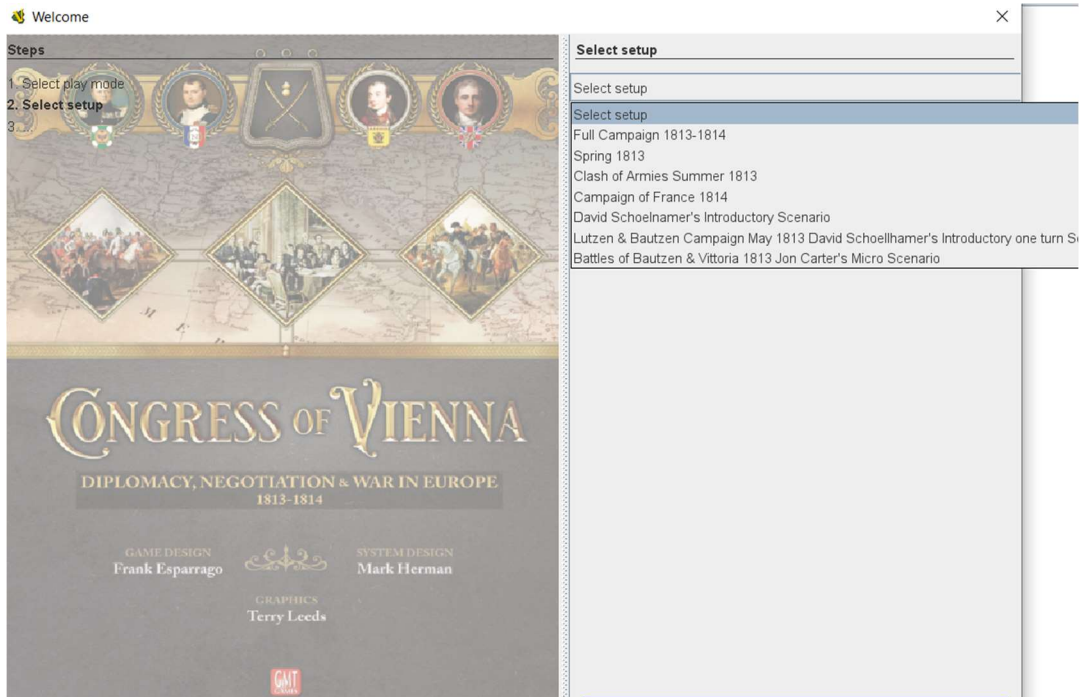
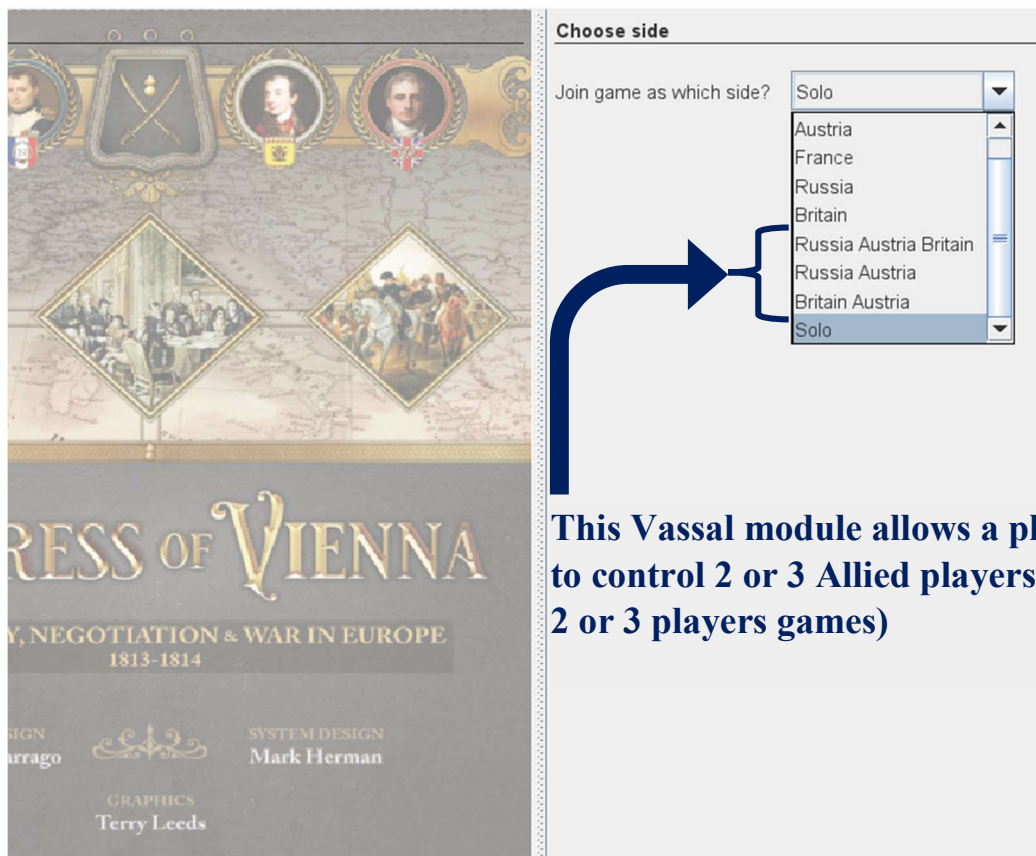


# CoV Vassal Module Help Menu

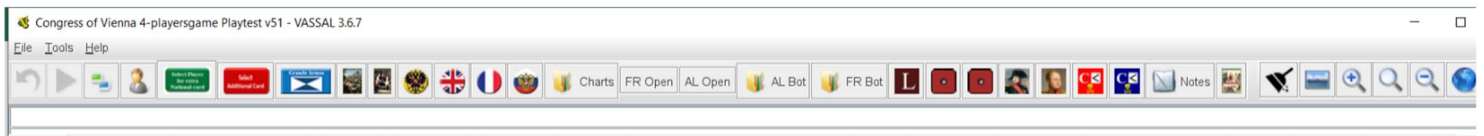
The Full Campaign 10-turns game and three Shorter Scenarios pop-up



Choice side in a Congress of Vienna game



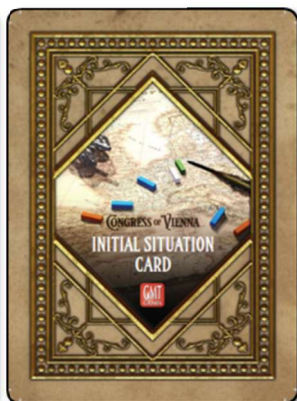
# Congress of Vienna Vassal Toolbar



## Congress of Vienna Vassal Toolbar (left side)



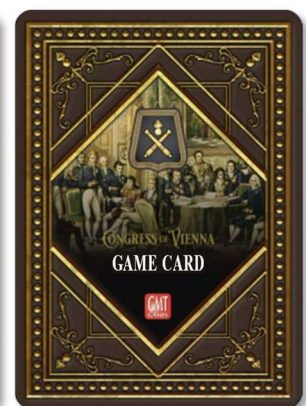
Front



Back



Front

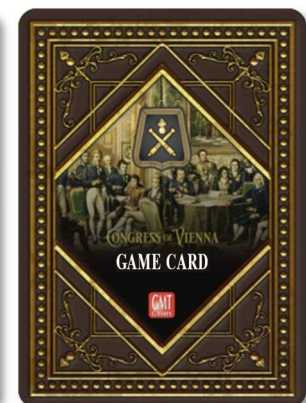


Back

## Event card



Front



Back



# Congress of Vienna Vassal Toolbar (right side)



as “Initial Environment Table”,  
“Detailed Sequence of Play”, “DRM  
Table”, “Optional Tactical Matrix”  
Table, Aid Player Charts...

		1st Modified Die					
		≤ 1	2	3	4	5	≥ 6
Selected Card		Britain (BR)	Britain (BR)	Austria (AU)	Austria (AU)	Russia (RU)	France (FR)
US Militia		2	3	3	4	4	4
US Mil. Op.		No	No	No	No	No	Yes
2nd Modified Die	≤ 1	+1 BR Rlt	+1 BR Rlt	+1 BR Rlt	+1 BR Rlt	+1 BR Res	+1 BR Rlt/Res
	2	+1 BR Rlt	+1 BR Rlt	No Effect	+1 BR Res	+1 BR Res	+1 BR Res
	3	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
	4	No Effect	No Effect	No Effect	No Effect	No Effect	+1 FR Res
	5	-1 BR Rlt	-1 BR Rlt	No Effect	-1 BR Res	+1 FR Res	-1 BR/+1 FR Res
	≥ 6	-1 BR Rlt	-1 BR Rlt	-1 BR Rlt	-1 BR Res	-1 BR/+1 FR Res	-1 BR/+1 FR Res

TACTICAL MATRIX FOR BATTLES

		Allied Chit							
		Charge	Envelop	Echelon	Cordon	Defend	Refuse	Retreat	
French Chit	Charge	+3 +3	-1 +2	+1 -2	+3 -1	-2 +2	-1 +1	+2 -3	
	Envelop	+2 -1	+2 +2	-1 +1	+2 +1	+3 +1	-3 +3	+1 -3	
	Echelon	-2 +1	+1 -1	-1 -1	-1 +2	-1 +2	-2 -1	-3 -3	
	Cordon	-1 +3	+1 +2	+2 -1	0 0	0 -2	-1 -2	-3* -3*	
	Defend	+2 -2	+1 +3	+2 -1	-2 0	-3* -3*	-2* -2*	No Battle	
	Refuse	+1 -1	+3 -3	-1 +2	-2 -1	-2* -2*	-3* -3*	No Battle	
		Retreat	-3 +2	-3 +1	-3 -3	-3* -3*	No Battle	No Battle	

FRENCH PLAYER AID CHART v.22

## Initial event Phase (10.0)

1. Initial Situation card Sequence (10.1): Apply the light blue background strip.
2. Initial Environment Table (10.2): A player rolls 2 x 1d6 on this Table.
3. British Fleet Demobilization (10.3): Not applicable.

## Diplomacy Phase (11.0)

1. Deal game cards sequence (11.1): 10 cards = 1 Prussia = 1 Castile = 1 Saxony = 1 Italy = 1 Hanover (FR controlled) = 1 Canada Annexed.
2. Diplomacy issues selection Sequence (11.2.2): While "Armistice" is not in effect; not place Austrian at War, AU Mil Op, Congress of Peace, Generalissimo & Gov. of France issues. You can only play Canada Annexed if the War of 1812 Status marker is placed at +2 BR VP space.
3. Diplomatic Rounds Sequence: 6 rounds. Any French request to trade card must always be accepted; -1 for moving issue from FR Track. Two pre-emptive debates with FR cards. Apply bonus on the following cards: Napoleon, Gaudin, Poniatowsky & Caulaincourt. Apply BR Castile penalty with Fernando VII.
4. Determine the Dipl. winner (if France +4 VP). Napoleon cannot be debated on French Mil Op. & French Recr.

## Government Phase (12.0)

1. Resources (12.1 & 12.2): 6 French Resources + British Aid? +/- Initial Sit. Card +/- Initial Environment Table + Gaudin card played?
2. Issues resolution (12.4):
  - 2.1. Mandatory Issues: The French player must pay one resource for each won Issue (FR Track & FR Mil Op placed on other player's track).
    - a. British Financial Aid (12.4.1): The British player must pay a resource for each this Issue placed on the French's National track.
    - b. Congress of Peace (12.4.1) VP penalty to winner of Diplomacy & player with highest VP scoring (1d6 halved, round any fraction up).
    - c. Other Peace issues (12.4.1): 1. Armistice: This issue must end at the Negotiation Table. 2. Canada Annexed: End the War of 1812, permanently 3 FR VP.
  - 2.2. Non-Mandatory Issues: The French player only pays one resource if he wants activate some of these issues.
    - a. Political Influence in Minor Countries (12.4.6): The French player may activate for each possible French Minor Issue issue gained (Hanover, Holland, Bavaria, Saxony, Norway, Italy and Naples) to obtain 1 VP for activated minor & 1 Mil. Unit if it is under French control.
    - b. Central Europe Generalissimo (12.4.7): If France wins and activate the "Generalissimo" issue; No player - Russia or Austria - obtains leadership; they do not receive HQ Generalissimo bonus, and they suffer -3DRM penalty in battles in Front A. Also Austria & Russia cannot use indifferently Military cards from the other.
    - c. Future Government of France (12.4.8): The French player can activate by spending a resource marker and the black pwn is moved towards "Emperor Napoleon Bonaparte" dark blue space.
    - d. Recruitment (12.4.9): -1 VP; except during "Armistice" 0 VP. The French player receives two French Mil units. The French player can exchange only one French Mil to one US Militia unit. The French Recruitment can be doubled but -3VP penalty.



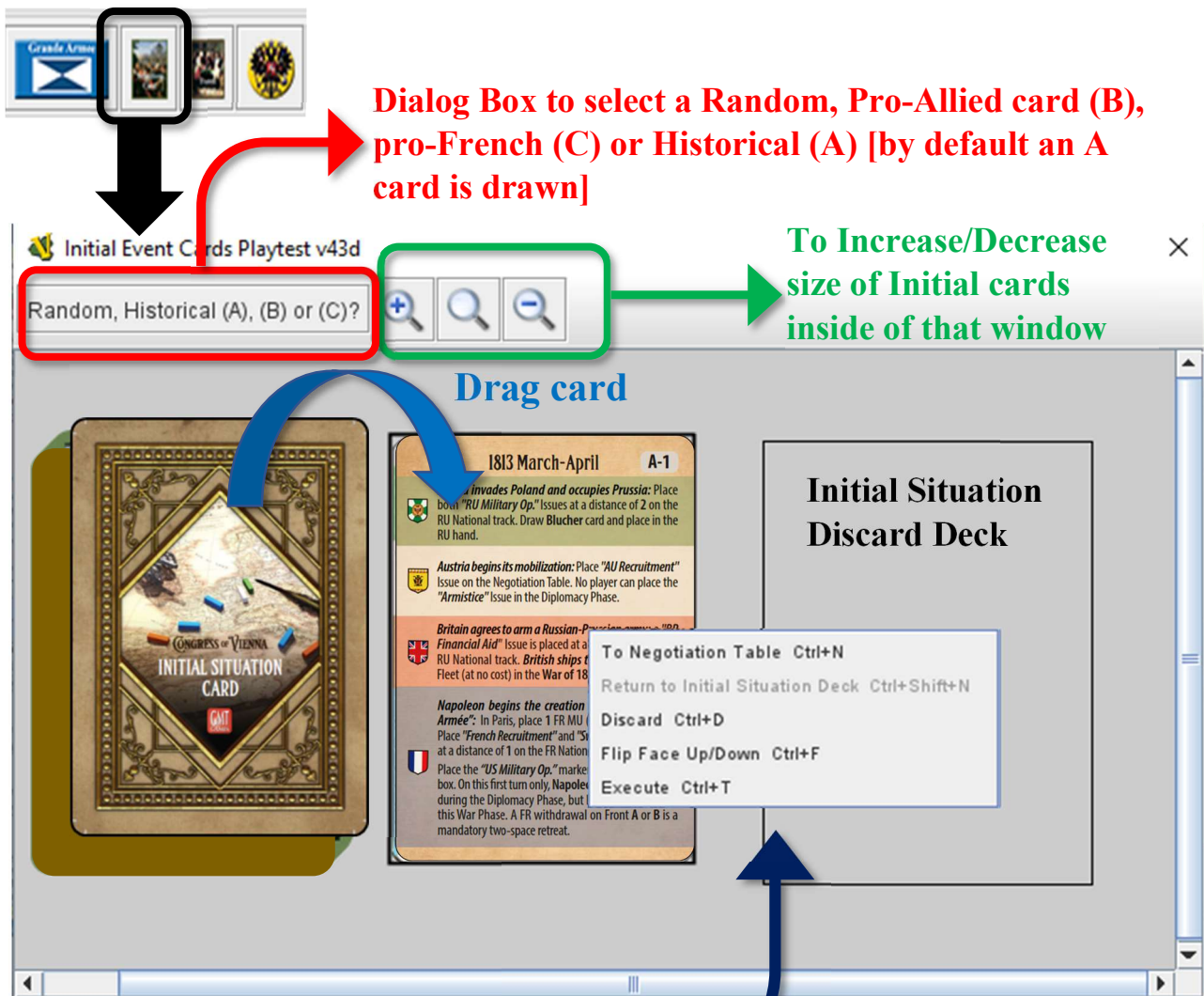
Front

Back

Broom button: At the end of each turn “clean” markers, cards, and issues to start the next turn

Take a picture of full game board

## Initial Phase: Draw & Execute an Initial Situation card



### **Card Menu [Right Button]**

- **To negotiation Table**: Send this Initial Situation card to Main Map.
- **Discard**: Send this card to Discard Deck.
- **Flip Face Up/Down**
- **Execute**: Issues, resources, Mil units & Character cards are automatically placed on the Negotiation Table, national tracks & player hands as the Initial Situation card indicates.

## Initial Phase: Selecting Additional Game cards

**1<sup>st</sup>** Click in the green button for selecting power/ neutral side

**2<sup>nd</sup>** Click in the red button creating a sub-deck of side-selected cards (Russian in figure)

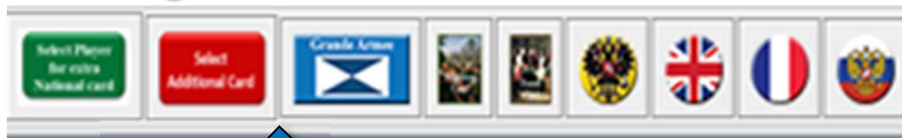
**3<sup>rd</sup>** Click subdeck and select “Draw specific cards”, the pop-up window appears, and select the desired card

**4<sup>th</sup>** Drag this card (Blucher in figure) to open player hand window (Russian in this example) and drop there

**5<sup>th</sup>** REMEMBER! When you finish it, you must reshuffle this subdeck to the main deck (click right button and select “Shuffle into Event Deck”)



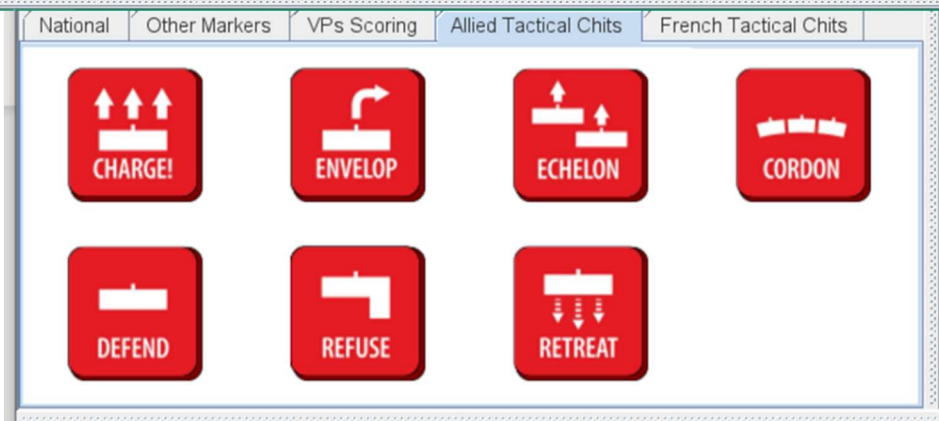
## Placing Additional markers



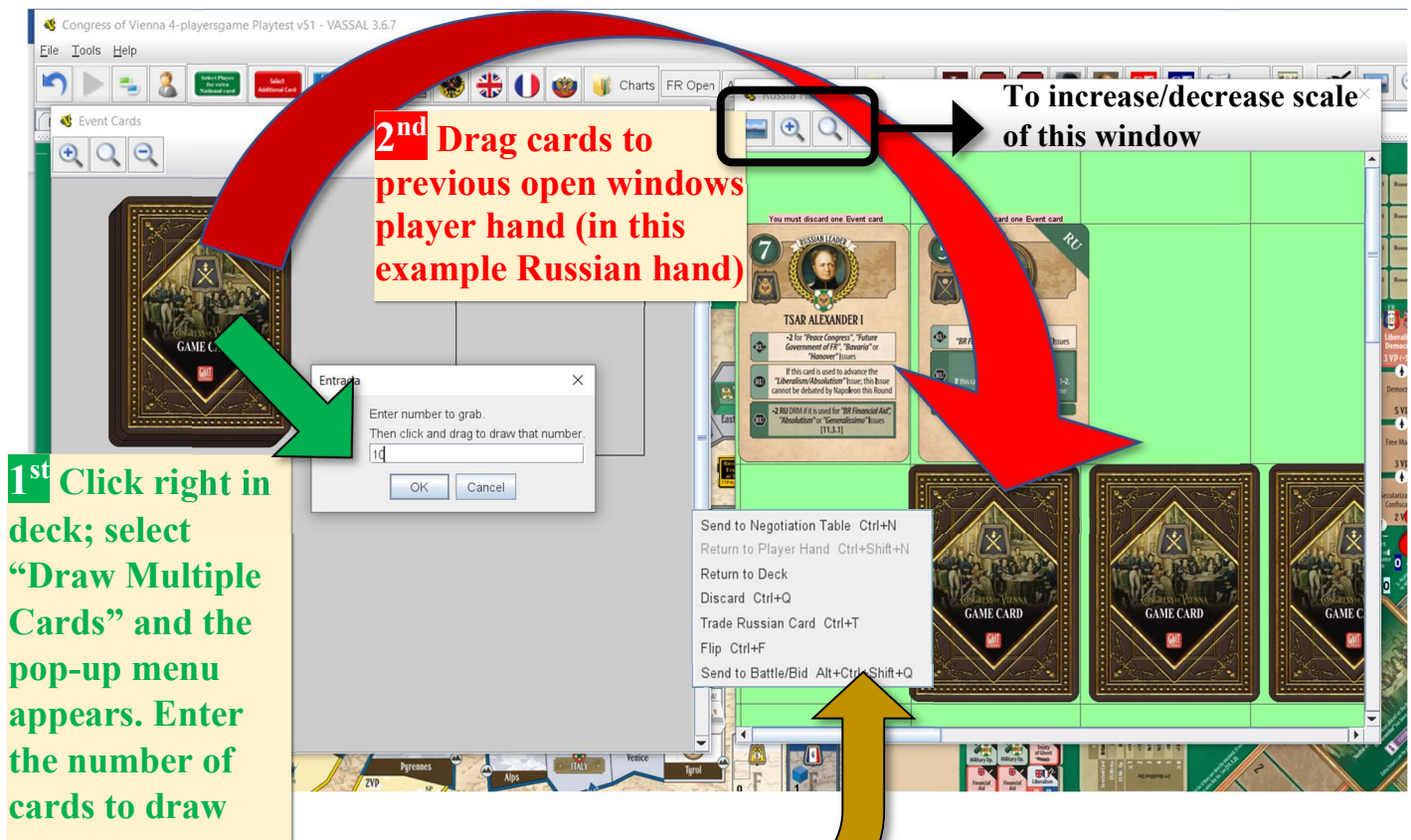
**1<sup>st</sup>** Click in the blue button to open different tags/ click in each tag



**In the desired counter click with the mouse and drag to the map. Here you can appropriately Flip/ Send/ Move it.**



## Diplomacy Phase: Drawing Character & Event cards



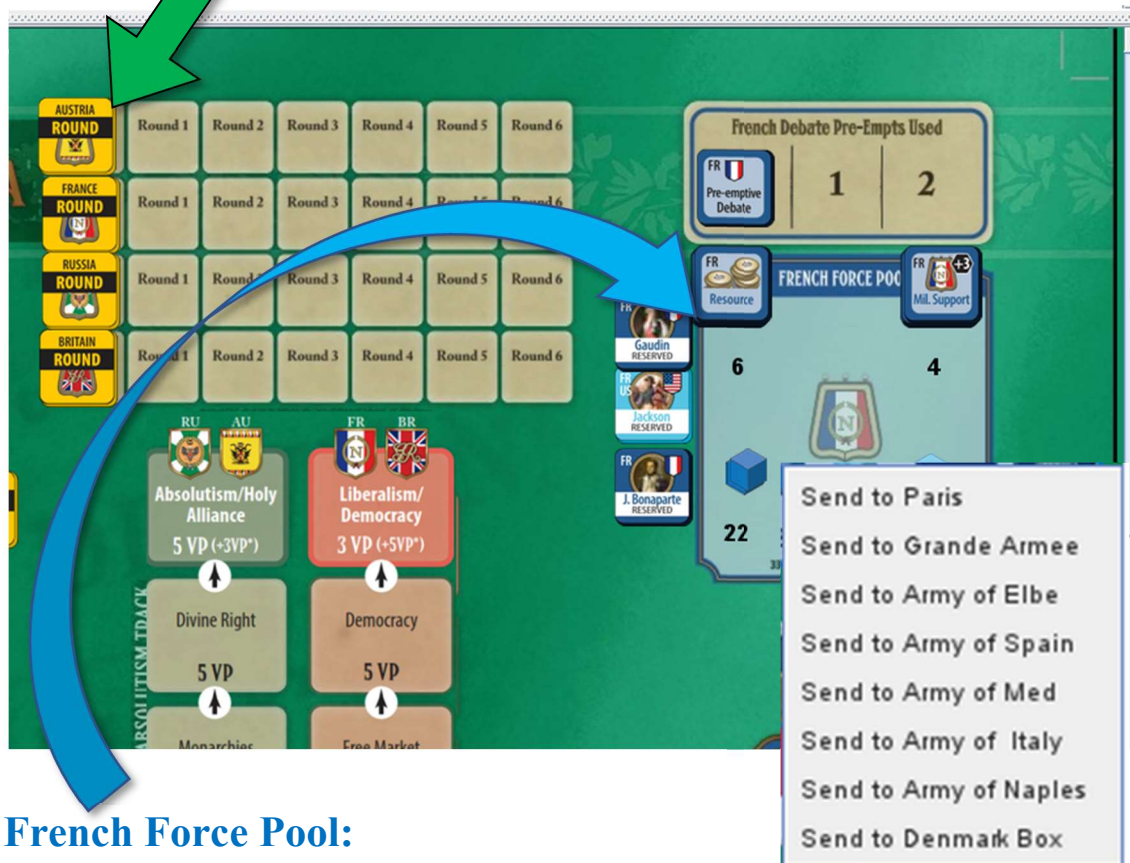
### Card Menu [Right Button]

- To negotiation Table: Send this card to Main Map (Card Negotiation Area).
- Return to player hand: Return this card from the Card Negotiation Area to player hand.
- Discard: Send this card to Discard Deck.
- Trade Card: Send this card to the Card Trading Area.
- Flip: Usually you must flip cards face-up when you drag them, you must flip face-down before playing a card for the initial bid or trading it.
- Send to Battle/Bid: The card is sent to National Track for Battling (War phase) or Initial Bid. You must previously flip it (and the card must be slightly moved before to send it!).
- Dead: For some cards, select this option when this character dies after a survival die roll

## Diplomacy Phase: The Diplomacy Round Tracks & French Force Pool

**1<sup>st</sup>** Each turn ordering the different National Round markers, the player who will first play the Diplomacy phase is placed at the top box (Starting space), and so on.

**2<sup>nd</sup>** Advance each National Round marker when a player has made his round (Negotiate/ Trade/ Pass)



### French Force Pool:

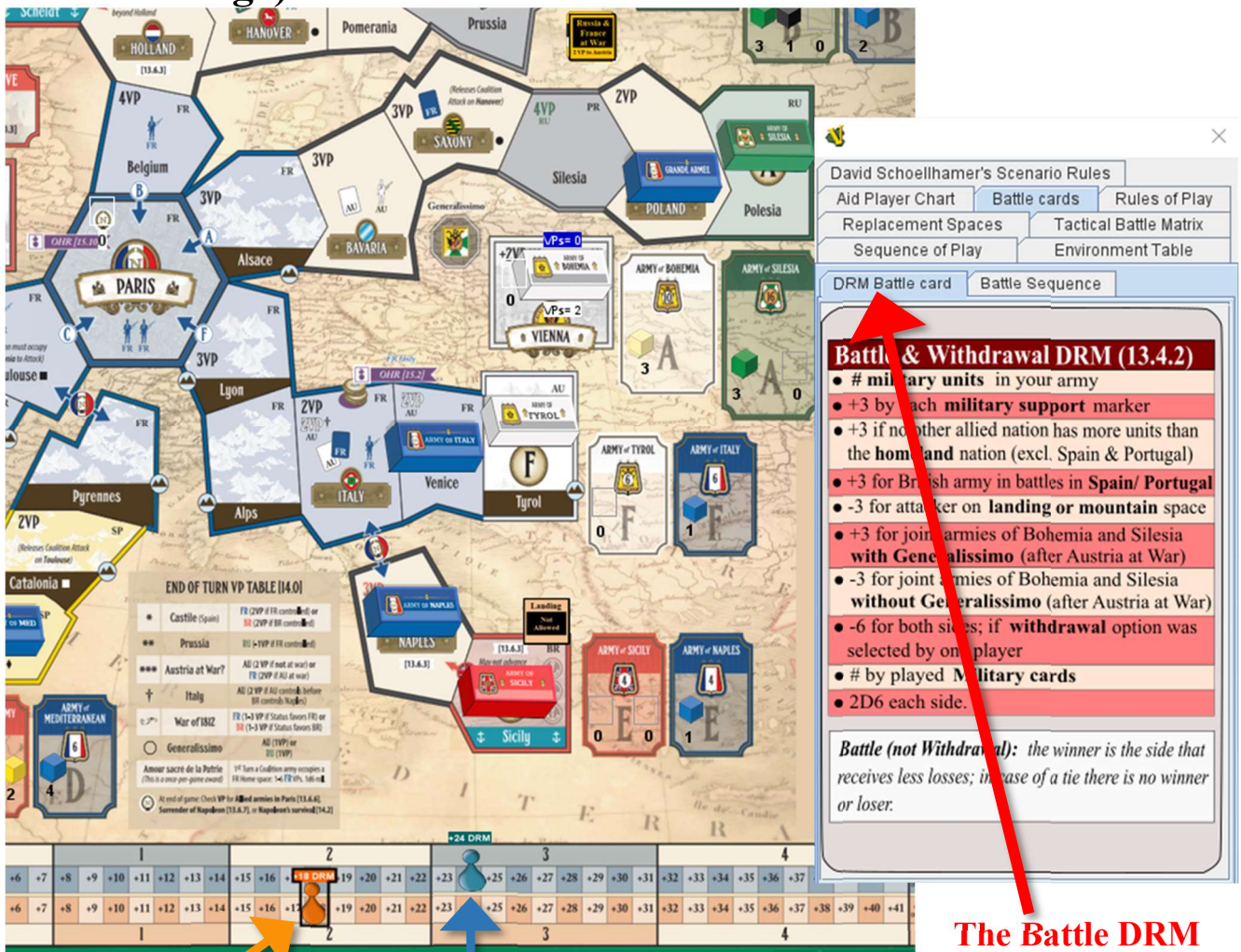
- Each deck has a right click menu that allows directly to send the pieces (Mil units & US Mil) and markers to standard placement.
- The markers allow to flip them when the situation arises.

### The French Mil Unit Deck:

- Right-click menu automatically transfers each piece to available placements.
- Other decks have the same right-click menu.



## War Phase: The Battle DRM Tracks (French: light blue & Allies: orange)



**Orange Pawn** indicates the Battle DRM produced by the Allied side (in the figure, the French army receives 2 losses)

**Blue Pawn** indicates the Battle DRM produced by the French side (in the figure, the Allied army receives 3 losses)

The Battle DRM card is a tag placed in the button "Charts" (Vassal Toolbar)

## Solitaire Play: The French & Allied CDGSM Displays (1)

The French & Allied Fate dice for CDGSM

The French CDGSM window

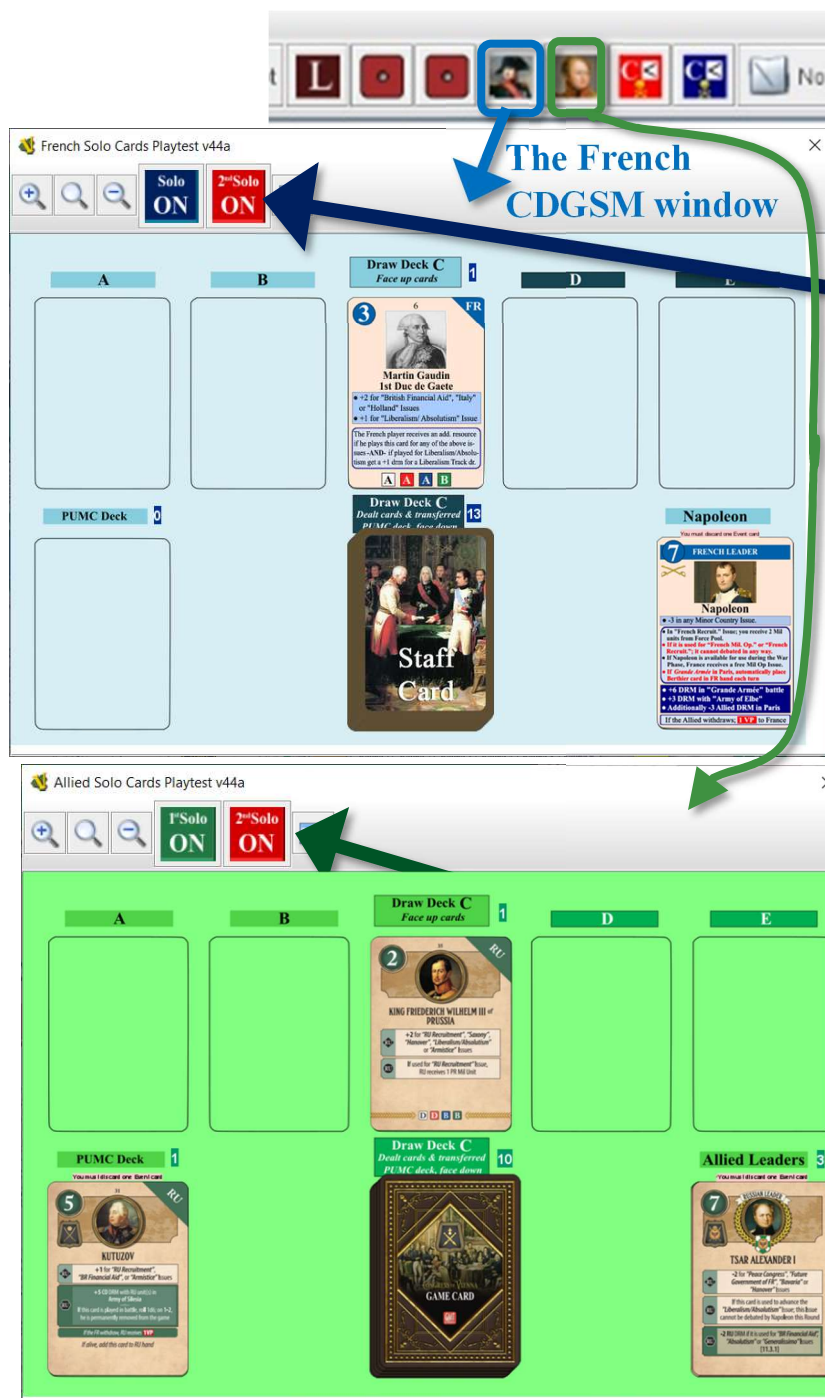
These two buttons transfer Napoleon, the initial face-up French cards, and the dealt face-down French cards to the French CDGSM window. Click both, sequentially. Dealt cards remain face-down.

The Allied CDGSM window

These two buttons transfer the Allied leaders, face-up initial cards, and dealt face-down cards to the Allied CDGSM window. Click both, sequentially. Dealt cards remain face-down. Kutuzov, if alive, is placed in the PUMC

The screenshot displays two windows from the 'French Solo Cards Playtest v44a' application. The top window, 'The French CDGSM window', has a light blue background and contains areas for 'A', 'B', 'C', 'D', and 'E'. It includes a 'PUMC Deck' and a 'Napoleon' area. The bottom window, 'The Allied CDGSM window', has a light green background and contains areas for 'A', 'B', 'C', 'D', and 'E'. It includes a 'PUMC Deck' and an 'Allied Leaders' area. At the top of the application, a row of icons includes a blue-bordered icon of Napoleon, a green-bordered icon of a woman, and a yellow-bordered icon of two dice. Arrows point from these icons to the respective windows: the dice to the top right of the French window, Napoleon to the top left of the French window, and the woman to the top left of the Allied window. Each window also has a 'Solo ON' button and a '2nd Solo ON' button. A blue arrow points from the 'Solo ON' button in the French window to the 'Solo ON' button in the Allied window. A green arrow points from the '2nd Solo ON' button in the French window to the '2nd Solo ON' button in the Allied window.

## Solitaire Play: The French & Allied CDGSM Displays (2)



- **After drawing the French hand AND maintaining face-down these cards.**

- 1<sup>st</sup> Click **Blue** button.
- 2<sup>nd</sup> Click **Red** button
- All French cards are transferred; the Initial & Environment received cards are placed face-up; the other cards are placed on the Draw Deck C.

- After drawing the Allied hands AND maintaining face-down these cards.
- 1st Click **Green** button.
- 2nd Click **Red** button.
- All Allied cards are transferred; the Initial & Environment received cards are placed face-up; the Kutuzov card is placed on the PUMC Deck; the other cards are placed on the Draw Deck C.