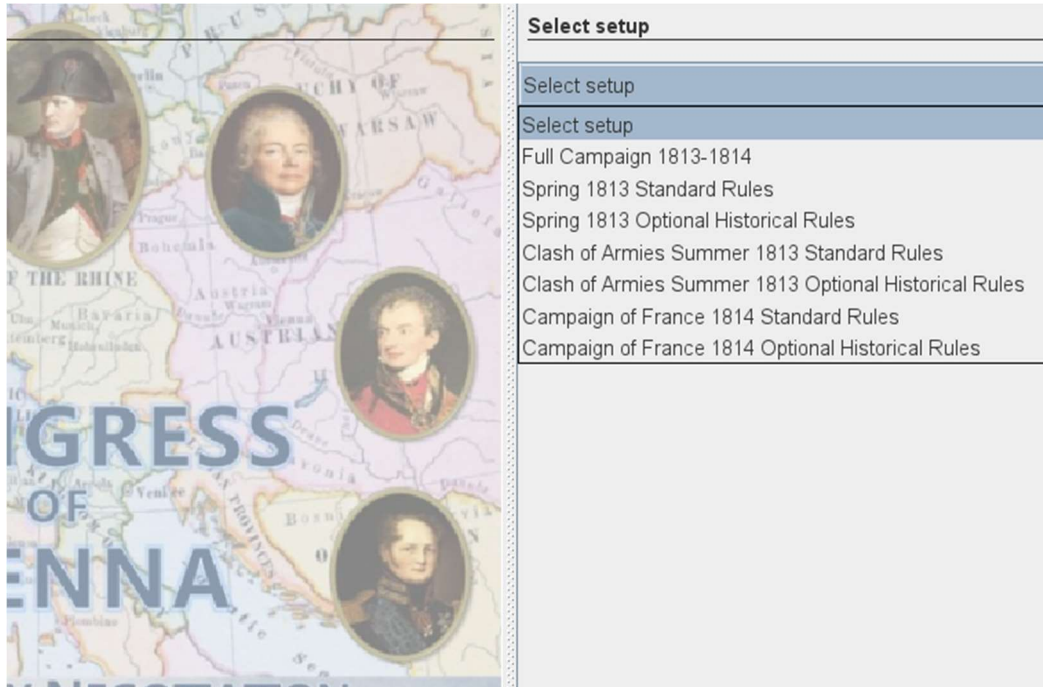
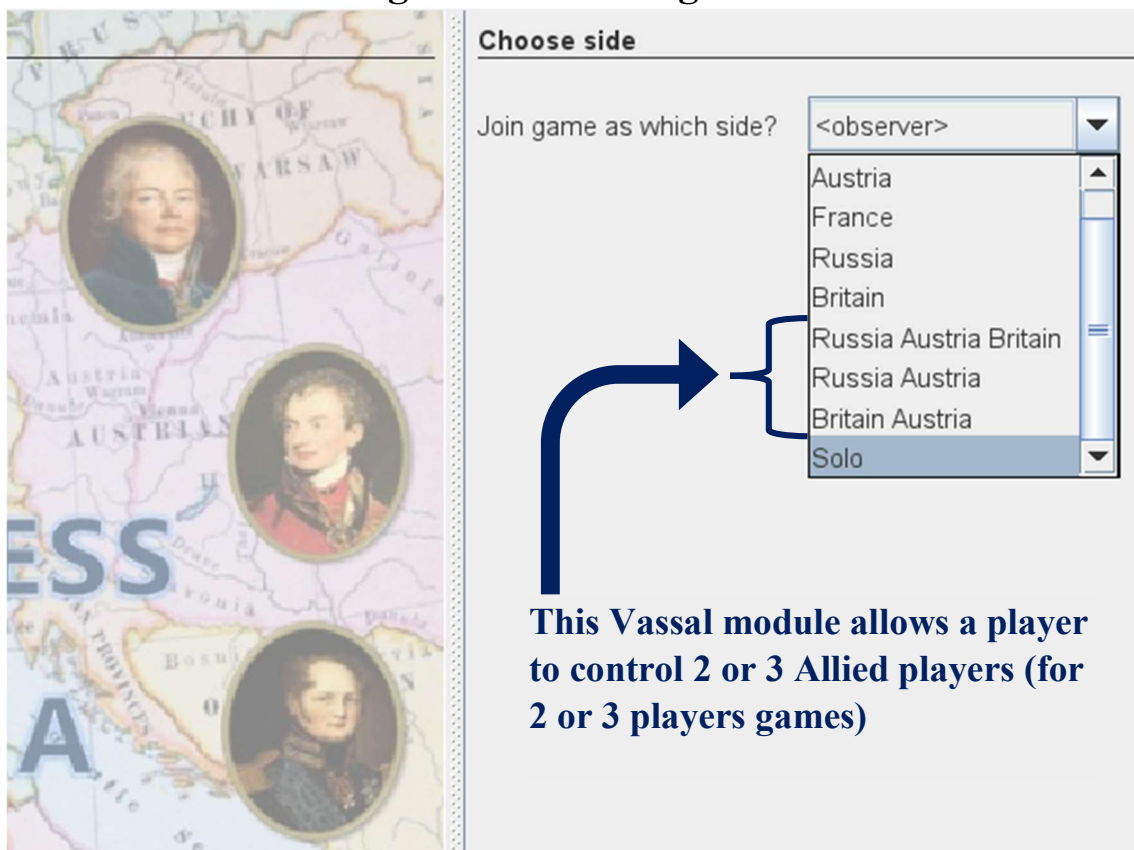


CoV Vassal Module

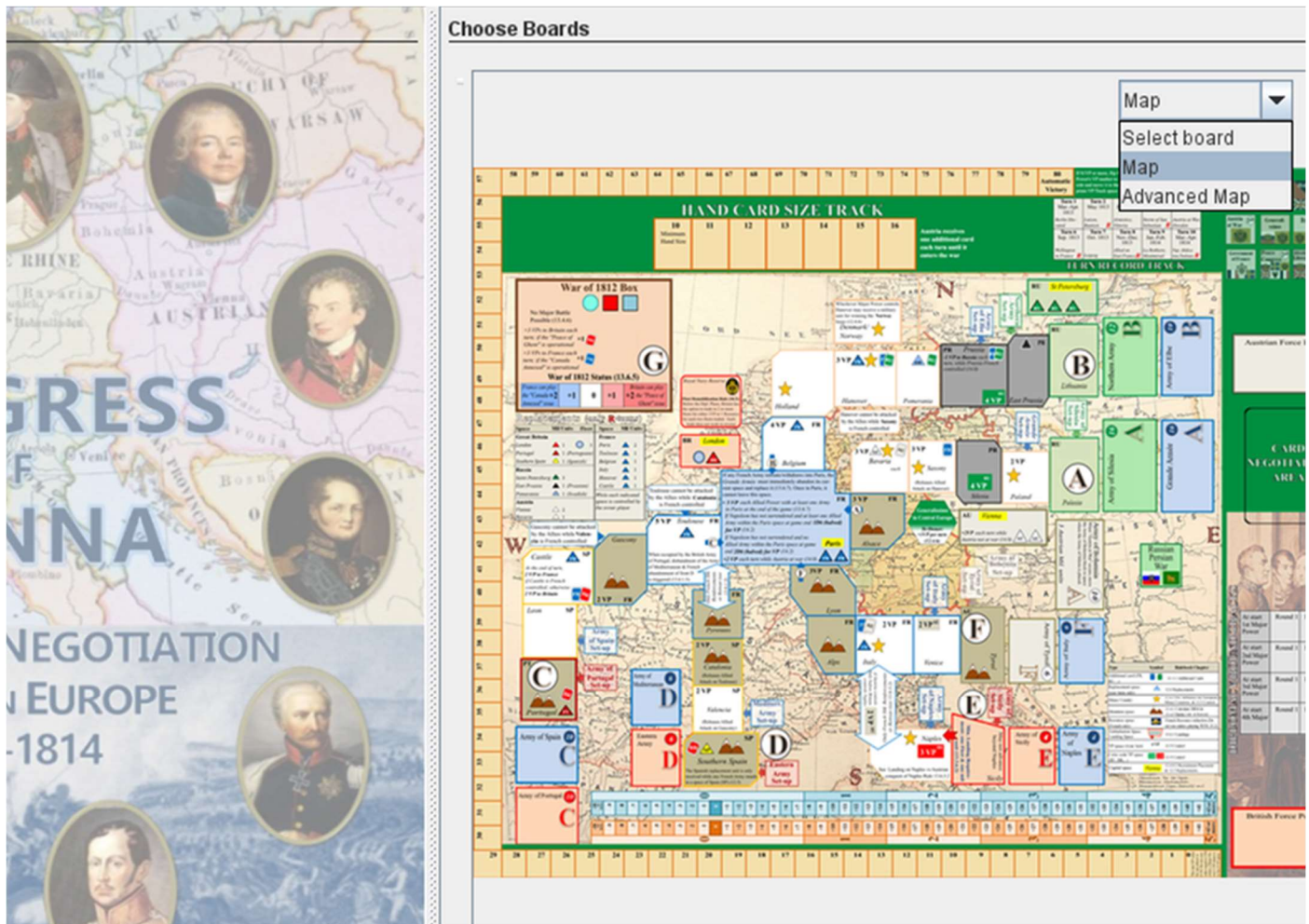
The Full Campaign 10-turns game and three Shorter Scenarios with Standard & Optional Historical Rules



Choice side in a Congress of Vienna game



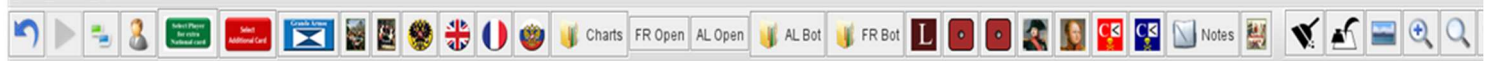
Choice Standard rules (Map) vs Historical Optional Rules (Advanced Map) in a Full Campaign Congress of Vienna game



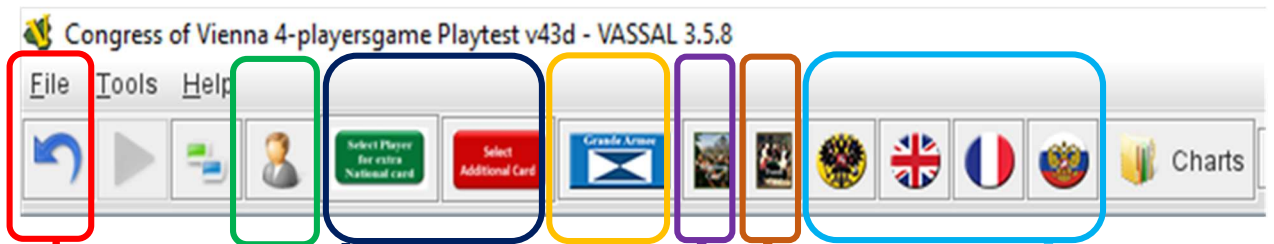
Congress of Vienna Vassal Toolbar

Congress of Vienna 4-playersgame Playtest v43d - VASSAL 3.5.8

File Tools Help



Congress of Vienna Vassal Toolbar (left side)



Undo button

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

Both buttons select additional cards in the Initial phase

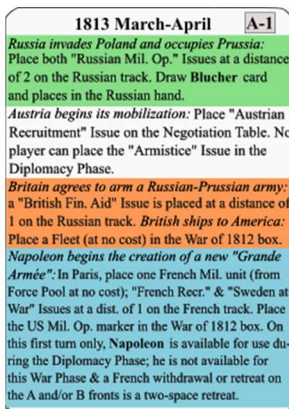
Allow another player to take your side in this game

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

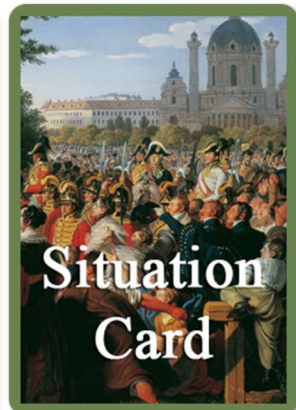
Character & Event card deck, you can draw multiple cards and send them to your player hand

Character card

Initial Situation card deck



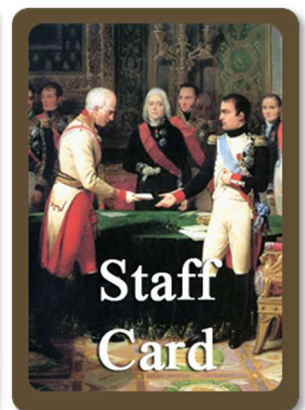
Front



Back



Front

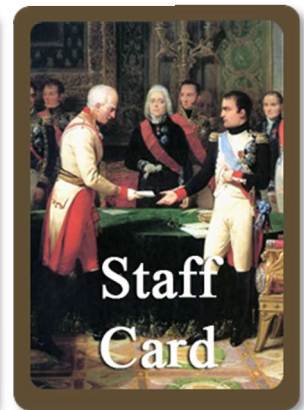


Back

Event card



Front



Back

Congress of Vienna Vassal Toolbar (right side)



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. & Res.
	2	+1 Brit. Fleet	+1 Brit. Fleet	No effect	+1 Brit. Res.	+1 Brit. Res.
	3	No effect	No effect	No effect	No effect	No effect
	4	No effect	No effect	No effect	No effect	+1 Fr. Res.
	5	-1 Brit. Fleet	-1 Brit. Fleet	No effect	-1 Brit. Res.	+1 Fr. Res.
	≥6	-1 Brit. Fleet	-1 Brit. Fleet	-1 Brit. Res.	-1 Br./+1 Fr. Res.	-1 Br./+1 Fr. Res.

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	+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	

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.

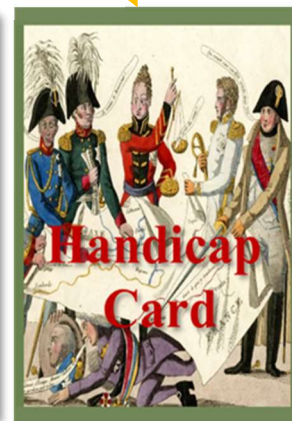
Government Phase (12.0)

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.
 - d. Austria and Sweden at War (12.4.2 & 12.4.3): If France wins "Sweden at War" and/or "Austria at War" issues, Austria and/or Sweden continue on peace this turn.
 - e. Military operations (12.4.4): The French player pays all French Military Op markers (even in other National tracks).
 - 2.2. Liberalism versus Absolutism (12.4.5): French player may place resources if Liberalism was won by Britain or France with a +1 modifier per resource marker and/or previously played Gaudin; with a result of 4-6, the red pawn of Liberalism advances one space towards the Liberalism and Democracy space.
3. 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 pawn 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.

Handicap card deck



Front



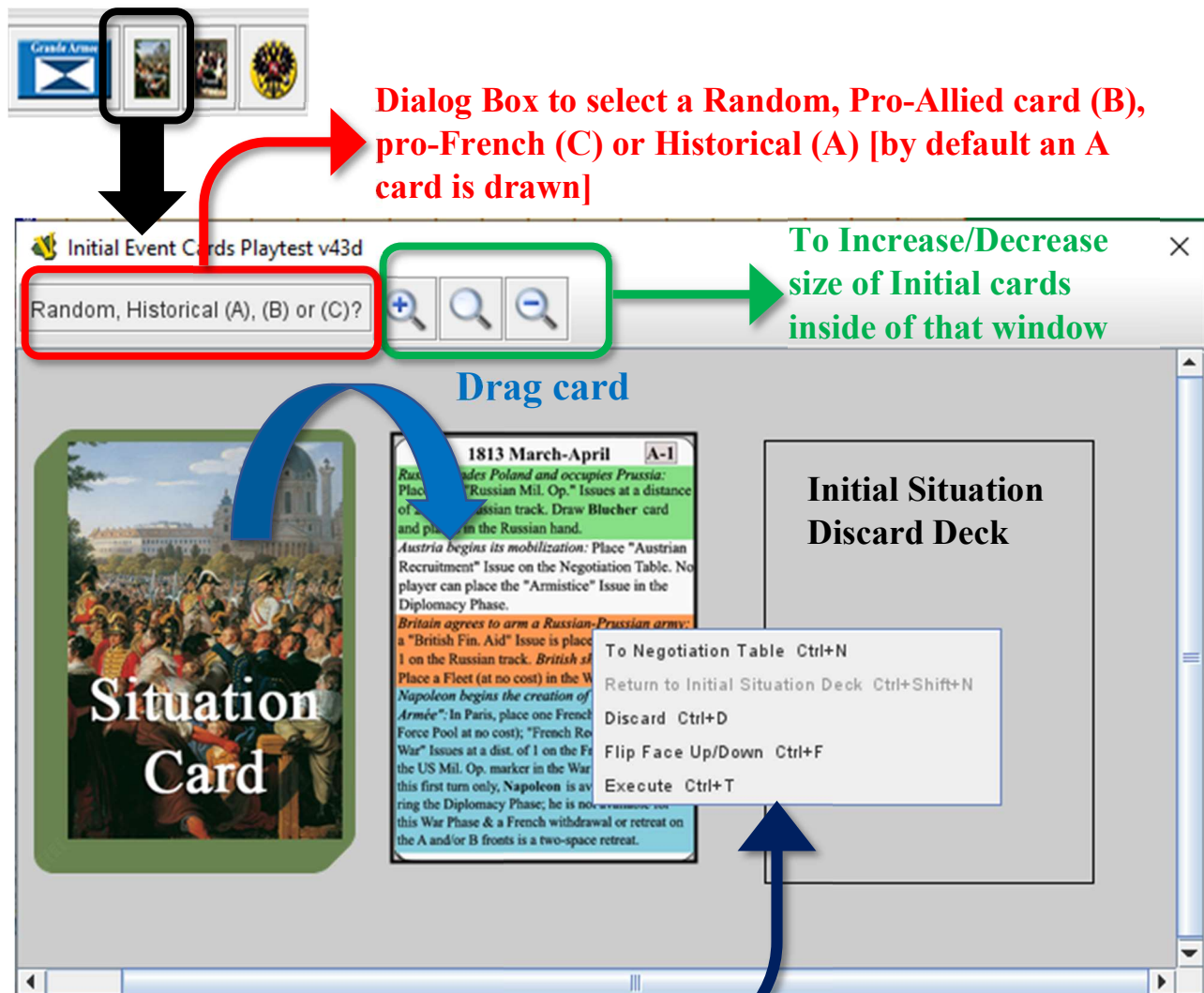
Back

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, "clean" these markers 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 Character cards

1st Click in the green button for selecting country/ neutral side

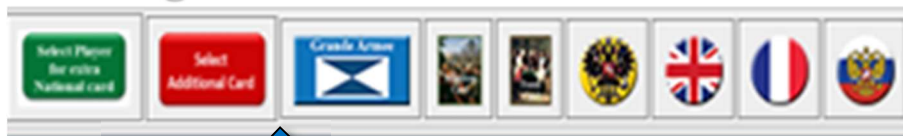
2nd Click in the red button creating a sub-deck of side-selected cards (Russian in figure)

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

4th Drag this card (Blucher in figure) to open player hand window (Russian in this example)

5th 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



1st 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

1st Click right in deck; select “Draw Multiple Cards” and the pop-up menu appears. Enter the number of cards to draw

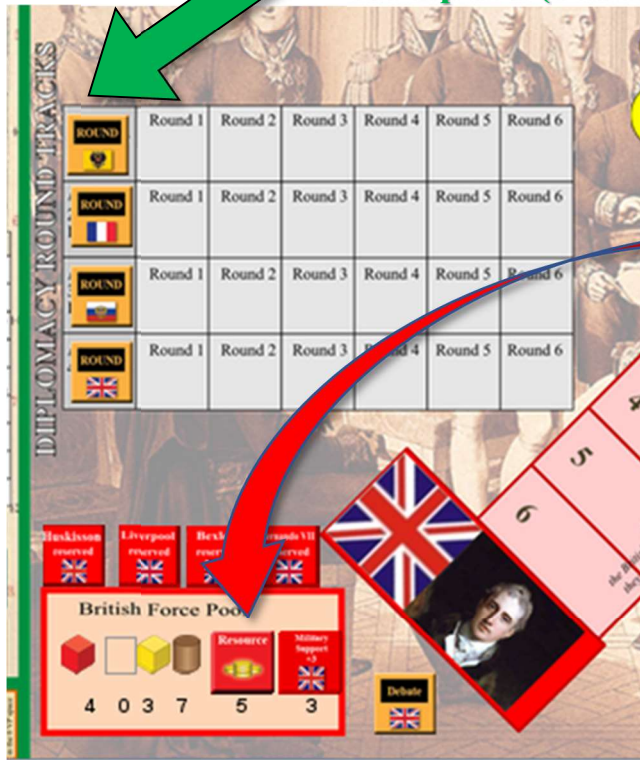


Card Menu [Right Button]

- **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 & British Force Pool

1st 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.



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

Force Pool (British shown):

- Each marker and piece have a right click menu that directly places them.
- The markers can be flipped when the situation arises.



Force Pool (French shown):

- Right-click menu automatically transfers each piece to the map.
- Other force pools have the same right-click menu.

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



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

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)

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.

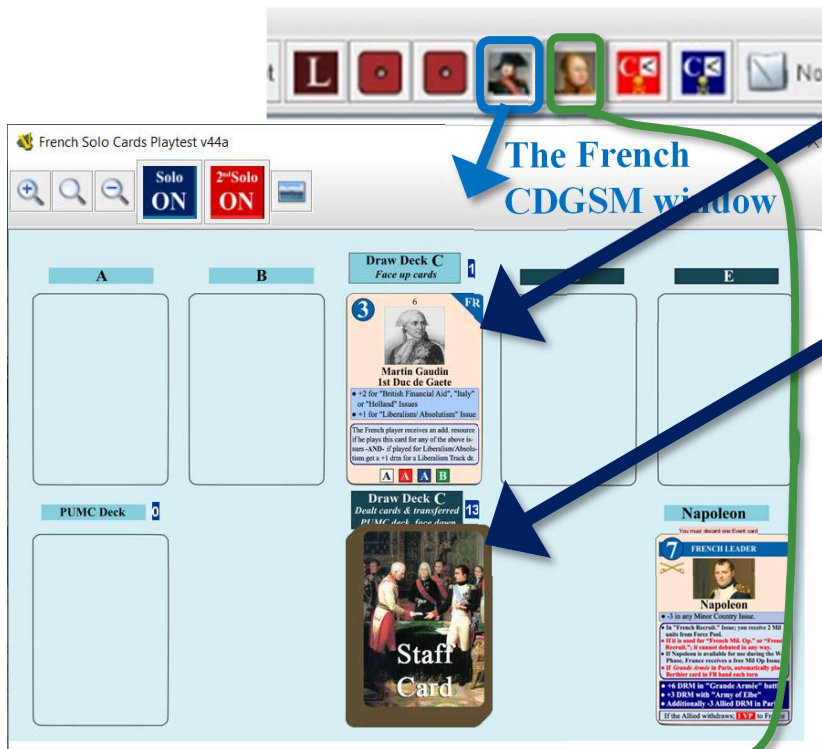
- 1st Click **Blue** button.
- 2nd Click **Red** button.

The Allied CDGSM window

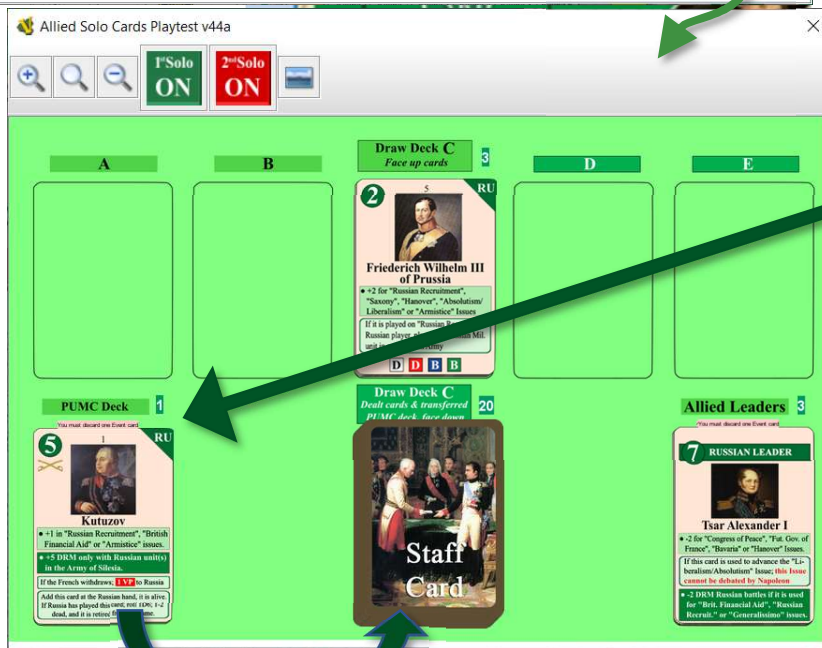
These two buttons transfer the Allied leaders, face-up initial cards, and dealt face-down cards to the Allied CDGSM window. Click both, sequentially. Dealt cards remain face-down. Kutuzov, if alive, is placed in the PUMC

- 1st Click **Green** button.
- 2nd Click **Red** button.

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



- For draw deck C, the face up cards in the upper box are above the face down cards in the lower box. To replenish cards A, B, C, E drag a face up card from the upper box before dragging a face down card from the lower box.



- If the Draw Deck C is empty, right-click on the PUMC deck to transfer it to the draw deck, then right click again to shuffle the draw deck and flip it face down.