USES OF NEW MARKERS (module version 1.9.4)

SMOKE: Use Alt-L to mark the turn and segment after which the marker will be removed. It is recommended (in a change from the RAW) that smoke persist for two full turns (e.g., a gun fired on turn 2, segment 3, will generate smoke that lasts until the start of turn 4, segment 3).

CHARACTER COUNTERS: When you add a new character from the Counters window, the character will show as "#13", with white background for the label where you can insert the character's (or the player's) name. Use right-click menu and the "Select Char Number" option get a drop-down to select the number of the character in the particular scenario. The background to the label for the character's (or the player's) name will change to the color associated with that character number.

CHARACTER-SPECIFIC MARKERS: In the Counters window, under the Characters tab, there is a drop-down option for Character-Specific Markers. These markers can be brought to the map by right-clicking on a Character counter on the map, and selecting to add the appropriate marker.

      AIM-SHOOT-THROW-BRAWL: When you add this marker to the map, it will have a white background and show as Character 13 (similar to the Character counters). Use the right-click menu to "Select Char Number", which will change the color of the marker to the color associated with that character number. The right-click menu (as well as hot-keys) can also change the marker between AIM (to accumulate aim points using COCK/AIM/SHOOT), SHOOT (when a shot is declared), THROW (when a THROW attack is declared), and BRAWL (to show the character's brawling target for the turn). The right-click menu can also be used designate a particular target if there are multiple characters in the hex. Finally, the level of the marker can be changed if an aim at a particular level is needed.

      DIRECTION MARKER: This marker makes use of the Vassal Mat/Cargo function, with the character as the "mat" and the direction marker as the "cargo". The marker is NOT character-specific; each character uses the same kind of Direction marker. Once a Direction marker is added to a Character counter via the right-click menu it will be centered over the Character, with the ends extending out over the Character. The Direction marker can be deleted from the counter using "CTRL-`". You can interact with the Direction marker in two ways:

      IF THE CHARACTER COUNTER IS SELECTED: Use Hotkeys to change the Direction marker. "SHFT-M" to bring up the movement arrow; "SHFT-H" to hide the movement arrow (marker shows small green dots at each end); "SHFT-R" to show run indicator (a reminder that the character can SPRINT next turn); "SHFT-." and "SHFT-," to rotate clockwise and counterclockwise respectively. (These are the same keys used to rotate the character counter, just shifted.)

      IF THE DIRECTION MARKER ITSELF IS SELECTED (done by "SHFT-left click" on the Direction marker): You can use the right-click menu on the direction marker to perform the functions above. If the Direction marker itself is selected, it can be deleted if necessary using "CTL-`" [control-backwards quote]