

Empire of the Sun VASSAL v5.0 User Guide

As a brief introduction, this guide's purpose is not to explain how to use VASSAL. The document assumes the player is already familiar with VASSAL and the basics of moving counters around, using its menus, connecting to servers to play online, logging moves for PBEM play and other basic VASSAL functionality. This guide is to explain how to use this specific module and its various features created specifically for playing Empire of the Sun.

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Conventions

To indicate a hot key or keyboard command the document will use < *command* > to indicate key presses. For example <F> means press the *F* key. Combinations will use the + sign. For example <CTRL + R> means press the *Control* and *R* keys at the same time. Similarly, there is <SHIFT + 1> which means to press the *Shift* and *1* keys together

Setting up a New Game

Unlike previous versions the scenarios are no longer defined via pre-defined files. To start a new game you will always choose "New Game". Join as the "Referee" player so it can properly setup cards and pieces. There is a menu button on the toolbar for setting up the various scenarios (see "The Menu Toolbar"). The four options are shown in the figure (please note that these pictures won't match your system exactly due to different operating system UI styles).

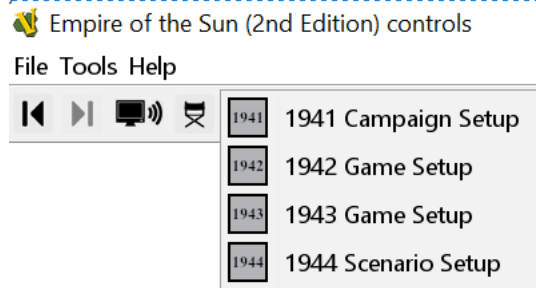


Figure 1. Game Setup Options

Please note that upon selecting an option VASSAL will seem to freeze. This is normal as it takes a small amount of time to run through all the automation scripts to clean up the current map, organize the cards and set up the pieces. After the window reports that the scenario setup is finished use "retire" to switch to the right player side before drawing any cards (unless using an online card utility like ACTS or playing solitaire).

For competitive purposes, a third party should generate the initial game file as "Referee" after set up and then send it to both players so they can choose their sides and play. If the players aren't using VASSAL to track cards or die rolls playing a side is generally irrelevant since all players can manipulate the game counters without restriction. In casual games the honor system should suffice for players to generate a game file and not use the "Referee" side.

19. **Markers.** This window brings up markers that can be created and put on the map. This includes markers for card events (like Paratroopers, Doolittle, High Altitude Interceptors, etc.) and game play aid markers like Battle hex markers and Range markers (see the section on Markers for more information).
20. **Remove Battle Markers (Hot-key is <ALT + B>).** This button will remove all Battle markers on the map and turn off battle tags on units.
21. **Remove Range Markers (Hot-key is <ALT + R>).** This button will remove all range markers on the map.
22. **Deactivate Japanese Units (Hot-key is <ALT + J>).** This button allows you to deactivate all Japanese units on the map.
23. **Deactivate Japanese Units (Hot-key is <ALT + A>).** This button allows you to deactivate all Allied units on the map.
24. **Unit Display Options.** This menu contains some display options for units for purely aesthetic preferences. You can toggle counters to have rounded corners, display or suppress unit setup locations and enable/disable "reduced" stripe graphics for single step units.
25. **Range Tool.** This is VASSAL's standard range tool for measuring distances between two hexes "as the crow flies".
26. **Toggle Control Marker Restrictions.** This button toggles restrictions for changing the status of control markers to help you follow the rules for Progress of War (see 16.4 in the rulebook).
27. **Toggle Control Marker Borders.** This button toggles the display of hex borders for control markers in a hex.
28. **ZOI options.** This pull down menu allows you to turn on/off shading displays for Japanese and Allied Aircraft ZOI.
29. **Overlay options.** This pull down menu allows you to turn on/off display of overlays that shade hexes of individual countries/territories on the map.
30. **Route Toggles.** This pull down menu allows you to toggle the display of a strategic route on the map to show whether it's built or not.
31. **Movement Trail Options.** This pull down menu allows you to turn on/off movement trail displays as you move units across the map.
32. **Inter-Service Rivalry options.** This pull down menu allows you to toggle the current ISR situation for both Japan and the US.
33. **End of Turn.** Some end of turn clean up functions to execute automatically like converting progress of war hexes and moving the turn marker forward.
34. **Unmark Movement.** This is VASSAL's standard button to unmark units that have moved on the map.
35. **Toggle Unit display.** This buttons toggles the display of units on the map to show or hide them.
36. **Toggle Control Marker display.** This button toggles the display of control markers on the map to show or hide them.
37. **Snapshot.** This is VASSAL's standard button to take a screenshot of the current map.
38. **Zoom in.** This is VASSAL's standard button to zoom in to the map.
39. **Set Zoom.** This is VASSAL's standard button to set a specific zoom level for the map.
40. **Zoom out.** This is VASSAL's standard button to zoom out of the map.

Flipping Counters

If it makes sense for a marker or unit to flip from front to back or vice versa it will have a Flip right-click menu command that can be accessed with the hot-key <CTRL + F>

The Map & Hex Control

The map has been significantly altered with an eye to providing better information and gameplay features. Aside from moving pieces around the map per normal VASSAL usage many map hexes have commands added to them for the purposes of setting control. You can now select a hex (and the entire hex will be highlighted) and use the right-click menu to add/change/remove control markers. The module no longer has control

markers that are created from a piece menu. Instead, the game keeps track of hex control and it will allow appropriate menu commands for that hex to alter control. Note that not ALL hexes have this feature, only hexes for which tracking control is relevant have it. There is no point in having control markers for water hexes and unnamed locations.

If a hex has a city, airbase, port or is a resource hex, you will be able to select it. In addition, the hexes corresponding to the Kwai Bridge (2108 and 2109) can have a Japanese control marker for purposes of fulfilling the requirements of "Kwai Bridge" (Japanese Card #18). Hex 3606 in Honshu Japan must be controlled by the Allies to conquer the Home Islands and can also be selected. Here is a summary of commands:

- Japanese Capture <CTRL + C> (gray Japanese flag)
- Japanese Control <CTRL + J> (color Japanese flag)
- Progress of War <CTRL + P> (gray US/UK/USSR flag)
- Allied Control <CTRL + A> (color US/UK/USSR flag)
- Remove Marker <CTRL + R> (no marker at all)
- Change US/UK Flag <CTRL + F> (toggles between a US and a UK flag, no impact on gameplay)

Control is managed under two modes: free form and restricted. There is a button on the toolbar to switch between these modes.

Free Form Hex Control

You can alter the hex's control marker status freely. You can even add a control marker to a hex your side originally owns. This allows players maximum flexibility in changing the status of the hexes as they see fit.

Restricted Hex Control

A more restricted form, the hex right-click menu will follow a strict set of rules and not allow you to put flags on hexes you originally own to minimize display clutter. Not all commands will be available at the same time for a particular hex, only those that make sense. For example, a hex that starts the game inside the border of the Empire of Japan will not have Japanese Capture or Control commands, only Progress of War. Once a hex is under Progress of War, it can be set to Allied Control (usually at the end of the game turn via the "End" menu button). Hexes that are under Allied control (with or without a marker) can be set to Japanese Capture.

The point of using "Japanese Capture" is that these hexes do not count for Progress of War and can only be set back to Allied Control by changing or removing the marker. This is per the rules on Progress of War (16.4). Note that even though Progress of War is only relevant starting on Game Turn 4, the hexes will still keep track of captured/controlled hexes and progress of war (it was simply easier to have the program do this all the time).

The exceptions are the Kwai Bridge hexes (2108/2109) and hex 3606 in Honshu, these are unnamed locations so they are set directly to Japanese/Allied control or the marker is removed as the case may be. The Aleutian Islands hexes don't have control markers because their national status depends on continuous occupation by Japanese forces (aside from Dutch Harbor which may become Japanese controlled with an invasion).

Use the End of Turn menu toolbar button to automatically convert Captured/Progress of War hexes to the proper control marker (or remove it entirely if need be), so they don't have to be done one by one.

Status Markers on the Map

Various status markers have been immobilized and can only be moved via commands (using either the right-click menu or hot-keys). Most numerically based status markers can also be set directly to a value using numeric hot-keys. Generally speaking the number keys <0> thru <9> will set values from 0 to 9. For 10 or more use <CTRL + *number*>. For negative values use <SHIFT + *number*> (for example, War in Europe values go from -7 to +3). Note that these numeric hot-keys WON'T appear on the right-click menu to avoid clutter. The specifics of each marker are as follows:

1. Japanese Divisions in China.

This marker is fixed in place, you can select but not move it. You can use <CTRL + S> to subtract one division and the marker will automatically move along the track to the left accordingly. You can also use <CTRL + A> to add one division and it will move one box to the right. This marker has numeric commands to set values directly as well.

2. China Front Status

This marker is fixed in place, you can select but not move it. You can use <CTRL + C> to move the marker towards collapse one box at a time. You can use <CTRL + S> to move it towards Stable one box at a time. It also has numeric commands from <0> (Collapse) to <5> (Stable) to set the front directly if needed. The marker can be flipped to note when a China Offensive is conducted. Any time you flip this marker to the "Offensive Conducted" side this will create a Japanese China OC Marker on the turn track for the current game turn.

3. India Status

This marker is fixed in place, you can select but not move it. You can use <CTRL + R> to move the marker towards revolt one box at a time. You can use <CTRL + S> to move it directly to the Stable box. The marker can be flipped over to its Surrender side.

4. Burma Road Marker

This marker is fixed in place, you can select but not move it. You can use <CTRL + C> to move the marker directly to the CLOSED box. You can use CTRL + H to move it directly to Hump box. You can use <CTRL + O> to move it to the Open box. The marker can be flipped to set it's Hump/No Hump side.

5. Game Turn Marker

This marker is NOT fixed in place. You can move it along the track freely (this is because units can also be placed on the turn track and you need them to stack). However it still has a next turn function <CTRL + N> for advancing the turn and it can also be set directly with numeric hot-keys. It can also be flipped to keep track of the card event "Tojo Resigns" (Japanese Card #43). **NOTE: If you play with cards in VASSAL, playing this card as an event will automatically flip this marker to its "Tojo Resigns" side if necessary.**

6. Political Will Marker

This marker is fixed in place, you can select but not move it. You can use <CTRL + S> to subtract one PW and the marker will automatically move along the track to the bottom accordingly. You can also use <CTRL + A> to add one PW and it will move one box towards the top. This marker has numeric commands to set values directly as well.

7. War in Europe Marker

This marker is fixed in place, you can select but not move it. You can use <CTRL + S> to subtract one from the War in Europe and the marker will automatically move along the track to the bottom accordingly. You can also use <CTRL + A> to add one PW and it will move one box towards the top. This marker has numeric hot-keys to set values directly as well.

8. Japanese Resources Marker

This marker is fixed in place, you can't even select it. Resources are tracked automatically by the program whenever control of a resource hex changes. This alleviates the burden of the player having to do this manually. In addition there is a window (see Menu Toolbar) with a list that keeps track of the number of resource hexes each side controls and which ones.

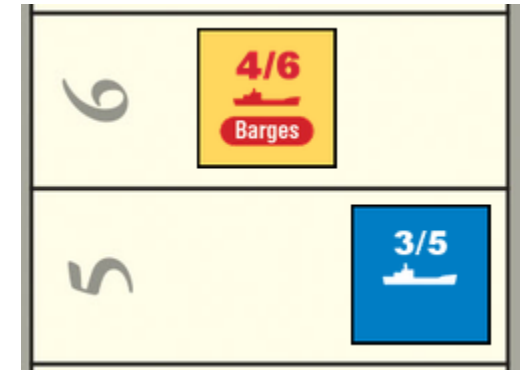
9. Progress of War Marker

This marker is fixed in place, you can't even select it. Progress of War hexes are tracked automatically by the program whenever such hexes are marked. This alleviates the burden of the player having to do this manually. In addition there is a window (see Menu Toolbar) with a list that keeps track which hexes the Allies captured that qualify for Progress of War.

10. ASP Markers



This marker can be freely moved along the general resources track. The implementation is a little different in that the numeric hot-keys are used not to track ASPs and move the token but instead to track the number of ASPs that side has USED in the current turn. The position of the marker in the general record track indicates the number of actual ASPs. The marker has a transport ship silhouette with both values expressed as "#Used APS / # Actual ASPs". In addition the Japanese marker can be flipped to set Barges/No Barges per the event "Ants" (Japanese Card #73). There are right-click menu commands for modifying used ASP by +1 or -1.



Units on the Map

Generally speaking all units will have the following commands available (except as noted) as part of their right-click menu:

- **Toggle Activation <CTRL + A>**: This functions toggles a unit for activation purposes, a red or blue colored border (Japanese or Allied respectively) will appear on the counter and serves a reminder for which units are active in the current offensive. Use the same command for both turning on and off this feature.
- **Place Battle Marker <CTRL + B>**: This functions create a battle marker in the hex occupied by the unit and will appear on top. This is a convenience function for placing one quickly via menu or hot-key. You can also create them by pulling them from the Marker Window (see Battle/Range markers further below).
- **Command Area <CTRL + C>** (HQ units only): This toggles the general command area covered by the range of the HQ. The color will roughly correspond to that of the counter's background color. Note that this is useful primarily to see if a battle hex is within a range of an

HQ (since the range is "as the crow flies"), depending on whether you are tracing a supply or activation path an HQ may not reach a unit even if it's within nominal range of the HQ.

- **Toggle Battle Tag <SHIFT + B>**: This function is an alternate way to designate battles. Sometimes units will fight at range, and you want to mark them as participating in a specific battle, sometimes air units in the same hex will fight at different battles and the battle marker isn't suitable to note this. By using this command you activate a battle tag in the upper left corner of the unit. This works exactly like a battle marker; use a letter command (<A>, , <C>, etc.) to assign the unit to the appropriate battle.
- **Delay <CTRL + D>**: Some allied units have this command available so they can be sent directly to the Delayed Reinforcements Box. Note that the box now has an invisible grid and units have enough room to form 8 separate stacks without covering the descriptive text within the box. The command segregates and fully uses the 8 spaces and will split them into 3 stacks for US Navy air, ground and naval units, 3 stacks for Commonwealth air, ground and naval units plus 2 stacks for US Army air and ground forces.
- **Eliminate <CTRL + E>**: This command will send a unit to the eliminated units pile in the proper region. Note that many HQ units DON'T have this command because they are supposed to go to the turn track if eliminated (in which case use the Next Turn command to send them to the track automatically).
- **Flip the counter <CTRL + F>**: Covered earlier but repeated here for completeness, if the counter is a 2 step unit or a marker with two sides it will have this command available.
- **Full Strength / Reduce <SHIFT + F>/<SHIFT + R> (Doesn't appear on the right-click menu)**: If the counter is a 2 step unit it will have these commands available. Basically allows you to switch the unit to Full Strength or Reduced strength regardless of current status. This may be useful in a stack that needs to reduce all its full strength units but without flipping existing reduced strength units. Or restore one or two reduced units to full strength in a stack with other full strength units without having to individually select them out of the stack. It's situational but convenient.
- **Replace with Halsey <CTRL + H> (South Pacific HQ – Ghormley - only)**: The South Pacific HQ has a special command to swap its HQ with that of Halsey. It's a convenience function.
- **Toggle Moved Status <CTRL + M>**: As counters are moved across the map VASSAL keeps track of the fact that the unit has moved and will display a properly colored "tag" on the right side of the counter to indicate that it's been moved. Use this command to clear the movement status of this individual unit.
- **Next Turn <CTRL + N> (non-dot HQ Units only)**: Use this command to send an HQ to the turn track if applicable. It will go to the next turn (note that for Turn 12, the command will "wrap" and send HQs to Turn 1).
- **Place Range Marker <CTRL + R>**: This functions create a range marker in the hex occupied by the unit and will appear on top. This is a convenience function for placing one quickly via menu or hot-key. You can also create them by pulling them from the Marker Window (see Battle/Range markers further below).
- **Toggle Supply Status <CTRL + S>**: You can use this function to indicate a unit is out of supply. It will show a solid magenta colored border and a band in the same color across the bottom of the counter shading the background of the unit but still showing its strength values. As a practical feature any air units and carriers marked O.O.S in this fashion will automatically stop showing AZOI even if this AZOI display feature is turned on.

Japanese/Allied Hand

For those not using a separate online card tracker like ACTS, the game can keep track of cards during play. Each faction has its own hand window. The windows are public so each side can see the number of cards their opponent is holding and whether or not they have a Future Offensive card played. Both windows have a similar layout: The left hand side is a space for setting face up cards removed from the game, the next space is the deck of cards to draw from. The space immediately to the right is the discard pile area. After that there is small framed area for placing one Future Offensive card. Then there is a wider rectangular space for the hand of cards. In general cards are drawn face down, so observers and the opponent only see the backs of the cards, while the owner can see "through" the card. There is a colored frame with the text "HIDDEN" in the lower right corner to indicate the owning player that this card is face down and unrevealed to anyone else. Cards can be flipped like many other game pieces.



Figure 3. The Japanese Hand Window.

The Japanese player owns the Japanese cards and the Allied player owns the Allied cards. However the Referee player can see both side's cards (this is helpful for solitaire play and referee games).

These windows have a toolbar with buttons with some helpful features for each side. Both sides have buttons to allow for drawing 4, 5, 6 or 7 cards. In addition there is a button for one additional draw (+1). For Japan there is the additional feature of a button for randomly discarding one card (-1), as well as a button (K) for drawing the specific card "Vice Admiral Kondo" (Japanese Card #47) per rule 17.25E. Finally the Japanese have one button (H) for drawing the three 1942 historical hand cards "Vice Admiral Kondo", "Colonel Tjusi" and "Central Force" (Japanese Cards #47, #3, #59 respectively); after holding these three cards in hand, Japan can click the 4 button to complete its seven card hand.

Manipulating your Hand Cards

If you prefer, you can manually draw cards by dragging them from a pile to your hand. When you add a card to your hand and it's empty, dropping it anywhere in the hand area will make it slide to the left to become the first card. To add cards to an existing hand drag and drop a card **on top of any existing card**, it will slot to the right of the existing card and any other cards will slide right opening a space. Reorganize your hand by dragging an existing hand card and dropping it on top of another hand card, unlike adding a new card this will make the dropping card **take the spot** instead of slipping to the right. The other cards will again slide right opening a space.

IMPORTANT: Do not try to place a card at the "end" of an existing hand of cards (say to the right of the last card) or VASSAL will think you're trying to create a new "pile" of hand cards and your card will seemingly disappear. In this case move your cards to the area next to the future offensive until you "dig out" all the cards and you can form your hand again. Don't try to play cards "in between" to reorganize your hand; you run a risk of a card "falling through" and creating a new hidden pile behind your end.

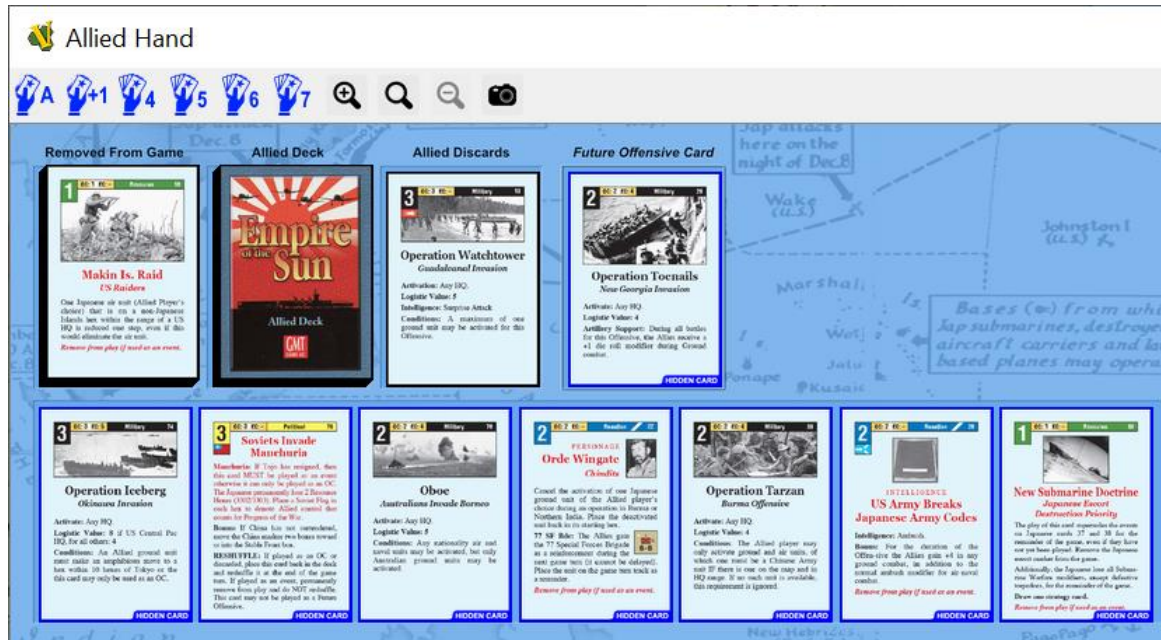


Figure 4. The Allied Hand Window

The Allies have one button (A) for drawing the "Arcadia Conference" (Allied Card #4) event into their hand per rule 17.25D. Afterwards they can click the 4 button to complete their five card hand for the 1942 scenario. Otherwise if they decide not to take Arcadia they can click the 5 button to draw a normal five card hand. Both windows have buttons for increasing/decreasing the zoom level, setting it to a specific zoom and taking a snapshot of the card hand.

Card Piles

Right clicking on a discard pile in a player hand window allows the player to select a card for drawing back into their hand. This is one way to bring back a card but a better mechanism is to use the "Card Piles" inventory window which is separate from either hand window. Here, all four

piles (Allied Removed/Discarded, Japanese Removed/Discarded) can be examined as a list of card titles with their most relevant stats. An individual card can be selected from this list and returned to a player's hand if need be.

Eliminated Units

This window brings up both side's eliminated non-replaceable units piles. Generally speaking all units with a yellow dot will get sent to this window when they are eliminated. It has two general regions; one for Japanese forces and one for Allied forces, organized vertically. In addition, each region has separate rows for Air units, ground units and naval units. By double clicking a row it will fully expand and show the units. Two HQs that don't have yellow dots can also arrive here if they are eliminated by events: Combined Fleet (Yamamoto) and South Pacific (Ghormley).

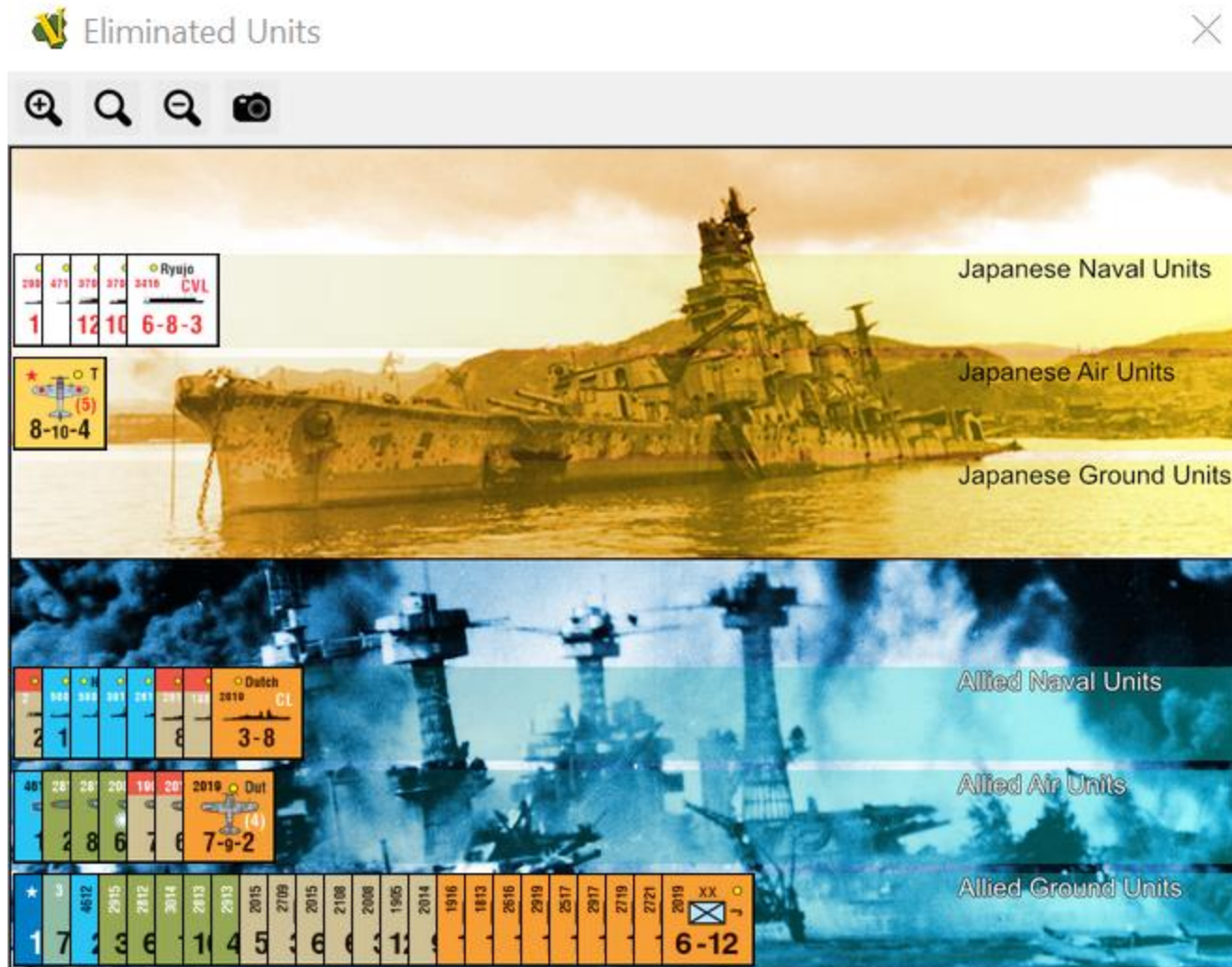


Figure 5. The Eliminated Units Window

Replaceable Units

This window brings up both sides eliminated units piles that can be brought back with replacements. The layout is identical to that of the eliminated Units pile. Note that units here don't stack on top of each other and instead stack spread out like cards in the hand window. This allows you to more easily see the units. You can select any one and move it from the window back to the map as a replacement whenever required.

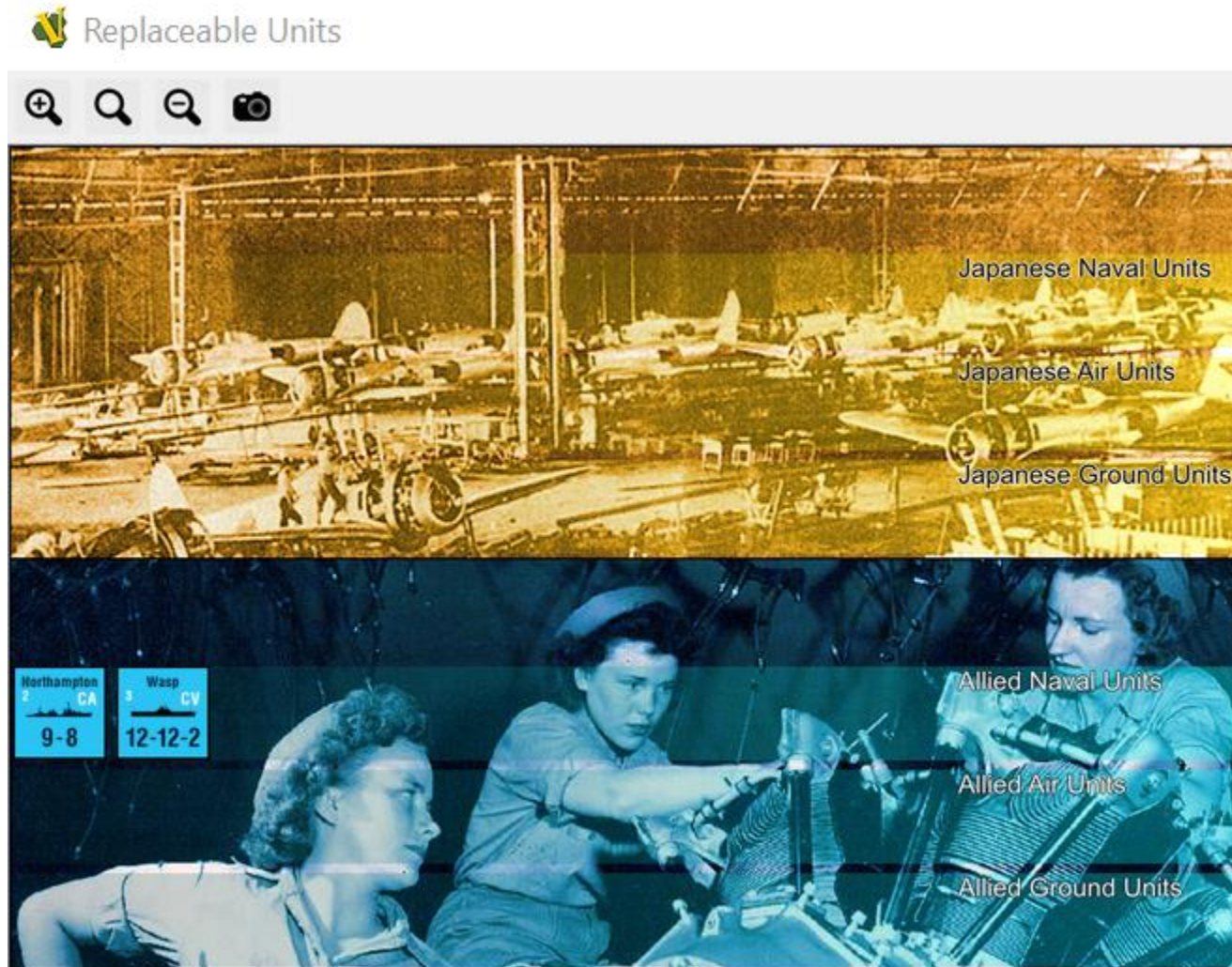


Figure 6. Replaceable Units Window. These can come back with replacements.

Japanese/Allied Reinforcements Chart.

These windows not only show the reinforcements for each turn or available via special event, the actual counters are here as well. Select and pick up any reinforcement to place on the map. Use the delay command for Allied units that have been delayed by the War in Europe and send them to the box.

Note that the Japanese Tokyo Express marker is in the Japanese Reinforcements window (since only one can exist at a time it's treated more like a unit than an actual marker to prevent duplicates).

Unit Display Options Menu

This toolbar menu gives you access to some display options for purely aesthetic purpose. They have no impact on gameplay and can be turned on or off as desired. The options are:

1. **Toggle Rounded Counters.** This option will switch the display of counters to have rounded corners or straight ones. It's merely aesthetic and has no impact on gameplay.
2. **Toggle Unit Start Locations.** This options causes units to show/hide their printed at start setup location (or turn arrival for a reinforcement). It's merely aesthetic and has no impact on gameplay. It's an option to help de-clutter the counters and the fact that in VASSAL they aren't really needed since the setup commands place the units in their proper locations and the units in the reinforcements charts are already in their proper places.
3. **Toggle Single Step Stripes.** This options will cause single step units on the map to show a stripe similar to two step units when they are reduced. The purpose is to show that for combat, a single step unit behaves the same as a reduced two step unit. This makes it easier for people to see which units can be hit or not when assigning damage during battle resolution. Note that this does not change the rules regarding replacements, single step units still can't receive replacements nor can they be "flipped".

Markers Window

Various game markers that aren't already on the map can be created from this window. They are in four separate categories as tabs and many can be created over and over as needed (even though for many of them it makes no sense to have more than a single marker). All have delete functions and the battle markers have a cloning function.

A. Battle/Range Markers



Battle Marker: this will be your most used marker in the entire game. It's a small green square marker with a letter to indicate a battle and you place it on the hex that battle is occurring. You can use the same marker next to units to indicate they are participating in that battle at range. When you select a battle marker use any of the letter keys (<A>, , <C>, etc.) to switch that battle marker's letter appropriately.



Range marker: is a tool to help trace a supply or activation path by counting hexes (or legs of movement). You place the circular marker from the window on the map and it starts with a "0", each time you move it, it will mark its path and increase the count by one. This allows you to demonstrate a supply/activation path and its length, since the marker keeps track of its movement.

B. Card Event Markers

All card event markers are kept here. Please note this is different from card event "units" like 14th Air Force, 7th Armored Brigade or Tainan Air Group which are kept in the reinforcements windows of their respective sides. Here you will find:

Barges / PT Boats: for the card event "Ants" (Japanese Card #73) there is a Barges marker but remember to flip the Japanese ASP marker as well. The reverse side of this marker is the Allied PT-Boats marker.

Convoy Escorts: for the card events "Grand Escort Command" (Japanese Card #38) and "1st Convoy Escort Fleet" (Japanese Card #37). Place the marker on the turn track to reflect play of these cards. The front side is the +2 escorts modifier and the back is the +4 escorts modifier.

Defensive Doctrine: for the card "Island Fortifications" (Japanese Card #31) and the new defensive doctrine. Place the marker on the turn track as a reminder that a +1 modifier is in effect for ground battles in Japanese controlled one-hex island hexes.

Doolittle Raid: for the card event "Doolittle Raid" (Allied Card #6). Place this marker on the turn track when you play it as an event. This is a reminder that the card event "China Operation: Doolittle Raid Reprisal" (Japanese Card #6) is now eligible to play as an event.

High Alt Interceptors: for the card event "High Altitude Interceptors (Japanese Card #31). Place the marker on the turn track as a reminder that whenever the U.S. rolls for strategic bombing, there is a +1 modifier to the bombing rolls until the Allies control an airbase in

Japanese Paratroopers: these markers can be used for the following card events: "Western Force" (Japanese Card #58), "Central Force" (Japanese Card #59) and "East Force" (Japanese Card #60). If applicable, use this marker on the target hex. You can change which force the paratrooper belongs to with the <W>, <C> or <E> commands, each letter corresponding the proper force.

Panama Canal Attacked: for the card event "Submarine Launched Air Attack on the Panama Canal" (Japanese Card #80). Place the marker on the turn track as a reminder that Allied reinforcements are automatically delayed next turn regardless of the War in Europe level.

U.S. Submarine Doctrine Marker: for the card event "New Submarine Doctrine" (Allied Card #80). Place the marker on the turn track as a reminder that the Japanese can no longer play convoy escort cards as events for the rest of the game. Remember that any existing convoy escort marker should also be removed.

C. National Status Markers

Here are all the national status markers that can be used to indicate the surrender of a country are available, pick and place on the map as needed. For Alaska Occupied and Hawaii occupied it's suggested to place the marker on the turn track corresponding to the first national status segment continuous occupation has started to properly keep track of the condition. If Occupation then occurs move it from the turn track to a space on the map near the territory in question. These two markers can use numeric hot-keys to send them to the proper turn (<1> through <CTRL + 2>).

D. Miscellaneous Markers

In this panel there are various game markers that didn't fall into the other categories:

Allied/Japanese Activations: use this marker to keep track of your activations on the Strategic Record Track as needed. Note however that you can also use the "Activations" window to see how many and which units have been activated.

Allied/Japanese Drawn Cards: use this marker to keep track of how many bonus cards you have drawn in the current turn. As the marker reminds you, a side can only draw three extra cards for whatever reason during a game turn.

Allied/Japanese Future Ops: future offensive markers are here to keep track of when a card was played as a Future Offensive. It's recommended to place it on the turn track so players are aware which turn the card was set aside (so you do not play a Future Offensive in the same turn it was designated as such).

Allied/Japanese Passes: use this marker to indicate how many passes you have available. When you no longer have passes you can safely delete the marker.

Japanese China Offensive: use this marker to indicate on the turn track when Japan launched an OC China Offensive. This is a helpful reminder since You're not allowed to launch one on successive turns.

Japanese Air/Naval Replacements: use these markers to record available Japanese air and naval replacements that haven't been Japan accumulates after playing the proper event cards.

Strategic Bombing: use this marker on the turn track to remind you that Strategic Bombing has been executed during the current turn (allows you to keep track in case there's any doubt). Alternatively, use multiple copies of this marker on the turn track to keep track how many successful bombing rolls have occurred per turn (keep track of A-Bomb requirements and how many cards Japan loses)

Submarine Warfare: use this marker on the turn track to remind you that Strategic Bombing has been executed during the current turn (allows you to keep track in case there's any doubt). Alternatively, use multiple copies of this marker on the turn track to keep track how many successful bombing rolls have occurred per turn (keep track of A-Bomb requirements and how many cards Japan loses)

Game Turn: only use this marker if you are upgrading your game from revision 5. The game setup wrongly deleted the game turn marker in this revision. You can restore this marker to continue your game and upgrade to more recent revisions without this issue.

AZOI Menu Toolbar

Use this menu to toggle AZOI on or off. This a change from previous modules which functioned as a toggle and could leave units completely out of sync and cause frustration. Now turning on or off AZOI will completely turn on or off regardless of whether an existing unit was already showing or hiding it's AZOI. This feature is incredibly helpful to visualize the influence of air units and carriers for purposes of establishing supply and communications lines. Generally speaking all Japanese air zones of influence will appear as shading a hex in red (it's translucent), while all Allied zones of influence will appear in a hex as a blue shade. Where one side's AZOI neutralizes the other they will overlap and form a purple color. Allied Long range bombers will have a striped diagonal solid lines in blue because they can't neutralize Japanese AZOI and the shade of the hex will generally remain red even if it has a few lines.

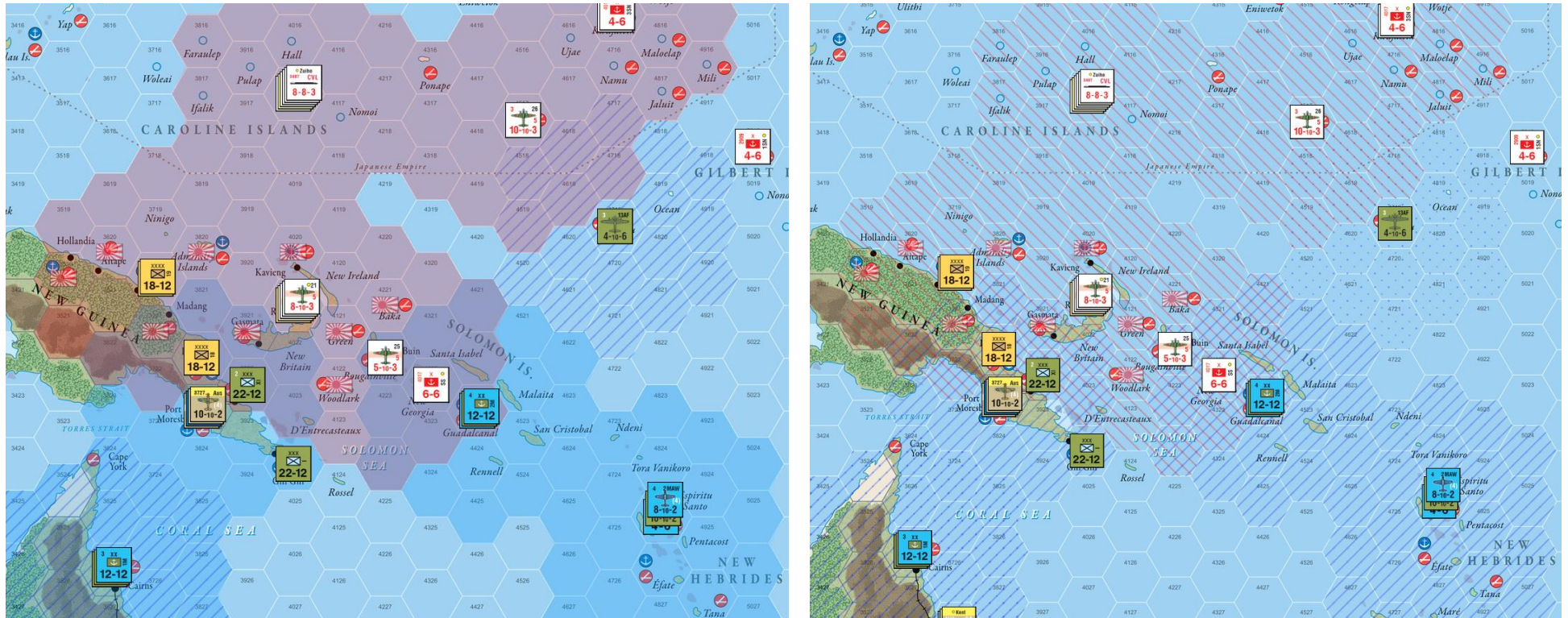


Figure 7. Shade and Line AZOI patterns

There is one more button and it's to change the display of AZOI from solid patterns to line patterns. For those who find the shading much too obtrusive switching to this form of display will cause the Allied and Japanese AZOI to go from a shade to translucent diagonal lines in opposite orientation but still blue and red in color. In hexes where one side's AZOI neutralizes the other it will form an "X" pattern as each side's lines will cross each other's. For this case the Allied Long Range Bomber's pattern will change from line to a dotted one.

The Japanese AZOI will completely align with these dots and cover them to signify that they cancel out the LRB's AZOI and the latter's influence can't neutralize the former's. Use whichever pattern you find more useful to you for play.

It is strictly optional and you can leave it turned off as desired. As a helpful feature, toggling a unit's Supply Status will automatically turn off its AZOI if it's being displayed, such out of supply units can't generate zones of influence. As soon as you toggle the supply status it will display AZOI once again. An additional feature is that AZOI will only show if the unit is on the map in a hex, it won't show AZOI off map (i.e. Delayed Box, Turn Track, etc.)

Overlays

This new feature is meant to help point out all the hexes that belong to a particular nation or territory. Initially when you turn it on ALL such hexes will be displayed. You can turn off individual countries/territories in the same menu and VASSAL keeps track of which ones are active and which ones inactive. They are solid shades of various colors. It is recommended you turn off AZOI temporarily while you check to see which hexes belong to which entities. It's not really meant to use continuously for playing, more for checking, especially during the National Status Segment.

Route Toggles

This should be self-explanatory but the various infrastructure routes that must be built in the China-Burma-India Theater (Jarhat, Imphal and Ledo) are toggled here. Routes that are red in color are ones that aren't built yet. Once a route is toggled to black it means the route is built and functions normally. This is less obtrusive than the actual game markers. Note that the Kwai Bridge is also toggled here and covers two specific hexes; hex 2108 and 2109.

Movement Trail Options

Similar to AZOI this menu has options to universally turn on or off unit trails for all units at the same time on the main map. Japanese units will have red lines as they move across the map and Allied units will have blue lines. Note that at each stop a white circle with a properly colored outline is shown. This can be useful to indicate the "legs" of air units or the specific route of naval units as they move across the map. Trails work in conjunction with "moved" Status. Any unit that is "unmarked" cleans up its movement trail in addition to the "moved" tag.

Inter-Service Rivalry

To simplify the status of inter-service rivalry, it is toggled exclusively through the menu rather than individual counters. This menu will automatically display the rivalry symbol (white triangle) on HQ's and flip the relevant ISR marker on the map. This helps keep all counters synchronized.

End of Turn

The end of turn button will execute the following functions in sequence to facilitate end of turn clean up:

- **Convert Progress of War hexes:** all of the Allied progress of war hexes will be converted to Allied control resetting progress for the next turn. Gray allied control markers will become fully colored.



Figure 8. Overlay shading Philippine hexes

- **Convert Japanese captured hexes:** all of the Japanese captured hexes (gray) will be converted to Japanese controlled markers (color) to signify they are eligible for progress of war in the next turn.
- **Advance the Turn Marker:** The turn marker will move forward to the next turn unless it's turn 12 (which is the end of the game anyway).
- **Reshuffle Allied/Japanese card decks:** If Manchuria is in the discard pile this will trigger an automatic reshuffle of the allied deck in case you forget to do so. Likewise, the presence of Tojo in the Japanese discard pile will trigger an automatic reshuffle of the Japanese deck.