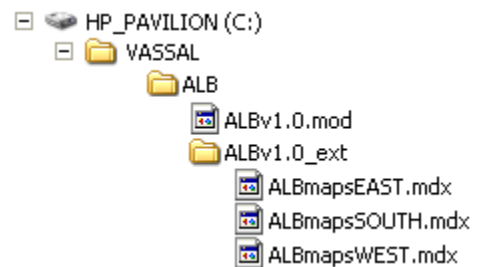# A las Barricadas!
Version 1.0

Welcome to the VASSAL version of the first War Storm Series module: *"A las Barricadas!"* ALB simulates platoon level tactical combat during the Spanish Civil War. It is easy to learn, yet full of difficult tactical challenges. Hopefully, those who do not have the opportunity to play face to face as often as they wish, can make use of this virtual version of the game to play anytime, with players from all over the world. So, let's jump right in!
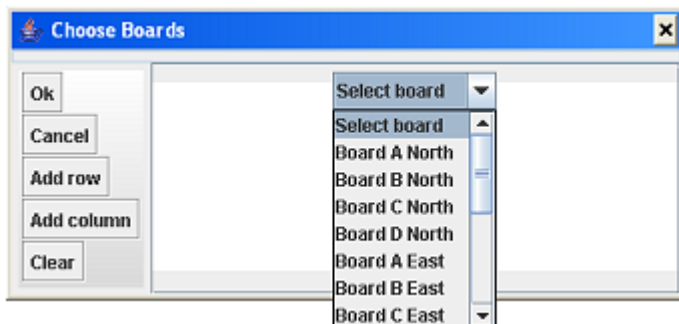
Getting started:
First off, download the module and place it anywhere you wish on your hardrive. I for one, have mine in my VASSAL folder….c:\VASSAL\ALB. You will note that there are also three extension files to be downloaded as well. These .mdx files have the four boards rotated to the East, South and West, with North being the four boards included in the module itself. These three files must be placed in sub-folder in same directory as the module. This sub-folder *MUST* be named ALBv1.0_ext (note the underscore, not a dash). Place the .mdx files here and they will load along with the rest of the module. It should look something like this:
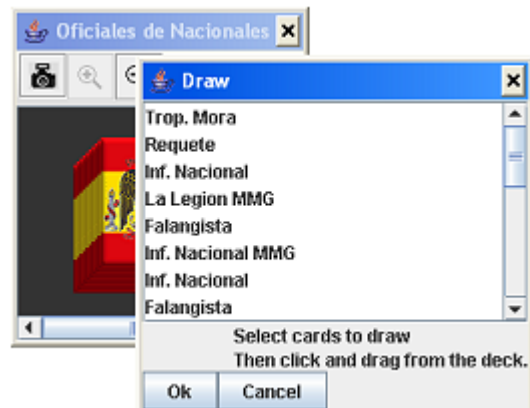
- HP_PAVILION (C:)
  - VASSAL
    - ALB
      - ALBv1.0.mod
      - ALBv1.0_ext
        - ALBmapsEAST.mdx
        - ALBmapsSOUTH.mdx
        - ALBmapsWEST.mdx

Playing a game:
Fire up VASSAL and launch the ALB mod. Choose under "Edit Preferences" whether or not you want to use a single application window, have moves auto reported or not, what name you want to be known by on the ALB server, and any other personal preferences you may have. Next decide on a scenario to play. When you are ready, select "File"/"New Game", and then select the boards and the way they are to be orientated. As you can see, all four boards can be orientated so that the board letter (and North arrow) faces each of four directions. Now it is time to place forces on the board. One of the coolest features of the War Storm Series, is that leaders, and their formations, are chosen random based upon the forces listed on the scenario card. Click on the "Oficiales Nacionales" button to bring up the Nationalist leaders "cup". First right click the counters that come up in the separate window, and choose "shuffle". This of course will randomize all the counters within. Next, right click again to "Draw Specific Cards". If the scenario calls for two Inf. Nacional, and two Trop. Mora formations, just select any of the listed Inf. Nacional and Trop. Mora leaders in the cup. More often then not, you will need to draw ALL the leaders of a given type. If that is the case, do not shuffle the counters first. This will make it easier to draw as all the formations will be grouped together. Once you have the leaders on the board, right click each of them and select "Tropas". This will

place a platoon or MMG unit on the board. Simply right click that new counter, and select "Clonar", to make as many copies of that counter as necessary to round out the formation based upon the number of platoons called for on the scenario card. Unassigned MMG or Vehicle units can be found in the "Fichas" (Counters) window, and dragged on the board as necessary. Same applies for Aircraft and any Markers necessary to play the scenario.

Replacement Leaders:
Follow the same procedure as above. To randomize the stack, select "Shuffle" and then "Draw Specific Cards". In some situations, there is only one replacement leader for a specific formation…. such as the Republican Armor Leader. In this case, the specific formation will be listed in the "cup", otherwise, draw a generic replacement official as necessary.

Eliminar Marcadores:
During the Marker Removal Phase, hit this button and all the "Fianlizado" markers will be removed from the gameboard. I have taken the liberty of making a new counter that shows a unit that is trying to entrench as "Finalizado! Posición Improvisada". When the "Eliminar Marcadores" button is pushed, this counter will be removed and replaced by a "Posición Improvisada" marker. Other markers, such as "Fuera de mando" and "Reacción", must be deleted manually as necessary.

The Future:
As many of you know, VASSAL is an open source project. As such, it is constantly being updated and improved. Unfortunately, this sometimes wreaks havoc upon existing modules. Thus, at times it will be necessary to update the module to take full advantage of VASSAL's new capabilities, and to repair things that no longer work because of them. So please stay tuned for these inevitable updates. I would like to update the module right now, as I built it on my laptop with its screen resolution of 1280x800! Doh! Needless to say, all the buttons did not fit on one row on anything less than 1280 in width!!! While I would love to correct that, it will have to wait until a real update is required as above. In the meantime…sorry! My bad!

That is it!!
Now go out and play! Be sure to bring your friends…and even enemies! Any comments. concerns, or questions about the mod can be sent to me at the email address below!!!!!

ENJOY!,
Bill Ash
Ichibrothers@netzero.com