

I tried to have most information available on the map or in window that are so small that they can be held open without distracting from the map. Most of the things needed to play can be accessed via the buttons in the main map view and two smaller open windows (Activation Display and Battle Plans).

Since Vassal modules can be quite different to use, I will explain the main concepts used in this module in the next few sections.

Orders

All units and the order chit of one Clan are linked, so if any one of them is given an order all other units of the same clan will show that order too. To give an order, right click on the unit and set the order with the "Set Order" menu:

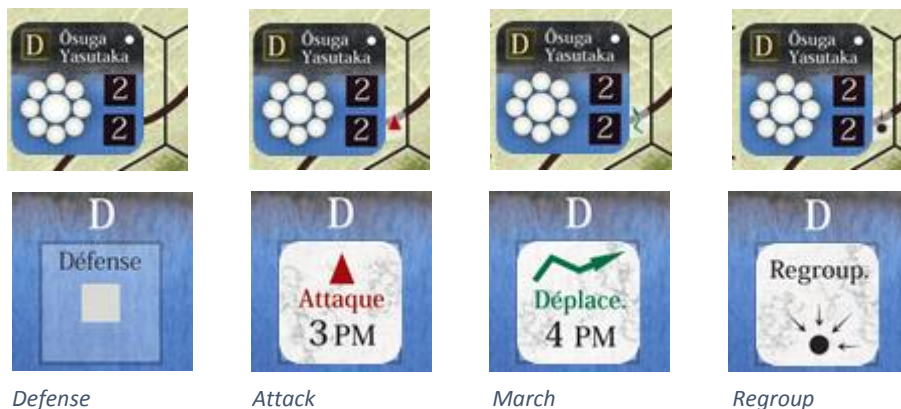


Unit Counter



Honjin Order Chit

The Orders of a unit are shown as small overlays in the lower right corner and on the order chits on the Honjin:



Defense

Attack

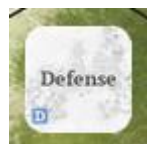
March

Regroup

If preferred, the overlays on the units can be hidden and chits on the map can be used to track which orders each clan has.

The button to toggle the overlays can be found at the top of the corresponding Honjin.

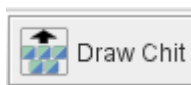
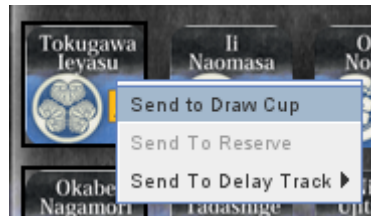
Order markers can be found in "Pieces/Marker and Chits". There are different markers for each side. Those markers can be linked to a clan so that each change of orders on the Honjin or board marker is also performed on the other. A linked marker shows the clan designation in the lower left.




Draw Cup and Activation Display

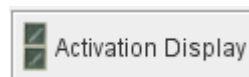
The “draw cup” can be found on the Tracks/Draw Cup window above the “A Game Turn” track. It is easier to use the “Draw Chit” Button on the main map window in most cases, but the chits can be drawn directly from the cup if that is needed or preferred.

To send all obligatory chits into the cup, the button “Return [o]” can be used. To send clan chits to the cup, select the chits in the reserve box of the Honjin and use the right click menu to send them to the draw cup.



Chits drawn via the  button are placed either to the turn track if obligatory, or back onto the owning player’s Honjin. The last drawn chit is marked with a red border.

To make gameplay easier, drawn chits are also shown on the



This display is meant to be kept open during play and shows all necessary information about the chit draw.



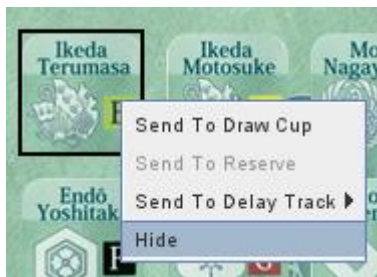
Hidden Orders and Clan activation Chits

Orders on the Honjin can be hidden from the opponent by right clicking and selecting Hide. To make them visible select Hide again. A hide symbol marks any Order chit that is hidden.

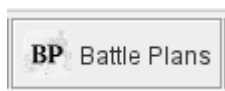


The Clan activation chits should be hidden from the opponent. To hide them select all chits and select Hide from the right click menu. The activation chits are completely invisible for the opponent once hidden, so he cannot guess which chits went to the draw cup.

Hidden chits are shown transparent to the owner. Because of some Vassal peculiarities all chits that have been drawn from the cup and returned to the Honjin will be visible. So at the start of a new turn it is advised to hide all activation chits before sending them to the draw cup.



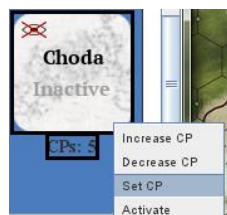
Battle Plans



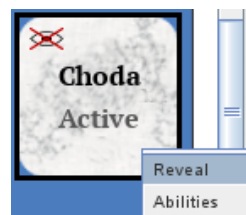
Battle Plans can be selected in the **BP Battle Plans** window. To select, right click and choose the battle plan from the menu. The Battle plan starts inactive. To track CP spent for Battle plan activation, a counter is shown under the Battle plan chit. Values can be changed via the right click menu. Activation and Revealing are also handled via the right click menu.



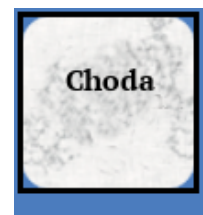
Select Battle Plan



Inactive

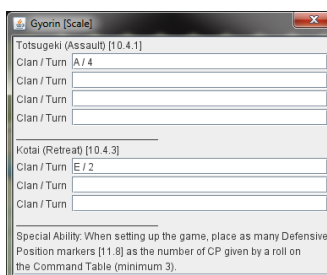
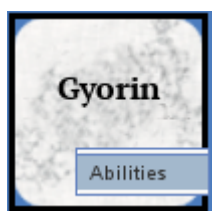


Active



Revealed

To track available/used abilities select the Abilities menu item and write down the clan and turn in the text field.



Clan Activation

To track which Clans have been activated in a phase clans can be marked as Active and Used.



As with other temporary marks, the clan activation marks are automatically removed when a new chit is drawn.

Hex Color

It is possible to color unit hexes to make combat resolution, activation handling and playing via Email in general easier to handle.



To unmark the hex just select the units and use "Reset Color". All Colors will also be removed when drawing a new chit.