

OPERATION MERCURY

The German
Airborne Assault
on Crete, 1941



Game Design:

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© Rodger B. MacGowan, 1992













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Vassal Module
User Manual





















1.0 INTRODUCTION

Here is a complete explanation of how to use the vassal module v1.0 for Operation Mercury. References in **blue** report to the Rulesbooklet. References in **black** report to this User Manual. The module is intended for two players (German and Allied).

2.0 THE TOOLBAR

Menu Button	Keyboard Shortcuts	Action
	-	Undo last move.
	END	Step Forward through logfile.
	ALT S	Show/Hide the Server Controls.
	-	The "Retire" button allows a player to relinquish his side (making it available to the next player joining the game).
	ALT A	Show/Hide the Box Cover Art in the Chat Window.
	ALT X	Show/Hide German Setup Cards and Displays (activates a drop-down menu).
	ALT F1	Show/Hide the German Setup Card (only active for the German Player).
	ALT F2	Show/Hide the German Air Operations Display (only active for the German Player). See (10.2) for how to use it.
	ALT Y	Show/Hide Allied Setup Cards and Displays (activates a drop-down menu).
	ALT F3	Show/Hide the Allied Setup Card (only active for the Allied Player).
	ALT F5	Show/Hide the Naval Allied Setup Card (only active for the Allied Player).
	ALT F6	Show/Hide the Allied Air Operations Display (only active for the Allied Player). For the use of the Allied Campaign Option published in C3i#5 (1995).
	ALT F7	Show/Hide the Allied Naval Display (active for both Player). See (10.1) for how to use it.
	ALT F8	Show/Hide the Allied Naval Transport Card (only active for the Allied Player). See (10.3) for how to use it.
	ALT G ALT SHIFT + ALT SHIFT -	Show/Hide the current Game Turn / Date Window. This also reports and keeps track of the current Game Turn and Date of the game. Players can advance the turn forward or backward, or optionally jump directly to a turn. See (4.0) that report the important consequences in the use of this Menu Button.
	ALT P	Show/Hide the Expend Sequence of Play Window. This also reports and keeps track of the current Segment and Phase of the game. Players can advance the Segments/Phases forward or backward.
	ALT E	Show/Hide the Eliminated Units Window (Two Tabs: Eliminated Ground Units and Eliminated Naval Units).

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Menu Button	Keyboard Shortcuts	Action
	ALT V	Show/Hide the Victory Points Track. Move the pieces (x1, x10, negative or positive) to adjust the Victory Points (useful to count and check VPs throughout the game).
	ALT SHIFT 1	Roll 1d10 Die.
	ALT C	Show/Hide the Charts & Tables Window.
	ALT K	Show/Hide the Markers Window.
	ALT B	Show/Hide the Combats Markers Window. Useful to identify Combats and display odds, various combat results, Bombardment/Support results and coordination results when playing by email.
	ALT D	Remove All Combat Markers.
	ALT R	Highlight Artillery Units. Useful for locating at a glance Artillery units.
	ALT F	Remove First Fire / Final Fire Markers. Note: This action may take a little time if there are a lot of pieces on the board (2 to 10 seconds).
	ALT J	Remove Dispersed Markers. Note: This action may take a little time if there are a lot of pieces on the board (2 to 10 seconds).
	ALT W	Highlight Fatigued Units. Useful for locating at a glance fatigued units and removing fatigue markers from any fatigued units which are not in an enemy ZOC during the Recovery Phase of each AM game-turn (9.76). Note: This action may take a little time if there are a lot of pieces on the board (2 to 10 sec).
	ALT L	Search German Units (available only for the German Player).
	ALT M	Search Allied Units (available only for the Allied Player).
	ALT N	Show/Hide the Notes Window
	ALT Q	Show/Hide all units and markers on this map. This does not hide the Control Markers. Useful to see only the positions controlled by each player.
	ALT H	Show/Hide all pieces on this map. Unlike the button above, this hides all the pieces without exception.
	ALT I	Save Map as png Image.
	ALT O	Show/Hide the overview window.
	ALT + (+ numeric keypad)	Zoom in.
	ALT Z	Zoom Select.
	ALT - (- numeric keypad)	Zoom out.



- Mark all pieces on this map as not moved

3.0 MAIN MAP AND ALLIED NAVAL DISPLAY BUTTONS

Button	Keyboard Shortcuts	Action
	ALT F9	Show/Hide the Port of Athens (only active for the German Player).
	ALT F10	Show/Hide the Port of Alexandria (only active for the Allied Player).
	-	German Roll on the Supply Status Adjustment Table for the appropriate Sector (15.15) (only active for the German Player after Game-turn 6). See (6.0).
	-	Allied Roll on the Supply Status Adjustment Table for the appropriate Sector (15.15) (only active for the Allied Player after Game-turn 12). See (6.0).
	-	Remove automatically AA Ammo Markers on all eligible Naval Units which begin an Allied Naval Movement Phase in any Alexandria Box (16.44).

4.0 GAME TURN

When clicking on the Game Turn Menu Button in the Toolbar (CTRL G), the current Game Turn / Date Window appears. You can now go through Game Turns by increasing or decreasing with the +/- buttons (or ALT SHIFT +/- on the keyboard).

It is essential to remember to activate this button each time you move to a next turn to increment the progress of the game. Indeed, DRMs and many other specificities for particular Game Turns are memorized and are changed throughout the game. Forgetting this action would cause false die roll results or activation / non-activation of some features.

The Game Turn Marker on the Main Map will move automatically to the right or the left accordingly to the +/- button you activate. New game Turn and Date are reported on the Dialog Window. *Although the module gives you the option, you should not go before Turn 1. Do not also undo an increasing or decreasing action. This would cause problems.*

5.0 GAME RESTRICTIONS AND RESTRICTION MARKERS



Some Markers have been created as reminder of some game or scenario restrictions. Some of them are automatically removed from play in the Game Turns where the restrictions are lifted. This is one of the reasons why it is important to use the Game Turn button (ALT G) correctly (4.0). See also (7.0) for Allied movement restrictions due to rules (4.62) and (4.63) and Air Interdiction effect (12.42a).

6.0 SUPPLY STATUS ADJUSTMENTS DIE ROLL AND SUPPLY MARKERS



German and Allied Supply Status Markers cannot be selected. They are *static* pieces that can not be moved like other pieces. To roll on the Supply Status Adjustment Table for determining each Sector's Supply Status (15.15), just click on the *Roll* button of your side. If an expended RSC counter is already expended in the appropriate Sector Reserve Supply Box, the -2 DRM for the Supply Level Adjustment die roll (15.26c) will automatically be taken into account. Additionally, for the German Player only, a prompt window will open and ask for friendly occupied Airfield not in EZOC and for the allocated 5 steps of landing capacity at this Sector's Airfield. According to the responses (Yes/No), the appropriate DRMs will also be applied. The result of the die roll

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(automatically taking into account applicable modifiers) will automatically move the corresponding supply status marker to reflect the new level in the consulted sector (the sector's supply status will go up or down one level, or remain the same). Die Roll, DRMs and new supply status are reported in the Dialog Box.

It is possible, however, to make up for a game or manipulation error. Just maintain the ALT key down to select the Supply Status Marker piece. You can then activate the Right Click Menu and send the piece where desired (Adequate, Short, Low Status).

7.0 ALLIED MOVEMENT RESTRICTIONS AND AIR INTERDICTION MARKERS



The Interdiction Markers can not be moved. However, you can select an Air Interdiction Marker in a given Sector and Right Click the mouse to access the Right Click Menu. Then select the appropriate Interdiction Level according to the Bombardment Strength needed for that sector (12.41). The Interdiction Marker will move automatically to the corresponding Interdiction Level Box. As a consequence of that, all Allied units which *begin* their Movement Phase in the given sector with an Interdiction Level of greater than zero (0) will automatically have their movement allowances reduced by the amount of the Interdiction Level (12.42a).

This is very useful for not making mistakes or forgetting. It's more enjoyable to see the correct movement allowance printed on a ground unit rather than having to remember it or make the difference with the Interdiction Level each time.

7.1 ZOC to ZOC movement ability

Any unit with a *printed* movement allowance of five (5) or more can move directly from one enemy ZOC to an adjacent hex in an enemy ZOC (5.23). ZOC to ZOC Movement are not affected by interdiction (12.42a). All units with an initial movement allowance of 5 (and thus having the ability to move ZOC to ZOC) and having their movement reduced either by the Interdiction Level or by the restriction rules (4.62) and (4.63), will have their movement allowance appears in green as reminder that they can still move ZOC to ZOC.

Example:

Maleme / Suda Sector



No effect



Restriction (4.62) or (4.63)



Interdiction Level 1



Interdiction Level 2

Returning to an Interdiction Level of 0 returns automatically all unit movement allowances in the appropriate sector to their initial value.

On Game Turn 2 where Restriction (4.63) is lifted all unit movement allowances in the Maleme/Suda sector return automatically to their initial value (N.B. This action is a little bit slow, nearly 4s). The same apply for all unit movement allowances in the Retimo/Heraklion sector on Game Turn 3 (4.62). Again, this why it is important to use the Game Turn button (ALT G) correctly (4.0).

7.2 HQ range ability

The *Show/Hide Range* (CTRL K) command in the Right Click Menu of HQ counters (*HQ Ability* Menu) will be affected by the Interdiction Level. Each Allied HQ that occupies a hex in a sector with an Interdiction Level greater than zero (0) will automatically have its command range decreased by the amount of the Interdiction Level (12.42b).

8.0 CONTROL MARKERS



There are *Control* Markers on the Main Map and on the Naval Operations Map. Some of them can not be selected nor moved (those on the Naval Operations Map).

On the Naval Operations Map:

The non-Cretan Control Markers indicate ports and cities that can not be controlled by the opposite player throughout all the game. The Cretan ones are linked with those corresponding on the Main Map. Each pair of Markers for the same port / anchorage / city is interactive.

On the Main Map:

Control Markers can be selected and flipped to the occupant side via the Right Click Menu (CTRL F). Those who are paired will automatically switch those on the Naval Operations Map. This is important for the entry of naval units into ports / anchorages (17.2) (9.12). The others are useful for totalling the number of Victory Points (VPs) for the occupied venues. For a multi hexes venue (i.e. Canea, Heraklion, Heraklion Airfield, ...) flip the Control Markers when all hexes are occupied by a same side.

9.0 GAME PIECES AND RIGHT CLICK MENUS

9.1 The Game Pieces

All pieces have a Right click Menu showing a number of commands (categorized in subfolders). Most of them are disabled when pieces are not on the Main Map.

Some features appear on pieces and not on others depending of their type and their ability or not to accomplish an action (i.e. Paratroop landing, Amphibious landing, attack, bombardment/support, etc...). Some of them are also disabled when a piece is not eligible for a particular action (i.e. because of Game Turn, status, etc...).



9.2 Summary of pieces Right Click Menus

(9.21) Ground Units

Sub Menu / Command	Keyboard Shortcuts	Action
Movement		
Mark Moved	CTRL M	Display the <i>Moved</i> Marker every time a piece is moved (switching).
Movement Trail	CTRL T	Leave behind a graphical trail showing the positions through which the piece has been moved.
Efficiency Checks		
Attack Coordination (Out of Command)	CTRL B	A <i>Coordination</i> die roll is made and the result is automatically reported (automatically taking into account applicable modifiers) (8.14).
Defender Reaction	CTRL Q	A <i>Defender Reaction</i> efficiency check is made for the unit and the result is automatically reported (automatically taking into account applicable modifiers (7.43)). The command does not appear if the unit is not eligible (7.41).
Combat Refusal	CTRL R	A <i>Combat Refusal</i> efficiency check is made (7.32) for the unit and the result is automatically reported (automatically taking into account applicable modifiers (7.34)). The command does not appear if the unit is not eligible (7.31).
Combat		
Declare Attack	CTRL A	Mark the unit with an <i>Attack</i> Marker (toggles with <i>Assault/Maneuver</i> Marker). You can also place a <i>Declared Attack</i> Marker (Arrow) via the <i>Combat Markers</i> Window (7.11).
Rotate to the Right ⁽¹⁾	CTRL Right Arrow	Rotate the unit to the Right.
Rotate to the Left ⁽¹⁾	CTRL Left Arrow	Rotate the unit to the Left.
Assault Combat ⁽²⁾	CTRL N	Mark the unit with an <i>Assault</i> Marker (toggles with <i>Attack/Maneuver</i> Marker) (9.1).

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Maneuver Combat ⁽²⁾	CTRL O	Mark the unit with a <i>Maneuver Marker</i> (toggles with <i>Attack/Assault Marker</i>) (10.0) . ⁽¹⁾ <i>Useful to identify units attacking different hexes from a single hex (7.13).</i> ⁽²⁾ <i>Useful as a reminder of which units are attacking in Maneuver Combat, and which will be subsequently using Assault Combat (9.31).</i>
Lead Unit	CTRL P	Mark the unit with a <i>Lead Marker</i> (9.1) (10.0) .
Clean	CTRL X	Remove all <i>Assault, Maneuver</i> and <i>Lead Markers</i> .
<u>Combat Results</u>		
Fatigued	CTRL G	Mark the unit with an <i>Fatigued Marker</i> (9.7) .
Lose Step	CTRL - (num. keypad)	Flip the unit to its <i>reduced</i> side (if any) (9.52) .
Eliminated	CTRL E	Send the unit to the <i>Eliminated Box</i> (9.52) .
<u>Paradrop Landing</u>		
Dispersed / Recover from Dispersal	CTRL I / CTRL J (switching)	Mark/Unmark the unit with a <i>Dispersed Marker</i> (6.3) .
Paradrop Drift	CTRL Z	If needed (6.2) , a die is rolled and the result is reported. The unit is then automatically moved to an hex in accordance with the <i>Paradrop Drift Diagram</i> .
<u>Amphibious Landing</u>		
Dispersed / Recover from Dispersal	CTRL I / CTRL J (switching)	Mark/Unmark the unit with a <i>Dispersed Marker</i> (6.3) .
Amphibious Drift	CTRL Y	If needed (17.42) , a die is rolled and the result is reported. The unit is then automatically moved to an hex in accordance with the <i>Amphibious Drift Diagram</i> .
<u>Other</u>		
Recover from Fatigue	CTRL U	Remove <i>Fatigued Marker</i> (9.76) .
Gain Step	CTRL +	Flip the unit to its <i>Full Strength</i> side (if any).
Change Label	CTRL L	Displays a text label along with a piece.
<u>HQ ability</u>		
Flip to original side	CTRL + (num. keypad)	Flip the HQ at its <i>original</i> side, with best efficiency (13.51) .
Flip to replacement side	CTRL - (num. keypad)	Flip the HQ at its <i>replacement</i> side, with lower efficiency (13.51) .
Show/Hide Range	CTRL K	Show/Hide the HQ <i>Command Range</i> (8.12) .
<u>Arty ability</u>		
Fire	CTRL F	Mark the unit with a <i>First Fire/Final Fire Markers</i> (toggles between First Fire/Final Fire/remove). If an arty unit is moved, a <i>First Fire/Final Fire Maker</i> will be placed accordingly to the previously "fired status" (11.11) . The command is disabled if the unit is not eligible to fire (if dispersed for example (6.32e)). <i>Important: A First Fire Marker must be placed on artillery/AA units (not mortars) that land by paradrop. If the landing conditions call for a dispersion, place first the First Fire Marker before the Dispersed Marker. Indeed, if the Dispersed Marker is placed first the "Fire" Command will be disabled.</i>
Show/Hide Range	CTRL K	Show/Hide the artillery <i>Range</i> (11.13) .
<u>Efficiency Rating (Allied Camp. Op. #3)</u>		
Increase Efficiency Rating by 2	CTRL SHIFT Up	If <i>Allied Campaign Option #3</i> is chosen:
Reset	CTRL SHIFT Down	Replace the HQ unit with the better Efficiency Rating one. Reset the above action.
<u>Motorization (Allied Camp. Op. #3)</u>		
Motorization (Night Turns only)	CTRL F5	If <i>Allied Campaign Option #3</i> is chosen: This Command is available only on Night Turns. It increases the unit movement allowance to 8 according to the <i>Allied Campaign Option #3</i> , if chosen.
Reset Motorization	CTRL F6	Disable the Motorization.
<u>Belong to Side (Allied Camp. Op. #8)</u>		
German	CTRL F7	If <i>Allied Campaign Option #8</i> is chosen: Place a German reminder Marker. Available after Game Turn 3.
Allied	CTRL F8	Place an Allied reminder Marker. Available after Game Turn 3.
Reset Side	CTRL F9	Remove reminder Marker. Available after Game Turn 3.

(9.22) Naval units

<u>Unit Type / Command</u>	<u>Keyboard Shortcuts</u>	<u>Action</u>
<u>Allied Naval Units</u>		
Mark Moved	CTRL M	Display the <i>Moved</i> Marker every time a piece is moved (switching). Active only for the Allied Player.
Hide/Reveal	ALT CTRL SHIFT O	<i>Hide/Reveal</i> the Naval Unit to the German Player. The German Player won't see anything. See (10.1) for more details. This Command disables many other Commands. Active only for the Allied Player.
Mask/Unmask	CTRL SHIFT 2	<i>Mask/Unmask</i> the Naval Unit to the German Player. The German Player will see a "?" Marker in place of the Naval Unit. See (10.1) for more details. This Command disables many other Commands. Active only for the Allied Player.
Ammo Low	CTRL SHIFT T	Mark the unit an <i>Ammo Low</i> Marker (19.62).
Out of Ammo	CTRL SHIFT U	Mark the unit an <i>Out of Ammo</i> Marker (19.62).
Damaged	CTRL SHIFT Q	Flip the units to its <i>Damaged</i> side (19.42).
Sunk	CTRL SHIFT S	Send the unit to the <i>Eliminated Box</i> (10.42).
Naval Refitting	CTRL F4	Roll automatically the die for Naval Refitting (16.42). The Command is active only when the unit is eligible for Naval Refitting (i.e. when in any Alexandria Box). See (10.13) for more details on the procedure. Active only for the Allied Player.
Repair	CTRL SHIFT R	Roll automatically the die for Naval Repair (16.45). The Command is active only when the unit is eligible for Naval Repair (i.e. when the unit is in the Ready to Sail Box, is Damaged and is not a double DD's). See (10.13) for more details on the procedure. Active only for the Allied Player.
<u>Allied Task Forces</u>		
Mark Moved	CTRL M	Display the Moved Marker every time a piece is moved (switching).
Movement Trail	CTRL T	Leave behind a graphical trail showing the positions through which the piece has been moved.
Enter Port/Minor Port/Anchorage of ##	CTRL SHIFT A to P	Mark the Task Force to be in the Port/Minor Port/Anchorage that may be entered (17.21-23). The command is active only if the TF is in a Sea Zone where there is a Port/Minor Port/Anchorage. Only the names of the Ports/Minor Ports/Anchorages in this zone are proposed.
Leave Port/Minor Port/Anchorage of ##	ALT CTRL A to P	Unmark the Task Force to not be anymore in the Port/Minor Port/Anchorage that may be left (17.21-23). The command is active only if the TF is in a Sea Zone where there is a Port/Minor Port/Anchorage. Only the names of the Ports/Minor Ports/Anchorages in this zone are proposed.
Detected	CTRL F3	Flip the Task Force to its <i>Detected</i> side (18.1).
Undetected	CTRL F2	Flip the Task Force to its <i>Undetected</i> side (18.1).
<u>German Naval Units</u>		
Mark Moved	CTRL M	Display the Moved Marker every time a piece is moved (switching).
Movement Trail	CTRL T	Leave behind a graphical trail showing the positions through which the piece has been moved.
Enter Port/Minor Port/Anchorage of ##	CTRL SHIFT A to P	Mark the unit to be in the Port/Minor Port/Anchorage that may be entered (17.21-23). The command is active only if the unit is in a Sea Zone where there is a Port/Minor Port/Anchorage. Only the names of the Ports/Minor Ports/Anchorages in this zone are proposed.
Leave Port/Minor Port/Anchorage of ##	ALT CTRL A to P	Unmark the unit to not be anymore in the Port/Minor Port/Anchorage that may be left (17.21-23). The command is active only if the unit is in a Sea Zone where there is a Port/Minor Port/Anchorage. Only the names of the Ports/Minor Ports/Anchorages in this zone are proposed.
Undetected	CTRL F2	Flip the unit to its <i>Undetected</i> side (18.22).
Detected	CTRL F3	Flip the unit to its <i>Detected</i> side (18.22). Active only for the German Player.
Sunk	CTRL SHIFT S	Send the unit to the <i>Eliminated Box</i> (10.42).
Flip Secretly	CTRL Up	Allowing the German Player to flip the piece without its identity being revealed to the Allied player. Active only for the German Player.
Back to Undetected Side	CTRL Down	Allowing the German Player to come back from the <i>Flip Secretly</i> Side. Active only for the German Player.

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(9.23) Air Units

<u>Unit Type / Sub menu / Command</u>	<u>Keyboard Shortcuts</u>	<u>Action</u>
<u>Allied Air Units</u>		
Return to Holding Box	CTRL H	Return the unit to the Allied Air Operations Display.
Mark Moved	CTRL M	Display the Moved Marker every time a piece is moved (switching).
<u>German Air Units</u>		
Mark Moved	CTRL M	Display the Moved Marker every time a piece is moved (switching).
Air Readiness	CTRL F1	Roll automatically the die for Air Readiness (12.23). The Command is active only when the unit is eligible for Air Readiness (i.e. when in Abort 2, Abort 1 or Ready Box). See (10.2) for more details on the procedure.
<u>AA Fire</u>		
Aborted 2	CTRL W	Send the unit in the Abort 2 Box (12.22).
Aborted 1	CTRL V	Send the unit in the Abort 1 Box (12.22).
Return to Flown Box	CTRL S	Send the unit in the Flown Box (12.22).
<u>Missions</u>		
Naval Search / Coordination	CTRL SHIFT F1	Place a <i>Naval Search / Coordination</i> Marker as reminder (12.7).
Naval Attack	CTRL SHIFT F2	Place a <i>Naval Attack</i> Marker as reminder (12.8).
Interdiction	CTRL SHIFT F3	Place an <i>Interdiction</i> Marker as reminder (12.4).
Bombardment	CTRL SHIFT F4	Place an <i>Bombardment</i> Marker as reminder (12.5).
Combat Support	CTRL SHIFT F5	Place an <i>Combat Support</i> Marker as reminder (12.6).

(9.24) Markers

<u>Marker Type / Command</u>	<u>Keyboard Shortcuts</u>	<u>Action</u>
<u>Interdiction Markers</u>		
Interdiction Level 0	CTRL 0	Send the Marker to Interdiction Level 0 Box (12.41).
Interdiction Level 1	CTRL 1	Send the Marker to Interdiction Level 1 Box (12.41).
Interdiction Level 2	CTRL 2	Send the Marker to Interdiction Level 2 Box (12.41).
<u>Supply Status Markers</u>		
Send to Adequate Level	CTRL F10	<i>Maintain the ALT key down to select the piece.</i> Send the Marker to Adequate Level (15.15).
Send to Short Level	CTRL F11	Send the Marker to Short Level (15.15).
Send to Low Level	CTRL F12	Send the Marker to Low Level (15.15).
<u>RSCs Markers</u>		
Expanded	CTRL X	Flip the Marker to its <i>Expanded</i> side (15.26).
On Hand	CTRL H	Flip the Marker to its <i>On Hand</i> side (15.22).
Remove to Alexandria/Athens	CTRL A	Return the Marker to Alexandria or Athens (depending on the player) RSCs Box (15.26).
Eliminated	CTRL E	Send the piece to the <i>Eliminated RSCs Box</i> at Alexandria or Athens (15.24).
<u>Declared Attack Markers</u>		
Maneuver Combat	CTRL 0	Flip the Marker to Declared Attack: Maneuver Combat (9.1).
Assault Combat	CTRL 1	Flip the Marker to Declared Attack: Assault Combat (10.0).
Maneuver/Assault Combat	CTRL 2	Switch Assault Combat/Maneuver Combat.
Rotate to the Right	CTRL Right Arrow	Rotate the Marker to the Right.
Rotate to the Left	CTRL Left Arrow	Rotate the Marker to the Left.
<u>Markers in general</u>		
Clone	CTRL C	
Remove	CTRL D	
Flip	CTRL F	

10.0 BLIND GAME

Both sides had intelligence assets, so they knew general outlines of opposing forces, but not a lot of specific information

The Axis did have spies in Egypt and the Allies had the key to the German Enigma code. During 1941 neither of these sources worked very well tactically but did provide useful strategic information.

For these reasons, the German Air Operations Display (ALT F2) is not available for the Allied Player although he is informed of some actions of German Air Units (allocation to missions but without knowing which, Air Readiness attempt results but without knowing unit types).

The Allied Naval Display is available to both players but the German Player can only see a limited number of things depending on what the Allied Player reveals.

10.1 The Allied Naval Display

(10.11) How to resolve German Air Search

The Allied Naval Display is available for both Player. However, the German player does not have complete control. The Toolbar can only be use by the Allied Player and is inactive for the German Player.

According to the (18.33) search rule, the Allied Player must either reveal the *number and type* of naval units in each detected TF in a sea zone *or* reveal the *number* of naval units in each detected TF in a sea zone. He has then the possibility to *Hide/Reveal* and/or *Mask/Unmask* his naval units – See (10.12) for how to do.

If the search result call for revealing the *number and type* of naval units, then the Allied Player must *Unmask and Reveal* his naval units in a given TF.

If the search result call for revealing only the *number* of naval units, then the Allied Player must *Reveal* his naval units in a given TF but he must let them *Masked*.

Hidden Naval units, masked or not, are invisible to the German Player.





Masked Naval units (but revealed), are visible to the German Player, but he only see “?” Markers.

Unmasked *and* Revealed naval units are totally visible for the German Player, and some commands of the Right Click Menu are accessible to him, in order to allow him to resolve possible Air-Naval Combats. The Allied player is advised not to stack the invisible pieces with the visible ones. If the German player moves a visible unit, he could unknowingly move any invisible units stacked with visible ones.

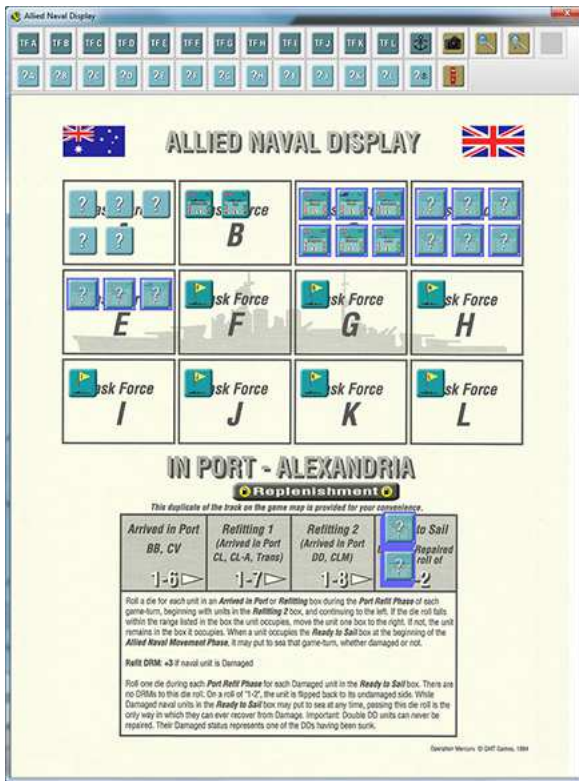
If the Allied player wants to move naval units secretly, he can Unmask them to see their type, but he must always leave them hidden.

In general, it is advisable to let *Hidden* naval units *Masked* when moves are accomplished.

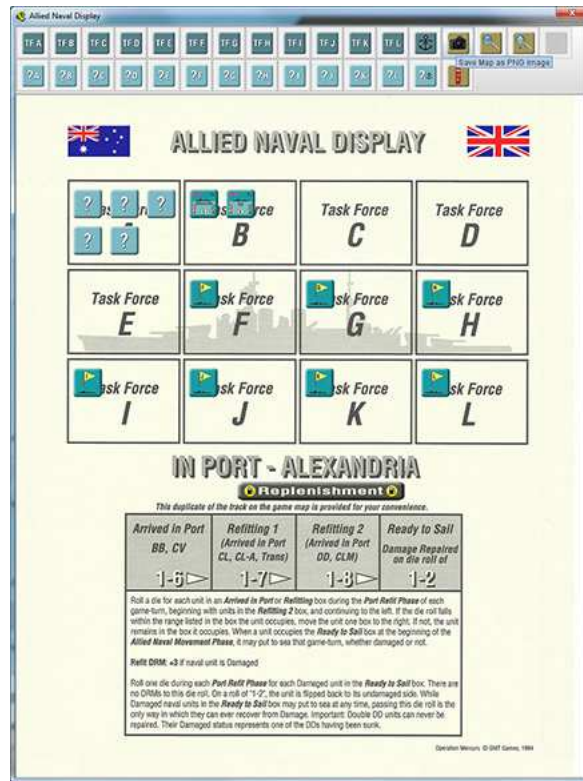
(10.12) The Toolbar

Menu Button	Keyboard Shortcuts	Action
	-	Hide/Reveal all units in the given TF letter ⁽¹⁾
	-	Hide/Reveal all units in Port of Alexandria ⁽¹⁾
	-	Mask/Unmask all units in the given TF letter ⁽¹⁾
	-	Mask/Unmask all units in Port of Alexandria ⁽¹⁾

⁽¹⁾ These are toggle buttons. Keep as best as you can the units on a Port or a given TF with the same Reveal and Mask status. However, you have the possibility of Mask/Unmask and Hide/Reveal pieces individually.



What Allied Player See



What German Player See

(10.13) Port of Alexandria, Refit and Repair

When Allied Naval Units are in the appropriate Boxes, they have the possibility to attempt a *Refit* Die Roll (16.42) for each via the Right Click Menu. *Refit* DRM is automatically taken into consideration if the unit is *Damaged*.

Begin rolling for units in the Refitting 2 box and continue through the remaining boxes going from right to left.

The command can be performed once on each unit one by one or once on a unit stack. In this case a roll will be made as many times as there are units in the stack. When the result is successful for a unit, it is automatically sent one Box to the right.

The German Player is warned of the *Refit* Result with a Report in the Dialog Box. If the Naval Unit is hidden then the report does not reveal the unit type.

When Allied Naval Units are in the Ready to Sail Box and eligible to be repair, they have the possibility to attempt a *Repair* Die Roll (16.45) for each via the Right Click Menu. *Refit* DRM is automatically taken into consideration if the unit is *Damaged*.

The German Player is warned of the *Repair* Result with a Report in the Dialog Box. If the Naval Unit is hidden then the report does not reveal the unit type.

10.2 The German Air Operations Display

The German Air Operations Display is only available for the German Player.

When German Air Units are in the appropriate Boxes, the German Player may perform the readiness procedure to determine the status of each air unit (12.23) via the Right Click Menu.

Begin rolling for units in the Flown box and continue through the remaining boxes going from right to left.

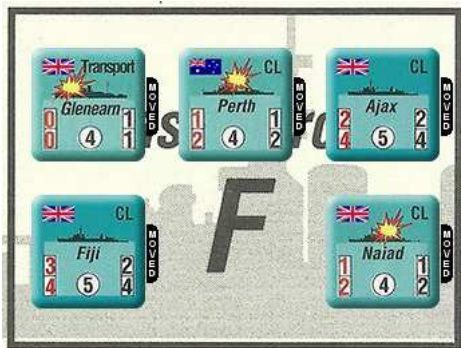
The command can be performed once on each unit one by one or once on a unit stack. In this case a roll will be made as many times as there are units in the stack. When the result is successful for a unit, it is automatically sent one Box to the right or in the Ready box.

The Allied Player is warned of the *Air Readiness* Result with a Report in the Dialog Box. The report does not reveal the unit type.

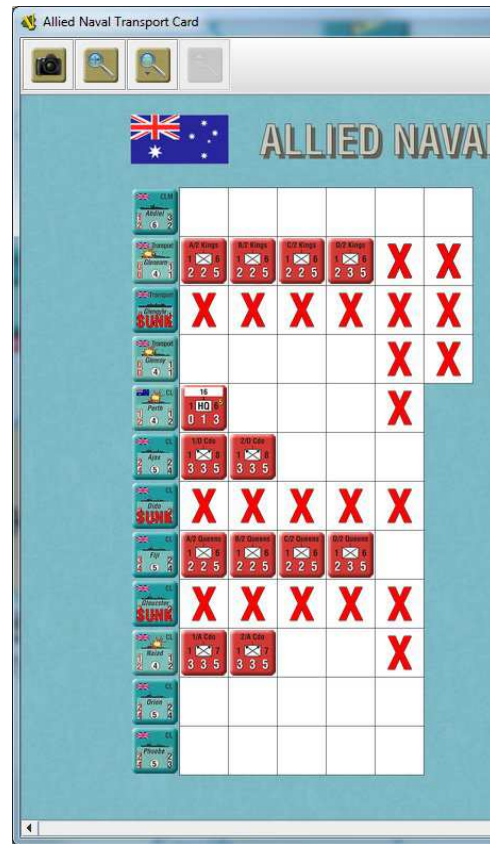
10.3 The Allied Naval Transport Card

The Allied Naval Transport Card is available only for the Allied Player. It is useful for managing Naval Transport (17.3).

The Naval Units cannot be selected. They interact with their corresponding units on the Allied Naval Display. When a unit is damaged or sunk on the Allied Naval Display, this status (*Damaged* or *Sunk*) is automatically reported on the Allied Naval Transport Card. Damaged units have automatically their Transport Capacity reduced.



Situation for Task Force F



Situation on the Allied Transport Card

In case of error of results on the Allied Naval Operations Display ((a unit is incorrectly sunk for example), there is still the possibility to change the status of a unit on the Allied Naval Display. Just maintain the ALT key down to select the piece. You can then activate the Right Click Menu and *Reset* the unit status.