

Commands & Colors: Ancients Vassal Module Hotkeys

Basic Functions	Hotkey
Show/Hide Hand (Solitaire = active hand)	↻
Player Aids	F1
Scenario & in-game notes	⇧F1
Terrain view (hide blocks)	F7
Roll n dice (n = 1-9)	↵n
  Draw 1 / (Epic) Draw 2 & end turn ¹	F12 / ⇧F12
 Draw a card	(Hand window, no hotkey)
 Reset the board and advance the turn ²	(Hand window, no hotkey)
Combat³	
Set Target to Evade	^E
Set Target to Stand	^S
Clear Attacker	^V or F6
Apply hit(s) to <i>own side</i> combat unit	^1-6
Recover hit on <i>own side</i> combat unit	^` or ^§
Other	
Forward (log file)	PgDn
UnDo	^Z or PgUp
Server Controls	↵S
Retire or Switch Side	↵R
Show Hand(s)	⇧↻
Show/Hide Name Tags (Epic)	⇧F7
Line of Sight tool	^/
Zoom in and out	^[and ^]
¹ All draw buttons & hotkeys perform re-shuffle and “Draw 3” actions, if applicable.	
² If pressed before a card is played, the turn is passed back. Press again to resume the new turn.	
³ For more combat hotkeys, see the toolbar “Combat Accelerators” drop-down menu.	
Modifier symbols: ^ control ↵ alt or option ⇧ shift ⌘/⌘ command/windows ↻ escape	

Hardware Notes:

- i) You may need to tweak your machine settings to use F-key and other hotkeys efficiently.
- ii) ↵ modifier; on MacOS, use the left option key, elsewhere use Alt.
- iii) On MacOS, the module treats ⌘ (command) as synonymous with ^ (control) for hotkey activation.