

GMT Wellington © 2005, GMT Games, LLC.

This Vassal module is only for personal use and requires ownership of the board game.

The module was designed to give a similar 'look and feel' of the board game with automation of some functions. Each player has a [Hand](#) for their cards, a [Headquarters Card](#) and an off-map [Force Pool](#) with all leaders and soldiers currently not in the game.

Each piece and card has a menu of possible actions, which is accessed by its selection.

Important: *A card is revealed, flipped face up, when played either for CPs or an Event.*

Important: A separate window, [Card Mat](#), is available to place cards for sharing or exchanging among players. This window is available to all players.

Important: The number of **Cards** in each Power's hand is **automatically tracked** and report on the main map menu; the **Preemption Marker will automatically indicate the Power with the largest card total**, main deck plus home deck. Of course, preemption is not allowed during the first round and the players will need to note which round is the first. A separate tool bar button, Hand Size, reports the total number of cards, number of main deck and number of Home cards for each Power.

Important: **Resources** are **automatically tracked only** when placed on the Power's HQ card. Resources may be added to the card using the **"ADD Resource"** or dragging and dropping from the Marker's window. Resource pieces have options to use to draw a card and the card is automatically drawn and the resource is placed on the map, above the Active Card box. Other options allows the owner to give the resource to another Power or remove the resource.

Important: Cards from the Common deck may be randomly given to other players using the menu items in the player's Hand; alternatively, one may use the **"Card Mat"** as a neutral area to exchange cards. The Hand has two menu items that affect cards from the COMMON deck, **"Give 1 Random Card"** and **"Discard 1 Random Card;"** these two menu items do not affect the player's home cards held in Hand. An option is available to **"Discard Random Home Card,"** which applies to one card.

Important: The [Die Roller](#) reports that results are **sorted** by number order, that is, all rolls of 1, then 2, then 3 etc. This is not related to the randomness of the die roller. The die roller is calls the Vassal Engine random number generator.

Important: The player's [Hand](#) is **only visible** to the owning player.

Important: Cards may be played for CPs (command points) or as the event, which generates a corresponding message written to the log.

SCENARIOS

Players choose one of the two scenarios, "1812" or "1813," during set up. The "New Scenario" allows players to design their own scenario.

The Scenario indicate may be change between "1812", "1813" or none by using the ALT key when point (selecting) its location on the map.

PLAYER SIDES

Players may select an individual power, "British," "Spanish," "French-Nord," or "French-Sud." Selecting the "Coalition" allows one player to play both British and Spanish. Selecting the "French" allows one player to play both the "French-Nord" and "French-Sud." Selecting "Observer" allows someone to observe the board but not see any unrevealed cards, that is, players' hands. Selecting "Referee" allows someone to view all the individual player hands, useful for an independent 'Game Master'. Note, both the "Observer" and "Referee" roles may interact with the game board and pieces.

Map Information

[Number of Keys
Controlled](#)

[Leaders and
Commanders](#)

[Impulse Track and
Preempt Marker](#)

[Number of Resources
Held](#)

[Combat Units, Soldiers
and Leaders](#)

[Empty Card Decks](#)

[Flagging a duchy](#)

[Active Card](#)

Tool Bar Buttons:



Change Side: Allows the current player to join another side or become an observer, no longer a participant.

Markers: Opens the marker window. Note, many markers are automatically placed.

[Charts:](#) Game charts and tables.

[Hand Size:](#) Number of cards in each Power's hand, with separate totals for Common and Home decks.

[Die Roller:](#)

[Casualty Display](#)

[Powers](#) (Britain, France-Sud, Spain, French-Nord)

Within each power the follow selections are available:

[Hand](#) (Power's Hand, hidden to other players)

[Draw 1 Card](#)

[Draw 1 Home Card](#)

[Flip All Cards](#)

[Give 1 Random Card](#)

[Discard Random Card](#)

[Discard Random Home Card](#)

[Draw 6 Cards](#)

[Draw # Home Cards](#)

Where # is 3 for the British and 2 for all other powers; note, the British Hand does not have the word card.

[HQ \(Headquarters Card\)](#)

[Add Resource](#)

[Nationality Bonus \(only on the French HQ card\)](#)

[Force Pool \(Leaders and Combat Units available to be built\)](#)

[Britain](#)

[France Sud](#)

[Spain](#)

[France Nord](#)

[Notes](#)

[Cards Removed Discarded](#)

[Removed Cards](#)

[List of Removed Cards](#)

[List of Discarded Cards](#)

[Card Mat \(visible to all players\)](#)

[Control Chart \(to manually track Key control\)](#)

[Markers for Keys and Events \(all are automatically placed\)](#)

Number of Keys Controlled and the Number of Resources Held

Keys Controlled and Resources held				
Britain	France	Spain	France	
				:Keys Controlled
				:Resources held

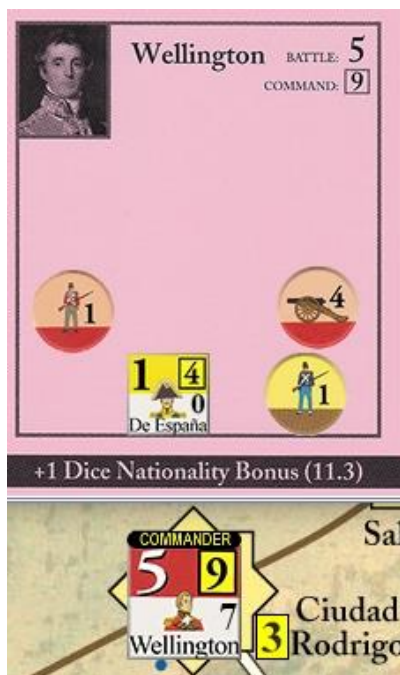
Number of Keys Controlled

The number of Keys Controlled and Number of Resources are automatically tracked. The number of flags controlled is automatically change when a duchy is flagged by another power. All players' totals are displayed on the main map. Each power's **HQ** card shows his/her respective count.

Number of Resources Held

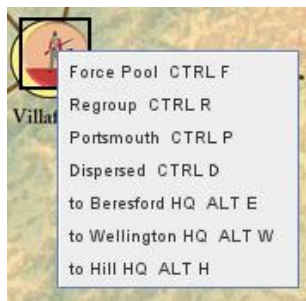
All players' totals are displayed on the main map. The number of resources held is automatically tracked for resources held on the HQ card. Each power's HQ card and Hand card shows his/her respective counts.

Leaders



Leaders have a text field, to the right of their image, which reports the strength of his army or army group, as displayed on the headquarters card. In this figure, the leader has the **COMMANDER** flag active to indicate that Wellington is an Army Group Commander and, hence, would require 2 CPs to move to an adjacent key, unless the Spanish Units were dropped off prior to movement. All combat units and leaders must be in the leader's section of the HQ to be included in the total strength. A subordinate leader with combat units in another section of the HQ are not added to the total.

Combat Units (Leaders and Soldiers)



Example of British Soldier combat unit

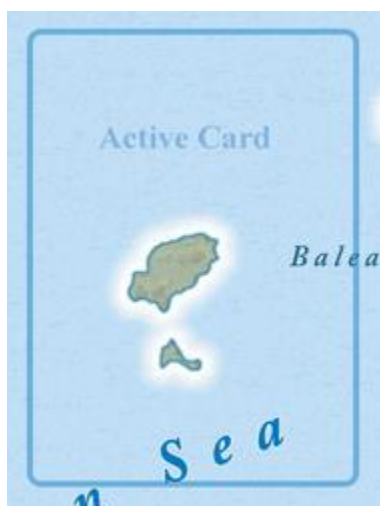
Combat units have options to send to the Force Pool, Regroup Box, and for the British, to send units to Portsmouth. Combat units for each power may be relocated to the HQ card under a specified leader.

Flagging a duchy:



Flagging a duchy is accomplished by selecting the duchy on the map and then cycling through the flags. Many duchies in Spain begin under French-Nord or French-Sud control, for the 1812 scenario, and when these duchies are flagged by the French-Nord the blue circle is used and when flagged by the French-Sud the green triangle is used, as on the game map.

Active Card



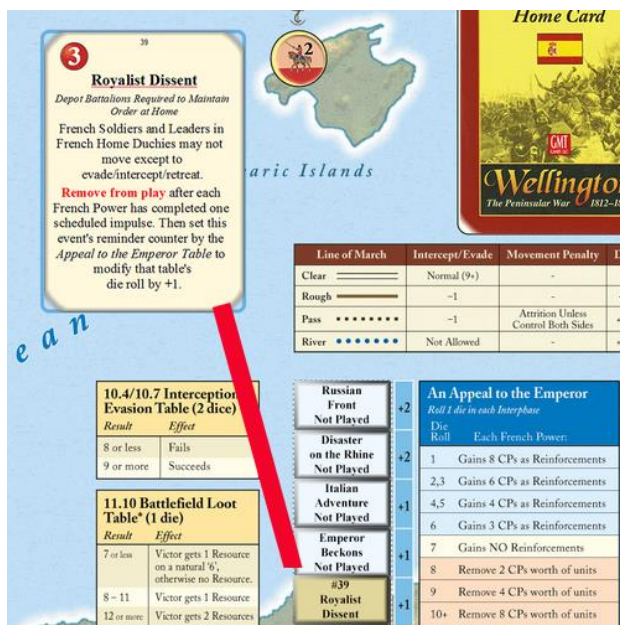
Active Card Area

Important: when a card is played to the map, as either an Event or for CPS, the card is always **played face up** and visible to all players.



Active Card with Event Marker

When a card is played for CPs (command points) or an event, it is moved from the player's hand to the map in the area labeled "Active Card". All cards placed on the main map will be face up, revealed to all other players. When card with an event marker is played as an event then the marker will be placed on map adjacent to the card; **exception**, event markers that affect the Appeal to the Emperor dice rolls will be placed next to the Appeal to the Emperor table on the map.



Example of an Appeal to the Emperor Event

and placement of marker.

Impulse Track and Preempt Marker



The Impulse Marker is moved by right clicking and selecting NEXT or PREVIOUS,

Below the impulse track is the total number of cards in each player's hand. The preempt marker is automatically placed above the Power with largest hand size. The Preempt Marker will remain at "No Preempt" during the first round of a Turn, the first 4 impulses; this is tracked by moving the Impulse Marker using the NEXT command.

Empty Card Deck

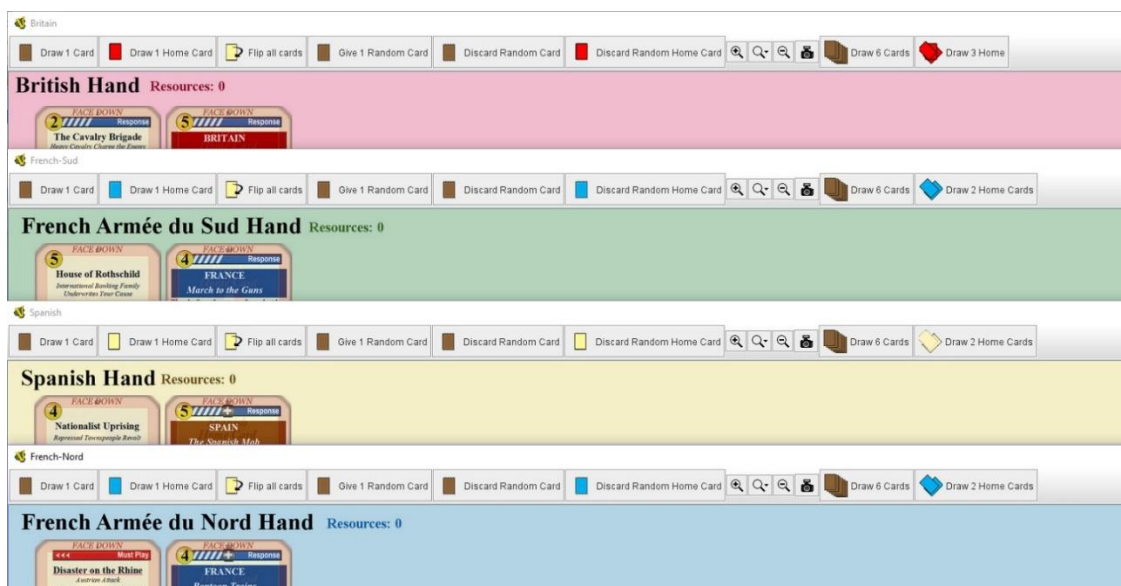
When a card deck is empty, the discard pile will automatically be reshuffled and added to the draw deck.

Charts



The games charts and tables are accessible using this tabbed window. Charts included are Battle Charts, Building Costs, Interception and Evasion, Interphase Charts, Siege and Terrain.

Dealing Cards



At the start of a turn, Dealing Cards is accomplished using the two buttons on each of the Power's Hand Window. One button deals 6 cards from the Common Deck and the other window deals cards from the Home Deck, 3 to the British and 2 to each of the following, Spanish, French-Nord and French-Sud. Dealing should be performed in player order to allow for mulligans.

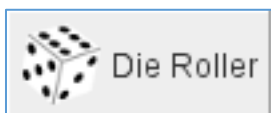
Mulligans are individually handled by each player. A player must discard the appropriate cards then draw 1 card at a time up to the appropriate number. This process is accomplished by using the buttons on the left side of the window, Draw 1 Card (from the Common Deck) and Draw 1 Home Card (from the corresponding Home/Reserve Deck).

Hand Size



Hand Size button opens a new window with the number of cards in each player's hand. Note, if a player does not have any cards then nothing is displayed. The first number is the total number of cards in-hand and the second number is the number of Home cards.

Die Roller



Die Roller button opens a drop down menu with the following options:



Specify #: opens a dialogue to allow the user to enter the number of dice (and number of sides)

1xd6: Roll One 6 sided die

2xd6: Roll Two 6 sided dice

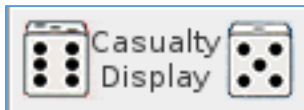
3xd6: Roll Three 6 sided dice (useful for most siege defenses)

5xd6: Roll Five 6 sided dice

10xd6: Roll Ten 6 sided dice

Die Roll Results: The results of the die rolls are **sorted** into numeric order before being reported in the log file; this assists the reading of results but may result in some angst among some players that the die roller is not random.

Casualty Display



The **Casualty Display** button opens a window that allows players to track the number of Hits and Disrupts.

Casualty Track

Zero Out Br/Sp +1 Hit Br/Sp -1 Hit Br/Sp +1 Disrupt Br/Sp -1 Disrupt Fr +1 Hit Fr -1 Hit Fr +1 Disrupt Fr -1 Disrupt

6 Casualties Inflicted by the Coalition 3 Casualties Inflicted by the French 3 Casualty Difference: Coalition - French (+ Coalition Victory, - French Victory)

CASUALTY DISPLAY Each "6" die roll kills a Unit, each "5" die roll disrupts a Unit.

Kills	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Disrupts	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

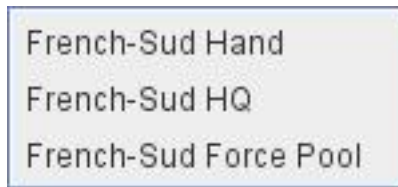
Kill results must be fulfilled before Disrupt results. Kills + Disrupts = Casualties.

Using the buttons at the top to increase and decrease the count will allow the module to automatically sum the number of casualties (total of hits and disrupts) and calculate the difference between the Coalition and the French and report the winner, if the casualties diff and if a rout occurred, the difference in the number of casualties is 3 or more.

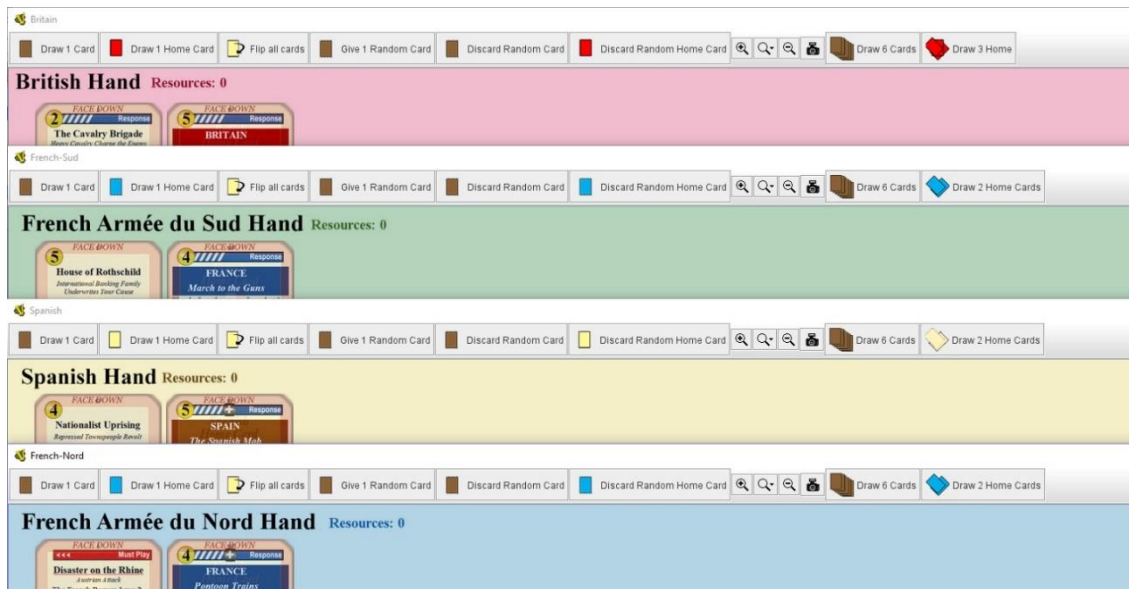
Powers: Britain, France-Sud, Spain, France-Nord



Each power (Britain, France-Sud, Spain and France-Nord) has a separate drop down menu, with the following 3 options: **Hand**, **HQ**, **Force Pool**. Each of these opens a separate window. The player's **Hand** option is only visible to the owning player and will be greyed out for other players; this opens the player's hand where cards are dealt. The **HQ** and **Force Pool** options and corresponding windows are visible to all players.



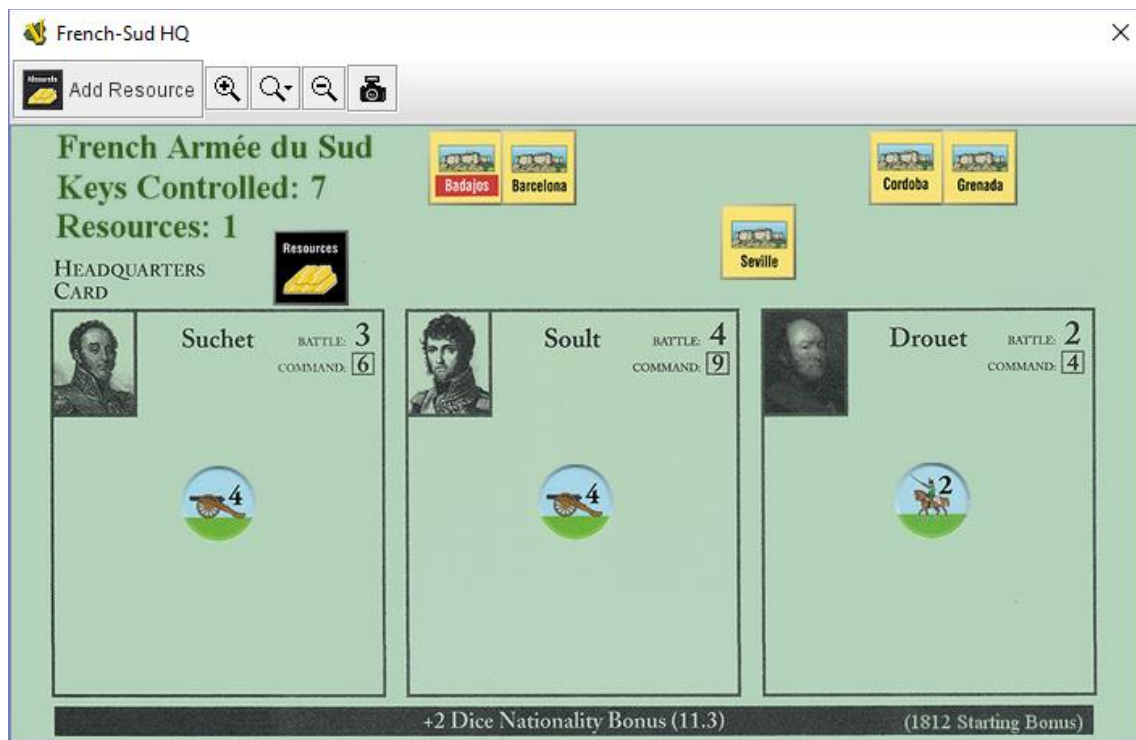
Hand



The **Hand** window is where a player will be able to view their cards; this window may not be opened by other players. The number of resources the Power has is reported in this window. Additionally, the window has toolbar buttons to:

- 1) to **Draw 1 Card** from the common deck,
- 2) to **Draw 1 Home Card** from the appropriate Home deck,
- 3) to **Flip all cards**,
- 4) to **Give 1 Random Card** which has a drop down menu to send one randomly selected Common Deck card to the designated Power.
- 5) to **Discard Random Card** to discard one card from those in hand drawn from the Common Deck,
- 6) to **Discard Random Home Card**, discard one randomly selected in-hand Home Card.
- 7) to **Draw 6 Cards** from the common deck and
- 8) to **Draw** the specified # of Homes Card from the appropriate Home deck, either **Draw 3 Home**, Britain, or **Draw 2 Home Cards**, France-Sud, Spain and France-Nord.

HQ (Headquarters) Card



The **HQ** window shows the number of keys controlled by that player. As the Spanish Keys are flagged on the map, the individual key markers are automatically added and removed to the HQ cards. The Keys are listed in alphabetical order.

Use the **Add Resource** button to add a resource marker to the HQ cards. Resources on the Power's HQ card are totaled and reported. Only these resources are considered owned by the Power.

Add Resource



The **Add Resource** button adds one resource to the player's total and places a marker on the card.

Resource Marker Menu



The Resource Marker has options

Use a Resource to Draw a Card from the common deck; this process is automatic, the resource is deducted and the card is added to the hand. The Resource Marker is placed on the main map, above the Active Card box, to reinforcement the message to the other players.

Send to --- HQ allows the player to give a resource to the designated player, any of the other 3 Powers.

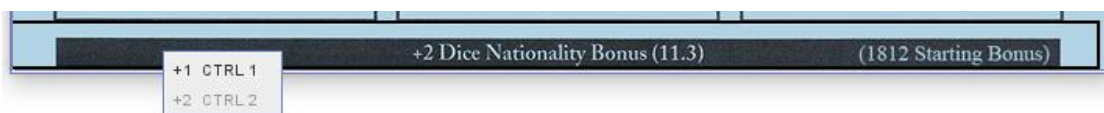
Delete allows the player to deduct a resource.

Each of these options will deduct one resource from the total and remove one resource marker from the cad.

When using the Resource buttons, the number of resources held by the power are automatically tracked and the total is displayed on the player's HQ card and on the main map.

French Nationality Bonus

French HQ card have the option to change the **Nationality Bonus** at the bottom of the card, select the anywhere on the black bar with the current nationality bonus and the player may select the alternative, **+1 or +2**.

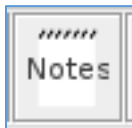


Force Pool



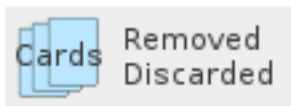
The Force Pool window has all combat units (leader and soldiers) available but not currently in the game, either on the game map or on the HQ card. Each power's force pool is limited.

Notes

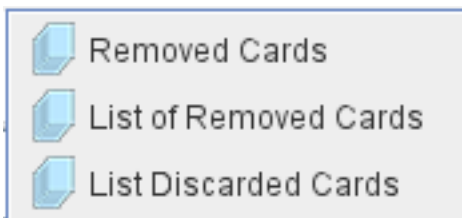


Opens a standard VASSAL Notes window, allowing players to record and exchange notes.

Cards Removed Discarded



Opens a drop down menus with three options: Removed Cards, List of Removed Cards and List of Discarded Cards.



The **Cards Removed Discarded** button has 3 options which show the deck with the cards removed (**Removed Cards**) from the common deck, and then options to list all cards removed from the common deck (**List of Removed Cards**) and all cards discarded from the common deck (**List of Discarded Cards**). Note, players are not allowed to examine other players home decks, either examining the discard pile or being able to count the number of cards remaining the in the Home deck.

Card Mat



As the main map always has cards face up, reveal, the card mat is an area available to all players to place cards face down, to set up the draw pile, such as for card #76 (Exploring Officers/Spies)

Control Chart



The control chart allows players to manually track the number of Keys controlled.

Additional Markers



All the cards with event markers and the Spanish key markers are originally stored here. Note, the key markers are automatically placed the HQ Card of the flagged Power. The Event Markers are automatically placed near the Card on the Map when the Card is played for its event. This window allows the player to manually manipulate the event markers and Spanish Key markers, should this be desired.

Date: 2017-January-10, by H. Michael Arrighi, hmarrighi@gmail.com. Please let me know of any problems or issues with the module.