

CoV Vassal Module

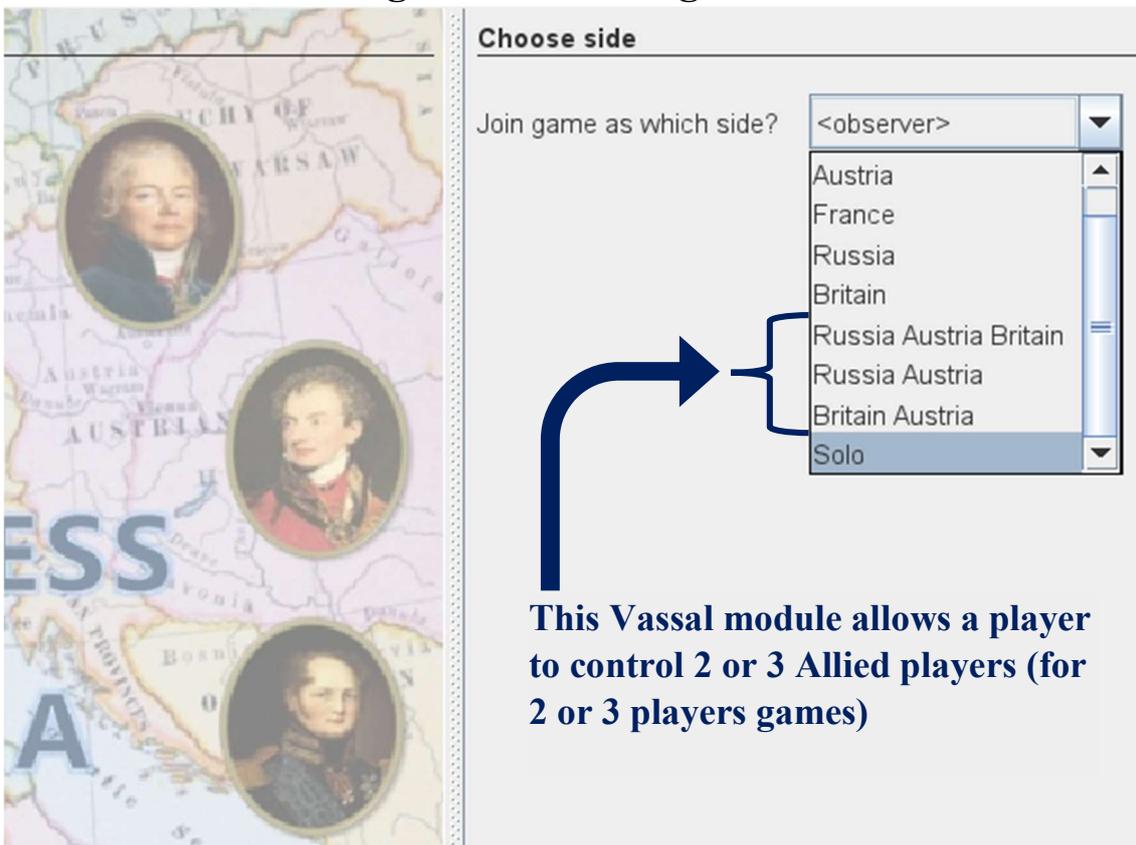
The Full Campaign 10-turns game and three Shorter Scenarios with Standard & Optional Historical Rules



The screenshot shows a map of Europe with portraits of Napoleon, Catherine the Great, and other historical figures. The text 'CONGRESS OF VIENNA' is visible on the map. To the right, a 'Select setup' menu is open, listing various game scenarios and rule sets.

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



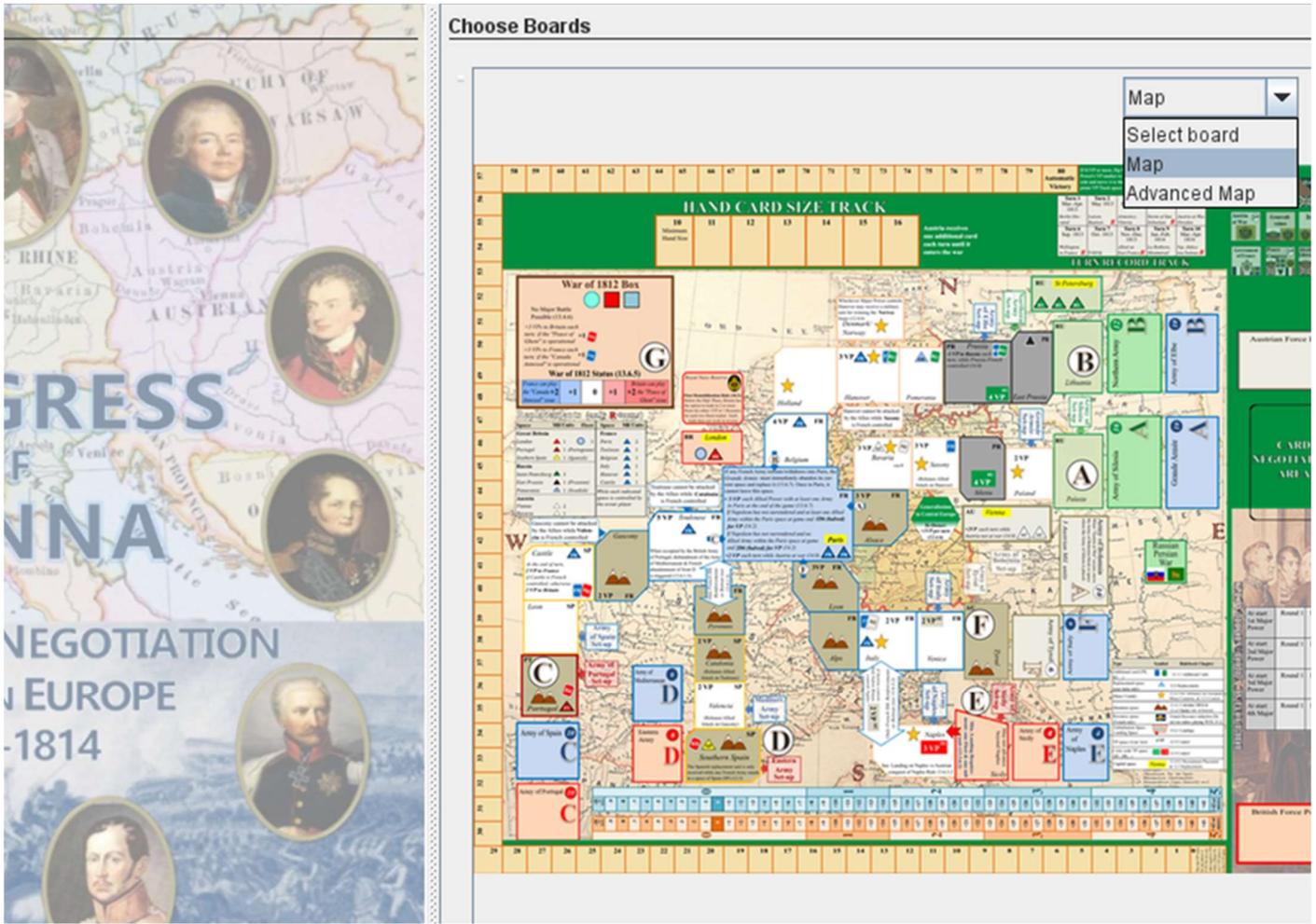
The screenshot shows a map of Europe with portraits of historical figures. The text 'CONGRESS OF VIENNA' is visible on the map. To the right, a 'Choose side' menu is open, showing a list of sides to join the game. A blue arrow points from the text below to the 'Russia Austria Britain' and 'Russia Austria' options in the menu.

Join game as which side? <observer>

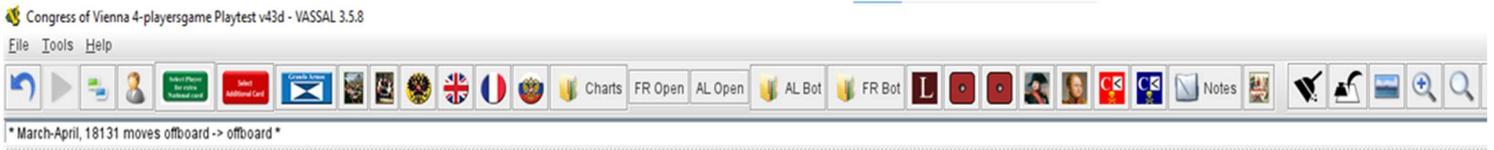
- Austria
- France
- Russia
- Britain
- Russia Austria Britain
- Russia Austria
- Britain Austria
- Solo

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

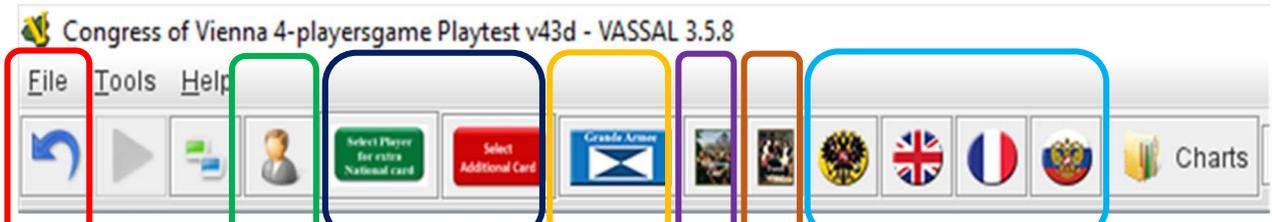
Choice Standard rules (Map) vs Historical Optional Rules (Advanced Map) in a Full Campaign Congress of Vienna game



Congress of Vienna Vassal Toolbar



Congress of Vienna Vassal Toolbar (left side)



Undo button
 This button provides game markers like **Additional Support, Tactical chits...**

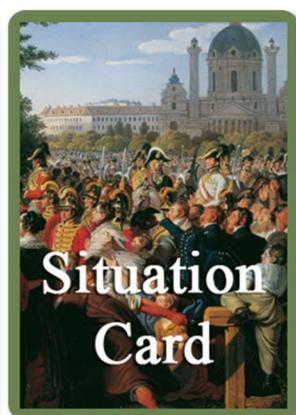
Allow another player to take your side in this game

Both buttons select additional cards in the Initial phase

The four player hand windows (Austria, Britain, France & Russia)
 Character & Event card deck, you can draw multiple cards and send them to your player hand
Character card

Initial Situation card deck

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.

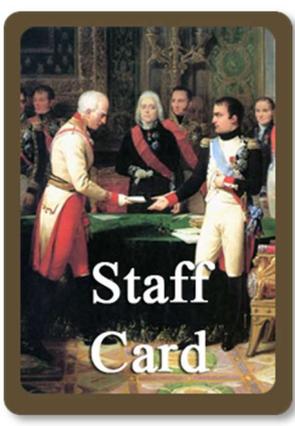


Front

Back

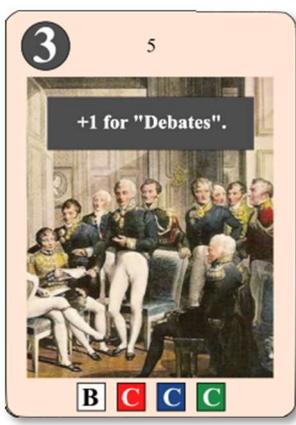


Front

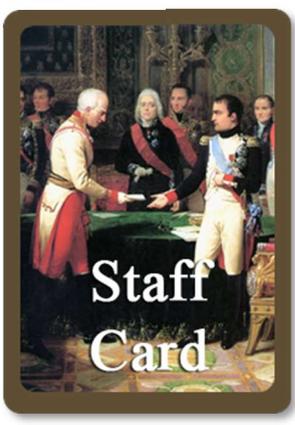


Back

Event card

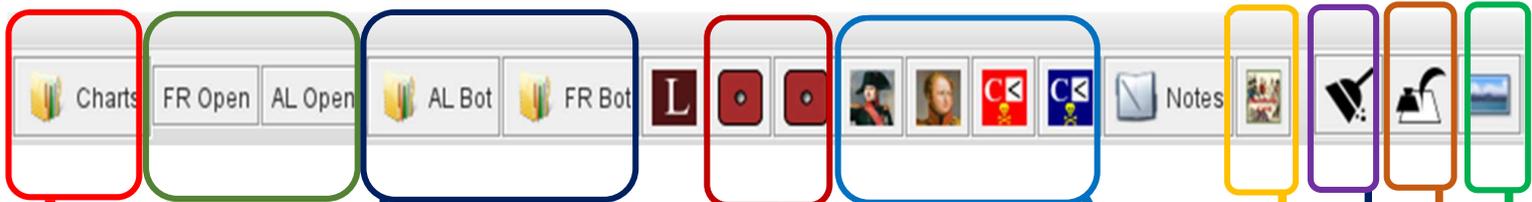


Front



Back

Congress of Vienna Vassal Toolbar (right side)



Allied & 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

Two 1d6 dice

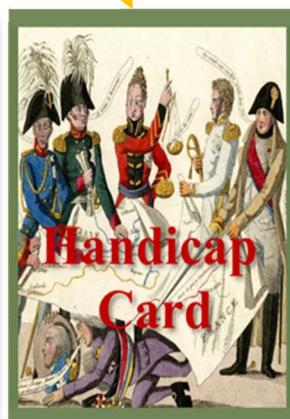
Open needed charts such as "Initial Environment Table", "Detailed Sequence of Play", "DRM Table", "Optional Tactical Matrix" Table, Player Aid Charts...

Handicap card deck



Receive an additional Resource
Play immediately after the Initial Phase.

Front



Handicap Card

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, "clean" these markers to start the next turn

Take a picture of full game board

		1st modified die					
		≤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.1		No	No	No	No	No	Yes
2nd modified die	≤1	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Res.	+1 Brit. Fl. & Res.
	2	+1 Brit. Fleet	+1 Brit. Fleet	No effect	+1 Brit. Res.	+1 Brit. Res.	+1 Brit. 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 Brit. Fleet	-1 Brit. Fleet	No effect	-1 Brit. Res.	+1 Fr. Res.	-1 Br./+1 Fr.
	≥6	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Res.	-1 Br./+1 Fr. Res.	-1 Br./+1 Fr. Res.

f. 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		

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

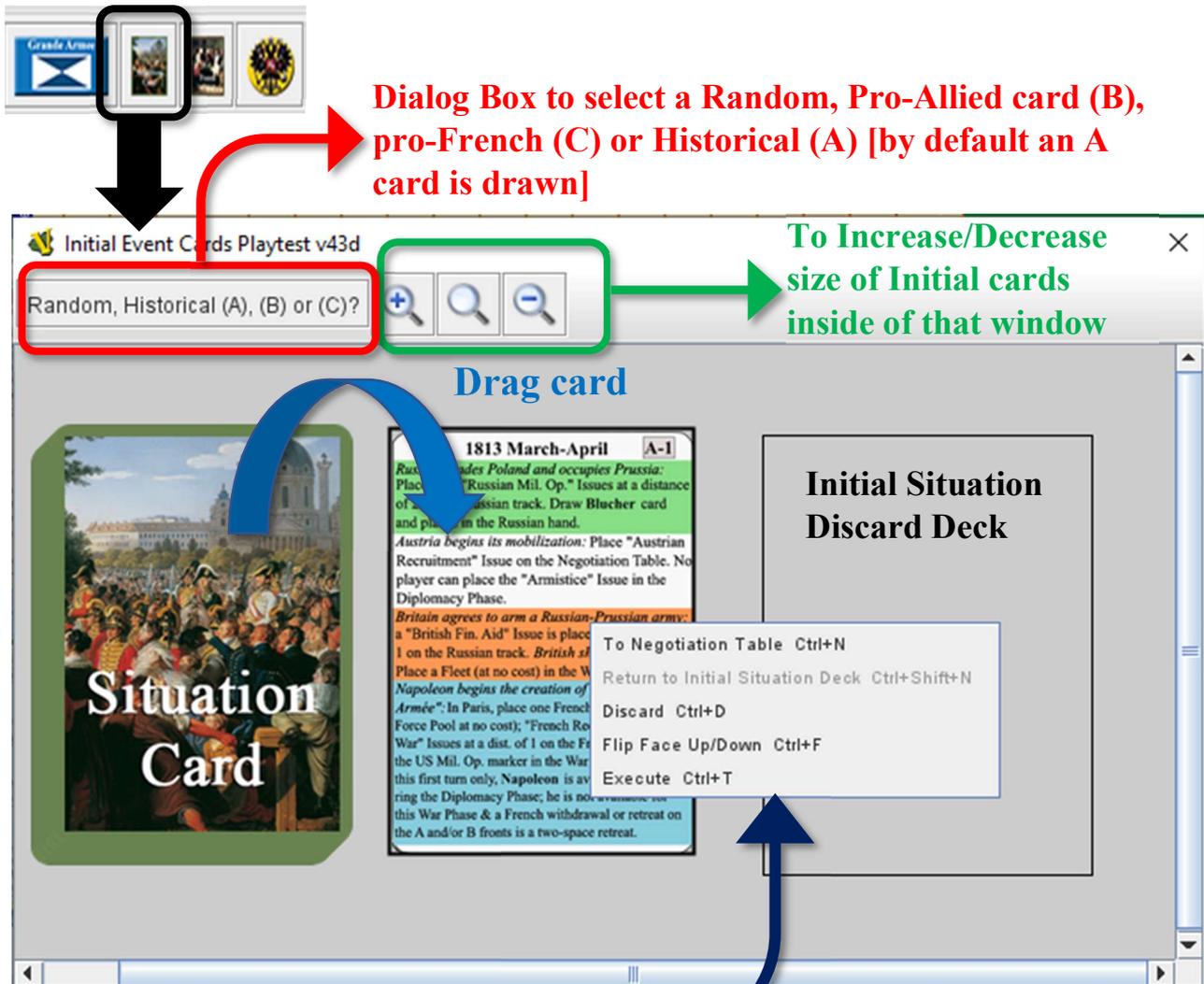
Diplomacy Phase (11.0)

- Deal game cards sequence (11.1): 10 cards = 1 Prussia = 1 Castle = 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 Austria 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 Rounds 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, Poniatovsky & Caulaincourt. Apply BR Castle 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 Liberalism 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.

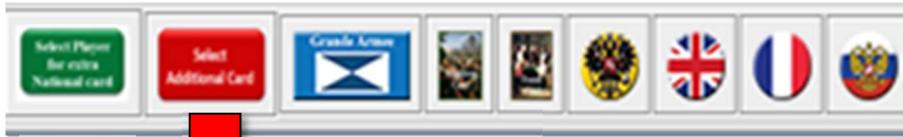
Initial Phase: Draw & Execute an Initial Situation card



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 Character cards



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

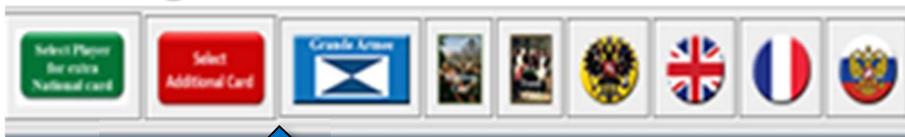
2nd Click in the red button creating a sub-deck of side-selected cards (Russian in figure)

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)

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

1st Click right in deck; select “Draw Multiple Cards” and the pop-up menu appears. Enter the number of cards to draw

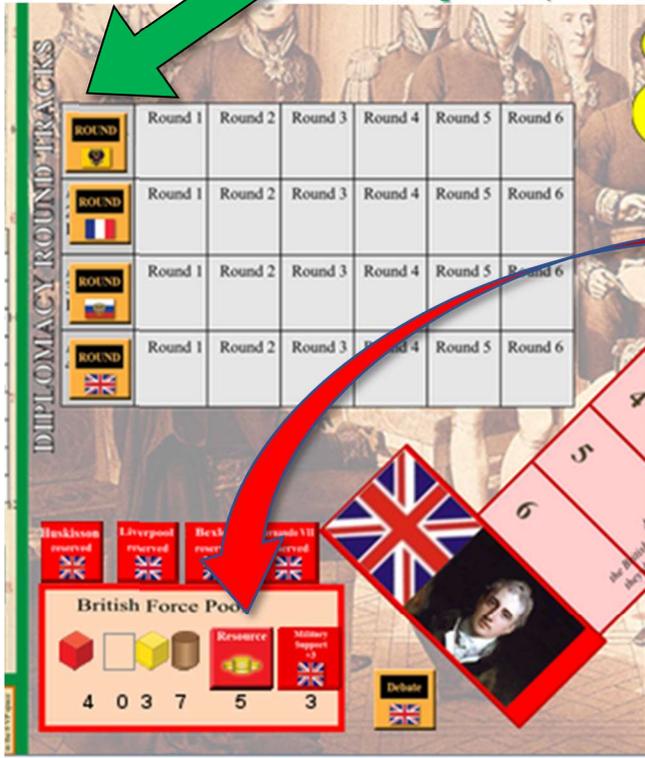


Card Menu [Right Button]

- **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 & British Force Pool

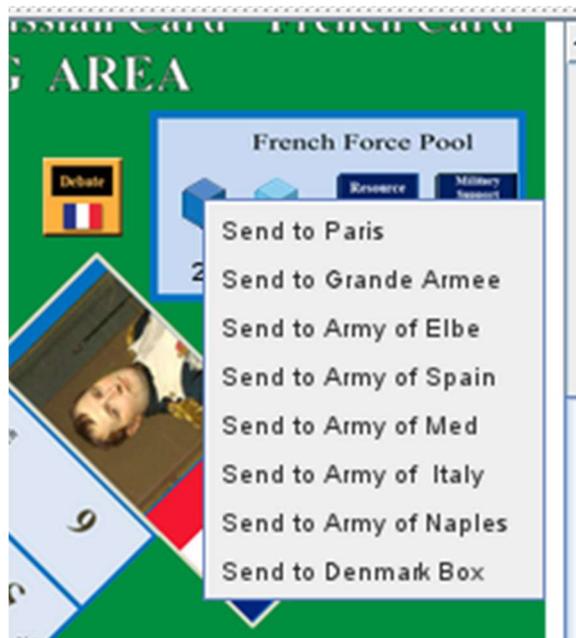
1st Each turn ordering the different National Round markers, the player who will first play the Diplomacy phase is placed at the top box (Starting space), and so on.



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

Force Pool (British shown):

- Each marker and piece have a right click menu that directly places them.
- The markers can be flipped when the situation arises.



Force Pool (French shown):

- Right-click menu automatically transfers each piece to the map.
- Other force pools have the same right-click menu.

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



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

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)

David Schoellhamer's Scenario Rules

Aid Player Chart | Battle cards | Rules of Play

Replacement Spaces | Tactics | Battle Matrix

Sequence of Play | Environment Table

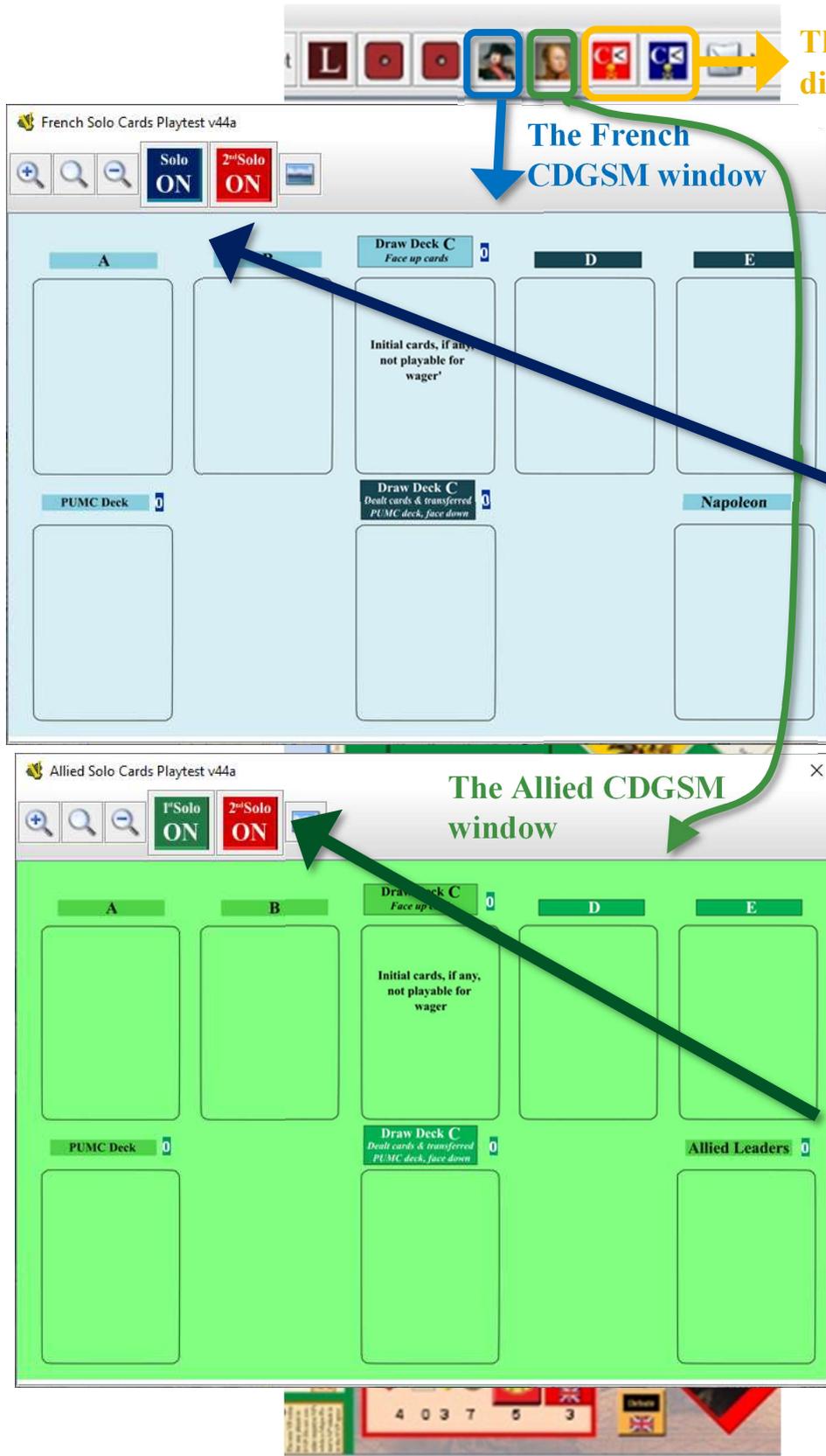
DRM Battle card | Battle Sequence

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.

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



The French & Allied Fate dice for CDGSM

The French CDGSM window

The Allied CDGSM window

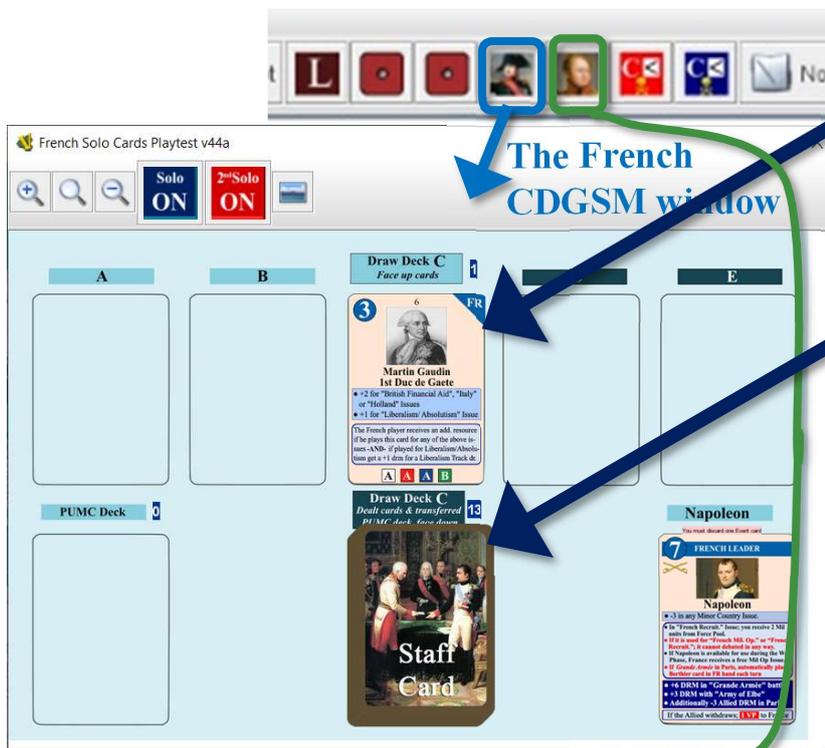
These two buttons transfer Napoleon, the initial face-up French cards, and the dealt face-down French cards to the French CDGSM window. Click both, sequentially. Dealt cards remain face-down.

- 1st Click **Blue** button.
- 2nd Click **Red** button.

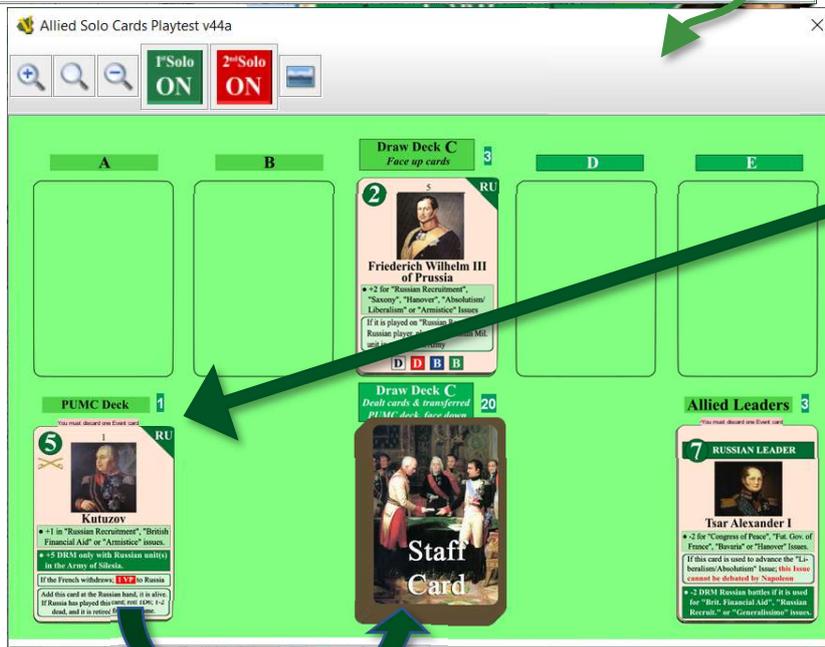
These two buttons transfer the Allied leaders, face-up initial cards, and dealt face-down cards to the Allied CDGSM window. Click both, sequentially. Dealt cards remain face-down. Kutuzov, if alive, is placed in the PUMC

- 1st Click **Green** button.
- 2nd Click **Red** button.

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



- For draw deck C, the face up cards in the upper box are above the face down cards in the lower box. To replenish cards A, B, C, E drag a face up card from the upper box before dragging a face down card from the lower box.



- If the Draw Deck C is empty, right-click on the PUMC deck to transfer it to the draw deck, then right click again to shuffle the draw deck and flip it face down.