Using the TNW module:

Due to the nature of the beast, up to 5 players and another 4 proxies, the hands are setup differently than I would normally. The first 2 rows are for the Power's cards. The last row is for proxy hands which have pacts with the Power and which are basically decks. By slots they are: Prussia (if not 5 plyr), OT, SP, SW, DK. Each should report where the card has been drawn to and where it is played from so there is no question of a player taking a card from a proxy when it should be the power's card instead. If anyone has a better way let me know.

When drawing cards from the deck to your hand, try to minimize the deck window so you can place your cards easily. They should snap to the grid. But you can place more than one card in each grid so avoid that! All cards should be drawn in face down (default as the deck is set that way) then you can use the unmask button to flip them all. Home cards stay face up and when you play they go offboard. I gave them a separate property so that when you need to give up a card they would not go to the exchange table with the other cards.

You can play cards directly from your hand and they will report in the text. Make sure your preferences are set to autoreport moves, it really helps to see where and what a unit is doing.

The Proxy decks within the hand are face down, a right click will place them face up. You can choose a card normally or as well by right clicking on the deck, select the card to read the text and it will go to the top. A bit of a pain to see all your cards but again…I don't know another way that will keep ownership when ownership can change. One nice thing about Cyberboard is the ability to change owenership.

Along the top of the map are the home cards and decks for the proxies not in a pact. Cards are given to them in their deck, top card picked and turned over for play. Home cards are turned over to indicate they cannot be used.

Cards can be sent for viewing to the map before sending to the discard or remove piles so other players can look at them (North Sea area).

The Foreign Wars will send the card off map so you can place units on them. The Double March you can place in a handy spot not being used as it can be used by any player when it comes into their hand.

Since units and flags are in specific numbers I used the forcepools. Each is a deck where you can either just draw the top unit, select multiple etc. The pieces and card buttons should not be used and will be removed later…only there in case I screwed up (quite likely).

The Control Chart is used versus having all the information on the map. It contains the keys resources and diplomatic areas etc.

The Battleground should be used to track the casualties and has information boxes for the rolls etc.

Anyway I am sure there is more that could be said but this is a start.

Report any problems or suggestions to me at: mbeninger40@hotmail.com

Enjoy.

Mark Beninger