

Turn Management

Game System

Quick Save	[Q]
Undo Last Move (If Possible)	[U]
Quit & Exit To Main Menu	shift+[Q]
Save Game Screen	shift+[S]
Turn Summary	ctrl+[S]
Exit Current Display/Combat	[Esc]
End Turn	[F12]
Speed-Up Move In Progress	[Space Bar]

Combat Resolution Message

Combat Resolution Message off	[0]
Combat Resolution Message Low	[1]-[3]
Combat Resolution Message High	[4]-[6]
Combat Resolution Message Max.	[7]
Message Pause on/off	[Space Bar]

Highlight Units

Map Info

HQ's (*)	ctrl+[1]
Airbases	ctrl+[2]
Armor/Mech/Motorized Units	ctrl+[3]
Cavalry Units	ctrl+[4]
Non-motorized Infantry	ctrl+[5]
Security Units	ctrl+[6]
Artillery and Anti-Tank Units	ctrl+[7]
Fortified Regions/Zones (FZ)	ctrl+[8]
Rail Repair Units	ctrl+[9]
Partisan Units	ctrl+[0]

(* **Red**=High Command, **Orange**=Army Groups,
Yellow=Army, **Blue**=Corps)

AI Functions

Activate AI Air Assist	shift+[A]
Exit from Continuous Play (AI vs AI)	shift+[X]
AI Manage Depots	ctrl+[C]

Air Resolution

Ground Movement

View Map	[F1]	Move (Tactical)
Ground Support AD	[F2]	Rail (Strat. Transport)
Ground Attack AD	[F3]	Naval Transport
Strat. Bombing AD	[F4]	Amphib. Transport
Air Recon AD	[F5]	NA
Air Superiority AD	[F6]	NA
Naval Patrol AD	[F7]	NA
NA	[F9]	Air Transport

Logistics/Build/Air/Production

Select/Toggle

Freight Shipments	[8]
Build New Unit Menu (Soviet Only)	Shift+[B]
Air Execution Phase Detail	Shift+[I]
Daylight/Night on/off (Air Missions)	Shift+[N]
Air Directive Targets	Shift+[Y]
Factory Navigation Panel	ctrl+[N]

Unit Selection/Command

Select/Toggle

Build-Up/Breakdown Units	[B]
Auto Assign Units (to nearest appl. HQ)	[G]
Selected Units to Reserve Mode	[J]
Selected Units to Refit Mode	[K]
Selected Units to Ready Mode	[M]
Ground Support on/off	[X]
Select Next Unit	[.]
Select Previous Unit	[,]
Center Map (on selected Unit/Hex)	Shift+[C]
Create Fortified Unit (in selected Hex)	Shift+[F]
Battle Sites Mode	[F11]
→ Next Battle in Hex (Battle Sites Mode)	[.]
→ Previous Battle in Hex (Battle Sites Mode)	[,]

Chain of Command

Navigate

Up/Down HQ CoC	[Pg Up]/[Pg Dn]
To/From Units Lateral CoC	[Home]/[End]

Info Screens

[Esc] to Close

Commander's Report	[C]
Air Doctrine	[D]
Find/Locate	[H]
Reinforcement/Withdrawal	[I]
Losses	[L]
Order of Battle	[O]
Production	[P]
Victory Points	[V]
Weather Conditions	[W]
Air Directive Summary	Shift+[D]
Logistics Phase Report	Shift+[E]
Game Options	Shift+[G]
Hotkeys	Shift+[H]
Metrics	Shift+[M]
Preferences	Shift+[P]
Theater Box	Ctrl+[B]
Game Events	Ctrl+[E]
National Reserves (Theater Box)	Ctrl+[T]
Witepedia	Ctrl+[W]

Map Info/Tools

Toggle/Cycle

Air Operational Groups (AOGs)	[A]
Enemy Hexes	[E]
Fort Levels	[F]
Unit Counters	[T]
Rail Damage (Manual Rail Line Repair/RRC)	[R]
Logistics Info	[N]
Factory Locations	Shift+[L]
Flak Values	Shift+[O]
Air Recon Values	Shift+[T]
Air Interdiction Values	Shift+[U]
Victory Locations	Shift+[V]
Weather Graphics	Shift+[W]
Combat Delay Values	Ctrl+[D]
Hex Grid	Ctrl+[G]
Jump Map	Ctrl+[J]
Map Regions	Ctrl+[M]
Road System	Ctrl+[R]
Zoom Map In	[+]
Zoom Map Out	[-]

Unit Counter Details

Toggle/Cycle

Set Soft Factor	[S]
Unit Values Display Type	[Y]
Unit Counter Info	[Z]
Unit Modes/Isolated (*)	Shift+[R]
Command Links (**)	Shift+[Z]
Command Efficiency/Quality	ctrl+[L]
Show Supply Priorities	ctrl+[P]
Ground/Air Elements (Icons)	Hold [Tab]

(* **Purple**=Reserve, **Blue**=Refit, **Green**=Arrived,
Orange=Withdraw, **Red**=Isolated)

(** **Blue**=CUs, **Turquoise**=HQs, **Orange**=HHQ)

