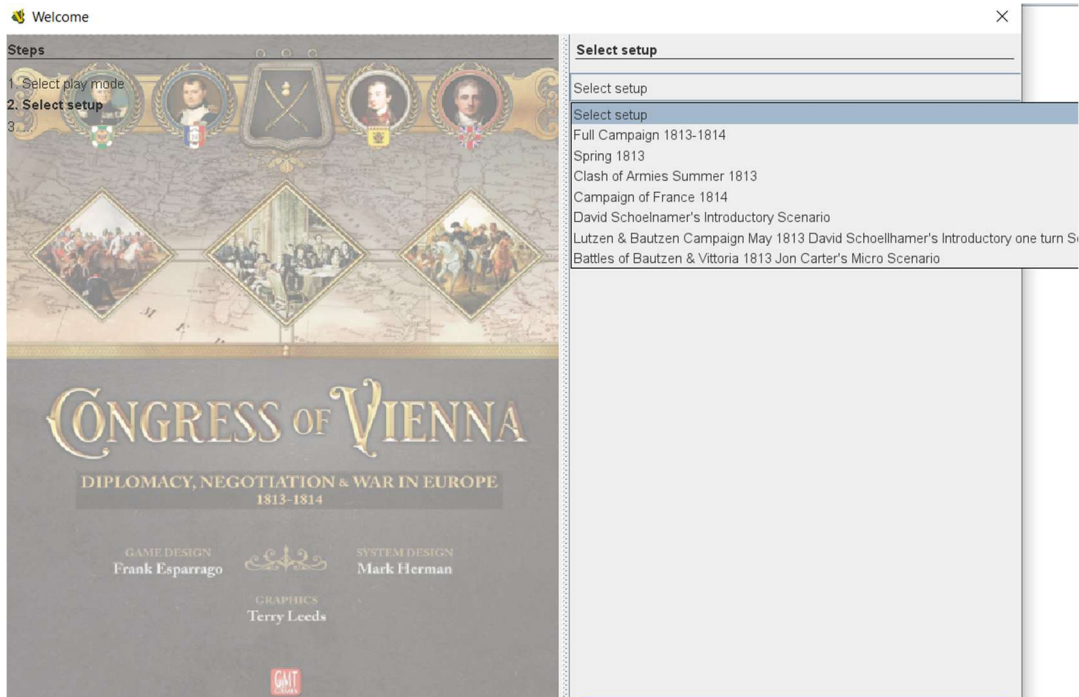
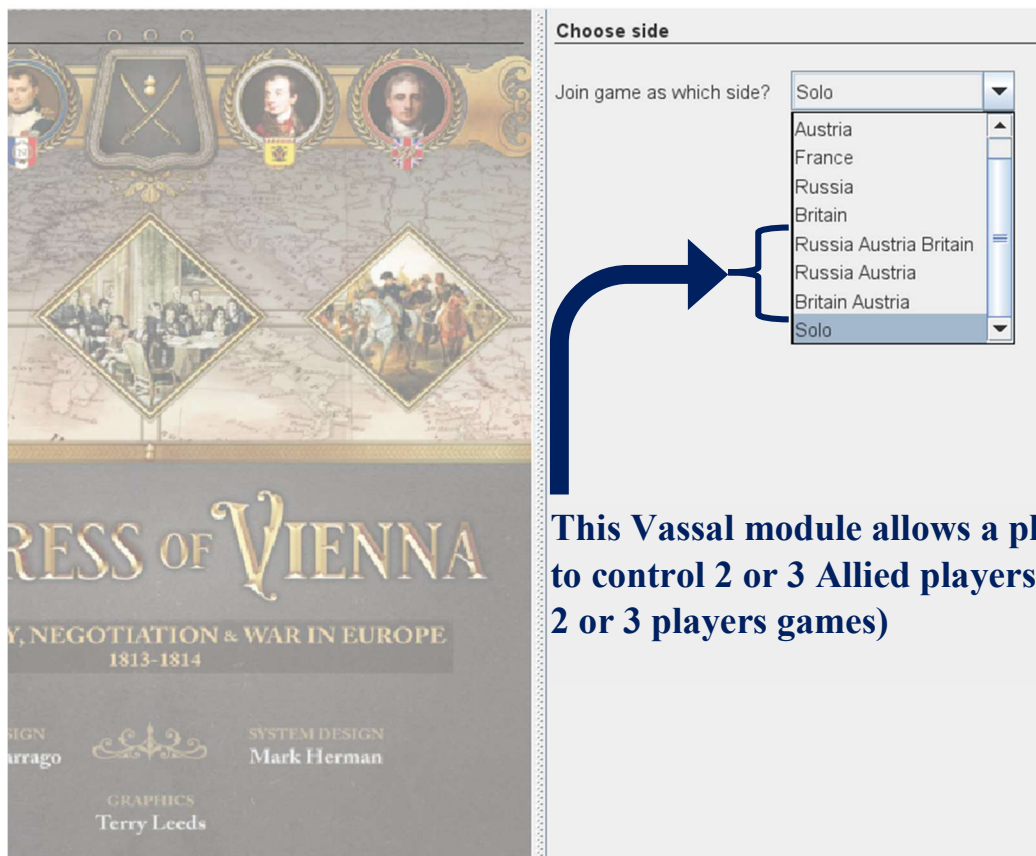


# CoV Vassal Module Help Menu

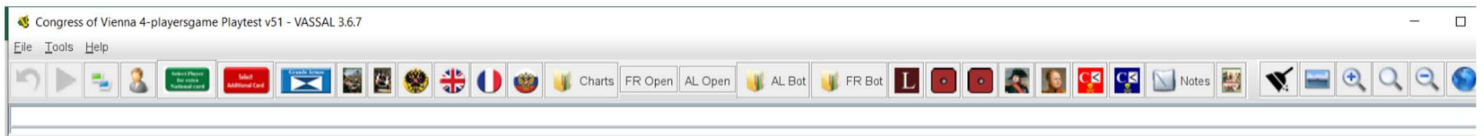
The Full Campaign 10-turns game and three Shorter Scenarios pop-up



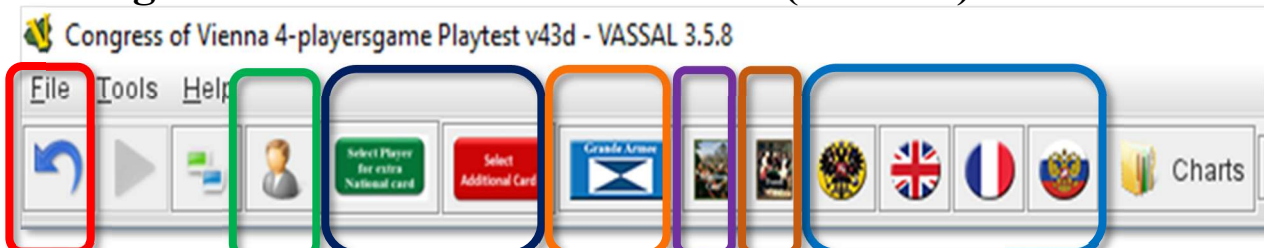
Choice side in a Congress of Vienna game



# Congress of Vienna Vassal Toolbar



## Congress of Vienna Vassal Toolbar (left side)



**Undo button**

This button provides game markers like Additional Support, Tactical chits...

Allow another player to take your side in this game

Both buttons allow to select additional cards in the Initial phase

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

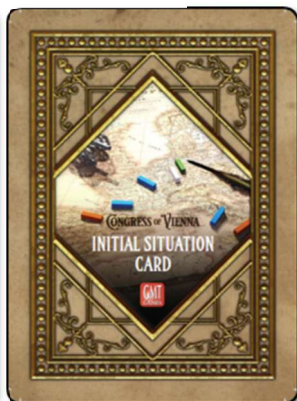
Character & Event card deck, you can draw multiple cards and send them to your player hand

**Character card**

**Initial Situation card deck**



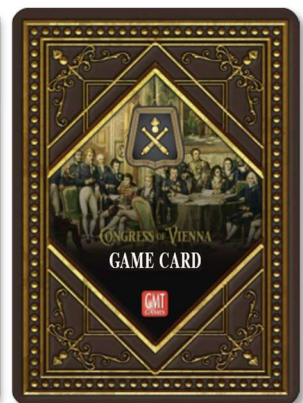
**Front**



**Back**



**Front**

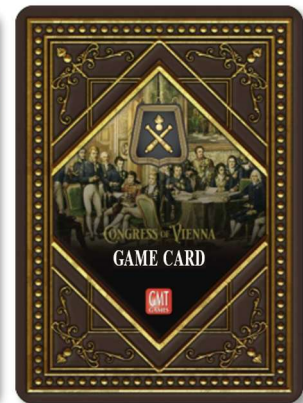


**Back**

**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...

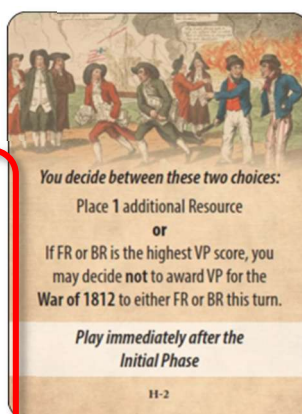
		1st Modified Die					
		≤ 1	2	3	4	5	≥ 6
Selected Card		Britain (BR)	Britain (BR)	Austria (AU)	Austria (AU)	Russia (RU)	France (FR)
US Militia		2	3	3	4	4	4
US Mil. Op.		No	No	No	No	No	Yes
2nd Modified Die	≤ 1	+1 BR Flt	+1 BR Flt	+1 BR Flt	+1 BR Flt	+1 BR Res	+1 BR Flt/Res
	2	+1 BR Flt	+1 BR Flt	No Effect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

TABLE A	NATIONAL ADVANTAGES [11.2]	
	<b>FRENCH EMPIRE "Persuasion by Force"</b>	<ul style="list-style-type: none"> <li>When the FR player wishes to initiate a card trade, the player asked by FR must accept an offered trade if they possess a FR card. If more than one FR card is available, the asked player has the choice of which of their FR cards to trade.</li> <li>Non-French players have a -1 to their card's play value in moving any issue on or from the FR Track during debate or negotiation.</li> <li>Up to twice per Diplomacy Phase, the FR player can debate an issue first, pre-empting the other Major Powers from declaring a debate. This can be done even after another player declares a debate, but not after the debate effect has been executed. A FR National Card must be used by France for a pre-emptive debate.</li> </ul>
	<b>BRITAIN "Arsenal of the Coalition"</b>	<ul style="list-style-type: none"> <li>In any Diplomacy Phase telebreak situation involving Britain, the BR player wins. If Britain is not directly involved in the tie, the BR player determines which of the tied Major Powers wins.</li> </ul>
	<b>RUSSIAN EMPIRE "Imperial Staff"</b>	<ul style="list-style-type: none"> <li>For the Initial Issues Selection Wager [11.2] by the RU player, a RU or Neutral card has its value increased by +1.</li> <li>If AU or BR win the Wager, the RU player, upon seeing the result, may substitute a higher value RU Character card (which will include this +1 Advantage) by replacing the previously bid card to assure winning. The Wager's initial issue. The previously bid card returns to RU's hand.</li> </ul>
	<b>AUSTRIA "Diplomacy First and Foremost"</b>	<ul style="list-style-type: none"> <li>AU or Neutral cards used by the AU player in a debate have +1 value, up to a maximum of 7.</li> </ul>

TABLE B	BATTLE DRMs [13.4.1]	
<b>All Battle DRMs are Cumulative!</b>		
Condition		DRM
Total # of units and BR fleets (War of 1812 Box/Amphib. landing) that your Army/Box has at the start of a battle		+/-?
For each Military Support marker		+3
Army of Bohemia & Army of Sillesia occupying the same space WITHOUT a Generalissimo		-3
Army of Bohemia & Army of Sillesia occupying the same space WITH a Generalissimo		+3
Homeland Bonus: If no other Allied nation has more units than the Homeland nation AND for FR units fighting in France †		+3
For BR attacker involved in an amphibious landing		-3
For attacker assaulting defender in a mountain space		-3
Guerrilla Bonus for BR Armies when battle is fought in Spain (SP) or Portugal (PT) space		+3
Per some Initial Situation cards and the Meddling Year Rule for Russia [11.5]		+/-?
For both sides on a Front if a Withdrawal was elected by one side [13.4.2]		-6 each
Per # of Military cards played [13.4.3]		+/-?
<b>REMARKS</b>		
†Exception: British Armies in spaces within Spain or Portugal do not receive the Homeland Bonus. This does not apply in the War of 1812 Box nor within a controlled Minor Country space.		

TABLE J	REPLACEMENT SPACES GUIDE	
	<b>RUSSIA</b>	
	<b>AUSTRIA</b>	



Front

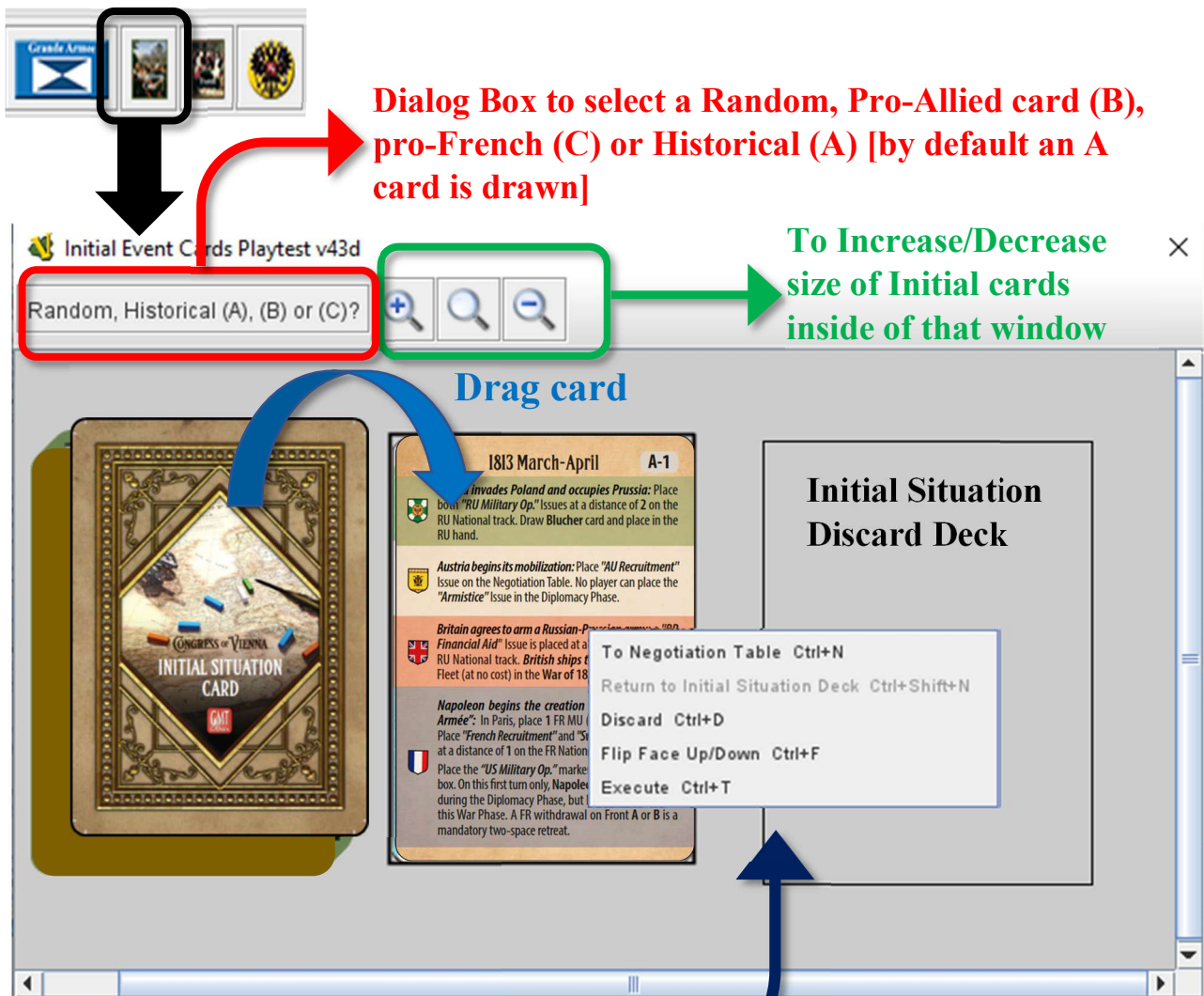


Back

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)

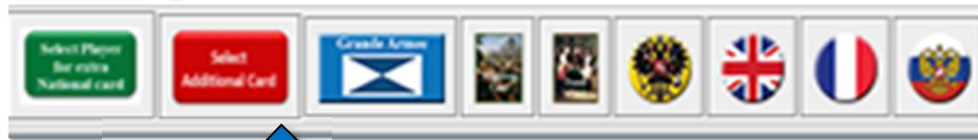
**3<sup>rd</sup>** Click subdeck and select “Draw specific cards”, the pop-up window appears, and select the desired card

**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”)



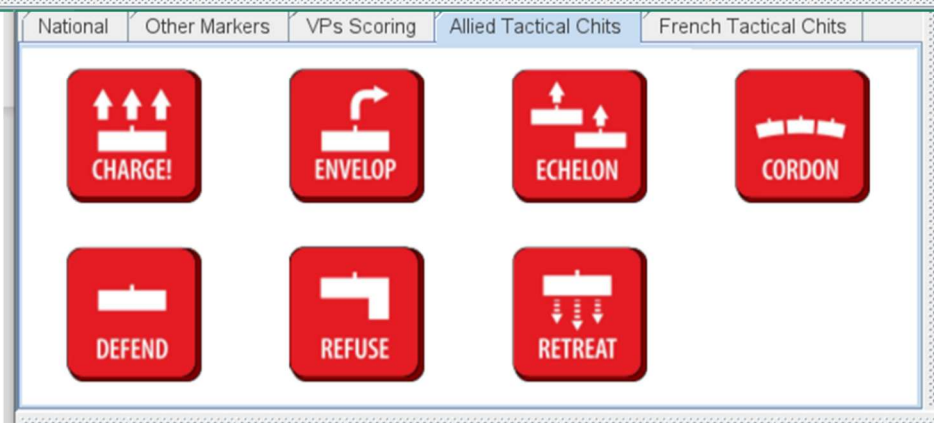
## Placing Additional markers



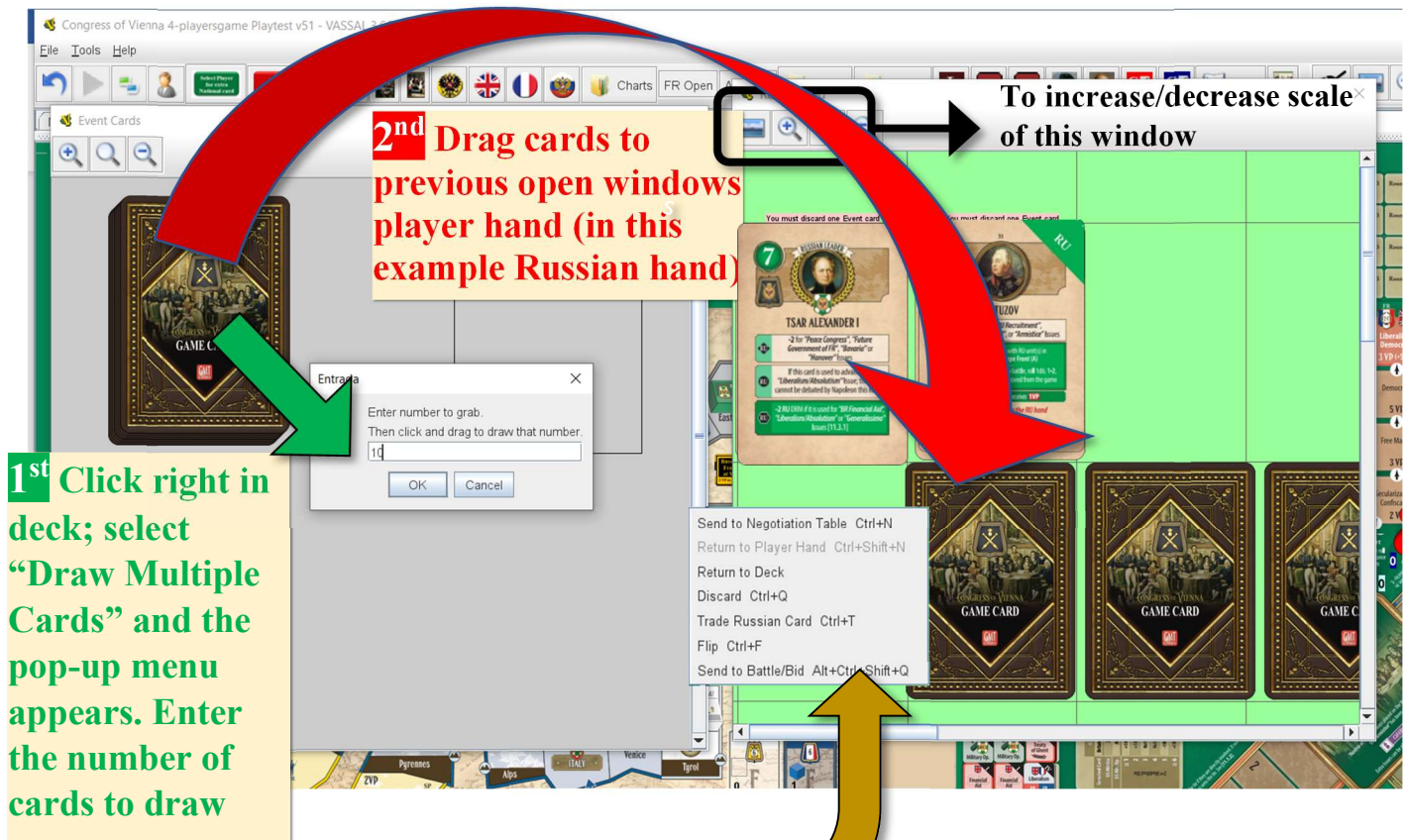
**1<sup>st</sup>** Click in the blue button to open different tags/ click in each tag



**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



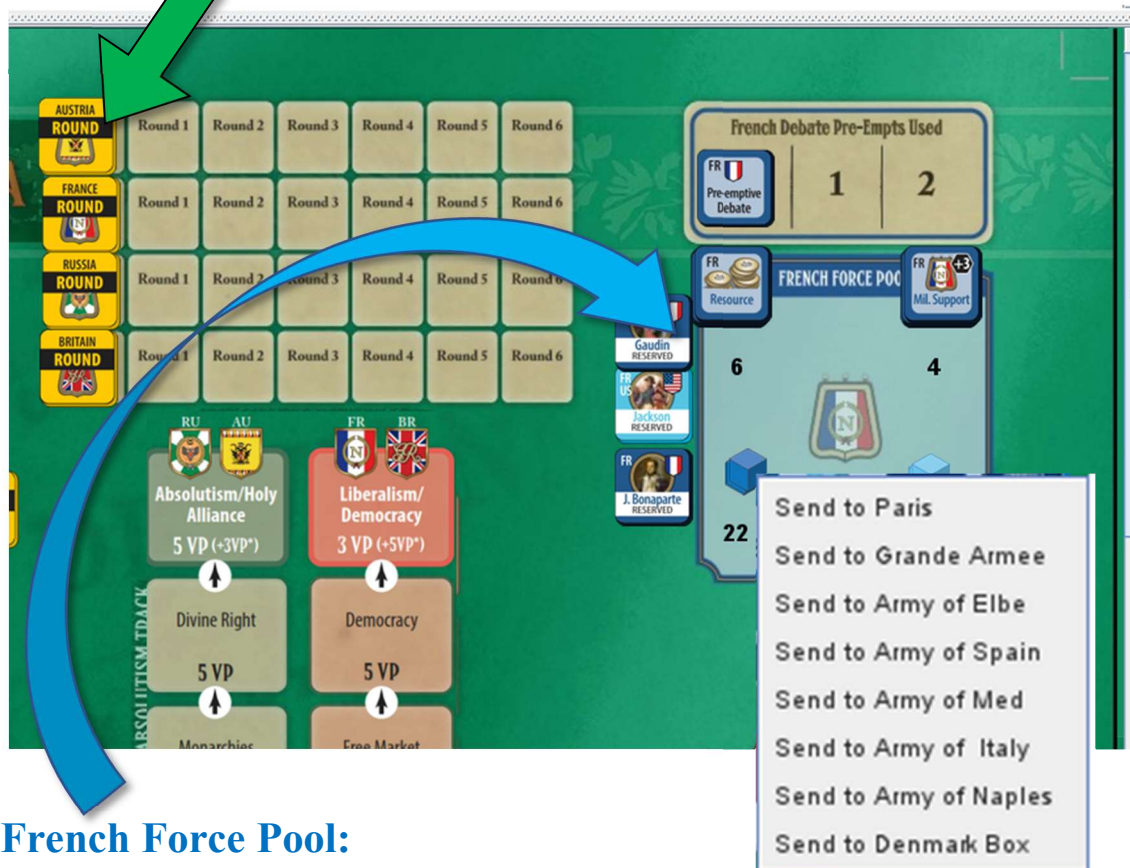
### Card Menu [Right Button]

- 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:

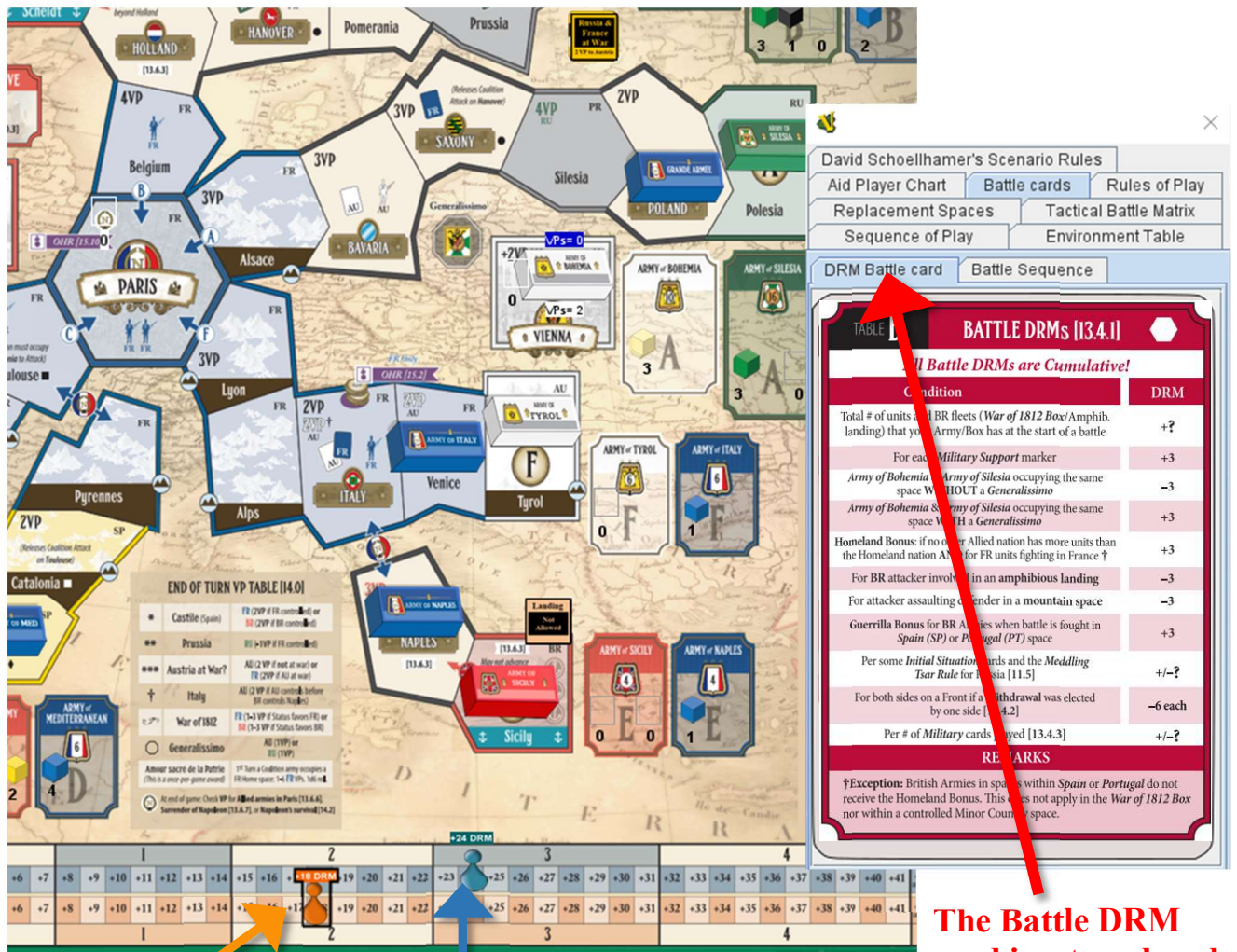
- Each deck has a right click menu that allows directly to send the pieces (Mil units & US Mil) and markers to standard placement.
- The markers allow to flip them when the situation arises.

### 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 buttons for 'Solo ON' and '2nd Solo ON'. It also features a 'Napoleon' button and a 'PUMC Deck' button. The bottom window, 'The Allied CDGSM window', has a light green background and contains buttons for '1st Solo ON' and '2nd Solo ON'. It also features an 'Allied Leaders' button and a 'PUMC Deck' button. Arrows indicate the transfer of cards and leaders between the two windows. A yellow arrow points from the top of the French window to the 'The French & Allied Fate dice for CDGSM' text. 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. A green arrow points from the 'Napoleon' button in the French window to the 'Allied Leaders' button in the Allied window. A green arrow points from the 'PUMC Deck' button in the French window to the 'PUMC Deck' button in the Allied window.

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

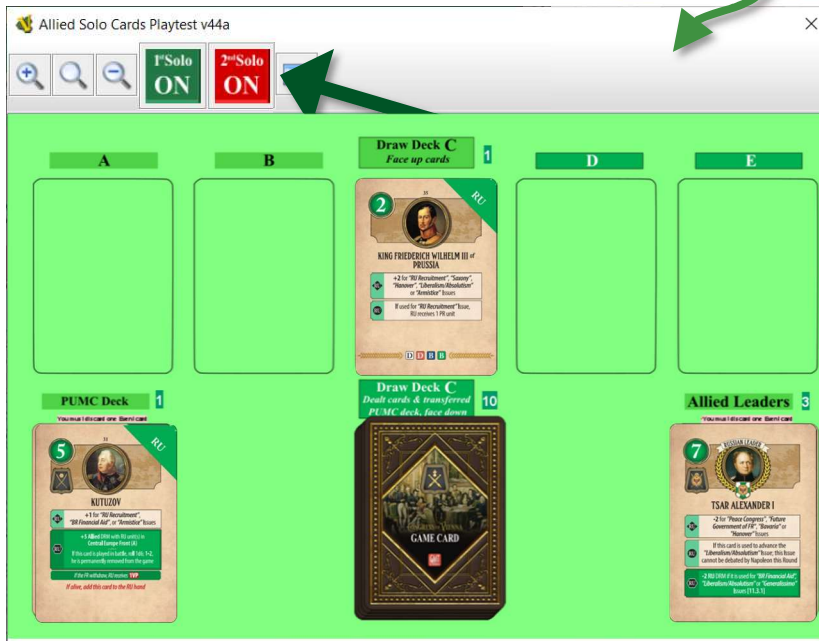


- After drawing the French hand AND maintaining face-down these cards.

- 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.