Notes on the ToC Module

1) The DECKS window holds all the player decks, discards and removed cards along with the infighting chits.

2) The PC window is where the Political Card draw decks are held, spaces for them when removed from play, space to play the Action Cards to generate the card draws, and lots of room to lay out the cards drawn. Note that this window does not have a stacking option so you can lay the cards on top of each other to read the numbers across. This also means that what may look like one card could be more if you place them in the same spot so if not sure just drag and it will take the top card if more than one.

3) There are 3 force pool windows, 1 each for the players and a faction one. Each uses decks so a right click on them will allow you to select specific and multiple units to bring into play. There is a permanantly elim spot for each.

4) The cards and most units/markers have several menu items on them ranging from flipping to sending to specific areas such as the PC area, the discard or removed pile, to the dead or SR areas etc. A right click will bring up any and all options.

5) The political phase is the tough nut in this. I did not use the PC card area already included on the map but wanted to keep them all in one separate window. The way I thought to play was each player, from his player hand, selects his cards, masks them and using the card menu options sends them to the correct Red/White/Other area. When all have placed, unmask them, do the math and check the table for how many cards are to be drawn, one at a time. Send the used action cards to the discard after resolving. Go to the map area, if random choice the player just draws from the top the number of cards indicated after a shuffle (in case the deck was looked at etc.). If the winner gets to choose cards it will be more difficult. I think flipping them all over, pulling them out a bit to examine, make your choice(s), mask them again and then click select specific cards so you opponent doesn't see which, should work. This will be something to get used to, or you use your physical cards. Once both sides have confirmed the totals send the PC cards to remove.

6) I have included Withdraw buttons on the main map, and individual force pools for the CP and British since they have the most units. **Warning:** if you click on these buttons the units are **deleted** from the game. If you click in error use the arrow on the top left to backup your move.

7) You can use the notes window for private conversation or use the delayed function for real secret allocation of IP to the faction table (purchased with RS).

8) There is now a random window for such things as having to pick a card to discard…it is the yellow window with the random numbers. Just place your cards there, draw and reveal to the opponent before returning the chosen card to the draw or discard pile.

Send me feedback on what doesn't work, any setup errors etc. I will work on an extension for the optional leader cards but for now the game should be ready to go as is. Needs to be put through the paces to determine for sure though.

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