



13. SCROLLING THROUGH UNITS

Surface and submarine units may occupy the same hex as other friendly or enemy units. There is not limit to the number of units that may occupy a hex. You can scroll through all the units and bases in hex using both the left and right mouse buttons as follows:

1. Click on a hex containing multiple units. It will be highlighted (i.e. surrounded by a white hexagon).
2. Click within the the hex with the left mouse button to cycle through all the pieces in the hex. Each click brings the next piece to the top of the stack, and the piece appears as the selected unit in the upper right of the screen.
3. The individual ships comprising a task force (TF), task group (TG) or stack (STK) are viewed as follows:
 - Bring a TF, TG, or STK to the top of the hex using the left mouse button as described in step 2.
 - Then click once on the *right* mouse button to view the first ship in that TF, TD, or STK.
 - Go back to the *left* mouse button and click repeatedly to cycle through the ships in the group.
 - Click the *right* mouse button again to return the TF, TG, or STK.
4. The individual air units assigned to a carrier may be viewed as follows:
 - Select a carrier as describe in step 2 or 3.
 - Then click once on the *right* mouse button to view the first air unit on the carrier.
 - Go back to the *left* mouse button and click repeatedly to cycle through the air units on the carrier.
 - Click the *right* mouse button again to return to the carrier.

RED AND GREEN UNITS IN THE SAME HEX

Hexes containing hostile units have a yellow hex border. The yellow border serves no purpose other than to keep you aware of the location of your ships if they are at the bottom of the stack of units occupying the hex. The only advantage to being in the same hex is to give yourself a chance to use gunfire to attack enemy ships.

