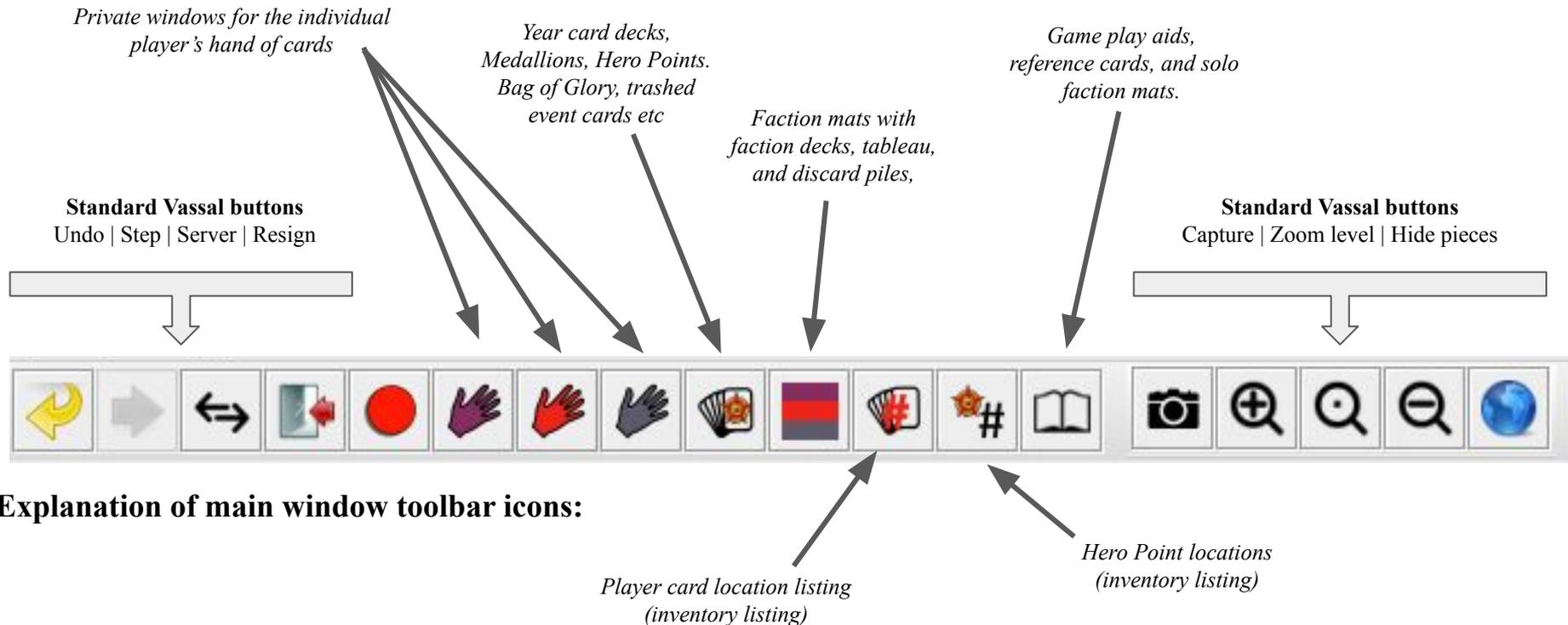


Guide to the LAND AND FREEDOM Vassal module

Moderately experienced Vassal users will be able to jump right into the module with ease. There are a number of shortcuts to speed, or assist, play that are available via the toolbar or via **RMB** (right hand mouse-button) or **context** menus on tracks, cards and markers. Using these *context* menu options will speed play. ¡*No Pasarán!*



Guide to the LAND AND FREEDOM Vassal module



Game Setup Options:

Game Setup: On starting a new game of *Land and Freedom* most of the setup steps are automatically setup in the module, including the automatic dealing of 5 random Medallions, the Anarchists and Communists each gaining two Hero Points, the Year 1 deck is shuffled and placed on the main map, the player decks are shuffled etc.

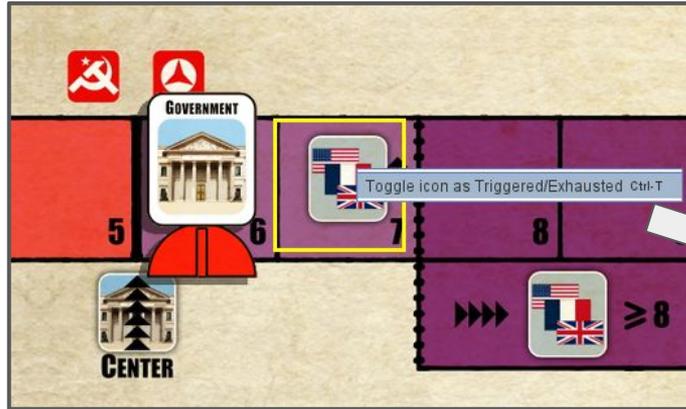
- 1) If playing with non-player factions, specifically non-player Moderates or non-player Anarchists, these required options should be clicked on the **Game Setup Option** window. This will remove specific cards from the faction deck/s. That window can then be closed using the link at the bottom.
- 2) Each player need to draw 5 cards in their private hand window.

Note: The module has a number of shortcuts to speed play. It can also be played more manually by using tokens in the game *Piece Palette* on the toolbar. Instead of using the context menus the players can drag cards or pieces around. Use whichever method suits your style of play. Enjoy the game.

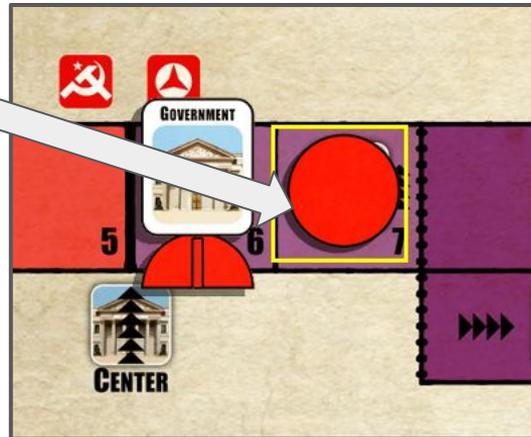
Non-player faction play: When playing with non-player factions there is no need to use the respective hand windows for the non-player factions. The deck and discard pile for all of the factions is on the **Player Mats** window.

Guide to the LAND AND FREEDOM Vassal module

Icon spaces on the game tracks can be covered by blank markers when they are triggered. Those blank markers can also be removed by the effects of played card events. By right mouse clicking on an icon spaces a context menu will appear where the blank marker can be toggled on or off.



Game Tracks:



Guide to the LAND AND FREEDOM Vassal module

Each front has a strength *widget* that records it's current strength. Use the context menu on each Front Strength to alter the value in increments of plus or minus 1 or 5. The players will manipulate the current based on the effects of cards and player actions.

Alternatively: players can use the Front tokens on the game *Piece Palette*. In which case the players will need to add, remove, or flip the Front tokens as required to record the current front strength.



Front Strength widget: + 1 strength is shown



Alternative manual method using **Front Strength tokens** minus or negative (-) 4 strength is shown

Guide to the LAND AND FREEDOM Vassal module

The **Decks window** holds the stock of Hero Points, the Bag of Glory, the Years card decks, the Medallions not being used, and spaces for the players Trashed cards. Non-player cards that are removed from the game during setup are also held here.

Decks window:



Year Decks: When moving from Year 1 to Year 2, or Year 2 to Year 3; the best method is to *discard* all of the cards from the previous Year deck. Then use the RMB menu on the required Year deck to send it to the main map Year deck space.

Bag of Glory: The number of tokens in the Bag of Glory is shown by the title. Player's tokens can be sent to the bag via their context menu or tokens can be dragged and dropped into the bag. The **Bag of Glory** also has context menus that allow the required number of tokens to be randomly drawn and sent to the main map Glory boxes at the end of each Year.

Guide to the **LAND AND FREEDOM** Vassal module

Hero Points:

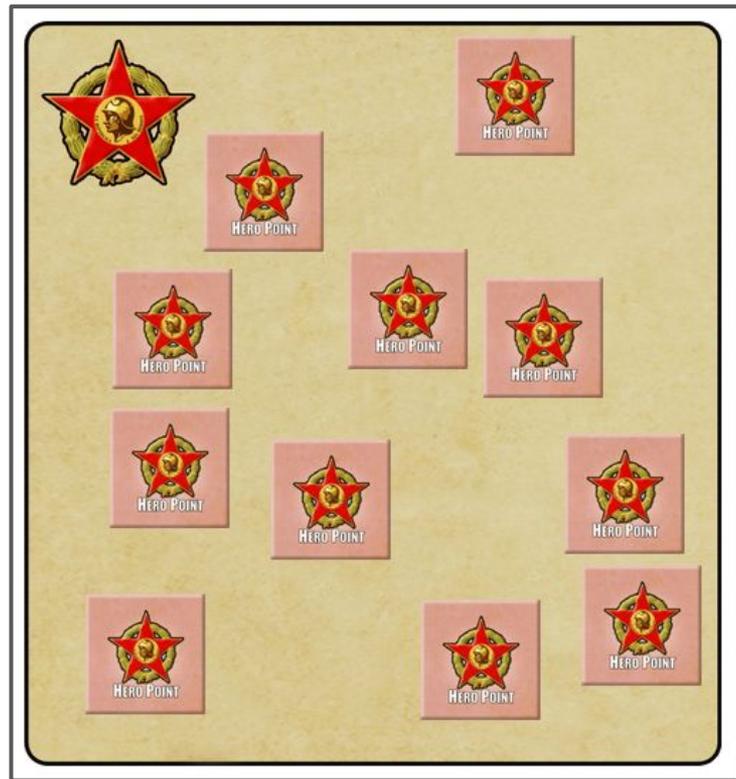


Hero Points on the Anarchists player mat



Hero Points: The *Hero Point* tokens are strictly limited in number. When not being stored on each player's mat they should be placed, or sent via the context menu, back into *stock* in the box in the *Decks* window.

To aid the players from having to look or to count there is an *Inventory of Hero Points* window on the toolbar. Remember to *Refresh* via the button at the bottom if you leave that window open.



The stock of Hero Points in the Decks window

Guide to the LAND AND FREEDOM Vassal module

Player mats: The three player mats are located in the *Player mats* window on the toolbar. They are arranged in a column with the Moderates faction at the top.

Each player's *deck* of cards, their *discard* pile, and *tableau* area are located around their faction mat. Above each mat is a strip containing their *faction tokens* and *Hero Points*.

Player Order: When using the *Moderates*, *Communists*, *Anarchists* faction play order that corresponds to top to bottom when clockwise in Year 1 and Year 3.

Binoculars: Resize and zoom the *Player mats* window so that you can see your factions mat and your card tableau area. Then use the **binocular** icons, on that window toolbar, to quickly jump between the three faction mats. This will greatly speed and ease play.



Player mats:

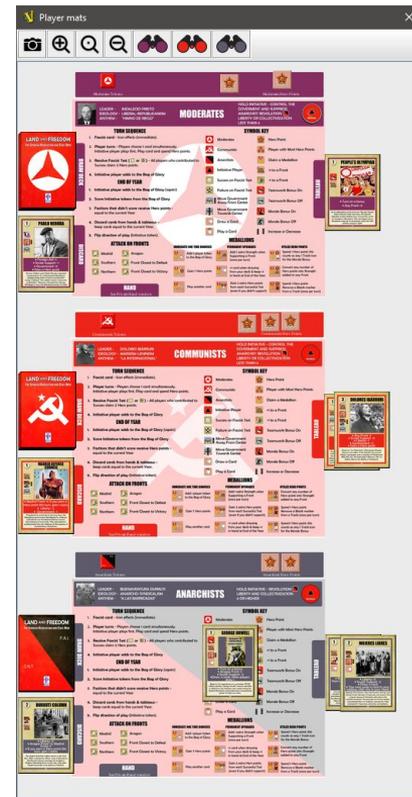
Faction tokens

Deck of cards

Card discard pile

Hero Points

Tableau of cards



Non-player faction mats: The non-player aka solo mats are in the *Game charts and play-aids* window on the toolbar.