

AGE OF EMPIRES 2
KEYBOARD SHORTCUTS

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Unit Commands

| | |
|--------------------------|--------------|
| Attack Ground | T |
| Delete All Selected Unit | Shift+Delete |
| Economic Buildings | B |
| Military Buildings | V |
| Garrison | G |
| Ungarrison | G |
| Set Gather Point | A |
| Pack | P |
| Stop | S |
| Unload | G |

Game Commands

| | |
|--------------------|-------|
| Chat Dialog | Alt+T |
| Diplomacy | Alt+D |
| Display Game Time | F11 |
| Display Statistics | F4 |
| Flare | Alt+F |
| Pause Game | F3 |

Cycle Commands

| | |
|-------------------------------|---------------|
| Go to Archery Range | ~ |
| Go to Barracks | Ctrl+B |
| Go to Black Smith | Ctrl+S |
| Go to Castle | Ctrl+V |
| Go to Dock | Ctrl+D |
| Go to Lumber Camp | Ctrl+Z |
| Go to Mining Camp | Ctrl+G |
| Go to Siege Workshop | Ctrl+C |
| Go to Last Notification | Middle Button |
| Go to Mill | Ctrl+R |
| Go to Next Idle Military Unit | Wheel Up |
| Go to Next Idle Villager | Wheel Down |
| Go to Stable | Tab |
| Go to Town Center | Space |

Chat Options

| | |
|----------------|-----------|
| Talk to All | * + Words |
| Talk to Enemy | # + Words |
| Talk to Allies | ; + Words |

Military Units

| | |
|-----------------------|---|
| Attach Move | A |
| Box Formulation | X |
| Flank Formulation | F |
| Line Formulation | Q |
| No Attack | S |
| Patrol | Z |
| Staggered Formulation | C |
| Stand Ground | N |

Town Center

| | |
|-----------------|---|
| Villager | C |
| Go back to Work | W |
| Research Loom | S |
| Age up | Z |

Dock

| | |
|-----------------|---|
| Fishing Ship | F |
| Galley | G |
| Transport Ship | T |
| Fire Galley | R |
| Demolition Raft | D |

Villager Build

| | |
|----------------|------------|
| Rotate Gate | Ctrl+Wheel |
| Archery Range | A |
| Barracks | B |
| Blacksmith | S |
| Castle | V |
| Dock | D |
| Farm | F |
| Gate | X |
| House | E |
| Lumber Camp | Z |
| Market | M |
| Mill | R |
| Mining Camp | G |
| Monastery | Y |
| Outpost | O |
| Palisade Wall | Q |
| Palisade Gate | H |
| Stable | T |
| Siege Workshop | C |
| Town Center | N |
| Watch Tower | J |

Taunts

| | |
|-----------------|------|
| Attack Player i | \6i |
| Delete Object | \69 |
| You Resign | \105 |
| Attack Location | \47 |
| Raiding Party | \35 |
| Build Market | \52 |

Miscellaneous

| | |
|---------------|--|
| Petard Damage | +900 vs Wall and Gate / +500 vs Building +100 vs Castle / +60 vs Siege Weapon |
| Build Speed | $3t/(n+2)$ with Single Villager Time t |

22 Scout Rush

| | |
|-------------------------|-------------|
| 6 on Sheep | 6S |
| 3 on Wood | 6S 3W |
| 1 Lure Boar | 7S 3W |
| 1 on Sheep | 8S 3W |
| 4 on Berries | 8S 4B 3W |
| 2 to Farms / +2 on Boar | 8S 4B 2F 3W |
| 4 on Wood | 8S 4B 2F 7W |

| | |
|-----------------------------|----------------|
| Click Feudal Age | |
| 3 Sheep to Wood (5+5) | 5S 4B 2F 10W |
| Build Barracks (60%) | |
| Feudal Age | |
| Build Stable | |
| ↑ 14 on Farms | 4B 14F 10W |
| → Archer | |
| Build 2 Ranges / Blacksmith | |
| 2 Berries to Gold | 2B 14F 10W 2G |
| ↑ 10 on Gold | 2B 14F 10W 10G |
| ↑ 18 on Farms | 2B 18F 10W 10G |
| → Skirm | |
| Build 1 Range / Blacksmith | |
| 2 on Wood (6+6) | 4B 14F 12W |
| 2 Berries to Gold | 2B 14F 12W 2G |
| 2 on Gold | 2B 14F 12W 4G |
| 4 on Farms | 2B 18F 12W 4G |
| → Castle | |
| Build Blacksmith | |
| 2 Berries to Gold | 2B 14F 10W 2G |
| ↑ 5 Gold | 2B 14F 10W 5G |
| 2 on Farms | 2B 16F 10W 5G |

Classic Fast Build - Scouts can gain early map control, do early damage before walls go up, and can effectively kill off small groups of archers/skirmishers. They can also buy time for a player to transition into archery range.

28+2 Fast Castle Unit

| | |
|---------------------------|-------------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 5 on Berries | 7S 5B 4W |
| +2 on Boar / 2 to Farms | 7S 5B 2F 4W |
| ↑ 9 on Wood (5+4) | 7S 5B 2F 9W |
| 2 on Gold | 7S 5B 2F 9W 2G |
| 2 on Stone | 7S 5B 2F 9W 2G 2S |
| Click Feudal Age | |
| ↑ 7 Farms / 2 on Stone | 5B 7F 9W 2G 4S |
| Build Blacksmith / Market | |
| 2 on Stone | 5B 7F 9W 2G 6S |

Fast Castle and have the stone to build one when you reach it. Popular with pocket civilizations like Burmese/Mayans/Spanish.

27+2 Fast Castle Boom

| | |
|-------------------------|----------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 5 on Berries | 7S 5B 4W |
| +2 on Boar / 2 to Farms | 7S 5B 2F 4W |
| ↑ 9 on Wood | 7S 5B 2F 9W |
| 3 on Gold | 7S 5B 2F 9W 3G |

| | |
|---------------------------|--------------|
| Click Feudal Age | |
| 6 to Farms / 1 to Wood | 5B 8F 10W 3G |
| Feudal Age | |
| Build Blacksmith / Market | |
| 2 on Wood | 5B 8F 12W 3G |
| Click Castle Age | |
| ↑ 14 on Wood | 3B 8F 14W 3G |

Place two extra town centers upon hitting Castle Age and maintain production from all three. In Castle Age, set all gather points to wood, and build farms as soon as wood becomes available. Usually, only use on closed maps.

22 Korean Towers

| | |
|--|-------------|
| 6 on Sheep | 6S |
| 2 on Wood | 6S 2W |
| 1 Lure Boar / +2 on Sheep | 9S 2W |
| 2 on Berries | 9S 2B 2W |
| Rest on Sheep | 14S 2B 2W |
| Click Feudal Age | |
| 2 to Stone, 2 to Wood, 6 Forward | 4S 2B 4W 2S |
| Feudal Age | |
| ↑ 5 on Stone, +2 on Berries, 2 to Farm | 4B 2F 4W 5S |

Towers are the only thing the Koreans are good at, so it's worth knowing a build order for them. Can be used with other civilizations but will be less effective.

26+2 Arena Fast Castle

| | |
|---------------------------|-----------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 5 on Berries | 7S 5B 4W |
| +2 on Boar / 2 to Farms | 7S 5B 2F 4W |
| ↑ 8 on Wood* | 7S 5B 2F 8W |
| 3 Sheep to Farms | 4S 5B 5F 8W |
| 3 on Gold | 4S 5B 5F 8W 3G |
| Click Feudal Age | |
| Build Blacksmith / Market | |
| 2 on Wood | 4S 5B 5F 10W 3G |

*for fast castle with stable/range, advance with 1 more lumberjack

25+2 Siege Monk Rush

| | |
|------------------------------------|----------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 1 on Sheep | 8S 4W |
| 5 on Berries | 8S 5B 4W |
| 2 on Wood | 8S 5B 6W |
| 2 Sheep to Farms | 6S 5B 2F 6W |
| 3 on Farms | 6S 5B 5F 6W |
| 2 on Gold | 6S 5B 5F 6W 2G |
| Click Feudal Age | |
| Build Blacksmith / Market | |
| 2 on Wood | 3S 5B 5F 8W 2G |
| 1 to Wood / 2 to Gold | 3S 5B 5F 9W 4G |
| 2 Berries to Gold | 3S 3B 5F 9W 6G |
| Build Monastery and Siege Workshop | |

19 Mongol Scout Rush

| | |
|-------------------------|-----------|
| 6 on Sheep | 6S |
| 3 on Wood | 6S 3W |
| 1 Lure Boar | 7S 3W |
| 4 on Berries | 7S 4B 3W |
| ↑ 11 on Sheep | 11S 4B 3W |
| Click Feudal Age | |
| 5 Sheep to Wood (4+4) | 6S 4B 8W |
| Build Barracks (60%) | |

28+2 Fast Castle - Knights

| | |
|---------------------------|-----------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 5 on Berries | 7S 5B 4W |
| +2 on Boar / 2 to Farms | 7S 5B 2F 4W |
| ↑ 10 on Wood | 7S 5B 2F 10W |
| 3 on Gold | 7S 5B 2F 10W 3G |
| Click Feudal Age | |
| 1 to Barracks | |
| 6 to Farms | 5B 8F 10W 3G |
| Feudal Age | |
| Build Blacksmith / Stable | |
| 2 on Gold | 5B 8F 10W 5G |
| Click Castle Age | |
| 2 Berries to Farms | 3B 10F 10W 5G |
| Build Stable | |

Usually done from pocket position in team games. Knights are ideal from this position because of their mobility. This build order allows at least 6 knights to be produced from both, followed by constant production from one stable.

23 Archers

| | |
|-----------------------------|-----------------|
| 6 on Sheep | 6S |
| 4 on Wood | 6S 4W |
| 1 Lure Boar | 7S 4W |
| 4 on Berries | 7S 4B 4W |
| +2 on Boar / 1 to Farms | 8S 4B 1F 4W |
| 5 on Wood | 8S 4B 1F 9W |
| Click Feudal Age | |
| 2 Sheep to Wood (5+6) | |
| 3 Sheep to Gold | 3S 4B 1F 11W 3G |
| Build Barracks (60%) | |
| Feudal Age | |
| Build 2 Ranges / Blacksmith | |
| ↑ 8 on Gold | 3S 4B 1F 11W 8G |
| ↑ 18 on Farms | 18F 11W 8G |

This is a ‘slower’ build, since archers need to be massed to be effective. Unlike scouts, the aim is to keep the ranges working constantly - archers also need fletching as a minimum to be effective. This is often a poor build to use for 1v1, partly because it is quite weak against the faster scout build, so it is mainly used in team games as flank where its weaknesses can be covered by other players.