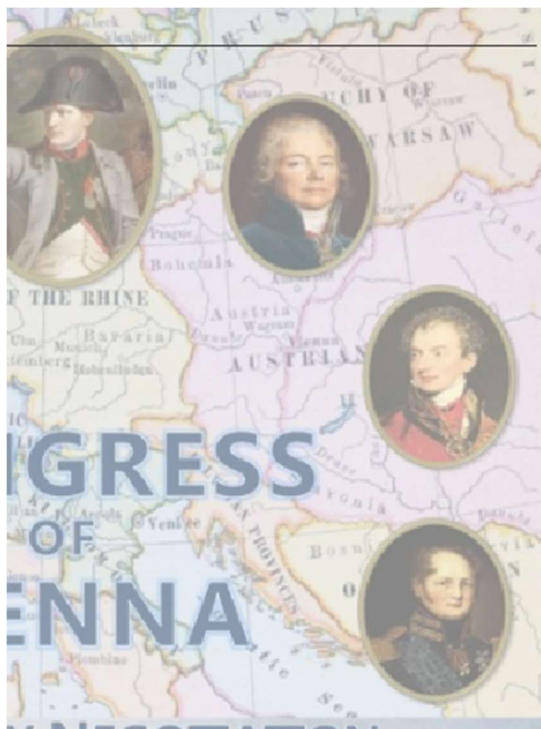


The Three Short Scenarios & Full Campaign 10-turns game with Standard & Optional Historical Rules setup



Select setup

Select setup

Select setup

Full Campaign 1813-1814

Spring 1813 Standard Rules

Spring 1813 Optional Historical Rules

Clash of Armies Summer 1813 Standard Rules

Clash of Armies Summer 1813 Optional Historical Rules

Campaign of France 1814 Standard Rules

Campaign of France 1814 Optional Historical Rules

Choice side in a Congress of Vienna game



Choose side

Join game as which side?

<observer>

Austria

France

Russia

Britain

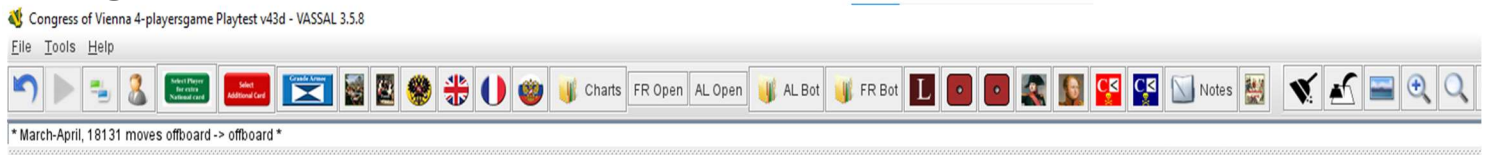
Russia Austria Britain

Russia Austria

Britain Austria

Solo

Congress of Vienna Vassal Toolbar



Congress of Vienna Vassal Toolbar (left side)

Congress of Vienna 4-playersgame Playtest v43d - VASSAL 3.5.8

File Tools Help

Undo Play Pause Select Player Select Additional Card Grande Armée Chats

Undo button

Both buttons allow to select additional cards in the Initial phase

Allow another player to take your site in this game

The four player hand windows (Austria, Britain, France & Russia)

This button put in game markers like Add. Support, Tactical chits...

Character & Event card deck, you can draw multiple cards and send them to your player hand

Initial Situation card deck, you can select Set A (historic), B or C

1813 March-April A-1

Russia invades Poland and occupies Prussia: Place both "Russian Mil. Op." Issues at a distance of 2 on the Russian track. Draw Blucher card and places in the Russian hand.

Austria begins its mobilization: Place "Austrian Recruitment" Issue on the Negotiation Table. No player can place the "Armistice" Issue in the Diplomacy Phase.

Britain agrees to arm a Russian-Prussian army: a "British Fin. Aid" Issue is placed at a distance of 1 on the Russian track. *British ships to America:* Place a Fleet (at no cost) in the War of 1812 box.

Napoleon begins the creation of a new "Grande Armée": In Paris, place one French Mil. unit (from Force Pool at no cost); "French Recr." & "Sweden at War" Issues at a dist. of 1 on the French track. Place the US Mil. Op. marker in the War of 1812 box. On this first turn only, Napoleon is available for use during the Diplomacy Phase; he is not available for this War Phase & a French withdrawal or retreat on the A and/or B fronts is a two-space retreat.

Situation Card

Front

Back

Barclay de Tolly

• +1 for "Russian Recruitment", "Military Operation", or "Poland" Issues.

• +1 DRM Allied -OR- -2 DRM French

• Additionally, +3 DRM Russian in Army of Silesia when Kutuzov is dead

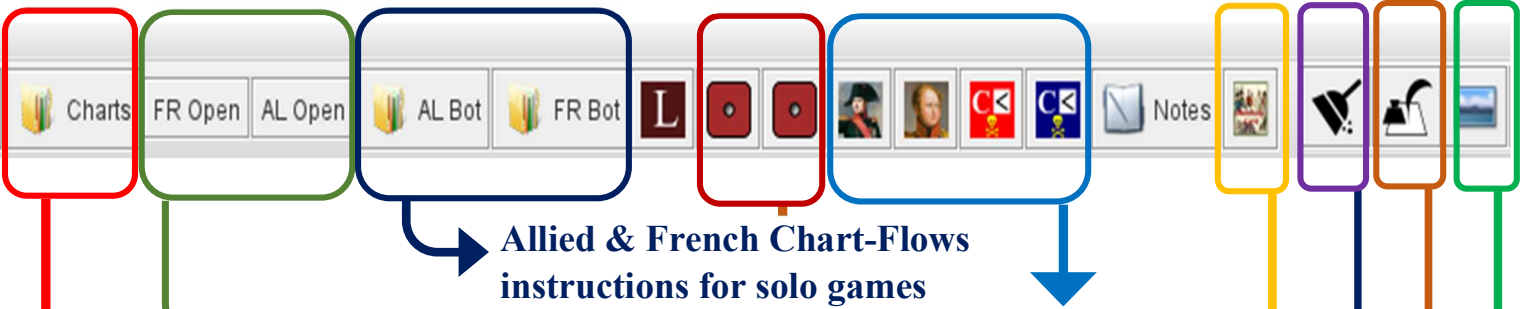
If you uses this card in the Dipl. phase, you receive a Russian Mil. unit from Force Pool if any Russian army stands in Russia or Prussia.

Staff Card

Front

Back

Congress of Vienna Vassal Toolbar (right side)



Charts

FR Open

AL Open

AL Bot

FR Bot

L

Two 1d6 dice

Handicap card deck

Open needed charts as “Initial Environment Table”, “Detailed Sequence of Play”, “DRM Table”, “Optional Tactical Matrix” Table

Two auxiliary windows to play a 2-players game/ scenario

Allied & French Chart-Flows instructions for solo games

The Windows for French & Allied solo games, and Stuka Joe’s symbolic dice for his CDG method CDG but modified for CoV

INITIAL ENVIRONMENT TABLE (10.2)						
	≤ 1	2	3	4	5	≥ 6
Bonus card	Britain	Britain	Austria	Austria	Russia	France
# US Militia units at War of 1812 Box	2	3	3	4	4	4
US Mil. Op.f	No	No	No	No	No	Yes
1st modified die	≤ 1	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Fleet	+1 Brit. Res.	+1 Brit. Fl. A
	2	+1 Brit. Fleet	+1 Brit. Fleet	No effect	+1 Brit. Res.	+1 Brit. R
	3	No effect	No effect	No effect	No effect	No effe
	4	No effect	No effect	No effect	No effect	+1 Fr. Re
	5	-1 Brit. Fleet	-1 Brit. Fleet	No effect	-1 Brit. Res.	+1 Fr. Res.
	≥ 6	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Res.	-1 Br./+1 Fr

f except indicated on the Initial Situation card.

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
	Envelop	+2	-1	+2	+2	-1	+1	+2	+1	+3	+1	-3
	Echelon	-2	+1	+1	-1	-1	-1	-1	+2	-1	+2	-1
	Cordon	-1	+3	+1	+2	+2	-1	0	0	0	-2	-1
	Defend	+2	-2	+1	+3	+2	-1	-2	0	-3*	-3*	-2*
	Refuse	+1	-1	+3	-3	-1	+2	-2	-1	-2*	-2*	-3*
	Retreat	-3	+2	-3	+1	-3	-3	-3*	-3*	No Battle	No Battle	No Battle



Front

Back

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

Armistice Button: Place the Issues that appear after the Armistice

Take a picture of full game board

