

I started this module because I wanted to test John Astell's Barbarossa Unleashed (BU) system and had a distinct lack of space for extended time periods to try it out.

I wish to thank the developers of the v0.7 FITE module. It gave me a starting point. Also I wish to thank Ricky Perez who sent me a ton of great unit and map scans. Finally Ritchard Istace who was instrumental in cleaning up a few horrid maps that Ricky did not have scans for.

The module is not meant to be a "live" computer game experience but a number of features were added, as much to see what VASSAL can do, as to ease a few rough spots from personal experience playing the physical game(s). The design is meant to mirror the physical F2F game as much as possible with some aids to help with the size of the game and to take advantage of the computer. For example, no attempt was made to track hex ownership or to calculate odds but extensive unit reports are available.

Except for a single exception Advanced or optional rules are not supported. However, the module should not interfere and players can adjust the units to play according to the mix they choose. The sole exception is the Partisan rule. I have actually never played a game with this rule! Partisans have their own game sheet and right click menu entries to manage them, see below for details.

Variant counters from the ETO and TEN/TEM will be included. The Rail Engineers are in the module under the Variant tab. A separate chart was added to aid Breakdown unit management.

SIDES: <Obvsrver>, Solitaire, Axis, Soviet.

Generally you may only move your own pieces and some maps have restricted viewing (e.g. Partisans). Finland and Rumania are more relaxed because they can defect.

Campaigns: xFITE 1941 Campaign, SE 1941 Campaign, SE 1942 Start, xSE 1943 Start, xBU 1941 Campaign
Those with x are in progress and not playable yet.

Module items:

1) Flip to other side (Ctrl+F).

Any two sided counter depending on type: Divs to Cadre, Trucks Deplete, Isolated is Black or Red, Rail Gauge Broad or Standard, Convert Soviet Rifle XX 3-6 to 4-6, Supported to Unsupported, Ships Move side to Fire side, Factory upgraded.

2) Text Label (Ctrl+L).

Most units can be labelled with user entered text via a popup window. The label is yellow text on a black background box centered at the top of the counter. Starting units have one unit of each group labelled with its setup zone. To remove the text choose Ctrl+L delete the entry and press Okay.

3) Administration movement (Ctrl+A).

Places a label on the counter to track units that are effected by its restrictions. There is a button on the toolbar to remove these labels from all units of the current player side.

4) Mark Moved (Ctrl+M).

A right side label "moved" is added to the counter and the property "Moved" set to true. Anti-Aircraft unit movement will add a "No Fire" label to bottom as well. Both these are automatically removed when the move marker is removed. (Ctrl+M) or toolbar button.

5) Inoperative Aircraft (Ctrl+I).

Units can be marked with an inoperative label on the front. I chose not to flip the unit so players can see aircraft data without needing to flip and check.

6) Send To ... (Often Alt+R will return to Previous location, check right click menu)

a) Ground Unit Losses (Alt+L) - ground units go to a "Lost this Turn" box to aid Special RP calculation and can be moved to the Force Pool, Substituted, or Eliminated as required after.

b) Air Chart locations - Available (Alt+A), EFT (Alt+F), EET (Alt+E), Remnants (Alt+R) for SE/Urals or Aborted (Shift+A), Eliminated (Shift+D) for BU. BU has an optional rule to further differentiate whether lost in Recoverable Airspace or Unrecoverable Airspace that might have support added later.

c) Breakdown components (Ctrl+B) - send to the Breakdowns chart but casualties should be sent to the Lost This Turn for Special RPs first. The Rail Engineers Variant breakdown counters go to their own chart.

d) To/From Soviet Eastern MDs (no hot key) - Placing a unit on transfer boxes or hexes located on the Main Map or the Soviet Eastern MD offmap chart will add a right menu option to transfer all units in the box to the other corresponding location. One is in the Caspian Sea to allow Axis bombers to bomb the port of Krasnovodsk which is 6 hexes further.

7) Place Hit/Break (Shift+H). Almost all units can place a Hit/Break marker.

Engineer Right click menu "Place" has Permanent A/F (Shift+A), Temporary A/F (Shift+T), Fort (Shift+F), Hit/Break (Shift+H).

8) Markers 1, 2, 3, 5 - Increase (Ctrl+Shift+I), Decrease (Ctrl+Shift+D). Values track the counters values supplied in the games, there is no '4' or '6' for example.

- AA, Resource, Status, Unsupplied Black (1-7), Unsupplied Red (1-5).

9) Odds Marker (Set Odds: Alt+Ctrl+O, Set Modifier: Alt+Ctrl+M). Set Combat Odds from 1:4 to 9+:1 default 1:1 and Combat Modifier from +6 to -6 default +0 to keep track of impending attacks.

10) F, S, C, R units. In the upper left or right corner of some units to show a special characteristic.

F - Fragile,

S - Substitute units for the Fragile ones,

C - conversion Soviet 3-6 to 4-6 Rifle Divs, and

R - Reorganized such as German 7-6 to 5-7-6.

Fragile labels not removed so Soviet Mtn Cav and Mtn Rifle Divs that are not Fragile onward from Jun II 44 will still be marked. Ignore the label for these units rest of the game.

11) Substitute and Reorganized units are in stacks on the Force Pool Chart.

Can choose single, multiple, or exact piece from Right click Menu. Place the original on the Substitutes box or delete entirely.

13) There are small coloured triangles at the top right corner of many units which designate the game box of origin:

No mark - FITE or undefined,

Yellow - SE,

Blue - BU,

White - Variant units from magazines, newsletters, etc.

12) Partisans

Have their own private windows, one for each side. A unit can be chosen from a stack and masked (Ctrl+Shift+M) then placed on the map. The owning player can Peek (Ctrl+Shift+P) at the unit and click anywhere else to re-hide it. Send to Force Pool (Alt+L) sends it to the appropriate stack. The number of units remaining in each stack can be checked (Ctrl+Shift+B). It will display in the chat window.

13) Setup Zones. The SETUP button on the toolbar gives a choice of campaign or scenario setup. Coloured lines and zones will display on the map to show setup areas. In the pre-defined setups, stacks of units are near or in the area and

bearing an explaining label.

Axis - Green Lines, Axis Reserves - Green Shading, Soviet - Red lines, Soviet Reserves - Red Shading. Soviet Strategic Reserves are Red Lines WITH Yellow Shading. Barbarossa Unleashed is the same as the 1941 SE Campaign with Blue Lines to show the few differences. Click the same choice again to turn off when setup is complete.

- 1941 SE Campaign, 1942 Start SE Campaign, 1943 Start SE Campaign, Barbarossa Unleashed
- Leningrad scenario has pre-positioned units rather than zones.

14) Piece layers on the main map. This is experimental. It may be removed.

All markers are placed on the map in certain levels. The pieces will only mix with others of the same level never with those above or below. Hovering over the stack will still show all the units. A button cycles through the layers top to bottom and a reset button sets back. This cycling effects every hex on the map not just the selected one.

A bonus, for example, is that you can move air units away and the ground units are left behind

Layers are: Odds, Capital / Status markers / Air / Ground / Installation / (Terrain)Feature

eg. A fort is an Installation but Rail Lines are features.

15) Live Record Track. The Charts menu has a General Records Track tab. Counters from the Markers palette Tab -> Record Track when placed on the correct track for the nation and type will display changes in the Chat window and is recorded in the RPs windows. The values for Rail Capacity and Available, Group Allowance and Active Air as well as Inf, Arm, Art, Air, NAavy RPs for the nationalities are shown and automatically updated. If a marker is not working right, it is likely on the wrong track.

16) Weather. I admit it this one is a toy.

The Turn Chart Weather has old push-button radio style counters. Click one and the others click up. The weather zones are given a type of shading to show the weather. The Thundercloud Icon on the toolbar shuts this off if you do not want to see the shading. It defaults to ON so will need to be clicked each play session if you want it off. The Sea Ice is still under construction, Avoid.

17) The Coloured Cross Markers of the original FITE module were retained. These can have whatever meaning the players decide upon. I made no use of them.

18) The Corps markers were imported but not implemented in any manner since piece congestion is not an likely to be the issue it is in the physical game. For the same reason no off map charts for airbases, cites, etc are in the module.

19) Air Combat Map (move to - Ctrl+Shift+A, return from - Ctrl+Shift+R).

Selected planes from both sides may be moved to a air combat area. Both sides may arrange units here to facilitate combat pairs. Planes may be sent to their respective Air Charts as losses occur.

20) Naval Hits (Ctrl+Shit+C)

Ships have hits marked directly on the counter image using black rectangles down the left side. When sunk, a red X is imposed over the unit. This is in a loop, so one more click after sunk clears all hits.

21) Hit/Break Marker (Hit Type - Ctrl+Shift+N, #Hits - Ctrl+Shift+T, Text Label - Ctrl+L)

Select the number of hits from a popup list (of 1-10). The Hit Type is the layer of the counter effected, "Feature" for Rail, Ports, Repl City, Oilfield; "Installation" for Airfields and Factories; "Status" for the rest such as Harassment Hits. Navy hits are handled separately. Use the Text Label trait of the hit to name the item to which the hit applies.

Breakdowns: Because there are so many choices especially for the Germans, they are not prepositioned. Choose the breakdown components as needed from the Axis/Soviet Forces toolbar buttons and place the parent on the chart.

Special RPs are not tracked because they are usually calculated and disributed at the same time.

Changelog

0.6.2.1

- Some SS-Police were in the Soviet tab and owned by the USSR. They are now Axis and in the correct location.

- Some labeling was confusing. Tried to make more explicit.
- Blank maps for FITE, FITE+SE, and FITE+SE+UR map configurations as well as Do Your Own map layout.

Enjoy
danh