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Then additional in depth advice will be given. Without further do here is the build order: First 3 villagers build houses and then harvest sheep 6 sheep. 7 build lumber camp 7, 8 and 9th villager chop wood. 10 villager builds house and lures boar. 11 and 12 villager chop wood. 13 villager builds mill on berries. 13, 14, 15 harvest berries. 16 lures boar. 17 builds house then harvest berries. 18, 19 berries 20 builds house and then a lumber camp in another wood line (this is important) 21, 22, 23, 24 to wood in new lumber camp. 25 builds mining camp. 26, 27 gold. Research Feudal Age. One of villagers in wood builds barracks. Villager 28, 29 mine gold. One of wood villagers builds blacksmith and stable. Research Castle age. While going to castle research available technologies at lumber camp and mill. 2 Knights at your stable and attack! Best way to practice Fast Castle? There are specific mods to practice Fast Castle. You can find them here: If you don't like practicing in mods you can just go to multiplayer and check your castle times. What are good castle times? You have to check the in-game time, not the real time. Good castle times are around the 15 min mark. You can go faster if you try going up at 25 or less vills but then you will sacrifice either economy or military. Civilizations like Persians, Mayans and Chinese are faster. If you're new it's recommended that you research loom after the first vills. Britons, Japanese and Mongols allow for 23 (Feudal) and 25 (Castle) up times if you do everything right. The build order given here (25+2) is the easiest and most recommended. For Castle Drop 28+2 is better. When to go Fast Castle When you are the 'Pocket player'. This means your position in the map is away from the opponents (you're in the middle of your allies). You can also go Fast Castle in maps like Black Forest if you wall correctly or in other maps if you're good at defending. Generally go Fast Castle if you're new to the game. This is the first build order you should learn and master. If you do it right it will ensure you 1650+ elo in steam. When not to go Fast Castle Generally when playing 1v1 against ~1700 (steam) elo players. They will generally go Archer Rush, Tower Rush or Scout Rush, which counters Fast Castle unless you are really good at fast casting, defending and walling. In team play don't go Fast Castle if you're playing an open map and your initial position is near your opponents. What to do after Fast Castle There are several options. The most common is making 2 knights, send them to attack and then do more knights to keep attacking. You can also follow one of this options: Build 2 Town Centers and boom. Make your economy really strong. This is recommended if you're pocket pick. You can do it while attacking or helping your allies with a few knights. Castle drop if you went 28+2. To achieve this you need to modify the build order to collect stone. Attack with Cavalry Archers if you're playing a Civilization like Mongols or Huns. 2 Stables, lots of knights with Blacksmith upgrades and stomp your opponent. Hera's build orders pdf has finally arrived. (Updated January, 2025. +8 builds) These builds are up to date with current... Read More » Before we diving in, let's clarify one thing - the "27+2" in the Fast Castle Boom strategy refers to the... Read More » A fast castle (FC) in Age of Empires 2 is the easiest beginner friendly builder order. This one is an... Read More » The Fast Castle into Knights build order is a popular strategy for cavalry civilizations in Age of Empires 2. By executing this build order, you can boom your economy and produce knights earlier, giving you an advantage in upgrades and numbers. This is a great build to have in your pocket that will work in many different situations, especially in lower levels. Initial villagers: 2 houses, sheep, 6 villagers on sheep. 7th villager: lumber camp near woodline. 2 villagers: wood. 10th villager: 3rd house and first boar. Next 2 villagers: wood. 11th villager: berries and mill. 3 villagers on berries. 16th villager: second boar. 17th villager: 1 house and berries. Next 2 villagers: berries. 20th villager: new woodline and 2nd lumber camp. Next 4 villagers: 2nd lumber camp. 25th villager: Mining Camp next to gold. 3 villagers on gold. Research Feudal Age. It's important to note that while this build order is effective against archers, knights, and cavalry are vulnerable to most infantry units. Once you reach the Feudal Age, take one villager from the woodline and build a Barracks. Produce two more villagers and send them to the gold mine. Then, take another villager from the woodline and build a stable and blacksmith. When you're waiting to advance to Castle Age, research the lumber camp and farm technologies to improve your economy. Once you reach the Castle Age, immediately produce two knights and attack your enemy. Then, continue producing villagers to boom your economy, getting your blacksmith upgrades, and making more knights. It's worth noting that there are many variations and adaptations to this build order, depending on your civilization bonuses and the map you're playing on. It's important to practice and experiment with different strategies to find what works best for you. Although knowing builds is great, knowing how to adapt will certainly increase your success in the game. HomeVideo Training10-day trainingPricingBuild OrdersBlogContactLogin Easy to execute yet extremely effective Fast Castle into knights build order! Perfect to surprise your enemy or carry your Team Games. Adjusted perfectly for Intermediate players If FC into Knights is one of your favorite strategies and you already dominated the Beginner build, it's time to click on Download and start training your intermediate level! This Build Order is perfect for strong knight civilizations or to play as a pocket in Team Games. By executing this strategy, you will learn how to produce knights from two stables and to dominate your Castle Age. Watch out for: Team Game communication If you are playing Team Games and FC Knights is your plan, let your teammates know! So they can play defensive and be aware of the situation instead of waiting for scouts. Exploring your map Make sure that you can wall and be safe while going to Castle Age and buy yourself some time without being attacked. A fast castle (FC) in Age of Empires 2 is the easiest beginner friendly builder order. This one is an FC knights into an all-in (mini-boom) or into a few knights 3 Town center boom. Basically you can play this build aggressive or defensive depending whether your opponent is open or fully walled. Analysis The aim of a Fast Castle into Knights is to click up Feudal age with 26-27 population around 10 mins mark. With 4 foragers, 10 lumberjacks, 6 farmers, 4 gold miners you are bound to hit a decent Castle Age time with a decent economy to raid your opponent with non stop production of knights or just a few of them to delay him or force walls investment while you are booming with 3 town centers. Fast Castle build order You do not want to fully commit to knights late Castle Age against Infantry/Camel civilizations especially Goths and Byzantines. Such civilizations can easily mass pike-men or camels. So you want to take a good look at your civilization tech tree and transition to either archery units or powder units. Archery civilizations on the other hand should be easier to counter as long as you upgrade the second horse armor (Chain Barding) in your Blacksmith. In fact you can make the game even more stressful for the archery civilization by adding a forward siege workshop and queuing Mangonels. Fast Castle Build Order 3 POP3 Starting Villagers build 2 Houses 7 POP6 Villagers on Sheep 8 POP1 Villager builds 1st Lumbercamp 11 POP3 Villagers To Wood (Total 4 Lumberjacks) 12 POP1 Villager hunts 1st boar Move 6 Shepherds + 1 Boar Hunter to boar meat 13 POP1 Villager builds 2 houses 14 POP1 Villager builds a Mill -> becomes a Forager 15 POP1 Villager on Forage Bushes (Total 2 Foragers) 16 POP1 Villager hunts 2nd boar 18 POP2 Villagers on Forage Bushes (Total 4 Foragers) Move all Boar Hunters to Sheep Select an injured Shepherd to build the 1st farm 19 POP2 Villagers on Sheep 20 POP1 Villager as a lumberjack builds 2nd Lumbercamp 21 POP3 Villagers on Wood Move 1 Shepherd to build the 2nd farm (Total 2) Use any Villager to build 1 house 24 POP2 Villagers on Wood (Total 10 Lumberjacks) Move 2 Shepherds to build 2 more farms (Total 4) 26 POP1 Villager build a mining camp near a gold patch 27 POP2 Villager mines gold (Total 2) Research Loom 2 Shepherd Villagers -> mine gold (Total 4) 2 Shepherd Villagers -> builds two farms (Total 6) Click Feudal Age Workers Overview 10 Lumberjacks 4 Foragers 6 Farmers 4 Gold Miners Build a Barracks (50% or 60% to Feudal Age)At 50% or 60% towards Feudal Age, build a barracks in a forward position (use any villagers from any resource) Feudal Age Instantly as you reach Feudal age: Create 2 new Villager to join gold miners Build a Blacksmith + Stable (Use Lumberjack villagers). Click Castle Age button Get Farm and Wood Upgrades At 175 wood available, build a second Stable (Total 2 Stables). Usually around 40% to Castle Age. Get Gold upgrade Get & Only If your opponent has a mass of archers. Otherwise it's preferable to save food for creating villagers and massing knights. At every 60 wood available, move a lumberjack to build a new farm. Decision MakingYou must make a decision before reaching Castle Age. All-in or Boom? Castle Age Instantly as you hit Castle age, Choose either of the following transitions: Transition 1: Knights All-in (Aggressive with early game power) Create knights non-stop from your stables Create villagers one by one to leave enough food for knights production Relocate Idle Foragers to build Farms New villagers go to gold until 14 miners Transition 2: TCs Boom (Passive with Late game power) Create only 4 knights from your stables and deal as damage as you can with them for the next 3 mins Upgrade (Bow Saw) the second Wood upgrade Create villagers non-stop and set the rally point to your wood lines As soon as you have 275 wood build a town center (you need 2 extra Town centers, a total of 3 tcs) All Town centers must be assigned to Wood lines. And every 60 wood must be converted into a farm Research Wheelbarrow at 20 or 21 mins At 20 mins assign the rally point of only 1 town center to your gold patch. (Start queuing knights only if your opponent is intending to attack you. If he is playing passive with no army keep making villagers and building farms) Aim at getting at least 30 farms at 26 mins At 26 mins research Hand cart as soon as 300 food 200 wood is available. Keep making farms nonstop At 28 - 29 mins click Imperial Age Research (Heavy Plow) the second farm upgrade Build forward siege workshop, Stables or Archery ranges which ever seems a better for your situation. Get all the upgrades for your army Imperial Age Get the new imperial age upgrades for your army Keep creating villagers Do whatever you want from this point