Bolt   Action   Vassal   Module   How   to   play

Once you have installed the module, double click on it to load it up. You will be asked whether you want to start offline, look for an online game or load a saved game. Make your selection

For the purpose of this tutorial we will assume you are playing offline. As there are detailed guides for setting up online games on the net and on the vassal wiki. Choosing a saved game allows you to load up a previous game or open a game someone has emailed you.

The next screen lets you choose which player you want to be.

The next screen is for choosing the main tabletop map. There are currently eight. Scrolling across moves the window to get to the drop down box for other maps.

Once you choosen that the main game screen opens.
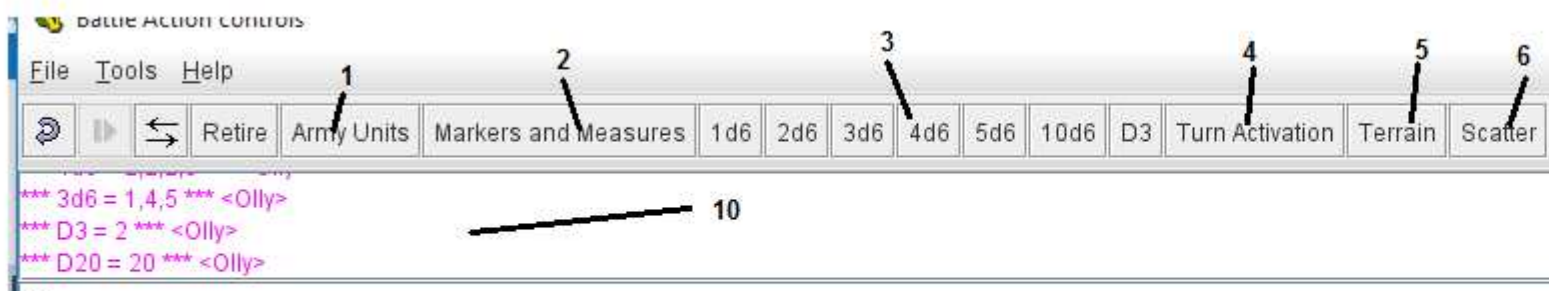
Dragging the bar (11) makes the map window bigger and using the magnifier tools (8) adjust the size of the map. The center magnifier opens a drop down menu which has a "fit visible" option at the bottom. This auto fits the whole map to the size of the window. To move around a zoomed in map you must use the scroll bars or the arrow keys on your keyboard.

Setting up the terrain.

All terrain uses the same principal so I will use the example of placing a house on the map.

Click on the terrain button (5) which opens up the tabbed menus box. Click on the buildings tap, then on house at the right hand side. Put your pointer over the house hold the left mouse button and drag it onto the map the release the mouse. The building will re size onto the map. It can now be moved about in the following way.
To select the house you must highlight it by putting your pointer over it holding down shift and clicking the left mouse button (a black outline will appear around it) it can now be dragged around the map and rotated by holding ctrl and pressing [or] on the key board. It can be deleted by pressing ctrl D and cloned by pressing ctrl C allowing you to make multiple pieces quickly. This method is the same for placing all terrain.

Setting up your force.

All army units use the same principal as the terrain except that you can just click on them to highlight them on the map instead of holding down shift (this is a safeguard to stop terrain being accidently moved during the game.)

Using the clone feature helps you to make up a squad quickly. When they appear they may be stacked on top of each other, simple double click on them and they will un stack.

You can select multiple units buy dragging a box around them with the left mouse button (you will see them all become highlighted they can now be treated as one piece.

Activation, Who's go is it!

This was the trickiest part of the build being able to simulate random activation. My solution (feel free to use your own method) was the turn activation tab. Basiclly it rolls a D20 (results show on the text bar (10). So both players press the turn activation and add the remaining number of order dice they have to the total, the highest score goes next so if player 1 has 5 units left to activate the press the button and add 5 so, D20=16 +5 they get 21. Player 2 has 12 units left to activate so they press the button and get 7 so, D20=7 +12 they get 19. Player 1 gets to go but next time they only add 4. I am working on a method to make this simpler! Feedback is welcome.

Moving around the board.

Simple select a unit as mentioned above and drag it to the desired place. There are movement measures for different units in the markers and measures window (2)

Shooting

Press the range finder button (9) then drag a line from your unit to the target. This will bring up a straight red line with the range measurements built in. It will also help decide line of sight (this toll can be used for measurements of any kind, it is calibrated to represent inches). All the dice required are on the tool bar (3) for resolving shooting. Their results will be in the text window (10) there are also pin markers (hits) casualty markers templates and smoke templates in the markers and measures window (2). The scatter button can be used for placing smoke blown by wind.

That's about it I think.

Please join my face book page for the module, you can post questions and leave feedback as well as look for games or share saved games. (Vassal Bolt action module)

 Useful controls and tips

Ctrl D Deletes the highlighted piece
Ctrl C Clones the highlighted piece
Ctrl [or] Rotates the highlighted piece

Hold shift and left click to highlight terrain pieces only
Left click to highlight a unit.

A section of dice are on the tool bar
All measures, markers order dice and templates are in the markers and measures window.

there are no rules included in this module. You are expected to be familiar with the rules and own an official copy of the warlord Bolt Action rules (or be playing someone that does