

Maria – Vassal User Guide



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Maria – Vassal User Guide

1. Introduction

Welcome to the Maria Vassal module that will allow you to combine the great game of

'MARIA – Maria Theresa and the war of the Austrian Succession'

with the excellent online gaming tool, Vassal.

The Vassal User's guide is available under the Help Menu and explains the standard Vassal commands, if you are unfamiliar with Vassal then start with that document as some of the Maria guide assumes knowledge of how Vassal itself works.

The 'Maria' module has been designed to look and play as much as possible like the board game but with some necessary additions or changes to make it 'work' online.

The best way to learn the module is to start up a game and join as 'Solitaire', this will give you access to all windows, hands and options in the game. Then start with the set up and work your way through a couple of turns or so to get the 'feel' of how the game works online.

The following sections basically follow the sequence in the 'Maria' rulebook so should be familiar to players of the board game. However not every option associated with every window and every piece or card is explained in this guide. It will give you an overview of how to use the module and covers all important commands. Use the right click menu on each piece to discover all of the functions in the game.

Enjoy the game.

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2 The Players

As with the board game, the Vassal version of 'Maria' can be played with two or three players.

With Three Players

Each Player will select one of

- **Maria Theresa** - Austria
- **Louis XV** – France & Bavaria
- **Frederick** – Prussia, Saxony & the Pragmatic Army

With Two Players

One player will be Player A and the other Player B.

- **Player A** – France, Prussia, Saxony & Bavaria
- **Player B** – Austria & The Pragmatic Army

If playing the introductory game the pragmatic army and pieces on the Flanders map are not used.

Solitaire

Although 'Maria' is not an ideal solitaire game by selecting the solitaire option you will have access to all hands and windows making this a good option to learn the module.

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3 Set Up

Once you start the module and select a side you will see the 'Maria' map and the control buttons at the top of the screen. Access to the menus and windows opened by each button will depend upon the side you selected when starting the module, choosing solitaire at that stage will give you access to all functions.

Most of the actual game set up has been done for you; all of the pieces (Generals and Supply Trains) are in their starting locations. The initial placement of Victory Point Markers has also been completed.


There are however a few things that need to be prepared before you can start the game.

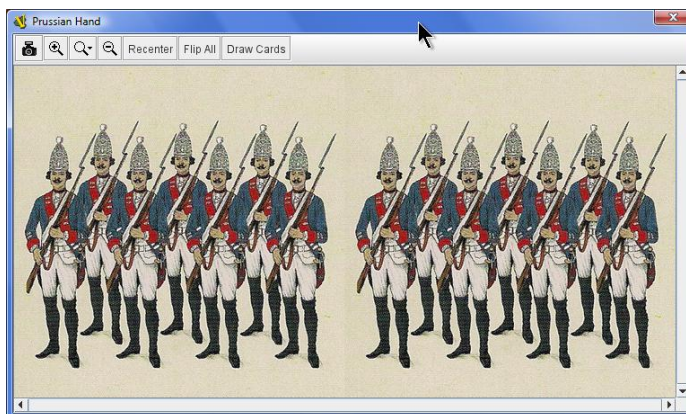
a. **Create the Draw Pile.**

One player should open the 'Decks' window by clicking the  button and choose one of the Tactical Decks to use as a draw pile. Right click on one of the coloured decks and choose 'To Draw Pile'.

b. **Draw Starting Hands.**

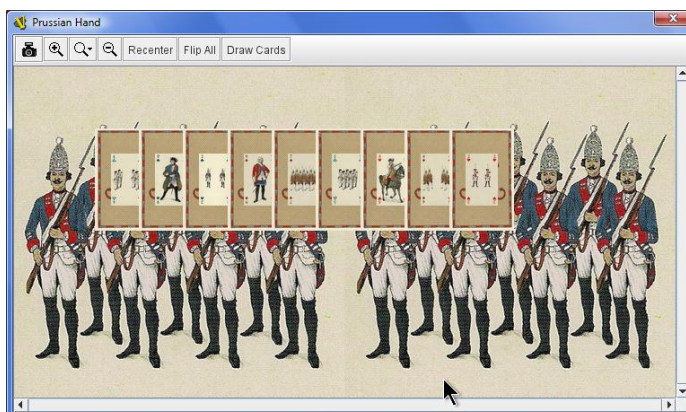
Each player should then draw their initial hands; as an example we will look at the 'Frederick' player.

Click on the  button and choose 'Prussian Hand', this will open the window that holds the Prussian tactical cards.



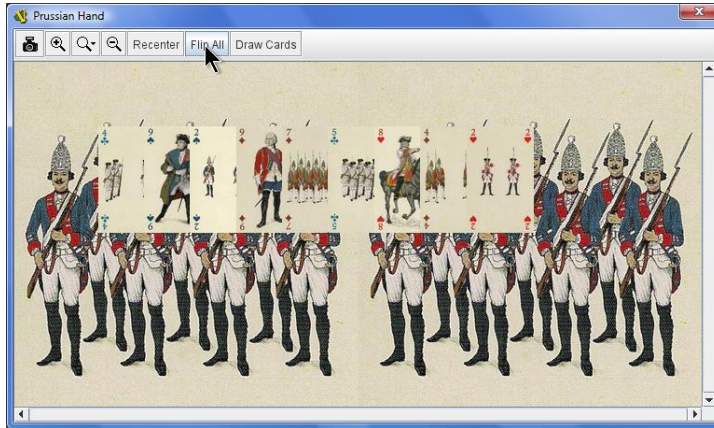
By clicking the 'Draw Cards' button you will see several options that allow a number of cards to be drawn, these are the most commonly used options for that hand (different numbers of cards can be drawn – see below for instructions on how this is achieved).

Prussia receives 9 cards initially but as this option would only be used once there is not an option to draw 9, the best way to do this is select the 'Draw 3' option 3 times. The Prussian hand will then look something like this:

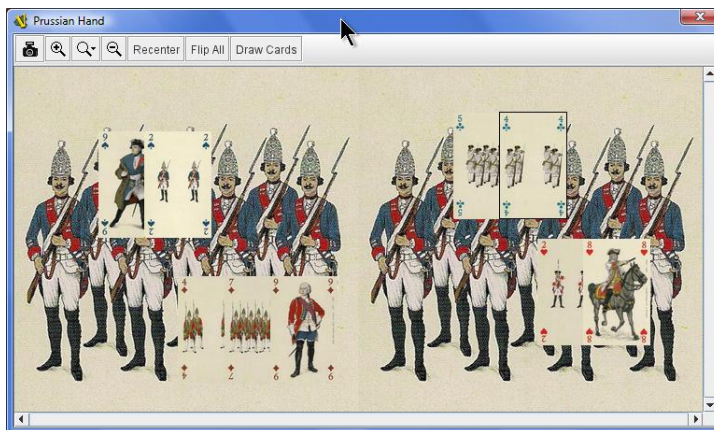


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The view you have of the cards is actually face down (i.e. the backs) but because you now 'own' these cards you can see a preview of the fronts as well. If you move a card to another location (such as the Political Display or Battle map) your opponents will just see the back of the card until you 'Flip' it. Should you prefer to see the fronts of the cards in your own hand you can use the 'Flip All' button but remember that if you move a card elsewhere your opponents will also see the front. Most of the time this is not an issue but can be important on the Political Display for instance.



By dragging the cards within the window you can sort by suit.



Each player would open the relevant hand windows and draw their initial cards in a similar fashion.

As with most things in Vassal there is more than one way to accomplish the same task. Apart from using the 'Draw Cards' buttons in the hand windows you can also click and drag individual cards from the Draw Pile to your hand window. Another option to draw multiple cards is to right click on the Draw Pile and choose 'Draw Multiple Cards' then when you drag to your hand the required number will be chosen.

When the Draw Pile runs out you will see a message in the main game window and hear a 'Card Shuffling' sound; it is important that you check the Draw Pile has enough cards before you use the 'Draw Cards' button.

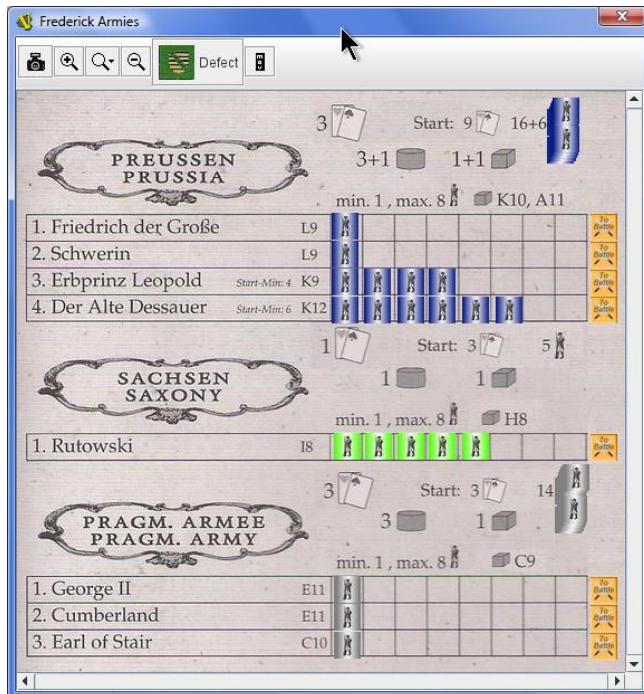
The next Tactical Deck should be chosen as in 3a above or, after all four have been used, the two decks with the most cards.

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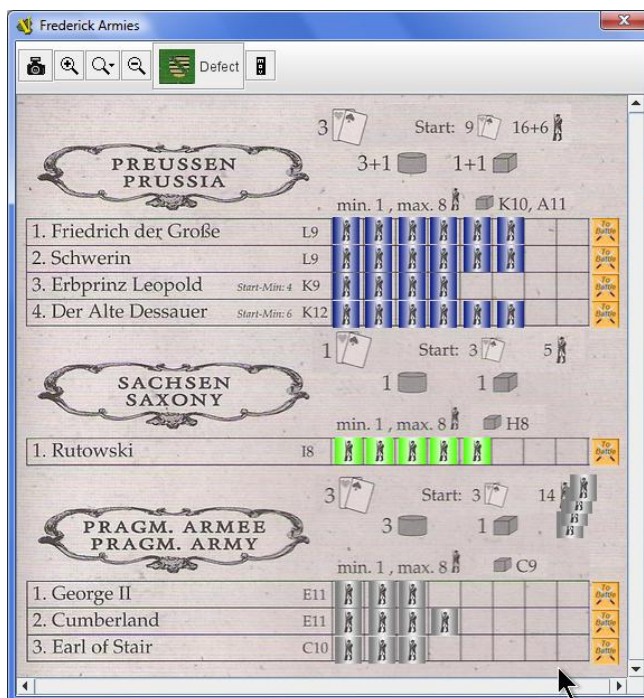
c. Allocate Troops to Generals.

Players should now allocate the starting troops to each of their generals.

Using Frederick as an example again we click on the Frederick button and choose 'Armies'. The following window will open;



Each soldier represents a troop strength and the minimums have already been allocated for you, the remaining strength points are stacked to the top and right of each power. Double clicking on a stack will expand it and allow you to then drag the troops and allocate to the generals as you wish.

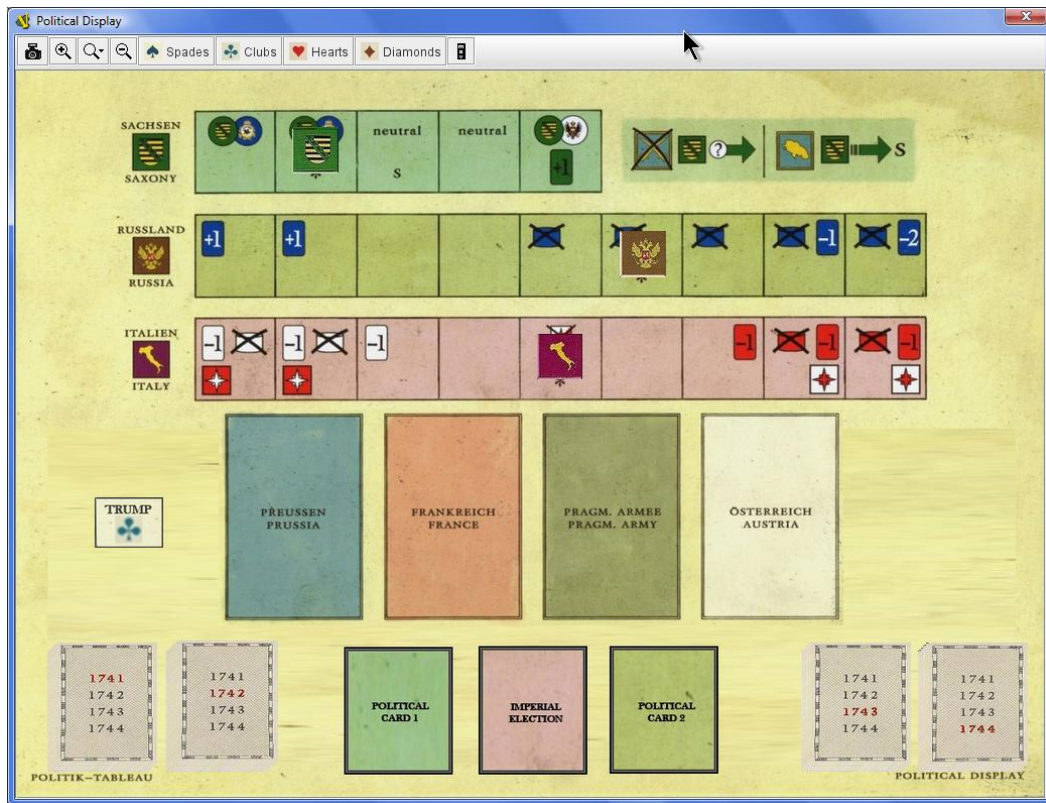


Later we will see how the 'To Battle' buttons are used.

4 Turn Sequence

a. Politics.

Click on the  button to open the Political Display.



As the start of the first turn there have been no battles and a trump suit needs to be determined; one player should drag a card from the Draw Pile anywhere within the Tactical Decks window and flip it using the right click menu. Then click the corresponding trump button in the Political Display to set the trump.

To draw political cards simply click and drag from the relevant deck and place one card in the 'Political Card 1' space and another in 'Political Card 2'. At some point during 1742 the Imperial Election card will be drawn when this occurs move it to the 'Imperial Election' space for resolution at turn end and draw another card.

Each player can now choose to play a Tactical Card from their Major Powers' hand, to do this right click on the appropriate card and choose 'To Political Display' (you can click and drag instead if you wish); the card will then be sent to the correct space on the Political Display.

Don't forget to re-hide the card, if you have flipped it in your hand, before you send it to the Political Display.

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Once all players have selected their cards they can be revealed by flipping them, should there be any conserved cards from previous turns these can be viewed by double clicking to expand the stack of cards.

After execution of the Political Phase unwanted cards can be discarded with the 'Discard' right click option and unused Tactical Cards dragged back to the player hands. Discarded Political Cards can be viewed under the **PC Discards** button on the main screen.

The markers on the Saxony, Russia & Italy tracks are moved by simply clicking and dragging.

b. Austrian Hussars



The Austrian Hussars are initially placed in the 'Hussar Encampment' near the Austrian VP Pool, they start the game stacked so you will need to double click them to expand and select individually.

Placement is accomplished by dragging the Hussar marker into place according to the rules of the game.

Should a Hussar need to be removed simply drag it back to the encampment area OR right click and choose 'Return To Camp'

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c. Action Stage

Tactical Cards

Tactical Cards are drawn in the same manner as described for the initial draw in 3b. above, remembering to take into account any Subsidies, Bonuses or Penalties that apply.

The relevant markers can be found under the **Pieces**  button in the 'Markers' tab, these can be dragged to a players hand as a reminder



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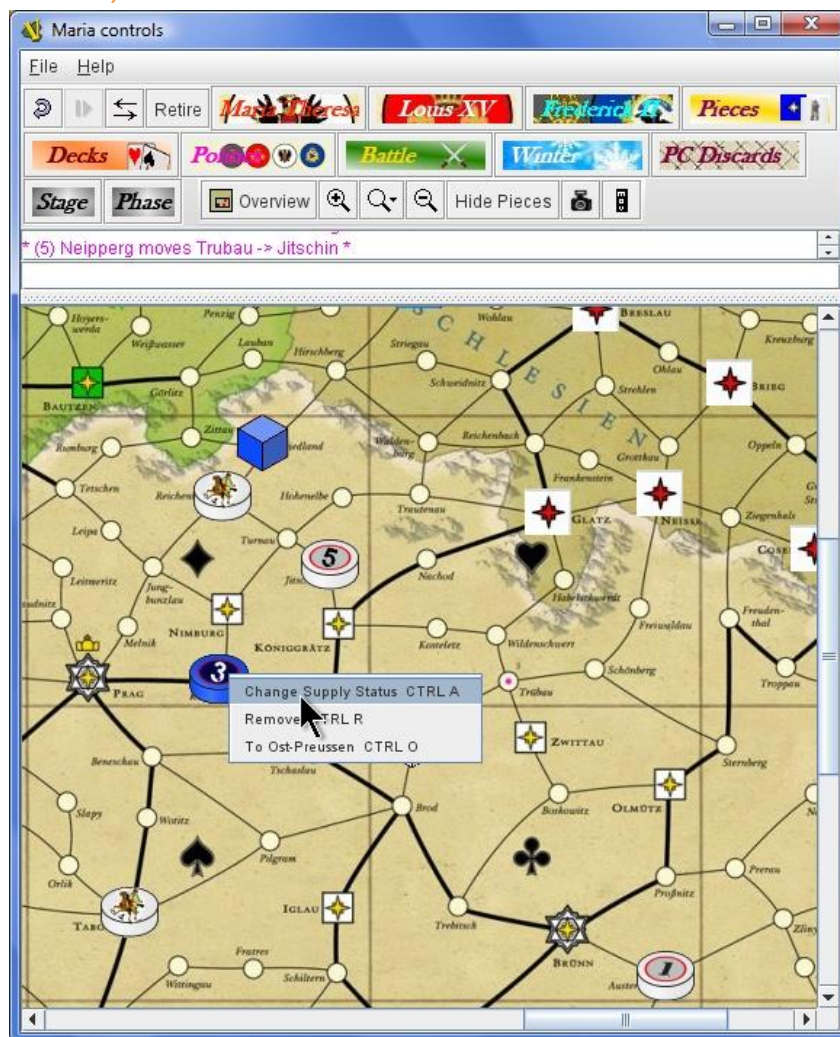
Supply

During the Supply phase generals may have to pay for supply due to the effects of the Austrian Hussars.

The affected player(s) should use Tactical Cards from their deck by right clicking and choosing the 'Pay for Supply' option; it is preferable to flip the card first to enable the Austrian player to check the values.

The cards will be moved to the Hussar Encampment area at the Austrian side of the board and can be discarded after viewing.

Generals on the map that are out of supply can be designated by right clicking and choosing 'Change Supply Status', this will flip the piece over. The affected player should then eliminate the relevant troops in his army window.



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Movement

Movement is simply accomplished by clicking and dragging the relevant pieces during your turn. Where generals start stacked together they can be selected individually by double clicking the stack.

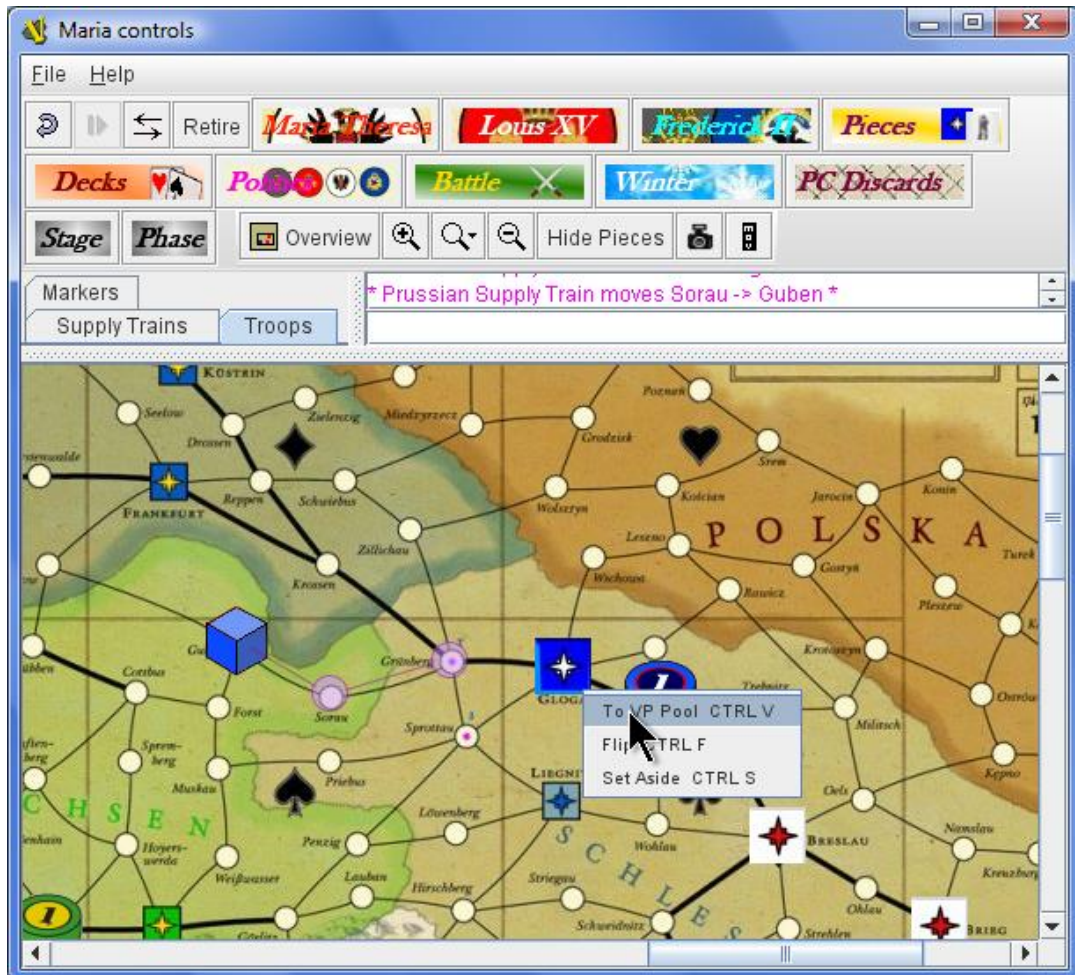
As each piece is moved it will leave a movement trail so that all players can see the path that has been taken, the pieces will 'snap' to the cities as they are moved. At the same time a message is sent to the main window logging the move.



After a player has finished his turn he should click the **Delete-Trails** button to remove the movement trails from the map.

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As fortresses are conquered or marked for retroactive conquest drag a VP marker from the relevant pool. All VP markers have a right click menu to flip them to the question mark side and back again, to send back to the VP pool and also to the Set Aside area which is at the top left of the board above the VP track.




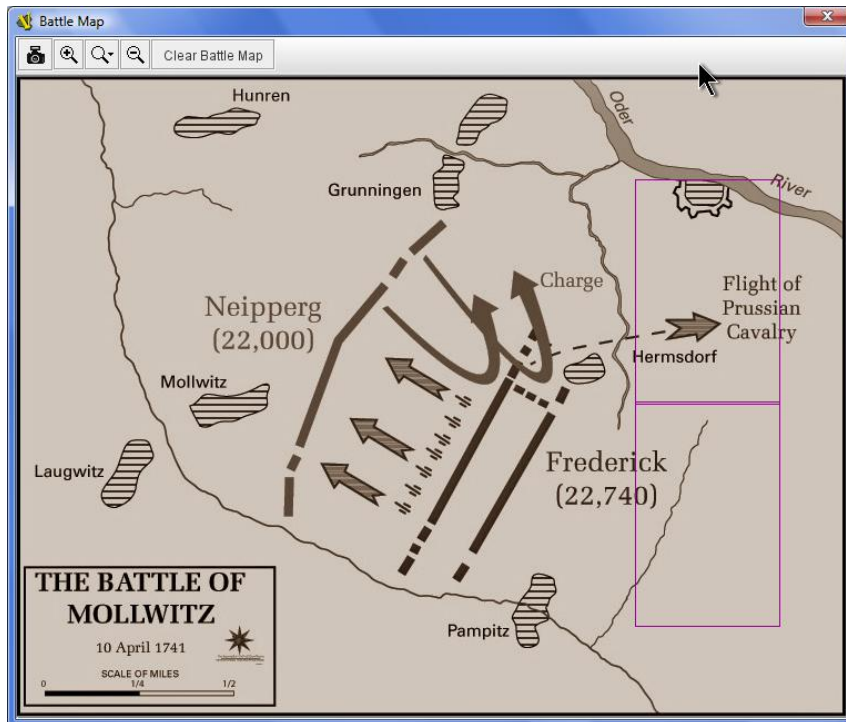
You do not need to use any markers to denote the status of the fortresses of Mainz, Trier, Köln and Mannheim, these electoral cities have their own right click menu to allow you to mark them for retroactive conquest or a change of ownership.

The markers in the Electoral College also have right click menus to denote a change in control of the relevant cities.

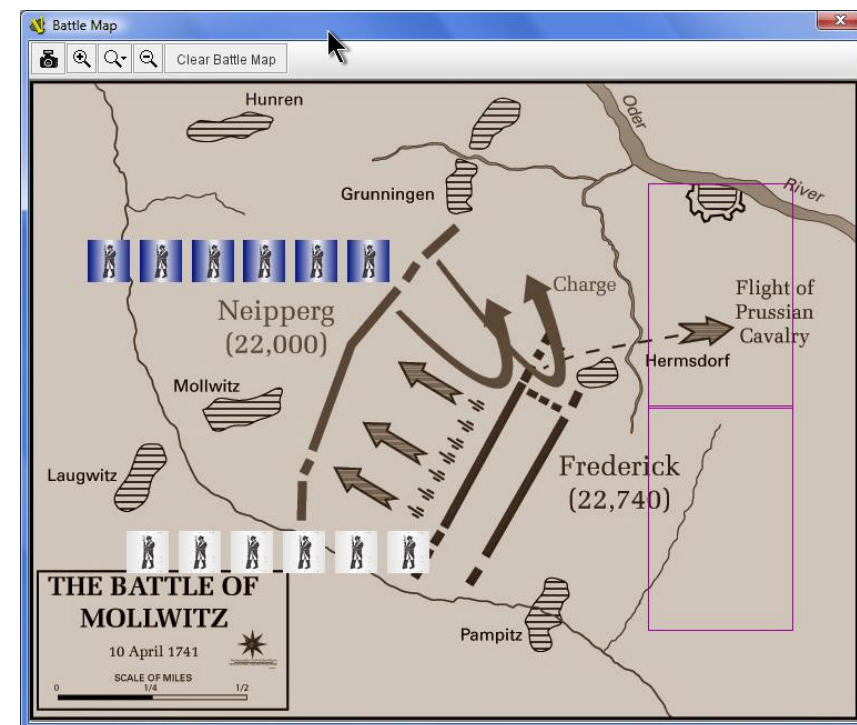
Generals have right click menus to allow you to remove them when all troops are lost, this command will send them to the right of the turn track as a reminder they may return during Winter. The sending of generals to Italy, Ost-Preussen or England is also accomplished with a right click option.

Combat

Combat occurs on the Battle Map which is accessed by clicking the  button.



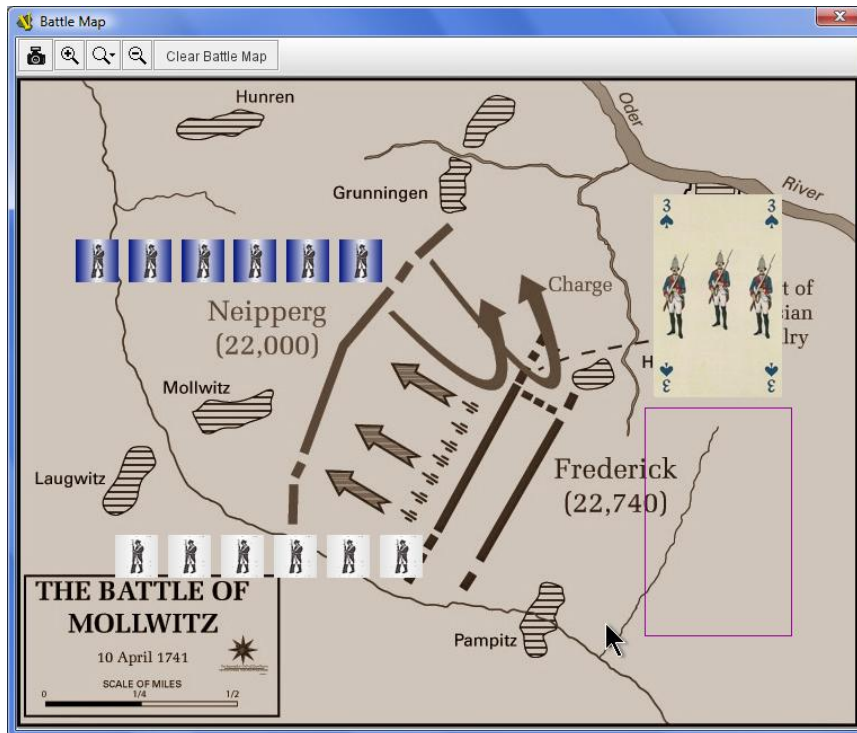
Each player involved in the combat should access his generals troops from his army display. Troops can be dragged to the Battle Map but an easier option is to use the 'To Battle' button on the same line as the participating general(s).



This will send all of that Generals troops to the Battle Map at once and line up opposing forces.

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The inferior player then plays a card from his hand by right clicking and choosing the 'Use in Battle' option, the card will then be transferred to the Battle Map alongside that player's troops.



Play continues in this manner until the combat is resolved at which point the losing player can eliminate any number of his troops before clicking the 'Clear Battle Map' button, this will send all of the remaining troops back to the relevant army displays and discard the cards used in the battle.

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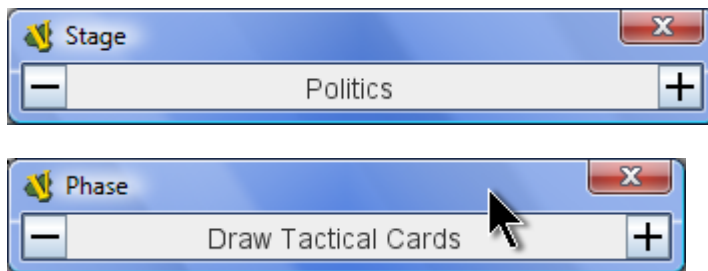
Turn, Stage and Phase Markers

The Turn Marker is moved by click and drag and will 'snap' to a turn number.

Players may also wish to maintain a record of the current Stage and Phase by using the relevant buttons on the menu bar;



By clicking these buttons the player will open controls that allow tracking of the stage and the relevant phase within the Action Stages.



These controls can be docked in the menu bar or left floating as the player prefers.

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5 Winter

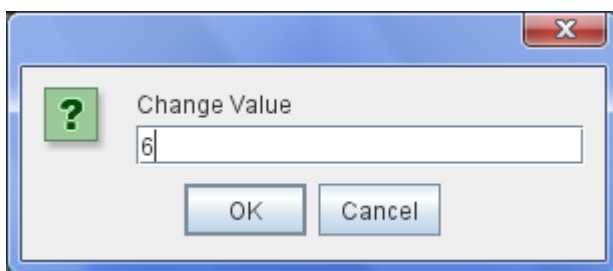
During a Winter turn players will access the Winter Scoring window by clicking the  button.



	 1741	 1742	 1743	 1744	SUMME TOTAL	
FRANKREICH FRANCE	0	0	0	0	0	FRANKREICH FRANCE
PREUSSEN PRUSSIA	0	0	0	0	0	PREUSSEN PRUSSIA
PRAGM. ARMEE PRAGM. ARMY	0	0	0	0	0	PRAGM. ARMEE PRAGM. ARMY
ÖSTERREICH AUSTRIA	0	0	0	0	0	ÖSTERREICH AUSTRIA

Previous rounds of Winter scoring should be kept hidden from players, this is accomplished by making each major power responsible for updating the figures for a particular year. This is denoted by the crest at the top of each column, so for example Prussia updates 1741 and Austria 1742.

By right clicking on each number in the column the relevant player can change the value to record the score.



Once updated the figure should be right clicked again and then made 'invisible', it should then remain in this state until the game end when all scores should then be revealed and totalled.

When recruiting new troops players will use cards from their hand by right clicking and using the 'To Recruitment' option. This should be done in the same order as the player action stages, each player can then check that the correct costs have been paid as the cards will appear in the 'Recruitment Costs' area of the Winter Scoring window.

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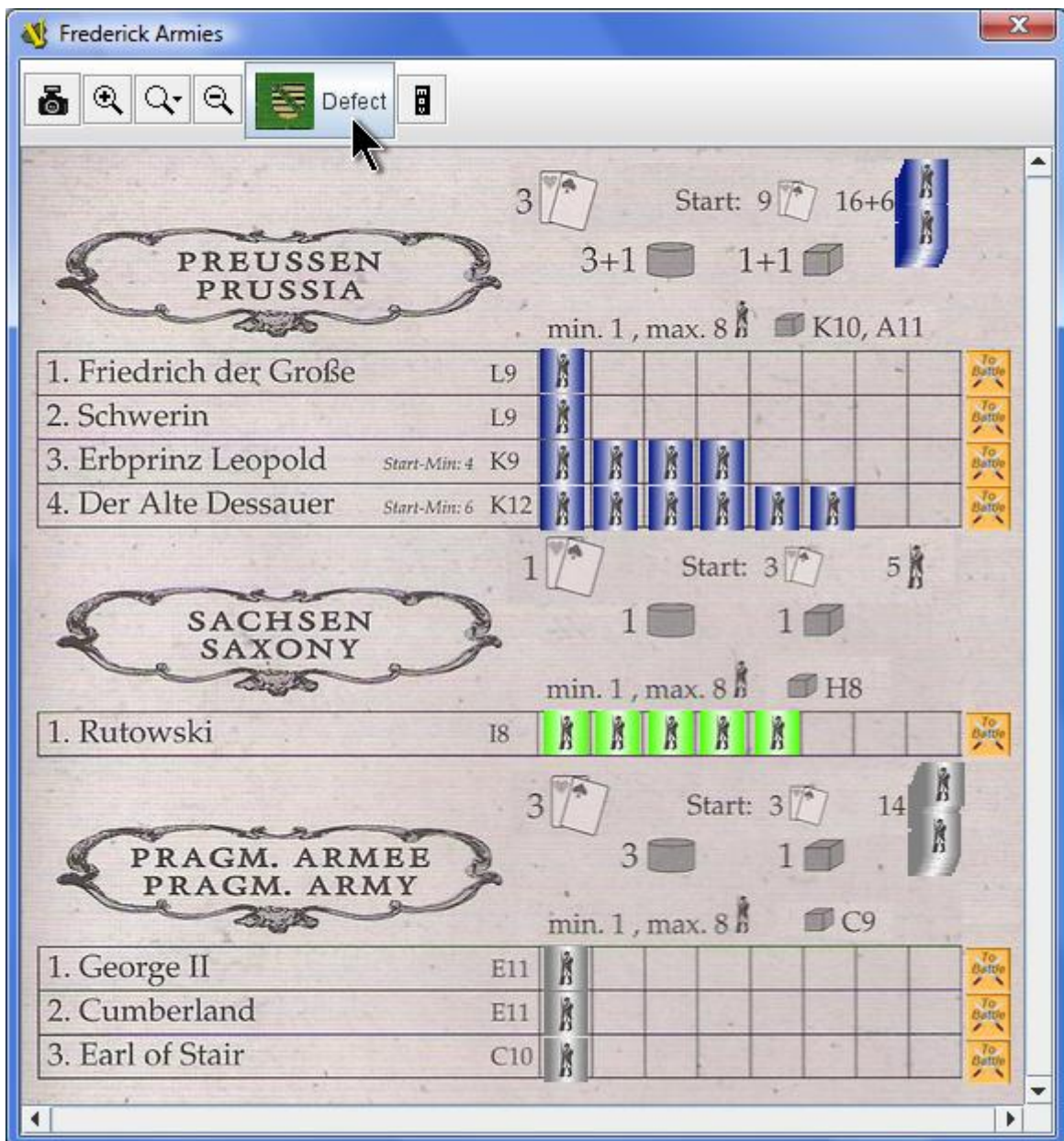
6 Miscellaneous

Saxon Defection

Should Saxony become neutral or defect then Austria takes control of all Saxon pieces, Troops and cards.

Both Frederick and Maria Theresa have their own Saxon hands. To transfer cards the Frederick player should drag the cards currently in his Saxon hand to an empty space in the Tactical Decks window. The Austrian player can then drag these to his own Saxon Hand window.

To transfer Saxon troops to the Austrian Armies window the Frederick player should click on the 'Saxon Defect' button in his armies window. The Troops will appear in the Austrian Armies window on the Saxon track.



(Note – The Austrian Player will have to double click the Saxon Troops in his own display after transfer and allocate them to the Saxon General.)

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7 Legal Note

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The Vassal implementation of Maria by Steve Bishop.

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