Red Badge of Courage

VASSAL Module version: 1.26 (j21)

How to use this module

A note on the version number. Allen Dickerson is the creator of the RboC module. I have modified his version 1.26 module to include a number of features that work better for me for PBEM play. Thus the module has two numbers: 1.26 is Allen's release and j21 is my release.

The module offers many features to make gameplay more convenient and record keeping simpler. Some of these features are available directly through actions that are counter-specific: available as keyboard shortcuts when a counter is selected or by activating the unit-specific pop-up menu by right-clicking on an individual counter and choosing an action to apply. Other features are available in the game menus. Many of the features of the module have focused on assisting Play-By-Email (PBEM) where individual brigade activations might stretch over a number of real-time days, making it hard to remember what actions have been taken throughout the turn.

Menus

There are a number of menus used for playing this module:
- Markers
- First Bull Run
- Second Bull Run
- Notes
- Overview
- Show/Hide Counters
- Remove Fire-Flags
- LOS
- Retire
- Tools

The Notes Window gives scenario-specific details and includes a place for each player to make public, private, and timed-release notes.
The Overview window displays the entire map board.
The Show/Hide Counters makes all counters invisible in order to see the map underneath.
The Remove Fire-Flags button turns off any active fire-flags for all units.
The LOS thread enables distance calculation and tracking of LOS/LOF.
The Retire button enables you to switch sides during a battle.
The Tools menu has experimental tools that aren't ready for prime time.

Markers Menu

There are three marker menus: for deployment markers for constructing scenarios, for markers useful for Play-By-Email, and for the informational and record keeping markers. All markers can be dragged from their menu tray onto the map and once on the map they can be duplicated or cloned (Ctrl+c) or deleted (Ctrl+x). Markers that have a reverse side can be flipped (Ctrl+f).
- Abandoned Guns - 1 on front, 2 on reverse
- Breastworks - under construction of reverse

- Blown - (also available directly on mounted cavalry via pop-up menu)
- Charge - Infantry on front, cavalry on reverse (cavalry charge available from pop-up menu)
- Collapsed - available on pop-up menu
- Command Finished
- Extended Column
- Extended Line (Confederate) - Right of front, Left on back
- Extended Line (Union) - Right of front, Left on back
- Fatigue - has a pop-up menu that can cycle through the fatigue levels (available from brigadier leader pop-up menu, and individual cavalry units)
- Advance - May Advance on front, Must Advance on back
- Orders - Attack on front, Advance on back (available on brigadier pop-up menu, and individual cavalry units)
- Prepared Fire
- Refused Flank - Left on front, Right on back (available on combat unit pop-up menu)
- Reserve
- Must Retreat
- Shock - Check Cohesion of front, Continued Shock on reverse (Continued Shock available on combat unit pop-up menu)
- Time
- Day
- Scenario Ends
- Strength Point - can cycle through values from 1 - 14 with pop-up menu (available on combat unit pop-up menu)

First and Second Bull Run Menu

These are the main menus used when playing the scenarios. Each menu contains the following elements:
- Union/Confederate Order of Battle windows - an information window private for each player that includes areas for reinforcements, used AMs, routed and eliminated units, and scenario-specific details
- Time/Efficiency window - Shows the time track and holds the secret efficiency markers drawn for each player
- Union/Confederate AM and EM counters.
- Draw Pools window - holds the AM draw pool and the Efficiency Marker draw pool.
- Union/Confederate unit window - organizational trays for all the leaders and units in the battles
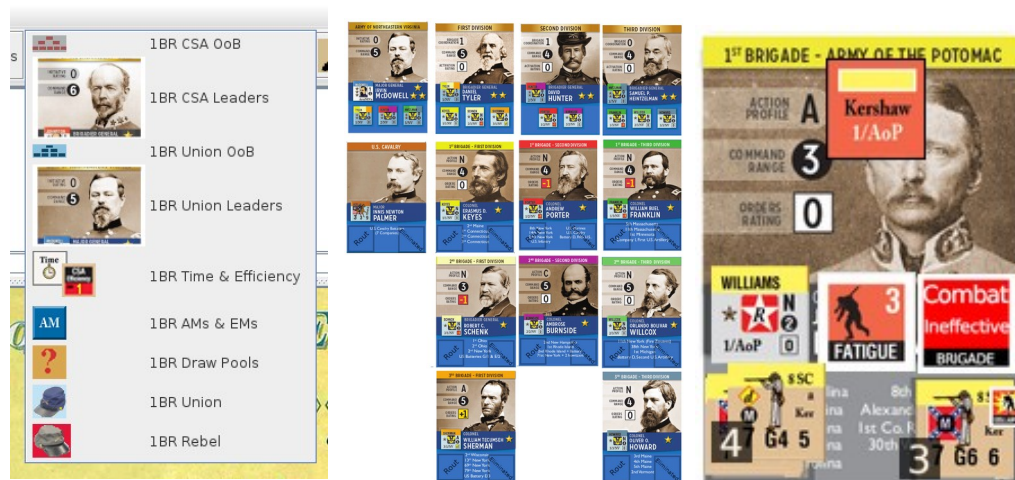
First Bull Run Additions

Union and CSA Leader Boards

Available in this release for the 1st Manassass scenarios are the new live-updated Leader Boards. These automatically track:
- the number of activations
- the current fatigue level
- the Brigade/Division Ineffective status
- if the leader has been replaced.

They also provide a Brigade specific box for routed and eliminated units to aid in tracking BI status (currently a player has to manually add units to the boxes). When a brigade leader increases or

decreases their fatigue level using the pop-up menu commands, it is immediately reflected on both the map counter and the Leader Board. If a leader suffers a leader casualty result, or if a brigade or division leader is marked ineffective using the pop-up menu commands, these are all mirrored on the Leader Board.

1BR Menu

Union Leader Board

Tracking Brigade Activity

AM and EM Tracking

The Time and Efficiency Window now includes buttons to return Union EM's and CSA EM's to their Draw Piles.

The Draw Piles Window now includes buttons to draw Union EM's and CSA EM's. This draws one EM for each command and places it in the appropriate box for that command on the Time and Efficiency Window.

The leader boards include a UI button to send all AM's on the board back to the AM Draw Pile.

So the flow of play would be to send all EM's back at the end of the turn. Then at the beginning of the next turn draw new EM's. Once the EM's have been drawn and the chain of command worked out, the number of AM's for each brigade is calculated, the number of AM's on the leader board for that brigade can be added to and subtracted from using the clone (Ctrl+C) and delete (Ctrl+X) functions on the AM chits. Once each brigade has the correct number of AM's on the leader board, the send button can be used to send all of them at once to the AM Draw Pile.

Counters

Much of the module's functionality is available directly through actions on the individual counters. Each type of counter has a specific pop-up menu with a defined set of actions as well as a set of keyboard shortcuts that activate those functions as well.

All non-Marker counters have a movement trail function that can be enabled/disabled, as well as a flag that displays which units have moved.

Markers

Information markers have only basic functions:
  ● Duplicate (clone): [Ctrl+c] saves having to pull a new marker from the tray each time a new one is

needed
- Delete: [Ctrl+x]
- Rotate Clockwise/Counter-Clockwise: [CW: Ctrl+period][CCW: Ctrl+comma]
- Flip: [Ctrl+f] for those units with reverse sides
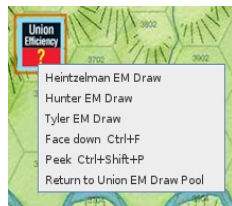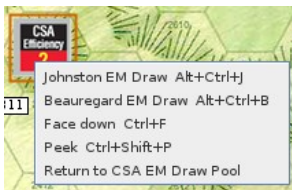
First Bull Run Counters

The most work as of the -j21 release has gone into the 1st Manassas scenarios. At some point, I will update the 2nd Bull Run counters to remove any features not appropriate to the later battle.

AM's

In addition to the standard Marker menu, AM's include:
- Return to Used AM's: [Ctrl+U] sends it to the appropriate slot on the Leader Board to help count how many activations each brigade has taken during the current turn.
- Send to Draw Kepi: returns the AM to the active AM Draw Pile
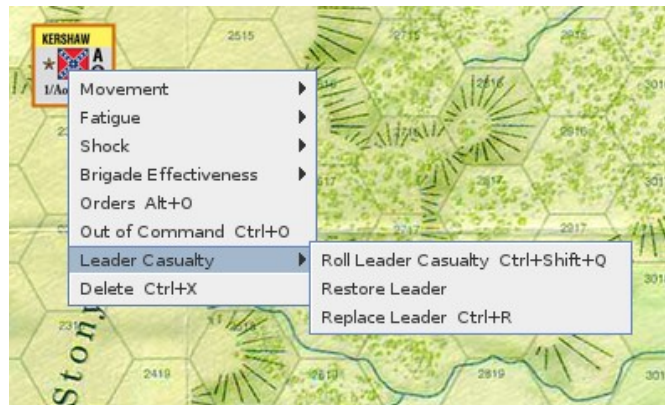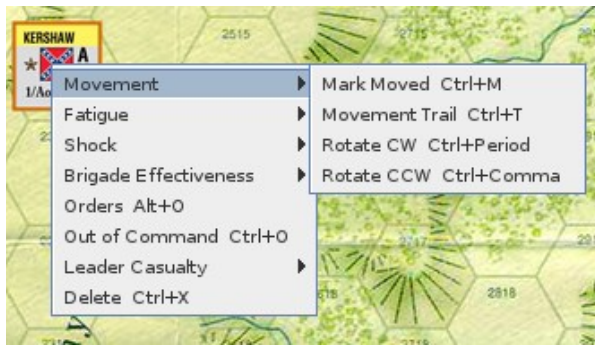

EM's

Note: the draw and return functions are mostly obselete now that the automatic methods described above of drawing EM's from and returning EM's to the Union and CSA Draw Piles.

CSA EM's menu has:
- Johnston's EM Draw: [Alt+Ctrl+J] send the EM to the Johnston EM box on the Time and Efficiency Window
- Beauregard EM Draw: [Alt+Ctrl+B] send the EM to the Beauregard EM box on the Time and Efficiency Window
- Face Down: [Ctrl+F] hides the value of the EM (only available to CSA player)
- Peek: [Ctrl+Shift+P] temporarily reveals the value of the EM until the player clicks somewhere else on the map (only available to CSA player)
- Return to CSA EM Draw Pool: does just that

In addition to the standard Marker menu, Union EM's include:
- Heintzelman EM Draw: send the EM to the Heintzelman EM box on the Time and Efficiency Window
- Hunter EM Draw: send the EM to the Hunter EM box on the Time and Efficiency Window
- Tyler EM Draw: send the EM to the Tyler EM box on the Time and Efficiency Window
- Face Down: [Ctrl+F] hides the value of the EM (only available to Union player)
- Peek: [Ctrl+Shift+P] temporarily reveals the value of the EM until the player clicks somewhere else on the map (only available to Union player)
- Return to Union EM Draw Pool: does just that

Leaders

All leader counters have the following functions:
- Movement sub--menu:
  - Toggle movement trail: [Ctrl+t]
  - Toggle moved flag: [Ctrl+m]
  - Rotate Clockwise: [Ctrl+period]
  - Rotate Counter-Clockwise: [Ctrl+comma]
- Leader Casualty sub-menu:
  - Roll Leader Casualty: [Ctrl+Shift+Q], roll for possible leader casualty, if the roll is zero, the leader is moved to the replacement track and flipped to his replacement side.
  - Restore Leader: flip the leader counter to the non-replacement side.
  - Replace: [Ctrl+r], to manually set a leader to his replacement side.
- Delete: [Ctrl+x]

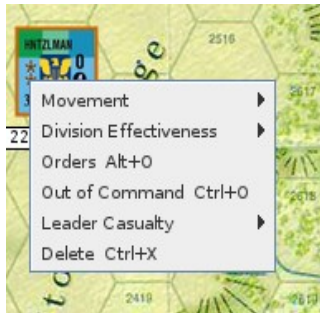*Main brigade leader pop-up menu*

Brigade leader fatigue sub-menu

Brigade leader shock sub-menu

Brigade leader effectiveness sub-menu

Brigade Leaders

In addition to the common functions, brigade leader counters have these additional features:

- Fatigue sub-menu:
    - Increase Fatigue: [Ctrl+f]
    - Decrease Fatigue: [Ctrl+Shift+f]
    - Reset Fatigue:
- Shock sub-menu: is used to increase or reset the shock activities counter. This counter can be used to track the number of phases in a turn in which any unit in the brigade engages in shock attack/defense. All activities after the first (S0) earn fatigue.
    - Increase Shock counter: [Ctrl+s], first S0, then S1, then S2, etc.
    - Reset Shock fatigue counter: [Ctrl+z], resets the Shock counter to blank.
- Brigade Effectiveness sub-menu:
    - Set brigade ineffective: [Ctrl+i]
    - Reset brigade effectiveness: {Ctrl+Shift+i]
- Out of Command flag: [Ctrl+o]
- Brigade Orders: [Alt+o], first Attack, then March, then back to nothing (Advance)
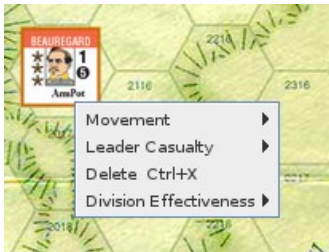
Main division leader menu

Division leader effectiveness sub-menu

Union Division Leaders

In addition to the common functions, division leader counters have these additional features:

- Division effectiveness sub-menu:
  - Set ineffective: [Ctrl+i]
  - Reset Effectiveness: [Ctrl+Shift+I]
- Out of Command flag: [Ctrl+o]
- Overmove flag (under Movement sub-menu): [Alt+Shift+equals] sets command range to 0
- Division Orders: [Alt+o], first Attack, then March, then back to nothing (Advance)

Confederate Army Commanders

In addition to the common functions, the Confederate army commander counters (Beauregard and Johnston) have these additional features:

- Division effectiveness sub-menu:
  - Set ineffective: [Ctrl+i]
  - Reset Effectiveness: [Ctrl+Shift+I]
- Overmove flag (under Movement sub-menu): [Alt+Shift+equals] sets command range to 0

Union Overall Commander

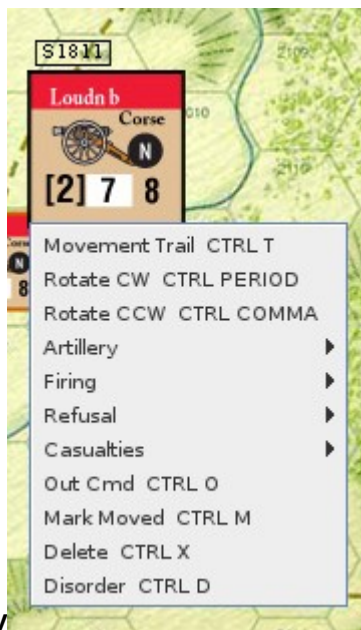In addition to the common functions, the Union overall commander counter (McDowell) has these additional features:

- Overmove flag (under Movement sub-menu): [Alt+Shift+equals] sets command range to 0

Combat Units

Note: all of the features marked as 'flags' toggle on/off when activated multiple times

All combat units have an advanced set of features available:
- Movement trail (de)activation: [Ctrl+t]
- Rotate Clockwise/Counter-Clockwise: [CW: Ctrl+period][CCW: Ctrl+comma]
- Delete: [Ctrl+x]
- Disorder: [Ctrl+d], displays the disordered state or after rally the re-ordered state.
- Mark as moved: [Ctrl+m], toggles the moved flag
- Firing sub-menu:
  - Phasing Fire flag: [Ctrl+Alt+f]
  - Return Fire flag: [Ctrl+Alt+r]
  - Reset fire flags: [Alt+c], removes any fire flags
  - Increase Ammo depletion level: [Alt+x], first to -2DRM, then to Out of Ammo, then to fully supplied.
  - Resupply Ammo: [Alt+Shift+x], increase ammo supply by one step (Out of Ammo to -2DRM, or -2DRM to fully supplied).
- Refusal sub-menu:
  - Refuse Right flag: [Ctrl+r]
  - Refuse Left flag: [Ctrl+l]
- Casualties sub-menu: when casualties are inflicted a label appears showing the units current (reduced) strength. When that strength falls below half its starting strength, a collapsed flag will automatically be displayed.
  - Inflict Casualties: [Ctrl+equals], inflicts a one strength point loss to the unit
  - Remove Casualties: [Ctrl+minus], adds one strength point back to the unit
  - Reset Casualties: [Ctrl+Alt+c], removes all SP losses, returning the unit to full strength
  - Collapse flag: [Ctrl+q] this is only for backwards compatibility – collapse is automatically calculated based on unit casualties.
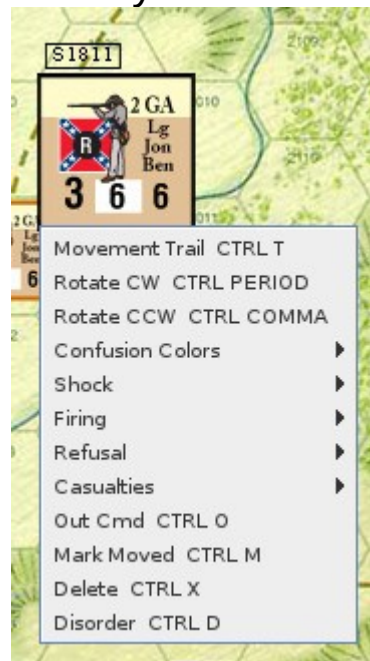- Out of Command flag: [Ctrl+o]

Artillery

Artillery counters have the features of combat units plus these extra features:

- Artillery sub-menu:
    - Approach Move flag: [Alt+m]
    - Abandon Guns: [Ctrl+a], first Abandoned 1, then Abandoned 2, then normal
- Fire sub-menu additions:
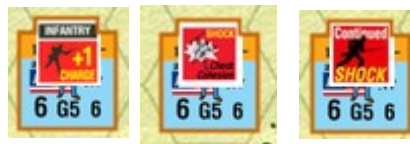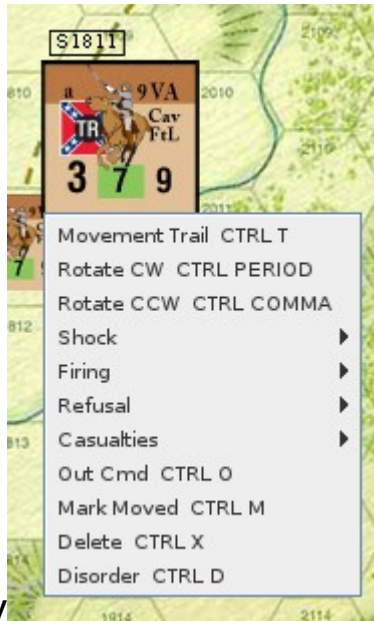   - Approach Fire flag: [Ctrl+Alt+a]

Infantry / Dismounted Cavalry

Infantry counters have the features of combat units plus these extra features:

- Shock sub-menu:
    - Charge flag: [Ctrl+C]
    - Shock UDD flag: [Ctrl+U]
    - Continued shock flag: [Ctrl+Shift+s]
- Fire sub-menu:
    - Withdrawal Fire flag: [Ctrl+Alt+w]
    - Pre-Shock Fire flag: [Ctrl+Alt+p]
- Confusion colors: [Ctrl+/] to set state to undetected, [Ctrl+/] again to set it to detected, and again to clear

Cavalry

Cavalry counters have the features of combat units plus these extra features:

- Shock sub-menu:
  - Charge flag: [Ctrl+C]
  - Blown flag: [Ctrl+B]
  - Continued shock flag: [Ctrl+Shift+S]
- Fire sub-menu:
  - Withdrawal Fire flag: [Ctrl+Alt+W]
  - Pre-Shock Fire flag: [Ctrl+Alt+P]