

Quick Reference Sheet for Battlegrounds Gaming Engine

Basic Instructions:

- Click on the  button to access commands from a popup menu.
- Double-click on the game table to place a unit (host only) or to select other game-table-related commands.
- Click-and-drag a unit to move it (host or unit owner only).
- Right-click-and-drag the game table to scroll the view.
- Right-click on a unit to access a contextual popup menu (host or unit owner only).
- Place the cursor over a unit to read its notes and/or see its portrait.
- Hold down the Shift key while clicking a unit to add the unit to the current selection, or to remove it from the current selection.
- To use a hotkey, first click on the game table window, or close the chat window.

Hotkeys

Host & Players:

Arrow Keys = Scroll the game table
1, 2, 3, 4, 6, 7, 8, 9 = Move selection (on square grid)
1, 3, 4, 6, 7, 9 = Move selection (on hex grid)
+ = Rotate selection clockwise
- = Rotate selection counter-clockwise
H = Hide/show selection
R = Roll dice
T = Turn Sequencer
N = Notepad
L = Consult Library
G = Grid Overlay (toggle on/off)
X = Toggle Snap-to-Grid on/off
C = Connection panel (also use to log off)
TAB = Toggles the Chat window (must be logged in)
\ = Toggles the Commands panel
? = Help (shows/hides the Help screens)
P = Preferences
Q = Quit the program

Host Only:

M = Load game board
S = Save Game File
E = Load Game File
U = Unit Manager
V = Send Visual Aid
A = Send Audio
D = Drawing Tools
Backspace (Windows) = Delete selection
Delete (Mac) = Delete selection

Additional Hotkeys

Shift + Up Arrow = Zoom In (10%)
Shift + Down Arrow = Zoom Out (10%)
(add Control key to zoom in 50% increments; add Control and ALT keys to zoom in 1% increments)

+ (plus) = Zoom In (10%) if no units are selected
- (minus) = Zoom Out (10%) if no units are selected

Arrow = Pan the game table by 1 cell in the chosen direction

Control + Arrow = Pan the game table a lot in the chosen direction

Any Number = Go to a View (only if no unit is selected)

Shift + C = Open/close the Card Table window

Shift + T = Issue the Tile command to the selected component/s

Shift + RETURN = End your turn (i.e., step the turn sequence)

Shift + L = Lobby window

Shift + V = View Manager (host only)

] = Move to Top (a single selected unit)

[= Move to Bottom (a single selected unit)

RETURN = Stack or Stagger (multiple selected units)

Shift-S = Stack & Shuffle (multiple selected units)

CAPS LOCK + Arrow Key = Increase or decrease the stagger distance by 1 pixel in the chosen direction; (also hold down Shift key to change the stagger distance by 10 pixels)

< or > = Swap the current token on a selected multi-token unit/s

Shift + < or Shift + > = Swap the current portrait on a selected multi-portrait unit/s

(hold down the Control key to swap both the current token and the current portrait simultaneously)

Spacebar + Arrow Key = Nudge selected unit/s one pixel in the chosen direction

Control + D (Command + D, on a Mac) = Duplicate the selected unit/s

Control + R (Command + R, on a Mac) = Roll a die (or flip a coin) on the game table window

Control + Z (Command + Z, on a Mac) = Undo/Redo (host only)