

## **Frederick's Gamble: The Seven Years War Vassal Module 1.1 Tool Bar Description File**

**Year** – Advance Year Turn marker, deck additions, resets markers. Note, this takes a long time; so, only press it once and wait for the vassal log to report, “Turn End yyyy” and <player> “Turn Updated from xxxx to yyyy.”

**Hand Size** Tool Bar Button – reports the number of cards in each hand (note this also reported on the impulse track)

**Key Count** – reports the number of keys held by each power (note this is also reported on the impulse track)

**Markers** (unlimited pool)

**Fort Markers, Fortress Makers, Camp(aign) Flag Markers** (limited pool)

**Turn, Control, Diplomacy** –window with Key Control Track, Turn Chart, Diplomatic Track. Key Control is automatic tracked using the Key Markers in the players’ hands. Turn Track is automatically advanced. Resource Track is automatically tracked. Diplomacy track requires player movement of pieces.

**Powers (Britain, France, Prussia, Austria, Russia, HRE, Sweden, Denmark)** Each power has 3 windows: 1) their hand, which only they may see, 2) HQ Card. Britain and France have OVERSEAS RESERVE buttons. The 5 Major Powers have “Bottom of the Barrel” buttons (Britain, France, Prussia, Austria, Russia). To the right of the card is are the Key Control markers, right click on these to send to another Power; the key count will be automatically kept

**Saxony** has a single window, force pool.

**Draw 1 Card** for a **Neutral Power** this has a drop down menu to draw a single card for either Russia, HRE, Sweden or Denmark. These cards are at the bottom of the map. Note, to view the card use the “PEEK” function, which will briefly show the card, until you move the mouse. This requires trust on the part of the other players to not use the ‘peek’ function.

### **Charts**

**1 Die Roll** 1 d6

**2 Dice Roll** 2d6

**3 Dice Roll** 3d6

**Battle DRMs** A window to specify battle DRMS, has some automated features.

Event Markers

### **Key Markers**

**Card Mat** a place to lay cards from a hand to allow another player to draw 1 card.

### **List of Cards Removed**

**Cards Removed**

**Deck Additions**