

# SST Vassal Supplement

There are a few enhancements to the original game procedures that make the game more streamlined and enjoyable to play. The tips below should assist you in navigating these features.

1. **Original Rules:** Vassal modules are normally built without the original rules. This demonstrates to the original publisher that the players are legitimate owners of the game and have their own rules and that Vassal is not seeking to illegally redistribute their game. This module is created to support gameplay using the original rulebook. So, it is essential to have a copy of these rules for play.
2. **Status Tags:** A great deal of effort has been made to streamline the marking of unit status. The original boardgame would require placing a new gamepiece over the affected unit, obscuring the unit and making management of gamepieces more difficult. Now virtually every unit status is represented by a tag which doesn't obscure the face of the piece so that situational awareness is improved and game-play is streamlined.
3. **Invisible Tunnels:** Invisible tunnels, bombs, and Arachnid engineers applied directly to the Main Map have replaced the original boardgame's "Alien Control Pad" where such elements were tracked with a pencil. This is a major improvement for situational awareness and smooth gameplay. The Arachnid player needs to be aware that their subterranean pieces can be "hidden" or made "invisible" with the right-click menu. Once hidden, these pieces will appear semi-transparent to the Arachnid player and be completely invisible to the Terran player.
4. **Automated Drop Scatter:** This module offers automated scattering of Terran units as they drop from orbit. Simply mark units to be scattered as tube loaded via their right-click menu. Drop-tube loaded units will display a bright green ring. Then press the combat drop button on the module window. After a few moments all units marked for dropping will be scattered in exact accordance with the manual process described in the rules...saving a great deal of time and effort.
5. **SW&E:** Use the right-click menu on the Terran counters to "load" and unload SW&E. Loading SW&E will apply a tag to the face of the piece indicating that unit has the special capability. These tags are invisible to the Alien players. This feature allows the terran player to see at a glance what special capabilities each unit has without tediously hunting for it on the TCS and the game-board.
  - a) This feature also ties into the **top of board indicators** which show how many of each type of SW&E have been equipped by the Terran player, ensuring fair play.
  - b) Deploying SW&E from the right-click menu of a terran unit will result in the placement of the appropriate indicator on the board. These indicator pieces are only deployed if the unit has the proper SW&E, again ensuring fair play.
  - c) Dragging a deployed NUC or HE rocket indicator from the launching Terran unit to the target will help both players' situational awareness and clarity.
  - d) **Destroying SW&E:** When an alien player damages a Terran MI unit and rolls for destruction of its SW&E, either player may select the option to destroy the SW&E from the unit's right-click damage menu. This will destroy the SW&E carried by the unit and print a message in the chat. The alien player will not know if the unit was carrying SW&E, but the message in the chat confirms that IF it was present, it has been destroyed...ensuring fair play.
  - e) **Terran Control Sheet (TCS):** The TCS remains available for those who wish to use it. With Terran SW&E showing on the face of each unit, the TCS is not required for play. The TCS can be marked with piece markers in the TCS tab of the Counter Palette.
6. **Arachnid Demo Points:** The total number of Demo Points deployed will be discoverable by all players at all times by pressing the triangular demo checking button in the module window...ensuring fair play. The Arachnid player will often have a number of "Demo Points" to deploy as hidden bombs. Arachnid bombs can be dragged from the Marker Palette onto the Main Map by the Arachnid during setup. The right-click menu allows for the setting of any type of bomb allowed by the rule-book.
7. **Damage / Tunnel / Capture / Carry Indicators :** These indicators can be set with the right-click menu without covering the unit with a new piece as in the original game. Damage indicators and movement indicators will be auto-cleared at the appropriate turn-phase if applicable. Manual backup buttons are also available on the map windows.
8. **Tunnel REVEAL Pieces:** These pieces allow the Arachnid player to overlay tunnel segments that have been discovered by the Terran by exploring them or by means of an "Special Talent". These segments show the location of tunnel segments without revealing their "Cell" color to the Terran. They also will not obscure the cell color from the Arachnid player.
9. **Selection:** Click or Alt-Click to select a game-piece. Some pieces are not easily selectable so that they are not accidentally picked up and moved. Virtually all pieces in this category are still selectable with Alt-Click.

