

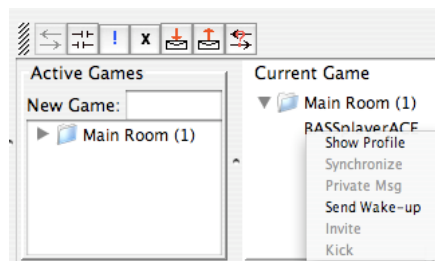
# Playing “Star Wars Pocket Models” on VASSAL

- ✓ Getting Started
- ✓ Advice for Fleet/Deck Construction
- ✓ Playing by e-mail
- ✓ Playing a “sealed” game
- ✓ Alternate Rules for Larger Games

## Getting Started

By BASSplayerACE

- To get units and cards, click this button, **Cards & Units**, located in the top-left part of the screen. Then click the drop-down menu to select which set you’d like to choose from. Click and drag units onto the game board. Click and drag cards into your “Deck” pile. Once you have all your cards, right-click your deck and click “Shuffle.”
- To roll 2 dice, click **2d6**. To roll 1 die, click **1d6**. (These are located in the top-middle part of the screen)
- To open up the window by which you will connect to the internet to play, look to the top-left part of the screen and click **Internet**.
  - Here is what you will see when you open up the internet window:



- To actually connect to the internet server, there is a second **Internet** button that you need to click. To play, have someone start a game (“File > New Game”). Then the other players need to right-click on that person’s name, as shown above, and click “Synchronize.”
- If someone is online, but maybe not paying attention, right-click their name, as shown above, and click “Send Wake-up” to cause their computer to beep.

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## Advice for Fleet/Deck Construction

By Sultan of Dorkistan

Collectible card games are a delicate balance of fun and frustration. Part of the fun of collectible card games is the collecting: searching for the right piece to fill out your team/deck/squad, or seeing your opponent’s jaw drop when you play that ultra rare unit. Collectible games are also frustrating for the same reason; it costs hard-earned cash to buy pack after pack or to win the Ebay bid-war. Rare pieces are powerful, but hard to obtain, and so a well-designed collectible game keeps a delicate balance between playability and collectibility.

The delicate balance goes right out the window when you play collectible games in an environment like VASSAL, with all the pieces in any amount available to everyone. It might be fun to play the dream team every once and a while, but not for the person who is trying to play their real-life strategy, built on real-life

limitations. Players won't be impressed by your multiple copies of the card they only gave out at GamerCon '04, because you didn't earn them, you didn't suffer the frustration to get them, you're just reaping the fun of having them.

And at the end of the day there is nothing wrong with that, so long as your opponent is okay with it too. But with that in mind, when you build your deck/fleet to play this game remember the delicate balance.

With that in mind, here are a few recommendations for building realistic deck/fleets. 1) Build your deck/fleet with a majority (70% or more) of units you actually own. This allows for a realistic distribution, but gives leeway for the player who just can't find those rare pieces. 2) No more than one copy of a uniquely named unit, such as Anakin Skywalker's Jedi Interceptor.


Whether you follow these recommendations or not, remember to inform your opponent whether or not you're using a "dream team."

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### Playing by e-mail ("pbem")

By BASSplayerACE

Playing by e-mail is a great way to play SWPM for various reasons. Some may have trouble connecting to the internet and cannot play a live game. Some do not have time to sit down and play an entire game. Some may just enjoy having several games going at once. For whatever reason, pbem is viable option for playing. Here's how you do it:

1. Make sure all players have the same version of the module.
2. Whoever starts that game should be "Player I". Before anything else, click "File > Begin Logfile." Name the game whatever you want, but a common way is to use the names of the players involved. Then it helps to say, "turn#", depending on what turn it is. (For example, if I play with Psyberduck, and I'm setting the game up, I would name the logfile, "BASS\_Psyberduck\_turn1.")
3. Once a logfile has started, think of it as everything you do as being recorded. (type in the chat window, moving cards and pieces, etc.)
4. When you are done with your turn, click "File > End Logfile."
5. E-mail the logfile to your opponent. (It's a small file, only a few kilobytes in size)
6. The other person then opens up VASSAL and clicks "File > Load Game," and opens the logfile.
7. In the upper left hand corner, there is this button:  Each time you click it, you will see every move your opponent made.
8. Continue to click that button until you've seen all that your opponent did, at which point you will be asked if you want to begin a new logfile. Click "Yes."
9. You will be asked to save the logfile. Just save it as the same thing that your opponent emailed you, but advance the turn # by one. (For example, if I sent you "BASS\_Psyberduck\_Turn1," you would save the file as "BASS\_Psyberduck\_Turn2.")
10. Keep doing this until someone wins.

Note: During turns where you battle, things change a bit from the normal rules. The attacker shows their card and rolls the dice. When the defender gets the logfile, they should play their card and roll the dice. This does give an advantage to the defender, but since all players must abide by this, it is balanced for all.

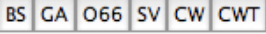
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### Playing a "sealed" game

By BASSplayerACE

In real life, a sealed game is when you open a brand new booster pack (6 cards and 2 styrene plates of units) of units and cards and immediately play with whatever you get. It is intentionally random so as to create a level playing field for all involved. (Not everyone can spend several hundred dollars building the perfect fleet/deck!)

You can simulate this while playing SWPM in VASSAL:

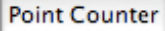
1. At the top of the game screen, in the middle-right section, you'll see these buttons: 
  - . Each button has the initials of one of the six sets that came out for Star Wars Pocket Models. (BS = Base Set, GA = Ground Assault, O66 = Order 66, SV = Scum & Villainy, CW = Clone Wars, CWT = Clone Wars: Tactics)
2. Each time you click one of the buttons, you will get a "random booster pack" in that set.
3. Click the "Cards & Units" button, and all of these sets will be in the drop-down menu.
4. Click and drag each of the cards in your "booster packs" into your deck. For the unit plates, you get all of the units in that plate. (For example, if you get a Base Set random booster pack, and you get unit plate 7, you would get units 7a, 7b, 7c and 7d.)

### Alternate Rules for Larger Games

By BASSplayerACE

For large games that involve three or four players, here is a way to speed things up. Instead of trying to eliminate all of your opponents' units or objectives, your goal is to be the first to obtain 30 points.

You are *not* eliminated if all your objectives are defeated; your opponents just score points if they defeat them. However, if all your units are defeated, you *are* eliminated. (You cannot score points without units!)

1. Look to the top-right part of the screen for this button, .
2. Click and drag the point counter to the game board. Right-click it and click, "Change owner" until your player number shows up.
3. When you score, right-click the counter and click "Change score."

1 point	Face-down and Forward Objectives
2 points	Face-up Objectives
1-5 points	1 point for every star of the unit you destroy (e.g. If you defeat the <i>Millenium Falcon</i> , which is a 3-star unit, you would get 3 points)