

Oblique VASSAL Module Guide

This is a user's guide for the VASSAL module for Amabel Holland's block wargame Oblique, covering Frederick the Great's campaigns during the Silesian Wars. There are a few features specific to Oblique which aim to streamline play.

General Layout and Pieces

The module is built assuming that the Austrian player is sitting at the south edge of the map and the Prussian player is sitting at the north edge of the map. Specifically, the Despair Tracks are programmed with this orientation in mind.

Each side has a private window accessed by clicking  and . These contain a set of Blocks matching what is supplied with the physical game. The Despair Discs and Time Disc are controlled by menus accessed by right-clicking these pieces. On the Battle Game Map there is a button to draw a random Terrain Piece out of a pool which matches the physical game.

You can find Control Points and Supply Pieces by clicking  . Once placed, these counters can be selected by shift-clicking. Also contained here are all the other components for the game, except for the Sticks. However, you should only need these extra components if you encounter a bug in the module.

Setting up a game

After choosing a scenario, you and your opponent will need to deploy Blocks according to the scenario instructions. Each scenario indicates a number of rotations to apply to groups of Blocks, and a count of Blocks to place on specific locations on the map. Following the scenario instructions, organize your blocks and apply rotations within your private window, then hide them (Ctrl-H) before placing them on the map.

Next, mark Polities as friendly according to the scenario. This is optional (click  to hide). To set the status of a Polity, hold Control (or Command) and right click the small shield next to one of the Cities belonging to that Polity. Select an option from the menu which will apply a matching color to all Cities belonging to that Polity. (Prussia, Bohemia, and Moravia do not differ in their Friendliness across scenarios and so are fixed)

Battle Game

Open the Battle Game Map by clicking . Right-click the Blocks which are participating and select "Send to Battle Game", and then reveal them one by one to deploy them. Clicking  will open a window containing Sticks. Note that these Sticks are NOT limited, so you will have to

count them as you deploy them, to ensure you do not deploy more than 12 of any color (matching the component limit in the physical game)

During the Battle Game, to resolve one or more hits, right click the Stick you wish to remove, and select "Take Hit". This will send the Stick to the next available space on your Despair Track. Once the Battle Game has concluded, after you have resolved any losses to your blocks, click



(in the toolbar) to clear all Sticks from the Despair Track and the Battle Game Map. Note this is important to reset underlying programming for later battles.