






















Combat Infantry on VASSAL

The combat sequence:

- Select a HQ. Activate it (**ctrl-a**). The activation adds a red frame to the unit clarifying that this is one of the units activated in this player turn and automatically flip it. Then you can deploy it. A “moved” marker will appear if the HQ is deployed.
- Proceed by ordering (**ctrl-a**) one unit at a time. Each unit can:
 - Move: It is automatically marked with a “moved” marker and a trail shows its movement. If it enters a tunnel, mark it with a “tunnel” marker (**shift-t**). Vehicles are automatically flipped face-up.
 - Fire (**ctrl-f**): the unit is marked with a “fired” marker and, if hidden, it is automatically flipped face-up, select the target (**ctrl-t**) and roll the dice. If successful, reduce the strength of the target (**ctrl-h**).
 - Rally (**ctrl-r**): the unit is marked with a “rally” marker. Then roll the die. If successful, add one strength level (**alt-h**).
 - Perform a special action (**ctrl-s**): the unit is marked with a “special” marker and, if hidden, it is automatically flipped face-up. Proceed to roll the dice and/or place the desired terrain block.
 - If the unit is outside the command rage, check the morale first. If the check fails, mark the unit with a “failed” marker (**alt-f**) otherwise proceed with the activation.
 - If ordering an artillery/air attack, reduce the strength (**ctrl-h**) of the associated block in the Artillery and Air Support window.
 - If using a HQ as a spotter, mark it with the “spotter” marker (**alt-s**).
- Once all units have been activated, end the player turn using the End of Player Turn button. This will clear the order markers, the target markers and the movement trails.
- When all player turns have been completed, both players should push the End of Game Turn button and the turn tracker must be increased by one.

Unit actions chart		
Command	Description	Icon
Ctrl-a	Activate the unit	
space	Flip the unit face-up	
Ctrl-f	Unit fires	
Ctrl-t	Mark unit as target	
Ctrl-m	Mark unit as moved	
Ctrl-r	Unit attempts rally	
Ctrl-s	Unit performs special action	
Alt-f	Fail to activate	
Alt-s	Mark HQ as spotter	
Ctrl-h	Take hit (strength -1)	
Alt-h	Recover hit (strength +1)	
Ctrl-l	Change unit label	

Main window button chart	
Button	Description
	Order of Battle windows. Organize units, draw random assets and random HQ's (solo mode). Push the "flip" button before deploying units.
	Artillery and Air support window. Keep track of the available attacks by reducing or increasing the strength of the different blocks.
	Losses window. Unit eliminated from the game can be moved here.
	Block windows. Units and terrain markers are organized in tabs. Select them to deploy directly on the map or in the O/B window.
	Roll dice. Select the button to roll from 1 to 4 dice. Results are reported in the chat window. If too many dice are rolled, ignore the latest.
	Chart window. Key shortcuts, Buttons chart, Unit visuals, Terrain Effect Chart and Unit Cost Chart.
	Notes window. Take public and private notes.
	Check LOS. Use the thread to check the line of sight.
	Fire Combat. Use the thread to indicate firing and target hexes.
	Show/Hide units. Inspect the terrain by removing units and markers.
	End of player turn. Remove ordered markers, target markers and movement trails.
	Reset pieces/End of game turn. Remove all markets and flip the units upright. Remember to manually flip the vehicles face-up if needed. It should be pressed by both players at the end of a game turn.
	Remove "moved" markers. Useful after the initial deployment.