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 campagin scenario the troops held here are the rest of each armys order of battle.

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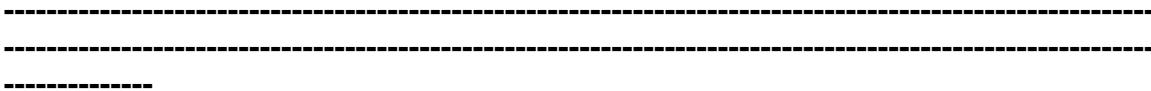

Naval

Infantry

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 New marker Both show 5 Hits
but the new marker appears on the counter.Used for both Infantry and naval
units

 This vessel has 3 hits.Count the red stripes.

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

3. Chains-- Denotes that a "chain" of infantry units wil 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)

Chain of infantry advance.

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

 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.

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