

Pacific War (Mark Herman / GMT)

VASSAL Module Version 2.1

Major Version Update

As part of the change to dynamic unit counters, counter status from Module 2.00.x will not carry over to refreshed counters. Note your game's current hits, broken, etc., prior to upgrading. To mitigate this issue in the future, the Allied and Japanese Inventory reports now show the number of steps each unit has remaining. The error message reported to the console by the inventory window is expected behavior when, e.g., a Force marker does not have steps to report.

Units

Air and naval unit stats in PW v2.1 are responsive to damage. *Exception: Fortification units do not show their gunnery values reduce to 0⁴ when damaged.*

All three units show 1 hit suffered and accordingly reduced stats.



B air units can be toggled between 20-hex and 26-hex range to support Special Rules in applicable scenarios. The setting is a button beside the June 1942 turn (when range increases) on the Allied Display.

Ground unit counters have been slightly reorganized, with the activation cost moved to the top right corner and remaining steps shown in italics immediately above the step limit.

The left two units have two steps each remaining (one hit each). The rightmost unit is at full strength.



Activation status has been updated to distinguish between a unit that is out of BCM and has deactivated (center unit) and an Unactivated unit sitting in a Force (leftmost unit.)

Ground units and Force markers can add ground entry and siege markers from the context menu. Engineer units can additionally add Construction markers from the context menu.

Base units can toggle the port icon to be grayed out for airbase-only base locations. This is purely decorative for ease of reference.

The nine naval units listed in 15.2.1 as eligible for full repair are indicated with an underline to their Hit Capacity. Australian CL2 Perth, pictured, can be fully repaired.



Interacting with Markers

Control markers (Co-Prosperity Sphere markers that begin on the map as well as generic control markers available in the Game Markers menu) are kept below all unit markers and can only be selected with Ctrl-click (Cmd-click on Mac).

Base markers can only be selected with Shift-click.

Some buttons on the player displays (e.g., Strategic Initiative die rolls and reveals) can be selected for movement with Shift-click; this should not be necessary in the course of play.

Extra copies of markers available in the Game Markers menu, such as the WA ground units available from C3i #36, can be deleted by moving them to the Duplicate Units box of the Allied or Japanese Display, as appropriate.

Note on Scenario Setups and Historical Unit Designations

Per the text on pp. 3-4 of the Scenario Booklet, historical air unit designations in the setups are not strictly bound to the counter mix. Carrier-capable air units are solely those which are prefixed “CAG” or “ASG” (Allied) or “CAD” (Japanese). All other F-type air units, even those with names that are only found on carrier-printed units, are land-based air units.

Note on Scenario Setups and Errata

The scenario setups use the June 2022 errata. Additional uncertainties have been resolved via best-faith guesses. For example, Strategic Scenario 4 lists US CA5 Portland in two places but leaves CA4 Northampton unused. We have substituted CA4 for one of the instances of CA5 (same unit stats).