Enemy Action: Kharkov Vassal Module Ver. 1.2

This information is meant to explain the manual & automated features of this module.

Cards

All the cards have **RT-Click** features that will send them to their Side's **Discard** pile, **Play** them to their Side's Played Card area on the board, **Mask & Unmask** them to your opponent and Activation menus that will Activate groups of units either on the map or in the Reserve box.

Remember when Cards are in a Deck the **Deck's RT-Click features take precedence. ***

Cards in the "Entering Play" box and the "Available Supplemental Cards" box are <u>manually moved</u> to the **Draw Deck** and have to be <u>manually</u> (**RT-Click**) **Shuffled** if called for. Otherwise, cards in the Discards Decks can be RT-Clicked to be sent to their correct deck.

Cards in the **Draw Deck** are drawn to the **Players' Hands** window (the **Draw Cards** buttons) when the **Draw Deck** has cards in it. Cards can be **Masked/Unmasked** with their **RT-Clk** function or by the Key Command in the Players' Hands windows.

$Number$ Counters on a couple of the Decks will show you how many cards are in the Deck.

Activating Units

Cards can **Activate** (yellow highlight) "all" of an Army or Corp or Reserve formation or provides a choice via the **RT-Click** feature on the card (or by **RT-Clk** function on the individual unit). A second **RT-Clk** function on the unit counter will mark them **Activated Done** (green highlight). And finally, you can remove all **Activation Done** highlighting either from the **RT-Clk** function on the counter or by using the **Deactivate** Key Command in the module menu bar. When units are Activated & moved, they automatically revert to their **Activation Done** Status.

Counters

Most necessary functions for the unit counters are built into their **RT-Click** feature. Markers are shrunk in size to reduce so the counters beneath remain legible but they will obscure the counter's **RT-Clk** functionality so you will have to open the stack (**Dbl Click**) or move the marker to use the unit-counter's features. I've shrunk the status markers.

For the sake of the **Layers properties** programming of Units that have **3-Steps** I have taken the liberty of naming the unit's 3 different states as: **Full**, **Reduced** & **Depleted**. I couldn't isolate the 3-Step units so 2-Step units also have the 3rd command without any changes between "Reduced" and "Depleted."

The combat chits are automatically shuffled and masked until dragged onto their board.

Board

The VP Markers on the map board have a **RT-Click** feature that will **1)** place a German Control marker, which **2)** has its own **RT-Click** feature to change the control marker's allegiance (to Soviet & back to German). The **Soviet Victory Point** markers are manually moved but the **Turn** marker moves along the calendar via a **RT-Clk** feature (as well as a Flip to other side feature). **Ground condition** markers are part of a Deck that shuffles automatically and are concealed when drawn (you need to Flip them to reveal the ground condition).

All but one player aid has been excluded from the module at the request of the publisher.

CC

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