

ASSAULT READ ME

Version 2.4.4 build

Contains all counters/maps from Assault/Boots&Saddles/Reinforcements.
Includes all fire data charts for all armies and most of the player charts, including the air support tables.

Includes the LOS Chart

The LOS chart is a little tricky and I will take out the F1 short cut key, that's an error.

Try this after you open the LOS window :

Click once on Thread button

Click and drag on the chart it should snap from corner to corner of the boxes

The red thread will be persistent until you click elsewhere on the chart or click on the Tread button

Then click the thread button again to repeat the process

If it still seems buggy close the LOS window and launch it again

Includes notes for each player as well as general notes

LOS/Secret LOS Thread

Hide Units function

Show/Hide Map Overview

Unmark moved units function

Counter Features

All combat unit counters have the following features :

Ammo Records = CTRL A

HIT = CTRL H

SUPPRESSED = CTRL S

SHAKEN/BROKEN = CTRL]

COVER = CTRL U

MASK = CTRL K

PEEK(SEE OWN MASKED UNITS) = SHIFT R

ROTATE COUNTER CLOCKWISE = CTRL Q

ROTATE CLOCKWISE = CTRL E

MAKE INVISIBLE = CTRL I

LABEL = CTRL L

Rgt Clk on any counter to see it's individual features.

EX:Chemical Smoke -> CTRL] (Switch from 1 to 2)

New Counters

Spotted (Useful for marking opponent's units that may be spotted)

Pop Up Fire/Spotter (Useful for marking helicopters doing pop up)

Soviet/Nato Target -> CTRL] or CTRL [(Use to mark pre-designated attacks. Place Target counter on firing unit and another counter with matching ID letter on target)

IF Soviet/Nato -> CTRL] /CTRL [and SHIFT+CTRL] /CTRL [(Use to mark

Indirect Fire attacks. Use CTRL] /CTRL [and SHIFT+CTRL] /CTRL to change values for Attack Factor)

Any questions/suggestions please e-mail chris@cmgrafik.com