

Luftwaffe VASSAL Supplement

1. **RULES:** Like most VASSAL modules, Luft doesn't include the rule-book. If you have a legitimate license/copy of the game, but have lost your rules. They are usually easy to find [online](#).
 - a. Once you are familiar with the original rules, read the remainder of this page for important information pertaining to this VASSAL version of the game.
2. **NOTE:** The automation of fuel tracking eliminates the need for the "Basic" rules. This is a very good thing. The basic rules were awkward and unrealistic. You will discover that this Vassal implementation of Luftwaffe plays significantly better than the original as a result of the automation of fuel and aircraft state labels.
3. **FUEL:** The orange fuel number at the bottom-center of each unit (heavy bombers don't have it...see rules) shows how many turns they can remain airborne.
 - a. Airborne aircraft will have fuel automatically decremented at the start of each new turn (every time the turn counter goes to "German"). "Landed" aircraft will not be decremented. "Refueling" aircraft will be refueled.
 - b. Both players should monitor the validity of aircraft state/status flags on each unit. Auto fuel tracking is tied to "Landed", "Refueling", and "Tanks" state/status flags.
 - c. The "Turn Counter" "-" (go back) button is disabled to eliminate it as a source of error. Players can still use the "Undo" button to go back and correct errors and then play forward again from the correction. This prevents the introduction of errors in fuel tracking automation.
 - d. If players believe there has been an error introduced in fuel count, each unit can override it's own fuel count with the right-click menu. Global adjustments in fuel can also be made with the fuel-can button on the main toolbar. But, this should not be necessary.
4. **EXTENSIONS:** There is an extension file that supports the "Tournament" setup and another that supports the "Advanced" setup. Only one of these should be activated at a time to prevent disorganization and confusion in the interface.
5. **SETUPS:** Each of the four game setups (Basic, Tournament, Advanced, Op Custer) can be used with either the Tournament rules or the Advanced rules. The basic rules are no longer relevant now that fuel consumption has been automated. Note that this does NOT mean that the rules in the "Basic Game" section are irrelevant since each section of the rules are designed to stack (add-to or override) upon the previous section.
6. **U.S.-OP-PLANNING:** Use the (private) Map Planner and Target Sheet to secretly designate routs, formation composition and assign units to targets with the "formation markers" of various colors. Take a snapshot of your plans and send to your opponent before game start in a password protected file. Once the game is completed, reveal the password to the opponent for final scoring in accordance with the rules.

Good Luck, General.