

VIP VASSAL Supplement

1. **RULES:** Like most VASSAL modules, VIP doesn't include the rulebook. 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. **BATTLE-BOARD:** The BB has been added to assist players in the organized execution of their battles. Simply collect all the combatant units from the sea-area where the battle is taking place and move them to the BB. Place the "Battle Zone" marker in the sea-area to mark where the units go after battle completion.
3. **POINTERS:** Additional generic markers have been added to assist with player communication. Pointer markers can be used to point at map locations with a short label-message.
4. **FLAGS:** The markers for "sunk" "disabled" "repairing" and "damaged" have been implemented as flags that can be set on each individual piece. These new flags don't obscure the face of each unit and won't become separated or lost from the piece.

Good Luck, Admiral.