Info about the "5th Fleet" module for VASSAL

This module is made completely from scratch, but retains most principles from the already existing, excellent 2nd Fleet module by Michel Boucher. I have, however, added quite a few functions. What follows is a listing of most of the new features in this module compared to the 2nd Fleet module.

Module Functions

- Added "Solitaire" player. Works the same as "Moderator", but easier to understand for people unfamiliar with the "Moderator" function.
- Added "Force Pool" for each side.
- India is playable as a separate side. The Indian navy is a considerable force factor in the Indian Ocean area. And it is hard to predict what side India would take in a 90's US-Soviet confrontation, if any side at all. So I decided that the best option would be to make India playable as a stand-alone nation.
- Added the extended submarine detection table from an article by Thomas Dworschak in AH's "General" magazine, Vol. 27, #2. Most players probably wish to use the original table, but now at least the option is available.

Map

The map is from the 5th Fleet Cyberboard module, but modified by my friend Ian Cooper to give it a little more realistic look in terms of colors. I really liked the work Ian did so I choose to use the modified map instead of the original one. The original map can be obtained on request.

Counters

All counters are taken from the 5th Fleet Cyberboard module by Glenn Rowley and Dave Davies. However, I have checked each counter against the original and corrected mistakes. I hope I have nailed all of them. If not, please don't hesitate to bring it to my attention.
A few things more have been added to the counter images too. From "3rd Fleet" I have taken the "torpedo decoys" and added where eligible (as well as a few based on educated guesses).
Apart from that I have not added counters upgraded to 3rd Fleet -values as the differences between counter-values in those two games are, in my opinion, far too small to justify another set of counters.

 You will also notice something new with the Soviet submarine-counters. Most subs have circled damage values. Some have an X in place of the N in the lower right corner. And the Oscars have a black underline of the silhouettes. All this is to allow for the optional rules regarding Soviet subs given by Dworschak in the before mentioned "General" issue.

Of new counters, I can mention "SAM Site Damage" (Dworschak), "Optional Base Damage" (Dworschak) and various concealment counters to suit everyone's taste. I have also added an **"Action Arrow".** The Action Arrow is just that, a counter with an arrow. It can be rotated to point towards any hexside. Use it to point toward the action instead of using time to zoom in and out to be able to read the small hexnumbers. This is one of Ian's great ideas and he has made the counter image.
I have also added concealment-counters of various types. Some are found in the alliance-section of the counter-tray and some (my favorites, with silhouettes of ships, subs and aircraft) are found under

"Optional Concealment ", in the markers-section. The idea with concealment is that units are made invisible to the opponent except for marking the stack (for ships) and single subs with concealment-markers until the units are detected as per the regular detection rules. This adds a rather effective "fog of war" to the game.

Moving on to the menus on the counters, they have many new functions. I'll give a briefing of the menus based on unit class below.

SURFACE UNITS

Invisible
Makes the unit invisible to the opponent (Facilitating the use of concealment counters until the units are detected per the detection rules)
Flip
Flips the unit to its damaged side
Mark Moved
Tags the unit as moved
Damage
Records step damage as per the "General" article by Dworschak
Logistics
Brings up a property sheet to record the use of fuel and ammo, greatly easing the use of the logistics rules. Just tic off as you go with any agreeable symbol (X or I are good candidates)
Out of Supply
Adds a out of supply marker to the unit. The marker can be flipped to show Out of Fuel, Out of Ammo or Out of Fuel & Ammo. The last level on this counter is "Replenish" –used to signify that the counter is replenishing.
Delete

SUBMARINE UNITS

Invisible
Deep Mode
Adds a small "Deep Sub" icon to the unit.
Flip
Detected
Adds a "Local Detection"-marker to the unit. The marker can be flipped to the "Strategic Detection" side. This function is not added to the surface units as these will mostly operate in Task Groups or Task Forces. So the detection-function has instead been added to the TF/TG counters.
Mark Moved
Damage
Logistics
Out of Supply
Delete

AIR UNITS

Invisible
Flip
Cruise missiles
Added to planes able to launch CMs. Works just like the logistics function on surface and sub units. However, as it records only one type of ammo, I chose to name it "Cruise Missiles" instead of "Logistics".
Mark Moved

High Mission
Adds a "High Mission Profile"-marker
Mission Range
Adds an "Extended Range"-marker that can be flipped to show a "Reduced Range"-marker
AA Refuel
Adds an "AA Refueling"-marker that can be flipped to show an "AA Refueling Done"-marker
Delete

THE INVISIBLE FUNCTION

The invisible functions on the counters are in need of closer explanation. You will note that there are three distinct invisibility-functions: "Invisible US & Allied", "Invisible Soviet & Allied" and "Invisible Indian". This is to facilitate multiplayer games (with or without moderator). Each invisible-trait has defined which players have access to it and, subsequently, which players the piece will be invisible to. To explain: the "Invisible US & Allied" makes the piece invisible to all players except players "United States", "US Allies" and "Moderator". And that particular invisible-trait is also, of course, accessible only to those mentioned players.

You will also notice that some counters have more than one invisible-trait. This is because several nations (most notably India) changes alliance from scenario to scenario. Therefore one invisible-trait would not be sufficient. This unfortunately creates another problem, please pay close attention to this: ***The use of an invisibility-trait NOT on top of the menu of a counter, will make visible counters (usually a concealment-counter) on top of that invisible counter, sit between hexes on the opponents' screens.*** This is actually due to a bug in Vassal and it will eventually be fixed by the Vassal-crew. However, to avoid this problem there is one solution: When using invisible-traits not on top of a counter's menu, place all visible counters ***beneath*** the invisible counter instead.

NEW FUNCTION ON CAP-COUNTERS
CAP Fired
Adds a marker showing the CAP has fired once. Flip the CAP Fired marker and it shows CAP Fired 2+ times.

NEW FUNCTIONS ON TF/TG-COUNTERS
Mark Moved
Detected
Adds a detection-marker.

CREDITS
Some people deserve an extra thank you here because without them this module would not have been made, at least not by me.

Michel Boucher: For creating the 2nd Fleet module and giving useful advice during the module building.
Dave Davies & Glenn Rowley: For creating the 5th Fleet Cyberboard gamebox from which I have borrowed the counters as well as the map.
Don Holt: For giving me the initial kick in the butt by showing me the basics of module editing and building in Vassal.
"jofclark": For building the existing 7th Fleet module and thus showing me how to facilitate in-game logistics recording.
Ian Cooper: For being my play test partner, doing the 3rd and 7th Fleet modules and bringing along some great ideas.

Questions & Comments welcome to: rstensr2@online.no