

AGE OF EMPIRES 2
REFERENCE

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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

MODs

Zetnus Improved Grid Mod No Snow Version	Zetnus
Vululu	DeepNorth4274
UpsideDown Event - MonkCart	Zetnus
Siege Unit With Operator UHD	BruceWayne0083
No Intro	MrMycelium2816
Mule only Mule Carts	SaladEsc
Idle Villager Pointer (UHD supported)	Tevious7621
Colored Age Bar	pasatho
Selected Small Trees with Grid Shadow	Anne HK
New Palisade Wall (with Player Color) No Flags	Anne HK
New Fish Border	Anne HK
Building Foundation Label (with Player Color)	Anne HK
Bigger and Eye-catching Relic	Anne HK
Better Resource Panel and Idle Villager Icon	Anne HK
Mouse Cursor Set	Addy607623
Knock Out Area Attack Cursor	Addy607623
Dark Age Town Center	Addy607623
No Platform Icons	Guaymallen2276
Larger Onager Projectiles	AoE Official
Golden Bombard Cannons	AoE Official
Localization Fix and Enhanced Data Tooltip	irissakura
No Unit Movement	KhanAckhar1756
Dock for Fish Boom	Anne HK
Icon Hotkeys (Continued)	Unpublished
Age 2 DE Chinese Simplified - Fix	BrianZCB
Monk Pointer (Always Visible)	Anne HK
Calculating Research FX	Zetnus
Anniversary - Research Complete Confetti FX	Zetnus
Improved Extended Tooltips	Harooooo1

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	

25 Vils FC Scout for Relic

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

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

19 Vils 1-Range Archers

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

Recommended: Britons, Mayans, Ethiopians, Tatars, Vikings

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	6S
2 on Wood	6S 2W
1 Lure Boar	7S 2W
Build House then 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	

19 Vils + 3 Fishing Ships

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