

11.6.1 Mouse Click Functions

Pick up and move units

Left Click

- Empty hand, no locked stack: pick up top unit.
- Empty hand, locked stack active: pick up all selected units in (UnitsInHex) locked stack.
- Units in hand: place units in hex.

Control Left Click

- Empty hand on an occupied friendly hex during land movement, land combat declaration, and advance after combat: pick up all land units in hex.
- Empty hand on an occupied enemy hex during land combat declaration: all possible adjacent friendly units attack the enemy hex.
- Empty hand during phases not listed above: display Select Units Form to select units to pick up.
- Land units in hand, in stack's original hex: add the top unit in the hex to the moving stack.
- Land units in hand, not in stack's original hex: move units to the hex and pick them up again. This lets you precisely define a path of hexes in a land move.
- Naval units in hand: enable dropping off some of the units in hand. Any units not dropped off continue moving. Note that by simply dropping off no units, Control Left Click lets you precisely define a path of sea areas (including ports) in a naval move.

Note that Control Left Click lets you define a hex path for land units and a sea area/port path for naval units.

Rearrange units in stack

- Shift Left Click: Move top unit to the bottom of the stack.
- Alt Left Click: Move bottom unit to the top of the stack.

Land Combat Declaration, Flyouts, and Naval Review Details

Double Left Click

- Empty hand on an occupied enemy hex during land combat declaration: all possible adjacent friendly units attack the enemy hex.
- Empty hand on an empty land hex: toggle Flyout form on/off.
- Empty hand on an empty all-sea hex: toggle Naval Review Details (NRD) form on/off.

Notes: (1) Flyouts and the NRD form are mutually exclusive; turning one ON turns the other OFF.

(2) The Units in Hex form is hidden while the NRD form is shown. But if the Units in Hex form had been visible when the NRD form was activated, it is restored when the NRD form is closed.

11.6.1 Mouse Click Functions

Unit menu

Right Click

Display the unit menu for top unit or entire stack. When an empty hex is clicked on, this brings up a unit menu that affects all units on the map (e.g., to change the sort order for all hexes).

Control Right Click

Display unit menu for 2nd unit in stack. Provides access to the first unit transported by top unit.

Alt Right Click

Display unit menu for 2nd or 3rd unit in the stack. Provides access to the second unit transported by top unit.

Other

Shift Right Click (equivalent to pressing the forward slash '/')

Toggle units in the hex as Selectable/Not Selectable. Not Selectable indicates a unit a player has considered (for movement or whatever) and wants to skip for the present decision when cycling through all the units on the map. All units which can be selected are set to Selectable at the start of each phase. Sentry has a similar effect to Not Selectable, but Sentry lasts from turn to turn and is not cleared at the start of each phase. Sentry status can be toggled using the unit menu (right click displays the unit menu).

Double Right Click: Unused (for future use).

Shift Control Left Click (and other double key combinations with left or right click): Unused (for future use).

11.6.2 Keyboard Commands

Ctrl + indicates key is pressed in combination with the control key <Ctrl>. **Ctrl + Alt +** is in combination with <Ctrl><Alt>.

Informational Forms, Game Control, & Help

Ctrl +	
A.	Activities available
B.	Strategic B ombing/Resource losses
C.	C aptured facilities
D.	D istance calculator
E.	US E ntry
F.	F ind city/port
G.	Toggle showing G lobal map
H.	Toggle showing the Units in H ex form
I.	I nitiative/Impulse
J.	Lend lease air units: J
K.	Chat window: K onversation
L.	L oad game
M.	Show valid M oves
N.	N eutrality pacts
O.	O ptional rules
P.	P roduction planning
Q.	Units in pools: Q ueue
R.	R elationships between countries
S.	S ave game
T.	T rade agreements
U.	U nits in game
V.	V ictory totals
W.	W eather
X.	E xit game
Y.	Standing Orders: Y
Z.	Undo all: Z

Screen Layouts and Map Views

Ctrl + Alt +	
S	Save S creen layouts list
L	Show screen L ayouts list
M	Save M ap views list
V	Show map V iews list

Stand alone keystrokes (when using the detailed and global maps)

Map

+	Zoom out (bigger hexes)
-	Zoom in (smaller hexes)
Left arrow	Scroll left 1 hex column
Right arrow	Scroll right 1 hex column
Up arrow	Scroll up 1 hex row
Down arrow	Scroll down 1 hex row
Ctrl +	
Left arrow	Scroll left 1 screen width
Right arrow	Scroll right 1 screen width
Up arrow	Scroll up 1 screen height
Down arrow	Scroll down 1 screen height
Home	Scroll up & left 1 hex row & column
End	Scroll down & left 1 hex row & column
PageUp	Scroll up & right 1 hex row & column
PageDown	Scroll down & right 1 hex row & column

Units

Escape	Cancel stack move.
Space Bar	Toggle lock/unlock Units in Hex form.
Delete	Center on next selectable unit
Insert	Center on previously selectable unit
/	Toggle between selected units and non-selected units.
Backspace	Destroy units in hand.

Major Powers

1...9	Switch to: 1 = Germany, Italy, Japan, Vichy, China, CW, France, US, 9 = USSR.
X	Go to previous major power (see above list for order).
Z	Go to next major power (see above list for order).

Function Keys

F1	Open Players Manual	F6	Find sea area
F2	Open Rules as Coded	F7	Find country
F3	Open WIFFE Charts	F8	Supply sources and paths
F4	Toggle showing the sequence of play	F9	US entry pools
F5	Partisans - 5 th column	F10	US entry actions