AGE OF EMPIRES 2 REFERENCE

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Unit Commands

Economic Buildings	В	
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	С	
Attach Move	A	
Stand Ground	N	
Patrol	Z	

Town Center

Villager	С	
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

Cycle Commanus		
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

Ctrl+Wheel
Α
В
T
V
D
F
E
Z
Z
M
R
G
Y
0
X
Q
S
С
Н
W
N
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

21 12 1 ast Castic.	DOOM
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	<u> </u>
Research Wheelbarrow	

Recommended: Burgundians, Bohemians, Portuguese, Bengalis,

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

MODs

Zetnus Improved Grid Mod by Zetnus
Mule only Mule Carts by SaladEsc
elected Small Trees with Grid Shadow by Anne HK
New Palisade Wall (with Player Color) No Flags by Anne HK
New Fish Border by Anne HK
dentical Pine Trees with Grid Shadow by <i>Anne HK</i>
building Foundation Label (with Player Color) by <i>Anne HK</i>
oar Pointer by Anne HK
sigger and Eye-catching Relic by Anne HK
etter Resource Panel and Idle Villager Icon by <i>Anne HK</i>
Monk Pointer (Always Visible) by Anne HK
Oock for Fish Boom by <i>Anne HK</i>
dle Villager Pointer (UHD supported) by Tevious7621
Oark Age Town Center by Addy607623
arger Onager Projectiles by AoE Official
Golden Bombard Cannons by AoE Official
ge 2 DE Chinese Simplified - Fix by Unpublished
mproved Extended Tooltips by Harooooo1