Germantown

VASSAL module

Game Pieces

Most game functions can be accessed by right clicking on individual pieces. Any unit that moves will display a red dot in the lower left corner as a reminder that you have moved it. These dots can all be removed at the end of your turn by clicking the "Moved" button at the top of the screen. Rifle units also display a "FF" to show that they still have their first fire bonus. This marker can be removed through the right click menu once the unit has fired.

The game will keep track of morale levels and VP scores for you. If you make a mistake you can always use the undo button at the top left of the screen. As a last resort, you can move the morale markers left and right just like a game piece, and VP levels can be adjusted by right clicking on them.

There is a display at the top of the map that keeps track of momentum chits. Players can manually adjust the number of chits they have, but combat results that include momentum gains/losses will automatically add and subtract the correct number of chits.

Reinforcements can be placed in their entry hexes by using the right click menu.

Special Units

All American units except artillery and units without formation designations can place Friendly Fire markers. Once Panic occurs, this option will no longer appear in the menu.

Stephen's units have an option to show that they are attacking this turn and hence not subject to the Stephen's Movement Table roll.

Special Markers

Players may find it easier to designate which units are participating in which attacks by using the battle markers. These are accessed through the unit's right click menu.

Friendly Fire markers can be flipped over to the Panic side. Doing so will automatically place Panic markers on all eligible adjacent units.

Combat

Combat results are applied by right clicking on a unit and choosing from the options on the menu. Always select the actual result regardless of subsequent effects. For example, if you have a disordered unit that is pinned (resulting in its capture), just choose "Pinned" in the right click menu (not "Captured"). The game will send the disordered unit to the captured box and award the appropriate VPs / morale shifts.

A few special cases to point out:

1) **All** combat results should be applied through the right click menu. Even the "Army Morale" result can be selected this way (it will simply move the morale markers for you).

2) **Very important!** - If a 1 step unit takes a 2 step loss result, choose "2 step loss" on the right click menu (again, always choose the **actual** result specified on the combat table). Don't worry, the game will adjust the morale markers and apply VPs appropriate for a 1 step unit. Now, decide which unit you want to take the second step loss (if applicable). Right click on that unit and choose "1 Step Loss (2nd Unit in 2 Step Loss)". The game will not adjust the morale markers since that was already done with the first unit, but it will award VPs for flipping the second unit.

3) When applying combat results to pieces in a stack, select each piece individually and use that piece's right click menu. Do not try to apply results to multiple pieces at once or you may find that the VP and/or morale markers are not adjusted properly.

Pins and Disorders can be shown in two ways. If you select these results from the right click menu, the unit will display a gray border if pinned, a red border if disordered, and a yellow border if shattered. A letter will appear in the lower right corner of the unit counter to remind you of the result. If you would rather use the traditional markers for Pins and Disorders, they can be found in the Counters window under the Markers menu. These markers will also automatically apply future results when you select the options on their right click menus.

Both sides have tabs for their tactics chits in the Counters window. Chits are masked when you drag them onto the main map so that you can see them but your opponent cannot. Masked chits display a red question mark in the upper left corner. The right click menu allows you to reveal them and delete them.