

Basic Keyboard Functions

Name	Key	Definition
Deploy item/unit	D	Some units have secondary functions that enable greater or different attacks or powers. You can also click on them when the "deploy" cursor appears above the unit. GIs, Desolators and Yuri all have secondary powers. You can also use this to exit units or garrisoned buildings.
Guard Current Area	G	Units will actively scan the terrain and attack enemies automatically.
Attack Move	Click unit, CTRL/SHIFT move to area	Units will travel from place to place and actively attack & destroy enemies they encounter.
Scatter	X	Units will try to avoid being run over. Press when vehicle tries to run over your infantry.
Stop	S	Stops selected unit's movement in its tracks.
Force Fire	Hold CTRL key, guide cursor over target, left-click	Forces a unit to fire on a friendly or neutral unit.
Force Move	Hold ALT key, guide cursor over target, left click	Forces a unit to drive/walk over an area or to run over a unit.
Options Menu	ESC	Go to Options Menu.
Create Team	CTRL + 1-9	Creates teams of units.
Select Team	1-9	Selects a team you have already created.
Ally with chosen side	A	Press to avoid attacking friends.
Type Select	T	Left-click on TYPE SELECT button in the Advanced Command Bar or press T once to select all the units on screen of the same type (one click). Double-click to select them across the battlefield.
Chat to all Listeners (in Multiplayer)	Enter to bring up chat cursor, Enter to send message, Right-click to cancel message	Sends messages to all listeners
Chat to all Allies (in Multiplayer)	Backspace to bring up chat cursor, Enter to send message, Right-click to cancel message	Sends messages to all allies
Chat to all Players (in Multiplayer)	Press '\ ' to bring up chat cursor, Enter to send message, Right-click to cancel message	Sends messages to all players
Place Beacon B	Press Return, write message, Press Return to send message. Press DEL to delete beacon	Writes messages to allies and sets them on battlefield.

Name	Key	Definition
Enter Way Point mode	Click on unit, press and hold Z, set down the way points, release to initiate movement command	Sets Way Points.
Set Rally Point	Click on Barracks, War Factory, Shipyard or Cloning Vats and select the rally point on the battlefield	Rallies your units to a spot on the battlefield after they are produced.
Go to Event on Radar	Space Bar	Centres your view on latest radar map ping.
All units cheer!	C	Makes all your infantry cheer in victory!
Go to Diplomacy Menu	Tab	Accesses the Diplomacy Screen.

Advanced Keyboard Functions

Name	Key	Definition
Follow	F	Game viewpoint follows selected unit.
Guard Destination	CTRL/ALT + click area	Moves to area and then guard it.
Escort Unit	CTRL/ALT + click unit	Guards a unit while it moves about terrain.
Guard a Structure	CTRL/ALT + click structure	Guards a specific structure.
Structure Tab	Q	Hotkey to Structures.
Armoury Tab	W	Hotkey to Armoury.
Infantry Tab	E	Hotkey to Infantry.
Unit Tab	R	Hotkey to Units.
Next Unit	M	Selects the next unit in order of creation.
Previous Unit	N	Selects the previous unit you selected.
Select All	P	Selects all units on battlefield.
Cycle through Elites	Y	Selects all veteran or all elite units.
Cycle through health	U	Selects all units with like health bars.
Modify Selected Units	Hold SHIFT and click on selected unit to deselect. Click on unselected unit to add to group	Remove specific unit(s) from a group of units.
Centre Tactical Map on Base	H	Centres your view on your base. Normally this is on Base your Construction Yard.
Repair Mode	K	Repairs your structures.
Sell Mode	L	Sells your structures.
Bookmark Creation	CTRL + F1-F4	Creates a spot on the map you want to instantly jump to.
Go to Bookmark Selection	F1-F4	Jumps to bookmarked terrain area.
Multiplayer Taunts	F5-F12	Sends preset audio messages to other players.