

✦ OPERATION HERKULES ✦

# INVASION: MALTA

INCLUDES BONUS GAME: BATTLE OF LEROS, 12 - 16 NOVEMBER, 1943



## VASSAL MODULE USER MANUAL

v1.0

## 1.0 INTRODUCTION

Here is a complete explanation of how to use the vassal module v1.0 for "Invasion: Malta".  
References in **blue** report to the Rules of Play. References in **bold** report to this User Manual.

## 2.0 THE TOOLBAR

Menu Button	Sub Menu	Keyboard Shortcuts	Action
		-	Undo last move
		END	Step Forward through logfile
		ALT S	Show/Hide the Server Controls
		ALT R	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 Vassal Reports Window
		ALT U	Show/Hide the Units Window. Display all the game's pieces
		ALT F	Show/Hide the Scenario Charts Display
		ALT E	Show/Hide the Eliminated Units Display
		ALT SHIFT A	Show/Hide the Activations Track
		ALT F1	Remove all Axis Fired Markers
		ALT F2	Remove all Allied Fired Markers
		ALT J	Highlights
		ALT V	Highlight German OoS Units
		ALT W	Highlight Italian OoS Units
		ALT X	Highlight Allied OoS Units
		ALT Y	Highlight Excess Stacking Markers
		ALT SHIFT V	Highlight German Artilleries

# VASSAL MODULE

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Menu Button	Sub Menu	Keyboard Shortcuts	Action
		ALT SHIFT W	Highlight Italian Artilleries
		ALT SHIFT X	Highlight Allied Artilleries
		ALT CTRL V	Highlight German HQs
		ALT CTRL W	Highlight Italian HQs
		ALT CTRL X	Highlight Allied HQs
		ALT SHIFT Y	Highlight Control Markers
		ALT SHIFT PgDn	Turn Off all Highlights
		ALT K	Show/Hide the Markers Window
		ALT B	Show/Hide the Combat Markers Window
		ALT D	Remove All Combat Markers
		ALT N	Notes
		ALT L	Show inventory of all Axis pieces
		ALT M	Show inventory of all Allied pieces
		ALT 1	1d10
		ALT Q	Show/Hide Objectives. Display or hide the victory hexes for each scenario. The button only highlight the objectives of the current played scenario
		ALT F3	Hide all units
		ALT H	Show/Hide all pieces on this map
		ALT I	Save Map as png Image
		ALT M	Save map contents as plain text file
		ALT O	Show/Hide the Overview Window

Menu Button	Sub Menu	Keyboard Shortcuts	Action
		ALT - (numeric keypad)	Zoom Out
		ALT Z	Select Zoom
		ALT + (numeric keypad)	Zoom In
		-	Mark all pieces on this map as not moved

## 3.0 GAME PIECES AND RIGHT CLICK MENUS

### 3.1 The Game Pieces

There are two types of Game pieces, Markers and Units.

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. Some of them are also disabled when a piece is not eligible for a particular action.

### 3.2 Summary of commands in pieces Right Click Menus

#### (3.2.1) Ground Units

Sub Menu / Command	Keyboard Shortcuts	Action
<u>Activation</u>		
Place Activated Marker	CTRL Q	Place an <i>Activated</i> Marker on top of unit. Allied units only.
Activate	CTRL SHIFT A	Activate the unit. Axis Army units only.
Deactivate	CTRL SHIFT D	Deactivate the unit. Axis Army units only.
<u>Movement</u>		
Movement Trail	CTRL T	Leave behind a graphical trail showing the positions through which the piece has been moved.
Mark Moved	CTRL M	Display the <i>Moved</i> Marker every time a piece is moved (switching).
<u>Combats</u>		
Attack Objective	CTRL A	Place an <i>Attack Objective</i> Marker on top of unit.
Lead Unit	CTRL P	Mark the chosen <i>Lead Unit</i> with a red triangle in the upper right corner.
Lose Step	CTRL - (num. keypad)	Flip the unit to a <i>reduced/lower</i> step side (if any).
Gain Step	CTRL + (num. keypad)	Flip the unit to an <i>higher</i> step side (if any).
Disrupted	CTRL X	Place a <i>Disrupted</i> Marker on unit (transparency).
Eliminated	CTRL E	Send the unit to the <i>Eliminated Box</i> (automatically in its reserved location for its formation).
<u>Status</u>		
Out of Supply	CTRL O	Place an <i>Out of Supply</i> Marker on top of unit (customized for each sides).
Excess Stacking	CTRL S	Place an <i>Excess Stacking</i> Marker on top of unit.
Recover from Disruption	CTRL SHIFT X	Remove a <i>Disrupted</i> Marker on unit.
<u>Utilities</u>		
Change Label	CTRL L	Displays a text label along with a piece.
Rotate Right	CTRL --> (right arrow)	Rotate the unit to the Right.
Rotate Left	CTRL <-- (left arrow)	Rotate the unit to the Left.
Unit Formation	CTRL SHIFT Y	Display the information about a unit (Formation, Name, Supply Status).

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## HQ Specifics

Spent/Front	CTRL F	Flip the <i>Command Status</i> of the HQ unit.
Display/Hide Command Range	CTRL K	Show/Hide the HQ unit <i>Command Range</i> .

## Artillery Specifics

Fire	CTRL F	Mark the Arty unit <i>Fired</i> .
Reset Fire	CTRL SHIFT F	Undo the Arty unit <i>Fired</i> .
Display/Hide Artillery Range	CTRL K	Show/Hide the Arty unit <i>Firing Range</i> .

## (3.22) Air Units

### Sub Menu / Command

### Keyboard Shortcuts

### Action

#### Missions

Bombardment	CTRL B	Display "B" on the Air unit as reminder.
Close Air Support	CTRL B	Display "CAS" on the Air unit as reminder and send the unit to the opaque cup (11.21). German Air units only.
Cancel Bombardment Mission	CTRL SHIFT B	Cancel the mission (suppress the Mission Marker).

#### AA FIRE

Flown	CTRL H	Send the Air unit in the <i>Flown Box</i> .
Damaged	CTRL G	Send the Air unit in the <i>Damaged Box</i> .
Air Readiness	CTRL Z	See (5.0).
Mark Moved	CTRL M	Display the <i>Moved</i> Marker every time a piece is moved (switching).

## (3.23) Markers

All markers have common commands (*Remove, Clone, Rotate Right, Rotate Left, Change label*).

Some markers have two sides. The commands allowing to change from one side to the other are talking about themselves and obviously will not be detailed here. In addition, some markers have specific additional menus.

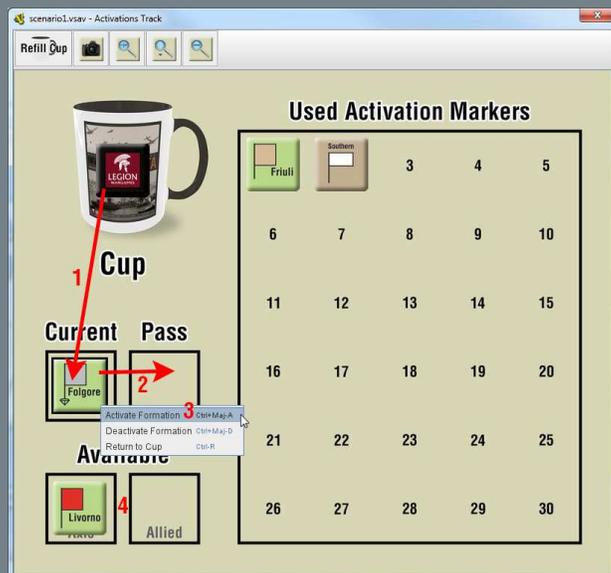
## 4.0 ACTIVATION

### 4.1 The Activations Track

According to the activation rules (4.4 & 7.1) the *Activations Track* allows to manage activation procedures.

Click on the "Cup" button (2.0) to Show/Hide the Activations Track (keyboard shortcut: ALT SHIFT A).

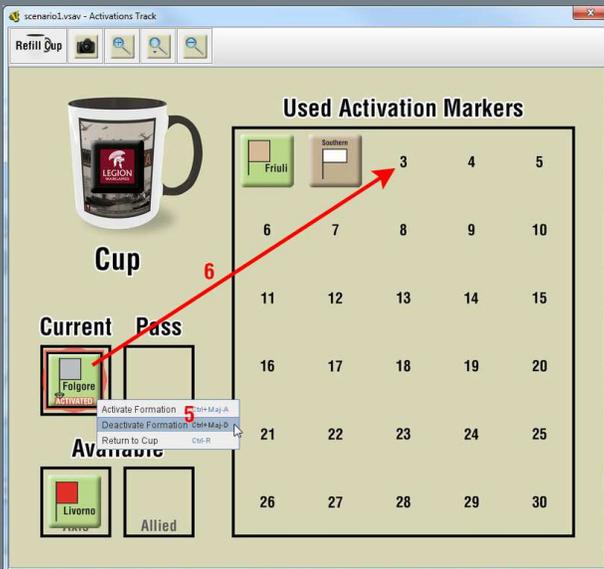
Here are the steps to follow:



Draw (drag) an *Activation Marker* (or CAS air unit) at random from the opaque cup (1) to the "Current" Box.

You can choose to pass and place the Activation Marker in the "Pass" Box (2) or select "Activate Formation" in the right click menu (3).

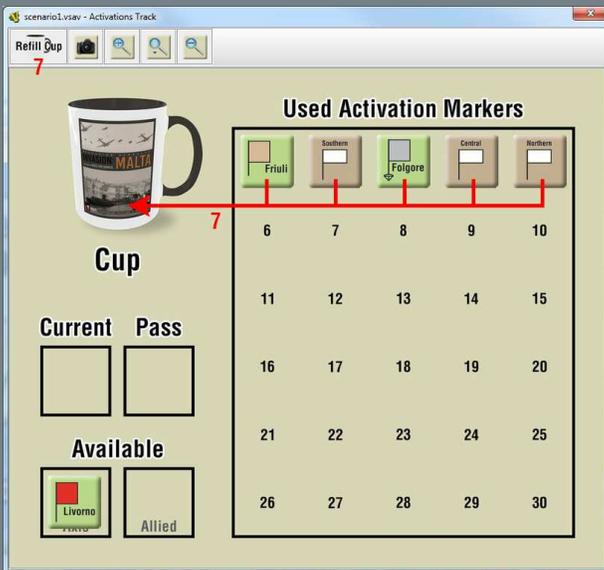
Activation Markers that are to be placed in the Cup on subsequent Game Turns are placed in the "Available" Box (4).



Once activated, the Activation Marker is marked with an **ACTIVATED** label and all the units subordinate to its formation and present in the game are activated and marked with the same label. You can now proceed to the *Operations Sequences* for these units as described in the rules.

Once you have completed the sequences, you can deactivate the formation using "Deactivate Formation" in the right click menu (5).

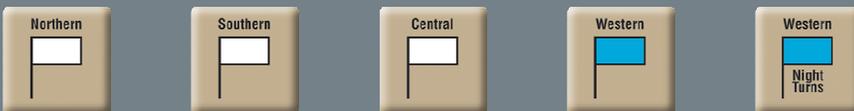
Then, place the Formation Marker in the "Used Activations Markers" Box (6).



Once all Activation Markers are played, click the "Refill Cup" button (7) and all the markers in the "Used Activations Markers" Box will return automatically in the cup (7).

Note that each Activation Marker can be sent to the cup individually using "Return to Cup" in the right click menu.

## 4.2 Allied Sector Activation Markers



The white Allied Activation Markers activate a "Sector" instead of a "Formation". For example, if the Northern Marker is activated, all the units on map in the Northern sector will be activated while these in others sectors will not.

The two blue Western Markers have a dual function. They can either activate a "Sector" or a "Formation" according to rule "B. Allied Western Brigade" pp.7 of the *Scenario Booklet*.

Select "Disband Formation" in the right click menu and it will act as a "Sector" Activation Marker such as the white Activation Markers.

Select "Reset Disband" in the right click menu and it will act as a "Formation" Activation Marker and will activate the Allied Western Brigade as a Formation.

## 4.3 Activation of Army Units

On their Right Click Menu, Axis army units only have the option to be activated or deactivated individually (7.2).

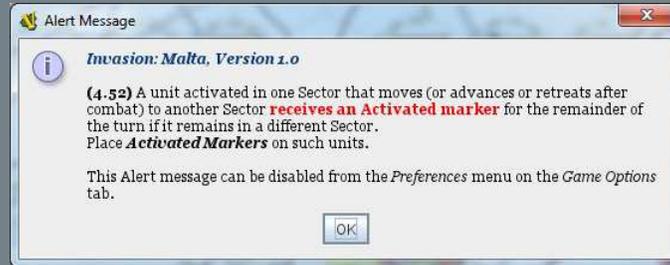
## 4.4 How to play rule (4.52)?

When an allied unit activated in one Sector moves (or advances or retreats after combat) to another Sector, there is the possibility to "Place an Activated Marker" via the Right Click Menu.

If the unit remains in a different Sector, it won't deactivate via its corresponding Activation Marker and keep the "Activated" label.

A unit with an "Activated" Marker or both an "Activated" Marker and an "Activated" label can no longer move this turn.

Also an *alert* message will pop up as a such unit moves from one sector to another, as reminder.



## 5.0 Air Units



Air units in the *Damaged* Box can process the *Air Readiness Procedure* (11.13) automatically by selecting "Air Readiness" in the right click menu.

A die is automatically rolled and the Air unit will stay in the *Damaged* Box if the roll failed or be sent in the *Flown* Box if the roll succeed.

The result is reported in the Vassal Reports Window.

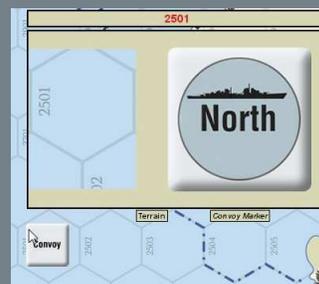
## 6.0 Invasion Zone Markers

The Axis player can "Mask" his "Invasion Zone" Markers. When they are hidden, the allied player cannot perform any action with these counters and cannot see which invasion zone it is. All he sees is a "Convoy" Marker.

The Axis player, on the other hand, can see his own counter by using Vassal's "Mouse-over Stack Viewer" (i.e. hovering the mouse over the counter).



What the Allied Player see



What the Axis Player see

The Axis Player can also use the command "Peek" in the right click menu. The allied player will see nothing of this action in a log file.

Once "Unmasked", the allied player can see which piece it is.

However, it is recommended that the Axis player "Mask" his pieces before starting the game, and so beforehand saving the module in a vsav file, **but not in a vlog file**. Indeed, in a vlog file, the allied player will be able to see his opponent hiding his counters.