

AGE OF EMPIRES 2  
REFERENCE

AUTHOR: YIZE WANG  
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## Unit Commands

Economic Buildings	B
Set Gather Point	A
Garrison	G
Ungarrison	G
Pack	G
Unpack	U
Unload	G
Unload (Siege)	G
Drop Relic	G
Stop	S

## Game Commands

Pause Game	F3
Display Statistics	F4
Display Game Time	F11
Toggle Colors	Alt+G
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 Vils Fast Castle Drop

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
Build House then Berry	7S 1B 3W
3 on Boar	10S 1B 3W
4 on Berry	10S 5B 3W
3 Boar to Farm	7S 5B 3F 3W
5 on Wood (Only 1 Lumber Camp)	7S 5B 3F 8W
2 on Gold	7S 5B 3F 8W 2G
Click Feudal Age	
4 Sheep to Stone	
3 Sheep to Straggler Tree	5B 3F 11W 2G 4St
Feudal Age at 11:20	
Build Blacksmith, Market	
2 on Stone	5B 3F 11W 2G 6St
Click Castle Age	
Research Axe, Horse Collar	
Castle Age at 14:50	
6 Stone to Build Castle	
Research Bow Saw	
Recommended:	Spanish, Turks, Mayans, Burgundians, Mongols

## 23 Vils Fast Castle Boom

6 on Sheep	6S
3 on Wood	6S 3W
1 Lure Boar	7S 3W
Build House then Berry	7S 1B 3W
2 on Boar	9S 1B 3W
4 on Berry	9S 5B 3W
4 on Wood (Only 1 Lumber Camp)	9S 5B 7W
4 Boar to Farm	5S 5B 4F 7W
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 Wood	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

## 17 Vils Teuton Tower Rush

6 on Sheep	6S
2 on Wood	6S 2W
1 Lure Boar	7S 2W
1 on Sheep	8S 2W
Build House then Berry	8S 1B 2W
1 Lure Boar	9S 1B 2W
5 on Sheep	14S 1B 2W
Research Loom	
Click Feudal Age	
1 Sheep to Wood, 2 Sheep to Stone	11S 1B 3W 2St
Send 10 Vils Forward	1S 1B 3W 2St
Feudal Age at 8:25	
3 to Stone	1S 1B 3W 5St
Next Vils to Food	
Next Steps:	2 stable knights / castle drop / siege weapons & monks

## 18 Vils 1-Stable Scout Rush

6 on Sheep	<b>6S</b>
2 on Wood	6S <b>2W</b>
1 Lure Boar	<b>7S</b> 2W
Build House then Berry	7S <b>1B</b> 2W
6 on Bore	<b>13S</b> 1B 2W
2 on Wood	13S 1B <b>4W</b>
Research Loom	
<b>Click Feudal Age</b>	
5 Sheep to Wood, 4 Sheep to Berry	<b>4S 5B 9W</b>
1 Sheep to Build Barracks	<b>3S</b> 5B 9W
<b>Feudal Age at 8:50</b>	
1 Sheep to Build Stable	<b>2S</b> 5B 9W
Research Axe, Horse Collar	
Wall around Base	
<b>Recommended:</b> Franks, Huns, Lithuanians, Magyars, Malians	

## 25 Vils FC Scout for Relic

6 on Sheep	<b>6S</b>
3 on Wood	6S <b>3W</b>
1 Lure Boar	<b>7S</b> 3W
Build House then Berry	7S <b>1B</b> 3W
3 on Boar	<b>10S</b> 1B 3W
4 on Berry	10S <b>5B</b> 3W
5 on Wood (Only 1 Lumber Camp)	10S 5B <b>8W</b>
3 Boar to Farm	<b>7S</b> 5B <b>3F</b> 8W
Build House	
2 on Gold	7S 5B 3F 8W <b>2G</b>
<b>Click Feudal Age</b>	
All Sheep to TC Wood	5B 3F <b>8+7W</b> <b>2G</b>
Build Barracks	5B 3F <b>8+6W</b> <b>2G</b>
<b>Feudal Age at 11:20</b>	
Build Stable, Market	5B 3F <b>8+3W</b> <b>2G</b>
2 on Wood	5B 3F <b>10+3W</b> <b>2G</b>
<b>Click Castle Age</b>	
Research Axe, Horse Collar	
Seed Farms	
Make 2-3 Scouts	
<b>Castle Age at 14:50</b>	
Build Monastery	
Research Bow Saw	

## 19 Vils 1-Range Archers

6 on Sheep	<b>6S</b>
3 on Wood	6S <b>3W</b>
1 Lure Boar	<b>7S</b> 3W
Build House then Berry	7S <b>1B</b> 3W
6 on Boar	<b>13S</b> 1B 3W
2 on Wood	13S 1B <b>5W</b>
Research Loom	
<b>Click Feudal Age</b>	
5 Sheep to Wood (2nd Lumber Camp)	<b>8S</b> 1B <b>10W</b>
2 Sheep to 2 TC Wood	<b>6S</b> 1B <b>12W</b>
2 Sheep to Gold	<b>4S</b> 1B 12W <b>2G</b>
1 Sheep to House and Barracks	
<b>Feudal Age at 9:15</b>	
Research Axe	
Build Range	
2 to Gold	<b>4S</b> 1B 12W <b>4G</b>
Build Blacksmith	
4 Sheep to Berry	<b>5B</b> 12W <b>4G</b>
<b>Recommended:</b> Britons, Mayans, Ethiopians, Tatars, Vikings	

## 19 Vils + 3 Fishing Ships

6 on Sheep	<b>6S</b>
5 on Wood	6S <b>5W</b>
1 Lure Boar	<b>7S</b> 5W
Build House then Dock then Fish	7S <b>1Fish</b> 5W
Make 3 Fishing Ships	
6 on Boar	<b>13S</b> 1Fish 5W
Research Loom	
<b>Click Feudal Age</b>	
7 Sheep to Wood (2nd Lumber Camp)	<b>6S</b> 1Fish <b>12W</b>
<b>Recommended:</b> Italians, Japanese, Vikings, Lithuanians, Malians	

## MODs

Zetnus Improved Grid Mod by <i>Zetnus</i>
Mule only Mule Carts by <i>SaladEsc</i>
Idle Villager Pointer (UHD supported) by <i>Tevious7621</i>
Selected Small Trees with Grid Shadow by <i>Anne HK</i>
New Palisade Wall (with Player Color) No Flags by <i>Anne HK</i>
New Fish Border by <i>Anne HK</i>
Building Foundation Label (with Player Color) by <i>Anne HK</i>
Boar Pointer by <i>Anne HK</i>
Bigger and Eye-catching Relic by <i>Anne HK</i>
Better Resource Panel and Idle Villager Icon by <i>Anne HK</i>
Dark Age Town Center by <i>Addy607623</i>
Larger Onager Projectiles by <i>AoE Official</i>
No Unit Movement by <i>KhanAckhar1756</i>
Dock for Fish Boom by <i>Anne HK</i>
Age 2 DE Chinese Simplified - Fix by <i>BrianZCB</i>
Monk Pointer (Always Visible) by <i>Anne HK</i>
Improved Extended Tooltips by <i>Harooooo1</i>