

























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 3.7.3 Turn Advanced Segment)
		Menu of Special Actions
<div> Setup Hexes (At Start) Place Rest of Command Chits into Cup (1 Turn) ★ Starikov Acts On New Orders (Event) ✚ Hühner Arrives Early (Event) ✚ Is That All? (Event) ★ Earning New Titles (Event) ★ Late Reinforcements (Event) ★ Simoniak Takes Command (Event) ★ Combat Fatigue (Event) ★ Volkhov Front Consolidation (Event) </div>		See 15.0 Set-Up (within X hexes) See 13.1 Turn 1 Special Rules See 19.1.14 Starikov Acts On New Orders (Event) See 19.1.21 Hühner Arrives Early (Event) See 19.1.18 Is That All? (Event) See 19.1.17 Earning New Titles (Event) See 19.1.19 Late Reinforcements (Event) See 19.1.13 Simoniak Takes Command (Event) See 19.1.23 Combat Fatigue (Event) See 19.1.20 Volkhov Front Consolidation (Event)
 		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 Leningrad Front corner
		Map slide to Soviet Volkhov Front 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



Enter KG Am Seeufer	
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

Enter German Kampfgruppen (see 13.2.1)

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

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 1	Ctrl-1
Send to Refit	Ctrl-2
Send to Grounded	Ctrl-3
Accurate Soviet AA	Ctrl-T
Full/Normal Attack	Ctrl-F

Send air unit to Luftflotte 1 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 14 Air Army	Ctrl-1
Send to Refit	Ctrl-2
Send to Grounded	Ctrl-3
Accurate German AA	Ctrl-T
Full/Normal Attack	Ctrl-F

Send air unit to 13/14 Air Army box

Turn Track Unit & Marker Menu



Send as Reinforcement to Point D (34.05)
Send as Reinforcement to Point D (34.10)

Send Reinforcement unit(s) to Entry Point (with a choice of points)



Send as Reinforcement to Cup **Ctrl-T**

Send Reinforcement Chit to Cup



Replace Same Independent Unit

Replace Independent Unit with same Divisional (see 13.2.3, 13.2.4)



Next Turn **Ctrl-N**

Advance Turn marker to next Turn

VP Marker Menu



Change Control **Ctrl-G**

Flip **Ctrl-F**

Change control of VP site (change to the other side's marker)
Flip VP marker (if the side's marker has two values)

Chit Menus



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

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