AOEVOLVE BUILD ORDER SHEET

Standard openings, population targets and first-unit timings for Age of Empires II. Patch 188329.

BUILD	AGE-UP POP	TARGET TIME	FIRST UNITS	WHEN TO USE
Scout rush	20-21	Feudal ~10:00	3-4 scouts, Bloodlines	Open maps, greedy eco
Archer rush	22-23	Feudal ~10:30	6-8 archers, Fletching	Open maps, ranged civs
Men-at-arms	21-22	Feudal ~10:15	3-4 MAA, armor	Punish walling
Tower rush	20-21	Feudal ~9:45	2 towers, 4-5 vils forward	Choke points, deny res
Fast Castle	26-28	Castle ~16:00	Knights or Crossbows	Safe eco, closed maps
Boom	26-28	Castle ~16:00	3 Town Centers, 80+ vils	Team games, Arena

Dark Age split

1-6 Sheep, then villager 7 lures the boar

7 Lure the nearest boar to the Town Center

8-11 Wood, drop a Lumber Camp on the way

12-15 Berries with a Mill

16-17 Second boar, or back to sheep

18-21 Gold for archers, food for scouts

21-22 Click Feudal, Barracks first, then Range or Stable

Checkpoints, not clocks

Idle Town Center is the real failure: two lost villagers cost more than a late age-up.

Two villagers behind at the Feudal click means fix the queue, not the build.

Late Castle? Check wood for farms and gold saturation first.

One mistake is survivable. Two stacked mistakes is a lost game, so reset to the split.

aoevolve.com/build-orders/cheat-sheet

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