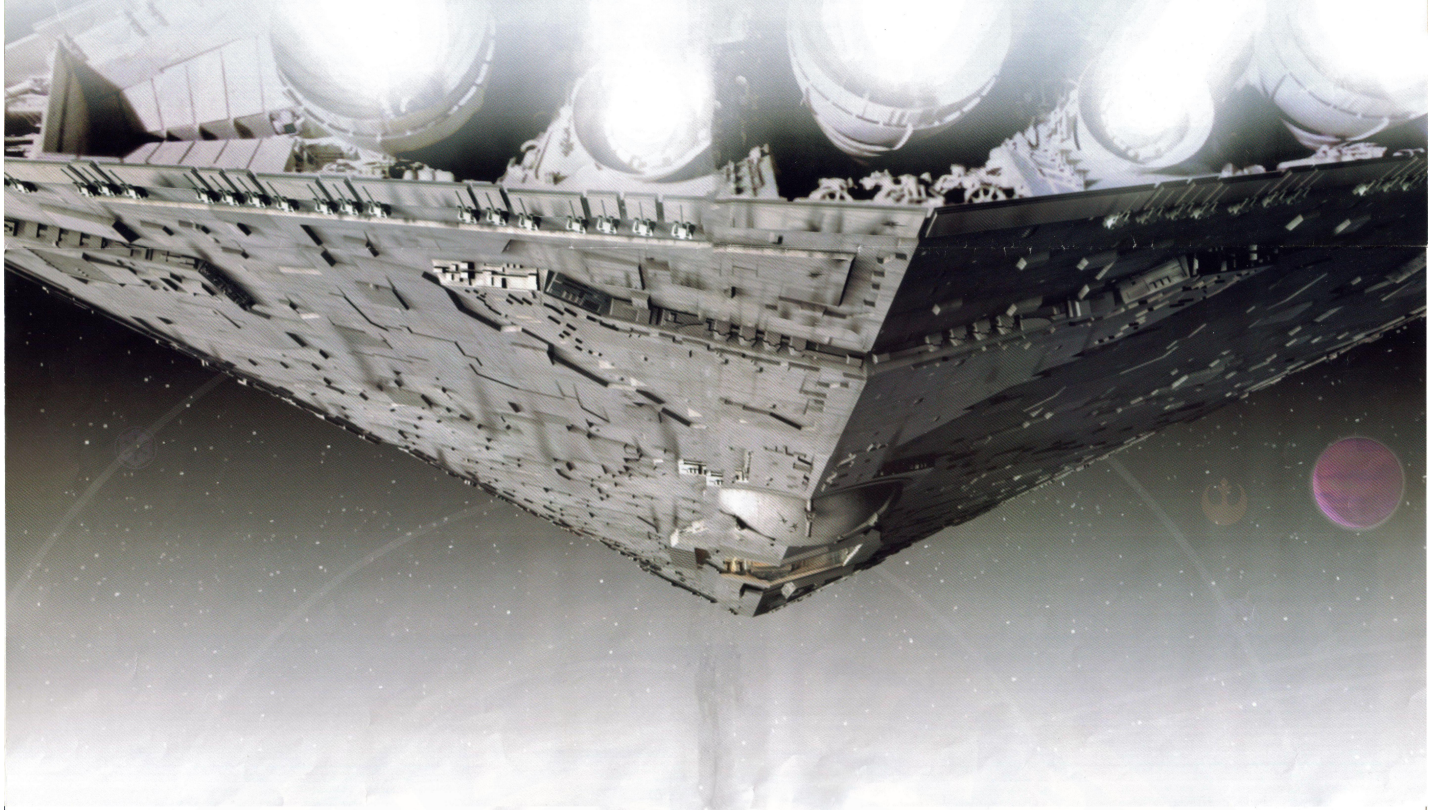
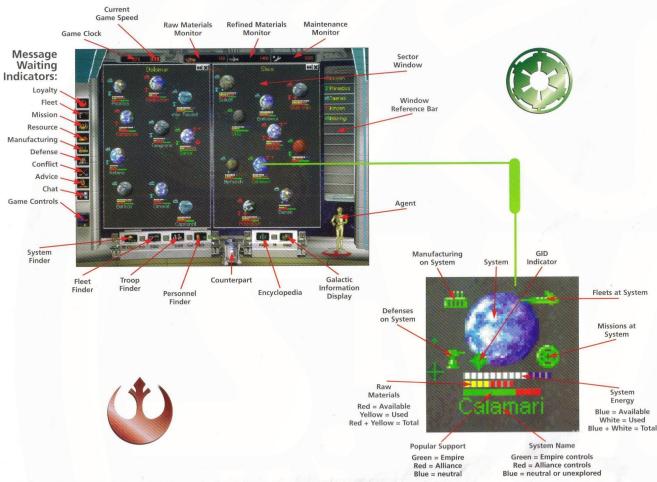


STAR WARS REBELLION™

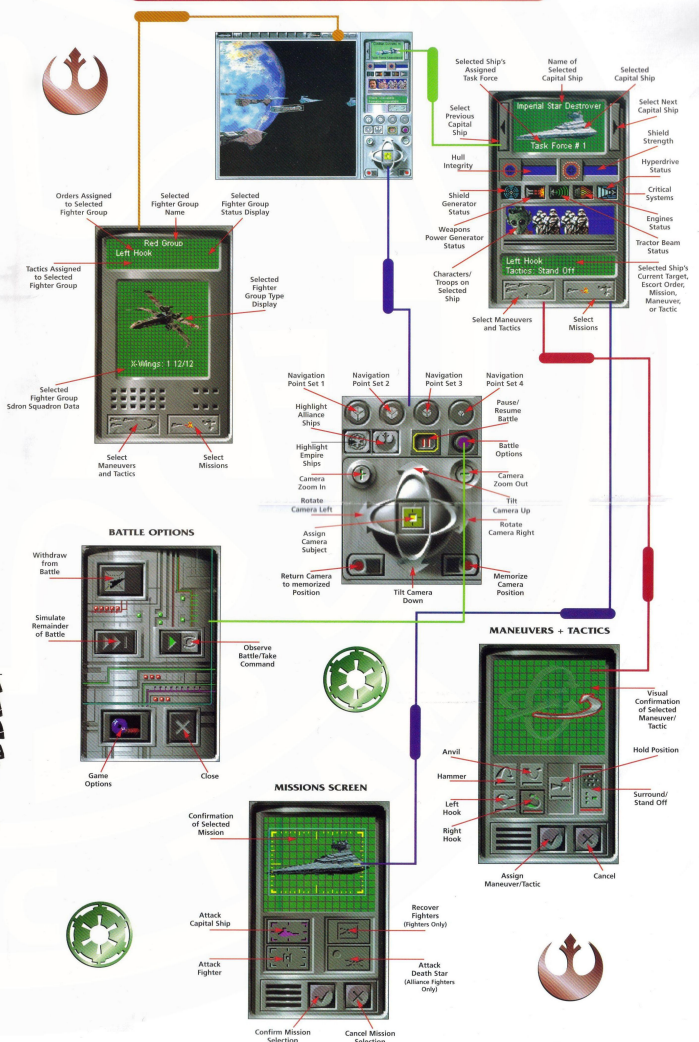


STRATEGIC MODE

COMMAND CENTER



TACTICAL MODE



KEY COMMANDS

STRATEGIC MODE

COMMAND CENTER

- Game Option Screen: **F1**
- Planetary Finder: **F2**
- Fleet/Ship Finder: **F3**
- Troop Finder: **F4**
- Personnel Finder: **F5**
- Message Window: **F6**
- Encyclopaedia: **F7**
- Cycle Through Windows: **F8**
- Scroll Lists: **F9**
- Cycle Through Entries (Messages, Encyclopaedia): **F10**
- Accept/Activate Current Selection (Accept Savegame): **Enter**
- Cancel/Close Window: **Esc**
- Increase Speed: **Alt + W**
- Decrease Speed: **Alt + S**
- Pause: **Alt + P**
- Compose Chat Message: **Alt + M**
- View Index: **Alt + I**
- Status: **Alt + S**
- Mission: **Alt + M**

AGENT

- Build Ships: **Alt + B**
- Build Troops: **Alt + T**
- Build Facilities: **Alt + F**
- Galaxy Overview: **Alt + O**
- Objectives: **Alt + G**
- Manage Garrisons: **Alt + M**
- Manage Production: **Alt + U**
- Translate Counterpart: **Alt + V**
- Agent Advice: **Alt + A**
- Exit Game: **Alt + X**
- Popular Support: **Alt + S**
- Uprising: **Alt + U**
- Idle Fleets: **Alt + F**
- Enroute Fleets: **Alt + E**
- Idle Personnel: **Alt + P**
- Active Personnel: **Alt + A**
- Idle Shipyard: **Alt + Y**
- Idle Training Facilities: **Alt + T**
- Idle Construction: **Alt + C**

GIDS

- Popular Support: **Alt + S**
- Uprising: **Alt + U**
- Idle Fleets: **Alt + F**
- Enroute Fleets: **Alt + E**
- Idle Personnel: **Alt + P**
- Active Personnel: **Alt + A**
- Idle Shipyard: **Alt + Y**
- Idle Training Facilities: **Alt + T**
- Idle Construction: **Alt + C**

TACTICAL MODE

ADMIRAL WINDOW

- Select Task Force 1 Through 8: **1-8**
- Attack Nearest Target: **Spacebar**
- Data Display Window Arrows: **Tab** and **Shift**
- Follow Camera Task Force 1 Through 8: **Alt + 1-8**
- Follow Camera Fighter Group Red Through Gold: **Alt + 1-0**

CAMERA (NUMERIC KEY PAD)

- Rotate Camera Left: **8**
- Rotate Camera Right: **4**
- Tilt Camera Up: **3**
- Tilt Camera Down: **5**
- Camera Zoom In: **6**
- Camera Zoom Out: **9**
- Center Camera on Selected Target: **5**
- Memorize Camera Position: **0**
- Return Camera to Memorized Position: **0**