

Basic build orders for Age of Empires 2



Fast castle age into boom

Villagers	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	II	26	27	III	28	29	30	31	32	33	34	35	
Villagers																																						
Actions/Buildings	H	H	H				LC				L	Mill					H	5			H					1	BS	H	DbA	TC	WB			H	HC	GM		H
																											Mkt		HsC	TC								

- II Feudal age
- III Castle age

- Sheep/Food
- Wood
- Boar
- Berries
- Gold
- Farm

- H Houses
- Eco upgrades
- Eco buildings
- Military buildings

- LC Lumbercamp
- Mill
- BS Blacksmith
- Mkt Market

- L Loom
- DbA Double bit axe
- HsC Horsecollar
- GM Gold mining
- WB Wheelbarrow
- HC Handcart

- Bar Barracks
- AR Archeryrange
- Sta Stable

Transitions

take vills from sheep: 3 to build blacksmith and market
 When sheep run out trasfer to farms
 aim for 7 farms when you reach castle age
 in castle age: 2 TCs on main gold and woodline, get wheelbarrow and hand cart asap
 castle age boom: build as many farms as you can, balance eco to have enough vills gathering wood (similar to farmers) and gold (> 10)

Balance at 30 vills	
Food	17
Wood	10
Gold	3

Scout rush

Villagers	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	II	22	23	24	25	26	27	28	29	30	31	32	33	34	III	35	
Villagers																																						
Actions/Buildings	H	H					LC				L	Mill	H					2			LC	4	DbA		>5	H	BS			H					H	Sta	H	WB
																		H				Bar	Sta	H											Mkt			

Transitions

on your way to feudal age: add 4 more vills to wood (10 total)
 start making as many farms as possible once you got horse collar in feudal to produce scouts
 make second stable if you can afford it to increase production, this will delay your castle age time and you will need more farms too
 send a few vills to gold once you attack the enemy with your scouts in feudal, alternatively build a market and sell wood or food
 balance your eco, stop producing scouts and click castle age after your first attack was successful

Balance at 30 vills	
Food	17
Wood	12
Gold	1

Archer rush

Villagers	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	II	22	23	24	25	26	27	28	29	30	31	32	33	34	III	35		
Villagers																																							
Actions/Buildings	H	H					LC				L	Mill										LC	3	2		DbA		GM		H	BS	H			HsC	Mkt			
																						H	Bar	AR	AR	H													
																								4															

Transitions

on your way to feudal age: transfer 4 vills to gold and 4 to wood, keep 2 on sheep and make farms when they run out
 research fletching asap and keep archer production constantly
 build farms after you have 7 on gold and 13-14 on wood
 research horsecollar after you built more than 5 farms
 balance your eco to reach castle age, more vills on food (deer), alternatively build a market and buy food after stopping archer production

Balance at 30 vills	
Food	9
Wood	14
Gold	7

Each of these builds can be adapted depending on your civilization, map and not at least your skill. Have fun and enjoy playing!