

VEHICLE CONTROLS

LOCK/CYCLE TARGET (Tab) · SLOW FWD (Q) · FWD (W) · FAST FWD (E) · COUNTER MEASURE (R)
STEER LEFT (A) · BACK (S) · STEER RIGHT (D)
TURN IN (Z) · TURN OUT (X)
SWITCH WEAPONS (F) · LIGHTS (L)
MINIMAP (M) · RCtrl
WEAPON ZEROING DISTANCE · Page Up ▲ (+) · Page Down ▼ (-)
LOOK DIR. (4 5 6)
SCOPE VIEW (0)
FREE LOOK TOGGLE (*) · ZOOM OUT (-) · ZOOM IN (+)
1st/3rd PERSON VIEW (Enter)
STEER AIM TURRET LOOK
LCtrl + F — CYCLE GUNNER'S WEAPONS
LCtrl — FIRE ORDER
DEFAULT ACTION
CLICK / HOLD FIRE
CLICK - SCOPE VIEW
HOLD - ZOOM
REPORT TARGET
LOCK TARGET

AIRCRAFT CONTORLS

MOVEMENT · VIEW · WEAPONS · MISC · MENU

LOCK/CYCLE TARGET (Tab) · INC. THRUST (Q) · NOSE DOWN (W) · COUNTER MEASURE (R)
BANK LEFT (A) · NOSE UP (S) · BANK RIGTH (D) · SWITCH WEAPONS (F) · LANDING GEAR (G) · LIGHTS (L)
TURN IN (Z) · TURN OUT (X) · RUDDER RIGHT (C)
MINIMAP (M) · RCtrl
SCOPE VIEW (0)
FREE LOOK TOGGLE (*) · ZOOM OUT (-) · ZOOM IN (+)
LOOK DIRECTION (7 8 9 4 5 6)
1st/3rd PERSON VIEW (Enter)
LCtrl + F — CYCLE GUNNER'S WEAPONS
LCtrl — FIRE ORDER MISSILE LAUNCH
BANK/TILT AIM TURRET LOOK
DEFAULT ACTION
CLICK / HOLD FIRE
CLICK - SCOPE VIEW
HOLD - ZOOM
REPORT TARGET
LOCKK TARGET

BASIC INFANTRY CONTROLS

MOVEMENT · VIEW · WEAPONS · MISC · MENU



COMMAND CONTROLS

COMMAND · VIEW · SELECTION · MOVEMENT

