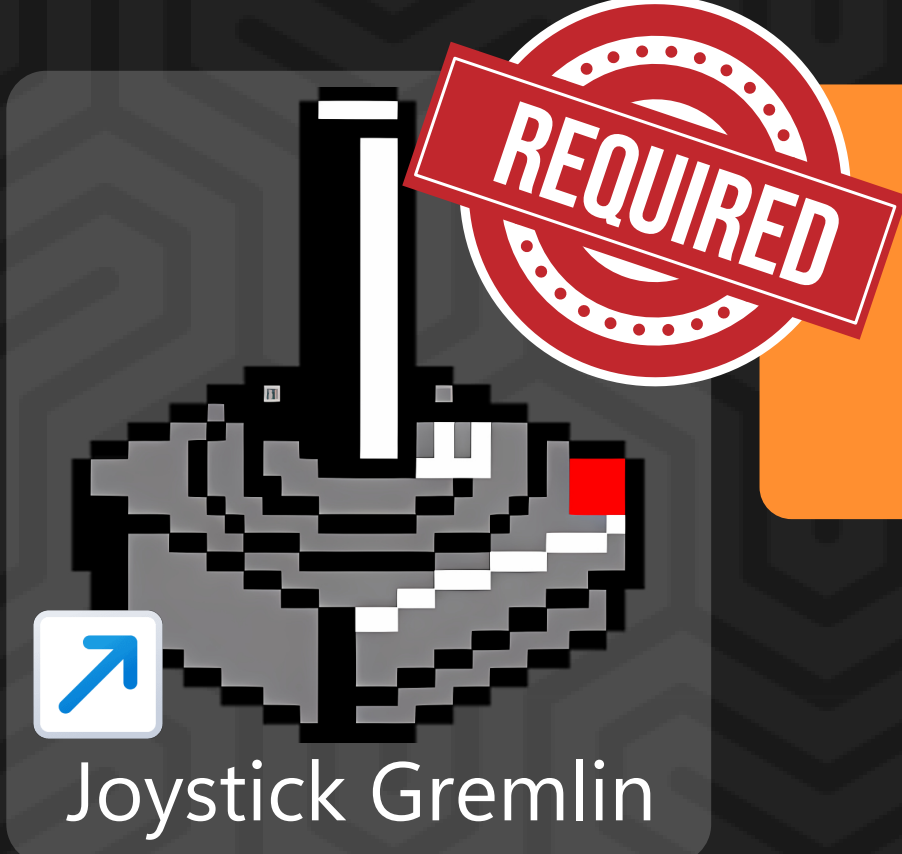


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# STAR CITIZEN | MOZA AB6 + MHG + MTQ BINDING CHART

Updated: 12.12.25  
Version: 4.5.0PTU

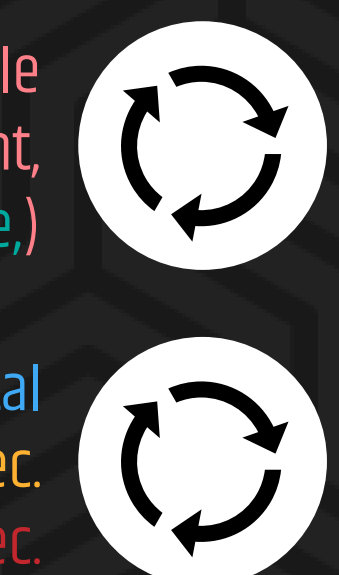


- A1 Open Doors Toggle  
[DT] Advanced HUD
- A2 Lock Doors Toggle  
[DT] Hail Target
- A3 Port Lock Toggle  
[DT] Unbound
- A4 Lights On/Off  
[DT] Unbound

- Request Landing  
Request Jumpgate  
[DT] Request Cargo  
Cruise Toggle  
Turret/Speed Limiter Toggle  
Decouple Toggle  
[DT] Cycle Configuration
- Toggle Docking  
Invoke Docking  
E.S.P. Toggle  
Turret E.S.P Toggle  
G-Force Safety Toggle  
[H] Auto Land

Turret Speed Limiter ABS  
Acceleration Limiter ABS<sup>1</sup>

- Unbound
- Operator Mode Cycle  
(Guns, Missile, Scanning, Flight, Quantum, Mining, Salvage,)
- Turret Speed Limiter Incremental  
Tractor Distance Inc./Dec.  
Bomb Hud Range Inc./Dec.
- 1 | Nav Mode  
3 | SCM Mode/Limiter  
5 | Mining Salvage Mode
- Scan Angle Inc./Dec.  
Increase HUD Range



MOZA  
RACING



- Gimbal Cycle Fixed/Auto  
[H] Recenter Turret  
Salvage Gimbal Toggle  
[DT] Salvage Gimbal Reset
- Stagger Mode<sup>1</sup>  
Stagger Mode<sup>1</sup>  
Remote Turret 1

- Toggle Lead/Lag Pip  
Remote Turret 2
- Remote Turret 3

- Turret Gyro Mode  
[M] Turret VJoy BROKEN  
Start/Pause Stop Watch  
[H] Reset Stop Watch<sup>1</sup>

- [DT] Reset 3rd Person Camera  
Camera (3rd Person)  
Toggle Docking Camera  
[M] Toggle Power On/Off

- Head Tracking On/Off  
[DT] Reset Head Tracking  
[M] Weapon Power Toggle

- Dynamic Zoom  
[H] Missile Cinematic Camera  
[M] Shields Power Toggle
- [DT] Precision Aiming  
[H]/Toggle Precision Aiming Zoom  
Flight Ready

- [M] Thruster Power Toggle  
[H] Look Behind  
Horn Vehicle

- Scan Ping  
[M] Exit Seat/Exit Turret
- Space Break

- Mining Throttle ABS  
Salvage Beam Spacing ABS  
Bomb Range

- VTOL Up  
Vtol Down
- Config Up  
Config Down  
Turret Position
- Landing Gear Up  
Landing Gear Down

- [H] Hold  
[DT] Double Tap  
[M] Modifier

<sup>1</sup>Read Me The Read Me

Combat | Flight Control | Turret | Power | Mining | Salvage | Camera | Miscellaneous | Unbound

- EyeTracker Target<sup>1</sup>  
Target Under Reticle  
[DT] Unlock Current Target

- [DT] Attackers Target Backward  
[M] Attackers Target Forward  
Attackers Target Closest

- Hostile Target Backward  
[M] Sub Target Backward  
[DT] All Target Backward

- Hostile Target Forward  
[M] Sub Target Forward  
[DT] All Target Forward

- Hostile Target Closest  
[M] Sub Target Reset Main  
[DT] All Target Closest

- [M] Mining Module 1  
Focus Fracture  
Shields Fore

- Shields Left  
Focus Left Tool  
[M] Mining Module 2

- Shields Right  
Focus Right Tool  
[M] Mining Module 3

- [H] Shields Reset  
Focus All Salvage Heads  
Cycle Fracture/Extraction

- Shields Aft  
Focus Disintegration

- Self Status Set Page  
[H] MFD 1 Select  
[M] Cast Left Select

- Target Status Set Page  
[H] MFD 2 Select  
[M] Unbound

- Scanning Set Page  
[H] MFD 3 Select  
[M] Unbound

- Vehicle Config Set Page  
[H] MFD 4 Select  
[M] Cycle MFD Page Backward

- [H] VOIP PTT  
[DT][H] VOIP PTT Proximity  
[DT] Chat Window Toggle  
[M] Selfie Cam  
[M] Accept Notification  
[M][DT] Decline Notification

Missile Op Mode Toggle

- Weapon Cap Increase  
[M] Weapon Cap Decrease  
[H] Weapon Set to Max  
[M][H] Weapon Set to Min

- Shield Cap Increase  
[M] Shield Cap Decrease  
[H] Shield Set to Max  
[M][H] Shield Set to Min

- Thruster Cap Increase  
[M] Thruster Cap Decrease  
[H] Thruster Set to Max  
[M][H] Thruster Set to Min

- Switch to Analog  
[M] 3rd Person FreeLook<sup>1</sup>

- Missile Op Mode Toggle  
[M] Unbound

- Decoy Decrease  
[M] Unbound

- Decoy Increase  
[M] Unbound

- Decoy,  
[H] Multi Decoy  
[M] Noise

- Reset Missile Count  
Reset Bomb Range  
Beam Axis Toggle

- Fire Fracture  
Increase Bomb HUD Range  
Missile Count Up

- Missile Type Previous  
[DT] Weapon Preset Previous  
Fire Left Tool  
[M] Left Modifier Cycle

- Missile Type Next  
[DT] Weapon Preset Next  
Fire Right Tool  
[M] Right Modifier Cycle

- [DT] Set Preset EMP/QID  
Missile Count Down  
Decrease Bomb HUD Range  
Fire Disintegrate  
[M] Cycle Structural Modes

## MAIN TRIGGER

- Stage 1  
Fire Selected Weapon Group  
Fire Weapon Group 1  
[H] Engage Quantum  
Fire Salvage Beam  
Fire Mining Laser  
Activate Scan
- Stage 2  
Fire Selected & Group 1

- Communication Set Page  
[H] MFD 5 Select  
[M] Cast Right Select

- IFCS Set Page  
[H] MFD 6 Select  
[M] Unbound

- Diagnostic Set Page  
[H] MFD 7 Select  
[M] Unbound

- Resource Network Set Page  
[H] MFD 8 Select  
[M] Cycle MFD Page Backward

- [M] Unbound  
Speed Limiter ABS

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