Combat Infantry on VASSAL

The combat sequence:

- Select a HQ. Activate (**ctrl-o**) and flip (**ctrl-f**) it. The activation adds a red frame to the unit clarifying that this is one of the units activated in this player turn. Then you can deploy it. A "moved" marker will appear if the HQ is deployed.
- Proceed by ordering (**ctrl-o**) one unit at a time. Each unit can:
  - Move: It is automatically marked with a "moved" marker and a trail shows its movement. If it enters a tunnel, mark it with a "tunnel" marker (**shift-t**).
  - Fire (**ctrl-a**): the unit is marked with a "fired" marker. Then flip the unit face-up (**ctrl-f**), select the target (**ctrl-t**) and roll the dice. If successful, reduce the strength of the target (**ctrl-h**).
  - Rally (**ctrl-r**): the unit is marked with a "rally" marker. Then roll the die. If successful, add one strength level (**alt-h**).
  - Perform a special action (**ctrl-s**): the unit is marked with a "special" marker. Proceed to roll the dice and/or place the desired terrain block. Then flip the unit face-up (**ctrl-f**).
  - If the unit is outside the command rage, check the morale first. If the check fails, mark the unit with a "failed" marker (**alt-f**) otherwise proceed with the activation.
  - If ordering an artillery/air attack, reduce the strength (**ctrl-h**) of the associated block in the Artillery and Air Support window.
  - If using a HQ as a spotter, mark it with the "spotter" marker (**alt-s**).
- Once all units have been activated, end the player turn using the End of Player Turn button. This will clear the order markers, the target markers and the movement trails.
- When all player turns have been completed, both players should push the End of Game Turn button and the turn tracker must be increased by one.

Unit actions chart		
Command	**Description**	**Icon**
Ctrl-o	Activate (order) the unit	☐
Ctrl-f	Flip the unit face-up	
Ctrl-a	Mark unit as attacker	
Ctrl-t	Mark unit as target	⊕
Ctrl-m	Mark unit as moved	
Ctrl-r	Unit attempts rally	
Ctrl-s	Unit performs special action	
Alt-f	Fail to activate	
Alt-s	Mark HQ as spotter	
Ctrl-h	Take hit (strength -1)	
Alt-h	Recover hit (strength +1)	

Main window button chart	
Button	**Description**
O/B O/B	**Order of Battle windows**. Organize units, draw random assets and random HQ's (solo mode). Push the "flip" button before deploying units.
	Artillery and Air support window. Keep track of the available attacks by reducing or increasing the strength of the different blocks.
	Blocks window. Units and terrain markers are organized in tabs. Select them to deploy directly on the map or in the O/B window.
	Losses window. Unit eliminated from the game can be moved here.
	Roll dice. Select the button to roll from 1 to 4 dice. Results are reported, ordered, in the chat window.
− Game turn 1 +	**Turn tracker.** Keep track of the game turn. Adjust the count using the plus and minus buttons.
	End of player turn. Remove ordered markers, target markers and movement trails.
	End of game turn. Remove all markets and flip the units upright. Remember to manually flip the vehicles face-up if needed. It should be pressed by both players at the end of a game turn.
	Chart window. Explanations and instructions on various parts of the game.
	Mark all unit as "unmoved". Useful after the initial deployment from the O/B window.

Charts by g1ul10 (ver. 1.0). Combat Infantry is a game by Columbia Games.