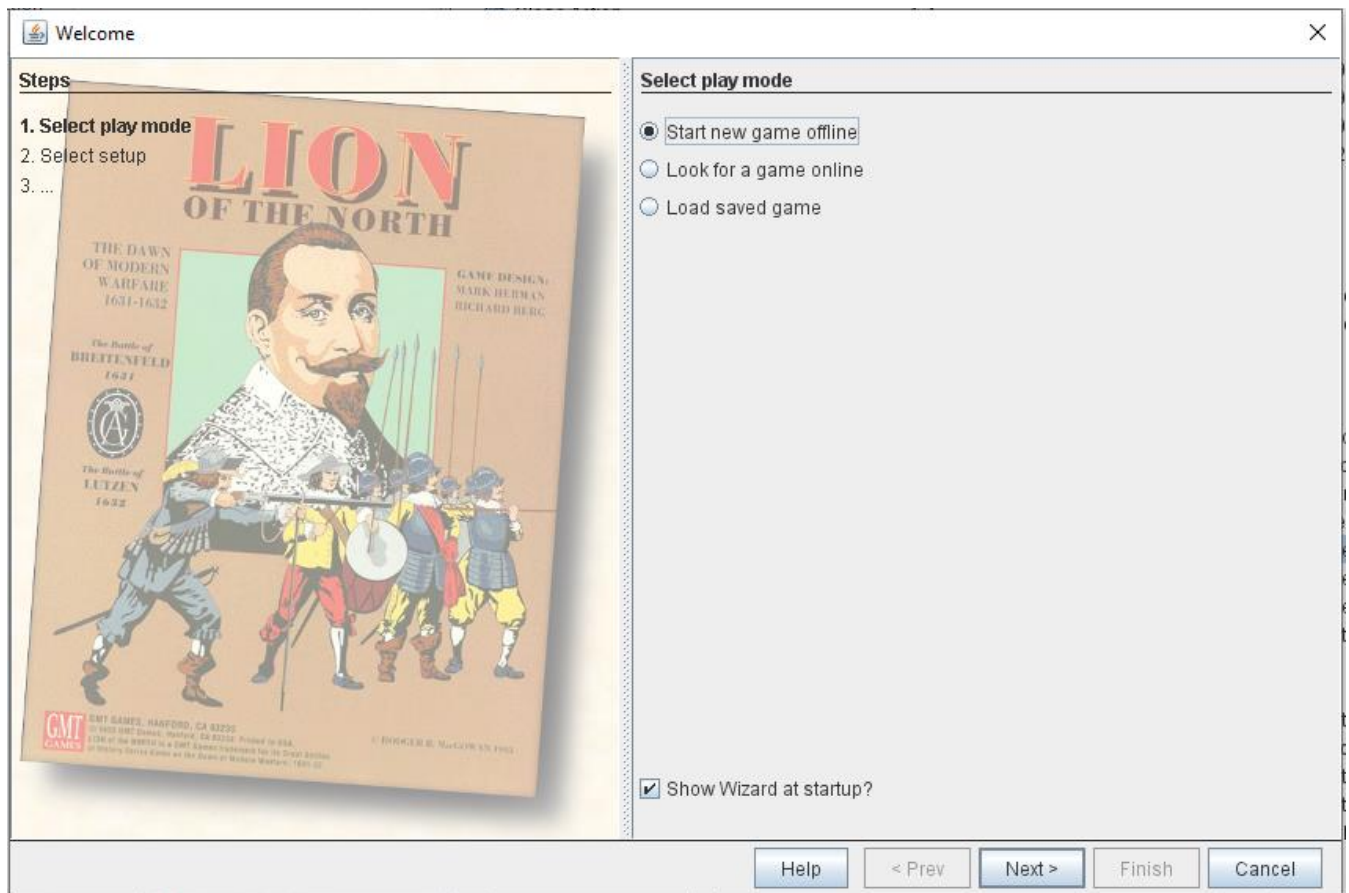


# LION OF THE NORTH MODULE FOR VASSAL

## User's Manual



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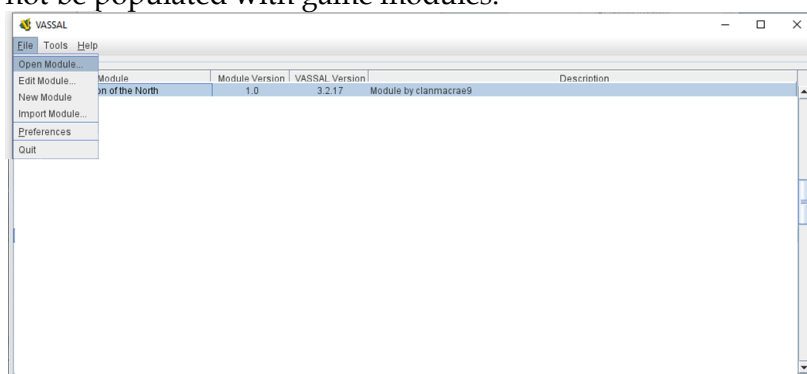
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1. **The Vassal Game Engine:** VASSAL is a game engine for building and playing online adaptations of board games and card games. It allows users to play in real time over a live Internet connection (in addition to playing by email). It runs on all platforms, and is free for personal use. With VASSAL, you basically play like on an actual board game against your opponent as you can see his moves and get notification of movement and shots fired through a chat window. VASSAL is authored by Rodney Kinney.

## 2. Getting Started

- a. **Downloading game components:** If you have not done so already, download the VASSAL engine (<http://www.vassalengine.org>) and install it on your PC or Mac. (Instructions in this manual are specific to PC mouse clicks but work in general with expected differences for Mac.) Download the Lion of the North module located at [http://www.vassalengine.org/wiki/Module:Lion\\_of\\_the\\_North](http://www.vassalengine.org/wiki/Module:Lion_of_the_North) and save the file somewhere, e.g. into your VASSAL folder. The file title is LionoftheNorth.vmod
- b. **Open the Vassal Program:** that you downloaded in paragraph of 2a. You will see something similar to the image below. If you are running Vassal for the first time it will not be populated with game modules.

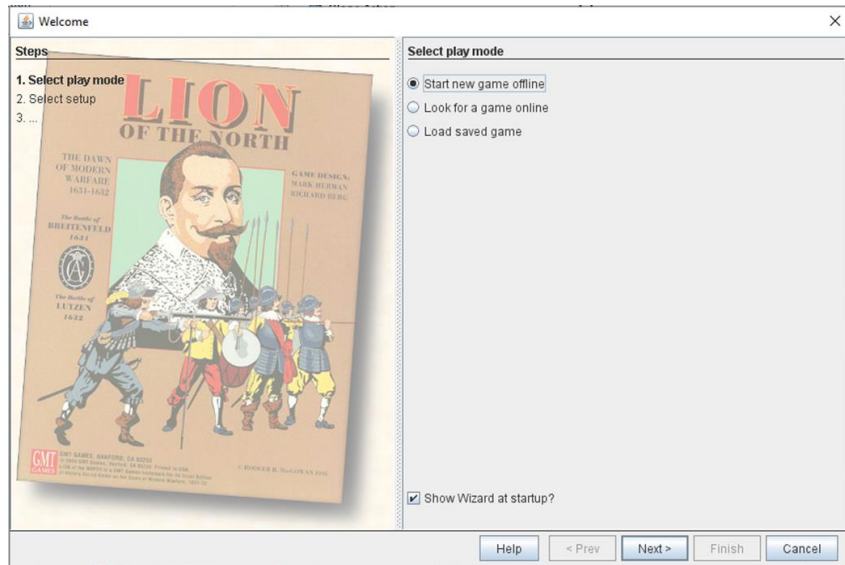


- c. When you first run the program, you will be prompted to enter the name by which you would like to be known to other players. Enter a name and press OK (You may change your name later in your Preferences settings).
- d. Next, you will be asked to enter a password: Just enter a password and press OK. The password is used to protect your identity during a game. It is used to determine who can see masked counters, for example.

## 3. Setting up the Lion of the North Vassal Module

Looking at the Welcome Page below you will see the three options for beginning gameplay:

- Start new game offline – This allows you to open a new game that only you as a solo or hotseat player will have access to. You may however go online and allow others to join your game from this option.
- Look for a game online – This opens the Vassal Module but does not load game content. Instead it allows you to join a game that is already available on the online server. More on that later.
- Load saved game – Load saved game allows you to load a game that was saved in a previous state of play allowing you to return to where you left off in the game. Games opened in this fashion may be played solo, hotseat or online.



4. **First look at the game module:** To just look at the game module, select the Start new game offline option.

You will see a list of scenario options to choose from. Feel free to select any, however just for appeal, open the Breitenfeld Setup option. This will open the Breitenfeld scenario as provided in the Game Scenario book, all ready to play.

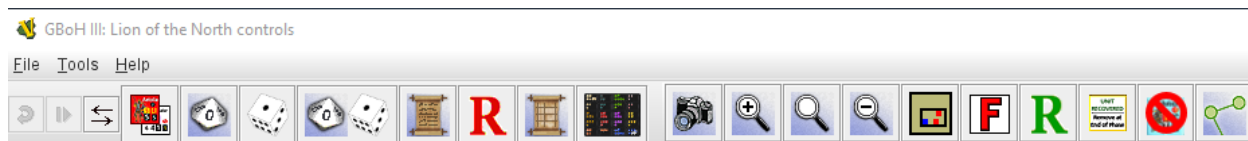
The list of setup options are as follows:

- Breitenfeld New Setup - Opens to the Breitenfeld map, but no counters are placed.
- Lutzen New Setup - Opens to the Lutzen map, but no counters are placed.
- C3i Vol 1 Nr. 3 Example of Play Setup - Setup for the Example of play scenario found in the C3i Magazine Nr. 3. This can be found online at the C3i Ops Center at <https://drive.google.com/file/d/1FZpfwJ5Fs655Tfe-rWiz4lzdzeIMGjw/view>
- Breitenfeld Setup - The Breitenfeld Scenario from the Scenario Booklet from the original gamebox.
- Lutzen Sweden Version Setup - The Lutzen Scenario from the Scenario Booklet from the original gamebox with counters representing the order of battle according to Swedish sources.
- Lutzen Imperialist Version Setup - The Lutzen Scenario from the Scenario Booklet from the original gamebox with counters representing the order of battle according to Imperialist sources.
- Breitenfeld Free Setup - Opens to the Breitenfeld map. All of the appropriate unit counters are available in the Counter Tray.
- Lutzen Sweden Version Free Setup - Opens to the Lutzen map. All of the appropriate unit counters are available in the Counter Tray.



## 6. Description of the menu buttons:

At the top, you will see the game control menu buttons.



Undo – Undoes previous action



Forward button – Advances by step when playing log file back. (Allows you to replay games step by step)



Server button – Opens up the server control windows (Covered later).



Game pieces – Opens to a menu selection of the available Lion of the North game pieces.



10 sided dice button – Rolls a 10 sided die which is simultaneously displayed in the chat window and as a visual on the die face.



6 sided dice button – Rolls a 6 sided die which is simultaneously displayed in the chat window and as a visual on the die face.



Artillery dice button – Rolls a 10 sided die and a 6 sided die which is simultaneously displayed in the chat window and as a visual on the die face.



Notes – Allows note taking during the game session.



Withdrawal Window – Opens the Withdrawal Window that calculates withdrawal levels and tracks remaining points to victory.



Counter Tray – A plastic counter tray just like you have with many of your physical games. Allows a convenient place to store counters that just need to be moved out of the way for whatever reason.



Save map as png file – Selecting will allow users to save a screen shot of the map as a .png file.



Zoom In – Increases magnification of the game map.





Select Zoom - Allows manual setting of the magnification level of the game map.



Zoom Out - Decreases magnification of the map.



Mini Map - brings up a miniature version of the map to allow quick location of a map area.



Flip leaders to front side - Flips all leaders on their Finished side back to the front side.



Rally - Remove all Rally markers



Remove Recovery - Removes all recovery markers



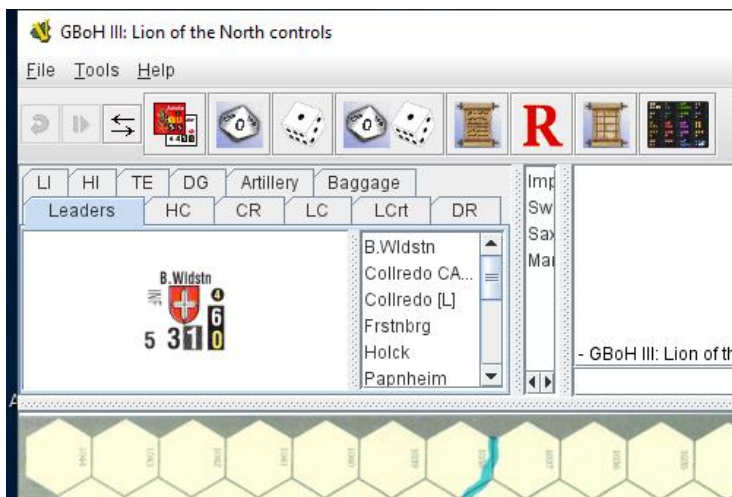
Hide all pieces on this map - Toggles between hiding or showing pieces on the map.



Remove all movement trails - Removes all of the movement trails left by moving pieces since the last time Remove all movement trails was pressed.

## 7. Opening and Adjusting the Game Pieces Menu Window

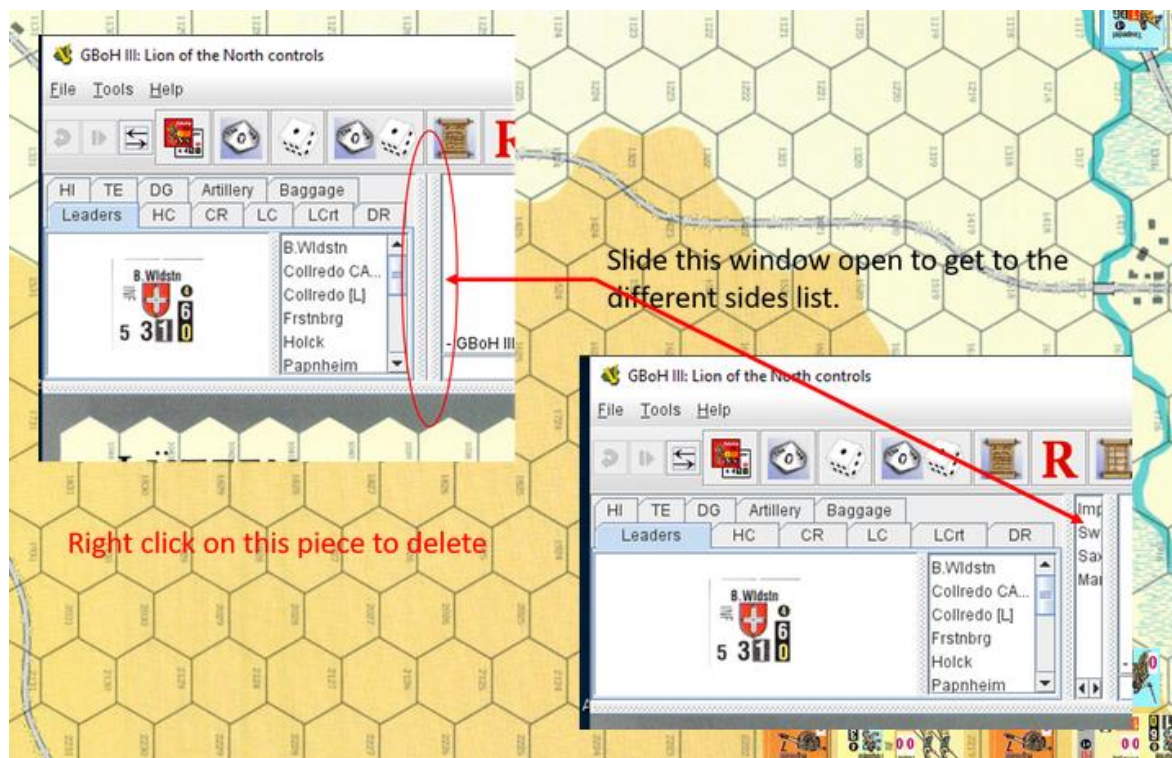
Clicking on the "Game pieces" icon will display the Counters window.



When you first open any of the scenarios, you will see a large instruction counter towards the upper center of the map. This counter provides instructions on how to ensure you will see the different



player side pieces. Select the Game Pieces Menu Button, then following the instruction open the window panel shown by selecting it and sliding to the right to open it until you can see the Imperialist, Sweden, Saxon, and Marker options. Once you have achieved this, you may right click on the large counter and delete it. It cannot be returned once deleted.



**a. Creating and Moving Counters**

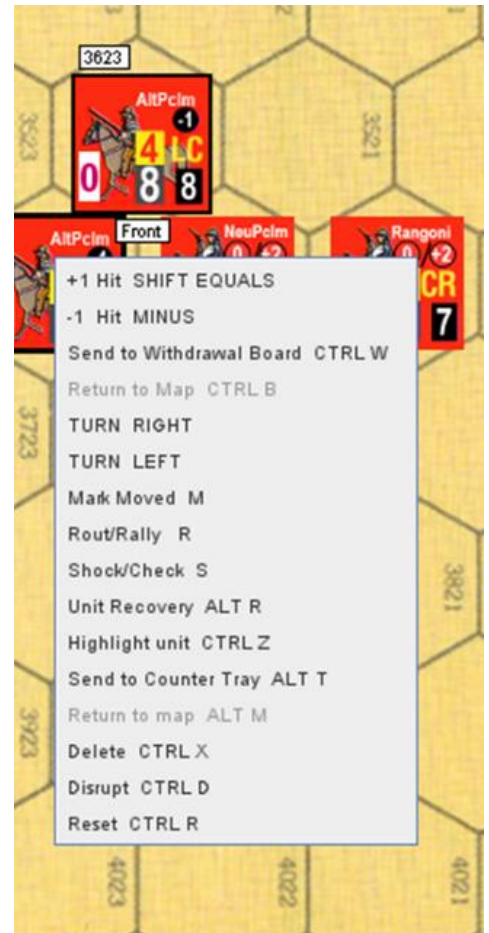
Click the Game Pieces Menu Button for the Game Pieces window to open. Simply drag and drop a few counters into the map and basically you are ready to play.



- b. **Controlling Counters.** Right clicking on any counter gives all commands and their shortcuts.

The + Hit command, for instance, will increment the hits given to that unit. The - Hit Increase command will remove hits if needed to correct.

Turn Right or Turn Left rotates the counter one direction or the other. Each of the various commands controls the counter or displays information about its current status.

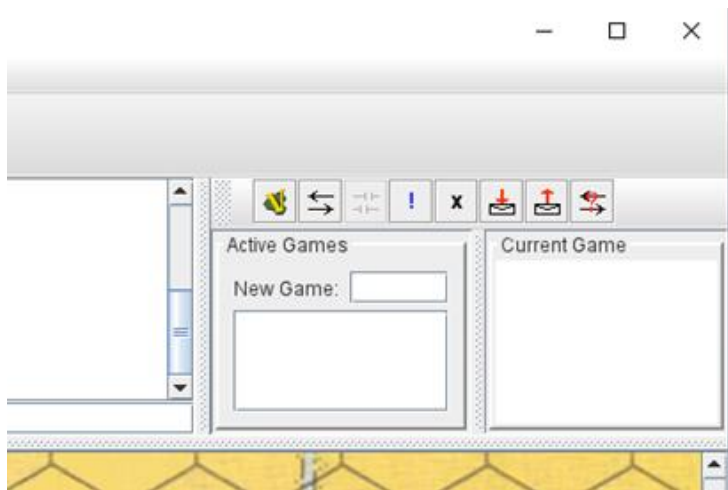


8. **Help Menu:** The Help menu of the Contols window also provides important general information about using VASSAL! Depending on your Preferences settings, the opening window, called the Controls window, will look like the panel on the right.

9. **The Chat Window:** The large white area is the chat window in which all movements, actions and comments from the players will be reported. You can add your own comment in chat mode by simply typing your text in the command line at the bottom and pressing enter. Your text will be immediately displayed in the Chat window.



## 10. Logging on:



Press the Server button to reveal the server controls. In the Server controls, click the connect button to log on to the VASSAL server (Note: Some corporate security firewalls will prevent a connection, although a residential service should have no problem). Once connected, you should see the following indicators: You will see confirmation in the VASSAL Controls

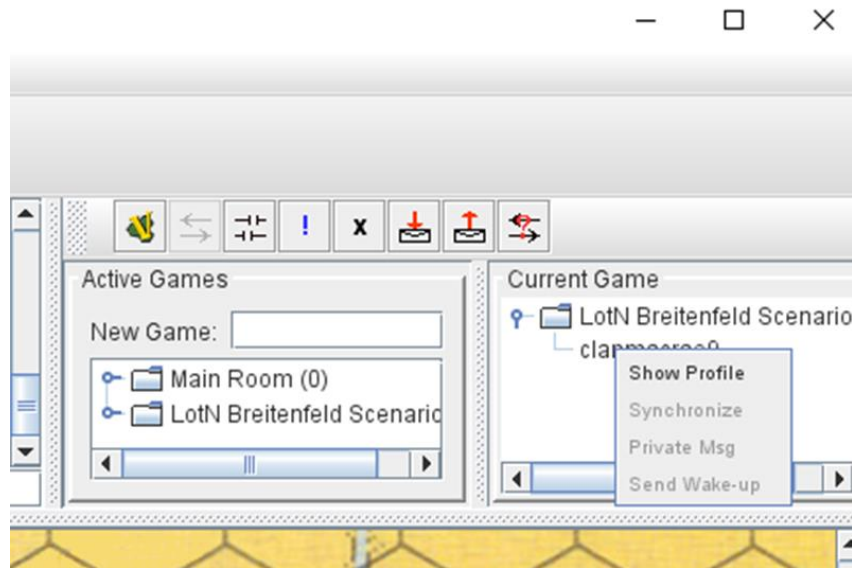
window chat area that you have connected with the server and entered the Main Room.

\*The Active Games section of the Server window will indicate which players are logged on and which rooms exist.

\* If players are chatting amongst each other in the Main Room, text will appear in the VASSAL Controls chat area.

- a. **To Chat.** To chat with other players, click in the entry area below the main chat display at the bottom of the Controls window and start typing. Your text will appear in the VASSAL Controls chat area. To send the message, press Enter on your keyboard. You can also type while the focus is in the main map window and the typing will be echoed to the chat entry area. Ctrl-V will paste from the clipboard into the chat entry area.

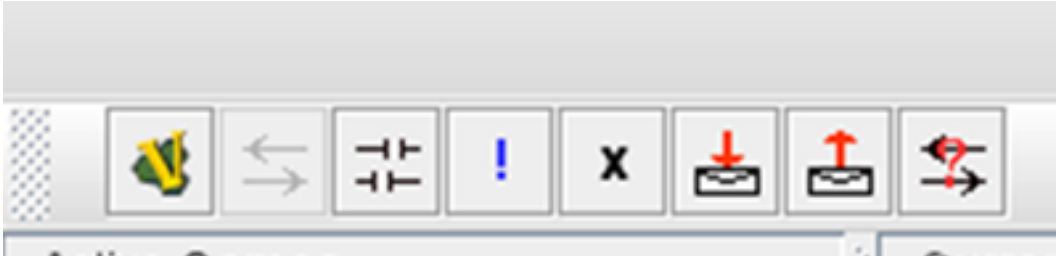
- b. **Enter a Game Room.** To view a scenario already being played, double-click on the room name in the Active Games column of the Server window. To create a new game room, enter a new name in the "New Game" field and press Enter. A list of players currently in the room you have entered will appear in the "Current Game" column.



- c. **Synchronize.** When you join a room, you may start chatting immediately. To see the game in progress, synchronize by right-clicking on another player's name in the Current Game column and selecting Synchronize from the pop-up menu. Once synchronized, all moves by other players will be instantly updated on your on screen.  
**Important Note:** Once you have synchronized with a game, you may scroll around the map and inspect either player's counter stacks without interfering. However, all counter moves and die rolls are broadcast to all other players in the room, so please don't move any counters/cards and be polite when observing other people's games!
- d. **Shared game map.** When you synchronize, the maps will appear on your screen. If using the combined window view, the main map will appear in a panel below the chat area. If not, it will appear in its own separate window. Maps are where all the counters are displayed and where the gaming action takes place.

11. **Starting a Game:** To start a game of your own, it will be necessary to create a Scenario Room by entering a new name in the "New Game" field of the Server window and pressing Enter. Others (your opponent and spectators) can then enter the room and "synch" in. (See the section on Setting up a Game.)
12. **Message Boards:** VASSAL also contains a message area that allows you to post messages or game requests on the server. Like every other module, Lion of the North has its own message board. In the Server window, push the Check Messages button to view the Message Board, or push the Post Message button to open the Message Composer window. In the Message Composer window, enter your message and click Send to post your message to the Message Board.
13. **Server Status:** The Server Status button displays all current connections to the server for all modules. By selecting a module with your mouse, you can post and read messages from that module's message board.
14. **Status:** Pushing the **Looking for Game** button will place an exclamation mark (!) beside

your name in the Server window, indicating that you are interested in finding a game. Pushing the Away From Keyboard button will place an "X" next to your name in the Server window, indicating that you have stepped away from your computer. An "I'm Back" window will pop up. When you're ready to return, clicking "OK" will close the "I'm Back" window and remove the "X" from beside your name.



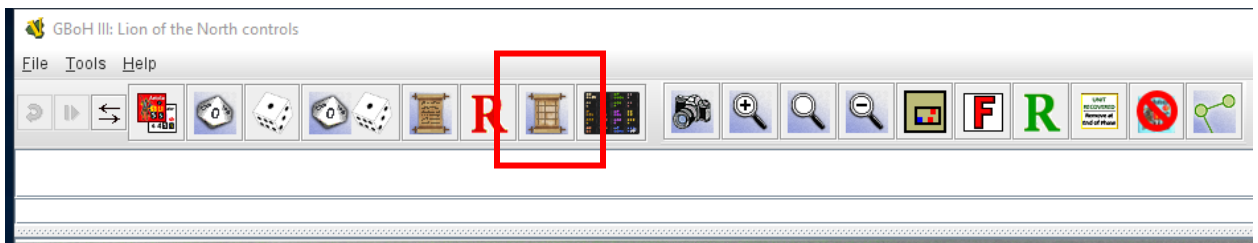
### 15. File Management:

- Save Game – *Allows users to save the current game file and provides the option to change the name of the file e.g. LotN Turn 2 end of Sweden turn*
- Save Game As – Virtually the same option as Save Game
- Close game – *Allows users to close the current game,. Saving the game will be an option before closing.*
- Begin Logfile – *Allows users to save the game play as a logfile which can be replayed like a video replay. (Note though that all actions are live and if replaying, do not move any pieces or do any actions as they will become part of the game sequence moving forward.*

**NOTE:** All users should immediately start a logfile at the beginning of each session. Additionally, when restarting a game from a previous section, it is advisable to load the last logfile and advance it through its moves, then start a new logfile to create a continuous logfile of the entire game through multiple sessions.

## 16. Using the Breitenfeld and Lutzen HI/Tercio Hit Tables:

Select the Charts'nTables Menu Button to open the Charts'nTables window,



When the window opens, select the Breitenfeld Hits tab.

**Artillery Fire Table**

Nationality/Artillery Class Firing

FIRST: Use 10-Sided Die to Determine Column

	10-Sided Die Roll	1	2	3	4	5	6	7	8	9
Swedes										
Heavy										
Field										
Regimental **										
Imperialists and Saxons										
Heavy										
Field										
Captured Regimental **										

NOW: Use 6-Sided Die to Determine Result

Six-Sided Die Roll

	6-Sided Die Roll	1	2	3	4	5	6
<0							
0							
1							
2							
3							
4(EX-OPTIONAL)							
5							
6							
7							
8							
9+							

**Range Effect**

Weapon Type (Max Range)	1	2	3-4
Musket (2)	NC	3L	-
Pistol (1)	NC	-	-
Regiment Art (7)	+2	NC	-2
Field Artillery (13)	+1	NC	NC
Heavy Artillery (17)	+1	NC	NC

**Artillery Fire Results**

1. Terrain, as per "Fire Table" column on the Terrain Chart.

2. Range, as per the Range Effects Table.

3. Number of Ranks, (see 8.55). The following modifiers are in effect for Firing Field and Heavy Artillery, NOT for Regimental, depending on the unit type in that box.

4. Flank, as per the Flank Effects Table.

5. Mover, as per the Mover Effects Table.

6. Switch, as per the Switch Effects Table.

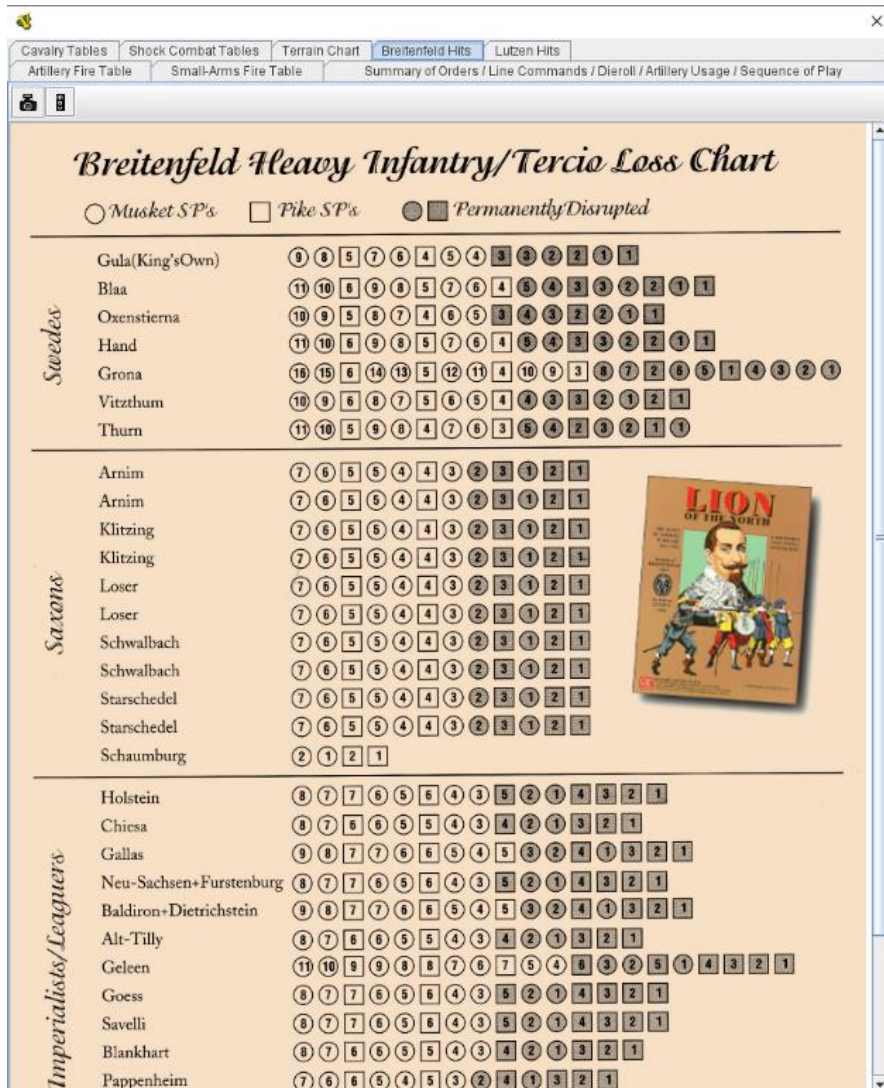
7. Optic, as per the Optic Effects Table.

8. All DRMs, as per the DRM Effects Table.

9. Does not apply if Compact, or stacked with other unit of any type.



You will see the following display:



Left click on the Oxenstierna line. Click on any ocircle or square and you will see a black rectangle around the hit numbered area for the Oxenstierna HI unit.

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Cavalry Tables
Shock Combat Tables
Terrain Chart
Breitenfeld Hits
Lutzen Hits

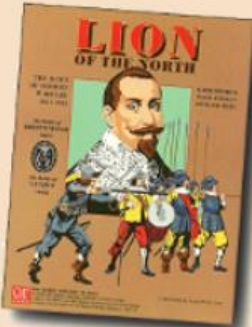
Artillery Fire Table
Small-Arms Fire Table
Summary of Orders / Line Commands / Dieroll / Artillery Usage / Sequence of Play

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## Breitenfeld Heavy Infantry/Tercio Loss Chart

○ Musket SP's
□ Pike SP's
● ■ Permanently Disrupted

Swedes	Gula(King'sOwn)	9	8	5	7	6	4	5	4	3	3	2	2	1	1								
	Blaa	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Oxenstierna	10	9	5	8	7	4	6	5	3	4	3	2	2	1	1							
	Hand	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Grona	16	15	6	14	13	5	12	11	4	10	9	3	8	7	2	6	5	1	4	3	2	1
	Vitzthum	10	9	6	8	7	5	6	5	4	4	3	3	2	1	2	1						
	Thurn	11	10	5	9	8	4	7	6	3	5	4	2	3	2	1	1						
Saxons	Arnim	7	6	5	5	4	4	3	2	3	1	2	1										
	Arnim	7	6	5	5	4	4	3	2	3	1	2	1										
	Klitzing	7	6	5	5	4	4	3	2	3	1	2	1										
	Klitzing	7	6	5	5	4	4	3	2	3	1	2	1										
	Loser	7	6	5	5	4	4	3	2	3	1	2	1										
	Loser	7	6	5	5	4	4	3	2	3	1	2	1										
	Schwalbach	7	6	5	5	4	4	3	2	3	1	2	1										
	Schwalbach	7	6	5	5	4	4	3	2	3	1	2	1										
	Starschedel	7	6	5	5	4	4	3	2	3	1	2	1										
	Starschedel	7	6	5	5	4	4	3	2	3	1	2	1										
	Schaumburg	2	1	2	1																		
Imperialists/Leaguers	Holstein	8	7	7	6	5	6	4	3	5	2	1	4	3	2	1							
	Chiesa	8	7	6	6	5	5	4	3	4	2	1	3	2	1								
	Gallas	9	8	7	7	6	6	5	4	5	3	2	4	1	3	2	1						
	Neu-Sachsen+Furstenburg	8	7	7	6	5	6	4	3	5	2	1	4	3	2	1							
	Baldiron+Dietrichstein	9	8	7	7	6	6	5	4	5	3	2	4	1	3	2	1						
	Alt-Tilly	8	7	6	6	5	5	4	3	4	2	1	3	2	1								
	Geleen	11	10	9	9	8	8	7	6	7	5	4	6	3	2	5	1	4	3	2	1		
	Goess	8	7	7	6	5	6	4	3	5	2	1	4	3	2	1							
	Savelli	8	7	7	6	5	6	4	3	5	2	1	4	3	2	1							
	Blankhart	8	7	6	6	5	5	4	3	4	2	1	3	2	1								
	Pappenheim	7	6	6	5	4	5	3	2	4	1	3	2	1									





Select the **up arrow button** on your keyboard. You will see an X, indicating one hit on the Oxenstierna HI unit.

Swedes	Gula(King'sOwn)	9	8	5	7	6	4	5	4	3	3	2	2	1	1								
	Blaa	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Oxenstierna	10	9	5	8	7	4	6	5	3	4	3	2	2	1	1							
	Hand	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Grona	16	15	6	14	13	5	12	11	4	10	9	3	8	7	2	6	5	1	4	3	2	1
	Vitzthum	10	9	6	8	7	5	6	5	4	4	3	3	2	1	2	1						
	Thurn	11	10	5	9	8	4	7	6	3	5	4	2	3	2	1	1						

Selecting the **down arrow** will decrease the hits number in case you need to correct.

**Alternately**, you may right click as shown below and select Increase Hits from the counter menu.

*Breitenfeld Heavy Infantry/Tercio Loss Chart*

☐ Musket SP's  
 ☐ Pike SP's  
 ☒ Permanently Disrupted

Swedes	Gula(King'sOwn)	9	8	5	7	6	4	5	4	3	3	2	2	1	1								
	Blaa	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Oxenstierna	<del>11</del>	9	5	8	7	4	6	5	3	4	3	2	2	1	1							
	Hand	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Grona	16	15	6	14	13	5	12	11	4	10	9	3	8	7	2	6	5	1	4	3	2	1
	Vitzthum	10	9	6	8	7	5	6	5	4	4	3	3	2	1	2	1						
	Thurn	11	10	5	9	8	4	7	6	3	5	4	2	3	2	1	1						
	Arnim	7	6	5	5	4	4	3	2	3	1	2	1										

Increase or decrease by either method gives the same results.

Swedes	Gula(King'sOwn)	9	8	5	7	6	4	5	4	3	3	2	2	1	1								
	Blaa	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Oxenstierna	10	9	5	8	7	4	6	5	3	4	3	2	2	1	1							
	Hand	11	10	6	9	8	5	7	6	4	5	4	3	3	2	2	1	1					
	Grona	16	15	6	14	13	5	12	11	4	10	9	3	8	7	2	6	5	1	4	3	2	1
	Vitzthum	10	9	6	8	7	5	6	5	4	4	3	3	2	1	2	1						
	Thurn	11	10	5	9	8	4	7	6	3	5	4	2	3	2	1	1						