


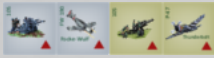











Combat Infantry on VASSAL

by g1ul10 (ver. 0.8)

Main window button chart	
Button	Description
 O/B  O/B	Order of battle private windows. Organize units and draw random assets. Remember to push the “flip” button before deploying the units on the map.
	Blocks window. Units and terrain markers are organized in tabs. Select them to deploy directly on the map or in the O/B window.
	Artillery and Air support window. Keep track of the available attacks by reducing or increasing the strength of the different blocks.
	End of player turn. Remove ordered, attacker and target markers. Keep the moved and rally markers.
	End of game turn. Remove all movement trails, advance the game turn marker and flip the units upright. Remember to manually flip the vehicles face-up if needed.
	Chart window. Contain explanations and instructions on various parts of the game.
	Mark all unit as “unmoved”. Useful after the initial deployment from the O/B window.

Unit actions chart		
Command	Description	Icon
Ctrl-o	Activate (order) the unit	
Ctrl-f	Flip the unit face-up	
Ctrl-a	Mark unit as attacker	
Ctrl-t	Mark unit as target	
Ctrl-m	Mark unit as moved	
Ctrl-r	Unit attempted rally	
Ctrl-h	Take hit (strength -1)	
Alt-h	Recover hit (strength +1)	

Combat Infantry is a game by Columbia Games.