

Gringo!

VASSAL module version 1.0

Thank you for downloading this VASSAL module for Gringo! by GMT. You do not need to unzip the module – it can be opened and played as is. All known errata for individual counters and scenario setups have been incorporated. The following information is also contained within the module in the help menu in case you need a refresher while you are playing.

All of the scenarios are set up for you. Simply select one of them when you start the module. Most game functions can be accessed by right clicking on individual pieces. The right click menu will allow you to change unit facings; place strength markers, fatigue markers, and orders; and keep track of units that have fired and/or moved. Any unit that moves will display a red dot in the lower left corner as a reminder that you have moved it. Once you have completed an activation, you can use the buttons in the toolbar at the top of the screen to clear all fired and moved markers.

The following scenarios have units that use special right-click commands:

1. Buena Vista – Los Zapadores can display a marker that shows to which brigade they are assigned. All Mexican Line units can display a marker showing that they have been attached to Ampudia's brigade.
2. Monterey – Mexican and American units that can be reassigned may display markers that show their command affiliation. There is a counter for units using Cautious Movement (as explained in the official errata).
3. Cerro Gordo – Mexican Units have a marker to show their active/inactive status.
4. All scenarios – Artillery units can cycle through used fire / rapid fire (1st and 2nd shots) by pressing CTRL-F.

The AM window, accessed by clicking its button in the toolbar, contains all AMs and Efficiency Markers. To draw markers, simply place them in the cups on the left of the screen and draw one at a time. Each draw will automatically be random so there is no need to flip the markers over, although that function is available in the right-click menu if you want to use it. When you are done with the turn, select all markers you wish to return to the cup and press CTRL-R.

If you have any questions or comments about this module, please email me at rdoane@yahoo.com. Many thanks for GMT for giving me permission to make this module, and especially to Mark Simonitch for sending me the artwork for the game!

- Rob Doane