

Red Badge of Courage VASSAL Reference Guide

The goal of this document is to present all the commands you need in order to play Red Badge of Courage with its VASSAL module.

Files

First, you install the latest version of VASSAL engine.

Then you download *RedBadgeOfCourage1_1.vmod* from www.vassalengine.org.

There are two kinds of file you can use to play this game.

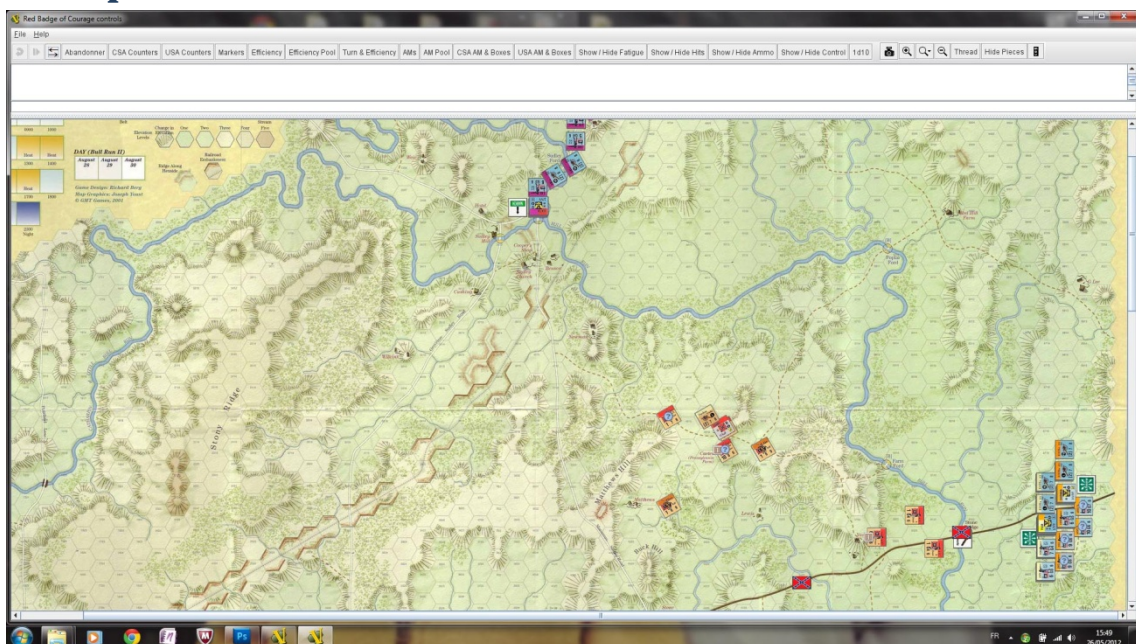
The VSAV files (xxxx.vsav) are **snapshots** of the game. They save game status and all units positions.

The VLOG files (xxxx.vlog) are game **records**. They record you as you play, every move, every dice roll, every comment you make. They are dynamic. Thanks to them, you can replay your opponent's moves step-by-step just as if you were playing face-to-face.

Usually, we use one VSAV file at the beginning of the game to represent starting positions (set-up), and then we only use and exchange VLOG files until the end of the game.

Only one VSAV. A lot of VLOGs.

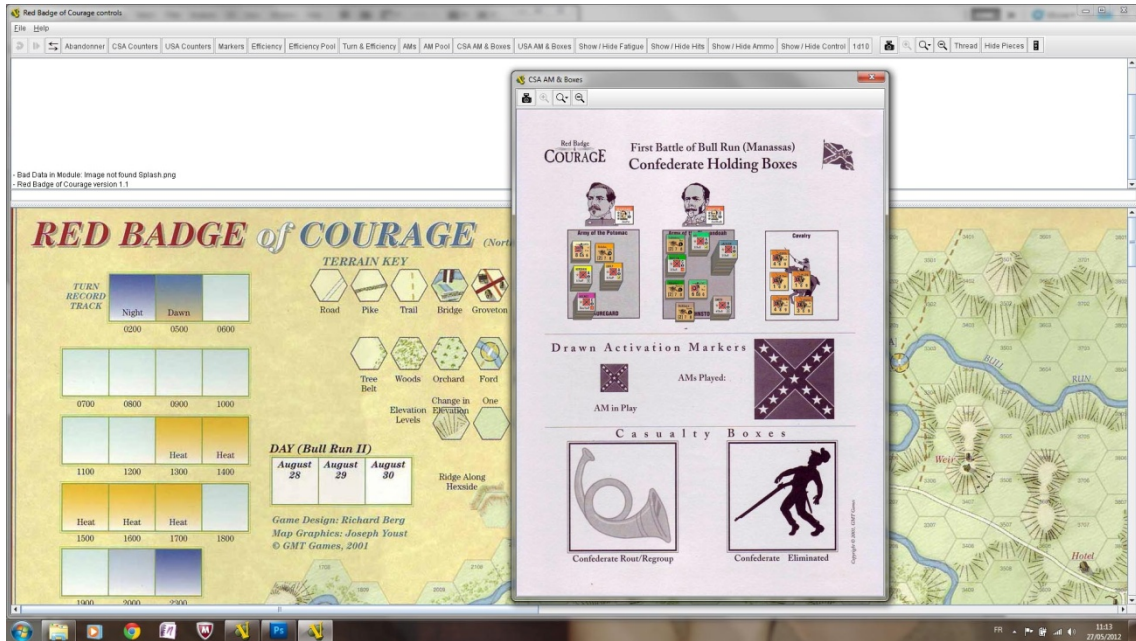
Set-Up



Here is what the game looks like when you double-click the initial VSAV file (starting positions).

From this file, CSA player can correct his starting positions as needed, according to the game rules. Then, he saves the file (*File > Save Game*) and sends it by e-mail to his opponent. From this file, USA player does the same and save the final starting position as a VSAV file the same way.

In this file, all starting positions are set. All counters you need for the 1st scenario are already on the game play aid.



VLOG

From now, every time you play (move counters, throw dice, write comments), you must first start a VLOG record.

If you forget, every action you'll make will be lost. So, never forget !

Starting a new VLOG - Recording



Click File > Begin Logfile.

Then you choose a name for your file. For ex : *Turn9_1.vlog*. i.e. the first vlog for Turn 9:00.

As soon as you click enter. VASSAL starts recording all your game actions. You'll see that thanks to the window's banner :



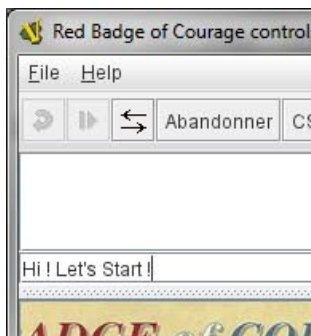
Never perform any game action if the window's banner doesn't tell you a VLOG file is currently recording.

Comments

Now that you are recording your actions in a VLOG file, it's better to always explain to your opponent (who will read the file) what you're doing. The more you explain, the easier your opponent will understand what happens. For example, if you open a special window (AM Pool or Turn&Efficiency), your opponent will be able to see your actions in this window only if he opens it also. If not, your action will occur out of his view. So, it's better in this case to write him a comment : "opening AM Pool".

How to write a Comment ?

There's a special Comment area on top of the main screen :

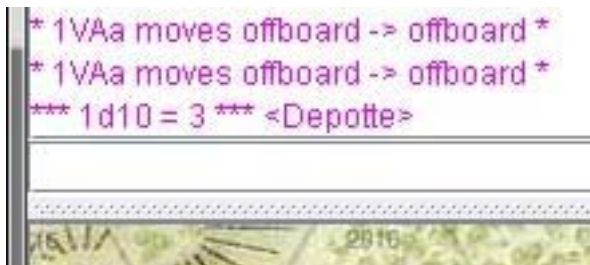


In this example, I just entered a new Comment : "Hi ! Let's start !" Beware : your opponent will be able to read your comment only after pressing <ENTER>. As soon as you press <ENTER> the comment appears in the Text Field :



Throwing die

Every time you'll need to throw a die, you just click the 1d10 button at the top of the screen and VASSAL will generate a random die roll in the comment window.



Basic counter actions

Now that you are recording your actions, you can move, rotate, flip game counters.

Selecting & inspecting stacks

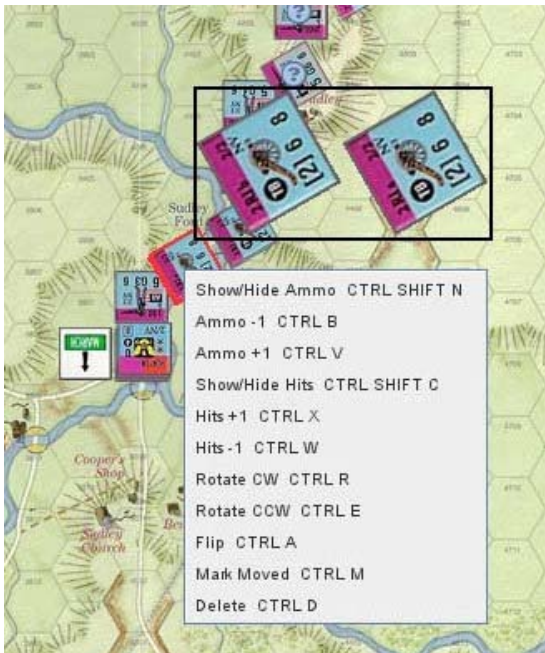
- Click a stack to select it.
- Wait one second and a magnified view stack's counters appear. It shows counter's detail without having to zoom in.
- Double-click on a stack to deploy it. Then, you can select one specific counter inside the stack by clicking it in the developed view. Double-click again to un-deploy.

Move

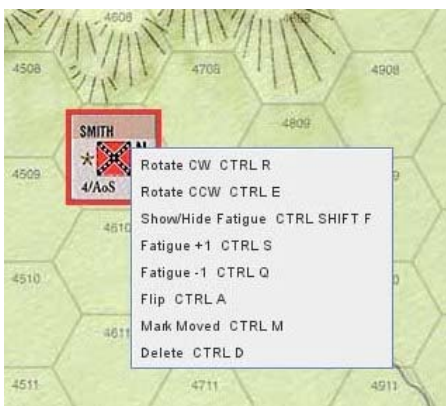
- You move a stack by simple drag & drop.
- If you want to move only a specific counter, you first have to select from the stack as described above.

Other commands (rotate, flip, ...)

- Right-click on the stack or specific counter to open the command menu.



- Rotate (Clockwise or Counter Clockwise) : rotate the counter 1/12.
- Flip : flip the counter.
- Ammo -1/+1 : add an ammo marker and increases/decreases its value.
- Show/Hide Ammo : to activate or deactivate the Ammo data on screen. Hide, for ex, if you want to read counter parameters without Ammo data in front.
- Hits -1/+1 & Show/Hide Hits : as per Ammo but with incurred Hits.

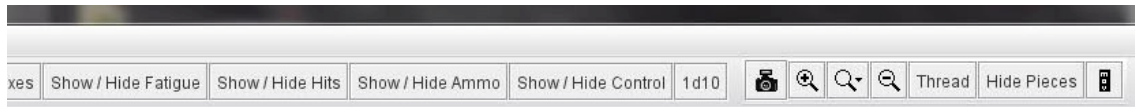


If you right-click on a leader, commands will not be the same.

- You can increase or decrease this Brigadier's Fatigue Level.
- You can show or hide the Fatigue Level Data

Global Screen Actions

Some buttons run actions on the whole screen.



- Three buttons show or hide special data for all counters on the game map : **Fatigue**, **Hits** and **Ammo**. It works exactly as the same command from the unit's right-click menu, but it's more convenient.
- The **Show/Hide Control** button shows or hides the Control flag. These flags are permanently set on the game map according to victory condition.
- The **Hide Pieces** command hides or show back all game pieces. Useful to study terrain below the counter without having to move counters individually.
- With **Thread** command, you can draw a virtual line on screen to check Line of Sight.
- The last command : "MOV" is presented below in "Movement Trails"

Movement Trails

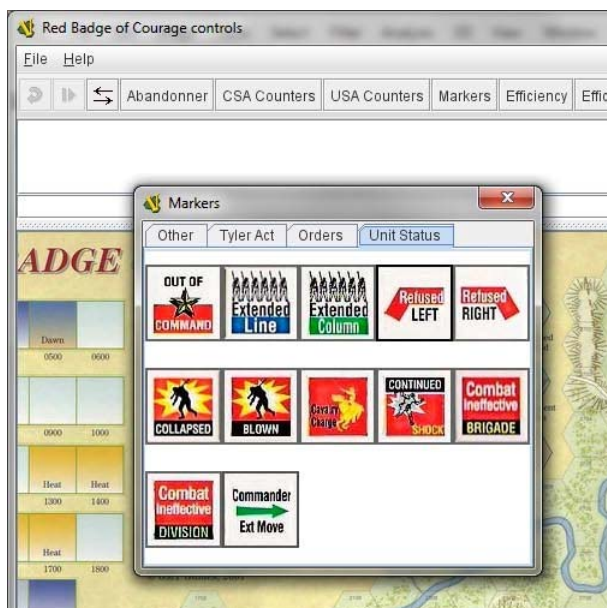
As soon as you move one of your game pieces, VASSAL draw a grey line to show the exact path you unit followed. This is a movement trail.

A "moved" sticker also appears on the right sight of you unit.



In the first example, the player did move his unit hex by hex. In the second, he moved it directly to the end hex. It's usually better to move it hex-by-hex because it shows the exact path to your opponent. Never forget that you are recording a VOG file that your opponent will play step by step and will use to understand you movements and actions.

Game markers



You can also add various game markers on the map. You can also stack them with units.

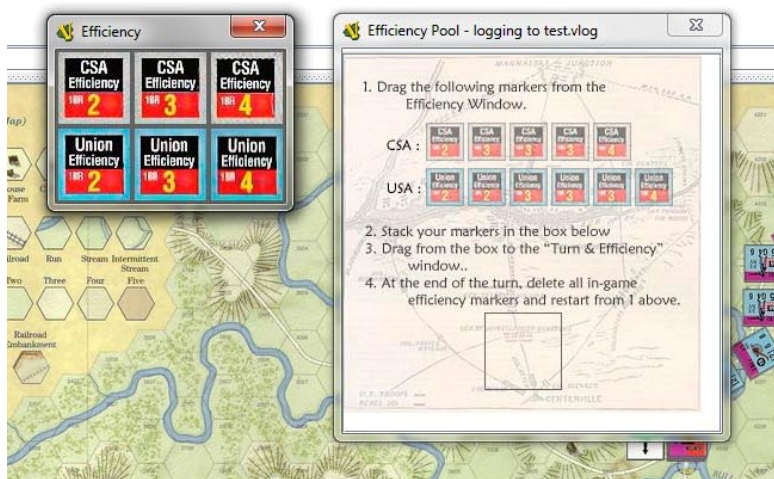
You get these markers from the Markers Window.

How to use Efficiency Pool

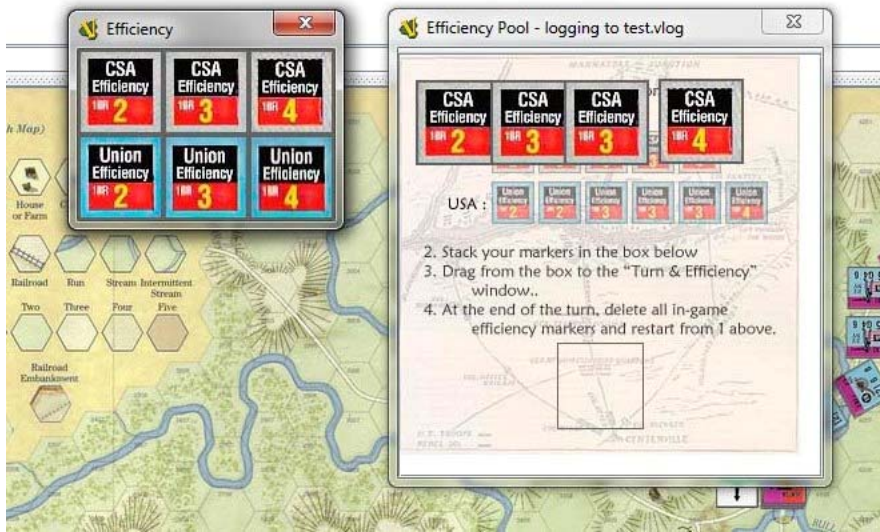
In game, you need to 1) select Efficiency markers as per Scenario; 2) put them in a pool from where you'll draw them; 3) draw them toward the Turn & Efficiency play aid. It will give you the efficiency for each of your organizational units.

Select your Efficiency Markers

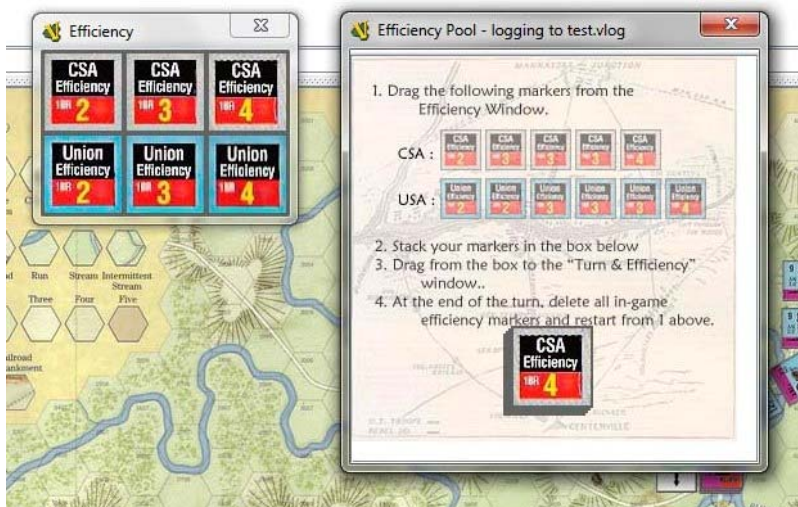
Just open both the **Efficiency Window** and the **Efficiency Pool Window**.



Then drag the Efficiency chits you need from the first window to the second.

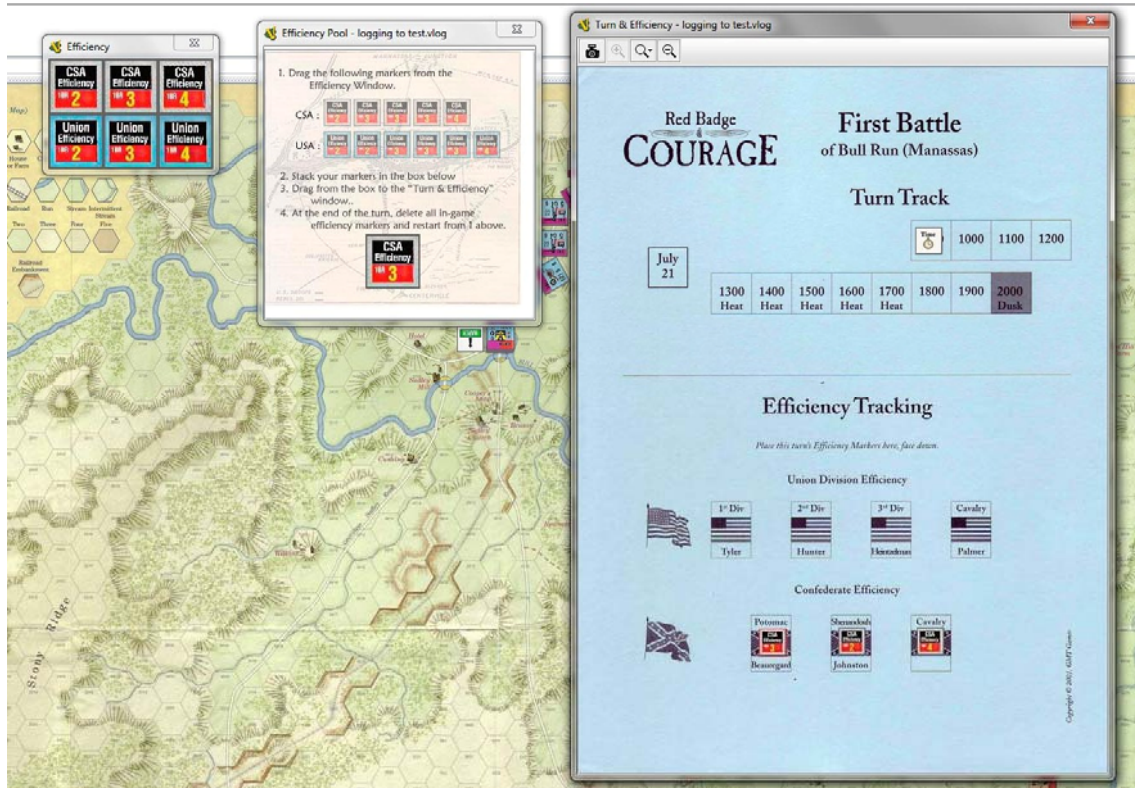


When you're ready to randomly draw your efficiency chits, drag them inside the Efficiency Pool window to the black bordered box at the bottom of the window. Your efficiency chits will form a stack inside the box.



This stack is the Efficiency Pool. If you draw chits from it, the exact chit you draw will be a random selection.

So, you open the Turn & Efficiency window and you drag and drop Efficiency Chits, one after the other, to the Efficiency boxes for your army.

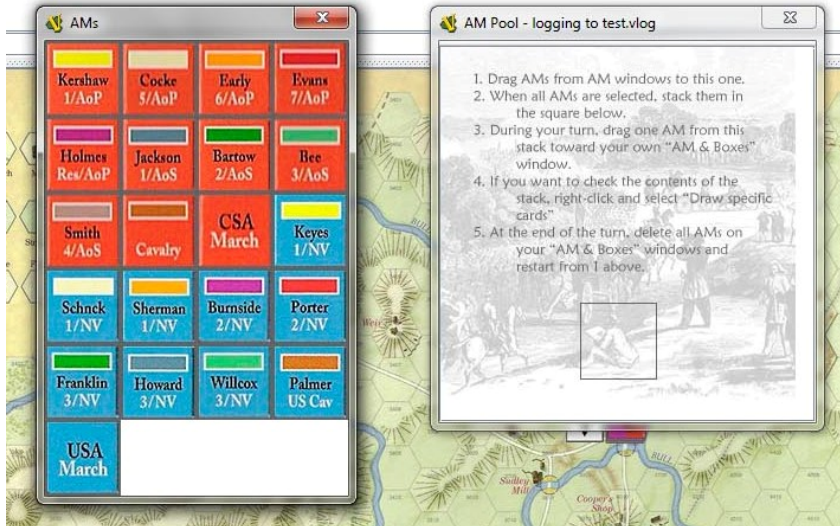


The other player (USA in the example) does the same.

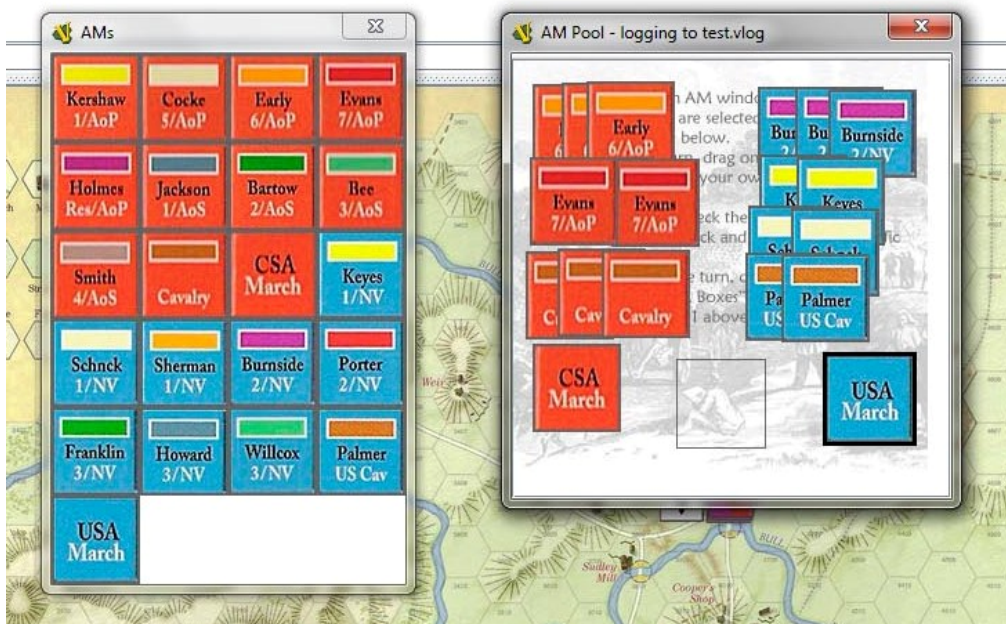
How to use AM Pool

AM Pool works the same way as Efficiency Pool.

First, open the AM window and the AM Pool window just beside.

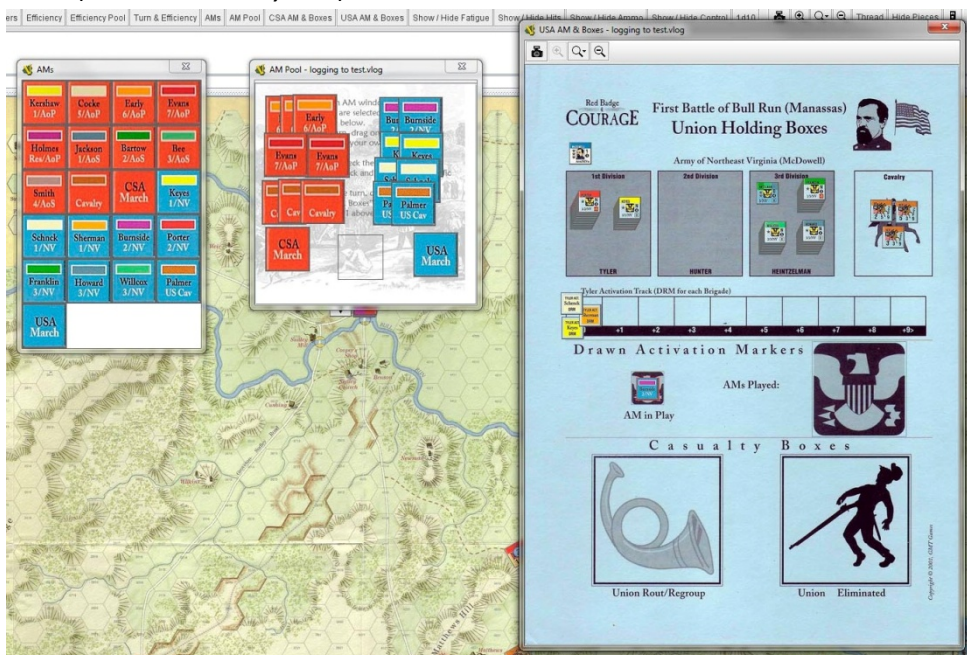


According to the rules, you know how many AM Chits you and your opponent have for every command unit (Brigade). So, you drag and drop the exact needed number of chits for each command, toward the AM Pool window.



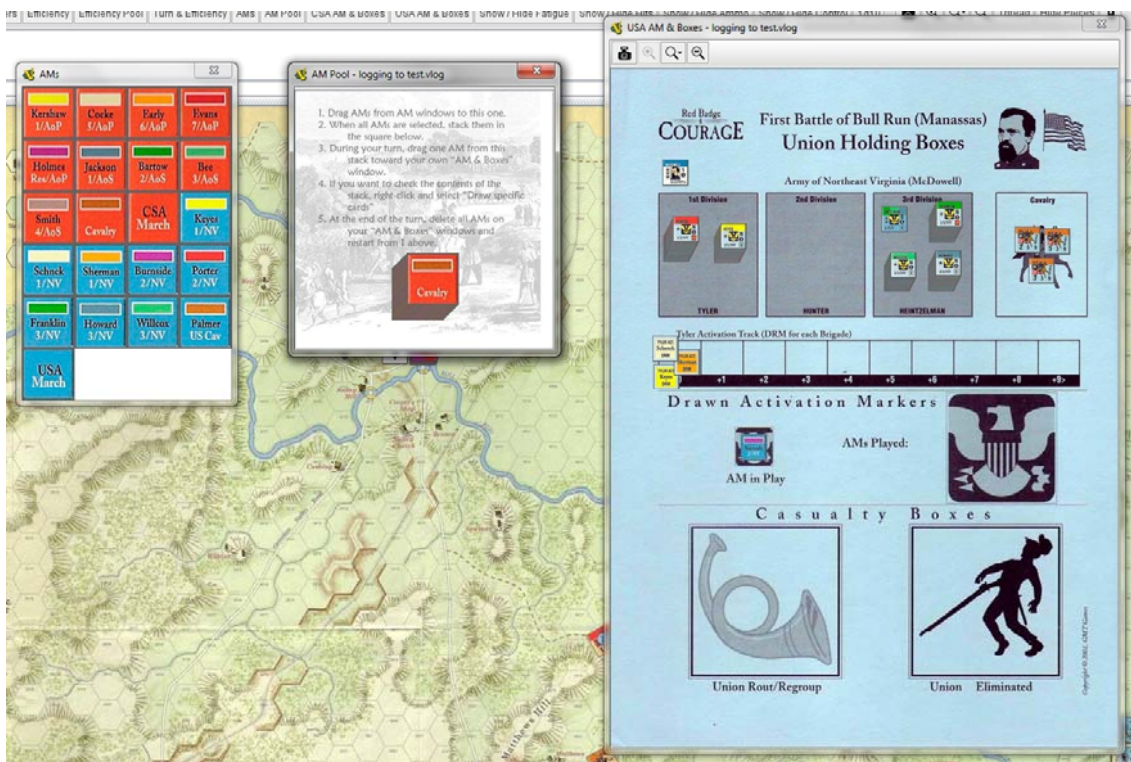
For the moment you don't use the pool (i.e. the black bordered box at the bottom of the AM Pool window). That is because the player who has the Initiative must first play an AM he can freely select.

The Initiative player drag the AM he chooses from the AM Pool window to his own player sheet (in the *AM in Play* box) :



After the Initiative player played hi Initiative AM, put all the remaining AM chits into the AM pool box in one stack.

Then, draw (drag and drop) one AM chit from AM pool toward one of the player sheets (depending of the AM drawn). The AM pool box selects the AM at random.



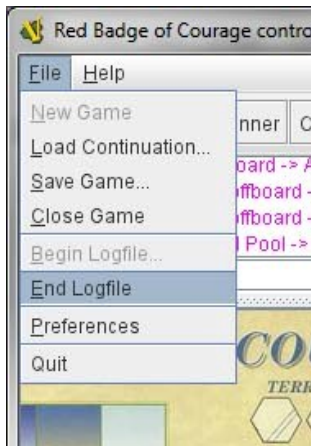
How to end a VLOG record

You have started a VLOG record (see above).

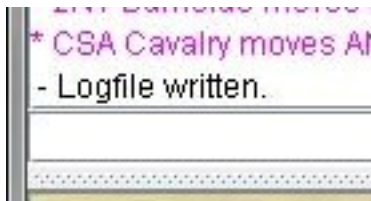
Then you've drawn, moved your game pieces, threw dice, ...

Now, your turn is over, it's time to end the record of the VLOG file.

Press the command File > End logfile.



If ok, you will see a "log file written" message in the comment area :



You can now send your vlog file to your opponent by e-mail.

How to read a logfile

When you get a logfile from your opponent, just double-click it to automatically launch VASSAL at the beginning of the VLOG (i.e. the beginning of your opponent's actions).

At the top of your screen, you'll have a **black** PLAY button :



Every time you click on this button, VASSAL will play one of your opponent's actions.

You keep clicking on this button to see all your opponent's action.

When these actions are over, the PLAY button becomes **gray**.



Players interaction

Sometimes during the game, both opponents actions are intertwined. One of the player sometimes needs to react to a specific action from his opponent.

Here is how VASSAL manages that.

Example :

- 1) USA player records all his movements in a VLOG file. In the middle of all his actions, he moves his unit A close to CSA player artillery unit X. Then he moves his unit B, and so on.
- 2) CSA player receives USA player's VLOG file. He double-clicks on it and play it step-by-step by clicking repeatedly on the PLAY button.
- 3) now, CSA player clicks PLAY and see USA player's unit A moving toward his own unit X. Unit A enters unit X's three hex zone. X can **approach fire**.
- 4) At this point (just when X can fire), CSA player **stops playing the vlog file**. He stops clicking on the PLAY button. He doesn't have to know what are the following USA movements. He must take his fire decision now. He decides to approach fire with artillery X vs. unit A.
- 5) **He begins a new VLOG file**. File > Begin Log File (then he chooses a new name for his logfile).
- 6) CSA player makes his own fire action. He throw die, he writes comments, and he applies to unit A the result of his fire (and Ammo, and so on...)
- 7) when he is over with his approach fire, he go on with clicking the PLAY button to see USA player next actions.
- 8) now because he is reading USA vlog file **and** recording his own log file **at the same time**, he doesn't have to start a new log file if he reacts to USA player's actions again.
- 9) At the end of USA players actions, the PLAY button becomes GRAY. If it's CSA player's turn to play (depending on drawn AM chit), CSA player keep on playing (his VLOG file is already recording).
- 10) at the end of his own actions, CSA player stops the recording (File > End log file) and send it to his opponent (USA player).

That's a bit difficult but this ability to read a VLOG file while writing another is one of the best strength of VASSAL. This ability eases a reactive play where every player can react to his opponents actions while reading them.