

# KEYBOARD SHORTCUTS EXTENDED

A PRINTABLE QUICK REFERENCE FOR 'TO END ALL WARS'.

## MANIPULATING STACKS

Left-click Select a Stack  
Right-click Deselect (*and return to Messages Log*)  
[Ctrl] + click Cycle through the various region Stacks.  
[Spacebar] Select next land force without order. (*if nothing else is selected*)

Drag & drop on another region Move  
Drag & drop on same region Cancel whole move (*if [Shift] is pressed it allows circular trips.*)  
Drag & drop on another Stack Either intercept an enemy or merge with a friendly Stack.  
Drag & drop on city, port Enter the Structure.  
Drag & drop on a tab Merge with this Stack.  
[Delete] Cancel the last leg of the movement path of Army or Fleet.

C Center map on selected Stack.  
[Shift] + C Center map on destination of selected Stack.

[Shift] When a Army Group (*or GHQ*) Stack is selected:  
Show Command Radius. (*All regions within a radius of three regions around the center.*)

[Shift] When a (*non-Army Group*) Stack is selected:  
See the nearby regions and nature of the movement links to them: (*brown for land link, gray for road link, black for rail link, light blue to cross a river, dark blue to adjacent sea, river or lake regions - needs naval Unit to embark to get to that region.*)

## MANIPULATING STACKS

[Ctrl] + L Lock / unlock all Stacks (*prevents a Stack from merging*)  
Right-click on a tab Lock / unlock this Stack against merging. A padlock icon shows locked status.  
Alt-click on a tab Backspace to erase and type to rename your Unit.

## MANIPULATING STACKS

[Ctrl] + click  
Mouse wheel

Select Unit(s) then drag & drop on the map

## STACK NAVIGATOR

Q / W  
E / R  
T / Y

[Ctrl] + Q / W  
[Ctrl] + E / R  
[Ctrl] + T / Y

## SENTRY STATUS

S Alternate between permanent sentry (*until revoked manually*) and no sentry.  
[Ctrl] + S Remove sentry status from all Stacks.  
[Spacebar] Mark this Stack as sentry for one turn.  
[Ctrl] + [Spacebar] Mark this Stack as sentry until healed.

## POSTURES

A Assault Posture  
O Offensive Posture

## RULES OF ENGAGEMENT

[Shift] + A All-Out-Attack  
[Shift] + O Sustained Attack  
[Shift] + D Conservative Attack  
[Shift] + P Feint / Probe Attack

## STACK / UNIT PANEL

Select / deselect multiple Units.  
Move through the list of Units.

Create a new Army / Fleet. (*e.g. This is used for disembarking in a coastal region without a friendly port.*)

## QWERTY-CYCLE THROUGH STACKS. STACKS ON SENTRY ARE IGNORED.

Cycle through fixed / locked Stacks (*including under construction Units.*)  
Cycle through idle land Stacks.  
Cycle through idle naval Stacks.

Cycle through fixed / locked Stacks, even if not idle.  
Cycle through land Stacks, even if not idle.  
Cycle through naval Stacks, even if not idle.

## SWITCH ON / OFF SENTRY STATUS FOR SELECTED STACK.

Alternate between permanent sentry (*until revoked manually*) and no sentry.  
Remove sentry status from all Stacks.  
Mark this Stack as sentry for one turn.  
Mark this Stack as sentry until healed.

## POSTURES

D Defensive Posture  
P Passive Posture

## RULES OF ENGAGEMENT

[Shift] + A Hold At All Costs  
[Shift] + O Defend  
[Shift] + D Defend and Retreat  
[Shift] + P Retreat if Engaged

## STRATEGIC ATLAS

F1	List of Forces	(Switch between Units & Forces list / Leader Filter)
F2	War Production	(Replacements)
F3	War Plans	(Only available in scenario 3 - Great War Full Campaign)
F4	Political Options	(Unlocked)
F5	Political Options	(Locked)
F6	Research	(Available from 1915.)
F7	Strategic Map	(Unit Filter, like [Ctrl] + F1 - [Ctrl] + F4)
F8	Regions List	(Regions Filter)
F9	Scores & Objectives	(Switch between friendly & enemy objectives.)
F10	Scenario Background	

## ON-MAP MODES

F11	Military Recruitment Mode (Use Unit Filter / Theater Filter to filter by type & nation.)
F12	Decision Mode (Regional Decisions & Diplomatic Regions)

## MAP FILTER

1	Military Control	5	Nations / States
2	Supply Network (Depots pulsating)	6	Fronts / Theaters
3	Strategic Cities (Objectives pulsating)	7	Terrain & Modifiers
4	Allegiances / Alignments	8	Current weather

## UNIT FILTER

[Ctrl] + F1	Filter and hide Stacks made only of fixed / locked Units.
[Ctrl] + F2	Filter and hide enemy Stacks & Fleets.
[Ctrl] + F3	Filter and hide all friendly land Stacks.
[Ctrl] + F4	Hide all Stacks & Fleets. (e.g. Hide all but the selected Stack; useful for movement without tagging other Units or to see structures under Units.)

## ZOOMING

Mouse wheel	Zoom in / out
Click on mouse wheel	Alternate between maximum & minimum zoom levels.
[End]	Reset (max Zoom in)
Page Up	Zoom out
Page Down	Zoom in

## REPLAY MODE

[Spacebar]	Start / Stop Replay	[Esc]	Exit Replay Mode
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## OPERATIONAL ORDERS IF APPLICABLE

[Shift] + F	Build Fortification (A Fortified Line costs 8 elements of Supply Wagons / Munitions and 10 elements of medium / heavy Artillery to build.)
[Shift] + D	Build Depot (A Depot network every 3 to 5 regions is highly recommended. A Depot costs 8 elements of Supply Wagons / Munitions to build.)
[Shift] + T	Enter Structure (friendly city / Fort) upon reaching destination.
[Shift] + S	Sortie from Structure.
[Shift] + M	Forced March
[Shift] + R	Move by Rail
[Shift] + A	Set an Ambush (needs stealthy Unit in non-clear terrain, eg. Forest, Jungle)
[Shift] + B	Raze Structure / Destroy Depot / Artillery bombardment (land Units)
[Shift] + B	Fleet bombardment (naval Units)
[Ctrl] + C	Combine Units / Create a corps formation of maximal 9 elements. (e.g. 1 corps commander, 2 infantry divisions and 1 to 2 artillery Units form a good formation.) Also used to merge understrength Units into a stronger one. (The Unit selected first will absorb the other Unit, which returns to the Force Pool. This merge function cannot be undone.)
[Ctrl] + D	Detach Units / Split a (active / unfixd) corps formation into its sub-components (at no cost or penalty.)

## MESSAGES LOG

Simple-click	Go to region where event occurred (if relevant).
Double-click	Display messages content (if message is red) and opens message window.
Mouse wheel	To scroll up / down the message list.

## MISCELLANEOUS

[Esc]	Close window	[Ctrl] + F	Region Finder
^ or ~ (Tilde Key)	A.G.E. Console	[Ctrl] + F9	Save & End turn

## LOAD GAME WINDOW

[Ctrl] + click	Open saved game folder of selected game.
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