UNIVERSAL COMBAT CHEAT SHEET

COMMAND LINE PARAMETERS

You can use the following commandline cheats by adding them to your the game shortcut. They work only in the single player build.

/n - bypass the intro animation

/i - this makes you and your support units invincible.

/opt_cheats_on This option enables various cheat options described below.

CHEATS

1. Adds a **CHEATS** menu in the game cockpit from where you can create any asset you like and include them in the game world. Great for creating your own quick fleet or just checking out stuff you would normally need to play the game for years to see.
2. **CTRL+ALT+A** allows you skip the current ACM scenario if the acm_skip_enable on flag is enabled in the script.
3. **CTRL+Q** allows you to do a quick save of the game without quitting. This is not very reliable, so use **with caution!!**. If you are going to use it, be sure that you had first created a full save (**ALT+G**) game.
4. **ALT+SHIFT+G** will create a number of random friendly (TER/MIL) fighters around your craft.
5. **ALT+SHIFT+H** will create a number of random enemy fighters around your craft.
6. Increased speed (press **9**, then hold down **W** to exceed your craft's dynamics). In the Commander carrier, go to Logistix and set your engine power to 10 as this increases the max thrust that the craft can achieve.
7. Ability to return to your asset by pressing **SHIFT+ESC** (so you don't have to target the ship first and dock with it
8. Target an object in the TRS, viewing it in the VDD and pressing **ALT+X** allows you to destroy it without firing a single shot. If there is no target, you will destroy yourself!!
9. Target an object in the TRS, viewing it in the VDD and pressing **ALT+W** allows you to damage it without firing a single shot. If there is no target, you will damage yourself!!
10. Allows you to leave planet at any altitude by pressing **SHIFT+9**
11. **SHIFT+T** accelerates time. When on the planet, this can be used to see the various transitions (e.g. progressive dusk to dawn). Earth has a bunch of different climate/weather transitions. To monitor the current climate, time, weather, check the NID/NIR mode.

    DANGEROUS!! USE WITH CAUTION!!!

    This will also toggle the TRS on/off with each press. So be sure to turn it back on.

12. When on the planet, **CTRL+K** and **CTRL+L** cycle through all the weather patterns without any region restrictions.
13. Allows you to target a jump anomaly (e.g. jump gate) in the NID and use **ALT+SHIFT+J** to jump to the target region without having to fly to and enter the jump anomaly.
14. in first person mode, you can use the transporter to transport yourself to any location on the current planet. To use this, use the transporter option in Tacops (**ALT+S**), select a location using setpos and then press the deploy button. This works even if the button is not enabled (since you can still press it). Note, this cheat works with all careers *except* for the Commander career.
15. Increased O2 levels when swimming under water.
16. Increased jetpack speed and more power (Commander and EF marine only).
17. Perpetual fleet C&C control, allowing you to order most NPC units as if they were part of your fleet.
18. Gives you the HSD artifact, allowing you to left-click on the location hotspot (lower left corner of HUD) and warp to any space region without actually flying there.
19. Gives you extended radar ranges e.g. in first person mode. The DIE radar is limited to 50km without this cheat
20. Allows your Commander to enter and control any asset found on planets (e.g. vehicles, fighters) without any

career based restrictions
21. Allows you to use the RANDOM weapon to destroy entire planets with no repercusions (i.e. no violations)