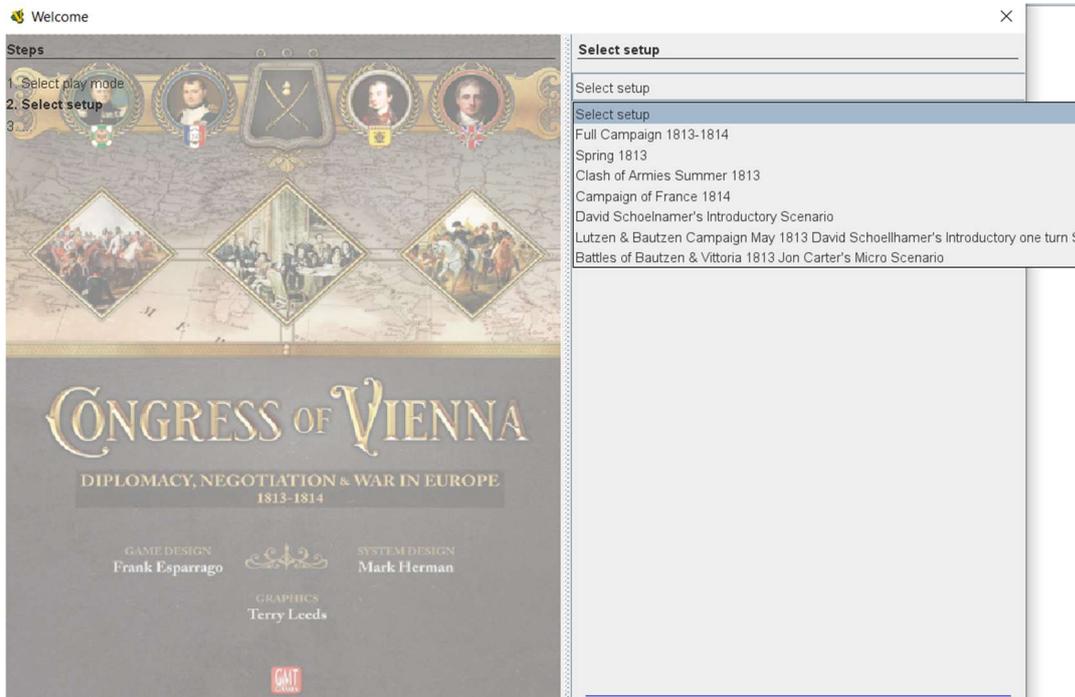
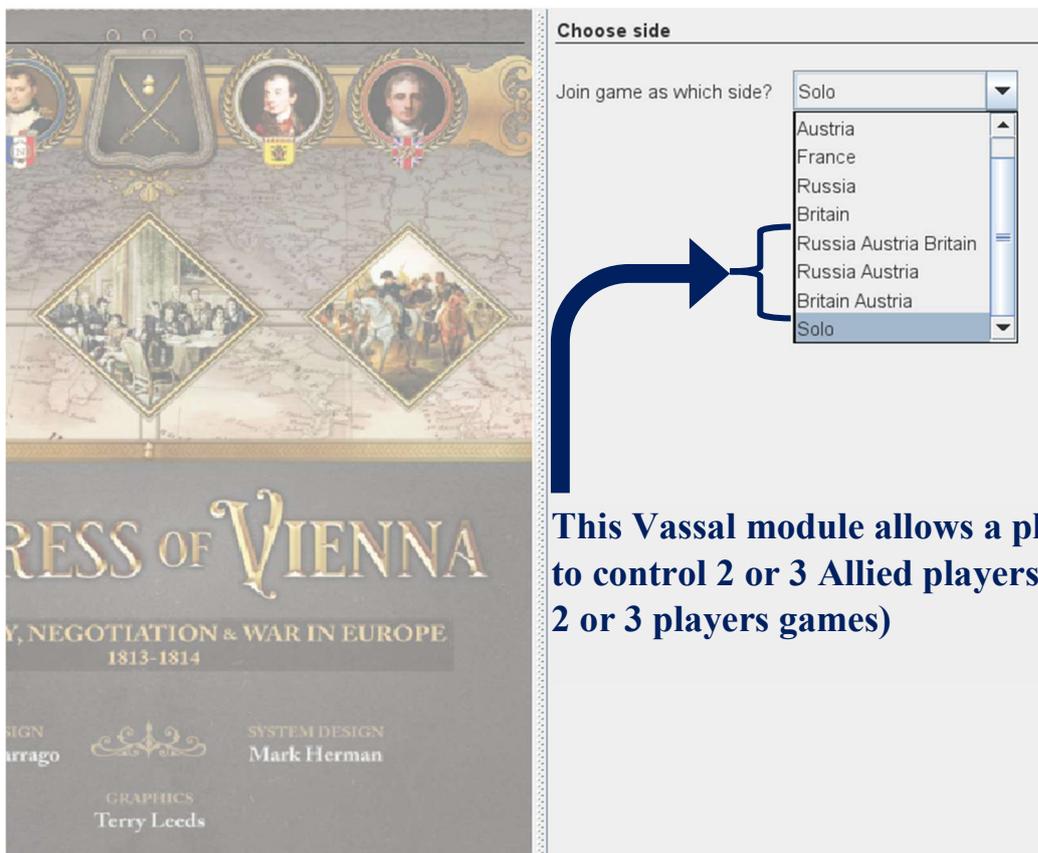


CoV Vassal Module Help Menu

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)



Undo button

Both buttons allow to select additional cards in the Initial phase

Allow another player to take your side in this game

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

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

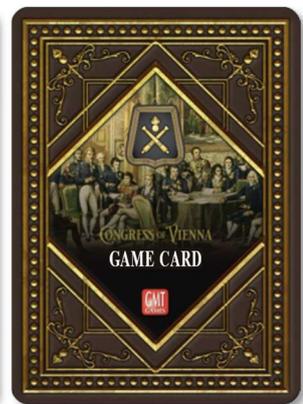
Initial Situation card deck

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

Character card



Front

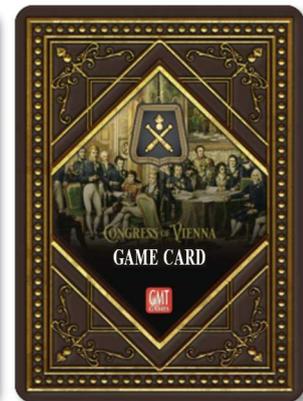


Back

Event card



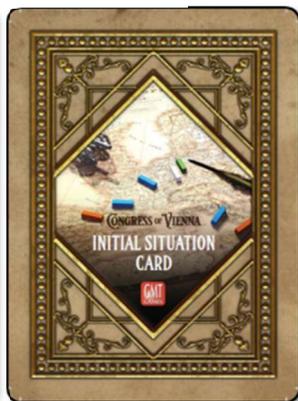
Front



Back



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

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...

1st Modified Die

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	2	3	4	5	≥ 6
≤ 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				
4	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 +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

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 telebank 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!

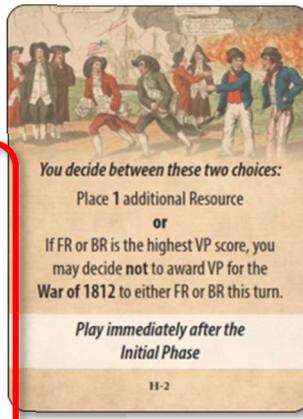
Condition	DRM
Total # of units and BR fleets (War of 1812 Box/ Amphib. landing) that your Army/Box has at the start of a battle	+/-?
For each Military Support marker	+3
Army of Bohemia & Army of Silesia occupying the same space WITHOUT a Generalissimo	-3
Army of Bohemia & Army of Silesia occupying the 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 Year 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

† Exceptions: 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

RUSSIA	AUSTRIA
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Front

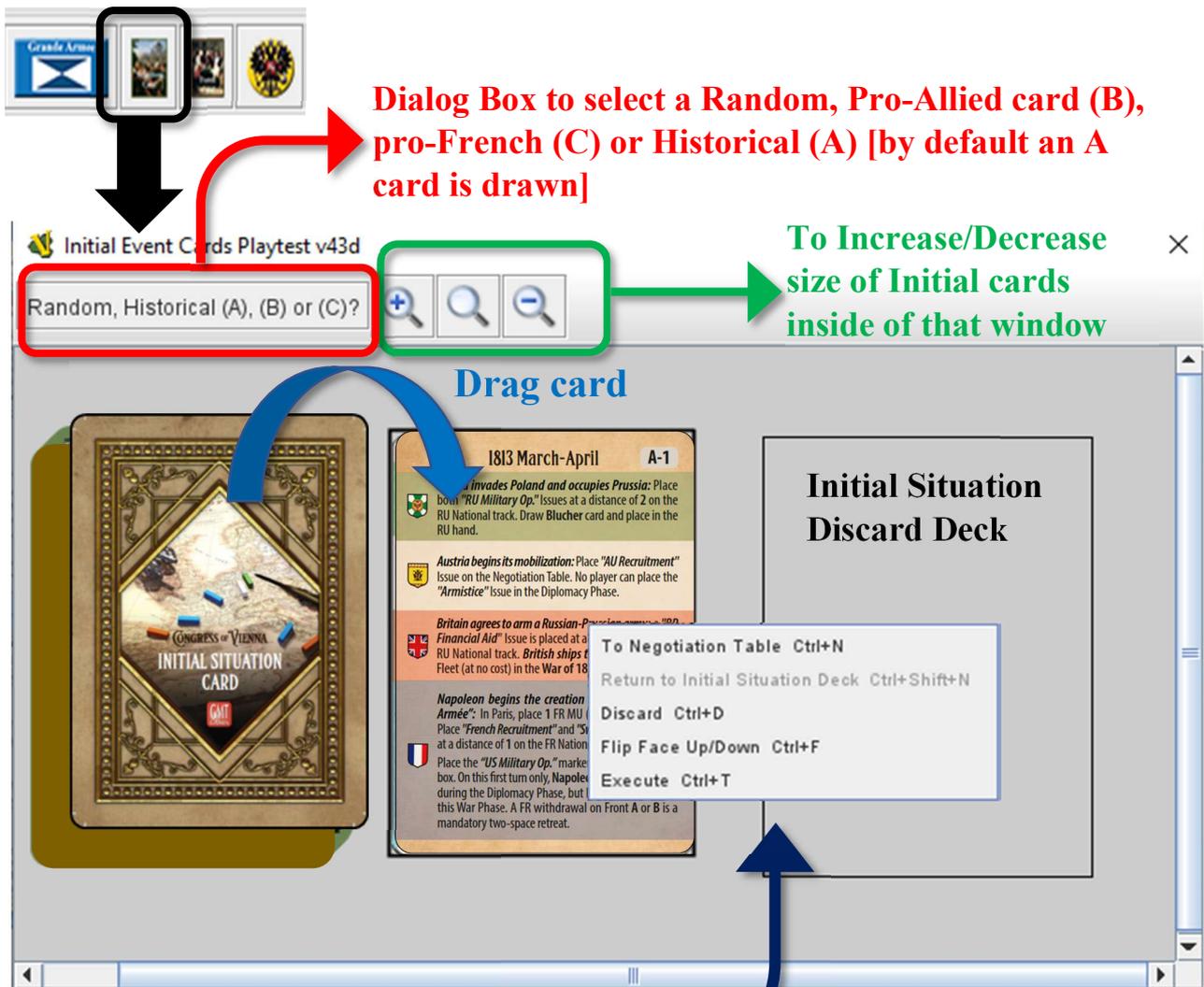


Back

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

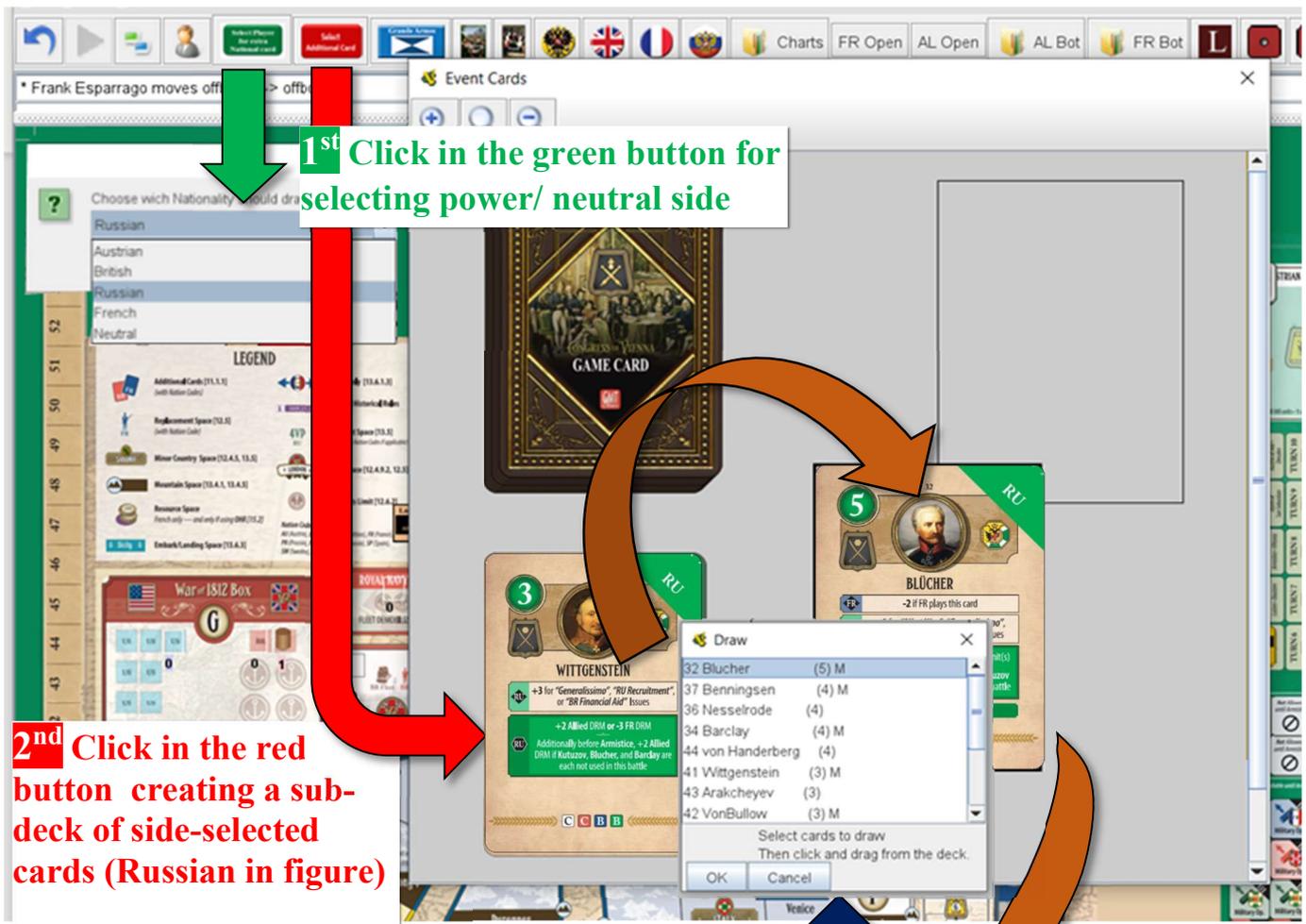
Initial Phase: Draw & Execute an Initial Situation card



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)

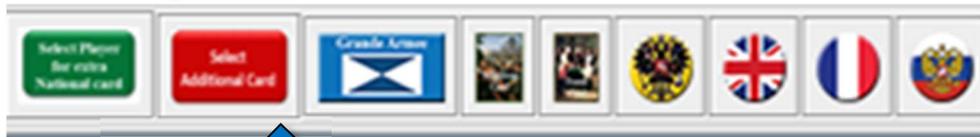
3rd Click subdeck and select “Draw specific cards”, the pop-up window appears, and select the desired card

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”)

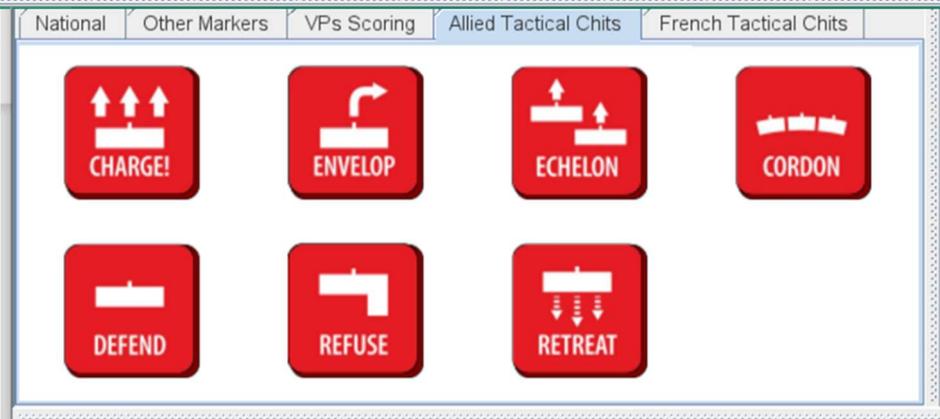
Placing Additional markers



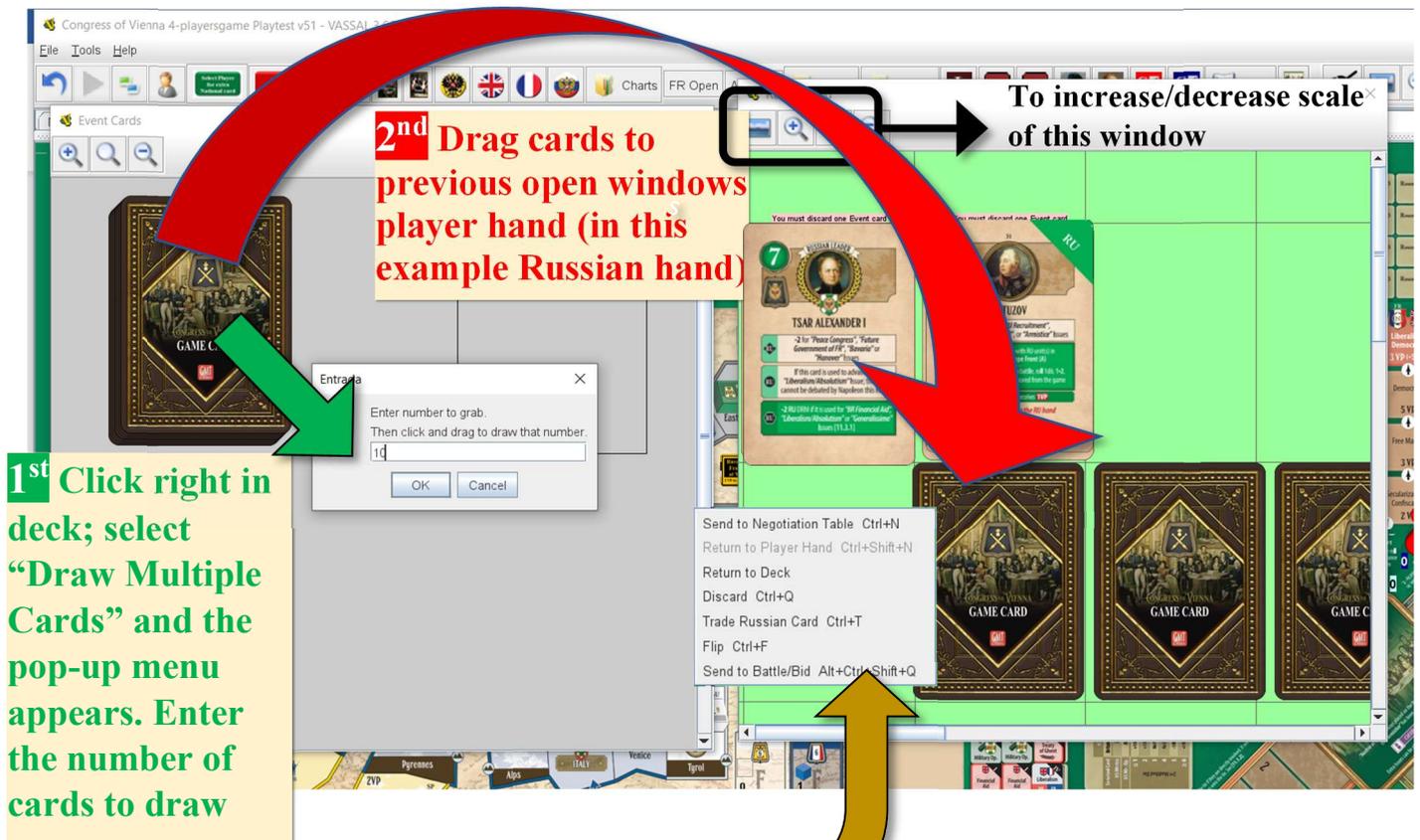
1st Click in the blue button to open different tags/ click in each tag



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



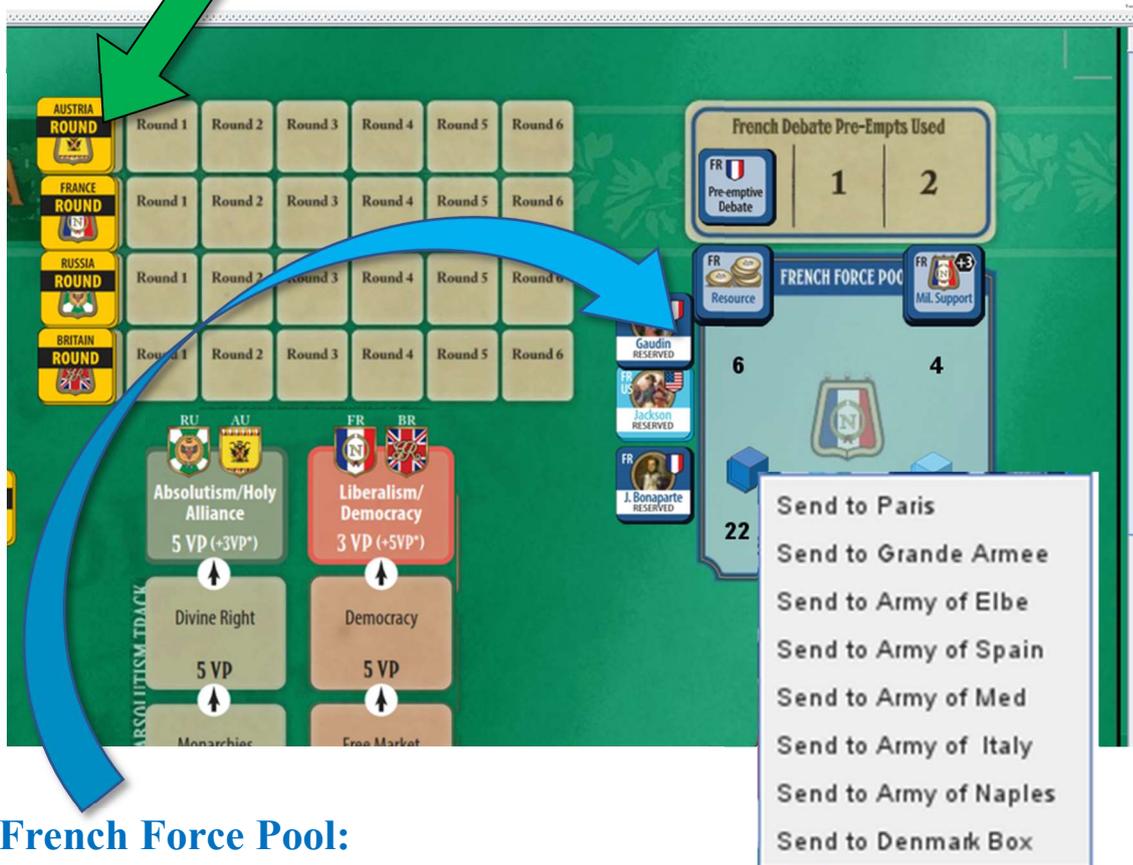
Card Menu [Right Button]

- **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

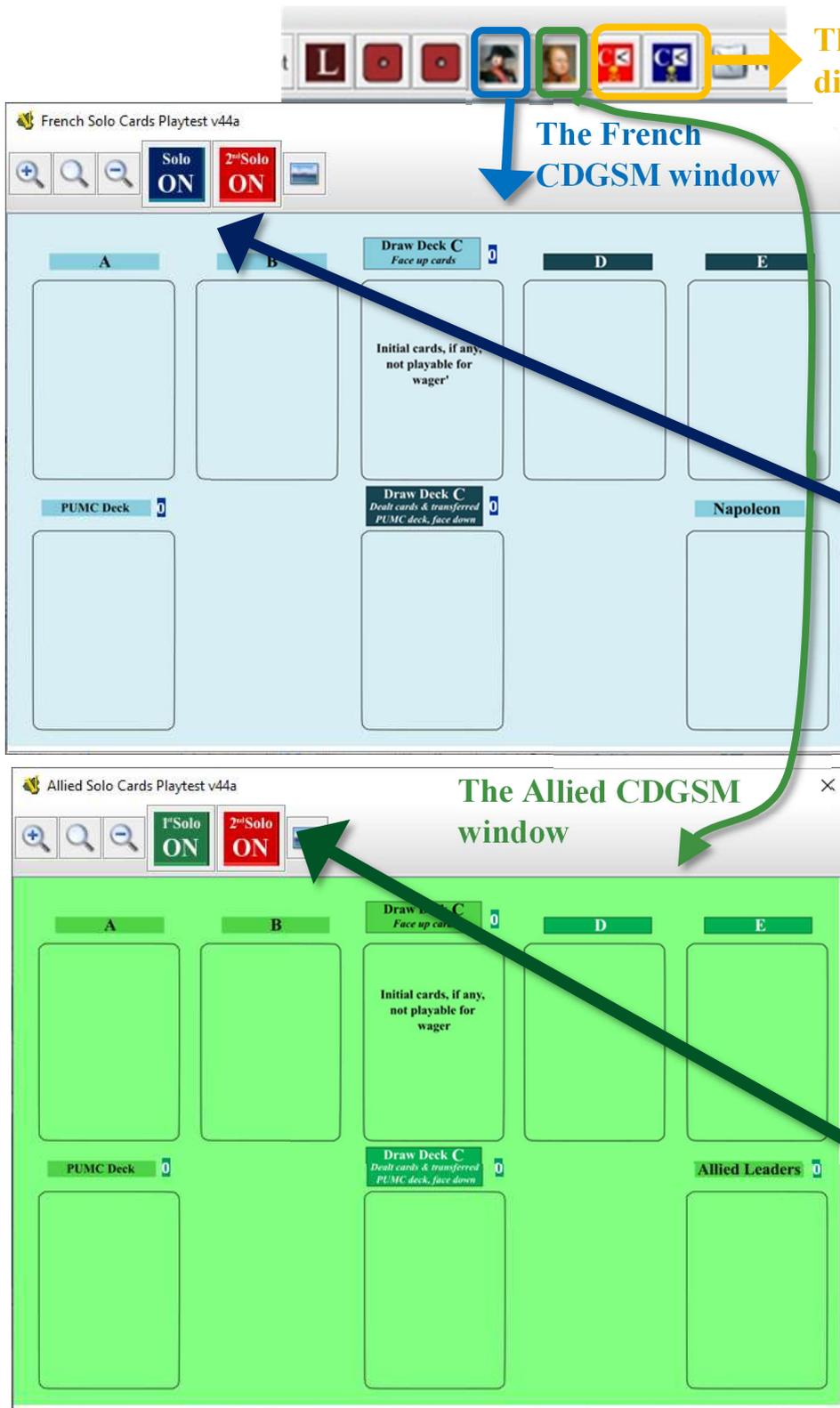
BATTLE DRMs [13.4.1]	
All Battle DRMs are Cumulative!	
Condition	DRM
Total # of units and BR fleets (War of 1812 Box/Amphib. landing) that you Army/Box has at the start of a battle	+?
For each <i>Military Support</i> marker	+3
<i>Army of Bohemia</i> or <i>Army of Silesia</i> occupying the same space WITHOUT a <i>Generalissimo</i>	-3
<i>Army of Bohemia</i> & <i>Army of Silesia</i> occupying the same space WITH a <i>Generalissimo</i>	+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 <i>Initial Situation</i> cards and the <i>Meddling Tsar Rule</i> for Russia [11.5]	+/-?
For both sides on a Front if a withdrawal was elected by one side [14.2]	-6 each
Per # of <i>Military</i> 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.	

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 & Allied CDGSM Displays (1)



The French & Allied Fate dice for CDGSM

The French CDGSM window

The Allied CDGSM window

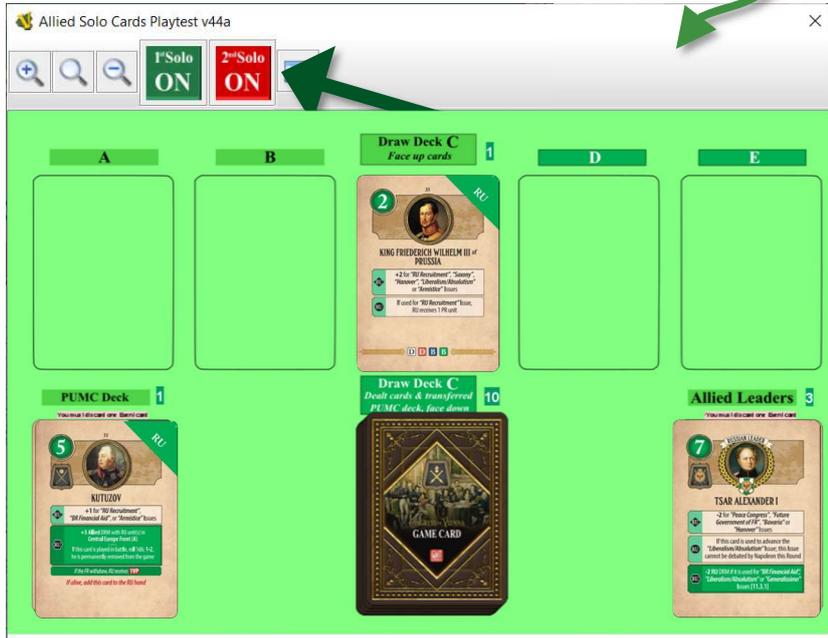
These two buttons transfer Napoleon, the initial face-up French cards, and the dealt face-down French cards to the French CDGSM window. Click both, sequentially. Dealt cards remain face-down.

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.