

Gettysburg VASSAL Supplement

1. **Rules:** Like most VASSAL modules, Gettysburg doesn't include the rule-book. If you have a copy of the game, but have lost your rules. They are usually easy to find [online](#).
 - a. This module is designed to be played both with the original rules as well as to be extremely modifiable by the player in-game without having to learn Vassal module design.
2. **Units:** The full color units of blue and gray are intended to be used on the main map board. Each of these can be modified readily with the right-click menu.
3. **Markers:** Most elements of the various boards are select-able and modifiable. Simply Ctrl-Click to select. Once selected, the piece can be moved or the right-click menu can be accessed. These markers are intended to be set up during modding of the game and to stay in place during game-play.
 - a. **OOA Pieces:** Each side has a set of customize-able OOA pieces. These are meant to be modified with the right click menu and dragged into place on the OOA boards, allowing the player to create a completely new OOA if desired.
 - b. **Terrain:** The terrain pieces allow the player to create their own terrain overlay. This feature can be used to simply clarify what squares receive which combat bonuses OR to completely overhaul the terrain and apply player-defined rules. These tiles are translucent, so the map can still be seen. Also, there is a "hide terrain" button that permits players to toggle the terrain layer on and off with a click.
4. **Sandbox:** There are very few things that cannot be modified or completely changed in-game in this module. Experiment and devise the perfect Gettysburg.

Good Luck, General.