

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 **CAPS LOCK**

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 **INS/PT**
 Pan Down **DEL**
 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 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 TDS **←**
 Screenshot **PRINTSC**
 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

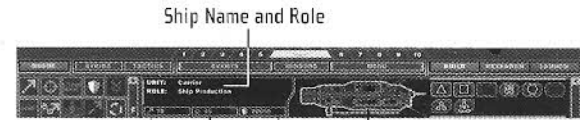


Resources



Mines

Taskbar Selection Panel



Maximum Speed

Attack Damage

Ship's Health

Carrier selected

Subsystems icons



Each ship has its own health status bar

Multiplier number indicates how many ships of this type are selected.

- 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.