

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 and 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 | |

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 | |

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 | |

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 | |

MODs

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|--|
| Zetnus Improved Grid Mod by <i>Zetnus</i> |
| Mule only Mule Carts by <i>SaladEsc</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> |
| Identical Pine Trees with Grid Shadow 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> |
| Monk Pointer (Always Visible) by <i>Anne HK</i> |
| Dock for Fish Boom by <i>Anne HK</i> |
| Idle Villager Pointer (UHD supported) by <i>Tevious7621</i> |
| Dark Age Town Center by <i>Addy607623</i> |
| Larger Onager Projectiles by <i>AoE Official</i> |
| Golden Bombard Cannons by <i>AoE Official</i> |
| Age 2 DE Chinese Simplified - Fix by <i>Unpublished</i> |
| Improved Extended Tooltips by <i>Harooooo1</i> |