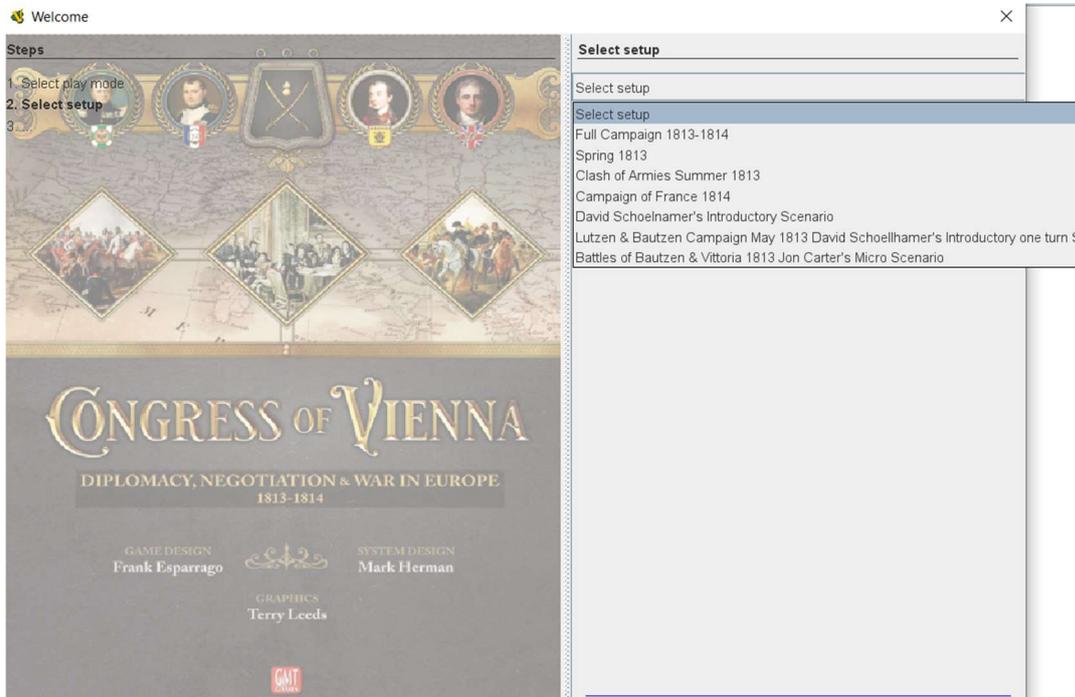
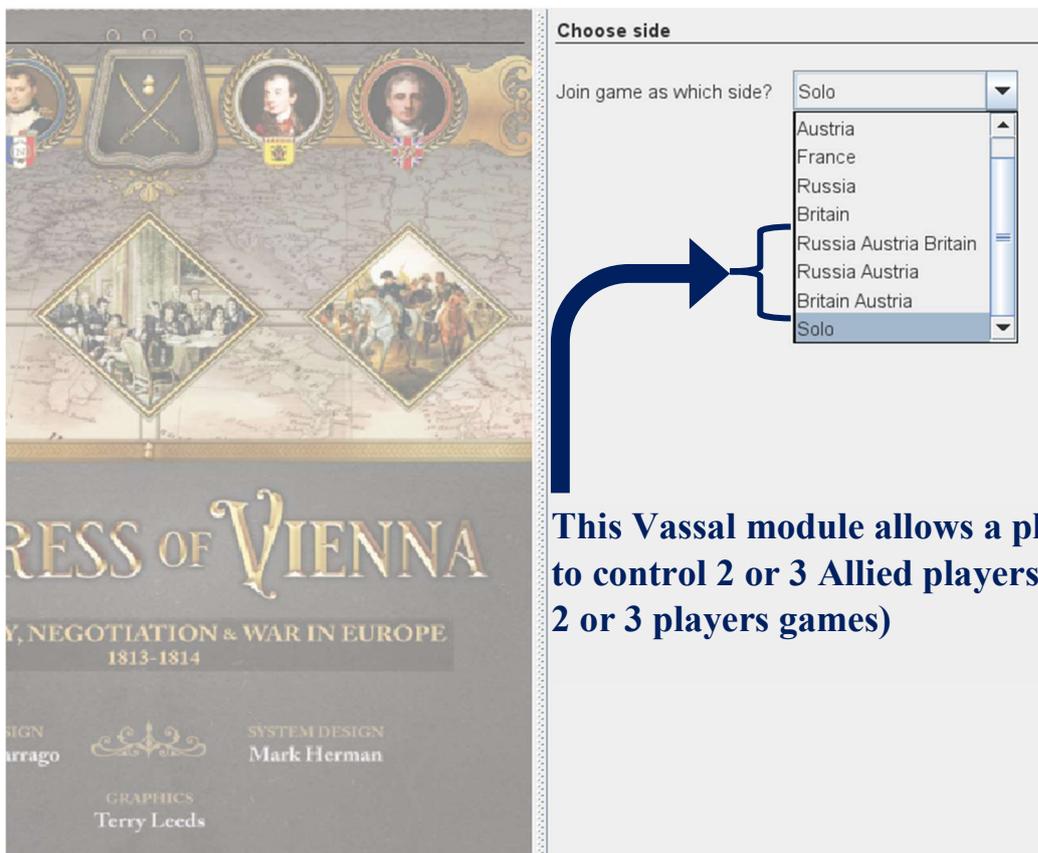


CoV Vassal Module Help Menu

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

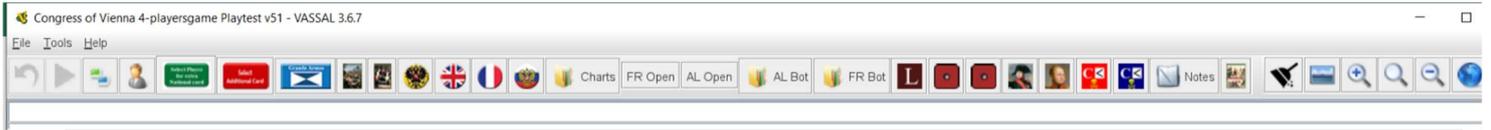


Choice side in a Congress of Vienna game



This Vassal module allows a player to control 2 or 3 Allied players (for 2 or 3 players games)

Congress of Vienna Vassal Toolbar



Congress of Vienna Vassal Toolbar (left side)



Front



Back



Front



Back

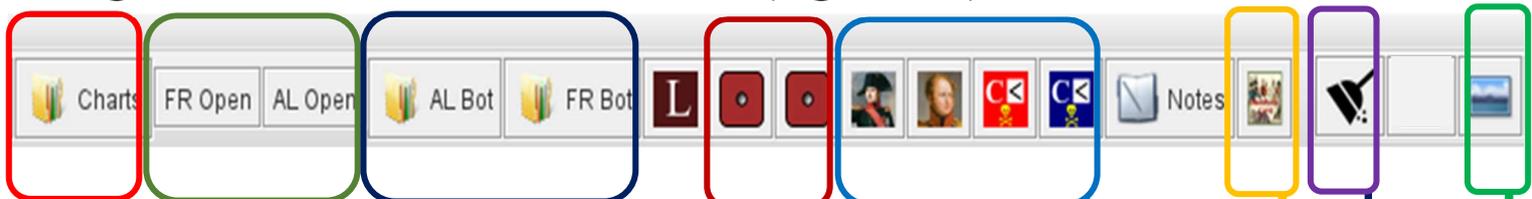


Front



Back

Congress of Vienna Vassal Toolbar (right side)



Allyed & French Chart-Flows instructions for solo games

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

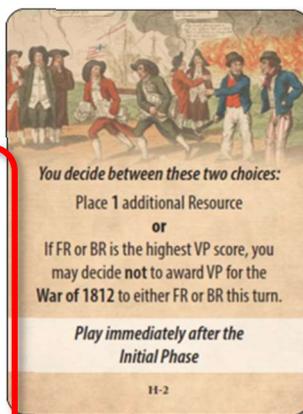
The French & Allied windows in solo games, & Stuka Joe's symbolic Fate dice for his CDGSM modified in CoV

Open needed charts

Two 1d6 dice

Handicap card deck

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



Front

Back

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

Take a picture of full game board

		1st 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
2nd 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

TACTICAL MATRIX FOR BATTLES													
		Allied Chit											
		Charge	Envelop	Echelon	Cordon	Defend	Refuse	Retreat					
French Chit	Charge	+3	+3	-1	+2	+1	-2	+3	-1	-2	+2	+1	-3
	Envelop	+2	-1	+2	+2	-1	+1	+2	+1	+3	+1	-3	+3
	Echelon	-2	+1	+1	-1	-1	-1	+2	-1	+2	-1	-3	-3
	Cordon	-1	+3	+1	+2	+2	-1	0	0	-2	-1	-2	-3*
	Defend	+2	-2	+1	+3	+2	-1	-2	0	-3*	-3*	-2*	-2*
	Refuse	+1	-1	+3	-3	-1	+2	-2	-1	-2*	-2*	-3*	-3*
	Retreat	-3	+2	-3	+1	-3	-3	-3*	-3*	No Battle	No Battle	No Battle	No Battle

FRENCH PLAYER AID CHART v.22

Initial event Phase (10.0)

- Initial Situation card Sequence (10.1): Apply the light blue background strip
- Initial Environment Table (10.2): A player rolls 2 x 1d6 on this Table
- British Fleet Demobilization (10.3): Not applicable

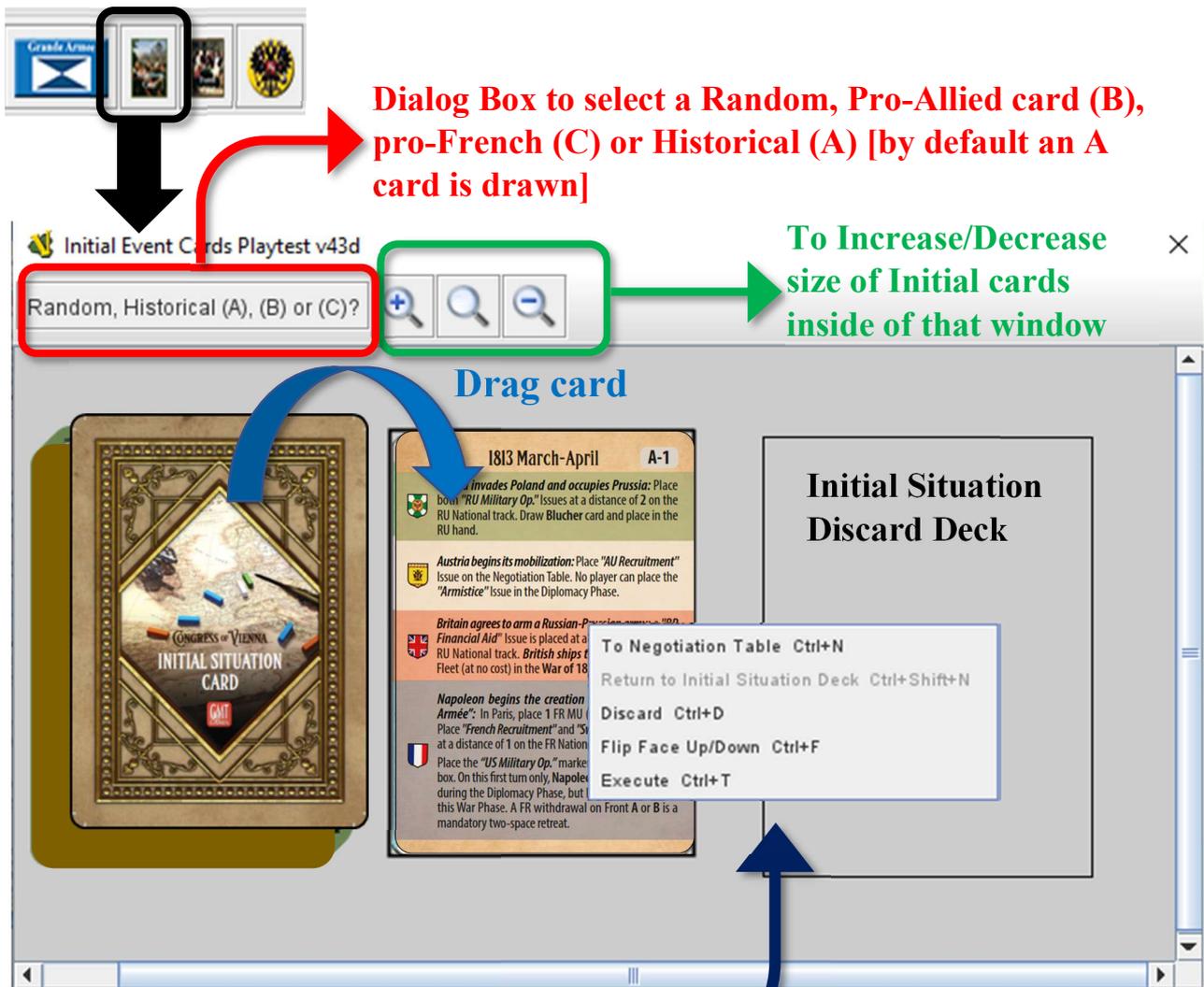
Diplomacy Phase (11.0)

- Deal game cards sequence (11.1): 10 cards = 1 Prussia = 1 Castile = 1 Saxony = 1 Italy = 1 Hanover (FR controlled) = 1 Canada Annexed
- Diplomacy issues selection Sequence (11.2.2): While "Armistice" is not in effect, not place Austrian at War, AU Mil Op, Congress of Peace, Generalissimo & Gov. of France issues. You can only play Canada Annexed if the War of 1812 Status marker is placed at +2 BR VP space.
- Diplomatic Round Sequence: 6 rounds. Any French request to trade card must always be accepted; -1 for moving issue from FR Track. Two pre-emptive debates with FR cards. Apply bonus on the following cards: Napoleon, Gaudin, Poniatowsky & Caulaincourt. Apply BR Castille penalty with Fernando VII
- Determine the Dipl winner (if France +4 VP). Napoleon cannot be debated on French Mil Op. & French Recr.

Government Phase (12.0)

- Resources (12.1 & 12.2): 6 French Resources + British Aid? +/- Initial Sit. Card +/- Initial Environment Table + Gaudin card played?
- Issues resolution (12.4)
 - Mandatory Issues: The French player must pay one resource for each won Issue (FR Track & FR Mil Op placed on other player's track).
 - British Financial Aid (12.4.1): The British player must pay a resource for each this Issue placed on the French's National track.
 - Congress of Peace (12.4.1) VP penalty to winner of Diplomacy & player with highest VP scoring (1d6 halved, round any fraction up).
 - Other Peace issues (12.4.1): 1. Armistice: This issue must end at the Negotiation Table. 2. Canada Annexed: End the War of 1812, permanently 3 FR VP.
 - Austria and Sweden at War (12.4.2 & 12.4.3): If France wins "Sweden at War" and/or "Austria at War" issues, Austria and/or Sweden continue on peace this turn.
 - Military operations (12.4.4): The French player pays all French Military Op markers (even in other National tracks).
 - Liberalism versus Absolutism (12.4.5): French player may place resources if Liberalism was won by Britain or France with a +1 modifier per resource marker and/or previously played Gaudin; with a result of 4-6, the red pawn of Liberalism advances one space towards the Liberation and Democracy space.
- Non-Mandatory Issues: The French player only pays one resource if he wants activate some of these issues.
 - Political Influence in Minor Countries (12.4.6): The French player may activate for each possible French Minor Issue issue gained (Hanover, Holland, Bavaria, Saxony, Norway, Italy and Naples) to obtain 1 VP for activated minor & 1 MIL Unit if it is under French control.
 - Central Europe Generalissimo (12.4.7): If France wins and activate the "Generalissimo" issue; No player - Russia or Austria - obtains leadership, they do not receive HQ Generalissimo bonus, and they suffer -3DRM penalty in battles in Front A. Also Austria & Russia cannot use indifferently Military cards from the other.
 - Future Government of France (12.4.8): The French player can activate by spending a resource marker and the black pawn is moved towards "Emperor Napoleon Bonaparte" dark blue space.
 - Recruitment (12.4.9): -1 VP; except during "Armistice" 0 VP. The French player receives two French Mil units. The French player can exchange only one French Mil to one US Militia unit. The French Recruitment can be doubled but -3VP penalty.

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



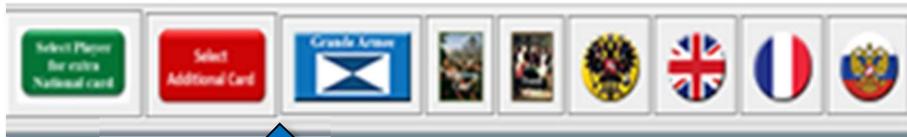
3rd Click subdeck and select “Draw specific cards”, the pop-up window appears, and select the desired card

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”)

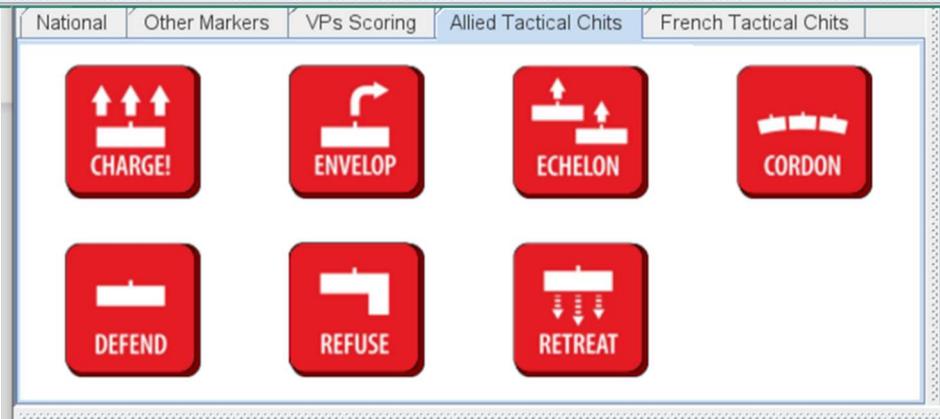
Placing Additional markers



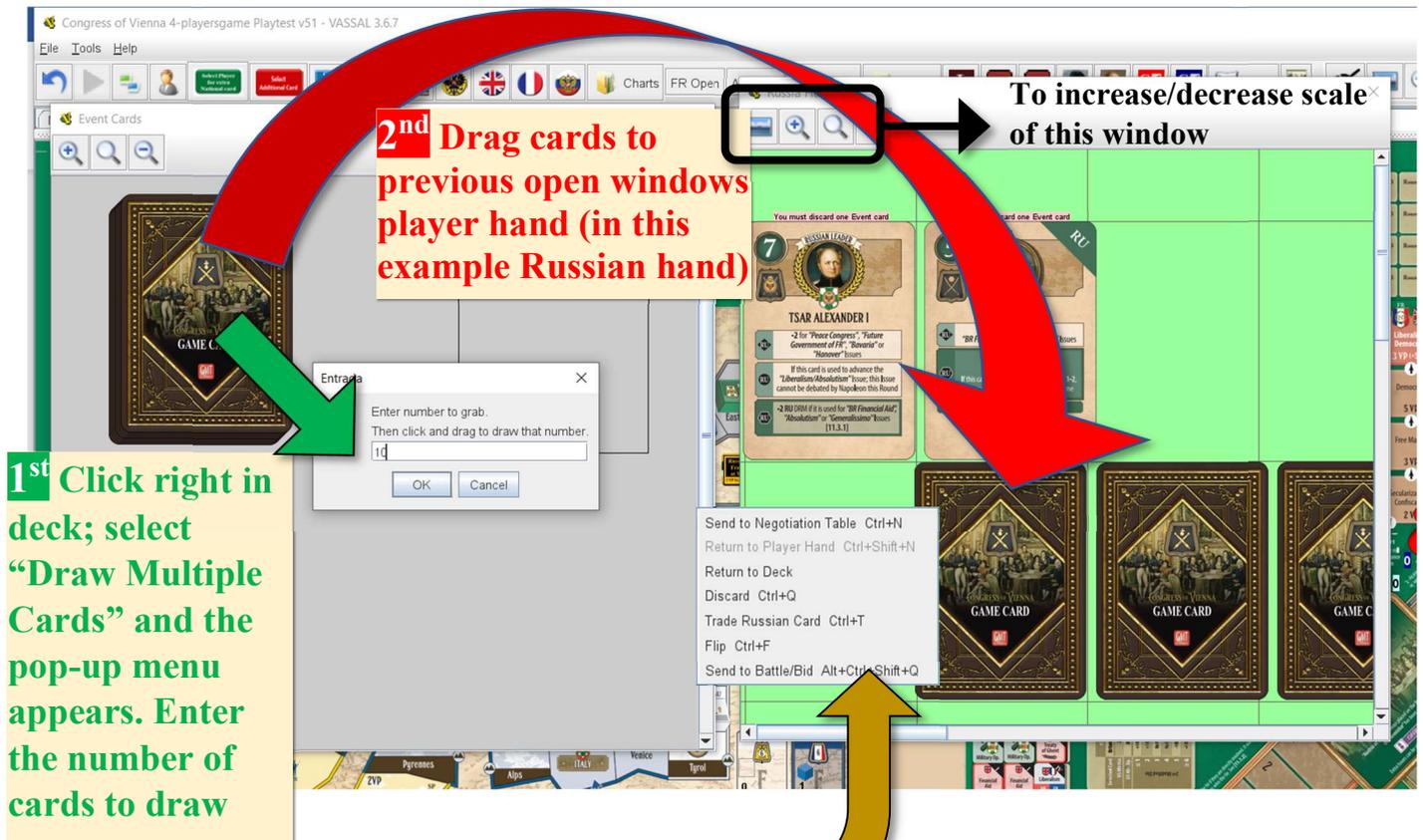
1st Click in the blue button to open different tags/ click in each tag



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



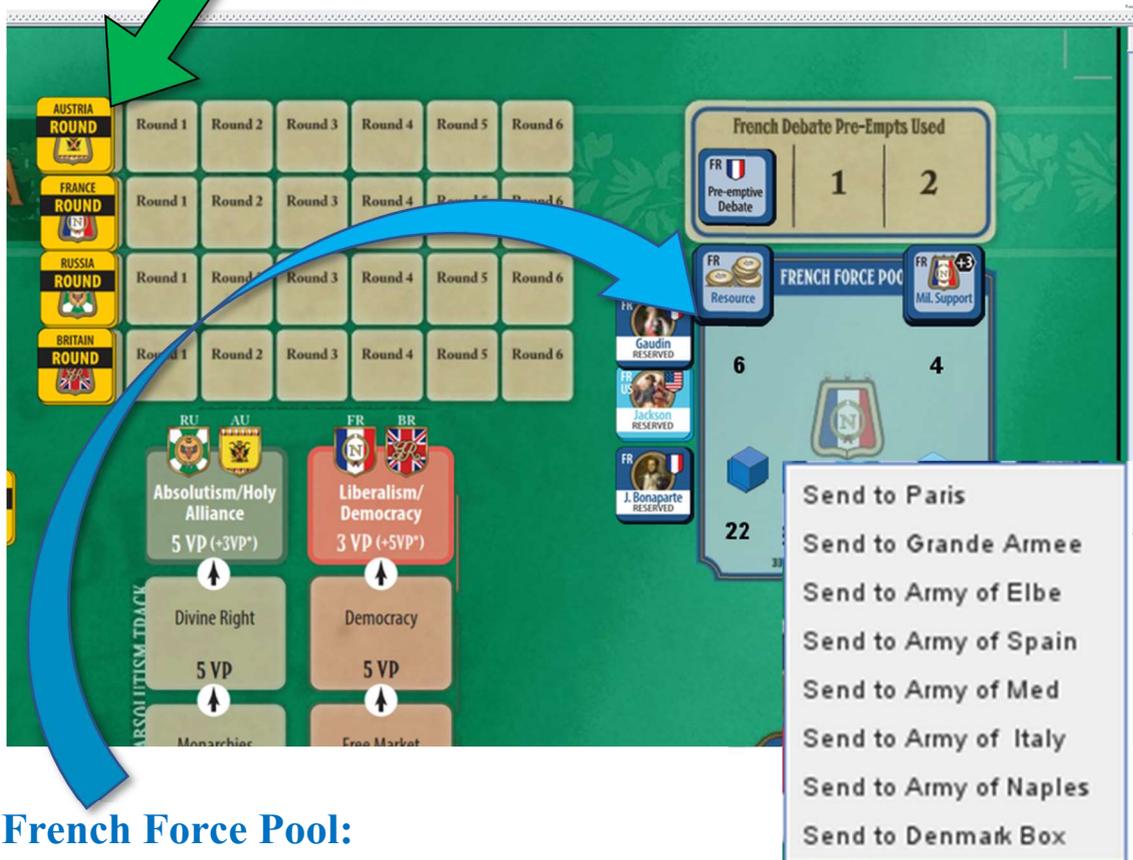
Card Menu [Right Button]

- 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 & Withdrawal DRM (13.4.2)

- # military units in your army
- +3 by each military support marker
- +3 if no other allied nation has more units than the homeland nation (excl. Spain & Portugal)
- +3 for British army in battles in Spain/ Portugal
- -3 for attacker on landing or mountain space
- +3 for joint armies of Bohemia and Silesia with Generalissimo (after Austria at War)
- -3 for joint armies of Bohemia and Silesia without Generalissimo (after Austria at War)
- -6 for both sides; if withdrawal option was selected by one player
- # by played Military cards
- 2D6 each side.

Battle (not Withdrawal): the winner is the side that receives less losses; in case of a tie there is no winner or loser.

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

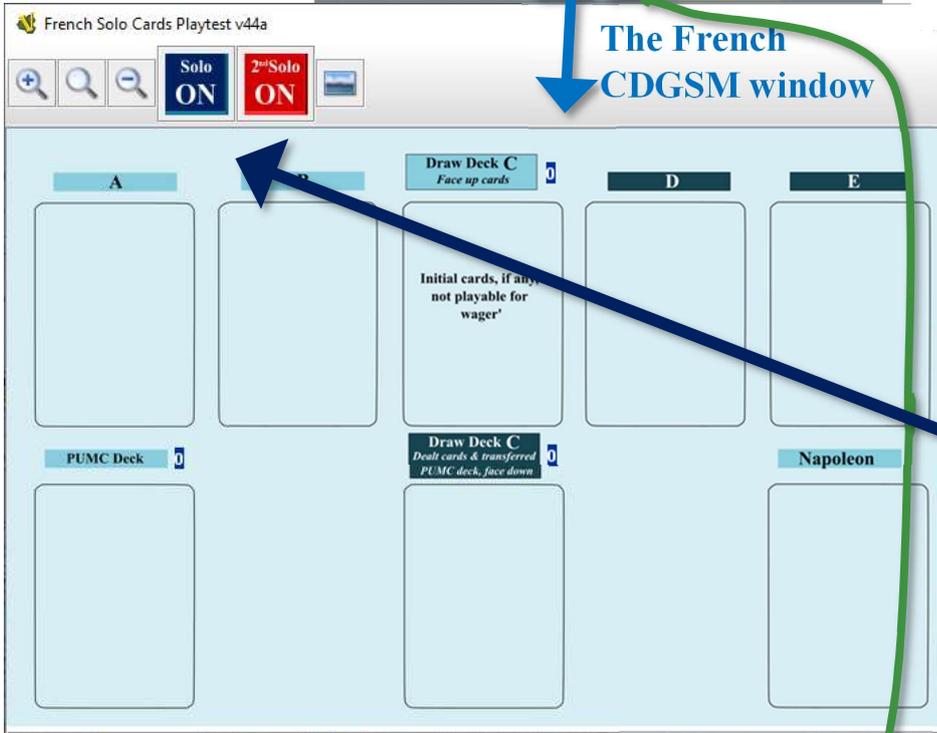
Blue Pawn indicates the Battle DRM produced by the French side (in the figure, the Allied army receives 3 losses)

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

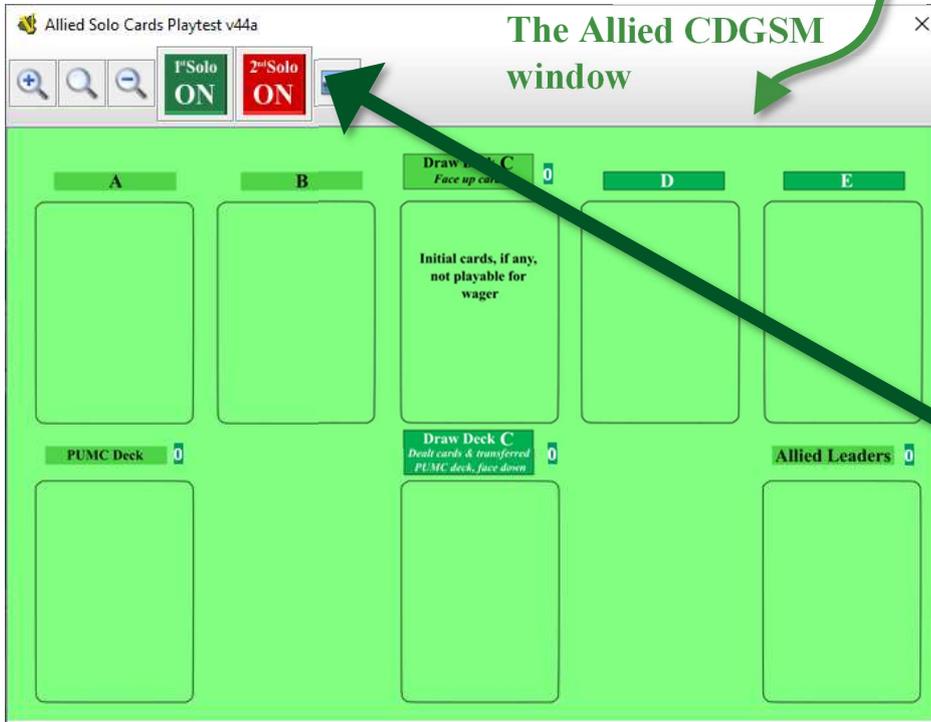
Solitaire Play: The French & Allied CDGSM Displays (1)



The French & Allied Fate dice for CDGSM

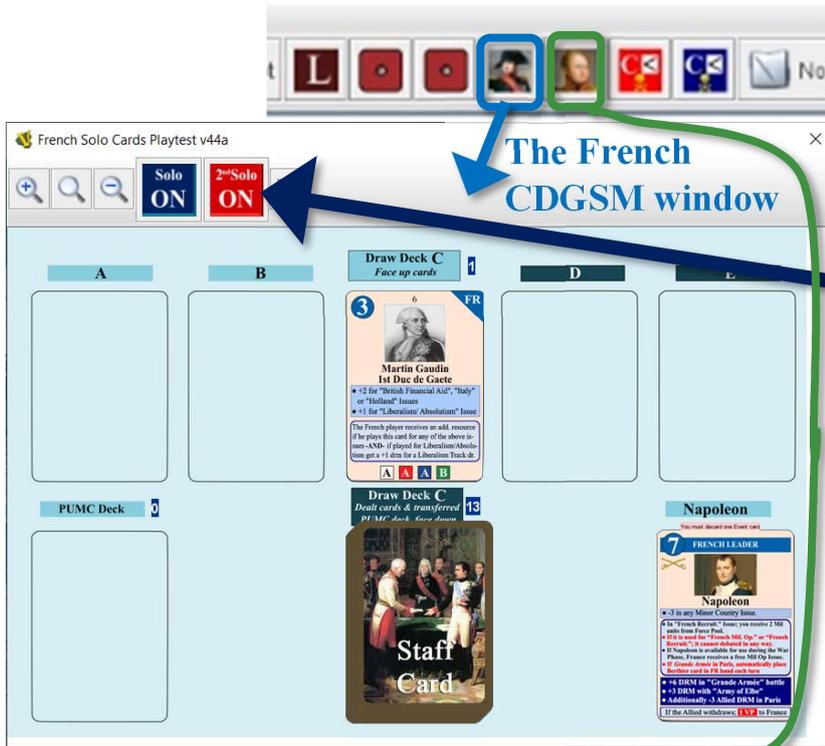


These two buttons transfer Napoleon, the initial face-up French cards, and the dealt face-down French cards to the French CDGSM window. Click both, sequentially. Dealt cards remain face-down.



These two buttons transfer the Allied leaders, face-up initial cards, and dealt face-down cards to the Allied CDGSM window. Click both, sequentially. Dealt cards remain face-down. Kutuzov, if alive, is placed in the PUMC

Solitaire Play: The French & Allied CDGSM Displays (2)

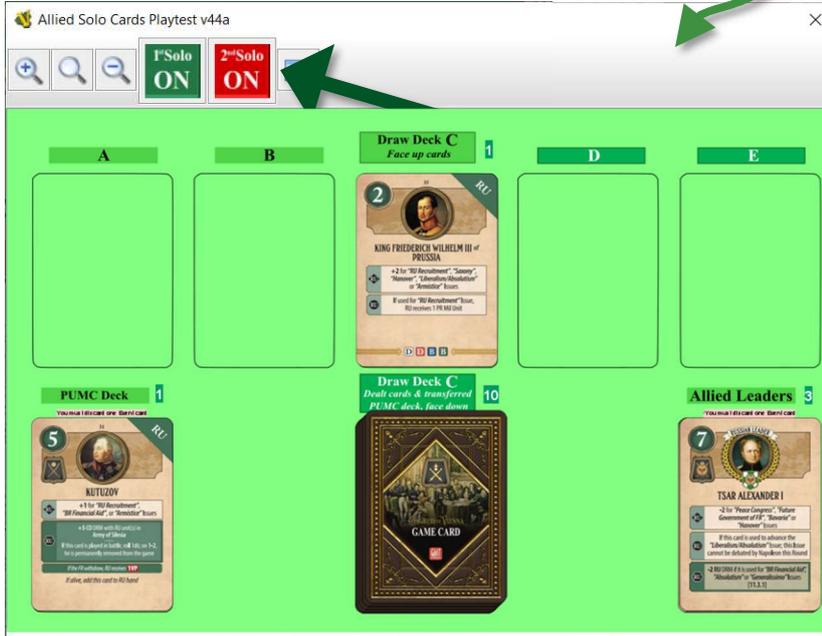


• After drawing the French hand AND maintaining face-down these cards.

• 1st Click **Blue** button.

• 2nd Click **Red** button

• All French cards are transferred; the Initial & Environment received cards are placed face-up; the other cards are placed on the Draw Deck C.



• After drawing the Allied hands AND maintaining face-down these cards.

• 1st Click **Green** button.

• 2nd Click **Red** button.

• All Allied cards are transferred; the Initial & Environment received cards are placed face-up; the Kutuzov card is placed on the PUMC Deck; the other cards are placed on the Draw Deck C.