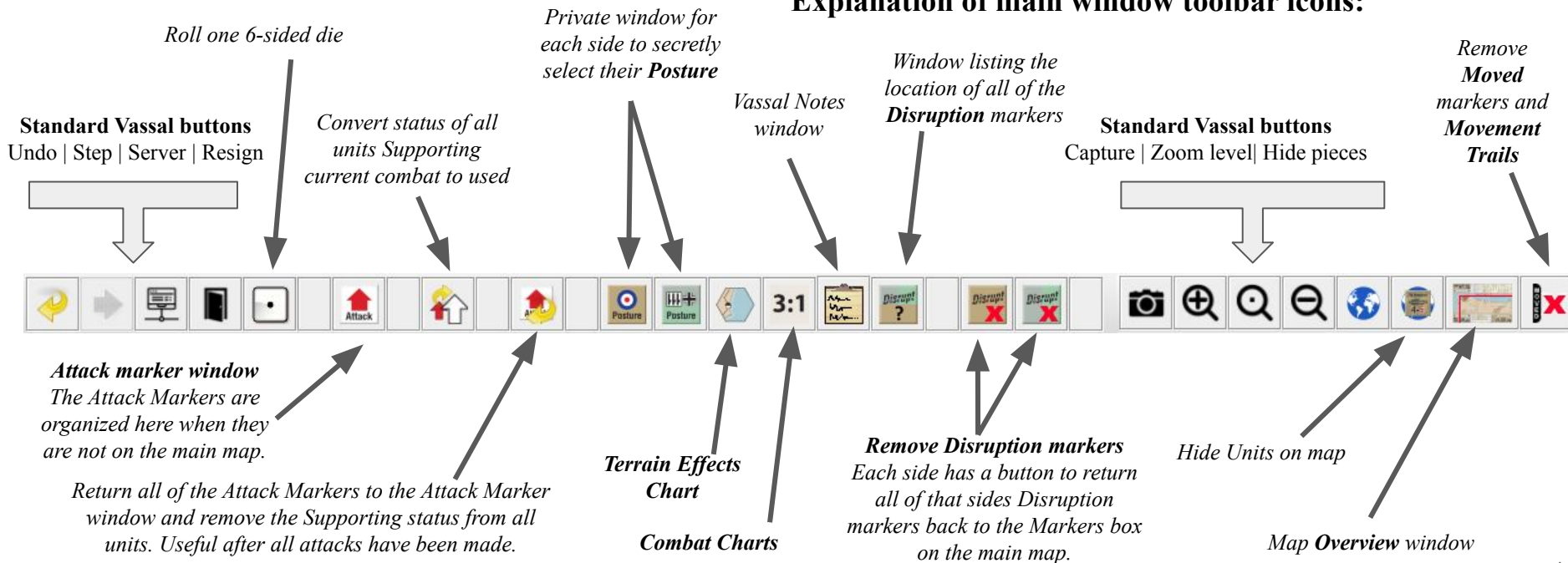


# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

There are a number of shortcuts to speed, or assist, play that are available via the toolbar or via RMB (right hand mouse-button) menus on units, and markers. Experienced Vassal users will be able to jump right into the module with ease. However, this game has some unique mechanics. Functionality on the handling for game specific mechanics such as **Posture Selection**, Supporting units, **Attack markers**, and **Disruption markers** are detailed later in this document.

## Explanation of main window toolbar icons:



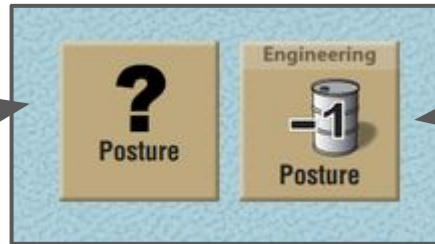
# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

## Posture selection:

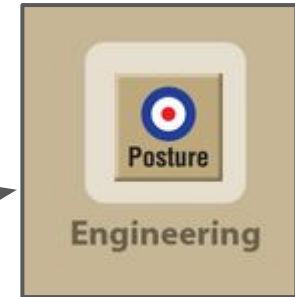
Each side has their own private Posture selection window. Choose and then hide the required Posture piece using the menu (or CTRL-H). Then drag and drop the hidden posture onto the main map. Once both sides are ready each player can reveal their chosen Posture. Use the Posture marker to show the chosen posture. This Posture marker can be flipped to Done once the activation is finished. Use the RMB shortcut menu to return the Posture back to the respective Posture window.



**Hidden Posture**  
Only the owning side can reveal the hidden posture.



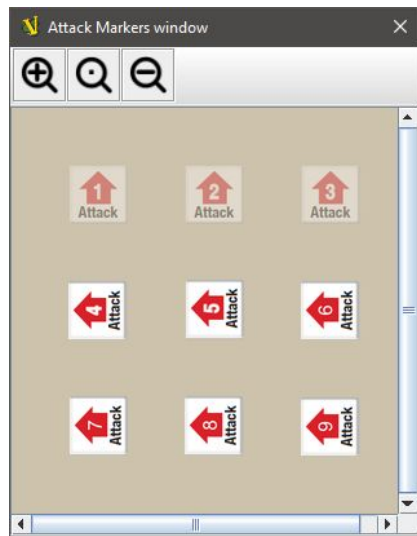
**Revealed Posture**  
Use the Posture marker to record the chosen posture.



# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

## Attack markers:

When not on the map; the Attack Markers are located in the Attack Marker window. The Attack markers can be placed on the map as required. They can be flipped to the reverse side once that combat has been completed. Use the remove button on the toolbar to remove all the markers from the map and return them to the window. Note: More Attack markers are included in the module. More than in the physical game. Just in case.



*Attack Markers window  
Accessible from the  
toolbar*



### **Remove all Attack Markers**

*All of the markers are removed from the map and are returned to the Attack Markers window.*




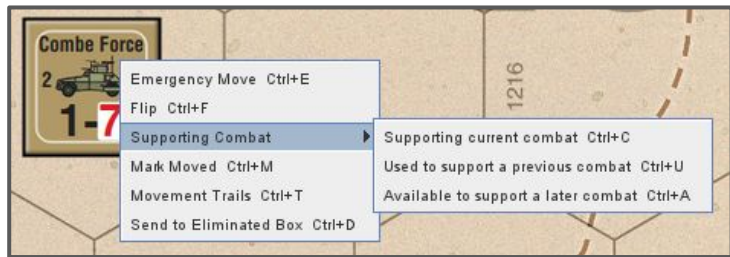
### **Attack Markers placement**

*Markers can be freely placed on the game hex grid. They should be rotated to face the hex being attacked using the menu or shortcut keys.*

# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

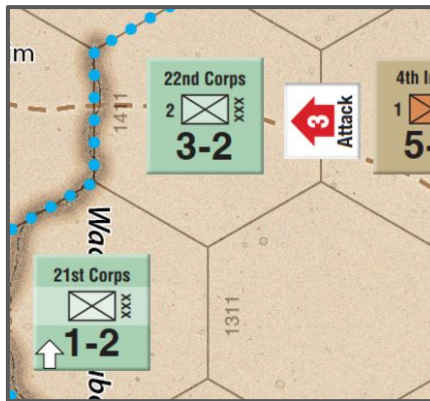
## Supporting units and Emergency move (Combe Force only):

Units supporting combat can be specified using the **Supporting Combat** sub-menu. Units supporting the current combat have a red arrow symbol added to their counter. After the current combat has occurred use the  toolbar button to convert the supporting arrow to used. Units used to support previous attacks have the white arrow symbol. This will remind the players that those units cannot support any later attacks in this combat phase.



**Supporting units**  
Units supporting the current attack have a red arrow symbol.

Units that supported a previous attack this turn have a white arrow symbol.

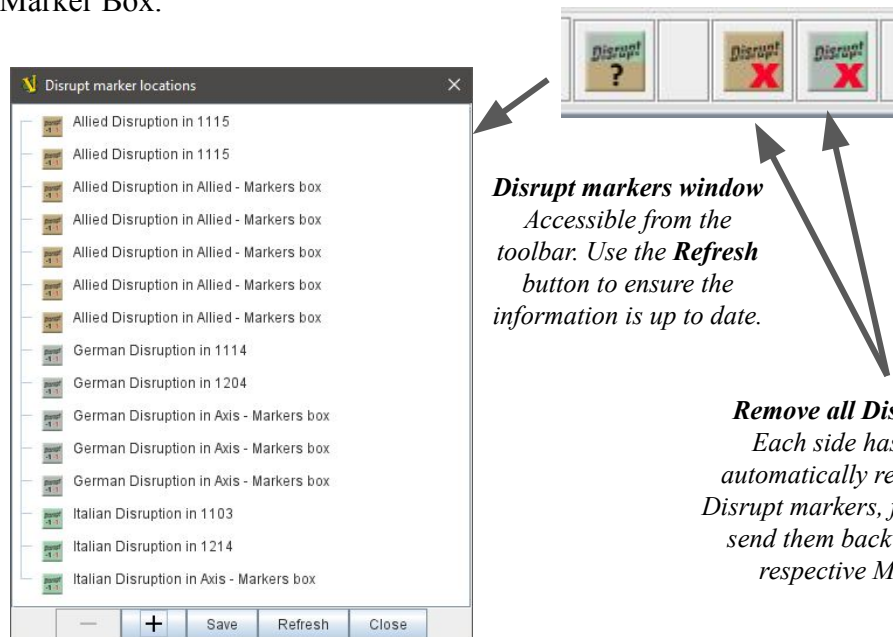


**Emergency move**  
The Allied **Combe Force** unit can perform an Emergency move. The use of Emergency Move is marked with a circular red arrow.

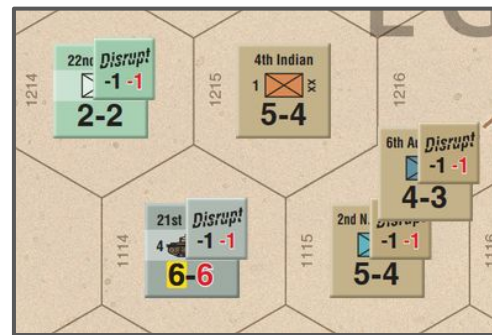
# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

## Disruption markers:

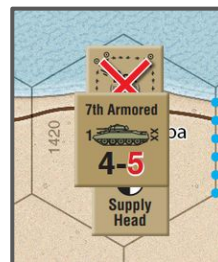
The Disruption markers are piece limited in number. Bad things happen when a side runs out of their limited number of markers. The **Disrupt marker locations** window allow the players to more easily keep of the location of all of the Disrupt markers. This window is accessible from the main toolbar. Each side has also has a toolbar button to return all of that side's Disrupt markers back to stock in the Marker Box.



**Remove all Disrupt markers**  
Each side has a button to automatically remove all of the Disrupt markers, for that side, and send them back to stock in the respective Markers box.



**Disrupt markers and stacking**  
Disrupt markers stack with the units.



**Box and Supply Head markers and stacking**  
Box and Supply Head markers do not stack with the units. They are placed under units and can be more freely placed rather than just the centre of the hex.

# Guide to the Desert Victory: North Africa, 1940-1942 Vassal module

## **Keyboard shortcuts used in this Vassal module:**

Here is a listing of keyboard shortcuts grouped by type of action.

### Map and navigation:

Zoom In = Ctrl+Num+Plus  
Zoom Menu = Ctrl+Enter  
Zoom Out = Ctrl+Num+Minus

The following are standard-ish Vassal shortcuts

Scroll Up/Down = Mousewheel  
Scroll Left/Right = Shift+Mousewheel  
Zoom In/Out = Ctrl+Mousewheel

Map Flare = Alt+RMB

### Units and markers

Flip Over = Ctrl+F

### Units

Eliminated = Ctrl+D  
Mark Moved = Ctrl+M  
Movement Trails = Ctrl+T  
Emergency Move = Ctrl+E (Combe Force only)  
Support Combat = Ctrl+C  
Used for support = Ctrl+U  
Available = Ctrl+A

### Disrupt and Box/Mine Markers

Send to stock = Ctrl+S  
(back to window or Markers box)

### Attack Markers

Rotate CW = Ctrl+Right (arrow/cursor)  
Rotate CCW = Ctrl+Left (arrow/cursor)  
Return to window = Ctrl+R

### Posture selection

Show/Hide = Ctrl+H