

# QUICK START GUIDE



**WEGO: WW2**  
**STALINGRAD**

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## INTRODUCTION

*WEGO WWII Stalingrad* is an operational level, hex wargame in which the players (or AI) moves are resolved simultaneously. This is called a WEGO game. It is the ideal way to simulate a campaign with large mobile formations and limited intel.

The game covers the German Army Group South's 1942 summer campaign to reach the Don and capture the city of Stalingrad.

## GAME SCALES

The ground scale is either 2500 meters per hex with 5 turns per day, or 500 meters per hex and 2 turns per day. The last turn of the day is a night turn. Units are mainly Regiments and Battalions.

## LET'S PLAY!

Press the “**Play Introductory Scenario**” to start. This starts a basic game against the AI and which contains help pop ups at the start of each turn.

## MAP GUI BASICS.

- Left click on a hex centers the map on that hex. Move the cursor to the edge of the map to scroll in that direction. Or use the Arrow keys to move the map.
- Scroll the mouse wheel to zoom the map in or out. Alternative, use the + or - keys.
- Right click on a unit, hex, or battle to display information on that unit, hex, or battle. Move the cursor over the display icons to reveal more detailed information.
- To select all units in a hex, either single click a unit in the hex, or

press the **Hotkey-F**. This 'Fixes' the hex on the right hand display. All units can then be moved together. Once the hex is 'Fixed', units can be de-selected/selected on the right hand display. Only selected units will move.

- To move all the units in an organization (i.e. all units under a single HQ), press the CTRL key when dragging a unit.

## SET-UP PHASE

The first phase is the setup phase. Players may leave their units in their historical positions or reposition them inside their setup zones by dragging and dropping with the left mouse button. Units that start in a specific colored set-up cannot move outside that zone.

Some units can be broken down into subunits, for example, a regiment counter can be broken down into 3 battalion counters. Press the **Hotkey-B** button to break down such a unit (or to combine 3 sub-units back into one unit).

**Note 1:** Units may also be broken down during the Planning Phase; however, when done during a Planning Phase the units cannot move or participate in an attack until the following Planning Phase.

**Note 2:** the **Hotkey-B** is used for all special unit actions, such as creating pontoons, repairing bridges, breaching minefields etc. Right click a unit to see if it has any special actions.



When you have finished setting up your units, press the **Next Phase** button on the top of the screen.

## PLANNING PHASE

Now you can plan your moves by dragging and dropping your units to their destinations. **Hotkey-U** will undo an order, or remove a battle. The **Hotkey-Backspace** key will remove one move of a multi-move order, or remove a

single unit from a battle.

When dragging a unit, accessible hexes are clear, inaccessible hexes are grayed out, and hexes to which the unit could move if not for the presence of enemy units / stacking limits are amber. Note that if a unit's planned route runs into an undetected enemy unit, the unit will not reach its final destination.

To move every unit in an organization, press **CTRL** and pick up one unit and drop it on its destination. All units sharing the same HQ will try to move to the same destination.

To attack enemy units, drag and drop units onto adjacent enemy units. To move a unit into an adjacent enemy hex instead of attacking it, press **ALT** when dragging the unit.

To assign artillery attacks, press **Hotkey-R** when the cursor is over an artillery unit. All hexes within range will be highlighted in green.

Once all units have orders, press the **Next Phase** button.

## EXECUTION PHASE

Moves from both sides are combined into a film showing the movements and attacks of the previous turn's Planning Phase. After viewing, press the **Next Phase** button to enter the next turn's Planning Phase.

## VICTORY PHASE

At the end of the game, the victor is calculated and (optionally) a film of the entire game can be viewed.

# GROUND UNITS

## UNIT COUNTERS

Unit counters show basic information about the units.



This unit is part of the 29th Motorized Division.

The 7-16-8 is:

Attack – Defense – Moves remaining

Move the cursor over the counter to display the number of tanks in this battalion and the unit's name.



This unit, the 129 Panzer Battalion, has 65 tanks.

Press **Hotkey-N** to switch between NATO icons and picture icons.

## UNIT DETAILS

For more information on the unit, right click the unit to open the Unit Details.



For more information on an icon in the Unit Details, move the cursor over that icon.

Buttons for unit specific actions are at the bottom of the unit details. These buttons can be used to set supply, change orders, and carry out unit specific actions (e.g. breaking down a Regiment into Battalions, or ordering Bridging Engineers to build a pontoon bridge).

Move the cursor over the circled 'i' above the buttons for more information.

## UNIT TYPES

Different units have different capabilities.

- **Headquarter (HQ)** units distribute supply drawn from either a higher HQ or from that side's supply sources.
- **Recce** units have higher intel range than other units, and unless they have Hold At All Costs orders, will automatically withdraw from adjacent enemy units (Exception: Recce units will not withdraw from adjacent enemy Recce units).
- **Artillery** units can fire at enemy units. Press **Hotkey-R** when the cursor is over an artillery unit to enter fire-mode. This will show the artillery unit's range. Allocate attacks on enemy units or defensive fire to friendly units by clicking on the target.
- **Combat Engineers** units can breach minefields and increase attacker odds when attacking forts/towns. Either press **Hotkey-B** or right click an Engineer unit to breach a minefield.
- **Bridging Engineers** units can create pontoons, and repair or destroy bridges. Either press **Hotkey-B** or right click an Engineer see available options.
- **Armored** units increase an attacker's odds when attacking in open terrain. See Shock below.
- **Anti-Tank (AT)** units can reduce an attacker's armored Shock.
- **Anti-Aircraft (AA)** units defend against enemy air attacks. Heavy AA units can also defend adjacent hexes.

## UNIT QUALITY

Units can be Conscript, Green, Regular, Veteran, or Elite, and is indicated by the number of side icons (e.g. red stars for Soviets) on the unit details. Quality affects combat, readiness recovery, ability to conduct overruns, etc.

## READINESS

Readiness represents how rested a unit is. It is reduced by unit actions (moving, attacking, etc.). Low Readiness temporarily reduces the Attack / Defense / Movement values. At 0% readiness, the Attack Factor is reduced by 66%, and Defense and Movement factors are reduced by 50%. Readiness increases when a unit rests.

Readiness recovery is affected by:

- distance from HQ
- time of day (recovery rate may increase at night, depending on the number of turns per day)
- enemy ZOC strength (units adjacent to strong enemy forces have a lower rate of recovery)

Encircled units (not supplied via airfields) lose readiness every turn.

## STRENGTH

Strength is a percentage representing the maximum strength remaining. A unit at 50% strength has its Attack and Defense Factors halved.

Strength can be increased using Replacements via the Supply Screen (right-click a unit to access this button). Note: replacements are supplied to an entire organization (i.e. a HQ and all its units). To receive replacements, the HQ must be in supply and replacements must be available.

[QST\_36.png]

## ATTACK FACTOR

This is the offensive capability of a unit. This factor is compared with the enemy's defense factor to determine the initial force ratio.

**Combat+** supply doubles a unit's Attack factor (and quadruples it for Artillery units).

## DEFENSE FACTOR

This is the defensive capability of a unit.

## MOVEMENT FACTOR

The movement factor is a numerical representation of how far a unit can move per turn.

**Move+** supply doubles the movement factor. Right click a hex to view the move costs for that hex.

## MOVEMENT TYPES

There are three movement types:



**Move and Attack** (default) – this orders units to attack enemies on the planned move path



**Move and Defend** – this orders units to stop moving when enemies are on the planned move path (they can still Overrun)



**Road Movement** – this allows units to use the lower road move costs (otherwise a unit will move along a road as if it were open terrain).

Only valid if HQ has **Move+** supply. Units are subject to ambush if they move adjacent to enemy units.

When a unit is ordered to move, it tries to move with the currently selected movement type. To change, either press the movement type button or press **Hotkey-M**.

## AIR ASSETS



Press this button on the top left to allocate air assets. If this button has a red border, no assets have been assigned, if amber, some have been assigned, and if green, all assets have been assigned.

Allocate assets will be shown as buttons on the bottom of the screen. Right click the air asset button to get more information.

Recon Air assets can be assigned Recon missions by clicking a target hex.

Air Transport units can be assigned to supply an airfield.

Attack Air assets can be assigned one of the following missions:

- **Ground Support (S)** shifts attack or defense odds for any battle in that hex. Only valid for units with a Ground Support value.
- **Attack (A)** is used to 'bombard' (see below) enemy units. Only valid when the target is not subject to a ground attack.
- **Interdiction (I)** interdicts enemy supply, reduces supply increases, slows enemy movement, and reduces the HQ supply range.
- **Counter-Air (C)** reduces enemy interdict missions and increases AA defense against enemy Ground Support/Attacks.

Ground Support and Attack missions are subject to Anti-Aircraft attacks. This may result in a mission being aborted, or its effectiveness being reduced.

Assets may be delayed before becoming available after use. A '**Delay 2 (+/- 2) turns**' means the unit could be returned anytime after 1 and 4 turns.

## NAVAL ASSET



Naval assets can be assigned the following missions:

- **Attack (A)** is used to 'bombard' (see below) enemy units.
- **Interdiction (I)**
- **Counter-Air**

## GROUND ASSET



There are 4 types of ground assets.

- **Intel** – perform the same missions as Recon
- **Command** – perform Ground Support (i.e. shift the odds of attack/defense). Command assets:
  - are not subject to Anti-Aircraft defense
  - may be limited to supporting certain organizations
- **Logistics** – adds Supply or Replacements to certain organizations. These additions are ‘free’ and do not count against supply/replacement limits.
- **Special Events** – can perform Interdict / Counter-air missions to disrupt enemy supply / airfields.

## TERRAIN

Terrain affects movement and provides defensive benefits. To see hex-side penalties, press **Hotkey-E**. Hex-sides with defensive bonuses are red, impassible hex-sides are black.

Right clicking a hex opens the Hex Details. This shows the hex’s terrain, and move costs and attack modifiers for that hex.

Buttons to display more Hex information are available at the bottom of the Hex Details.

## SUPPLY



Supply/Replacements are allocated in the Supply Screen. Right click a unit and open the Supply Screen.

All units in supply will receive a basic level of supply, allowing them to move, stage limited attacks, and defend themselves – units will only be out of fuel/ammo when isolated or encircled. Allocating supply to a specific HQ increases its units' movement points and attack factors for one turn.

Supply is set for HQs, and applies to all units controlled by that HQ. Only units within a HQ's supply range receive the benefits of allocated supply.

The following supply can be allocated:

- **Basic** – the default supply
- **Move+** – doubles move points and allows units to use Road Movement.
- **Combat+** – doubles unit's attack factor (and quadruples artillery attack factor).

These can only be set if required supply is available.

Supply is received at the start of each turn, but it can be reduced by enemy **Interdiction** missions. **Counter-Air** missions counter these Interdiction missions. Note that one side may have Air Superiority, which means they may have a base Counter-Air level above 0. The current Interdiction/Counter Air missions can be seen at the top of the screen.



To see the effects of Interdiction, press the 'Turn Information' button on the top left. This will also show losses, Counter-Air results, Battle history, future reinforcements, and withdrawals.

## LINE OF COMMUNICATION

To receive supplies, a ground unit or HQs must be within the **Line of Communication** (LOC) range of its higher HQs or a friendly Supply Source.

### LINE OF COMMUNICATION STATES (LOC)

To see a HQ's range, press the **Hotkey-R** when the cursor is over the HQ.

Depending upon the distance from its HQ, a unit will have one of the following states:

- **Supported** – a unit is Supported if it is within half a HQ's maximum supply range (in the green area when the **Hotkey-R** is pressed) HQs drawing supply directly from a Supply Source are also Supported.
- **Extended Support** – a unit is in Extended Support if it is within a HQ's maximum supply range (in the amber area when the **Hotkey-R** is pressed).
- **Isolated** – a unit is Isolated if it is not within range of a HQ.
- **Encircled** – a unit is Encircled if it is not within range of a HQ and it can trace no route to any supplied HQ or supply source. Encircled units have their shock effects halved and lose readiness each turn.

Isolated or encircled HQs cannot be allocated **Combat+** or **Move+** supply.

To see all units' LOC states, press **Hotkey-L**.

To see a HQ's units and their LOC states, press **Hotkey-H**. This displays lines to each of a HQ's units, and the color of the line indicates the LOC state. The dashed line indicates a HQ's higher HQ.

## BATTLE

There are three types of battles:

- **Bombardments** do not involve ground units, and only involve attacking artillery, Naval, and / or Air assets.
- **Planned Attacks** that occur at turn start (before units move). Planned Attacks can have artillery, Air, and Command support.
- **Ad-Hoc Attacks** are not planned, but occur when units are moving with Move and Attack orders. There are several types:
  - **Attack** – units attack stationary enemy units while moving. Battle Intensity is reduced by one level.
  - **Overrun** – units try to move into an enemy hex and have odds of over 10:1. The enemy is destroyed with minimal attacker losses.

- **Ambush** – units are using Road Movement and move adjacent to enemy units. The enemy gets a “free” attack and suffers no losses.
- **Meeting Engagement** – both sides are moving. In a meeting engagement Quality effects are doubled, and terrain benefits are ignored.

## BATTLE RESOLUTION

Ground Battles compare the odds of the Attack factors to the Defender factors. The following odds shifts may apply:

- **Shock** (see below)
- **Flank** – shift of 1 if attacking from 2 directions, shift of 2 if attacking from 3 directions
- **Air Ground Support**
- **Command Support**
- **Quality** – difference in Quality between attacker and defender
- **Engineer** – shifts odds when combat engineers attacking forts or towns

Organizational Integrity also affects attack / defend values. Units belonging to different organizations are penalized for attack together.

For more information, right click a battle to open the Battle Details and move the cursor over the icons.

In the Battle Details, individual attack orders can be assigned, and units added or removed from the battle.

## BOMBARDMENTS

Bombardments occur when only artillery, naval, and / or air units attack enemy units. The combined value of these assets is revolved on the Bombardment Table, taking into account the defensive terrain.

## SHOCK

Differences in unit Shock values increase / decrease attack odds.

If all units participating in a battle are Shock units, then the maximum Shock value of one of the units is used. A unit with a Shock Value of 0 is still a Shock unit.

If however, some units are not Shock units, then the Shock value is reduced by the percentage of units with no shock.

E.g. if a Panzer unit with Shock = 4 attacks with a similar sized unit with no Shock, then the total Shock = 2 as only half the attackers have Shock. In this example, the attack has odds shifted by 2 (e.g. from 1:1 to 3:1).

In general, just remember that the more units participating in a battle with a Shock Value, the higher the percentage of Shock that is used to calculate odds shifts.

The Shock value is displayed on the right hand details panel, and can also be seen when right clicking a unit to open the Unit Details. Move the cursor over the Shock icon for more information.



Unit is a Shock unit.



Unit is not a Shock unit

## ORDERS

### DEFEND GROUND UNIT ORDERS

Defensive orders apply to stacks, not units. For example, the defensive order 'Withdraw' will apply to all units in the stack. A 'Withdraw' order cannot be given to one unit in a stack, and a 'Hold' order to another.

To change defense orders, place the cursor over the friendly ground units in a hex and press **Hotkey-O**.

Pressing **Hotkey-O** when not over a unit will show all orders.



**Hold** (default defense)



**Hold At All Costs** (take casualties instead of retreating). Higher quality units and/or units with good readiness have a greater chance of holding.



**Withdraw** instead of taking casualties. Higher quality units and/or units with good readiness have a greater chance of withdrawing successfully.

## ATTACK GROUND UNIT ORDERS

Planned Attack orders apply to individual units. To change attack orders, press **Hotkey-O** when the cursor is over the attacking unit. Pressing **Hotkey-O** when the cursor is over a battle changes the orders for all attacking units.

Alternatively, right click the attacked hex, and the orders can be changed in the battle details screen.



**Attack**, normal intensity



**Assault**, increases battle intensity



**Attack**, no advance

## KEY RULES

### ZONES OF CONTROL

All ground units exert influence into its adjacent hexes. This area of influence is called the Zone of Control (ZOC). **It costs Move Points to enter enemy ZOC but NOT to leave.**

In general, ZOC = unit stacking points of all units in a hex.

To see the ZOC values, press **Hotkey-Z**.

### NIGHT

On night turns the following penalties apply (note: Night Capable units are exempt from penalties – right click a unit to determine if it is night capable):

- Readiness movement cost doubled at night
- Intel range is reduce to 1
- units attacking at night (including artillery) suffer much higher readiness cost
- attacker integrity penalty increased
- attack factor reduced by half
- Night battles have increased intensity
- Resting units recover double readiness at night
- ZOC is halved at night
- Command and Control delay increase – higher risk that a unit will not perform assigned orders

### FOG OF WAR

This is optional when starting a scenario, and reduces the information available about enemy units.

To gain information on enemy units, use the Recce units and Intel assets.

All units have two Intel values



**Intel Range** – The distance in hexes that a Unit can ‘see’.



**Intel Strength** – The amount of information about enemy units discovered. This strength varies from 1 (minimal information provided) to 5 (all information about enemy unit is provided)

The current Intel Levels can be seen on the map by pressing **Hotkey-I**.

## PLAY TIPS BUTTONS!

There are many buttons that display different information. This guide only mentions the more important ones. All the buttons have tooltips, so the best way to learn is to experiment! Press away and see what happens!

## ON GROUND OPERATIONS

- Use Combined Arms. Shock-neutral (shock=0) units can attack with tank units and not degrade their Shock. If you attack using shock-capable units with leg infantry (which has no shock), then you will dilute your Shock and reduce your odds.
- The last side to commit its reserve WINS! If there are two units left on a side--one of them is in reserve.
- Maintain organizational integrity. Don't commit units from two different divisions to an attack against the same hex. Generally speaking, there is no benefit if you do; most often you will be punished with unfavorable odds shifts by combining the attacks or defenses of units from different HQs. If you must do it, use a Main Effort Ground Asset (if available) to overcome the disadvantages.

- Don't Mix Corps and Division Artillery Attacks. You decrease the potential attack strengths of these units by combining them. They too fall under the organizational integrity rules. But...if the final numbers generate the odds that you need--do it.
- Keep HQs units out of range of enemy artillery. HQs units are easy to destroy if left exposed to the combined attacks of enemy artillery units and/or air assets. HQs units provide MANY easy victory points to the enemy. Their loss SEVERELY degrades the capabilities of their subordinate units. Protect your HQs units; move often--protect always.
- Always place your anti-tank units so they are in position to face the enemy's tanks. AT units twiddling their thumbs in distant locations where their armor-negating capabilities can't be used are wasted resources.
- Avoid use of road movement mode to enter enemy territory; ambushes can devastate an entire road column. Have security forward and don't out-run it.

## ON AIR OPERATIONS

- Don't fly your Air Assets turn after turn without rest. Never fly more than 2/3 of your air assets unless the situation demands it, and/or you have a rest plan that supports it. 50% on and 50% off is the way to keep your air assets rested. If they are not rested you will find them absent when you need them the most.
- Place your AA units so they protect those units in your main effort most vulnerable to air attack. While defending, identify where the enemy's main attack is and protect those units facing it. HQs and artillery units behind the line that are supporting the main effort should be protected with the same vigor as those critical points on the front line.

- Counter-air is important. Supporting ground operations requires more than just providing close air support to individual attacks and/or attacking individual enemy units on the battlefield. Air superiority helps insure unfettered ground unit movement, the resupply of fuel and ammo points, and sustainment of Lines Of Communication.

## ON NAVAL OPERATIONS

- The threat of naval bombardment can be just as useful as its actual employment. Once employed--that threat is gone.
- If you find an enemy HQs within range of naval assets, attack! Throw in some air assets if available and artillery if in range. Strike the HQs--Kill it. This impacts the supply status of all its subordinate units.

## ON LOGISTICS OPERATIONS

- Don't be stingy with your supplies; Fuel and Ammo points that remain at the end of a scenario are unused combat potential.
- HQs consume Move+ and/or Combat+ supply points based on their most costly subordinate unit. The most costly units are armor, mechanized, or motorized units.
- Supplies and the lines of communications along which they travel represent the combat power potential of ground units. Never start--nor end a turn--without checking the supply status of your units--and taking action to fix or mitigate any logistics issues.
- **Combat+** supply quadruples artillery strength. Provide **Combat+** supply to organizations that have artillery units in position and ready to expend it. Corps artillery units with **Combat+** supply are sledgehammering destroyers of enemy units.

## GENERAL

- Rest your units, especially at night.
- Read the game manual. Play a PBEM game! Find the game winning combinations of unit capabilities--air, land, and sea--and post your game tips to the Matrix Games WEGO WWII Stalingrad forum.
- If you have any questions, checkout the Matrix **WEGO WWII Stalingrad** forum:  
<https://www.matrixgames.com/forums/tt.asp?forumid=1853>

## HOTKEYS

### AI

|               |                                          |
|---------------|------------------------------------------|
| <b>CTRL-P</b> | Assign ground attacks now                |
| <b>CTRL-A</b> | Assign artillery strikes now             |
| <b>CTRL-B</b> | Assign command actions / air strikes now |

### HQ

|                |                                                                                                                                      |
|----------------|--------------------------------------------------------------------------------------------------------------------------------------|
| <b>H</b>       | Show HQ chain of command                                                                                                             |
| <b>L</b>       | Show Lines of Communication on map:<br>* Supported - Green<br>* Extended Support - Yellow<br>* Isolated - Red<br>* Encircled - Black |
| <b>S</b>       | Show Supply Levels on unit:<br>* Basic Supply - No overlay<br>* Move+ - Blue<br>* Combat+ - Green<br>* Combat+ - Move+ / Orange      |
| <b>R</b>       | Show HQ supply range                                                                                                                 |
| <b>SHIFT-H</b> | Place HQ units at top of stack.                                                                                                      |

## ARTILLERY

|                |                                                   |
|----------------|---------------------------------------------------|
| <b>G</b>       | Show Artillery mission lines on map               |
| <b>R</b>       | Select artillery unit in fire mode                |
| <b>SHIFT-R</b> | Select next available artillery unit in fire mode |

## MOVING UNITS

|                   |                                                                                              |
|-------------------|----------------------------------------------------------------------------------------------|
| <b>M</b>          | Change move order type:<br>* Move and Defend<br>* Move and Attack<br>* Road Movement         |
| <b>F</b>          | Select all units in hex and lock the Info Panel on the right (can also left click the stack) |
| <b>D</b>          | Show units at their start / destination                                                      |
| <b>J</b>          | Show moved units as transparent                                                              |
| <b>SHIFT-M</b>    | Show all move orders                                                                         |
| <b>ALT-MOVE</b>   | ALT + Drag: ignore enemy units when plotting moves.                                          |
| <b>SHIFT-MOVE</b> | SHIFT + Drag: move all the units in a hex to the same destination.                           |
| <b>CTRL-MOVE</b>  | CTRL + Drag : move all the units in an organization to the same destination.                 |

## UNITS

|                  |                                                                                                                                                                                                                         |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>N</b>         | Toggle Picture / NATO unit icons                                                                                                                                                                                        |
| <b>B</b>         | Carry out special unit orders - combine/breakdown units, repair/destroy bridge, build pontoon, clear minefields.                                                                                                        |
| <b>C</b>         | Cycle through units in stack (move bottom unit to top)                                                                                                                                                                  |
| <b>O</b>         | When the cursor is over units,<br>changes the orders for all units in that hex.<br>When the cursor is over a battle hex, changes the attack order.<br>When the cursor is over an empty hex, shows orders for all units. |
| <b>U</b>         | Undo unit order or undo battle                                                                                                                                                                                          |
| <b>BACKSPACE</b> | Undo a single move of a multiple-hex move                                                                                                                                                                               |
| <b>W</b>         | Order unit to wait one movement point.<br>Only valid if unit has not moved.                                                                                                                                             |

## OVERLAYS

|          |                                            |
|----------|--------------------------------------------|
| <b>K</b> | Turn on/off hex content information pop up |
| <b>T</b> | Toggle unit popup on/off                   |

## SHOW ON MAP

|          |                                                                                                                               |
|----------|-------------------------------------------------------------------------------------------------------------------------------|
| <b>I</b> | Show Intel strength / range                                                                                                   |
| <b>A</b> | Show Anti-Aircraft ranges (Axis, Allies)                                                                                      |
| <b>Z</b> | Show Zones Of Control (Axis, Allies)                                                                                          |
| <b>Y</b> | Show hex coordinates                                                                                                          |
| <b>E</b> | how map hexsides effects:<br>* Black hexside is impassable<br>* Red hexside affects combat<br>* Blue hexside affects movement |
| <b>V</b> | Show victory hexes                                                                                                            |
| <b>Q</b> | Show setup zones (only during Setup phase)                                                                                    |

## MISC

|                    |                         |
|--------------------|-------------------------|
| <b>Mouse wheel</b> | Zoom in/out on map      |
| <b>SPACE</b>       | Closes any open display |