

## **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 EVER (!) DRAG units/markers in/out of the Force Pool.** 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. Between Nation's productions, CLEAR Spend should be toggled.

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) At start of Jan-Feb of each new year, click **NEW Year** (button) (not one time per nation).
- 2) At start of each new 2-month turn, click **RESET Turn Info** (button) (not one time per nation).
- 3) Produce only 1 nation at a time to accurately track WERP expenditures.
- 4) Click **CLEAR Spend Total** (button)
- 5) Set Economics Markers (Production & Lend-Lease) / Resolve any SW losses
- 6) Set NATION & Net Available WERPS
- 7) 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

- **CLEAR Spend Total** (button) – Clears spend total & resets any special cost toggles. Do this prior to every nation beginning its production phase.
- **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.
- **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.
- **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.
- **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
- 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 must be set manually after updating the 4 economic indicators.

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 maintenance 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 not affect the ability to manually set fleet level.

**-X** The total fleet maintainance is show 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 when RESET Turn Info (button) is triggered

### **FLEET CONTROLS**

**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 fleets. The USA fleet build will correctly place a fleet, toggle NOT available, etc. However, it increments the USA Fleet Maintainance as opposed to the British. Unless exploring variants, players should use the Manual setting to zero out the USA fleet maintainance and increment the British (or alternatively just remember that Britain pays both).

### **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.