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Age of Empires II: Def. Edition [+DLC] - 100% Achievement Guide By Brachragon and 1 collaborators DLCs "Lords of the West", "Dawn of the Dukes", "Dynasties of India" ,"Return of Rome" , "Mountain Royales" , "Victors and Vanquished" , "Chronicles: Battle for Greece" and "The Three Kingdoms" required! - Online Play required (1x) - NO permanently Missables Interested in playing the campaigns of AoE2 DE in a chronological order? We got you covered with a table that encompasses every single campaign from the early release of Age of Kings to the latest DLC Dynasties of India from Age of Empires II Definitive Edition. Campaigns Table of Age of Empires 2 In Chronological Order Expansions and DLCs of Age of Empires 2 [Age of Kings]. [The Conquerors]. [The Forgotten]. [African Kingdoms]. [Rise of Rajas]. [Lords of The West]. [Dawn of The Dukes]. [Dynasties of India]Where to buy all Age of Empires II releases?Starting with the oldest release Age of Kings () to the Latest DLC release.. (Serving the purpose of purchasing your favorite AoE2 game in a chronological order)30 Sep, 1999( ) For a little price of $5 or $10 Get a hard or digital copy of both Age of Kings and The Conquerors at amazon.com or ebay.com.9 April, 2013() For $19.99 Grab the base game Age of Empires II: 2013 (aka HD) on steam a remaster to old release7 November, 2013() The Forgotten DLC for AoE 2 2013 (aka HD) for a price of $9.995 November, 2015() The African Kingdoms DLC for AoE 2 2013 (aka HD) for a price of $9.9919 December, 2016() Rise of the Rajas DLC for AoE 2 2013 (aka HD) for a price of $9.9914 November, 2019() For $19.99 Buy Age of Empires II: Definitive Edition on Steam or MS Store The second remaster with the largest player base.26 January, 2021() Lords of the West DLC for AoE 2 DE at a price of $9.9910 August, 2021() Dawn of the Dukes DLC for AoE 2 DE at a price of $9.9928 April, 2021() Dynasties of India DLC for AoE 2 DE at a price of $9.99 Campaigns Description In Chronological Order AlaricAlaric I (370/375 410 A.D.) was the first king of the Visigoths from 395 to his death. He is most famous for sacking Rome in 410, an event considered to have contributed decisively to the fall of the Western Roman Empire in 476 and the beginning of the Middle Ages. AttilaAttila the Hun (395?/406? March 453 A.D) was the King of the Huns from 434 to his death. His rule is depicted in a campaign in Age of Empires II: The Conquerors. Attila is a cavalry hero found only in the The Scourge of God and The Fall of Rome scenarios of his campaign.BukharaBukhara is based on the Battle of Bukhara. In the scenario, the player plays as the Sassanid Persians led by their Shah Khosrau I trying to make up for the humiliating defeat by the White Huns.DosDos Pilas is based on the early history of its namesake, a Mayan city-state that existed from 629 to 761. The player is playing as Balaj Chan Kawiil, a son of Kinich Muwaan Jol II, the king of TikalTariqTariq ibn Ziyad is based on the feats of the real-life Tariq ibn Ziyad (Arabic: ; died 720), a Berber Muslim general from the Umayyad Caliphate. He is known in history for leading the Umayyad conquest of Hispania.ToursIn Tours, The Franks, led by Charles Martel, must defend their homeland from the Arab invasion of 732. This scenario is based on the Battle of Tours. Starting age: Feudal Age Starting resources: 300 woodDevapalaThe Devapala campaign in Age of Empires II: Definitive Edition Dynasties of India is about the military accomplishments of Devapala, who ruled the Bengali Pala Empire in the 9th century. He was an ardent supporter of Buddhism and is known for expanding the Pala Empires territory through his conquests of Assam and Orissa, among other regions. However, some of these conquests may be exaggerated according to modern historians. Despite this, Devapalas reign is considered the peak of the Pala Empires power and one of the last Buddhist kingdoms in the Indian subcontinent.YorkIn York, you take command of the Vikings of Ragnar Lodbroks sons who arrive on the British Isles to avenge the death of their father against lla of Northumbria, also known as the Great Heathen Army.HonfoglalsHonfoglals depicts the westward migration of the Hungarian people at around 900 AD. In the Definitive Edition, players have reported that they cannot complete the scenario.YoditYodit focuses on the semi-legendary exploits of the real-life Gudit (Geez: ; Amharic: Yodit, lit. Jewess; reigned ca. 960), an enigmatic non-Christian (thought to be Jewish and Beta Israeli; so of the Kingdom of Semien.RajendraThe Rajendra campaign in Age of Empires II: Definitive Edition Dynasties of India centers on the military achievements of Rajendra Chola I, who ruled from 971 to 1044. He is considered the most successful leader of the Chola dynasty, and he conducted a military expedition to the Ganges River and a campaign against Srivijaya. Under his rule, the Chola dynasty became the most powerful dynasty in South Asia and played a major role in controlling the Indian Ocean spice trade.VinlandsagaIn Vinlandsaga (called Vindlandsaga before the Definitive Edition), you play the Viking Erik the Red (red) and must go to Vinland and establish a new colony.SuryavarmanSuryavarman I follows the story of the real-life Suryavarman I, the emperor of Khmer Empire from 1006 to 1050. The campaign covers how Suryavarman I comes to power before forming an alliance with the Chola Empire.HastingsIn Hastings, you control William the Conqueror (blue) in his quest to invade Britain. This scenario is based on the Battle of Hastings, while the Battle of Stamford Bridge is also depicted as well. Starting age: Castle Age.BariThe Bari consists of three scenarios depicting a few historical events of its namesake, the Italian city of Bari. The campaign is centered around a fictional Greek Nautikos family, where the surname Nautikos shows that the ancestors were sailorsThe HautevillesThe Hautevilles is based on the exploits of the Hauteville dynasty (Italian: Altavilla), a Norman royal dynasty who rose to prominence after conquering southern Italy and establishing the Kingdom of Sicily as one of the most tolerant and progressive states in Europe at the time, as well as their participation in the First Crusade. The Hautevilles ruled until the late 12th century, after which the Kingdom of Sicily fell into the Germanic Hohenstaufen rule. ManzikertIn Manzikert, you play as the Turks (purple), trying to fight the heavily armored soldiers of the Byzantines. This scenario is based on the Battle of Manzikert. Starting age: Castle Age StartingEl CidRodrigo Daz de Vivar, known as El Cid or El Cid Campeador (1040s July 10, 1099), was a Castilian Knight and warlord in Medieval Spain. He reclaimed the city of Valencia from Moorish control for a brief period during the Reconquista. After his death, El Cid was mythologized into an embodiment of Honor and Chivalry, similar to King Arthur, Charlemagne, or Saladin. This legendary version from epics like the 12th century Cantar de Mo Cid is the basis of the El Cid campaign in Age of Empires II: The Conquerors, rather than El Cids historical career proper.SaladinSaladin is based on the exploits of An-Nasir Salah ad-Din Yusuf ibn Ayyub, called Saladin by Europeans (1137 March 4, 1193), who founded the Ayyubid dynasty of Egypt and Syria and led the Muslims to recover Jerusalem from the Western Crusaders who had held it for almost a century.BarbarossaBarbarossa is based on the reign of Holy Roman Emperor Frederick I Barbarossa (1122 June 10, 1190), one of the longest-lived and most influential German Medieval emperors who fought several wars in Italy before becoming one of the leaders of the Third Crusade (1189-1192).PrithvirajPrithviraj is depicting its namesake, Prithviraj Chauhan (11781192), who was the ruler of Ajmer and Delhi (in India) from 1178 to 1192. Prithviraj is a cavalry archer hero. As a hero, he cannot be converted and can regenerate health.KurikaraKurikara is based on the Battle of Kurikara. Lead Minamoto no Yoshinaka to victory against Taira and conquer the city of Kyoto. Starting age: Castle Age Starting resources: none; then 1,500 foodCyprusCyprus depicts Richard the Lionhearts occupation of Sicily (not depicted in the Definitive Edition) and his conquest of Cyprus prior to his arrival in the Holy Land for the Third Crusade. RichardGenghis KhanGenghis Khan, also spelled Chinggis Khan (c. 1162 August 18, 1227), was the founder of the Mongol Empire, which was the largest in the Middle Ages and of all time up till that point. The conquests of Genghis Khan and his son Ogedei form the basis of the Mongol campaign in Age of Empires IIKotyan KhanKotyan Khan (OES: ; Hungarian: Ktny; Arabic: Kutan) is based on the exploits of Kten Khan (baptised Jonas; reigned 1223 1241), a Cuman-Kipchak chieftain and military commander. Kten is known for bringing the Cuman-KipchaksSundjataSundjata follows on Sundiata Keita (ca. 1217 1255), the founder of the Mali Empire. Among his feats depicted in the campaign includes his efforts to unite the scattered kingdoms of Sub-Saharan Africa to oppose the warmongeringEdward LongshanksEdward Longshanks is based on the exploits of Edward I of England (17/18 June 1239 7 July 1307), also known as Edward Longshanks and the Hammer of the Scots (Latin: Malleus Scotorum). He was a British King who lead aIvayloIvaylo is based on the rise and fall of Ivaylo of Bulgaria (Bulgarian: , also spelled Ivailo; died 1281). Ivaylo, also known as Bardokva or Lakhanas, was a Bulgarian peasant who became the leader of a peasant uprising in 1277 whichGajah MadaGajah Mada is based on the exploits of the real-life Gajah Mada (ca. 1310 ca. 1364), the Mahapatih (equal to a viceregent) of the Majapahit Empire known for bringing the empire into the peak of its glory; at its zenith, the MajapahitWilliam WallaceWilliam Wallace (c. 1270 August 23, 1305) was a Scottish Knight who led an army of Scots in an attempt to keep Scotland a kingdom independent from Edward I of England. He is referenced and briefly playable in his campaign, which introduces new players to the gaming experience of Age of EmpiresBapheusBapheus depicts the rise of the Ottoman Empire. The map roughly shows the western part of modern Turkey. In this scenario, the player and the allies are all Turks. The player will be tasked with meetingAlgirdas and KestutisAlgirdas and Kestutis focuses on the arrival to the throne of Algirdas (c.1296 May 1377) in the company of his brother Kestutis (c.1297 3 or 15 August 1382) in the Grand Duchy of Lithuania. Both participate inLangshan JiangIn Langshan Jiang, you must make sure that all shipments arrive to the Temple Complex without losing them. The shipments arrive in different places every 25 minutes (25 minutes for the first oneTamerlaneTamerlane focuses on the conquests of Timur (1336 1405). Timur is a Turco-Mongol conqueror who is best known for establishing the Timurid Empire in an attempt to restore the Mongol Empire of Genghis Khan through a series of militaryJadwigaThe Jadwiga campaign in the game Age of Empires II: Definitive Edition Dawn of the Dukes highlights the early years of Jadwiga, who was the first queen of Poland and ruled from 1384 until her death in 1399. She married Jogaila, the Grand Duke of Lithuania, in 1386, and legend has it that she only did so after seeking guidance from God through prayer. Jadwiga was canonized by the Catholic Church in 1997.Le LoiLe Loi focuses on the actions of L Li (1385 1433), the first emperor of Vietnam from the Later L dynasty, primarily on how he led the Vietnamese people on a revolt known as the Lam Sn uprising to free themselves from the ChineseJan ZizkaJan Zizka focuses on the successful Bohemian military leader Jan Zizka (Czech: Jan ika z Trocnova a Kalicha) (c. 1360 11 October 1424). He was nicknamed "One-eyed ika", having lost one eye in battle. Jan ikaThe Grand Dukes of the WestThe Grand Dukes of the West follows the exploits of various Dukes of Burgundy, notably John the Fearless and his conflict with the Armagnacs, and Philip the Good and his role in the capture and death of Joan of ArcAgincourtAgincourt is a campaign scenario in the Battles of the Conquerors in Age of Empires II. The player controls the British troops of Henry V (red) trying to get back home after a failed initial invasion of France. This scenario is based on the Battle of Agincourt. Starting age: Imperial AgeSforzaThe Sforza is depicting Francesco Sforza (14011466) from his rise of power after the death of his father, Muzio Sforza, until he became the Duke of Milan. He is a must survive unit for all the campaigns. The campaign is present in the DefinitiveJoan of ArcJoan of Arc was a French heroine who, at the age of 17, was pivotal in turning the tide of the Hundred Years War in her nations favor. Joan ofPachacutiPachacuti replaces the El Dorado campaign from The Forgotten. It focuses on Pachacuti Inca Yupanqui (Quechua: Pachakutiq Inka Yupanki; 1418 1471 or 1472), the ninth Sapa Inca of the Kingdom of Cusco.DraculaThe Dracula is depicting its namesake, Vlad III Dracula (1428/311476/77). Vlad III Dracula (Vlad Drculea), from the House of Drculeti (a branch of the House of Basarab), was a three-time Voivode of WallachiaBaburThe Babur campaign in Age of Empires II: Definitive Edition Dynasties of India centers around the life and accomplishments of Babur, also known as Zahr ud-Dn Muhammad, who was a Turco-Mongol conqueror and descendant of Tamerlane and Genghis Khan. He is most famous for creating the Mughal Empire in 1526 and being its first emperor, which was the first state in history to control the entire Indian subcontinent since the reign of the Mauryan Empire. The Mughal Empire lasted for three centuries until it was dissolved by the British in 1857 following the Indian Mutiny, which is depicted in the game Age of Empires III: The Asian Dynasties.Francisco de AlmeidaFrancisco de Almeida (ca. 1450 March 1, 1510) was a Portuguese nobleman, soldier and explorer. He distinguished himself as a counselor to King John II of Portugal and later in the wars against the Moors and in the conquest of Granada in 1492.BayinnaungBayinnaung is based on the exploits of Bayinnaung Kyawthin Nawratha (Burmese: ; 1516 1581), a king of the Burmese Toungoo Empire from 1550 to 1581. Among his feats depicted in the campaign include theMontezumaMontezuma focuses on the three city-states that ruled the Valley of Mexico, the Aztec Empire (also know as Triple Alliance or, in classical Nahuatl, xcn Tlahtlyn) from 1428 until the combined forces of the SpanishLepantoIn Lepanto, you as the player (red) have to build and defend a Wonder against Turkish military forces (purple) in 1571. This scenario is based on the Battle of Lepanto. Starting age: Imperial AgeKyotoIn Kyoto, Lord Nobunaga has been executed in Kyoto, and the Japanese led by Hideyoshi must destroy all the three castles in Kyoto to avenge Lord Nobunaga. This scenario is based on the Honn-ji Incident Age of Empires 2 campaigns are a series of historical scenarios that allow players to immerse themselves in the battles and events of various civilizations throughout history. Each campaign consists of a set of missions that follow a storyline, with objectives that range from building up an army to defending a castle or conquering territories. These are a great way for players to learn about the history of different cultures while also enjoying the gameplay that Age of Empires 2 is known for. With various campaigns to choose from, players can experience different eras, from the rise of the Roman Empire to the conquests of Genghis Khan. 10 Jadwiga The Jadwiga campaign in Age of Empires II is an epic journey that takes players through the struggles of a young girl who must ascend to the Polish throne and navigate the chaos of ongoing war. With six challenging scenarios, players will play as the Poles and the Lithuanians, contending with formidable leaders like Jogaila and Vytautas the Great. The campaign is narrated by Jadwiga herself, giving players a unique perspective on the events as they unfold. With a fascinating narrative and a compelling storyline, the Jadwiga campaign makes you feel like you are there, reliving history. It's one of only three campaigns featuring a female protagonist and the only one where the protagonist is also the narrator. The Rajendra campaign in Age of Empires II: Definitive Edition - Dynasties of India, chronicles the conquests and battles of Rajendra Chola I, the greatest ruler of the Chola dynasty. The campaign features five scenarios, narrated by Rajendra himself, as players take on the role of the Dravidians. It offers a glimpse into the internal conflicts and political landscape of South India during his reign. During the Suryavarman I campaign, in the fourth scenario, you're allied with Rajendra's mighty warriors. With unique gameplay mechanics and a rich historical narrative, the Rajendra campaign is fascinating from a historical point of view, and it's also one of the most fun campaigns in the game. The Bari Campaign in Age of Empires II is a challenging and exciting historical journey through the Italian city of Bari. The campaign follows the fictional Nautikos family, descendants of Greek sailors, in the original version, and has been expanded to five scenarios in the Definitive Edition, where players defend Bari as the Byzantines. Despite being the shortest campaign, it is considered the most difficult due to resource management restrictions. With engaging storytelling and immersive gameplay, The Bari Campaign is a must-play for any Age of Empires II fan looking for a challenging experience spanning over 200 years. The Grand Dukes of the West is a six-scenario campaign in Age of Empires II: Definitive Edition - Lords of the West. The campaign revolves around the dukes of Burgundy, including John the Fearless and Philip the Good, as they fight the Hundred Years' War. Players take the role of the Burgundians and play through some of the most unique scenarios in the entire game. The campaign is narrated by an unnamed advisor of Philip the Good, telling the story to his son before Joan of Arc's tragic burning at stake. This campaign is the only one to feature some unit types, such as Organ Guns in A Kingdom Divided. The Tamerlane campaign in Age of Empires 2 is based on the historical figure of Timur, a 14th-century conqueror who fought to restore the glory of the fragmented Mongol Empire. The campaign features six scenarios and follows Timur's military campaigns, alliances, and rivalries with other powerful kingdoms. Unlike other campaigns, the story is told from the perspective of a second-hand narrator, who tells the events as they were told to him by Tokhtamysh Khan, a descendant of Genghis Khan and Timur's friend that later became his enemy. The campaign is known for its length and focus on historical accuracy, and it provides players with a challenging and immersive experience of one of history's greatest conquerors. The Kotyan Khan campaign in the game follows the story of the Cumans, a tribe of amazing horsemen and swordsmen who were hired as mercenaries by European kings and Byzantine emperors. They face a great threat from the East, the ruthless and almost invincible Mongols. Kotyan, the khan of a small clan, must unite the Cumans to resist the invaders and find a new home for the tribes. The campaign consists of 5 scenarios and is narrated by an unnamed Cuman chieftain who succeeds Kotyan as the khan of the Cumans after his assassination. This is a spectacular campaign filled with battles and heroic efforts by one of the greatest groups of warriors ever to exist, the Cumans. The Genghis Khan campaign in Age of Empires II revolves around the life of the infamous Mongol conqueror who united the tribes of the Mongolian steppes into a giant and highly trained army. The player plays as the Mongols in 6 scenarios, starting from their early struggles and culminating in the establishment of the vast Mongol Empire. The campaign is narrated by the author of The Secret History of the Mongols, the oldest surviving literary work in the Mongolian language. Despite facing technologically advanced empires such as China, Persia, and Eastern Europe, a horde of horse archers tried to conquer the world. Barbarossa is a campaign in Age of Empires II that is based on the reign of Holy Roman Emperor Frederick I Barbarossa. He attempted to force the German fiefdoms into his Holy Roman Empire and expand it into Polish and Italian lands. His final plan was to lead his army on the Third Crusade, in an attempt to conquer The Holy Land. This campaign consists of 6 scenarios where the player plays as the Teutons, and it tells the story of the one and only Frederick Barbarossa, a Teutonic Knight who fought several wars in Italy before becoming one of the greatest military leaders of all time. The Hautevilles campaign in Age of Empires II: Definitive Edition - Lords of the West is a historically rich addition to the game. It tells the inspiring story of the Norman dynasty's journey from a band of robbers to becoming kings of Sicily. The five scenarios allow players to experience their conquests and participation in the First Crusade. What sets this campaign apart is the compelling narration by an unnamed Sicilian tutor of young Frederick Roger II, providing insight into the political and personal dynamics of the time. With unique gameplay mechanics and objectives, The Hautevilles campaign is great for fans who appreciate a rich historical narrative. The Attila The Hun campaign in Age of Empires 2 offers an exciting and unique storytelling perspective. The story is told by a second-hand narrator, an unnamed Frankish monk, and reveals the backstory of the old priest named Armand, who defected to the Huns after being captured by Attila. The player takes on the role of the Huns and participates in the invasion of Italy, experiencing the events from the perspective of the conquerors. The combination of historical accuracy, unique storytelling, and thrilling gameplay make the Attila The Hun campaign the most exciting one to play in Age of Empires 2. Next: Best Strategy Games From The 2000s Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Despite the fact that Age of Empires 2 has been around since the 90s, the Definitive Edition was only released in 2019. This comparatively new game has already proved itself to be one of the most popular in the franchise. Thats why some players need an Age of Empires 2 Definitive Edition walkthrough!From getting started to choosing your campaign and civilization through to winning, our guide covers everything you need to know. Figuring out your own strategies is no mean feat but you can get off to a flying start with our guide.How is the Definitive Edition Different?If youre an old school Age of Empires player, you could be wondering what the point of getting the definitive edition is. After all, the game came out 20 years after the first and a lot of games dont really add much to all their different versions. However, the same cannot be said for AoE.This new edition not only vastly improved the appearance and graphics of the game but also added 4 brand new civilizations and 4 new campaigns, bringing the grand total to a whopping 27. The new campaigns feature some top historical figures as well as a further expansion, Dynasties of India, which was released in 2022:Jadwiga of PolandJan ikaAlgirdas and Kestutis.When it comes down to it, the Age of Empires civilizations are probably the most important part of the game. To have a game that is still receiving detailed updates this long after its initial release shows just how popular it has become. You dont need to muddle your way through all this new content on your own though, thats why weve got a full Age of Empires Definitive Edition walkthrough!Getting started Hints to mastering your first playthroughGenerally, a playthrough in AoE 2 Definitive Edition will take 170 250 hours. There are so many steps to take that its basically impossible to take them all correctly. Dont worry though, you have time to recover from mistakes and still come out on top.Complete the William Wallace campaignThis tutorial campaign is designed to show you the ropes and get you used to how the gameplay is going to work. Veterans may not learn many new things here but it could be worth refreshing your memory!Set your own paceUse the in game clock to decide whether youd prefer time to move slower or more quickly. Especially if this is your first time playing, a slower campaign will let you react to situations quicker and more effectively.Make use of scoutsLearning to micro units is probably the most difficult part of your game. However, units like scouts will give you invaluable information about the map. Its best not to just send them out without watching them as theyll be quickly killed.Trade, trade, tradeThis is the best way to keep up your income and prevent needing to react to a new engagement without appropriate resources.Top Campaigns in our Age of Empires 2 Definitive Edition WalkthroughThis has got to be the most important part of the game, right? The best campaigns take players through a number of scenarios and include some potentially familiar faces including Attila the Hun and Sun Tzu. Whether you want to keep things legit or make use of any cheats Age of Empires 2 has on offer, campaigns need to be at the forefront of your mind.TamerlaneThis is the very first campaign of the game and, as one of the longest in the game, is totally worth your time. Its a great place to start as players will be taken through 6 scenarios and play as the Tartars. Fans of archery will surely be happy to hear that Tamerlane himself was an archer in the cavalry and so will be affected by all archer upgrades.The Art of WarPerhaps one of the most complicated campaigns in our Age of Empires 2 Definitive Edition walkthrough. This is simply because it really plays on the more subtle strategies in the game. That means that if youre a veteran player looking to improve specific skills, youll jump at the chance to play a different civilization in each and every scenario!IvayloWed be remiss not to mention one of the games most popular campaigns here! Ivaylo, a campaign where players will be represented by the Bulgarians across 5 scenarios. Ivaylo himself appears as a melee cavalry unit, which accurately portrays him as a peasant king. With his simple character and unit design, you cant miss him when hes out on the battlefield. Youll really get a taste of why resources are so important in this campaign and live out some of the most exciting battles in the game.Civilizations who should you play as in your campaigns?The list of Age of Empires 2 civilizations is huge, in fact there are 42 different ones available in the game. Playing as the different civs can have a huge impact on your gameplay because each has an unique focus, unit, technology, wonder and variety of bonuses. Our Age of Empires 2 walkthrough will break them down by focus:CavalryCavalry civilizations are those with a focus on mounted combat. They have high HP, attack, armor and speed. They are expensive but extremely powerful against any kind of ranged unit. Civs that specialize in cavalry include the Berbers, Bulgarians, Burgundians, Cumans, Franks, Gurjaras, Huns, Lithuanians, Magyars, Persians, Poles, Sicilians and Tartars.InfantryAs with cavalry, Infantry units fight on land. They have little range and are mostly made up of foot soldiers. Theyre cheap to create and have a decent amount of HP as well as being created quickly, especially in the early game. Civs that specialize in infantry units include the Aztecs, Bulgarians, Celts, Dravidians, Goths, Incas, Japanese, Malians, Sicilians, Slavs, Teutons and Vikings. As the name implies, naval units are the only ones that can move on water and can never move on land. They give any team playing on a water heavy map a huge advantage and although they struggle against siege units, their armor is surprisingly good. Civs that specialize in naval units include the Bengalis, Berbers, Dravidians, Italians, Koreans, Malay, Portuguese, Saracens and Vikings.Although these are some of the key units, theyre not the only kinds. Each Age of Empires 2 HD walkthrough is enormous. That means this is a great place to start for new and returning players. You can find your own play style by trying out different civilizations in each campaign. However, it might be worth checking out our recommendations so you dont end up with a huge strategic disadvantage!Age of Empires 2 Definitive Edition Walkthrough Earn Every AchievementIf youre the kind of player who likes to get 100% on your games, youve got a long road ahead with AoE! The base game contains 100 individual achievements and all the DLC content adds another 91. Not bad going if youre looking for a new challenge! Whether youre working your way through the Age of Empires 2 HD tier list or simply playing for fun, achievements are a huge part of the games.Victory these achievements are the most common type in the game. To get them, you simply need to win as as every civilization. This is no mean feat though, with 42 civs in the game, thats a whole lot of play time!Campaign to receive these achievements, youll need to complete each of the individual campaigns. Again, this is easier said than done not just because of the sheet volume of content. The campaigns have varying difficulties and you may need to work pretty hard to finish them all.As with any game, thats not all! Itd be very difficult to receive every achievement without first knowing what you have to do. This is simply because theyre so incredibly specific. For example, in the Kushluk Assassination, youll need to carry out the murder of Kushluk less than 20 minutes into the Genghis Khan mission. Wed certainly recommend an Age of Empires 2 walkthrough if you want to 100% the game! The most important thing to remember in any Age of Empires game is that the fun comes from the strategy. Once youve met the Age of Empires 2 Definitive Edition system requirements, youll need to know how to get started. Theres no shame in following a guide, especially when finding your feet in such a large and well established game.The game is about strategy and they might not always work in the way you want them to. The most important thing is to take your time. While you might not win every battle, you can certainly win the war with our Age of Empires Definitive Edition walkthrough!

/++\ AGE OF EMPIRES 2: AGE OF CONQUERORS GUIDE / WALKTHROUGH\++/ Guide author: orgulo Guide version: 2.1 (January 2024) Game version: 1.0 System: PC++++++++++++++++++++++++++++++++++++++

Constantinople: Firstly, you can complete the mission without going near the blue city, ifonly you manage to extort 10,000 gold from the rest of your enemies. You can also build a castle for another 500. The chances are that you won't have enough gold, so I'll include an attack on Constantinople for the sake of it. Secondly, there is a large batch of gold south of the city, on a sandy peninsula. This is guarded by ships and ground units, however, and you'll have so much gold by now that you probably shouldn't bother going for it. Thirdly, you can also attack the city by sea, as there are a few gates set inwalls on the water to the north and south of it. This is again more trouble thanit's worth, and a ground attack is simple enough to allow you to ignore the searoutes. Anyway, build a castle to the north-west of the blue city, and run along theouter walls to bait the first bunch of units into following you. Delete thesemangonels and other ground units, then send about eight rams up the hill to thefirst gate. Knock out the gate and any nearby towers, then prepare to enter the city's walls. You will soon be attacked by lots of different blue units, the most dangerousof which are the mangonels. You can draw all of the Roman units outside thewalls and to within range of your castle's garrison, which makes it a lot easierto bring them down. Get them all to the castle and then remove them, fighting inyour own territory rather than theirs. Once the Roman base has emptied itself of its guards you can just send in ramsto get rid of the towers, castle and wonder. The good thing about Constantinople is that, big though it is, it's not producing any more units, so the blues get weaker with every unit they lose. No matter how many units you lose from your own army you will emerge victorious, and you just have to rebuild enough to assault the castle and the wonder to the east. Destroying the castle will get you 2000 gold, but this may still not be enoughto take you above 10,000. The wonder's destruction gets you a massive 5000 gold,which should be enough, and if so the level is over and you've won. QUICK HELP _____ Ring the town bell until your army is strong enough to cope with the greenattacks on its own. Don't waste stone on lots of fortifications - you'll wish you hadn't when yousee the minuscule bases of your neighbouring enemies. There are two relics near the red base. Constantinople is heavily fortified and well defended, but once you get rid ofthe initial defenses they'll have nothing left to keep you at bay. The wonder gives you the most gold when you destroy it.++++++

coast, with the missionaries bringing up the rear. You will pretty soon find the castle near the beach, with the town centre andseveral other unit production buildings behind it. Use your horses to deal withthe yellow horses and camels, as usual, while your trebs get started on thebuildings. Keep everyone together, as the mamelukes have a way of splitting your forces up. Even if your first attack fails you should still have done the yellows enoughdamage to cripple them badly, and your next army can wipe them out with ease.Kill off the last of the peasants, but leave the marketplace standing if youcan, then trade with it once the Navy has been defeated. Hunt around this western island for all the gold and stone, then begin replenishing your forces, especially your navy. You can also research bombard towers from the university, so get some of those up in support of your southern castle. Use your ships to explore the sea. You should find an island in the north witha lot of gold on it, but don't go too far east yet, as there are three towers(Despair, Desolation, Agony) which can cause your navy serious problems. ATTACKING YUSUF (BLUE) _____V1.2 CONTRIBUTION_____ Richard Hochroth "My suggestion here begins after Black Guard Navy has been destroyed. We haveto deal with Yusuf (who is green, not blue in my game for some reason). It isvery simple to defeat Yusuf's 3 towers and castles before even setting foot onthe Yusuf's big piece of land where his base lies. 1. Establish base on that big island between Yusuf and El Cid where all thegold is. I had my villagers there mining gold. I built a dock here. I didn'tbuild any bombard towers, but that's definitely an option. When that was done, Itransported a trebuchet and took it as far east on that island, where the greenmarsh is. From there, I was able to knock down the guard tower. 2. Knocking down this guard tower opens up a new opportunity. At this point,I was building a massive fleet to control the waters. I took a transport shipand a few trebuchets. I dropped off the trebuchets on the green marsh south ofwhere the guard tower used to be. From there, I knocked down the dock and firstof the 3 castles. My navy was protecting the trebuchets and killing off anyhorses/trebuchets that may be attacking my trebuchets from land. 3. After knocking down that first castle, look to the southwest of thatmarsh. There's a huge marsh area. I dropped my trebuchets off there and pulledthe navy back a little out of the reach of the second castle. From there, mytrebuchets took out the second castle. 4. After that, you can see the second guard tower, the island and that pieceof land/marsh that sticks out northeast. I dropped my trebuchets off at the tipof that where the marsh is and took out the second guard tower. 5. Repeat the same process to knock out the third guard tower and the thirdcastle by finding the pieces of marsh or land adjacent to those structures toknock them out. Now after knocking out the towers and castles, your navy can roam free. Yournavy will control the waters of this entire level w/o restrictions. You now canassault Yusuf without guard towers or castles. I had a HUGE navy at this point.I packed up 4 transport ships filled with villagers, horsemen, and trebuchets. Iwent to the north part of Yusuf's land and built a castle with my massive navyprotecting the villagers (this isn't always easy, I had to reload once). Ibrought 8 villagers and only 1 survived despite enormous support from my ships.My ships were trying to knock out the battering rams trying to destroy thecastle structure (before it was built), so that allowed some horsemen to kill myvillagers. Once I got my castle up and my men / trebuchets on Yusuf's land, itwas very easy to take out the docks, Town Center, and kill all the villagers. One other thing, while I was preparing my transport ships, I kept my navy onYusuf's coastline and allowed them to do whatever they want. They were so strongthat they killed very solider, monk, or horsemen that Yusuf threw at them. There was no guard towers, trebuchets, or castles to harm my ships. The only thing at that point to kill my ships were monks, who were easily killed. So while I was gearing up my offensive, my ships were weakening the stables and seige workshops that were near the coastline."+++ Well, all of this would clearly be helpful for the mariners of this game,people who have the patience to build and maintain massive navies like youobviously did here. Personally I can never be bothered with too many ships andprefer to do most or all of my attacking on land, which is why I didn't think ofdoing things your way. If it works it works, but I still prefer to use the sneaky petard strategybelow. Your way also has the disadvantage of leaving Yusuf's unit productionbuildings until pretty much last, which isn't doing your ships any favours; butit also has the advantage of taking out the guard towers and castles earlywithout having to sacrifice ground units. It's a different strategy anyway, sothanks a lot for this._____V1.2 CONTRIBUTION_____ As well as the three very dangerous towers, Yusuf has a base with two docks and three castles arranged along its coast. The base itself is almost totally contained in the eastern corner of the map, and there are several unit production buildings in close proximity to each other, not including those castles. This is one base that you have to hit hard on your first attempt, or else it will all be back again when you return. After a lot of reloads and different tactics, I've only come up with one wayof getting rid of these annoying bastards. A castle near their town centre isessential, and it's also very important to get rid of their three castles first. The castles are the only buildings the peasants won't rebuild, and if you can get rid of them and their annoying trebuchets your own castle will stand a much greater chance of surviving. The blues are masters at immediately replacing just about every building youcan take down, and there will be a constant stream of units coming from theirmultiple unit production buildings. They don't need fortifications with a production line this efficient. No matter what armies you take over there, Yusuf will always be faster and you'll always be at a disadvantage. So, first things first. Sneak a transport ship along either edge of the map(behind the horrible towers on the islands) and get scout cavalry to leave theships and run around inside the base. You can research Spies, too, but it tendsto be pretty expensive here. Once you have the layout of the base, including the locations of the castlesand town centre, the next step is to get rid of the castles. Sneak transports inagain, but this time put petards and four or five paladins on them. Run thepaladins around in circles near the castle to draw fire, then send the petardsin while Yusuf's forces are going for your decoys. Fourteen or fifteen petardscan take down a castle in one shot, after which you can put your paladins backon the transport quickly and beat a retreat. Build another fifteen petards andgo for the next castle, until all three are gone. Trying to eradicate the siege workshops, archeries, etc. with petards is awaste of time - they just get rebuilt right away. Even the town centre gets resurrected as soon as you knock it down. The only way to keep the pressure on Yusuf's base while you work on taking itdown is to build your own castle near their town centre. It's dodgy and it willattract attention, but if you can get multiple peasants to erect it quickly andfend off any assaults with your own combat units, the castle will do you a bigfavour. Yusuf has no more castles from which to build trebuchets, and the onlyother units he has which can harm your castle seriously are the rams. Sneak your peasants, paladins and conquistadors in from the west ontransports, and run all the way up to just south of the blue town centre, with everyone on No Attack Stance. Yusuf shouldn't react to your presence until you start building your castle, at which point he will steam most of his land units towards the building site. I used eight peasants to get my castle up fast, while letting Yusuf attack mypaladins and conkies. I lost a lot, but that was OK because I had a lot. Thecastle was built and I dumped everyone left inside immediately. Then I just letthe castle erase all of Yusuf's units, including the peasants in and around the town centre. This makes things a lot easier, because now when you start wiping out the unit production buildings with trebuchets or petards from your new castle, they will not be rebuilt nearly as fast - or at all if you manage to get all the peasants. The area gets easier with each building destroyed, and soon I had the upperhand. To win I just had to kill all the peasants and destroy the docks, havingkilled off just about everything else on the island. And that's the end of the El Cid campaign. QUICK HELP _____ The Black Guard Army can be wiped out as soon as the level starts. The most important defense building you can have is a castle in between yourarcheries and stables. Bait enemy ships to within its range. The Black Guard Navy is just another standard base - nothing special. Beware of the three towers guarding Yusuf's coastline - they are very tough todestroy unless you hit them with trebuchets from nearby land, which is difficultto do since the land is Yusuf's. Use sneaky tactics to weaken Yusuf's base - a full frontal assault will hurtyou more than him. Get a castle built in an area of Yusuf's island where it will attract a greatdeal of attention, but make sure there are no blue castles or trebuchets leftbefore you start building it.++++++

with),you can run the horses north to decoy the yellow guards into following them asthey retreat. Bring them south out of range of the castles and finish them off,leaving the way clear for your rams. Now sneak the rams along the same south-east cliff, only this time turn northwhen you're due south-west of the western castle. Move them up past the castle,right in against the cliff so that the other castle can't reach them as theypass, then get the rams to all attack the gate. They will come under heavy fire,but you should manage to drop the gate on this one attack. Now you can just run your horses north to the flags. Yes, they take a lot ofdamage, but it's worth running the gauntlet. When you do get to the flags yougain the help of Galatia, and all your units will be healed. You can now build trebuchets and monks, among other things, and there will bea lot more resources at your disposal. ATTACKING BYZANTINE (BLUE) _____ They have a castle and a siege workshop in the middle of the desert, southeast of the yellow gate. Hit it with trebuchets while your filled out army takescare of every blue unit sent to investigate, and wipe out the workshop, too. Head east to find the gate and the hill leading into the blue base. There's acastle at the top of this first hill, so try not to get sucked into a fightaround the second gate. Destroy the castle with trebs again, and your otherunits can soak up all the eejits that the Byzantines throw at you on the hill. Break down the gate and head in to begin destroying the nearby unit productionbuildings. They have peasants everywhere, and a few monks will probably trycapturing some of your units. Kill the monks when you see them, and get yourtrebs working on all the buildings. The pesky monastery is on the eastern edgeof the map, beyond the town centre. You win once you kill all their peasants and destroy the town centre. QUICK HELP _____ Defend the rams above all else while you're attacking Pisidia and Cappadocia. Don't let the Byzantines destroy your initial base after you've capturedPisidia. Use scorpions to hit the fourth Saracen tower. Pull the Galatian guards away from the castles, then ram the gate down.++++++