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## Napoleon's Imperium Vassal Module Player Guide

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### Napoleon's Imperium K23

Vassal Module Mechanics and Vassal principal vassal designer: **Kevin Conway**

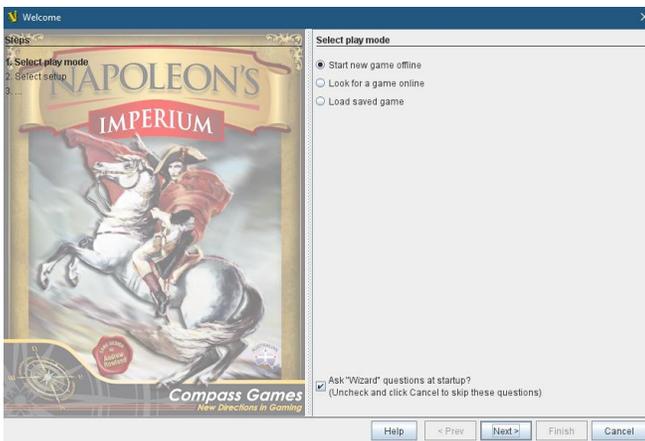
Vassel module Testing and setup placement: **Edward Pundyk**

Game Designer, Vassal Testing, graphics editor: **Andrew Rowland**

Vassel module testing: **Stephen Jelso**

**Napoleon's Imperium is produced By Compass Games in conjunction with the Australian Design Group. It was released in April 2021**

<https://www.compassgames.com/product/napoleons-imperium-1798-1815/>



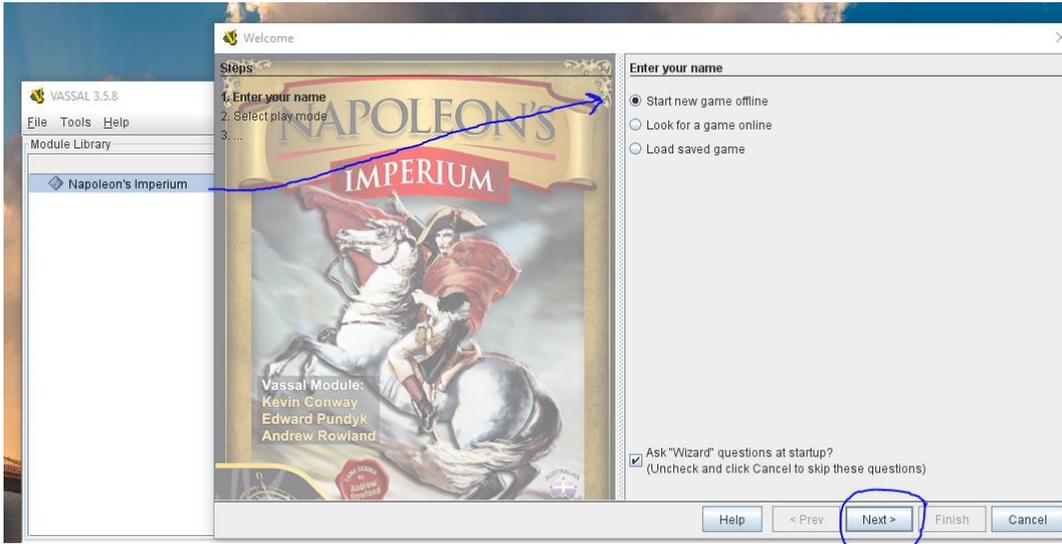
Napoleon's Imperium Vassal Module is an excellent way of taking advantage of your purchase of the board game by sharing games online with friends that you might not be able to bring around the table otherwise. A lot of passion has gone into the design of this game, so with the vassal module, I was determined to show the same care and effort. Thankfully, Kevin Conway was recruited to do all the complex mechanics and guide my artistic input to bring this to life. As the designer, I hope you enjoy and support this game.

Firstly, download the Vassal operating platform here: <http://www.vassalengine.org/download.php>  
Napoleon's Imperium will also be available for download off the Vassal Modules Website.

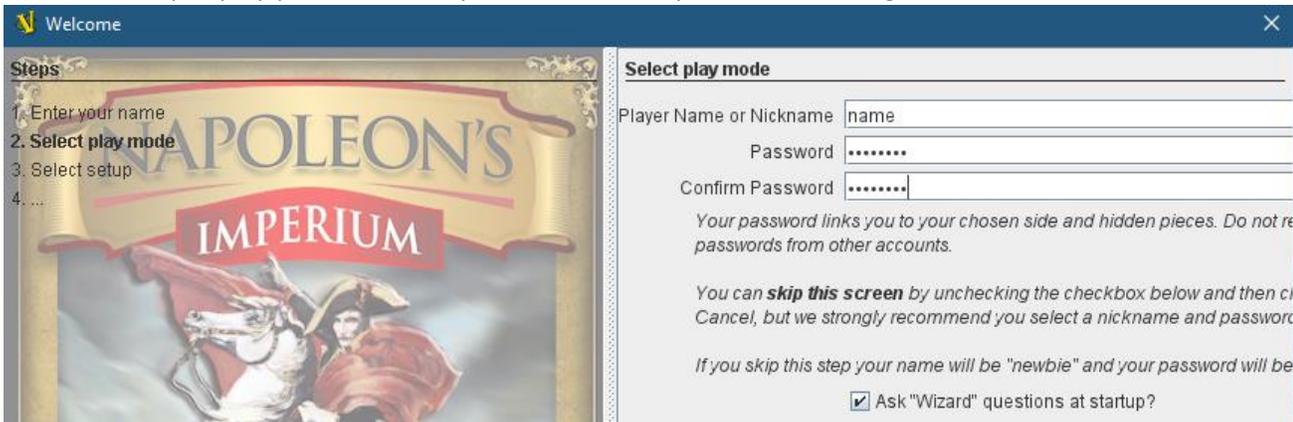
The following is a quick and very visual explanation of Napoleon's Imperium Vassal Module operating tools. It is presumed that players already have a physical copy of the game and rules that they can refer to for clarifications and adjudications. The charts contained within the module will also be of great guidance. I also encourage players to download some of the tools on Board Game Geek (BGG) for player instruction and resources. <https://rpggeek.com/boardgame/305855/napoleons-imperium>  
Particularly useful is the explanations for Battle Cards. <https://boardgamegeek.com/filepage/223903/napoleons-imperium-battle-card-explanations>

BGG has a range of video reviews, but please visit my YouTube site dedicated to Napoleon's Imperium if you would like direct support. In addition, there is an excellent playlist with all reviews and unboxings, rule explanations. <https://www.youtube.com/channel/UCy3Q7u6QWs5rkz91NuVvKQO>

Now, open Module from the Vassal selection that you have downloaded.



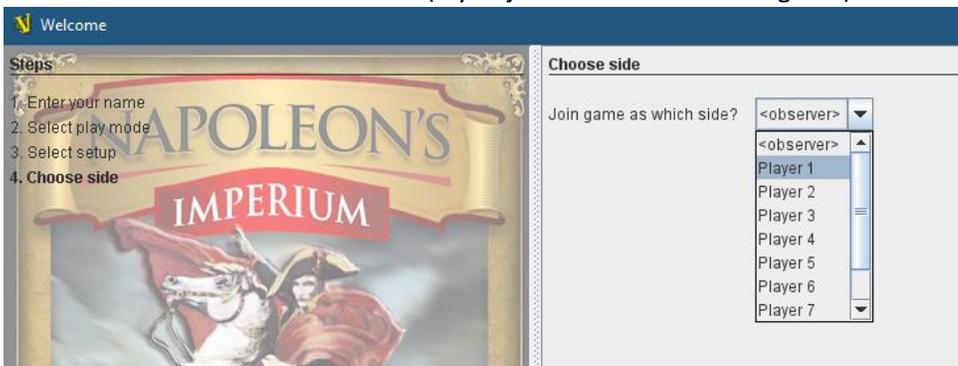
The first time you play you'll be ask to place a name and password for the game.



Select "Game start" for game already set up, (units will all be set out on the map ready to start) or Empty map if you want to play the "freeset" version (check charts for free setup guidance).



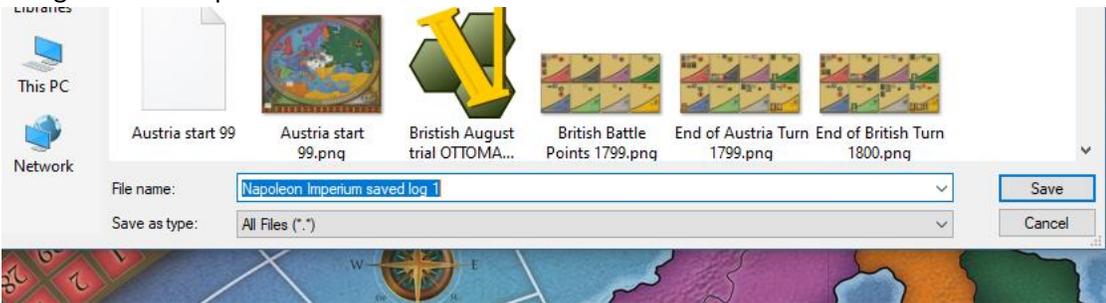
Select between the observer mode (if you just want to observe a game) and a side selection.



Module will open and you will see this menu bar above the map. It will prompt if you want to save a logfile.



If you choose yes, it will then prompt you to save a log file before releasing opening map to start game. If you choose no, you'll go straight to the map.



## NAPOLEON'S IMPERIUM VASSAL MENU

We will move one by one through the icons. Note: All icons when you hover a mouse over will show function in blue.

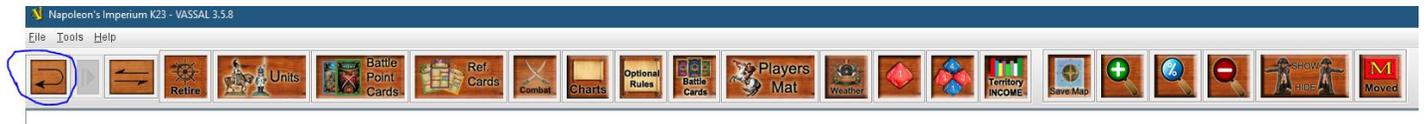


## GAME ACTIVITY WINDOW

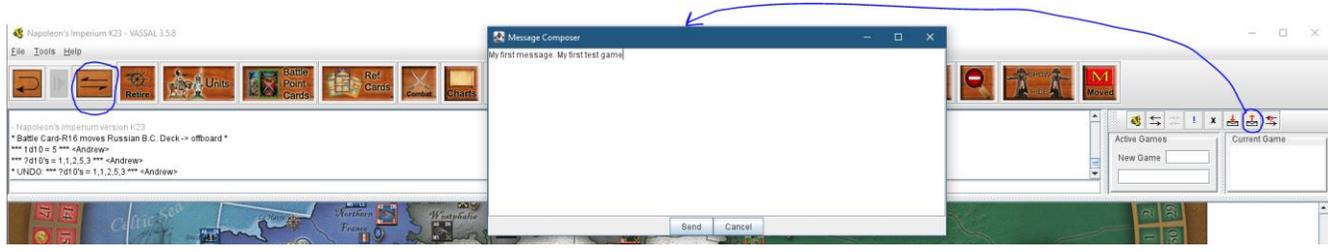
This is the space between the menu and the map. This window records every move that happens with players. This window can be enlarged and reduced like any window, click and pull up or down window frame (hold over the bottom line under text, and an arrow will appear).



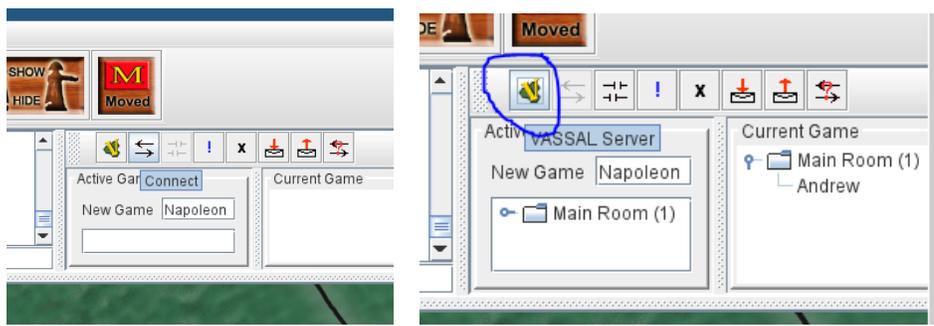
**BACK ICON:** This icon just reverses last move you made.



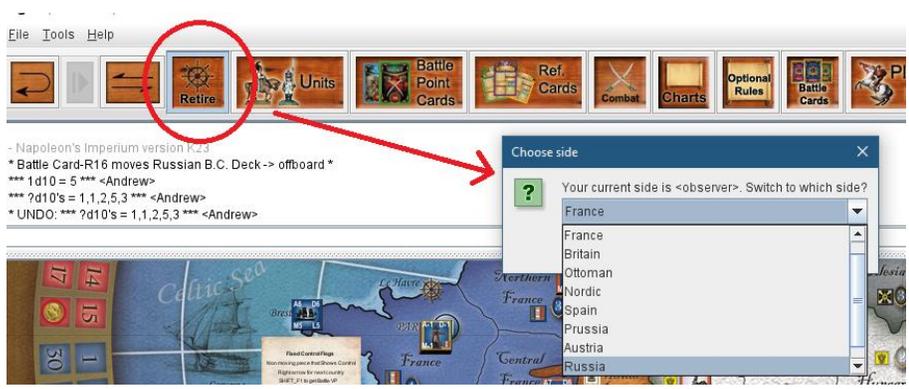
**SERVER CONTROL ICON:** This icon allows you to see server controls and post a message to others.



It also allows you to host a game.



**RETIRE ICON:** Opens the window to switch between players to the next player.



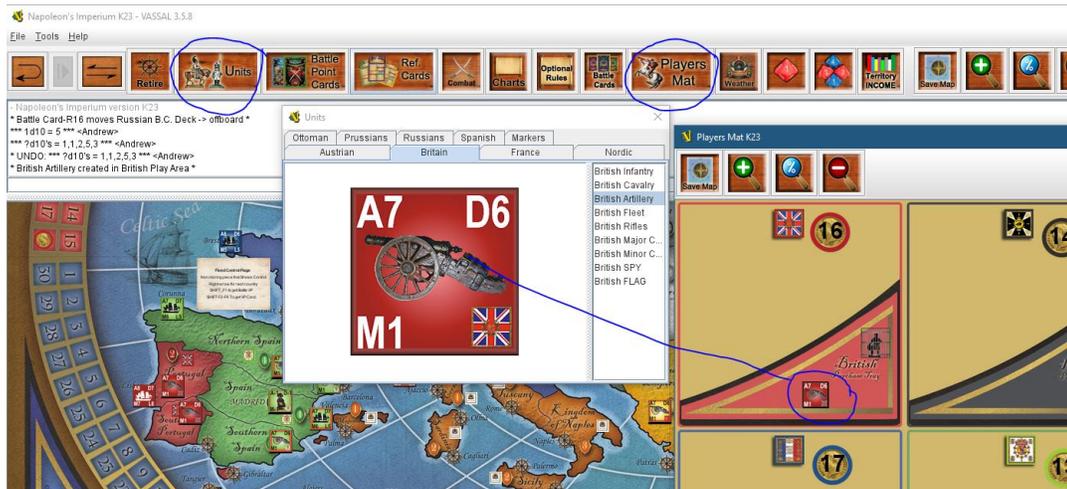
**UNIT ICON:** This is where you find all your units to drag into your purchase tray or map. If you right click on units, you will find more options.



Right click on unit adds more options. Get used to right clicking on units and flags etc to see options.

For instance, you can open both the unit tray and the player's mat and left-click, hold, and drag a unit into the Purchase tray.

You can also right-click on units on the map, and you will find more options. And if you leave your mouse hover over the top of a unit stack, you will see a pop out of all units under the pile. (next page)





Double clicking on a stack will also make it expand so you can choose a unit from anywhere in the stack.



There are also some addition units in the vassal module to serve as reminders. Below is a now entry icon. Each nation has a selection of these incase a treaty is forced upon them. They are there to remind one that the particual nation that has their flag represented is not able to enter those territories for a set time.



Another example of a special reminder unit is the Combined Fleet Unit. So if you fleet is under the control of another nation, that nation's flag is represented on top.



Another is Flag with battle points overlaid so you can record battle points as you take flags in battle.



There are also other useful reminder counters to explore that you can overlaid over Battle Cards to remind you when they expire..

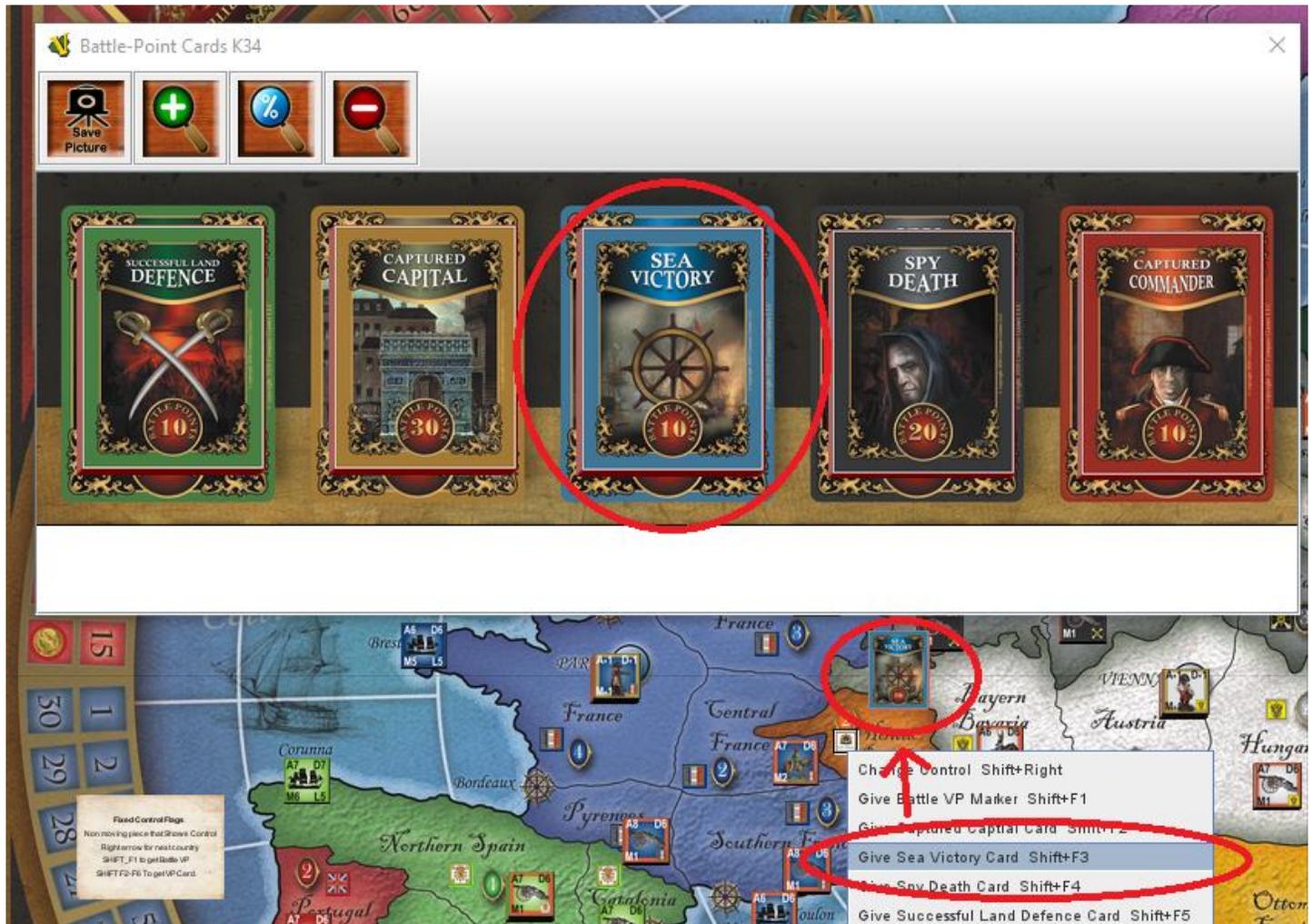


**BATTLE POINT CARD ICON:** Here, you can drag and drop the battle point cards into the Players Mat. The Player's Mat is where you keep track of income and all your victory points, where Commanders are imprisoned or paroled, where your purchase trays are located, and where the Battle Cards that have subsequent turn or year consequences are kept.

on's Imperium K23 - VASSAL 3.5.8



These cards can also be obtained by the flags on the map.



You can select a battle point card from the flag in each territory. In fact, this is the easier option as it becomes part of a battle sequence.



Once the card is selected, a smaller Battle Point card will appear on the map.

Hovering over this card will produce a large-scale card for easy viewing. Right-clicking on the small card on the map presents further options like sending the card on to the Player's Mat.



So, the Battle Card selected is sent to the appropriate empire on the player mat and will appear then automatically there once sent.

Your player's mat is already saved, but you need to save the game by **FILE / SAVE** to keep the games progress!

## REFERENCE CARD ICON

Clicking on the Reference Card icon will bring up the Empire Reference Cards which can be selected for each nation. You can enlarge or reduce charts or use a % increase using the icons provided. This is a common feature that is available on all drop downs.



**COMBAT ICON:** The combat icon opens the Combat pad. The combat pad is where all the units are sent from the playing map to do battle. They have a “hit” calculation circle to record hits as the combat takes place. Right-click on unit sends to combat trays. The hit number is manually pushed up and down via a right click on the number within the circle.

Remember, Vassal is not A.I. It does not calculate for you. It is a platform to manually play wargames online. It’s not a PC game.



Here is what a combat tray looks like mid-battle.



In the combat tray, you can also send the Commander to be imprisoned or paroled in the appropriate Nations jail. The Commander will then automatically be sent there to their Players Mat.



To calculate hits, move the counter up and down using right click and select. If you go past, just hit “zero hits” and reset the number with the “add hits”. **Note:** Green circle is for defensive hits against the attacking and vice versa.



Continue to roll dice until one side is eliminated as in the game rules.

**CHARTS ICON:** The Charts icon opens all the different game charts for in-game assistance. I encourage you to explore the charts available as this will assist you in the game. Note: When the minus icon is greyed out, this means you have reached the maximum reduction level.



The game score charts are also located here under this charts icon.

**Note:** To add scores in each column, you must first right-click and select “Change score” Not everything in Vassal is automatic. There is quite a lot that you still need to achieve manually. We have just tried to make it as easy as possible by building in selections that can facilitate the process by populating every column.

Another great chart is the Combat Check list to make sure you remember everything when conducting a battle.

Explore all the useful charts to make your playing experience easy.

**BATTLE POINT SCORE CHART  
BRITISH TEAM**

Game Date: / /

DESCRIPTION	POINTS PER ITEM	BRITISH	NORDIC	PRUSSIA	RUSSIA
PLAYER NAME		name	name	name	name
ENEMY TERRITORIES CAPTURED (Normal)	20	0	0	0	0
ENEMY TERRITORIES CAPTURED CAPITAL	30	0	0	0	0
ENEMY CAPITAL HELD AT END OF GAME (BONUS)	30	0	0	0	0
NEUTRAL TERRITORIES CAPTURED *	10	0	0	0	0
FLAGS	10	0	0	0	0
SEA VICTORY	10	0	0	0	0
SPY DEATH	20	0	0	0	0
ELIMINATION OF AN ENEMY	25	0	0	0	0
SUCCESSFUL LAND DEFENCE	10	0	0	0	0
CAPTURED COMMANDERS	10	0	0	0	0
CAPTURED COMMANDER END OF GAME (BONUS)**	15	0	0	0	0
*Conditional: points only allocated if held at the completion of the game.		0	0	0	0
<b>TOTAL</b>					
<b>RANK POINTS</b> Don't count on game points		0	0	0	0
<b>TEAM TOTAL</b>					0

\*\* Captured Commander - End of Game means an Enemy Commander is imprisoned in your Purchase Tray still when the game ends.

**COMBAT CHECKLIST**

Select and right-click on **Attacking** units. Select "Send to **attack positions**".  
 Select and right-click on **Defending** units. Select "Send to **defense positions**".  
**Attacker** rolls first (**Attacker** Hits scored in **red circle**)  
**Defender** rolls second (**Defender** Hits scored in **green circle**)  
 Roll off until one side is eliminated.  
**Combat Consequence checklist**

- Winner takes VP Flag**  
Right-click on the flag "Give VP Marker."  
Right-click on VP marker - "Next Vanquished Flag" to change to the enemy flag of defeated, then right-click and "send to empire Play Area."
- Winner changes Territory Flag to their own Flag.**  
Right-click on Flag, "change control." Choose your Empire's flag.  
**Note:** This will also change income under the Territory Income icon.
- Winner increases income by territory amount.**  
Increase both your economy marker on the map, and your Player's Mat.  
**Note:** You can check the Territory Income icon to confirm correct.
- Loser decreases income**  
Decrease both your economy marker on the map, and your Player's Mat.  
**Note:** You can check the Territory Income icon to confirm correct.
- Winner Selects any Battle Point Cards if appropriate.**  
Right-click on Territory Flag, select "Give" choice for five cards. When card appears, right-click and chose "send to play area." chose your Empire.
- Loser takes Battle Card**  
Choose Battle Card icon to open Battle Card Mat.  
Left-click on your Empires Battle Card deck, hold, and drag to the blank space between decks and discard piles. The Battle Card will automatically flip over.  
Once the consequence is taken - right-click "discard."  
**Note:** If the consequence is for a following year or turn.  
You can right-click on Battle Card and chose "End turn markers".  
A marker will appear. Then you can Right-click on the marker to change to the Empires. Choose the appropriate marker for when the consequence is due to expire.  
Now you can highlight and drag the both Battle card and Marker to selected nations players tray. (These markers are also in Unit trays)
- Commander Loss**  
If Commander is the combat and lost, roll dice for Imprison or Parole. Then send to the appropriate Prison to serve out the term (Right-click on Commander, then "Captured Commander", then "sent to jail")
- Draw** In the case of a draw, there is no loss to either nation other than removing all units involved in the battle. The Territory turns back to the original owner with one infantry unit from that nation. No battle cards or Flags are lost or collected. Commanders return to their capitals. Income returns to original owner.

**BATTLE CARD CHARTS ICON.** Under the Battle Card Chart Icon is 8 very useful charts explaining every Battle Card so there is no confusion or player interpretation of Battle Card Consequences. An excel spread sheet of these can be found on BGG as a must have accompaniment to the physical board game.

<https://boardgamegeek.com/boardgame/305855/napoleons-imperium/files>

**OPTIONAL RULES ICON.** Under the Optional Rules Icon there are several Optional rules players aids, like the new Retreat Rule, Retreat Chart, Spy Rule, Spy Death, Weather Rule. This summary of key rules will assist players with quick references.

RUSSIAN EMPIRE	CARD SCENARIO	CARD NUMBER	CONSEQUENCE	EXPLANATION
IMPERIUM CARD	STRATEGIC WITHDRAWAL AS MOSCOW BURNS  Governor-General Fyodor Rostopchin burns Moscow, leaving the enemy to starve. The Russian Cossacks harass retreating enemy.	R1	Enemy occupied Russian Territories lose 1 unit each. If single unit occupation; land reverts to Russian plus infantry. Plus 2 Cavalry to Capital.	Any enemy occupied Russian Territories must lose 1 unit from each territory. If this is single unit occupation; land then reverts to Russian owned and Russia can place one infantry within it, a flag and restore income. The occupying nation in this case also the income for the territory but retain their flags which are taken off map. Russia can also place two Cavalry into their Capital.
DISASTER CARD	THE BATTLE OF BORJINO  Moscow falls to Napoleon, leaving at least 70000 casualties. Russian army withdraws.	R2	Lose 2 units from any territory. Courland is lost to the French & Russian units retreat one Territory. +1 French Fleet to St Petersburg port. +2 French infantry to Courland.	Lose 2 units from any Russian held territory. Courland is lost to the French & Russian units there retreat one Territory. Add one French Fleet to St Petersburg port. Add 2 French infantry to Courland.
Defeated but not Destroyed	Defeated but not Destroyed Discipline and Morale holds strong. Your army retreats in good order	R3	Live to fight another day No Loss	No consequence - Natural Card
DESERTION	DESERTION Discouraged, battle weary, cold and hungry soldiers look for greener pastures	R4	Lose one infantry from any territory	Lose one of your infantry units from any territory of your choice.
THE SURGEONS KNIFE	THE SURGEONS KNIFE Many survive the battle only to die by the surgeon's knife and gangrene	R5	Lose 1 unit from any territory	Lose one of your units (of any type) from any territory of your choice.
FRIENDLY FIRE	FRIENDLY FIRE Confusion in battle leads to you mistakenly firing on your ally, who retaliates	R6	Lose 1 Artillery and the closest Allied Artillery.	Lose one Prussian Artillery and the closest Allied Artillery.

**OPTIONAL RULES ICON.** Under the Optional Rules Icon there are several Optional rules players aids, like the new Retreat Rule, Retreat Chart, Spy Rule, Spy Death, Weather Rule. This summary of key rules will assist players with quick references.

**OPTIONAL RULES**

Opt. Rule 50 | Retreat Chart | Spy Rule | Spy Death | Weather Rule

**NAPOLEON'S IMPERIUM DRAFT RETREAT RULE**

**58: RETREAT: OPTIONAL RULE**  
Note: Land attack only: Retreat is not available against a sea invasion.  
Once an attacking player has committed to an attack on a territory that is, they have "declared" their units which are taking part in the attack, thereby committing those units to follow through, regardless of possible retreat, the defending player may then choose the option of retreat.  
1) As the attacking player declares their intention to attack a territory with chosen units first. This are committed.  
2) Then the defending nation now has the option to declare their intention to retreat, announcing "Retreat".  
Retreat means: You may retreat one territory in any direction via an owned territory or friendly territory, keeping in mind any treaties or Battle Card consequences that are in a place that may hinder such movement to any particular territory.  
However, retreating is not a sure thing; armies may be caught on the march and may even face disaster, being forced to surrender. The following dice roll chart indicates the risks associated with retreat.

**RETREAT DICE ROLL CHART**

Roll	1	2	3	4	5	6	7	8	9	10
Consequence	1	2	3	4	5	6	7	8	9	10

**59B: RETREAT EXEMPTIONS**  
• There is no retreat in the optional weather rules during the Show.  
• However, as Show does not affect the African territories (Rule 47), they are all exempted, and Retreat is permissible in these territories regardless of Show.  
• The Ottoman Empire may also apply this exemption to all their original territories.  
• There is no retreat from a Sea invasion.  
• There is no retreat from an island territory. (This includes Ireland, Svalbard, and all the Mediterranean Islands)

**59C: CONSEQUENCE OF RETREAT**  
There is always some loss in retreat (example: Desertion, fatigue, capture, disease, morale) So retreat has consequences.  
**Retreat Consequences:**  
• Should you roll to retreat successfully as per the chart, you must retreat to your chosen or friendly territory in a one territory withdrawal.  
• You lose one unit of your choice from the retreating units. Taken off the board.  
• There is no Battle Card down for retreat.  
• There is no flag loss.  
• The territory captured by the attacking nation, and its income is also lost to the attacking nation.  
• Attacking nation takes the territory, its income, and places their own flag out without taking losses.  
Note: Spies can remain undetected within the territory, or may withdraw one territory to owned or friendly.  
**Surrender Consequences:**  
• You lose all units.  
• Minor Commander is lost. Major Commander is captured. (Roll for implosion or parole)  
• Loss of Flag.  
• Loss of territory and income.  
• Non-owned Nation must draw a Battle Card.  
• Any territory units are captured and become the victor's nation units. They are placed in their purchase tray until the next purchase placement.  
Note: Spies can remain undetected within the territory, or may withdraw one territory to owned or friendly.  
As this is a death rule, I welcome your feedback / reporting. [scampyright@gmail.com](mailto:scampyright@gmail.com)  
Andrew Rendall, Game Designer

Opt. Rule 50 | Retreat Chart | **SPY RULE** | Spy Death | Weather Rule

**A SPY COMMENCES AT YOUR CAPITAL**

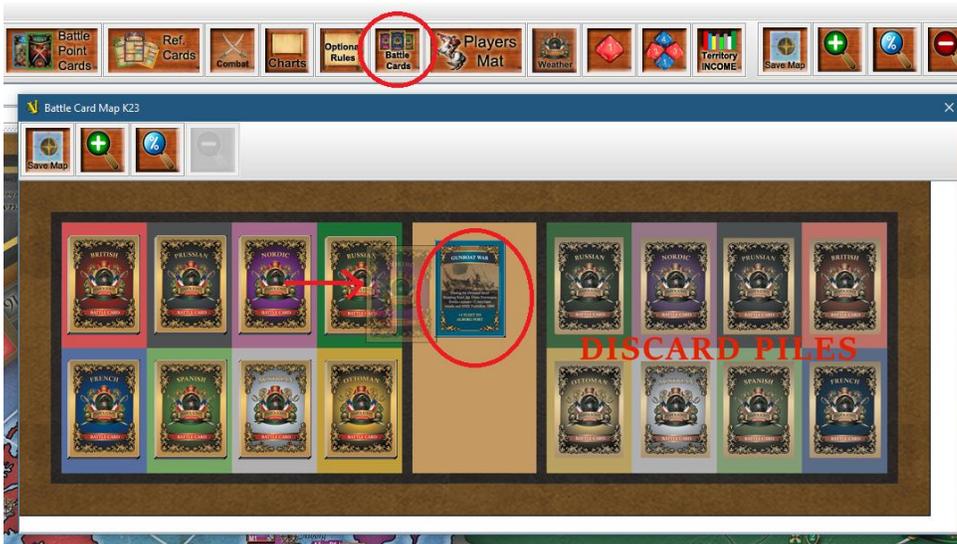
**42: THE SPY**  
Each nation has one Spy.  
The Spy's mission is to steal enemy secrets (Special Abilities) but can only do so by directly moving to an enemy capital.  
The following rules apply to a Spy:  
A. A Spy must roll a "1" on the 10-sided dice (one dice only) to be successful in discovering a Special Ability.  
B. In order to steal secrets, your Spy must move to, and be physically in an enemy capital.  
C. A Spy travels the same movement value as Commanders do, up to three territories at a time. However, they can only move in the movement phase. Once reaching a capital, Spy movement ends regardless of movement balance.  
D. A Spy can travel over both land and water. In Napoleon's Imperium, Spies can be smuggled in undetectably by sea in small craft. For Spies, regular movement is maintained on water or land regardless also of weather.  
E. A Spy cannot be sighted at sea or impeded by Fleets.  
F. A Spy can only roll to steal secrets in the Movement Phase. Once they reach a destination Capital, they can immediately roll a dice for discovery. They can also do this on each consecutive year in their Movement Phase.  
G. A Spy can steal only one Special Ability. (Refer to Special Ability Table)  
H. Once a Spy has discovered its chosen Special Ability, no other Nation can seize that same Special Ability from that nation!  
I. The original owner of the Special Ability will always own the secret and therefore will still maintain the use of their Special Ability regardless of discovery by an enemy.  
J. Only one national secret is permitted to be stolen by each nation's Spy, so choose wisely of your target.  
K. A Spy can continue to roll each year for discovery of a secret until the Spy is successful or the Spy is discovered and executed by the enemy nation.  
L. A Spy must return home for the discovery to be active! A Spy's home nation cannot use any discovered Special Ability unless the Spy returns safely to the home capital.  
M. Once a Special Ability is discovered, and the Spy has returned home, they must remain in the home capital for the Special Ability to be in continuous use.  
N. A Spy cannot leave their Capital once returned.  
O. Should a Spy's home Capital be in the hands of an enemy, as long as the Spy was not in the Capital at the time of its capture, a Spy can seek refuge in another allied Capital and await liberation before returning. Any use of a discovered Special Ability will be delayed until the Spy returns to the liberated Capital.  
P. If your Capital is captured with your Spy located within, your Spy is discovered and therefore executed. Any stolen Special Ability is considered lost for the duration of the game. The occupying nation receives a Spy Death Card which counts towards battle points.  
Q. If your Capital is captured with your Spy located within, your Spy is discovered and therefore executed. Any stolen Special Ability is considered lost for the duration of the game. The occupying nation receives a Spy Death Card which counts towards battle points.

**43: SPY SUCCESS**  
A Spy must roll a "1" on the 10-sided dice (one dice only) to be successful. A Spy can roll for discovery of secrets on arrival in an enemy's capital.  
Immediately after your Spy rolls, the enemy nation can also roll to discover your Spy. Equally, they must roll a "1" on the 10-sided dice to discover your Spy. (one dice only permitted)  
If your Spy is successful, you can choose any Special Ability (but only one) of the enemy nation. However, that Special Ability can't be used until the Spy arrives back in their home capital!  
Once your Spy arrives home, the Special Ability is instantly in effect. The Spy must then remain in their home capital.  
So, after a successful mission, it's in your interest to get your Spy home to their own capital via movement phase so they can reveal their newly discovered secret. If they don't retire, they risk discovery and loss of the discovered secret. If this happens, it's the firing squad or Guillotine! And that means battle points for the opposing team.  
Should another nation discover a Spy's secret target before you, you can simply choose another secret to aim for, or move to another capital to try your luck. You don't have to declare the object of your Spy's efforts until you have a successful roll.  
A Spy is not permitted to share secrets with other nations.  
No battle points are awarded for a Spy's success as the advantage is the stealing of another nation's secret and using it during a game.  
A Spy can choose one advantage from the Special Ability Table under Rule 38 should they be successful in their dice roll. However, they must be in the Nation's capital to discover a Nation's Special Ability.  
**Example 1**—  
Prussia sends a Spy to Paris. The Spy is successful and then takes the French "Infantry movement ability of two territory range".  
Now, providing the Spy returns home safely, all Prussian Infantry can move two territories instead of one.  
However, should the French have the right of a discovery dice roll. They roll a "1", and the Spy is therefore discovered and executed in French Territory immediately.  
So, the Special Ability discovered by Prussia will never be revealed to the Prussian Government. Nothing gained! The French, however, receive a "Spy Death Card" to add to Battle Points at the end of the game.  
**Example 2**—  
Austria sends a Spy to the Prussian capital, Berlin. The Spy is successful, Austria takes the Cavalry attack 7 Special Ability from Prussia. Providing the Spy returns to the Austrian capital, their Cavalry attack ability will increase from 6 to 7 for the rest of the game!

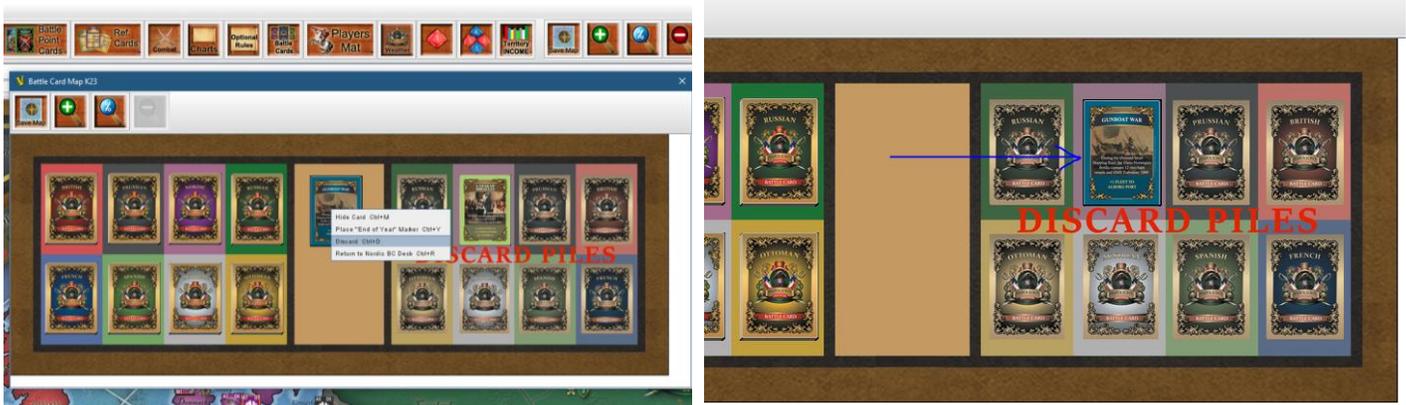
**BATTLE CARD ICONS:** This allows a player to hold and drag a card to the centre, where the card automatically opens. Once the consequence is taken, the card can be discarded to the discard pile (via a right-click option).

Alternatively, a player can add an "end of turn icon" over the card, so then the card, together with the EOT icon, can be dragged to the Players Mat. This will then serve as a reminder when the card expires or has a consequence that needs to occur in the future turn.

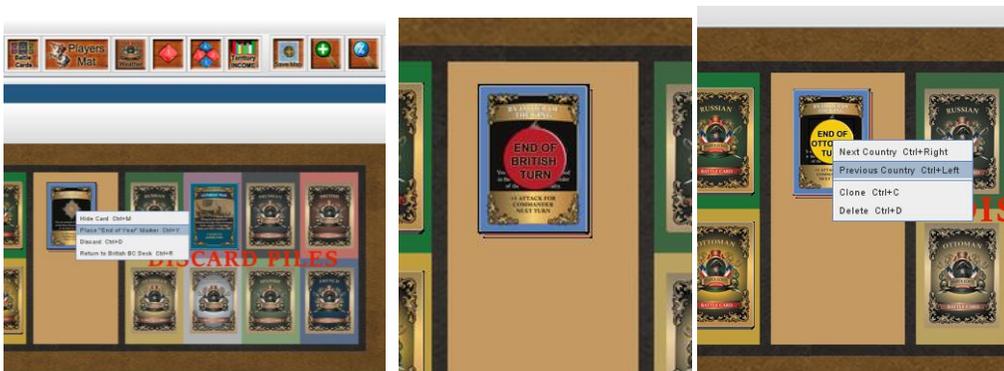
Once expired, you can right-click, delete the EOT icon and right-click, "discard" the card. It will return to the discarded card pile for that nation.



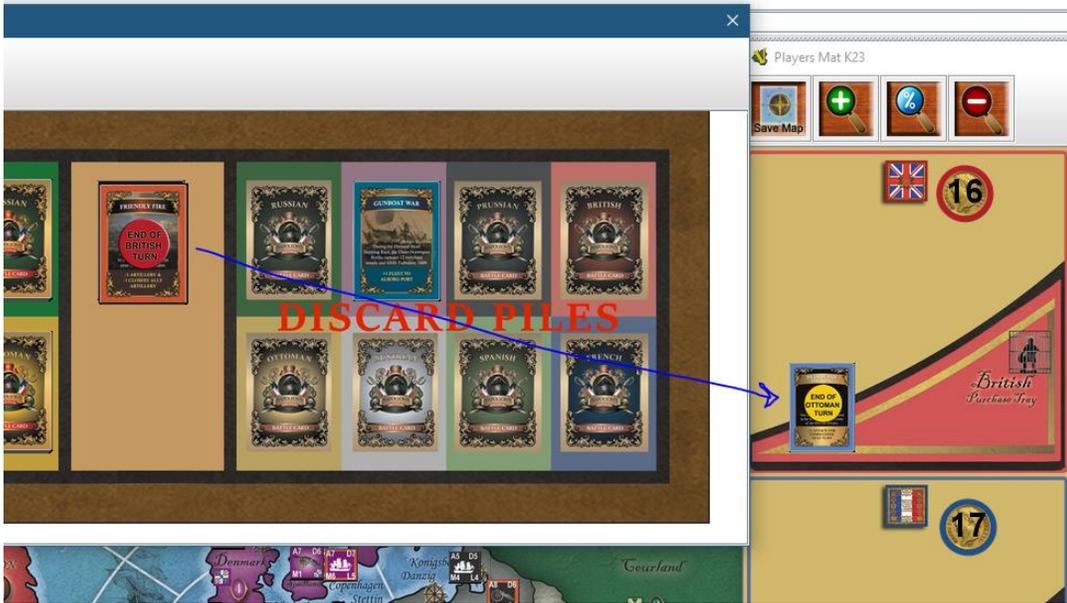
Discard selection (right click on open card) Card then moves to discard pile.



Or, right click and place "end of year marker". Then you can right click on marker to decide which Empire end of year marker to add.



Now once you are happy, you can drag it into the Players Mat purchase tray. This will serve as a reminder of how long the Card lasts. After that, you can right-click and send to the discard pile after deleting the “end of year icon”.



You also have options to automatically sent to the player mat or to the Battle card pad on the map. Always right-click on the object for options.



**PLAYERS MAT ICON:** As already demonstrated, this is where you place your purchased units until purchase placement at the end of your turn. This is where your Battle Card reminders go and all your victory points, Flags, and Battle Point Cards. And it's also where the commanders are imprisoned, and you keep track of income.

**Note:** In Vassal, the purchase tray is on Players Mat, not on the map-based purchase trays. However, the Battle Cards can also go on the map's Battle Point pad as a reminder for a consequence that has a 1-year expiry date.



**WEATHER ICON:** The weather icon brings up the optional weather chart. Roll a dice to determine what weather it will be for the year. A Weather Rule chart is under the Optional Rules icon.



**DICE ICON – Single Dice.** This icon is if you want to roll just one dice. The result comes up on the left.



**DICE ICON – Multiple Dice.** This icon is if you want to roll many dice. A menu pops up in which you can chose how many dice you wish to roll. Press "ok" and the result comes up on the left.



**TERRITORY INCOME ICON:** This icon is very useful as it automatically calculates all the territories according to what flags are active within them so, if you want to check your economy income to make sure it is correct. It's a good idea to always check here before purchase. Expanding the tree will show you the individual territories owned and their value.

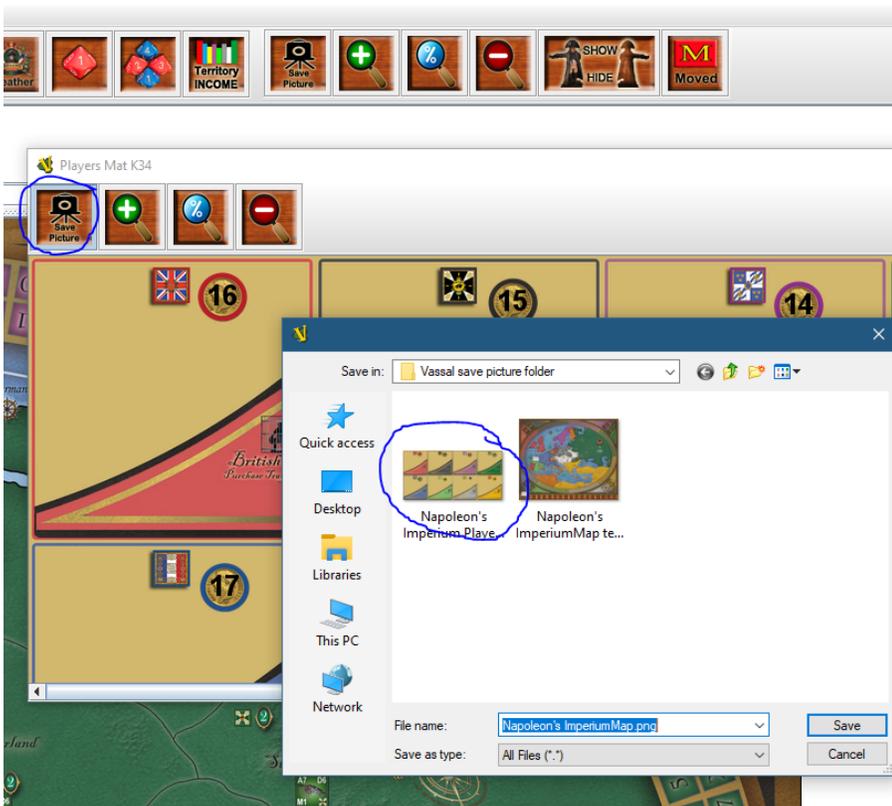


**SAVE MAP ICON:** This feature allows you to save the map in its current progress so you can track turns or years. Make a folder location for your saved maps to go in.

Note: Make sure you type “.png” after file name to save as a PNG file. Otherwise, it will save as a web-based file.



This is what a saved map looks like mid game. **Note:** This feature save feature is available on a number of the pop outs so you can save your combat tray and your Players mat.



**ZOOM ICONS:** These icons allow you to zoom in, zoom out, choose a % view or fit by Width, Height of visible window. These features can be found in other drop down windows also.



**SHOW / HIDE ICON:** This icon allows you to remove all features off the map so you can see clearly map boundaries, territories, ports and map features.

Show



Hide





**MOVED ICON:** This icon will turn off movement tabs and movement trails off once you have completed. (once turned off they can't be turned back on for that movement.) when you next move again it will be tracked. You can turn on and off tracking by right clicking on a unit to turn on.



**Movement tabs** are always activated the moment you move a unit. They serve to remind you what units have already moved, so you don't move them twice or accidentally move them in both phases.

Moved.

Cleared Movement by clicking Movement Icon.



The **Movement trail:** when you right-click to activate on a unit, this allows you to see how far a unit has moved and where from so you don't exceed movement. Don't move as the crow flies. Move territory to territory. This will allow the best visibility and use of movement.

Movement trail example if you move territory by territory.



Example of options available when you right click on a unit.

## MAP FLAGS / CHANGE OF CONTROL

When you right-click on a flag on the map you can change it's territory control.



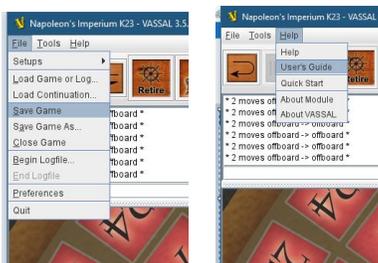
When control is changed, it is also automatically changed in the Territory income. In this example it takes the territory from the Austrian Nation and gives it to the Ottomans



You can also use this right click on the flag option to award victory points after a battle. Once you have the victory point flag on map, you can send it to your players mat to be recorded with your end of game victory points.



And that is a brief overview of Napoleon's Imperium Vassal menu bar features. I hope you enjoy the game.



**REMEMBER TO SAVE YOUR GAME OR LOSE PROGRESS!** A general Vassal userguide is also available under "help".



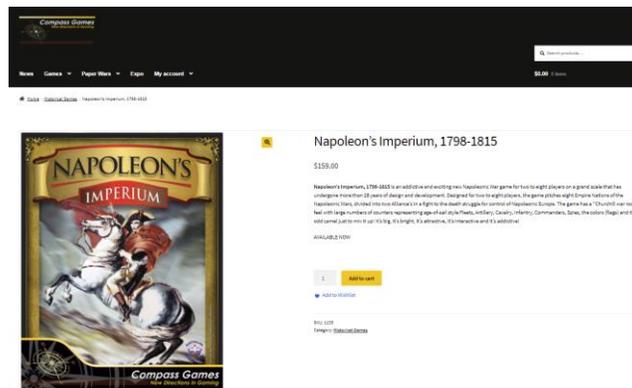
There has been 30 years of history in this game. It's been a labour of passion and love.

<https://www.youtube.com/watch?v=yi27umz2l0s>



Please support the game and it's designer and producers by purchasing a copy of Napoleon's Imperium Below. SALES:

**USA site:** <https://www.compassgames.com/product/napoleons-imperium-1798-1815/>



**Australian site:** <https://www.a-d-g.com.au/collections/super-products/products/napoleons-imperium-1798-1815>

