Age of Empires 2 Reference

Author: Yize Wang
Last Updated: July 29, 2023

Unit Commands

Economic Buildings	B
Set Gather Point	A
Garrison	G
Ungarrison	G
Pack	G
Unload	G
Stop	S
Delete All Selected Unit	Shift+Delete

Game Commands

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

Cycle Commands

Go to Archery Range	~
Go to Stable	Tab
Go to Town Center	Space
Go to Next Idle Military Unit	Wheel-Up
Go to Last Notification	Middle-Button
Go to Next Idle Villager	Wheel-Down
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 Mill	Ctrl+R

Chat Options

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

Military Units

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

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
House	E
Lumber Camp	Z
Market	M
Mill	R
Mining Camp	G
Monastery	Y
Outpost	O
Palisade Gate	X
Palisade Wall	Q
Stable	T
Siege Workshop	C
Stone Gate	H
Stone Wall	W
Town Center	N
Watch Tower	J

Taunts

Attack Player 1	\61
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
Age up Time	Feudal 130s, Castle 160s, Imperial 190s

22 Scout Rush

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
1 on Sheep	8S 3W
4 on Berry	8S 4B 3W
2 on Boar, 2 to Farm	8S 4B 2F 3W
4 on Wood	8S 4B 2F 7W
Research Loom	
Click Feudal Age	
3 Sheep to Wood (5+5)	5S 4B 2F 10W
Build Barracks (60%)	
Feudal Age	
Build Stable, Make Scouts	
Research Axe, Horse Collar	
↑ 14 on Farm	4B 14F 10W
2 Berry to Farm	2B 16F 10W 2G
5 on Gold	2B 16F 10W 5G
Research Wheelbarrow	
Build Blacksmith	

Benchmarks: *8:10* Feudal + 22P, *13:45* 6 Scouts, *16:55* Click Castle

23 Archers

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
4 on Berry	7S 4B 4W
2 on Boar, 1 to Farm	8S 4B 1F 4W
5 on Wood (4+5)	8S 4B 1F 9W
Research Loom	
Click Feudal Age	
2 Sheep to Wood	
3 Sheep to Gold	3S 4B 1F 11W 3G
Build Barracks (60%)	
Feudal Age	
Build 2 Ranges, make archers	
Research Axe	
↑ 8 on Gold	3S 4B 1F 11W 8G
Build Blacksmith	
Research Fletching	
Research Horse Collar (Optional)	
Research Wheelbarrow	
↑ 14 on Wood, 16 on Farm	16F 14W 8G

Benchmarks: *8:35* Feudal + 23P, *13:50* 6 Archers + Fletching, *19:45* Click Castle + 24 Archers

28+2 Fast Castle - Knights

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
5 on Berry	7S 5B 4W
2 on Boar, 2 to Farm	7S 5B 2F 4W
↑ 10 on Wood (5+5)	7S 5B 2F 10W
3 on Gold	7S 5B 2F 10W 3G
Research Loom	
Click Feudal Age	
Build Barracks (60%)	
6 to Farm	5B 8F 10W 3G
Feudal Age	
Build Blacksmith, Stable	
2 on Gold	5B 8F 10W 5G
Click Castle Age	
Research Axe, Horse Collar	
2 Berry to Farm	3B 10F 10W 5G
Build Stable	

Benchmarks: *10:40* Feudal + 28P, *13:50* Castle + 30P, *18:15* 6 Knight

27+2 3TC Boom

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
5 on Berry	7S 5B 4W
2 on Boar, 2 to Farm	7S 5B 2F 4W
↑ 9 on Wood (4+5)	7S 5B 2F 9W
3 on Gold	7S 5B 2F 9W 3G
Research Loom	
Click Feudal Age	
6 Sheep to Farm	1S 5B 8F 9W 3G
Feudal Age	
Build Blacksmith, Market	
2 on Wood	1S 5B 8F 11W 3G
Click Castle Age	
Research Axe, Horse Collar	
1 Sheep to Wood, 2 Berry to Wood	3B 8F 14W 3G
Castle Age	
Build 2 Town Centers	
Research Bow Saw	
↑ 18 on Farm	

Benchmarks: *10:15* Feudal + 27P, *13:25* Castle, *22:00* 60P + Eco

26+2 Arena Castle Drop

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
4 on Berry	7S 4B 4W
+3 on Boar, 3 to Farm	7S 4B 3F 4W
2 on Wood	7S 4B 3F 6W
3 on Stone	7S 4B 3F 6W 3S
2 on Gold	7S 4B 3F 6W 2G 3S
Click Feudal Age	
Feudal Age	
Build Blacksmith, Market	
2 on Stone	7S 4B 3F 6W 2G 5S
Click Castle Age	
2 Sheep to Wood	5S 4B 3F 8W 2G 5S
Research Axe, Horse Collar	
5 Sheep to Farm	4B 8F 8W 2G 5S
Castle Age	
Build Castle	5S 4B 3F 8W 2G
Research Bow Saw	
↑ 13 on Farm, ↑ 8 on Gold	
Research Wheelbarrow	13F 8W 8G

Benchmarks: *9:25* Feudal + 26P, *12:30* Castle + 28P, *19:00* 6 Unique Units

26 Hybrid

6 on Sheep	6S
4 on Wood	6S 4W
1 Lure Boar	7S 4W
Build Dock*, Make 4 Ships	7S 4W
2 on Wood	7S 6W
↑ 14 on Sheep	14S 6W
Research Loom	
Click Feudal Age	
4 Sheep to Gold	
8 Sheep to Wood, 2 Sheep to Straggler	16W 4G
Build Barracks	
Feudal Age	
Research Axe	
Build 2 Ranges, Make Archers	
Make Fire Galleys	
↑ 8 on Gold	16W 8G
Build Blacksmith	
Research Fletching	
Finish Sheep, Then Berry	6S 14W 8G
↑ 12 on Farm, ↓ 10 on Wood	6B 10F 10W 8G

Benchmarks: *8:10* Feudal + 26P, *14:50* 3 Fire Galleys + 8 Archers + Fletching, *18:00* Click Castle + 18 Archers
∗ Make a house first - this villager becomes the designated builder, and should build houses and other buildings as needed.