

GCACW No-Markers VASSAL Modules  
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Unit Right-click: 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 un-exhaustion happen automatically using the Recovery toolbar button.

- Entrench Ctrl-E
- Reset to none\* Ctrl-Q

\* Entrenchment indicator automatically resets when a unit is moved.

The varying levels of entrenchment for each war year are coded in to the layer trait.

Lower case = build

Upper case = complete

a/A abatis

b/B breastwork

f/F fort

#### 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 gamepiece 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.