

CRY HAVOC MODULE FOR VASSAL

User's Manual

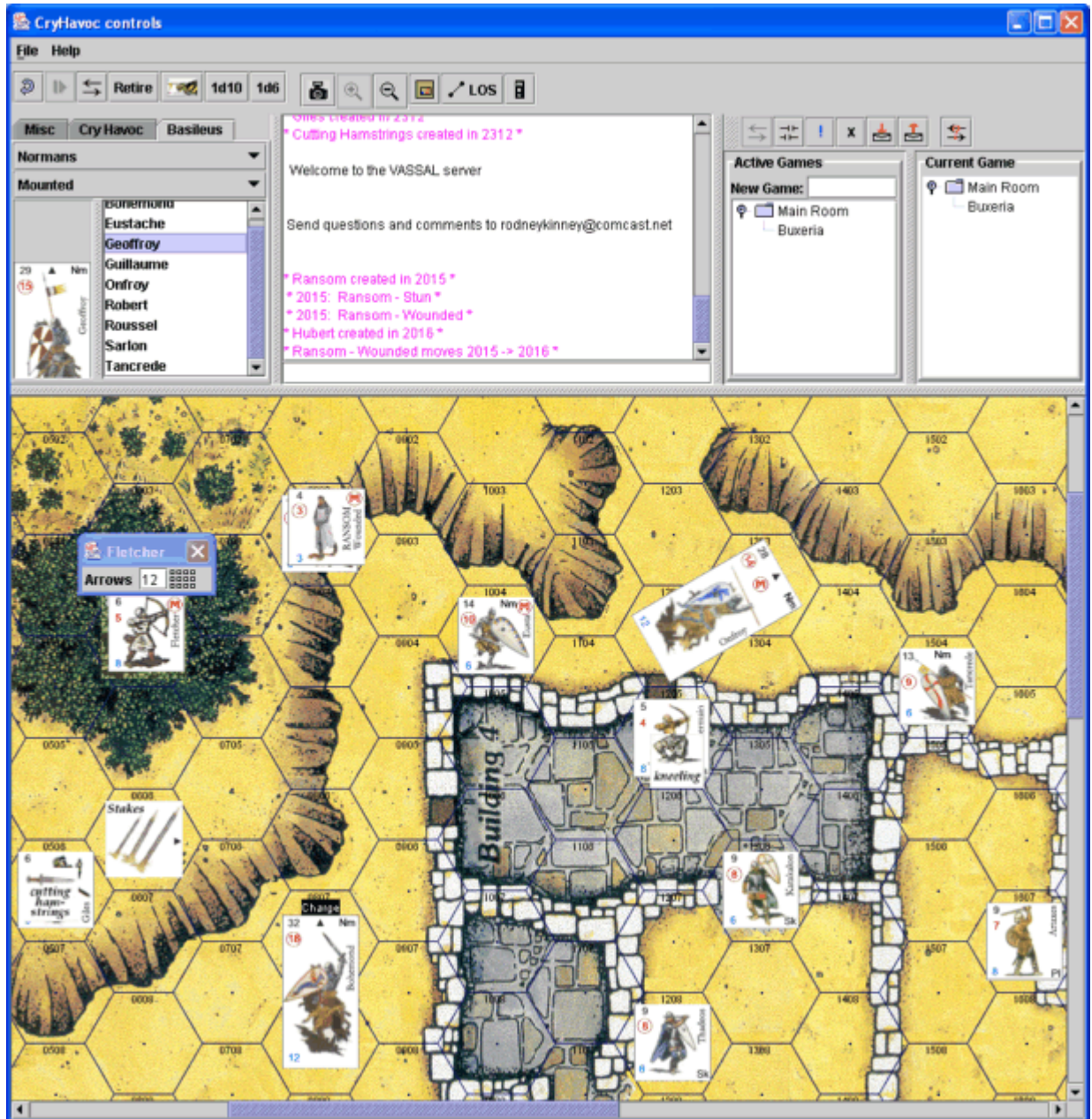


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1 The Vassal Game Engine

VASSAL is a game engine for building and playing online adaptations of board games and card games. It allows users to play in real time over a live Internet connection (in addition to playing by email). It runs on all platforms, and is free for personal use. With VASSAL, you basically play like on an actual board game against your opponent as you can see his moves and get notification of missile fire and combat through a chat window. VASSAL is authored by Rodney Kinney.

2 Getting Started

2.1 Downloading game components

If you have not done it already, download the VASSAL engine (<http://www.vassalengine.org>) and install it on your PC.

Download the Cry Havoc module from Cry Havoc Fan (for instance) and unzip the file somewhere, e.g. into your VASSAL folder (it will unpack into a folder named "CryHavoc" and contains the CryHavoc.mod).

Any extensions (combat tables, additional maps and counters) should be placed in the CryHavoc_ext folder. These files bear a *.mdx extension name.

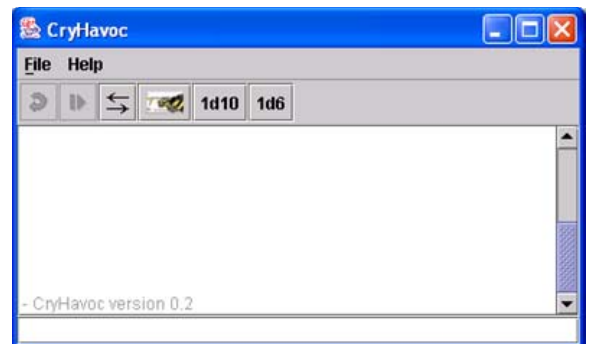
2.2 Opening the Controls window

Start VASSAL ; click "Play Module" and select the CryHavoc.mod file.

Depending on your Preferences settings, the opening window, called the Controls window, will look like the panel on the right or the one below (when first starting the module, it should be the panel below).

The large white area is the chat window in which all movements, actions and comments from the players will be reported.

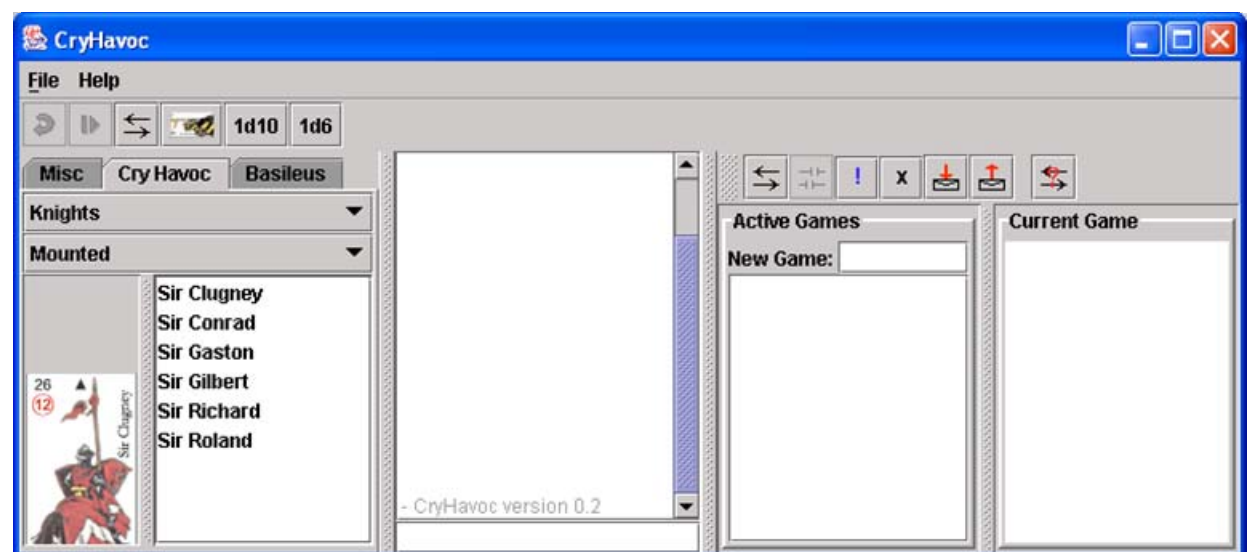
You can add your own comment in chat mode by simply typing your text in the command line at the bottom and pressing enter. Your text will be immediately displayed in the Chat window.



Clicking on the small knight icon will display the Counters window.

Clicking on the opposite arrows will display the Server window.

The Controls window should then look like the panel below:



2.3 Displaying a map

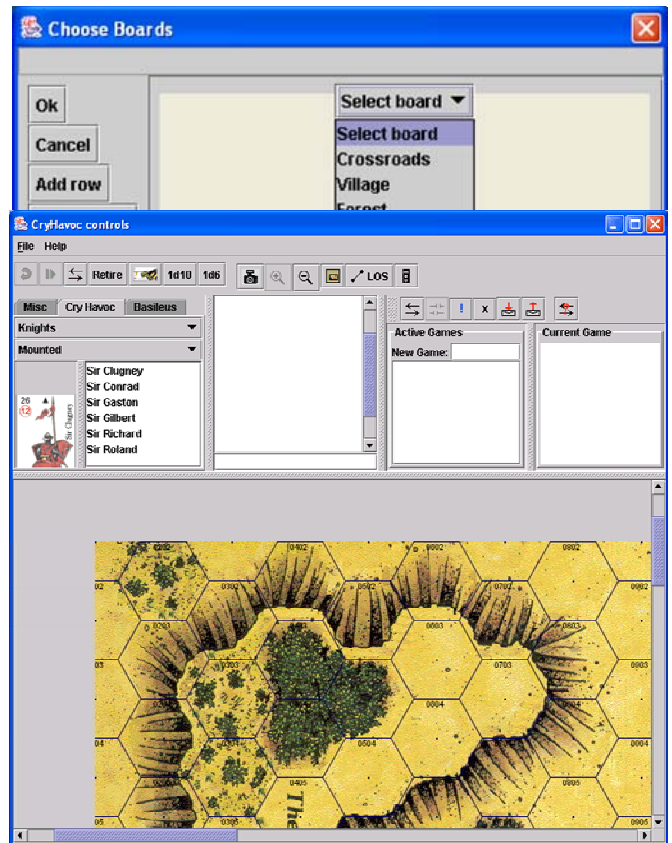
In the File section, click on New Game.

The next window lets you choose the map (called Board in VASSAL lingo) on which you want to play. For this first release of this Cry Havoc module, you can choose between the Crossroads, the Village or the Forest maps.

It is possible to combine several maps in multiple ways to get various battlefields (see section 4.3).

As an example, let's pick the Crossroads map (or board). When clicking OK in the Choose Board window, the map will automatically be added to the general Cry Havoc module interface, below the Controls window (if you cannot see it, just drag the horizontal pane below the chat command line up).

The grey area around the map is intended for off-map counters, if any.



2.4 Installing & Moving Counters



Simply drag and drop a few counters into the map and basically you are ready to play.

Right clicking on any counter gives all commands and their shortcuts.

Rotate Clockwise (CW) or **Counterclockwise (CCW)** rotates the counter one direction or the other by one sixth.

Change Label can be used for specific actions (like a Charge or Countercharge). No label is displayed by default.

The **Decrease** command will sequence the various stances of the counter (Mounted, Horse, Wounded Mounted, Dead Horse for cavalry for instance). The **Increase** will do the reverse. Note that some Norman knights have an additional stance (throwing javelin) prior to the regular mounted one.

When a character dismounts, simply drag the same character on foot from the Counters window.

You will notice that any action with the counters is reported in the Controls window.

2.5 Logging On

Press the Server button to reveal the server controls. In the Server controls, click the connect button to log on to the VASSAL server

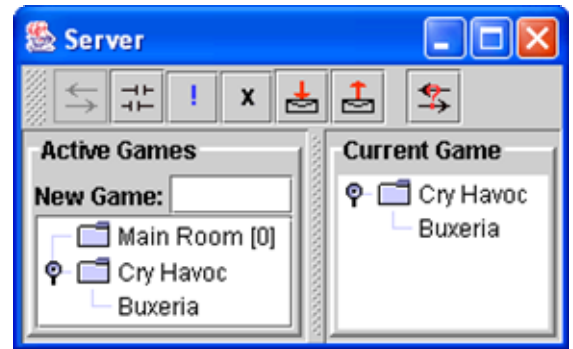
(Note: Some corporate security firewalls will prevent a connection, although a residential service should have no problem).

Once connected, you should see the following indicators:

- * You will see confirmation in the VASSAL Controls window chat area that you have connected with the server and entered the Main Room.

- * The Active Games section of the Server window will indicate which players are logged on and which rooms exist.

- * If players are chatting amongst each other in the Main Room, text will appear in the VASSAL Controls chat area.



2.6 To Chat

To chat with other players, click in the entry area below the main chat display at the bottom of the Controls window and start typing. Your text will appear in the VASSAL Controls chat area. To send the message, press Enter on your keyboard.

You can also type while the focus is in the main map window and the typing will be echoed to the chat entry area.

Ctrl-V will paste from the clipboard into the chat entry area.

2.7 Enter a Game Room

To view a scenario already being played, double-click on the room name in the Active Games column of the Server window. To create a new game room, enter a new name in the "New Game" field and press Enter. A list of players currently in the room you have entered will appear in the "Current Game" column.

2.8 Synchronize

When you join a room, you may start chatting immediately. To see the game in progress, synchronize by right-clicking on another player's name in the Current Game column and selecting Synchronize from the pop-up menu. Once synchronized, all moves by other players will be instantly updated on your on screen.

Important Note: Once you have synchronized with a game, you may scroll around the map and inspect either player's counter stacks without interfering. However, all counter moves and die rolls are broadcast to all other players in the room, so please be polite when observing other people's games!

2.9 Maps

When you synchronize, the maps will appear on your screen. If using the combined window view, the main map will appear in a panel below the chat area. If not, it will appear in its own separate window. Maps are where all the counters are displayed and where the gaming action takes place.

2.10 Starting a Game

To start a game of your own, it will be necessary to create a Scenario Room by entering a new name in the "New Game" field of the Server window and pressing Enter. Others (your opponent and spectators) can then enter the room and "synch" in. (See the section on Setting up a Game.)

2.11 Saving a Game

A game can be saved at any time. In the VASSAL controls window, simply go to File - Save Game. Provide the scenario with a name and a location on your hard drive, and press OK. It is highly recommended that you get in the habit of saving your games while playing to minimize the

inconvenience that would result from a crash. There is no auto-save or back up feature. It is your responsibility to save and protect your games.

2.12 Message Boards

VASSAL also contains a message area that allows you to post messages or game requests on the server. Like every other module, Cry Havoc has its own message board. In the Server window, push the Check Messages button to view the Message Board, or push the Post Message button to open the Message Composer window. In the Message Composer window, enter your message and click Send to post your message to the Message Board.

2.13 Server Status

The Server Status button displays all current connections to the server for all modules. By selecting a module with your mouse, you can post and read messages from that module's message board.

2.14 Gamer Status

Pushing the Looking for game button will place an exclamation mark (!) beside your name in the Server window, indicating that you are interested in finding a game.

Pushing the Away from keyboard button will place an "X" next to your name in the Server window, indicating that you have stepped away from your computer. An "I'm Back" window will pop up. When you're ready to return, clicking "OK" will close the "I'm Back" window and remove the "X" from beside your name.

3 Playing Tools

The following Playing Tools are available for the VASSAL Cry Havoc module. All are accessible either from the toolbar at the top of the VASSAL Controls window, or at the top of a Map window.

3.1 Preferences

When you first run the program, you will be prompted to enter the name by which you would like to be known to other players. Enter a name and press OK (You may change your name later in your Preferences settings).

Next, you will be asked to enter a password: Just enter a password and press OK. The password is used to protect your identity during a game. It is used to determine who can see invisible or masked counters, private windows, etc (those features are not available yet). You can pretend to be another person by changing your password to theirs in the Preferences setting (assuming, of course, that you know it).

In the VASSAL Controls window, set your Preferences by going to File - Edit Preferences.

3.1.1 Personal

Name:	Whatever you enter in the Name field is the name that other people will see in the Chat area of VASSAL. Use a nickname or put your full name. It's up to you.
Personal Info:	Enter any personal info which you would like to make available to other VASSAL users.

You may read another player's profile by right-clicking on his name in the Server window and selecting Show Profile.

3.1.2 Sounds

Set sound files to be played for the events described

3.1.3 General

Opponents can unmask my pieces:	A "masked" piece is a piece that is visible to all players, but whose details are only visible to the owning player. If enabled in the module, this preferences setting determines whether players other than yourself can manipulate pieces while they are masked. (Masked pieces are not in use yet.)
Center on Opponent's Move:	The Center on Opponent's Move checkbox will automatically center the map on a unit that is being moved, whether connected to the server or reading a logfile. (Highly recommended!)
Auto-Report Moves:	The Auto-report moves checkbox will echo to the controls window a description of any pieces that are moved with the mouse. For example, if you drag "Sir Richard" from hex 1205 to 1206E4, then VASSAL will echo * Sir Richard moves 1205 -> 1206 *. (VASSAL will use the piece names and map grid labeling specified in the module configuration.)
Use combined application window:	Check/Uncheck this to use either a single, combined window or separate windows for the various components of VASSAL. Note that changing this setting requires restarting VASSAL.
Use Arrow Keys to Scroll:	Checking this preference allows you to use the arrow keys on your keyboard to scroll around the map window when you have no counters selected. If this box is not selected, the number keypad will scroll the map window.

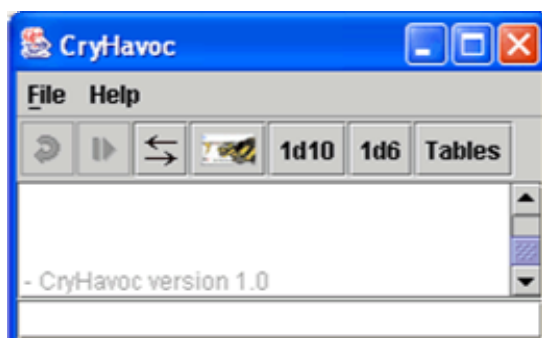
3.1.4 LOS

If checked this will only draw the thread to legal locations on the map (i.e. hex centers, hex vertices and middle of hex sides). Otherwise the LOS thread may be drawn from/to any location on the map.

3.1.5 Controls Window Font

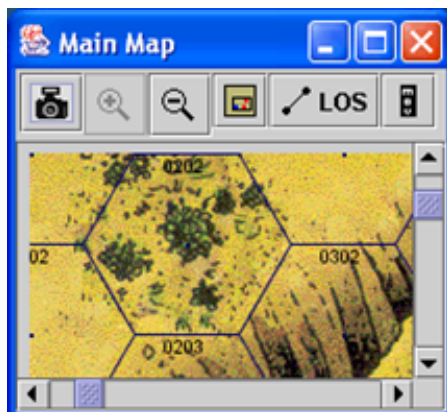
You can specify the font and font size used in the VASSAL Controls window.


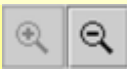



3.2 VASSAL Cry Havoc controls window



Show/Hide server controls		This opens/closes the server controls window.
Show/Hide the counters window		This opens/closes the server counters window.
Dice Buttons		There are two Dice Buttons, 1d10 and 1d6. The result of a roll is reported along with the name of player who hit the button, e.g. *** 1d10 = 2 *** <martin> *** 1d6 = 3 *** <martin>
Table Button		If you have installed the Table extension, clicking on this button will open the various on-screen combat tables.

3.3 Map window



Save Map as PNG File		This will save the image of the map and counters into a PNG file. It is the same as a screen capture except that the entire map need not be showing on your screen.
Zoom out / Zoom in		The Zoom out / Zoom in buttons give you a scaled-down overview of the map window.
Overview Window		The map window has a corresponding Overview window. This window shows the entire map at a smaller scale, with a rectangle highlighting the currently-visible area in the map window's scrollable area. Click anywhere on the overview window to center the main map window at that point.
Line-of-Sight Thread		A Line-of-Sight thread draws a line on the board as the player moves his mouse over a map window. Left-click once to clear the thread and draw normally. File -> Edit Preferences contains a LOS tab where you may check/uncheck the 'Snap thread to grid' preference option. If checked this will only draw the thread to legal locations on the map (i.e. hex centers, hex vertices and middle of hexsides).
Mark All Unmoved		Most counters in the module show a marker (a circled red "M") after having been moved. The Mark Unmoved button at the top of the map window deletes the "Moved" notation of all counters on the map, Ctrl-M the "Moved" notation of only the selected counter.

4 Detailed Instructions To Setup a Game

4.1 Creating a Room

In order to start a new game, it will be necessary for you to create a Game Room for you and your opponent to play. In the Server window, type the name you wish your room to have into the "New Game" field and press Enter on your keyboard. You should now be the sole occupant of that room. If you enter the same name as a currently-ongoing scenario, you will join that room instead.

NOTE: The Main Room is the meeting area for players entering VASSAL, not a place to play your game. Although you may have a game open while in the Main Room on the server, your moves will not be broadcast to other players.

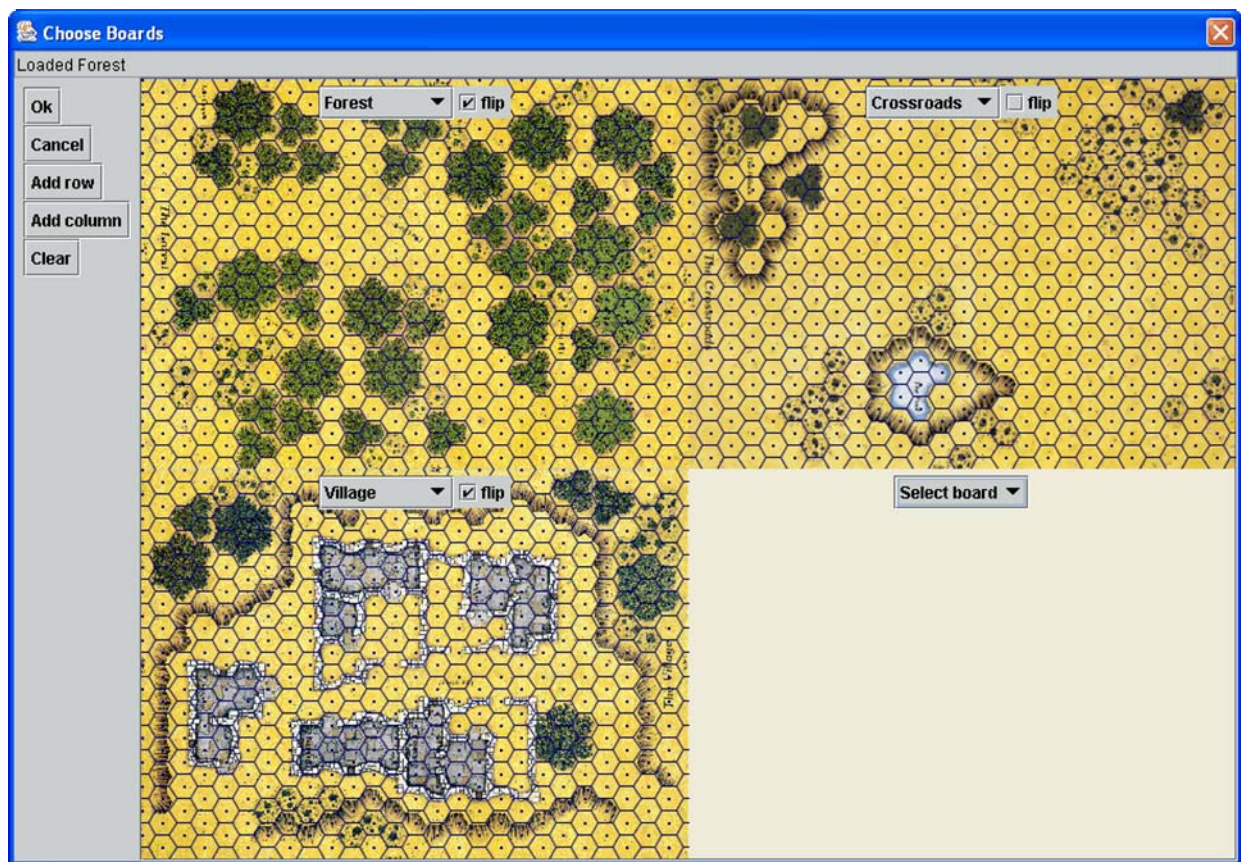
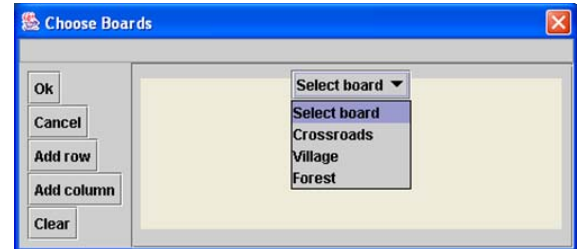
While connected to a scenario chat room, all moves are broadcast to all players and maps are updated automatically. You can save and restore the game to files on your local machine. If your map and your opponent's map appear to differ (e.g. due to lost moves during a broken connection), synchronizing by right clicking on your opponent's name and selecting "Synchronize" will update your map to coincide with your opponent's.

4.2 Starting the Game

To begin a new game (as opposed to continuing a saved game), choose File - New Game in the VASSAL Cry Havoc Controls window. You will be prompted to choose boards as explained below. To save the game to resume later, choose File - Save Game. To load a saved game, choose File - Load Game and select the saved game file.

4.3 Choosing Boards

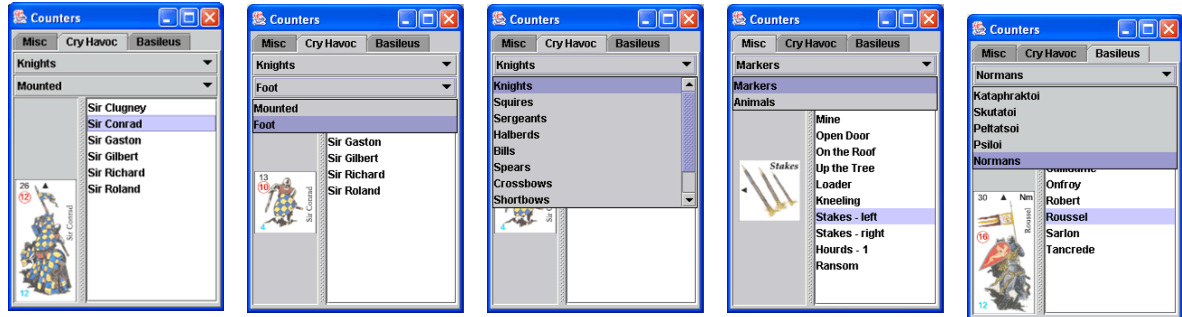
When prompted with the "Choose Boards" dialog, select the boards you need for the scenario from the drop down list. To add another board, select whether it will be placed horizontally (Add Row) or vertically (Add Column). If the map needs to be reversed (rotated), check the Flip checkbox. If you made a mistake setting up the maps, you can click the Clear button, to reset the window so you can start again.



4.4 Placement of Counters

After the maps have been set up, or after you've loaded a saved game, the map window will become visible. If not already open, hit the button in the VASSAL Cry Havoc controls window toolbar with the small picture of Sir Richard to open the counters window.

The Counters window is organized with a combination of tabs, lists, and pull-down menus. To place a piece on the map, select any counter in the counters window and drag it to the map window.



4.5 Handling the Counters

All pieces in VASSAL have popup menus for manipulating the counters. Simply right-click (Mac users: click with the Command key held down) on the piece in a map window and select the desired action. The popup menus are also available in counters windows, so you may change the state of a counter before placing it on the map.

Each popup menu item has an equivalent keyboard command. To use the keyboard command, first select a piece by left-clicking on it in a map window (or counters window). The counter will be drawn with a thick border. Shift-click to select more than one counter at once. When you type the corresponding key combination, the equivalent popup menu action will be performed on all selected pieces.

In Help -> Shortcuts in the VASSAL Cry Havoc controls window toolbar, you will find a list of all available shortcuts

4.6 Arrows Property Sheet

When right-clicking a missile-fire character, an additional Arrows menu is displayed (Ctrl-A). Clicking on it will display the Property Sheet.

Just type the number of arrows (or javelins) available to that counter and that many boxes appear (you may have to draw the property sheet larger at first to see it large enough).

After firing an arrow, tick off a box to show the remaining number of arrows.



4.7 Stacks

Stacks can happen in Cry Havoc when:

- A character moves into a hex containing a dead character.
- A marker is used above or below the character.

The contents of stacks can be changed in their order from top to bottom by selecting a counter and using the arrow keys.

Markers can be positioned anywhere on top of the character, which can be helpful to keep on viewing combat values or for the kneeling marker to match its correct position.