Age of Empires 2 Reference

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Unit Commands

Economic Buildings	B
Set Gather Point	A
Garrison	G
Ungarrison	G
Pack	G
Unload	G
Stop	S

Game Commands

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

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

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

Cycle Commands

Go to Archery Range	Ctrl+A
Go to Stable	Ctrl+S
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+T
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
Select All Archery Ranges	Ctrl+A
Select All Stables	Ctrl+Shift+S
Select All Barracks	Ctrl+Shift+B
Select All Castles	Ctrl+Shift+V

Villager Build

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

25+2 Fast Castle Drop

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
1 on Berry	7S 1B 3W
3 on Boar	10S 1B 3W
4 on Berry	10S 5B 3W
3 Boar to Farm	7S 5B 3F 3W
4 on Wood (Only 1 Lumber Camp)	7S 5B 3F 7W
2 on Gold	7S 5B 3F 7W 2G
Click Feudal Age	
4 Sheep to Stone	
3 Sheep to Straggler Tree	5B 3F 10W 2G 4S
Feudal Age at 10:55	
Build Blacksmith, Market	5B 3F 7W 2G 4S
2 on Stone	5B 3F 7W 2G 6S
Click Castle Age	
Research Axe, Horse Collar	
Castle Age at 14:25	
6 Stone to Build Castle	
Research Bow Saw	

Recommended: Spanish, Turks, Mayans, Burgundians, Mongols

24+2 Fast Castle Boom

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
1 on Berry	7S 1B 3W
2 on Boar	9S 1B 3W
4 on Berry	9S 5B 3W
4 on Wood (Only 1 Lumber Camp)	5S 5B 4F 7W
4 Boar to Farm	5S 5B 4F 3W
Build House	
2 on Gold	5S 5B 4F 7W 2G
Click Feudal Age	
Build House	
Feudal Age at 10:30	
Build Blacksmith, Market	2S 5B 4F 7W 2G
2 on Wood	2S 5B 4F 9W 2G
3 Builders to Straggler Tree	2S 5B 4F 12W 2G
Click Castle Age	
Research Axe, Horse Collar	
2 Sheep to Farm	5B 6F 12W 2G
Castle Age at 14:00	
Build 2 Town Centers	
Research Bow Saw	
↑ 18 on Farm	
Research Wheelbarrow	

Recommended: Burgundians, Bohemians, Portuguese, Bengalis, Poles

19 Scout Rush

6 on Sheep	6S
2 on Wood	6S 2W
1 Lure Boar	7S 2W
1 on Berry	7S 1B 2W
6 on Bore	13S 1B 2W
2 on Wood	13S 1B 4W
Research Loom	
Click Feudal Age	
5 Sheep to Wood	
4 Sheep to Berry	4S 5B 9W
1 Sheep to Build Barracks	3S 5B 9W
Feudal Age at 8:50	
1 Sheep to Build Stable	2S 5B 9W
Research Axe, Horse Collar	
Wall around Base	

Recommended: Franks, Huns, Lithuanians, Magyars, Malians