

Death in the Trenches ver1.0 module

I have combined charts & maps wherever possible to keep as much information accessible at a time. This module has a Base Setup & a Campaign Setup. The Allocation Chits and Markers are available, in an endless supply, in the Pieces Palette. The Army Units and related markers are available in limited amounts in the Powers' OOBs.

Battle Charts

The Battle Chart & Battle Board are combined into one map window. Attacker & Defender can choose the number of dice they plan on rolling by Lft-Clicking "ATT_Die" or "DEF-DIE" placemarkers. A Rt-Click and a choice of "Reset" will remove that choice if needed. Once the number of potential dice are chosen clicking the "Roll Dice" button will randomly generate the die face. The Dice, once produced, can be moved to the appropriate Battle Result box. Each die can be reset (removed) individually or all dice can be removed by clicking the Reset Button.

The Game Turn marker is "attached" to the map level & only moves with a Rt-Click Function.

Some of the Units that should be in the "Out of Play Box" have been left on their OOB charts in order to reduce counter clutter.

There are some Armys and Unit counters that have been placed on the map, not been placed on the map or placed to the side of the map, whose placement is dependent upon variant choices in the Set/Playbook. Please review the game setup before proceeding with this module.

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