ALEXANDER AT TYRE
Vassal Module version 1.2

Main Control Panel

AAT Contains Turn, Weather and Modifiers tracks.

LOP This is the Land Combat & Operations Chart.

NOP This is the Naval Combat & Operations Chart.

OOB The troops not on the map are held in here. In the campaign scenario the troops held here are the rest of each army's order of battle.

Menu Commands Below are displays of both Naval and Infantry units menus

Markers: For vassal I've created some new markers. Below I'll show the original game marker and the new for this vassal module. In most cases I've
created a smaller version of the original and attached it to the unit. Also in most cases both types are included in this module.

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1. **HITs** Original marker but the new marker appears on the counter. Used for both Infantry and naval units.

![5 Hits](image)

This vessel has 3 hits. Count the red stripes.

2. **Sword Attack**-- Marks ground combat between two or more infantry units.

![Sword Attack](image)

3. **Chains**-- Denotes that a "chain" of infantry units will advance simultaneously. If the infantry unit at the front of the line successfully advances after combat. **Note:** In this module these two markers are combined. Just flip the counter by use the commands menu. (Right click the counter)

![Chains](image)

Chain of infantry advance.

4. **DISRUPTED 2L / DISENGAGE**-- Catapult hits are reflected by using these markers.

![Disengaged](image)

These apply to infantry units as well.
5. **COLUM SHIFT**— Denotes shift of one or two columns to the Right.

\[1R, 2R\] Appears at the upper Right corner of the unit.

7.