

## **Getting Started**

If you are new to VASSAL, be sure to look at the User's Guide in the Help menu. It explains all of the basic VASSAL functions such as how to manipulate pieces and how to play online. Before you start, go to File - Preferences and make sure you are ok with the selections that are checked. Two options you may or may not find helpful are "auto-report moves" and "center on opponent's moves". Auto-reporting generates a message in the chat window every time a piece moves. Centering on opponent's moves will cause the screen to jump to wherever a piece is moving.

## **Game Pieces**

Each tab in the game pieces window has a drop-down menu that allows you to pick out the counters you need. You may need to resize the window or drag the pane separating the counter image from the game pieces list to see all the pieces.

Each unit in the game is represented by two pieces: a standard piece that is identical to the counters in the physical game, and an alternate piece that is optimized for computer play. The alternate pieces are intended to make the VASSAL module look more like a miniatures game and utilize special graphics. They do not snap to the center of hexes when moved and do not form stacks with other pieces. The opposite is true of the standard pieces. Players may use whichever type they prefer.

All units have ID numbers, names, and movement information tabs. These can be hidden if you prefer to have less clutter on the map board. The most commonly used markers and game functions can be accessed by right clicking on a unit and choosing from the menu of options.

If you want to move several pieces at once, click, hold, and drag a selection box around the pieces. Once they are highlighted in red, they have been selected and can be manipulated together. You can also use CTRL-click to select each unit individually and then manipulate them as a group.

The command markers will automatically mask themselves when you drag them on to the map. When they display a blue question mark in the upper left corner, this means you can see them but your opponent can only see a generic "Command" marker. Use the right click menu to reveal it.

The module includes two markers that are not present in the physical game. The Unit Status menu contains a "Not Spotted" marker for players who like to keep track of unspotted units. The Game Markers menu contains target designation

markers. Players may wish to use these to visually mark the targets of their firing units.

## **Toolbar**

Mouse over the buttons in the toolbar at the top of the screen to get a description of what each one does. There are a few that deserve special mention:

- The first green button on the left removes all command markers on the map. You may find this useful when you are ready to start a new turn.
- Moving to the right, the white button with a Command marker reveals all unused Commands. It will only reveal Commands for the player who clicks on it.
- The white button with a Dust marker will remove all Dust/OFF markers, then flip all Dust/ON markers to Dust/OFF.

Use the Notes window to record information such as command organizations, HQ units, and units carrying special weapons. If you want to record information that you reveal to your opponent at the end of the game, use the Delayed tab.