

Ordering & Movement		Hotkeys	
←	Access Stacked Piece	^Z / PgUp	UnDo Last Action
^O*	Order	PgDn	Step Through Log File
^G	Place Garrison Marker	\S	Server Controls
\G	Order/Garrison	\R	Switch Sides
^U	Unsquare	↵	Show/Hide Hand
^R	Rally/Recover a Hit (unit)	F1	Show/Hide Player Aids
^⇧1...5§	Order/Rally 1-5 Hits (marker)	⇧F1	Show/Hide Notes
Combat		F2	Special Window
^N	No Battle	F3	Dice Tray
^A*	Mark Attacker	F5	Combat Assist “next”
\A*	Add to Attack	⇧F5	Reset combat
^T*	Mark Target	F6	Game Markers
^E§	Retire & Reform	F7	Terrain View on/off
^S§	Stand	F8	Pause Clocks
\H§	Square/Battalion Mass†	F9	Player aids full/default
^H	Apply Hit (unit)	F10	Lost Blocks Display
^⇧H	Apply Maximum Hits (unit)	\1-9 ... \⇧0-6	Roll 1-9 or 10-16 Dice
^1...6§	Apply 1-6 Hits (marker)	\Left-Click	“Flare”: Point to a spot
^` § or ^§	Restore a hit	Scenario Build / Setup	
^I§ / ^U§	Ignore / Unignore 1 Flag	^C	Clone Piece
^V	Clear Marker(s)	^D	Delete Piece
Card Play		^L	Change Label
^P*	Play	F4 ⇧F4 \F4	Show/Hide Palettes
\^P	Play Tactician Default	F6	Reset board
^F	Flip	\F11	Discard Command Deck
^D*	Discard	\F12	Discard Tactician Deck
<p>*Left-Click on the piece or card will trigger this command when valid (unless disabled). Combat Markers and game counters also work via “drag and drop”, where applicable. To mark the first Attacker of a turn, Left-Click twice on an Ordered piece or place a Target marker first.</p> <p>§Combat hotkey; it is not necessary to select the piece. Hits & Restore hotkeys; target your own side (or target-marked side for Solitaire). For more, see the Combat Accelerators drop down menu.</p> <p>†Automatic with use of the “Square” hand button and play of Battalion Mass counter or “Hasty Square”.</p> <p>Modifier symbols: ^ control \ alt or option ⇧ shift ⌘/⌘ command/windows ↵ escape</p>			