

Steel Wolves VASSAL Module User Notes

Performance Note: you may get an out of memory error when first loading the module. Don't worry! Using the menu bar click on "File" (PC) or "Steel Wolves" (Mac), then select "Preferences." Set you JVM Initial Heap size to 512 and JVM Maximum Heap Size to 1024. Click Ok. Shut down VASSAL. Reload the module and you should be ok. There are LOTS of pieces in the game and a LOT of programming in the module which drives up performance requirements. **I cannot guarantee the module will run on a computer with less than 2GB of memory.**

When you first load the module, the game is set up for the historical campaign. All U-Boats on the map are on their transit side. You will need to flip the appropriate U-Boats over to their patrol side prior to playing.

To generate the War Mix, open up the At Start Target Force Pool window by clicking on the red ensign icon on the toolbar. Near the top of this window there are a series of four buttons which when clicked will generate the merchant war mix for that particular War Period. Target markers which enter play upon transition to a new War Period can be added to the At Start Stacks by clicking on the appropriate button on the top toolbar. Note that some target markers become available on a certain date. Such pieces are located in the appropriate box in the Reinforcement window. Targets which enter play by Event, are located in the bottom right-most stack of this window. Right-click on this stack to select a specific piece; then drag from this stack to the appropriate stack on this window--or directly to a War Mix Cup on the War Mix window (white ensign button on the main map toolbar).

IMPORTANT: The automation will only create the merchant war mix. Task Force mixes must be created manually. It is suggested that the player do this before letting the automation create the merchant mixes.

Note also that the positioning of a target in the At Start Target Force Pool is important for the automation to work correctly.

To send a U-Boat to a Combat window, right-click on the U-Boat and select the desired Combat window. Open the Combat window by clicking on the appropriate button on the toolbar.

For Small/Large Convoys, if the Western Outer/Inner cups are in play, click on the black oval-shaped button near the top of the window. Select Western or Eastern. SIMILARLY, for the TF / Special Convoy window, click on the black oval-shaped button and select the desired target. Be sure to do this before drawing targets.

To draw a target, click on any target box in any Combat window. A target will be drawn from the proper draw cup to that target box. If a Liner or Submarine is encountered, however, the user will need to manually drag the appropriate target from the appropriate cup located in the War Mix window (white ensign button on the main map toolbar) to the appropriate target display.

To draw a TDC marker, click on any TDC box on the Combat window. A TDC marker will be drawn from the TDC cup to that TDC box. Note, that there are 4 TDC marker cups in the TDC window (TDC

icon on the main map toolbar). VASSAL will draw from the cup corresponding to the War Period indicated by the War Period marker's position on the Main Map.

When combat is complete, click on the "End Combat" button in the Combat display to return all TDCs, and Targets, back to their cups. U-Boats will be returned to the map location from which they came.

To change the state of a U-Boat, right-click on it to add damage, RTB, or Spotted status. Other markers are located in the Markers tray (low pressure icon on main map toolbar).

There is a button to roll a d10 on the main map toolbar. But because the combat display windows tend to obscure the main map toolbar, I've included a die-rolling button in the combat display windows. Pressing this button will roll the red die on the combat display. The die roll will be reported in the system reporting.

The War Period Marker's positioning on the map will cause certain things to trigger, including removal of Virgin Waters markers, removal of Finnish Targets, etc.