>	0	0
4	8	0	0
4	<u>10</u>	0	0
4	<u>11</u>	0	0
4	<u>12</u>	0	0
4	<u>13</u>	0	0
4	<u>14</u>	0	0
4	<u>16</u>	0	0
<u>5</u>	16	0	0
5	16	0	<u>2</u>
5	16	0	2
5	16	<u>4</u>	2
<u>9</u>	<u>14</u>	4	2
9	14	4	2



CLICKING UP TO **: 11:15**

9	14	4	2
29	3	1	33

TIME TO ARRIVAL: 13:25

CLICKING UP TO **: 14:15**

9	14	6	2
31	3	1	35

TIME TO ARRIVAL: 16:55



II

FEUDAL AGE

As soon as you hit Feudal Age, you want to build a blacksmith (with 1 villager) and a range (with 2 villagers) and after that, send 2 new villagers to gold.

Click up to Castle Age. While going up, you must consider adding Double Bit Axe (wood upgrade) and Horse Collar (mill upgrade). Add a second archery range and start producing archers as soon as possible. Research fletching on the way to Castle Age.

III

CASTLE AGE

New villagers should go to wood or gold. Farms should be added slowly to keep villager production. Make crossbow upgrade and bodkin arrow and continue making crossbows. Add Bow Sow (second wood upgrade) as soon as possible.

At this point, you have different options:

- Aggressive path: if you believe that you can do a lot of damage with your crossbows after the scouting information you've gathered from your own scout and militias, you should prioritize then doing university and going for fast ballistics first before adding new Town Centers. Even consider in adding a Siege Workshops on a forward position of the map.
- Economy path: if you consider that it'll be hard to make some work with those crossbows, then adding 2 extra TC's is the best option. Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production.
- It's key to keep scouting actively with your own army and scout (if it's still alive) to know what your opponent is doing and react accordingly.

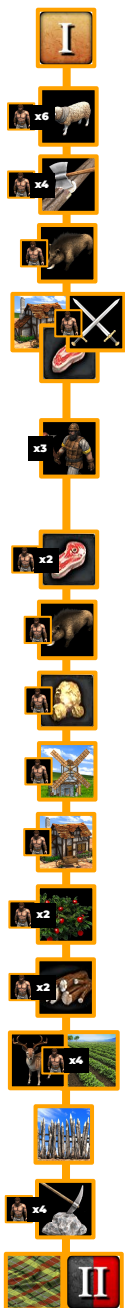


DRUSH + FEUDAL



The initial opening for this build is exactly the same as the Pre-Mill Drush, but with the idea of trying to click up with 24-26 villagers, depending on the pick civ, with a total pop of 28-30 (3/2 militia and scout too) and playing Feudal Age for a bit with a follow up of Archery Range after the Drush.

Arabia is much more open than before, and doing Drush + FC is quite risky these days, so Drush into Feudal is being used and seen a lot more. The idea is to get to Feudal Age between 11 and 12:30 minutes, the sooner is usually the better but that will also depend on what scouting Intel you've gotten with your Drush.



DARK AGE

6 villagers on sheep

4 on wood

1 gets the first boar

1 builds the third house, then as soon as you have 175 wood, build the Barracks. Then add another house and send that villager to take food

as soon as you finish Barracks, you need to try to maintain villager production and start adding militias, max 3 militias is usually the best, but you can train only 2 and go up to Feudal faster.

2 more to the boar

1 lures the second boar

1 collects 10 gold and then goes to take food from the boar (no mining camp needed)

1 builds mill near berries

1 builds house then berries

2 more villagers to berries

2 to wood under TC

After boars expire, and sheep start running low, send 4 villagers to deer.

Send 1 villager from TC to start walling

3 to gold

Research Loom and click up to Feudal Age

0	<u>6</u>	0	0
<u>4</u>	6	0	0
<u>4</u>	<u>7</u>	0	0
<u>4</u>	<u>8</u>	0	0
<u>4</u>	8	0	0
<u>4</u>	<u>10</u>	0	0
<u>4</u>	<u>11</u>	0	0
<u>4</u>	<u>12</u>	0	0
<u>4</u>	<u>13</u>	0	0
<u>4</u>	<u>14</u>	0	0
<u>4</u>	<u>16</u>	0	0
<u>6</u>	16	0	0
6	16	0	0
6	16	0	1
6	16	<u>3</u>	1
6	16	3	1



CLICKING UP TO II

10:00			
6	16	3	1
26	3	1	30

TIME TO ARRIVAL: 12:10

CLICKING UP TO III:

8:25			
16	16	9	0
41	3	1	45

TIME TO ARRIVAL: 21:05



II

FEUDAL AGE

As soon as you hit Feudal Age, you should add an Archery Range and a blacksmith and also get Double Bit Axe and Horse Collar. You must finish securing your base with walls too. Start adding a lot of farms and producing archers.

With the Drush, you should have an idea on what your opponent is doing and react according (either speed up your walls, add spearmen to finish securing your base and start mixing some skirmishers too).

At around 15-16 minutes of the game, you should start thinking of transitioning into Castle Age. You should have around 15 farms, and start adding a 2nd Archery Range.

Click up to Castle Age (you should get there at around 20-21 minutes game). While going up, get Gold Mining upgrade. Your economy should be with around 15-16 villagers on food, 8-9 on gold and the rest on wood.

III

CASTLE AGE

New villagers should go to wood or gold. Farms should be added slowly to keep villager production. Make crossbow upgrade and Bodkin Arrow as soon as possible and continue adding crossbows. Add Bow Saw (second wood upgrade) ASAP too.

At this point, you have different options:

- Aggressive path: if you believe that you can do a lot of damage with your crossbows after the scouting information you've gathered from your own scout and militias, you should prioritize then doing university and going for fast ballistics first before adding new Town Centers. Even consider in adding a Siege Workshops on a forward position of the map.
- Economy path: if you consider that it'll be hard to make some work with those crossbows, then adding 2 extra TC's is the best option. Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production.
- It's key to keep scouting actively with your own army and scout (if it's still alive) to know what your opponent is doing and react accordingly.



STANDARD OPENINGS IN EMPIRES WARS

Empire Wars is a game mode where you start in Feudal Age with 28 villagers, Loom already researched and a scout. Your town includes houses, one mill near the berries, 3 Lumber Camps in different spots, a mining camp, 6 sheep, 4 deer nearby, a Barracks and a blacksmith. The extra resources and extra villagers civilization bonuses are not included at the start. It means, for example, that Chinese don't start with extra villagers neither less resources.

The mode went popular due to the first Red Bull Wololo tournament in April 2020. Since July 6th 2021, Empire Wars replaces Deathmatch as ranked matchmaking game mode.

Regardless the opening, you usually start queueing 2 villagers in the TC and you have to decide what to do with your scout, either scout your base so you know exactly how to wall and defend or just go scout directly your opponent's base to try to catch a villager off-guard or just know where to attack next once you have some army out. Since you are far away from your opponent, and you can't wait so much until you know what the opponent is doing, you need to decide your opening blindly, this is why your decision will be mostly based on your civilization and the enemy one.

The 3 common openings are:

- Eagles Opening
- Scouts Opening
- Archers Opening



EAGLES OPENING



Get 6 villagers on sheep, and when you scout the deers, send 4 villagers to lure them (optional: you can build a mill next to the deers right before they finish eating the first deer). The new villagers should go to gold.

You have to build another Barracks with 2 villagers and after it's done, start producing eagles from both and make sure you make a house.

In the meantime, check all your villagers to make sure they are gathering all the resources in the most efficient way, and try to get Double-Bit Axe upgrade as soon as possible. Remember to try to design your base in order to wall with both your new buildings and some palisades so you don't suffer a lot from early aggression. You can also start adding farms.

While you're busy doing all of this, you need to get intel on what your opponent is doing so you can react and adapt accordingly. If you think your opponent is going for scouts (and then you confirm it with your eagle scout), adding a couple of spearmen is usually good. Try to add Scale Mail Armor soon so both eagles and spears benefit from it and will help you defend against both scout and archer openings.

Once fully walled, you should start thinking of transitioning into Castle Age. While going up, get Horse Collar and Gold Mining upgrade and add a 3rd Barracks (if your food economy is good, you can add Forging too).

Once in Castle Age, if the enemy is going for ranged units, get the Eagle Warrior upgrade, Chain Mail Armor, Bow Saw and Squires (in that order whenever you have the resources). Produce eagles from 3 Barracks. Add a forward siege if you think it's possible or if not, you can do it in between you and your opponent. If you see the enemy doing knights, you should consider going for Pikeman upgrade instead and adding a monastery (Eagle Warrior should come afterwards since you can counter siege or crossbows with them). Don't forget to add Bow Saw.





II

SCOUTS OPENING



Get 6 villagers on sheep, and when you scout the deers, send 4 villagers to lure them (optional: you can build a mill next to the deers right before they finish eating the first deer). The new villagers should go to sheep.

You have to build a stable with 2 villagers and once it's done, make sure you make a house and start producing scouts. You need to try to identify and find weak spots to hit with your initial scouts and the new ones that are on the way to the enemy base. Besides that, the scouts bring you intel on what your opponent is doing so you can react and adapt accordingly.

In the meantime, check all your villagers to make sure they are gathering all the resources in the most efficient way, and try to get Double-Bit Axe upgrade as soon as possible. Remember to try to design your base so you start walling also with your new buildings and some palisades so you don't suffer a lot from early aggression. You can also start adding farms.

While you're busy doing all of this, based on what intel you collect, you want to keep producing scouts and/or if you see the enemy going for a lot of archers/spears, doing an archery range fast to produce some skirmishers is usually the best choice (you can consider adding some archers later). Adding a spearman is usually good against all civilizations except meso ones, it makes it easier to defend and buys you enough time to get some army out. Since this is the most aggressive approach in the early game, you must delay your opponent and try to kill a few villagers if possible and generate some idle economy time, while yours is untouched. You must also be ready for an attack at some point (walls and skirmishers should be the best defense against archer opening).

From here on, you must decide what other military building you should add, and that will mostly depend on the army composition of the opponent, so you either add a 2nd stable or a 2nd range (or no ranges at all if you don't see any archery range from the opponent). You should start transitioning to Castle Age shortly, building up those resources while still producing some army.

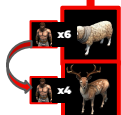
While going up to Castle Age, you should add Horse Collar, Gold Mining upgrade and if you're going for knights (2 stables), add Scale Barding Armor and Bloodlines. If you decide to go for elite skirmishers (2 ranges), add Padded Archer Amor.

Once you get to Castle Age, add Bow Saw. if you decided to go knights, adding Chain Barding Armor is necessary if you're fighting against crossbows. If not, just add Forging and you can start expanding your economy. If you decided to play elite skirmishers, add Bodkin Arrow and Elite Skirmisher upgrade, and soon Ballistics and 2nd Leather Archer Armor. Play aggressive with this against crossbows because you counter them heavily, but expect the enemy to transition into mangonel or knights, so be ready to adapt.



II

ARCHERS OPENING



Get 6 villagers on sheep, and when you scout the deer, send 4 villagers from sheep to lure them (optional: you can build a mill next to the deer right before they finish eating the first deer). The new villagers should go to sheep.



You have to build an archery range with 2 villagers and after the range is done, make sure you make a house and start producing archers.



In the meantime, check all your villagers to make sure they are gathering all the resources in the most efficient way, and try to get Double-Bit Axe upgrade as soon as possible. Remember to try to design your base so you start to wall with your new buildings and some palisades so you don't suffer a lot from early aggression. You can also start adding farms.



While you're busy doing all this, you need to get intel on what your opponent is doing so you can react and adapt accordingly. If you see the enemy going for a lot of skirmishers, doing a stable to produce a couple of scouts is a good choice too. Remember to move out with your archers once you have Fletching, which should be the next most important upgrade after Double-Bit Axe.



A good opening against scouts would be to secure fast your base with walls/buildings while you have 2 spears protecting the villagers, and then moving out with those 2 spears and 3-4 archers. You can punish your opponent really fast because it's unlikely that skirmishers with Fletching are out yet. Adding a spearman is usually good against all civilizations except meso ones, it makes it easier to defend and buys you enough time to get some army out and the walls up.



From here onwards, you must decide what other military building you should add, and that will mostly depend on the army composition of the opponent. You either add a 2nd range or a stable. You should start transitioning to Castle Age shortly, building up those resources while still producing some army. While going up to Castle Age, you should add Horse Collar, Gold Mining upgrade and Padded Archer Armor. Keep producing military units

III

Once you get to Castle Age, make sure you make Bodkin Arrow and Crossbow upgrade (Elite Skirmisher upgrade should be considered if the enemy is heavy on skirmishers or crossbows).



Adding faster a university for Ballistics is usually the best choice against ranged units, or even Thumb Ring if you're expecting knights from the opponent. Siege might be a good idea against an opponent that is going ranges too or adding a monastery is good if the enemy is going for knights.



Remember to add Bow Saw in early Castle Age too. You should then start expanding your economy with TC's.

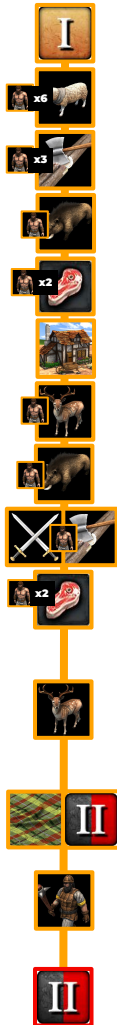


19 POP 2-MILITIA DRUSH



This Drush is the new meta for 2023. It's an updated version from the Pre-Mill.

Even though it hits a bit later than the Pre-Mill Drush, the idea is to make full use of the Feudal Age scout. Due to the actual Arabia being more open than before, it's unlikely that the enemy is fully walled by the time the drush hits.



DARK AGE

6 villagers on sheep

3 on wood (build Lumber Camp)

1 gets the first boar

2 to sheep/boar/deer

1 builds a house then goes to food

1 more to boar/deer

1 gets the second boar

1 builds Barracks then Wood

2 deer/boar

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring at least 1 deer, since you should then focus on finding your opponent and knowing where to attack with your drush.

Research Loom and click up to Feudal Age

While going up, start producing militia (up to 2), and rearrange economy. You should have 8-9 on wood, 2 on gold and rest on food under TC.

FEUDAL AGE

As soon as you hit Feudal Age, make Double Bit Axe upgrade and build the Archery Range with 2 villagers. Start producing archers and build mill on berries (send 4-5 villagers). While harassing enemy economy with your drush, start adding farms and a blacksmith.

Mix in some skirmishers if enemy is also doing archers. If enemy goes for scouts, then mix in a few spears + walls to protect your base. You can also add a spear into your archer army to protect them.

Try to hit the enemy in an unprotected spot and get a lead while walling yourself and building the transition into Castle Age. You should aim to click up at around 17:30 minutes if everything is standard. If the map is hard to wall, expect more Feudal Age battle and build up more army yourself (consider even adding a stable yourself to counter enemy skirmishers).

If everything is normal, you can consider adding a market to speed up your Castle Age timing.

While you transition to Castle Age, and depending on your civilization, you must decide if you're going to go full crossbows with 2 ranges or skirmishers or do a transition to knights. In this example, we'll consider going Crossbows.

In late Feudal Age or while going up to Castle Age, add a 2nd Archery Range. Research gold upgrade and also horse collar. You should have between 13-15 farms at this point. Transfer villagers to gold (9 in total). Keep producing archers. If you skipped Fletching because you were fully walled and at the same time you weren't able to do any damage because the enemy walled in time, then your Castle Age timing should be better. In that case, research Fletching while going up to Castle Age.

Food	Wood	Gold
0	6	0
3	6	0
3	7	0
3	9	0
3	10	0
3	11	0
3	12	0
4	12	0
4	14	0
4	14	0
4	14	0
9	7	2



CLICKING UP TO **II**: 6:40

Food	Wood	Gold	Stone
4	14	0	0
18	0	1	19

WHILE GOING UP:

Food	Wood	Gold	Stone
9	7	2	0
18	0	1	19

TIME TO ARRIVAL: 8:50



CASTLE AGE

New villagers should go to wood or gold. Research Crossbow upgrade and Bodkin Arrow. At this point, depending on the situation of the game, you must decide what path to take:

- Aggressive approach: if you believe that you can do a lot of damage with your crossbows after the scouting information you've gathered from your own scout and militias, you should prioritize then doing university and going for fast ballistics first before adding new Town Centers. Even consider in adding a Siege Workshops on a forward position of the map.
- Economy/defensive approach: if you consider that it'll be hard to make some work with those crossbows, then adding 1 or 2 extra TC's is the best option (while actively scouting to see if opponent is going aggressive). Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production.

No matter what path you take, it's key to keep scouting with army and scout (if he's still alive) to know what your opponent is doing and react accordingly.

If you see enemy going for skirmishers, you must consider adding a Siege Workshop and protecting your crossbows with mangonels while harassing the enemy economy and forcing a new transition on the opponent.



20 POP MEN AT ARMS OPENING

This build is a slightly optimization of the 21 pop men at arms. The idea is to hit the enemy 25 seconds earlier with your men at arms. This can be the difference between finding the enemy fully walled or not, or being able to produce some damage and keeping your enemy open for the follow up.

To make this happen, we must make a couple of changes to the Dark Age build order.



DARK AGE

- 6 villagers on sheep
- 3 on wood (build Lumber Camp)
- 1 gets the first boar. 2 more to sheep/boar/deer
- 1 builds the third house then goes to food
- 1 to boar/deer. 1 lures the second boar
- 1 builds barracks then Wood
- 3 to boar/deer

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring at least 2 deer, since then you should then focus on finding your opponent and knowing where to attack with your men at arms.

Research Loom and click up to Feudal Age

While going up, start producing militia (up to 3), and rearrange economy. You should have 8-9 on wood, 2 on gold and rest on food under TC.

FEUDAL AGE

As soon as you hit Feudal Age, make Men at Arms upgrade and build the Archery Range with 2 villagers. Try to also research Double Bit Axe ASAP but don't idle your TC. Start producing archers and build mill on berries (send 4-5 villagers). While harassing enemy economy with your men at arms, start adding farms and a blacksmith.

Mix in some skirmishers if enemy is also doing archers. If enemy goes for scouts, then mix in a few spears + walls to protect your base. You can also add a spear into your archer army to protect them.

Try to hit the enemy in an unprotected spot and get a lead while walling yourself and building the transition into Castle Age. You should aim to click up at around 17:30 minutes if everything is standard. If the map is hard to wall, expect more Feudal Age battle and build up more army yourself (consider even adding a stable yourself to counter enemy skirmishers).

If everything is normal, you can consider adding a market to speed up your Castle Age timing.

While you transition to Castle Age, and depending on your civilization, you must decide if you're going to go full crossbows with 2 ranges or skirmishers or do a transition to knights. In this example, we'll consider going Crossbows.

In late Feudal Age or while going up to Castle Age, add a 2nd Archery Range. Research gold upgrade and also horse collar. You should have between 13-15 farms at this point. Transfer villagers to gold (9 in total). Keep producing archers. If you skipped Fletching because you were fully walled and at the same time you weren't able to do any damage because the enemy walled in time, then your Castle Age timing should be better. In that case, research Fletching while going up to Castle Age.

0	6	0
3	6	0
3	2	0
3	10	0
3	12	0
4	12	0
4	15	0
4	15	0
4	15	0
9	8	2



CLICKING UP TO **II** : 07:05

4	15	0	0
19	0	1	20

WHILE GOING UP:

9	8	2	0
19	0	1	20

TIME TO ARRIVAL: 9:15



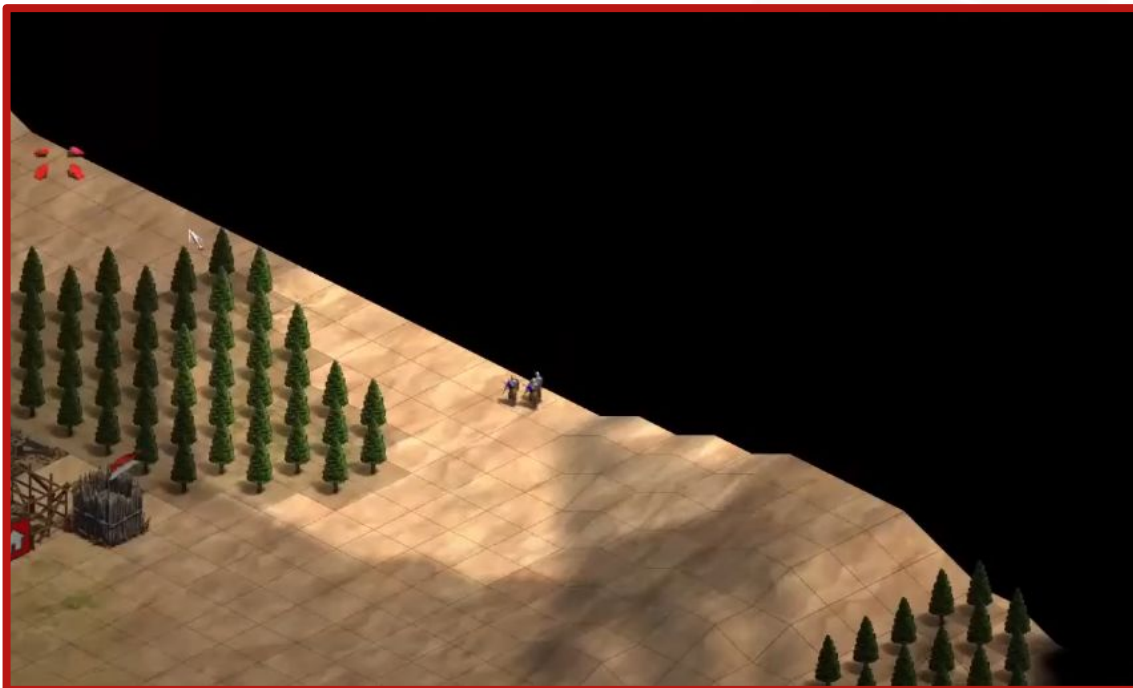
CASTLE AGE

New villagers should go to wood or gold. Research Crossbow upgrade and Bodkin Arrow. At this point, depending on the situation of the game, you must decide what path to take:

- Aggressive approach: if you believe that you can do a lot of damage with your crossbows after the scouting information you've gathered from your own scout and militias, you should prioritize then doing university and going for fast ballistics first before adding new Town Centers. Even consider in adding a Siege Workshops on a forward position of the map.
- Economy/defensive approach: if you consider that it'll be hard to make some work with those crossbows, then adding 1 or 2 extra TC's is the best option (while actively scouting to see if opponent is going aggressive). Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production.

No matter what path you take, it's key to keep scouting with army and scout (if he's still alive) to know what your opponent is doing and react accordingly.

If you see enemy going for skirmishers, you must consider adding a Siege Workshop and protecting your crossbows with mangonels while harassing the enemy economy and forcing a new transition on the opponent.



18 POP SCOUTS OPENING



This opening is great for cavalry civilizations and other civilizations that don't have good ranged units for late game. It's much faster than the used to be standard 20 pop scouts.

Some civilizations such as Khmer, Mongols and Lithuanians can even do a faster scout opening (15-16-17 pop) and do damage to the opponent much sooner.

It's highly unlikely that the enemy is fully walled by the time you get to Feudal Age. It's more likely that the opponent will wall each resource to protect the economy.



DARK AGE

- 6 villagers on sheep
- 2 on wood (build Lumber Camp)
- 1 gets the first boar
- 2 to sheep/boar/deer
- 1 builds the third house then goes to food
- 1 to boar/deer
- 1 lures the second boar
- 1 builds mill on berries
- 2 boar/deer

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring all 3 deer unless you expect the opponent to go aggressive on you like a drush.

Research Loom and click up to Feudal Age

While going up, build barracks and transfer 3 more villagers from under the TC to berries. Also transfer 6-7 more villagers to wood. You can also consider adding a new Lumber Camp with 4 villagers.

FEUDAL AGE

As soon as you hit Feudal Age, build the Stable with 2 villagers and research Double Bit Axe. If you've scouted that the enemy won't go aggressive, you can add Horse Collar so you start adding farms with extra food, if not, you can skip Horse Collar until your transition to Castle Age. Start producing scouts and harrassing the enemy economy while building up your walls.

If the enemy is going scouts also, you can consider adding spearman and going aggressive with both scouts + spears, or just add a few to defend yourself from enemy scouts.

If the enemy is going for archers, you must either consider fast walling your base to prevent any archer/spear raids or adding an Archery Range yourself to do a couple of skirmishers to counter enemy archers. Start your transition to Castle Age, and depending on your civilization, you must decide if you're going to go skirmishers or knights. In this example, we'll consider going Knights.

While going up to Castle Age, add a 2nd Stable. Research gold upgrade and also horse collar (if you haven't done earlier). You should have between 15-16 farms at this point. Transfer villagers to gold (8 in total). Research Scale Barding Armor and Bloodlines.

0	6	0
2	6	0
2	7	0
2	9	0
2	10	0
2	11	0
2	12	0
2	13	0
2	15	0
2	15	0
2	15	0
9	8	0



CLICKING UP TO **II** : 06:15

2	15	0	0
17	0	1	18

WHILE GOING UP:

9	8	0	0
17	0	1	18

TIME TO ARRIVAL: 08:25





CASTLE AGE

New villagers should go to wood or gold. Depending on what the enemy army composition is, you must consider either researching Chain Barding Armor for your Knights, or Forging (if enemy is going cavalry too). Also try to research Bow Saw ASAP. At this point, depending on the situation of the game, you must decide what path to take:

- Aggressive approach: if you believe that you can do some damage with your knights after the scouting information you've gathered from your own scouts, you should prioritize then doing Siege Workshop (if enemy is going for ranged units) or Monastery (if enemy is going cavalry). Usually adding also a 2nd TC helps a lot with the economy and later on, once you have a lead and a good position in the map, you can add a 3rd TC.
- Economy/defensive approach: if you consider that it'll be hard to make some work with those knights, then adding 1 or 2 extra TC's is the best option (while actively scouting to see if opponent is going aggressive). Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production. If the enemy is going aggressive, then consider speeding up your Monastery to counter enemy knights or doing a defensive Siege Workshop to deal with enemy crossbows.

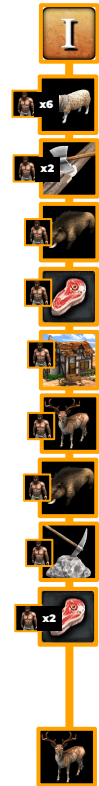
No matter what path you take, it's key to keep scouting with army and scouts to know what your opponent is doing and react accordingly.



18 POP FAST ARCHER OPENING

This is the new meta of the straight archer opening. It's consider the best opening of all, mainly because it has the least investment and that means, if everything goes ok, you should have the better Castle Age timing.

It also deals pretty well to other openings, specially drush and men at arms because you get your archers out on the field really fast, and with a couple of walls around your resources, you shouldn't receive any damage or have idle economy.



DARK AGE

- 6 villagers on sheep
- 2 on wood (build Lumber Camp)
- 1 gets the first boar
- 2 to sheep/boar/deer
- 1 builds the third house then goes to food
- 1 to boar/deer
- 1 lures the second boar
- 1 builds mining camp on gold
- 2 boar/deer

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring at least 2 deer, since then you should then focus on finding your opponent and knowing what to expect so you have no surprises.

Research Loom and click up to Feudal Age

While going up, build barracks and transfer 2 more villagers from under the TC to gold. Also transfer 6-7 more villagers to wood. You can also consider adding a new Lumber Camp with 4 villagers.

FEUDAL AGE

As soon as you hit Feudal Age, build the Archery Range with 2 villagers and research Double Bit Axe. Start producing archers and building up your walls if enemy didn't go aggressive. Add a few spearman if the enemy is going scouts, if not, keep producing archers and try to mix in a few skirmishers to protect your own archers and deal with enemy archers.

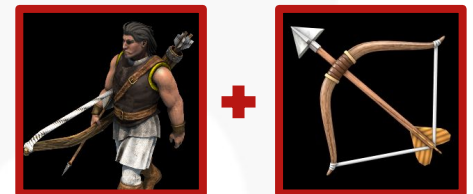
This is the most defensive opening of all, but at the same time, unless you receive any damage, it should be a smooth transition into Castle Age. Try to harass enemy woodline/gold/berries with a couple of archers while finishing walling your base.

Start your transition into Castle Age. You should have between 13-15 farms at this point.

If everything is normal, you can consider adding a market to speed up your Castle Age timing.

While going up to Castle Age or even a bit earlier, you can add a 2nd Archery Range. Research gold upgrade. Transfer villagers to gold (9 in total).

0	<u>6</u>	0
<u>2</u>	6	0
2	<u>7</u>	0
2	<u>9</u>	0
2	<u>10</u>	0
2	<u>11</u>	0
2	<u>12</u>	0
2	12	1
2	<u>14</u>	1
2	14	1
2	14	1
<u>9</u>	<u>5</u>	<u>3</u>



CLICKING UP TO **II** : 06:15

2	14	1	0
17	0	1	18

WHILE GOING UP:

9	5	3	0
17	0	1	18

TIME TO ARRIVAL: 08:25



II

FEUDAL AGE

While you transition to Castle Age, and depending on your civilization, you must decide if you're going to go full crossbows with 2 ranges or skirmishers or do a transition to knights. In this example, we'll consider going Crossbows.

Keep producing archers. If you skipped Fletching because you were fully walled and at the same time you weren't able to do any damage because the enemy walled in time, then your Castle Age timing should be better. In that case, research Fletching while going up to Castle Age.

III

CASTLE AGE

New villagers should go to wood or gold. Research Crossbow upgrade and Bodkin Arrow. At this point, depending on the situation of the game, you must decide what path to take:

- Aggressive approach: if you believe that you can do a lot of damage with your crossbows after the scouting information you've gathered from your own scout and militias, you should prioritize then doing university and going for fast ballistics first before adding new Town Centers. Even consider in adding a Siege Workshops on a forward position of the map.
- Economy/defensive approach: if you consider that it'll be hard to make some work with those crossbows, then adding 1 or 2 extra TC's is the best option (while actively scouting to see if opponent is going aggressive). Usually, you want to make 1 TC on a secondary gold and 1 on a new wood line. You should add a monastery soon to grab the relics, it'll help your boom and gold production.

No matter what path you take, it's key to keep scouting with army and scout (if he's still alive) to know what your opponent is doing and react accordingly.

If you see enemy going for skirmishers, you must consider adding a Siege Workshop and protecting your crossbows with mangonels while harassing the enemy economy and forcing a new transition on the opponent.



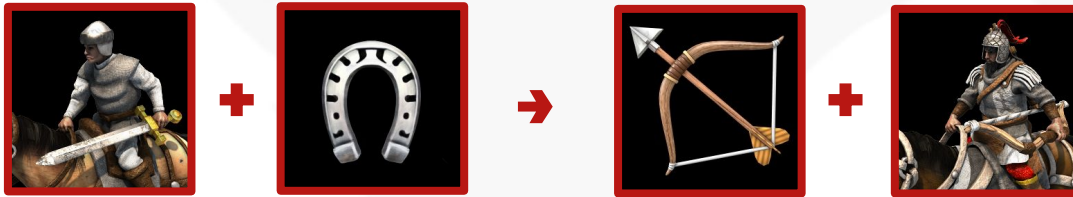
1 TC CAVALRY ARCHERS WITH HUNS



This start of this build order is the same as the scouts opening but it diverges a bit on the way to castle age to set up for the cavalry archers play. It is specially designed for Huns, with some considerations. Why Huns? Because of their cheaper Cavalry Archers.

The strat starts to differ from the scout opening when you start upping to Castle Age. On the way up, you shouldn't reseed farm villagers, and send them directly to gold. Make the gold mining upgrade in the mining camp.

Make fletching and padded archer armor on the blacksmith. Any farm that expires, send it to gold or wood. You also need to add archery ranges (depending if you did 1 in feudal, you should consider having 3 or 4 in total, depending on the timing of the up).



- I

DARK AGE
- 6 villagers on sheep
 - 3 villagers on wood
 - 1 villager gets the first boar
 - 1 villager to gather food under the TC (boar/sheep)
 - 1 villager builds the mill and stays on berries
 - 2 more villagers on berries
 - 1 villager gets the second boar (try to get it under your TC right before the first boar runs out of food)
 - 1 more villager on berries (4 in total)
 - 1 villager to gather food under the TC (boar/sheep)
 - 2 more villagers on wood
 - Send 1 villager from sheep to make a new Lumber Camp
 - Search loom on the Town Center
 - II

Click up to Feudal Age. While going up, send 4 villagers from sheep to the second Lumber Camp.

 - Build a Barracks

0	<u>6</u>	0
<u>3</u>	6	0
3	<u>7</u>	0
3	<u>8</u>	0
3	<u>9</u>	0
3	<u>11</u>	0
3	<u>12</u>	0
3	<u>13</u>	0
3	<u>14</u>	0
<u>5</u>	14	0
<u>6</u>	<u>13</u>	0
6	13	0
<u>10</u>	<u>9</u>	0
10	9	0

CLICKING UP TO

II

 : 07:05

6	13	0	0
19	0	1	20

WHILE GOING UP:

10	9	0	0
19	0	1	20

TIME TO ARRIVAL: 9:15



II FEUDAL AGE

As soon as you reach Feudal Age, you should build a stable with 2 villagers and get wood upgrade and horse collar. Once you have horse collar is done start making farms around your Town Center and start taking gold at around 14- 15 min mark.

You should consider walling your base slowly. You need to try to see what your opponent is doing, scouting is very important so you can adapt fast and properly. If you see that the opponent is going 2 ranges, you need to react fast and make 1 range skirms to protect yourself (unless you are fully walled already).

Make the Blacksmith and, according to your scouting intel, decide if you need more upgrades or not (if you are fully open in scout war consider to make upgrades for your scouts or if you are against archers then consider making upgrades for your skirmishers). Make wheelbarrow at around 16-17 mins (with 5 villagers on gold).

After all this, click up as soon as you can. On the way to Castle Age, you should get gold mining upgrade, bloodlines and fletching (add padded archer armor too if you can afford it). Make 3 archery ranges.

III CASTLE AGE

As soon as you hit Castle Age, make bodkin arrow and get bow saw. You also need to start pumping Cavalry Archers nonstop, and get a university as soon as you have the wood.

After that, ballistics and keep pumping CA's. You are on a timer here, because you are only staying in 1 TC and your opponent most likely will try to expand his eco adding TCs, you need to put the pressure on your opponent's base.

Consider also getting the 2nd armor upgrade, and adding a forward siege workshop to keep pushing and trying to destroy enemy TCs.

After pushing hard, depending on how the game is going and how much damage you've done, you can expand your economy a bit by adding new TCs and getting more farms.



LITHUANIAN FORWARD



This is a very special strategy that can cripple your opponent's economy early on. Lithuanians are very good with this strat for 2 reasons: they start with +150 food, and their spears and skirms move 10% faster.

It works well on open land maps, but sometimes it's hard to pull off on Arabia depending on how good your opponent's map is.

DARK AGE

6 villagers on sheep

3 on wood

1 gets the first boar

1 on sheep

1 builds a house then goes on berries

2 more on berries and 1 gets 2nd boar

1 more on berries (4 in total)

1 builds a house then goes on food (sheep or boar)

1 more on wood

Make loom and go up (19 pop)

While going up, send 3 villagers (with full hp) forward
Build the Barracks on the way to your enemy's base

Send 4 villagers from sheep to wood

0	6	0
3	6	0
3	7	0
3	8	0
3	9	0
3	12	0
3	13	0
3	14	0
4	14	0
4	14	0
4	11	3
8	7	3



CLICKING UP TO **II**: 06:40

4	14	0	0
18	0	1	19

WHILE GOING UP:

8	7	0	3
18	0	1	19

TIME TO ARRIVAL: 08:50

FEUDAL AGE

As soon as you hit Feudal Age, get wood upgrade and start making spears. Also, build an archery range as soon as possible and start producing skirms.

You should start hitting your opponent's economy after building the archery range. You should have 2 spears by then, and also use your 3 villagers to fight if need to, just make sure that the opponent doesn't fight with much more.

You need to build a tower in a strategic position, trying to deny wood/gold, wood/berries, gold/berries.. Always try to deny 2 resources at the same time.

You can then get stone with those 3 villagers, unless you lose 1 or 2 (if this happens, then send them home).

Remember to wall your tower once it's done. if he is counter towering, make your opponent commit to it, you can always delete yours and rebuild it elsewhere to deny other important resources.

Always keep making villagers, and also you need to scout and see how your opponent is adapting.

If you see him going stable, protect your eco with 2-3 spears and try to wall your wood/berries at home. Keep adding skirms and have a few spears with your army, you need to get blacksmith as soon as possible (after having around 6-8 skirms) for fletching.





As soon as your sheep run out, get horse collar and start adding farms.

Start mining gold with 4 villagers after fletching upgrade, and add 2-4 more before upping. You can start adding archers after and keep adding more farms. You should consider going up soon, get wheelbarrow first when you have 5 villagers on gold and click up.

If you had your forward villagers on stone, considering adding towers to deny more resources from your opponent's base, or making 1 or 2 defensive tower if you feel enemy might hit your economy.

If your map is easy to wall, just wall then. On your way to Castle Age, research gold mining upgrade, make 2 stables and get bloodlines and cavalry armor because you are going to transition to knights to make use of your relic bonus later on.



CASTLE AGE

Get some knights, bow saw upgrade and try to add 1 extra Town Center and a monastery.

Try to control the map with knights while collecting relics to make your knights even stronger with the extra attack.

This bonus also applies to the Leitis (Lithuanian unique unit) which you may also make later in the game. Adding a 3rd Town Center will improve your economy while you control the map and take the relics.

Later, you will need to adapt to your enemy's army by adding more stables, monks, skirms/pikes or siege depending on how the game evolves.



BULGARIAN FORWARD



This is another very special strategy that can cripple your opponent's economy early on. Bulgarians are good because you have militia line upgrade for free as soon as you age up.

Basically, you do the man at arms opening and send militias while going up to Feudal Age to damage your enemy and they will instantly turn into man at arms as soon as you get to Feudal Age.

This civilization is also good on open hybrid maps, like Four Lakes which can cause some chaos at land while also trying to dominate the lakes. The difference is that in hybrid maps, you Dock instead of getting berries early.

DARK AGE

6 villagers on sheep

3 on wood

1 gets the boar

1 on sheep

1 Builds a house then a mill on the berries

2 more on berries and 1 gets the second boar

1 more on berries (4 in total)

1 builds a house then goes on food (sheep or boar)

3 more on wood

Make loom and click up to Feudal Age (21 pop)

While you are ageing up, send 3 villagers (with full HP) towards the enemy base, build the Barracks and produce 3 Militias.

Send 3 villagers to take gold.

FEUDAL AGE

As soon as you hit Feudal Age, get wood upgrade, add an archery range with forward villagers, and get a spear. Hit your enemy's base; add a tower to deny 2 resources (gold/wood, gold/berries). Start adding archers to your mix.

You can do some good damage early on, and usually, your opponent can't take a fight because you have 3 very early man at arms hitting him, with 3 villagers and also the spear helps a lot against scouts.

Mine stone with the 3 forward villagers after you walled your tower. Don't stop making villagers at home, and after your sheep expire, get horse collar and start adding farms.

If it's a hybrid map, you can always add fishing ships instead of making farms and add a mill for the berries. You need to add a blacksmith soon for fletching.

If your opponent is going archer/skirm mix, you can add some skirms of your own.

Add another aggressive tower to keep denying your opponent's resources. You can also add a defensive tower if you don't see the enemy army and you're worried about a counterattack.

Consider getting wheelbarrow later on when you have 5 villagers on gold and around 13-15 farms.

0	<u>6</u>	0	0
<u>3</u>	6	0	0
3	<u>7</u>	0	0
3	<u>8</u>	0	0
3	<u>9</u>	0	0
3	<u>12</u>	0	0
3	<u>13</u>	0	0
3	<u>14</u>	0	0
<u>6</u>	14	0	0
6	14	0	0
6	<u>11</u>	0	<u>3</u>
6	<u>8</u>	<u>3</u>	3



CLICKING UP TO II : 07:30

6	14	0	0
20	0	1	21

WHILE GOING UP:

6	8	3	3
20	3	1	24

TIME TO ARRIVAL: 09:40

II

FEUDAL AGE

If it is a hybrid map, you don't need wheelbarrow but you should have around 8 fishing ships and considering re-Docking in other spots to have closer seafood.

Before going up, make a stone camp at your home and add 3 villagers (you should have 6 in total in stone). On the way up, get gold and stone upgrade. Add only 1 stable, and get bloodlines and armor. You can also add another stable, but it's not that necessary (it depends on the amount of pressure you feel that your enemy might put into your base).

III

CASTLE AGE

Start making knights and get bow saw. Consider adding 1 more TC and a Krepost (it can be offensive or defensive, depending how the game is going; if you think you're ahead and got earlier to Castle Age, offensive Krepost is viable).

You can add another TC a bit later, and get 2nd armor also. From this point on, you need to keep adding 1 or 2 more Krepost in strategic locations and keep adding Konniks (no more knights after the 1st Krepost).

Get husbandry, and keep harassing with the Konniks.

You should add a 4th TC and even a 5th if you want to and boom like crazy while harassing with Konniks. Add a castle too and get the Stirrups tech. From here onwards, keep booming, harassing. Try not to take fights that you can't win, you can always defend behind your Kreposts and Castle.

Work your way to imperial, you'll most likely be a bit later than your opponent, but your eco will kick in and fully upgraded Elite Konniks are very powerful.



FAST IMPERIAL WITH TURKS ON ARENA



This build is only viable on Arena and is meant to punish arena players who decide to go for relics and boom very heavily with 3 TC's and almost no army.

It's a weak strat against crossbows with ballistics, and against fully upgraded knights.

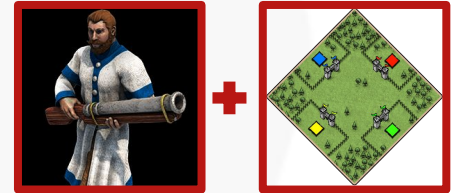
DARK AGE

- 6 villagers on sheep
- 4 on wood
- 1 lures the boar
- 1 Builds a house then goes on berries
- After collecting your 8 sheep and 2 boars use your scout to lure the 4 deer to the Town Center
- 2 more on berries, one builds a house then goes to the berries (4 in total)
- 4 on wood (new Lumber Camp)
- 3 more on sheep/boar/deer
- Start adding farms when the food under TC runs out (use the villagers that have less HP to make the farms)
- Send the others villagers to the straggler trees close to the TC
- 5 on gold (build a mining camp)

FEUDAL AGE

- Build Blacksmith and Market (using 3 villagers from the straggler trees)
- Make 2 villagers and send them both to gold
- Click up to Castle Age and build more farms while going up
- Get gold mining upgrade, and double bit axe (horse collar is not really necessary, but might help a bit for later)

0	<u>6</u>	0
<u>4</u>	6	0
4	<u>7</u>	0
4	<u>8</u>	0
4	8	0
4	<u>11</u>	0
<u>8</u>	11	0
8	<u>14</u>	0
8	14	0
8	14	0
8	14	<u>5</u>
8	14	5



CLICKING UP TO : 10:00

8	14	5	0

27	0	1	28	

TIME TO ARRIVAL: 12:10

8	14	5
8	14	<u>7</u>
8	14	7
8	14	7

CLICKING UP TO : 13:00

8	14	7	0

29	0	1	30	

TIME TO ARRIVAL: 15:40





CASTLE AGE



2 more villagers to gold. Sell stone since you'll play 1 TC (you can do it as soon as market is up too).



Grab 3 villagers from wood and build Monastery and Siege Workshop (send them back to wood when they're done).



Berries should run out by then, send them to gold (new mining camp to gather more efficiently)



Click up and while going up, you need to add a Barracks and 2 archery ranges.



Use the market to buy wood if necessary.



Add range armor and get a monk to grab some relics.



IMPERIAL AGE

New villagers should go to any resource that is really low (food/wood/gold).

Start producing hand cannons and bombard cannons. You will have to play really aggressive here and try to break in into your opponent's base (remember he will probably be in 3 TC's and you are only in 1, so you are in a timer here).

Keep the pressure and push trying not to lose any army.

The key to win here, besides having a solid timing and balancing economy, will be having good micro, your units are expensive and if you lose a few then your push will probably not work.

Don't try to add economy until you've made a lot of damage. You need to stay in 1 TC and all your resources will be to produce Hand Cannoneers and Bombard Cannons. 2-3 Bombard Cannons should be fine.

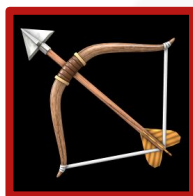
You should start mining stone at some point to get a Castle in a good position and adding a 3rd range for more Hand Cannoneers is also optional depending on how it goes.

		
8	14	<u>9</u>
8	14	9
8	<u>10</u>	<u>13</u>
8	10	13
8	10	13
8	10	13

CLICKING UP TO  : 16:30

			
8	10	13	0

 31  1  1  33
TIME TO ARRIVAL: 19:40



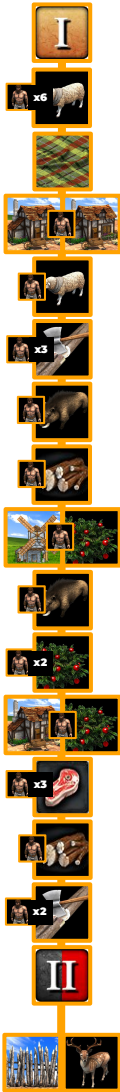
PLAYING WITH CHINESE



Chinese is a very strong civilization, mainly for two reasons:

- They have a great economy because they start with 3 extra villagers versus other civs (even though you start with 3 more villagers, the idle time you have equals to +2 villagers and not +3), cheaper technologies +10% food on farms.
- High versatility, you can adapt to almost any situation.

You want to somehow take advantage of those 2 strong points, but first, you need to consider their start since it can be a bit tricky.



DARK AGE

The 6 starting villagers go directly to sheep under the TC (TC will be idle until they start eating the sheep)

Make loom when the villagers start gathering food

1st new villager goes to make 2 houses

Next one goes to sheep

2 villagers on wood and the villager who built the initial 2 houses goes to take wood as well

1 gets the first boar

1 more on wood

1 builds a mill then to berries

1 gets the second boar

2 more on berries

1 builds a house and then goes to berries

3 more on sheep/boar

1 more on wood

2 more on wood and build second Lumber Camp

Advance to Feudal Age (24 population; 23 villagers + 1 scout)

While going up, try to wall your base with 2 or 3 villagers (It will be really good for you if you can lure at least 1 deer under TC with your scout, because the Chinese struggle a bit with food early on)

FEUDAL AGE

Drush isn't really viable because you start with less food and wood, so the timings aren't as good as other civs, so it's really weird to do that as Chinese. Man at arms are viable but the most common builds as Chinese is the scout opening or archer/skirmisher opening.

If you can wall yourself while going up to Feudal Age, sometimes playing really defensive with scout or skirm opening (depending on what intel you have of your opponent) is really strong because you focus mainly on your economy, so few units + booming in Feudal Age is an option if you can get away with walling completely.

At this point, even if you go skirms, you can then transition to Knights or Camels while going up to Castle Age.

0	6	0
0	6	0
0	6	1
0	7	1
3	7	0
3	8	0
4	8	0
4	9	0
4	10	0
4	12	0
4	13	0
4	16	0
5	16	0
7	16	0
7	16	0
7	13	3



CLICKING UP TO **II** : 07:55

7	16	0	0
23	0	1	24
TIME TO ARRIVAL: 10:05			

AFTER CLICKING UP IF :

10	13	0	0
2	0	1	24

AFTER CLICKING UP IF :

12	7	4	0
23	0	1	24



LITHUANIAN INSTANT DRUSH



Lithuanians have a very strong instant drush if done correctly and if the opponent doesn't react in time.. Their economy isn't really good, but it has a very high potential if you don't get really far behind from your opponents economy.

The 3 most common builds are going for an instant drush, going spears & skirms (forward is viable) and scout opening.

This build is used for the instant drush:

DARK AGE

2 of the initial villagers build a house then go to a straggler tree close to the TC

The other initial villager builds the Barracks and then also goes to a straggler tree

1st new villager also goes to a straggler tree until you get 25 wood, then send the 4 villagers to sheep.

The 5th villager (just created) builds another house then also goes to sheep

As soon as the Barracks finishes, start making 2 militias

3 on straggler trees and add a 3rd house

1 gets the first boar

3 more on sheep

1 builds the Lumber Camp and the other 3 go from the straggler to the main wood line.

1 get second boar

1 builds a house then goes on wood

1 on sheep or boar

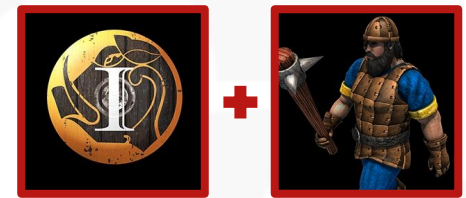
1 builds the mill on the berries

4 more on berries

Advance to Feudal Age (24 pop; 21 villagers, 2 militias and 1 scout)

Transfer 6 villagers from sheep/boar to a new Lumber Camp. While going up, you have full intel on what your enemy is doing so you can go whatever you want, either scouts or skirms/wall opening

2	0	0
3	0	0
0	4	0
0	5	0
0	5	0
3	5	0
3	6	0
3	9	0
4	9	0
4	10	0
5	10	0
5	11	0
5	12	0
5	16	0
5	16	0
11	10	0



CLICKING UP TO : 07:30

5	16	0	0
21	2	1	24

WHILE GOING UP:

11	10	0	0
21	2	1	24

TIME TO ARRIVAL: 09:40

II

FEUDAL AGE

Depending on your opponent's strategy and what you've decided, try to wall your base in Feudal Age or while advancing to it and then decide if it's better to play defensive and aim for a faster Castle Age or play more heavy in feudal.

In Castle Age you most likely want to play knights because of the Lithuanian bonus (each relic on your monastery will give +1 attack to your knights/Leitis).

Therefore, try to keep your economy balanced for a constant production of knights from 2 stables plus a monastery when reaching Castle Age. Remember to get gold upgrade while going up.

III

CASTLE AGE

Get some knights, bow saw upgrade and try to add 1 extra Town Center and a monastery.

Try to control the map with knights while collecting relics to make your knights even stronger with the extra attack.

This bonus also applies to the Leitis (Lithuanian unique unit) which you may also make later in the game. Adding a 3rd Town Center will improve your economy while you control the map and take the relics.

Later, you will need to adapt to your enemy's army by adding more stables, monks, skirms/pikes or siege depending on how the game evolves.



SARACEN FAST CASTLE WITH MARKET ABUSE



Saracens are a strong aggressive civilization, which can cause a lot of troubles to your opponent if you use the market well and also take advantage of the extra attack of the Saracens archers against buildings (+2 attack vs buildings).

The market abuse with Saracens is so good because the commodity trading fee is 5% (this basically means that you can sell and buy with much better prices than other civilizations), and also the markets cost only 75 wood.

They are also an ok civilization on water maps because of their galleys attacking 25% faster. This opening is meant to start with a drush or pre-mill drush and then transition into a FC with the use of the market and a fast crossbow attack to break the enemy walls and getting into their economy.

DARK AGE

- 6 villagers on sheep
- 4 on wood
- 1 lures the first boar
- 1 builds the third house and then a mill on the berries
- 2 more to the berries
- 1 lures the second boar
- 1 more to the berries
- 1 builds the fourth house, then Barracks, then the fifth house (after all this, use this villager to start walling your base or send it to food under TC)
- 1 collects 10 gold (then goes on food)
- As soon as you have Barracks done, make 3 militia (and also keep making villagers of course) and send them to enemy base to raid with scout
- 4 to the second Lumber Camp (you should have 4 villagers per Lumber Camp)
- 2 to food under TC (at this point you want to start making a few farms)
- 3 on gold (Make a Mining Camp)

II

- Make Loom and click up to Feudal Age
- Do a few more farms until you have 3 villagers left eating sheep under TC. Once the sheep are consumed, send those 3 villagers to straggler trees
- While going up, you need to start, or continue, walling your base with 1-2 villagers and keep harassing the enemy economy with the 3 militia and scout (it's key to know what your opponent is doing so you can see if you need to speed up your walls or not)

0	<u>6</u>	0	0
<u>4</u>	6	0	0
4	<u>7</u>	0	0
4	<u>8</u>	0	0
4	<u>10</u>	0	0
4	<u>11</u>	0	0
4	<u>12</u>	0	0
4	12	0	1
4	<u>13</u>	0	1
4	13	0	1
<u>8</u>	13	0	1
8	<u>15</u>	0	1
8	15	<u>3</u>	1
8	15	3	1
<u>11</u>	<u>12</u>	3	1
11	<u>11</u>	3	<u>2</u>



CLICKING UP TO II : 10:25

8	15	3	1

WHILE GOING UP:

11	11	3	2

TIME TO ARRIVAL: 12:35



II

FEUDAL AGE

As soon as you hit Feudal Age, build a market and an archery range. Use the walling vills. After that, send them to farm.

Send 2 new villagers to gold.

Sell your stone in the market and click up to Castle Age

Make a second range, and start massing archers

Make double bit axe, build a blacksmith and do fletching

Send the villagers from the berries to take gold as soon as the berries expire

			
11	13	3	0
11	13	5	0
11	13	5	0
11	13	5	0
11	13	5	0
11	2	2	0

CLICKING UP TO : 13:25

			
11	13	5	0
			
29	3	1	33

WHILE GOING UP:

			
11	9	9	0
			
29	3	1	33

TIME TO ARRIVAL: 16:05

CASTLE AGE

New villagers should go to wood or gold. Make crossbow upgrade and bodkin arrow, and continue making crossbows. Try to make university and fast ballistics first, and then do Bow Saw upgrade on the Lumber Camp.

Try to break into your opponent's economy with your crossbow army. If needed, build a new mining camp on a secondary gold so you have good mining efficiency. Use the market to keep your economy balanced, you want to keep pumping crossbow and villagers.

There is no need to add a second TC because this is a heavy aggressive build. You want to keep going all in by adding a forward siege workshop once you have ballistics. Add a third range, and also try to make thumb ring.

At this point, you can take different paths:

- Keep going all in with mangonels and crossbows, gather stone and buy it from market to make a forward castle.
- Start expanding your economy and keep harassing your enemy.
- Go imperial and add all crossbow (arbalest) upgrades.

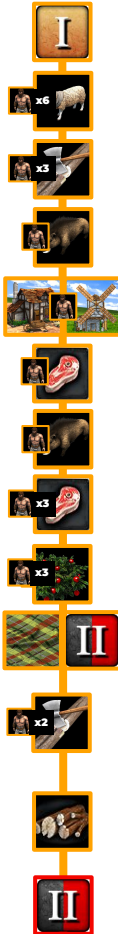


CUMAN 2 TC INTO KIPCHAKS



Cumans have a very unique bonus which is being able to do an additional Town Center in Feudal Age.

This bonus is huge and, if done correctly, it can give you a strong early mini boom which can be really dangerous for your enemy if he is not able to damage your economy early.



DARK AGE

- 6 villagers on sheep
- 3 on wood
- 1 lures the first boar
- 1 builds the third house and then a mill on the berries
- 1 to the boar under the TC (Town Center)
- 1 lures the second boar
- 3 to the boar under Town Center
- 3 to the berries

Make Loom and advance to Feudal Age with 20 pop (19 villagers + scout)

While going up, send 2 villagers from the boar to the first Lumber Camp (don't make a second Lumber Camp)

As the boar runs out, send those villagers to gather food from the sheep and after the sheep are consumed, send those villagers to the straggler trees

FEUDAL AGE

Use 6-7 villagers (from straggler trees and sheep) to build a second TC. Try to position the new TC on another wood line and a gold/stone pile. This is really important so you protect most of your resources with both TCs. Make double bit axe and horse collar.

Start walling your base (you should start walling while going up and aim to be fully walled by now) and the new villagers from the first TC should make farms while the new villagers from the second TC should go to wood (after 3-4 to wood, start farming too).

When the berries expire, use those villagers to make farms. The idea is to have around 16 farmers at this point.

Once you've achieved that, start mining gold with new villagers from both TCs (you should stop at 8 villagers on gold). New villagers should then go to stone (4-5 villagers max).

Do Feudal Age buildings (Barracks + stable + blacksmith) with 2-3 villagers, click up to Castle Age with one TC and research Wheelbarrow with the other.

If the enemy goes aggressive early on, you will need to readapt your economy and send villagers to stone early to defend yourself with towers.

Walling is always necessary to buy time, and you can keep walling to prevent the enemy from breaking in to your economy, but if he goes heavy aggressive with big investment in Feudal Age, you'll need to mine stone and be ready to defend with a few towers. While going up to Castle Age, add 2 more villagers to stone and if you can, make fletching, bloodlines and padded archer armor.

0	6	0
3	6	0
3	7	0
3	8	0
3	9	0
3	10	0
3	13	0
3	16	0
3	16	0
5	14	0
9	10	0



CLICKING UP TO **II** : 07:05

3	16	0	0
19	0	1	20

WHILE GOING UP:

9	10	0	0
19	0	1	20

TIME TO ARRIVAL: 09:15





CASTLE AGE

Keep doing villagers from both TC's and build a Castle in a defensive position, then start making Kipchaks.

Make Bow Saw upgrade on the Lumber Camp and Bodkin Arrow on the blacksmith. At this point, you can take different paths:

- Build a university for Ballistics and an archery range for Thumb Ring and push with Kipchaks and a later forward Castle.
- Add 1 or 2 more TCs and go for an economic approach while defending and trying to gain some map control so you don't give up any important hill to the enemy.
- Stay on 2 TCs and go for a faster imperial timing attack with trebuchets and upgraded Kipchaks.



KHMER FAST CASTLE

This civilization has one of the fastest Castle Age timings because of their civilization bonus (they don't require buildings to advance to the next age).

What you want to do is get to 23 population, make loom, click up to Feudal Age and once you get there, click up to Castle Age right away. This is only viable in closed land maps that include walls, like Arena or Hideout. It's very dangerous to do in an open land map or any other maps because your economy can suffer a lot before you reach Castle Age.

To achieve this, you must do the following build order:





















DARK AGE

6 villagers on sheep

3 on wood

Start to lure the deer with the scout towards your TC (Town Center)

1 more on food under the TC (sheep/deer)

1 gets the boar

1 builds a house and then goes on food

1 more on food under the TC (deer/boar)

1 builds the mill next to the berries

1 more on berries

1 gets the second boar

1 more on berries

1 builds a house and then goes on berries (you should have 4 villagers in total on berries)

2 more on food under the TC

2 to take gold (make a mining camp)

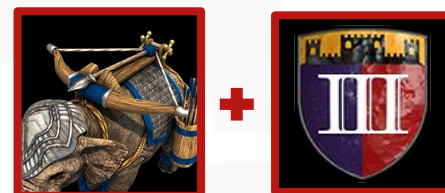
Make 2 farms with 2 of the villagers that are taking food under the TC

Make loom and Click up to Feudal Age

While going up, add 2 more farms and transfer 2 villagers from food under TC to gold

Once food runs out under the TC, add 2 farms, send 2 more villagers to berries and the rest to take wood.

		
0	<u>6</u>	0
<u>3</u>	6	0
3	6	0
3	<u>7</u>	0
3	<u>8</u>	0
3	<u>9</u>	0
3	<u>10</u>	0
3	<u>11</u>	0
3	<u>12</u>	0
3	<u>13</u>	0
3	<u>14</u>	0
3	<u>15</u>	0
3	<u>17</u>	0
3	17	<u>2</u>
3	17	2
3	<u>15</u>	<u>4</u>
<u>8</u>	<u>10</u>	4



CLICKING UP TO  : 08:20

			
3	17	2	0

			
22	0	1	23

TIME TO ARRIVAL: 10:30





FEUDAL AGE



Once you get to Feudal Age, you should have enough to click up to Castle Age right away. While going up, you should do Double Bit Axe on the Lumber Camp and Horse Collar on the mill.



Keep your scout active exploring your enemy's base and if you don't think there's going to be any aggression, you can transfer the 4 gold villagers to wood for a faster boom.



Having your scout alive is very important.



CASTLE AGE

As soon as you hit Castle Age, you must add 2 more TC's and start booming like crazy.

Make bow saw in the Lumber Camp as soon as possible.

Keep scouting a lot to see if you need to add villagers to gold and start adding any military units. Usually, you want to add a stable and a few knights to get map control, or if it's arena, some scouts and a monastery to fight for relics.

From this point onwards, you should add the military that suits best for the matchup that you are in.

If you've done the build order correctly, you should be arriving to Feudal Age at around 10:30 minutes and to Castle Age at around 13:10 - 13:20 minutes.



CLICKING UP TO : 10:30

			
8	10	4*	0
			
22	0	1	23

TIME TO ARRIVAL: 13:10

**** Send the 4 gold villagers to take wood for the boom approach***



FAST CASTLE ALL IN WITH CELTS (HOANG PUSH)



Hoang is a very popular player who invented a unique strategy based on being super aggressive in early Castle Age. His push is feared by anyone he plays, and to stop it, you must be well prepared.

This build starts in the same way as the Pre Mill Drush but deviates by hitting Feudal Age a bit faster with 28vills instead of 29 like common Pre Mill Drush + FC.

The push begins in Castle Age with a forward Siege Workshop and a heavy siege push with knights, spearman, siege and monks.

Celts are good with this strategy because of their wood bonus, and in Castle Age, their siege attacks & produces units faster. This can be really hard to stop if the enemy doesn't scout well and prepares defenses.

DARK AGE

6 villagers on sheep

4 on wood

1 gets the first boar

1 builds the third house, then as soon as you have 175 wood, build the barrack. Then add another house and send that villager to take food

As soon as you finish your barrack start adding militias while keeping your villager production going (Try to not have idle TC). Don't make more than 3 militias

2 more to the boar

1 gets the second boar

1 collects 10 gold (no mining camp needed) and then goes to take food from the boar under the TC

1 builds the mill near the berries

1 builds a house then goes to the berries

4 more villagers to the berries

1 more on wood

4 to take gold (now make the mining camp)

1 walls your base. Try to protect your gold with those walls, ideally no ranged unit shouldn't be able to reach your gold miners

Make loom and Click up to Feudal Age

While going up, seed 2 farms and send 6 villagers to take deer (3 villagers on each deer)

0	<u>6</u>	0	0	
<u>4</u>	6	0	0	
4	<u>7</u>	0	0	
4	<u>8</u>	0	0	
4	8	0	0	
4	<u>10</u>	0	0	
4	<u>11</u>	0	0	
4	<u>12</u>	0	0	
4	<u>13</u>	0	0	
4	<u>14</u>	0	0	
4	<u>18</u>	0	0	
<u>5</u>	18	0	0	
5	18	<u>4</u>	0	
5	18	4	<u>1</u>	
5	18	4	1	



CLICKING UP TO : 10:50

5	18	4	1	
28	3	1	32	

TIME TO ARRIVAL: 13:00

CLICKING UP TO : 13:50

10	7	9	4	
30	4	1	35	

TIME TO ARRIVAL: 16:30

II

FEUDAL AGE

As soon as you hit Feudal Age, you want to build a market (with 2 villagers) and a stable (also with 2 villagers). Create 2 new villagers and send them to take gold.

Click up to Castle Age. While going up, research Double Bit Axe and Gold Mining and start making 4 spearman. Also add a blacksmith.

Start sending 4 villagers forward (take them from food) and also send the spearmen you trained to protect your forward.

As soon as you run out of berries send those villagers to take gold.

III

CASTLE AGE

Once you hit Castle Age, build a Monastery and a Siege Workshop forward. Train 3 knights and go raid your enemy's economy. If the enemy has scouted your forward, check with your knights if there's a siege workshop.

If the enemy is still in Feudal Age, you want to do a battering ram, 2 scorpions, and another ram to push your opponent's base. Put the villagers inside the first ram and the spearman inside the other ram.

Make sure you cover your rams with your scorpions and knights. You should also have 1 or 2 monks by then to convert enemy units or heal up your own. You need to repair the rams with the villagers you have so you can take down the TC (Celt siege "eat TCs").

If the enemy has arrived to Castle Age, make sure you scout well with the 3 knights while trying to raid him to see what's his plan. In case you see a Siege Workshop, you want to push with mangonels, knights, spearman and monks instead of scorpions and rams (this will depend on the enemy's Castle Age timing, if we were faster, then it's still ok to push with rams and scorpions, if it was similar timing, then pushing with mangonels should be better).

You don't need to maintain villager production once you start with the push. Your main focus is to make siege and army and try to end the game fast. Once you have enough food to keep the knight production you can stop making villagers entirely. With this type of push you really go all in, if you fail the push and your opponent cleans your forward you can resign.



BURGUNDIANS ON ARABIA



Burgundians is a very unique Civilization, having the economic upgrades one Age earlier with a 50% discount on food is a huge bonus which can definitely pay off if used wisely.

This build will focus on opening scouts but with 21 pop instead of the normal 20. This is because you will get double bit axe early in Dark Age to boost up the economy.

It's a safe build, requires early walling in Dark Age and early Feudal Age and having an amazing Castle Age with Cavalier. Usually, we need to finish the game in early Imperial with Paladins. This is not a great post Imperial civilization so we need to do the damage before we get to this stage.



DARK AGE

6 villagers on sheep

3 on wood

1 gets the first boar

1 builds the third house and a mill on the berries

2 on berries

1 lures the second boar

1 more on berries (4 in total)

Make Double Bit Axe on the Lumber Camp

1 to take food under TC

1 makes the fourth house and starts walling your base

1 to take food under TC

2 more on wood on the same Lumber Camp

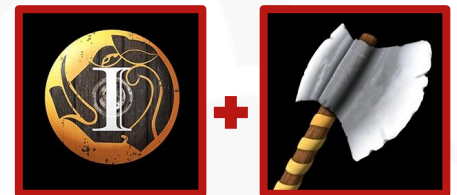
Make loom and Click up to Feudal Age

While going up, send 4 villagers from under the TC to take wood (make a new Lumber Camp)

Make Horse Collar on the Mill

The walling villager has to make the fifth house and the barrack before reaching Feudal Age

		
0	<u>6</u>	0
<u>3</u>	6	0
3	<u>7</u>	0
3	<u>8</u>	0
3	<u>10</u>	0
3	<u>11</u>	0
3	<u>12</u>	0
3	12	0
3	<u>13</u>	0
3	13	<u>1</u>
3	<u>14</u>	1
<u>5</u>	14	1
5	14	1
9	10	1
9	10	1
9	10	1



CLICKING UP TO **II** : 07:30

			
5	14	0	1
20	0	1	21

WHILE GOING UP:

			
9	10	0	1
20	0	1	21

TIME TO ARRIVAL: 09:40

II

FEUDAL AGE

As soon as you hit Feudal Age, you want to build a stable with 2 villagers. Continue walling and keep adding houses with these villagers. Get Bow Saw and start farming around TC.

The goal is to reach 14 farms really fast (don't get heavy plow, you won't be able to afford it). Start producing scouts and use them to defend or harass your enemy depending on how the game is going.

Once you have 14 farms, send the next 5 new villagers to gold and the 2 villagers that walled your base, also send them to gold. Get wheelbarrow and once your berries run out, you should farm with those villagers.

Add a blacksmith and, as soon as you have the resources, click up to Castle Age. If needed to defend, you can add an archery range for skirms/archers (only if really necessary).

While going up, get Heavy Plow, Gold Upgrade, both blacksmith upgrades for cavalry (Forging and Scale Barding) and build a 2nd stable.

III

CASTLE AGE

First get Cavalier upgrade and Chain Barding Armor upgrade. Create Cavaliers from both stables. At this point, you shouldn't research any imperial economic upgrade, they aren't worth it at this stage of the game.

Here is when you need to decide the follow up:

- ❖ Aggressive path: go all in with Cavaliers, Siege and Monks
- ❖ Standard path: add 2 TCs and boom while having some map control

If you see your opponent going pikeman in Castle Age, get some scorps to counter them. Remember Cavaliers are still good against pikeman. Remember also to try to pick relics mid-game since you get gold and food from them.

The idea is trying to kill your enemy in early Imperial, but if your Paladins get countered by halbs, you need to get Chemistry fast and start producing hand cannons.

At some point before post imperial, you can also use the Flemish Revolution tech to try to finish your opponent.



AZTEC SIEGE & MONK PUSH ON ARENA



Aztecs are a very powerful civilization on land maps, and they are no joke on Arena. They have a very special push with Siege and Monks on this map that can break the enemy while slowly building up your economy.

What makes aztecs especially good at this are their civ bonuses. Their villagers carrying more resources and relics giving extra gold are economy bonuses that help a lot on this type of pushes with monks and siege.

Another bonus that is insanely good for this push is that every monastery technology gives +5hp to their monks, making them really tanky to hold mangonel shots and attacks from enemy scouts, giving them extra time to convert enemy units.

DARK AGE

6 villagers on sheep

4 on wood

1 gets the first boar

1 builds the third house and a mill on the berries

Start pushing deer

2 on berries

1 lures the second boar

1 more on berries (4 in total)

2 to take food under TC

4 on wood (Make a new Lumber Camp)

2 on gold

Click up to Feudal Age with 25 population (don't make loom)

While going up start taking wood from the straggler trees with 2 or 3 villagers when the sheep run out

Seed 3 farms and build a barrack

FEUDAL AGE

Make a blacksmith and a market

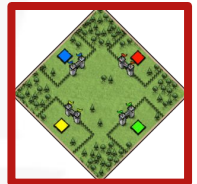
Make 2 villagers and send them to take gold

Sell 200 stone and click up to Castle age

While going up, start producing Eagles on the barrack

0	<u>6</u>	0
<u>4</u>	6	0
4	<u>7</u>	0
4	<u>8</u>	0
4	8	0
4	<u>10</u>	0
4	<u>11</u>	0
4	<u>12</u>	0
4	<u>14</u>	0
<u>8</u>	14	0
8	14	<u>2</u>
8	14	2
<u>10</u>	<u>12</u>	2
10	12	2

10	12	2
10	12	<u>4</u>
10	12	4
10	12	4



CLICKING UP TO **II** : 08:45

8	14	2	0
24	0	1	25

TIME TO ARRIVAL: 10:55

CLICKING UP TO **III** : 11:45

10	12	4	0
26	0	1	27

TIME TO ARRIVAL: 14:25



CASTLE AGE

Research Eagle Warrior. Add a Monastery and a Siege Workshop near the enemy walls but not on sight. Keep adding new villagers to gold.

Train 3 monks and add siege (2 rams then mangonels). If you see that the enemy is going to defend with siege too, make Redemption on the monastery to convert enemy siege.

Keep adding monks, eagles and siege. You need to break the defenses and do damage to your enemy in order to win the game there or hurt him so much that your own boom pulls you ahead to finish your opponent later in the game.

Remember to take the relics as soon as possible to help you with the push. Relics produce +33% more gold for aztecs and gold is the most important resource to have when playing monks.



PERSIAN DOUCHE



Persians Town Centers have double the amount of hit points, which makes them perfect for this weird and out of the box strategy. If a Persian TC is close to the enemy TC, Persians will always win the TC battle. This strategy is meant to surprise and disrupt your opponent's economy.

At some point in Dark Age, you must send 10 villagers forward and right before they arrive to the enemy base, you must delete your own TC and build a new one next to your opponent's TC but having your villagers not in range of enemy TC arrows.

It's an all-in strategy, committing half of your population (villagers) into building the new TC. It can be hard to stop if the enemy doesn't react correctly and if you perform it well.

- DARK AGE**

 - 6 villagers on sheep
 - 4 on wood
 - 1 lures the boar
 - 1 builds the third house and the mill on berries
 - 2 more on berries
 - 1 lures the second boar
 - Next vill + 9, send them forward (total 10). By now, you should know where your enemy TC is
 - 2 on food under TC
 - Search Loom
 - 1 more on food under TC
 - When your forward villagers reach enemy base, delete TC and build new one near the enemy's TC
 - Garrison 10 villagers and start TC battle
 - Start doing new villagers and send them to a nearby resource
 - After you've won the TC battle, keep pushing your opponent and taking nearby resources
 - At this point, you have to decide what to do:
 - Drop another TC near enemy new TC
- Advance to Feudal Age and start using Towers + Archers to keep pressuring your opponent**

0	<u>6</u>	0
<u>4</u>	6	0
4	<u>7</u>	0
4	<u>8</u>	0
4	<u>10</u>	0
4	<u>11</u>	0
4	<u>2</u>	<u>10</u>
4	<u>4</u>	10
4	4	10
4	<u>5</u>	10
4	5	10



AT DOUCHE MOMENT:

4	5	0	10
	19	0	
	1	20	

SCOUTS OPENING INTO KNIGHT SPAM WITH POLES



Poles are a very cavalry oriented civilization. This build has good synergy with the bonus "Stone Miners generate gold in addition to stone". The key here is to get to Castle Age receiving less possible damage, and getting a Castle up ASAP to get the "Szlachta Privileges" tech (Knights cost -60% gold) so we can overrun our enemy with knights. Folwarks also help to generate faster food income and Obuch's are also very strong against cavalry and infantry.

DARK AGE

6 villagers on sheep

3 on wood

1 gets the first boar

1 on sheep

1 builds a Folwark (close to the berries and between them and the TC), then stays on berries

2 more on berries, 1 gets the second boar

1 more on berries (4 in total)

1 builds a house and then goes on food (sheep or boar)

2 more on wood

Send 1 new villager and another one from sheep to build a new Lumber Camp

Make the loom in the Town Center and click up to Feudal Age

Build a barrack and send 3 villagers from sheep to the second Lumber Camp

FEUDAL AGE

Build stable with 2 villagers and get double-bit axe and horse collar. You should consider walling slowly.

8 new vills on farms, 2 on gold. When the sheep runs out, add farms. Scout your opponent so you can react.

When berries runs out, send this vills and 2 more to stone. Send 2 new on gold. Make the Blacksmith and, according to your scouting intel, decide which upgrades research. (if you are fully open in scout war consider to make upgrades to your scouts. Pole Scout has attack bonus against archers)

Research Wheelbarrow and go to Castle Age.

Build two more stables before arrival and you should get gold mining upgrade, bloodlines and cavalry armor (the order is gold mining first, then the others in any order).

CASTLE AGE

Build a Castle and research Szlachta Privileges. After research, start making knights from all three stables and get bow saw.

Getting 2nd armor early on after bow saw is also a good thing to make your knights more resilient to enemy crossbows and TC arrows (if you get to his eco, the 2nd armor is great for raiding).

Food	Meat	Gold
0	<u>6</u>	0
<u>3</u>	6	0
3	<u>7</u>	0
3	<u>8</u>	0
3	<u>9</u>	0
3	<u>12</u>	0
3	<u>13</u>	0
3	<u>14</u>	0
<u>5</u>	14	0
<u>7</u>	<u>13</u>	0
7	13	0
<u>10</u>	<u>10</u>	0

Food	Meat	Gold	Stone
10	10	0	0
10	<u>18</u>	<u>2</u>	0
10	<u>14</u>	<u>4</u>	<u>6</u>



CLICKING UP TO **II** : 07:30

Food	Meat	Gold	Stone
7	13	0	0
20	0	1	21

WHILE GOING UP:

Food	Meat	Gold	Stone
10	10	0	0
20	0	1	21
TIME TO ARRIVAL: 09:40			

CLICKING UP TO **III** 16:45

Food	Meat	Gold	Stone
10	14	4	6
34	0	5	39
TIME TO ARRIVAL: 19:25			

DRAVIDIANS MAN AT ARMS INTO ARCHERS/SKIRMS OPENING

The initial opening for this build is exactly the same as Man At Arms opening, but taking huge advantage in early Feudal of the following bonuses:

- Receive +200 wood when advancing to the next age
- Barracks technologies cost -50%

And also, the Skirmishers attack 25% faster will help during Feudal Age. This civilization can be very strong in hybrid maps too, specially on Nomad.



x6

x4



DARK AGE

6 villagers on sheep

4 on wood

1 gets the first boar

1 builds a house then goes to the berries (builds mill)

2 more to the berries and the next one gets the second boar

1 more to the berries (4 in total)

1 builds a house and then goes on food (boar/sheep)

1 builds the Barracks and then goes to take wood

2 on gold

Make loom and go up to Feudal Age. Meanwhile, go to scout and identify what the opponent is doing

0	6	0
4	6	0
4	7	0
4	8	0
4	11	0
4	12	0
4	13	0
5	13	0
5	13	2
5	13	2



CLICKING UP TO II : 07:30

5	13	2	0
20	0	1	21

WHILE GOING UP:

10	8	2	0
20	3	1	24

TIME TO ARRIVAL: 09:40

FEUDAL AGE

Since the civilization bonuses can offer certain flexibility in early Feudal, after scouting you can decide on what's best to do. The different options are the following:

- If the map is open and you don't see the enemy investing heavily into walls, then you can take a really aggressive approach. This means either going forward or building 2 ranges (at your base) as soon as you hit Feudal Age. You can spend the +200 wood bonus playing really aggressive. Remember that you're going to hit your enemy with MAA at 11:00 minute mark, and a follow up of archers from 2 ranges can be really strong, specially since you'll have a free range. Early fletching is a must here, considering that you're going to invest all your resources into army and no economy upgrades yet. The idea is to damage and to do it fast. To make this work, you need to set up your economy correctly and transfer more villagers to gold from the TC while going up. The idea is to keep both ranges working during most of the time, either doing archers or adding a few skirms too.
- A semi aggressive approach would be to just open 1 range but do fletching really fast and still put a lot of pressure to the enemy. This would require an open map too, but not so open since then going 2 ranges would be better in general.
- Pressure and economy build up: this is the most defensive approach. It would mean to follow up the MAA with 1 range, but also invest into economy. Research Double Bit Axe and Horse Collar as soon as possible. Since MAA upgrade costs half the food and gold, you can easily also do Double Bit Axe and then Horse Collar after the first farm or two. This means that it's an "upgraded" version of the standard MAA because you'll have your economy upgrades much faster and you'll still put some early pressure with the MAA and 1 range.



CASTLE AGE

As soon as you hit Castle Age, you want to make use of the +200 wood bonus when advancing to the next age. Since you're going to play crossbows or skirmishers during Castle Age, this bonus is specially helpful and gives you a lot of flexibility, depending on how the game is developing, you can play:



- Very aggressive: Ballistics + Siege Workshop.



- Hybrid: Ballistics/Siege + TC's.



- Boom: Add 2 TC's and scout around to defend properly.



GURJARAS STANDARD OPENING

This is a very unique civilization, with some creative bonuses. This build order was tailored to take advantage of the bonus "Can garrison Mills with livestock to produce food". Once we get to Castle Age, we want to do Camels against cavalry or do Shrivamsha Riders against ranged units.

Gurjaras can also be a very strong civilization to lame with, specially since we get the Camel Scout instead of the Scout Cavalry. Laming sheep can also be very helpful because of the bonus mentioned above.



DARK AGE

After building the 2 initial houses, you want to build a mill next to berries and garrison the sheep you have (use the initial 4 sheep to scout around a bit until the mill is done).

6 villagers to Forage Bush (4 under TC, 2 next to mill after it finishes)

3 to straggler trees

1 gets the first boar (when it's close to the TC bring 1 villager of the mill to lure it too)

1 more to mill (total 2)

When you have 125 wood, build Lumber Camp with the villagers of straggler trees

1 house then berries

1 more berries (total 4)

1 gets the second boar

3 to boar

Before boar runs out, you want to ungarrison the 1st sheep from the mill and send it to the TC. 2 vills to finish berries under TC

Make loom and click up to Feudal Age (20 pop – 19 villagers + Camel Scout)

At this point, you should have enough food to click up and transfer some villagers to the resource you want depending on your opening (scouts, MAA, straight archers, etc). You can even click up with 19 pop instead of 20 doing this build.

If you've done this build correctly, at the exact time of clicking up to Feudal (with 20 pop), those sheep would of gotten you an extra +130 food (this can be better if you find your sheep fast or worse if you take extra time finding your sheep). You should also still have 7 sheeps garrisoned in your mill.

0	0	0
0	<u>6</u>	0
<u>3</u>	0	0
3	<u>7</u>	0
3	<u>8</u>	0
3	8	0
3	<u>9</u>	0
3	<u>10</u>	0
3	<u>11</u>	0
3	<u>14</u>	0
3	<u>16</u>	0



CLICKING UP TO **II** : 07:05

3	16	0	0
19	0	1	20

WHILE GOING UP:

10	7	2	0
19	0	1	20

TIME TO ARRIVAL: 09:15



WHAT DOES IT MEAN?

This sets you up for a good Feudal Age, ungarrison the sheep one by one from the mill to your TC and also still getting some extra food from the bonus during that time. This translates into a smoother Feudal Age and if things go normal, you can even have a better Castle Age timing.



CASTLE AGE

No matter what you play in Feudal Age, you most certainly want to play stable units with this civilization. Assuming that not much has happened during Feudal Age, you want to transition into Camel Riders if you identify your enemy going for stable units, or into Shrivamsha Riders if your enemy is investing into ranged units.

Since this transition is slower than crossbows, remember that you have to try to avoid taking damage during early Castle Age because you are going to have a few units only so walling correctly and not taking damage is very important until you build up your army.



CHINESE ON REGICIDE FORTRESS



Fortress is one of the classic Age of Empires 2 maps. Your base starts with a Town Center, a Castle, 5 farms, 4 houses, 3 towers and a Barracks, surrounded by stone walls. You also have a king to protect, because if your king dies, you lose the game (it's usually best to scout around with the king early in the game and then garrison him inside your castle). You also start with 10 villagers, a scout and more resources than in random map. Playing with Chinese allows not only to start with more villagers but also the discount on food at the beginning is not noticeable. All this becomes a very strong economic boost from the very first moment.

I

DARK AGE



5 villagers on farms, 4 on wood and 4 build a mill on berries

1 lures the boar and use the villagers on farms to hunt it. Before boar runs out, lure the second. Send 5 new villagers on farms and one more to the berries

4 on gold (build a mining camp)

II

Advance to Feudal Age (without loom)

You can take advantage of the speed of the King to explore the areas near your base in addition to your scout. Locate the relics

II

FEUDAL AGE



Build Blacksmith and Market, using 3 villagers from wood

2 new villagers go to wood. Click up as soon as buildings are done and you have enough food & gold (might require to idle the TC for 10-15 seconds). Send 3 villagers from food (berries) to wood.

Get Double Bit Axe and Horse Collar

III

CASTLE AGE



Take the villagers from food to build 2 TC's inside your walls. Distribute new villagers in wood. Make farms around all the TCs. Then you can send more villagers to gold

Research Bow Saw. Build Monastery

Make a monk to grab some relics. Create a couple of Chu Ko Nu to protect monks while they gather the relics (the amount depends on what you see the enemy is doing)

Research Loom, Wheelbarrow, Town Watch. Start mining stone and prepare for the transition to Imperial. You can also add a 4th TC and if possible, stone wall some part of your base if it's easy to wall to have more space outside your walls. Click up to Imperial Age.

IV

IMPERIAL AGE

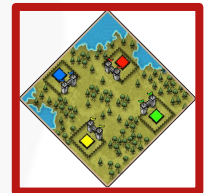
Army composition should usually be Chu Ko Nu and later on, just adapt on what your enemy is doing. While going up, you must start adding a new Castle (if possible on a forward position, if not, build it on a defensive hill). The idea is to scout around and try to identify what the enemy will build to see if going Chu Ko Nu first is the best choice. It's usually the case, but it might be necessary to transition fast into something like skirmishers or halbs fast in case you see arbalest or cavalry play by the enemy.

Food	Wood	Gold
4	2	0
4	15	0
4	15	4
4	15	4
4	15	4

Food	Wood	Gold
4	15	4
2	12	4
9	12	4



+



II

CLICKING UP TO : 4:10

Food	Wood	Gold	Stone
4	15	4	0
23	1	1	25

TIME TO ARRIVAL: 6:20

III

CLICKING UP TO : 7:50

Food	Wood	Gold	Stone
9	12	4	0
25	1	1	27

TIME TO ARRIVAL: 10:30



GOTHS FORWARD



Goths are a very limited civilization at high level and is considered one of the worst civilizations. Their bonuses in Dark Age (villagers deal more damage to boars/elephants/rhinos and Loom is researched instantly) make the anti-meta playstyle the best approach to play with them, since it has no better way to take advantage of their bonuses. This is why Goths are a popular civilization among players who normally practice laming.

Since they don't have any important economic bonus, the Goths depend on taking a lead in Dark Age. Putting pressure early on and doing the game messy is where Goths start taking advantage and can buy time to get safe to a good Castle Age boom. This advantage usually happens if either the lame works or the idle time of enemy economy starts piling up.



DARK AGE



Build two houses and send the villagers to sheep



Send the first villager trained in the TC to the middle of the map towards the enemy base. Research Loom. 3 more villagers to sheep.



Find the sheep as fast as possible with the Scout and go find the enemy base.



4 villagers to wood



Find one of the opponent's boar, wall your forward villager near it and hunt it down. If the scout is nearby, you can give with him the last hit so that the food cannot be picked up. Locate the deer and hunt them.



1 villager lures the first boar. Next one builds the third house and goes to food. New villagers to food too.



Locate opponent's berries and wall them off. If enemy fights with villagers, run away and protect your villager with your own scout.



1 Villager already on food builds house, mill and stays on berries. The next villager hunts the second boar. The next 3 villagers to berries.



With the forward villager build a Barracks near your opponent's base. Train three militia and go attack. Use the villager to wall off resources or help the drush with walls/buildings and locking in rival villagers.



1 villager builds a house and then goes to wood. 5 villagers already on food go to the straggler trees.



1 villager builds a mining camp on the gold. Transfer a villager from food to gold.



Advance to Feudal Age. When you have enough wood, send the villagers from the straggler trees to a woodline and build a Lumber Camp.

0	<u>3</u>	0	0
0	<u>6</u>	0	<u>1</u>
0	6	0	1
<u>4</u>	6	0	1
4	6	0	1
4	<u>13</u>	0	1
4	<u>13</u>	0	1
4	<u>18</u>	0	1
4	18	0	1
<u>10</u>	<u>13</u>	0	1
10	<u>12</u>	<u>2</u>	1
10	12	2	1



CLICKING UP TO **II**: 10:25

10	12	2	1

25	3	1	29

TIME TO ARRIVAL: 12:35



II

FEUDAL AGE

As soon as you reach Feudal Age, research Double Bit Axe. From this point, you have different options according to what you've accomplished during Dark Age:

- **Aggressive play:** If your drush is still alive and healthy, you can upgrade them to Man-at-Arms and keep adding more if you think you can do damage. Add an archery range either with the forward villager or with one at the front of your base and start doing archers. Invest in blacksmith upgrades (Fletching). Pressure enemy resources and try to deny walls. If the enemy walls their base before your aggressive timing, you might considering the next approach.
- **Economic boom:** If you consider that you can no longer put pressure or do damage, either because your opponent is walling or almost fully walled or because your drush was killed and it would take some time to put pressure again, then the best option is to wall your base, get Horse Collar and balance your economy to go Castle Age. Keep scouting to see if you need to add an archery range to defend your walls.

Constant scouting is key here, since that's what will make you take the most optimized decision. You will prevent any surprises by scouting and trying to identify what are the plans of your opponent.

While you transition to Castle Age, you need to decide according to what's happening, what the enemy civilization is and what you've scouted, if you'll go crossbows or knights during Castle Age, or even straight into Huskarls without any units. Balancing your economy according to this decision is also crucial and must be done some minutes before clicking Castle Age.

III

CASTLE AGE

The new villagers you create must go to wood and gold. Keep adding farms little by little to keep up the production of villagers. Place new TCs protecting resources.

It is important that you eventually build a castle and research Anarchy so you can train Huskarls from Barracks. As long as they have the upgrades and avoid melee combat with heavy cavalry or heavy infantry, they are a good choice for raiding and countering enemy archers. This obviously will depend on the enemy civilization and army composition.

Goths are a very strong civilization if they do some damage early on and then don't receive any damage. They are quite powerful against some specific civilizations such as Mayans, since Huskarls counter most of their units. Once your base is well protected and you have a good boom going, it's a very hard civilization to stop during Imperial because of their raid potential and fast production army.



PORTUGUESE SCOUTS OPENING



Portuguese is a very good civilization on water maps. It has interesting bonuses and one of the best post-imperial games due to the "Feitoria's" that constantly generate resources, including gold and stone, which are scarce in the late game.

Now, since they have the bonus of getting wood from berries, they are stronger on land maps. It allows to improve the standard times of any opening and also have more flexibility during Feudal Age.



DARK AGE



6 villagers on 1 sheep



Next villager builds mill and stays on berries. 1 on sheep gets the first boar. 2 more on berries



2 go to straggler trees



1 gets the second boar. A villager from trees builds a house



1 builds the Lumber Camp. Send the villagers from straggles to new Lumber Camp



3 more on food under TC



Make loom in the Town Center and click up to Feudal Age



Take 4 villagers from food under TC to build the second Lumber Camp



1 villager from sheep builds the Barracks.



FEUDAL AGE

As soon as you reach Feudal Age, take another villager from food and build a stable with 2 villagers (then they stay on straggler trees). Get wood upgrade. With a villager from wood build some houses. Train 4 scouts and then research horse collar. The new villagers must finish the sheep under TC and then move them to straggler trees. Start farming as soon as possible once you have horse collar (the research is faster with this civilization). Start mining gold at around 13- 14 minute mark (one minute before the standard scout opening).

From this moment onwards, the build proceeds as usual. You should consider walling slowly. You need to identify what your opponent is doing, scouting is very important so you can adapt fast and properly. If you see that the opponent is going 2 ranges, you'll need to react fast and make 1 range skirms to protect yourself (unless you are fully walled already).

Make the Blacksmith and, according to your scouting intel, decide if you need upgrades or not (if you are fully open in scout war consider making upgrades for your scouts or if you are against archers then consider making upgrades for your skirmishers). Make wheelbarrow at around 16-17 mins (with 5 villagers on gold).

After all this, click up to Castle Age as soon as you can. On the way to Castle Age, you should get gold mining upgrade, bloodlines and cavalry armor (the order is gold mining first, then the others in any order). Make a second stable.



CASTLE AGE

Start making knights from both stables and get Bow Saw. Consider getting 2 TCs more and go harass your opponent with the knights.

Getting 2nd armor early on after Bow Saw is also a good thing to make your knights more resilient to enemy crossbows and TC arrows (if you get to his economy, the 2nd armor is great for raiding).

0	<u>6</u>	0
0	<u>10</u>	0
2	10	0
2	<u>11</u>	0
3	11	0
3	<u>14</u>	0
3	14	0
7	<u>10</u>	0



CLICKING UP TO : 06:15

3	14	0	0
17	0	1	18

WHILE GOING UP:

7	10	0	0
17	0	1	18

TIME TO ARRIVAL: 08:25

KHMER FORWARD



This is a good opening to surprise your opponent by taking advantage of the Khmer bonus that no buildings are required to advance to the next age. This allows you to build 2 Archery Ranges as soon as you reach Feudal Age without building the barracks.



DARK AGE



6 villagers on sheep



3 to wood



1 gets the first boar



1 villager builds a house and goes to berries (builds mill)



2 more on berries



1 gets the second boar



1 on berries



1 villager builds a house and then moves towards the back of your opponent's base and tries to sneak in



2 more on food under TC. 3rd one goes to wood



Research Loom and Advance to Feudal Age (20 pop)



While you're going up, send 3 sheep villagers to gold and 4 to straggler trees



FEUDAL AGE

As soon as you hit Feudal Age, build two Archery Ranges with the villager behind your opponent's base and start producing archers. Get Double Bit Axe but don't invest in Horse Collar until later in the game (late Feudal Age or while going up to Castle Age). Build the Blacksmith and upgrade Fletching. When you have 8 archers, surprise your opponent with them at their base. Make a new group of few archers to attack from another side. Make sure you do as much damage as possible. Since you'll be defenseless at home, you want to set up the shortest walls possible to avoid taking too much damage.

Send 1 new villager to gold and the rest of the new villagers build another Lumber Camp and stay on wood. If your opponent builds a stable, he can plan to counterattack you with Scouts. Build a Barracks in your base to be able to stop them with a few spearmen and walls.

If your opponent manages to stop your attack and discovers the Archery Ranges, finish your walls at your base and adjust your economy. Start seeding more farms (14-16 farms in total before advancing to Castle Age). Consider getting Wheelbarrow if you have around 500 food and still not able to click up to the next age. Make a market and sell your stone to click up faster to Castle Age. While going up, you should have 8-9 villagers on gold to maintain a constant production of archers. Get Gold Mining upgrade and Padded Archer Armor at the Blacksmith.

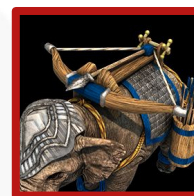
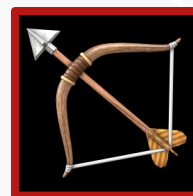


CASTLE AGE

Once you reach Castle Age, you need to upgrade Archers to Crossbowmen, Bodkin Arrow at the Blacksmith, and Bow Saw at the Lumber Camp.

At this point, you must decide if you should play aggressive with a forward Siege Workshop or fast Ballistics, or start booming at home. This will mostly depend on how the game is developing. If you think you can do some damage with your Crossbows, you should consider on getting ballistics as soon as possible. Building up your economy is also very important, so adding 1 extra Town Center while playing aggressive is usually a good and safe option. You can later on add the 3rd Town Center.

0	6	0	0
3	6	0	0
3	7	0	0
3	8	0	0
3	10	0	0
3	11	0	0
3	12	0	0
3	12	0	1
4	14	0	1
4	14	0	1
8	7	3	1



CLICKING UP TO : 07:05

4	14	0	1
19	0	1	20

WHILE GOING UP:

8	7	3	1
19	0	1	20

TIME TO ARRIVAL: 09:15



BYZANTINE FAST IMPERIAL ON CLOSED MAPS



The plan with this build order is to surprise your opponent with fully upgraded monks, taking advantage of the Byzantines bonus of the discount of Imperial Age cost of 33% less. It's a strategy applicable in closed maps and typically considered as "Clown" (this is what players who usually play only the Arena map are called, because the circus stage is similar to an arena and the clowns perform there).

DARK AGE

6 villagers to sheep. Start luring deer with the Scout and hunting them with 3 villagers. The second deer must arrive just before the sheep runs out

3 villagers to wood, building the Lumber Camp

1 more to deer. Next gets the first Boar

1 villager builds a house, then a mill on berries and stays there, just like the next 2 villagers.

1 villager to wood. The next one gets the second Boar.

1 builds a house and stays in berries. The next two plant a farm each.

1 villager to wood. 3 villagers to stone (build Mining Camp).

3 gold (build Mining Camp). When the boar is finished, continue with the remaining sheep under the TC

Advance to Feudal Age (w/o Loom). Transfer 2 villagers under the TC, one to gold and the other one to wood

FEUDAL AGE

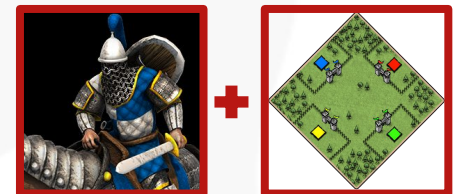
Produce 2 new villagers and send them to stone. Use 3 villagers under the Town Center to build the Blacksmith (with 1, then goes to stone) and the Market (with 2, then go to gold)

Advance to the Castle Age. When the sheep runs out, those villagers build a house and a new Lumber Camp

When berries run out, send the villagers to a new gold (build Mining Camp). When you collect 750 stone (100 to sell, the rest for the castle) send the villagers from stone to gold

Reseed the 2 farms, once they are depleted

0	<u>6</u>	0	0	0
3	6	0	0	0
3	<u>8</u>	0	0	0
3	<u>11</u>	0	0	0
4	<u>12</u>	0	0	0
4	<u>15</u>	0	0	0
5	15	0	<u>3</u>	0
5	15	<u>3</u>	3	0
6	<u>13</u>	<u>4</u>	3	0



CLICKING UP TO II : 9:35

6	13	4	3	0
26	0	1	27	0

TIME TO ARRIVAL: 11:45

CLICKING UP TO III : 12:35

6	10	6	6	0
28	0	1	29	0

WHILE GOING UP:

10	2	16	0	0
28	0	1	29	0

TIME TO ARRIVAL: 15:15



CASTLE AGE



2 new villagers to wood. Take 3 villagers from gold and build a Monastery and a University. Start training monks and collect relics.



Use 7 or 8 gold villagers to build the castle in front of your base. Build another Monastery and research Sanctity, Redemption and Fervor.



You're going to play on 1 Town Center, so sell the rest of the stone and 100 or 200 wood. Buy enough food (remember the discount bonus) and advance to the Imperial Age.



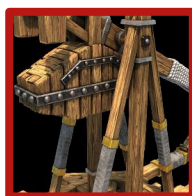
IMPERIAL AGE

Train 2 trebuchets, and with a group of monks go push your opponent, trying not to lose any units. The key to winning is to have good "micromanagement". Your units are expensive and if you lose them, your offensive won't work.

Take advantage of the fast healing bonus of Byzantine monks. Research Block Printing at the Monastery (longer conversion range). Any unit you can convert use it to protect your push.

New villagers you produce should go to the resources you have the least, starting with food. Seed some farms. Also make sure you don't run out of gold. Try to control new golds around the map and start gathering stone for a castle in a forward position.

Research Chemistry to be able to produce bombard cannons. Build a Siege Workshop. Make 2-3 bombard cannons. This unit is very good at countering enemy ranged units besides pushing the enemy base. Build a Barracks and a Archery Range. Start producing hand cannoners. If the enemy tries to stop you with Light Cavalry, you should do pikeman instead of hand cannoners.



CLICKING UP TO  : 16:05

			
12	2	16	0
			
30	1	1	33

TIME TO ARRIVAL: 19:15



ARMENIANS 19 POP 2 SPEAR DRUSH



This build order opens exactly the same as the 19 pop 2-militia drush (also known as Baguette Drush) with a twist, opening spearman in Dark Age using the Civilization bonus "Barracks Units (except Men-At-Arms) available one age earlier. It's quite strong for a few reasons:

- Your 2 spearman will nullify the enemy scout.
- Spearman move faster than militia and villagers.
- The Feudal Age scout can also block and deal higher damage being really annoying.
- Keep your enemy base open for your Feudal Age follow up.

Just remember not to engage against more than 3 villagers because then you will lose a lot of HP and your drush will get weak. Try to catch 1 or 2 villagers and take a fight there, if not, try to "feint" attacks to generate idle time on your opponents economy.



DARK AGE

6 villagers on sheep

3 on wood (build Lumber Camp)

1 gets the first boar

2 to sheep/boar/deer

1 builds a house then goes to food

1 more to boar/deer

1 gets the second boar

1 builds Barracks then go to Wood

2 to deer/boar

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring at least 1 deer, since you should then focus on finding your opponent and knowing where to attack with your drush.

Research Loom and click up to Feudal Age

While going up, start producing spearman (up to 2), and rearrange economy. You should have 10 on wood and the rest on food under TC. There is no need to take gold yet unless you've already decided to go archers.

I'd recommend waiting a bit and deciding what follow up to do according on what you scout with your drush and according to the enemy civilization.

You can either go for skirmishers if you think that your opponent will go archers (or has an "archer" civilization); or you can open scouts and then transition later into archery range; or you can open straight archers.

This is what I call the "magic" of this build, since you don't require gold to produce spearman, and they cost only 35 food and 25 wood, you can still open whatever the game "tells" you to open (saving the gold can be important since you can do fletching upgrade for skirms quite fast without gathering gold). This is why the Feudal Age follow up can be quite versatile.

Food	Wood	Gold
0	6	0
3	6	0
3	7	0
3	9	0
3	10	0
3	11	0
3	12	0
4	12	0
4	14	0
4	14	0
4	14	0
10	8	0



CLICKING UP TO **II** : 06:40

Food	Wood	Gold	Stone
4	14	0	0
18	0	1	19

WHILE GOING UP:

Food	Wood	Gold	Stone
10	8	0	0
18	0	1	19

TIME TO ARRIVAL: 08:50

II

FEUDAL AGE

As soon as you hit Feudal Age, make Double Bit Axe upgrade and build the Archery Range or Stable with 2 villagers depending on the desired follow up. At this point, you want to counter what your enemy is producing and play aggressive.

Skirmisher + Spear rush with Fletching can potentially be strong and annoying because it's hard to counter in early Feudal Age.

There's also a scenario where you can go Long Swordsman with Armenians in Feudal Age, if you think you can potentially deal high damage or end the game soon by delaying your Castle Age timing and going overly aggressive.

From here onwards, the game can be standard or it can go crazy, depending on what you decide to do and what the opponent is doing.



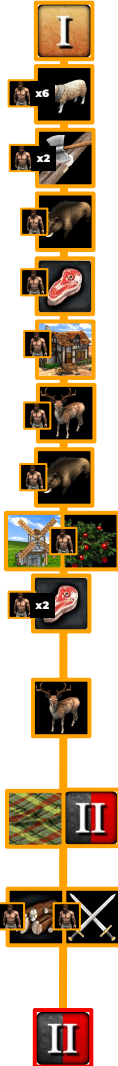
PERSIANS SCOUTS OPENING INTO CAVALRY ARCHERS

This civilization has received a complete overhaul. It was pretty good on hybrid maps, but right now, i'd say it's one of the best civilizations in the game. A complete beast on hybrid maps with the faster Town Center and Dock work rate from Dark Age onwards (5% Dark Age, 10% Feudal Age, 15% Castle Age and 20% Imperial Age) and +50 wood and food at the start. A welcome change to mix up the army and play Cavalry Archers in Castle Age by having Parthian Tactics available earlier and then transitioning later to Savar (a Persian unique unit that replaces Paladin that has less HP but higher pierce armor and the upgrade is cheaper).

Also, Cavalry generates +5 gold when killing enemy military units. This bonus makes it super viable to play Cavalry Archers early in Castle Age and benefit from this. The bonus also helps a lot on post imperial when gold dries out.

The opening is exactly the same as the 18 or 19 pop scouts:

DARK AGE



6 villagers on sheep

2 on wood (build Lumber Camp)

1 gets the first boar

2 to sheep/boar/deer

1 builds the third house then goes to food

1 to boar/deer

1 lures the second boar

1 builds mill on berries

2 boar/deer

Luring deer makes the build smoother and also helps a lot during early Feudal Age. You should aim to lure deer after finding the 2 boars and 8 sheep. I'd recommend luring all 3 deer unless you expect the opponent to go aggressive on you like a drush.

Research Loom and click up to Feudal Age

While going up, build barracks and transfer 3 more villagers from under the TC to berries. Also transfer 6-7 more villagers to wood. You can also consider adding a new Lumber Camp with 4 villagers.

FEUDAL AGE

As soon as you hit Feudal Age, build the Stable with 2 villagers and research Double Bit Axe. If you've scouted that the enemy won't go aggressive, you can add Horse Collar so you start adding farms with extra food, if not, you can skip Horse Collar until your transition to Castle Age. Start producing scouts and harassing the enemy economy while building up your walls.

If the enemy is going scouts also, you can consider adding spearman and going aggressive with both scouts + spears, or just add a few to defend yourself from enemy scouts.

If the enemy is going for archers, you must either consider fast walling your base to prevent any archer/spear raids or adding an Archery Range yourself to do a couple of skirmishers to counter enemy archers.

		
0	<u>6</u>	0
<u>2</u>	6	0
2	<u>7</u>	0
2	<u>9</u>	0
2	<u>10</u>	0
2	<u>11</u>	0
2	<u>12</u>	0
2	<u>13</u>	0
2	<u>15</u>	0
2	15	0
2	15	0
<u>9</u>	<u>8</u>	0



CLICKING UP TO : 06:15

			
2	15	0	0

			
17	0	1	18

WHILE GOING UP:

			
9	8	0	0

			
17	0	1	18

TIME TO ARRIVAL: 08:25

II

FEUDAL AGE

Start your transition to Castle Age, and prepare to go 2 or 3 Archery Ranges in total (I'd recommend going 3 Archery Ranges and try to play aggressive).

While going up to Castle Age, you should have between 13-15 farms, 9 villagers in gold and the rest on wood. Make Fletching upgrade if you haven't done it earlier.

III

CASTLE AGE

New villagers should go to wood or gold. Start pumping the Cavalry Archers and research Bow Saw, Bodkin Arrow & Husbandry. Start putting some pressure on the enemy's economy, specially the woodline which should be able to range from the outside of the opponent's base.

Keep adding Cavalry Archers non stop and start thinking of adding extra upgrades:

- Bloodlines
- Ballistics
- Parthian Tactics

The order in which you research these upgrades will be according to what your opponent's army composition is and enemy movements.

This is where the bonus of +5 gold for killing enemy military units shine (besides post Imperial).

After doing some damage it's a good time to add a new Town Center (you can add 2 if you didn't sell the Stone to go up to Castle Age or if you've done some serious damage).

Forward siege is optional and can be added depending on the opponent's army composition (if there are skirmishers on the field, you should try adding it sooner than later).

At some point, you'll want to transition into knights but that will depend on how the game goes. It can be done in late Castle Age or while going up to Imperial Age.

Remember that Persians don't get Bracer, so Cavalry Archers are weak at Imperial Age and you don't want to get stuck with this unit for too long. Your best option will usually be Savars, but also consider Halberdiers if the enemy is heavy on knights or camels.



HOW TO PLAY HYBRID MAPS (WATER AND LAND)

Hybrid maps are always tricky to play. Most common strategies are wall off on land and trying to win the water with fire galleys and better economy.

Civilizations with a mix of water bonus and land bonus are favored here, such as Malay, Japanese or Persians. There are many viable strategies, like focusing on land and then trying to harass on water, you have to choose your opening and then adapt to what's going on.

Usually, on maps with small bodies of water and land connections between the players is better to go for fire galleys first instead of regular galleys. This is because galleys tend to perform bad if you don't have the space to micro them and move them around hitting and running without getting surrounded.

The following build order is for the most common one for hybrid maps, which is walling the land and going for a grush (galley/fire galley rush).

DARK AGE

6 on sheep

4 on wood

1 gets the first boar

1 builds a house first, then a Dock (let the villager fishing beside the Dock)

1 more on wood

Once the Dock is built create a fishing ship

1 builds a house and gets the 2nd boar

5 more on food

2 more on wood

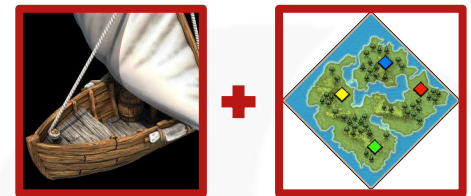
Search Loom (Only if your land is connected with your enemy's. If it isn't, you skip loom)

Go up to Feudal Age (with 25-26 pop, including 3-4 fishing ships)

While ageing up, send villagers from food to make a 2nd Lumber Camp (ideally you want 5 villagers working on each Lumber Camp) Leave 1 villager under the Town Center collecting food

Send 4 villagers to collect gold and build the second Dock. Try to fully wall your base if your enemy has land access to it.

0	6	0
4	6	0
4	7	0
4	8	0
5	8	0
5	8	0
5	9	0
5	14	0
7	14	0
7	14	0
16	1	4
16	1	4



CLICKING UP TO **II** : 07:55

7	14	0	0
21	4	1	26

WHILE GOING UP:

16	1	4	0
21	4	1	26

TIME TO ARRIVAL: 10:05



II

FEUDAL AGE

As soon as you hit feudal, start producing fire galleys with both Docks, and scout your opponent to see what he's doing and react accordingly. Also, get wood upgrade as soon as possible. If you see enemy going for water also, add a 3rd Dock and keep making fire galleys. Once you've made 4-5, add 1-2 demos to start exploding his fire galleys.

If you see him going for galleys, you need to be super aggressive and don't let him get high numbers because he might outmicro you and kill your fire galleys.

Usually, unless your opponent is Vikings, it's weird that enemy goes galleys in these types of hybrid maps because there isn't just enough water to micro galleys correctly.

If you see him doing some land stuff, get ready to re-wall and make Barracks/range to counter enemy push. Try to harass enemy water with a few fire galleys to win it fast so you can start adding fishing ships to have better economy. Sometimes, opening 1 Dock fire galleys and a stable is viable too, depending on your scouting intel (if you scout and see he isn't walled for example).

III

CASTLE AGE

According to what happened in Feudal Age, if you're still fighting for water, get the ship upgrade to get the fire ships and demo ships upgraded, and start building your economy with new T's. You'll also need to start getting some map control on the land while expanding your economy and still fighting for water.

Usually raiding with crossbows and 1-2 mangonels is good, but you need to see what army composition your opponent is doing. Depending on your civilization too (like Persians), you might consider going knights instead of crossbows. From this point onwards, you must keep fighting for water so your opponent doesn't have an economic lead.

If you won water, add fishing ships and gillnets upgrade, and then just spread your ships to deny any future Docks from the opponent and focus on land. You might have to adapt and be defensive here, because you'll have a better economy and probably your opponent will go heavy on land because of this.



HOW TO PLAY VIKINGS ON WATER MAPS



Vikings are a top tier civilization on this map, mainly because of their cheap galley bonus and good economy with free wheelbarrow and handcart.

Other top picks are Italians and Portuguese (the last one is really good with Caravels against Vikings because they lack fire galley line).

The following build order corresponds to a Viking grush (galley rush).

I DARK AGE



6 on sheep



4 on wood



1 gets the first boar



When the next villager is created send him to make a Dock, use one of your wood villagers to make a new house meanwhile



Build the Dock (depending on what civilization you are facing, you will have to decide if you want a front or side Dock; if you are facing one that will probably open fire galleys, you will probably want your Dock on the side to have more time to build your galley army; if not, building it on front is fine)



Start building fishing ships as soon as the Dock is built. Send the villager fishing near the Dock.



1 more on wood



1 build a house and get the second boar



5 more on food



3 more on wood

II



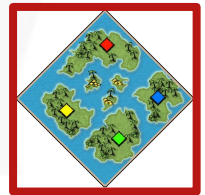
Go up to Feudal Age (26-27 pop, including 3-4 fishing ships)

While ageing up, build a new Lumber Camp and send villagers from sheep to chop wood (5 villagers on each Lumber Camp is ideal). Leave 1 villager close to the TC taking food or wood from a straggler tree



Send 4 villagers to take gold and build 2 more Docks

0	<u>6</u>	0
<u>4</u>	6	0
4	<u>7</u>	0
4	7	<u>1</u>
4	7	1
4	<u>8</u>	0
<u>5</u>	8	0
5	<u>9</u>	0
5	<u>14</u>	0
<u>8</u>	14	0
8	14	0
<u>17</u>	1	4
17	1	<u>4</u>



CLICKING UP TO II : 07:55

8	14	0	0
22	4	1	27

WHILE GOING UP:

17	1	4	0
22	4	1	27

TIME TO ARRIVAL: 10:05



II

FEUDAL AGE

As soon as you get to Feudal Age, start producing galleys from the 3 Docks (3rd Dock will probably finish several seconds after you hit feudal). Get wood upgrade too. First wave of 3 galleys should protect the fishing ships, and once you start producing new galleys, get a blacksmith and fletching right away.

Keep your scout active in your land to scout for any possible landing from your opponent. You should move out with 5-6 galleys once you have fletching. Try to keep your fishing ships on the back so you have time to move them out in case opponent comes with a few ships.

After having fletching and producing from 3 Docks, get a 4th Dock and start making galleys too. You will have to micro heavy those galleys so you can land some hits on enemy galleys/ships while avoiding their shots.

Use patrol a lot (classic hotkey: Z). Once you can keep producing from 4 Docks, you need to focus on getting food at your base, so build a mill and keep those 4 fishing ships alive as much as possible.

Get more villagers on gold, you need around 8-10 to go up and keep those 4 Docks producing galleys.

Build a market, trade your stone for gold, and then buy some food with the extra gold. You need to try to click up at around 18-19 minutes so you get to Castle Age at 20-21 minutes.

While going up, you need to keep harassing your opponent's ships, try to scout the enemy's island with 1- 2 galleys to harass the economy a bit, and make gold upgrade.

Keep scouting your island to prevent landing or to spot it fast.

III

CASTLE AGE

Once you hit Castle Age, make galley upgrade right away, and also get Bodkin Arrow and Bow Saw.

If you were faster to Castle Age, you need to push, if not, play more defensive and make time until you have your upgrades.

You should also start making Longboats (even though they are a bit more expensive. They are a bit faster and better to micro and they are also very good at raiding land). You should then add a university for Ballistics. After this, you should start expanding your eco, buying stone with gold and making 1-2 TC's.

If you're doing good on water, you should start adding fishing ships and expanding to the middle islands or even landing the enemy.

From that point on, just do what you think is best!



MONGOLS ON WATER MAPS



Even though Mongols don't have any water bonus, they are very good on different water maps like Baltic, Mediterranean, Bog Islands and those alike.

The reason is that with their hunting bonus (hunters gather 40% faster), Mongols can go up to Feudal Age fast and take control of the water very early (by killing enemy fishing ships and having army before opponent gets to Feudal Age).

The Mongols are also very good on MegaRandom because usually there is a lot of hunt available on that map, and water is also very common.

I

DARK AGE



6 on sheep



Before making the Lumber Camp send one of the six villagers to get the first boar (ideally you want to start eating the boar after the first sheep)



4 on wood



You need to lure your deer as soon as possible and save the sheep for later. The fast food from the hunt is crucial to get a faster feudal age time



1 gets the second boar



1 builds a house and a Dock and stays fishing beside the Dock



As soon as the Dock is built make one fishing ship and send the villager who built it to take the shore fish next to the Dock (is recommendable to wall that villager around the Dock so the enemy scout won't be able to attack him)



1 more on wood



2 more on food



Add a second fishing ship as soon as possible



1 more on wood



Make loom in the Town Center

II

Advance to Feudal Age (19 pop, including 2 fishing ships and the scout) While ageing up, leave 1 villager gathering food under the TC and then to a straggler tree



Send the rest of the villagers from under the TC to wood except for 4 which will go to gold. You will only have one Lumber Camp. Add a second Dock.

0	<u>6</u>	0
0	6	0
<u>4</u>	6	0
4	6	0
4	<u>7</u>	0
4	<u>8</u>	0
4	8	0
<u>5</u>	8	0
5	<u>10</u>	0
5	10	0
<u>6</u>	10	0
6	10	0
<u>11</u>	<u>1</u>	4
11	1	<u>4</u>



CLICKING UP TO **II** : 05:50

6	10	0	0
16	2	1	19

WHILE GOING UP:

11	1	4	0
16	2	1	19

TIME TO ARRIVAL: 08:00



II

FEUDAL AGE

As soon as you get to Feudal Age, start producing fire galleys from the 2 Docks. Get the wood upgrade too.

By then, you should also have scouted your enemy and know where the Dock/s are. Try to harass your opponent with your scout and deny the 2nd Dock..

First wave of 2 fire galleys should try to kill enemy fishing ships. Keep adding more fire galleys and a 3rd Dock as soon as you can. Also, you want to start eating the sheep left under your TC.

Try to kill enemy Docks and keep scouting with 1 or 2 fire galleys to prevent enemy Docking elsewhere.

At this point, you want to start adding 1 or 2 demo ships if you see that the opponent Docks are garrisoned and you know the enemy will try to retake the water.

A good ratio would be to add 1 demo ship for every 4 fire galleys. Keep your scout active to spot any land activity, because once you are having control of the water, the opponent will most likely go aggressive on land or boom heavily on land to compensate the water loss.

Once you have full control of water (killing enemy Docks and having vision of most part of the shores so you can deny possible enemy future Docks), start producing fishing ships to fish boom on the sea with your 3 Docks. Later, it's important to add new Docks around the map so your fishing ships gather food more efficiently.

You should start thinking of going up to Castle Age, by adding a stable and a blacksmith. Depending on how the game develops, you want to go for 3 TC boom + fish boom at sea to prepare for a fast imperial land attack, or you want to land your opponent (assuming both are walled) and try to surprise the enemy with knights and siege.

Also, if the enemy went for an aggressive land approach and you didn't wall in time, you need to prepare a good defense because you are ahead in economy because you're fishing and he's not.

Remember that Mongols have a very strong unique unit, the Mangudai, so sometimes a good defense is getting a Castle fast and start producing Mangudais.



LITHUANIANS OPENING ON HYBRID MAPS



Lithuanians are one of the kings on Four Lakes and other hybrid maps because of their special start. They start with extra +150 food and that makes it possible to get away with +2 fishing ship advantage versus other civilizations.

There are still many other good civilizations to play on these types of maps, like Huns, Japanese, Byzantines, Malay, Persians and any other that has a strong bonus on hybrid maps. The build order that will be detailed next is oriented to the map Four Lakes but it can be easily adapted to any hybrid map.

Since Four Lakes is a pretty open map, usually a civilization with good mobility rules here, and specially Lithuanians. Getting the relics early on Castle Age and dominating as many ponds as possible is what we need to achieve here.



DARK AGE

After you build the 2 houses with the 3 initial villagers, send them to wood and add another one (if you don't find a good Lumber Camp spot, send them to straggler trees until you get a good spot; total on wood: 4)

The next 3 villagers will go to sheep

Villager N°8 will go build a Dock in the nearest pond (remember to build the Dock next to a shore fish to fish after the Dock is done and wall in the villager to avoid getting killed by the enemy scout)

As soon as Dock is up, build a fishing ship

Add another villager to sheep

Villager N°10 will lure boar

The following one builds a house then wood

Next 2 villagers to boar

Add a second fishing ship

Next villager gets the second boar

Next villager house then wood (total 6 on wood)

Add more villagers to food under TC (sheep/boar)

Keep adding fishing ships as soon as you have wood for them

Do loom once you have 19 villagers total and 4-5 fishing ships

Click up with 24-25 pop

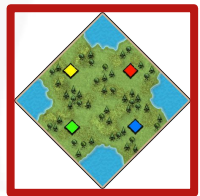
In the meantime, try to keep adding fishing ships in your initial lake over time until you have 8-10

At this point, you must decide if you want to play scouts and then try to control the lakes or just try to fight early for the lakes and make a sneaky Dock on the enemy's initial lake

If you decide to fight early for the lakes, you must send 4 villagers to gold, add a second Lumber Camp and try to Dock the enemy lake

If you want to raid the enemy's economy with scouts, add a Barracks, second Lumber Camp and try to keep your pond under control avoiding enemy Dock. Once you get to Feudal Age, add a stable and start producing scouts to harass the opponent's economy (afterwards you'll start mining gold and expanding to the other lakes)

4	0	0
4	3	0
4	4	0
4	4	0
4	5	0
4	6	0
5	6	0
5	8	0
5	8	0
5	9	0
6	9	0
6	13	0
6	13	0
6	13	0
6	13	0
6	13	0



CLICKING UP TO **II** : 07:05

6	13	0	0
19	5	1	25

TIME TO ARRIVAL: 09:15

WHILE GOING UP
IF GOING FOR LAKES:

15	0	4	0
19	5	1	25

WHILE GOING UP

IF PLAYING

10	9	0	0
19	5	1	25



II

FEUDAL AGE

If you've decided to fight the lakes and managed to sneak a Dock in the enemy lake, start producing fire galleys and keep producing fishing ships in your own lake.

Also, you want to send villagers to the other lakes to expand and fight to control them.

Walling at this point should be good to prevent any damage to your land economy.

Most of your villagers will be on wood, and some on gold.

Only 2-3 will be on food since most of your food income will be from fishing ships. Remember to make wood upgrade as soon as you hit Feudal Age too.

Try to control the lakes as much as possible and keep scouting the land to react in time to any type of aggression from your enemy. Once you have 600 food try to add a stable and a blacksmith and soon you'll be ready to click up.

It's fine to add only one stable, since the idea is to take control over the lakes with fire ships from Castle Age and have a nice fish boom while adding a monastery and TCs at home. If you see your opponent going heavy on land, then adding a second stable is a good idea.

III

CASTLE AGE

Once you hit Castle Age, start adding some knights to harass your enemy at land and make the fire ship upgrade to take control over the ponds.

You also want to add a second TC and a monastery to start expanding your economy and collecting the relics. Remember that the relics are quite important for Lithuanians because of their civilization bonus (+1 attack to Knights and Leitis per gathered relic).

Once you take control of the ponds, add fishing ships (from 8-10 in each pond), make bow saw (in the Lumber Camp) and gillnets (in the Dock) and then start adding stables to produce lots of knights. At this point, you want to keep expanding your economy with a third and fourth TC and keep flooding knights to dominate your enemy.

It's important to notice the army composition from your enemy in case you need to switch to elite skirmishers earlier if you see your opponent going for Cavalry Archers for example. Scouting every now and then is key here to make an army switch in time and don't lose any momentum.



NOMAD BUILD ORDER



Nomad is a very unique map where you start without a Town Center and only 3 villagers. There are usually two different approaches on this map:

- You play a strong Unique Unit civilization such as Spanish or Burmese and try to go Fast Castle and get a Castle up to start raiding with that unit while expanding your economy.
- You grush (galley rush) with strong hybrid civilizations like Persians, Malians or Lithuanians and try to win water while harassing your opponent's land with scouts/archers.

The following build order is meant for the grush play:

II

FEUDAL AGE

As soon as you hit Feudal Age, start producing 2 fire galleys from both Docks and make the wood upgrade. Depending on the information you have on the location of your opponent, you should consider start walling a bit or maybe even adding a Barracks.

If your opponent is also fighting for water, consider adding a 3rd Dock. If not, you should be killing enemy fishing ships and also start adding more fishing ships of your own.

At land, you must be very careful, you might want to be fully walled or even have a stable of your own to add some scouts to know what's going on, or even to attack a weak spots of your opponent's base.

If you suspect he's going FC and if he's Spanish or Burmese, you need to be extra careful and should be more aggressive both on land and sea to undermine the opponent's economy. You might think of doing stone wall to buy some time so you can go to Castle Age without any trouble.

III

CASTLE AGE

At this point, you have different options:

- React to what your opponent is doing: this is the most normal one, considering you have the better economy and the enemy is the one that has to do some damage. Play really defensive and try to raid opponent's economy from time to time. Keep Docking around to have better food rate so fishing ships don't have to travel too much.
- Boom and play knights: If your enemy is trying to get back on water or isn't playing aggressive, you want to boom with 3 TCs and fish boom too while having some water and land control. Raiding with knights is very important.



FAST IMPERIAL ON MIGRATION WITH ITALIANS



Migration is a water map where each player starts on a small island with basic resources, always located on the outer edge of the map. In the center of the map, there's a large island, with resources to fight for, including relics.

The Italians are one of the best naval civilizations in the game. Advancing cheaper to the next age and cheaper Dock upgrades make a perfect combo for this civilization to shine on water maps. In this build order, we take a rather defensive approach, but at the same time it allows to expand effectively, with the objective of having a technological advantage and take map control later.

DARK AGE

6 villagers to sheep

4 vills to wood. After the second one comes out, start luring the deer with 3 vills. The other 3 stay on sheep.

The next villager is going to build a house and then the Dock, on one side of the island, not on the front. It must be next to a shore fish so that the villager stays fishing. Once it's done, start producing fishing ships.

4 more villagers to wood. Try to have them well organized so the villagers don't get stuck or are inefficient. When you are close of getting pop capped, build a house with one of those villagers. The next 4 villagers must go to a new Lumber Camp.

Build the second Dock on the other side of the island (opposite to the Dock you've already made). Once it's completed, the villager stays fishing. Produce fishing ships from both Docks. Explore around a bit with one fishing boat to spot deep fish so you know where to send new fishing ships, so you can gather food more efficiently.

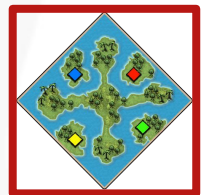
4 more villagers go to the second Lumber Camp. Check that they are well distributed, like the first one.

Advance to the Feudal Age, without a loom. As you progress, build the third Dock in the middle of your island to be able to take out more fishing ships and distribute them better. Take a villager from the wood and build a mill on the berries.

When food from the Town Center runs out, send the villagers to gold (build mining camp). If you're low on wood, you can send the villagers first to the straggler trees so you don't have idle time, until you can build the mining camp.

Make a transport ship and take a villager from the Dock and the scout to the middle island. Build a Dock on the coast of the island on the side of your base (the one that has more fish), in a place where you can send fishing ships. Have transport nearby to protect the villager from wild animals. It's best if the scout explores the entire island to locate gold and relics.

0	<u>6</u>	0
<u>4</u>	6	0
4	<u>7</u>	0
<u>12</u>	7	0
12	<u>8</u>	0
<u>16</u>	8	0
14	<u>10</u>	0
14	<u>4</u>	6
14	4	6



CLICKING UP TO **II**: 8:45

16	8	0	0
24	5	1	30

WHILE GOING UP:

14	4	6	0
24	8	1	33

TIME TO ARRIVAL: 10:55



II

FEUDAL AGE

As soon as you reach Feudal Age, build the blacksmith and the market. Two new villagers should go to gold. After the villagers are produced, you have to click up to Castle Age.

To react in time from an enemy attack, you can send two fishing ships to each end of the big island, to spot enemy ships. You should start making fire ships early if you spot enemy movement or as soon as you click up to Castle Age.

While going up, stop making fishing ships and even if you haven't been attacked, build fire ships to dominate the sea and surround your opponent's island.

III

CASTLE AGE

Build a Monastery on the central Island. Collect as many relics as you can. Also build the University, preferably on your island because you have more villagers there.

Depending on how the game develops, going up to Imperial Age might be delayed. If your economy is well balanced and the army you are building is enough to hold an enemy attack, you can save up resources and click up. There's no need to add a new Town Center yet if that's the case. If there's a lot going on during Castle Age, it would be wise to add a new Town Center in the center island.

Keeping your fishing ships alive is really important during the entire game.

IV

IMPERIAL AGE

As soon as you get to Imperial Age, research Fast Fire Ship upgrade, then Careening, and afterwards Shipwright. Start controlling the water with the Fast Fire Ships. You might want to start producing Condottieros too if you spot the enemy landing in the center island.

As you run out of resources on your main island, you can transport the villagers to the central island.



GEORGIANS ON HYBRID MAPS



This civilization has become very popular on Hybrid maps mainly because they start with a Mule Cart, and that helps a lot by building a dock and start fishing earlier than other civilizations. Also, scouts and cavalry regenerating HP helps a lot to keep pressure on the opponent and during Castle Age, they get the Fortified Churches that not only serves as a defense by being able to garrison villagers (and also monks) but also provides +10% work rate in an 8 tile radius. All this combined makes Georgians very viable and strong on Hybrid maps (they are also strong on Open Maps but I'd say a bit stronger on Hybrid Maps).

DARK AGE

- 6 villagers to sheep
- 2 wood after build mule cart
- 1 build docks then shore fish. Transfer 1 from sheep to wood
- 1 to wood
- 1 gets the first boar
- 1 to wood. Build a fishing ship
- 1 to boar. Build house with a villager from wood
- If you can, lure deers. Add 2nd fishing ship
- 1 gets the second boar. Build house with a villager from boar
- 1 to boar. Add 3rd fishing ship
- 2 more villagers to food under TC (boar/deer)
Add 4th fishing ship
- 1 to wood
- Loom and click up to feudal. At this point, you must decide what your Feudal Age opening will be (this will be depending on the map):

0	6	0
2	6	0
3	6	0
4	6	0
4	7	0
5	7	0
5	8	0
5	8	0
5	9	0
5	10	0
5	12	0
6	12	0
6	12	0



CLICKING UP TO : 06:40

6	12	0	0
18	4	1	23

WHILE GOING UP
FULL WATER OPENING:

11	3	4	0
18	4	1	23

TIME TO ARRIVAL: 08:50

LAND APPROACH OPENING:

11	7	0	0
18	4	1	23

TIME TO ARRIVAL: 08:50

Full water opening: You can play heavy water by going double dock and fire galleys. If this is the case, you must build a Mule Cart with 5 villagers from boar next to another woodline and 3-4 villagers to gold if possible (if not, build another Mule Cart next to gold). This economy will set you up good for double dock opening to fight for water on maps like Kawasan, Four Lakes (if you plan on sneaking a villager) and any map that has some water to contest.

A more land approach opening: transfer 5 villagers and build a Mule Cart next to a new woodline. Leave the rest of the villagers gathering food under Town Center and build a barracks. As soon as you get to Feudal Age, build a stable and start pressuring opponent with scouts. Be careful with water, scout to see if enemy is going military units on water so you can defend your fishing ships. It's key not to lose water economy. If you must defend it, you can send 4 villagers to gold and build a new Mule Cart.



II

FEUDAL AGE

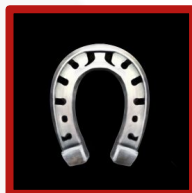
Both approaches are good. Always remember to get Wood Upgrade and keep scouting to identify what the opponent is doing and react accordingly. If you take the water approach, you must win the water fast unless the opponent is also going for water. If not, try to gain an advantage there but be prepared to defend yourself on land, because it's possibly that the opponent decided to go for a more focused land approach.

In case you decide to go for early scouts, you can also go for archers at some point in case the opponent defends with spearman. Scouting a lot is key here to counter the opponent's army as fast as possible.

III

CASTLE AGE

Once you get to Castle Age, Fortified Churches are really helpful to boost your economy and also protect it. Monks are very important in cavalry fights and also picking up relics.



MAP AWARENESS AND MAP CONTROL



Trying to read what your opponent is doing is a good thing, and it feels good when you guess, but good scouting is much better. Good map control usually starts at Castle Age, because earlier, you can pressure and gain map control, but if your opponent gets to Castle Age first, you'll lose that map control really fast.



If you feel like you have an army advantage or you have an economic disadvantage, you should try to put the pressure on your opponent sending 1-2 forward villagers to make a siege workshop/monastery on a hill. Try to pick good fights like fighting downhill, pressuring enemy resources while raiding with a few units on other parts of the map while building up your economy at home.



Once you have 3 TC's and have a good boom, you should send 6-7 villagers to stone and after 6-7 min you should have enough for your first castle. You should build it on a hill, and it should be offensive if you're putting pressure, or defensive to protect your economy or being pressured. If you're behind, it's usually better to place it on a defensive hill because it can be easily put down with a few enemy trebs.



Once you hit Imperial Age, you should try to have vision of more parts of the map. Send 1-2 villagers to each side of the map and start building outposts (you should have town watch by then). These villagers will not only grant you vision of different parts of the map, but also be useful to build some forward buildings later on to start raiding the sides of the enemy economy. They'll also help spot other useful golds/stone for post imperial game. You can later add TC's on those important resources.



In early imperial, you should focus on pushing, gaining control of hills and getting the techs and upgrades. After that, once you have around 160-180 pop, you need to start raiding with the side buildings you've built with those villagers you sent earlier to have map awareness.



You should be prepared for enemy raids,, considering that is really hard to wall at this point, and walls tend to break fast, you should consider defending your economy with some walls and 1-2 defensive Castles. By doing this, you are controlling from which part you are allowing the raid to happen, and this will help you defend it much easier. At the same time, you'll be raiding your enemy, and you need to spot weak points from where you can do damage, and also, while all this is happening, probably a middle fight is going on.



The plan is to weaken your opponent's economy, while preserving yours. This will help you push and win the main fight that is happening in the middle.



To sum all this up, by doing all of this, you should gain control of middle and important hills, while using your main army (most expensive units + siege) on the middle, while raiding with hussar/light cavs/eagles (or any other unit depending your civilization) on the sides.

BASIC TIMES GUIDE

Understanding creation times will help you improve your upping times to Feudal Age and even Castle Age. The followings are the most important:



Villager creation Time: 25 seconds.



Loom: 25 seconds.



Wheelbarrow: 75 seconds.



Feudal Age research time: 130 seconds (2:10 minutes).



Castle Age research time: 160 seconds (2:40 minutes).

By knowing these times, and knowing the most common build orders, you can estimate when you'll arrive to Feudal and Castle Age.

Example:

Advance to the Feudal Age with 20 population (19 Villagers + 1 scout + Loom).

You start with 3 villagers so you only need to produce 16.

Time required to make 16 villagers:	$16 \times 25 = 400$	seconds.
Time required to make loom:	$1 \times 25 = 25$	seconds.
Feudal Age research time:	130	seconds
Total:	555	seconds

which means that you should reach Feudal Age at 9:15 if you didn't have the TC idle at any moment

The most common times for different build orders are the following ones:

23 pop:	10:30	min, more commonly to open man at arms or archers.
22 pop:	10:05	min, more commonly to open man at arms or archers.
21 pop:	9:40	min, more commonly to open scouts but also man at arms or archers.
20 pop:	9:15	min, more commonly to open scouts.
19 pop:	8:50	min, more commonly to open scouts.

If the chosen build order is a drush, the most common estimated time of arrival for Feudal Age is around 12:00/12:30 if you don't go FC, and if you go FC is around 14 / 14:30.

You can also do an extra fast scout opening with civs like Mongols and Lithuanians (without Loom), in that case, the estimated time of arrival for Feudal Age is around 8 / 8:30 minutes.

In general, in a standard Arabia game, you would probably click up to Castle Age with around 35 villagers (give or take) + Wheelbarrow. The time of arrival to Castle Age would be around 20 minutes, but it also depends on a lot of circumstances, but this helps if you had a clean economy without losing any villagers. By knowing these standard times, you can improve your timings for your strategies and you also want to almost never keep your TC idle, you should have it creating villagers most of the time (exceptions would be if you are about to go about to Castle Age or Imperial Age, which is fine to have it idle for around 20 seconds).

USEFUL TIPS



scout with 2 of the 4 initial sheep. If you find more, keep using them to scout. Always leave +1 sheep on TC (the one that villagers are eating and 1 more).



If you have deer close enough to TC (and not behind a wood line) you should lure them (almost at same screen of TC is close enough).



Lumber metrics: place your Lumber Camp in a good spot (on the back of your base is usually best spot unless it's really far away) and try to keep an eye on your villagers. If you send them to different trees within the same tile, they will usually stand still. This will also happen if you send 3 villagers to the same tree. Also, once they finish a tree, they will "walk around wasting time", so shift clicking on other tree is usually a good idea.



Wall with houses in front of your most important resources like gold and berries in Feudal Age to prevent future direct attacks..



Check if your opponent is taking gold or stone while going up to Feudal Age.



Check if your enemy took 10 gold from one of his goldmines (this will indicate a drush).



Patrol, patrol, patrol. Don't use attack move, it's bugged in DE. Instead, patrol all the time, but be careful, sometimes it doesn't work well, and sometimes your army will patrol into buildings.



Quick walls: they help a lot, so try to use them! You will usually delete them later and recover most of the resources. They will save your villagers from enemy attacks or raids while not wasting so much time and wood on walling your entire base.



Control + number your buildings: usually a good idea is to control + 1 and control + 2 your main army, while having 3-6 your main production buildings (Barracks, ranges, stables, siege and castles).



Wall in your villager that is building the Dock (this is to prevent the enemy scouting killing your villager). Also, after the Dock is done, you should get the shore fish next to the Dock.



Try to guess the movement of your opponent's units and use "attack ground" with your mangonels to land a good shot on them.



Try to conquer the hills around the map with castles and picking good fights! (Don't take fights if your opponent has the hill unless you have much more army than your opponent).



Remember to use flank formation and back to line formation when engaging enemy mangonels with ranged units to try to dodge the enemy shots, or when retreating.

ECONOMICS BALANCED IN FEUDAL AGE AND CASTLE AGE

Having a balanced economy and trying to avoid using the market until later in the game is really important. How do you achieve this? There are a few key things to do:

1. **Adapt your economy to the army you are going to build: this is the most important factor. You want to set your economy depending on the army you are going to build.**
2. **Keep your resources low unless you're thinking of going to Castle Age: you don't want to float 600 wood in early/mid Feudal Age, you need to use it on farms and other buildings.**
3. **Once you are in Castle Age and have 3 TCs, keep your economy balanced by setting the waypoints of the TCs, 2 to wood and 1 to gold and keep going back to your economy to add farms, houses and other important buildings.**

An example of how you want to set your economy before going to Castle Age depending on what type of army you are going to build is the following (assuming you have around 35 villagers):

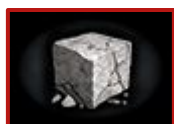
WHEN YOU ARE ABOUT TO CLICK UP TO CASTLE AGE					
ARMY COMPOSITION	VILLS	FOOD	WOOD	GOLD	STONE
Archers into Crossbows	35	14	12	9	0
Knights/Camels	35	18	9	8	0

This is the perfect example on how to avoid floating a lot of food (+600) during early Castle Age when doing crossbows, which will probably lead into a defeat if the opponent does the things right.

Depending on how you are going to play in Castle Age, you'll add villagers to the most necessary resource.

If you're planning on going really aggressive with crossbows and siege, then you want to keep the villager count on wood and gold really high while having less on food than the example, while if you're planning on going for a more economic approach (adding 2 TC's when you get to the Castle Age) while having presence on the map and even harassing the enemy's economy, the example is perfect for that.

It's really important to scout and react fast to what your opponent is doing so you can adapt and be well prepared. Economic upgrades are also very important depending on your approach to the game.



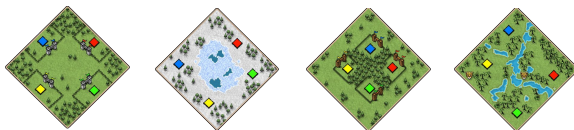
MAPS AND TOP CIVS GUIDE

	OPEN LAND MAPS	CLOSED LAND MAPS	HYBRID MAPS	FULL WATER MAPS	CHAOTIC MAPS
TOP CIVS	 CHINESE  GEORGIANS  INCAS  MONGOLS	 BOHEMIANS  BURGUNDIANS  CUMANS  TURKS	 BYZANTINES  GEORGIANS  JAPANESE  PERSIANS	 ARMENIANS  BYZANTINES  DRAVINIANS	 INCAS  KHMER  LITHUANIANS  MALAY
GOOD CIVS	 FRANKS  KHMER  MALIANS  MAYANS  PORTUGUESE	 AZTECS  BENGALIS  POLES  SPANISH	 HUNS  LITHUANIANS  MALIANS  PORTUGUESE	 JAPANESE  KOREANS  ITALIANS  VIKINGS	 GEORGIANS  GOTHs  KOREANS  ROMANS
OPENING CIVS	Drush; Archer opening; Man at Arms; Scouts; Forward; Trush	Drush; Man at Arms; Walls & Boom; Scouts and Fight for the Relics (Arena)	2 Docks Fire Galleys & Wall; 1 Dock Fire Galleys & Man at Arms/Archer	3 Docks Galley Rush; 3 Docks Fire Galley Rush; Fast Castle Longboats	Trush; Trash; Wall & Up ; Full Feudal.

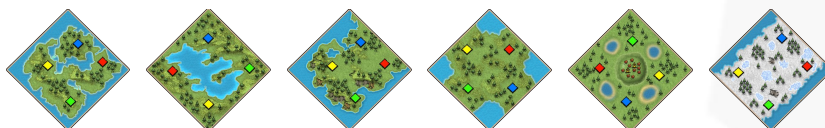
OPEN LAND MAPS: ARABIA, LAND MADNESS, VALLEY, SERENGETI, ATACAMA



CLOSED LAND MAPS: ARENA, GHOST LAKE, HIDEOUT, YUCATAN



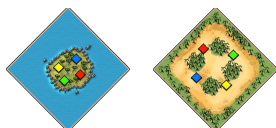
HYBRIDS MAPS: CONTINENTAL, BALTIC, COASTAL, FOUR LAKES, KAWASAN, SCANDINAVIA



FULL WATER MAPS: TEAM ISLANDS, ISLANDS, MIGRATION, NORTHERN ISLES, PACIFIC ISLANDS



CHAOTIC MAPS: SOCOTRA, HABOOB



TIERMAKER: BEST CIVILIZATIONS TO PLAY ON ARABIA

In Age of Empires 2 Definitive Edition there are 45 civilizations at the moment. These civilizations have different strengths and weaknesses which make them better in some maps more than others (for example Turks on Arena or Italians on Islands), but here we are going to focus only on Arabia.

Arabia has been the most played map in the history of Age of Empires 2, and still is today. What makes this map the favorite is that it forces you to play the game at it's best, since it requires a lot of micro and macro management as well as a good reading of the game and multitasking. It's a fairly open map, without big bodies of water but with many hills that can become strategic areas as the game progresses. There's limited amount of resources (3 golds and 2 main stones for each player and also 2 extra golds and 2 extra stones around the map far away from the players bases).

The image below shows all 45 civilizations separated in 5 tiers, from tier "S" being the best civilizations to tier "D" being the worst civilizations for the map arabia. From left to right (and top to bottom) in order from best to worst within each level.

CAPOCH TIERMAKER							
S	 CHINESE	 INCAS	 GEORGIANS	 MONGOLS	 MAYANS		
A	 PORTUGUESE	 KHMER	 MALIANS	 BYZANTINES	 MALAY	 PERSIANS	 AZTECS
B	 SARACENS	 SLAVS	 ARMENIANS	 GURJARAS	 FRANKS	 VIETNAMESE	 TATARS
	 LITHUANIANS	 HINDUSTANIS	 BERBERS	 ETHIOPIANS	 KOREANS	 ITALIANS	 GOTHS
C	 SPANISH	 MAGYARS	 DRAVIDIANS	 TURKS	 JAPANESE	 BRITONS	 BURMESE
	 CUMANS	 VIKINGS	 BURGUNDIANS	 TEUTONS	 BENGALIS	 HUNS	 POLES
D	 SICILIANS	 CELTS	 BULGARIANS				

S

Tier S: In this tier we have the 5 best civilizations for Arabia. Each one has certain bonuses and advantages that make them stand out from the rest but they all have one thing in common, and that is a great economy besides good and powerful military options.



The Chinese: In my opinion the best civilization for Arabia, or at least one of the best. This is due to its great economy and bonuses that align perfectly to empower this civilization on maps like Arabia. These are: (i) starts with more villagers, (ii) farms with extra food, (iii) cheaper technologies in each age and (iv) a broad and diverse technology tree that allows them to choose different army compositions to adapt to any adversity (very good cavalry including camels and very good ranged units). The Chinese can be played offensively as well as defensively, and their unique unit the "Chu Ko Nu" can be really strong in some situations.



The Incas: Great Civilization that can adapt to most scenarios and with amazing bonuses. Houses supporting 10 pop are great early game; Military units costing less food in each Age makes them super good and flexible with a great tech tree to counter anything the enemy throws at you. Their monks are also pretty good and their only weakness is that they don't have bombard cannons.



The Georgians: (i) Scouts that regenerate HP, (ii) Fortified Church that boosts the economy and defends it from raids, (iii) Mule carts at the beginning of the game and (iv) Monaspas, a stronger cavalry unique unit when a good number is gathered. All of this makes the Georgians worthy of Tier S. The only thing that can stop them is an unfavorable match up.



The Mongols: Extremely strong early game with the chance to gain an advantage in early Feudal because of the bonus that hunters work 40% faster. Steppe Lancers in early Castle Age have become very popular and can be devastating with a faster up time vs the opponent. Mangudais are super effective and hard to counter later in the game. Mongols can suffer a bit if you don't gain an advantage during Feudal or early Castle Age because it's considered a slow civilization that requires a good economy behind to get to that super strong late game composition of Mangudais & Hussars/Elite Steppe Lancers.



The Mayans: (i) Cheaper archers, (ii) long lasting resources and (iii) one extra villager at the start make this civilization top tier on Arabia. Their straight archer or man at arms openings are really easy to execute and you can even go for a fast castle with excellent timings (in case you drush). All this combined is what makes them one of the best civilizations for Arabia. On top of that, the Plumed Archer is a great unique unit because of the mobility and pierce resistance that has. But this civilization is not only about ranged units, their eagle warriors are the best ones in the game due to their Unique Tech "El Dorado" which gives them 100HP in imperial age (+40 HP).



Tier A: These civilizations are very good but they are one step below tier S. They have moderately good economic bonuses and powerful units. Some of these civilizations specialize more in foot archers (like Britons and Ethiopians) and have a very poor cavalry line, while others are more oriented to cavalry/infantry (like Khmer or Franks) and have a mediocre archery range. In the case of the Byzantines, they don't have strong economic bonuses that help them early in the game, but later, their diversity of military options makes them stand out. In general, these civilizations are very good and powerful, and can beat most civilizations on Arabia but they just aren't the best of the best.



Tier B: These civilizations are a bit more difficult to play and tend to fall behind versus others in tier A and tier S. They either have decent economic bonuses or very powerful military units, or in some cases both. Civilizations such as Vietnamese and Italians have bonuses that allow them to have a good Feudal Age time and a decent economy. Other civilizations such as Turks or Berbers will shine in the Castle Age with their powerful military units. Huns and Saracens are something in between with decent bonuses that help them a little bit during the game and at the same time powerful units in Castle and Imperial Age.



Tier C: These civilizations can already be considered bad in Arabia. They don't have an important economic bonus and some of them rely on particular strategies to win games even though some of them might have a great matchup against a higher tier civilization. Civs like Spanish and Magyars usually require you to play more aggressive or with certain strategies and this type of play doesn't always work and depends a lot on the opponent's map. While Dravidians and Vikings, for example, have economic bonus, they just aren't good enough to take down civilizations of higher tiers.



Tier D: These are what I consider to be the worst civilizations in the game for Arabia. Economically, they fall behind against most other civilizations and don't really have powerful units to compensate or it takes a lot of time to get that unique unit or point in the game where it can work out and you're already behind. They also depend a lot on the matchup and on reaching ideal conditions for them to work. While they can be decent in particular matchups against some civilizations, if we look at the bigger picture of the game, they are just bad and harder to play than most of the other civilizations.

BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

- On the map Arabia there are a few standard openings that every civilization can do. Those are Scouts  - Archers 
- Trush  - Man at Arms  - Drush FC  +  - Drush Feudal  +  - Wall FC  + ,
- Combinations such as MaA & Archers, or Towers,  and others more specific to certain civilizations like:
- Trash Forward  - 2 TC boom (Cumans)  - Donjon rush (Sicilian)  - Persian Douche 
- Lithuanian Insta Drush  +  - Gurjara Opening  +  - Dravidians MaA + Archers  + 
- Armenian Spear Drush  + 

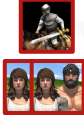
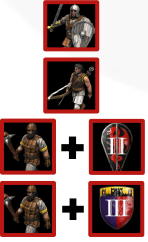
The chart shown below lists the 45 civilizations and which are the best and worst openings for each one of them

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 ARMENIANS	  + 	 	
 AZTECS	  +   + 	   + 	
 BENGALIS		 +   + 	
 BERBERS		   +   + 	 +  
 BOHEMIANS	  + 	 + 	

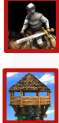
BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 BRITONS	   +   + 	 + 	 
 BULGARIANS	   + 	 +   +   + 	
 BURGUNDIANS	  + 	 +   + 	 
 BURMESE	   + 	 +   +   + 	 
 BYZANTINES	   + 	 + 	
 CELTS	  +   + 	  + 	 
 CHINESE	  	 + 	 +   +  

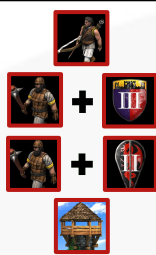
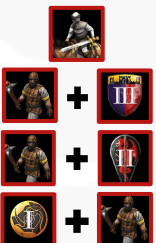
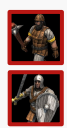
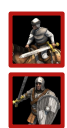
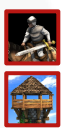
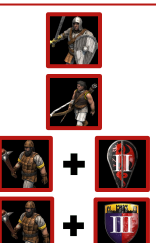
BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 CUMANS			
 DRAVIDIANS			
 ETHIOPIANS			
 FRANKS			
 GEORGIANS			
 GOTHS			
 GURJARAS			

BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 HINDUSTANIS			
 HUNS			
 INCAS			
 ITALIANS			
 JAPANESE			
 KHMER			

BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 KOREANS			
 LITHUANIANS			
 MAGYARS			
 MALAY			
 MALIANS			
 MAYANS			

BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 MONGOLS	  	 +   +  	 + 
 PERSIANS	 	 +   +   +  	 
 POLES		 +    + 	
 PORTUGUESE	   +   + 		 +  
 ROMANS	 		
 SARACENS	  +   +   + 		 
 SICILIANS	 	  +   +   + 	

BEST OPENINGS FOR EVERY CIVILIZATION ON ARABIA

CIVILIZATIONS	BEST OPENING	VIABLE	NOT SO VIABLE / NOT VIABLE
 SLAVS	 	 +   +   + 	 
 SPANISH	 	 +   +   + 	 
 TATARS	  +   +  	  + 	
 TEUTONS	   +  	 +   + 	  + 
 TURKS		  +   + 	  + 
 VIETNAMESE	   + 	  + 	
 VIKINGS		  + 	   +   + 

UNITS AND COUNTER-UNITS GUIDE

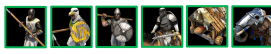
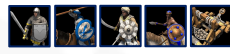
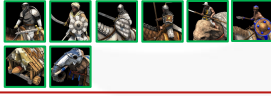
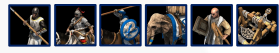
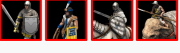
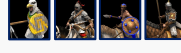
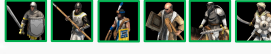
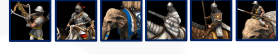
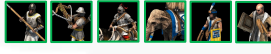
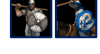
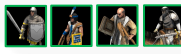
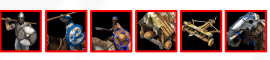
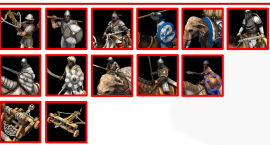
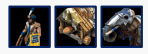
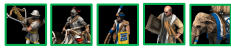
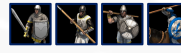
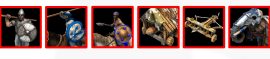
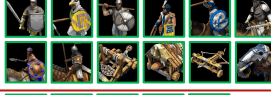
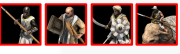
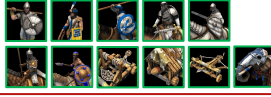
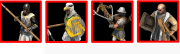
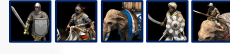
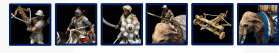
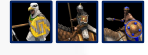
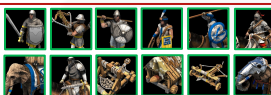
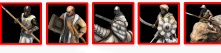
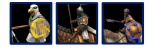
The grid of units that will be presented next contains all the generic units that you may find in a normal game separated by ages and types (the grids doesn't contain water units nor unique units). You must take into consideration that the grids were made taking into account that the units have all of their upgrades or at least the critical ones (bloodlines and armor for cavalry, range and attack for archers, etc).

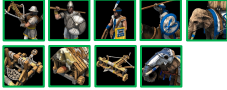
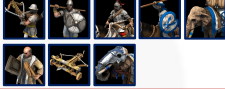
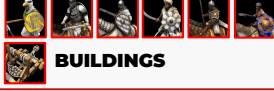
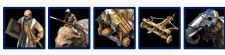
Also you should know that the units from a superior age will beat all the units from a lower age in almost all of the cases (for example arbalests are good against castle age elite skirmishers or mangonels). For this reason, the comparison is always against units from the same age.

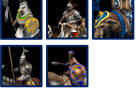
The micro is very important in the battles that you take. With range units you should always try to hit and run and avoid being surrounded by melee units, while with melee units you want to surround the ranged units. With mangonels, onagers and bombard cannons a lot of times it will be convenient to use "attack ground" instead of right clicking enemy units.

Don't forget the civilization bonuses! Because they could change the effectiveness of your units, for example Malian infantry will perform really good against archers, or Briton's extra range will make their crossbows good against mangonels and arbalests good against onagers. Remember that numbers matters! Even if your units are good against or counter your opponent's units, if the enemy has a lot more than you, then you will probably lose the fight.

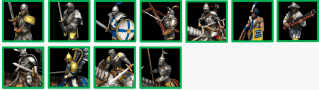
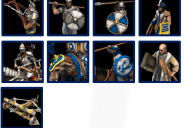
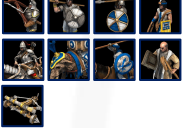
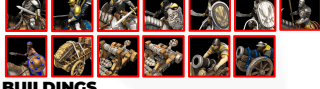
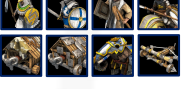
AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
		 MILITIA			
		 MAN-AT-ARMS			
		 SPEARMAN			
		 EAGLE SCOUT			
		 ARCHER			
		 SKIRMISHER			
		 SCOUT			
		 CAMEL SCOUT			

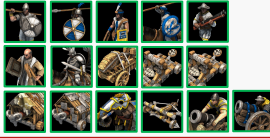
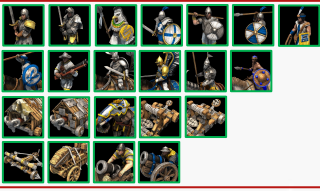
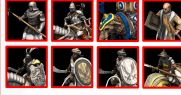
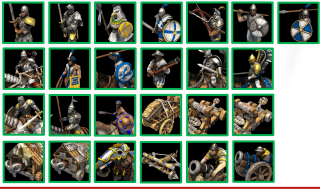
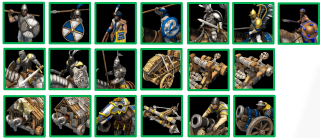
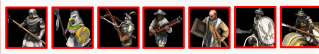
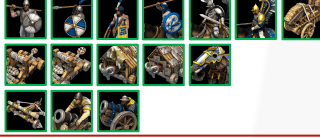
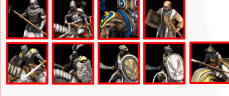
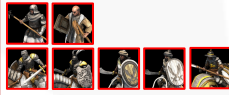
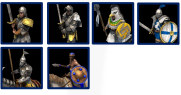
AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
		 SWORDSMAN			
		 PIKEMAN			
		 EAGLE WARRIOR			
		 CROSSBOW			
		 ELITE SKIRMISHER			
		 CAVALRY ARCHER			
		 SLINGER			
		 GENITOUR			
		 ELEPHANT ARCHER			
		 MONK WITH 'ATONEMENT' (*) AND 'REDEMPTION' (**)			
		 LIGHT CAVALRY			
		 KNIGHT			
		 CAMEL RIDER			
		 BATTLE ELEPHANT			
		 STEPPE LANCER			
		 SHAHSHA RIDER			

AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
		 MANGONEL			 BUILDINGS
		 BATTERING RAM	 BUILDINGS		
		 SCORPION		 BUILDINGS	
		 ARMORED ELEPHANT	 BUILDINGS		

AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
		 TWO-HANDED SWORDSMAN			
		 CHAMPION			
		 HALBERDIER			
		 ELITE EAGLE WARRIOR			
		 CONDOTTIERO			
		 MONK WITH 'ATONEMENT' (*) AND 'REDEMPTION' (**)	 * **		 **
		 PETARD	BUILDINGS (MAINLY CASTLES AND STONE WALLS)	IT'S BAD AGAINST BASICALLY EVERY UNIT IN THE GAME BECAUSE IT CAN'T ATTACK, JUST EXPLODES	 (CAN BE USED AGAINST ANY KIND OF RAMS THAT ARE ATTACKING THE BASE OF A CASTLE IN A DESPERATE SITUATION)
		 TREBUCHET	BUILDINGS		

ATTENTION: in addition to 'Redemption', there is the tech "Block Printing" (available in imperial age) which grant monks an extra +3 range. It's very useful against bombard cannons and onagers with +1 range.

AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
IV		 ARBALEST			
		 ELITE SKIRMISHER			
		 IMPERIAL SKIRMISHER			
		 HEAVY CAVALRY ARCHER			
		 ELITE ELEPHANT ARCHER			
		 SLINGER			
		 ELITE GENITOUR			
		 HAND CANNONEER			
		 ONAGER			
		 SIEGE ONAGER			
		 CAPPED RAM			
		 SIEGE RAM			
		 SIEGE ELEPHANT			
		 HEAVY SCORPION			
		 BOMBARD CANNON			
		 HOUFNICE			

AGE	BUILD	UNIT	GOOD AGAINST	BAD AGAINST	OK AGAINST
		 HUSSAR			
		 WINGED HUSSAR			
		 CAVALIER			
		 PALADIN			
		 HEAVY CAMEL RIDER			
		 IMPERIAL CAMEL RIDER			
		 ELITE BATTLE ELEPHANT			
		 ELITE STEPPE LANCER			
		 ELITE SHRIVAMSHA RIDER			

UNITS HIDDEN BONUSES

Almost every unit in the game has some secret bonuses that makes them deal extra damage against other specific units or buildings. Some are vaguely mentioned (like spearman have bonus against cavalry) but the game doesn't specify how much more damage they deal, and other bonuses are completely hidden.

The way these secret bonuses work are based on the *Armor Class* of the units. For example knights, scouts, elephants have "cavalry armor class" so units like pikeman or camels that have a bonus against cavalry units in reality will deal their specific damage against any unit with that "cavalry armor class".

But it doesn't end there. A lot of units have more than one type of *Armor Class*, for example Battle Elephants have "Cavalry" *Armor Class* and "War Elephant" *Armor Class*. Halberdiers deal +32 extra damage against "Cavalry" and also +28 extra damage against "War Elephant" therefore one Halberdier will deal an extra 60 damage against a Battle Elephant.

Some units have a modified Armor Class, for example the Condottiero has "*Infantry +10 Armor Class*" this means that they only take Anti-Infantry bonus damage if it is higher than 10 (a Hand Cannoneer; (which has +10 against Infantry won't do any bonus damage against a Condottiero). If the Hand Cannoneer had (hypothetically) +12 against Infantry then it would only deal 2 extra bonus damage against a Condottiero.

In the next chart you can find every secret bonus damage that every standard unit has and their respective armor class:

Unit		Hidden Bonus	Armor Class
 	 Militia	None	Infantry
	 Man at Arms	+2 vs Eagle Warrior +2 vs Standard Building	
	 Long Swordsman	+6 vs Eagle Warrior +3 vs Standard Building	
	 Two Handed Swordsman	+8 vs Eagle Warrior +4 vs Standard Building	
	 Champion		
	 Spearman	+15 vs Cavalry +15 vs War Elephant +12 vs Camel +9 vs Ship +9 vs Fishing Ship +4 vs Mameluke +1 vs Eagle Warrior +1 vs Standard Building	Infantry Spearman

Unit		Hidden Bonus	Armor Class
		Pikeman +25 vs War Elephant +22 vs Cavalry +18 vs Camel +16 vs Ship +16 vs Fishing Ship +11 vs Mameluke +1 vs Eagle Warrior +1 vs Standard Building	Infantry Spearmen
		Halberdier +32 vs Cavalry +28 vs War Elephant +26 vs Camel +17 vs Ship +17 vs Fishing Ship +11 vs Mameluke +1 vs Eagle Warrior +1 vs Standard Building	
		Eagle Scout +8 vs Monk +3 vs Siege Weapon +2 vs Cavalry +1 vs Camel +1 vs Ship *Starting in Castle Age	Infantry Eagle Warrior
		Eagle Warrior +8 vs Monk +3 vs Cavalry +3 vs Siege Weapon +2 vs Camel +1 vs Ship +1 vs Fishing Ship	
		Elite Eagle Warrior +10 vs Monk +5 vs Siege Weapon +4 vs Cavalry +3 vs Camel +2 vs Ship +2 vs Fishing Ship	
		Condottiero +10 vs Gunpowder unit +2 vs Standard Building	

Unit		Hidden Bonus	Armor Class
	 Archer	+3 vs Spearman	Archer
	 Crossbowman		
	 Arbalester		
	 Skirmisher	+3 vs Archer +3 vs Spearman	Archer
	 Elite Skirmisher	+4 vs Archer +3 vs Spearman +2 vs Cavalry Archer	
	 Imperial Skirmisher	+5 vs Archer +3 vs Spearman +3 vs Cavalry Archer	
	 Slinger	+10 vs Infantry +10 vs Condottiero +3 vs Ram +1 vs Spearman	Archer Unique Unit
	 Hand Cannoneer	+10 vs Infantry +2 vs Ram +1 vs Spearman	Archer Gunpowder Unit
	 Cavalry Archer	+2 vs Spearman	Archer Cavalry Archer Cavalry
	 Heavy Cavalry Archer	+4 vs Spearman	
	 Genitour	+4 vs Archer +2 vs Spearman +2 vs Cavalry Archer	Archer Cavalry Archer +1 Cavalry Unique Unit
	 Elite Genitour	+5 vs Archer +2 vs Spearman +2 vs Cavalry Archer	
	 Elephant Archer	None	Archer Cavalry Archer -4 Cavalry War Elephant
	 Elite Elephant Archer		

Unit		Hidden Bonus	Armor Class	
 		Scout Cavalry	+6 vs Monk	Cavalry
		Light Cavalry	+10 vs Monk	
		Hussar	+12 vs Monk	
		Winged Hussar	+14 vs Monk +4 vs Gunpowder Units	
		Knight	None	Cavalry
		Cavalier		
		Paladin		
		Camel Scout (These attack bonuses are only for Gurjaras and they are reduced by 33% for other civilizations)	+6 vs Cavalry +3 vs Camel +3 vs Ship +3 vs Fishing Ship *Starting in Feudal Age	Camel
		Camel Rider	+9 vs Cavalry +5 vs Camel +5 vs Ship +5 vs Fishing Ship	
		Heavy Camel Rider	+18 vs Cavalry +9 vs Camel +9 vs Ship	
		Imperial Camel Rider	+9 vs Fishing Ship +7 vs Mameluke	
		Steppe Lancer	None	Cavalry
		Elite Steppe Lancer		
		Battle Elephant	+4 vs Building +4 vs Stone Defense	Cavalry
		Elite Battle Elephant	+7 vs Building +7 vs Stone Defense	War Elephant
		Shrivamsha Rider	None	Cavalry
		Elite Shrivamsha Rider		Unique Unit

Unit		Hidden Bonus	Armor Class	
		Galley	+8 vs Ship +8 vs Fishing Ship +6 vs Building +3 vs Ram	Ship
		War Galley	+9 vs Ship +9 vs Fishing Ship +7 vs Building +4 vs Ram	
		Galleon	+11 vs Ship +11 vs Fishing Ship +8 vs Building +4 vs Ram	
		Fire Galley	+3 vs Ship +1 vs Turtle Ship +1 vs Building +1 vs Fishing Ship	Ship (+6)
		Fire Ship	+3 vs Ship +3 vs Fishing Ship +2 vs Turtle Ship +2 vs Building	
		Fast Fire Ship	+4 vs Ship +4 vs Fishing Ship +3 vs Turtle Ship +3 vs Building	Ship (+9)
		Demolition Raft	+180 vs Building	Ship (+1)
		Demolition Ship	+220 vs Building	Ship (+3)
		Heavy Demolition Ship	+280 vs Building	Ship (+5)

Unit		Hidden Bonus	Armor Class
  	Cannon Galleon	+200 vs Building +40 vs Siege weapon +15 vs Infantry +15 vs Archer +15 vs Cavalry +4 vs Mameluke	Ship Gunpowder Unit
	Elite Cannon Galleon	+275 vs Building +40 vs Siege weapon +15 vs Infantry +15 vs Archer +15 vs Cavalry +4 vs Mameluke	Ship Gunpowder Unit
	Dromon	+135 vs Building +30 vs Siege weapon	Ship
 	Trebuchet	+250 vs Building	Siege Weapon <i>Ram(Unpacked)</i>
	Petard	+900 vs Wall and Gate +500 vs Building +100 vs Castle +60 vs Siege Weapon	None
 	Armored Elephant	+75 vs Building +25 vs Siege weapon	Cavalry +7 War Elephant +17 Siege Weapon Ram
	Siege Elephant	+105 vs Building +35 vs Siege weapon	Cavalry +8 War Elephant +18 Siege Weapon Ram +2

Unit		Hidden Bonus	Armor Class	
		Battering Ram	+125 vs Building +40 vs Siege Weapon	Siege Weapon Ram
		Capped Ram	+150 vs Building +50 vs Siege Weapon	Siege Weapon Ram +1
		Siege Ram	+200 vs Building +65 vs Siege Weapon	Siege Weapon Ram +2
		Mangonel	+35 vs Building +12 vs Siege Weapon	Siege Weapon
		Onager	+45 vs Building +12 vs Siege Weapon	
		Siege Onager	+60 vs Building +12 vs Siege Weapon	
		Scorpion	+6 vs War Elephant +2 vs Building +1 vs Ram	Siege Weapon
		Heavy Scorpion	+8 vs War Elephant +4 vs Building +2 vs Ram	
		Bombard Cannon	+200 vs Building +40 vs Ship +40 vs Fishing Ship +40 vs Stone defense +20 vs Siege weapon +40 vs Hussite Wagon	Siege Weapon Gunpowder Unit
		Houfnice	+250 vs Building +55 vs Ship +55 vs Fishing Ship +55 vs Stone defense +20 vs Siege weapon +55 vs Hussite Wagon	Siege Weapon Gunpowder Unit



There are some additional damage bonuses that some units can get from technologies or civilization bonuses:

- Every unit and building attacking from higher elevation deals +25% bonus damage.
- Arson adds an extra +2 vs *Standard Building* to every infantry unit.
- Parthian Tactics gives Mounted Archers (except Genitour) an extra +2 damage against *Spearman*.
- With the technology "Siege Engineers" all the siege units gain 20% more damage against *Building* (Petards gain 40%).
- Scorpions normally deal pierce damage but they also have a secret melee damage of zero. This secret bonus only applies against Rams because Rams have negative melee armor (-3) therefore Scorpions deal 3 melee damage to Rams plus the bonus damage they have against the *Ram armor class*.
- Siege Tower has Ram(+1) Armor, so the damage it takes is -2 against melee attacks.
- The scout and eagle line not only have bonus against monks but they are also more resistant to conversions
- Vikings Silver Crown (Chieftains) gives +5 bonus vs *Cavalry* (+4 vs *Camel*) to every infantry unit. The Gold Crown (Bogsveigar) increases the attack of the Archer line and Longboats by +1.
- Goth Infantry has +1/+2/+3 attack bonus against Standard Buildings in the Feudal/Castle/Imperial Age.
- Playing with Saracens or having them as an ally gives a +3 (tech tree incorrectly states that it's +2) bonus damage against *Standard Building* to the "Foot Archer" type of units (Those are Archers, Crossbows, Arbalesters and Slingers).
- Japanese, Ethiopians, Celts, Spanish & Hindustanis have each one a line unit with faster attack as civ bonus. Japanese infantry attack 33% faster starting in the Feudal Age. Ethiopians archer line fires 18% faster. Celts siege weapons fire 25% faster. Spanish has Gunpowder units who fire 18% faster. Hindustanis Camel Rider attack 20% faster
- Being Persians or having them as an ally grants +2 bonus damage against *Archer* to the Knights, Cavaliers and Paladins.
- Being Hindustanis or having them as an ally grants all camels and light cavalry a +2 bonus damage against *Standard Building*.
- Burmese infantry units have +1/+2/+3 attack in the Feudal/Castle/Imperial Age. Also for Burmese, his imperial unique tech (Manipur Cavalry) grants all their Stable Units +5 attack against *Archers*.
- Tatars units do +50% damage when attacking from higher elevations (instead of +25%). Georgians units receive -40% damage (instead of -25%) when fighting from higher elevation.
- Bulgarians castle unique tech (Stirrups) grants his Scout Cavalry line, Konniks and Knight line attack 33% faster.
- Burgundians Hand Cannoneers and Bombard Cannons deal 25% more damage.
- Sicilian land military units (except siege units) receive 33% less bonus damage
- Being Poles or having them as an ally grants +1 bonus damage against *Archer* to the Scout Cavalry line.
- Bohemian Spearman-line deals +25% bonus damage.
- Bengalis Elephant units receive -25% bonus damage and they are more resistant to conversion. Also for Bengalis, his Castle Age unique tech (Paiks) gives to Rathas and elephant units an attack 20% faster.
- Dravidians Skirmishers and Elephant Archers attack 25% faster. Dravidians Infantry and cavalry attack can ignore armor by researching the Imperial Age unique tech Wootz Steel.
- Gurjaras mounted units deal +20%/+30%/+40% bonus damage in Feudal/Castle/Imperial Age. In particular, Gurjara Camels have +2 against other camels.
- Once researched Gold Crown Comitatuses, Romans Militia-line, Knight-line, and Centurions train 50% faster and receive +5 charge attack that takes 20 seconds to fully charge.

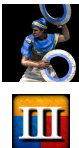
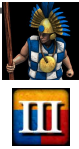
UNIQUE UNITS HIDDEN BONUSES

Here is the list of Hidden Bonuses for Unique Units and Unique upgrades classified by type of unit. (Condottiero, Imperial Skirmisher, Genitour, Slinger, Elephant Archer, Winged Hussar, Camel Scout, Imperial Camel Rider, Shrivamsha Rider & Houfnice were already shown in the previous table)

INFANTRY

Civilization	Unique Unit	Attack	Hidden Bonus Ability	Armor Class
 ARMENIANS	 	Warrior Priest 11 <i>Melee</i>	Heals units Carries Relics Cannot be converted without <i>Atonement</i>	Infantry Monk Unique Unit
 AZTECS	 	Jaguar Warrior 10, 12 (Elite) <i>Melee</i>	+10, +11 (Elite) vs Infantry +10 vs Condottiero +2 vs Eagle Warrior +2 vs Standard building	Infantry Unique Unit
 BURGUNDIANS	  	Flemish Militia 12 <i>Melee</i>	+8 vs Cavalry +8 vs War elephant +6 vs Camel +6 vs Ship +2 vs Eagle Warrior	Infantry Unique Unit
 CELTS	 	Woad Raider 10, 13 (Elite) <i>Melee</i>	+2, +3 (Elite) vs Eagle Warrior +2, +3 (Elite) vs Standard building	Infantry Unique Unit
 DRAVIDIANS	 	Urumi Swordsman 8, 10 (Elite) <i>Melee</i> 12, 15 (Elite) <i>Melee Charge</i>	+2, +3 (Elite) vs Eagle Warrior +1, +2 (Elite) vs Standard building	Infantry Unique Unit
 ETHIOPIANS	 	Shotel Warrior 16, 18 (Elite) <i>Melee</i>	+2 vs Eagle Warrior +1 (Elite) vs Standard building	Infantry Unique Unit

INFANTRY (Continuation)

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 FRANKS		Throwing Axeman 7, 8 (Elite) <i>Melee with Range</i>	+1, +2 (Elite) vs Eagle Warrior +1, +2 (Elite) vs Standard building	Infantry Unique Unit
 GOTHS		Huskarl 10, 12 (Elite) <i>Melee</i>	+6, +10 (Elite) vs Archer +2, +3 (Elite) vs Eagle Warrior +2, +3 (Elite) vs Standard building	Infantry Unique Unit
 GURJARAS		Chakram Thrower 3, 4 (Elite) <i>Melee with</i> 5 (6 Elite) <i>Range</i>	+1, +2 (Elite) vs Eagle Warrior +1, +2 (Elite) vs Standard building +1 (only Elite) vs Infantry +1 (only Elite) vs Condottiero Has 100% pass-through damage in 0.2 tiles width	Infantry Unique Unit
 HINDUSTANI S		Ghulam 9, 11 (Elite) <i>Melee</i>	+5, +6 (Elite) vs Archer +2 vs Eagle Warrior +2 vs Standard building	Infantry Unique Unit
 INCAS		Kamayuk 7, 8 (Elite) <i>Melee with</i> 1 <i>Range</i>	+20 vs War elephant +8, +12 (Elite) vs Cavalry +6, +10 (Elite) vs Camel +1 (Elite) vs Mameluke	Infantry Unique Unit
 JAPANESE		Samurai 10, 12 (Elite) <i>Melee</i>	+10, +12 (Elite) vs Unique unit +2, +3 (Elite) vs Eagle Warrior +2, +3 (Elite) vs Standard building	Infantry Unique Unit
 MALAY		Karambit Warrior 7, 8 (Elite) <i>Melee</i>	+2 vs Eagle Warrior +1 (Elite) vs Standard building	Infantry Unique Unit

INFANTRY (Continuation) & ARCHERS

Civilization	Unique Unit Attack	Hidden Bonus Ability	Armor Class
 MALIANS	  Gbeto 10, 13 (Elite) <i>Melee with 5 (6 Elite) Range</i>	+1 vs Eagle Warrior	Infantry Unique Unit
 POLES	  Obuch 8, 10 (Elite) <i>Melee</i>	+2, +3 (Elite) vs Eagle Warrior +4, +6 (Elite) vs Standard building	Infantry Unique Unit
 ROMANS	  Legionary 12 <i>Melee</i>  +5 <i>Melee Charge</i>	+8 vs Eagle Warrior +4 vs Infantry +4 vs Condottiero +4 vs Standard building It receive +5 charge attack over 20 seconds by researching <i>Comitatenses</i>	Infantry (It is a unique upgrade, non unique unit)
 SICILIANS	  Serjeant 5 (+3 in Castle Age) 11 (Elite) <i>Melee</i>	+2, +3 (Elite) vs Eagle Warrior +2, +3 (Elite) vs Standard building	Infantry Unique Unit
 TEUTONS	  Teutonic Knight 14, 17 (Elite) <i>Melee</i>	+4 vs Standard building +4 vs Eagle Warrior	Infantry Unique Unit
 VIKINGS	  Berserker 12, 14 (Elite) <i>Melee</i>	+2, +3 (Elite) vs Eagle Warrior +2, +3 (Elite) vs Standard building	Infantry Unique Unit
 ARMENIANS	  Composite Bowman 4 <i>Pierce</i>	+2 vs Spearman Its attack ignore pierce armor of non-siege land units	Archer Unique Unit

ARCHERS (Continuation) & CAVALRY ARCHER

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 BRITONS	 	Longbowman 6, 7 (Elite) <i>Pierce</i>	+2 vs Spearman	Archer Unique Unit
 CHINESE	 	Chu Ko Nu 8 <i>Pierce</i> , 0 <i>Melee</i> (1st arrow) 3 <i>Pierce</i> , 0 <i>Melee</i> (additional arrows)	+2 vs Spearman (the 0 <i>melee damage</i> deals a +3 vs Rams)	Archer Unique Unit
 ITALIANS	 	Genoese Crossbowman 6 <i>Pierce</i>	+5, +7 (Elite) vs Cavalry +5, +7 (Elite) vs War elephant +4, +6 (Elite) vs Camel +4, +5 (Elite) vs Ship +4, +5 (Elite) vs Fishing Ship	Archer Unique Unit
 MAYANS	 	Feather Archer 5 <i>Pierce</i>	+2 vs Spearman +1, +2 (Elite) vs Infantry +1, +2 (Elite) vs Condottiero	Archer Unique Unit
 TURKS	 	Janissary 17, 22 (Elite) <i>Pierce</i>	+2, +3 (Elite) vs Ram	Archer Gunpowder unit Unique unit
 VIETNAMESE	 	Rattan Archer 6, 7 (Elite) <i>Pierce</i>	+2 vs Spearman	Archer Unique Unit
 BERBERS	 	Camel Archer 7, 8 (Elite) <i>Pierce</i>	+4, +6 (Elite) vs Cavalry archer	Archer Cavalry archer Cavalry Unique unit

CAVALRY ARCHER & CAVALRY

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 BURMESE	 	Arambai 12, 14 (Elite) <i>Pierce</i>	+2 vs Ram	Archer Cavalry archer Cavalry Unique unit
 CUMANS	 	Kipchak 4, 5 (Elite) <i>Pierce</i> (1st arrow) 3 pierce, 0 Melee (additional arrows)	+1 vs Spearman (the 0 melee damage deals a +3 vs Rams)	Archer Cavalry archer Cavalry Unique unit
 KOREANS	 	War Wagon 9 <i>Pierce</i>	+5 vs Standard building	Archer Cavalry archer (-1) Cavalry Unique unit
 MONGOLS	 	Mangudai 6, 8 (Elite) <i>Pierce</i>	+3, +5 (Elite) vs Siege weapon +1 vs Spearman	Archer Cavalry archer Cavalry Unique unit
 SPANISH	 	Conqueror 16, 18 (Elite) <i>Pierce</i>	+4, +6 (Elite) vs Ram +2 (Elite) vs Building	Archer Cavalry archer Cavalry Gunpowder unit Unique unit
 BENGALIS	 	Ratha 10, 12 (Elite) melee 5, 6 (Elite) pierce	Only can switch between melee and ranged attack modes	Archer Cavalry archer Cavalry Unique unit

CAVALRY ARCHER (Continuation) & CAVALRY

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 BULGARIANS	 	Konnik 12, 14 (Elite) <i>Melee</i> 12, 13 (Elite) <i>Melee (dismounted)</i>	+4 vs. Standard building (dismounted)	Cavalry (mounted) Infantry (dismounted) Unique unit
 BURGUNDIAN S	 	Coustillier 8, 11 (Elite) <i>Melee</i> +20, +25 (Elite) <i>Melee Charge</i>	None. Charges its attack over 40 seconds, dealing +20 (+25 Elite) damage on the first enemy unit attacked	Cavalry Unique Unit
 BYZANTINES	 	Cataphract 9, 12 (Elite) <i>Melee</i>	+9, +12 (Elite) vs Infantry +9, +10 (Elite) vs Condottiero	Cavalry +12 (+16 Elite) Unique unit
 GEORGIANS	 	Monaspa 12, 14 (Elite) <i>Melee</i>	Receive +1 (max +4) attack for every 5 own Monaspas or Knights within 15 tiles	Cavalry Unique Unit
 HUNS	 	Tarkan 8, 11 (Elite) <i>Melee</i>	+12 vs Stone defense +10 vs Castle +8, +10 (Elite) vs Building +8, +10 (Elite) vs Wall and gate	Cavalry Unique Unit
 LITHUANIANS	 	Leitis 13, 16 (Elite) <i>Melee</i>	None	Cavalry Unique unit
 MAGYARS	 	Huszar Magyar 9, 10 (Elite) <i>Melee</i>	+5, +8 (Elite) vs Siege weapon +1, +2 (Elite) vs Ram	Cavalry Unique unit

CAVALRY (Continuation)

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 PERSIANS		War Elephant 15, 20 (Elite) Melee	+7, +10 (Elite) vs Building +7, +10 (Elite) vs Stone defense	Cavalry War Elephant Unique Unit
		Savar 14 Melee	+5 vs Archer	Cavalry (It is a unique upgrade, non unique unit)
 ROMANS		Centurion 13, 15 (Elite) Melee  +5 Melee Charge	It has an Aura that increases movement and attack speeds of nearby <i>Militia line</i> units and receive +5 charge attack over 20 seconds by researching <i>Comitatenses</i>	Cavalry Unique unit
		Mameluke 8, 10 (Elite) Melee	+9, +12 (Elite) vs Cavalry +1 (Elite) vs Mameluke	Mameluke Camel Unique unit
 SLAVS		Boyard 12, 14 (Elite) Melee	None	Cavalry Unique Unit
		Keshik 9, 11 (Elite) Melee	+9, +12 (Elite) vs Infantry +9, +10 (Elite) vs Condottiero	Cavalry Unique unit
 TATARS		Flaming Camel 20 Melee	+100 vs Building +50 vs Cavalry +50 vs Camel +130 vs War elephant	Camel Unique Unit

- The Leitis' attack is not exactly melee, but rather a special "Leitis attack" which can only be negated by the special "Leitis armor". All units have 0 Leitis armor which cannot be increased in any way, neither by armor upgrades at the Blacksmith. Buildings have Leitis armor equal to their melee armor, with Masonry and Architecture increasing it by +1. Rams and Siege Towers have 0 Leitis armor as well – as opposed to their negative melee armor – so Leiciai do not deal additional damage against them and their attack is unaffected by Ironclad.



CAPOCH'S BUILD ORDERS GUIDE

SIEGE & SHIPS

Civilization		Unique Unit Attack	Hidden Bonus Ability	Armor Class
 BOHEMIANS	 	Hussite Wagon 17, 20 (Elite) <i>Pierce</i> 2 (extra projectiles)	+3 vs Ram +1, +2 (Elite) vs Building	Siege weapon Gunpowder unit Unique unit Hussite Wagon
 KHMER	 	Ballista Elephant 8, 9 (Elite) <i>Pierce</i>	+8 vs Ship +8 vs Fishing Ship +3, +4 (Elite) vs Stone defense +3, +4 (Elite) vs Standard building +2, +4 (Elite) vs Building	Cavalry (-2) War elephant (-2) Siege weapon (-2) Unique unit
 PORTUGUESE	 	Organ Gun 16, 20 (Elite) <i>Pierce</i> 2 <i>Pierce</i> (additional projectiles)	+1 vs Ram +1 vs Infantry +1 (only Elite) vs Building +1 vs Skirmisher	Siege weapon Gunpowder unit Unique unit
	 	Carabel 6, 8 (Elite) <i>Pierce</i>	+8, +9 (Elite) vs Building +6, +7 (Elite) vs Ship +6, +7 (Elite) vs Fishing Ship +4 vs Ram	Ship Unique unit
 DRAVIDIANS	 	Thirisadai 9 <i>Pierce</i>	+9 vs Building +9 vs Ship +9 vs Fishing Ship +4 vs Ram	Ship (+8) Turtle Ship Unique unit
 KOREANS	 	Turtleship 50 <i>Melee</i>	None	Ship (+8) (+11 Elite) Turtle Ship (+1 Elite) Gunpowder unit Unique unit
 VIKINGS	 	Longboat 7, 8 (Elite) <i>Pierce</i>	+9, +10 (Elite) vs Ship +9, +10 (Elite) vs Fishing Ship +7 vs Building +4 vs Ram	Ship Unique unit



MY CUSTOM HOTKEYS

I use the default classic hotkeys with some changes:

Unit Commands: _____	Garrison and Ungarrison: G
Cycle Commands: _____	Go to Mining Camp: Ctrl + L
	Go to Stable: Ctrl + G
	Go to idle villager: TAB
Military Units: _____	Aggressive Stance: M
	Attack Move: Z
	Line Formation: Q
	Box Formation: W
	Flank: E Staggered: R
	Defensive Stance: D
	Patrol: A
	Stand Ground: N
Villager Build: _____	Mining Camp: L
	Stable: G
Town Center: _____	Age up: Q
	Go back to work: W
Dock: _____	Unique Ship: Q
Barracks: _____	Eagle Warrior: Q
	Huskarl: Q
Mill/Folwark, Mining Camp, Lumber Camp: _____	Tech: Q
	(upgrades for farm, gold and wood)
Gate commands: _____	Lock/Unlock Gate: Q



MY MODS

Here is the list of in game mods I use. Page 1:

On	Name	Priority	Subscribed
☒	Fish Borders	1	
☒	Smooth Ground Textures with Grid NoSnow	2	
☒	Improved Mangonel Shot Visibility	3	
☒	No Terrain Blending	4	
☒	No more plants	5	
☒	Bigger Minimap - 25 Percent Increase	6	
☒	20572_Clickable Felled Trees	7	
☒	Anne_HK - Identical Pine Trees with Grid Shadow	8	
☒	Anne_HK - Bigger and Eye-catching Relic	9	
☒	Anne_HK - Better Resource Panel and Idle Villager Icon	10	
☒	Anne_HK - Building Foundation Label (with Player Color)	11	
☒	Anne_HK - Boar Pointer	12	
☒	Age of Mandala Combined (Standard Graphics)	13	
☒	No Stumps	14	

Page 2:

☒	Age of Mandala - Town Center Foundation Range Mod	15	
☒	Age of Mandala - Castle Range Mod	16	
☒	Age of Mandala - Town Center Range Mod	17	
☒	Age of Mandala - Tower range mod	18	
☒	Age of Mandala - Tower Foundation Range Mod	19	
☒	Age of Mandala - Castle Foundation Range Mod	20	
☒	23166_Anne_HK - Monk Pointer (Always Visible)	21	
☒	Small Bushes	22	
☒	Green Arabia Minimap	23	



MY SETTINGS

Values for some settings I use:

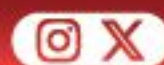
DESCRIPTION	VALUE
Resolution:	2560x1440
Default Zoom:	28%
Scroll Speed:	25%
Click-drag scrolling button:	Disabled
Health Bar Style/Color	Classic/Legacy
Safe Delete:	Off



/capoch

KICK

/capoch



/iameapoch

IAMCAPOCH.COM