












## 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
<div> Setup Hexes (At Start) <ul style="list-style-type: none"> <li>★ Polish 1 Army to Reinf. Turn 1 (1 Turn)</li> <li>★ Stavka Orders (2-3 Turns)</li> <li>★ Zhukov Report (8-9 Turns)</li> <li>✚ Defend the Reich (Event)</li> </ul> </div>		Show/unshow hexes for setup units at start See 12.1 Turn 1 Special Rules (only for Soviet and Solo players) See 16.1 Stavka Orders (only for Soviet and Solo players) See 12.6 Zhukov Report (only for Soviet and Solo players) See 19.1.3 Defend the Reich (only for German and Solo players)
		Graveyard (both German and Soviet units)