

IUF Commands Reference Card

START PROGRAM:

PlayIUF	jre -cp . playiuf
IUF	jre -cp . uf

SET-UP COMMANDS:

A	Assign secondary weapons
D	inDividual transfer
E	End set-up
G + *	Group – reorder / crew
X + *	display routine

DISPLAY COMMANDS (X + *):

B	entire Board
C	Cards in the hand
D	Deck information
E	Enemy group
F	entire board showing Firepower
G	Group
N	Nationality information
S	Scenario information
V	scenario Victory conditions

ACTION PHASE COMMANDS:

A	Acquire weapon
B	Banzai attack
C	enter Close combat
D	inDividual transfer
E	End action phase <i>not listed in the Action Menu Help</i>
F	Fire attack (hero)
G + *	Group activities <i>accept transfers, crew, realign, reassign guard</i>
H	Help <i>not listed in the Action Menu Help</i>
I	Infiltrate
J	bring in reinforcements
K	sniper check
L	radio for artiLLery attack
M	Move <i>remove wire, remove bog</i>
M + B	- Backwards
M + F	- Forward
M + S	- Sideways (overrun)
M + T	- lateral Transfer
N	eNtrench
O	Open terrain placement
P	weaPon swaP
Q	Quit game
R	Rally or hero pinned men <i>remove stun, unbutton, unpin AFV's</i>
S	Smoke placement
T	Terrain placement
U	Undo / cancel <i>stop infiltrating, cancel banzai</i>
V	Voluntary panic and Voluntary button up
W	Weapon repair
X	Display menu
X + *	display menu
Y	attempt night observation <i>starshell</i>
Z	remove mines