**TASKS**

| | |
|---|---|
| A | Attack |
| B | Bombard |
| C | Secure crossing |
| D | Defend |
| Y | Delay |
| F | Fire |
| H | Reattach |
| M | Move |
| E | Exit |
| P | Probe |
| R | Reorg |
| S | Air Strike |
| V | Construct bridge |
| W | Withdraw |
| X | Deny crossing |
| Z | Rest |
| | |
| Delete | Delete selected task or waypoint |
| Shift + Delete | Delete all tasks of selected unit and its organic subordinates |

**UNIT SELECTION TOOLS**

| | |
|---|---|
| Cursor up | Select superior unit of selected unit |
| | Select on-map superior if no unit selected |
| Cursor down | Select first subordinate unit of selected unit |
| Cursor left | Select previous subordinate of selected unit's superior |
| Cursor right | Select next subordinate of selected unit's superior |
| Shift + Cursor Arrow | Add unit to selection |
| Shift + Click | Add unit to selection |
| Ctrl + Click | Add/subtract unit to/from selection |
| Tab | Select next unit you have given direct orders to |
| Shift + Tab | Select next unit awaiting orders |
| End | Select and display unit that generated last message to player |
| Page Up | Select previous message to player |
| Page Down | Select next message to player |
| Home | Select and display unit that generated selected message to player |
| Double Click | Display unit in OOB |
| O + Click | Display unit in OOB |
| O | Display selected unit in OOB |
| Q | Display fire support tab |
| Ctrl+Up Arrow | Cycle between selected unit and its task |

**ENEMY UNIT DISPLAY FILTERS**

| | |
|---|---|
| I | Cycles between:<br>Current sightings ( within last 15 minutes )<br>Recent sightings ( 16 minutes – 1 hour )<br>All sightings |

**GENERAL TOOLS**

| | |
|---|---|
| Enter | Multiplayer chat |
| Print Screen | Copy screen display to Windows clipboard |
| Space | Toggles between Pause and last selected game speed |
| . | Increase game speed one level |
| , | Decrease game speed one level |
| CTRL + S | Save game dialogue. |

**OTHER TOOLS**

| | |
|---|---|
| Esc | Revert to selection tool |
| L | Line of sight tool |
| K | LOS Area tool |
| T | Visible threats tool |
| | |
| G | Show / hide 1 km map grid |
| U | Show / hide unit icons |
| J | Show / hide side objectives |
| ` | Toggle small unit icons (key to the left of alphanumeric 1 key) |

**UNIT INFO BOX DISPLAY**

| | |
|---|---|
| F1 | Task |
| F2 | Rout status |
| F3 | Strength |
| F4 | Combat Power |
| F5 | Deployment / Facing |
| F6 | Morale / Cohesion / Fatigue |
| F7 | Ammo / Arty Ammo / Basic Supply / Fuel / Supply Lines |

**FRIENDLY UNIT DISPLAY FILTERS**

| | |
|---|---|
| 1 | All units |
| 2 | HQ units |
| 3 | Line ( combat ) units |
| 4 | Support and line-support units |
| 5 | Armour units |
| 6 | Mechanized infantry units |
| 7 | Soft units |
| 8 | All guns / guns(bombard) |
| 9 | Engineer units |
| 0 | Bridge construction units |
| - | Units without orders |
| = | Units with direct orders from player |
| \ | Units with log entries in last 15 minutes |