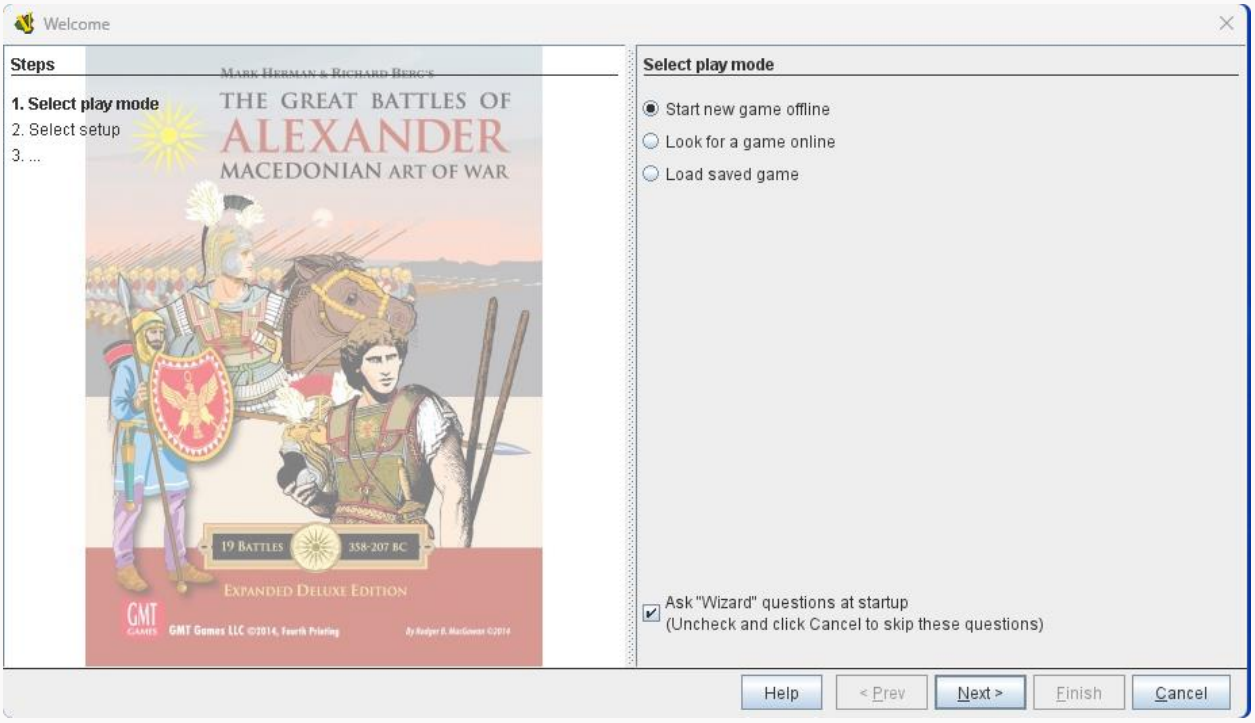
GREAT BATTLES OF ALEXANDER
DELUXE EDITION
MODULE FOR VASSAL

User's Manual



This instruction manual is for the Vassal module. Not intended to be a rule book for the game and is not a product produced by GMT Games. I point this out specifically so no one will mistake any production errors as anything other than my own.

Rob McCray – clanmacrae9

Table of Contents

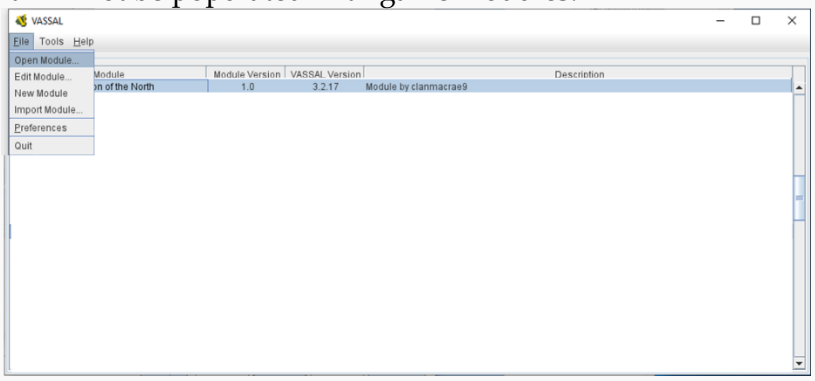
1 The Vassal Game Engine 3

2 Getting Started 3

a. Downloading game components....3
b. Opening the Vassal Program....3
c. Entering your name....3
d. Entering your password....3
3 Setting up the Great Battles of Alexander Deluxe Edition Vassal Module....3
4 First look at the game module....4
5 The Module Interface....6
6 Description of the menu buttons....6
7 Opening and Adjusting the Game Pieces Menu Window....8
a. Placing and moving counters....8
b. Controlling counters....9
8 The Help menu....9
9 The Chat Window....10
10 Logging On....10
a. To chat....10
b. Enter a game room....10
c. Synchronize....11
d. Shared game map....11
11 Starting a Game....11
12 Message Boards....11
13 Server Status....11
14 Status....11
15 File Management....12
16 Using the Rout Point Table....13
17 Counter Options....15
18 The Counter Tray Counter....18

1. **The Vassal Game Engine:** VASSAL is a software application engine for building and playing online adaptations of board games and card games. It allows users to play in real time over a live Internet connection (in addition to playing by email). It runs on all platforms, and is free for personal use. With VASSAL, you basically play like on an actual board game against your opponent as you can see his moves and get notification of movement and shots fired through a chat window. VASSAL is authored by Rodney Kinney.

2. **Getting Started**
    a. **Downloading game components:** If you have not done so already, download the VASSAL engine (Vassal (vassalengine.org) and install it on your PC or Mac. (Instructions in this manual are specific to PC mouse clicks but work in general with expected differences for Mac.) Download the Great Battles of Julius Caesar Deluxe Edition (GBoJCDE) module located at http://www.vassalengine.org/wiki/Module: Great Battles of Julius Caesar Deluxe Edition and save the file somewhere, e.g. into your VASSAL folder. The file title is GBoADE1_0.vmod or GBoADEx_x.vmod for future versions.
    b. **Open the Vassal Program:** that you downloaded in paragraph of 2a. You will see something similar to the image below. If you are running Vassal for the first time it will not be populated with game modules.



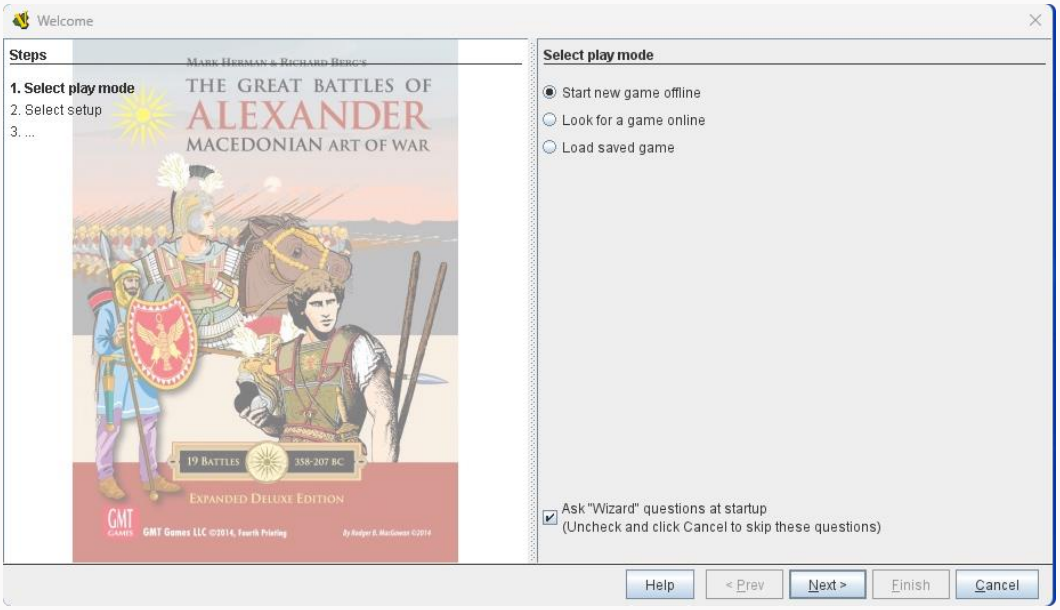
    c. When you first run the program, you will be prompted to enter the name by which you would like to be known to other players. Enter a name and press OK (You may change your name later in your Preferences settings).
    d. Next, you will be asked to enter a password: Just enter a password and press OK. The password is used to protect your identity during a game. It is used to determine who can see masked counters, for example.

3. **Setting up the Great Battles of Alexander Deluxe Edition Vassal Module**

Looking at the Welcome Page below you will see the three options for beginning gameplay:

- Start new game offline – This allows you to open a new game that only you as a solo or hotseat player will have access to. You may however go online and allow others to join your game from this option.
- Look for a game online – This opens the Vassal Module but does not load game content. Instead, it allows you to join a game that is already available on the online server. More on that later.

- Load saved game – Load saved game allows you to load a game that was saved in a previous state of play allowing you to return to where you left off in the game. Games opened in this fashion may be played solo, hotseat or online.



4. **First look at the game module:** To just look at the game module, select the Start new game offline option.

You will see a list of scenario options to choose from. Feel free to select any, however just for appeal, open the Bibracte Setup option. This will open the Bibracte scenario as provided in the Game Scenario book, all ready to play.

The list of setup options are as follows:

List of scenarios:

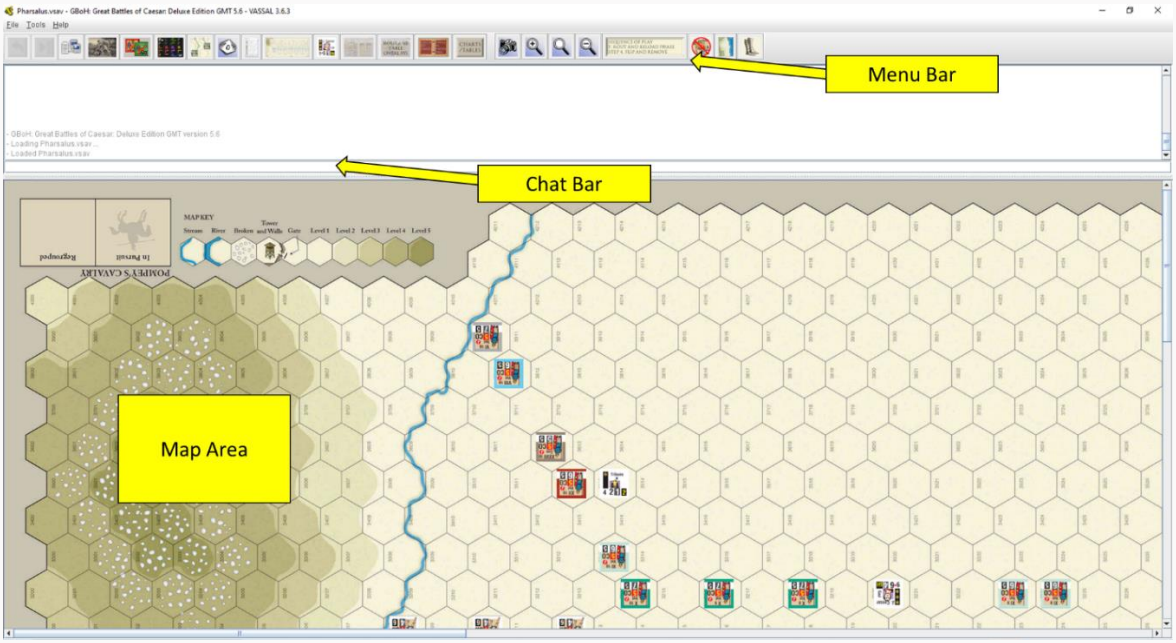
- Erigon Valley, 358 BCE (GBoA)
- Crocus Fields (Plus Variants) , 352 BCE (GBoA)
- Chaeronea (Plus Variants), 338 BCE (GBoA)
- The Lyginus, 335 BCE (GBoACOG)
- Pelium, 335 BCE (GBoA)
- The Granicus (Plus Variants), 334 BCE (GBoA)
- Issus, 333 BCE (GBoA)
- Gaugamela (Plus Variants), 331 BCE (GBoA)
- Crossing the Jaxartes (Plus Variants), 329 BCE (GBoA)
- Samarkand (Plus Variants), 329/32852 BCE (GBoA)
- Arigaeum (Plus Variants). 327 BCE (GBoA)
- The Hydaspes (Plus Variants). 326 BCE (GBoA)
- Paraetecene, 371 BCE (Diadochoi)
- Gabiene. 316 BCE (Diadochoi)

- Gaza (Plus Variants), 312 BCE (Diadochoi)
- Ipsus (Plus Variants), 301 BCE (Diadochoi)
- Sellasia (Plus Variants). 221 BCE (Phalanx)
- Mantinea. 207 BCE (Phalanx)
- The Battle of Himera, 480 BCE (Tyrant)
- The 2nd Battle of Himera, 409 BCE (Tyrant)
- The Battle of Akragas, 406 BCE (Tyrant)
- The Battle of Gela, 405 BCE (Tyrant)
- The Battle of Cabala, 377 BCE (Tyrant)
- The Battle of Cronium, 376 BCE (Tyrant)
- The Battle of Crimossos River, 341 BCE (Tyrant)
- The Battle of Abolus River, 338 BCE (Tyrant)
- The Battle of Ecnomus, 311 BCE (Tyrant)
- The Battle of White Tunis, 310 BCE (Tyrant)
- The Battle of Tunis, 307 BCE (Tyrant)
- Raphia (Plus Variants), 217 BCE (Raphia)

Additionally, the maps are available without pre-filled scenarios for players to create their own scenarios/setups.

- Arigaeum
- Caronea
- Gaugamela
- Gela
- Gergovia
- Granicus
- Gaugamela Extended
- Himera
- Issus
- Lyginus
- Pelium
- Paraetecene
- Sellasia
- Gaugamela Extension

5. The module interface:



After you select your scenario, your module should open to approximately the view above.

6. Description of the menu buttons:

At the top, you will see the game control menu buttons.

Undo – Undoes previous action

Forward button – Advances by step when playing log file back. (Allows you to replay games step by step)

Server button – Opens up the server control windows (Covered later).

Retire Button – Allows players to retire and choose another side (Yes, that is an image of a Roman falling on his sword).

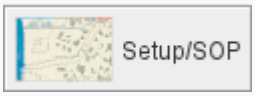
Game pieces – Opens to a menu selection of the available GBoJCDE game pieces.

Counter Tray – A plastic counter try just like you have with many of your physical games. Allows a convenient place to store counters that just need to be moved out of the way for whatever reason. Several scenarios have reinforcement troops already placed there awaiting their placement turn.

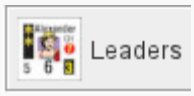
Toggle counter movement Trails on/Off

10-sided dice button – Rolls a 10-sided die which is simultaneously displayed in the chat window and as a visual on the die face.

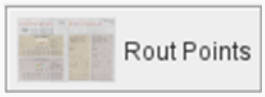
Counter Inventory – Lists the current Counters on the Map by piece name and status.



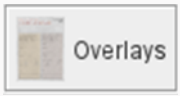
Setup Maps/Sequence of Play – The setup Maps from the Scenario book, which are helpful in identifying the order of battle and the units under a leader's control. The Sequence of Play is also presented as a chart.



Leader Board – A tool to aid players by providing the list of leaders in the scenario aligned by order of initiative from lowest to highest.



Rout Point Table – The player aid that keep track of Rout Points/Victory Points for each side.



Rout Point/Victory Point Overlays – Some scenarios have overlays for the Rout Point Table that are custom designed for that scenario's unique Victory Point rules. (Usually, Players should not need to change this once a scenario has been selected).

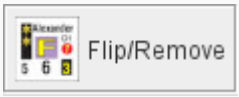
Notes – Allows note taking during the game session.

Save map as .png file – Selecting will allow users to save a screen shot of the map as a .png file.

Zoom In – Increases magnification of the game map.

Select Zoom - Allows manual setting of the magnification level of the game map.

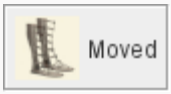
Zoom Out – Decreases magnification of the map.



Flip/Remove option for Sequence of Play Rule F Step 4 - Conducts all of the cleanup of counters that need to be removed at the end of a game turn.

Mini Map – brings up a miniature version of the map to allow quick location of a map area.

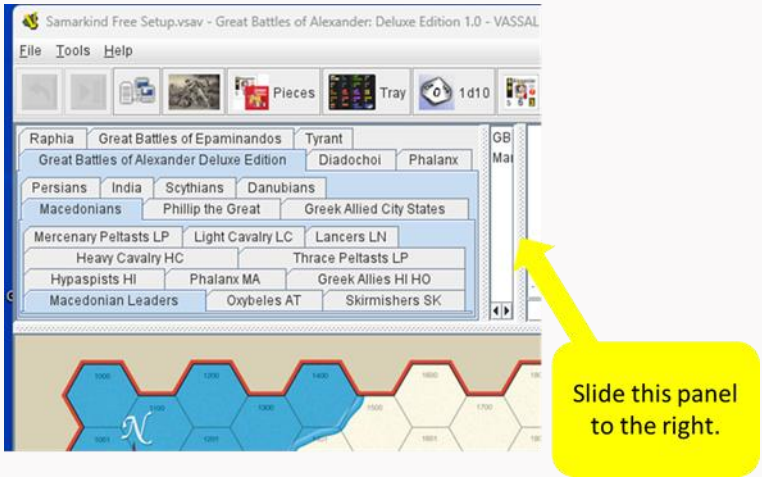
Hide all pieces on this map – Toggles between hiding or showing pieces on the map.



Removes all Vassal System movement markers (If you are using the Counters to mark movement as well, they must be individually removed, or all at once during the Sequence of Play F, step 4, by selecting that button, but be aware, that button will remove all other end of turn counters as well.

7. Opening and Adjusting the Game Pieces Menu Window

Clicking on the "Game pieces" icon will display the Counters window.



Open the window panel shown by selecting it and sliding to the right to open it until you can see all of the counter options.

a. Placing and Moving Counters

Click the Game Pieces Menu Button for the Game Pieces window to open.

Simply drag and drop a few counters into the map and basically you are ready to play. (The scenarios will have already done this for you, but you will probably find the occasion where you need to do this).

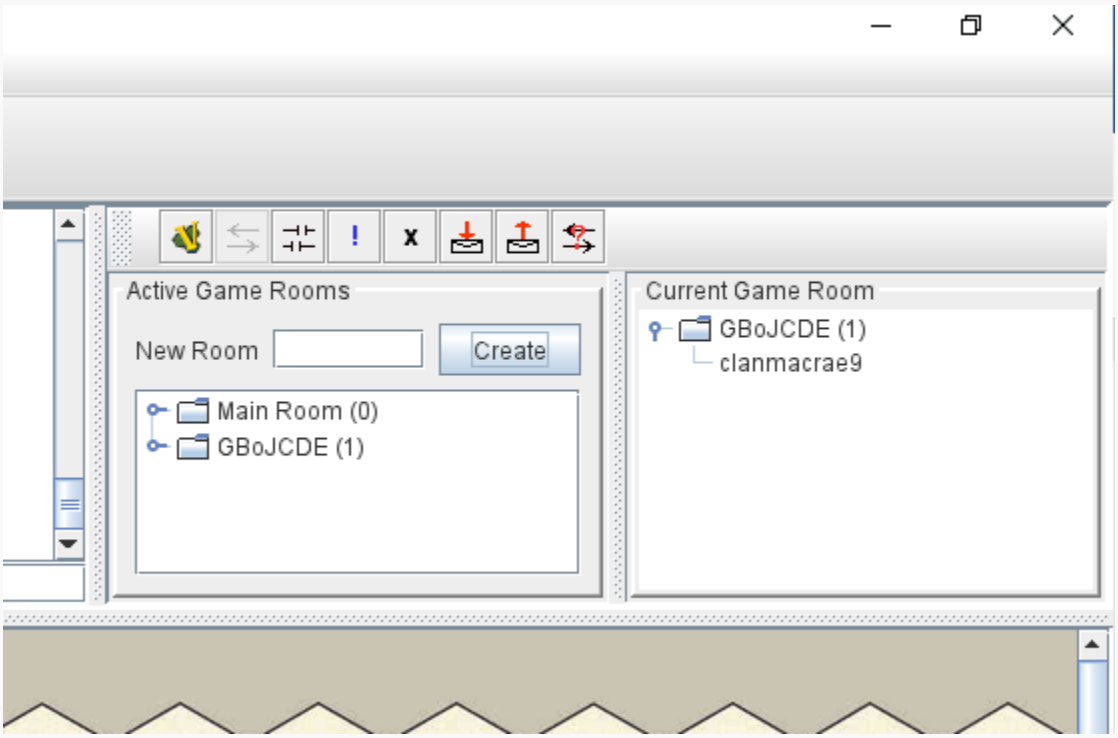
b. **Controlling Counters.** Right clicking on any counter gives all commands and their shortcuts.
The Increase Hit Points command, for instance, will increment the hits given to that unit. The Decrease Hit Points command will remove hits if needed to reduce or correct.
Rotate CW and Rotate CCW rotates the counter one hex point clockwise or counter-clockwise. Each of the various commands controls the counter or displays information about its current status.

8. **Help Menu:** The Help menu of the Controls window also provides important general information about using VASSAL! Depending on your Preferences settings, the opening window, called the Controls window, will look like the panel on the right.

9. **The Chat Window:**

The large white area is the chat window in which all movements, actions and comments from the players will be reported. You can add your own comment in chat mode by simply typing your text in the command line at the bottom and pressing enter. Your text will be immediately displayed in the Chat window.

10. Logging on:



Press the Server button to reveal the server controls. In the Server controls, click the connect button to log on to the VASSAL server
(Note: Some corporate security firewalls will prevent a connection, although a residential service should have no problem).
Once connected, you should see the following indicators:
You will see confirmation in the VASSAL Controls window chat area that you have connected with the server and entered the Main Room.
*The Active Games section of the Server window will indicate which players are logged on and which rooms exist.
* If players are chatting amongst each other in the Main Room, text will appear in the VASSAL Controls chat area.

a. **To Chat**. To chat with other players, click in the entry area below the main chat display at the bottom of the Controls window and start typing. Your text will appear in the VASSAL Controls chat area. To send the message, press Enter on your keyboard. You can also type while the focus is in the main map window and the typing will be echoed to the chat entry area. Ctrl-V will paste from the clipboard into the chat entry area.

b. **Enter a Game Room**. To view a game already being played, double-click on the room name in the Active Game Rooms column of the Server window. To create a

new game room, enter a new name in the "New Game" field and press Enter. A list of players currently in the room you have entered will appear in the "Current Game" column.

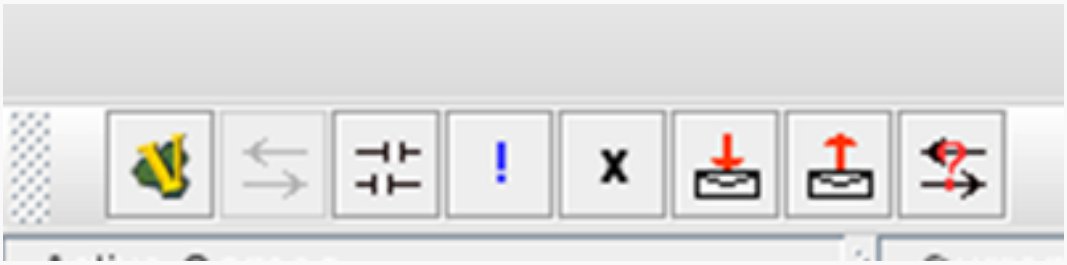
c. **Synchronize**. When you join a room, you may start chatting immediately. To see the game in progress, synchronize by right-clicking on another player's name in the Current Game column and selecting Synchronize from the pop-up menu. Once synchronized, all moves by other players will be instantly updated on your screen.
Important Note: Once you have synchronized with a game, you may scroll around the map and inspect either player's counter stacks without interfering. However, all counter moves and die rolls are broadcast to all other players in the room, so please don't move any counters/cards and be polite when observing other people's games!
d. **Shared game map**. When you synchronize, the maps will appear on your screen. If using the combined window view, the main map will appear in a panel below the chat area. If not, it will appear in its own separate window. Maps are where all the counters are displayed and where the gaming action takes place.

11. **Starting a Game:** To start a game of your own, it will be necessary to create a Scenario Room by entering a new name in the "New Room" field of the Server window and pressing Enter. Others (your opponent and spectators) can then enter the room and "synch" in. (See the section on Setting up a Game.)

12. **Message Boards:** VASSAL also contains a message area that allows you to post messages or game requests on the server. Like every other module, GBoJCDE has its own message board. In the Server window, push the Check Messages button to view the Message Board, or push the Post Message button to open the Message Composer window. In the Message Composer window, enter your message and click Send to post your message to the Message Board.

13. **Server Status:** The Server Status button displays all current connections to the server for all modules. By selecting a module with your mouse, you can post and read messages from that module's message board.

14. **Status:** Pushing the **Looking for Game** button will place an exclamation mark (!) beside your name in the Server window, indicating that you are interested in finding a game. Pushing the Away From Keyboard button will place an "X" next to your name in the Server window, indicating that you have stepped away from your computer. An "I'm Back" window will pop up. When you're ready to return, clicking "OK" will close the "I'm Back" window and remove the "X" from beside your name.

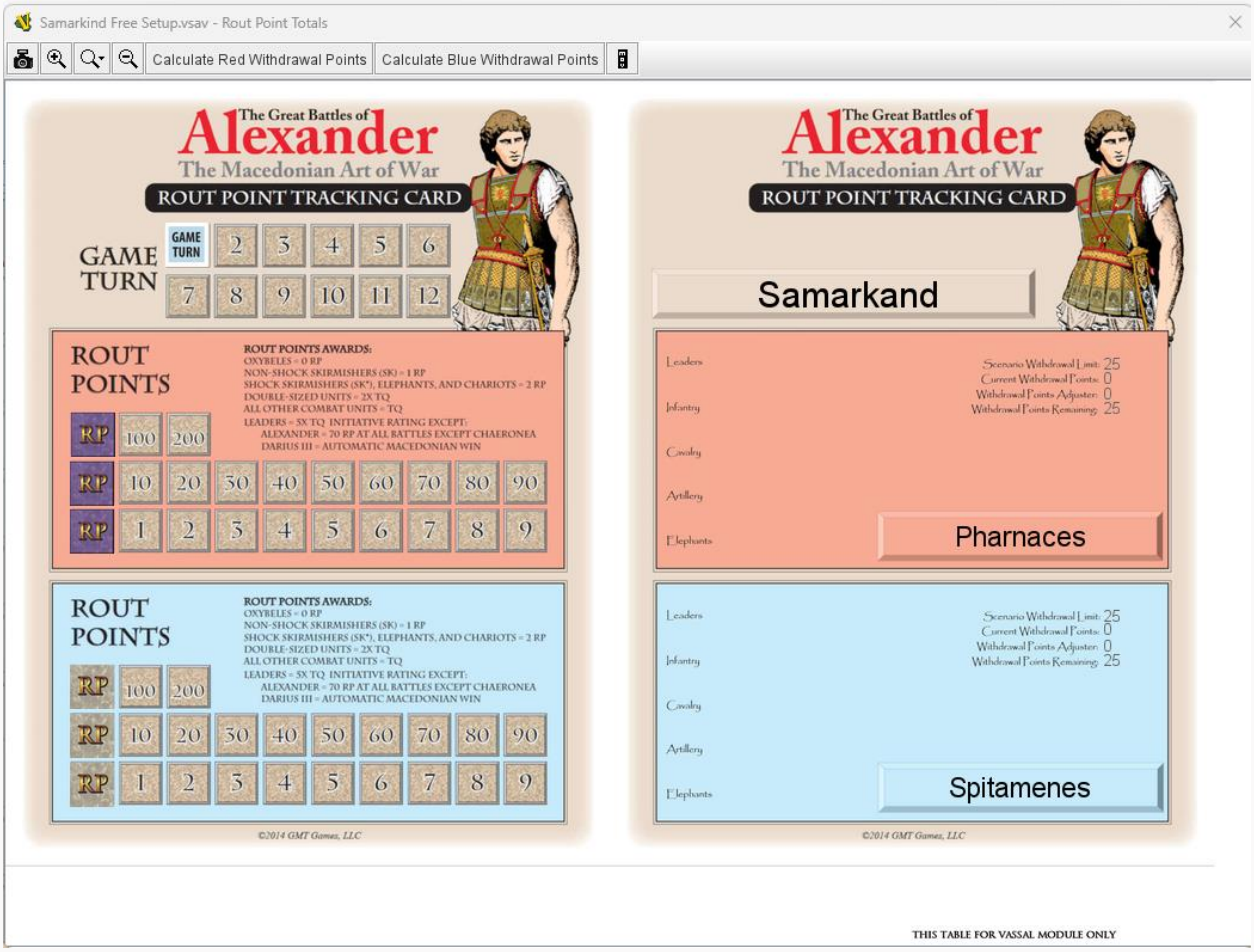


15. File Management:

- Save Game – ***Allows users to save the current game file and provides the option to change the name of the file e.g. Pharsalus Turn 2 end of Senatorial turn***
- Save Game As – Virtually the same option as Save Game
- Close game – *Allows users to close the current game. Saving the game will also be an option before closing.*
- Begin Logfile – *Allows users to save the game play as a logfile which can be replayed like a video replay. (Note though that all actions are live and if replaying, do not move any pieces or do any actions as they will become part of the game sequence moving forward.*

  NOTE: *All users should immediately start a logfile at the beginning of each session. Additionally, when restarting a game from a previous section, it is advisable to load the last logfile and advance it through its moves, then start a new logfile to create a continuous logfile of the entire game through multiple sessions.*

16. Using the Rout Table:



The Rout Points table (Left Hand Side) and the Scenario Unit Withdrawal Levels table (Right hand side *** included with the Vassal Module only as a place to place/count routed units) provide automated scoring for each scenario.
When you select a scenario from the main menu of the Vassal Module, the scenario configuration will already be set up for you, however, you may modify the table for any new scenario you want to play.

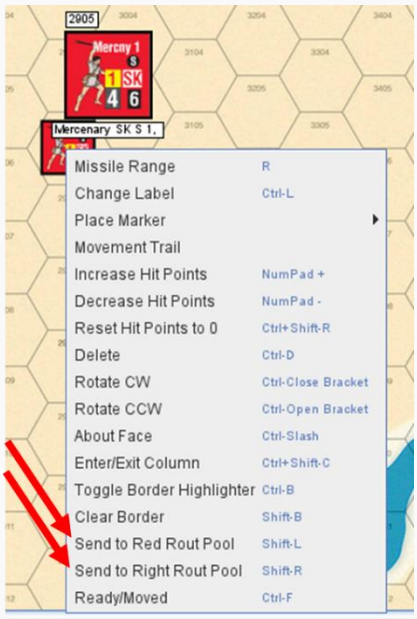
Some of the user-adjustable features include the Scenario name and setting the Overall Commander for the scenario. Simply right click on the text and type in the scenario or **Set OC** and enter the Overall Commander as appropriate. The **Select Battle** option offers two methods, either the pre-designated scenario names included in the box set as a pull-down, or the ability to just type in whatever scenario name you desire.

A Game Turn Counter is available if you intend to keep track of game turns.

A note on Rout Points/Victory Points: The GBoA Deluxe rules provide Victory Conditions through forcing the enemy to withdraw, with withdrawal conditions

outlined in each scenario.

Automated Rout Point/VP tracking:

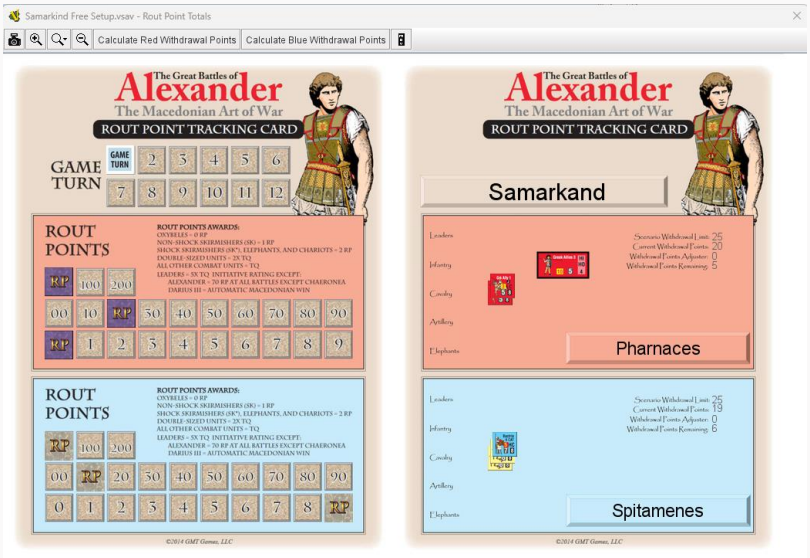


The Rout Point Table will track your rout points as your units leave the battlefield, regardless of whether they rout, are eliminated, and count as Rout Points or Victory Points. To ensure counting is achieved correctly, Select the appropriate "Send to" instruction by right clicking that option on the counter that has been routed/eliminated. This will send the counter to its pre-determined location to be counted. (If it is felt that a counter is sent for whatever reason to the wrong area of the Rout Table to be counted, simply move that counter to where it belongs.
Please be aware that some units have multiple counter versions within the Vassal Module to facilitate sending to either location based on the scenario instructions. These units will have been pre-determined for you within the scenario setups at the start of the game.

To calculate the scores, click the Calculate Red Withdrawal Points or Calculate Blue Withdrawal Points buttons

NOTE: Vassal takes around 8 seconds to complete the calculation, which freezes all game activities during the calculation. Click only one button at a time and wait for the calculation to complete before selecting the other calculation button.

After clicking either of the calculation buttons, the totals will appear in the Current Withdrawal Points total (or equivalent total for the specific scenario overlay).

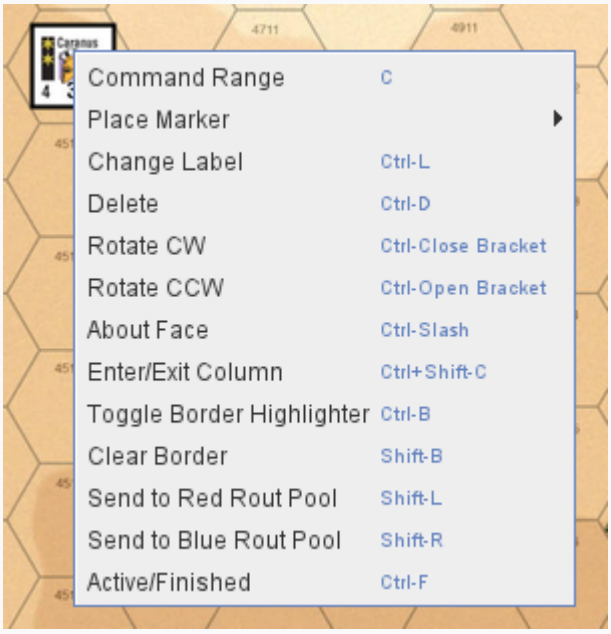


17. Counter Options

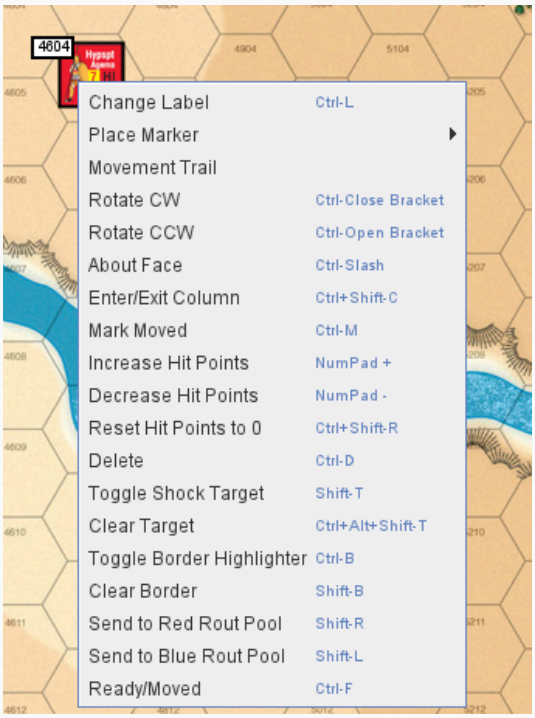
All counters have options that are available by right clicking or by selecting the counter, then entering the keyboard command.

The options available change with the counter/unit type.

Some examples are shown below.



Sample Leader Options



Sample Infantry Options

Markers

Marker for this module attempt to recreate the physical game feel. This is to say marker counters appear as their physical counterpart do and stack on top of the owning counters, but may be moved to anyplace in the stack by select thing marker and left clicking to increment it one step higher or lower in the counter stack, or by selecting the marker and hitting the down keyboard button to send it to the bottom of the stack or the up-keyboard button to bring it to the top of the stack.

II Legion with a Shock Must Check Counter placed upon it. To place it below the Cohort, select (just) the Shock marker, then the down arrow.

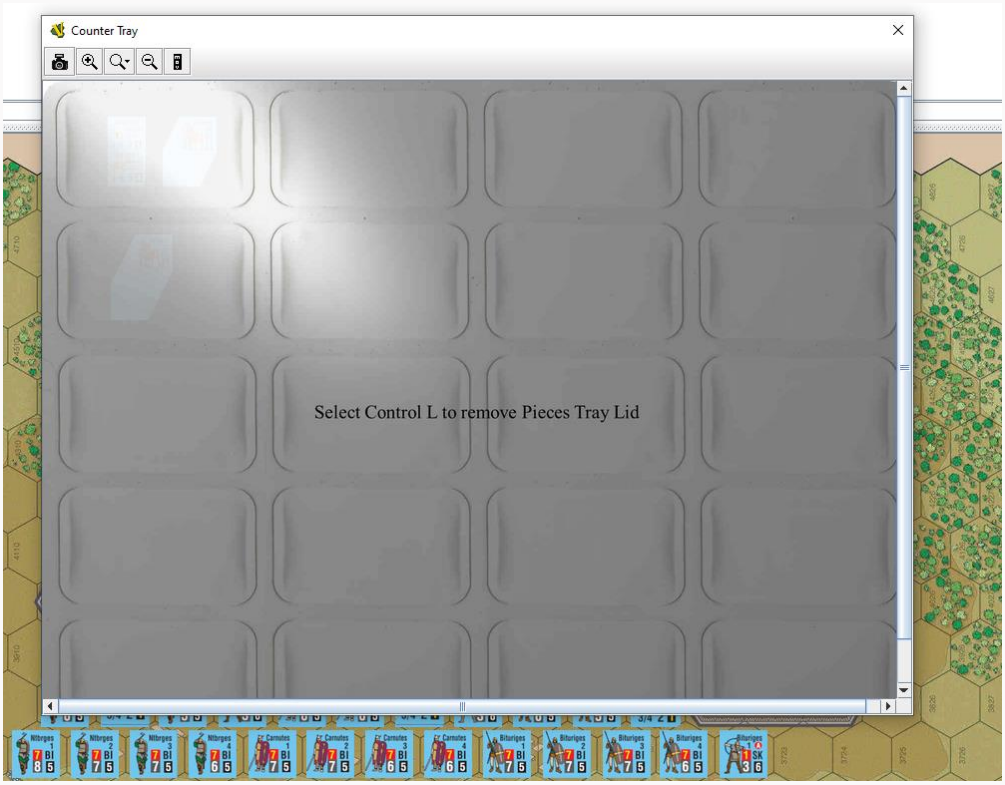
One exception to the full-size counter is that there are two options to display hit points. The full counter as discussed above, or by selecting the Increase/Decrease (or Reset to remove) Hit Points from the Right Click option on a unit.

The result is a miniaturized version of the hit points in the lower left of the counter. This exception to the full counter option is due to the hit points being the most commonly used, most persistent, and most changing of the counters. Either method for tracking cohesion hit points works, however they do not increment together so incrementing the miniature counter will not increment the full-size counter if both are used and vice versa, so best to just stick with whichever is your preferred method.

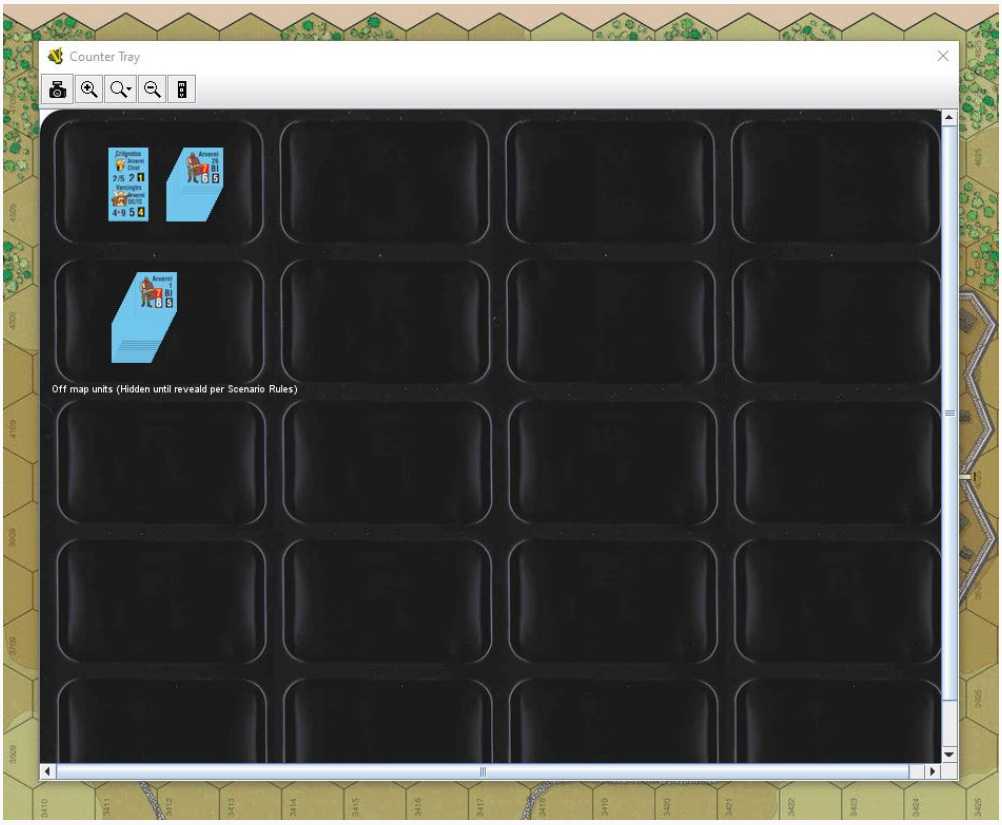
18. The Counter Tray

Selecting the Counter Tray Menu option brings up the Counter Tray. Because like in the physical game, counter have to exist somewhere, Vassal doesn't have a natural place for counter to "be" when they are not in play, so a space has to be created for them. They will feel right at home in the familiar environs of the plastic counter tray provided.

When you select the icon from the Menu, the tray should appear with its lid on. Admittedly, the removing the lid is just a gimmick that you will only have to perform once. Select Ctrl L per the instructions.



Once the lid is lifted, the Counter Tray appears as below.


Counter Tray
Off map units (Hidden until revealed per Scenario Rules)