

Combat Mechanics

----- Basic Key Bindings -----

W - Move Forward

S - Move Backward

A - Strife Left

D - Strife Right

Space - Jump/Slide Over Objects

Left Ctrl - Crouch (Not Toggled)

Left Ctrl + C - Crouch (Toggled)

M - Brings up Map/Puts Map Away

E - Use An Action

----- Vectra Hub Keybindings -----

W - Move Forward

S - Move Backward

A - Strife Left

D - Strife Right

Right Click - Look around

Space - Jump

J - Warzone Browser (Private Matches)

H - Public Warzone Queue Screen

P - Party Member Browser

I - Inventory

K - Skill Tree - The user would drag and drop skills/element canisters into the placement slots 1 - 6 as stated below.

F - Faction Information/Status Tab

O - Social Window

L - Mission Display Screen

1 - Skill Placement

2 - Skill Placement

3 - Skill Placement

4 - Skill Placement

5 - Element Canister Placement Slot

6 - Element Canister Placement Slot

7 - Teleport Device (Achieved later on)