

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 <i>same</i> (or <i>next</i>) squad. <i>[Option: 'Space Selects Next Squad' toggles this behavior.]</i>
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. <i>[Handy for doors, or when someone blocks the cursor.]</i> (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. <i>[Useful for jumping over mines, roof-to-roof or over other prone mercs.]</i>
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: <ul style="list-style-type: none"> • 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. <i>[Note: Some bonuses only apply with a raised (readied) weapon.]</i>
PGUP/PGDN	Cycle up/down through stances <i>[Stand/Crouch/Prone]</i> . 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. <i>[Changing to any stance or sneaking cancels.]</i>
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). <i>[Works on closed windows as well (unbroken glass), but jumping through these will cause minor cuts and damage.]</i>
X	(Figure:) eXchange places. With the cursor on a non-hostile figure directly next to the merc, press X . <i>[Useful when an NPC blocks a door, etc.]</i>
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. <i>[For non-mouse wheel users.]</i>
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. <i>[Can also use ALT+RMB.]</i>
CTRL+Q	Toggle ' High-Angle Grenade Launching '. Switch between STANDARD and HIGH GL targeting. <i>[High Angle enables you to launch grenades farther (with a high enough ceiling. Not effective indoors, though no loss either).]</i>
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:]	<i>[When using either of these goggle swaps, any merc who does not have the “correct” type of gear will simply wear none at all.]</i>

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). <i>[Same as RMB on Radar.]</i>
HOME	Toggle 'Show 3D Cursor'. Switch between flat and cube movement cursors.
T	Toggle 'Show Tree Tops' on/off. <i>[With or without 'Smart Tree Tops' on.]</i>
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. <i>[Useful for speeding up long enemy turns. Can be changed in JA2_OPTIONS.INI >> [Clock Settings] >> FAST_FORWARD_KEY.]</i>
BACKSPACE	Skip current dialogue (if any).
PAUSE	PAUSE the game. <i>[Any key or LMB resumes.]</i>
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: <ul style="list-style-type: none">• 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. <i>[Default mode.]</i>

TACTICAL SCREEN – INTERFACE (Continued)

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 screen to selected merc.
ALT+LMB	(Portrait ;) Center screen on merc (if not visible) and Show merc's location.
RMB	(Figure ;) Add/Remove merc to/from selected group. (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-DRAW	(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. <i>[Useful for showing the associated AP costs without changing stance.]</i>
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. <i>[Same as 'A' SHIFT+4' hotkey.]</i>
SCROLL WHEEL	Select next/previous merc (in order of portrait panel).
ALT+SCRL WHL	(Movement Mode ;) Change stance. <i>[STANDING/CROUCH/PRONE.]</i> (AUTO Fire ;) Add/subtract bullets. Note bullets require more AP to fire.
MMB	Look/Turn. → Raise weapon. <i>[Same as 'L' hotkey.]</i>
ALT+MMB	Change firing mode (SINGLE/BURST/AUTO). <i>[Same as 'B' hotkey.]</i>
MB4	Toggle STEALTH mode. <i>[Same as 'Z' hotkey.]</i>
ALT+MB4	Reload selected merc's weapon. <i>[Same as 'ALT+R' hotkey.]</i>
MB5	Toggle cursor level (ground level/upper level). <i>[Same as 'Tab' hotkey.]</i>
ALT+MB5	Vault obstacle. Climb onto/drop down from roof. <i>[Same as 'J' hotkey.]</i>
[** Note:]	<i>[Works in Strategic Map and Sector Inventory as well.]</i>

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).
+/- (Plus/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 <i>most DIRECT</i> travel route instead of the <i>FASTEST</i> (default).
ENTER ~ (Tilde)	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:]	<i>[When using either of these goggle swaps, any merc who does not have the "correct" type of gear will simply wear none at all.]</i>

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. [<i>'Militia Use Sector Equipment=TRUE' only.</i>]
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).

STRATEGIC MAP – SECTOR INVENTORY (Continued)

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]	<i>[Alternate keys for ARROW KEYS, ENTER and BACKSPACE.]</i>

AIM WEBSITE

1 – 5	Select merc starting gear kit 1 – 5. <i>[Also works on MERC site.]</i>
RMB	(Portrait:) Go back to previous page. <i>[Also works on MERC site.]</i>
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.
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BOBBY RAYS WEBSITE

1 – 4	Add ONE (1) item: '1' for 1 st item on page, '2' for 2 nd 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. <i>[May require multiple uses to fully restore.]</i>
CRTL+U	Refresh all characters' health and energy. <i>[Heals all characters.]</i>
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.

TACTICAL SCREEN Continued

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:]	<i>[Be sure selected merc is STANDING before using these cheats!]</i>
[**** Note:]	<i>[If primary hand is empty, these functions will simply create the item.</i>
	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+O	Display Multiplayer Info.
ALT+9	Display Direct Play Info.
ALT+8	Display Direct Play Player Info.
ALT+7	Set Display Flag.
5	Grid Display.