A TIME FOR TRUMPETS

VASSAL MODULE USER MANUAL

V2.7

1.0 INTRODUCTION

Here is a complete explanation of how to use the vassal module v2.0 for A Time for Trompets.
References in **blue** report to the Rules of Play. References in **black** report to this User Manual.
The module is intended for two to five players (German and Allied).

2.0 THE TOOLBAR

Menu Button	Sub Menu	Keyboard Shortcuts	Action
		-	Undo last move
		END	Step Forward through logfile
		ALT S	Show/Hide the Server Controls
		ALT R	The "Retire" button allows a player to relinquish his side (making it available to the next player joining the game)
		ALT A	Show/Hide the Box Cover Art in the Chat Window
		ALT U	Show/Hide the Units Window. Display all the game's pieces. The button is hidden, but the windows is still accessible with the keyboard command
		ALT G	Show/Hide the Turn Record Track Display
		ALT F	Show/Hide the Setup Charts Display
		ALT F5	Show/Hide the Allied Reinforcements Charts Display
		ALT F6	Show/Hide the German Reinforcements Charts Display
		ALT P	Show/Hide the German Artillery Parks Displays
		ALT F12	Show/Hide the Aircrafts Display **(9.0)**
		ALT E	Show/Hide the Eliminated Units Display
		ALT F7	Show/Hide the Scenario Charts Display
		ALT C	Show/Hide the Charts & Tables Display
		ALT T	Show/Hide the Chains of Command Display
		ALT Q	Show/Hide Area of Operation Maps Display

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Menu Button	Sub Menu	Keyboard Shortcuts	Action
		ALT SHIFT U	Show/Hide the Unit Types Attribute Chart
		ALT F1	Remove all German Fired Markers
		ALT F2	Remove all Allied Fired Markers
		ALT CTRL SHIFT C	Complete defensive Position Constructions
		ALT CTRL SHIFT G	German
		ALT CTRL SHIFT A	Allied
		ALT Q	Release Units
		ALT SHIFT R	Release Yellow (16AF)
		ALT SHIFT T	Release Pink (16EV)
		ALT J	Highlights
		ALT SHIFT N	Highlight all bridges Markers
			Highlight Release Units
		ALT V	Highlight OoS German Units
		ALT X	Highlight OoComm German Units
		ALT W	Highlight OoS Allied Units
		ALT Y	Highlight OoComm Allied Units
		ALT SHIFT F1	Highlight German Isolated Units
		ALT SHIFT F2	Highlight Allied Isolated Units
		ALT SHIFT F5	Highlight German Artilleries
		ALT SHIFT F6	Highlight Allied Artilleries

	ALT F8	Highlight German HQs
	ALT F9	Highlight Allied HQs
	ALT	Highlight German Leaders
	ALT	Highlight Allied Leaders
	ALT SHIFT O	Highlight German Objectives Markers
	ALT SHIFT P	Highlight Allied Objectives Markers
	ALT SHIFT 0	Highlight Control Markers
	ALT SHIFT PgDn	Turn Off all Highlights
	ALT K	Show/Hide the Markers Window
	ALT SHIFT A	Remove/Flip Markers
	ALT SHIFT B	Remove all "Attack" markers **(58.0.a)**
	ALT SHIFT C	Remove all "Abort" markers **(58.0.b)**
	ALT SHIFT Z	[58.0] End of Combat Segment Admin **(58.0)**. Steps (58.0.a) and (58.0.b) are accomplished, in order. Additionally, all Combat markers are also removed. An Alert Message Box will appear to ask for confirmation (Yes/No). ***Note that this action can be fast (less than 1 second) to slower (around 15 seconds) depending on the potentially number of pieces needing to be checked and screened out.***
	ALT SHIFT X	Flip all "Resting" markers to "Rested" **(61.1.a)**
	ALT SHIFT J	Remove all "Disrupt 1" markers **(61.2.a)**
	ALT SHIFT V	Flip all "Disrupt 2" markers to "Disrupt 1" **(61.2.b)**
	ALT SHIFT S	Convert all Shock markers to "Disrupt 1" markers **(61.2.c)**
	ALT SHIFT K	Remove all "Rubble 1" markers & all "Rubble" markers stacked w/Eng **(61.2.d&e)**
	ALT SHIFT W	Flip all "Rubble 2" markers to "Rubble 1" **(61.2.f)**
	ALT SHIFT E	Remove all "Ferry" markers **(61.2.g)**
	ALT SHIFT M	Remove all Allied Army/Corps Formation "Fired" markers **(61.2.i&j)**

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	ALT SHIFT H	Remove all Aircrafts **(61.2.k)**
	ALT SHIFT I	Remove all "Low Fuel" markers **(61.2.l)**
	ALT SHIFT Y	Flip all spent Leaders back to their front sides **(61.2.m)**
	ALT SHIFT D	Remove all Night Moves" markers (EV Turns) **(61.2.n)**. *Applies only when it is an EV Turn*
	ALT SHIFT F	Remove all "Reserve" markers (EV Turns) **(61.2.o)** . *Applies only when it is an EV Turn*
	ALT SHIFT G	Remove all "Ground/Atmospheric" Cond. markers
	ALT SHIFT F3	[61.0] Mutual End of Turn (EOT) Segment **(61.0)**. Steps **(61.1.a)** and **(61.2.a)** through **(61.2.o)** are accomplished, in order. An Alert Message Box will appear to ask for confirmation (Yes/No). ***Note that this action can be fast (less than 1 second) to slower (around 30 seconds) depending on the potentially number of pieces needing to be checked and screened out.***
	ALT SHIFT L	Remove all "*Activation Done*" markers
	ALT B	Show/Hide the Combat Markers Window
	ALT D	Remove All Combat Markers
	ALT N	Notes
	ALT L	Show inventory of all pieces
	ALT 1	1d6
	ALT 2	2d6
	ALT CTRL SHIFT O	Show/Hide Objectives. Display or hide the victory conditions for each scenarios. The button will The button only highlight the objectives of the current played scenario.
	ALT CTRL SHIFT T	Show/Hide Territorial Limitations.
	ALT F3	Show Bridges (Hide all units)
	ALT H	Show/Hide all pieces on this map
	ALT I	Save Map as png Image
	ALT O	Show/Hide the Overview Window
	ALT - (numeric keypad)	Zoom Out

	ALT Z	Select Zoom
	ALT + (numeric keypad)	Zoom In
	-	Mark all pieces on this map as not moved

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3.0 GAME PIECES AND RIGHT CLICK MENUS

3.1 The Game Pieces

There is two types of Game pieces, Markers and Units.
All pieces have a Right click Menu showing a number of commands (categorized in subfolders). Most of them are disabled when pieces are not on the Main Map.
Some features appear on pieces and not on others depending of their type and their ability or not to accomplish an action. Some of them are also disabled when a piece is not eligible for a particular action (for example, an engineer unit cannot ferry in the same time it is constructing a bridge).

Note: In order to take full advantage of all the features provided by the v2.0 module, it is highly recommended to use menus on pieces rather than pick markers in the Markers Window, otherwise most of features won't work. Indeed, interactions are associated between units and certain markers, to take advantage of a more appreciable ease of play.

3.2 Summary of commands in pieces Right Click Menus

(3.21) **Ground Units**

Sub Menu / Command	Keyboard Shortcuts	Action
Movement		
Movement Trail	CTRL T	Leave behind a graphical trail showing the positions through which the piece has been moved.
Mark Moved	CTRL M	Display the *Moved* Marker every time a piece is moved (switching).
Strategic movement	CTRL S	Add a Strategic Movement Marker (blue for German units, green for Allied units) on top of unit **(28.0).**
Combats		
Declare Attack	CTRL A	Place an *Attack* Marker on top of unit.
Lose Step	CTRL - (num. keypad)	Flip the unit to a *reduced/lower* step side (if any).
	CTRL SHIFT - (num. keypad)	Flip the unit to a *reduced/lower* step side *for Truck-mounted infantry only*.
Gain Step	CTRL + (num. keypad)	Flip the unit to an *higher* step side (if any).
	CTRL SHIFT+ (num. keypad)	Flip the unit to an *higher* step side *for Truck-mounted infantry only*.
Eliminated	CTRL E	Send the unit to the *Eliminated Box* (automatically in its reserved location for its army).
Engaged	CTRL G	Add an *Engaged* Marker (customized German - Allied) on top of unit **(52.13).**
Counterattack	CTRL SHIFT G	Add a *Counterattack* Marker (customized German - Allied) on top of unit **(52.12).**
Status		
Out of Supply	CTRL O	Place an *Out of Supply* Marker on top of unit (customized German - Allied) **(9.0).**
Out of Comm	CTRL SHIFT O	Place an *Out of Comm* Marker on top of unit (customized German - Allied) **(7.0).**
Isolated	CTRL SHIFT L	Place an *Isolated* Marker on top of unit (customized German - Allied) **(9.16).**
Disrupted	CTRL SHIFT D	Place a *Disrupted* Marker on top of unit (customized German - Allied) **(29.3).**
Shocked	CTRL Z	Place a *Shocked* Marker on top of unit **(48.0).**
Aborted	CTRL SHIFT A	Place an *Aborted* Marker on top of unit **(48.0).**
Dismounted	CTRL SHIFT M	Mark a unit *Dismounted* with 6 MF (*Truck-mounted infantry only*) **(8.0).**
Truck-mounted	CTRL SHIFT N	Remove *Dismounted* marker and the 6 MF (*Truck-mounted infantry only*) **(8.0).**
Reserve	CTRL R	Place a *Reserve* Marker on top of unit (customized German - Allied) **(18.4).**
Attached	CTRL SHIFT U	Place an Attached Marker on top of unit **(18.2).**
Release	CTRL SHIFT R	Remove *Release* Marker.
Utilities		
Change Label	CTRL L	Displays a text label along with a piece.
Rotate Right	CTRL -->	Rotate the unit to the Right.
Rotate Left	CTRL <--	Rotate the unit to the Left.
Unit Formation	CTRL SHIFT Y	Display the chain of command of a unit (army, corps, formation) in an opening window. See **(5.0).**

Build Position

Build an IP ER5	CTRL I	Place an *IP ER5* Marker on top of unit (customized German - Allied) **(19.0).**
Build an IP ER6	CTRL SHIFT I	Place an *IP ER6* Marker on top of unit (customized German - Allied). *Available only for Combat Engineers Units* **(19.0).**
Built a SP ER6	ALT CTRL SHIFT I	Place a *SP ER6* Marker on top of unit (customized German - Allied). *Available only for Combat Engineers Units* **(19.0).**

Change Attachment

	No command	Available on certain units. See **(5.2).**

Leaders Specifics

Spent	CTRL F	Flip Leader units to their *Spent* sides **(39.0).**
Display Command Range	CTRL K	Show/Hide the Leader *Command Range.*

HQ Specifics

Activity Statuses **(13.0 - 16.0)**

Active	CTRL H	See **(4.0).**
Resting	CTRL Y	See **(4.0).**
Mark Activation Done	CTRL U	See **(4.0).**
Night Moves	CTRL N	Place a *Night Moves* Marker on top of unit.
Deactivation	CTRL X	See **(4.0).**

Mode

Deployed	CTRL F	Flip the HQ unit to its *Deployed* Side **(2.6).**
March Order	CTRL SHIFT F	Flip the HQ unit to its *March Order* Side **(2.6).**

Freshness

Fatigued	CTRL B	Place a *Fatigued* Marker on top of HQ Unit **(4.0).**
Exhausted	CTRL J	Place an *Exhausted* Marker on top of HQ Unit **(4.0).**
Highlight Lower HQs	CTRL V	Highlight all subordinate HQs.
Highlight Echelon Units	CTRL W	Highlight all subordinate echelon units (Army and Corps HQs only).
Highlight Formation	CTRL W	Highlight all subordinate units (Div/Bde HQs only).
Display Command Range	CTRL K	Show/Hide the HQ unit *Command Range.*

Change Subordinate

	No command	Available on certain HQ units. See **(5.1).**

Engineer Specifics

Bailey Bridge Construction	CTRL F1 - F6	Place a *Bailey Bridge Construction* Marker (Available for Allied Units only) **(21.0).**
Bridge B-Class Construction	CTRL F1 - F6	Place a *Bridge B-Class Construction* Marker (Available for German Units only) **(21.0)**. See **(6.11)** for procedure.
Bridge J-Class Construction	CTRL SHIFT F1 - F6	Place a *Bridge J-Class Construction* Marker (Available for German Units only) **(21.0)**. See **(6.11)** for procedure.
Prepared bridge Demolition	CTRL 1 - 6	Place a *Prepared Bridge Demolition* Marker **(22.0)**. See **(6.12)** for procedure.
Hasty Bridge Demolition	CTRL SHIFT 1 - 6	Place an *Hasty Bridge Demolition* Marker **(22.0)**. See **(6.12)** for procedure.
Engineer Assistance (Ferry)	CTRL F7 - F12	Place an *Eng Ferry* Marker on top of Unit **(20.0)**. See **(6.13)** for procedure.
Build a Roadblock	CTRL Q	Place an *Roadblock* Marker on top of unit (customized German - Allied) **(19.0).**

Artillery Specifics

Mode

In-Battery	CTRL F	Flip the Arty unit to its *In-Battery* Side **(2.9).**
March Order	CTRL SHIFT F	Flip the Arty unit to its *March Order* Side **(2.9).**
Fire	CTRL P	Mark the Arty unit *Fired*.
Reset Fire	CTRL SHIFT P	Undo the Arty unit *Fired*.
Highlight Artillery Formation	CTRL SHIFT X	Highlight all the artys from the same formation.
Display Artillery Range	CTRL K	Show/Hide the Arty unit *Firing Range.*

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(3.22) Air Units

Sub Menu / Command	Keyboard Shortcuts	Action
Missions		
Strafe/Interdict	CTRL SHIFT S	Display "*St*" on the Marker as reminder.
Ground Combat Support	CTRL SHIFT G	Display "*S*" on the Marker as reminder.
Intercept	CTRL SHIFT T	Display "*I*" on the Marker as reminder.
Cancel Mission	CTRL SHIFT V	Cancel the mission (suppress the Mission Marker)
Utilities		
Change Label	CTRL L	Displays a text label along with a piece.
Rotate Right	CTRL + -->	Rotate the unit to the Right.
Rotate Left	CTRL + <--	Rotate the unit to the Left.
Hide/Reveal	CTRL SHIFT F7 or F8	Hide/Reveal the Aircraft counter to the opposing player.
Display/Hide Area of Effect	CTRL K	Show/Hide the mission area of effect.
Aborted (removed from the game)	CTRL D	Remove the Spent Aircraft unit from the game.
Return to Holding Box	CTRL SHIFT H	Return the Aircraft unit to the *Aircrafts Display*.
Mark Moved	CTRL M	Display the *Moved* Marker every time a piece is moved (switching).

(3.23) Markers

All markers have common commands (*Remove*, *Clone*, *Rotate Right*, *Rotate Left*, *Change label*).
Most markers have two sides. The commands allowing to change from one side to the other are talking about themselves and obviously will not be detailed here.
In addition, some markers have specific additional menus. This is the case for *Engaged* markers or *Attached* markers **(5.0)** and all bridge markers explained in detail in section **(6.0)**.

Marker / Command	Keyboard Shortcuts	Action
Engaged		
Original Attacker	ALT CTRL G	Display "*Original Attacker*" on the Marker as reminder.
Original defender	ALT CTRL H	Display "*Original Defender*" on the Marker as reminder.
Reset	ALT CTRL I	Remove the reminder.
Attached		
Attached to	no command	Chose the formation you want to attach to the unit selected. See **(5.0).**

3.3 Dispersed US units in Forts

In Vassal Module, Dispersed US Units have only one side, unlike the game, where they have two sides **(2.13.a)**.
In order to respect rule **(2.13.h)**, units are marked with a Red Fort logo in the upper right corner, as reminder. If a such unit retreats or moves away, remove the Fort marker present in the hex

4.0 HQs SPECIFICS AND ACTIVATION

At start, the *Activity Statuses* Commands are disabled for all HQs except for Army HQs.
Choose a status for an Army HQ, *Active* or *Resting*. This will highlight in Orange all the subordinate Corps HQs (as well as the Army echelon subordinate divisional/group HQs) and will label Army echelon units (yellow label for *Resting*, red label for *Active*).
The *Activity Statuses* Commands are now enabled for all these subordinate HQs only.
Choose again a status for a Corps (or an Army echelon divisional HQ when it's the case, i.e. US 3AD, 5AD, 11AD and 35ID), *Active* or *Resting*. This will highlight in orange all the subordinate Div/Bde/KG HQs or CPs and will label (yellow label for `RESTING`, red label for `ACTIVE`) the Corps echelon units (or the units depending to an Army echelon divisional HQs if one of them is chosen).
The Activity Statuses Commands are now enabled for all HQs subordinate to this Corps only, and disabled for all the other Corps HQs.
Choose finally a status for all these Div/Bde/KG HQs or CPs subordinate to the Corps HQ chosen, *Active* or *Resting*. This will label (yellow label for *Resting*, red label for *Active*) all their subordinate units.

You can so follow the activation procedure described in the rules, respecting the Chain of Command, **(13.0)** to **(16.0).**

Note: If *Resting* status is chosen, a *Rest* marker will automatically be added to an HQ.

You have the possibility to *Deactivate* an HQ. This will come back to the highlight and disabled/enabled Activation principle of the previous step.
When all the steps **18** to **30** from the *Individual Player Segment* are accomplished, you can *Mark Activation Done* (in the *Activity Statuses* Menu) as a reminder. This will do the same thing as the *Deactivate* function, but in addition will highlight in green the current activated HQ.

If an *Activated* HQ must be eliminated, *Deactivate* the piece before eliminate it.

It is recommended to place the reinforcements on the map prior to the *HQ Activity Segment* (Segment 13) in order to get the most out of the activation system. Indeed, the activation only applies to the units present on the main board and not those positioned on the setup charts. A good compromise is to position them on the map in Segment *1. Consult the Time Record Track on the map for reinforcements*.

Certain HQ essential to the chain of command are placed on the map even if it is not planned by the scenario to allow the activation system to work correctly (for example the 8C HQ in the 6PzA scenario or the 1A HQ in the 7A scenario).

You do not have to use this system to play, but it is useful to have a global vision of the units activated (and so highlighted) and which can carry out actions (movement, Combats, etc ...).

Note: The speed of execution of this action will be more or less fast (5 to 25 seconds) depending on the potentially number of pieces needing to be checked and screened out. It depends also on the efficiency of your computer.

5.0 ORDER OF BATTLE TRANSFERS

During the course of the game, HQ and units of certain formations may be transferred by the OOB to other higher HQ. For example, the entire 8C is transferred from 1A to 3A per section **(134.5).**
These changes of subordination possibilities are listed in the tables below **(5.1, 5.2)** and the module will support these changes when the activation system is run or when commands like *Highlight Lower HQs*, *Highlight Echelon Units*, *Highlight Formation* or *Highlight Arty Formation* are used.
In other terms, attached units function as integral assets of the surrogate Division or Brigade HQ **(18.2.h).**
i.e. 8C HQ can be activated after 1A HQ is activated. Once transferred to 3A, it will no longer be activated from 1A HQ but from 3A HQ.

The *Unit Formation* utility (*Utilities* menu, CTRL SHIFT Y) allows to verify the chain of command of a unit (army, corps, formation).

To proceed a transfer, HQ units have a *Change Subordinate* menu **(5.1)** while units have a *Change Attachment* menu **(5.2).**

As the unit transfer possibilities are multiple and infinite, only the transfers described in the scenarios are taken into account by the module. See **(5.1), (5.2).**
For other transfers, *Attached* markers are provided, but a special menu is offered on these markers (*Attached to*) which will personalize the marker with the status of the attachments **(18.2.i).** Attachment to Army, Corps or Div/Bde can be chosen.

Marker / Command	**Keyboard Shortcuts**	**Action**
Attached		
Attached to	no command	Chose the formation you want to attach to the unit selected.

5.1 Change Subordinate

Available on certain HQ units. In most cases it will automatically replace an HQ subordinate to one higher HQ (with a specific color boxed ER) with another HQ subordinate to another higher HQ (with another specific color boxed ER). All units of the formation will transfer at the same time.
The *Change Subordinate* menu is disable as long as the turn when transfer can take effect is not reached. This is why it is important to have a good management of the *Game Turn Track* **(10.0).**

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List of possibilities for *Change Subordinate*:

HQ	Sub to	*Change Sub*	Enable	Rule	Note
German					
2SS PzK HQ	6PzA	5PzA	from 19PD	**(105.1)**	2SS PzD HQ, 9SS PzD HQ and their formations transfer at the same time and remain subordinate to the 2SS PzK.
9Pz HQ	58K	47K	always	**(111.4.c)**	
5FJ HQ	85K	53K	from 21AF	**(105.3)**	5FJ CP also change subordinate automatically.
FE Bde HQ	66K	58K	from 19MO	**(83.5.4.d)** & **(142.6.b)**	
KGC HQ	Switch between KGC and 2 Pz Div		always	**(112.5)**	When KGC is selected, the HQ and its 11 subordinate units act as an independent formation in regards of activity system.
Lehr 901 CP	Switch between Lehr 901 KG and Lehr Div		always	**(122.2-5)**	When 901 KG is selected, the CP and its 6 subordinate units act as an independent formation in regards of activity system.
Allied					
8C HQ	1A	3A	always [*]	**(106.13.3)**	All subordinate HQ and their formations also transfer at the same time and remain subordinate to the 8C. [*] Do not use before a German unit enter Jemelle **(106.13.4)**.
Five HQs	8C/8C Lux	8C Lux/8C	always	**(76.4.f)**	4ID CP, 10AD HQ, 9AD CCA HQ, 28/109 CP, 422 FAG HQ. Automatic change when moving in or out the 8C Lux zone described in **(76.4.f)**.
4ID CP	8C	12C	from 21EV	**(106.14.a)**	
28/109 CP	8C	12C	from 21EV	**(106.14.b)**	
7AD HQ	8C	18C	18PD 19PD 20PD	**(85.7.5.a)** & **(96.16.d)**	
9AD CCA HQ	8C	12C	from 21EV	**(106.14.b)**	
10AD HQ	8C	12C	from 21EV	**(106.14.a)**	
422 FAG HQ	8C	12C	from 21EV	**(106.14.b)**	

5.2 Change Attachment

Available on certain units. It will automatically change the subordination to the formation selected. Additionally, the appropriate *Attached* marker will be placed automatically on top of the unit. The *Change Attachment* menu is disable as long as the turn when transfer can take effect is not reached.
For certain units, two different sets with the two attachment possibilities are provided (i.e. 506 Tiger Bn).

List of possibilities for *Change Attachment*:

Units	*Attached to* (switch)	Enable	Rule	Note
German				
53K echelon	212VG / 53K ech	from 20PD	**(105.2)**	3 units.
406 VAK	53K ech (no switch)	from 22MO	**(132.6.1.1)**	6 units.
2Pz	26VG / 2Pz	always		2Pz/38 Pio Abt only. See "The Battle of Bastogne" Scenario Chart.
Lehr	26VG / Lehr	always		All units.
15PzG	26VG / 15PzG	always	**(121.4.d)**	Units from the 15PzG Group arriving 23AF. See German Reinforcement Chart 4.
5FJ	5FJ HQ / 5FJ CP	from 21AF	**(PAB p48)**	All units. Enabled when 5FJ HQ is subordinate to 53K.
5FJ artys	5FJ / 85K ech	from 22MO	**(132.6.1.2)**	5 units. The 5FJ arty may be transferred back to the 5FJ on any PD turn.
519 PzJ Bn	6 PzA ech / 5 PzA ech	always		4 units. Exchange the units between the two different sets provided. See German reinforcements Chart 3.
506 Tiger Bn	6 PzA ech / 7A ech	always	**(105.4)**	4 units. Exchange the units between the two different sets provided. See German reinforcements Chart 3.
559 JgPz Co	Lehr / 7A ech	always	**(105.5)**	1 unit. Exchange the unit between the two different sets provided. See German reinforcements Chart 3.
53 HAA Bn	6 PzA ech / 2SS Pz	always		1 unit. Exchange the unit between the two different sets provided. See *The Salm and the Ourthe - German* Chart.
Allied				
28ID	7AD / 101Abn / 28ID	always		All units except 109 Rgt.
28ID/109 Rgt	101Abn / 28ID/109 Rgt	always		All 109 Rgt units.
75ID	2AD / 75ID	always		The three infantry battalions of the 75ID/291.
82Abn	18C ech / 82 Abn	always	**(143.5) (153.6)**	7 units. 3 x 82Abn/325 Bn, 3 x 82Abn/508 Bn, 82Abn/307 Eng Bn.
106ID	7AD / 106ID	always		All units.
7AD	1A ech / 7AD	always		7AD/87 Rec Bn only.
9AD CCA	101Abn / 9ADCCA	always		All CCA units.
9AD CCB	2ID / 101Abn / 7AD / 9AD CCB	always		All CCB units. Change attachment to 2ID available for 9AD/CCB/16 FA Bn only.
9AD CCR	101Abn / 9AD CCR	always		All CCR units.
10AD	101Abn / 10AD	always		All units.
10AD CCB	101Abn / 10AD CCB	always		All CCB units.
174FAG	7AD / 28ID / 101Abn / 174FAG	always		All units.
190FAG	2ID / 78ID / 190FAG	always		All units.
333FAG	101Abn / 333FAG	always		All units.
1A ech	78ID / 1A ech	always		1A/2 Rgr Rgt only.
1A ech	8C ech / 1A ech	always		1A/299 Eng Bn, 1A/1278 Eng Bn.
1A ech	18C ech / 1A ech	always		1A inf Co (2-5-6) only.
8C ech	7AD / 2ID / 106 ID / 101Abn / 8C ech	always		All units.
8C ech	8C / 8C Lux	always		All units. Automatic change when moving in or out the 8C Lux zone described in **(76.4.f)**.
8C Artys	8C / 3C	always	**(134.5.b)**	8C/776 FA, 402FAG/740 FA, 402FAG/559 FA, 402FAG/561 FA, 402FAG/578 FA. Exchange the units between the two different sets provided.

6.0 ENGINEERS SPECIFICS AND BRIDGE MARKERS

Engineer Units:

Figure A: Engineer constructing a Bridge

Figure B: Engineer Halts construction

Figure C: Engineer Ferrying

Figure D: Engineer building an IP

Figure E: Engineer building a SP

Figure F: Engineer building a Roadblock

Bridge markers:

General Bridge marker:

German B Bridge Construction sequence:

German J Bridge Construction sequence:

Allied Bridge Construction sequence:

All activities concerning bridges are conducted by using the Right Click menus of Engineer units paired together with Bridge Markers.
Engineers may only perform the functions permitted by their type, whether it is German or allied Engineers, Army, Corps or Div/Bde Engineers or even German Bridge Engineer (depending of the Engineer type, these functions will appear or not on the Right Click menus), as described in rules **(2.8.4)** & **(2.8.5).**
Actions are usually initialized with the Engineer Units (*Begin a bridge Construction*, *Ferry assistance*, *Prep/Hasty Demolition*).
The progress of these actions are rather led through Bridge Markers Right Click Menus (*Proceed Bridge Construction*, *Proceed Dismantling Bridge* - German only, *Halt Bridge Construction*, *Cancel Bridge Construction effort*).

6.1 Engineers Units Right Click Menus

(6.11) **Bridge Construction (North, North West, North East, South, South West, South East)**

Begin a Class B or J Bridge for German Engineers (2 turns sequence for German Bridge Engineer units and 4 turns sequence for German Army Echelon Engineer Units) or Bailey Bridge for Allied Army and Corps Echelon Engineer Units.
Depending on the type of Engineer unit, an appropriate "Begin Bridge" marker will automatically be placed on the hexside oriented in the desired direction (N, NW, NE, S, SW, SE), with the appropriate rotation. Simultaneously, a *Construction* logo is displayed on the unit (see figure A)
Begin Bridge Construction Menus are disabled when the Engineer unit is conducting another action (i.e. ferry assistance or constructing a defensive position) **(21.1.e)**.

(6.12) **Prepared/Hasty Bridge Demolition (North, North West, North East, South, South West, South East)**

An Prep/Hasty demolition marker is automatically placed in the desired hexside direction (N, NW, NE, S, SW, SE) with the appropriate rotation.
Prep/Hasty Demolition Menus are disable when the Engineer unit is conducting another action (i.e. ferry assistance or constructing a bridge/defensive position) **(19.0.f)**, **(20.0.h)** & **(21.1.k).**

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(6.13) **Engineer Ferry assistance (North, North West, North East, South, South West, South East)**

An *Eng Ferry* marker is automatically placed on top of the Engineer unit with the appropriate rotation (N, NW, NE, S, SW, SE).
Simultaneously, a *Ferry* logo is displayed on the unit (see figure C)
Engineer Ferry assistance Menus are disable when the Engineer unit is conducting another action (i.e. constructs a bridge/defensive position) **(19.0.f)** & **(21.1.k)**.

(6.14) **Build a Defensive Position**

An appropriate *Defensive Position Construction* marker is automatically placed on top of the Engineer unit.
Simultaneously, an appropriate *Defensive Position* logo is displayed on the unit (see figures D, E & F).
Build Defensive Position menus are disabled when the Engineer unit is conducting another action (i.e. ferry assistance or constructing a bridge) **(19.0.b)**.
However, beware that this menu does not disable when a unit is Out of Supply, Out of Comm, not been released or is adjacent to an enemy unit **(19.0.a)** **&**
(19.0.c).

6.2 Bridge Markers Right Click Menus

Bridge Markers are systematically placed on a lower layer than the main layer where all units are located and generally on hexsides.
This allows not to overload the pieces stacks and have a better visibility of the game and the positioning of the game pieces.
Additionally, for a better visibility of the Bridge markers, it is possible to hide (via the general menu **(2.0)**) all the units, leaving only the Bridge markers on the game board. More, you can highlight all the Bridge markers (again, via the general menu **(2.0)**).
When they are placed by the Engineer units, Bridge markers are superimposed perfectly on top of those previously placed as a new action is carried out.
Those below will no longer be visible but are still present. Indeed, there is no stacking property for Bridge markers.
Depending on the actions carried out, they will therefore be added or removed from the stack present on an hexside, thus making it possible to follow the evolution of the bridge actions at this location. Usually there is no need to take care of them or move them.
Of course, it is not compulsory to use the menus offered by the Engineer units or the markers and it is always possible to choose a marker in the display of markers and to position it or where want it on the map.

(6.21) **Bridge Construction Markers**

Proceed Bridge Construction will increase the construction status (2 or 4 depending of the Engineer type who constructs) by replacing automatically the previous Marker with the adapted one (keeping the correct rotation), and finalize with the appropriate Bridge marker (type B ou J for German Engineer units or bailey for Allied Engineer units), also keeping the correct rotation, and removing the *Construction* logo on the Engineer Unit who is in charge of this bridge.

Proceed Bridge Dismantling (for German Player only) will decrease the construction status (2 or 4 depending of the Engineer type who constructs) by replacing automatically the previous Marker with the adapted one, keeping the correct rotation, and finalize by removing the Bridge Marker and removing the *Construction* logo on the Engineer Unit who is in charge of this bridge.

Halt Bridge Construction place an Halt Bridge marker on top of the bridge stack, keeping the correct rotation, and add an *Halt* logo on the Engineer Unit who is in charge of this bridge (see Figure B). This menu is hidden when the bridge construction is complete.

Cancel Bridge Construction Effort will remove the Bridge marker and remove the *Construction* logo on the Engineer Unit who is in charge of this bridge. This menu is hidden when the bridge construction is complete.

(6.22) **Bridge Halt Construction Markers**

Restart Bridge Construction will remove the *Halt Bridge Construction* marker and remove the *Halt* logo on the Engineer Unit who is in charge of this bridge.

(6.23) **Prep/Hasty Demolition Markers**

Bridge Demolition Attempt Successful will add a *Blown* bridge marker on top off the stack (keeping the adapted rotation).

Bridge Demolition Attempt Failed will remove the Prep/Hasty Demolition Marker.

7.0 ARTILLERY SPECIFICS

The two main activities of the Artillery units are to set up *In-Battery* or in *March Order*, and to *Fire* or not.
When in *March Order* mode, the *Fire* menu is disabled.
When *In-Battery* mode, the *Fire* menu is enabled.
All the *Fired* markers on the trays can be removed from a single shot using the General Menu **(2.0)** (*Remove all German/Allied Fired Markers* or using the [61.2] procedure - ALT SHIFT F3).
Display Artillery Range (CTRL K) show/hide the minimum and the maximum *Firing range* for German Artillery Formation Substitute Units.
Fire (CTRL P) reports in the Chat Log the Combat Factor Value for the unit which is firing (useful to calculate the total arty CF when attacking or defending).

8.0 DISMOUNTED INFANTRY

Truck-mounted sides   *Dismounted sides*

Truck-mounted infantry units offer two supplementary commands in the *Status* right click menu (*Dismounted* CTRL SHIFT M and *Truck-mounted* CTRL SHIFT N).
On their *Dismounted* sides they appear as normal infantry with 6 MF and no wheel under the NATO box. Also a *D* marker remind that they are initially truck-mounted infantry (oo).

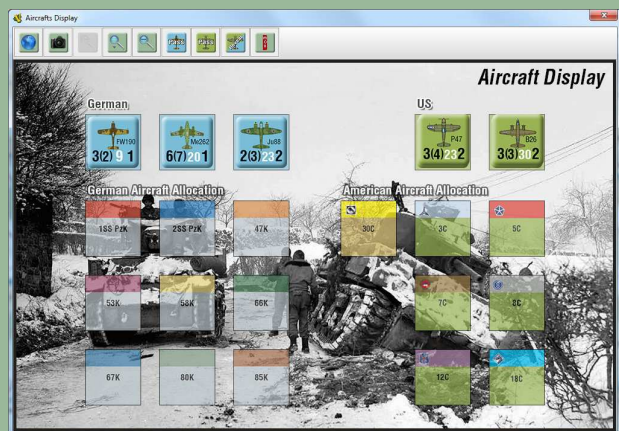## 9.0 HOW TO ALLOCATE AIRCRAFTS SECRETLY

This procedure occurs when performing *5. Air Segment* (5.4 to 5.6).

Hide/Reveal (CTRL SHIFT F7 for the Allied Players / CTRL SHIFT F8 for the German Players) allows to make invisible or visible the Aircraft counters to the opposing players (see Figure below).
When *hidden* the Aircraft counters will still be visible to the players who owns them (with an *hidden* marker) but will no longer be visible to the opposite players.
From the moment the Aircraft counter is *hidden*, actions (movement, Corps HQ allocations, mission assignations) will also been keep secret and not reported.
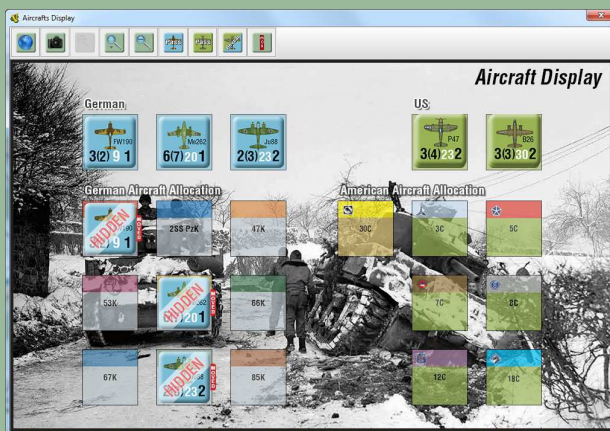
What the German Players see   *What the Allied Players see*

VASSAL MODULE

9.1 Keep Missions Secret

Keep Missions Secret (Enter Password) - German Players (ALT SHIFT F8)

Keep Missions Secret (Enter Password) - Allied Players (ALT SHIFT F7)

When all aircrafts missions for one side have been allocated, one of the phasing players enters a Password using the appropriate button in the *Aircraft Display* General Menu.
From the moment the password is entered, it is no longer possible to change missions. So it's a safe way to avoid cheating.
He then ends the *5. Air Segment* and send the Vassal .vlog file to the opposing players.
One of the opposing player then allocates all its aircrafts missions, enter in his tour a password using its button, ends the *5. Air Segment* and send the Vassal .vlog file to the phasing players.

9.2 Reveal Missions

Reveal Mission (Enter Password) - All Players (ALT SHIFT F9)

When all players have received the file, each side reveal their respective password to each other.
When entering the opposing players password using the *Reveal Missions* button in the *Aircraft Display* General Menu, all the Aircrafts become visible.

10.0 THE GAME TURN TRACK

10.1 The Sequence of Play buttons

Game Turn Backward (ALT + <--)

Game Turn Forward (ALT + -->)

Segment Forward (ALT SHIFT + -->)

Switch Player Phase (ALT SHIFT F10)

The *Sequence of Play* buttons allows players to move in the *Sequence of Play*:

* *Game Turn Backward* move to the previous Game Turn, at the beginning of first Segment, and is setting the phase to the *German Phase*.
* *Game Turn Forward* move to the next Game Turn, at the beginning of first Segment, and is setting the phase to the *German Phase*.
* *Segment Forward* allows players to browse the Sequence of play segment by segment, in order. When reaching Segment 30, an Alert Message Box will ask the Phasing Player for if the final Corps was activated. If *No* the Sequence will come back to Segment 13 for another *Individual Player Phase*. If *Yes* the Sequence will advance to the following segments (Segment 31 for the German Player and Segments 31 & 32 for the Allied Player) and then will change to the next Turn. All these actions are reported in the Chat Log window.

10.2 The Game Turn Marker

The *Game Turn Marker* cannot be selected or modified. Its role only allows players to situate on the *Game Turn Track*.
It moves automatically from turn to turn as one of the three buttons described in **(9.1)** is pressed. It also automatically displays the game phase depending on the progress in the *Sequence of Play* (i.e. Segments 1-12 & 32: Mutual Player Phase, Segments 13-31: Individual German/Allied Phase).

11.0 GENERAL OBSERVATIONS

* Some actions (accessible either by the main menu buttons, or by the right click menus of pieces) being applied to all the pieces of the board game can take several seconds (this can be a bit long, depending on the number of pieces on the board, but usually never beyond 25 seconds) before being processed. Wait for the complete end of compilations before moving on to another action to prevent a "*vassal freeze*" (although it rarely happens).
The action times also depend on the capacity of your computer. The more powerful and efficient it is, the shorter these delays will be.

* In some cases, units cannot be moved (for example an engineer unit which constructs a bridge or assisting a Fording Operation, or a unit under a defensive position building). An alert message appears to avoid errors of moving in such a case prohibited by the rules. It is nevertheless possible to disable these *Move Alert* messages in the *Preferences* general menu.

* The hidden command to add a *Release* marker is "CTRL + Insert". It loops among the different level (yellow, pink, teal and red).

* The *Mouse Overstack Viewer* also display the *Movement Factor*, the *Firing Range* and the *Combat Factor* for Arty Units. Useful when an arty unit is on its *In-battery* mode (0 Movement Factor) and vice versa (no *Firing Range* or *Combat Factor* displayed on the counter).

* The *Mouse Overstack Viewer* also display the *Movement Factor* for HQ Units. Useful when an HQ unit is on its *Deployed* mode (0 Movement Factor).

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