



Jagged Alliance 2 (version 1.13) cheat sheet

Selecting Mercs and Squads

F1	... to F10: Selects merc / move screen to merc
Space	Selects the next merc in the current squad. Use depends on option 'Space selects next squad'
Shift + Space	Selects next squad
=	Selects all mercs in the current sector
[0 - 9]	Switch to dynamic squad number in sector
/	Centre on currently selected merc
Alt + F	Keep the screen in view on the selected merc during turn-based

Map screen

Left arrow / Right arrow	Selects previous / next merc
Page Up / Down	Select first / last merc in list
[0 - 9]	Selects all members of that squad number. Same as right clicking on the "SQUAD" textbox
Shift + [0 - 9]	Select all members of squads 11 through 20
Ctrl	Hold Ctrl while selecting mercs to add more mercs to selection group
Shift	Hold Shift while selecting mercs to select a region of mercs

Tactical Screen -

Movement/Stance/Actions

Shift	SHIFT - In Movement Mode, SHIFT makes a merc's movement path visible. It also forces the cursor to HUG the ground, very handy in tight quarters (e.g. doors / other mercs in the way of cursor)
Alt + Shift	ALT + SHIFT - Used for jumping over small obstacles. Hold ALT + SHIFT and point at a tile (2 or 3

tiles away from merc). Cursor will change to indicate jumping is possible. Useful for jumping over mines, from roof to roof or over another merc if he is prone

Alt	ALT - While moving a merc, holding down ALT makes: STANDING merc will sidestep or back-up, CROUCHING merc will back-up, PRONE merc will roll to the side or back-up.
Left click or Right click or Middle click	Look / Turn cursor. Change merc's facing / Raise weapon if looking at the same direction. Note that some bonuses like scope vision range bonus only apply when a weapon is raised
Page Up / Down	Cycle through stances. Standing next to (or on) a building with a flat roof will cause the merc to climb onto/off the roof
P or X	PRONE stance
C	CROUCH stance
S	STANDING stance
R	RUN mode
J	Before an obstacle / climb / drop off roof with selected merc
Shift + J	Jumps through window (merc must be facing the window, and there must be a free tile on the other side of the window). Closed window works as well
G	Toggles selected mercs to move in formation
X	On merc / NPC, exchanges position with character
Z	Activate / Disable STEALTH mode for selected merc(s)
Alt + Z	Activate / Disable STEALTH mode for the entire squad
Ctrl + Shift + X	Toggle real-time sneaking
Ctrl + X	Enter turn based (while sneaking in real-time)
Ctrl + T	Toggle forced turn-based mode
Esc	Abort action (such as movement, firing or first aid)

Ctrl	Hold to bring up the HAND cursor
A	Auto-Bandage your mercs when no enemy in sector
B	Toggles BURST / AUTO / Underbarrel mode for primary hand
.	Toggles between a gun's different scopes / sights / alternative weapon holding (if a gun has variable scope / sight attached)
,	Increase aiming in BURST / AUTO fire (for non-mouse wheel)
Ctrl + .	Open menu - fill water, clean weapons, swap clothes etc.
Alt + Right click or Shift + 4	Open skills menu - e.g. radio operator, spotter
Q	Switch between standard/higher Grenade Launcher angles. Higher angles enable you to launch grenades farther
Shift + G	Toggle cursor for the Grenade Launcher burst between standard toss cursor and burst cursor, allowing spread grenade burst
Alt + R	Reload selected merc's weapon
Shift + R	Reload all weapons (in hand) of active squad from mercs' inventory in turn-based. For real-time, reloads all weapons and fills magazines in squad inventory from sector inventory (if available) first SHIFT + Q - Drop primary hand item to ground
Shift + H or Ctrl + Q	Swaps between primary hand and secondary hand
Shift + K or Alt + Q	Swaps weapons between gunsling and primary hand
Ctrl + Shift + K	Equip sidearm/Swap sidearm with gunsling
Alt + Shift + K	Equip knife/Swap knife with gunsling
Alt + [0 - 9]	Quick access to predefined

	items in JA2_Options.INI [Tactical Interface Settings]
Alt + ~	Put quick access item back to inventory and swap hands
Shift + T	Quick item transformation for primary hand item
Shift + N	Toggles NVGs/sun goggles for all mercs in active team. Goggles in the day, NVG for night
Shift + B	Drops backpacks for all mercs in the current sector (NIV only)
Shift + Left click	Plant tripwire using the previous network settings
Shift + A	Create ammo boxes using all ammo found in sector
Ctrl + Shift + A	Create ammo crates using all ammo found in sector
Shift + F	Remove all removable attachments from items and unload all weapons in sector
Shift + S	Sorts items in sector inventory. Also merges ammo items.
Ctrl + Shift + F	Pickup all dropped backpacks (NIV only), then automatically perform both SHIFT + F and SHIFT + S hotkeys
Ctrl + Shift + M	Merge all mergable items while stacking and sorting. This means medkits, toolkits, canteens, gas cans, first aid kits, ammo etc.
Shift + M	Move all items in sector to location of selected merc

Tactical Screen - Interface

M	Map Screen
O	Options Screen
H	Context-sensitive Help Screen
D	Done / End turn in turn-based combat mode / Activate turn-based when in real-time mode
Ctrl + D	Skip player's interrupts for that turn (for single player & old interrupt system)
~	Toggle between TEAM and

INVENTORY panels

Ctrl + Left arrow / Right arrow	Move selected merc to the left / right in merc panel
E	Cycle through all enemies seen by the selected merc
Enter	Cycle through all enemies team knows
N	Cycle through targets that overlap on the screen
Tab	Toggle cursor level between ground / upper level
F	Display info about a given tile, relative to the selected merc
Alt	Displays soldier info on mouse cursor
Insert	Displays overhead sector view
Home	Toggle 3D cursor
Ctrl + Tab	Next tab in Enhanced Description Box
T	Toggles Treetops on and off
Ctrl + Alt + G	Toggles merc artificial lights at night
Ctrl + Alt + I	Toggles glowing Items on and off
Ctrl + Alt + W	Toggle building Wireframes
*	Toggle between red and white glowing objects
K	Open the KEYS panel
V	Shows game version, difficulty level, progress etc.
Shift	Hold down to increase scrolling speed
Num -	Speeds up the game. Useful for speeding up long enemy turns. Can be reassigned in JA2_Options.INI [Clock Settings]
Backspace	Skip current dialogue (if any)
Pause	Pause the game
Del	Show COVER spots relative to seen enemies
End	Show LINE OF SIGHT of selected merc
Shift + C	Toggle COVER display
Shift + V	Toggle LINE OF SIGHT display

Ctrl + C Open COVER display / TRAP display menu

Ctrl + V Open Sector Inventory manipulations menu

Alt + Shift + C Toggle Display of nearby planted BOMBS / MINES / TRIPWIRE when the selected merc has a metal detector in his hand

Alt + Shift + V Toggle between different Display of BOMBS / MINES / TRIPWIRE planted by own team:

TRAP NETWORK display: mines are red, tripwire is yellow, tiles with both tripwire and mines are orange

NETWORK COLOURING display: network A is red, network B is orange, network C is yellow and network D is green

A, B, C, D TRAP display: only tripwire of this network is displayed Hierarchy: 1 is green, 2 is yellow, 3 is orange, 4 is red

NO TRAP display (default mode)

Tactical Screen - Mouse commands

Ctrl + Z Locks / Release the mouse cursor inside game window. Useful for mouse scrolling and tactical traversing (windowed mode only)

Left click (portrait / figure) - Select merc / move screen to merc

Alt + Left click (portrait) - Centre screen on merc (if not visible) / show merc's location (if visible)

Alt + Left click (figure) - Adds / deselects merc to selection

Right click Toggle current action (depending on item-in-hand) / Hold right mouse button (figure) Change merc's assignment / Hold right mouse button (other tile) Show Action menu / (radarmap) Displays overhead sector view

Left click Left mouse button and Drag - Select multiple mercs (selection cursor) / Spread gunfire (targeting cursor with in BURST /

AUTO) / Change stance (figure and drag up or down) / Scale obstacle (figure and drag up)

Left click + Right click	Hold left mouse button, right mouse button, Release left mouse button - Order all mercs of selected squad to move to location in real-time mode
Left click + Right click	Hold left mouse button, Click right mouse button - Switch movement modes in turn-based mode. Useful for showing the associated AP costs without changing stance
Shift	Hold SHIFT to pick up stacked items, instead of single item (works in Strategic Map and Sector Inventory as well)
Shift + Left click	Auto-attach/merge with item-in-cursor to applicable item (works in Strategic Map and Sector Inventory as well)
Alt + Right click	Swap valid attachment item with item-in-cursor instead of opening description box (works in Strategic Map as well)
Shift + Right click	On a loaded gun to unload magazine to cursor, skipping hassle of opening description box (works in the Strategic Map as well)
Ctrl + Right click	On a stack of items to display the first item's description box, skipping item selection window (works in Strategic Map and Sector Inventory as well)
Wheel up and wheel down	Selects next/previous merc
Alt + Wheel up and wheel down	Changes stance in Movement mode / Add / subtract bullets when in auto fire
Middle click	Look / Turn (same as 'L' hotkey)
Alt + Middle click	Changes firing mode (SINGLE / BURST / AUTO, same as 'B' hotkey)
mousebutton4	Toggle STEALTH mode (same as 'Z' hotkey)

Alt + mousebutton4	Reload selected merc's weapon
mousebutton5	Toggle cursor level between ground / upper level (same as 'Tab' hotkey)
Alt + mousebutton5	Before an obstacle / climb / drop off roof with selected merc (same as 'J' hotkey)

Strategic Screen

Esc	Enter highlighted sector
+ or -	Speed up / slow down Time Compression
Space	Toggles between Pause and last mode of Time Compression
Shift	Hold Shift to plot the most direct travel route (instead of fastest)
Enter or ~	Enter / Exit merc / vehicle inventory
Ctrl + Left click	Auto-move first item in slot to Sector Inventory
Ctrl + Shift + Left click	Auto-move all items in slot to Sector Inventory
Ctrl + Tab	Displays next tab in Enhanced Description Box
Insert or Del	Up / Down one sublevel
Ctrl + Left click or Ctrl + Right click	Assign / remove 5 in Militia Assignment window
Shift + Left click or Shift + Right click	Assign / remove all in Militia Assignment window
Shift + K	Swaps valid weapons between gunsling and primary hand
Shift + N	Toggles NVGs / sun goggles for all mercs in active team. Goggles in the day, NVG for night
F1	... to F6: Sort merc list by column 1 - 6 (NAME, ASSIGN, SLEEP, LOCATION, etc.)
L	Laptop screen
C	Show selected merc's contract
W or M or T or Z or R or A or I	Toggles map filters: ToWns; Mines; Teams & Enemies; Militia & Enemies (Z); Mobile Milita Restrictions; Airspace; Inventory

U Open Sector Inventory Screen of highlighted sector

Strategic Map - Sector Inventory

Esc	Exit Sector Inventory
, or .	Previous / Next page
Shift + W	Drop ALL items (of selected merc), including Armour, LBE and hand positions
Shift + E	Drop carried Items (of selected merc). Does not include Armour, LBE and hand positions
Ctrl + Shift + E	Pickup as many sector items as possible
Tab + Left click	Restrict item from militia equipment (for Militia Use Sector Equipment = TRUE only)
Ctrl + Tab + Left click	Restrict item in towns from move item assignment
Alt + Left click	Sell first item in slot
Alt + Shift + Left click	Sell all items in slot
Alt + Y + Left click	Sell all items of the same type in Sector Inventory
Del + Left click	Delete first item in slot
Del + Shift + Left click	Delete all items in slot
Del + Y + Left click	Delete all items of the same type in Sector Inventory
Ctrl + Del	Delete all items from Sector Inventory
Ctrl + Left click	Auto-move first item in slot to merc / vehicle inventory
Ctrl + Shift + Left click	Auto-move all items in slot to merc / vehicle inventory
Ctrl	Hold CTRL to compare item stats with item in Description Box

Laptop

Esc	Shut down the Laptop
Tab or Ctrl + Tab	Next / Previous button in Navigation Panel
Left arrow / Right arrow	Previous / Next page

Shift + Left arrow / Right arrow Jump 10 pages back / forward

Ctrl + Left arrow / Right arrow Go to first / last page

Enter Assigned to commonly-used action in webpage

Backspace Go back previous page (if applicable)

W or A or S or D or E or Q W, A, S, D, E, Q are alternate keys for ARROWS, Enter, Backspace

Aim website

1 Select Kit 1 (starting gear)

2 Select Kit 2 (starting gear)

3 Select Kit 3 (starting gear)

4 Select Kit 4 (starting gear)

5 Select Kit 5 (starting gear)

Right click (on merc portrait / mug shot) - Go back previous page

M Go to page: Members

P Go to page: Policies

H Go to page: History

L Go to page: Links

M M, F, A (members sorting page) - Go to page: Mug Shot Index

F M, F, A (members sorting page) - Go to page: Members page

A M, F, A (members sorting page) - Go to page: Alumni page

M.E.R.C. website

T Switch between Profile Info & Starting Gear

BOBBY RAYS website

1 Add item 1

2 Add item 2

3 Add item 3

4 Add item 4

Shift + 1 or Shift + 2 or Shift + 3 or Shift + 4 Add all items

Shift + 4	
Ctrl + 1 or Ctrl + 2 or Ctrl + 3 or Ctrl + 4	Remove 1 item
Ctrl + Shift + 1 or Ctrl + Shift + 2 or Ctrl + Shift + 3 or Ctrl + Shift + 4	Remove all items

Personnel manager

Up arrow / Down arrow	Switch between Stats, Employment and Inventory
Shift + Tab	Toggle between Current Team and Departures

Email client

Left click	(on message) - Close email message
Right click	(on message / mailbox) - Delete email message prompt

System Commands

Ctrl + S	Save Screen
Alt + S	Quick Save
Ctrl + L	Load Screen
Alt + L	Quick Load
Alt + X	Exit game

Save & Load screen

Page Up / Down	Previous / Next page
Alt + A	Load last Auto-Save (Load Screen only)
Alt + B	Load previous save prior to last one (Load screen only)
Ctrl	Hold CTRL to display game settings (Load Screen only)

Main menu

N	Start New Game with latest loaded game settings
M	Multiplayer game
C	Continue Saved Game (Load

	Screen)
Alt + C	Load Last Game
O	Preferences
S	Credits
Q	Quit game

GABBI / IGUANA Cheat keys

Ctrl	(then GABBI) - On Tactical Map: Enables cheat mode in ENG Version
Ctrl	(then IGUANA) - On Tactical Map: Enables cheat mode in GER Version

Tactical screen

Alt + Enter	Aborts enemies turn
Alt + E	Makes all characters (enemies and NPCs) and items visible
Alt + T	Teleports selected merc to cursor location
Alt + R	Reloads selected merc's weapon without depleting ammo
Alt + D	Refreshes APs of all mercs (May require multiple uses to fully restore)
Ctrl + U	Refreshes all character's health and energy (heals them)
Alt + G	Adds a random merc to roster
Alt + B	Adds an enemy soldier beneath the cursor
Alt + C	Adds a civilian beneath the cursor
Alt + V	Adds a robot beneath your cursor
Alt + 2	Turn selected merc into a baby crepitus
Alt + 4	Puts the selected merc in a wheelchair
Alt + 5	Turns selected merc into a large crepitus
Alt + O	Adds a large crepitus beneath your cursor
Alt + I	Adds a random gun beneath

	your cursor
Alt + .	Adds item by Item ID on selected merc
Ctrl + Alt + .	Adds previously spawned item on selected merc
Alt + W	Cycle forward through item list by Item ID in primary hand (if empty will create item)
Alt + Shift + W	Cycle backward through item list instead
Alt + Q	View interior of all buildings
Ctrl + F	Display the frame rate
Ctrl + Alt + Shift + T	All mercs in current sector arrested by the Queen
Alt + K	Mustard Gas explosion at cursor
Ctrl + K	Hand Grenade explosion at cursor
Ctrl + H	Hurts character under cursor location
Alt + O	Kills all enemies in current sector

Map screen

Ctrl + T	CTRL + T - In travel mode, teleport squad to sector under cursor
Alt	(then AUTO RESOLVE) Kills all enemies in sector

Laptop

= or -	Increase / Decrease funds by \$10,000
+ or _	Increase / Decrease funds by \$100,000

Alternate Mouse Commands (Optional)

Set ALTERNATE_MOUSE_COMMANDS to true in JA2_Options.ini (located in Data-1.13) to use these hotkeys. Keep in mind they'll change some of the default hotkeys.

Shift + Middle click	Centres screen on merc
Ctrl + Middle click	Toggles between a gun's different scopes / sights /

alternative weapon holding (if a gun has variable scope / sight attached) (same as '. dot' hotkey)

Ctrl + Alt + Middle click	Toggles cursor level between ground / upper level (same as 'Tab' hotkey)
Shift + Ctrl + Middle click	Before an obstacle / climb / drop off roof with selected merc (same as 'J' hotkey)
Shift + Ctrl + Alt + Middle click	Jumps through window (merc must be facing the window, and there must be a free tile on the other side of the window). Closed window works as well (same as 'SHIFT+J' hotkey)

4th Mouse Button

Alt + mousebutton4	Toggles STEALTH mode for all mercs in squad (same as 'Alt+Z' hotkey)
Ctrl + mousebutton4	Show cover (same as 'Shift + C' hotkey)
Shift + mousebutton4	Reloads selected merc's weapon
Shift + Alt + mousebutton4	Reloads all the weapons of mercs in squad (same as 'SHIFT + R' hotkey)
Ctrl + Alt + mousebutton4	Switch to metal detector (same as 'Alt+Shift+C' hotkey)
Shift + Ctrl + mousebutton4	Show line of sight (same as 'SHIFT + V' hotkey)
Shift + Ctrl + Alt + mousebutton4	Show player mines (same as 'ALT + SHIFT + V' hotkey)

5th Mouse Button

mousebutton5	Swap hands (same as 'SHIFT + H' hotkey)
Alt + mousebutton5	Switch to knife (same as 'ALT + SHIFT + K' hotkey)
Ctrl + mousebutton5	Switch to sidearm (same as 'CTRL + SHIFT + K' hotkey)
Shift + mousebutton5	Swap sling (same as 'SHIFT + K' hotkey)
Ctrl + Alt +	Swap goggles (same as 'SHIFT

mousebutton5	+ N hotkey)
Shift + Alt + mousebutton5	Toggle formation (same as 'CTRL + SHIFT + G hotkey)
Shift + Ctrl + mousebutton5	Enter turn based mode (same as 'CTRL + X' hotkey)
Shift + Ctrl + Alt + mousebutton5	Toggle sneak (same as 'CTRL + SHIFT + X' hotkey)

Mouse wheel

Shift + Wheel up and wheel down	Cycles through all enemies seen by the selected merc (same as 'E' hotkey)
Shift + Alt + Wheel up and wheel down	Cycles through all enemies team knows (same as 'Enter' hotkey)
Ctrl + Wheel up	RUN mode
Ctrl + Wheel down	Swap hands
Shift + Ctrl + Wheel up	Swap sling
Shift + Ctrl + Wheel down	Switch to knife
Alt + Ctrl + Wheel up	Swap goggles
Alt + Ctrl + Wheel down	Switch to side arm
Shift + Alt + Ctrl + Wheel up and wheel down	Pick up / Drop backpack (same as 'CTRL + SHIFT + F' & 'SHIFT + B' hotkeys)

Source: Fandom

Last modification: AP 1399/11/5 8:44:20

More information: defkey.com/ps/jagged-alliance-2-shortcuts

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