

# Age of Empires Strategy Types

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The following strategy .ai files are available for use in player-created scenarios. Files with an .ai extension contain information that guides the strategy of computer opponents. These files determine what a computer opponent will research and build, which units will be trained, and in what quantities. The file also determines whether the computer opponent will try to build a Wonder. You can use any text editor to modify .ai files.

Below is the complete list of custom .ai files you can use when building scenarios in Age of Empires. The files are located in the Data folder where you installed Age of Empires.

File Name – File names end with an .ai extension.

Description – The primary combat units that the computer player will deploy.

Stone, Tool, Bronze, Iron – The age in which the computer player is most likely to start attacking.

File Name	Description	Stone	Tool	Bronze	Iron
	<i>Civilization-specific AI designed for death matches:</i>				
Death Match Assyria	Requires huge starting resources.				Attack
Death Match Babylon	Requires huge starting resources.				Attack
Death Match Choson	Requires huge starting resources.				Attack
Death Match Egypt	Requires huge starting resources.				Attack
Death Match Greek	Requires huge starting resources.				Attack
Death Match Hittite	Requires huge starting resources.				Attack
Death Match Minoa	Requires huge starting resources.				Attack
Death Match Persia	Requires huge starting resources.				Attack
Death Match Phoenicia	Requires huge starting resources.				Attack
Death Match Shang	Requires huge starting resources.				Attack
Death Match Sumeria	Requires huge starting resources.				Attack
Death Match Yamato	Requires huge starting resources.				Attack
	<i>AI designed for use with the 2 highest difficulty levels:</i>				
Immortal Assyria	15 Helepolis, 15 Horse Archers, 6 Chariot Archers				Attack
Immortal Egypt	10 Priests, 10 Ballista Towers, 17 War Elephants, 6 Chariots				Attack
Immortal Greek	20 Phalanxes, 3 Catapult Triremes				Attack
Immortal Minoa	8 Juggernauts, 8 Long Bowman, 10 Helepolis, 4 Triremes				Attack
Immortal Sumeria	10 Catapults, 15 Horse Archers, 6 Bowman				Attack
Immortal Yamato	16 Cavalry, 12 Catapults, 2 Priests				Attack

	<i>Civilization-specific AI:</i>				
Assyria Ballista	10 Ballistas, 12 Horse Archers, 6 Chariot Archers				Attack
Assyria Bowmen	12 Tool Age Bowmen, 8 Chariot Archers, 6 Ballistas, 10 Horse Archers		Attack		
Babylon Swordsmen	14 Long Swordsman, 6 Priests, 5 Catapults, 6 Towers				Attack
Babylon Scouts	10 Scouts, 14 Long Swordsmen, 6 Priests, 5 Catapults, 6 Towers		Attack		
Choson Swordsmen	16 Long Swordsmen, 6 Priests, 3 Catapults, 6 Towers		Attack		
Choson Axemen	10 Axemen, 16 Long Swordsmen, 6 Priests, 3 Catapults, 6 Towers		Attack		
Egypt War Elephants	16 War Elephants, 9 Priests, 2 Chariots				Attack
Egypt Chariots	8 Chariots, 10 War Elephants, 9 Priests			Attack	
Greek Phalanx	20 Phalanxes, 10 Ballistas, 3 Catapults			Attack	Attack
Hittite Horse Archers	15 Horse Archers, 8 Catapults, 2 Clubmen, 2 Archers				Attack
Hittite Bowmen	10 Bowmen, 15 Horse Archers, 8 Catapults		Attack		
Minoa Composite Bowmen	16 Composite Bowmen, 6 Cavalry, 3 Triremes, 3 Priests, 2 Ballistas			Attack	
Persia Elephant Archers	12 Elephant Archers, 12 War Elephants				Attack
Phoenicia Elephants	12 Elephant Archers, 12 War Elephants				Attack
Shang Heavy Cavalry	16 Heavy Cavalry, 4 Catapults, 4 Priests				Attack
Shang Cavalry	16 Cavalry, 4 Catapults, 4 Priests			Attack	
Shang Clubmen	8 Clubmen, 16 Cavalry, 4 Catapults, 4 Priests	Attack			
Sumeria Catapults	15 Horse Archers, 10 Catapults, 6 Bowman, 3 Priests			Attack	
Sumeria Scouts	8 Scouts, 15 Horse Archers, 10 Catapults, 2 Bowman, 3 Priests		Attack		
Yamato Heavy Cavalry	15 Heavy Cavalry, 10 Catapults, 3 Priests				Attack
	<i>Non-civilization-specific AI:</i>				
Elephant Archer Iron	15 Elephant Archers, 5 Cavalry, 3 Inf, 2 Ballistas, 2 Archers, 2 Catapults				Attack
Archers Bronze	14 Archers, 4 Chariots, 4 Catapults, 2 Priests, 1 Scout			Attack	
Archers Iron	14 Archers, 8 Cavalry Archers, 4 Priests, 2 Catapults, 1 Ballista				Attack
Cav Archer Iron	14 Horse Archers, 6 Chariot Archers, 3 Ballistas, 2 Catapults. For use with Assyrians, Babylonians, Hittites, Shang, Sumerians.				Attack
Cavalry Bronze	14 Cavalry, 6 Ballistas, 4 Axemen, 2 Bowmen			Attack	
Cavalry Iron	18 Cavalry, 6 Ballistas, 2 Archers				Attack

Infantry Bronze	Infantry/Cavalry			Attack	
Infantry Stone	Infantry	Attack			
Infantry Tool	Infantry/Bowman		Attack		
Phalanx Bronze	Phalanxes/Catapults			Attack	
Phalanx Iron	16 Phalanxes, 4 Catapults, 6 Infantry, 1 Priest				Attack
Priest Bronze	Priests/Phalanxes			Attack	
Priest Iron	10 Priests, 9 Long Swordsmen, 4 Clubmen, 2 Catapults, 2 Archers				Attack
Trireme Bronze	Galleys			Attack	
Trireme Iron	Trireme/Catapult Triremes				Attack
War Elephant Iron	13 War Elephants, 4 Phalanxes, 4 Catapults, 3 Clubmen				Attack