

# GCACW No-Markers VASSAL Modules

Robert Morss, [consim.morssweb.com](http://consim.morssweb.com)

## Unit Right-click Menu

Commands that are not usable in a unit's current state are hidden from the right-click menu.

### Manpower

Up 1	F1
Down 1	F2

### Organization

DISORG	F3
ORG	F4

### Fatigue

Add	Ctrl-F
Reduce	Ctrl-Shift-F

### Demoralization

Add	Ctrl-Z
Reduce	Ctrl-Shift-Z

### Exhaustion

Exhaust	Ctrl-X
Recover	Ctrl-Shift-X

Note: These controls do not appear on right-click menu because exhaustion and un-exhaustion happen automatically using the Recovery toolbar button.

### Supply (not in SLB, RTG, HSN)

Out of supply	Ctrl-Y
In Supply	Ctrl-Shift-Y

### Ammo (RTG only)

Out of ammo	Ctrl-M
Replenish	Ctrl-Shift-M

### Horses (Union cavalry, HSN only)

Worn-out, Unmounted Ctrl-H

### Artillery (HSN only)

Set artillery factor	Ctrl-L
Reset to default	Alt-L

## Recovery Phase

Note: Some scenarios prohibit recovery by specific units on a given turn. In these cases, the Recovery Phase must be done manually.

**Automation:** Click the **Recovery** toolbar button *one time only* to trigger a series of Global Key Commands corresponding to steps 3, 4 and 5 of the Recovery Phase. One click applies recovery to all units of both sides.

3a DISORG to ORG if F0/1, not D2, not OOS

3b Remove Exhaustion if F0/1

3c Reduce Demoralization if F0/1

4 Apply Exhaustion if F3/4

5 Reduce Fatigue by three levels

## HINTS

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

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

> Reduce the Mouse-over delay in File > Preferences to 400 ms for snappier display of hex contents and hex ID.