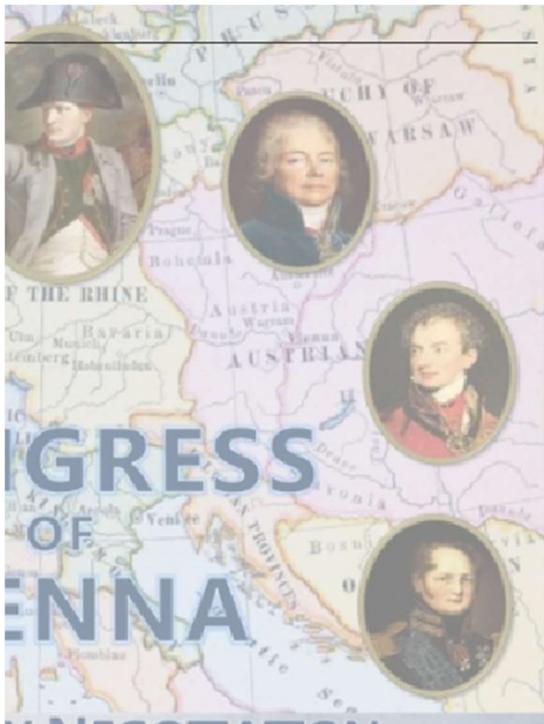


## The Three Short Scenarios & Full Campaign 10-turns game with Standard & Optional Historical Rules setup



The image shows a portion of a board game map titled "CONGRESS OF VIENNA". The map features several oval portraits of historical figures: Napoleon Bonaparte, Alexander I of Russia, and Metternich. The map includes geographical labels such as "DUCHY OF WARSAW", "AUSTRIAN", "VENICE", "BOHEMIA", "AUSTRIA", "WAGRAM", "VIENNA", "BOHEMIA", "BOSSNIA", "SERBIA", "DANUBE", "ADRIATIC", "IONIAN", "AEGEAN", "MEDITERRANEAN", "MUSCOVY", "RUSSIA", "POLAND", "PRUSSIA", "SAXONY", "BAVARIA", "WURTEMBERG", "BADEN", "SARDEGNA", "TUNISIA", "ALGERIA", "EGYPT", "SYRIA", "PALESTINE", "JERUSALEM", "HEBREW", "ARABIC", "GREEK", "LATIN", "FRENCH", "ENGLISH", "SPANISH", "PORTUGUESE", "ITALIAN", "DUTCH", "GERMAN", "RUSSIAN", "POLISH", "CZECH", "SLOVAK", "CROATIAN", "SERBIAN", "MONTENEGRO", "ALBANIAN", "GREEK", "TURKISH", "ARMENIAN", "GEORGIAN", "OSSETIAN", "ABKHAZIAN", "CHECHEN", "DAGESTANIAN", "INGUSH", "TATAR", "DARWAZIAN", "BALUCHI", "PUNJABI", "SINDHI", "GUJARATI", "KANNADA", "MALAYALAM", "TAMIL", "TELUGU", "HINDI", "URDU", "PERSIAN", "AFGHAN", "UZBEK", "KAZAKH", "KYRGIZ", "TADZIK", "OSSETIAN", "ABKHAZIAN", "CHECHEN", "DAGESTANIAN", "INGUSH", "TATAR", "DARWAZIAN", "BALUCHI", "PUNJABI", "SINDHI", "GUJARATI", "KANNADA", "MALAYALAM", "TAMIL", "TELUGU", "HINDI", "URDU", "PERSIAN", "AFGHAN", "UZBEK", "KAZAKH", "KYRGIZ", "TADZIK".

Select setup
Select setup
Select setup
Full Campaign 1813-1814
Spring 1813 Standard Rules
Spring 1813 Optional Historical Rules
Clash of Armies Summer 1813 Standard Rules
Clash of Armies Summer 1813 Optional Historical Rules
Campaign of France 1814 Standard Rules
Campaign of France 1814 Optional Historical Rules

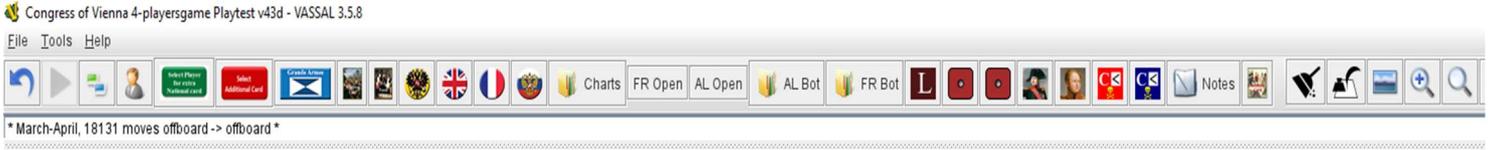
## Choice side in a Congress of Vienna game



The image shows a portion of the same board game map as above, but with a different set of portraits: Alexander I of Russia, Napoleon Bonaparte, and Metternich.

Choose side	
Join game as which side?	<observer>
	Austria
	France
	Russia
	Britain
	Russia Austria Britain
	Russia Austria
	Britain Austria
	Solo

# Congress of Vienna Vassal Toolbar



## Congress of Vienna Vassal Toolbar (left side)

Congress of Vienna 4-playersgame Playtest v43d - VASSAL 3.5.8

**Undo button**

**Allow another player to take your site in this game**

**Both buttons allow to select additional cards in the Initial phase**

**The four player hand windows (Austria, Britain, France & Russia)**

**This button put in game markers like Add. Support, Tactical chits...**

**Initial Situation card deck, you can select Set A (historic), B or C**

**Character & Event card deck, you can draw multiple cards and send them to your player hand**

**1813 March-April** A-1

*Russia invades Poland and occupies Prussia:* Place both "Russian Mil. Op." Issues at a distance of 2 on the Russian track. Draw Blucher card and places in the Russian hand.

*Austria begins its mobilization:* Place "Austrian Recruitment" Issue on the Negotiation Table. No player can place the "Armistice" Issue in the Diplomacy Phase.

*Britain agrees to arm a Russian-Prussian army:* a "British Fin. Aid" Issue is placed at a distance of 1 on the Russian track. *British ships to America:* Place a Fleet (at no cost) in the War of 1812 box. *Napoleon begins the creation of a new "Grande Armée":* In Paris, place one French Mil. unit (from Force Pool at no cost); "French Recr." & "Sweden at War" Issues at a dist. of 1 on the French track. Place the US Mil. Op. marker in the War of 1812 box. On this first turn only, Napoleon is available for use during the Diplomacy Phase; he is not available for this War Phase & a French withdrawal or retreat on the A and/or B fronts is a two-space retreat.

**Situation Card**

**Situation Card**

**4** RU

**Barclay de Tolly**

- +1 for "Russian Recruitment", "Military Operation", or "Poland" Issues.
- +1 DRM Allied -OR- -2 DRM French
- Additionally, +3 DRM Russian in Army of Silesia when Kutuzov is dead

If you uses this card in the Dipl. phase, you receive a Russian Mil. unit from Force Pool if any Russian army stands in Russia or Prussia.

A B A A

**Staff Card**

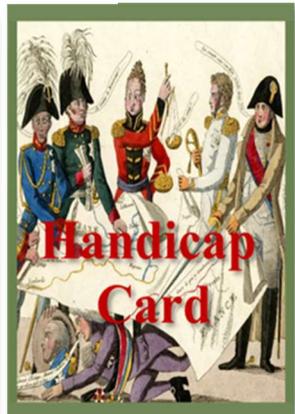
**Front** **Back**

# Congress of Vienna Vassal Toolbar (right side)



→ **Open needed charts as “Initial Environment Table”, “Detailed Sequence of Play”, “DRM Table”, “Optional Tactical Matrix” Table**  
→ **Two auxiliary windows to play a 2-players game/ scenario**  
→ **Allied & French Chart-Flows instructions for solo games**  
→ **The Windows for French & Allied solo games, and Stuka Joe’s symbolic dice for his CDG method CDG but modified for CoV**  
→ **Two 1d6 dice**

**Handicap card deck**



**Front**

**Back**

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

**Armistice Button: Place the Issues that appear after the Armistice**

**Take a picture of full game board**

	≤1	2	3	4	5	≥6
Bonus card	Britain	Britain	Austria	Austria	Russia	France
# US Militia units at War of 1812 Box	2	3	3	4	4	4
US Mil. Op.†	No	No	No	No	No	Yes
1st modified die	≤1	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Res.	+1 Brit. FL
	2	+1 Brit. Fleet	+1 Brit. Fleet	No effect	+1 Brit. Res.	+1 Brit. R
	3	No effect	No effect	No effect	No effect	No effe
	4	No effect	No effect	No effect	No effect	+1 Fr. Re
	5	-1 Brit. Fleet	-1 Brit. Fleet	No effect	-1 Brit. Res.	+1 Fr. Res.
	≥6	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Res.	-1 Br./+1 Fr

† except indicated on the Initial Situation card.

		Allied Chit													
		Charge		Envelop		Echelon		Cordon		Defend		Refuse		Retreat	
French Chit	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	
	Refuse	+1	-1	+3	-3	-1	+2	-2	-1	-2*	-2*	-3*	-3*	No Battle	
	Retreat	-3	+2	-3	+1	-3	-3	-3*	-3*	No Battle		No Battle		No Battle	

