Star Wars X-Wing miniatures game VASSAL module Users Guide for Version 3.0

This is the Main Control Bar. From left to right, you have;
[Undo] –Steps backward through moves one at a time.
[Open Server Controls] -This is where you go to connect online and see who's playing and connect.
[Retire/Change sides] -If you want to change what player you are, or go to Observer, do it here.
[Show Map] –Opens the map window where the action is going to happen.
[Open Pieces Palette] –This is where you get all your pieces
[Player 4's Hand] -Player 4 keeps cards & tokens here. All can see this, but only P4 can move stuff.
[Player 5's Hand] -Player 5 keeps cards & tokens here. All can see this, but only P5 can move stuff.
[Player 6's Hand] -Player 6 keeps cards & tokens here. All can see this, but only P6 can move stuff.
[Player 1's Hand] -Player 1 keeps cards & tokens here. All can see this, but only P1 can move stuff.
[Player 2's Hand] -Player 2 keeps cards & tokens here. All can see this, but only P2 can move stuff.
[Player 3's Hand] -Player 3 keeps cards & tokens here. All can see this, but only P3 can move stuff.
[Solitaire Hand] -Solitaire keeps cards & tokens here. All can see this, but only Solitaire can move stuff.
[Open Dice Window] –Opens the window that contains the dice.
[Imperial Damage Deck] –In Tournament play, Imperials and Rebels have their own Damage Decks.
[Rebel Damage Deck]   \So, these are complete Damage Decks, one for Imperials, and one for Rebels
[Open Round Tracker] –In some missions, you need to track rounds, this opens a track to do this on.
[Show Game Notes] –Here you can note Pilot Turn Sequences for quick reference, or set up mission notes -There's a lot this Notes window can do.
[Quick Ref] -Images showing the Key-combination shortcuts for actions. Listed in a Drop-down menu for selection.
Then there's the Communication/Log Window below the controls.

Once you've started the module, you need to find a game. Hitting the [Server Controls] button opens;
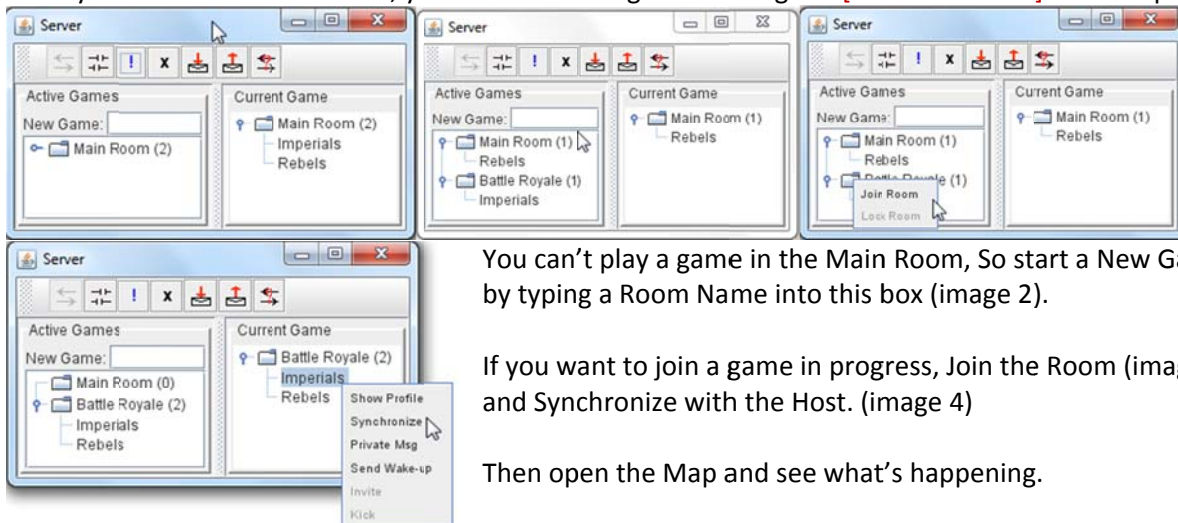
You can't play a game in the Main Room, So start a New Game by typing a Room Name into this box (image 2).

If you want to join a game in progress, Join the Room (image 3) and Synchronize with the Host. (image 4)

Then open the Map and see what's happening.

If Playing:

Step 1. Open **Your Hand**, then open the **Pieces Palette**. Drag your cards & tokens from the Palette into your hand. Set Piece Stats.

You should use your hand to track Pilots, Shields, Upgrades and Damage Cards, and to set your movements with your Move Dial.
(If you change the move on the Dial on the main Play Map, your actions will be reported in the Log Window as Illegal actions. This is to prevent someone from modifying their moves once they've seen their opponent's moves. Please respect this etiquette and remove your Dials from the board to your hand to select your moves, then place your Dials on the board to indicate you are ready to begin the Move phase, just as you would in a Live game.)

The little green box in the top left corner is a "Deck Save/Load" area. You can pre-build your squad and once you've set your Stats, you can drag all pieces, cards, tokens, ships and dials, into this box and save them as a Deck. Then when game time comes, Load your deck and everything will be there to drag into your hand.

(When loading items into the Save/Load Deck area, be sure to grab the item in the center and drag to the center of the Save/Load box to be sure it gets into the deck)

Damage Decks / Cards:
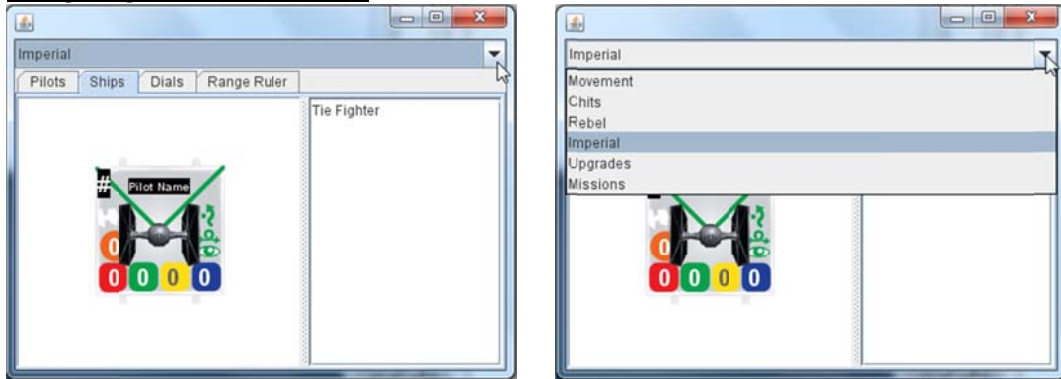Tournament Rules call for a separate Damage Deck for each side.

Right Click to see the options;
Or
Rotate L / R   **L / R Arrows**
Flip Card   **Ctrl F**
Return to Deck   **Ctrl R**

Navigating the Pieces Palette:

There is a Drop-down list at the Top of the Pieces Palette. Choose the category of pieces you need. Below the Drop-down list are the Tabs. These further organize the pieces.

NOTE: Every tab has a piece to the left and a list to the right, if you do not see one or the other, the middle divider just needs to be dragged from the side to show the two columns.

Shield Token:

Shields are a Single Token.
Token starts out with Shields Disabled.
Regenerate Shields adds a Shield Token, Lose Shields removes one.

Regenerate Shields	**Alt Shift S**
Lose Shield	**Shift S**

Shield Token also rotates to suit your placement tastes.

Rotate CW	**R Arrow**
Rotate CCW	**L Arrow**

The Movement Dial:

|		
Select a Maneuver	**< (,) > (.)**	to scroll maneuvers Left & Right
Hide and Reveal	**Ctrl+R**	to Hide & Reveal your Dial to opponent
Rotate Dial CW	**Right Arrow**	
Rotate Dial CCW	**Left Arrow**	

When Hidden, you will see your Dial with its move and a little ship in the corner to let you know it's hidden, while your opponent will see just a large picture of your ship. In this example, I am Luke, and my opponent is Mauler Mithel.
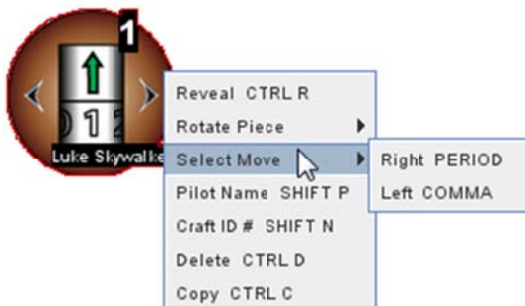
I had a request to make the Dials rotate so the player could orient it to his ship to clarify Left & Right. So to Rotate, it's Left and Right Arrows, just like Ships, Cards & everything that rotates.
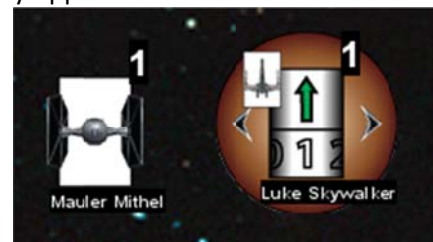
The Ships:
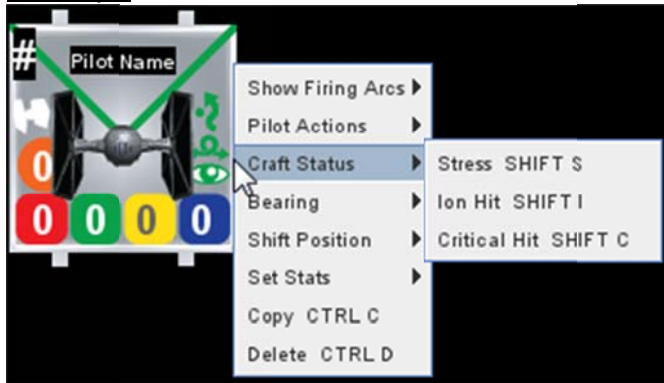
SETUP:	Increase / Decrease
Set Pilot Name	**Shift P**
Set Craft ID #	**Shift N**
Set Pilot Skill	**Alt P**
Set Attack Rating	**Alt A / Ctrl+Alt D**
Set Defensive Rating	**Alt D / Ctrl+Alt D**
Set Hull Value	**Alt H / Ctrl+Alt D**
Set Shield Value	**Alt S / Ctrl+Alt D**

IN GAME:

Designate Action	**Shift A /Ctrl A/ Ctrl+Sh A**
Note Stress	**Shift S**
Note Critical Hit	**Shift C**
Note Ion Cannon Hit	**Shift I**

SHIP NAVIGATION:

		FIRING ARCS:	
Rotate Ship 15 degrees	**Left & Right Arrows**	**Show Firing Arc**	**Ctrl F**
Make Controlled rotations	**Ctrl L / R arrows**	**Show Alternate Arc**	**Alt F**
(minor bearing adjustments)		**Show Target Lock Arc**	**Ctrl L**
Shift Position	**Shift L / R / Up/ Down**	**Show Alternate Lock**	**Alt L**
(Slightly Shift craft Up, Down, Left or Right)			

Firing Arcs are either round (Ranged from the Center of the Ship base), or slightly oblong (Ranged from the Edge of the Ship Base). **Round** Arcs are **(Ctrl *)**, and **Oblong** Arcs are the Alternate Arcs **(Alt *)**

NOTE: All players involved in a match should agree on which Firing Arcs to use in their game prior to beginning match.
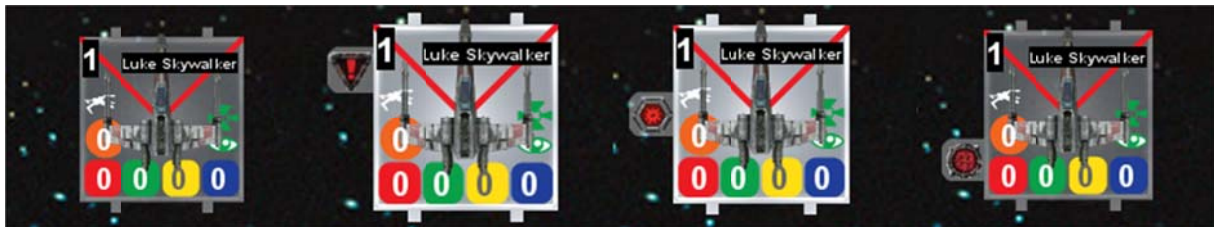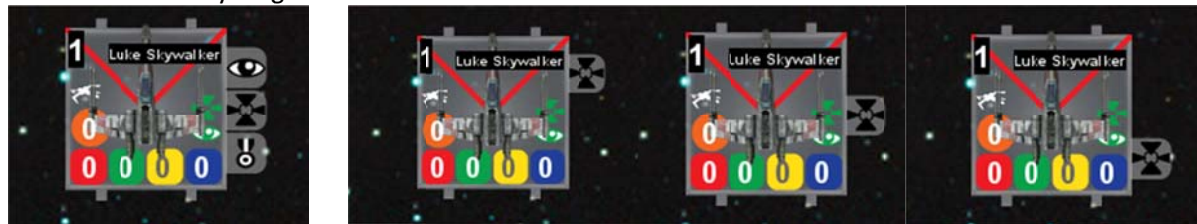

No indicators Lit	Stress indicated	Critical Hit Taken	Ion Hit Taken
	Shift S	**Shift C**	**Shift I**

All actions are a cycling icon.

	Cycle Top Action	Cycle Center Action	Cycle Bottom Action
	Shift A	**Ctrl A**	**Ctrl Shift A**

To account for multiple Action use situations in the same round.
If you only use one Action per round, just pick one to use.

THE MAP:

Control Buttons are:

[Capture Image of Map] –Creates a PNG still image of everything going on in the Map.
[Zoom In] –Zoom In by a set increment.
[Set Zoom] –Select Zoom level, or set to Fill screen wide, tall or zoom to include all visible things.
[Zoom Out] –Zoom Out by a set increment.
[Overview Window] –Shows an inset of entire map, with a yellow box to indicate your viewing area.
[Imperial Range Finder/Line of Sight] –Draws a line that all see showing Range and to check Line of Sight
[Rebel Range Finder/Line of Sight] –Draws a line that all see showing Range and to check Line of Sight
[Reset All Ship Actions] –Since Pilot Actions are set every round, this button will turn off all Pilots set Actions on Ship tokens on the board with one click at the end of each combat round.
NOTE: Right-Clicking on the Map will snap the map to center on your cursor.

Overview Window:
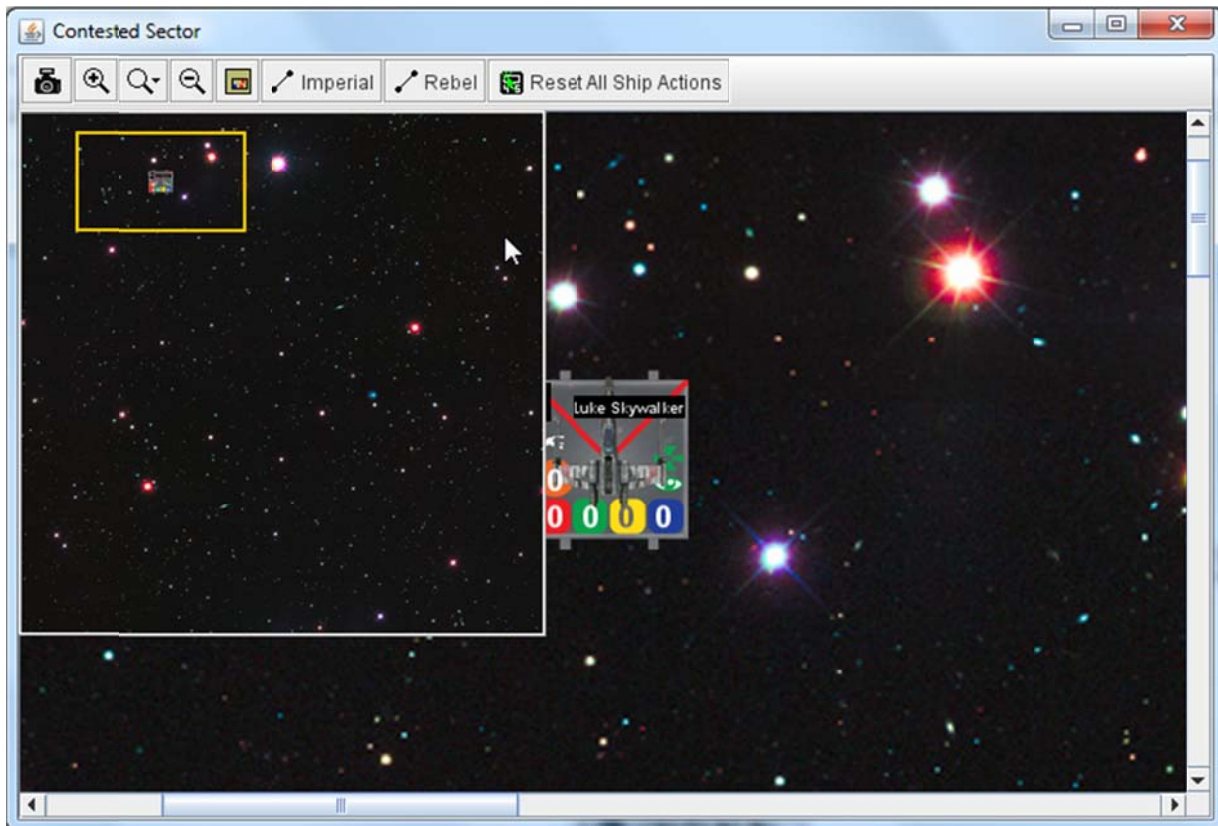
The small yellow box is the area you are viewing in your Map window, the White box show the full Map, and the window is the Map at your current Zoomed level.

　　　　If Separate battles are going on in different regions of the Map, you can click an area in the white box to move the yellow box to it and snap your zoomed view to anywhere on the map while maintaining your current Zoom level in the Map window.

Line of Sight / Range:

The line of Sight can be used to check if there is an obstacle between you and your target.

I also added a Range to the LOS line, but it's Player Preference if you use the LOS or the Range Ruler included to check your Ranges.
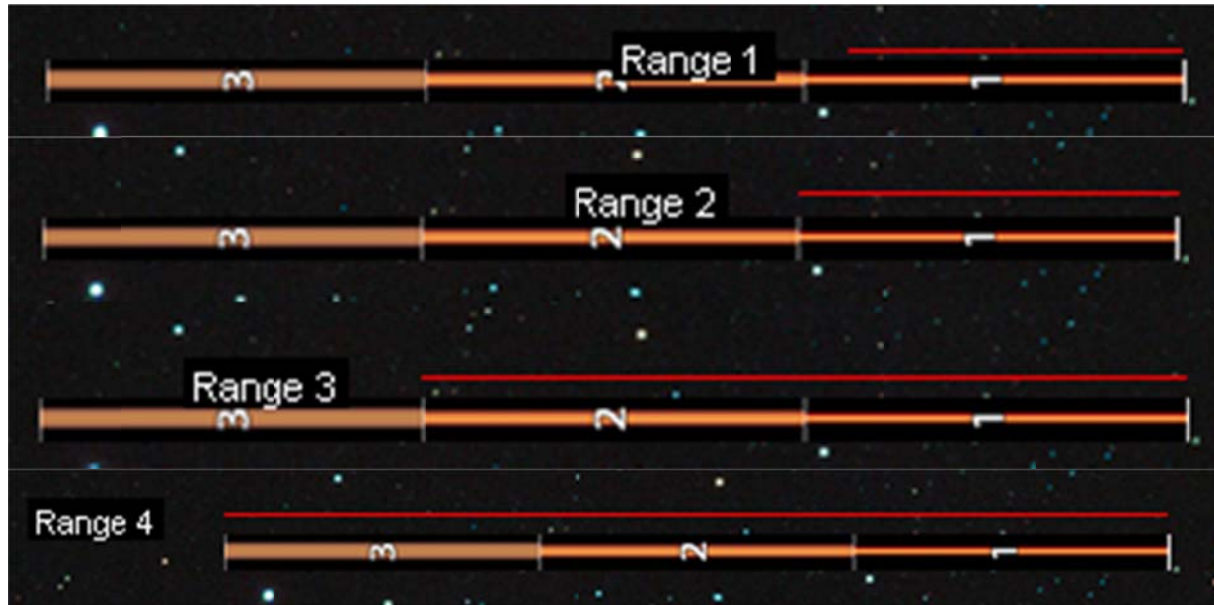
The Range on the LOS line reports the rang it is Within. So as soon as it crosses the line, it changes to indicate the next Higher Range.
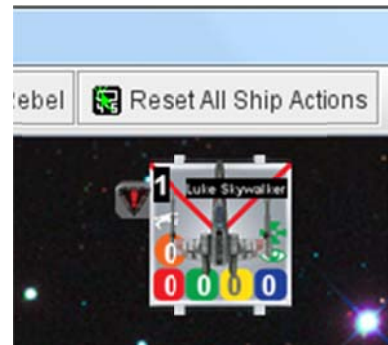
Reset All Ship Actions:

This X-Wing declared a Focus Action for this round (Focus Icon to the right of the Ship token).
All ships will have an Action declared at the end of the Move phase.
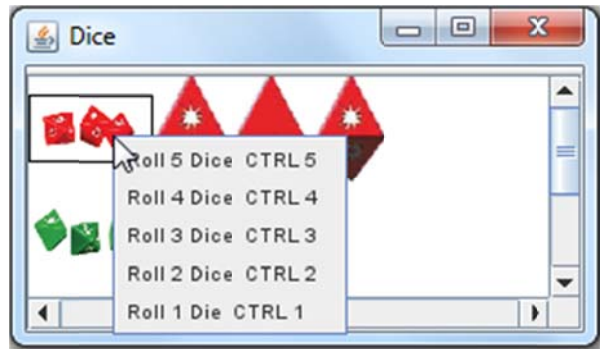After the Combat round has completed, click [Reset All Ship Actions to turn off declared Actions of ALL ships on the Map at once.
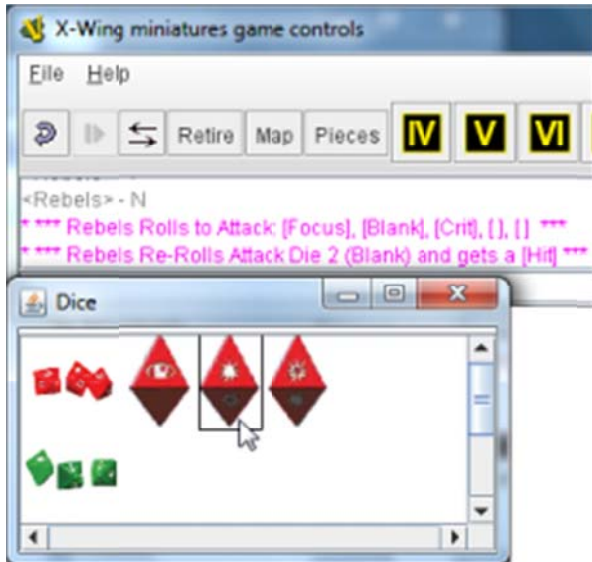
Dice:

Right-Click on the Dice icon to select number of dice to roll.
Or

Select the Dice icon to roll (Attack or Defense) and

Roll 1 Die   Ctrl1
Roll 2 Dice   Ctrl 2
Roll 3 Dice   Ctrl 3
Roll 4 Dice   Ctrl 4
Roll 5 Dice   Ctrl 5

Roll results are shown graphically, and are reported in the Log Window, with Who rolled it, what Type of roll it was and the Results.
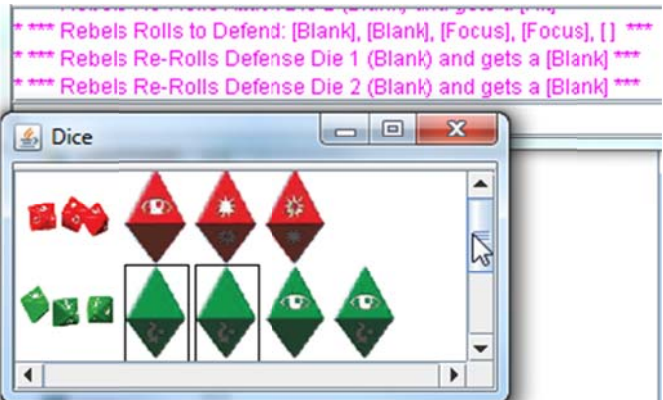
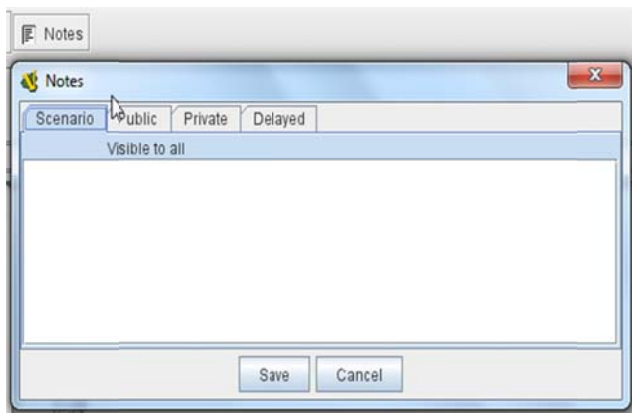To Re-Roll a die, select the die and Right-click to choose re-roll
Or

Re-Roll selected Die/Dice   Ctrl V

Re-Rolls are reported as individual results in the Log Window.
Report specifies which Die was re-rolled, what it was before being re-rolled, and what the Result of the Re-roll gave.

Notes Window:

Scenario tab can also be used to set up "flavor text" for a Mission / Scenario game.

Public tab be used to make an Attack Order list of Pilots for easy reference.

Private tab can be used for any notes you don't want others to see.

Delayed can be used to set up a Scenario/ Mission sequence of events that can be revealed without having to type it all out in-game.