

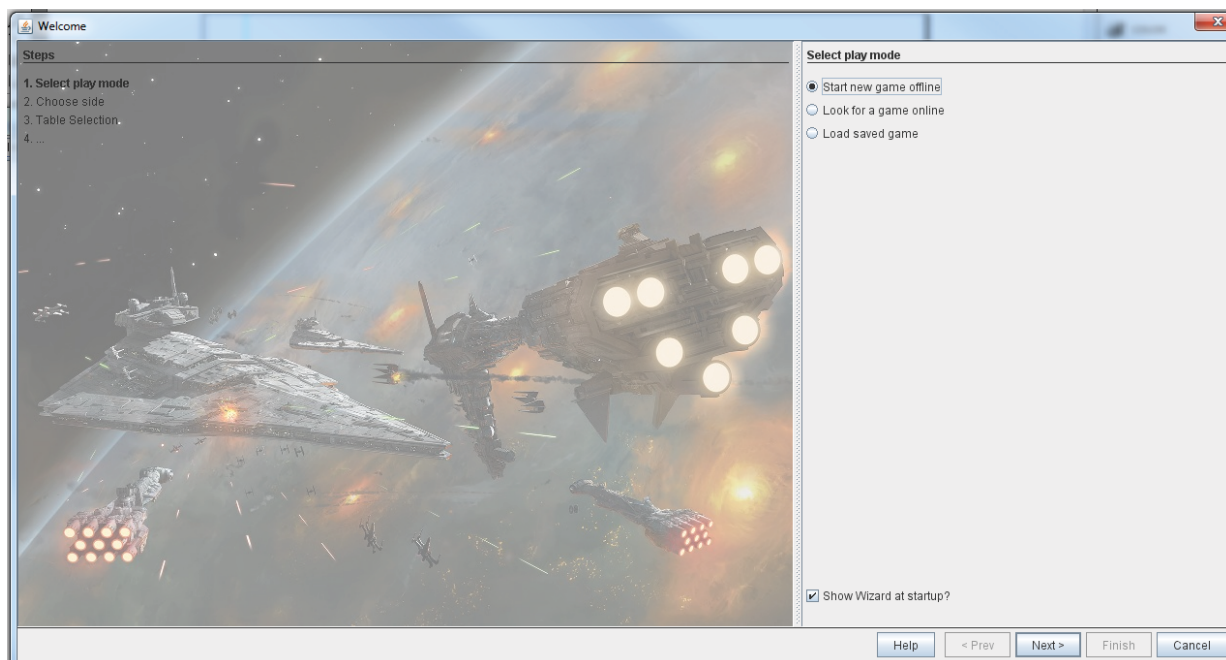
# Getting started with Vassal : Star Wars Armada

v2.0.0

## Installing the Module

Vassal doesn't care where you store the module file, so pick some place that is convenient for you.

Open up the VASSAL client. Click the File drop down menu along the top, and select "Open Module". Vassal will then chug through preparing the image files, and will open the module when its done. In the future you won't need to wait while it processes the images, it will open much quicker. This process should also keep the module in your module library on the main Vassal window.



This is the screen that appears when you open the module.

The three options in the upper right will get you to the appropriate place to play your game, just select the one you want, and click next, and the program will walk you through step by step.

# Interface



This is the main screen for the module. When playing online there will be a few additional buttons off on the right side to set up games with people. Most of the screen is dominated by the chat box, with a few buttons and icons across the top.

Buttons 5-9 open up additional windows. Playing a game in Vassal usually involves multiple windows being open across your screen. A typical collection for a game of armada is to keep 8 and 6 open on the right side so that the chat isn't obscured, with 5, 7 and 9 opened as required.

1) Undo.

2) Step forward - moves you through the next action in a log file you are going through. Logfiles will be explained later.

3) Show/Hide Server controls - useful when online. Offline, not so much.

4) Retire - allows another player to take your place when you quit.

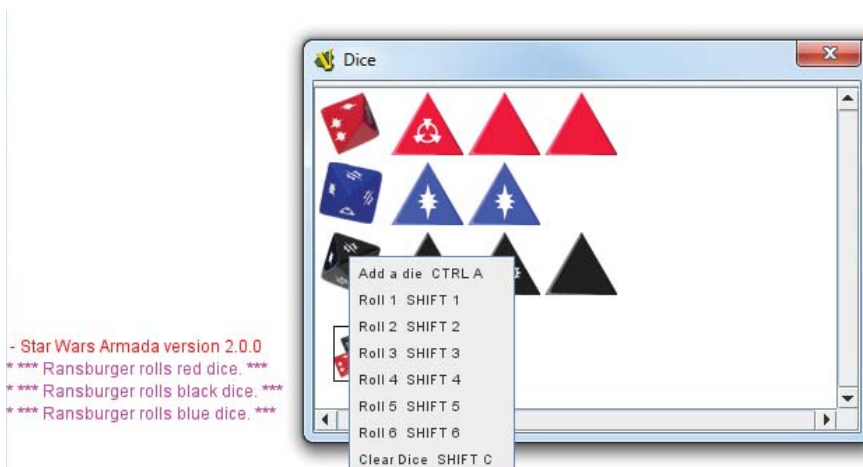
5) Turn Counter - keeps track of turn 1-6 so you don't have to remember it. Still required manual input though.

6) Dice Window - right clicking on the appropriate colored die will bring up a menu to roll a number of dice.

Right clicking any rolled die will bring up options for modifying it, such as rerolling, setting it to a face, or canceling it.

The button at the bottom of the window will clear all dice of all colors.

Note the reports that appear in the chat window when you roll dice.





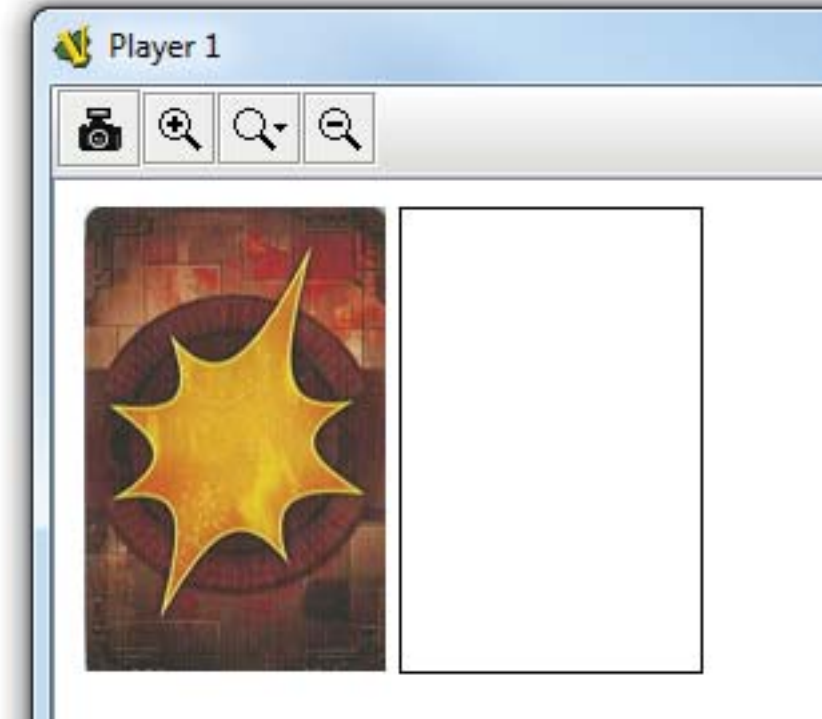
7) Player Hand - this contains a pre-shuffled damage deck as well as work space for storing or arranging components or selecting commands.

**No one else can touch anything that is placed in this window. They can't move, modify, delete it etc.**

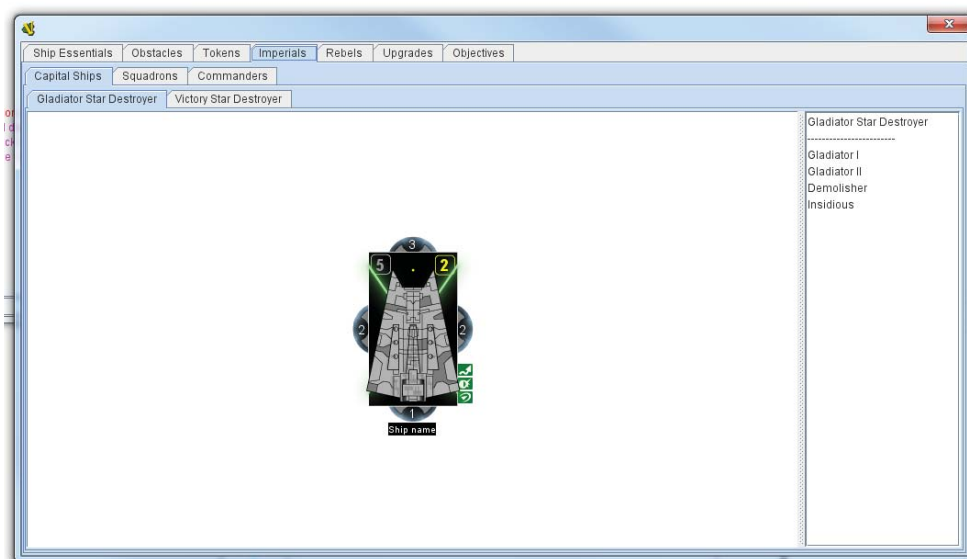
**This is the only place you can change command dials without throwing an alert into the chat box.**

Damage cards can be dragged off the stack and either somewhere else in the window, or over to the table window.

Right clicking damage cards brings up options including flipping it face up, or discarding it. Discarded cards are face up in the rectangle next to your damage deck draw stack.

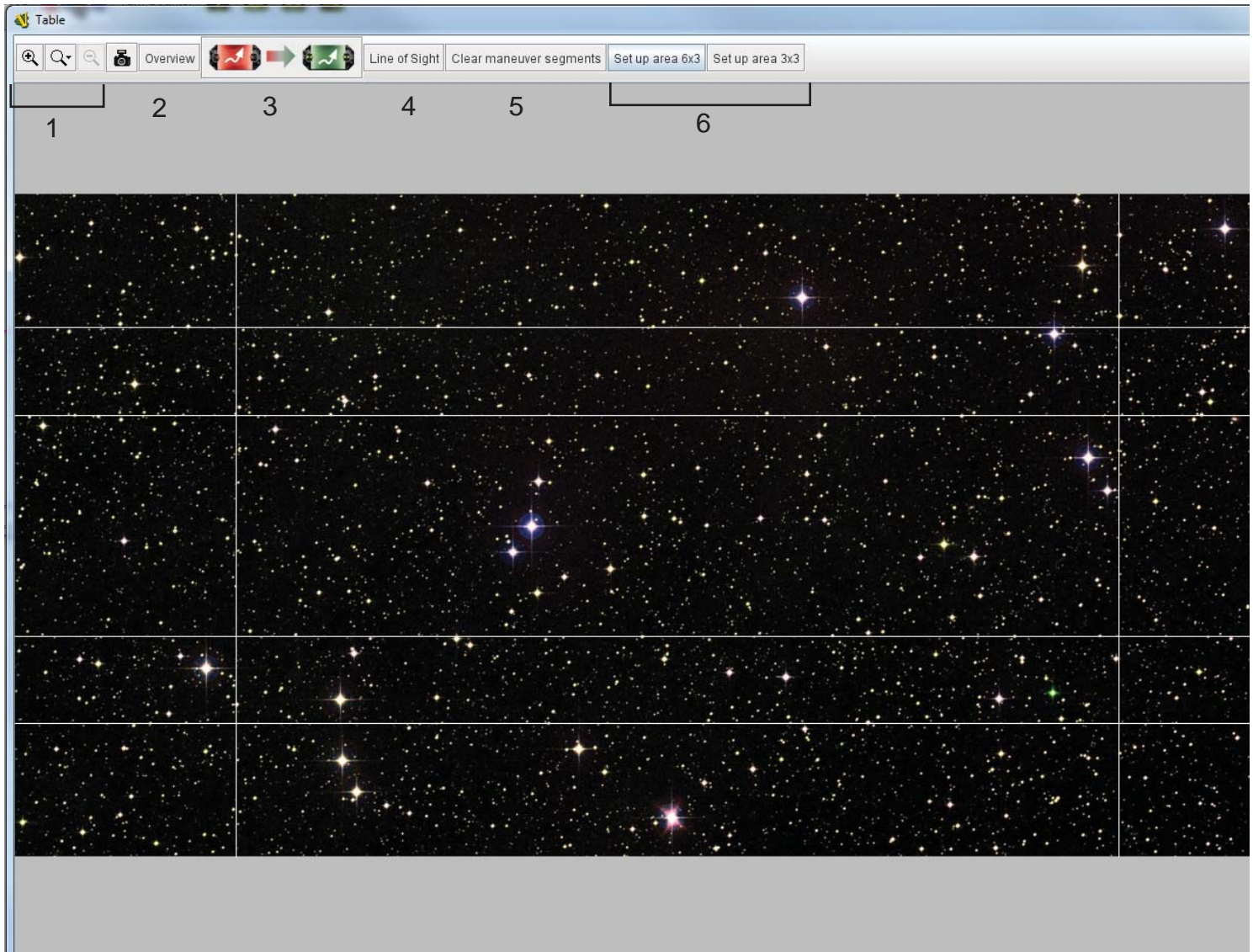


8) Pieces - this window contains components used for the game, sorted by broad category, and then sorted into subcategories. **Pieces can be clicked and dragged to either your hand, or to the table.**



In this image we're getting pieces for our imperial fleet, so we've opened the "Imperials" tab. There are options for Capital Ships, Squadrons, and Commanders. Under Capital Ships are pages for each ship currently available. The gladiator page, shown here, has a base model and associated ship and title cards.

All cards (except objectives) will not have any text or stats on them. The module assumes you have access to the cards when you play.



9) Table, this is where most of your attention will be.

There are currently 3 different backgrounds available, you select one when you create a new game.

The grey bars across the top and bottom are intended as card/component storage.

1) Zoom in/out

2) Overview - generates a small thumbnail of the entire table. Useful when you're zoomed in on a specific part of the battle.

3) Refresh Defense Tokens - will refresh the defense token flags on your ships. **Does not work for the stand-alone tokens.**

4) Line of Sight - creates a thin line so you can verify things like obstruction or valid shots.

5) Clear Maneuver Segments - Deletes any segments of the articulated capital ship template.

6) Set up area - Toggles lines indicating set up areas. In the above picture the 6x3 has been toggled. Lines indicate distance 3 and distance 5 from the long edges, and 1 foot from the short edges to define the set up area.



# Assembling your fleet

Drag and drop pieces from the pieces window over to your hand or to the table.

On the right are two options for arranging components. The top one is my preference because there is less clutter. The bottom one does the same thing with a bit less automation but more accuracy to the physical game. It's your preference.

**To save a fleet for later, or to facilitate fast loading for playing online, do the following :**

- 1) Grab all your components and arrange them in the middle of the table.
- 2) File -> Begin Logfile. Save in a convenient location.
- 3) Delete everything, then hit undo til its all back.
- 4) File -> End Logfile.

To Load up that file :

- 1) File -> Load Continuation
- 2) Hit "Step Forward" button in the main window until you reach the end of the logfile.

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Steps 1-2 of creating a logfile can also be used to record your games. When the game is over, end the logfile. It'll record everything including dice rolls and the chat box.



## Using your fleet

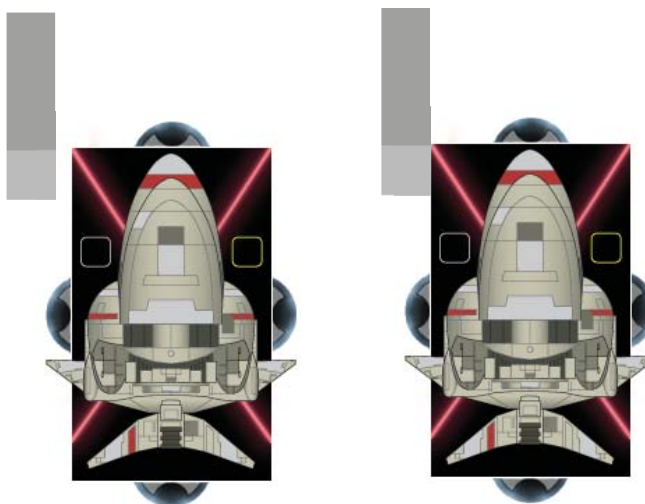
Commands : Change command dials in your hand, not the table. If your dial is greyed out, like the bottom one in the image, then your opponent and anyone watching can not see what you have selected.



**When in doubt, right click everything to see what options you have.**

When maneuvering capital ships, vassal has options to “place” the template next to the ship. This has it offset a bit from the base. “Notch” the template will put it into the notch, signifying your commitment to the selected maneuver.

For rapid movement along the template do CTRL (or ALT) + 1, 2, 3, 4. This will move you from segment to segment quickly and easily.



**Place**

**Notch**