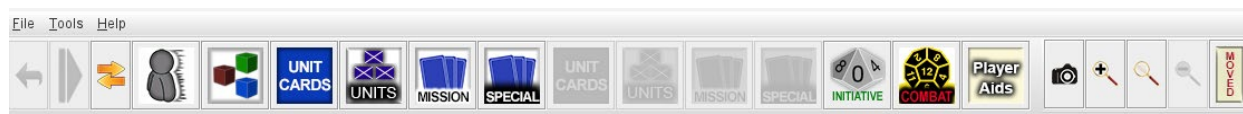


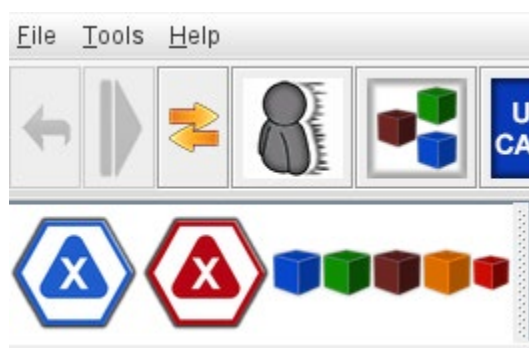
Playing Lines & Webs in Vassal differs quite a bit from the physical game, as selecting, manipulating, and moving pieces and cards requires button presses and mouse clicks. The following covers most of those differences.

## THE TOOLBAR



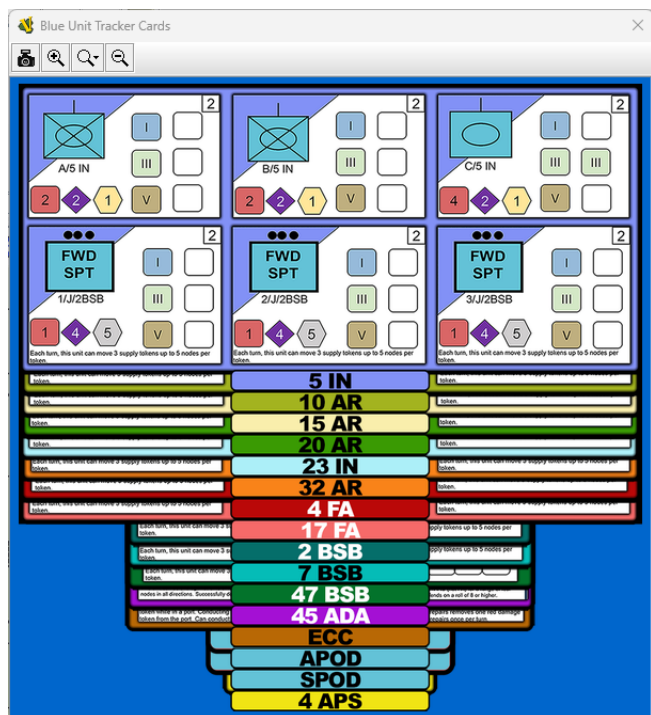
Depending on which side you are on, you will see only those buttons you can access.

## PIECES

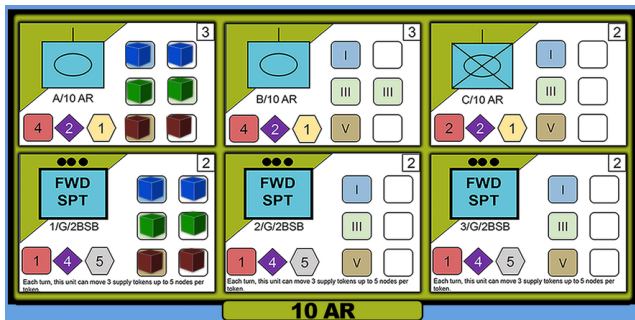


The various pieces that are used to block nodes, represent the classes of supply, or designate infrastructure damage, are located in the Pieces window. This is accessible by all players and will open in a window next to the Chat Window.

## - UNIT TRACKER CARDS

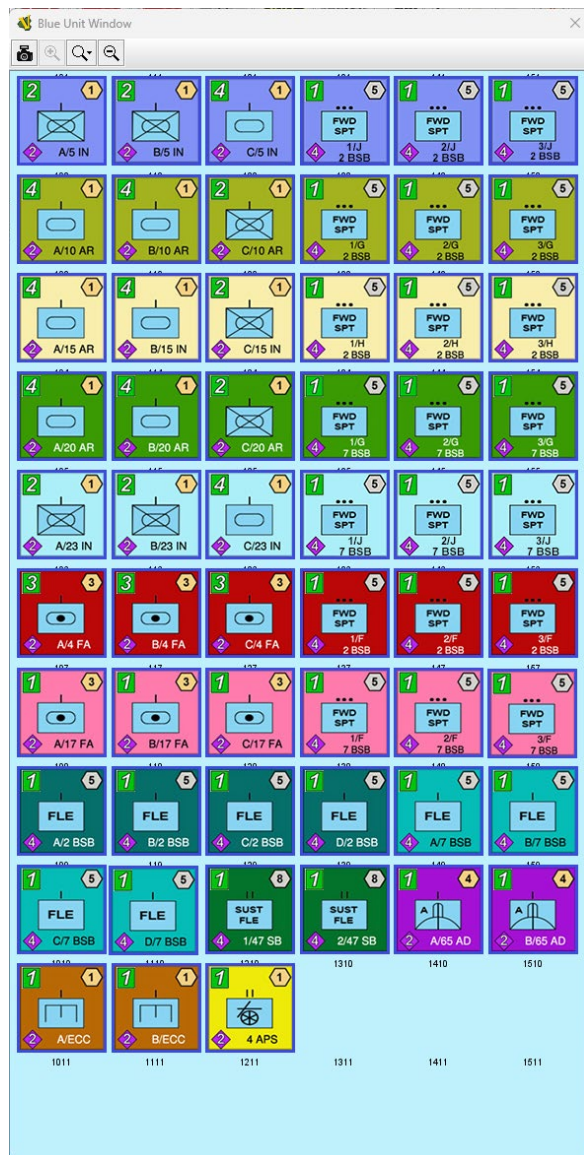


The “Unit Cards” button opens a window with all of the units tracker cards available to you in the game. To select a card, double-click on the stack to activate the cards, then select which card you want. You can then drag the card to the “Unit Tracker Cards” area on the map that has your side’s color. If you want to activate only one of the units on the card, you must activate the entire card by placing it in the Unit tracker Card area. Once it has been placed in the Unit tracker Card Area, deduct the number of Resource Points (RP) from the Resource Point Tracker for each individual unit you want to activate on that card, indicated by the white box in the upper right corner for each unit on the card.



Once a unit is activated, grab and drag the appropriate cubes from the Pieces window to the card to represent each class of supply that start with each unit in accordance with the rules. Cubes can be cloned to reduce the number of times you have to drag a cube from the Pieces window. You can move the card along with the supply cubes by clicking and dragging around the card with the pieces on it and dragging the card in the Unit Tracker Card Area where you want it.

## UNITS



Once you've placed the unit tracker card, click on the "UNITS" button to access the Unit Window. From here, you can click and drag the units you want to access onto the map, likely into the Assets in RSOI/Packaging in CONUS area. You can also drag the unit onto the Unit Tracker Card you activated while you prepare to place assets into the play area.

Combat and Log units have some different visual cues you can activate on each piece thru a right-click menu.

Combat Units have "Degraded" and "Suppressed" markers on each piece you can activate as needed. These replace the Black and Yellow cubes in the board game:

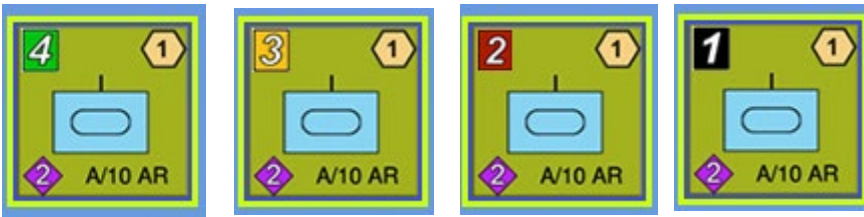


Toggle Degraded	Ctrl-D
Toggle Suppressed	Ctrl-S
KIA	Ctrl-K
Return to last location	Ctrl-R
Mark Moved	Ctrl-M
Take Step Loss	Ctrl+Shift-NumPad -
Recover Step Loss	Ctrl+Shift-NumPad +
Movement Trail	Ctrl-T

Logistics Units have "Displace" and "Spent" markers that replace the flipping of the piece in the board game:



Toggle Spent	Ctrl-S
Toggle Displace	Ctrl-D
KIA	Ctrl-K
Return to last location	Ctrl-R
Mark Moved	Ctrl-M
Take Step Loss	Ctrl+Shift-NumPad -
Recover Step Loss	Ctrl+Shift-NumPad +
Movement Trail	Ctrl-T

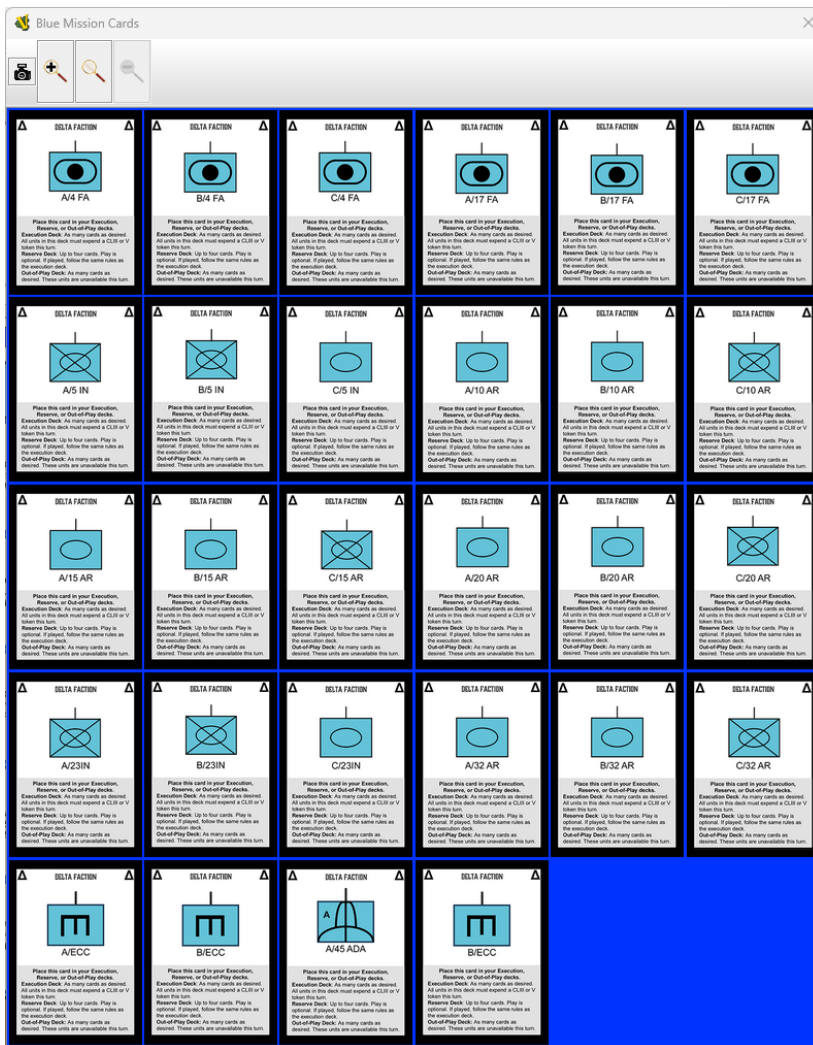


Unlike the board game, Vassal allows you to change the Combat Power without turning the unit piece! Using the right-click menu (or the button presses) you can quickly change the unit combat power.

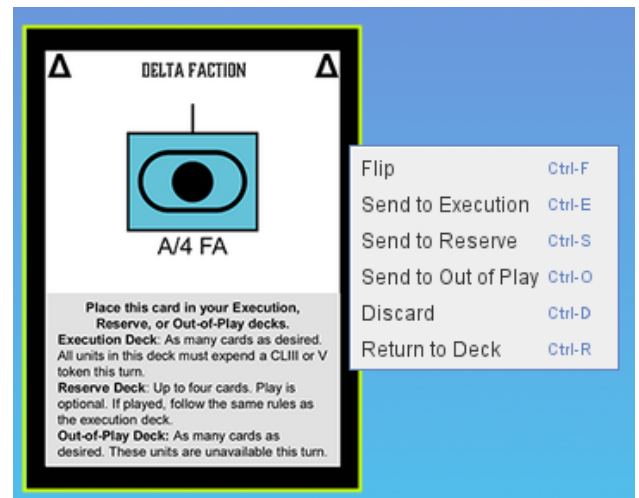
- **RESOURCE POINT TRACKER:** Don't forget to deduct the number of Resource Points for each unit you activate by moving the RP button on the Resource Point Tracker at the top of the map! The RP Button should sit on how many points you have remaining and is reset to 25 at the beginning of each turn.



## MISSION CARDS



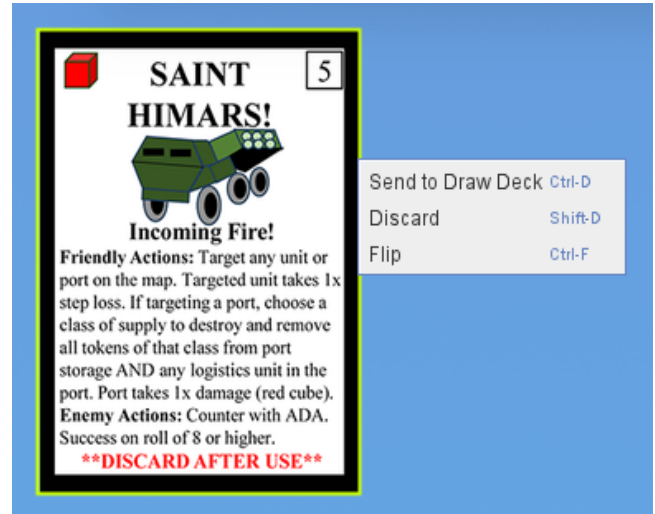
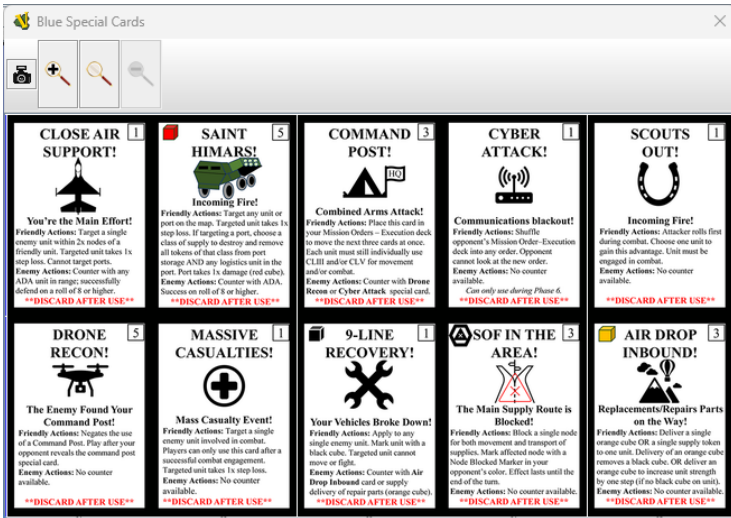
Each combat unit has a Mission Card that allows that unit to perform actions each turn. You must organize these to be played in order, so you must stack them in REVERSE order when setting-up your Execution Deck for the turn! You can do this two ways – you can click and drag all of the cards you want for the turn to the “Card Prep Area” on the map and then build your deck(s) from there by using the right-click menu, or you can send cards directly to the desired deck from the Mission Cards window.



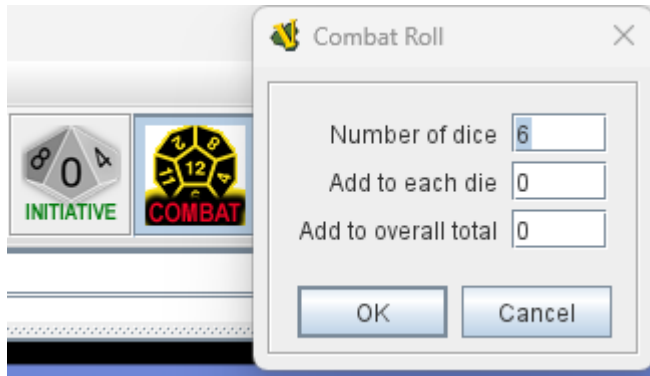


## - SPECIAL CARDS

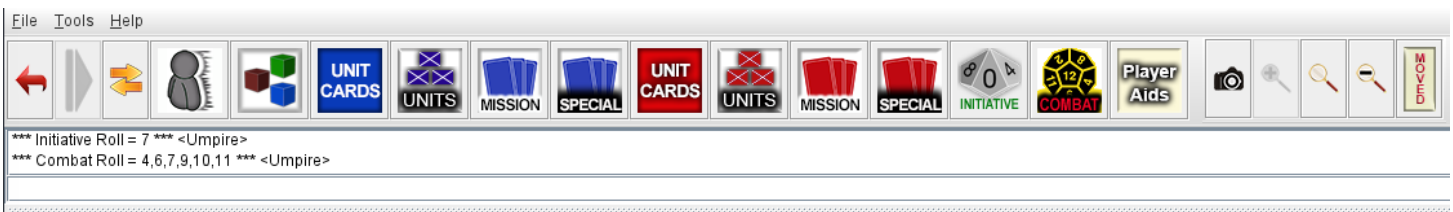
Special Cards function much like the Mission Cards. To select a card from this window, you must press and hold SHIFT while clicking on the card you want. You can then either drag the card to the Card Prep Area or you can send the card directly to the Special Card Draw deck on the map. There are 3 of each special card available. DON'T FORGET TO DEDUCT RP's FOR EACH CARD YOU CHOOSE!



- **DIE ROLL BUTTONS:** There are two types of die rolls – INITIATIVE and COMBAT. The initiative die roll is a single D10 roll, and the combat die roll can be as many d12 die you want to roll. You will be queried for the number of d12 die when you press the button.



Both rolls are shown in the Chat window with the side that initiated the roll, with each die roll for Combat are reported separated by a comma. After determining how many hits were registered, adjust the target units' combat power or add degradation/suppression accordingly.



- **PLAYER AIDS:** Game play reference cards are in a Player Aids window in a tabbed panel. These can be accessed by any player at any time.