

BCS – Panzers Last Stand VASSAL Module

- 1. HQ Mats
- 2. Menu Bar Buttons
- 3. Order Markers
- 4. Counters (special notes)
- 5. Dice Button
- 6. Counter Menu Items including marking “Finished”
- 7. Special Counters
- 8. Counter Finished Marking

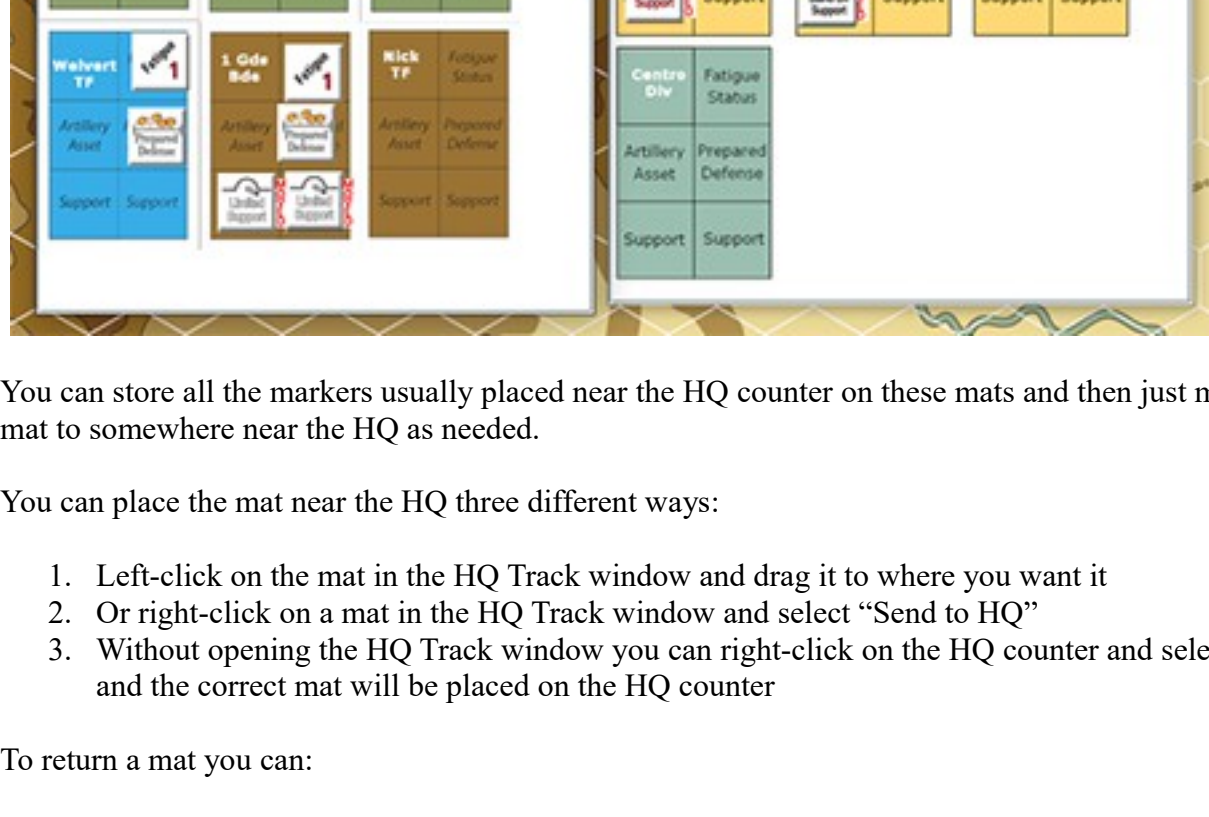
- x. Solo Game setups (Just PLS)
- y. Locked Formations (Just BC)
- z. VP point counting (Just LB)

1. HQ Mats
(Use is purely optional. They are on the HQ Track window but not loaded with markers in the setups)

On the Menu Bar are two button that will open open up the HQ Display Mats:



Clicking on of these will open a window showing all the mats:



You can store all the markers usually placed near the HQ counter on these mats and then just move the selected mat to somewhere near the HQ as needed.

You can place the mat near the HQ three different ways:

- 1. Left-click on the mat in the HQ Track window and drag it to where you want it
- 2. Or right-click on a mat in the HQ Track window and select “Send to HQ”
- 3. Without opening the HQ Track window you can right-click on the HQ counter and select “Get HQ Mat” and the correct mat will be placed on the HQ counter

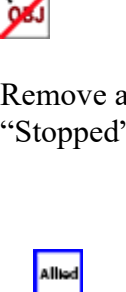
To return a mat you can:

- 1. Left-click on the mat and drag it to the mat window
- 2. Right-click on the mat and select “Return to HQ Tracks”

Once on the map, you can select any marker on it and do whatever you want with that marker **OR** you can left-click on the mat and drag it around the map. It will always stay on top of any counters on the map, carry the markers with it and not interfere with any of the units on the map.

NOTE: For some reason, when you first left-click on a mat the markers disappear but reappear as soon as you start moving the mat.

2. Menu Bar Buttons:



These buttons will highlight the Headquarter units for the respective side. The HQ's will be highlighted in yellow if in “Done” mode or green if not. Clicking a second time turns off the highlighting.



If a formation has been “highlighted”, see HQ menu choices below, this button will clear all highlighting.

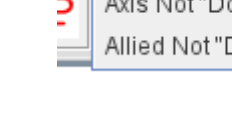


Remove all “Objective” markers. Will also remove all “Temp” support drop markers “Traffic” markers and “Stopped” markers

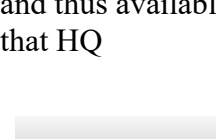


These buttons will highlight all the units of the respective side so that if you zoom the map way out you can easily see the overall picture of the battle. Clicking a second time turns off the highlighting.

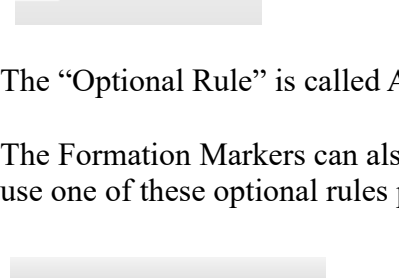
“Reset All HQ's”: At the end of a turn you can click this button to return all of both sides HQ's to face up and right side up to get ready for next turn.



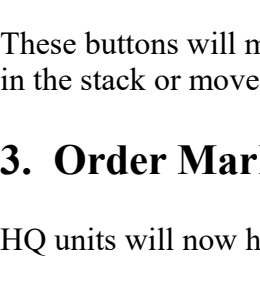
The obviously resets all Hqs to Unused, ready to go sides



This will open the menu choice below:

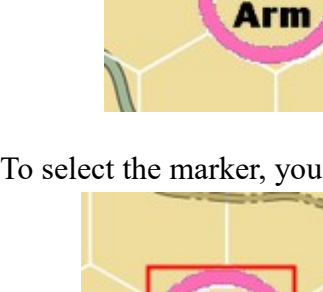


Clicking one of these will open an “Inventory” windows showing which HQ's of the selected side are not “Done and thus available for activation. You can click on any HQ in the Inventory Window and the map will center on that HQ



The “Optional Rule” is called Activation Smoothing. See Rule 2.5m in the ver 2.0 rules.

The Formation Markers can also be sent to this Optional Rule cup by a counter menu choice but you can only use one of these optional rules per game in VASSAL.

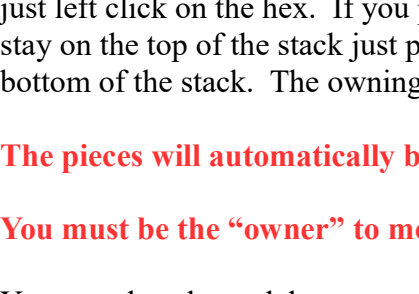


These buttons will move any VP markers to the bottom of a stack so they don't interfere with selecting counters in the stack or move the HQ counters to the top of a stack for easy location.

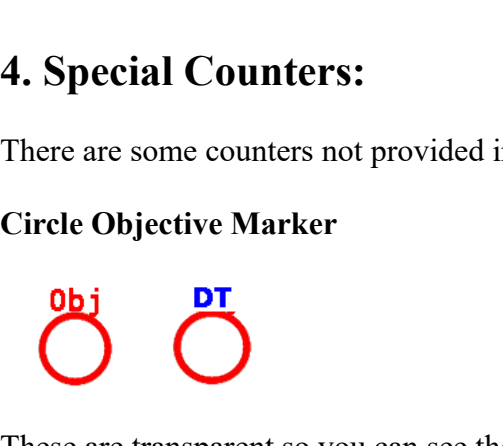
3. Order Markers:

HQ units will now have a menu choice to “Place Order Marker” See rule 2.4 in ver 2.0 of standard rules.

When initially placed on the board, it will look like this:



To select the marker, you need to do an Alt-LeftClick. Then if you right click on the marker you get this menu:



These will be under any units that move into the hex and won't be selected if you have other units in the hex and just left click on the hex. If you place them on a stack of units they should go right to the bottom but if they stay on the top of the stack just press the keyboard down arrow right after you place them to put them on the bottom of the stack. The owning side has to specifically select that piece to move them.

The pieces will automatically be hidden from your opponent.

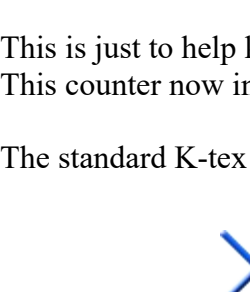
You must be the “owner” to move these, i.e. signed in as Axis or Allies.

You can also clone, delete, rotate and label these in order to create intermediate way-points to help define the exact route the correct is to take.

4. Special Counters:

There are some counters not provided in the published game.

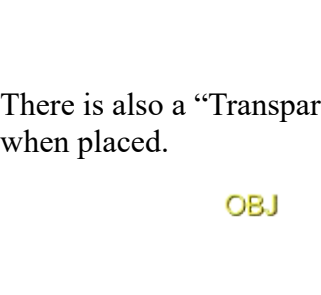
Circle Objective Marker



These are transparent so you can see the unit under the Objective marker and if you flip the Obj marker it will show “DT” for Double Tap (Equivalent to two Obj markers in one hex)

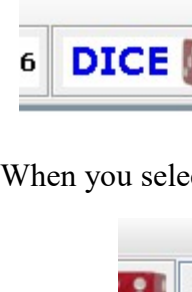
These markers also have a menu selection to highlight the two hex range of them.

Victory Hex Markers



Blue means the Allies controls the hex. Red means the Axis control the hex. Alt-Left-Click to select. **If you can't select a unit in a VP hex**, select the VP marker (Alt-Left-Click) and then the down-arrow on the keyboard to send the marker to the bottom of the stack.

Arty Left Marker

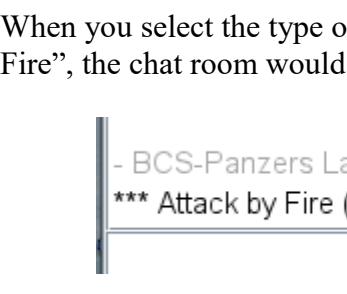


This is just to help keep track of how many of a HQ's arty assets have been used so far during current activation. This counter now includes a “0 Left”. Thanks to Matthias Hardel for this suggestion.

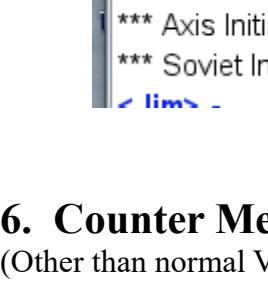
The standard K-tex marker and circle markers are also available.



Some games will have a special marker for showing whether a bridge has been blown or not. Just flip to desired side. These can be placed on hexsides and rotated for easy recognition.

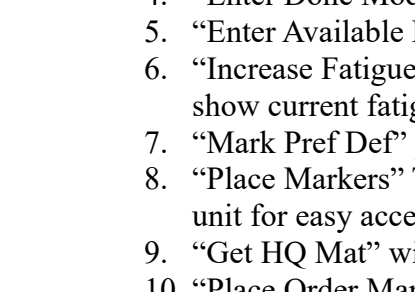


There is also a “Transparent” Objective marker to make it a little easier to see what's under the Obj markers when placed.

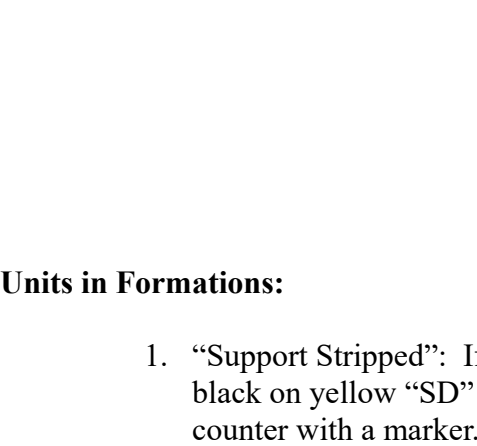


5. Dice Button

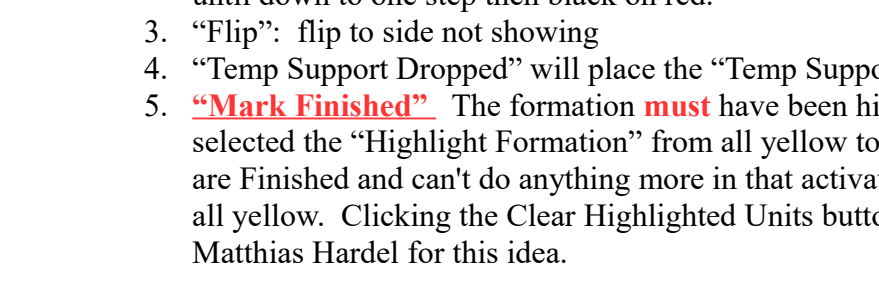
In addition to the normal 1d6 and 2d6 buttons, there is this one:



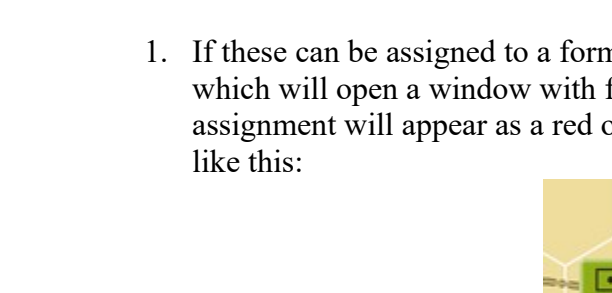
When you select it, you get the following menu:



When you select the type of dice roll you want, it will be rolled and reported. Example, if you select “Attack by Fire”, the chat room would show:



Selecting “Initiative Roll” will roll both sides and report:

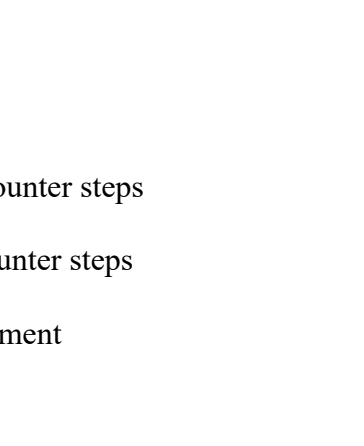


6. Counter Menu Items

(Other than normal VASSAL items):

HQ Units:

- 1. “Highlight Formation” This will highlight in yellow all of that HQ's units in yellow, even the ones “Assigned” to it (see below for assigning units)”
- 2. “Command Range”: This will put all hexes within that HQ's command range under a light shading to easily see if its units are in range
- 3. “Flip” flip to opposite side
- 4. “Enter Done Mode”: This will rotate the counter so it is upside down.
- 5. “Enter Available Mode”: This will rotate the counter so it is right side up.
- 6. “Increase Fatigue/Decrease Fatigue” will increase or decrease a number on lower left of unit to show current fatigue. If at max, 4, it will be in red.
- 7. “Mark Pref Def” put “PD” in upper right corner
- 8. “Place Markers” This will give you a list of markers that can be selected to be placed on the HQ unit for easy access
- 9. “Get HQ Mat” will return the HQ Track mat for that HQ
- 10. “Place Order Marker” places a circular Order marker so secretly making orders rout on map



Units in Formations:

- 1. “Support Stripped”: If a support drop marker, not temporary one, is needed this will just add a black on yellow “SD” to the upper right of the counter to easily note this while not hiding the counter with a marker. Clicking a second time turns off the SD.
- 2. “Increase Steps”/“Decrease Steps”: Instead of using the step marker counters you can use this to change the step number just to the top left of the unit type box on the counter. If the unit is at full strength the number will be black on yellow in a red box. If reduced it will be black on white until down to one step then black on red.
- 3. “Flip”: flip to side not showing
- 4. “Temp Support Dropped” will place the “Temp Support Dropped” marker on the unit.
- 5. **“Mark Finished”**. The formation **must** have been highlighted for this change to work. When selected the “Highlight Formation” from all yellow to yellow and red for help noting which units are Finished and can't do anything more in that activation. Clicking it again will toggle it back to all yellow. Clicking the Clear Highlighted Units button will also reset all of these. Thanks to Matthias Hardel for this idea.

Units not in formations:

- 1. If these can be assigned to a formation, they will have a menu choice of “Change Assignment” which will open a window with formation names that the unit can be assigned to. The assignment will appear as a red on white text label at the top of the unit. The change will look like this:



Shortcut Keystrokes

Alt C	Command Range
Alt D	Decrease combat counter steps
Alt G	Send to Graveyard
Alt I	Increase combat counter steps
Alt S	Support stripped
Alt V	Change Div Assignment
Ctrl A	Increase value
Ctrl C	Clone
Ctrl D	Delete
Ctrl F	Flip layer
Ctrl L	Change Label
Ctrl M	Mark Moved
Ctrl T	Movement Trail Toggle
Ctrl Z	Decrease value
Ctrl_Shift O	Overview Window
F1	Roll 1 die
F2	Roll 2 dice
Shift Alt C	Show Obj range of Obj marker

Specific to HQs:

Alt O	Set HQ to done mode
Alt P	Set HQ to Available mode
Alt_Ctrl 0	Place Circle Marker
Alt_Ctrl 1	Place Circle Obj
Alt_Ctrl 2	Place Obj
Alt_Ctrl 3	Place Prep Def
Alt_Ctrl 4	Place Coord
Alt_Ctrl 5	Place Arty Left
Alt_Ctrl 6	Place Stopped
Alt_Ctrl 7	Place Temp Drop

Alt _ Ctrl 8	Place MSR
Alt _ Ctrl 9	Place K-tex
Ctrl E	Highlight Formation
Ctrl K	Add Order Marker