Strike Commander cheat sheet

Weapons

"	Drop flare
;	Drop chaff
G	Dogfight mode ("Guns")
Т	Select next farther target
Shift + T	Select next closer target
Ctrl + T	Select no target
Y	Track selected target (from cockpit only)
Space	Fire selected weapon
W	Select next weapon
Q	Select previous weapon
Alt + W	Show loadout (memory permitting)
Ctrl + W	Jettison selected weapon
Shift + W	Jettison all air-to-ground weapons

Navigation and maneuvering

1 or 2 or 3 or 4 or 5	Military (normal) engine power in 20% increments
6 or 7 or 8 or 9 or 0	Afterburner power in 20% increments
+	Step up engine power
-	Step down engine power
~	Engine shutoff
Arrow keys	Flight control (pitch and roll)
Num 5	Center control stick (keypad flight only)
< or ,	Left rudder
> or .	Right rudder
В	Brakes on / off (toggle; air or wheel brakes depending on location)
F	Flaps up / down (toggle)
L	Landing gear up / down (toggle)
A	Autopilot to waypoint, auto- takeoff, or auto-landing
Ν	Navigation map
S	Calibrated / True airspeed (toggle)

Ctrl + E

Multi-function displays

С	Communication systems
D	Damage control and fuel
F8	Gun camera MFD
R	Radar (mode depends on selected weapon)
К	AA radar single target track
[Zoom in (radar)
1	Zoom out (radar)

Eject

Camera views

Arrow keys	Pan around cockpit (if enabled at option screens)
F1	Cockpit camera (front view)
F2	Chase camera
F3	Left cockpit camera
F4	Right cockpit camera
F5	Back cockpit camera
F6	External camera (cycles through air targets)
Ctrl + F6	View ground targets (cycles through ground targets)
Ctrl + F6 F7	0 0 0
	through ground targets) Player to target / Target to player
F7	through ground targets) Player to target / Target to player (toggle)
F7 F8	through ground targets) Player to target / Target to player (toggle) Gun camera (MFD)
F7 F8 F9	through ground targets) Player to target / Target to player (toggle) Gun camera (MFD) Victim camera

Game interface

Alt + J	Recalibrate joystick
Alt + M	Music on / off (toggle)
Alt + O	Game options (detail level, difficulty, etc.)
Alt + P	Pause
Alt + S	Sound on / off (toggle)
Alt + X	Exit to DOS without saving

Shift + Tab	Time compression: 1x, 2x, 4x (sustained)
Tab	Time burst 6x (lasts while Tab is held)
Arrow keys	Rotate objects in Object Viewer

Source: Strike Commander reference card (PDF)

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More information: defkey.com/mn/strikecommander-shortcuts

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