













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