

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<br>+100 vs Castle / +60 vs Siege Weapon |
| Build Speed   | 3 <i>t</i> / ( <i>n</i> + 2) with Single Villager Time <i>t</i>                  |

## 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  |                |

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 |

| Feudal Age   |                |
|--|----------------|
| 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 |

|   |
|---|
| <b>Click Castle Age</b>   |
| 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. |

## 19 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    |
| ↑ 14 on Sheep                           | 14S 2B 2W   |
| <b>Click Feudal Age</b>                 |             |
| 2 to Stone / 2 to Wood / 6 Forward      | 4S 2B 4W 2S |
| <b>Feudal Age</b>                       |             |
| ↑ 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  |
| <b>Click Feudal Age</b>   |                 |
| Build Blacksmith / Market |                 |
| 2 on Wood                 | 4S 5B 5F 10W 3G |

\*for fast castle with stable or range, advance with 1 more lumber-jack

## 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 |
| <b>Feudal Age</b>                |                |
| Build Blacksmith / Market        |                |
| 2 on Wood                        | 3S 5B 5F 8W 2G |
| 1 to Wood / 2 to Gold            | 5B 5F 9W 4G    |
| 2 Berries to Gold                | 3B 5F 9W 6G    |
| <b>Castle Age</b>                |                |
| Build Monastery / Siege Workshop |                |

## 22 Men-at-Arms - Towers

|                                       |              |
|---------------------------------------|--------------|
| 6 on Sheep                            | 6S           |
| 4 on Wood                             | 6S 4W        |
| 1 Lure Boar                           | 7S 4W        |
| 4 on Berries                          | 7S 4B 4W     |
| 3 on Boar                             | 10S 4B 4W    |
| Build Barracks                        |              |
| 2 on Gold                             | 10S 4B 4W 2G |
| <b>Click Feudal Age</b>               |              |
| ↓ 0 on Gold* / 5 on Stone / 5 Forward | 3S 4B 4W 5S  |
| <b>Feudal Age</b>                     |              |
| Research Men-at-Arms                  |              |
| Villages on Farms                     |              |

\*after mining 40 gold for men-at-arms upgrade

## 28 Drush - Archers

|                             |              |
|-----------------------------|--------------|
| 6 on Sheep                  | 6S           |
| 4 on Wood                   | 6S 4W        |
| 1 Lure Boar                 | 7S 4W        |
| 4 on Berries                | 7S 4B 4W     |
| Mine 10 Gold and to Wood    | 7S 4B 5W     |
| Build Barracks              |              |
| ↑ 12 on Sheep / 3 on Farm   | 12S 4B 3F 5W |
| <b>Click Feudal Age</b>     |              |
| 8 to Wood / 4 to Gold       |              |
| <b>Feudal Age</b>           |              |
| Build 2 Ranges / Blacksmith |              |
| ↑ 8 on Gold                 | 4B 3F 12W 8G |
| ↑ 18 on Farms               | 18F 12W 8G   |

Three militia created in Dark Age are used to delay the opponent. This is a way of buying time to mass archers. It can be quite weak against the men-at-arms build, since the opponent will have militia to defend, which can then be upgraded upon Feudal Age.

## 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     |
| <b>Click Feudal Age</b>     |                 |
| 2 Sheep to Wood (5+6)       |                 |
| 3 Sheep to Gold             | 3S 4B 1F 11W 3G |
| Build Barracks (60%)        |                 |
| <b>Feudal Age</b>           |                 |
| Build 2 Ranges / Blacksmith |                 |
| ↑ 8 on Gold                 | 3S 4B 1F 11W 8G |
| ↑ 18 on Farms               | 18F 11W 8G      |

The aim of this build is to keep the ranges working constantly. It is a slower build since archers need to be massed and need fletching as a minimum to be effective. This build is weak against the faster scout build.

## 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 |
| <b>Click Feudal Age</b> |           |
| 5 Sheep to Wood (4+4)   |           |
| 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 |
| <b>Click Feudal Age</b>   |                 |
| Build Barracks            |                 |
| 6 to Farms                | 5B 8F 10W 3G    |
| <b>Feudal Age</b>         |                 |
| Build Blacksmith / Stable |                 |
| 2 on Gold                 | 5B 8F 10W 5G    |
| <b>Click Castle Age</b>   |                 |
| 2 Berries to Farms        | 3B 10F 10W 5G   |
| Build Stable              |                 |

Usually done from pocket position in team games. This build order allows at least 6 knights to be produced from both, followed by constant production from one stable.