

When I click on SQLA Squad Leader Series Module, I see all my SQLS Games

Current Games: SQLA Squad Leader Series Module

Players Online: 109
Current Time: 10/21/2017 10:08:58 AM

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New Custom Module feature: Future Card Play

4/14/2017 - This was requested a while ago, and I've finally gotten time to add it to the custom modules.

It is basically the Future Offensive functionality of Empire of the Sun - you can turn on the option in a Custom Module to allow each player to play one "future" card which can then be played or discarded later.

ACTS News

3/3/2017 - 17th Annual Donation Drive - thanks everyone!
2/8/2017 - 17th Annual ACTS Donation Drive
3/5/2016 - 16th Annual Donation Drive - thanks everyone!

SQLA Squad Leader Series Module

Custom Module Owners:

- Bill Thomson
- Scott Bramley

Name of Game	Players	Current Turn	Last Updated
COI 108: Blockbusting CL BT	Bill Thomson Chuck Leonard 1st Player 2nd Player	Turn 3	10/15/2017 10:00:00 PM View journal
COI 15 Monty-Bill	Monty Jasper Bill Thomson 1st Player 2nd Player	Turn 2	10/20/2017 8:18:00 PM View journal
George-Bill Zeta2	Bill Thomson George Bott 1st Player 2nd Player	Turn 5	10/10/2017 10:48:00 PM View journal
Scott Bill 207	Bill Thomson Scott Bramley 1st Player 2nd Player	Turn 1	9/1/2017 9:42:00 PM View journal
WG200 KenR BillT	Bill Thomson Ken Rutkowski 1st Player 2nd Player	Turn 2	10/17/2017 1:41:00 PM View journal
WG202 Jadhe's Tigers	Bill Thomson Superbee (Bob Glenn) 1st Player 2nd Player	Turn 0	10/4/2017 10:28:00 PM View journal

- New game
- View Completed Games

Scott Bramley and I are the owners of the SQLS Custom module but if you have a game going, it will show up on your list. You can always add a New Game to add an additional game you are starting, just walk through the menus. Biggest thing is to give the game a name, pick the default scenario, and make you the owner. Only the owner can delete the game when it is completed or abandoned by opponent. I have a Twilight Struggle game I started vs an unknown opponent on the server, he bailed out after 30 minutes, as he was the owner, it will stay on my list for 6 months. Games with no ACTS activity for 6 months are automatically deleted. In cases where a game is on hold for an unknown length of time due to some real life event, one player has to go in and at least send a message on ACTS to reset the 6 month clock.

Our game is WG202 Jadhe's Tigers, you click on that.

Thin

The screenshot shows a web browser window with the URL `acts.warhorseim.com/dynamic/gameCustom.asp`. The page title is "SQLA Squad Leader Series Module" and the game title is "WG202 Jadhe's Tigers". The interface includes a navigation menu with "Home / My SQLA Squad Leader Series Module Games", a horse icon, and a table of game statistics:

1st Player	Bill Thomson
2nd Player	Superbee (Bob Glenn)
Scenario	Default
Last Updated:	10/21/2017 10:10:00 AM

The main content area is divided into three columns: Turn, Journal, and Miscellaneous. The Turn column shows "End Turn". The Journal column displays the "Last journal entry" for Turn 1, where the 1st Player changed the game turn. The Miscellaneous column contains links for "Game Utilities" (Send message, Submit die roll request), "Administration" (Draw Extra Card, Change Game Turn, Set whether deck will be reshuffled, Edit game/player info, Edit game), and "Custom Game Values" (Current Turn, Game Phase, If excess dice are rolled, then the extra ones are, Player moving first).

Things one can do is to review the game journal, send a message, submit a die roll, change game turn (can only change the integral game turn number, not half turns). ACTS was designed for card driven games (such as Paths of Glory, Twilight Struggle, etc so custom modules keep track of whether cards are in the draw pile, discard pile, in player's hands, permanently discarded per the Game Title). But for SQLS, just ignore those options.

It is best to copy and paste from the vassal log into the Submit Die roll request to identify what the die roll was for, then type in the result in the vassal log. That way a player can track what is going on in either the vassal log or ACTS.

Biggest thing is requesting the correct number of die. Most SQLS uses 2 die, sometimes 1 (repair) sometimes 3 (attack with one smoke) etc. If you did not request enough die, keep what you got and request more. If you requested too many, ignore the excess. Some veteran players consolidate when playing veteran players: if making attack vs a single squad, may request 4 die, 2 for the attack and 2 for any morale check, applying modifiers as need. Or for example request 8 die, 2 for the attack, 2 for the target leader, 2 for the squad with the leader, and 2 for the leader loss NMC if needed. This can be confusing for a more novice players to follow. There is a player preference.

In addition to each message or die result begin displayed on the ACTS window, and email is generated and sent to each player. In my case these are filtered directly to a folder I do not look at. Card driven games generate a lot of emails, especially if the game is played on the server for an hour. My ACTS folder gets about 1000 messages a week, which I empty once a week. I just look at the vassal log.

In our game, for the Defensive immobilization NMC and result, I found the emails for the NMC and result in my ACTS folder. They were not done within our game so they are not in the game journal. I will proceed when I get a chance today. My daytime free time is measured in minutes before I am interrupted again.