

Phase	
Next	Ctrl+N
Command	
To Top of Stack	Ctrl+Y
To Bottom of Stack	Ctrl+Z
Turn Clockwise	Ctrl+H
Turn Counterclockwise	Ctrl+F
About Face	Ctrl+G
Change Formation	Ctrl+C
Make Breastworks	Ctrl+E
Deploy/Recall Skirmishers	Ctrl+S
Recrew Battery	Ctrl+W
Remove From Map	Ctrl+X
Artillery Dialog...	Ctrl+A
Undo Last Movement	Ctrl+U
Melee	
Clear Melee	Ctrl+L
Add to Melee	Ctrl+J
Resolve Melee	Ctrl+P
Show Odds	Ctrl+O
Units	
Scheduled	Alt+Z
Arrived	Alt+N
Releases	Alt+J
Info	
Strength...	Alt+G
Show Organization...	Alt+Q
Find Leader or Units...	Alt+\\
Leader Casualties...	Alt+C
Removed Units...	Alt+R
Objectives...	Alt+O
Victory...	Alt+Y
Locations...	Alt+L

BATTLEGROUND™ Series v2.0 ~ Civil War Battles

View	
Units Off	U
Leaders On Top	L
Unit Bases	B
Objectives	O
Visible Hexes	V
Full Screen Map	\
Hex Outlines	H
Map Contours	[
Roaming Mode	Ctrl+Space
Jump Dialog...	J
A/I Orders	;
Highlight	
Fixed Units	X
Spotted Units	E
Low on or Out of Ammo, or Uncrewed	A
Fired/Fought Units	F
Moved Units	M
Disrupted Units	D
Detached Units	W
High Fatigue Units	G
Isolated Units	I
Non-Full Strength Units	Numpad -
Supply Wagons	S
Organization	Q
2D Map Modes	
2D Zoom-Out View	1
2D Normal View	2
BATTLEVIEW™ Modes	
3D Zoom-Out View	3
3D Normal View	4
Help	
General Help	F1
Leader Handbook (Gettysburg Only)	F2
Scenario Notes	F4

On-Map Controls	
Next Stack	N
Selection Dialog	Space
Line-of-Sight (LoS)	V
Roaming Mode	Ctrl+Space
Map Labels	Shift
Hex-to-Hex Movement	
Move up & Left	Numpad 7
Move up	Numpad 8
Move up & Right	Numpad 9
Move down & Left	Numpad 1
Move down	Numpad 2
Move down & Right	Numpad 3
Within-Hex Movement	
Turn Counterclockwise	Numpad 4
About Face	Numpad 5
Turn Clockwise	Numpad 6
Change Formation	Numpad 0
Turn Counterclockwise	Delete
Turn Clockwise	Page Down
Within-Hex BATTLEVIEW™ Only	
Move to Front	Home
Move to Rear	End
A/I / Action Speed	
Activate A/I	Alt+;
Cancel A/I Processing	Escape
Slow Down	F5
Default Speed	F6
Speed Up	F7
Top Speed	F8

BATTLEGROUND™ Series v2.0 ~ Napoleonic Battles

Phase	
Next	Ctrl+N
Command	
To Top of Stack	Ctrl+Y
To Bottom of Stack	Ctrl+Z
Turn Clockwise	Ctrl+H
Turn Counterclockwise	Ctrl+F
About Face	Ctrl+G
Change Formation	Ctrl+C
Change Skirmish/Squadron	Ctrl+S
Change Square	Ctrl+D
Change Extended Line	Ctrl+E
Remove From Map	Ctrl+X
Artillery Dialog...	Ctrl+A
Undo Last Movement	Ctrl+U
Melee	
Clear Melee	Ctrl+L
Add to Melee	Ctrl+J
Resolve Melee	Ctrl+P
Show Melee Odds	Ctrl+O
Units	
Scheduled	Alt+Z
Arrived	Alt+N
Releases	Alt+J
Info	
Strength...	Alt+G
Show Organization...	Alt+Q
Find Leader or Units...	Alt+\\
Leader Casualties...	Alt+C
Removed Units...	Alt+R
Objectives...	Alt+O
Victory...	Alt+Y
Locations...	Alt+L

View	
Units Off	U
Leaders On Top	L
Unit Bases	B
Unit Flags	T
Objectives	O
Visible Hexes	V
Full Screen Map	\
Hex Outlines	0
Map Contours	[
Jump Dialog...	J
A/I Orders	;
Highlight	
Fixed Units	X
Spotted Units	E
Low on or Out of Ammo, or Uncrewed	A
Fired/Fought Units	F
Moved Units	M
Disrupted Units	D
Detached Units	W
High Fatigue Units	G
Extended Line Units	Numpad +
Isolated Units	I
Non-Full Strength Units	Numpad -
Supply Wagons	S
Organization	Q
2D Map Modes	
2D Zoom-Out View	1
2D Normal View	2
BATTLEVIEW™ Modes	
3D Extreme Zoom-Out View	3
3D Zoom-Out View	4
3D Normal View	5
Help	
General Help	F1
Scenario Notes	F3

On-Map Controls	
Next Stack	N
Selection Dialog	Space
Line-of-Sight (LoS)	V
Roaming Mode	R
Map Labels	Shift
Hex-to-Hex Movement	
Move up & Left	Numpad 7
Move up	Numpad 8
Move up & Right	Numpad 9
Move down & Left	Numpad 1
Move down	Numpad 2
Move down & Right	Numpad 3
Within-Hex Movement	
Turn Counterclockwise	Numpad 4
About Face	Numpad 5
Turn Clockwise	Numpad 6
Change Formation	Numpad 0
Turn Counterclockwise	Delete
Turn Clockwise	Page Down
Within-Hex BATTLEVIEW™ Only	
Move to Front	Home
Move to Rear	End
A/I / Action Speed	
Cancel A/I Processing	Escape
Slow Down	F5
Default Speed	F6
Speed Up	F7
Top Speed	F8