

# Fire in the Sky Vassal Module

Version 2.0 (Phalanx Games edition)

This document explains some of the main features:

- Tracking base control
- Air unit pool
- Ground replacements
- Game Turn marker
- Automated accounting of Transport Points, Oil, Merchantmen, Subs and Victory Points
- Paying unit costs
- Sending units to other places (Home Base, Battle Board, Turn Track, etc)
- Air unit commitment
- Allied hidden TFs (optional rule)

## Air unit pool

The number of air units provided in the counter mix is a design limit; each side has 15. Available air units are held in the Air Pool window. You can drag them to the Main Map when necessary. Destroying an air unit (via right-click menu) returns it to the corresponding pool.

Note that Allied air units of different nationalities are purely cosmetic. All Allied air units are interchangeable for game purposes, and use US transport points when required.

## Ground replacements

A single unit (with adjustable strength via right-click menu) is used for all ground replacements. A stack of these units is provided in the Japanese and Allied reinforcement windows. When destroyed, they return to these stacks and can be used again later.

## Game Turn marker

While movement of the Game Turn marker itself does not automatically do anything, keeping it on the correct space on the turn track allows some other features (sending units to the turn track with a specified delay and setting the correct US Transport Point and Submarine levels for the current turn) to work.

## Automated accounting

A number of features to automate accounting and make gameplay smoother are provided.

The following currency levels have “controllers” that look like the corresponding Record Track marker and display the current value and allow direct manipulation:

- Victory Points: the controller is near the “Fire in the Sky” game logo in the unplayable part of Australia. Right-clicking allows VP to be added or subtracted. Moving the VP marker on the Record Track also adjusts the VP total. The VP marker on the Record Track always reflects the same value as the controller.

- Japan Merchantmen: the controller is located in the Japanese Convoy Escorts box. Right-clicking allows the number of Merchantmen to be reduced; a sub-menu allows points to be added (which should only be needed to undo a mistaken subtraction). Due to the awkward shape of the Merchantmen marker, it is NOT displayed on the Record Track; the controller is the only supported way to view/change the total.
- Japan/US/Britain Transport Points: the controllers are located in each Home Base area. Right-clicking allows Transport Points to be spent. Each controller also has a command to reset the points for a new turn (based on the Merchantmen level for Japan and the Turn Marker position for the US). A sub-menu allows points to be added (which should only be needed to undo a mistaken subtraction). Moving a TP marker on the Record Track modifies the corresponding TP total. The TP markers on the Record Track always reflect the same value as the controllers.
- Japan Oil: the controller is located in the Japanese Home Base area. Right clicking allows oil to be spent (-Oil) or shipped (+ Oil, -Transport Points). You cannot ship more oil than the available transport points permit (note the Module does not check the availability of oil resources to ship!) The controller tracks expenditure of half Oil Points (see below); per the rules, you should use the Round Down command after paying the oil costs of each TF. If you prefer, you can simply let the controller manage half Oil Points for you and forget about rounding them.
- Japan/US Submarines: the controllers are located in each country's Home Base area. Right-clicking allow submarine points to be added or subtracted. The US controller also has a command to refresh the number of sub points based on the position of the Game Turn marker. Moving a Sub marker on the Record Track modifies the corresponding Sub point total. The Sub Point markers on the Record Track always reflect the same value as the controllers.

## Paying unit costs

Each air, land and naval unit knows its Transport Rating, and right-clicking a unit allows you to deduct:

- The Transport Point cost of Sea Deployment
- The Transport Point cost of Operational Movement (air and land units)
- The Oil Point cost of normal or extended Operational Movement, or Reaction (Japan naval units)

As explained above, the Module is able to track half Oil Points arising from extended Operational Movement by units with odd Transport Ratings. You cannot spend more Transport/Oil Points than you have available.

## Tracking base control

Each base hex on the map has a small rounded rectangle (intended to appear similar to the wooden cubes provided with the game) in the upper left corner. This rectangle can be right-clicked to change hex control, or to place an Occupied Base marker in the hex.

The control indicators in setups follow the convention in 3.3.10 (no cube present – represented by an unfilled rectangle for the Module - means the base belongs to the original controller indicated by the flag in the hex). A filled (White/Blue) box is like a cube of the corresponding color, indicating the original controller's opponent owns the hex.

Note that the VP total is not automatically updated to reflect change of base control.

## Sending units to other places

Right-clicking units allow you to send them to:

- Their Home Base(s)
- The Turn Track, with a specified number of turns delay
- A unit-appropriate location on the Battle Board
- The Allied Hidden TF display (see below)

Naval units sent to bases or the Turn Track are returned to their deployment side; ground units sent to the Turn Track are set to full strength. Recall that Air units are sent to the Air Pool window when destroyed.

Units may be sent to one of five Bombardment or three carrier TF “slots” on the Battle Board. Land/air units cannot be sent to Carrier TF slots, and carrier units cannot be sent to Bombardment TF slots.

Units sent to the Battle Board have a right-click menu command to send them back to their previous location on the map.

## Air commitment

Air units have a menu command to display (or hide) a commitment indicator pointing at an adjacent hex.

## Allied hidden TFs

Allied units have a right-click sub-menu to send them to one of the 7 TFs on the Hidden TF display. This display is only visible to the Allied player (note that it is hidden from Solo players for security reasons).

Note that each of the TF markers starts the game in its box on the Hidden TF display.

To use hidden TFs:

- At the start of Allied Operational Movement, use the right-click menu to send any forces that you wish to hide to the Hidden TF display.
- You can send each unit to the desired TF with the right-click command, and you can move units around on the display as you wish. Make sure every unit is inside one of the boxes before proceeding.
- Drag markers for TF in use to map hexes that the units on the display came from.
- Move the TF markers on the map as you would the units they contain.
- After all Operational and Reaction Movement is complete, right click any TF marker on the map, and choose “Reveal All TFs”. This will send all TF markers on the map back to the Hidden TF display, and replace them with the units that were secretly assigned to them.
- Continue to Air Commitment and Combat.

If players prefer, they can instead use the Notes window (delayed notes feature) to record secret information like this, to be revealed to the opponent later.