

BATTLEGROUND™ SERIES VERSION 2.0 ~ THE COMMAND ACCELERATORS

HELP		2D MAP MODES		WITHIN HEX MOVEMENT OF SELECTED UNIT (S)	
F1	General Help	1	Zoom-Out 2D View	Keypad 4	Turn Counterclockwise
F2	Scenario Notes (NOTES.HLP must be located in the module directory / ACW may deviate).	2	Normal 2D View	Keypad 5	Turn About Face
A/I ACTION SPEED		BATTLEVIEW™ MODES		Keypad 6	Turn Clockwise
F5	Slow down	3	3D Extreme Zoom-Out View	Ctrl + L	Turn Counterclockwise
F6	Default Speed	4	3D Zoom-Out View	Ctrl + R	Turn Clockwise
F7	Speed up	5	Normal 3D View (ACW may deviate).	Delete	Turn Counterclockwise
F8	Top Speed	ON-MAP CONTROLS		Page Down	Turn Clockwise
Esc	Cancels A/I processing (Default A/I Action Speed only).	Space Bar	Selection Dialog	Keypad 0	Change Formation
Ctrl + C	Continuous Mode	Ctrl + N	Next Stack of Units	The following hot keys affect only the visual alignment of selected unit icon(s) in the Hot Spot hex while in Zoom-In (Battleview™) mode. Their use is for aesthetic purposes only, and has no effect on play.	
MAP VIEW		Ctrl + X	Next Stack of Units		
Shift	Map Labels (Hold down Shift key).	Ctrl + Z	Roaming Mode	Ctrl + F	Move to Front
Left Arrow	Scroll map to the left	Ctrl + V	Undo Last Movement (Not available under Fog-of-War).	Ctrl + B	Move to Rear
Right Arrow	Scroll map to the right	HEX TO HEX MOVEMENT OF SELECTED UNIT (S)		Home	Move to Front
Up Arrow	Scroll map up	Keypad 1	Move down and left one hex	End	Move to Rear
Down Arrow	Scroll map down	Keypad 2	Move down one hex		
		Keypad 3	Move down and right one hex		
		Keypad 7	Move up and left one hex		
		Keypad 8	Move up one hex		
		Keypad 9	Move up and right one hex		