



British:



The British have always been a great civilisation, maybe they have never stood up from the rest, but now they certainly do. Even though the Brits haven't had any buffs or changes at all through the EP it is the nerfs from other civs that have made them a very popular civilisation recently. In addition with the more balanced hunts/maps across the EP, with an excellent economy, a powerful 3 unit composition, and arguably the most versatile civilisation now, in the sense that they don't really lose any match up at all, except for India/China, which even then they still have a decent chance of winning, makes them an amazing civilisation for starters and veterans. There are a number of builds that British can do, from the GS VC boom, to sea, or just the cavalry start into musk/huss age II, the list is endless. We have also seen players do a bow/pike agenda verse civilisations vs Dutch for instance.

List of strategies:

- *VC Boom*
- *Musk/tower start*
- *Stable start*
- *Lb/Pike aggressive start*

Strategies in detail:

VC Boom: GoodSpeed where you at? Probably one of the coolest builds in my opinion, if you can get away with it of course, the VC Boom, or more commonly known as the "GS VC Boom" because notably he does it best, is a very greedy British approach involving 2 prime units, the longbow and pike.

Age I: 3 villagers to gather crates, 3 to gather food, age with ~14 or ~15 villagers any more than that would be too slow, however if you find a treasure ranging from 90f~140f either age with ~16 or just age with ~15 and be faster, up to you, and depends on MU. First card is Virginia Company (VC), age with the 500f politician, and in transition all except 2 vill, which will be herding, on wood. Make sure to build manors after VC arrives, and build a manor before a market. Also if you started with 200w/100c build market first and gather coin to sell for wood

and get a manor up, that way in transition you will be a lot faster. Keep making manors, research gang saw and hunting dogs.

Age II: Once you have aged gather the ~500f with 2v and ship 700w. With the 700w, build a lot of manors, and add a rax, your 2nd rax will be added after the 600w card arrives. You can use 400w right away for 2 rax, but I prefer more houses/villagers. Start LB or Pike depending on MU. After 600w either send 5v if you're staying age II longer, or 700c if you want to age, eg vs Port/Ger you probably want to age slightly faster to match their age III.

Age III: So here you can basically send anything, 1k wood, 10lb, yeoman, it's up to you how you wish to adapt to what your opponent is doing. From here the choice is yours, either veteran pike, veteran longbow or even dragoon/longbow which brings more versatility. It is also very viable to make 5-8 spies if against Portuguese to deal with the Mameluke timing seeing as the lb mass usually is greater than the pike mass.

Musk/tower start: Probably without a doubt the most old school/common British play. And almost always the one you see in a British mirror, the musketeer manor boom is effective in such a way that it lets you mass a large number of units, musketeer/hussar, and still provide an amazing economy behind it.

Age I: Won't go into too much detail here, age with 16v, 17v if 300w, first card 3v, with the 200 coin/tower politician. If it's a 200w/100c start you could market, mine some gold and buy wood, however if you find 95w/80w then rather chop 10w or so and get your 2nd manor that way, however it isn't reliable to assume you will get a treasure like that.

Transition: Build a manor before a market and research HD, you don't need placer mines until 700w arrives, chop 200w for a barracks and send 1-2 v forward once you have around ~150w, then switch your villas back to food/c, only 5 on coin rest on food.

Age II: Once you hit up gather the 200c with 1v, 200c is enough for almost 2 batches of musketeers so only put 5 v on coin at the most, however you will later add a 2nd rax/stable therefore every new vill on coin until you have about 10-12 on coin. First card in colonial is 700w followed by 600w, the idea here is to build lots of houses for villagers, the 700w for placer mines/steel traps, the 600w for manors and 2nd unit production facility. This build continues however you like, after 600w ideally you want musk HP/attack however if you want to be more greedy do 5v before the musketeer upgrades. You can either keep massing musk/huss in age II or eventually age, it depends on the MU.

Stable start:

Something that has emerged more recently through the EP changes is the British Hussar start. Probably equally as greedy as the Musketeer start it is basically a more defensive and versatile build. Because British age really fast, it means you can get out 5 hussars out really fast and thus idle the opponent not allowing him to get a full batch of units early, the card order is also a bit altered.

Age I: Same as last time, 16v age up, , 17v if 300w, first card 3v, not going to repeat what I said earlier, but either market from 200w, or 2nd manor from treasure. Age with the 500f politician.

Transition: Now this is where things get different, this build is very, very versatile, there is no strict BO, and however after testing this build with several 'higher ranked players' this is found to be the better one. Build however many manors it takes to reach 50 pop, 2-3. Only then do you build market, HD, you will still be chopping wood after you hit colonial for the stable.

Age II: You aged with the 500f that is why you can afford to still be chopping wood for 10 or so seconds longer, gather that with 1-2v, first card is 5v not 700w, I highly doubt you can get a full batch of Hussars with 700w first, once you have the stable you want to put 80% of your villas on coin, rest on food, you have the 500f, so you need to mine for the Hussars, the 5v shipment goes to food. With decent macro, you should get a full batch of Hussars easily, unless you really didn't split your villas accordingly. Your next card is 700w research placer mines/steel traps and housing, hussars do cost double the population of musketeers so you will add the tax off the 600w not the 700w, use the 700w for housing and market upgrades. When you get your 2nd batch of Hussars out, you will almost certainly have the advantage in unit count, unless you are playing Russia. From here you can add a tax and send the musketeer upgrades and continue making Hussar/Musketeer in age II, only age when you have the resources to, send 700c after the musketeer upgrades.

Lb/Pike aggressive start:

By all means not the best build because of how it effects your ability to age afterwards. However because of how powerful longbows are versus civilisations like Dutch/Port the build is still viable.

Age I: 3v to gather crates rest on food, market start if 100c, double manor if 300w, First card 3v, age with ~16/17v, age with the 500f politician.

Transition: Build a manor first and then a market, research gang saw and then HD, chop for 200w and send ~2v forward, you will be building another barracks later so it's better to have an extra villager in front.

Age II: First card is 700w, split villagers accordingly, about 8 on wood until the 700w shipment arrives, gather the 500f with 1-2 vills. Start Pikemen usually and add longbow later, it isn't as safe to start LB as there are so many civilisations that open with a stable. Off the 700w add a 2nd rax, steel traps, and houses, the next card is 600w for houses and placer mines, start putting a few vills on coin. Keep making longbow/pike and pressuring houses/market and hunts. You can add musketeers later on and combine longbow/musk, even add a stable later on for some Hussars. From here it's up to you, because of how strong the LB is and how it can deal with dragoon/skirmisher very well, there is no pressure for Brits to age, the only thing they struggle with is dealing with the 2falc shipment. Either way, longbow/musk/hussar is something that isn't easy to deal with and thus makes the lb/pike start very viable against Dutch/Port/Germany, in most of these MU's especially Germany you want to start Pike, siege stable/house and add lb later to deal with 8bow/mm, be careful for dops seeing as they destroy lb/pike when caught in melee.

Match ups: All the strats are listed above so I won't talk any further in terms of BO and what to do in each Age.

Vs Spain: Hussar Start into Musk/Huss

Not an easy MU for Spain, some would argue it's even pretty hard and heavily Brit favoured. I'm too experienced with this MU but based off my knowledge with British I'd have to say Hussar Start now I chose this over an lb/pike build being if Spain does age, which they almost certainly will with a shipment/dogs and mm to hold, if you are still doing lb/pike then you have nothing to deal with lancers/falcs, therefore I'd say best way is Hussar Start and then add a rax off 600w and start adding musks, with 5-10 Hussars to start you'll slow down his age up considerably.

Vs British: Musk/Tower Start

This is a no brainer, starting Hussars in a brit mirror is simply not viable seeing that if you try add musk's later on you'll be down in mass by at least double and also down in shipment progression, lb/pike again won't cut it vs the Musketeer mass, if you do lb/pike you are also forced to play defensively and allow the other Brit player to control the entirety of the map. Adding Hussars later on is viable when villagers begin to spread around the map.

Vs French: Musketeer/Tower Start/VC Semi

Personally hate this MU as Brit, and I don't exactly know why, but I feel that this MU is favoured until the point where France ages, because British have a very slow age up to the Fortress not having the exiled prince option, it makes it hard for British to follow France up to deal with the dragoon/Skirm/2 falc timing. I would have to say that Musketeer/Hussar pressure would work effectively however might not be enough to stop France from aging, thus said if you do reach a considerably large Musk/Huss mass then there is no shipment that France can ship to directly counter both those units effectively, the problem here is if France semis with Musk/Huss they can actually hold and then age afterwards resulting in a very hard position for Brit. The option is a GoodSpeed VC Semi approach, training either 5-10 pikes to hold off any raids and then shipping 700c to age into vet lb/goon and falcs of your own gives British possibly a slight edge, however you need to anticipate the Cuirassier switch.

Vs Portuguese: VC Boom/Age

There isn't many options here in my opinion, you could Hussar starts and really catch Port's 3rd TC wagon, slow him down, perhaps kill a few villis but the later the game stretches that you are still in Age 2 the better it will get for Port. I'd have to say booming with VC and making pikes to defend any raids is the way to go, you will still age 1 min or so slower than Port to the 3rd but it won't matter seeing as Port don't have the tendency to push right away and rather boom up a little more. You only run 1 risk with this BO, letting Portuguese take the TP's, It won't cause a larger economic different seeing as the VC boom is very effective however you will eventually need to contest the trade route line, also you should make vet lb/ vet pike or dragoon and 2 falc shipment to deal with organ guns/ cassador mass, again be aware of the Mameluke timing.

Vs Dutch: LB/Pike Pressure

Probably a very even MU, some argue British favoured others argue Dutch favoured, it is ability of the LB that favours British in this MU in my opinion, seeing as Dutch love to mass Ruyter/Skirm and LB counter both those units very effectively it makes Dutch not so strong as they would like to be. I'd say the best build here is LB/Pike aggressive pressure, if you simply allow Dutch to age then you will find yourself in a harder situation that you probably could have avoided, even though you are pressuring him with a pretty aggressive BO you are still booming behind it so you aren't really sacrificing your economy and hoping all ends meet on this rush, most times start pike, 8-10 and siege houses, then add 5-10 LB.

Vs Russia: Stable start

You have probably heard already how bad Russian units are in Age II at dealing with cavalry, Hussars most of all, there is no better satisfaction cleaning up a mass of musk/strel and coss with only 10 Hussars and MM, and puts British in an excellent position and commanding lead allowing them to do basically anything they want from that point on, once the 5/4 coss shipments are used you can basically add a rax from 600w and produce Huss/Musk and win from there, I will say however it isn't as easy on the EP seeing as Russia doesn't really need to push so early and go for a huge timing push with boyars and a mass of coss/strel/musk and just pressure the hunts early.

Vs Germans: VC Semi

Alright hands down the most interesting MU for me, because while it might seem hard for British it can also be hard for Germans, I'm actually going to link 2 high level games in this MU~ GoodSpeed Vs Tibia on ESOC Kamchatka¹ and one more recent, Soldier Vs IrishFaithful Autumn Championships 2016². Both these matches you see German win and you also see British win, Solider plays flawlessly in the game constantly applying pressure to the hunts and controlling the map, however the game between GoodSpeed and Tibia is one to look out for. GoodSpeed executed his build perfectly he essentially Virginia company boomed and then aged slightly after Germans training only 5-8 pikes to deal with the Uhlan raids, he trained some LB as well early to deal with the Skirmisher shipments and then aged after. Obviously we are taking arguably one of the best British players and one amazing German player but none the less It still proves that this MU is somewhat still pretty even, on the EP despite Germans having a nerf, British still struggle with the pressure on the hunts, however if they can push out and reward themselves with new hunts each time they can find themselves in a great position. Also you should expect Germans to really bring out their villas to mines around the map if Brits can control those mines with Hussars it puts Germany in a very awkward position.

Vs Ottomans: VC LB/Pike/Standard LB/Pike

In this MU British cannot simply mass musketeer as they would usually like to, because of how strong the Abus gun is verse musk's. You can almost always suggest he will begin open with an aggressive rax, so after you have your rax up start LB, ship 6 if you really need to hold and use MM timed equally with your LB timing. You only need to add pike when you scout he is adding a stable, however until there LB counters basically Janissary and Abus gun.

¹ Game no.1~ <https://www.youtube.com/watch?v=IzdKiHw9SAE>

² Game no.1~ <https://www.youtube.com/watch?v=DgfmwfkmiX8>

Vs Japan: VC Boom/Pike/Bow

While Japan might seem to be the god of economy in most eyes, and no way to break that economy effectively, it's the point where Japan realise LB> Yumi and get overwhelmed with a large timing that Japan doesn't seem so strong anymore. The Muks/LB/Hussar combination is something that isn't easy for Japan to deal with at all. You just need to watch out if he tries to age. You should VC boom fast and have a greater economy then he/she does around 6-7min and then pump LB/Pike from two rax very fast, add Hussars if need be.

Vs China: Aggressive LB/Pike//Musk/Huss

I'm not going to lie, your options are so limited vs China. This is probably one of the hardest match ups for Brit, because if China holds and ages, you kind of lose. That being said British still have a decent chance of winning even if stuck in age II due to their diverse composition. However you cannot simply allow China to age freely, therefore some sort of aggressive pressure, not to stop him from aging, seeing as that almost never will be the case, but to slow that age up considerably and force him to spend more time investing in buildings, e.g. housing that you would have sieged etc. Another way of playing this MU, is starting musk and adding Huss off the 700w/600w.

Vs India: Defensive Musketeer start

A matchup that certainly sparks conflict, in most opinions it is heavily India favoured, and in others quite even, rarely you will hear it is British favoured. However there is one unit that India really struggles dealing with, the LB, due to the Gurkha, India's anti heavy infantry unit, also losing to the LB there isn't many options left. Sowars also are just a pretty bad cavalry unit. However it is not this reason why India wins often times, it is because of the early Sepoy pressure that really gives India the edge, British will always have their villages pretty spread out on hunt early on, and due to the immense strength of the Sepoy, it makes massing pretty difficult early on for British. Also Brits late colonial might be good, but India's is arguably the best, coming close with Russia and Japan. That is why around the 15 minute mark when British are forced to expand their villages across the map for hunts, it becomes difficult protecting those locations and trying to match the mass of India, which eventually becomes too much for British. Also many people underestimate the economy of India, thinking that they can simply out boom them when in fact India can out boom British in colonial with both wood trickles and the early 4v potential from the consulate. Your best bet is defending early with Musk's to catch those first 2 batches of Sepoy, then adding LB, and Hussar as your economy grows. Another thing to add, trying to boom with VC and going for a LB/Pike timing might sound good, but in theory it just allows India to dominate the map and even sneak off an age up if your too slow.

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