

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 +100 vs Castle / +60 vs Siege Weapon
Build Speed	$3t/(n+2)$ with Single Villager Time t

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	

2 on Wood (6+6)	4B 14F 12W
2 Berries to Gold	2B 14F 12W 2G
2 on Gold	2B 14F 12W 4G
4 on Farms	2B 18F 12W 4G
→ Castle	

Build Blacksmith	
2 Berries to Gold	2B 14F 10W 2G
↑ 5 Gold	2B 14F 10W 5G
2 on Farms	2B 16F 10W 5G

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

Click Castle Age
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

Click Feudal Age	
2 to Stone / 2 to Wood / 6 Forward	4S 2B 4W 2S

Feudal Age	
↑ 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
Click Feudal Age	
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
Feudal Age	
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
Castle Age	
Build Monastery / Siege Workshop	

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
Click Feudal Age	
5 Sheep to Wood (4+4)	6S 4B 8W
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
Click Feudal Age	
1 to Barracks	
6 to Farms	5B 8F 10W 3G

Feudal Age

Build Blacksmith / Stable

2 on Gold	5B 8F 10W 5G
Click Castle Age	
2 Berries to Farms	3B 10F 10W 5G
Build Stable	

Usually done from pocket position in team games. Knights are ideal from this position because of their mobility. This build order allows at least 6 knights to be produced from both, followed by constant production from one stable.

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
Click Feudal Age	
2 Sheep to Wood (5+6)	
3 Sheep to Gold	3S 4B 1F 11W 3G
Build Barracks (60%)	

Feudal Age

Build 2 Ranges / Blacksmith

↑ 8 on Gold	3S 4B 1F 11W 8G
↑ 18 on Farms	18F 11W 8G

This is a ‘slower’ build, since archers need to be massed to be effective. Unlike scouts, the aim is to keep the ranges working constantly - archers also need fletching as a minimum to be effective. This is often a poor build to use for 1v1, partly because it is quite weak against the faster scout build, so it is mainly used in team games as flank where its weaknesses can be covered by other players.

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
Click Feudal Age	
↓ 0 on Gold* / 5 on Stone / 5 Forward	3S 4B 4W 5S

Feudal Age

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
Click Feudal Age	
8 to Wood / 4 to Gold	4B 3F 13W 4G
Feudal Age	
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.