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 Res. Msg/Air Exec. Phase Detail

Combat Resolution Message **off**	[0]
Combat Resolution Message **Low**	[1]-[3]
Combat Resolution Message **High**	[4]-[6]
Combat Resolution Message **Max.**	[7]
Air Execution Phase Detail	Shift+[I]
Message **Pause** on/off	[Space Bar]

Highlight Units

Map Info

HQs (*)	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 Group,
Yellow = Army, **Blue** = Corps)

AI/Assist

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

Air Planning		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**

Freight/Build/Air/Factory	Select/Toggle
Freight Flow/Shipments (*)	[8]
Build New Unit Menu (Soviet Only)	Shift+[B]
Daylight/Night on/off (Air Missions)	Shift+[N]
Air Directive Targets	Shift+[Y]
Factory Navigation Panel	Ctrl+[N]

(* **Red** = Depot→Unit,
Blue = Port→Port, **White** = Depot→Depot)

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 Boxes (Editor Only)	Ctrl+[B]
Game Events	Ctrl+[E]
National Reserves (Theater Boxes)	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 (Railyards)	**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)

