

The Peloponnesian War Vassal Module 1.1

Introduction:

This instruction guide is not an instruction on how to play The Peloponnesian War 431-401B.C., but instead a guide on how to use the vassal module. This guide and the use of the vassal module upholds the belief that the user, or at least one of the users in your playing group owns the game. It is believed that while the module offers many of the game's features in digital form, gameplay is still impossible without access to the game rules which are not included with the module. No ownership of the design or artwork of the game is claimed by the designer of the module or should be by any vassal player. Instead the module exists as a way to keep this game alive and usable through the gaming community for now and the future

Getting Started:

Note: If you have not used Vassal before, you must first download the Vassal Engine from the Vassal homepage. This includes a download of Java Runtime Environment, so when it asks, this is normal.

To begin a game of IR II using the vassal module, download the module from the Peloponnesian War module page on the Vassalengine.org.

http://www.vassalengine.org/wiki/Module:Peloponnesian_War

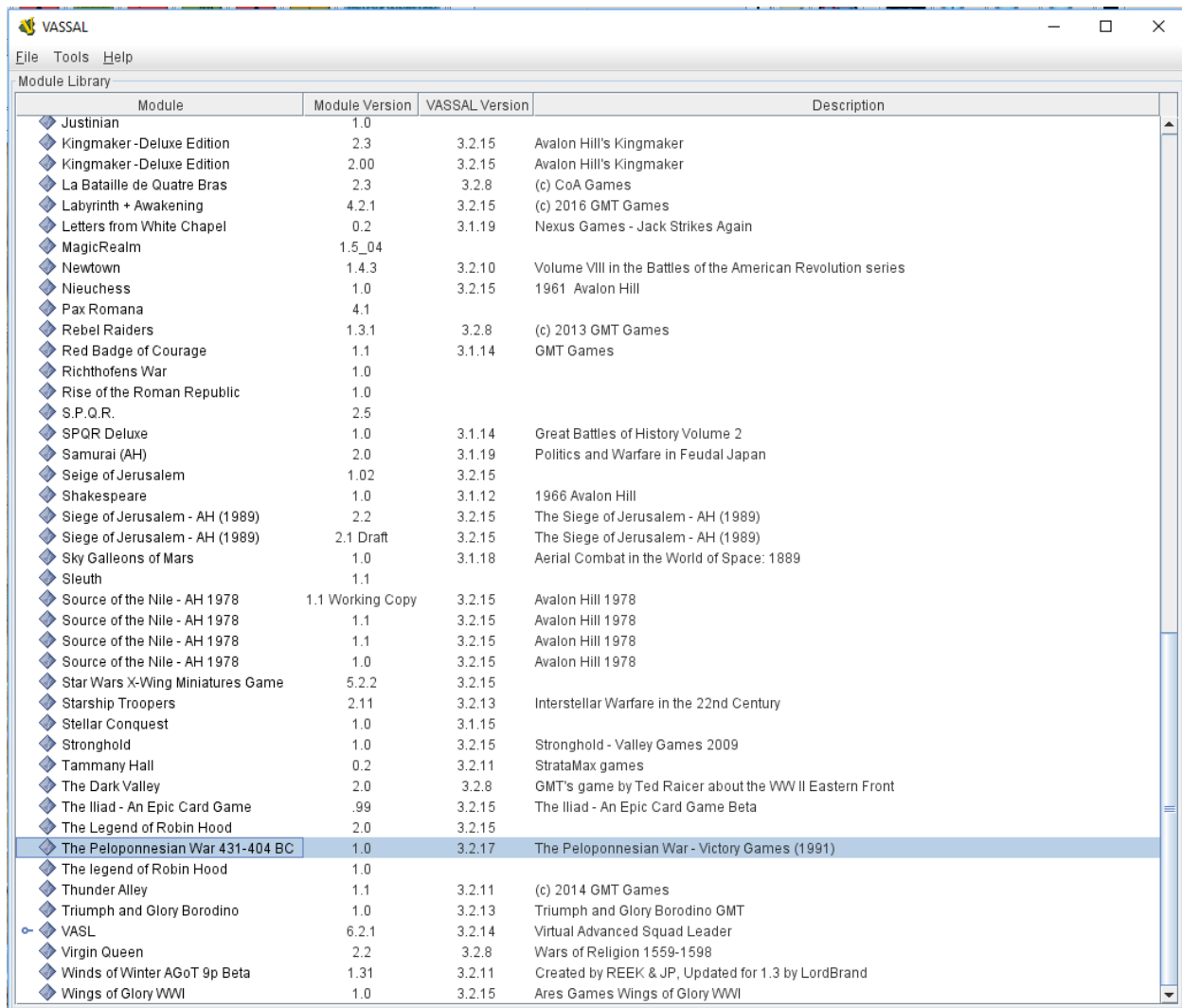
Place the file in the folder from which your vassal modules are saved. Recommended that you first create a folder called The Peloponnesian War 431-401B.C. (Or Folder name of your choice) to save your module and game save and log files into and separated from your other module files and folders.

Assuming you have Vassal Engine running on your computer, you may either open Vassal, go to File>Open then guide the file browser to the folder in which your saved module file was placed.

If you have suggestions, find bugs, annoyances or just want to converse about the module in general, please contact me at clanmacrae9vassal@yahoo.com or clanmacrae9@yahoo.com

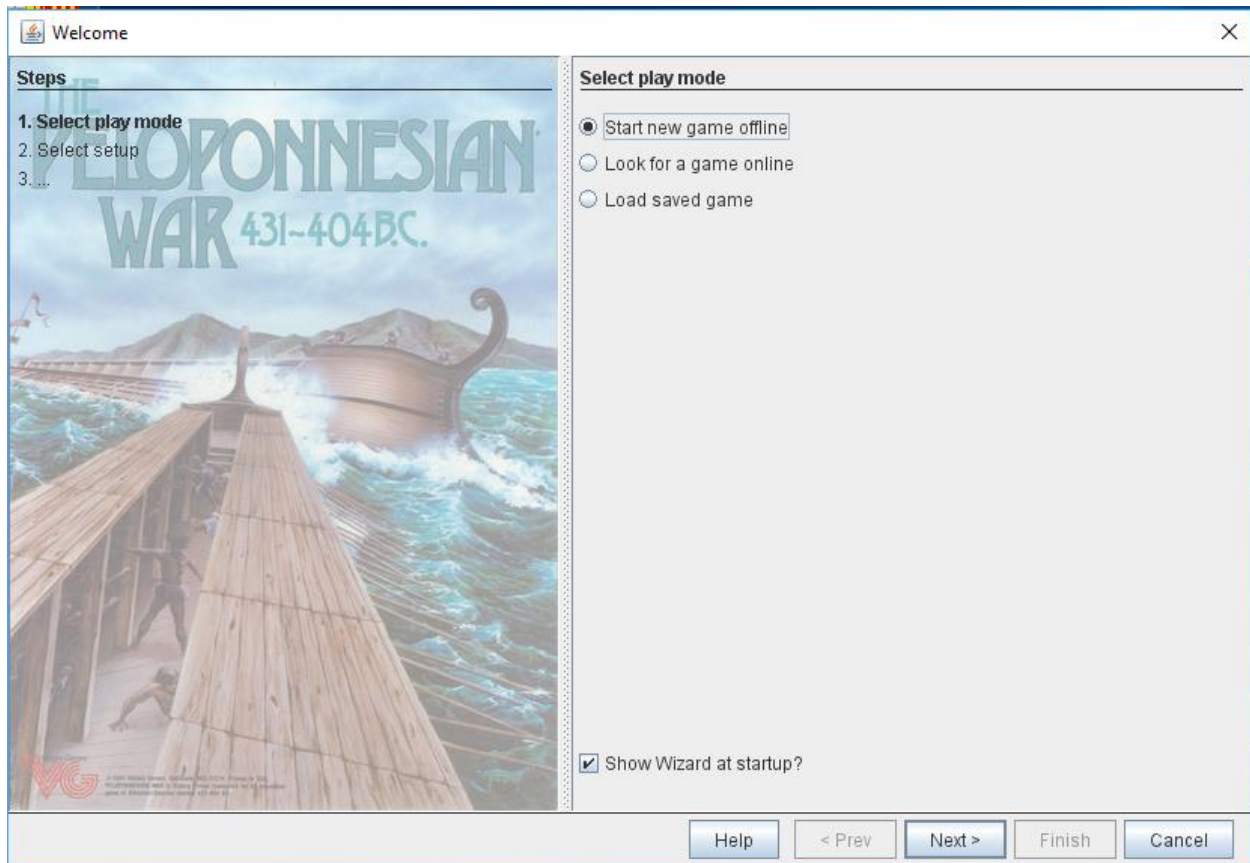
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Note: Once you have successfully opened the module once, you will see the module listed as shown below. You may then (on future openings, simply double click the module name from the list of module names you have previously played.



The screenshot shows the VASSAL application window with the 'Module Library' tab selected. The window contains a table listing various game modules. The table has four columns: 'Module', 'Module Version', 'VASSAL Version', and 'Description'. The 'The Peloponnesian War 431-404 BC' module is highlighted in blue.

| Module | Module Version | VASSAL Version | Description |
|----------------------------------|------------------|----------------|--|
| Justinian | 1.0 | | |
| Kingmaker -Deluxe Edition | 2.3 | 3.2.15 | Avalon Hill's Kingmaker |
| Kingmaker -Deluxe Edition | 2.00 | 3.2.15 | Avalon Hill's Kingmaker |
| La Bataille de Quatre Bras | 2.3 | 3.2.8 | (c) CoA Games |
| Labyrinth + Awakening | 4.2.1 | 3.2.15 | (c) 2016 GMT Games |
| Letters from White Chapel | 0.2 | 3.1.19 | Nexus Games - Jack Strikes Again |
| Magic Realm | 1.5_04 | | |
| Newtown | 1.4.3 | 3.2.10 | Volume VIII in the Battles of the American Revolution series |
| Nieuchess | 1.0 | 3.2.15 | 1961 Avalon Hill |
| Pax Romana | 4.1 | | |
| Rebel Raiders | 1.3.1 | 3.2.8 | (c) 2013 GMT Games |
| Red Badge of Courage | 1.1 | 3.1.14 | GMT Games |
| Richthofens War | 1.0 | | |
| Rise of the Roman Republic | 1.0 | | |
| S.P.Q.R. | 2.5 | | |
| SPQR Deluxe | 1.0 | 3.1.14 | Great Battles of History Volume 2 |
| Samurai (AH) | 2.0 | 3.1.19 | Politics and Warfare in Feudal Japan |
| Seige of Jerusalem | 1.02 | 3.2.15 | |
| Shakespeare | 1.0 | 3.1.12 | 1966 Avalon Hill |
| Siege of Jerusalem - AH (1989) | 2.2 | 3.2.15 | The Siege of Jerusalem - AH (1989) |
| Siege of Jerusalem - AH (1989) | 2.1 Draft | 3.2.15 | The Siege of Jerusalem - AH (1989) |
| Sky Galleons of Mars | 1.0 | 3.1.18 | Aerial Combat in the World of Space: 1889 |
| Sleuth | 1.1 | | |
| Source of the Nile - AH 1978 | 1.1 Working Copy | 3.2.15 | Avalon Hill 1978 |
| Source of the Nile - AH 1978 | 1.1 | 3.2.15 | Avalon Hill 1978 |
| Source of the Nile - AH 1978 | 1.1 | 3.2.15 | Avalon Hill 1978 |
| Source of the Nile - AH 1978 | 1.0 | 3.2.15 | Avalon Hill 1978 |
| Star Wars X-Wing Miniatures Game | 5.2.2 | 3.2.15 | |
| Starship Troopers | 2.11 | 3.2.13 | Interstellar Warfare in the 22nd Century |
| Stellar Conquest | 1.0 | 3.1.15 | |
| Stronghold | 1.0 | 3.2.15 | Stronghold - Valley Games 2009 |
| Tammany Hall | 0.2 | 3.2.11 | StrataMax games |
| The Dark Valley | 2.0 | 3.2.8 | GMT's game by Ted Raicer about the WW II Eastern Front |
| The Iliad - An Epic Card Game | .99 | 3.2.15 | The Iliad - An Epic Card Game Beta |
| The Legend of Robin Hood | 2.0 | 3.2.15 | |
| The Peloponnesian War 431-404 BC | 1.0 | 3.2.17 | The Peloponnesian War - Victory Games (1991) |
| The Legend of Robin Hood | 1.0 | | |
| Thunder Alley | 1.1 | 3.2.11 | (c) 2014 GMT Games |
| Triumph and Glory Borodino | 1.0 | 3.2.13 | Triumph and Glory Borodino GMT |
| VASL | 6.2.1 | 3.2.14 | Virtual Advanced Squad Leader |
| Virgin Queen | 2.2 | 3.2.8 | Wars of Religion 1559-1598 |
| Winds of Winter AGoT 9p Beta | 1.31 | 3.2.11 | Created by REEK & JP, Updated for 1.3 by LordBrand |
| Wings of Glory WWI | 1.0 | 3.2.15 | Ares Games Wings of Glory WWI |



After opening the module, you will see this window pop up.

You may choose to:

Start a new game offline

This option opens up a new game or one of the pre-loaded scenarios.

To begin, ensure the Start new game offline radio button is selected, then select **Next**.

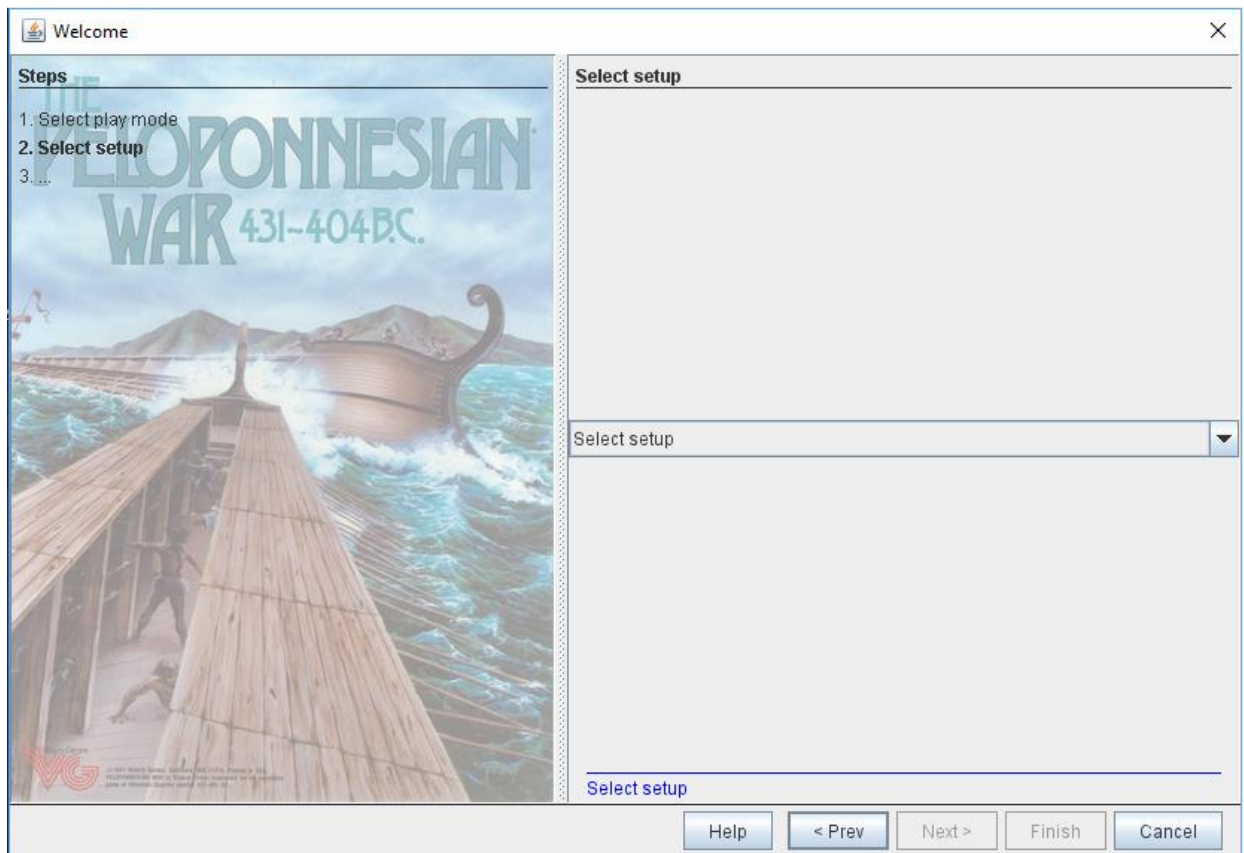
Look for a New Game Online

Select this option look for and/or join a game that is opened on the server already and available to join.

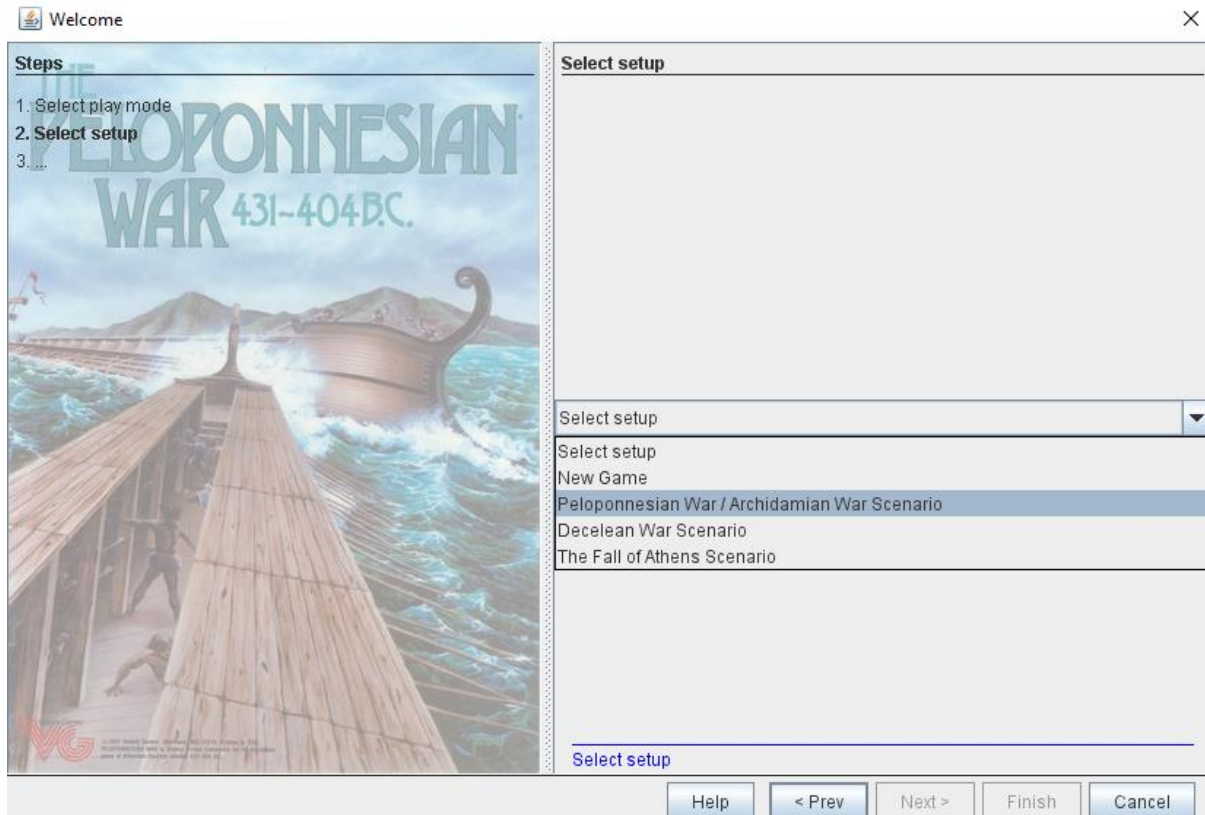
Load a Saved Game

Select this option to load a saved game file that you have previously saved and want to return to for play.

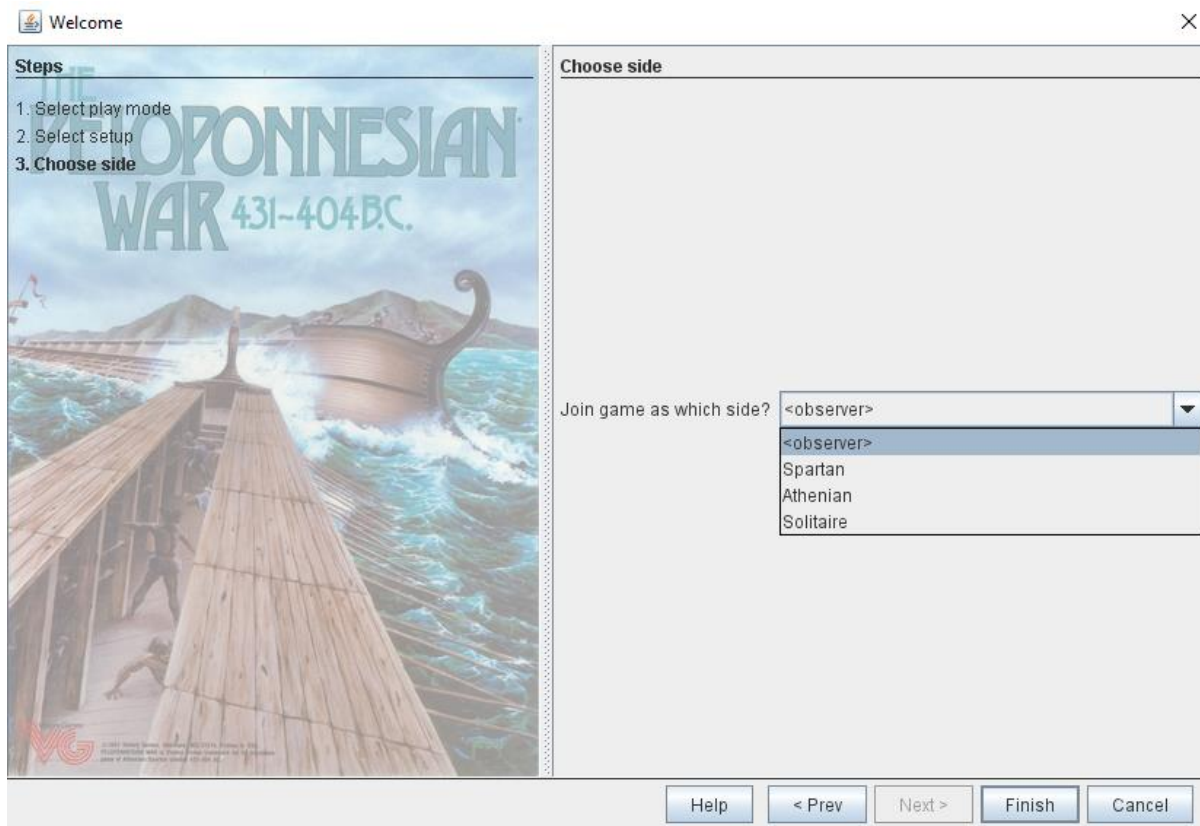
Choosing the Start a New Game Offline option:



Next select the “Select Setup” pull down arrow

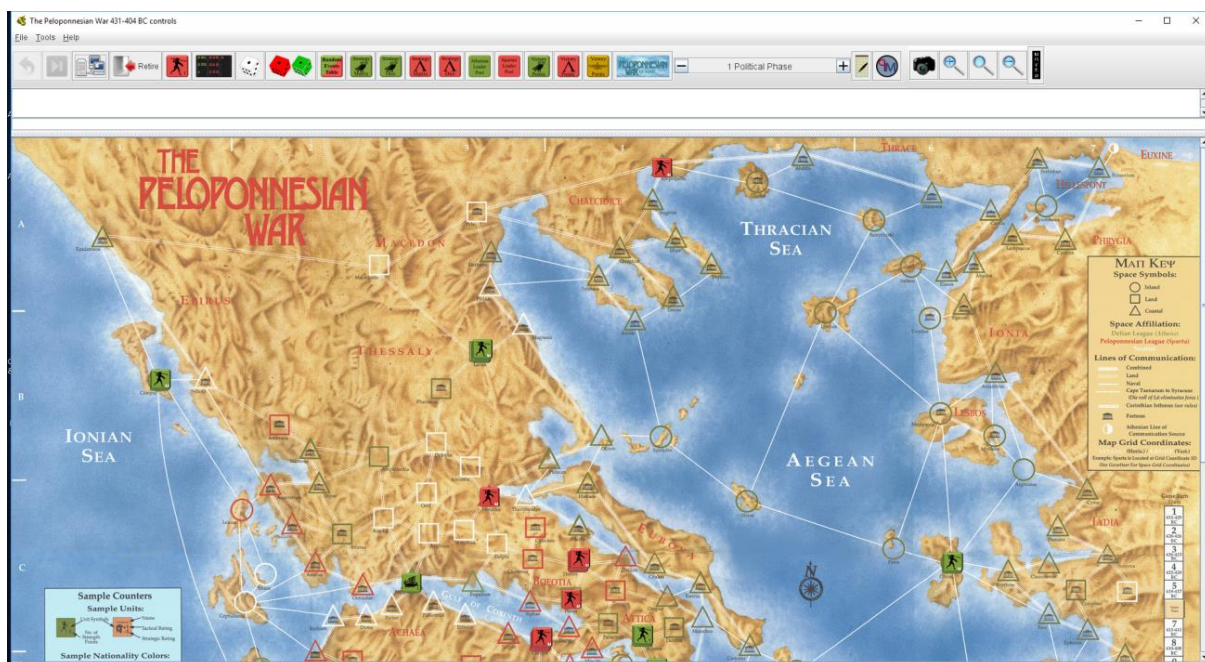


Select the desired scenario to play, or select **New Game** to create your own setup from scratch. Then select **Next**.



Select your side, Spartan, Athenian, or Solitaire, then select **Finish**.

Note: Because this is primarily a solitaire game, there aren't really any privileges set or blocked to any of the player sides. So any player can affect any of the pieces/objects within the game at any time.



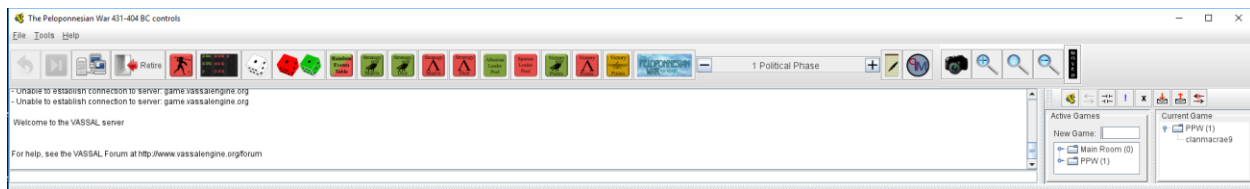
The game map should appear and you are ready for play.

Look for a game online

When this option is selected, the game map will not load immediately. Instead the vassal module will take you to the main menu with the server controls turned on and allow the player to join a game online with other players.

When selecting this option, select the Look for a game online radio button option

Then select **Finish**.



Only the menu controls/chat window and server controls will be available. If there is a room already open with someone playing PPW, that room will be visible in the Active Games window. You will see yourself listed in the Current Game window in the Main Room area. You will not be able to play in the main room, but must either create a new game room to play in or join a game room that . Simply double click into the game room and your name will be listed as a member at that time. You may need to right click and “Synchronize” with another player in order to have the module data sent to you. Upon synchronizing successfully (Look for status of your synch in the chat window), the game will load and the map will become visible and you will observe any movement or activity made by other players.

To create a new game room, type a unique name (e.g. PPW mygame) into the New Game window and hit enter. The new game room will be created and you will be automatically entered into it. You may then load a previously saved game.

Note, to begin a new game online in a new room, follow these steps:

- Follow the instructions above for **Start new game online**.
- Once the game is loaded, select the server button from the menu (The one that looks like a computer with two monitors)
- Select the button with the two arrows facing in opposite directions.

The Peloponnesian War Vassal Interface Orientation

To begin, load the game using the instructions above from the **Start a new game offline** instructions.

When the game map loads, if it only fills a small part of the screen, capture the top of the map with your mouse and slide it upwards. This is a common problem in Vassal. If you see no map at all, the map may be minimized all the way to the bottom of the screen. Try to locate the top of the map window and slide it upwards.

[illegible]

Note: Undo is tricky and can be fatal to a game session if not understood and used correctly. Undo as mentioned above undos the last “action” not necessarily the last visible move.

It is player 1's turn. He is moving some pieces around the map as normal.

Player 2 is entering some data into the Major Power 1 Power form, adjusting the minor power information.

Player 3 is planning what she will be purchasing during the upcoming Taxation and Mobilization phase.

Player 2 decides an action he did cannot be fixed without an undo.

Player 2 clicks the undo button several times until the action he wanted is undone.

In the process, Player 2 undid several move actions by Player 1 and undid some planning that Player 3 has done.

Just be aware that this is happening and undo may be limited to any known actions.

Never undo back through to a previous game turn phase. This would probably have unfixable consequences to the automated actions built into the module.

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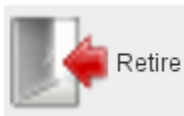


Step Forward – [Page Down] Allows players to step through a game log. This is basically a step by step replay of a previously played game setting. Not a video recording, but a step incrementing of all of the actions and movement by the players.

After loading a previously recorded .vlog file. Selecting the Step Forward button will increment the replay through each action as they occurred during the original gameplay.



Server Controls – [ALT S]



Retire -

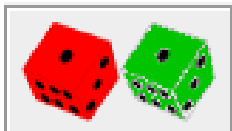


Pieces Tray – [CTRL P]



1d6 – [CTRL 1]

Used for normal dice needs within the game.



2d6 – [Ctrl 2]

Used whenever a 2d6 roll is required.



Random Events Table dice roller

The Random Events Dice roller randomly selects the Random event for you and displays the text in a pop up window. You may close the window once you have played the Random event and are ready to move on.



Athenian Strategy Matrix [F5]

See the section below on the Strategy Matrices.



Athenian Strategy Matrix Dice [F6]

Select the appropriate Strategy Dice to create results on the corresponding Strategy Matrix.



Spartan Strategy Matrix [F7]

See the section below on the Strategy Matrices.



Spartan Strategy Dice [F8]

Select the appropriate Strategy Dice to create results on the corresponding Strategy Matrix.



Athenian Leader Pool [F9]

Randomly produces an Athenian leader. This deck reshuffles each time a piece is returned to the stack.



To randomly select a leader, pull the top leader from the stack into the Reveal section, then right click the mouse to flip and reveal the leader.



Spartan Leader Pool [F10]

Randomly produces an Spartan leader. This deck reshuffles each time a piece is returned to the stack.



To randomly select a leader, pull the top leader from the stack into the Reveal section, then right click the mouse to flip and reveal the leader.



Athenian Victory Points Record Sheet [F11]

See the section below on the Victory Point Record Sheets



Spartan Victory Point Record Sheet [F12]

See the section below on the Victory Point Record Sheets

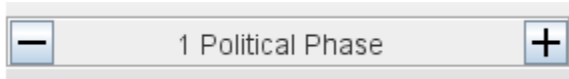


Persian Victory Point Record Sheet [Shift F12]

See the section below on the Victory Point Record Sheets



Players Aid – Provides highlights of the games rules



Game Turn Counter – The Game Turn Counter advances the game turns and phases by selecting the + button on the counter.

Note: If the Game Turn Counter is not present on the module menu bar, do the following:

File>Preferences>Turn Counter, then select the check box for “Dock into toolbar”.



Notes – Save notes within the module about the current game.



clanmacrae9 logo and information



Screen Capture – [Ctrl Alt I] Saves the map as a .png file.



Zoom In – [F1]



Zoom Select – [F3]



Zoom Out – [F2]



Hide all pieces on the map [F4]



Moved –Clears any moved markers/trails from the map.

Strategy Matrices

Spartan Strategy Board

Select the Leader Counter with a left click, then use the Up/Down button to change to the current leader.

SPARTAN STRATEGY MATRIX

If Defensive Strategy is not in effect (see conditions below), conduct selected strategy. Die rolls of less than 1 are treated as 1; die rolls of more than 6 are treated as 6.

CONDITIONS FOR DEFENSIVE STRATEGY:

- If an Athenian force is within 2 spaces of Sparta, connected by Land or Sea, more than one space meets this requirement, until each Athenian force that meets this requirement is within 2 spaces of a Spartan force.
- If the Common Thracian space is occupied by an Athenian force, a Spartan force must be sent to both Thracian spaces.
- If Syracuse is within the ZOI of an Athenian force, a Spartan force of [10H, 1C] must be sent to the ZOI of that force.

Combined LOCs, a Spartan force of [10H, 1C] must be sent to the ZOI of that force.

Select the Alcibiades Counter with a left click, then use the Left/Right button to change the Alcibiades status, when appropriate. (Spartan Strategy Matrix Board only)

SPARTAN STRATEGY MATRIX INSTRUCTIONS:

- Open Strategy Matrix.
- Left click anywhere on the matrix, use the Up/Down button to change to the current leader.
- If Alcibiades has switched, per random events, the Strategy Matrix will be highlighted in red.
- Select the Athenian Strategy Die button from main menu.
- Read the results. Strategy will be highlighted in red.

ROLL

| ROLL | 1 | 2-3 | 4-5 | 6 |
|-----------------|---------------|---|---------|----------------------|
| STRATEGY | Attack Athens | Cause Rebellion: Roll a die for each force that is designated. On a 4-6, a rebellion occurs and 100 talent cost is assessed; on a 1-3, no rebellion occurs, but 100 talent cost is assessed. | Cut LOC | Attack Athenian Ally |

Force (C/I/L):

| Force (C/I/L) | Force (C/I) | Force (L) |
|---|--|--|
| 2H, 2C 1-3: Athens 4: Panachum 5-6: Decelea Will not move through Argos unless it is an active Athenian Ally. | 1H, 1N Force (L): 2H 1: Caria 2: Ionia 3: Hellespont** 4: Thrace* 5: Island 6: Allies | Force (C/I): 2H, 2N Force (L): 2H 1-2: Thrace* 3-5: Hellespont** 6: Island |

Key: C=Coastal, I=Island, L=Land

| CARIA | IONIA | HELLESPONT** | THRACE* | ISLAND | ALLIES |
|---|---|--|--|---|--|
| 1: Halicarnassus 2: Cnidus 3: Kos 4: Carthage 5: Lindus 6: Tioptim | 1: Miletus 2: Phocaea 3: Antandrus 4: Mytilene 5: Mytilene 6: Cyme | 1: Abydos 2: Lampacus 3: Cardia 4: Oligos 5: Eleaues 6: Byzantium | 1: Maroneia 2: Abdera 3: Amphipolis 4: Amphipolis 5: Olynthus 6: Potidaea | 1: Andros 2: Chios 3: Naxos 4: Samos 5: Tenedos 6: Chalcis | 1: Argos 2: Aegina 3: Corcyra 4: Stratus 5: Naupactus 6: Platea |

SPARTAN TREASURY (Talents)

| Talents | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| Talents | | | | | | | | | | |

STRATEGY CONFIDENCE INDEX

| STRATEGY CONFIDENCE INDEX | -6 | -5 | -4 | -3 | -2 | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 |
|---------------------------|----|----|----|----|----|----|---|----|----|----|----|----|----|
| SCI | | | | | | | | | | | | | |

BELLCIOSITY TRACK

| BELLCIOSITY TRACK | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|-------------------|---|---|---|---|---|---|---|---|---|---|----|----|----|
| Bellicosity | | | | | | | | | | | | | |

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Use the appropriate Strategy Dice (Athenian or Spartan) in conjunction with the Strategy Matrix to determine the non-player strategy.

In the example shown to the left, Cut LOC Strategy has been randomly rolled. Island is the Force and a Region of 2 Hoplites and 2 Naval are to be assembled to march or in this case, sail upon the Objective island of Samos

Note the Strategy Matrix will show all of the results for each box every time, however, the player should read the box below the randomly selected Strategy to determine the Force and the Region. The player then determines the Objective in the region box identified in the Force box.

If the Non-player strategy is predetermined by the scenario instructions, ignore the random Strategy produced, and refer only to the Force level and objective location result.

NOTE: The Strategy Matrix may of course be used without any of the automation. Simply use the Strategy Piece as you would with the physical board game.

The Treasury, SCI, and Bellicosity pieces move as normal Vassal pieces and snap into place along their appropriate track.

The Strategy Matrices assist the solitaire player in determining the non-player operations. In the Vassal module, players may use the strategy matrix in the traditional board game manner by rolling the dice and reading the results or by rolling the Strategy dice that activate results for the Strategy, Force/Region, and Objective.

Note the Spartan Strategy Matix has the option to add Alcibiades when he has switched sides to the Spartans.

To use the Matrices for the non-player strategy determination, set the leader icon to the current leader, then select the Strategy dice button from the main menu. This will roll all of the dice and the results will be revealed by coloring the rolled strategy red and placing yellow rectangles around the Force/Region results, and the Objective boxes. As the results show all of the possible rectangles, each roll, the player will still need to interpret the results by determining the Strategy, then reading the results from the appropriate rectangle below the strategy, and the correct rectangle from the region identified in the Force/Region box.

Victory Point Record Sheet

Athenian Victory Point Record Sheet

Left select then use up/down keyboard button to set the random event number

Game Turn 1 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 2 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 3 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 4 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 5 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 6 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 7 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 8 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 9 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Game Turn 10 Current Score 0

Random 0 Event Die Roll Net Game Turn Results 0

Surrender VP's 200 divided by 0 - Select to add surrender 0 - Select to add surrender for Multi-Player Game

Surrender GT 1 + Battle VP Score 0 = Final Score 0

Game Turns of Armistice 0 Player Side for each Game Turn (A=Athens, S=Sparta)

Game Turn 1 Set 2 Set 3 Set 4 Set 5 Set 6 Set 7 Set 8 Set 9 Set 10 Set

Adjustable counters. Left click to increment by 1 (Up/Down) or by 10 (Left/Right)

Game turn is automatically advanced with the game turn counter

Adjust the surrender counters as appropriate for the Solitaire or Multi-player game

Battle VP Score and Final Score are automatically calculated

Instructions: A scenario begins with a current score of zero. During the game turn record the results of battles in the workspace for the game turn. At the end of the game turn carry the net workspace VP total into the Net Game Turn Results line and add this result to the Current score. Record this result on the next game turns current score line.

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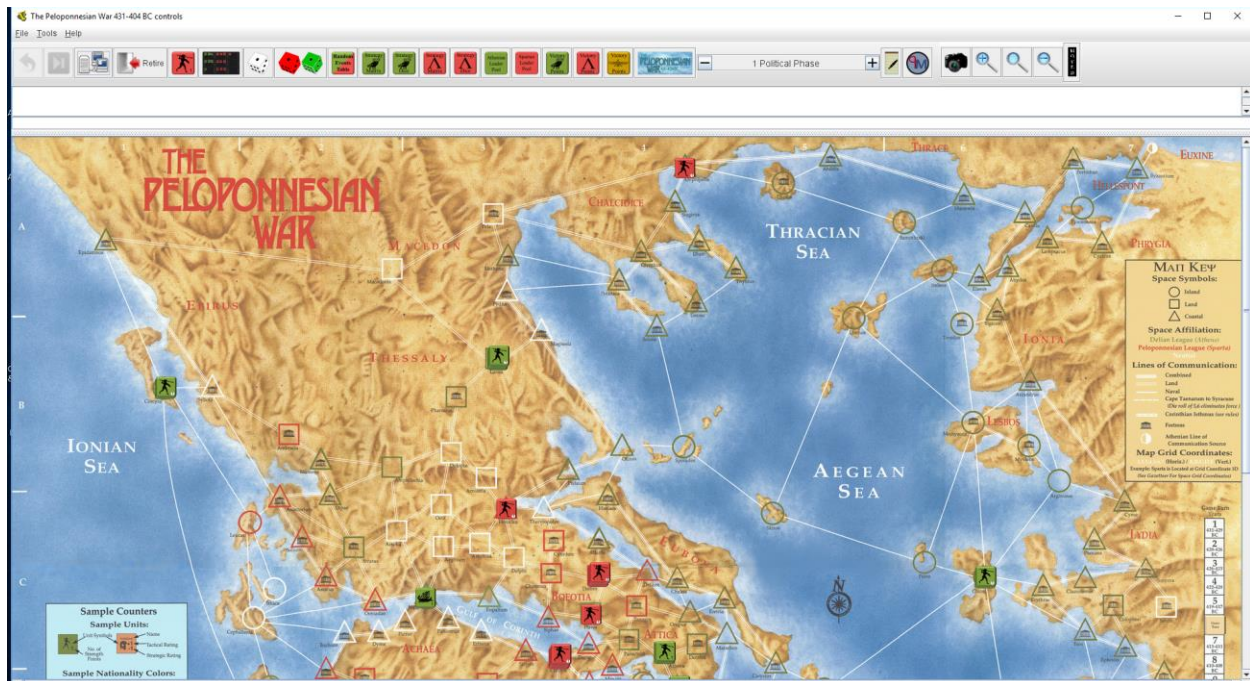
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There are three Victory Point Record Sheets available in the vassal module. One for Athens, One for Sparta and one for the Persians for the multi-player game.

The VP record sheets are editable by adjusting the counters with the usual left click to select the counter, then use the up/down/left/right keyboard buttons as appropriate. Right click also works of course, but for counters that require numerous seccessive clicks, the left click option is much more convenient. The Athenian and Spartan VP Record Sheets are identical in function and either can be used in the solitaire

game. The Persian VP record sheet is less functional on purpose as it needs fewer functions to satisfy the Persian option to track Victory Points. Specifically, there is no Surrender Points option available.

The Game Map



The game map faithfully represents the physical board game and has snap to location for the pieces for each city location and the Going Home box. Likewise the Game Turn Years track also contains snap to points and may be adjusted manually, or by incrementing the Game Turn Counter which will place the Game turn Piece in the current game turn box automatically.

Game Pieces



The game pieces work in the general Vassal fashion. Right select for options appropriate for each game piece type.

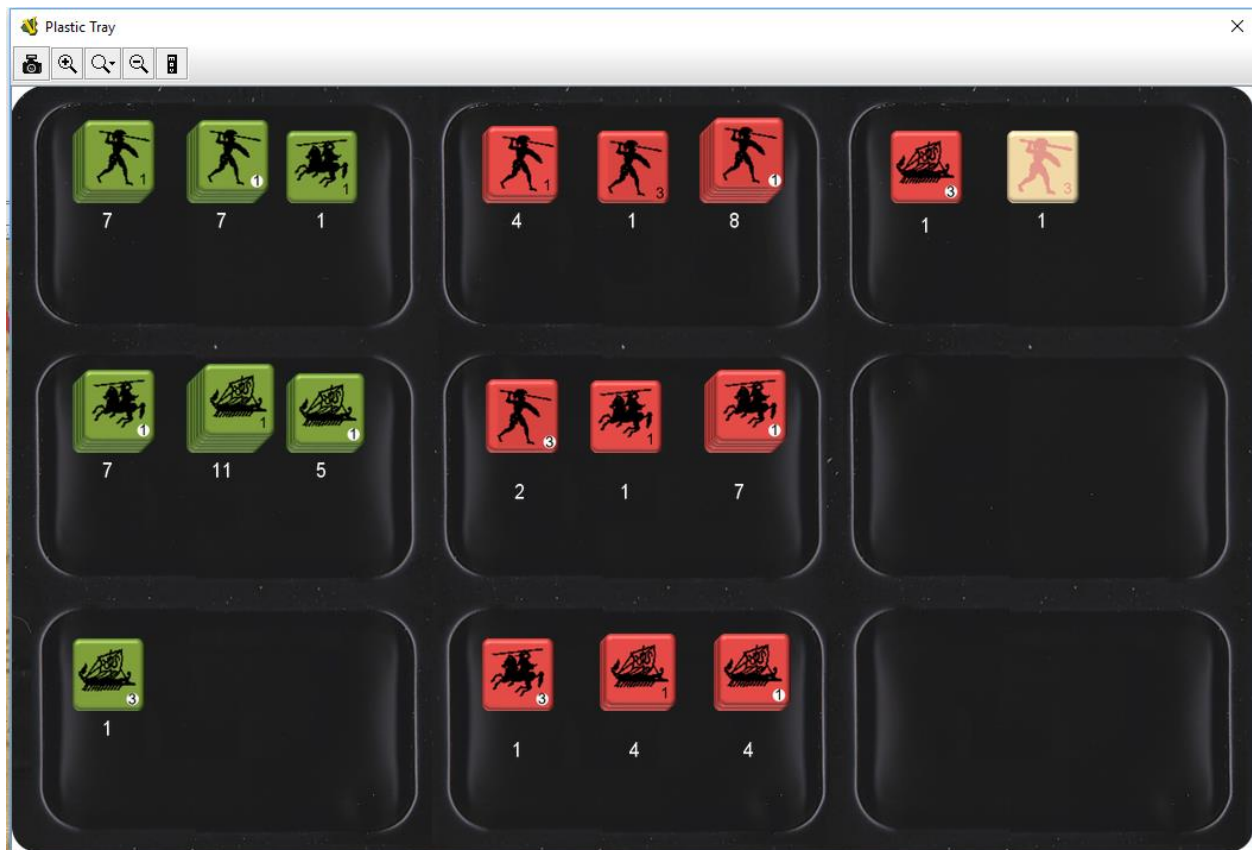
All of the units (not the leaders) have a “Send To” command to send the pieces to their respective ‘Post Combat Movement Table’ locations. Additionally, all of the game pieces that are placed in the plastic tray have a “Return to Plastic Tray” command that will return the piece back to its original stack in the tray.

Pieces are available in the Vassal Pieces Tray Menu button, the Leader Pools, and as below in the Plastic Tray. Use the following guide to determine when to select pieces from either option.

Combat units (Hoplites, Cavalry, Naval units) Always draw these from the Plastic Tray as they represent the counter limit of the physical game.

Leaders - Use the Leader pools

The Plastic Tray



The Plastic tray simulates the plastic tray of the physical board game. The pieces available in the Plastic Tray represent the counter limits of the physical game. The number counters below each stack display the remaining number of pieces in that stack and decrement each time a piece is removed. The counters in turn, increment as pieces are returned to the stack.

If you right click on one of the stacks, the “Draw multiple cards” option is displayed. Enter the number of pieces that you want to remove into the window and then pull the pieces off of the stack and place wherever desired. It is convenient to pull the pieces into any unused area of the Plastic Tray before moving to the map, although you may move pieces directly to the map if desired..

All of the game pieces that are placed in the plastic tray have a “Return to Plastic Tray” command that will return the piece back to its original stack in the tray.

Thanks to Mark Herman for graciously providing his blessing for this module upgrade.