

Vassal Module User Guide for D-Day at Omaha Beach

I thought it might be helpful to make a few notes for those using the module on the use of the different features I put into the module. So here goes...

Test in **RED** indicate changes added for Version 2.0 of the D-Day at Omaha Beach module.

Main Menu Buttons

Notes: I don't know if having an area to enter notes about the game was necessary but it was a simple option to include so I did so for those who may find it useful.

German Set Ups: I've gone ahead and built pre-defined set ups for each of the scenarios included in D-Day at Omaha Beach. However, due to the necessity for random set up of some units I could not completely set up each scenario. So each pre-defined scenario will have all the static units placed and ready to begin play leaving the player to set up the remaining forces that are randomly placed or give the player options for placement. The set ups included under this menu item are steps the player should take to complete the set up of the scenarios.

It occurred to me that it might be handy to be able to print these instructions out which you can't do from inside the module. So I've included these set up instructions as an appendix at the end of this guide.

US Units and Markers: Hitting this button will bring up a piece tray including all of the US units used in play as well as the special markers.

German Force Pool: Hitting this button brings up a map containing all of the German units and markers used in the game. These pieces will be moved to the map or the German Reinforcement map during set up and then shouldn't be needed again. Any German piece that is eliminated from play will be returned here.

Map Boxes I decided not to Use: It didn't take me long to realize that using the boxes on the map wouldn't work very well for tracking things like the German units and markers, cards, and turn. The constant scrolling up and down of the map to get a unit and then place a unit was annoying. So I built separate maps for each of these functions.

German Reinforcements: Holds the German reinforcement units during play. It can be opened, closed, and zoomed as needed.

Card Table: This is where you'll draw and play the cards. I feel the layout is self explanatory. In the interest of saving a little room I didn't include a card box for additional card draws as I felt the discard pile could be used for these. This map may be opened, closed, and zoomed as needed.

Turn\Unit Track: This map allows you to track the turn and when US units arrive. I believe its layout is self explanatory. I included an area at the bottom of the map where stacks of arriving units could be dragged to and separated before placement as needed. Doing this on the main map would cause these arbitrary unit movements to be recorded in the log and I prefer a clean log when possible.

Turn Display: Hitting this button pops up a turn and phase tracking window. I like using this as it allows me to readily see what turn and phase I am performing. This window can be docked to the menu bar or undocked per player preference.

End Turn Marker Adjustment: I included this global command button to make it easier to deal with marker adjustments at the end of a turn. Hitting this button will cause all US Disrupted by Action markers to be switched to a normal Disrupted Marker as well as delete all of the US Action Taken and Smoke markers on the board.

Depth <> Unit: I've built a layer into the main map and set all German depth markers to be automatically placed on it. This causes the depth markers to automatically be placed beneath German unit pieces. Doing this means these two types of pieces will not stack and when you view a hex containing both a depth marker and a unit it will appear there is only one piece present in the hex. However, if you mouse over the stack both units will be displayed.

Building it this way also means only the German Unit may be selected and manipulated unless you physically move the unit off of the depth marker so I included the "Depth <> Unit" button. This button causes the Depth and Unit markers to switch places in the stack, so clicking this button instantly reveals those positions with a depth marker (not the marker itself) and allows the player to see what German positions have depth. It also allows the depth marker, when at the top of the stack, to be manipulated as needed. Another click of the button puts things back to normal.

This is one hot-key I use all the time and it is the back-quote key. This key is to the left of the 1 key, below the ESC key, and above the TAB key on most keyboards.

Show Map: This button causes the units on the map to become hidden, useful when you need to see the hex information they are hiding.

Overview Map: This button brings up a zoomed out view of the entire map and allows the player to move the viewing area in the black outline to whatever part of the map they wish to see.

Map Zoom Buttons: I've set the default map zoom to 60% of normal but I find the pertinent information on both the pieces and map are readable at even smaller scales. The player is able to set the zoom at whatever level they find most comfortable.

Camera: Hitting this button lets the player take a screen shot of the current main map view and save it to a location of their choice.

Move: This button removes the "Moved" label from all units.

Fixed Piece Set Ups

There are a few pieces I've fixed in position on the main map. These are as follows:

German artillery markers: I've added a label to each indicating those positions that serve as spotters for each unit.

HQ and Engineer range pieces.

1st and 29th Division Infantry Loss Counters: I've placed a counter in the US infantry loss boxes for tracking losses to each division instead of placing the lost unit pieces themselves. In this module each US unit has just one piece in play that contains all the steps for that unit accessible on a right click menu, so placing the actual unit in the loss box wasn't feasible. So I built a counter that can be increased by one whenever a US Infantry unit has lost enough steps to qualify as a loss, and decreased by one should the events "Lost boat teams catch up" or "Soldiers from support unit join infantry" be drawn.

If you don't like this method you may delete the loss counters and drag the actual unit from the "US Units and Markers" tray to the appropriate US Infantry Loss Box. Just be aware that this causes two pieces of the same unit to be on the map and that a unit placed in a US

Infantry Loss Box should never be placed into the actual playing area. If the "Lost boat teams catch up" or "Soldiers from support unit join infantry" events are drawn simply delete the unit from the loss box and then locate the same unit in the play area and add a step back using the right click menu of that piece.

Specially Designed Pieces

There are not many of these.

US Infantry Loss Counter: I've already discussed the US Infantry Loss counters.

US Disrupted due to Action: I've created a US Disruption due to Action marker so that US units disrupted by German fire may be differentiated from US units disrupted while performing an action. Those disrupted by fire may spend an action to remove the disruption while those disrupted while performing an action must carry their disruption into the next turn. One of the functions of the "End Turn Marker Adjustment" button on the main menu is to switch all of the US Disrupted due to action markers present on the map with normal disrupted markers.

Clear: While not a piece that I created I want to explain how I set them up. They have been created to not stack with other pieces and may only be selected by holding the SHIFT key down while left clicking on them. This means that once placed they cannot be moved or selected normally and should not interfere with the movement and manipulation of the other pieces. Therefore, I prefer to place a Clear marker in each cleared hex and forego the placement of the Clear markers with the arrows. However, if you prefer the arrows, you may still use them by placing a Clear marker and then using the piece's right click menu to switch to a Cleared Left or Cleared Right marker.

US Engineer Units: I've added a range counter to these units so you may track their range settings right on the counter using the piece's right click menu. To represent the range track of 0, 1, 2, 2, 3, 3, 4, 4, 5 the range number on the unit will have a white dot before and/or after it on the piece. One white dot means you are the first range 2 whereas two white dots means you are on the second range 2. Looking at an engineer unit and cycling through the ranges will make this pretty clear how it all works.

Pieces

Most of the pieces I've built into the module have right click menus available. The options on these menus I believe are self explanatory so I won't go into further detail unless I receive feedback indicating some explanation is necessary.

Appendix: Scenario Set Up Instructions

There are four pre-defined setups from which to choose. The "New Game" setup will give you a completely fresh setup in that none of the units are set up for you thus allowing you to set things up yourself. The Easy Fox Introductory scenario, First Waves and D-Day scenario, and the Beyond the Beach scenario will have all of the U.S. units and static German units in their "At Start" positions upon load.

This leaves the randomly placed German units for you to setup. What I have done here is detailed the steps needed for placing the random German units in each scenario. If you follow the instructions you will have a random German setup completed when you are done. I felt this would make it easier to setup than trying to follow the instructions in the rulebook since you would have to figure out which forces I have already setup as static German forces and which forces are the random ones you need to place.

Please note that the stacks of German units and markers, whether located on the German Force Pool map or on the German Reinforcement map, are setup to provide random draws whenever you pull a piece from them. The Draw Pile is also continuously shuffled so your card selection is always randomly determined from all the cards in the Draw Pile.

I hope you enjoy the module and I'm always looking for feedback regarding any detected errors in the design or ideas for making the module better. You can contact me from the module's page on the Vassal website.

Thank you.

Easy Fox: An Introductory Scenario

1. Open the German Force Pool and drag a single WN Depth marker to WN positions: 60, 61, 62N, 65N.
2. Drag four WN Depth markers from the German Force Pool to the German WN Depth Markers box on the German Reinforcements map.
3. Drag a WN Unit marked "88" from the German Force Pool to WN61.
4. Drag a WN Unit marked "75" from the German Force Pool to WN positions 60, 62S, and 65S.
5. Drag a non-artillery WN Unit from the German Force Pool to WN positions 62N, 64, 65N.
6. Right click on the stack of German Mobile Depth markers in the German Reinforcement Pool and select "Draw Multiple Cards". When the window opens enter in the number 10 and click OK. Now left click and hold on the stack of Mobile Depth markers in the German Force Pool, and then drag the 10 selected Mobile Depth markers from the German Force Pool to the German Mobile Depth Marker box on the German Reinforcements map.
7. You should now be ready to play the Easy Fox introductory scenario.

First Waves & D-Day at Omaha Beach

1. Open the German Force Pool and drag a single WN Depth marker to WN positions: 60, 61, 62N, 65N, 66N, 68N, 70, 72N, and 73.
2. Right Click on the remaining stack of WN Depth markers in the German Force Pool and select "Send all to Depth Box".
3. Drag a WN Unit labeled "88" to WN positions: 61, 72S.
4. Drag a WN Unit labeled "75" to WN positions: 60, 62S, 65S, 68S, 70, and 73.
5. Drag a WN Infantry Unit to WN Positions: 62N, 64, 65N, 66N, 66S, 67, 68N, 71, and 72N.
6. Drag four Mobile Depth markers from the stack of Mobile Depth markers on the German Reinforcement map to the Kampfgruppe Meyer depth box also located on the German Reinforcement map.
7. You should now be ready to play the First Waves or D-Day at Omaha Beach scenarios.

Beyond the Beach

1. Drag a WN Unit labeled "88" to WN positions 72S.
2. Drag the WN "Rocket" Unit to WN69.
3. Drag a WN Unit labeled "75" to WN positions: 62S, 65S, and 68S.
4. Drag a WN Infantry Unit to WN positions: 62N, 65N, 67, 66N, 66S, 68N, 71, 72N.
5. Drag a WN Depth marker to WN positions: 62S, 65S, 66S, 67, 68S, 69, 72N, 72S.
6. Drag one WN Depth marker from the German Force Pool to the WN Depth marker box on the German Reinforcement map.
7. Drag four Mobile Depth markers from the Mobile Depth marker box on the German Reinforcement map to the Kamfgruppe Meyer depth box on the same map.
8. Drag a Mobile Depth marker from the Mobile Depth marker box on the German Reinforcement map to the following German Reinforcement positions on the map: A3, C2, D1, F1, and G1.
9. Drag a Building Depth marker from the Building Depth marker box on the German Reinforcement map to the following German Reinforcement positions on the map: A4, A7, C4, and G2.
10. Right click on the Tactical Reinforcements stack in the German Force Pool and select "Draw multiple cards". When the window opens enter 6 and click OK. Now left click and hold on the Tactical Reinforcements stack, and then drag the 6 selected Tactical Reinforcement units to the Set Up Stack box in the German Force Pool.
11. Right click on the Divisional Reinforcements stack in the German Force Pool and select "Draw multiple cards". When the window opens enter 6 and click OK. Now left click and hold on the Divisional Reinforcements stack, and then drag the 6 selected Divisional Reinforcement units to the Set Up Stack box in the German Force Pool.
12. Right click on the units remaining in the Divisional Reinforcements stack in the German Force Pool and select "Send all to Divisional Reinforcements Box".
13. Drag a unit from the Set Up Stack in the German Force Pool to the following German Reinforcement positions on the map: A3, A4, A7, C2, C4, C6, D1, E5, F1, G1, G2, and G6.
14. Now open the Turn\Unit Track and you'll see four stacks of U.S. units in the Stack Manipulation Area. The units in the first stack from the left may be placed in any high tide line beach hex in the East Sector. The units in the second stack from the left may be placed in any high tide line beach hex in the West Sector. The units in the third stack from the left may be placed in any beach landing hex of your choice in the East Sector, within the restrictions of rule 5.3. The units in the right most stack may be placed in any beach landing hex of your choice in the West Sector, within the restrictions of rule 5.3.
15. You should now be ready to play the Beyond the Beach scenario.