

EE Vassal Module 3.0 Build Help

Only a limited piece palette is available to the players. Virtually all units are inventory limited, thus copy/delete is not available for these units. Use "Return to FP" when destroyed.

The 3.0 version implements semi-automated tracking of WERP expenditures and has automated reporting for builds/damage/return-to-FP.

DO NOT (!) DRAG units/markers in/out of the Force Pool

(exceptions - Axis minor build marker; Beach Heads; Patton's Fantasy - free German reinforcements).

In particular, dragging units/markers out of the force pool will not automatically track WERP expenditures. Instead use Right-Click "Build." This will place the new unit at cadre level in the BUILD window and track the WERP cost of the unit.

For units NOT in your FP, "Build" will increment them one step and deduct the step cost, regardless of location (i.e., on main map, in build map, or in ARMY map). Note that units at full strength will have "Build" grayed-out (except in your Force Pool).

The module doesn't implement limits for new cadre placement, for units that cannot be built (e.g., engaged / OOS), or for units that can't be built to full due to location.

Within the Build Window, there are counters implemented for tracking Economics and Info track. Although it may initially appear complex, it has an internal consistent logic and should quickly become second nature to use.

Default values for all Nations Production and Fleet Maintenance are set to their correct values for the first turn the Nation actually produces (e.g., 9 for Soviets in 1939 Campaign). This may need to be adjusted if playing with optional rules (e.g., Expert rules, Italy produces 0 until France falls).

Only a single WERP spend tracker is implemented, so players should complete a single Nation's build, before starting another. When selecting a Nation for production, the SPEND TOTAL will automatically be cleared.

Note – The module does not implement the "free" Axis Minor Infantry Step build. Players can either use the manual spend button to decrement the SPEND value by 1 (step) or 2 (cadre) OR simply note that they can exceed their "Available WERPS" by that amount.

General Recommended order:

- 1) Ensure Turn Counter is advanced. This **automatically** does several things:
 - a) At start of Jan-Feb of each new year, this will toggle any "NOT Available" back to "Available"
 - b) At start of new Axis turn (i.e., new 2 month turn), this will reset per turn build limits
- 2) **Produce only 1 nation at a time to accurately track WERP expenditures.**
- 3) Set Economics Markers - Production, Lend-Lease/Aid, SW losses, Naval Maint.
- 4) Set NATION - this will **automatically** calculate the Available WERPS from the 4 Economic Markers relevant to that country and **automatically** clear spend total.
- 5) Set Net Available WERPS (not typically needed, excepting Guns & Butter decrease)
- 6) In any order, but suggested order:
 - a) Build any strategic warfare (e.g., U-Boats)
 - b) Build any new markers (Special Actions, GSUs, Fleets/Partial-Fleets)
 - c) Build any NEW cadres

- d) Place new cadres on Main/Army map(s), observing build limits
- e) Add steps as desired

Top Level Controls

- **Toggle Cheap Cadres** (button) – While active, any new cadre's are built at step costs.
- **Toggle +1 Step Cost** (button) – While active, any steps cost +1 WERP.
- **Manual** (button) - allows access to automated functions (CLEAR Spend; DISPLAY Spend; RESET Turn; NEW Year). These should **NOT** be needed unless the automation doesn't work properly.
 - **CLEAR Spend Total** (button) – Clears spend total & resets any special cost toggles. Legacy functionality, now automatically done when a new nation start's production.
 - **DISPLAY Spend Total** (button) - Echols total to chat log.
 - **RESET Turn Info** (button) - Resets any turn specific production info (Lend-Lease, SW losses, per turn limits on spends (e.g., fleets, U-Boats). Do this **ONLY** at the start of a new 2-month turn (not once per nation), before the first nation starts production. Resets turn spend totals (fleets, strategic warfare). Legacy functionality, now automatically done when turn advances.
 - **NEW Year** (button) - This will toggle all **NOT Available** back to **Available**. Do this **ONLY** at the start of a new year in JF. Note that this is identical to resetting each of the availability toggles manually, but with a single click. Legacy functionality, now automatically done when year advances.
- **WERPS Available** (block, top left corner) – Set NATION that is currently producing & amount available to spend (after Lend-Lease, SW losses, Fleet Maint.)
- **Total Spent Display** (below Available) – tracks current expenditure
- **Manual Spend** (block, just below Total Spent) – allows manual adjustments (+/-) if needed

ECONOMICS

Each Nation has 4 counters that show relevant economic data for that nation. These include:

- Nation's Current Production (has both auto-calculate and manual set)
- Lend-Lease / Aid (has both a manual setting and random 1d6 roll). Note that this may be negative for Power that is sending WERPS (e.g., Germany to Italy).
- SW losses
- Fleet Maintenance & Builds (see below)
- Note - no significance to colors other than visual contrast

Note – some of the available right-click options may not be relevant (e.g., random 1d6 Lend-Lease for Italy), but could be used with variant rules (e.g., randomize amount Germany aids Italy).

Some of these are marked **variant** to indicate the standard rules don't provide for that option (e.g., Lend-Lease to France). They are provided for consistency in the UI and for players who wish to explore house rules, play balance, etc. (e.g., Early Lend-Lease (BR/FR) Experimental Rules).

The net total WERPS available to a given nation is:

Production + Lend-Lease/Aid + SW losses (always negative) + Fleet Maint. (always negative)

Note this is automatically calculated, when selecting a Nation for production. So make sure to update these **FIRST**. (There is also a manual setting available if needed.)

Example – Germany ND39 turn

34 (Production) + -5 (Aid to Italy) + 0 (SW loss) + -2 (Fleet Maint.) = 27 available

CAVEAT – if you build a new fleet this turn, it will increment the fleet maintainance number automatically, but the new number doesn't apply to this turn's production. Thus make sure you set the WERPS available before you start to build.

FLEET BUILDS / MAINTAINANCE

NOT Available	Shows if fleet builds are available. Can be manually toggled. Will also automatically toggle into the NOT state when a fleet is fully built. If toggled into the NOT state, it prevents any fleet partial builds. The rules identify when NOT available assets become available for production again (e.g., start of new year for German/Italy fleets). This does <u>not</u> affect the ability to manually set fleet level.
-X	The total fleet maintainance is shown inside the counter as a negative number. Can be manually adjusted as needed (e.g., fleet losses due to combat).
Y/10	The current total of a partial fleet build. Will reset to 0 when fleet is built. Note – Primarily for using optional "Build over Time" rule. If using standard rules, players should always enter the full cost (e.g., 10 for fleet build)
[+Z]	Shows how much was built this turn. This helps ensure players don't exceed per turn limits if playing with "Build Over Time" optional rules. This is cleared automatically when the turn counter is advanced to a new Axis (i.e., new 2 month) turn.

FLEET CONTROLS

Count	This will count the number of fleets on the main map and set the naval maintainance accordingly. Will <u>not</u> account for out-of-supply fleets.
Manual Set	Used to reduce level, when fleets are lost to combat. Shouldn't be needed (or used) to increase levels, unless exploring variants, for play balance experiments, or if the automation breaks. Not linked to WERP spends.
Build	Build in partial fleet points. This will track WERP expenditures and is what players should be using, barring automation problems or experimentation.
Toggle Available	Provides visual aid if asset can be built, also inhibits builds if NOT .

When a fleet is fully built (i.e., 10/10), several things automatically happen.

- A new fleet marker for that nation is placed in the BUILD Map & reported in chat log.
- **NOT Available** is toggled on (Note that this will rule does not apply to Britain/US if playing with build over time rules (which already limits how fast they can build fleets), they should manually toggle it back off at the start of their next production phase).
- The partial fleet build total is reset to **0/10**
- Fleet maintainance total is incremented by one
- Note – the [+Z] display is not cleared to remind players a fleet was built and no more partial builds can be done this turn.

CAVEAT regarding USA Fleets: The USA fleet build will correctly place a (British) fleet, toggle NOT available, and increment the *British* (not USA) Fleet Maintainance. The USA Fleet Maintainance *can* be set manually to allow for potential variants, but otherwise will always remain 0.

Other Strategic Warfare

Other Strategic Warfare builds utilize a similar logic to the above

- **NOT Available** Identical to previous
- **X** (inside counter) Current level of SW asset
- **Y/10** or **Y/15** Partial Build / amount to complete the build
- **[+Z]** Amount built this turn
- **[+Z1/Z2]** Amount built this turn by Britain/USA (Fighters & Bombers)

CAVEAT regarding SW Aircraft. The automation will track limits at the individual bomber/fighter level, but does NOT track aggregate (bomber + fighter) limits for each Nation. The aggregate limit is shown in text below the fighter/bomber counters. Players must ensure they don't exceed the max per turn limit on A/C builds.

Example – The module will limit Germany to build no more than 2 bombers and 4 fighters in a single turn, but will not enforce building only 4 aircraft total.

INDUSTRY

The Industry window provides a graphical display of every production center on the map (color coded by original owner). The location name is displayed above the block, while the current production value is displayed inside the block along with what country is receiving the production. The logic is dependent upon correct placement of control markers. The logic *will* correctly account for garrison requirements for conquered locations and Alexandria. The logic will also correctly account for Swedish Steel production requirements (Balitic Fleet, Oslo not contested or non-Axis). The logic will **NOT** correctly account for isolation or rare cases of neutrals not successfully conquered (production goes to other side).

Note that the production totals are automatically imported into the Build window, when the "Calculate Production" option is chosen for a given countries production block.

Top Level Controls

- Production Totals Gives a summary of production totals, but no details
- Production Details Gives production details for all industry locations
- PD: Nation Gives production details for specific nations

MISC NOTES

- For simplicity of implementation, France Fights On (FFO) units are NOT added to British FP and then move to US FP when the US joins the war (as written in rules). Instead they are added straight to the US FP. Britain can simply build the FFO units straight from the US FP, which is functionally identical to the as written rules.
- Note that the FFO units do NOT have a "Return to FP" menu option, as these cannot be rebuilt if destroyed - instead they have a "Delete" menu option.
- Free French (FF) units do have a "Return to FP" menu option and no "Delete" option.