

# White Plains

VASSAL module

## Game Pieces

Most game functions can be accessed by right clicking on individual pieces. Any unit that moves will display a red dot in the lower left corner as a reminder that you have moved it. These dots can all be removed at the end of your turn by clicking the Moved button at the top of the screen.

The game will keep track of morale levels and VP scores for you. If you make a mistake you can always use the undo button at the top left of the screen. As a last resort, you can move the morale markers left and right just like a game piece, and VP levels can be adjusted by right clicking on them. If something happens that causes the VP score to update incorrectly, you can manually adjust the VP numbers by clicking on the gray boxes and adding or subtracting using the right click menu.

Momentum markers for both sides are tracked in a box next to the Army Morale track. Players can manually adjust the number of chits they have, but combat results that include momentum gains/losses will automatically add and subtract the correct number of chits. If you prefer to use the standard momentum markers, they can be found under Counters - Markers - Map Markers.

Reinforcements can be sent to their entry hexes by using the right click menu.

## Combat

Players may find it easier to designate which units are participating in which attacks by using the battle markers. These are accessed through the unit's right click menu.

Combat results are applied by right clicking on a unit and choosing from the options on the menu. Always select the actual result regardless of subsequent effects. For example, if you have a disordered unit that is pinned (resulting in its capture), just choose Pinned in the right click menu (not Captured). The game will send the disordered unit to the captured box and award the appropriate VPs / morale shifts.

A few special cases to point out:

- 1) All combat results should be applied through the right click menu. Even the Army Morale result can be selected this way (it will simply move the morale markers for you).
- 2) Very important! - If you take a 2 step loss result that must be applied as one step loss to two different units, choose 1 step loss on the right click menu of the first unit. Now, decide which unit you want to take the second step loss (if applicable). Right click on that unit and choose 1 Step Loss (2nd Unit in 2 Step Loss). This ensures that the module will adjust the army morale markers correctly.
- 3) When applying combat results to pieces in a stack, select each piece individually and use that piece's right click menu. Do not try to apply results to multiple pieces at once or you may find that the VP and/or morale markers are not adjusted properly.

Pins and Disorders can be shown in two ways. If you select these results from the right click menu, the unit will display a gray border if pinned, a red border if disordered, and a yellow border if shattered. A letter will appear in the lower right corner of the unit counter to remind you of the result. If you would rather use the traditional markers for Pins and Disorders, they can be found under Counters -> Markers -> Unit Markers. These markers will also automatically apply future results when you select the options on their right click menus.

Tactics chits are masked when you drag them onto the main map so that you may see them but your opponent cannot. Reveal them through the right click menu.

### **Special Notes**

Both sides have a Cards window to hold their Opportunity Cards. Click on the Draw Card buttons to draw a card straight to that space in your hand without having to drag it from the draw pile (located in the upper right corner of the window). The decks are automatically shuffled when the game begins. Using the right click menu, you can play them or mask them so that your opponent can only see them face down. Observers may not access the Cards windows.

The module will automatically track control of all three objective hexes, as well as keep track of the SPs lost by both sides.

The American player should use a Delayed Note in the Notes window to record the locations of the Ruse de Guerre hexes. Click on the Notes button, choose the Delayed tab, and create a new note. After typing the hex locations, click OK. The note will now be saved, but not revealed. To show it to your opponent, select the note and click the Reveal button.

General Washington's counter has an option in the right click menu to switch between his two possible combat modifiers.

In the Howe's Grand Assault scenario, the Americans begin with fieldworks counters in several locations. Since the American player has a number of different fieldworks counters to choose from, he or she should not feel obligated to use those that appear in the setup. They may be switched for any of the others at the top of the map before play begins.