

## About This Hitler's War Vassal Module

In the original board-game, the strengths of armies were kept on Military Record Sheets and only the army counters appeared on the map. With the more advanced capabilities of Vassal, it is possible to record the strengths of the various unit types directly on the army counters themselves. The following commands allow the strength banners to appear directly on the counters:

Increase **Infantry**            SHFT I  
Decrease Infantry            CTRL I

Increase **Mech**                SHFT M  
Decrease Mech                CTRL M

Increase **Tac Air**            SHFT T  
Decrease Tac Air            CTRL T

Increase **Paratroop**        SHFT P  
Decrease Paratroop        CTRL P

Increase **Amphibious**      SHFT A  
Decrease Amphibious      CTRL A



There are three methods of keeping track of the various types of strengths in an army:

1. On the Military Record Sheet
2. Directly on the counter
3. Placing unit strength markers under the army counter

Players are free to choose whichever technique they find best. They may even combine techniques, as experience dictates. The unit strength markers under an army appear when hovering the cursor over the army piece.

### Additional Counters

There is an additional Allied (British) ASW strength point counter to record ASW strength points directly in the fleet for those that might want to use these from the Hitler's Global War rules. For the traditional Hitler's War rules, the ASW points are only maintained on the Military Record Sheets.

There is an additional Soviet Seaplane Tender strength point counter that is equivalent to the Soviet Carrier strength point counter. The Soviets never really had carriers of effect in World War II, but they did have seaplane tenders. This extra counter is for graphic effect only. It can be used for a 1-strength Soviet carrier, and replaced by the carrier strength point marker if the carrier strength point increases, at the player's option. It has no additional effect on play.

### **Additional Charts**

There are two additional charts in the gameset: an alternate Firepower Table and an alternate National Morale Chart. The alternate Firepower Table is discussed in the Hitler's War forum of ConsimWorld web site. The alternate National Morale chart is taken from the Hitler's Global War rules and included because our experience is that most players do not like, or play with, the Hitler's War Morale rules. The use of either of the two additional tables is optional.

### **Additional Off-Map Boxes**

The additional North Atlantic Off-Map box is present in case the advanced Hitler's Global War naval rules would be integrated into Hitler's War. This box can be ignored otherwise.