# Highway to the Reich™ — AIRBORNE ASSAULT®

# Keyboard Reference Card

## TASKS

| Key | Task |
|---|---|
| A | Attack |
| B | Bombard |
| C | Secure crossing |
| D | Defend |
| E | Delay |
| F | Fire |
| H | Reattach |
| M | Move |
| P | Probe |
| R | Reorg |
| S | Air Strike |
| V | Construct bridge |
| W | Withdraw |
| X | Deny crossing |
| Z | Rest |
| Delete | Delete selected task or waypoint |
| Shift + Delete | Delete all tasks of selected unit and its organic subordinates |

## UNIT SELECTION TOOLS

| Key | Action |
|---|---|
| Cursor up | Select superior unit of selected unit |
| | Select on-map superior if no unit selected |
| Cursor down | Select first subordinate unit of selected unit |
| Cursor left | Select previous subordinate of selected unit's superior |
| Cursor right | Select next subordinate of selected unit's superior |
| Shift + Cursor Arrow | Add unit to selection |
| Shift + Click | Add unit to selection |
| Ctrl + Click | Add/subtract unit to/from selection |
| Tab | Select next unit you have given direct orders to |
| | Select next unit awaiting orders |
| Shift + Tab | |
| End | Select and display unit that generated last message to player |
| | Select previous message to player |
| Page Up | Select next message to player |
| Page Down | Select and display unit that generated selected message to player |
| Home | |

## GENERAL TOOLS

| Key | Action |
|---|---|
| Enter | Multiplayer chat |
| Print Screen | Copy screen display to Windows clipboard |
| Space | Toggles between Pause and last selected game speed |
| . | Increase game speed one level |
| , | Decrease game speed one leve |

## OTHER TOOLS

| Key | Action |
|---|---|
| Esc | Revert to selection tool |
| L | Line of sight tool |
| T | Visible threats tool |
| G | Show / hide 1 km map grid |
| U | Show / hide unit icons |
| J | Show / hide side objectives |
| ` | Toggle small unit icons ( key to the left of alphanumeric 1 key ) |

## UNIT INFO BOX DISPLAY

| Key | Info |
|---|---|
| F1 | Combat power |
| F2 | Strength (% of full estab) |
| F3 | Rout status |
| F4 | Task |
| F5 | Deployment status |
| F6 | Facing |
| F7 | Cohesion |
| F8 | Fatigue |
| F9 | Morale |
| F10 | Artillery ammo (bombarding units only) |

## FRIENDLY UNIT DISPLAY FILTERS

| Key | Filter |
|---|---|
| 1 | All units |
| 2 | HQ units |
| 3 | Line (combat) units |
| 4 | Support and line-support units |
| 5 | Armour units |
| 6 | Mechanized units |
| 7 | Unarmoured units |
| 8 | AT, AA, artillery and mortar units |
| 9 | Engineer units |
| 0 | Bridge construction units |
| - | Units without orders |
| = | Units with direct orders from player |
| \ | Units with log entries in last 15 minutes |

## ENEMY UNIT DISPLAY FILTERS

| Key | Filter |
|---|---|
| I | Cycles between: |
| | Current sightings (within last 15 minutes) |
| | Recent sightings (16 minutes – 1 hour) |
| | All sightings |

## MAP ZOOM

| Key | Action |
|---|---|
| Alt + Left Mouse Button | Zoom in |
| Alt + Right Mouse Button | Zoom out |
| Mousewheel | Zoom in / out |

## www.highwaytothereich.com

PANTHER GAMES

Matrix Games