# VASSAL Module for Westphalia

The rules of Westphalia require that the six players are each dealt a role card, and that then if they do not like their allotted role, they can negotiate a swap. The VASSAL module implements this by adding a special role, The Convener, which need only be used during the preliminary negotiations. Anyone else wanting to view the negotiations should do so as an Observer. The setup process is as described below.

1 Setting the player names

When you setup a game, you should do so using "The Convener" role. The first thing you should do is press the toolbar button saying "Role".

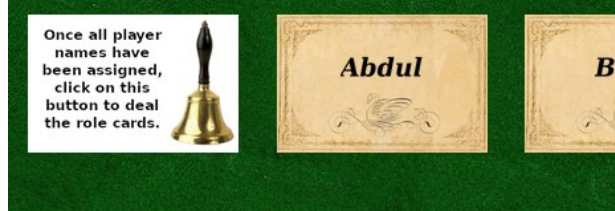This takes you to the role selection window.
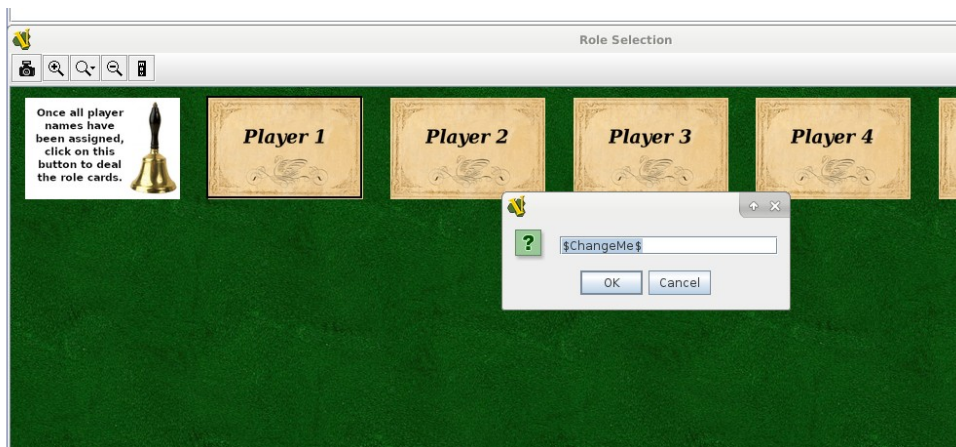
Right-click on each name plate, to get a menu item "Change Name Ctrl N", which brings up the dialog shown. When you have given all 6 players names, you should have something like:

2   Dealing out the roles

When all the names have been set (and **not before** as that would be unfair), you press the "bell button" on the left:

This will deal out the role cards, giving something like:

These role cards can be selected and moved around. The Convener should make sure all players are aware of how the deal turned out. The Convener should implement any deals by moving units, prestige, debt between the side's hands, by moving these role cards around , by moving claims on the map, and by keeping a record of any binding promises. Once all the preliminary negotiations have concluded and all the deals have been implemented, the Convener should press the "key" button on the left. The Convener's job has now been completed.

3   The Austrian Goal Cards

Once the Convener has finished, anyone can join the game as their agreed upon side, but the game cannot start in earnest until Austria has selected a Goal card. At the start of the game, the default Austrian hand looks like this:

When Austria presses the button in the bottom-left three goal cards are dealt out like this:

Austria can select one of these goal cards simply by clicking on it (or right-clicking and picking the menu item etc.). Then Austria will be looking at something like:
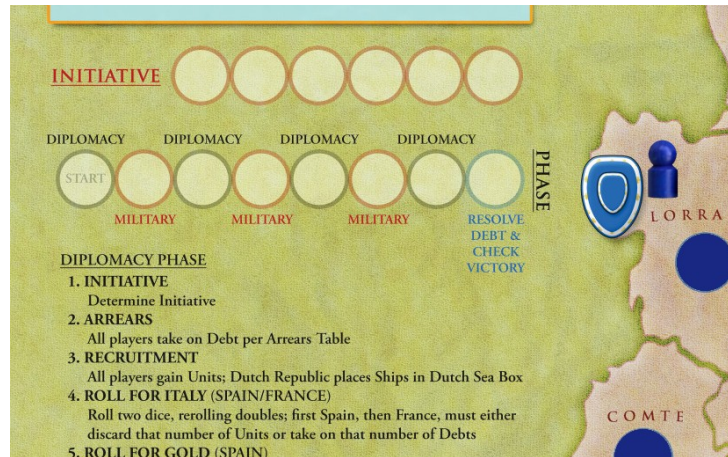

Note that the Austrian goal cards are masked so that anybody other than Austria would just see:

4   Turn Structure

You will notice that when you open the module for the first time there are no initiative markers and no turn tracker.

Once Austria has selected a goal card, the VASSAL module will place the turn tracker. It will also place a black triangle (the Diplomacy step marker) next to the "Determine Initiative" step.

If you select the Diplomacy step marker, you can see a menu. So long as it is on the Determine Initiative step that command (Ctrl-I) will be enabled. This marker can be moved amongst the different steps and it reports each stage to the chat window. This should act as a reminder of the structure of the Diplomacy phase and acts as a place to find certain commands such as Determine Initiative.

You can move the Turn tracker by selecting it and doing Ctrl-N. When it reaches a Diplomacy turn, the Diplomacy step marker is returned to Determine Initiative and the Initiative track is cleared.

Other bits of clean up are also tied to the turn track. For example when the Resolve Debt turn is reached, the Austrian goal card is revealed.

5   Shortcuts to various windows

To ease getting around we have various hot keys that show or hide windows:

Hot Key	Window
Alt-A	Austrian Hand
Alt-B	Bavarian Hand
Alt-D	Dutch Hand
Alt-F	French Hand
Alt-P	Spanish Hand
Alt-W	Swedish Hand
Alt-E	Debt Source
Alt-T	Tables
Alt-R	Role Selection
Alt-S	Stock
Alt-N	Notes
Alt-O	Overview
Alt-I	Inventory
Ctrl-Shift-=	Zoom in on main map
Ctrl-+	Zoom out on main map

6   Commerce and Unrest Cards

The Commerce and Unrest decks are in the Stock window. To draw a card simply click on the deck. You won't be allowed to draw a second card without resolving the first (as required by the rules).

Since resolving a Commerce card is simply placing it in the Dutch hand (or returning to the deck if the Portuguese card), this has been simplified. You simply click on it (though you may select it and do Ctrl-R).

Resolving an Unrest card – according to the rules – may require taking on Debt; and of course it must be paid for with units in the first place. These checks are not enforced in the VASSAL module and you must remember them yourselves. To resolve one Austria, Sweden or France may click on the card and do Ctrl-R.

At the end of the Diplomacy phase any unresolved cards are automatically resolved.

7 Moving stuff between players

To facilitate moving stuff between players, the following commands are supported for many objects within the game:

Command	Function
Ctrl-A	Give to *A*ustria
Ctrl-B	Give to *B*avaria
Ctrl-D	Give to the *D*utch Republic
Ctrl-F	Give to *F*rance
Ctrl-W	Give to S*w*eden
Ctrl-P	Give to S*p*ain
Ctrl-R	*R*eturn to the supply

The supported objects are Prestige, Debt, Units and Commerce cards.

8 Claims

Claim tokens have a command (Ctrl-R) to return them to their owner's hand. They also have a command (Ctrl-C) to send them to current location of the Cannon icon on the map.

The hand counts the current number of unused claims, out of the theoretical maximum. This theoretical maximum is 2 less than that listed in the rule book, because one is set aside for an initiative marker and the claim on the Home Area is never moved. In this module the Home Area claims are immobile.

9 Recatholicization

When Bavaria recatholicizes an area, he should use Ctrl-L on the marker to fix it in place. They also have a command (Ctrl-C) to send them to current location of the Cannon icon on the map.

10 Peace between Spain and the Dutch Republic

When Spain and the Dutch Republic make peace, the latter should use Ctrl-H on the Dutch Army. This removes it from the board, places it in the Dutch hand and serves as a permanent reminder of the peace treaty.

11   Map Notes

There are a number of moveable arrows in the Stock window. These can be moved by selecting the arrow head. Also by selecting the arrow head there are commands for changing the attached text and returning them to the stock. Here is one in use on the map:

12   Game Piece Inventory

The Inventory lists every piece in the players' hands plus their assets on the board. It is structured by side, type and where appropriate location. You can centre the main map on a particular piece by clicking on its icon in the inventory. Right-clicking on an inventory icon gives you access to that piece's menu. If desired a player can avoid almost all use of the players' hands, the debt button and the supply window and implement all deals and game steps through the use of the inventory and map alone.

Inventory

- Austrian: Prestige=0 Debt=11 Recruit=1
- Bavarian: Prestige=0 Debt=8 Recruit=4
- Dutch: Prestige=2 Debt=16 Recruit=2
  - Claims
    - Antwerp
    - Dutch Hand
  - Commerce
    - Commerce Value 3 Card
  - Debt: 16
  - Army
    - Antwerp
      - Dutch Army
  - Prestige: 2
    - Prestige token
    - Prestige token
  - Units: 8
- French: Prestige=0 Debt=10 Recruit=6
- Spanish: Prestige=6 Debt=20 Recruit=2
- Supply: Prestige=5 Units=24
- Swedish: Prestige=2 Debt=10 Recruit=2
- Target For Map Placement

Save   Refresh   Close