

Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11 Toggle UI	F12	Print Take screenshot **	Scroll	Pause
Hide weapon arcs	1 Select weapon-group 1	2 Select weapon-group 2	3 Select weapon-group 3	4 Select weapon-group 4	5 Select weapon-group 5	6	7	8	9	0	-	=	Backspace		
Tab Open command UI	Q Strafe left	W Accelerate	E Strafe right	R Target ship under cursor	T	Y Switch view to target	U Toggle Autopilot	I	O	P	()	Enter		
Caps Locks	A Turn left	S Accelerate backwards	D Turn right	F Use Active System	G Open deployment window	H	J	K	L	;	'	#			
Shift Change weapon/strafe modus*	\	Z Switch view to target	X Hold (auto-)fire	C Decelerate	V Vent flux	B	N	M	,	.	/	Shift			
Ctrl	Win	Alt	Space Pause/unpause game						Alt Gr	Win	Menu	Ctrl			

STARSECTOR
COMBAT KEYMAP
V 0.54.1a CK 0.8

Ins	Home	Up
Del	End	Down
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="width: 30%; background-color: red; color: white; padding: 5px;">Fire selected weapon group</div> <div style="width: 10%; background-color: green; color: white; padding: 5px;">Zoom</div> <div style="width: 30%; background-color: purple; color: white; padding: 5px;">Toggle shield or phase cloak</div> </div> <div style="text-align: center; margin-top: 20px;">Aim selected weapon group and move view</div>		
<	v	>

*: Shift + 1 – 5: Toggle autofire of weapongroup 1-5
Holding shift + pressing Q / E: Activate autorotation towards cursor

**: Screenshots are saved in starsector/screenshots



Kinetic: 200% to **shields**, 50% to armor, 100% to hull. Usually white projectiles with long range.



High Explosive: 50% to shields, 200% to **armor**, 100% to hull. Projectiles are usually orange/yellow.



Energy: 100% to **everything**, no ammunition. Projectiles have usually medium range, high flux cost and high damage. Beams have long range and low damage and flux cost.



Fragmentation: 25% to shields, 25% to armor, **100% to hull**, often with area effect. Good vs. fighters and missiles.



The flux bar is divided by a line; on the left of it is your soft flux, on the right your hard flux.

Soft flux

- Is generated by firing weapons, having shields activated and using (some) active systems
- Always dissipates at a constant rate

Hard flux

- Is generated by weapon fire hitting your shields (except beams) and (if you fly a phase ship) being phased
- Can only dissipate if your shields are down! Make sure to lower them whenever you feel save enough to do so.