

FLIGHT CONTROLS



Cyclic Control
(Numeric pad is also supported)



Center cyclic horizontally.
Press again to center both axes.
(5 on the numeric pad also performs this function)



Increase Throttle/Collective and engine starter.



Decrease Throttle/Collective



Left Pedal



Right Pedal



Set Throttle/Collective to zero power. Maximum descent rate.



Set Throttle/Collective to 33%



Set Throttle/Collective to 50% power and maintain level flight.



Set Throttle/Collective to 66%



Set Throttle/Collective to 100% power. Maximum climb rate.

TARGETING CONTROLS



Select target to the right



Select target to the left



Select target under the aiming sight



Deselect target

WEAPONS AND SYSTEMS



Fire Cannon / Chain guns



Fire Hellgate Missiles
(Avenger and Raven only)
Fire 2x Rockets (Lewis)



Fire Rockets (Avenger and Lewis)
Open/close bay doors (Raven)



Launch counter-measures



Activate winch system

NAVIGATION CONTROLS



Cycle way-points

MENU SCREENS



Open menu at last screen or return to flight mode.



Switch to Map screen.



Switch to Campaign Objectives screen.



Cycle next screen. Hold **Shift** to cycle to previous screen.



Focus on player (Map screen)



Change page (Map and Mission screen)



Boss key



Toggle between full-screen or windowed modes.

CAMERA SELECTION



Cockpit view



Toggle cockpit visibility



External orbit camera



Tower view



Slot (behind) view



Left / right external side view.
Press again to change sides.



Rear (facing) view



View from above



Target view. Press again for reverse target view.

CAMERA ADJUSTMENT



Zoom in



Zoom out



Reset zoom

Zoom controls can be used in all camera views and on the Map screen.



Look left/right in cockpit view or rotate external orbit camera

THUNDER HELIX

REFERENCE CARD FOR KEYBOARD AND MOUSE CONTROLS

MOUSE FLIGHT CONTROLS



No buttons held: movement controls cyclic input.



Left button:
Fire Cannon / Chain guns



Hold: Drag up/down for throttle.
Drag left/right for pedals.
Double click: Set throttle to 50% (level flight)

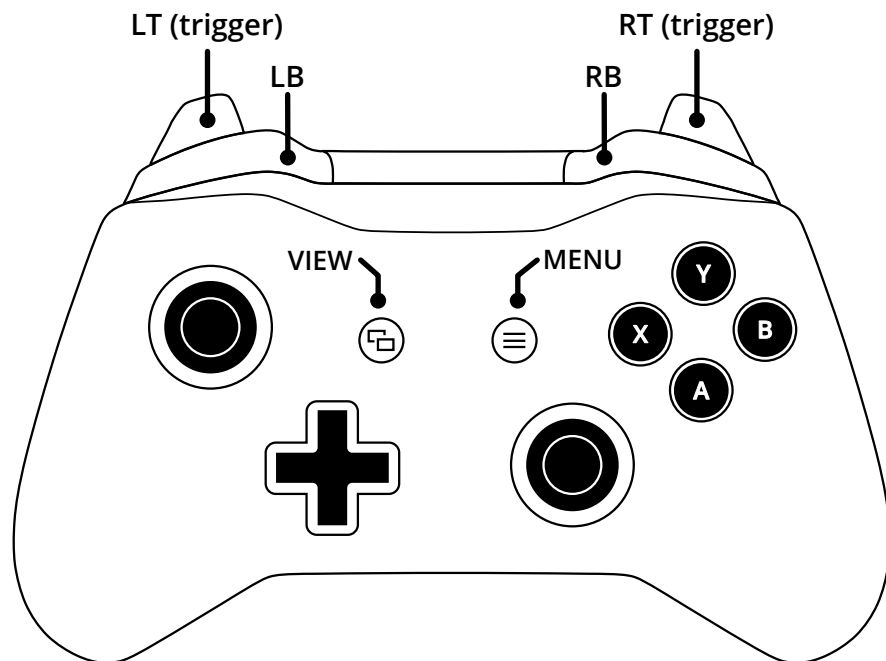


Hold right mouse button and double-click left mouse button:
Select target under aiming sight.



Wheel: Zoom in / zoom out.
Click: Reset zoom.





FLIGHT CONTROLS



Cyclic Control

Click the Left Stick to center the cyclic horizontally. Click again to center in both axes.



Increase Throttle/Collective and engine starter.



Decrease Throttle/Collective



Pedal inputs

WEAPONS AND SYSTEMS



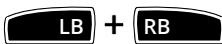
Fire Cannon / Chain guns



Fire Hellgate Missiles (Avenger and Raven only)
Fire 2x Rockets (Lewis)



Fire Rockets (Avenger and Lewis)
Open/close bay doors (Raven)



Launch counter-measures



Activate winch system

NAVIGATION CONTROLS



Next way-point

CAMERA SELECTION



Camera change modifier. Hold the *View* button while pressing one of the buttons below:



Slot (behind) view



Left side view



Right side view



Rear (facing) view



Toggle cockpit visibility



View from above



Tower view



Target view. Press again for reverse target view.

EXTERNAL VIEW

Press the *View* button without an additional modifier for external orbit camera. Press again to toggle back to a cockpit view.

CAMERA ADJUSTMENT



Look left/right in cockpit view or rotate external orbit camera



Zoom in / out

Click the Right Stick to reset the camera to a forward cockpit view, or behind the helicopter in external orbit view.

THUNDER HELIX

REFERENCE CARD FOR XBOX CONTROLLERS (XINPUT)

TARGETING CONTROLS



Select target to the right



Select target to the left



Select target under the aiming sight.

Hold for 2 seconds to deselect.

MENU SCREENS



Open menu or return to flight mode.



Change screen.



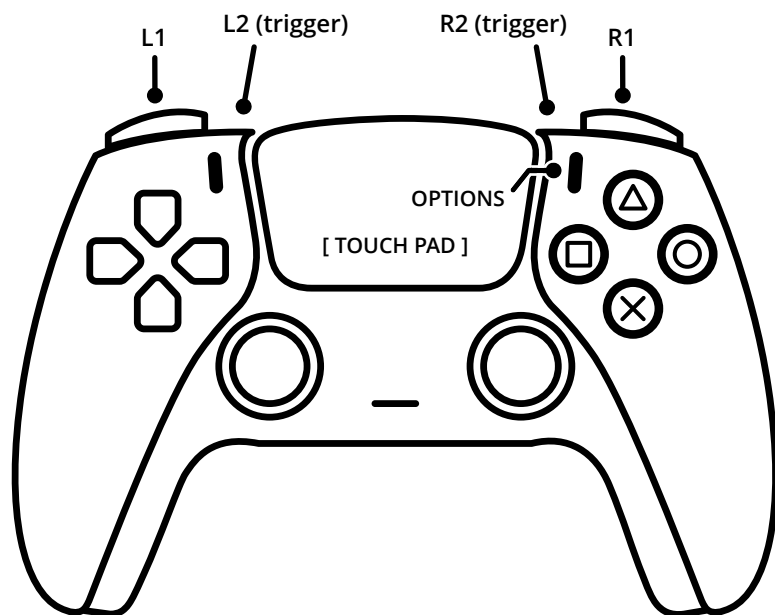
Select active mission (Map screen)
Change page (Campaign)



Move the map camera. Click the stick to focus on the player.



Zoom in / out. Click the stick to reset zoom to default.



FLIGHT CONTROLS



Cyclic Control

Click the Left Stick to center the cyclic horizontally. Click again to center in both axes.



Increase Throttle/Collective and engine starter.



Decrease Throttle/Collective



Pedal inputs

WEAPONS AND SYSTEMS



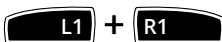
Fire Cannon / Chain guns



Fire Hellgate Missiles (Avenger and Raven only)
Fire 2x Rockets (Lewis)



Fire Rockets (Avenger and Lewis)
Open/close bay doors (Raven)



Launch counter-measures



Activate winch system

NAVIGATION CONTROLS



Next way-point

CAMERA SELECTION



Camera change modifier. Hold the *Touch pad button* while pressing one of the buttons below:



Slot (behind) view



Left side view



Right side view



Rear (facing) view



Toggle cockpit visibility



View from above



Tower view



Target view. Press again for reverse target view.

EXTERNAL VIEW

Press the *Touch pad button* without an additional modifier for external orbit camera. Press again to toggle back to a cockpit view.

CAMERA ADJUSTMENT



Look left/right in cockpit view or rotate external orbit camera



Zoom in / out

Click the Right Stick to reset the camera to a forward cockpit view, or behind the helicopter in external orbit view.

THUNDER HELIX

REFERENCE CARD FOR DUALSENSE AND DUALSHOCK 4 CONTROLLERS

TARGETING CONTROLS



Select target to the right



Select target to the left



Select target under the aiming sight.

Hold for 2 seconds to deselect.

MENU SCREENS



Open menu or return to flight mode.



Change screen.



Select active mission (Map screen)
Change page (Campaign)



Move the map camera. Click the stick to focus on the player.



Zoom in / out. Click the stick to reset zoom to default.