

## COUNTER SHORTCUTS

Command	Description	Affected Units
CTRL J	Add 0-Step Loss	Combat Units (Multi-step)
CTRL ALT 1	Add 1T	Supply Units
CTRL ALT 2	Add 2T	Supply Units
CTRL ALT 3	Add 3T	Supply Units
CTRL ALT 4	Add 1SP	Supply Units
ALT R	AR Unit	Combat Units
CTRL V	Change Color	KTX/Circle Marker, Hex Outline Solid/Dashed Marker
CTRL V	Change Nationality	Airbase
CTRL V	Change Sides	Supply Marker
ALT X	Change Size	DG/Exploit/Strat/Hedgehog/OoS Marker
ALT-SHIFT X	Change Style	Hedgehog Marker
CTRL C	Clone	Markers
CTRL B	Combine Supply Markers	Supply Markers
CTRL F	Damaged	Naval Units
CTRL G	DG	Combat Units
CTRL X	Decrease Level	Airbase, Hedgehog, Supply, Exploit, Port Damage marker
CTRL D	Delete	Units, Markers
CTRL-SHIFT-D	Delete	Combat Markers
CTRL F	Deployed	Landing Craft
ALT J	Display Loss as Deathhead/Text	Combat Units (Multi-step)
ALT F	Empty	Transport Points
CTRL E	Exploit	Combat Units
CTRL I	Fired	Naval Units
CTRL Y	Flag Division as Loyal	Combat Units (Coastal Defense)
CTRL F	Flip	Low/Exhausted Stocks, Turn Marker
CTRL F	Fill Level	Transport Points
CTRL-U	Fueled	Combat Units (Mech)
CTRL X	Gain Step	Combat Units (Multi-step)
CTRL H	Hedgehog	Combat units
ALT A	Highlight Formation	Multi-unit Formations
CTRL B	Inactivate	Air Units
CTRL Z	Increase Level	Airbase, Hedgehog, Supply, Exploit, Port Damage marker
ALT U	Interdiction/Trainbusting	Air Units
CTRL Q	Label	
CTRL Z	Lose Step	Combat Units (Multi-step)
CTRL L	Low Stocks	Combat Units
CTRL U	Mark Fueled	Combat Units
CTRL A	Mark Moved	Combat Units
CTRL M	Mask/Unmask	Combat Units
CTRL F	Move/Combat	Combat Units
CTRL T	Movement Trail	Combat Units, Transport Points
CTRL N	Not Attacking	Combat Units (Attacker)
CTRL O	Out of Supply	Combat Units
CTRL N	Patrol Zone (Allies)	Air Units
ALT N	Patrol Zone (Axis)	Air Units
CTRL B	Perform Barrage	Combat IDs
CTRL C	Perform Combat	Combat IDs
CTRL O	Perform Overrun	Combat IDs
ALT R	Place Combat Arrow	Combat Units (Attacker)
ALT C	Place Combat ID	Combat Units (Defender, Barrage target)
CTRL 1	Place Fuel Marker	HQs
CTRL R	Reserve	Combat Units
CTRL [	Rotate CCW	
CTRL ]	Rotate CW	
CTRL P	Send to Dead Pile/Pool/Box	Combat Units, Breakdown Units, Alarm Units, Air Units, Naval Units

CTRL P	Send to Reserve box	Reserve Marker
CTRL B	Send to Formation Holding Box	Multi-unit Formations
ALT B	Send to Formation marker	Multi-unit Formations
CTRL K	Show/Hide Step Loss Text	Multi-Step Combat Units
CTRL SHIFT 1	Spend 1T	Supply Units
CTRL SHIFT 2	Spend 2T	Supply Units
CTRL SHIFT 3	Spend 3T	Supply Units
CTRL SHIFT 4	Spend 1SP	Supply Units
CTRL F	Step Loss	Air Units
CTRL J	Step Loss Marker	Multi-Step Combat Units
CTRL S	Strat Move	Combat Units
CTRL F	Switch Nationality	Reserve Marker
CTRL H	Trainbusting Zone	Interdiction/Trainbusting marker
CTRL U	Toggle Arrow	Airbase
CTRL N	Unsupplied	Combat Units (Defender)

## **TOOLBAR SHORTCUTS**

<b>Command</b>	<b>Description</b>	<b>Affected Units/Game</b>
ALT 1	Roll 1d6	
ALT 2	Roll 2d6	
ALT 3	Roll 2d6 + 1d6	
ALT F7	Remove Allied DG	
ALT F1	Reset Allied Fuel	
CTRL F8	Remove Allied Interdiction/Trainbusting	
ALT F8	Remove Axis DG	
ALT F2	Reset Allied Fuel	
CTRL F9	Remove Axis Interdiction/Trainbusting	
CTRL F7	Remove Exploit	
CTRL 2	Hide/Show Combat Markers	
F1	Zoom In	
F2	Zoom Out	