España 1936 - Vassal Module 2.0
by Daniel Berger

This version of the Vassal module for España 1936 is an extensive update based on version 1.2. The most notable update is the addition of English language support, since the original module only supported Spanish.

English support!

All cards and player mats, and almost all of the buttons, menus and tooltips will now display their English counterparts if your computer uses English as its default language.

The map is still the original Spanish version, but other than a few words revolving around objective spaces, there is little difference.

Other updates!

This version adds card 45 to both the Nationalist and Republican player's 1936-1937 decks. These were added to the physical English version release but were not included in the original Spanish version. If you are using the Spanish version and/or do not want to use these cards, simply discard them when drawn.

A 1938 scenario has been added.

The units are now stackable, and some of the stacking properties were updated to use reasonable values. Previously it was impossible to tell if you had multiple units in a space.

The player mats are now only visible by the owning player.

A solo player option has been added.

A turn counter (i.e. turn cycle indicator) has been added. This was actually in the 1.2 module already, but it was never displayed for some reason. It's now included and translated.

Some snap-to-grid properties were added to the replacement boxes on the player mats.

Discards are no longer randomized if you drag them from the discard pile.

Some internal refactorings revolving around card prototypes were made to simplify things.

Known Issues!

A few bits of either cannot currently be translated. The player side names remain Spanish for now, as does the module description. The former appears to be a shortcoming of Vassal, while the latter appears to be a bug.

If you find any other issues or bugs, please contact me on boardgamegeek.com. My username is djberg96.

VERSION 2.1

I added some layers so that units, markers and cards never stack.