

Using the Operation Olympic Module
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Overview

This module lets you play the Operation Olympic game which was published in issue #45 of Strategy & Tactics Magazine.

You can play this module Solitaire or 2-Player. Once you open the module and choose your side, you will be presented with the Main Toolbar. This is a series of buttons along the top of the main window that allow you to play the game.

Prepare for Play

Open the Dice Cup board, by pressing F6. To deploy the Japanese forces, select the 2 stacks of chits on the left side of the board. Then right-click and select 'Flip' from the menu. These pieces will now have a 'C' on them. These are the Coastal units. Move these 2 stacks into the Dice Cup. Now you can randomly draw 1 unit at a time and place them on the Main Map in hexes marked with a 'C'. Do the same with the 2 stacks in the middle of the Dice Cup board. These are the Line units for the Japanese forces. Place them in the hexes marked with an 'L' on the Main Map. Please note that the Japanese Reinforcement forces are made available through the Pieces Palette (F2).

The US initial forces and reinforcements are on the Turn Record Track on the Main Map.

Combat

To resolve combat, declare which unit is firing by placing the Current Battle Marker on the attacking unit. Press F3 to declare the attack differential for the battle. Press F4 to roll the die to resolve the battle and F5 to report the results of the battle.

Hot Keys

Here is a list of the Hot Keys and their actions.

<u>Key</u>	<u>Action</u>
F1	Open the Main Map
F2	Open the Pieces Palette
F3	Set Attack Differential
F4	Roll 1d6
F5	Report Battle Results
F6	Open Dice Cup Map
F7	Open Charts and Tables Window
Ctrl - C	Clone Unit
Ctrl - D	Delete Unit
Ctrl - F	Toggle Fires Status
Ctrl - M	Mark Unit as moved
Ctrl - R	Toggle Retreat Status
Ctrl - T	Toggle Movement Trail