

Ostkrieg Module Ver 1.0 Automation

The units on the board for each scenario have been drawn from the nations' Force pool board. Which is also where eliminated units go. The Force pool units match the units available from the physical board game's counter sheets.

Most units will have **Rt-Click** functionality for Move & Attack markers, detaching 1 unit (@>1 strength point) and increasing and decreasing strength points.

Units reduced to "0" SP are sent to the "elimination" section of their Force Pool board.

Control markers are created by a **RT-Click** on the Control buttons located on each side of the main map. Once produced, Control Markers must be selected by **Shft-Left-mouse button**

To advance the year/turn, **Rt-Click** the **Year Turn card/button** on the map. This will move the new year's cards to the Draw Pile & move the turn-counter ahead. This function is only available once the Draw Pile is emptied of cards.

Map icons (posts, supply, oil) are turned on (made visible above the counters) by pressing the **Map Icon button** in the menu bar.