

## Special Tips

In addition to the general rules described in the rules file, here is some information specific to this Vassal module.

1 - There is an interdiction counter (red circle with a crossed line), positioned near the American airpower marker, to be used when Camp Henderson suffers casualties.

2 - When a unit is selected, pressing "T", the movements of the pieces on the board are marked. To deselect, press "O", "N", see the normal condition, "L" see the losses condition, Ctrl-M - Mark/Unmark the movement indicator, and Alt-E, eliminate the unit. All these commands may be view by right click of the mouse in unit.

3 - The overview window (mini map) may be selected by press the button on game or by pressing Ctrl-Shift-O

4 - There are no hidden pieces, so the choice of sides is basically for the registration of the movements and throws of the dice, having no other influence on the game.

5 - The names of the combat effects table results are in Portuguese. Their meanings are detailed in the rules file, but we will repeat them here. Some names on the map are also in Portuguese, to avoid possible inconvenience to the player, here is the translation of these names.

- Batalha de Guadalcanal	→ Guadalcanal Battle
- Fim da Expansão Nipônica	→ End of Niponic Expansion
- Marcador de Poder Aéreo – Americanos	→ Air Power Marker - Americans
- Marcador de Poder Aéreo – Japoneses	→ Air Power Marker - Japanese
- Movimento	→ Movement
- Combate	→ Combat
- Aberto	→ Clean
- Povoados	→ Town
- Montanha	→ Mountain
- Floresta	→ Forest
- Rio	→ River
- Mar	→ Sea
- Tabelas de Efeitos de Combate	→ Combat Effects Table
- DE	- Defense Eliminated- One defending unit is eliminated (at the discretion of the defending player) and the other, if any, are required to retreat IN ANY CIRCUMSTANCES.

- DRB - Defense Retreats with Casualties - All defending units recoil from a hexagon (except special rules) and ONLY ONE OF THEM SUFFERS CASUALTIES (at the discretion of the defending player).
- DRI - Defense Retreats Intact- All defending units recoil from a hexagon (except special rules).
- DVB - Defense Wins with Casualties - All attacking units recoil from a hexagon and one of the defending units suffers a loss (at the discretion of the defending player).
- DVI - Defense Wins Intact - All attacking units recoil from a hexagon.
- AVI - Attack Wins Intact - All defending units recoil a hexagon (if the result is not DE) and the attacking player may or may not occupy the hexagon abandoned by defenders.
- AVB - Attack Wins with Casualties - As above, but one of the attacking units suffers casualties (at the discretion of the attacking player).
- ARI - Attack Retreats Intact - All attacking units recoil from a hexagon.
- ARB - Attack Retreats with Casualties - All attacking units recoil from a hexagon and one of them suffers casualties (at the discretion of the attacking player).
- AE - Attack Eliminated - All attacking units recoil from a hexagon and one of them is eliminated (at the discretion of the attacking player).
- EMP - Draw - The defending player deletes one or more pieces of his choice; the defensive power of the eliminated units is added, and the attack loses at least the same number in attack power points in eliminated units (at the discretion of the attacking player). The left-field defenders are forced to retreat.
- IMP - Deadlock - All units, both defenders and attackers, remain where they are.