











Main window

Icon	Hotkey	Action
	Ctrl+Z	Undo last move
	PgDn	Step Forward through logfile
	Alt+S	Show/Hide the server controls
		Switch sides, become an observer, or allow another player to take your side in this game
		Notes
		Game Charts
		Roll 1d6
		Draw one Chit from cup (grayed while cup is empty)
		Place all Chits to cup (see 2.6.2 Turn Advanced Segment)
		Menu of Special Actions












- ☆ Who's Tolbukhin? (OPT/At Start)
Place Rest of Command Chits into Cup (1 Turn)
- ☆ 27 Army to Reinf. Turn 1 (1 Turn)
- ☆ 4 Gd. Army to Reinf. Current Turn (1-4 Turn)
- ✚ 4 SS Pz/2 Hungary to Reinf. Current Turn (1-4 Turn)
- ☆ Stalin Demands Results (OPT/10 Turn)
- ✚ 2nd Ukraine Front Breakthrough (Event)
- ☆ Tolbukhin Loses His Temper (Event)
- ✚ German Fuel Allocation (Event)

See 16.1 Who's Tolbukhin (optional rule)
 See 13.1 Turn 1 Special Rules
 See 13.1.2
 See 13.3 Triggering 4th Guard Army and 4th SS Panzer Corps
 See 13.3 Triggering 4th Guard Army and 4th SS Panzer Corps
 See 16.3 Stalin Demands Results (optional rule-only Soviet/Solo players)
 See 19.1.3 2nd Ukraine Front Breakthrough
 See 19.1.8 Tolbukhin Loses His Temper
 See 19.1.11 German Fuel Allocation (only for German/Solo players)



German and Soviet Graveyards

Map window

Icon	Hotkey	Action
		Save current map as PNG file
	F4	Zoom In map
		Select Zoom of map
	F3	Zoom Out map
	Ctrl+Shift+O	Show/Hide overview window
		Map slide to specified hex
		Map slide to German corner
		Map slide to Soviet corner
		Mark all units on this map as not Attack/Defense
		Show VP sites on map
		Mark all units on this map as not moved

Unit Menu



Mark as Attacking	
Mark as Defensive	
Mark as Pinned	Ctrl-P
Mark as Out of Supply	Ctrl-Y
Mark as Out of Command	Ctrl-O
Toggle Marked as Moved	Ctrl-M
Show Movement Trail	Ctrl-T
Eliminate	Ctrl-E
Flip	Ctrl-F

Toggle marked unit as Attacking
 Toggle marked unit as Defensive
 Mark unit with Pin marker
 Mark unit with Out of Supply/Isolated markers
 Mark unit with Out of Command marker
 Toggle marked unit as Moved
 Show/Unshow unit movement trail
 Eliminate unit to graveyard/box (Volksturm unit)
 Flip unit counter

HQ Menu



Mark as Defensive	
Show Subordinate Units	Ctrl-S
Show Command Range	Ctrl-C
Mark as Out of Supply	Ctrl-Y
Toggle Marked as Moved	Ctrl-M
Show Movement Trail	Ctrl-T

Toggle marked HQ as Defensive (under Attack)
 Show/Unshow units subordinate to this HQ
 Show/Unshow command range HQ
 Mark HQ with Out of Supply/Isolated markers
 Toggle marked unit as Moved
 Show/Unshow unit movement trail

Air Unit Menu



Send to Luftflotte 4	Ctrl-1
Send to Refit	Ctrl-2
Send to Grounded	Ctrl-3
Air Operation Priority	Ctrl-T
Full/Normal Attack	Ctrl-F

Send air unit to Luftflotte 4 or 17/5 Air Army box
 Send air unit to Refit section of Grounded box
 Send air unit to Grounded section of Grounded box
 Some units are affected by random event
 Flip to choose Full or Normal attack



Send to 17 Air Army	Ctrl-1
Send to Refit	Ctrl-2
Send to Grounded	Ctrl-3
Accurate German AA	Ctrl-T
Full/Normal Attack	Ctrl-F

Turn Track Unit & Marker Menu



Send as Reinforcement **Ctrl-T**

Send Reinforcement unit(s) to Entry Point



Next Turn **Ctrl-N**

Advance Turn marker to next Turn

VP Marker Menu



Change Control **Ctrl-G**

Change control of VP site/Flip marker

Chit Menus



Mark as Activated **Ctrl-A**
Return to Cup

Mark/Unmark chit as Activated (already used)
Return chit to cup



Withdraw

Withdraw Soviet chit, see 16.3 Stalin Demands Results (German player can't see which chit is withdrew), and German chit, see 19.1.11 German Fuel Allocation (Soviet player can't see which chit is withdrew)

2nd Ukraine Front Breakthrough (while Event)



Left the Map (2nd Ukraine Front Breakthrough)
Select/unselect as a Withdrawing Unit

Unit left off map (if Exit Point reached)
Select/unselect unit for withdrawing