

# HOSAS QUICK REFERENCE QG-11

VERIFIED

STAR CITIZEN 4.10.x

EN

REV 2026-09

AXIS = the function is an axis in game. Next to it: keyboard default or the generic joystick axis of the default profile.

## ROTATION

|                          |                                        |
|--------------------------|----------------------------------------|
| Pitch                    | AXIS<br>joystick default: axis Y       |
| Yaw                      | AXIS<br>joystick default: axis X       |
| Roll                     | AXIS<br>joystick default: axis Z rot.  |
| Swap Yaw / Roll (Toggle) | NO DEFAULT                             |
| Lock Pitch / Yaw         | R-SHIFT<br>tap = toggle, hold = active |

## STRAFE X / Y / Z

|                              |                |
|------------------------------|----------------|
| Strafe left / right (abs.)   | AXIS           |
| Strafe up / down (abs.)      | AXIS           |
| Throttle - Forward / Back    | AXIS           |
| Strafe left / right (button) | A / D          |
| Strafe up / down (button)    | SPACE / L-CTRL |

## THROTTLE, BOOST, BRAKE

|                            |          |
|----------------------------|----------|
| Throttle + / - (button)    | W / S    |
| Boost                      | L-SHIFT  |
| Spacebrake                 | X        |
| Speed Limiter (rel)        | AXIS     |
| Acceleration Limiter (rel) | AXIS     |
| Decoupled Mode on / off    | C<br>tap |

## TARGETING

|                                |                  |
|--------------------------------|------------------|
| Cycle Lock - Hostiles          | 5<br>tap         |
| Cycle Lock - In View           | T<br>tap         |
| Unlock Current Target          | L-ALT + T<br>tap |
| Activate Ping (Hold & Release) | TAB<br>hold      |

## WEAPONS & COUNTERMEASURES

|                       |          |
|-----------------------|----------|
| Weapon Preset - Fire  | LMB      |
| Launch Missiles (Tap) | LMB      |
| Weapon Presets - Next | MWHEEL ↓ |
| Decoy - Launch Burst  | H<br>tap |
| Noise - Deploy        | J        |

## LANDING & NAVIGATION

|                             |                    |
|-----------------------------|--------------------|
| Landing System (Toggle)     | N<br>tap           |
| Request Landing             | L-ALT + N<br>tap   |
| Master Mode SCM / NAV       | B<br>hold 0.25 s   |
| Engage Quantum Drive (Hold) | LMB<br>hold 0.25 s |
| Map                         | F2                 |

## RECOMMENDED FUNCTION GROUPING - LEFT STICK

- Axes: strafe X/Y, throttle (forward/back)
- Buttons: boost, spacebrake, speed limiter
- Hat: landing, master mode, quantum
- Spare: countermeasures, ping

## RECOMMENDED FUNCTION GROUPING - RIGHT STICK

- Axes: pitch, yaw or roll (twist axis)
- Trigger: fire weapons · second stage: missiles
- Hat: targeting (hostiles, in view, unlock)
- Not a Star Citizen default – a BalduursGATE recommendation.