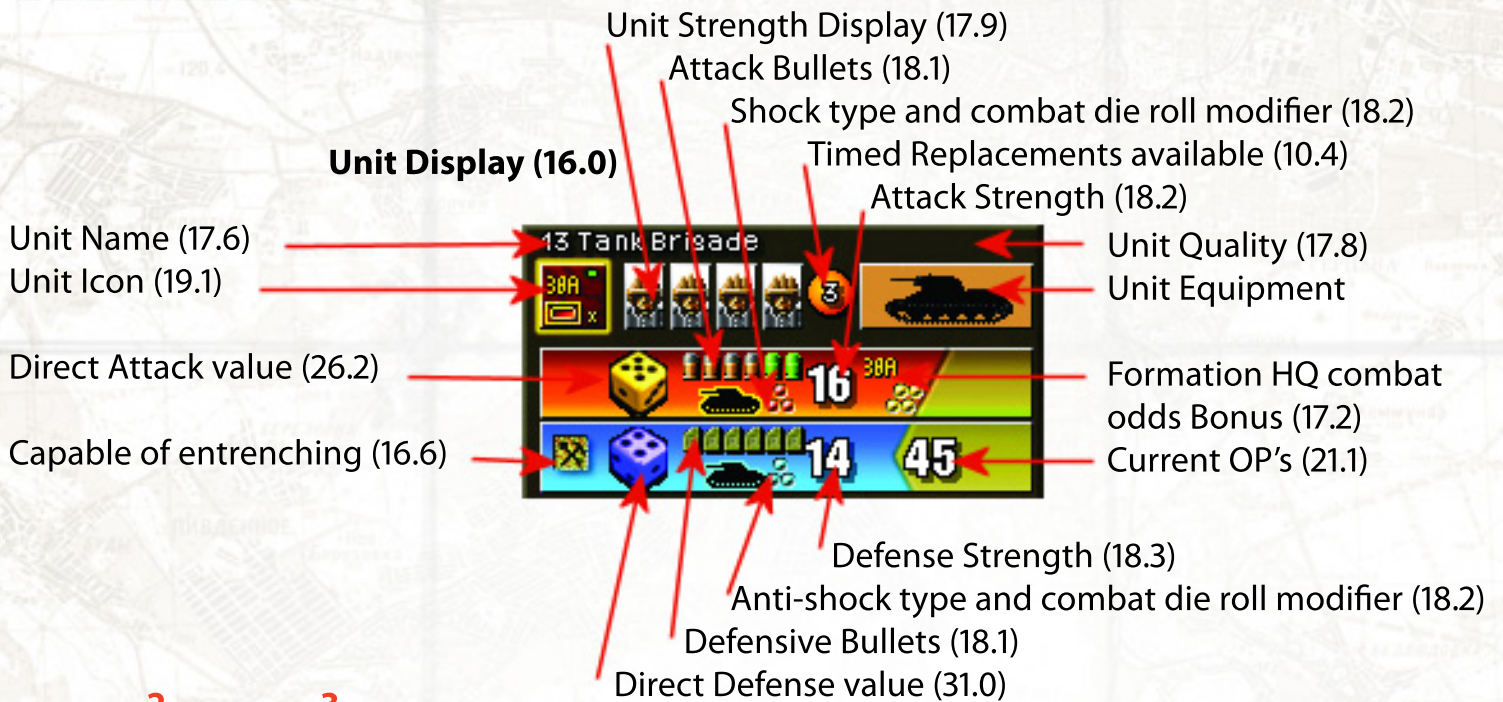


# KHARKOV

## Unit quick reference guide



### Unit Popup Display (34.3)

- 1 - Current Tactical Map Hex
- 2 - Unit's Country Flag
- 3 - Unit Name and Unit Quality (34.3)
- 4 - Formation HQ (17.2)
- 5 - Minor HQ name (16.1)
- 6 - Minor HQ Patch
- 7 - Combat Integrity Combat Strength Bonus (16.1)
- 8 - Combat Integrity range from Minor HQ
- 9 - Unit Icon (19.1)
- 10 - Unit Strength Display (17.9)
- 11 - Timed Replacements available (10.4)
- 12 - Unit Equipment
- 13 - Unit Movement Mode
- 14 - [Hedgehog] Entrenchment odds/defensive strength bonus
- 15 - Replacement Type (34.3.1)
- 16 - Bridge Repair Capability (34.3.1)
- 17 - Can place Detachments (34.3.1)
- 18 - Bridge Blowing Specialist (34.3.1)
- 19 - Unit combat info displayed per step increment
- 20 - Transport capability type (34.3.1)
- 21 - Cadre Lives (34.3.1)
- 22 - Max OP value within Formation HQ Command Range (34.3)
- 23 - Max OP value out of Formation HQ Command Range (34.3)
- 24 - Recon Spotting Bonus (34.3.1)
- 25 - Direct Attack Armor die roll modifier (34.3.1)
- 26 - Unit's Victory Point value (34.3.1)

# Kharkov Hotkeys

'w' Clear Map  
'e' Strongpoints Displayed/Hidden  
'r' Highlight hexes containing units that can take Replacements  
'u' Units Displayed/Hidden  
'i' All Town Indicators On, Important Town Indicators On, All Town Indicators Off  
'o' Close Combat Advisor On/Off  
'p' Show/Hide movement penalties in hex  
'a' Artillery Radius On/Off  
's' Show Supply Net On/Off  
'd' Combat Integrity Radius On/Off  
'j' Combat Integrity Units On/Off  
'f' Front Line On/Off  
'h' Hex Grid On/Off  
'k' KIA Units Displayed/Hidden  
'l' Deselect Unit  
'x' Show Moved Units Normal/Darkened  
'c' All Town Names On, Important Town Names On, All Town Names Off  
'n' Next Unit  
'm' Mines and Detachments Displayed/Hidden  
'b' Indirect Fire Advisor  
'q' Leave Unit and Get Next Unit  
'z' Undo last action if allowed  
'space' In combat screen selects all of stack and in game cycles through stack units.

Alt Magnifying glass, use the mouse scrolling wheel to zoom  
Alt F4 Exit immediately to desktop without saving game.  
Control A Toggles AI display  
Control M Switches music track  
Control Z Undo – like F1  
Control U Shows/Hides supply, Reinforcement and OMA Tactical Map Entry/Exit icons  
Control P Dumps map to disk  
Control D Turn highlighting of movement area On/Off  
Control S Saves game (unless email game is being played)  
Control H Toggles Cliffsidess, Cliffsidess and Contours, Cliffsidess and Contour Shading and No Height Display  
Control O With a combat selected in the Combat Advisor, move all units chosen by the CA to their attack positions

F1 Undo last action if allowed  
F2 Entrench currently selected unit, or Hedgehog unit if possible  
F4 Drop detachment from selected unit  
F5 Display AA zone. Cyan = active AA unit Red = Town AA range Yellow = Unit AA unit range.  
Colors lighter on roads.  
F6 Display attack strength of all capable units in hex , Gold = Elite unit in stack Red = No Elite unit in stack  
F7 Display total defense strength of all units in hex, Dark grey bar = all possible units entrenched  
Gold bar = Elite unit in stack Green sunken bar = Elite unit in stack and at least one unit entrenched.  
F8 Display vulnerability, Gray cloud = contains Combat units  
Orange = no combat units in hex therefore vulnerable  
F9 Display total Objective VP's gained from the current turn to the end of the game for both sides  
(Axis=blue, Allied=yellow)  
F10 Shows railways and rail bridges Yellow = friendly control, red = enemy control  
F11 Shows roads and road bridges, Blue = Major Road, Brown = Minor Road, Yellow=Lesser Road  
Yellow Outline= friendly control, Red Outline = enemy control  
F12 Show all bridges, Green Outline= High chance of bridge blowing Yellow Outline= Medium chance of bridge blowing Red Outline= Low chance of bridge blowing Whole bridge Red= Can't be blown

