

Key Commands

COMMAND KEY

SELECTION

Select	Left Click
Cancel Select	ESC

ADVANCED SELECTION

Select Next Idle Resource Collector	.
Select Next Idle Military	.
Band Select Military	A
Select All On Screen	CARE LOOK

ORDERS

Move	M
Guard	G
Attack	CTRL
Attack-Move	CTRL + A
Dock	D
Set Rally Point	P
Set Rally Point to Object	CTRL + P
Harvest	H
Hyperspace	J
Repair	Y
Waypoint	W
Stop	S
Cloak	C
Defense Field Frigate	T

COMMAND KEY

EMP	E
Deploy Mines	N
Sensor Ping	X
Capture	U
Retire	CTRL + SHIFT + X
Scuttle	CTRL + SHIFT + S
Kamakazi	CTRL + SHIFT + Z

CONTROL GROUPS

Assign Control Group	CTRL + 1 - 0
Unassign Selected from Control Group	CTRL + -
Unassign All Control Groups	CTRL + SHIFT + -

TASK BAR

Build Manager	B
Research Manager	R
Sensor Manager	SPACE
Launch Manager	L
Events	V
Objectives	O
Diplomacy	K
Queue	Q
Fleet Info	I
Go to last Event	NUMPAD 0
Help	F1

Key Commands (continued)

COMMAND KEY

TACTICS AND FORMATIONS

Aggressive Tactics	F4
Passive Tactics	F2
Defensive Tactics	F3
Strikegroup 1	F5
Strikegroup 2	F6
Strikegroup 3	F7
Disband Strike	F8

CAMERA

Focus	F
Pan Forward	↑
Pan Back	↓
Pan Left	←
Pan Right	→
Pan Up	INSERT
Pan Down	DELETE
Previous Focus	PG UP
Last Focus	PG DN
Focus on Build Capable Ships	HOME
Select Focus	ALT + left-click

BUILD AND RESEARCH

Build-Utility Class	ALT + T
Build/Subsystem-Subsystem Modules	ALT + D
Build-Subsystem	ALT + Q
Sensors	ALT + Q
Build-Fighter	ALT + F

COMMAND KEY

Build/Corvette-Corvette	ALT + C
Build/Frigate-Frigate	ALT + R
Build/Capital-Capital	ALT + A
Build/Platform-Platform	ALT + W
Build Option 1	ALT + 1
Build Option 2	ALT + 2
Build Option 3	ALT + 3
Build Option 4	ALT + 4
Build Option 5	ALT + 5
Build Option 6	ALT + 6
Build Option 7	ALT + 7
Build Option 8	ALT + 8
Build Option 9	ALT + 9
Cancel Build	ALT + X
Pause Build	ALT + E
Cancel SubSystem Build	ALT + V
Pause Subsystem Build	ALT + G

SYSTEM

Menu	F10
Quick Exit	ALT + F4
Cycle Heads-up Display	BACK SPACE
Toggle TOs	⇧
Screenshot	PRFSC
Pause	PAUSE
Chat	ENTER



Tactical Overlay Icons



Salvage



Build



Retire



Resource



Repair



Hyperspace



Hyperspace Launch



Hyperspace Dock



Move to Set Object



Move



Launch



Idle



Dock



Waypoint Move



Guard



Lay Mines



Capture



Attack Move



Attack



Unit Disabled



Unit EMPed



Unit Captured

TACTICS

The Tactics icon shows the ship's current state of readiness:



Neutral



Defensive



Aggressive



Parade Formation

[This is the default setting for a just-launched Capital Ship].

TACTICAL OVERLAY

The TO helps identify ships by the following symbols:



Fighters-Class



Corvette-Class



Frigates



Carriers



Destroyers



Battlecruisers



Platforms



Utility-Resources



Utility-Probes



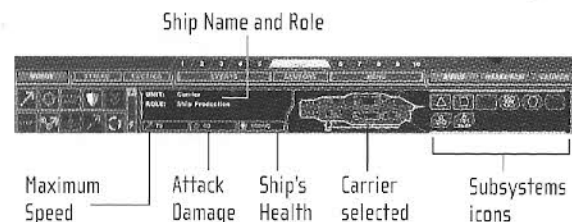
Resources



Mines



Taskbar Selection Panel



- Click on any ship or band-box multiple ships in the game to display the Selection Panel in the Taskbar.
- When an individual Capital Ship is selected, its individual Facilities and Subsystems are displayed.