

GCACW No-Markers VASSAL Modules
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Unit Layer Controls (Right-click Menu)

Strength

Select from list Ctrl-V

Fatigue

Add Ctrl-F

Reduce Ctrl-Shift-F

Demoralization

Add Ctrl-Z

Reduce Ctrl-Shift-Z

Exhaustion (note 1)

Add Ctrl-X

Recover Ctrl-Shift-X

Supply Status

Out of supply Ctrl-Y

In Supply Ctrl-Shift-Y

Ammo Status (note 2)

Out of ammo Ctrl-M

Replenish Ctrl-Shift-M

Notes

(1) Exhaustion controls do not appear on right-click menu because exhaustion and recovery takes place automatically using the Recovery toolbar button.

(2) Ammo Status is used only in the Roads to Gettysburg module.

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Multi-Action Button for Recovery Phase

Note: Step 3a of the Recovery Phase must be done manually (DISORG to ORG if Fo or F1). Automating this step is not possible because unit strengths in the module are text strings, which can't be incremented numerically like the other recoverable factors. Note that DISORG to ORG is contingent upon supply status.

Automation

Click the Recovery toolbar button *one time only* to trigger four Global Key Commands corresponding to steps 3b, 3c, 4, and 5 of the Recovery Phase:

3b: Remove exhaustion if Fo or F1

3c: Reduce demoralization if Fo or F1

4: Apply exhaustion if F3 or F4

5: Reduce fatigue level by three

> TIP: A Movement Point tracker (in the Markers game-piece palette) can be placed on the map where needed. Also, a Victory Point tracker.

> TIP: To select non-movable game pieces, such as objective flags or bridges: Shift-click on them.

> TIP: Reduce the Mouse-over delay under File > Preferences to 300 ms for snappier display of hex contents.