GMT Wellington © 2005, GMT Games, LLC.

This Vassal module is only for personal use and requires ownership of the board game.

The module was designed to give a similar 'look and feel' of the board game with automation of some functions. Each player has a **Hand** for their cards, a **Headquarters Card** and an off-map **Force Pool** with all leaders and soldiers currently not in the game.

Each piece and card has a menu of possible actions, which is accessed by its selection.

Important: *A card is revealed, flipped face up, when moved onto the main map*. A separate window, **Card Mat**, is available to place cards face down, unrevealed.

Important: Resources are **automatically tracked only** when using the "**Gain Resource**" and "**Resource Expenditure**" menu items on the player's HQ card.

Important: Cards may be random given to other players using the menu items in the player's Hard; alternatively, one may use the "**Card Mat**" as a neutral area to exchange cards. The Hand has two menu items that affect cards from the COMMON deck, "**Give 1 Random Card**" and "**Discard 1 Random Card;**" these two menu items do not affect the player's home cards held in Hand.

Important: The **Die Roller** reports that results are **sorted** by number order, that is, all rolls of 1, then 2, then 3 etc. This is not related to the randomness of the die roller. The die roller is calls the Vassal Engine random number generator.

Important: The player's **Hand** is **only visible** to the owning player.

Important: Cards may be played for CPs (command points) or as the event, which generates a corresponding message written to the log.

SCENARIOS

Players choose one of the two scenarios, "1812" or "1813," during set up. The "New Scenario" allows players to design their own scenario.

PLAYER SIDES

Players may select an individual power, "British," "Spanish," "French-Nord," or "French-Sud." Selecting the "Coalition" allows one player to play both British and Spanish. Selecting the "French" allows one player to play both the "French-Nord" and "French-Sud." Selecting "Observer" allows someone to observe the board but not see any unrevealed cards, that is, players' hands. Selecting "Referee" allows someone to view all the individual player hands, useful for an independent 'Game Master'. Note, both the "Observer" and "Referee" roles may interact with the game board and pieces.

Map Information

Number of Keys Controlled	Number of Resources Held	Flagging a duchy

Vassal Module Reference for GMT Wellington ©2005

Tool Bar Buttons:
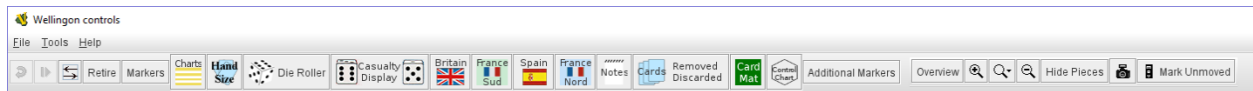
Retire:

    Allows the current player to join another side or become an observer, no longer a participant.

Markers:

    Opens the marker window. Note, many markers are automatically placed.

Control Chart
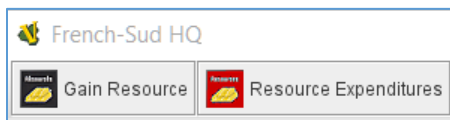
Additional Markers

HAND Window Buttons
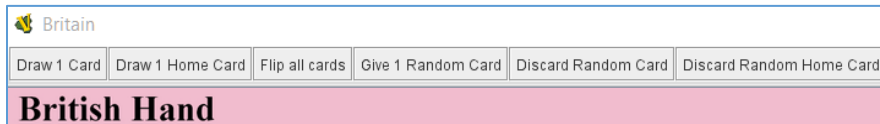
Draw 1 Card

Draw 1 Home Card

Flip All Cards

Give 1 Random Card

Discard Random Card

Discard Random Home Card

HQ Window Buttons:

Gain Resource

Resource Expenditure
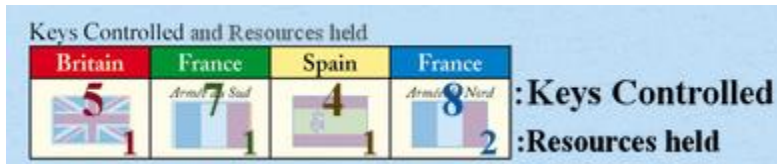
Use Resource to Draw a Card

Give Resource to …

Remove Resource

French Nationality Bonus

Number of Keys Controlled and the Number of Resources Held

Number of Keys Controlled

The number of Keys Controlled and Number of Resources are automatically tracked. The number of flags controlled is automatically change when a duchy is flagged by another power. All players' totals are displayed on the main map. Each power's **HQ** card shows his/her respective count.

Number of Resources Held

All players' totals are displayed on the main map. Each power's HQ card shows his/her respective counts. The number of resources held is automatically tracked when using the buttons in the HQ window to add to use resources.

Leaders

Leaders have a text field, to the right of their image, which players may use to indicate the strength of their army or army group, as depicted on the headquarters card. Leader have a banner that may be used to indicate that they are the **Commander** of an Army Group.

Combat Units (Leaders and Soldiers)
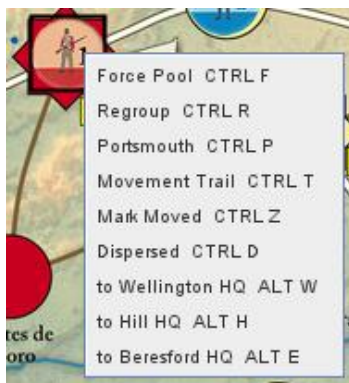
 Example of British Soldier combat unit

Combat units have options to send to the Force Pool, Regroup Box, , and for the British, to send units to Portsmouth. Combat units for each power may be relocated to the HQ card under a specified leader..

Flagging a duchy:

> Flagging a duchy is accomplished by selecting the duchy on the map and then cycling through the flags. Many duchies in Spain begin under French-Nord or French-Sud control, for the 1812 scenario, and when flagged by the French-Nord the blue circle is used and when flagged by the French-Sud the green triangle is used, as on the game map.

Active Card
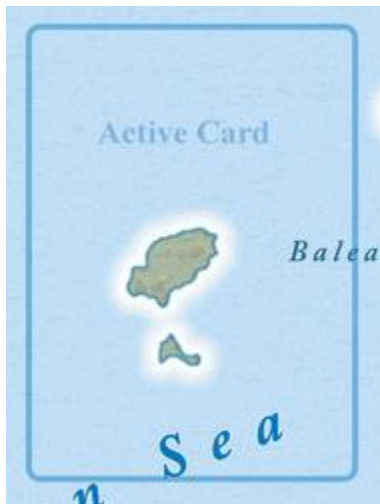
Active Card Area

Important: when a card is played to the map, the card is always **played face up** and visible to all players.

Active Card with Event Marker

When a card is played for CPs (command points) or an event, it is moved from the player's hand to the map in the area labeled "Active Card". All cards placed on the main map will be face up, revealed to all other players. When card with an event marker is played as an event then the marker will be placed on map adjacent to the card; **exception**, event markers that affect the Appeal to the Emperor dice rolls will be place next to the Appeal to the Emperor table on the map.

 Example of an Appeal to the Emperor Event and placement of marker.

Preempt Marker

The preempt marker may be moved to any specified power or to no preempt status.

Empty Card Deck

When a card deck is empty, the discard pile will automatically be reshuffled and added to the draw deck.

Charts

The games charts and tables are accessible using this tabbed window. Charts included are Battle Charts, Building Costs, Interception and Evasion, Interphase Charts, Siege and Terrain.

Dealing Cards

At the start of a turn, **Dealing Cards** is accomplished using a button to the right of the four powers and notes. When selected, each player is dealt 6 cards from the common deck, 3 Home cards to Britain and 2 Home cards to all other players. This is used to deal cards at the beginning of the turn.

Mulligans are individually handled by each player. A player must discard the appropriate cards then draw 1 card at a time up to the appropriate number.

Hand Size

Hand Size button opens a new window with the number of cards in each player's hand. Note, if a player does not have any cards then nothing is displayed. The first number is the total number of cards in-hand and the second number is the number of Home cards.

Die Roller

Die Roller button opens a drop down menu with the following options:

Specify #: opens a dialogue to allow the user to enter the number of dice (and number of sides)

1xd6: Roll One 6 sided die

3xd6: Roll Three 6 sided dice (useful for most siege defenses)

5xd6: Roll Five 6 sided dice

10xd6: Roll Ten 6 sided dice

Die Roll Results: The results of the die rolls are **sorted** into numeric order before being reported in the log file; this assist the reading of results but will result in some angst among some players that the die roller is not random.

Casualty Display
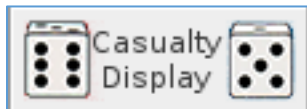
The **Casualty Display** button opens a window that allows players to track the number of Hits and Disrupts.
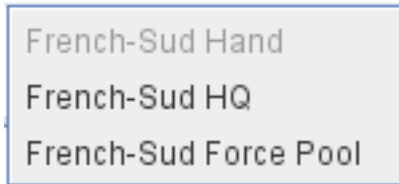

Using the buttons at the top to increase and decrease the count will allow the module to automatically sum the number of casualties (total of hits and disrupts) and calculate the difference between the Coalition and the French.
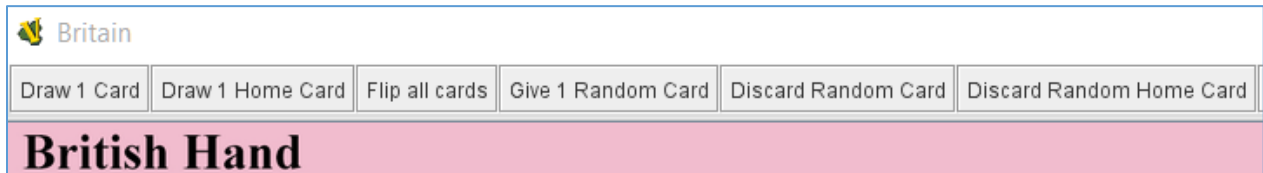
Powers: Britain, France-Sud, Spain, France-Nord

Each power (Britain, France-Sud, Spain and France-Nord) has a separate drop down menu, with the following 3 options: **Hand, HQ, Force Pool**. Each of these opens a separate window. The player's **Hand** option is only visible to the owning player and will be greyed out for other players; this opens the player's hand where cards are dealt. The **HQ** and **Force Pool** options and corresponding windows are visible to all players.

French-Sud Hand

French-Sud HQ

French-Sud Force Pool

Hand

Britain

| Draw 1 Card | Draw 1 Home Card | Flip all cards | Give 1 Random Card | Discard Random Card | Discard Random Home Card |

British Hand

The **Hand** window is where a player will be able to view their cards; this window may not be opened by other players. Additionally, the window has buttons to:

1) **Draw 1 Card** from the common deck,

2) **Draw 1 Home Card** from the appropriate Home deck,

3) **Flip all cards**, 4) using a drop down menu to **Give 1 Random Card**, which gives 1 card at random in hand originally drawn from the common deck card to a another, designated power,

4) to **Discard Random Card** and to discard one card from those in hand drawn from the common deck and

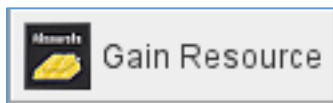5) to **Discard Random Home Card**, discard one in-hand Home card at random.

HQ (Headquarters) Card
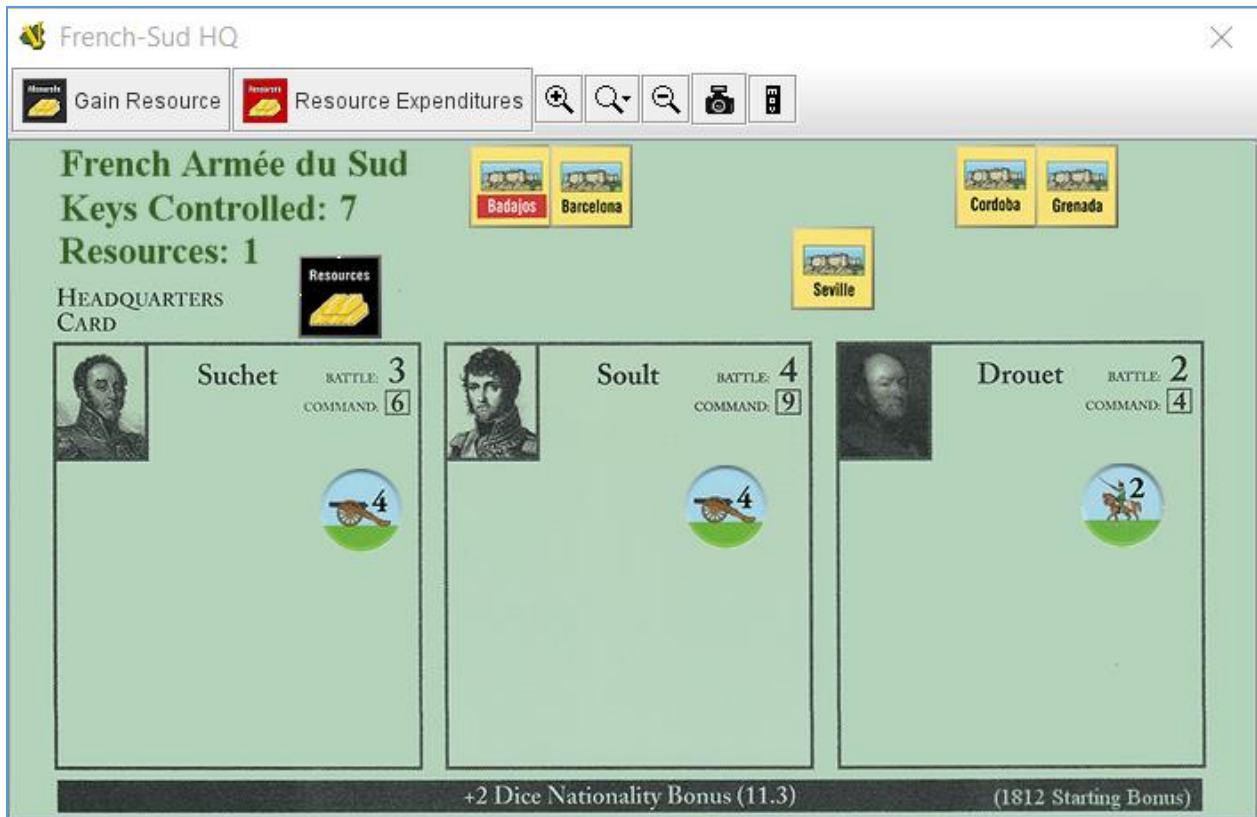
The **HQ** window shows the number of keys controlled by that player, the Spanish Key control markers are automatically added and removed.
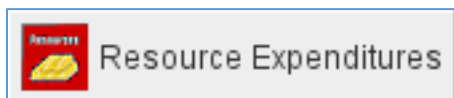
Using the Resource buttons allows the module to automatically track the number of resources held.
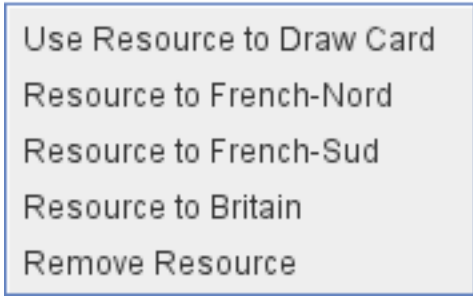
Gain Resource

The **Gain Resource** button adds one resource to the player's total and places a marker on the card.

Resource Expenditure

The **Resource Expenditure** button opens a drop down menu.

 Example from Spanish HQ

The options allow the player to **Use a Resource to Draw a Card** from the common deck; this process is automatic, the resource is deducted and the card is added to the hand. "**Resource to …**" allows the player to give a resource to a designated player, among any of the other 3 powers. **Remove Resource** allows the player to deduct a resource. Each of these **Resource Expenditure** options will deduct one resource from the total and remove one resource marker from the cad.

When using the Resource buttons, the number of resources held by the power are automatically tracked and the total is displayed on the player's HQ card and on the main map.

French Nationality Bonus

French HQ card have the option to change the **Nationality Bonus** at the bottom of the card, select the anywhere on the black bar with the current nationality bonus and the player may select the alternative, **+1 or +2**.
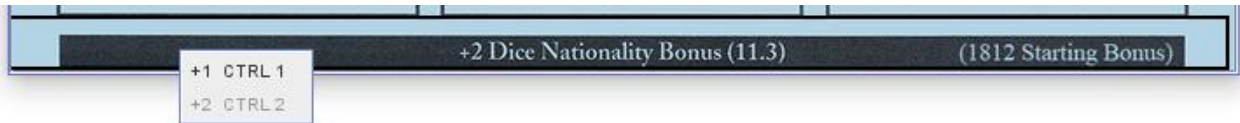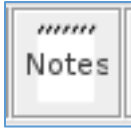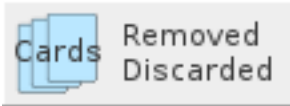

Force Pool

The Force Pool window has all combat units (leader and soldiers) available but not currently in the game, either on the game map or on the HQ card. Each power's force pool is limited.
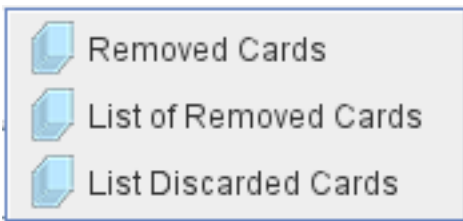
Notes

Opens a standard VASSAL Notes window, allowing players to record and exchange notes.

Cards Removed Discarded

Opens a drop down menus with three options: Removed Cards, List of Removed Cards and List of Discarded Cards.

The **Cards Removed Discarded** button has 3 options which show the deck with the cards removed (**Removed Cards**) from the common deck, and then options to list all cards removed from the common deck (**List of Removed Cards**) and all cards discarded from the common deck (**List of Discarded Cards**). Note, players are not allowed to examine other players home decks, either examining the discard pile or being able to count the number of cards remaining the in the Home deck.
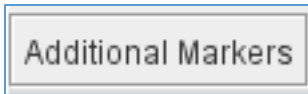
Card Mat

As the main map always has cards face up, reveal, the card mat is an area available to all players to place cards face down, to set up the draw pile, such as for card #76 (Exploring Officers/Spies)

Control Chart

The control chart allows players to manually track the number of Keys controlled.

Additional Markers

All the cards with event marker and the Spanish key markers are available here. This allows the player to manually manipulate the event markers and Spanish Key markers, should this be desired.

Date: 2016-August-17, by H. Michael Arrighi, hmarrighi@gmail.com. Please let me know of any problems or issues with the module.