

Vassal-Module „Auspicious Beginning“.

The Counters in the Modul are basically just Templates, which can be used to create the different units. For every Type of unit (Armour, Infantry etc) for every Nation there is a specific template, which can be edited to create every unit needed. That is much easier than to make a specific counter for every unit. The Modul by itself becomes not that big, and changes in the values of units are implemented easily.

Markers with possible different values are build along the same lines, so there is for example just one Marker „Hit“, which can be edited by the user to show the neded value.

The Air Units are an exemption of that, as these are double-sided and i was not able to create the different looks without problems. So every aircraft-type of every nation gets its own counter within the Module.

There are three players available: Solo, Axis and Allied. Axis and Allied are restricted to their own counters and markers.

Peter Dietrich

peter.dietrich@waldmes.de