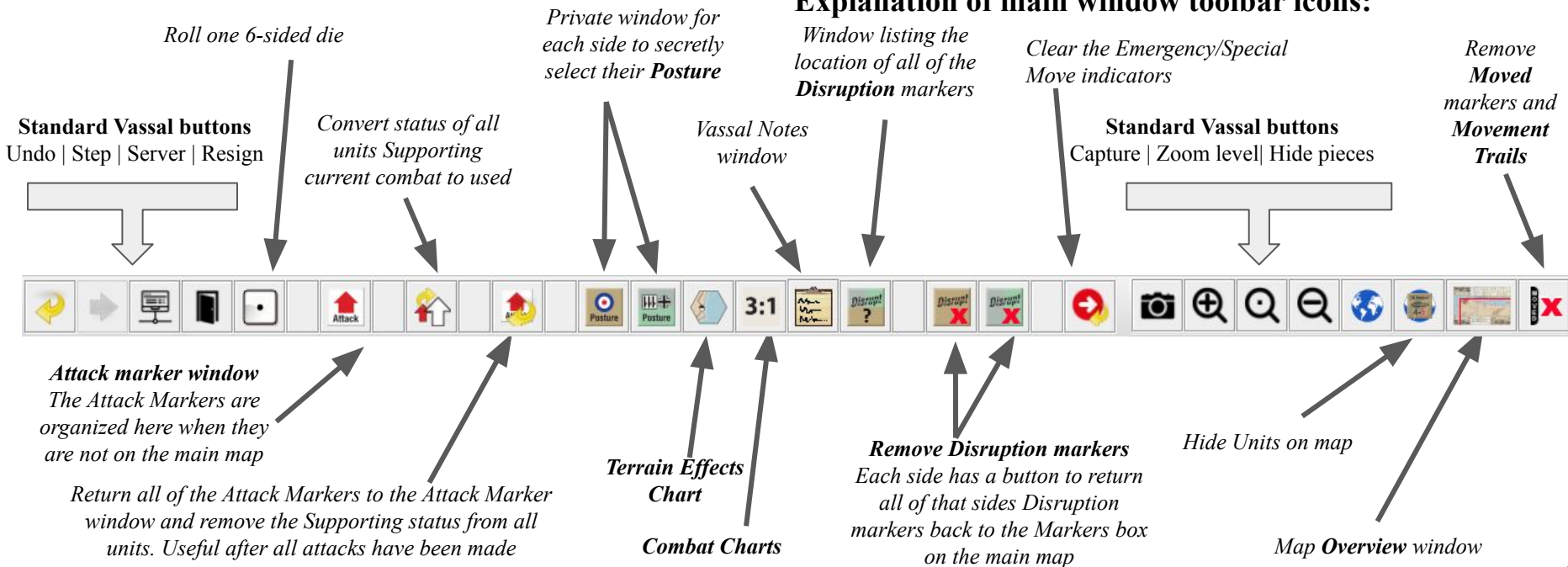


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There are a number of shortcuts to speed, or assist, play that are available via the toolbar or via RMB (right hand mouse-button) menus on units, and markers. Experienced Vassal users will be able to jump right into the module with ease. However, this 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:



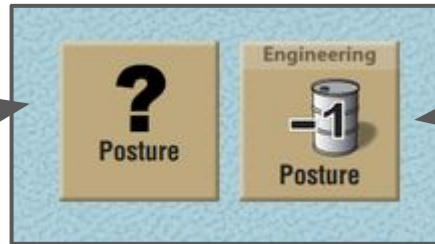
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Posture selection:

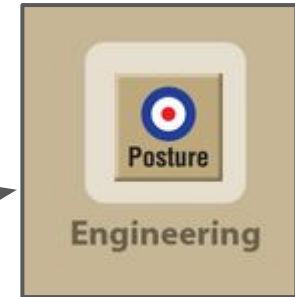
Each side has their own private Posture selection window. Choose and then hide the required Posture piece using the menu (or CTRL-H). Then drag and drop the hidden posture onto the main map. Once both sides are ready each player can reveal their chosen Posture. Use the Posture marker to show the chosen 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.



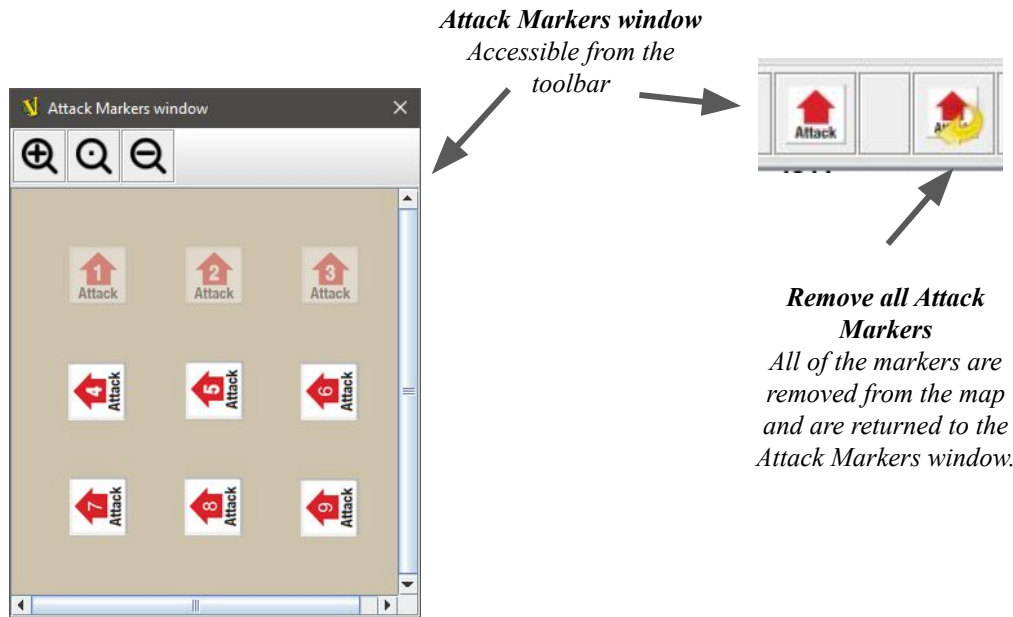
Revealed Posture
Use the Posture marker to record the chosen posture.



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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.

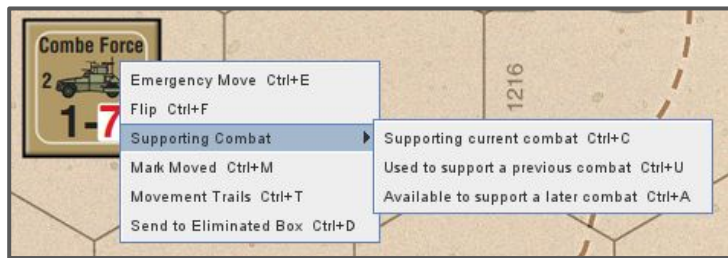


Attack Markers placement
Markers can be freely placed on the game hex grid. They should be rotated to face the hex being attacked using the menu or shortcut keys.

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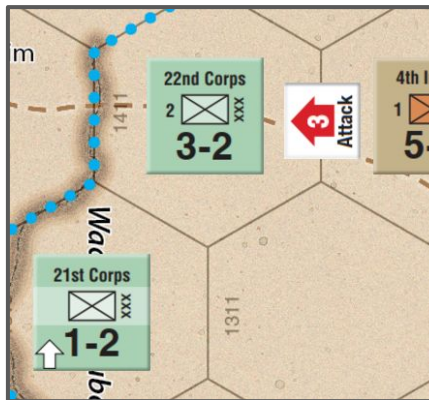
Supporting units and Emergency/Special Move:

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.

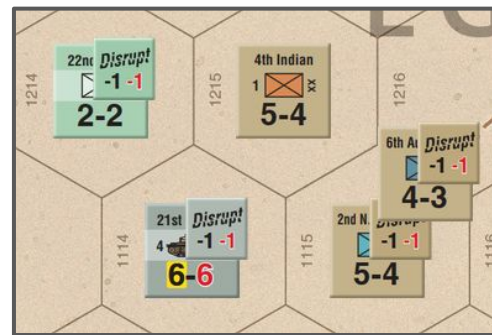
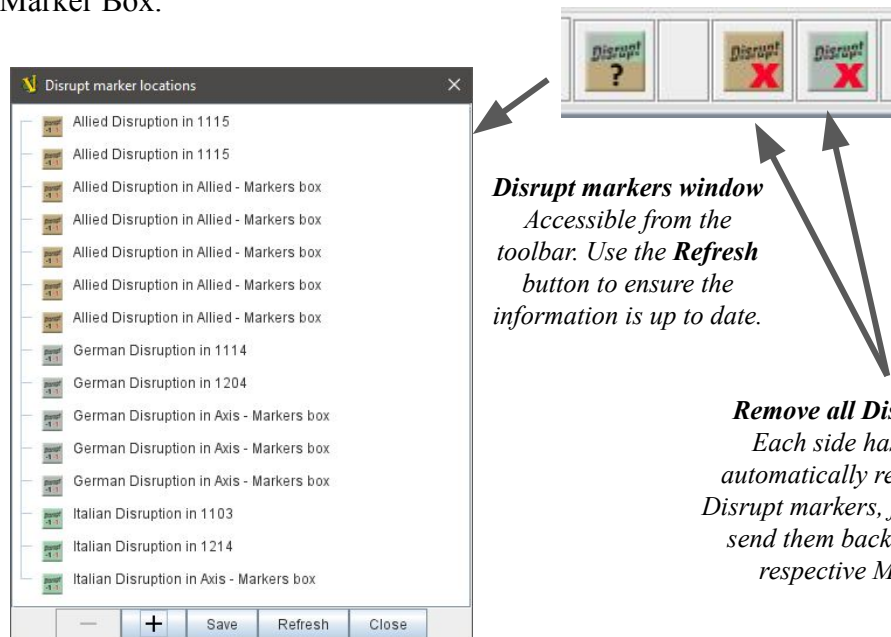


Emergency/Special (Advanced Logistical Preparation) Move
The Allied **Combe Force** unit (see 15.0), and the **Supply Head** markers can perform one Emergency/Special move per turn (see 6.0). The use of Emergency/Special Move can be marked with a circular red arrow.

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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.



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.

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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/Special Move = Ctrl-E (Combe Force/Supply Head)
Support Combat = Ctrl+C
Used to Support Combat = Ctrl+U
Available to Support = 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