

Armor Command Key Controls

Directional/Arrow keys (left, right)	=	Move between individual Groups.
Up-arrow	=	A. Displays extended menu of vehicle/building group. B. Activates/confirms selected menu item.
Down-arrow	=	A. Exits selected menu items. B. Displays Quick-grouping of All, Custom, Offense, Defense, Radar and Resource interface arrangement.
Space bar	=	Toggles between Top-down view and 3rd-person view.
C-key	=	Camera Zoom in/out.
Right Mouse	=	Select target.
Left Mouse	=	Navigate to selected location.
CTRL + Left Mouse Click	=	Add additional navigation points to list.
SHIFT + Right Mouse Click	=	Select vehicle or switch vehicle to Group Leader.
SHIFT + Left Mouse Click	=	Split/Join Vehicle from/to Group (<i>as you split a vehicle from Group a new Group is created</i>).
S-key	=	Selects unit/building for sale. (Enter confirms sale.) Undamaged units are worth 75% of original cost.
L-key	=	Assign group to loop between selected navigation points.
H-key	=	Toggles between "Hunt", "Kill" and "Move" mode of selected group.
G-key	=	Toggles goal screen on/off. Displays primary, secondary, and tertiary goals.
D-key	=	Exits into debriefing menu.
D-key + left/right Mouse Click	=	Cycles through various debriefing read-outs, such as Kills, Casualties, and Resources collected.
Enter-key	=	A. Skips story scene sequences. B. Activates/builds selected items in interface menu.
/-key	=	Toggles health bars on/off.
Insert-key	=	Toggles interface screen on/off.
F-key	=	Changes Formation of Ground Units: Diamond, Single Rank, Single File, Wedge.
SHIFT F1 - F10	=	Assigns functions key to selected group for CUSTOM menu.
CTRL F1-F10	=	Inserts selected group with function key for CUSTOM menu.
F1-F10	=	Select pre-assigned group.
X-key	=	Toggles full-screen tactical radar map.
Z-key	=	Zoom in radar map.
[-key or]-key	=	Cycles and highlights through manufacturing list.
Del-key	=	Aborts vehicle being built in manufacturing list.
Q-key	=	Quits the mission.
ESC-key	=	Exit Game.

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Mining

Use mining vehicle, position your cursor in the center of an active mine, and right click.

Ground and Air Tugs

- A.) Up Arrow on your selected tug to assign your Load/Unload destination, or
- B.) Select Load/Unload destinations or recover canisters using the cursor and right clicking.

Upgrading

Use Upgrade Station, to target vehicle/building, and right click.

Repair

Repair buildings automatically send Repair Pods to nearby damaged units. To set repair priority, use repair building, target nearby vehicle, and right click. (Once to repair, twice to lock repair)

Drag Select

Press and hold the left mouse button and move the mouse across selected area.

Drag Select and Group

Drag Select units and press the "J" key. (Flying units cannot be grouped with non-flying units. Constructed buildings cannot be grouped with vehicles.)

Flying Vehicles and Heli-Pads.

To reload, select flying vehicle and press Up Arrow. Assign flying vehicle to Heli-Pad (this can also be done by targeting the Heli-Pad from your flying vehicle and right clicking). Only one unit/group can be assigned to a Heli-Pad.

Flying Groups: Attack at Will or Attack in Swarm

Press Up Arrow on flying vehicle and select to Attack at Will or Attack in Swarm. Activate command by pressing Up Arrow again or the Enter key.

Attack at Will - Flying vehicles will attack immediately after reloading.

Attack in Swarm - Flying vehicles will attack only when all flying vehicles in a group have reloaded.

Loading/Unloading Vehicles with the Air Carrier

To Load: Use Air Carrier, select ground vehicle, and right click. Repeat to load up to eight vehicles (or one building in vehicle mode).

To Unload: Wait until Air Carrier is above selected drop zone, position cursor at a non-targetable area (unload command will appear) and right click. Repeat, to unload multiple vehicles.

Constructing

Select building in vehicle mode, place cursor on desired location, and right click. Construction Vehicle will move to selected location and construct into building.

Deconstructing (except landing pads)

Select building, press Up Arrow, and select deconstruct.

Manufacture Units

Select Landing Pad and press the Up Arrow. Choose category from "Offense", "Defense", "Resource", "Radar" or "Seedship", and use the left/right arrow keys to select purchase. Press the Up Arrow to begin manufacture.

Place Landing Pad

Select non-constructed Landing Pad. Camera will shift to Satellite view. Position cursor to select a suitably landing area and left click to deploy the Landing Pad. NOTE: It takes approximately up to 1 minute for the Landing Pad to come fully online. Manufacture orders can be placed immediately, but structural integrity may be compromised during that first minute.

Cancel Sell of units

Cancel sale of unit/group by left clicking for new navigation point.