



STRATEGY AND TACTICS FOR THE MILITARY MAESTRO

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Classic Campaign Rules - Multiplayer Modifications (Vassal version)

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1.0.0 Introduction

1.1.0 General

1.1.3 Number of players

A multiplayer game is one in which more than two people play. Theoretically, up to seven people may play in the Vassal version, but practical considerations - such as the number of zones suitable for initial firebase placement on a given board - should be weighed before beginning a multiplayer game.

1.1.4 Multiplayer addendum

Unless modified in these rules, all rules concerning 2-player games apply to multiplayer games as well. It should be understood that unmodified rules referring to two players can be assumed to apply to multiple players.

1.6.0 Non-binding agreements

1.6.1 General

Non-binding agreements are understandings between two or more players (e.g. agreeing to combine forces against another player; agreeing to allow occupation of one zone in exchange for occupation of another, etc.). Any benefits that would normally be realized under an alliance or pact (see 1.7.0 and 1.8.0) may not be had under an agreement. Agreements may be broken at any time without penalty. Agreements do not have to be verbally announced to other players, and may be communicated through back-channel means (email, text, phone call, etc.).

1.7.0 Alliances

1.7.1 General

An alliance is a binding agreement between two or more players that they will not attack one another's units. The chief advantage to this is that it allows a player to focus on fewer opponents. Alliances may be broken.

1.7.2 Making an alliance

Any time during a player's CMP, they may propose an alliance with another player. This must be done in the chat window, in such a way that all players are aware of the proposal. During their CMP, the prospective ally either accepts or declines, also in the chat window. If they accept, the alliance takes effect immediately. Alliances exist between two players only, even though more than two players may be joined in a common alliance (e.g. three players, each having an alliance with the other two).

1.7.3 Breaking an alliance

Alliances may only be broken by formal announcement, before a new week of play begins. A player wishing to break an alliance must explicitly say so in the chat window, during the deployment phase of their reinforcement; this is the only time an alliance may be broken. Attacking an ally's units without making such an

announcement causes the attacking player to immediately forfeit the game: their units are removed and play continues without them.

1.7.4 Effects of an alliance

Defensively, allied firebases provide mutual support to other allied firebases, and fire support to allied mobile units. If, following a battle, two allied units belonging to different players are eligible for a single promotion (i.e. they eliminated a mobile unit), the players must agree which unit receives the promotion. For movement purposes, allied units must still respect all ZOC restrictions (e.g. a unit belonging to one ally may not retreat into the ZOC of another).

1.8.0 Pacts

1.8.1 General

A pact is more permanent than an alliance, but also offers more benefits. Pacts last for the duration of the game. Pacts may not be broken. Attacking a pactmate's units forfeits the game for the attacker: their units are removed from play and the game continues.

1.8.2 Making or joining a pact

Any time during a player's CMP, they may propose a pact with another player, request admission to a pre-existing pact, or invite another player to join a pre-existing pact. This must be done in the chat window, in such a way that all players are aware of the proposal. Invitations to a pre-existing pact must be approved by all members, through back-channel means (email, text, phone call, etc.) if necessary. During their CMP, the prospective pactmate either accepts or declines, also in the chat window. If the other player(s) accepts, the pact takes effect immediately. There are two restrictions on creating and modifying a pact:

- 1) Formation of the pact must leave at least one non-pacted player in the game (otherwise, the game would effectively be over).
- 2) A member of one pact may not join another pact.

1.8.3 Effects of a pact

Defensively, pact firebases provide mutual support to other pact firebases, and fire support to pact mobile units. If, following a battle, two pact units belonging to different players are eligible for a single promotion (i.e. they eliminated a mobile unit), the players must agree which unit receives the promotion. Pact units ignore the ZOC's of other pact units (they are effectively on the same side). Pactmates may transfer units: if a unit has not moved or been involved in combat during a player's CMP, they may replace it with an identical unit of a pactmate's color, thereby transferring its control to that player. Players may deploy reinforcements

from a pactmate's firebases. Players may assign reserves to a pactmate's firebases. Pactmates pool their reinforcement points, and collectively determine allocation and deployment of reinforcements, usually through back-channel means (email, text, phone call, etc.).

1.9.0 Alliance/Pact combinations

1.9.1 General

Since alliances are formed between individual players, it is possible for a player to ally with one member of a pact and still be at war with another member of the same pact. It is also possible, given enough alliances, for combat to be prohibited for weeks at a time.

3.0.0 Game setup

3.1.0 Player experience

All players must agree on the order of experience amongst themselves. Just as in the two-player game, the least experienced player (LEP) deploys their headquarters firebase first. The next least experienced player follows suit, and so on, until the most experienced player (MEP) places their headquarters firebase last. Once all remaining firebases have been placed in this fashion, unit groups are placed in reverse order, with the MEP deploying first and the least experienced player deploying last.

3.2.0 Initial game setup

3.2.7 Setting up a game within a module

The procedure for starting a game is identical to that explained in the 2-player rules, except for the fact that more than two IRPs will be placed. The LEP's IRP should be placed first, followed by the next least experienced player's IRP, and so on until the MEP's IRP is placed last.

3.5.0 Initial firebase deployment order

The rules for 2-player games apply here as well, with the understanding that each firebase placement starts with the LEP and progresses through players in order of increasing experience, until the MEP places their firebase last.

3.6.0 Initial unit deployment

The rules for 2-player games apply here as well, with the understanding that each group deployment starts with the MEP and progresses through players in order of decreasing experience, until the LEP deploys their group last.

3.7.0 Order decision

After initial deployments are complete, IRPs will be unlocked. The less-experienced players - starting with the LEP and progressing through players in order of increasing experience - decide the initial order of play. Order decision is accomplished by shifting the order of IRPs. As each player completes their turn in

the order decision process, their IRP will be locked, and subsequent players will not have the option of moving it. The MEP will not be given the opportunity to affect the initial order of play. The higher the number of players, the longer the intervals between having the initiative in any given week; this should be taken into consideration during the order decision process.

4.0.0 Sequence of play

4.1.0 General

Refer to Tables 1a - 1e (pages 2 - 5) for visual representations of the sequence and details of days within the first 2 weeks of play for 3 to 7 players.

4.3.0 Days

Each of the first 6 days of a week are divided into a number of CMPs equal to the number of players. As in the 2-player game, the 7th day consists of one CMP for the player with initiative, followed by reinforcement.

4.4.0 Combat/movement phases

As in the 2-player game, during any given week, the player with initiative will have seven CMPs. All other players will have six. In the event of mistakes made during a CMP, all players must agree on the method of correction.

4.6.0 Initiative

As in the 2-player game, initiative shifts each week. Once a player has finished their week with the initiative, their IRP will shift to the last position, and they will not regain the initiative until every other player has received it.

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B) CMP(C)	CMP(A) CMP(B) CMP(C)	CMP(A) CMP(B) CMP(C)	CMP(A) CMP(B) CMP(C)	CMP(A) CMP(B) CMP(C)	CMP(A) CMP(B) CMP(C)	CMP / Allocation(A) Allocation(B) Allocation / Deployment(C) Deployment(A) Deployment / Final Disposition(B) Final Disposition(C) Final Disposition(A)
2	Final Disposition / CMP(B) CMP(C) CMP(A)	CMP(B) CMP(C) CMP(A)	CMP(B) CMP(C) CMP(A)	CMP(B) CMP(C) CMP(A)	CMP(B) CMP(C) CMP(A)	CMP(B) CMP(C) CMP(A)	CMP / Allocation(B) Allocation(C) Allocation / Deployment(A) Deployment(B) Deployment / Final Disposition(C) Final Disposition(A) Final Disposition(B)

Table 1a: Sequence of Play for 3 players (A=Player A, B=Player B, C=Player C).

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B) CMP(C) CMP(D)	CMP(A) CMP(B) CMP(C) CMP(D)	CMP(A) CMP(B) CMP(C) CMP(D)	CMP(A) CMP(B) CMP(C) CMP(D)	CMP(A) CMP(B) CMP(C) CMP(D)	CMP(A) CMP(B) CMP(C) CMP(D)	CMP / Allocation(A) Allocation(B) Allocation(C) Allocation / Deployment(D) Deployment(A) Deployment(B) Deployment / Final Disposition(C) Final Disposition(D) Final Disposition(A)
2	Final Disposition / CMP(B) CMP(C) CMP(D) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(A)	CMP / Allocation(B) Allocation(C) Allocation(D) Allocation / Deployment(A) Deployment(B) Deployment(C) Deployment / Final Disposition(D) Final Disposition(A) Final Disposition(B)

**Table 1b: Sequence of Play for 4 players
(A=Player A, B=Player B, C=Player C, D=Player D).**

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E)	CMP / Allocation(A) Allocation(B) Allocation(C) Allocation(D) Allocation(D) Allocation / Deployment(E) Deployment(A) Deployment(B) Deployment(C) Deployment / Final Disposition(D) Final Disposition(E) Final Disposition(A) Final Disposition(C)
2	Final Disposition / CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(A)	CMP / Allocation(B) Allocation(C) Allocation(D) Allocation(E) Allocation / Deployment(A) Deployment(B) Deployment(C) Deployment(D) Deployment / Final Disposition(E) Final Disposition(A) Final Disposition(B) Final Disposition(D)

**Table 1c: Sequence of Play for 5 players
(A=Player A, B=Player B, C=Player C, D=Player D, E=Player E).**

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F)	CMP / Allocation(A) Allocation(B) Allocation(C) Allocation(D) Allocation(E) Allocation / Deployment(F) Deployment(A) Deployment(B) Deployment(C) Deployment(D) Deployment / Final Disposition(E) Final Disposition(F) Final Disposition(A) Final Disposition(C) Final Disposition(D)
2	Final Disposition / CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(A)	CMP / Allocation(B) Allocation(C) Allocation(D) Allocation(E) Allocation(F) Allocation / Deployment(A) Deployment(B) Deployment(C) Deployment(D) Deployment(E) Deployment / Final Disposition(F) Final Disposition(A) Final Disposition(B) Final Disposition(D) Final Disposition(E)

**Table 1d: Sequence of Play for 6 players
(A=Player A, B=Player B, C=Player C, D=Player D, E=Player E, F=Player F).**

Week	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7
1	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP(A) CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G)	CMP / Allocation(A) Allocation(B) Allocation(C) Allocation(D) Allocation(E) Allocation(F) Allocation / Deployment(G) Deployment(A) Deployment(B) Deployment(C) Deployment(D) Deployment(E) Deployment / Final Disposition(F) Final Disposition(G) Final Disposition(A) Final Disposition(C) Final Disposition(D) Final Disposition(E)
2	Final Disposition / CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP(B) CMP(C) CMP(D) CMP(E) CMP(F) CMP(G) CMP(A)	CMP / Allocation(B) Allocation(C) Allocation(D) Allocation(E) Allocation(F) Allocation(G) Allocation / Deployment(A) Deployment(B) Deployment(C) Deployment(D) Deployment(E) Deployment(F) Deployment / Final Disposition(G) Final Disposition(A) Final Disposition(B) Final Disposition(D) Final Disposition(E) Final Disposition(F)

Table 1e: Sequence of Play for 7 players

(A=Player A, B=Player B, C=Player C, D=Player D, E=Player E, F=Player F, G=Player G).

6.4.0 Defensive movement

6.4.2 Restrictions

The rules prohibiting retreat by multiple units into the same hex apply equally to units belonging to different sides (e.g. a blue unit and green unit forced to retreat in the same battle may not retreat into the same hex).

7.0.0 Combat

7.3.0 Battles

7.3.2 Targeting

During a battle, units belonging to different sides may be targeted as a group.

7.3.4 Attacking

During a battle, units belonging to different sides may be attacked as a group.

7.3.5 Resolution

Units belonging to different sides must still find unique retreat routes. Any retreat route decisions must be referred to and decided by the player concerned.

7.6.0 Successive battles

7.6.2 Multiple attacks

It is possible - though unlikely - that a unit could be forced to retreat by one player and then forced to retreat again by another player during the next CMP, in which case it would be eliminated if its movement allowance were exceeded. This would only occur if the first player's attack occurred at the very end of their CMP and the second player's attack occurred at the very beginning of their CMP, so that the attacks were successive.

8.0.0 Reinforcement

8.1.0 General

Tables 1a - 1e (pages 4 - 7) list the series of phases that constitute reinforcement during Day 7 for varying numbers of players. During any given reinforcement, only the player in last position can allocate and provisionally deploy units in the same phase; all other players must create a delayed note specifying new unit assignments and new firebase hex locations. Similarly, only one player will be able to deploy units "for keeps"; all other players will rotate newly deployed units 90° clockwise to differentiate them from existing units, and then determine final placement during their Final Disposition phase. Close attention should be paid to the prompts in the TIME field.

8.3.0 Allocation

8.3.4 Firebase assignment

During any given reinforcement, all players except the player in last position must create a delayed note specifying new unit assignments. In the TIME field, "CMP / Allocation" or "Allocation" entail the creation of a delayed note.

8.3.5 New firebases

During any given reinforcement, all players except the player in last position must record new firebase mountain hex locations in the same delayed note used for new unit assignments. In the TIME field, "CMP / Allocation" or "Allocation" entail the creation of a delayed note.

8.4.0 Reserves

8.4.5 Point declaration

During any given reinforcement, all players except the player in last position must record the number of points spent on reserves in the same delayed note that was

created for new unit assignments and new firebase locations.

8.5.0 Deployment

8.5.1 General

During their deployment phase, all players except the player in last position must reveal the delayed note specifying new unit assignments, firebase deployment hexes, and points spent on reserves.

8.5.3 Deployment orientation

During reinforcement, only one player will be able to deploy their new units “for keeps”; all other players will provisionally deploy new units. In the TIME field, “Allocation / Deployment” or “Deployment” entail orienting new units 90° clockwise to differentiate them from existing units

8.5.4 Final disposition

Players who provisionally deployed new units have the option of repositioning them during Final Disposition. Just as in the 2-player game, once the week changes, the player who now has the initiative will reposition their units and begin their CMP. In the TIME field, “Deployment / Final Disposition”, “Final Disposition”, or “Final Disposition / CMP” entail moving new units to their final positions and orienting them normally.

8.6.0 Corrections

8.6.1 General

In multiplayer games, mistakes will result in several “offended players”. All players must agree with any proposed remedies; anything less ends the game, and no victor is declared.

9.0.0 Victory

9.1.0 General

Victory conditions for multiplayer games are identical to those for two-player games, with some modifications. Pacts win or lose collectively: upon defeat of the last non-pact player, the pact declares victory; if one member of a pact is defeated, the entire pact is defeated. Alliances may not win collectively. When a player is defeated, all of their units must be removed from the board by right-clicking their IRP and choosing Surrender (whether they surrendered or not).

9.6.0 Spoils

Upon defeating an opponent - and prior to removal of that opponent’s units - a player (or pact) receives victory points (see 7.5.1 in the 2-player rules) equal to the value of *all* firebases on the board that are owned by the defeated player.

10.0.0 Record keeping

10.1.0 General

All players must record their RPs in the public note. All players except the player in

last position must create a delayed allocation note and a reserve cover note; in certain circumstances, they may have to make a deployment clarification in the public note.

10.4.0 Allocations

10.4.2 Unit assignments and firebase placements

All players except the player in last position must create a delayed note as specified in this section in the 2-player rules.

10.4.3 Reserve cover records

All players except the player in last position must create a delayed note as specified in this section in the 2-player rules.

10.5.0 Deployment clarification

10.5.1 General

All players except the player in last position may be required to modify the public note as specified in this section in the 2-player rules.