

CONTROLS QUICK REFERENCE

Left Mouse Button

- Select
- Selection box
- Add / remove troops from current selection
- On a troop : select all troops of the same type on the screen
- On empty space : select all troops on the screen
- Generate a minimap warning signal for allies

Right Mouse Button

- Issue default command depending on target
- Run if need to move to perform the action

Double-clicking the left or right mouse button acts just like Ctrl-clicking in most situations.

Middle Button

- Scroll view (scroll mode is selected from the Game Options menu)

On troop

- Track that troop as it moves

Shift

- While issuing an order, the order will be queued

Rotate Wheel

- Zoom in / out

Page Up/Down

- Zoom in / out

Arrow keys

- Scroll view

TAB

- Hide / show game interface

ESC

- Pause the game and bring up in-game menu

Space

- Center view on selected troop

F1

- Show the position of the last minimap warning.

F2

- Cycle through the scouts.

F3

- Cycle through the special units (generals & medics).

F4

- Cycle through the controlled villages.

F5

- Toggle minimap civilization colors.

F6

- Toggle selection group bar.

F7

- Toggle Stats info panel.

F8

- Toggle Minimap image.

F9

- Mission objectives.

F10

- Pause the game and bring up in-game menu.

F11

- Tips window

Ctrl+S

- Quicksave game

Ctrl+L

- Load the last Quicksaved game

1..9

- Recall selection group

Ctrl+ 1..9

- Assign current selection to selection group

Shift+ 1..9

- Add selection group to current selection

Ctrl+Shift+ 1..9

- Add current selection to selection group

0

- Select all troops not assigned to a group

Ctrl+0

- Remove currently selected troops from their selection group

T

- Track selected troop as it moves

W

- Minimap signal for allies

Z

- Select all troops on screen

X

- Select all troops in the entire map

C

- Cycle through the command panels

A

- Attack

F

- Facing

D

- Defensive Stance

G

- Aggressive Stance

H

- Hold Position

K

- Release Hawk (scouts)

D

- Release Wolf (scouts)

L

- Patrol

M

- Move

N

- Cycle through available formations

P

- Protect

R

- Repair

S

- Divide

J

- Join

B

- Balance

For the glory of the Empire

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