SELECTING MERCS and SQUADS – TACTICAL SCREEN

F1 – F10	Select merc. → Center on (locate) selected merc.
/ (Slash)	Center on (locate) currently selected merc.
SPACE	Select next merc in squad. → Select first merc in *same* (or *next)* squad.
	*[Option: '**Space Selects Next Squad**' toggles this behavior.]*
SHIFT+SPACE	Select next squad.
= (Equals)	Select all mercs in the current sector (regardless of squad assignment).
1 – 0	Switch to dynamic squad number in sector.
ALT+F	Screen centers on and "follows" the selected merc in turn-based mode.

TACTICAL SCREEN – MOVEMENT, STANCE, ACTIONS

SHIFT+LMB	(**Single Merc Selected**:) Make movement path visible and force cursor to HUG the ground. *[Handy for doors, or when someone blocks the cursor.]* (**Multiple Mercs Selected**:) Group moves together in formation.
ALT+SHIFT	Jump over small obstacles. Hold **ALT**+**SHIFT** and point 2 – 3 tiles away. The cursor changes to the JUMP CURSOR to show that jumping is possible. *[Useful for jumping over mines, roof-to-roof or over other prone mercs.]*
CTRL+ALT+G	Toggle '**Formation Movement**'. Selected group of mercs will move in formation without needing to hold shift when selecting a destination.
ALT+LMB	**Tile**: Holding down **ALT** and left-clicking to move makes: • **STANDING** mercs side-step or back up. • **CROUCHING** mercs back up. • **PRONE** mercs roll to the side or back up.
L|W|MMB	Look/Turn cursor. Change merc's facing. → Raise weapon. *[Note: Some bonuses only apply with a raised (readied) weapon.]*
PGUP/PGDN	Cycle up/down through stances *[Stand/Crouch/Prone]*. **|** If standing next to/on a flat-roof building, merc will climb up/drop down as appropriate.
P|X/C/S	Change to PRONE/CROUCH/STANDING stance. Stand also sets WALK mode.
R	Change to RUN mode. *[Changing to any stance or sneaking cancels.]*
J	Vault over obstacles (like fences). **|** Climb onto/drop down from flat roofs.
\ (Backslash)	Break window glass with a crowbar or any two-handed weapon.
SHIFT+J	Jump through window. (Must be facing the window and there must be a free tile on the other side). *[Works on closed windows as well (unbroken glass), but jumping through these will cause minor cuts and damage.]*
X	(**Figure:**) eXchange places. With the cursor on a non-hostile figure directly next to the merc, press **X**. *[Useful when an NPC blocks a door, etc.]*
Z	Activate/Disable (toggle) STEALTH mode.
ALT+Z	Activate/Disable (toggle) STEALTH for whole squad.
CTRL+SHIFT+X	Enable/Disable (toggle) '**Allow Real Time sneaking**'.
CTRL+X	Enter turn-based (while sneaking in real-time and enemies are in sector).
CTRL+T	Enable/Disable (toggle) '**Forced Turn mode**'.
ESC	Abort action (such as movement, firing, first aid, etc).
CTRL	Hold to bring up the **HAND** (manipulate) cursor.
ALT+A	Auto-Bandage mercs when no enemies are in the sector.

B	Cycle through BURST/AUTO/UNDER-BARREL modes for primary hand.
. (Dot)|Q	Cycle through a weapon's available SCOPE/SIGHTS/ALTERNATIVE WEAPON HOLDING modes (if a gun has a variable scope/sight attached).
, (Comma)	Increase aiming in BURST/AUTO fire modes. *[For non-mouse wheel users.]*
CTRL+. (Dot)	Open Action Menu: Canteens, Clothes, Clean Weapons, Militia, Etc.
A|SHIFT+4	Open Skills Menu: Radio Operator, Intel, Disguise, Bandage, Spotter, Focus, Drag Bodies/Objects, Fill Canteens, etc. *[Can also use **ALT+RMB**.]*
CTRL+Q	Toggle '**High-Angle Grenade Launching**'. Switch between STANDARD and HIGH GL targeting. *[High Angle enables you to launch grenades farther (with a high enough ceiling. Not effective indoors, though no loss either).]*
SHIFT+G	Toggle '**GL Burst Uses Burst Cursor**'. Switches between standard TOSS cursor and BURST cursor, allowing spread grenade burst fire.
ALT+R	Reload selected merc's weapon (if they have ammo).
SHIFT+R	(**Turn-Based**:) Reload in-hand weapons of active squad from inventory. (**Real-Time**:) Reload all weapons and fill magazines in squad inventory from sector inventory (if available) first.
SHIFT+Q	Drop primary hand item to the ground.
SHIFT+H	Swap between primary hand and secondary hand.
SHIFT+K|ALT+Q	Swap weapons between gun-sling and main hand.
CTRL+SHIFT+K	Equip sidearm. **|** Swap sidearm with gun-sling.
ALT+SHIFT+K	Equip knife. **|** Swap knife with gun-sling.
ALT+1 – 0	Quick access to items which need to be defined in: JA2_OPTIONS.INI >> [Tactical Interface Settings] >> QUICK_ITEM_n (1 – 0).
ALT+~ (Tilde)	Put quick access item back into inventory and swap hands.
SHIFT+P	Fold/Unfold Stock.
SHIFT+T	Quick item transformation for primary hand item.
SHIFT+N	Smart Goggle Swap. All mercs in the sector (who have them) will equip Sun Goggles during the day, or Night Vision Goggles at night. *
CTRL+SHIFT+N	Uniform Goggle Swap. All mercs in the sector equip Sun Goggles or they all equip Night Vision Goggles, regardless whether it is day or night. *
ALT+SHIFT+N	All mercs in sector equip gas masks if they have one available.
SHIFT+B	All mercs in sector drop backpacks (NIV only).
SHIFT+LMB	Plant tripwire using previous network settings.
SHIFT+A	Create ammo BOXES using all ammo in sector.
CTRL+SHIFT+A	Create ammo CRATES using all ammo in sector.
SHIFT+F	Remove all attachments from items and unload all weapons in the sector.
SHIFT+S	Sorts items in sector inventory and merge all ammo items.
CTRL+SHIFT+F	Pick up all dropped backpacks (NIV only), then auto-perform both **SHIFT+F** and **SHIFT+S** hotkeys above.
CTRL+SHIFT+M	Merges all valid items while stacking and sorting. This includes med-kits, tool kits, canteens, gas cans, first aid kits, ammo etc.
SHIFT+M	Move all items in sector to the location of the selected merc.
[Note:]*	*[When using either of these goggle swaps, any merc who does not have the "correct" type of gear will simply wear none at all.]*

TACTICAL SCREEN – INTERFACE

M	Exit sector view and go to the STRATEGIC MAP Screen.
O	Bring up OPTIONS WINDOW (Pop-Up).
H	Context-sensitive HELP window and index (Pop-Up).
D	(**Turn-Based**:) Done/End turn. **|** (**Real-Time**:) Activate turn-based mode.
CTRL+D	Skip player's interrupts for the turn (single player & old interrupt system).
~ (Tilde)	Toggle between TEAM VIEW and INVENTORY panels.
CTRL+L/R Arrow	Move selected merc to the left/right in mercenary portrait panel.
E	Cycle through (locate) all enemies seen by the selected mercenary.
ENTER	Cycle through (locate) all enemies any merc in the team knows about.
N	Cycle through targets that overlap on the screen.
TAB	Toggle cursor level between ground level/upper (roof) level.
F	Display info about a given tile, relative to the selected merc (Cover, Brightness, Camouflage, Stealth, Range, Chance to Hit, Height, etc.).
ALT	Display information about a soldier (figure) under the cursor.
INSERT	Display sector map (overhead sector view). *[Same as **RMB** on **Radar**.]*
HOME	Toggle '**Show 3D Cursor**'. Switch between flat and cube movement cursors.
T	Toggle '**Show Tree Tops**' on/off. *[With or without '**Smart Tree Tops**' on.]*
G	Toggle artificial '**Merc Lights During Movement**' on/off.
CTRL+ALT+I	Toggle '**Make Items Glow**' (on ground) on/off (No Message).
CTRL * (Star)	Toggle between RED and WHITE glowing items.
CTRL+ALT+W	Toggle '**Show Wireframes**' on/off. Show wireframes for obscured walls.
SHIFT+D	Toggle '**Show Soldier Tooltips'** on/off.
K	Open the KEYS panel (must have Inventory panel open).
V	Show Game Version, Difficulty, Bobby Ray settings, Progress etc.
SHIFT	(**Hold**:) Increase screen scrolling speed when using the arrows or mouse.
– (Num Minus)	Speed up the game. *[Useful for speeding up long enemy turns. Can be changed in JA2_OPTIONS.INI >> [Clock Settings] >> FAST_FORWARD_KEY.]*
BACKSPACE	Skip current dialogue (if any).
PAUSE	PAUSE the game. *[Any key or **LMB** resumes.]*
DELETE	(**Hold**:) Show COVER spots relative to visible enemies.
END	(**Hold**:) Show LINE OF SIGHT of selected merc.
SHIFT+C	Toggle COVER display on/off.
SHIFT+V	Toggle LINE OF SIGHT display on/off.
CTRL+C	Open COVER/TRAP display menu.
CTRL+V	Open SECTOR INVENTORY MANIPULATIONS menu.
ALT+SHIFT+C	Toggle Display of nearby planted BOMBS/MINES/TRIPWIRE when the selected merc has a metal detector in his hand.
ALT+SHIFT+V	Toggle different displays of BOMBS/MINES/TRIPWIRE placed by our team:

- **TRAP NETWORK** display: Mines are RED, tripwire is YELLOW, tiles with both tripwire and mines are ORANGE.
- **NETWORK COLOURING** display: network A is RED, network B is ORANGE, network C is YELLOW and network D is GREEN.
- **A, B, C, D TRAP** display: only tripwire of network '**X**' is displayed. Hierarchy: 1 is GREEN, 2 is YELLOW, 3 is ORANGE, 4 is RED,
- **NO TRAP** display. *[Default mode.]*

CTRL+SPACE	Check LBE Array Integrity. Check all world items for missing LBE Info.
ALT+SPACE	Check LBEA Integrity (verbose). Check all world items for missing LBE Info.
CTRL+TAB	Display next tab (information page) in Enhanced Description Box.

TACTICAL SCREEN – MOUSE COMMANDS

CTRL+Z	Lock/Release the mouse to game window (windowed mode only).
LMB	(**Figure**:) Select merc. (**Portrait**:) Select merc. → Move to selected merc.
ALT+LMB	(**Portrait**:) Center screen on merc (if not visible) and Show merc's location. (**Figure**:) Add/Remove merc to/from selected group.
RMB	(**Tile**:)Toggle current action (depending on item-in-hand) . (**Radar Map**:) Display overhead sector view. (**Figure; Hold**:) Change merc's assignment. (**Tile; Hold**:) Show Action menu.
LMB-and-DRAG	(**Selection Cursor**:) Select multiple mercs. (**BURST/AUTO Cursor**:) Spread gunfire across multiple targets. (**Figure; Drag UP/DOWN**:) Change stance. **|** Scale obstacle.
LMB+RMB–LMB	Order all mercs of selected squad to move to location in real-time mode.
LMB+Click RMB	Switch movement modes in turn-based mode. *[Useful for showing the associated AP costs without changing stance.]*
SHIFT+LMB	Hold SHIFT to pick up a stack of items instead of a single item. **
CTRL+LMB	Auto-attach/merge with item-in-cursor to applicable item. **
ALT+LMB	Swap attachment with item-on-cursor (no description box). **
SHIFT+RMB	On a loaded gun to unload magazine to cursor (no description box). **
CTRL+RMB	On a stack of items to display the first item's description box. **
ALT+RMB	Open Skills Menu: Radio Operator, Intel, Disguise, Bandage, Spotter, Focus, Drag Bodies/Objects, Fill Canteens, etc. *[Same as '**A|SHIFT+4**' hotkey.]*
SCRWHL UP/DN	Interface level up/down.
ALT+SWUP/DN	Select next/previous merc (in order of portrait panel).
SHFT+SWUP/DN	Locate next/previous visible enemy.
CTRL+SWUP/DN	Locate next/previous merc.
ALT+CTL+SWU/D	Pick up/Drop backpacks (NIV only).
MMB	Look/Turn. *[Same as '**L**'|'**W**' hotkeys.]*
ALT+MMB	Change firing mode: SINGLE/BURST/AUTO. *[Same as '**B**' hotkey.]*
CTRL+MMB	Toggle SCOPE modes. *[Same as '**. (Dot)**' hotkey.]*
SHIFT+MMB	Transform item in primary hand. *[Same as '**SHIFT-T**' hotkey.]*
CTRL+ALT+MMB	Reload merc's primary weapon. *[Same as '**SHIFT-R**' hotkey.]*
MB4	Toggle merc LINE OF SIGHT display on/off. *[Same as '**SHIFT+V**' hotkey.]*
ALT+MB4	Swap Gun-Sling with primary hand weapon. *[Same as '**SHIFT+K**' hotkey.]*
CTRL+MB4	Swap primary and secondary hands. *[Same as '**SHIFT+H**' hotkey.]*
SHIFT+MB4	Select All mercs in sector. *[Same as '**= (Equals)**' hotkey.]*
CTRL+ALT+MB4	Display Trap Network view. *[Same as '**ALT+SHIFT+V**' hotkey.]*
MB5	Toggle COVER display on/off. *[Same as '**SHIFT+C**' hotkey.]*
ALT+MB5	Toggle '**Move in Formation**' mode on/off. *[Same as '**CTRL+ALT+G**' hotkey.]*
CTRL+MB5	Vault obstacles). **|** Climb onto/drop down from roof. *[Same as '**J**' hotkey.]*
SHIFT+MB5	Jump through window. *[Same as '**SHIFT+J**' hotkey.]*
CTRL+ALT+MB5	Enemy trap display (metal detector) on/off. *[Same as '**ALT+SHIFT'C**' hotkey.]*

SELECTING MERCS and SQUADS – MAP SCREEN

L/R Arrow	Select previous/next merc.
PGUP/PGDN	Select first/last merc in list.
1 – 0	Select all members of squad 1 – 10 (Alpha, Bravo, Charlie … Juliet).
SHIFT+1 – 0	Select all members of squads 11 – 20 (Kilo, Lima, Mike … Tango).
CTRL+LMB	Add/Remove merc to/from current selection group.
SHIFT+LMB	Select a range of mercs from "merc A" to "merc B" inclusive.

STRATEGIC MAP SCREEN

ESC	Enter highlighted sector (Tactical Mode).
+/– (P**l**us/**Minus**)	Speed up/Slow down Time Compression (Pause/5/30/60 minutes) .
SPACE	Toggle between Pause and last mode of Time Compression.
SHIFT	(**Hold**:) Plot the *most DIRECT* travel route instead of the *FASTEST* (default).
ENTER|~ (T**ilde**)	Enter/Exit merc/vehicle inventory pane.
CTRL+LMB	Auto-move first (top) item in slot to Sector Inventory.
CTL+SHFT+LMB	Auto-move all items in slot to Sector Inventory.
CTRL+TAB	Display next tab (information page) in Enhanced Description Box.
INSERT/DELETE	Up/Down one sub-level.
CTRL+LMB/RMB	Assign/Remove 5 in Militia Assignment window.
SHFT+LMB/RMB	Assign/Remove ALL in Militia Assignment window.
SHIFT+K	Swap valid weapons between gun-sling and primary hand.
SHIFT+N	Smart Goggle Swap. All mercs in the sector (who have them) will equip Sun Goggles during the day, or Night Vision Goggles at night. *****
CTRL+SHIFT+N	Uniform Goggle Swap. All mercs in the sector equip Sun Goggles or they all equip Night Vision Goggles, regardless whether it is day or night. *****
F1 – F6	Sort merc list by column 1 – 6 (NAME, ASSIGN, SLEEP, LOC, DEST, DEP).
L	Open Laptop.
C	Show selected merc's contract.
W	Toggle Map Filter: Show/Hide To(**W**)ns and town names.
M	Toggle Map Filter: Show/Hide (**M**)ines, mine names and income (%).
T	Toggle Map Filter: (**T**)eams & Enemies.
Z	Toggle Map Filter: (**Z**) Militia & Enemies.
R	Toggle Map Filter: Mobile Militia (**R**)estrictions.
A	Toggle Map Filter: (**A**)irspace.
I	Toggle Map Filter: (**I**)nventory.
U	Open Inventory Screen for highlighted sector.
HOME/END	Jump to oldest (first)/newest (last) message.
UP/DN Arrow	Scroll messages back / forward one (1) line.
[* *Note*:]	[For these goggle swaps, mercs who don't have "correct" gear wear none.]

STRATEGIC MAP – SECTOR INVENTORY

ESC	Exit Sector Inventory (return to Strategic Map).
, (**Comma**)	Previous Inventory Page.
. (**Dot**)	Next Inventory page.
SHIFT+W	Drop ALL items (selected merc) including Armour, LBE and hands.
SHIFT+E	Drop CARRIED Items (selected merc) NOT including Armour, LBE or hands.

CTRL+SHIFT+E	Pick up as many sector items as possible.
TAB+LMB	Restrict item from militia use. [**'Militia Use Sector Equipment=TRUE'** only.]
CTRL+TAB+LMB	Restrict item from '**Move Item**' assignment in towns.
ALT+LMB	Sell first (top) item in slot.
ALT+SHIFT+LMB	Sell all items in slot.
ALT+Y+LMB	Sell all items of the same type in Sector Inventory (this sector only).
DEL+LMB	Delete first (top) item in slot.
DEL+SHIFT+LMB	Delete all items in slot.
DEL+Y+LMB	Delete all items of the same type in Sector Inventory (this sector only).
CTRL+DEL	Delete all items from Sector Inventory (this sector only).
CTRL+LMB	Auto-move first (top) item in slot to merc/vehicle inventory.
CTL+SHFT+LMB	Auto-move all items in slot to merc/vehicle inventory.
CTRL	Hold CTRL and hover to compare item stats with item in Description Box.
CTRL+TAB	Display next tab (information page) in Enhanced Description Box.

LAPTOP

ESC	Shut down the Laptop (Return to Strategic Map screen).
TAB/CTRL+TAB	Next/Previous button in Navigation Panel.

LAPTOP COMMON KEYS

L/R Arrow	Previous/Next page.
SHFT+L/R Arrow	Jump 10 pages back/forward.
CTRL+L/R Arrow	Go to first/last page.
ENTER	Assigned to commonly-used action in web page.
BACKSPACE	Go back to previous page (if applicable).
[W/A/S/D/E/Q]	[Alternate keys for ARROW KEYS, ENTER and BACKSPACE.]

AIM WEBSITE

1 – 5	Select merc starting gear kit 1 – 5. [Also works on MERC site.]
RMB	(P**ortrait**:) Go back to previous page. [Also works on MERC site.]
M/P/H/L	(**Home**:) Go to page: (**M**)embers; (**P**)olicies; (**H**)istory; (**L**)inks.
M/F/A	(**Sorting**:) Go to page: (**M**)ug Shot Index; (**F**) Members; (**A**)lumni.

M.E.R.C. WEBSITE

T	Switch between Profile Info and Starting Gear kits.

BOBBY RAYS WEBSITE

1 – 4	Add ONE (1) item: '1' for 1st item on page, '2' for 2nd item, etc.
SHIFT+1 – 4	Add ALL (entire amount in stock) of item #1 – item #4 on page.
CTRL+1 – 4	Remove ONE (1) of item #1 – item #4 on page.
CTL+SHFT+1 – 4	Remove ALL (entire amount in stock) of item #1 – item #4 on page.

PERSONNEL MANAGER

L/R Arrow	Display previous/next merc.
UP/DN Arrow	Switch between Stats, Employment and Inventory.
SHIFT+TAB	Toggle between Current Team and Departures panes.

EMAIL CLIENT

LMB	(**Message**:) Close email message.
RMB	(**Message/Inbox**:) Delete email message pop-up prompt.

SYSTEM COMMANDS

CTRL+S	Save Game Screen.
ALT+S	Quick Save.
CTRL+L	Load Game Screen.
ALT+L	Quick Load.
ALT+X	Exit game (Yes/No confirmation pop-up).

SAVE LOAD SCREEN

PGUP/PGDN	Previous/Next page.
ALT+A	Load last Auto-Save (on Load Screen only).
ALT+B	Load next to last Auto-Save (on Load Screen only).
CTRL	(**Hold**:) Display game settings for the highlighted save (Load Screen only).

MAIN MENU

N	Start a New Game with latest loaded game settings.
M	Start a Multiplayer game.
C	Continue a Saved Game (brings up the Load Game Screen).
ALT+C	Load Last Save Game.
O	Bring up the Options pop-up Panel.
S	Show Credits.
Q	Quit game (NO confirmation prompt).

GABBI / IGUANA CHEAT KEYS

CTRL+G	(**Tactical Map**:) Enables cheat mode in ENGLISH Version.
CTRL+IGUANA	(**Tactical Map**:) Enables cheat mode in GERMAN Version.

TACTICAL SCREEN CHEATS

F11	Display Quest Debug System screen.
ALT+ENTER	Abort the enemy's turn.
ALT+E	Make all items and characters (enemies and NPCs) visible.
ALT+T	Teleport selected merc to cursor location.
ALT+R	Reload selected merc's weapon without depleting ammo.
ALT+D	Refresh APs of all mercs. *[May require multiple uses to fully restore.]*
CRTL+U	Refresh all characters' health and energy. *[Heals all characters.]*
ALT+G	Add a random merc to your roster.
CTRL+SHIFT+G	Toggle GOD MODE on/off.
ALT+I	Create a random item at the cursor location.
CTL+ALT+SHFT+I	Create a MASSIVE bunch of random items at cursor location.
ALT+J	Selected merc's gun will jam on their next shot.
CTRL+ALT+K	Next shot by anyone is an automatic kill (100 damage).
ALT+B	Add an enemy soldier beneath the cursor.

ALT+C	Add a civilian beneath the cursor.
ALT+V	Add a robot beneath the cursor.
CTRL+3	Spawn a hostile Bloodcat at cursor.
CTRL+ALT+2	Turn the selected merc into a baby crepitus. ***
CTRL+ALT+4	Put the selected merc in a wheelchair. ***
CTRL+ALT+5	Turn selected merc into a large crepitus. ***
CTRL+ALT+6	Turn selected merc into a Bloodcat. ***
CTRL+O	Add a large hostile crepitus beneath the cursor.
ALT+I	Add a random gun beneath the cursor.
ALT+. (Dot)	Add item by ITEM ID on selected merc (or on ground if there is no space).
CTL+ALT+. (Dot)	Add previously spawned item on selected merc (or on ground if no space).
CTRL+W	Create a Flamethrower in Merc's primary hand. ****
ALT+W	Cycle forward through item list by ITEM ID in primary hand. ****
ALT+SHIFT+W	Cycle backward through item list instead. ****
ALT+Q	Toggle roof graphics on/off (Allows viewing the interior of all buildings).
ALT+Y	Recruit Maria with a G41 Rifle (100%, 30 rounds 5.56 x 45mm AP ammo.)
CTL+ALT+SHFT+T	All mercs in current sector are arrested by the Queen.
ALT+K	Cause a Mustard Gas explosion at cursor position.
CTRL+K	Cause a Hand Grenade explosion at cursor position.
CTRL+H	Hurt the character under the cursor.
ALT+O	Kill all enemies in the current sector.
PGUP	Attempt to go UP towards Ground Level.
PGDN	Attempt to go DOWN to a Lower Level.
*[*** Note:]*	*[Be sure selected merc is **STANDING** before using these cheats!]*
*[**** Note:]*	*[If primary hand is empty, these functions will simply create the item.* *WARNING: These will **DELETE** any item already in merc's primary hand!]*

MAP SCREEN CHEATS

CTRL+T	In travel mode, teleport selected squad to the sector under the cursor.
ALT+AUTO-RSLV	Kill all enemies in the contested sector.

LAPTOP CHEATS

= (**Equals**)	Increase funds by $10,000.
– (**Minus**)	Decrease funds by $10,000.
+ (**Plus**)	Increase funds by $100,000.
_ (**Underscore**)	Decrease funds by $100,000.

MULTIPLAYER KEYS (Untested)

ALT+E	Override Turn.
ALT+K	Kick Player.
Y	Open Chat Interface.
ALT+0	Display Multiplayer Info.
ALT+9	Display Direct Play Info.
ALT+8	Display Direct Play Player Info.
ALT+7	Set Display Flag.
5	Grid Display.