



























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">  Polish 1 Army to Reinf. Turn 1 (1 Turn)  Stavka Orders (2-3 Turns)  Zhukov Report (8-9 Turns)  Defend the Reich (Event) </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)

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 6	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 6/16 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 16 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



Flip **Ctrl-F**
Change Control **Ctrl-G**

Flip marker (if possible)
Change control of VP site

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 16.1 Stavka Orders,
and 12.6 Zhukov Report (German player can't
see which chit is withdrew)

Tettau Corps Unit Menu (while in Tettau Box)



Send to Entry Point
Unit is Lost **Ctrl-D**
Flip **Ctrl-F**

Send unit to Entry Point
Unit is Lost. See 19.1.5 Retreat of Corps Tettau
Show/Unshow command range HQ