



Welcome to the Maori Wars Vassal Module. There are a few features to be aware of when using this module.

(Note: There will likely be a pause the first time a unit moves on each map. This is due to some complexity in the underlying code. It will not affect subsequent movement, just the initial one in a session.)

Scenario Set-up

All scenarios from the rulebook have been pre-made and are available for selection. The BD-chits not required for a scenario have been removed.

Follow the placement order given in the scenario instructions. All units have been placed in or near their designated set-up areas.

Some stacks will have a line of text above them telling you where to set them up. This text belongs to an "invisible" counter on the top of the stack. Once you have finished placing the units/stacks, just select and delete the invisible counter.

On some scenarios there are orange-shaded hexes denoting the Designated Area. These can be deleted or moved by holding down CTRL and clicking on them.

Right-click on pieces

Pieces will have some or most of the following options in their right-click menu as well as standard Vassal options:

Disrupt/Rally: This adds a small Disrupted marker to the top left corner of the piece and will remove it if selected again.

Eliminate/Destroy Structure: This will send the piece to its appropriate box on the Reinforcements Map (Eliminated for Leaders & Structures, Reinforcements for Units). It will also update the Victory Point (VP) total (see below).

Send to Reinforcements Map: This will send the piece to its appropriate reinforcement box on the Reinforcements Map. It does not update the VP total.

Transfer to Reinforcements Box (Main Map): Moves the piece from the Reinforcements Map to the corresponding Reinforcements Box on the Main Map.

Go Bush Raiding: Will move the piece to the corresponding province on the Bush Raiding (BR) map. This is replaced by **Return from Bush Raiding** on the BR map to send the piece back to the main map in the centre of the corresponding province.

Upgrade to [Fort/Pa]: Upgrades a Settlement or Village to a Fort or Pa. This will trigger the VP penalty if upgrading to a Fort.

Reduce to [Settlement/Village]: Converts a Fort or Pa back to Settlement or Village. It will update the VP total.

Convert to [Queenite/Hostile/Neutral]: Converts a Maori piece to another side. The only Leader that can convert is Pomare.

Construct [Settlement/Village]: Constructs a Settlement (if unit is NZ Militia); or if the unit is either a Hostile or Queenite War Party, a Village of the unit's current alignment in the current hex.

Structure Totals: This will bring up the Available Structures window which will show you how many structures are available to be constructed. This is for information only and not enforced by the module. It allows you help keep structure totals within their cardboard-equivalent limits. It will probably only be needed in the very large campaigns.

Tables

This has the tables from the game. There is also a Combat Procedures cheat sheet plus there are Rally & Evade tables that are summaries from the rules.

Battle Dispatches

BD chits are drawn in the Battle Dispatches window. Use the Draw button or drag a chit across to the Discard pile. The effects of the BD chit are displayed in the Log. When the Draw pile is empty, the Reshuffle button will be active. It will leave all (*)-marked chits in the Discard pile.

Turn Counter

Standard Vassal turn counter where you can step through each phase of a turn. Game Turn Track marker on the main map will move automatically with the passage of turns.

Victory Points

The VP track is duplicated from the map onto its own window. This is for convenience so you don't have to scroll the main map when playing. Both tracks will update their VP marker when a VP change is triggered. They are also synchronised so if you manually move one VP marker, its twin will follow suit.

VP tracking is automated up to a certain point. The module will track the following:

- All eliminated Units & Leaders.
- Destroying Villages & Settlements.
- Destroying Forts & Pa.
- Occupying Towns.
- Building Forts.

Some scenarios & BD chits allow forts to be built with no penalty so when they are created, the VP marker will have to be manually re-adjusted.

When Forts & Pa are destroyed, they will work slightly differently:

- A Pa, when destroyed, will trigger the VP count twice to account for the underlying Village being destroyed as well.
- A Fort only counts itself when destroyed. Use **Destroy Structure** if a Fort was built on a Town, but if it was built on a Settlement, it is best to use **Reduce to Settlement** first then use **Destroy Structure** on the Settlement.

When losing units to Attrition, use **Delete** in the right-click menu in place of **Eliminate/Destroy Structure** as this will not trigger the VP tracking.

If a Town is occupied by mistake(i.e., a Hostile War Party is accidentally placed on a Town hex), the Undo button should reset everything. If it doesn't, for whatever reason, move the VP marker back and CTRL-right-click on the town hex, then select Reset to make it eligible for occupation again.