GregStein Hotkeys (QWERTY)

Menus

Objectives:	Alt+O
Display Technology Tree:	F1
Chat Dialog:	Alt+T
Diplomacy:	Alt+D
Menu:	F10
Display Options Screen:	Alt+S

Camera

Click-Drag Scroll:	/
Scroll Down:	Down
Scroll Left:	Left
Scroll Right:	Right
Scroll Up:	Up
Zoom In:	Ctrl+\
Zoom Out:	Wheel Down
Zoom In:	Ctrl+=
Zoom Out:	Ctrl+-
Reset Zoom:	ALT ~~Ctrl~~+Backspace
Return to Previous View:	Num4

Go-To Commands

Go to Mill:	Ctrl+Z
Go to Mining Camp:	Ctrl+G
Go to Lumber Camp:	Ctrl+W
Go to Dock:	Ctrl+D
Go to Blacksmith:	Ctrl+S
Go to Market:	Ctrl+A
Go to Monastery:	Ctrl+Y

Settings

Toggle Friend or Foe Colors:	Alt+G
Display Statistics:	F4
Display Game Time:	F11
Mini-map Economic Mode:	Alt+R
Mini-map Combat Mode:	Alt+C
Mini-map Normal Mode:	Alt+N
Slow Down Game:	Unassigned
Speed Up Game:	Unassigned
Toggle Visual Grid:	Alt+Shift+G
Toggle Health Bar:	Alt+H
Toggle Extended Tooltips:	F1

Control Groups

Create Group #1:	Ctrl+1
Create Group #2:	Ctrl+2
Create Group #3:	Ctrl+3
Create Group #4:	Ctrl+4
Create Group #5:	Ctrl+5
Create Group #6:	Ctrl+6
Create Group #7:	Ctrl+7
Create Group #8:	Ctrl+8
Create Group #9:	Ctrl+9
Create Group #10:	Ctrl+0
Create Group #11:	Ctrl+Alt+1
Create Group #12:	Ctrl+Alt+2
Create Group #13:	Ctrl+Alt+3
Create Group #14:	Ctrl+Alt+4

Game Commands

Flare:	Alt+F
Pause Game:	F3
Save Game:	F5
Save Chapter:	F9

Chat

Send Chat Message:	Enter
Review Chat Messages Backward:	Page Up
Review Chat Messages Forward:	Page Down
Review Event Messages Backward:	Ctrl+Page Up
Review Event Messages Forward:	Ctrl+Page Down

Spectator/Replay Commands

Replay Speed Down:	Num-
Replay Speed Up:	Num+
Set Speed to Default:	Ctrl+Up
Set Speed to Extra Fast:	Ctrl+Right
Set Speed to Fast:	Ctrl+Down
Set Speed to Slow:	Ctrl+Left
Watch Gaia:	Ctrl+Shift+F9
Watch Player One:	Ctrl+Shift+F1
Watch Player Two:	Ctrl+Shift+F2
Watch Player Three:	Ctrl+Shift+F3
Watch Player Four:	Ctrl+Shift+F4
Watch Player Five:	Ctrl+Shift+F5
Watch Player Six:	Ctrl+Shift+F6
Watch Player Seven:	Ctrl+Shift+F7
Watch Player Eight:	Ctrl+Shift+F8

Go to University:	Ctrl+U
Go to Town Center:	H
Go to Town Center (2):	Extra Button 1
Go to Barracks:	Ctrl+B
Go to Archery Range:	Ctrl+A
Go to Stable:	Ctrl+C
Go to Siege Workshop:	Ctrl+X
Go to Castle:	Ctrl+V
Go to Krepost:	Ctrl+T
Go to Next Idle Military Unit:	,
Go to Next Idle Military Unit (2):	Unassigned
Go to Next Idle Villager:	Space
Go to Next Idle Villager (2):	Extra Button 2
Go to Selected Object:	.
Go to Last Notification:	Home
Go to Last Notification (2):	Middle Button
Go to King:	Unassigned
Go to Donjon:	Unassigned

All Units

Delete Unit:	Delete
Delete All Selected Units:	Shift+Delete
Garrison:	G
Stop:	S

Military Units

Attack Move:	Tab
Patrol:	W
Guard:	X
Follow:	C
Aggressive:	A

Create Group #15:	Ctrl+Alt+5
Create Group #16:	Ctrl+Alt+6
Create Group #17:	Ctrl+Alt+7
Create Group #18:	Ctrl+Alt+8
Create Group #19:	Ctrl+Alt+9
Create Group #20:	Ctrl+Alt+0
Select Group #1:	1
Select Group #2:	2
Select Group #3:	3
Select Group #4:	4
Select Group #5:	5
Select Group #6:	6
Select Group #7:	7
Select Group #8:	8
Select Group #9:	9
Select Group #10:	0
Select Group #11:	Alt+1
Select Group #12:	Alt+2
Select Group #13:	Alt+3
Select Group #14:	Alt+4
Select Group #15:	Alt+5
Select Group #16:	Alt+6
Select Group #17:	Alt+7
Select Group #18:	Alt+8
Select Group #19:	Alt+9
Select Group #20:	Alt+0
Select & Center Group #1:	Ctrl+Shift+1
Select & Center Group #2:	Ctrl+Shift+2
Select & Center Group #3:	Ctrl+Shift+3
Select & Center Group #4:	Ctrl+Shift+4

Select Commands

Select all Military Buildings:	5
Select all Docks:	Ctrl+Shift+D
Select all Barracks:	Ctrl+Shift+B
Select all Archery Ranges:	D
Select all Stables:	R
Select all Siege Workshops:	Ctrl+X
Select all Castles:	Ctrl+V
Select all Kreposts:	Ctrl+Shift+T
Select all Donjons:	Unassigned
Select all Monasteries:	6
Select all Town Centers:	4
Select all Markets:	Ctrl+Q
Select all Blacksmiths:	Ctrl+Shift+S
Select all Universities:	Ctrl+Shift+U
Select all Land Military Units:	Shift+,
Select all Idle Villagers:	Ctrl+Space
Select all Visible Land Military Units:	Alt+,
Select all Idle Trade Carts:	Alt+X
Select all Idle Land/Naval Military Units:	Unassigned
Select all Trade Carts/Cogs:	Unassigned
Select all Archery ranges (CP):	Disabled
Select all Barracks (CP):	Disabled
Select all Castles (CP):	Disabled
Select all Docks (CP):	Disabled
Select all Donjons (CP):	Disabled
Select all Idle_military (CP):	Disabled
Select all Kreposts (CP):	Disabled
Select all Markets (CP):	Disabled

Defensive:	;
Stand Ground:	N
No Attack:	O
Line:	Q
Box:	,
Staggered:	E
Flank:	F
Build (Serjeant):	Unassigned

Monks

Convert:	Q
Heal:	E
Drop Relic:	X

Scout

Auto Scout:	J

Buildings/Transports

Set Gather Point:	F
Remove Gather Point:	X
Go Back to Work:	W
Unload/Ungarrison:	U
Lock/Unlock Gate:	Q
Ungarrison:	L

Military Build Menu

Barracks:	B
Archery Range:	A
Stable:	C
Siege Workshop:	X
Outpost:	,
Palisade Wall:	

Select & Center Group #5:	Ctrl+Shift+5
Select & Center Group #6:	Ctrl+Shift+6
Select & Center Group #7:	Ctrl+Shift+7
Select & Center Group #8:	Ctrl+Shift+8
Select & Center Group #9:	Ctrl+Shift+9
Select & Center Group #10:	Ctrl+Shift+0
Select & Center Group #11:	Ctrl+Alt+Shift+1
Select & Center Group #12:	Ctrl+Alt+Shift+2
Select & Center Group #13:	Ctrl+Alt+Shift+3
Select & Center Group #14:	Ctrl+Alt+Shift+4
Select & Center Group #15:	Ctrl+Alt+Shift+5
Select & Center Group #16:	Ctrl+Alt+Shift+6
Select & Center Group #17:	Ctrl+Alt+Shift+7
Select & Center Group #18:	Ctrl+Alt+Shift+8
Select & Center Group #19:	Ctrl+Alt+Shift+9
Select & Center Group #20:	Ctrl+Alt+Shift+0
Append Group #1:	Shift+1
Append Group #2:	Shift+2
Append Group #3:	Shift+3
Append Group #4:	Shift+4
Append Group #5:	Shift+5
Append Group #6:	Shift+6
Append Group #7:	Shift+7
Append Group #8:	Shift+8
Append Group #9:	Shift+9
Append Group #10:	Shift+0
Append Group #11:	Alt+Shift+1
Append Group #12:	Alt+Shift+2
Append Group #13:	Alt+Shift+3
Append Group #14:	Alt+Shift+4

Select all Monasteries (CP):	Disabled
Select all Military_Buildings (CP):	Disabled
Select all Siege_workshops (CP):	Disabled
Select all Stables (CP):	Disabled
Select all Town_centers (CP):	Disabled
Select all Trade_carts (CP):	Disabled
Select all Idle_villagers (CP):	Disabled

Siege Units

Unpack:	U
Pack:	P
Attack Ground:	T

Villagers

Economic Buildings:	B
Military Buildings:	V
Repair:	Y
Cancel Build:	Unassigned

Economic Build Menu

House:	E
Mill:	I
Mining Camp:	G
Lumber Camp:	W
Dock:	D
Farm:	F
Blacksmith:	S
Market:	Q
Monastery:	Y
University:	U
Town Center:	N
Wonder:	O

	Wheel Up
Stone Wall:	W
Tower:	T
Bombard Tower:	O
Gate:	/
Palisade Gate:	Wheel Down
Rotate Gate Clockwise:	Ctrl+Wheel Up
Rotate Gate Counterclockwise:	Ctrl+Wheel Down
Castle:	V
Krepost:	]

Dock

Fishing Ship:	F
Transport:	P
Trade Cog:	T
Galley, War Galley, Galleon:	A
Demolition Ship, Heavy Demolition Ship:	D
Fire Ship, Fast Fire Ship:	R
Cannon Galleon:	C
Unique Warships:	G
Longboat:	Disabled
Turtle Ship, Elite Turtle Ship:	Disabled
Tech: Gillnets:	Unassigned
Tech: Careening, Dry Dock:	Unassigned
Tech: War Galley, Galleon:	Unassigned
Tech: Heavy Demolition Ship:	Unassigned
Tech: Fast Fire Ship:	Unassigned
Tech: (Elite) Cannon Galleon:	Unassigned
Tech: Shipwright:	Unassigned
Tech: Elite Unique Ship:	Unassigned

Monastery

Append Group #15:	Alt+Shift+5
Append Group #16:	Alt+Shift+6
Append Group #17:	Alt+Shift+7
Append Group #18:	Alt+Shift+8
Append Group #19:	Alt+Shift+9
Append Group #20:	Alt+Shift+0
Ungroup Control Group:	U

Town Center

Villager:	C
Flemish Militia:	Unassigned
Ring Town Bell:	Num*
Tech: Loom:	W
Tech: Wheelbarrow, Hand Cart:	A
Tech: Town Watch, Town Guard:	E
Tech: Age Up:	Q

Archery Range

Archer, Crossbowman, Arbalest (archers):	G
Skirmister, Elite Skirmisher:	V
Cavarly Archer, Heavy Cavalry Archer:	C
Hand Cannoneer, Slinger:	E
Genitour:	V
Slinger:	E
Tech: Crossbowman, Arbalester:	Q
Tech: Elite, Imperial Skirmisher:	W
Tech: Heavy Cavalry Archer:	Unassigned
Tech: Elite Genitour:	Unassigned
Tech: Thumb Ring:	X
Tech: Parthian Tactics:	Unassigned

Siege Workshop

Feitoria:	H
More Buildings:	;

Serjeant Build Menu

Donjon:	Unassigned

Fishing Ship Build

Fish Trap:	R
Rebuild Fish Trap:	W
Toggle Automatic Fish Trap Rebuilding:	Unassigned

Barracks

Milita, Man-at-Arms, etc. (swordsmen):	S
Spearman, Pikeman, Halberdier:	E
Condottiero (Huskarl in HD):	R
Huskarl:	G
Eagle Warrior, Elite Eagle Warrior:	G
Tech: Swordsmen Upgrades:	Unassigned
Tech: Pikeman, Halberdier:	Unassigned
Tech: (Elite) Eagle Warrior:	Unassigned
Tech: Supplies:	Unassigned
Tech: Squires:	Unassigned
Tech: Arson:	Unassigned

Stable

Scout Cavalry, Light Cavalry, Hussar:	T
Knight, Cavalier, Paladin (knights):	Y
Camel, Heavy Camel:	G
Battle Elephant, Elite Battle Elephant:	F
Tarkan:	F
Steppe Lancer:	F
Tech: Light Cavalry, Hussar:	

Monk:	T
Missionary:	S
Tech: Redemption:	Unassigned
Tech: Atonement:	Unassigned
Tech: Fervor:	Unassigned
Tech: Sanctity:	Unassigned
Tech: Faith:	Unassigned
Tech: Illumination:	Unassigned
Tech: Block Printing:	Unassigned
Tech: Heresy:	Unassigned
Tech: Theocracy:	Unassigned
Tech: Herbal Medicine:	Unassigned
Atonement (CP):	Disabled
Block Printing (CP):	Disabled
Faith (CP):	Disabled
Fervor (CP):	Disabled

Mill

Reseed Farm:	F
Tech: Farm Upgrades:	Q
Toggle Automatic Farm Reseeding:	W

Lumber Camp

Tech: Wood Upgrades:	A

Battering Ram, Capped Ram, Siege Ram:	R
Mangonel, Onager, Siege Onager:	A
Scorpion, Heavy Scorpion:	N
Bombard Cannon:	C
Siege Tower:	V
Tech: Capped, Siege Ram:	Unassigned
Tech: (Siege) Onager:	Unassigned
Tech: Heavy Scorpion:	Unassigned

Castle

Build Unique Unit:	T
Build Trebuchet:	R
Petard:	P
Elite Kipchak:	R
Flaming Camel:	F
Tech: Elite Unique Unit:	W
Tech: Unique Imperial Technology:	Unassigned
Tech: Unique Castle Technology:	Unassigned
Tech: Hoardings:	Unassigned
Tech: Sappers:	Unassigned
Conscription:	Unassigned
Tech: Spies/Treason:	Unassigned
Flaming Camel (CP):	Disabled

University

Tech: Masonry, Architecture:	Unassigned
Tech: Treadmill Crane:	Unassigned
Tech: Heated Shot:	Unassigned
Tech: Ballistics:	Q
Tech: Chemistry:	W
Tech: Siege Engineers:	Unassigned

	Q
Tech: Cavalier, Paladin:	W
Tech: Heavy, Imperial Camel Rider:	Unassigned
Tech: Battle Elephant, Steppe Lancer:	Unassigned
Tech: Bloodlines:	E
Tech: Husbandry:	A
Steppe Lancer (CP):	Disabled

Market

Trade Cart:	T
Tech: Caravan:	Unassigned
Tech: Coinage, Banking:	Unassigned
Tech: Guilds:	Unassigned
Sell 100 Food:	F
Sell 100 Wood:	W
Sell 100 Stone:	S
Buy 100 Food:	D
Buy 100 Wood:	E
Buy 100 Stone:	G

Mining Camp

Tech: Gold Upgrades:	A
Tech: Stone Upgrades:	W

Blacksmith

Tech: Melee Attack Upgrades:	Q
Tech: Arrow Attack Upgrades:	A
Tech: Infantry Armor Upgrades:	W
Tech: Cavalry Armor Upgrades:	E
Tech: Archer Armor Upgrades:	S

Tech: Arrowslits:	Unassigned
Tech: Murder Holes:	Unassigned
Tech: Tower Upgrades:	Unassigned
Tech: Fortified Wall:	Unassigned
Tech: Bombard Tower:	Unassigned