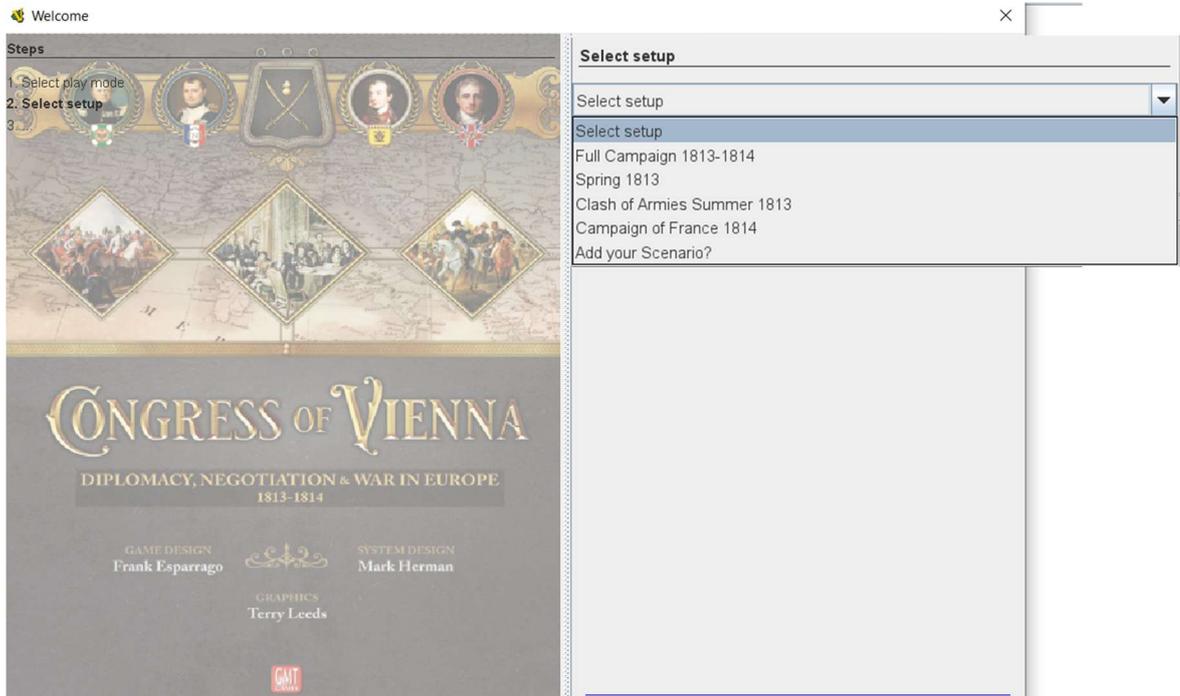
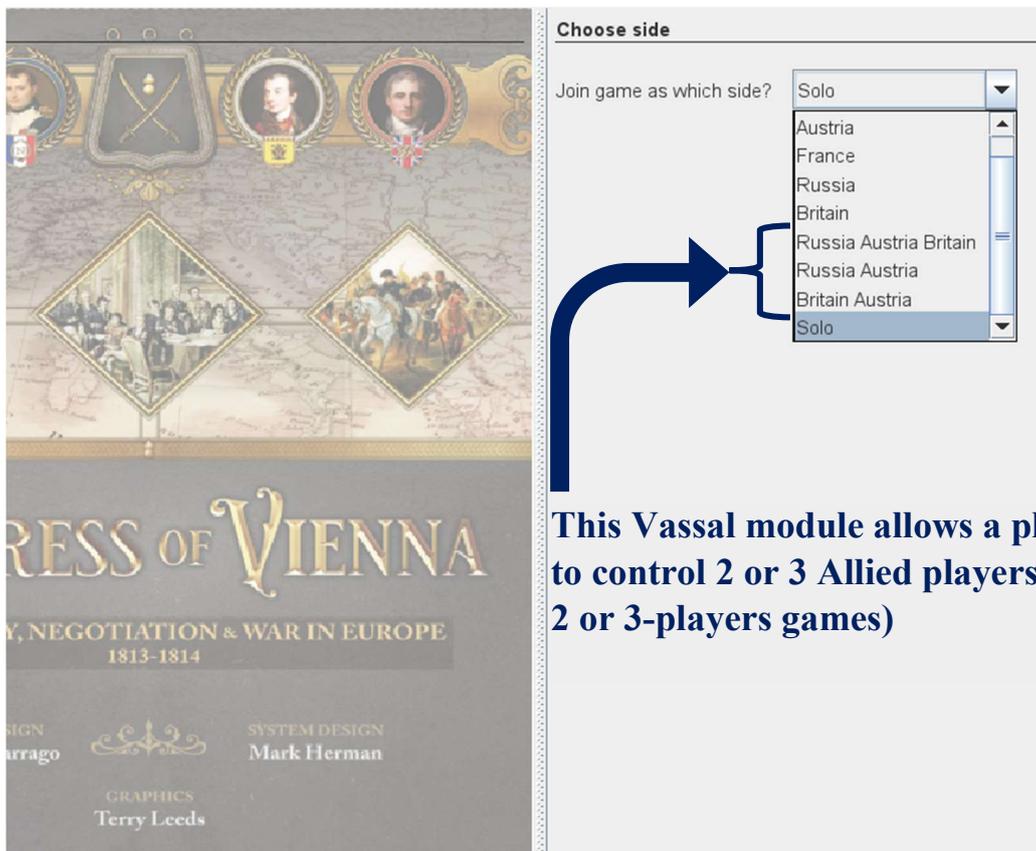


CoV Vassal Module Help Menu

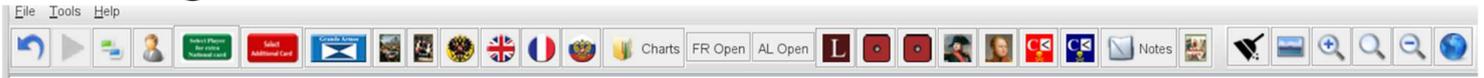
The Full Campaign 10-turns game and three Shorter Scenarios pop-up



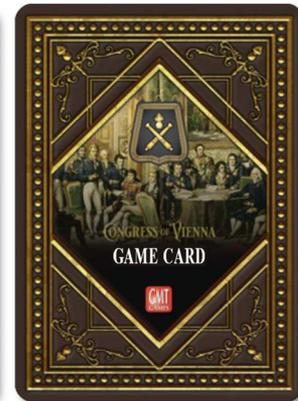
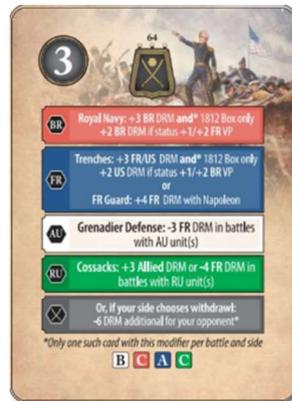
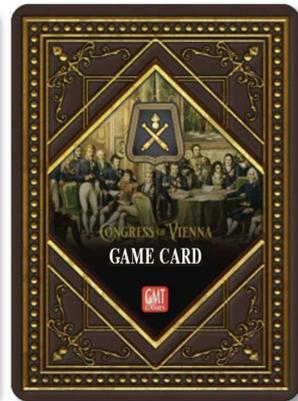
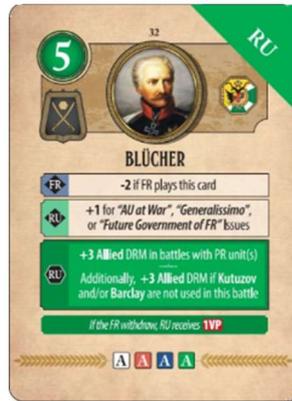
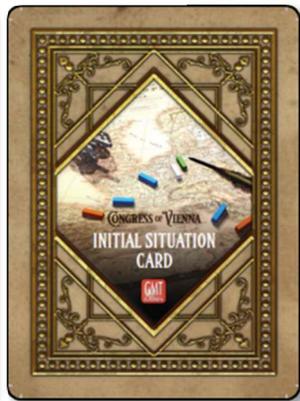
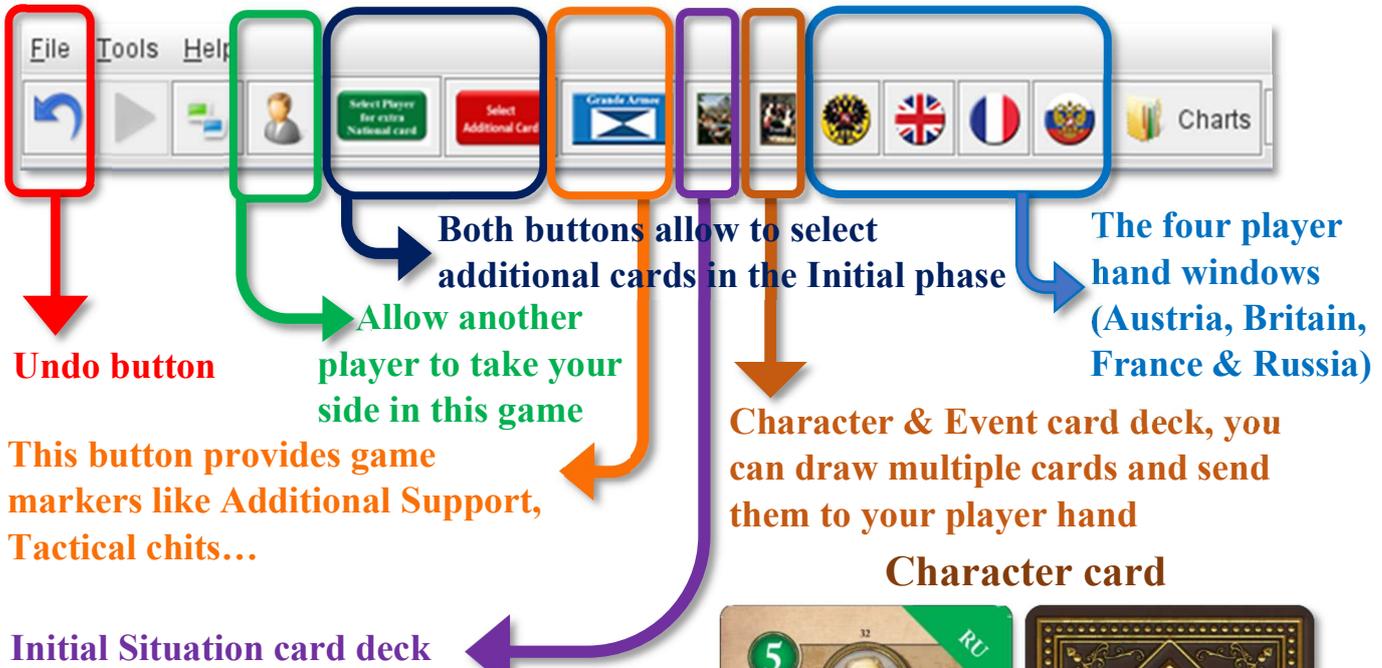
Choice side in a Congress of Vienna game



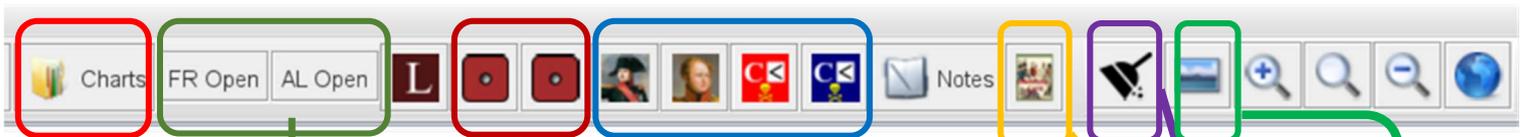
Congress of Vienna Vassal Toolbar



Congress of Vienna Vassal Toolbar (left side)



Congress of Vienna Vassal Toolbar (right side)



Two 1d6 dice
Two auxiliary windows to play a 2-players game/ scenario

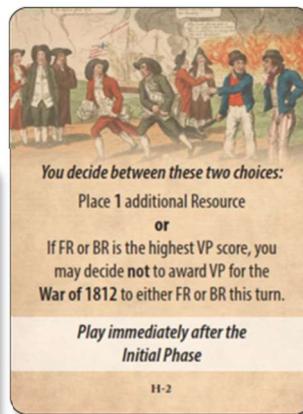
The French & Allied windows in solo games, & Stuka Joe's symbolic Fate dice for his CDGSM modified in CoV

Take a picture of full game board

Open needed Charts as "Initial Environment Table", "Detailed Sequence of Play", "DRM Table", "Optional Tactical Matrix", Aid Player Charts...

Handicap card deck

		1 st Modified Die					
		≤ 1	2	3	4	5	≥ 6
Selected Card		Britain (BR)	Britain (BR)	Austria (AU)	Austria (AU)	Russia (RU)	France (FR)
US Militia		2	3	3	4	4	4
US Mil. Op.		No	No	No	No	No	Yes
2 nd Modified Die	≤ 1	+1 BR Ft	+1 BR Ft	+1 BR Ft	+1 BR Ft	+1 BR Res	+1 BR Ft/Res
	2	+1 BR Ft	+1 BR Ft	No Effect	+1 BR Res	+1 BR Res	+1 BR Res
	3	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
	4	No Effect	No Effect	No Effect	No Effect	No Effect	+1 FR Res
	5	-1 BR Ft	-1 BR Ft	No Effect	-1 BR Res	+1 FR Res	-1 BR/+1 FR Res
	≥ 6	-1 BR Ft	-1 BR Ft	-1 BR Ft	-1 BR Res	-1 BR/+1 FR Res	-1 BR/+1 FR Res



Front



Back

		TACTICAL MATRIX for BATTLES													
		ALLIED CHIT (DRM in orange box)													
		CHARGE!	ENVELOP	ECHELON	CORDON	DEFEND	REFUSE	RETREAT							
FRENCH CHIT (DRM in blue box)	CHARGE!	+3	+3	-1	+2	+1	-2	+3	-1	-2	+2	-1	+1	+2	-3
	ENVELOP	+2	-1	+2	+2	-1	+1	+2	+1	+3	+1	-3	+3	+1	-3
	ECHELON	-2	+1	+1	-1	-1	-1	-1	+2	-1	+2	+2	-1	-3	-3
	CORDON	-1	+3	+1	+2	+2	-1	0	0	0	-2	-1	-2	-3*	-3*
	DEFEND	+2	-2	+1	+3	+2	-1	-2	0	-3*	-3*	-2*	-2*	No Battle	No Battle
	REFUSE	+1	-1	+3	-3	-1	+2	-2	-1	-2*	-2*	-3*	-3*	No Battle	No Battle
	RETREAT	-3	+2	-3	+1	-3	-3	-3*	-3*	No Battle					

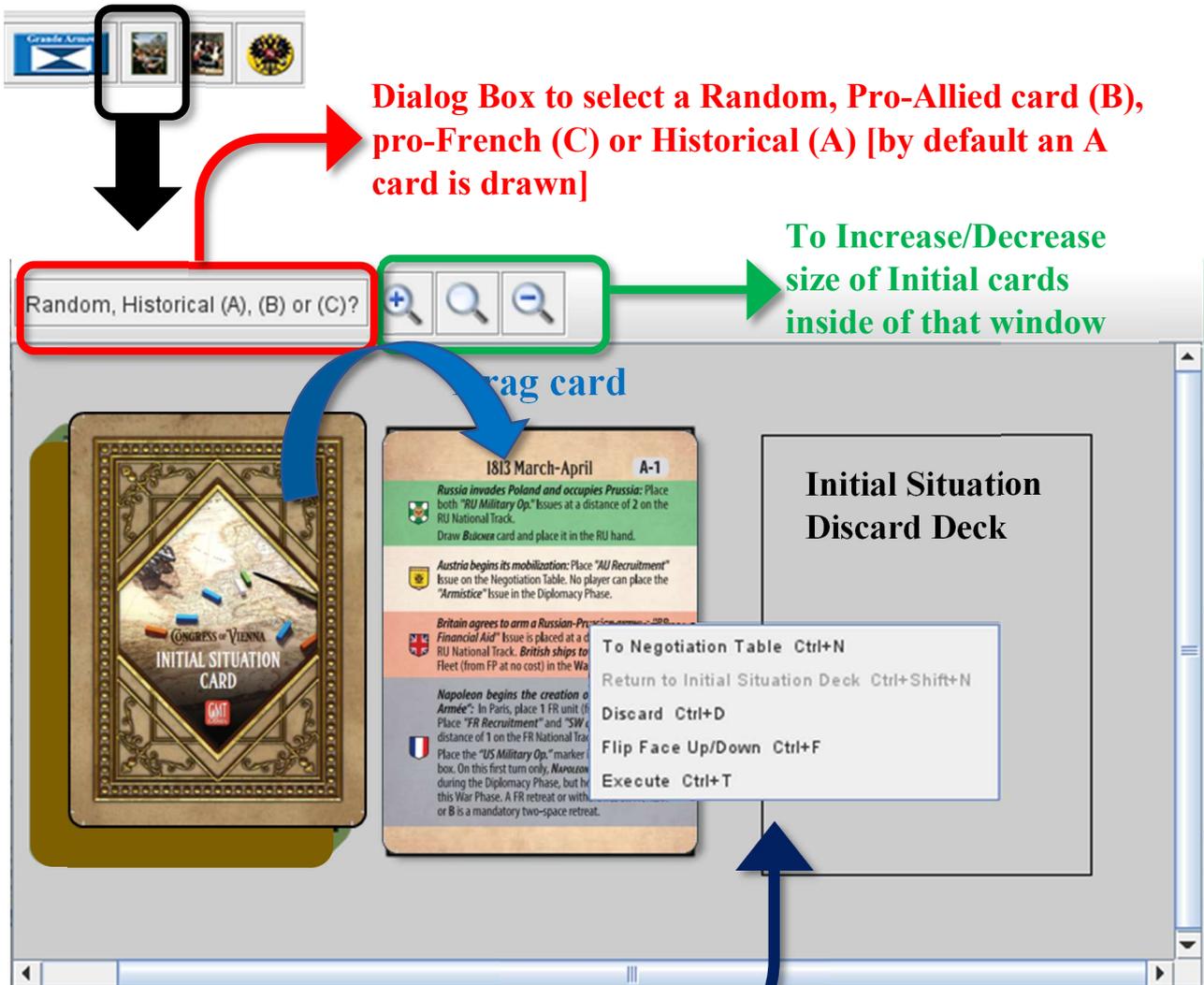
Broom button: At the end of each turn "clean" markers, cards, and issues to start the next turn

TABLE A	NATIONAL ADVANTAGES [11.1.2]
	FRENCH EMPIRE "Persuasion by Force" When the FR player wishes to initiate a card trade, the player asked by FR must accept an offered trade if they possess a FR card. If more than one FR card is available, the asked player has the choice of which of their FR cards to trade. Non-French players have a -1 to their card's play value in moving any Issue on or from the FR Track during debate or negotiation. Up to twice per Diplomacy Phase, the FR player can debate an Issue first, pre-empting the other Major Powers from declaring a debate. This can be done even after another player declares a debate, but not after the debate effect has been executed. A FR National Card must be used by France for a pre-emptive debate.
	BRITAIN "Arsenal of the Coalition" In any Diplomacy Phase tiebreak situation involving Britain, the BR player wins. If Britain is not directly involved in the tie, the BR player determines which of the tied Major Powers wins.
	RUSSIAN EMPIRE "Imperial Staff" For the Initial Issues Selection Wager [11.2] by the RU player, a RU or Neutral card has its value increased by +1. If AU or BR win the Wager, the RU player, upon seeing the result, may substitute a higher value RU Character card (which will include this +1 Advantage) by replacing the previously bid card to assure winning the Wager's initial Issue. The previously bid card returns to RU's hand.
	AUSTRIA "Diplomacy First and Foremost" AU or Neutral cards used by the AU player in a debate have +1 value, up to a maximum of 7.

TABLE B	BATTLE DRMs [13.4.1]
All Battle DRMs are Cumulative!	
Condition	DRM
Total # of units and BR fleets (War of 1812 Box/Amphib. landing) that your Army/Box has at the start of a battle	+?
For each Military Support marker	+3
Army of Bohemia & Army of Silesia occupying the same space WITHOUT a Generalissimo	-3
Army of Bohemia & Army of Silesia occupying the same space WITH a Generalissimo	+3
Homeland Bonus: if no other Allied nation has more units than the Homeland nation AND for FR units fighting in France †	+3
For BR attacker involved in an amphibious landing	-3
For attacker assaulting defender in a mountain space	-3
Guerrilla Bonus for BR Armies when battle is fought in Spain (SP) or Portugal (PT) space	+3
Per some Initial Situation cards and the Meddling Tsar Rule for Russia [11.5]	+/-?
For both sides on a Front if a Withdrawal was elected by one side [13.4.2]	-6 each
Per # of Military cards played [13.4.3]	+/-?
REMARKS	
†Exception: British Armies in spaces within Spain or Portugal do not receive the Homeland Bonus. This does not apply in the War of 1812 Box nor within a controlled Minor Country space.	

TABLE J	REPLACEMENT SPACES GUIDE

Initial Phase: Draw & Execute an Initial Situation card



Card Menu [Right Button]

- To negotiation Table: Send this Initial Situation card to Main Map.
- Discard: Send this card to Discard Deck.
- Flip Face Up/Down
- Execute: Issues, resources, Mil units & Character cards are automatically placed on the Negotiation Table, national tracks & player hands as the Initial Situation card indicates.

Initial Phase: Selecting Additional Game cards

1st Click in the green button for selecting power/ neutral side

2nd Click in the red button creating a sub-deck of side-selected cards (Russian in figure)

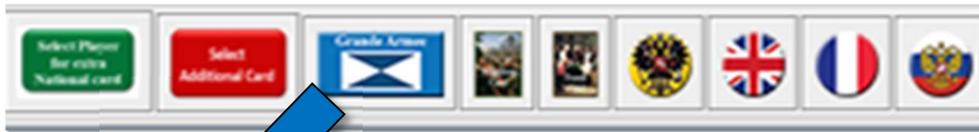
3rd Click subdeck and select "Draw specific cards", the pop-up window appears, and select the desired card

4th Drag this card (Blucher in figure) to open player hand window (Russian in this example) and drop there

5th REMEMBER! When you finish it, you must reshuffle this subdeck to the main deck (click right button and select "Shuffle into Event Deck")

Card Name	Count
32 Blucher	(5) M
37 Benningen	(4) M
36 Nesselrode	(4)
34 Barclay	(4) M
44 von Handenberg	(4)
41 Wittgenstein	(3) M
43 Arakcheyev	(3)
42 VonBullow	(3) M

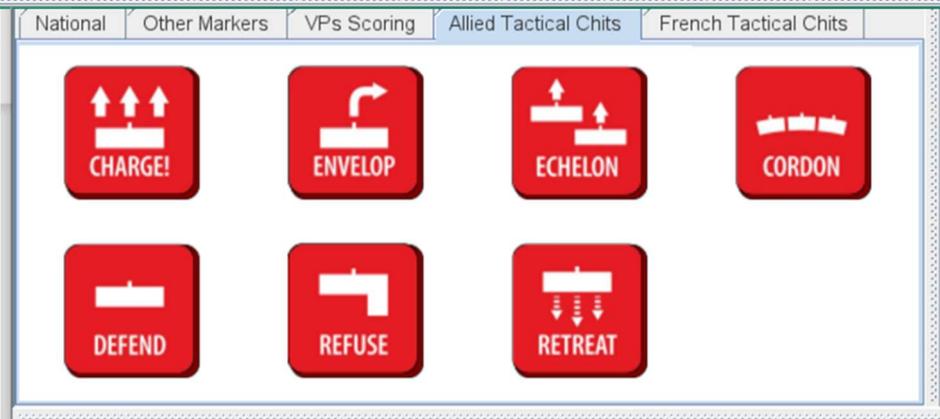
Placing Additional markers



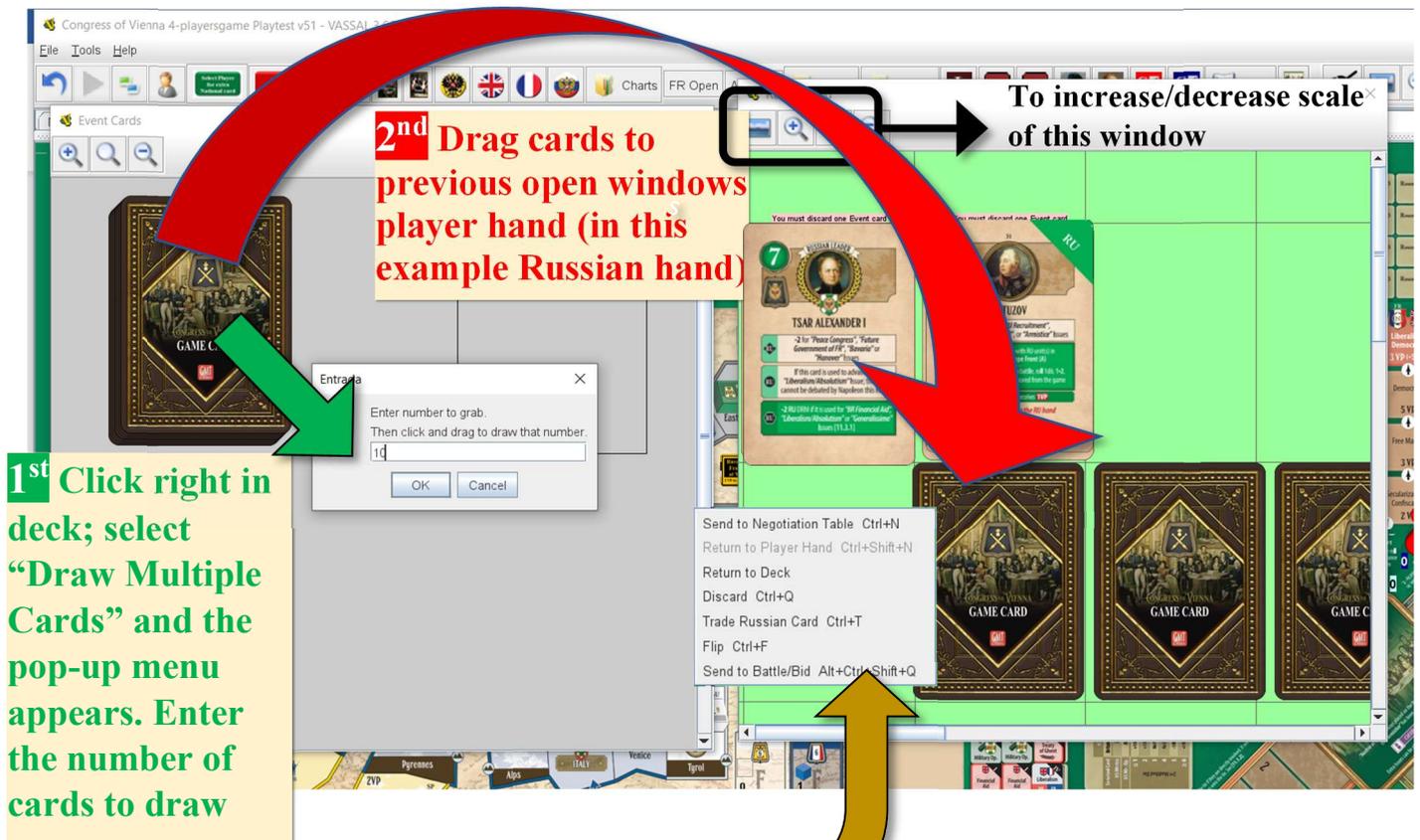
1st Click in the blue button to open different tags/ click in each tag



In the desired counter click with the mouse and drag to the map. Here you can appropriately Flip/ Send/ Move it.



Diplomacy Phase: Drawing Character & Event cards



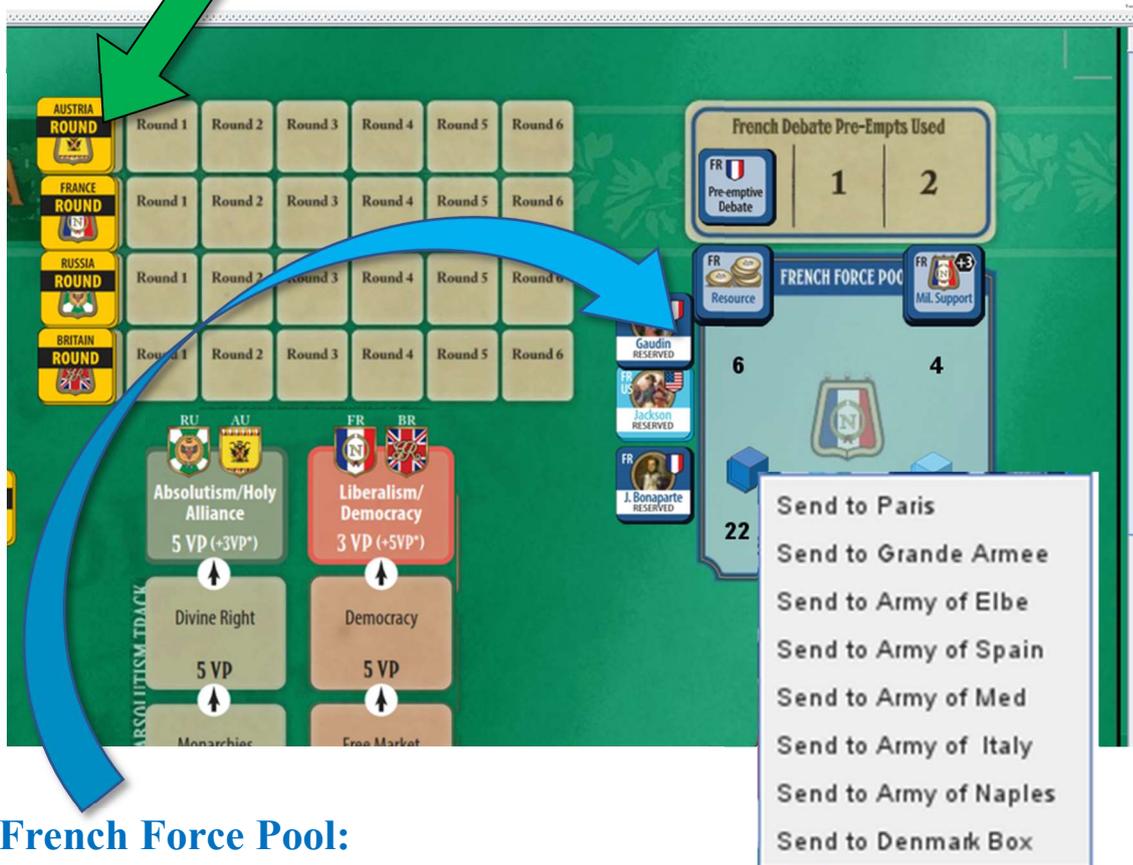
Card Menu [Right Button]

- **To negotiation Table:** Send this card to Main Map (Card Negotiation Area).
- **Return to player hand:** Return this card from the Card Negotiation Area to player hand.
- **Discard:** Send this card to Discard Deck.
- **Trade Card:** Send this card to the Card Trading Area.
- **Flip:** Usually you must flip cards face-up when you drag them, you must flip face-down before playing a card for the initial bid or trading it.
- **Send to Battle/Bid:** The card is sent to National Track for Battling (War phase) or Initial Bid. You must previously flip it (and the card must be slightly moved before to send it!).
- **Dead:** For some cards, select this option when this character dies after a survival die roll

Diplomacy Phase: The Diplomacy Round Tracks & French Force Pool

1st Each turn ordering the different National Round markers, the player who will first play the Diplomacy phase is placed at the top box (Starting space), and so on.

2nd Advance each National Round marker when a player has made his round (Negotiate/ Trade/ Pass)



French Force Pool:

- Each deck has a right click menu that allows directly to send the pieces (Mil units & US Mil) and markers to standard placement.
- The markers allow to flip them when the situation arises.

The French Mil Unit Deck:

- Right-click menu automatically transfers each piece to available placements.
- Other decks have the same right-click menu.

War Phase: The Battle DRM Tracks (French: light blue & Allies: orange)



David Schoellhamer's Scenario Rules

Aid Player Chart | Battle cards | Rules of Play

Replacement Spaces | Tactical Battle Matrix

Sequence of Play | Environment Table

DRM Battle card | Battle Sequence

BATTLE DRMs [13.4.1]	
All Battle DRMs are Cumulative!	
Condition	DRM
Total # of units and BR fleets (War of 1812 Box/Amphib. landing) that you Army/Box has at the start of a battle	+?
For each Military Support marker	+3
Army of Bohemia & Army of Silesia occupying the same space WITHOUT a Generalissimo	-3
Army of Bohemia & Army of Silesia occupying the same space WITH a Generalissimo	+3
Homeland Bonus: if no other Allied nation has more units than the Homeland nation Army for FR units fighting in France †	+3
For BR attacker involved in an amphibious landing	-3
For attacker assaulting defender in a mountain space	-3
Guerrilla Bonus for BR Armies when battle is fought in Spain (SP) or Portugal (PT) space	+3
Per some Initial Situation cards and the Meddling Tsar Rule for Prussia [11.5]	+/-?
For both sides on a Front if a withdrawal was elected by one side [14.2]	-6 each
Per # of Military cards played [13.4.3]	+/-?
REMARKS	
†Exception: British Armies in spaces within Spain or Portugal do not receive the Homeland Bonus. This does not apply in the War of 1812 Box nor within a controlled Minor Courthouse space.	

Orange Pawn indicates the Battle DRM produced by the Allied side (in the figure, the French army receives 2 losses)

Blue Pawn indicates the Battle DRM produced by the French side (in the figure, the Allied army receives 3 losses)

The Battle DRM card is a tag placed in the bottom "Charts" (Vassal Toolbar)

Solitaire Play: The French CDGSM Playmat

These two buttons transfer the dealt and the initial face-up French cards to the French CDGSM window.

The French & Allied Fate dice for CDGSM

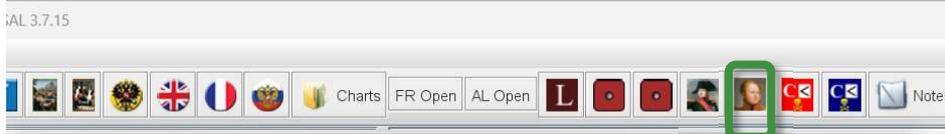


- 1) Draw cards into French hand face down.
- 2) 1st Click **Yellow** button to move face down cards to solo display.
- 3) Play a card for the wager (19.2), previously placing cards from draw C cards.
- 4) Click **Red** button to move leader and face-up cards to solo display.
- 5) Place face up cards in PUMC or face down in draw C deck if not PUMC Deck.
- 6) Right click draw C deck and shuffle.

The French Solo Playmat after clicking the Red Button



Solitaire Play: The Allied CDGSM Playmat



The same steps are followed for the Allied display.

Allied Solo Cards

1st Solo Before Wager 2nd Solo After Wager

A	B	Draw Deck C Face up cards	D	E
<p>3</p>	<p>4</p> <p>RU</p> <p>NESSELRODE</p> <p>+1 for "Warway", "Sawney", "Poland", "Peace Congress", "Liberalism", "Absolutism", "Treaty of Ghent/ Canada Annexes" or "Future Government of FR" Issues</p> <p>+1 for debating</p> <p>A B A</p>	<p>3</p>	<p>2</p> <p>FR</p> <p>BERTHIER</p> <p>+2 for "FR Recruitment" or "FR Military Operation" Issues</p> <p>FR: FR loves this card until the War phase. FR can move 2 additional units by Strategic Movement</p> <p>Only in battles with Napoleon: +2 FR DSM and choose between two 20s</p> <p>B B A A</p>	
	<p>This card returns to RU hand while alive</p> <p>5</p> <p>RU</p> <p>KUTUZOV</p> <p>+1 for "RU Recruitment", "FR Financial Aid" or "Sawney" Issues</p> <p>+5 (before DSM) with RU units in Central Europe (over 14)</p> <p>If this card is played in battle, roll 1d6: 1-2, he is permanently removed from the game</p> <p>If the FR withdraws Napoleon: 1VP</p> <p>If alive, add this card to the RU hand</p> <p>1</p>	<p>17</p>	<p>You must discard one Event card</p> <p>7</p> <p>RU</p> <p>TSAR ALEXANDER I</p> <p>-2 for "Peace Congress", "Future Government of FR", "Bonaria" or "Mawney" Issues</p> <p>If this card is used to advance the "Liberalism/Absolutism" Issue, this Issue cannot be debated by Napoleon this Round</p> <p>+2 RU DSM if it is used for "FR Financial Aid", "Liberalism/Absolutism" or "Generals/Army" Issues [11.3.1]</p> <p>3</p>	<p>4</p> <p>RU</p> <p>BARCLAY DE TOLLY</p> <p>+1 for "RU Recruitment", any "Military Op.", or "Poland" Issues</p> <p>If used for any of the above Issues, RU receives 1 RU unit</p> <p>+1 Add Central Eur</p> <p>Shuffle Send to PUMC Deck Send to C Draw Deck</p> <p>A</p>