

Guide to The Drive On Metz (C3i Magazine Edition) Vassal module

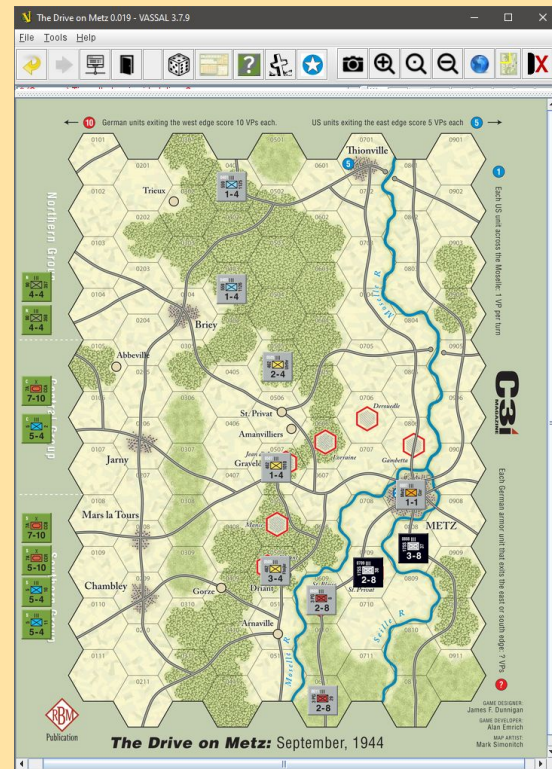
The Drive on Metz is an introductory level hex and counter wargame. Therefore this Vassal module is not very complicated. Moderately experienced Vassal users will be able to jump right into the module with ease. Even so, a quick glance over this document would assist Vassal users of all skill levels.

It is always a good idea to resize and reposition the many Vassal windows so you can quickly and easily reference game contents during play. To that end all of the game windows have zoom and sizing controls to allow the players to position to best suit their preferences.

There are a number of shortcuts to speed, or assist, play that are available via the **RMB** (right hand mouse-button) aka the *context* menus on units or markers. Using these *context* menu options will speed play. Note the *context* menus will vary depending on the unit or marker being manipulated.

Shortcut Keys:

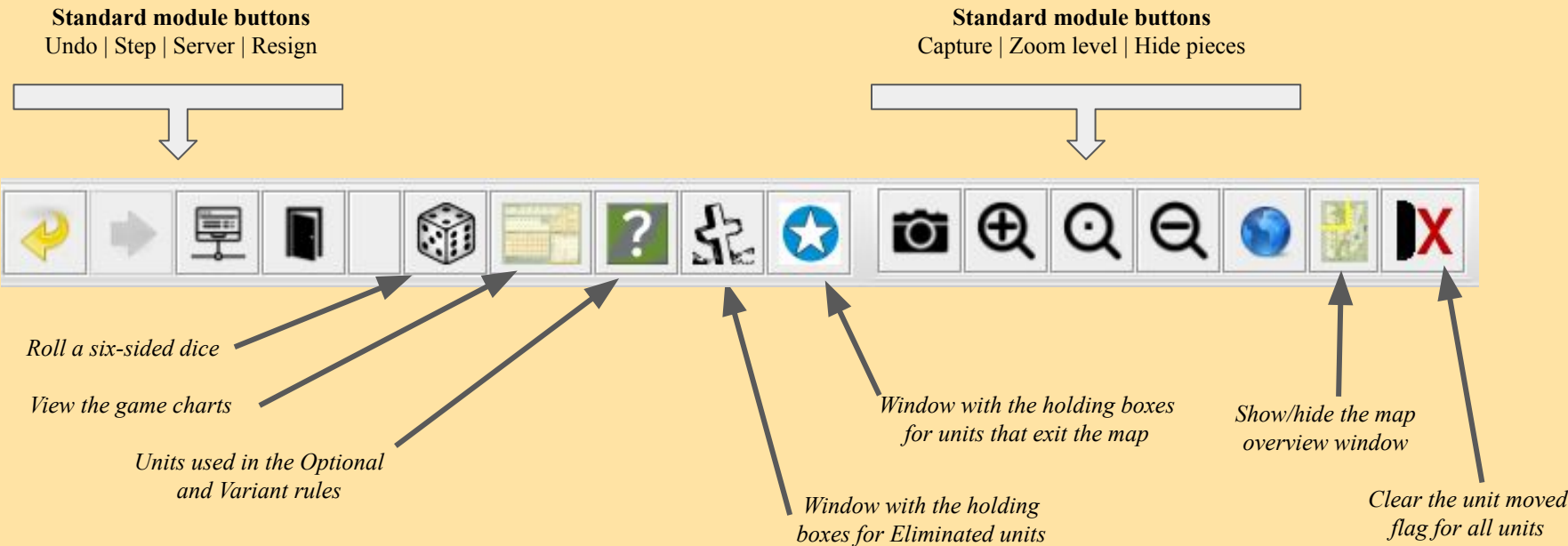
- CTRL Num+ Zoom in
- CTRL Num- Zoom out
- Alt and click Map flare to alert other player to a specific location
- CTRL-E Send US unit to exited East edge box
- CTRL-E Send German Panzergrenadier unit to exited East or South edge box
- CTRL-W Send German unit to exited West edge box
- CTRL-M Turn Moved flag on/off
- CTRL-T Turn Movement Trails on/off
- CTRL-X Send to the Eliminated units box



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Explanation of main window toolbar icons:

The main window toolbar in Vassal allows the users to access module functionality and game components. The buttons on the left and right extremes of the toolbar hold functionality that is common to most modules. The center of the toolbar has functionality that is specific to that module. Hence only those are described in any detail.



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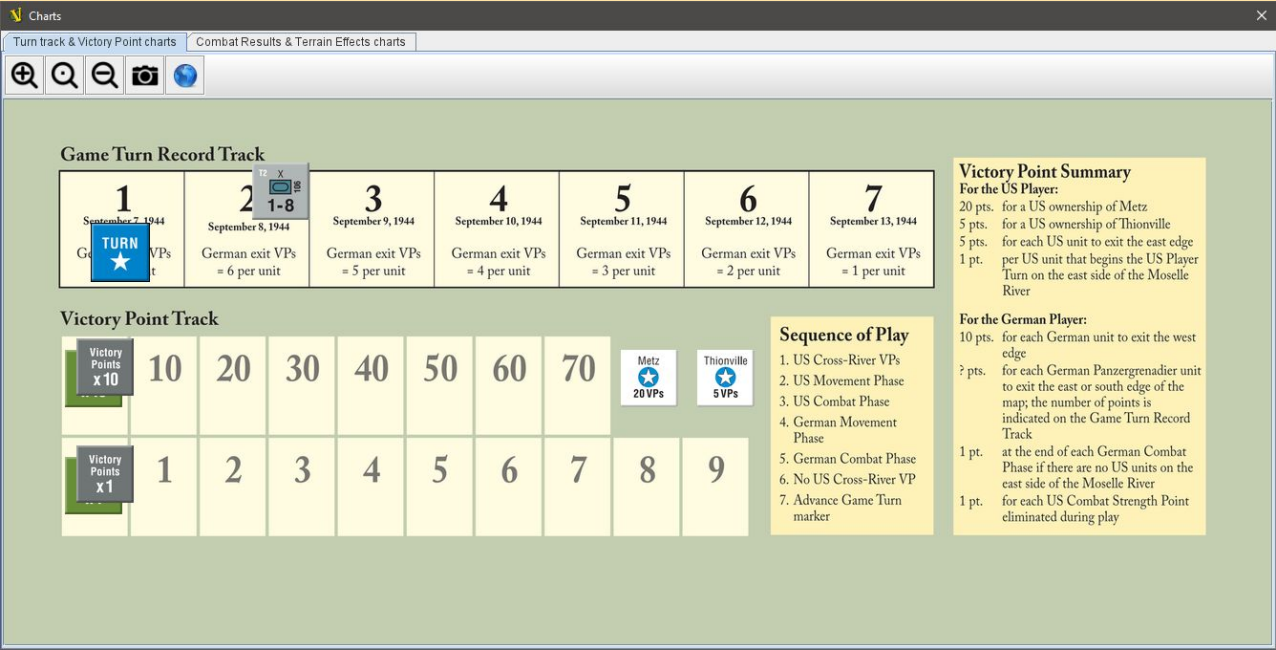
Game charts window:

The game charts are located in a separate window as opposed to being on the main map. The charts have also be split into two for ease of use.

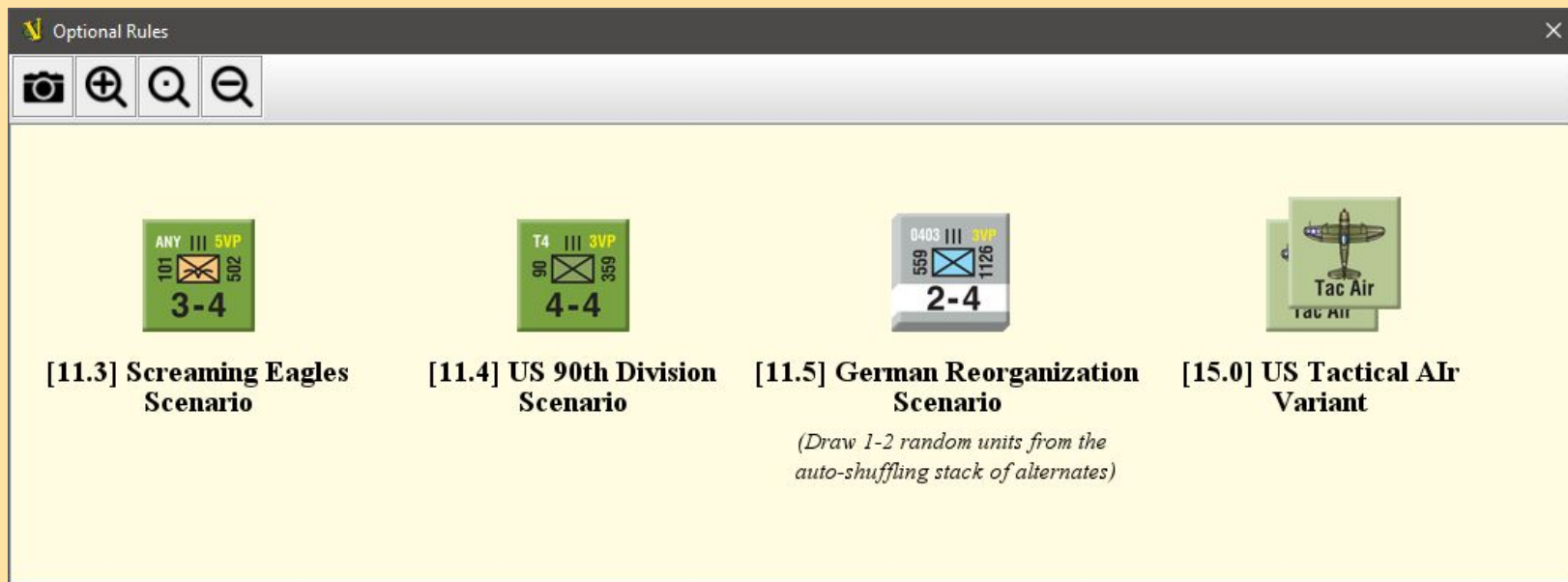
The Game Turn Record Track and the Victory point Track have game status markers that are manipulated during the game.

Note: The players must move the Victory Point (VP) markers themselves when awarding VPs. Remember that players can awarded VPs at multiple times during the game.

The Combat Results and Terrain Effects tab hold charts will be referenced many times in the game. It is best to resize and reposition this window so you can quickly reference the charts during play.



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The Optional Rules windows allows access to the units specified by the optional and variant rules of the game. Simple drag the units from the window to the main window as determined by the optional or variant rules being used. *Remember that the optional units cost Victory Points (VPs) depending on the unit/s selected.*

Note: The alternate german units used in [11.5] German reorganization scenario are essentially a “deck” of units. Dragging a unit from the stack will randomly select a unit from the stack.

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The Drive on Metz is copyright RBM Studio LLC @ 2023 and was published in C3i magazine #37. The Drive on Metz was previously published back in 2008 in C3i #20. Mark Ruggiero, a long time gamer and advocate of the hobby, had asked Rodger to reprint the game. Rodger kindly obliged to the reprint and posted this statement:

Hi Guys, The "Drive on Metz" Reprint inside C3i Nr37 is a "Very Special Gift" from RBM Studio to our VERY good friend Mark Ruggiero – Mark asked us to reprint the "Metz" game some time ago and we were able to include it as a special "Reprint" inside C3i Nr37 (a Bonus). Happy Holidays from all of us at RBM Studio / C3i Magazine!!

Many thanks to C3i publisher Rodger B. MacGowan for allowing me to create this Vassal module for The Drive on Metz. I did that as a favour to the gaming community and as a tribute to Mark. I have known Mark for many years at the Pacificon Game eXpo and GMT West events. I am glad to have him as a friend. Best wishes to Mark and Elvie.

Tim

