

Barbarians at the Gates Vassal module Ver 1.5¹

Some notes about the automated features of this module.

Most items in the module (counters, cards. Card decks) have automated features accessed via a **RT-CLICK** action.

Map information markers – Turn, Provincial Control, Tribal Alliance – are “attached” to the map and either move or change faction (i.e., flip) via a **RT-Click** action. Fortifications & Control Markers can be generated from Cultivated, border & Walled City spaces.

Walled City, Cultivated & Border spaces have control markers and Fortifications available via **RT-CLICK** function.

The counters (Combat Units etc....) available for use in the scenarios are located in the Roman/Barbarian Counter Tray windows on the menu bar. The mix of counters available match the number available in the physical game, and you are encouraged to set up your sides from these. Otherwise, if you need to, all the game counters are available in the Pieces Palette in the menu bar.

Leaders/Emperors can be activated (**Rt-Click** function) for clarity and cleared of activation either by **RT-Clicking** or from the button in the menu bar.

Eliminated Units

Leaders and Tribal counters (that are not “displaced”) are eliminated to the Roman/Barbarian Elimination board accessed from the menu bar.

Combat Units (**CU**) are eliminated automatically when their strength point is reduced to “0.” They are sent to the appropriate elimination board.

When you are required to **REMOVE ALL PRELUDE CARDS** from the game there is a button in the menu bar that automates this process and sends them to their appropriate Remove After Play deck.

Card Hands & Cards

Each side’s Card Hand has “Draw Card” buttons to randomly draw cards into their hand from their side’s Draw Pile, a place where each of their different “Wave” cards are stored before use, and a place where cards are sent when eliminated from play.

To start – **RT-Click** on the Wave deck to **SEND** the appropriate **DECK** to the **DRAW DECK**. The **DRAW DECK** is set to automatically shuffle each time a card is added & removed. To populate your **HAND**, click each **DRAW CARD** button in your **HAND**. **REMOVE AFTER PLAY**, **PLAY & DISCARD** are **RT-CLICK** functions on the cards. When you choose **PLAY** as an action the card is sent to the appropriate Roman or Barbarian **PLAY DECK** map area (not actually a deck).

****The Play Event** function on the card draws the Leader or Leader & Tribal Marker counter associated with that event for ease of play. Afterwards, in most cases, you can choose to Send the counter to its Event locale. CU are drawn manually. Cards in the **DISCARD DECK** automatically repopulate the **DRAW DECK** when it empties. ****Roman player:** You must physically drag your cards from the **DRAW DECK** to the **TRIBAL RESERVE DECK**. The cards *should* rotate automatically to fit the orientation of the **TRIBAL RESERVE DECK** and then back again, but if something goes wrong the Roman cards have a **ROTATE** function **** Card hand windows** have a “MASK/UNMASK” button that will hide your card from your opponent. ***This feature will not be accessible while the card is part of a deck. * The PLAYER AIDS window is not complete at the request of the publisher.**