

## Info about the “Sixth Fleet” module for VASSAL

This module is made as similar as possible to the “5<sup>th</sup> Fleet” module. And reading the “Info” document for that module can prove useful for the “Sixth Fleet” module too. If you are already familiar with the “5<sup>th</sup> Fleet” module, you can jump right into “Sixth Fleet”. I will, however, repeat the counter-menus, some module-functions, counters and a few things unique for this module.

### Module Functions

- I didn’t bother adding in a “solitaire” player in this module. Playing as “Moderator” does exactly the same.
- In this module too I’ve added the extended submarine detection table from an article by Thomas Dworschak in AH’s “General” magazine, Vol. 27, #2. The table is accessible through a button on the toolbar. I strongly urge players to use the detection rules from the three last games in the series as submarine detection in Sixth and 2<sup>nd</sup> Fleet is way too easy. Most submarines are labeled with letters signifying their class to facilitate the use of the detection table. A ten-sided die is also included for use of the submarine detection table.
- I have added the CRT and Anti Air CRT, also accessible through buttons on the toolbar.

### Counters

All counters are made in Cyberboard. I hope I have made them all correct. If not, please don’t hesitate to bring it to my attention. The counters in this module are only the original counters. I was considering to make a set of counters upgraded to “3<sup>rd</sup> Fleet” standards too, but doing so would also call for a revised version of the map to add “terrain” and different base defense-values. And that looks like a major undertaking which I’m not prepared to do at this point.

Here’s an overview of some special counters:

- **Action Arrow:** The Action Arrow is just that, a counter with an arrow. It can be rotated to point towards any hexside. Use it to point toward the action instead of using time to zoom in and out to be able to read the small hexnumbers. This is one of Ian’s great ideas and he has made the counter image.
- **Game Turn tracker:** Two versions of this exist. One for using the original sequence of play and one for using the sequence of play from “3<sup>rd</sup> Fleet”. The principal of both trackers is that you can flip through the entire sequence of play. First you flip through the Strategic Cycle (light gray color –think dawn). Then one Activity Cycle (tan color). Then the counter can be reset to the first phase of the activity cycle since this is played through three times before we get to the Terminal Cycle of the Night GTs (dark gray color –think nighttime). The lower-case letters signify sub-segments of main phases. The burgundy colored letters (orange on night-phases due to contrast) signify phases only playable in the advanced game.
- **Detection Markers:** The detection markers are the same as in the later games. That way, players can use the detection rules from later games if they wish, instead of using the rules from “Sixth Fleet” that treats all detection as strategic detection.
- **Victory Point Counters:** US and Soviet counters to record VPs using property sheets. Easy to record VPs for kills, control of VP-hexes and sea denial as negotiations progress.

- **Nation Counters:** Each nation with units in the game, except for the US and the Soviet Union, has its own nation-counter. Simply the nation color-codes with the name of the nation. These counters are used on the alliance-track at the bottom of the Game Admin Board (accessible through the "Game Turn" button on the toolbar) to indicate the nations allied to the US and Soviet Union.
- **Base Supply Counter:** Simply a counter placed on bases to record expenditure of the base's fuel and ammo points as in "Sixth Fleet" the bases also have limited supply.
- **Airfield Damaged:** Counter showing a cratered runway to indicate that the airfield is damaged. Of course I have also included the base-damage counters from the later games in case players wish to use those rules instead.

Moving on to the menus on the counters, here's an overview:

## **SURFACE UNITS**

### **Invisible**

Makes the unit invisible to the opponent (Facilitating the use of concealment counters until the units are detected per the detection rules)

### **Flip**

Flips the unit to its damaged side

### **Mark Moved**

Tags the unit as moved

### **Damage**

Records step damage as per the "General" article by Dworschak

### **Logistics**

Brings up a property sheet to record the use of fuel and ammo, greatly easing the use of the logistics rules. Just tic off as you go with any agreeable symbol (X or I are good candidates)

### **Out of Supply**

Adds an out of supply marker to the unit. The marker can be flipped to show "Out of Fuel", "Out of Ammo" or "Out of Fuel & Ammo". The last level on this counter is "Replenish" –used to signify that the unit is replenishing.

### **Delete**

## **SUBMARINE UNITS**

### **Invisible**

### **Deep Mode**

Adds a small "Deep Sub" icon to the unit.

### **Flip**

### **Detected**

Adds a "Local Detection"-marker to the unit. The marker can be flipped to the "Strategic Detection" side. This function is not added to the surface units as these will mostly operate in Task Groups or Task Forces. So, for surface units, the detection-function has instead been added to the TF/TG counters.

### **Mark Moved**

### **Damage**

### **Logistics**

### **Out of Supply**

### **Delete**

## AIR UNITS

### Invisible

### Flip

### Mark Moved

### High Mission

Adds a "High Mission Profile"-marker

### Mission Range

Adds an "Extended Range"-marker that can be flipped to show a "Reduced Range"-marker

### AA Refuel

Adds an "AA Refueling"-marker that can be flipped to show an "AA Refueling Done"-marker

### Delete

## THE INVISIBLE FUNCTION

You will notice that there are two distinct invisibility-functions: "Invisible US & Allied" and "Invisible Soviet & Allied". This is to facilitate multiplayer games (with or without moderator). Each invisible-trait has defined which players have access to it and, consequently, which players the piece will be invisible to. To explain: the "Invisible US & Allied" makes the piece invisible to all players except the "US", "NATO", "US Allies" and "Moderator" players. And that particular invisible-trait is also, of course, accessible only by those mentioned players.

You will also notice that Yugoslavian and Algerian units have **both** invisible-traits. This is because those two nations can end up on either side in some scenarios. This unfortunately creates another problem. Please pay close attention to this: ***The use of an invisibility-trait NOT on top of the counter-menu will make visible counters (usually a concealment-counter) on top of that invisible counter, sit between hexes (on the hexside) on the opponents' screens.*** This is actually due to a bug in Vassal and it will eventually be fixed by the Vassal-crew. However, to avoid this problem there is one solution: When using the invisible-trait not on top of a counter's menu, place all visible counters **beneath** the invisible counter instead. This should rarely be a problem, though, as I have put on top of the menu the invisibility-trait most likely to be used by the two nations.

## CREDITS

Some people deserve an extra thank you here:

**Michel Boucher:** For creating the "2<sup>nd</sup> Fleet" module. That module is the inspiration to all the modules made by Ian and myself.

**David Redpath and Dennis Castillo:** For their enthusiasm for the module and eagerness to join in on a playtest when Ian, my regular playtest-partner, was soaked in work. Hope to join you again soon. I had a really good time with you on Skype and Vassal.

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**Geoffrey Clark:** For building the existing 7<sup>th</sup> Fleet module and thus showing me how to facilitate in-game logistics recording.

**Ian Cooper:** For being my enthusiastic "partner in crime", doing the 3<sup>rd</sup> and 7<sup>th</sup> Fleet modules, playtesting and bringing along some great ideas. Hope you'll soon have time to join me on the virtual high seas again.

Questions & Comments welcome to: [rstensr2@online.no](mailto:rstensr2@online.no)