

Medieval: Total War

Esc	Unit Stats F1	F2	Shrink Screen F3	Enlarge Screen F4	Overview Map F5	Button Bar F6	Unit Panel F7	F8	F9	F10	F11	F12
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Druck	Rollen	Pause
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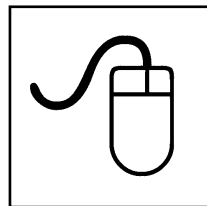
° ^ `	Single Line 1	Sorted Single L. 2	Double Line 3	Sorted Double L. 4	Missile First 3 L. 5	Foot First 3 L. 6	Cavalary First 3 L. 7	Cavalary Screen 8	Column 9	0	? _ β -	' + ' =	Halt ←	
Next Unit Tab	Q	Wedge Format. Withdraw	Engage at Will E	Rally Run R	Send Message T	Z Y	U	I	Set Route O	Group Format. Pause	Ü [* +]	Deselect All Enter	
Caps	Select All Fire at Will	Skirmish S	D	Hold Format. F	Group G	Hold Position H	J	K	Loose Format. L	Ö ;	Ä ' ;	#		
Shift	> \	Y Z	X	Close Format. C	V	B	N	M	: <	: >	- / ?		Shift	
Strg		Alt	Show Target Ghosts									AltGr		Strg

Einfg	Goto Start Pos1	Bild ↑
Entf	Ende	Bild ↓

	Forward ↑	
Turn Left ←	Back ↓	Turn Right →

Num	Pan Down /	Pan Up +	Turn Down -
Fast Turn Left 7	Fast Forward 8	Fast Turn Right 9	
Turn Left 4	Forward 5	Turn Right 6	Turn Up +
Pan Left 1	Back 2	Pan Right 3	
Hide UI 0			Enter

deutsches Tastaturlayout / english keyboard layout



-SELECTING UNITS-

- LMB (on unit flag) Select Unit
- RMB (on unit flag) Popup menu
- CTRL + LMB On a unit flag will select more than one unit.

-MOVING UNITS - AFTER SELECTING A UNIT-

- LMB (on terrain) March to that location.
- 2X LMB (on terrain) Quick march to location.
- LMB + drag (on terrain) Shape new unit formation in new position.

-COMBAT - AFTER SELECTING A UNIT-

- LMB (on enemy unit) Attack unit
- 2XLMB (on enemy unit) Storm and Attack unit

Further Unit Commands

- [Ctrl] +[C] Select All Cavalary
- [Ctrl] +[M] Select All Missile
- [Ctrl] +[H] Select All Melee
- [Ctrl] +[B] Select All Artillery

more keyboard layouts:
<http://www.keycardhq.de>