

GDW's The Third World War Series Vassal Module

Counter Functions:

Ground Combat Units.

- >Show NATO\WP border: Ignore, used by button to highlight all NATO units.
- >Cycle SHA\DEM: Display's the Shaken(SHA) Tab in the lower left or the Demoralized(DEM) tab in the upper left. 1st Click = Shaken, 2nd Click = Demoralized and 3rd click reset to none.
- >Add ISO: Display Isolated Tab in lower right.
- >Remove ISO: Removes ISO Tab in lower right.
- >Add OOS: Adds Out of Supply tab in upper right.
- >Remove OOS: Removes Out of Supply tab in upper right.
- >Eliminate: Removes the piece off the map and into that specific location on the appropriate sides graveyard map window.
- >Increase Disruption: Displays the disruption level as a number on the middle right of the counter under the stacking value. Repeat selections increase the level until it reaches one under the unit maximum. After that it resets to blank, use the 'Eliminate' function to remove the unit from the map.
- >Decrease Disruption: Decreases the disruption level displayed on the unit counter face.

Air Combat Units.

- >Show NATO\WP border: Ignore, used by button to highlight all NATO units.
- > Cycle DOWNED: Used for Combat result of “Shot down and halved”. Selecting it a second time removes the tabs from the unit.
- > Cycle ABORT: Used for Combat result of “Aborted”. Selecting a second time removes the tab from the unit.
- >Cycle Halved: Used for Combat result of “Halved”. Selecting a second time removes the tab from the unit.
- >Eliminate: Removes the piece off the map and into that specific location on the appropriate sides graveyard map window.

Game Markers

Neutral Activation

Place all of these for the specific country in the Random Draw Box of the Neutral Activation window. Draw out one and place in named box. NATO player examines as rules allow.

National Morale

When “Shaken” Placed in the specific country box on the map where the country is located. Flip when the status changes to Demoralized.

Combat Markers

Useful in PBEM games from marking Combat Results. Use as needed and or wanted.

Diplomacy

Move along Diplomacy track in reaction to Card play and events on the map.

Game Admin

Most are self explanatory.

Strike: used to mark Air Strikes on map. Use mouse to set level of strike with Increase\Decrease Disruption option.

NATO\WP markers. Used for city control. Once place players need to hold down shift key in order to access mouse options. The Show\Hide control menu option on the main map window controls if they are visible or invisible.

Main Window Buttons:

The buttons seem to be arranged rather haphazardly, that is a function of the 3 extensions, if you have them all loaded. Can't be helped.

Air displays

Displays are by theater. Use the center track to show cratering etc. In the Grounded box in the upper left a small box is provided. If you place all the units from the SHOT DOWN box in it you can then randomly draw for destruction during the Air loss consolidation portion (9.J.).

Graveyard windows.

When a unit is destroyed use the right click 'Eliminate' option. The unit will be placed in the corresponding 'Graveyard' location assigned to that country. This makes it easier to track losses for that country, especially for those countries that can be 'Shaken' and 'Demoralized'.

Reinforcement Track.

Each games reinforcements are located by turn in the appropriate reinforcement track window.

Neutral Status.

Place the three markers for each country into the random draw box. Pick one as the game scenario instructions provide for. The NATO player may examine it and then place it in that countries hold box until it is time to reveal it.

AM ZoC

Selecting this button highlights on the map the Air Mobile ZoC for that side. Blue for NATO and Red for the WP. Helps with movement cost etc.

NATO/WP/Neutral highlight.

Highlights the various sides units with a colored border.

NATO/WP/Neutral Inventory

Opens window a graphic of all the units displayed on various maps. When double clicked AND if that map window is open the unit is made active and is ready to move etc.

Show/Hide Control

Players can place a NATO or WP control marker (from the game marker pallet) in each city hex they control in enemy countries. This button makes them visible or invisible. If you use the button on the counter you may get it out of sync with this button. Beware.

Arctic Front/Persian Gulf map

If the corresponding extension is loaded these buttons appear in the menu bar. Selecting them opens the map window for that theater.

Diplomacy

The chart from the PG game. Used according to the diplomacy rules.

Played Cards

Has areas for the current card, the previous card and all other played cards. Players place their cards in this window and arrange accordingly.

Diplomacy Cards

Since the cards are not draw randomly from a deck, this simple menu has all the sides available cards. They are played according to the Diplomacy Game rules and the counters on the Diplomacy Map window are adjusted as needed.