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1. Installing VASSAL

You can find VASSAL software and AdIG AJSP Module on our website:

<http://www.ajsportugal.org/VASSAL/>

You'll find in the root this manual and the AdIG AJSP VASSAL Module and several directory containing the VASSAL Software depending on the Operative System (Window, IOS, Linux). Download the one that matches your machine.

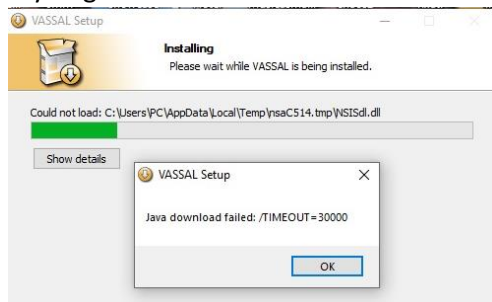
Note: You can also look for latest VASSAL software version at:

<http://www.vassalengine.org/download.php>

After downloading the files, proceed with VASSAL installation double clicking on VASSAL Software.

Error: Java download failed:/ Timeout= 30 000

If you get the Java download failed error.

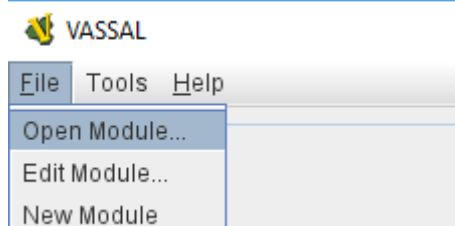


Cancel the installation, you'll need to manually install Java.

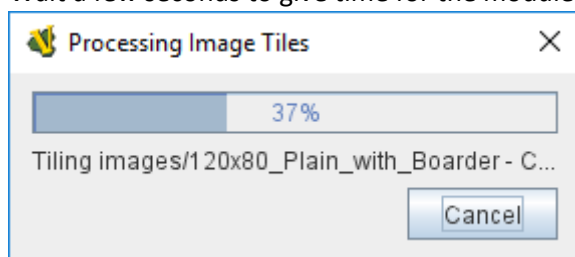
Go to <https://www.java.com/en/download/manual.jsp> and download a version compatible with your operative system, the most common is that "Windows Offline (64bit)" will fit your needs.

After downloading and installing java DoubleClick VASSAL software, this time it should install without errors.

After Installing VASSAL open the ADLG AJSP Module (.vmod file)

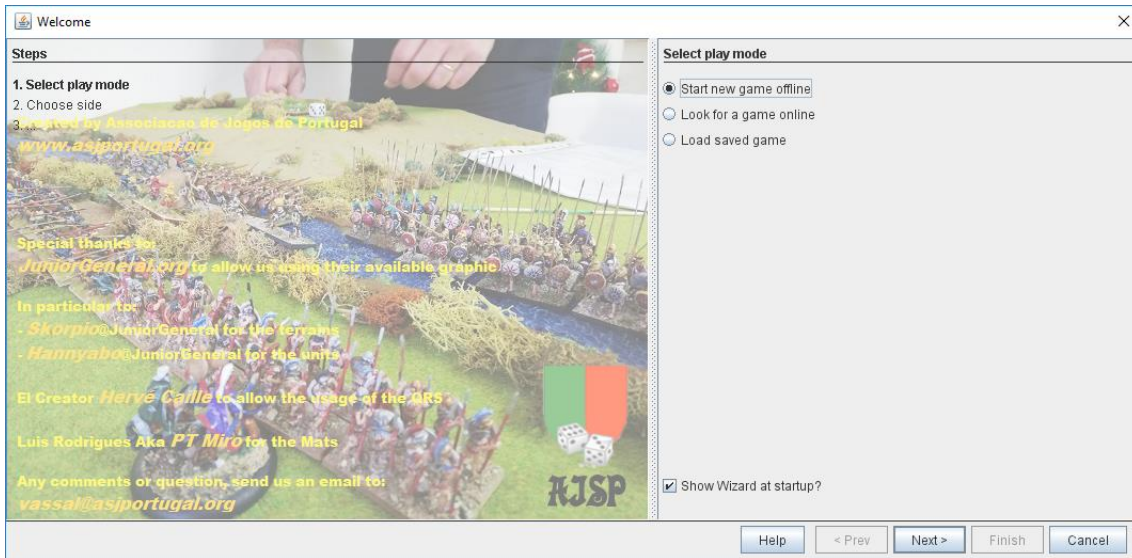


Wait a few seconds to give time for the module to load

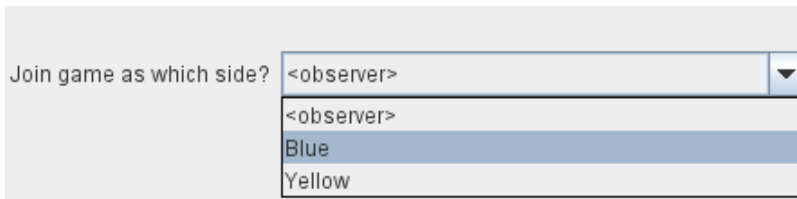


2. Creating a VASSAL ADLG Online Game Room

Select Start a new game offline and then click next



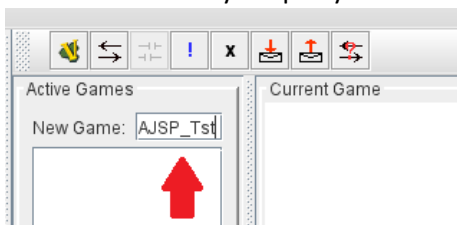
By default, select the blue player as the game creator your opponent will choose the Yellow one



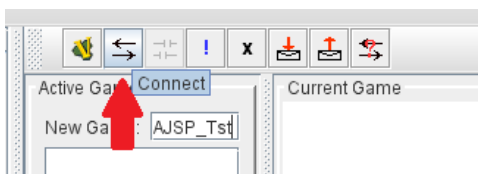
Click on the server control button



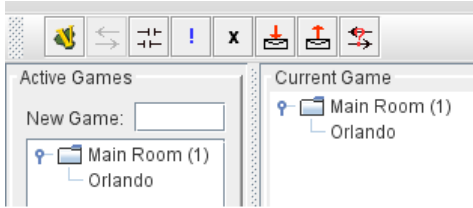
Insert a Name for your party



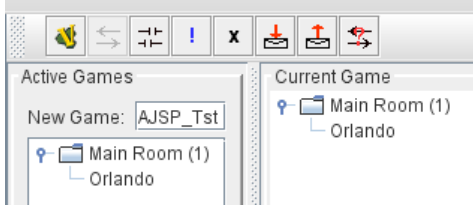
Click on Connect



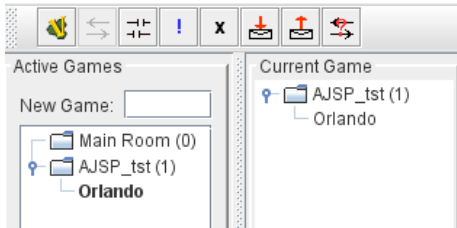
You'll enter in the main room of the Module:



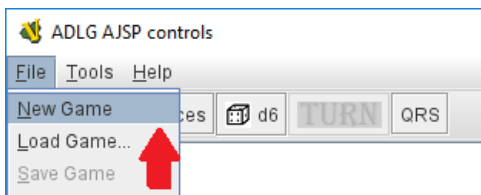
Insert a name on the "new Game" box and press ENTER



Your game room will be created:



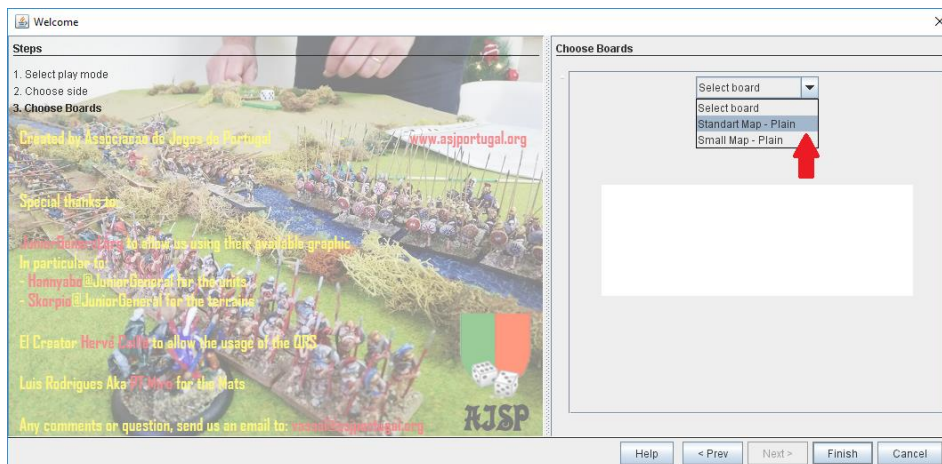
Go to menu and click on New Game



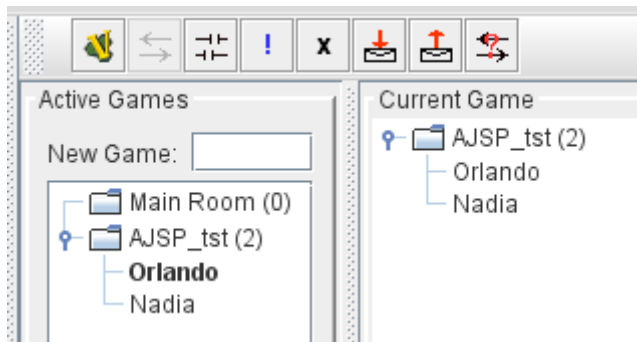
As creator of the game select the Blue Team



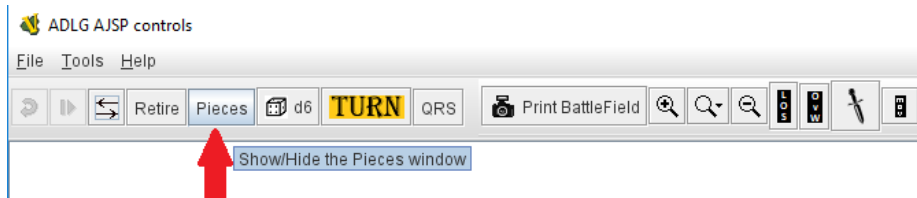
Then select an adequate size of the map depending on the army points used



Wait for your opponent and we he joins his name will appear on the room

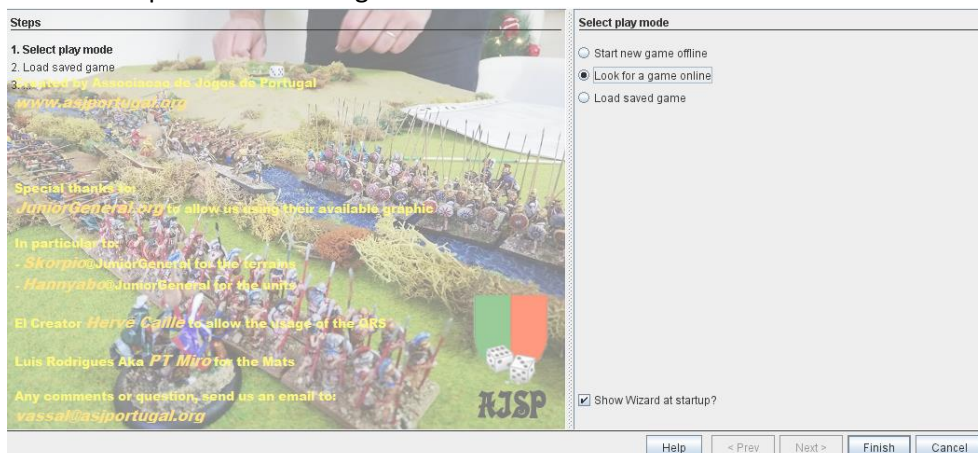


Now you can start the Game!

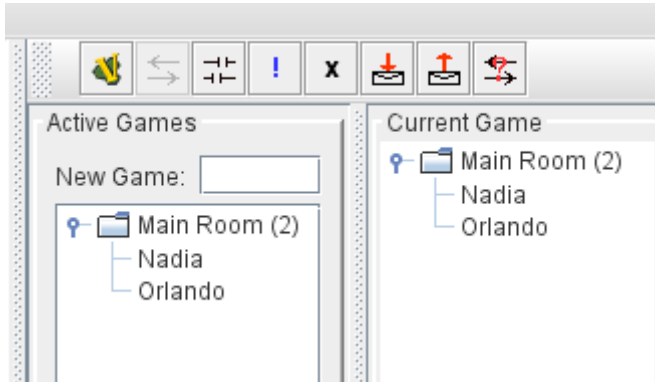


3. Joining a VASSAL ADLG Online Game Room

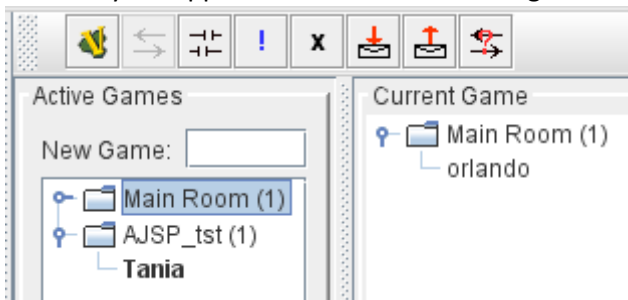
Select the option "Look for a game online" and click finish



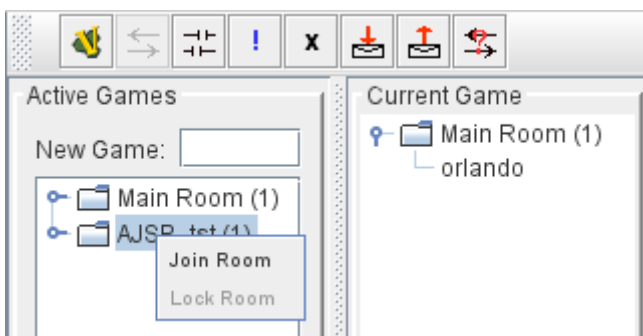
You should enter directly In the Main Room of the module:



Wait for your opponent to create the room game. It should appear as a "Folder".



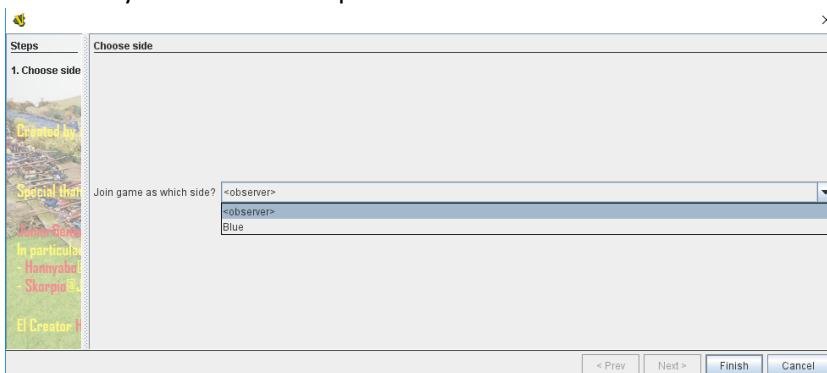
Right Click on your opponent's room, then click "join"



You'll get on the message window information about the game synchronization

- Waiting for Game Info...
- Synchronization complete

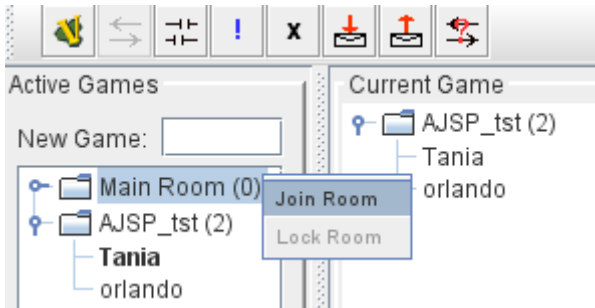
And then you'll be asked to pick a side



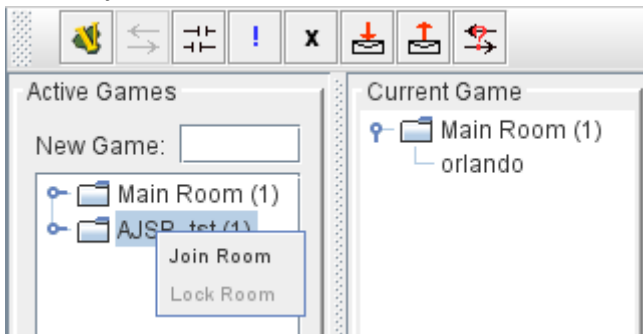
You can select to play as the alternate colour player or simply to watch the game as “observer”.

Synchronization problems

In case of internet problems during the game, you can end up not seeing your opponent last movements. You can solve it simply leaving the room (Joining the “Main room”)



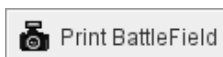
Then re-join the room



The game will re-synchronize and get back to normal.

4. Command Buttons

You have several buttons available to act on the all game



Allows to save to an image of the all battle



Allows to Zoom in (+), Zoom out (-) or to specify a certain percentage of the map to be shown



Selecting and the right clicking on the map, allows to draw a line of Site between 2 points, showing the distance in UD.

LOS IMPORTANT NOTE: Your measurement is invisible to your opponent. If you want to make it visible, you can make the measurement persistent. For that, you need to first press Ctrl Key,

then Right Click (Ctrl+Right Click), you'll notice that the button turns white





Pops an Overview window of the all battle, very useful to have a strategical view of the game



Clear all the marked units in the map



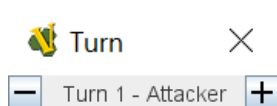
Clear all the units marked as moved in the map



Undo Last Movement



Pops the turn counter window:



Clicking on the '+' button shift the turn to the opponent



Rolls a 5-sided dice and print the result on the chat window




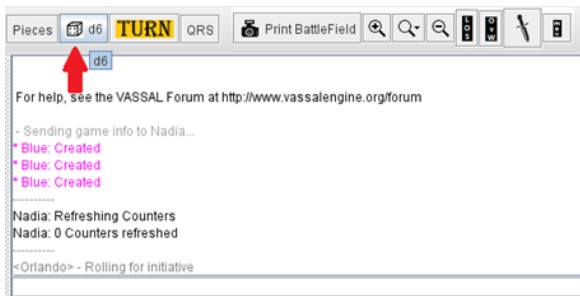
Pops the Quick Reference Sheets of the Game

5. Starting a VASSAL ADLG party

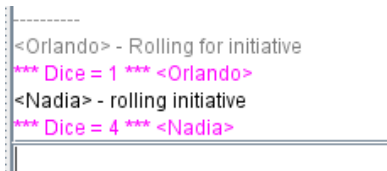
First you should write a chat message indicating that you are rolling for initiative pressing ENTER in the end of the message:



Then roll a die clicking on  and wait for your opponent to do the same to decide on the initiative winner



The result of the die rolls will show on the message room

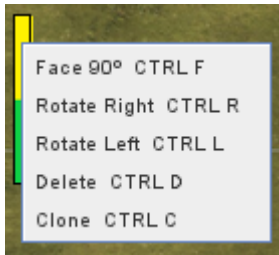


5.1. Tools

To help measuring through the game, several Tools are available. In alternative to LOS you can use straight rulers, you also have tools to measure curves or mark ZOCs

To place a Tool on the map, just select the Tool TAB from the Pieces and drag it into the main map. Tools are special elements like terrains, so to select them after placing them you'll need to press the SHIFT Key then Left click it (SHIFT+Left Click).

To interact with a Tool you can right click on it or use the available Short Keys:

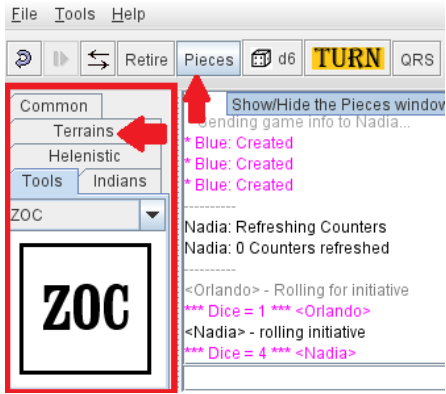


The available commands are:

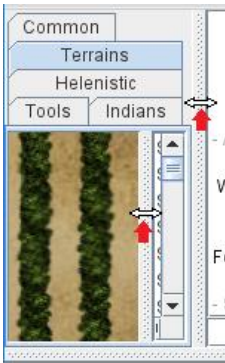
- **F**ace 90°(Ctrl+F): To turn a Tool 90° to the right.
- Rotate **R**ight (Ctrl+R): To rotate right the Tool 0,5°
- Rotate **L**eft (Ctrl+L): To rotate Left the Tool 0,5°
- **D**elete (Ctrl+D): To delete from the map the selected tool
- **C**lone (Ctrl+C): Tool Clone a tool, usefull when you want several tools of same type.

5.2. Placing Terrain

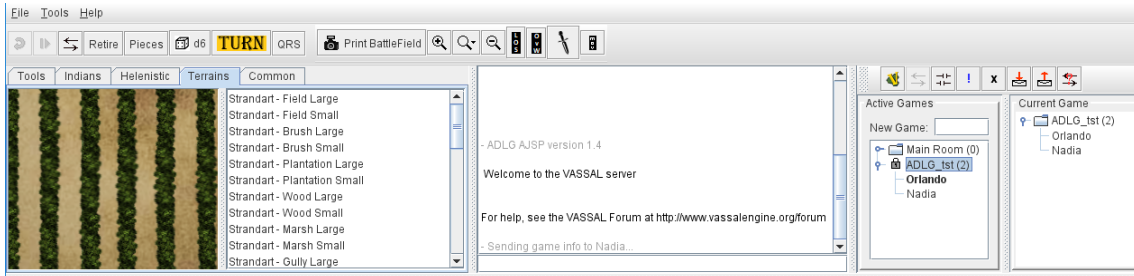
After deciding on the Attacker, the Defender needs to click on the Pieces button to show the available game pieces. Select the Terrains TAB to start selecting pieces:




Adjust the size of the Pieces layout to enable full view



Click with the Left mouse button on the icon of the 1st selected terrain a drag it to the Main Map:



After specifying that you are rolling 2 dices, the 1st one for Sector and the second one for terrain position, click twice on the . Then place the terrain according to the AdlG rules.

Blue and **Yellow** setup side are marked on the border maps. On standard and Big Games, you should use the border information for Sector selection.

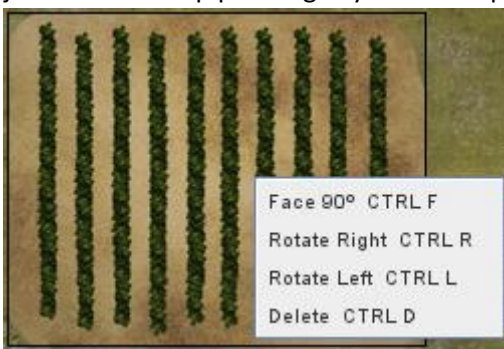
PIECE SELECTION IMPORTANT NOTE: To select a **Tool** or **Terrain** from the Main Map you must press the SHIFT Key then click on the Left mouse Button (**SHIFT+Left Click**). For **regular units** only Left mouse button is needed (**LEFT Click**).

In this case 5 then 4 according to the rules means bottom central sector touching the border



To adjust terrain, you can right click on the piece and select the wanted option or use the Face and rotate available shortcut. To use Short Cuts 1st press the Ctrl Key, then the Letter key of the option. You can remove from the map a terrain piece using **Delete (CTRL+D)**

To avoid to many clicks we recommend you using the available shortcut keys, in that way you just need to keep pressing keys until the piece is adjusted as desired.



After both defender and Attacker select their terrains and make the available terrains adjustments, proceed to the Army deployment.

5.3. Army Deployment

After writing down battle plans, player should write onto the chat box saying they are ready to start deployment. Following the setup rules, select the TAB from the country name and the troop from the available list:



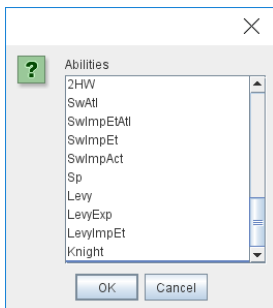
The commands to setup the regular units are available on the sub-menu Setup. We recommend you using shortcuts to speed setting and if you have similar units (e.g. line of Pikemen), duplicate the unit using the clone function pressing Ctrl and then C (Ctrl+C).



The available commands are:

Regular Units

- Change **S**ide (Ctrl+S): Shift the outside part of the unit from Blue to Yellow
- Unit **Q**uality (Ctrl+Q): Specifies the Quality of a unit, **RED** for **Elite**, **BROWN** **Mediocre**, and no colour for **ordinary** troops
- **G**eneral Value (Ctrl+G): Specifies that the unit as an included general and its quality. **BROWN** start for **Allies** and **unreliable**. **RED** crown Competent, **Purple** Brilliant, **yellow** Strategist and no colour for an ordinary General.
- Unit **T**ype (Ctrl+T): Specifies the type and armour of unit (e.g. Cataphract Camels)
- Unit **A**bilities (Ctrl+A): To specify special abilities of the weapon (e.g. 3HW), will pop-up the ability list. Just select the right one and click OK.



Isolated Generals

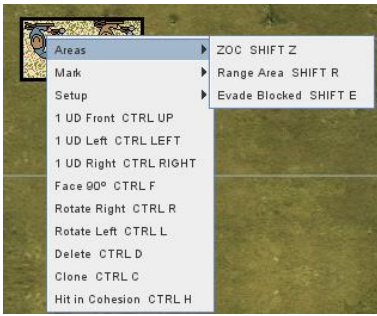
- Change **S**ide (Ctrl+S): Change the outside part of the unit from Blue to Yellow
- Unit **Q**uality (Ctrl+Q): Specifies the Quality of the General **BROWN** for **Allies** and **unreliable**.
- **G**eneral Competency (Ctrl+G): Specifies the General Competency. No colour Ordinary, **RED** crown Competent, **Purple** Brilliant and **yellow** Strategist

Camps

- Change **S**ide (Ctrl+S): Switch the outside part of the unit from Blue to Yellow
- Unit **Q**uality (Ctrl+Q): Specifies If the camp is fortified or not

5.4. Showing Areas

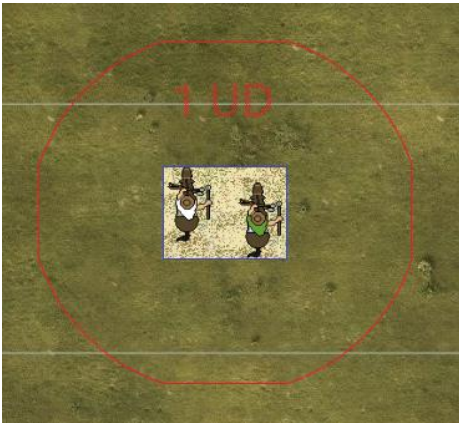
During the following phases you'll need several times to validate ranges and areas, for that the units have a dedicated Areas submenu



The options available are:


- **ZOC** (Shift+Z Key): Show the Zone Of Control area of a unit.
- **Range Area** (Shift+R Key): Shows the range area, just keep on going through ranges until you get the one that matches your weapon.
- **Evade Blocked** (Shift+E Key): Show the area that can be blocked by an enemy when trying to evade.

Bellow an example of range area for a Light Horse Javelin



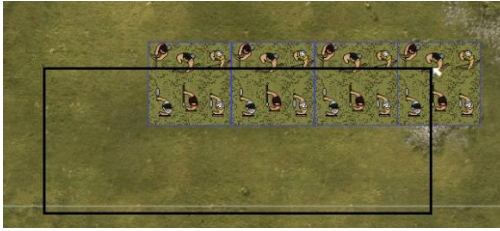
SHORT KEY IMPORTANT NOTE: While the CTRL key collection Short Cuts are used to change a unit state (configuration, movement, Hits, etc.), the SHIFT keys don't affect units. SHIFT Keys are only for special selections and showing ranges or areas.

5.5. Moving units

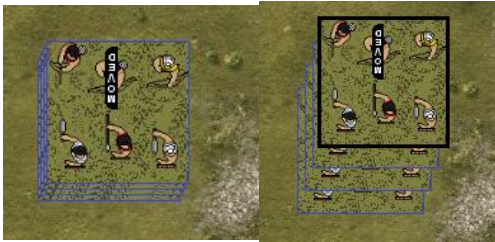
After deploying all the commands, you should write a chat message indicating that you are rolling for initiative, specifying to which general the die roll  will apply to. Having the Command points for a command you can use the main commands available right clicking each unit.



MULTIPLE SELECTION IMPORTANT NOTE: If several units will share the same movement, you can select several units, pressing and holding the SHIFT Key and Left clicking (SHIFT + Left Click) each unit of the group. Alternatively you can press and hold the left button of the mouse and drag through an area to select all units beneath it.



STACKING IMPORTANT NOTE: If by mistake you end up stacking several units, you only need to double click the stack to separate and then adjust them as wanted.



Movement Commands

We recommend you using shortcuts to speed movement (e.g. keep pressing Ctrl+R until the unit gets to the wished rotation)

Below the list of commands available:

- 1UD front (Ctrl+Up Key): Moves the Unit exactly 1 UD in front
- 1UD LEFT (Ctrl+Left Key): Shifts the Unit exactly 1 UD to the Left
- 1UD RIGHT (Ctrl+Right Key): Shifts the Unit exactly 1 UD to the Right
- Face 90° (Ctrl+F): Turns 90° the Unit to the right
- Rotate Right (Ctrl+R): Rotate de unit 0,5° to the right
- Rotate LEFT (Ctrl+L): Rotate de unit 0,5° to the right

90° turn and rotate procedure

Except to face squared units, you'll need to do the turn/rotation in 5 steps:

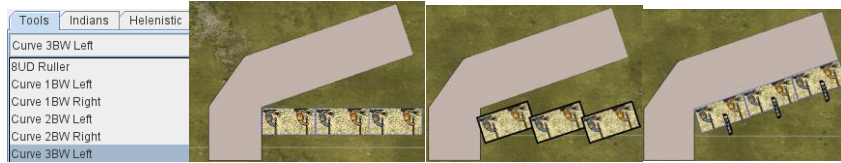
- 1st Place a ZOC marker near the unit Corner
- 2nd Turn the unit in to the wished side with (Ctrl+F) or rotate holding (Ctrl+R) or (Ctrl+L)
- 3rd adjust the corner with the ZOC marker according to the rules
- 4th select the ZOC Marker holding SHIFT then Left Click (SHIFT+Left click)
- 5th delete the ZOC marker with (Ctrl+D)



Maximum curve procedure



For maximum 1UD wheeling, you can drag from the tools, the Curve with the base with of your group.

- 1st Place the ruler next to the corner of the unit
- 2nd Shift (hold)+Left Click to Select all units of the group
- 3rd Press Ctrl+L (or R for right) and hold until the units reach the same alignment as the ruler
- 4th Then align the bases with the ruler
- 5th Remove the ruler, selecting it (Shift+Left Click) then **Delete (Ctrl+D)**



Special Actions

Rally

- 1st Mark the unit you are trying to Rally Selecting it and **Marking it (Shift+M)** 
- 2nd Write a chat message saying you are rolling for Rally and then roll a die 
- 3rd Mark the unit as **Moved (Ctrl+M)**
- 4th In case of success rallying the unit, decrease the **Hits on Cohesion (Ctrl+H)**, going cyclically through available Hits, until the right one is shown.

Place Stake/Pavise





- 1st Place or remove the **Protection (Ctrl+P)** and the protection will switch through available options
- 2nd Mark the unit as **Moved (Ctrl+M)**

5.6. Shooting and Melees

After the moving phase units Fights each order, at range or on melee.



Shooting

To shoot a unit you should follow these steps:

- 1st Select the targeted Unit and **Mark it (Shit+M)** 
- 2nd Select the Main shooting unit from you army and **Mark it (Shit+M)** 
- 3rd Confirm that the target is in **Range (Shit+R)**, selecting the correct Shooting area
- 4rd Select the Supporting units and **Mark them (Shit+M)** 
- 5th Confirm that the target unit is at **Range (Shit+R)** for all supporting units
- 6th write on chat that you are rolling for shooting and then roll a die 

Melee

To fight in melee against a unit you should follow these steps:

- 1st Select your unit that is fighting this melee and **Mark it (Shit+M)** 
- 2th write on chat that you are rolling for melee and then roll a die 

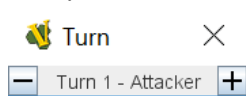
Cohesion Points

In the case of a winner on a Shooting or Melee to record cohesion points loss:

- 1st Select the unit that lost cohesion points and register each **Hit (Ctrl+H)**, values will be presented from **Green** (1 loss) to **Black** (Routed)
- 2th If a Unit gets routed, after calculating the routing effect, place the unit aside on the available border. This will ease army cohesion validation by your opponent.

5.7. Ending a Turn

After the Victory phase, if the game didn't end, you should shift the turn to your opponent. For that you should select the turn tool and click on '+' button



This will reset all Moved and Marked Units

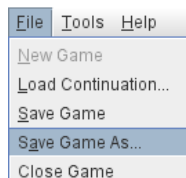
6. Continuing a Game

VASSAL enables playing a game through several days

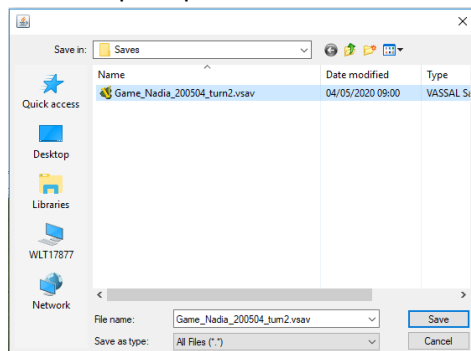
Saving a Game

We recommend to only save the game after shifting the turn to your opponent. For that after advancing the turn, you'll need to access the top menu and select File->Save Game As.

ADLG AJSP controls

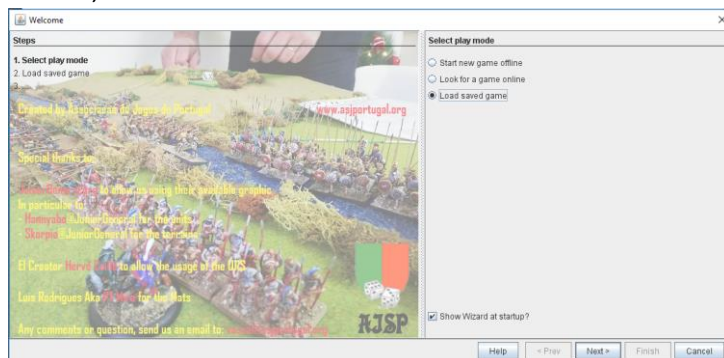


You'll be prompted to select a folder and define a name for the file, then click Save

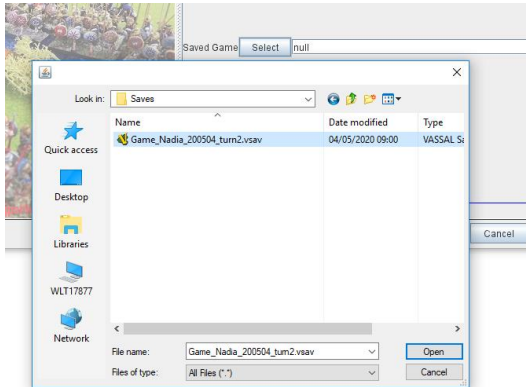


Resuming a Game

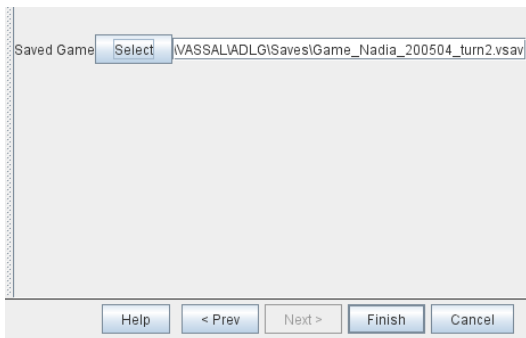
To resume a previous game, select from the Module startup menu, the option "Load saved Game", then click Next



You'll be prompted to select the file you previously saved, select the right file and click open



Then click Finish

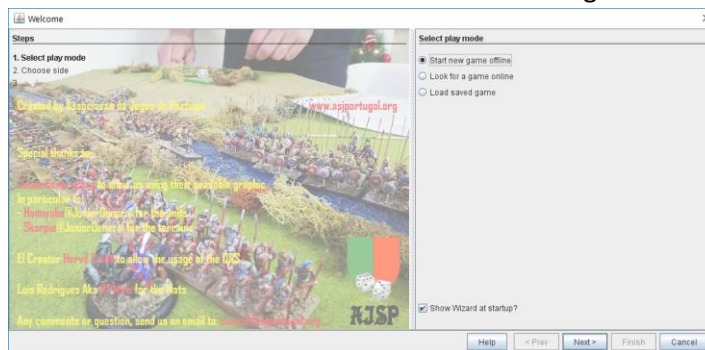


Play by Email (PBEM)

On the Play by Email you can save your game and send it to your opponent and when your opponent will get the file it will be possible for him to play the moves you made and then resume the game playing is side

Starting an email Game

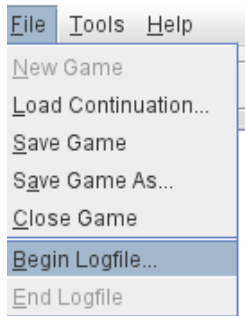
- 1st On Welcome Wizard select "start a new game Offline)



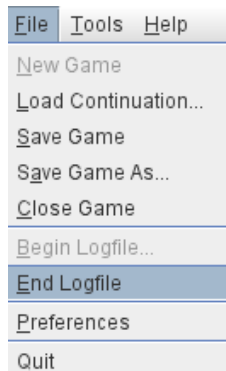
- 2nd Follow the regular wizard steps then click Finish

Play an email Game (1st Player)

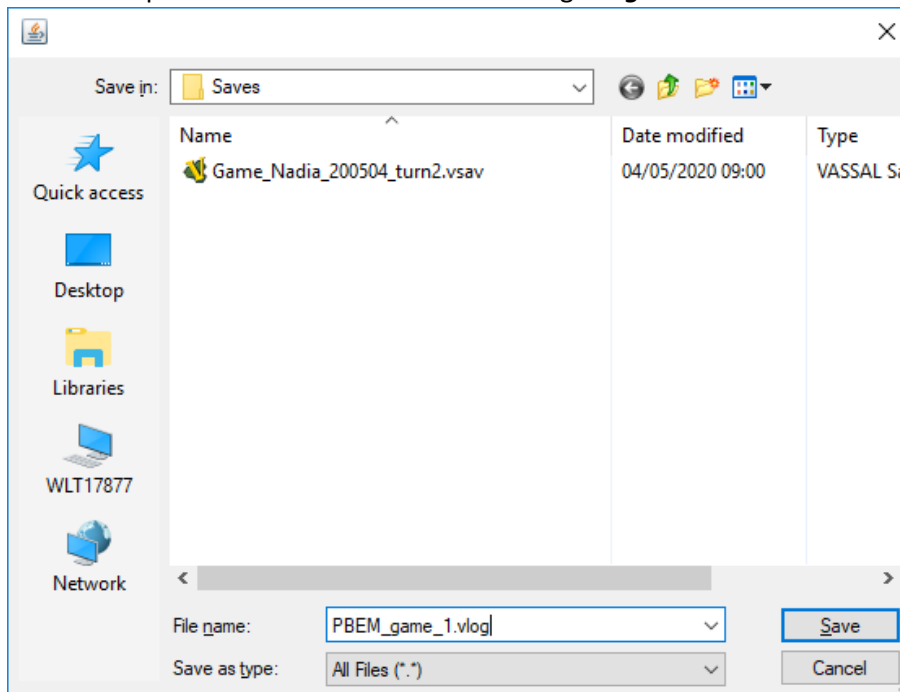
- 1st Follow the regular wizard steps then click Finish
- 2nd Click File -> Begin Logfile



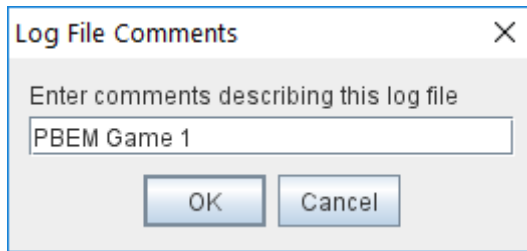
- 3rd Execute the turn as usual
- 4th When the turn is completed Click File -> End Logfile



- 5th Select a place and a name for the file adding **.vlog** in the end of the file as shown:



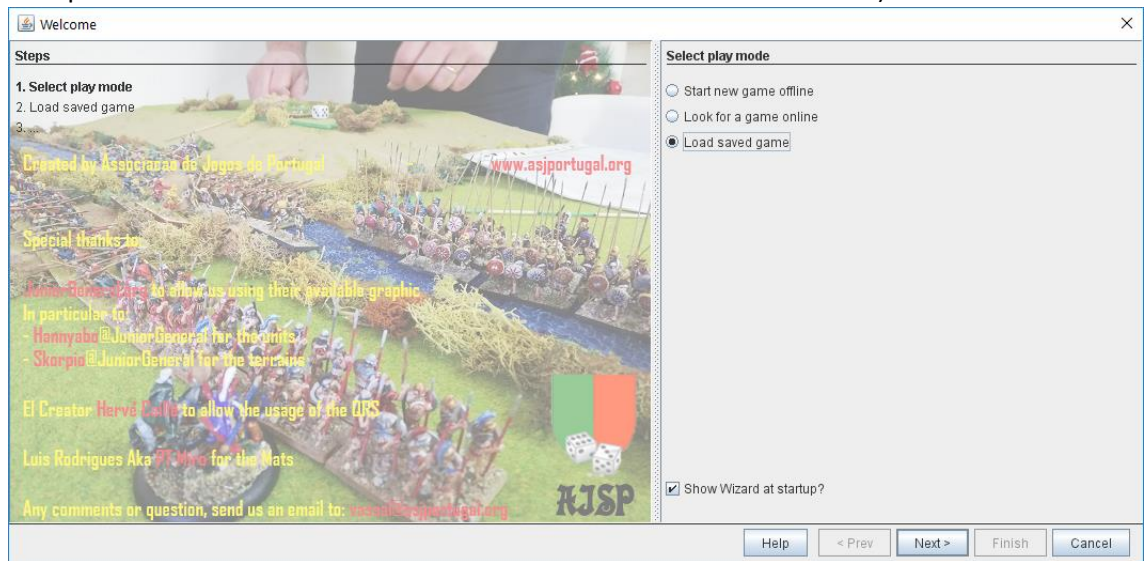
- 6th When prompted insert a comment for the saved file and then click OK



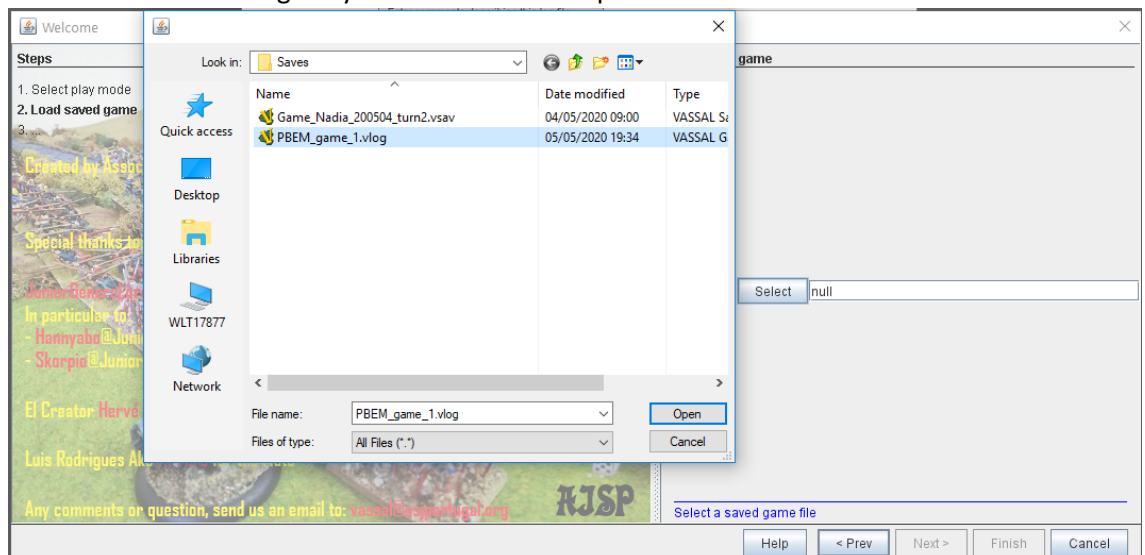
- 7th Email the file to your opponent

Reviewing and answering your opponent (2nd Player)


- 1st Save the .vlog file you got by email to a folder
- 2nd Open the Module and in Welcome Wizard select "Load a Saved Game"

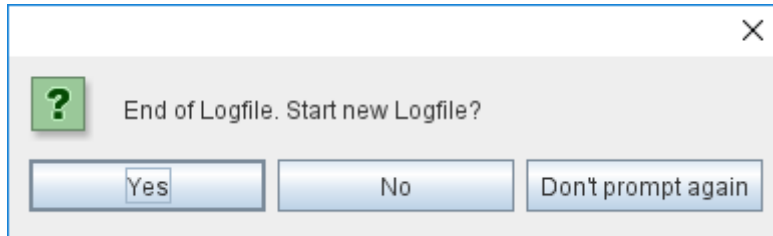


- 3rd Browse for the .vlog file you saved and click Open

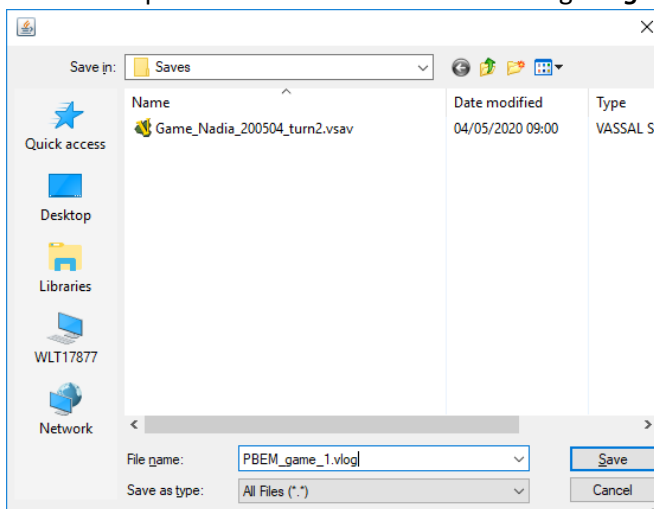


- 4th If this is your first turn you can be prompted for extra wizard information else you just need to click Finish

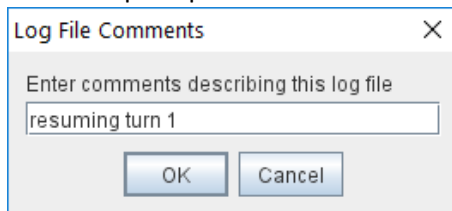
- 5th From the toolbar click on the Step Forward button  to view each of your opponent moves and comments.
- REPLAY IMPORTANT NOTE:** Once again we strongly recommend using Shortcuts, pressing **Page Down** Key hold the key when rotations are done (it speeds a lot things)
- 6th After the click that shows your opponent last movement, you'll be prompted to start a New Logfile, click YES



- 7th Select a place and a name for the file adding **.vlog** in the end of the file as shown:



- 8th When prompted insert a comment for the saved file and then click OK



- 9th Take your turn as usual and when done Click File -> End Logfile



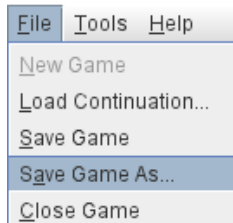
- 10th Email the file to your opponent and wait for is reply email repeating the same steps for each turn

Turning an Online Game in a PBEM

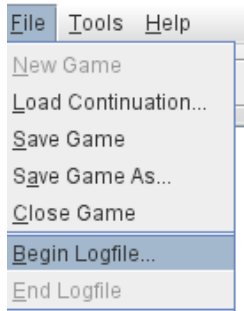
If you need to end an online game and resume it playing by email, you can do it following these steps:

- 1st End the actual phase
- 2nd Click File -> Save Game

ADLG AJSF controls



- 3rd Later on, next turn player should load the saved Game
- 4rd Click File -> Begin Logfile and take your turn as normal



- 5th When you end your turn click File -> End Logfile and carry on the next steps as a regular PBEM game

7. Best Practices

Rolling dices

whenever you'll need to roll a dice (Rallying, Command Points, Shooting, etc.), be sure to Mark the unit that will be doing the action, for that you'll need to select it and press (Shift+M). If you're targeting another Unit, mark the target it with (Shift+M) making it show a banner and use (Shift+M) on the shooting units (main shooting unit with a dark blue Sword and the supporting ones with Light Blue Sword).



Turns

whenever you'll need to make a turn, don't forget to mark the initial position with a ZOC marker or a turn ruller.

8. Help and Suggestions

If you're having difficulties with the VASSAL engine you can use the VASSAL support Forum: <http://www.vassalengine.org/forum/>, you should find an answer on the support thread.

If you have suggestions, questions or difficulties on the AdIG AJSP VASSAL Module, send us an email to vassal@ajsportugal.org

9. Come and meet us

Every Year on the 1st weekend of September we have in Portugal the Lusitânia Challenge, a 4 players Team Tournament.

Feel free to register sending email to register@ajsportugal.org.

You can find details of each yearly tournament on the Art de La Guerre Forum: <http://www.artdelaguerra.fr/adlg/v3/forum> (look into the Tournaments and Events thread).