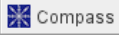
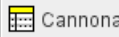


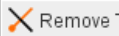


Notes on the Vassal Module for *Trafalgar*






Most of this module's special features are embedded in the command menu for individual ships, as described below starting on page 3, but here are some overall notes.

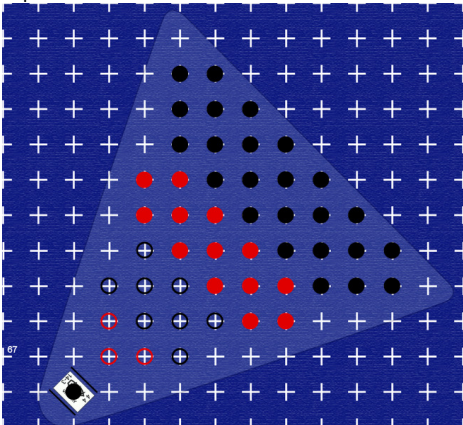
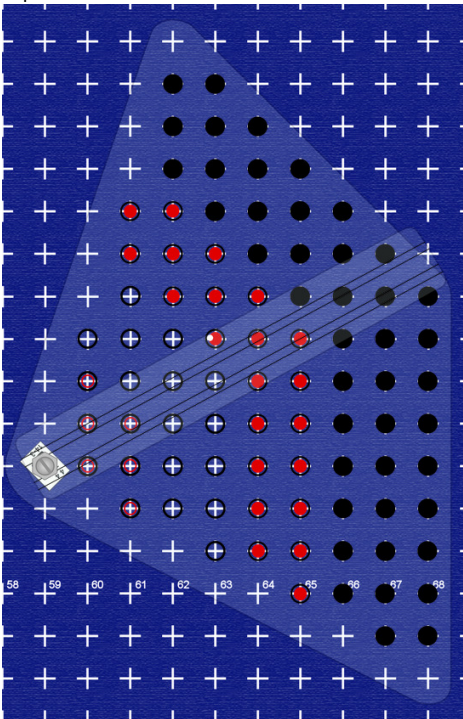

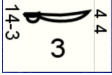
- This module is not based on scans of the components of the physical game. Rather, almost everything was built from the ground up using PaintShop Pro and Vassal's integrated design functionality. But, I have sought to replicate the look and feel of the original game.
- The best-known features of *Trafalgar* are the hand-made plastic tools, so I have tried to recreate them on the screen. The range finder works very well; the screening tool is a bit fiddly to use but also works well once you get the hang of it.
 - To bring up the range finder, select a ship, right-click to bring up the command menu, and click on "Place Range Finder" (alternatively, select the ship and press Ctrl-R). Once the range finder appears, click on it to select it (*this is important*) and then press Ctrl-Left or Ctrl-Right to pivot the tool around the ship. Remove the tool by pressing Ctrl-X or selecting "Delete" from the menu.
 - You can bring up the screening tool in much the same way by choosing "Place Screening Tool" from the command menu or pressing Ctrl-T. Using it is a two-step procedure. First, click on the base and pivot it into the appropriate quadrant. Then, select the attached ruler and pivot it so that it straddles the target ship. (The screening tool is explained in section 14 of the rule book in conjunction with the example in the charts.) Note that the Vassal rotation function is a little unpredictable when dealing with non-rectangular objects. If you need to select the pivoted ruler for any reason, click on the white dot about halfway up. To select the pivoted base, click on the red dots near the center.
- The original map was cut so that the grid was at an angle. While it would have been easy enough to do the same in the module, that would have made it impossible to utilize Vassal's grid features, such as counters snapping to valid positions. So, the map is straight in the module, but the extent of the original angled board is outlined. Given that this is a naval action with no nearby coastline, there is no compelling reason not to utilize the overflow areas; just keep in mind that you will have to agree how to handle the arrival of reinforcements and the departure of fleeing vessels.
- The ship counters match the look of the originals but make use of Vassal features to facilitate game play:
 - The physical game included three identical sets of ships so that the capture of prizes could be signified by swapping out pieces. In the Vassal module, you simply press a key to change the background color.
 - The physical game featured hundreds of "substitute counters" to reflect changes in the current value of sails, guns, and crew for each ship. The Vassal module enables you to change the values on the counters just by pressing keys, as specified in the command menu.
- The module's toolbar contains a number of buttons that require explanation:
 - Turn Record The Turn Record, while superficially similar to the print version, has been enhanced in three ways:

- "First Turns" and "second turns" are distinguished by color (black and red, respectively).
- The arrival of reinforcement is indicated.
- The chart is active: clicking on a square will insert a checkmark.
-  **Compass** Given the odd orientation of the map, it is easy to lose track of which direction a ship is heading. This button calls up the compass.
-  **Cannonade Chart** The game's four-dimensional Cannonade Results Chart is contained in a chart window with a separate tab for each number of factors firing.
-  **Auto Last Move** Tournament Optional Rule 4 calls for the tracking of the number of crosses moved by each ship. In lieu of doing this on paper or in a spreadsheet, the module makes it possible to record the distance moved each turn so that it appears on the counter. You can do this manually via the command window, but that can be tedious. As an alternative, use this button to set Auto Last Move to "Yes". A dialog will pop up at the end of each ship's movement, allowing you to type in the distance.
-  **Mini-Map** Since the map is quite large, you can call up an overview mini-map via the button in the toolbar. Click on points in the mini-map to shift the focus of the main window. Close the mini-map by pressing the toolbar button again.
-  **Remove Trails** The module uses movement trails rather than flags to keep track of which ships have been moved. This button removes all of them.
- Finally, please note that I am not willing to provide photocopies of the rules and other components. Sorry.

The *Trafalgar* Ship Command Menu and Control Keys

Crew Hit CTRL C
 Gun Hit CTRL G
 Delete CTRL X
 Movement Trail CTRL M
 Place Screening Tool CTRL T
 Place Range Finder CTRL R
 Turn Right CTRL RIGHT
 Turn Left CTRL LEFT
 Sail Hit CTRL S
 Enter Distance Moved CTRL L
 Place Grappling Hook CTRL H
 Place Boarding Party CTRL B
 Fired from Both Sides CTRL F
 Capture as Prize CTRL P

Menu Command	Control Key	Function	Notes
Turn Left	Ctrl-Left	Rotate the ship 45 degrees left	See Rule 7.
Turn Right	Ctrl-Right	Rotate the ship 45 degrees right.	
Set Studding Sails	Ctrl-Shift-S	Mark or unmark a ship as having set studding sails (British Fleet only). 	See Optional Rule 2.
Enter Distance Moved	Ctrl-L	Present a textbox for entry of the number of points just moved. (This box appears automatically after each move if Auto Last Move is enabled from the game toolbar.) The value is displayed on the ship counter.	See Tournament Optional Rule 4.
Crew Hit	Ctrl-C	Reduce the crew value by 1. 	See Rule 10 and the separate Instructions for the Cannonade Results Chart. (Note that I use the word "gun" instead of "cannon" to avoid the confusion of two types of hits beginning with C.)
Gun Hit	Ctrl-G	Reduce the gun (i.e., cannon) value by 1. 	
Sail Hit	Ctrl-S	Reduce the sail values to the next level. 	
Fired from Both Sides	Ctrl-F	Mark or unmark a ship as having fired from both sides. 	See Rule 11.
Movement Trail	Ctrl-M	Place or remove a movement trail.	Trails are created automatically during movement, and they can be removed globally via the toolbar button. This menu item simply lets you make a change to an individual ship if desired.
Delete	Ctrl-X	Remove the ship from the game.	Generally not needed, but just in case ...

Place Range Finder	Ctrl-R	<p>Place the Range Finder with its origin at the selected ship.</p> 	<p>See Rule 9. <u>You must select the Range Finder after placement before you can manipulate it.</u> Pivot it around the ship using Ctrl-Left and Ctrl-Right. Delete it with Ctrl-X. You can leave the Range Finder on the map, but it is usually easier to place a new one than to find, select, and move an existing one.</p>
Place Screening Tool	Ctrl-T	<p>Place the Screening Tool with its origin at the selected ship.</p> 	<p>See Rule 14. The Screening Tool consists of two parts: the base and the ruler. <u>You must select each part before you can manipulate it.</u></p> <p>To use the Tool:</p> <ol style="list-style-type: none"> 1. Select the Base. 2. Pivot it to the desired quadrant using Ctrl-Left and Ctrl-Right. 3. Select the ruler. 4. Pivot it using the same keys. <p>To delete the Tool:</p> <ol style="list-style-type: none"> 1. Select the Ruler. Due to a Vassal quirk, this can be tricky if the Ruler has been pivoted, but the white dot halfway up the top of the Ruler is always a valid selection point. 2. Press Ctrl-X. 3. Select the Base. Again, this can sometimes be harder than you expect. Generally, the solid red dots near the center are reliable selection points. 4. Press Ctrl-X. <p>It is always preferable to delete the Screening Tool and place a new one when you need it.</p>
Place Grappling Hook	Ctrl-H	<p>Place a grappling hook counter on the ship. (This counter does not appear in the original game, but it seemed like a useful addition.)</p> 	<p>See Tournament Rule T7. Grappling Hooks do not form stacks with ships; they can be moved around the map freely. The hook should be placed between the two ships being grappled together. Delete with Ctrl-X.</p>
Place Boarding Party	Ctrl-B	<p>Place a boarding party counter on the ship.</p> 	<p>See Tournament Rule T7. After placement, the Boarding Party always starts with a value of 3. Select it, then press Ctrl-Up to adjust it up or Ctrl-Down to adjust it down. Boarding Parties do not form stacks with ships; they can be moved around the map freely. Delete with Ctrl-X.</p>
Capture as Prize	Ctrl-P	<p>Change the background color of the ship counter to signify capture.</p>	<p>See Tournament Rule T8.</p>