

# GUNSLINGER MODULE FOR VASSAL

## User's Manual

**Card Table**

12 attack	<b>BELT</b>	3
11 attack	<b>SWING</b>	3
10 attack	<b>JAB</b>	2
9 hand	<b>DRAW &amp; COCK</b>	3
8 hand	<b>LOAD</b>	3
7 hand	<b>SHOOT</b>	1
6 hand	<b>COCK/AIM/SHOOT</b>	2
5 hand	<b>COCK/AIM/SHOOT</b>	2
4 foot	<b>SPRINT</b>	1
3 foot	<b>SPRINT</b>	1
2 foot	<b>RUN</b>	1
1 foot	<b>ADVANCE</b>	2

*Home movement:*  
Move either:  
ahead right  
ahead left  
straight ahead

*DOWN: Get 2 delay points*

**Gunslinger\_test controls**

File Help

Counters Cards

- Gunslinger\_test version 1.0  
\* moser - Banker created in BB-F7  
\* moser - Clerk created in BB-F5  
\* moser - NCO created in BB-G6  
\* moser - Driver created in BB-E7  
\* moser - Quiet Man created in BB-F9  
\* moser - Gun Artist created in BB-G11  
\* moser - The Kid created in BB-F3  
\* moser - W44 - empty created in BB-G8  
\* moser - Gun Artist moves BB-G11 -> BB-G11  
\* moser - Aim created in BB-F5  
\* moser - Aim created in BB-E6

**Counters**

Characters Weapons Counters Bonus Cards

Shotguns

- BL10
- R10
- R10s**
- W10
- Wh10

R10s BS 0

## Table of Contents

<b>1</b>	<b>The Vassal Game Engine .....</b>	<b>3</b>
<b>2</b>	<b>Getting Started .....</b>	<b>3</b>
2.1	Downloading game components.....	3
2.2	Opening the Controls window .....	3
2.3	Displaying a map .....	4
2.4	Creating & Moving Counters.....	4
2.5	Logging On.....	5
2.6	To Chat.....	5
2.7	Enter a Game Room.....	5
2.8	Synchronize .....	5
2.9	Maps .....	5
2.10	Starting a Game.....	5
2.11	Saving a Game.....	6
2.12	Message Boards.....	6
2.13	Server Status.....	6
2.14	Status .....	6
<b>3</b>	<b>Playing Tools.....</b>	<b>6</b>
3.1	First time settings.....	6
3.1.1	<i>Personal</i> .....	6
3.1.2	<i>Sounds</i> .....	6
3.1.3	<i>General</i> .....	6
3.1.4	<i>LOS</i> .....	7
3.1.5	<i>Controls Window Font</i> .....	7
3.2	VASSAL Gunslinger controls window .....	7
3.3	Gunslinger Main Map window .....	7
<b>4</b>	<b>Setting up and playing VASSAL Gunslinger .....</b>	<b>8</b>
4.1	Creating a Room .....	8
4.2	Starting the Game .....	8
4.3	Choosing Boards.....	8
4.4	Placement of Counters .....	8
4.5	Handling the Counters.....	8
4.6	Property Sheet.....	9
4.7	Cards Table.....	9
4.8	Legends Sheet.....	9

# 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

### 2.1 Downloading game components

If you have not done so already, download the VASSAL engine (<http://www.vassalengine.org>) and install it on your PC.

Download the Gunslinger module and unzip the file somewhere, e.g. into your VASSAL folder (it will unpack into a folder named "Gunslinger" and contains Gunslinger.mod).

### 2.2 Opening the Controls window

Start VASSAL ; click "Play Module" and select the Gunslinger.mod file.

**NOTE:** The Help menu of the Contols window also provides important general information about using VASSAL!

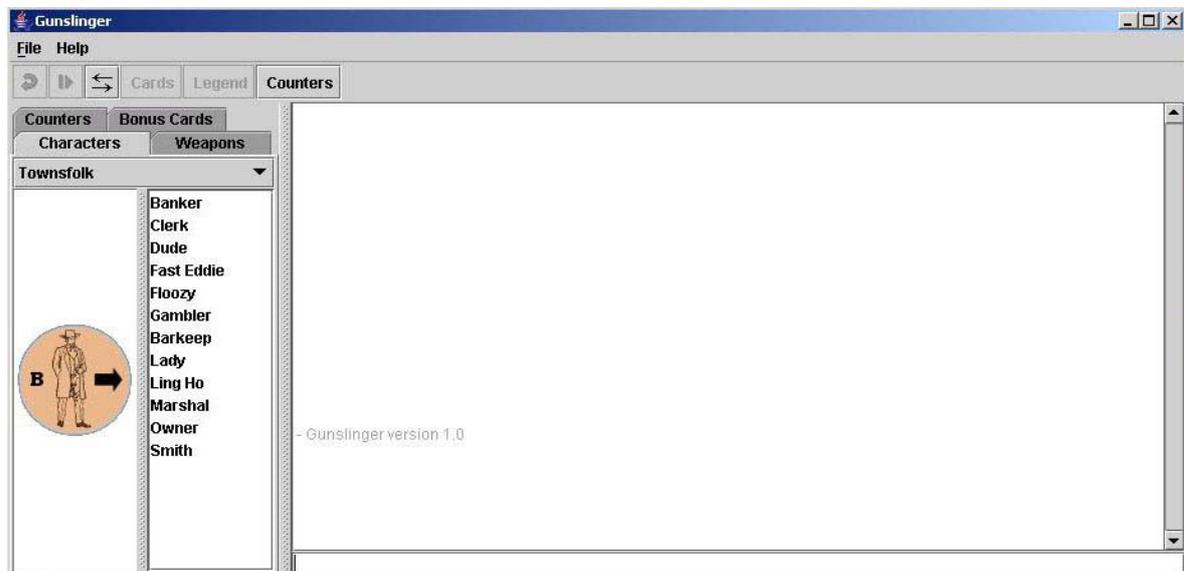
Depending on your Preferences settings, the opening window, called the Controls window, will look like the panel on the right or the one below (when first starting the module, it should be the panel below). For Gunslinger I recommend unchecking "Use combined application window" in File -> Edit Preferences -> tab General. Restart Vassal for the change to take effect.



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.

Clicking on the "Counters" icon will display the Counters window. Clicking on the opposite arrows will display the Server window.



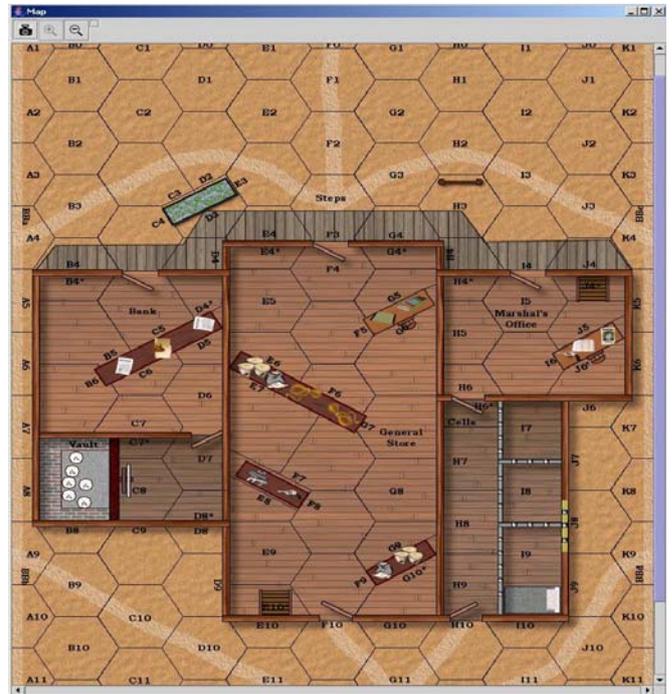
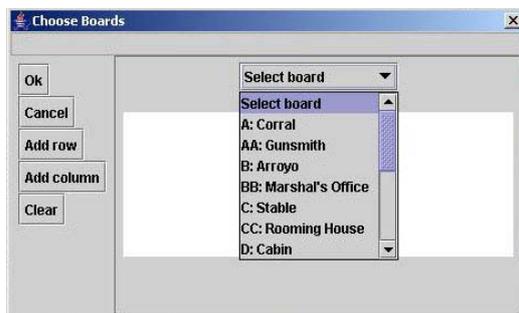
## 2.3 Displaying a map

In the File section, click on New Game.

The next window lets you choose the map(s) (called Board in VASSAL) on which you want to play.

It is possible to combine several maps in multiple ways to get various battlefields (see section 4.3).

As an example, let's pick the Marshall's Office (BB) map (or board). When clicking OK in the Choose Board window, a map will open, displaying the board.



## 2.4 Creating & Moving Counters



Click the Counters button for the Counter window to open. Simply drag and drop a few counters into the map and basically you are ready to play.

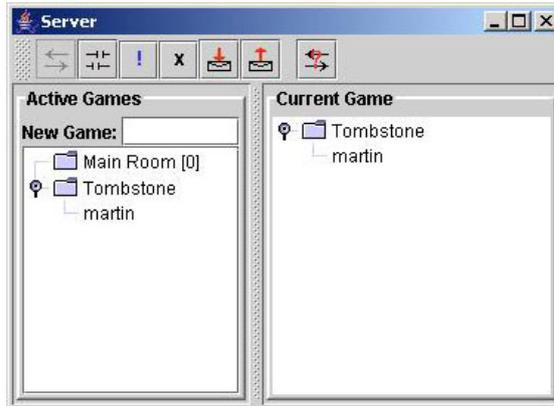
Right clicking on any counter gives all commands and their shortcuts.

The Decrease command, for instance, will sequence the various conditions of the counter (Surrendered, Passed Out, Dead). The Increase command will step through the sequence the other way.

Rotate Clockwise (CW) or Counterclockwise (CCW) rotates the counter one direction or the other.

Change Label can be used for specific actions or notes. You will notice that any action with the counters is reported in the Controls window.

## 2.5 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.

## 2.6 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.

## 2.7 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.

## 2.8 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!

## 2.9 Maps

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.

## 2.10 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.)

## 2.11 Saving a Game

A game can be saved at any time. In the VASSAL controls window, simply go to File - Save Game. Provide the scenario with a name and a location on your hard drive, and press OK. It is highly recommended that you get in the habit of saving your games while playing to minimize the inconvenience that would result from a crash. There is no autosave or back up feature. It is your responsibility to save and protect your games.

## 2.12 Message Boards

VASSAL also contains a message area that allows you to post messages or game requests on the server. Like every other module, Gunslinger 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.

## 2.13 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.

## 2.14 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.

# 3 Playing Tools

The following Playing Tools are available for the VASSAL Gunslinger module. All are accessible either from the toolbar at the top of the VASSAL Controls window, or at the top of a Map window.

## 3.1 First time settings

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).

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.

In the VASSAL Controls window, set your Preferences by going to File - Edit Preferences.

### 3.1.1 Personal

Name:	Whatever you enter in the Name field is the name that other people will see in the Chat area of VASSAL. Use a nickname or put your full name. It's up to you.
Personal Info:	Enter any personal info which you would like to make available to other VASSAL users.

You may read another player's profile by right-clicking on his name in the Server window and selecting Show Profile.

### 3.1.2 Sounds

Set sound files to be played for the events described

### 3.1.3 General

Use combined application window:	Check/Uncheck this to use either a single, combined window or separate windows for the various components of VASSAL. Note that changing this setting requires restarting VASSAL.
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### Use Arrow Keys to Scroll:

Checking this preference allows you to use the arrow keys on your keyboard to scroll around the map window when you have no counters selected. If this box is not selected, the number keypad will scroll the map window.

### 3.1.4 LOS

If checked this will only draw the thread to legal locations on the map (i.e. hex centers, hex vertices and middle of hex sides). Otherwise the LOS thread may be drawn from/to any location on the map. Leave unchecked for Gunslinger.

### 3.1.5 Controls Window Font

You can specify the font and font size used in the VASSAL Controls window.

## 3.2 VASSAL Gunslinger controls window



Show/Hide server controls

This opens/closes the server controls window.

Show/Hide the counters window

This opens/closes the server counters window.

Cards Button

Opens the Card Table window, where Action Cards are selected for the upcoming turn and then sent to the Legend Sheet window. It becomes active once a game is loaded.

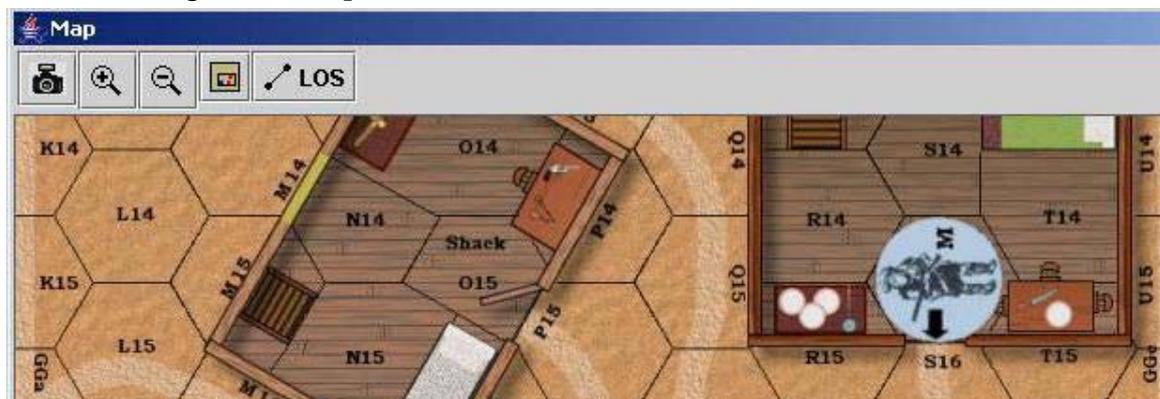
Legend Button

Opens the Legend Sheet window, where all the Bookkeeping is done. The Action Cards selected for the current turn are also displayed here.

Counters Button

Opens the Counters window, where all counters and the Bonus Action Cards are stored.

## 3.3 Gunslinger Main Map window



Save Map (camera)

This will save the image of the map and counters into a PNG file. It is the same as a screen capture except that the entire map need not be showing on your screen.

Zoom out / Zoom in	The Zoom out / Zoom in buttons give you a scaled-down overview of the map window.
Overview Window	The map window has a corresponding Overview window. This window shows the entire map at a smaller scale, with a rectangle highlighting the currently-visible area in the map window's scrollable area. Click anywhere on the overview window to center the main map window at that point.
Line-of-Sight Thread	A Line-of-Sight thread draws a line on the board as the player moves his mouse over a map window. Left-click once to clear the thread and draw normally.

## 4 Setting up and playing VASSAL Gunslinger

### 4.1 Creating a Room

In order to start a new game it will be necessary for you to create a Game Room for you and your opponent to play. In the Server window, type the name you wish your room to have into the "New Game" field and press Enter on your keyboard. You should now be the sole occupant of that room. If you enter the same name as a currently-ongoing scenario, you will join that room instead.

NOTE: The Main Room is the meeting area for players entering VASSAL, not a place to play your game. Although you may have a game open while in the Main Room on the server, your moves will not be broadcast to other players.

While connected to a scenario chat room, all moves are broadcast to all players and maps are updated automatically. You can save and restore the game to files on your local machine. If your map and your opponent's map appear to differ (e.g. due to lost moves during a broken connection), synchronizing by right clicking on your opponent's name and selecting "Synchronize" will update your map to coincide with your opponent's.

### 4.2 Starting the Game

To begin a new game (as opposed to continuing a saved game), choose File - New Game in the VASSAL Gunslinger Controls window. You will be prompted to choose boards as explained below. To save the game to resume later, choose File - Save Game. To load a saved game, choose File - Load Game and select the saved game file.

### 4.3 Choosing Boards

When prompted with the "Choose Boards" dialog, select the boards you need for the scenario from the dropdown list. To add another board, select whether it will be placed horizontally (Add Row) or vertically (Add Column). If the map needs to be reversed (rotated), check the Flip checkbox. If you made a mistake setting up the maps, you can click the Clear button, to reset the window so you can start again. Don't mind the gray gaps between maps when choosing boards - the boards will be properly aligned in the Map window afterwards.

### 4.4 Placement of Counters

After the maps have been set up, or after you've loaded a saved game, the map window will become visible. If not already open, hit the "Counters" button in the VASSAL Gunslinger controls window toolbar to open the counters window.

The Counters window is organized with a combination of tabs, lists, and pull-down menus. To place a piece on the map, select any counter in the counters window and drag it to the map window.

### 4.5 Handling the Counters

All pieces in VASSAL have popup menus for manipulating the counters. Simply right-click (Mac users: click with the Command key held down) on the piece in a map window and select the desired action.

The popup menus are also available in counters windows, so you may change the state of a counter before placing it on the map.

Each popup menu item has an equivalent keyboard command. To use the keyboard command, first select a piece by left-clicking on it in a map window (or counters window). The counter will be drawn with a thick border. Shift-click to select more than one counter at once. When you type the corresponding key combination, the equivalent popup menu action will be performed on all selected pieces.

(For various reasons, the Gunslinger maps do not use the VASSAL stacking feature, so counters placed on top of each other do not combine into a stack as described in the VASSAL User's Guide. To move a counter up/down, simply select it and use the arrow keys)

#### 4.6 Property Sheet

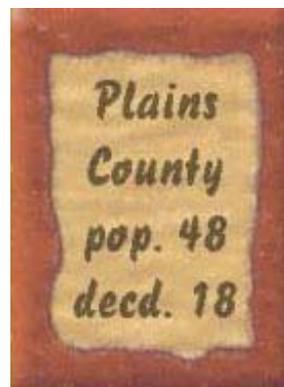
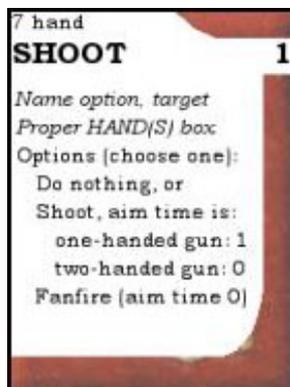
When right-clicking a character, among others a "Properties" menu is displayed. Clicking on it will display the Property Sheet.

This can be used to record the owning player's name, allowed Bonus Cards and Skills as well as gained Victory Points. The displayed fields can be edited normally (you may have to draw the property sheet larger at first to see it large enough).

#### 4.7 Cards Table

Initially all 12 normal Action Cards for Players 1-7 are displayed. Drag all needed Bonus Action Cards from the Counters window to this window, making sure to select the respective Player's card(s). As with the Counters described above, select and right-click a card to see all available commands/actions.

In order to take over ownership of a stack of cards, double click that stack to expand it, then select and mask (Ctrl-Z/Y depending on your keyboard) each single card of that stack so that it shows a brown edge partially (below left). After that other players will not see the content of your cards (below right) until you unmask them again. Repeat for all the stacks you want to own.

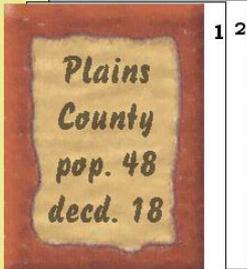
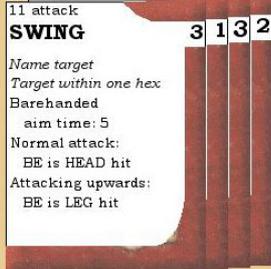


After selecting the cards you want to play for that character press Ctrl-A to send them to the Legend Sheet where they will be automatically placed in the corresponding player's Action Cards field (use Ctrl-S to return them to the Cards Table likewise). You can, of course also use the right-click menu of a card to achieve the same result.

#### 4.8 Legends Sheet

The Legends Sheet is used to reveal the Action Cards during play as well as for bookkeeping purposes. Make sure that the Action Cards are stacked in the right order, expand the stack by doubleclicking it, then reveal the topmost Action Card by selecting and unmasking it (Ctrl- Z/Y depending on your keyboard). After that Card is played, select and move it to the bottom of the stack with the arrow keys. An expanded stack will show the number of segments spent, as it allows you to see the respective numbers on the Action Cards. Moving the mouse pointer over any unexpanded stack on the Legend Sheet for more than 1 second will show the contents of that stack.

As on the Cards Table, you will only be able to see your cards as long as they are masked. When the turn is over, return the Action Cards to the Cards table with Ctrl-S. This will replace them correctly in the owning player's stack of Action Cards.

<b>5</b>	OTHER HAND	BOTH HANDS W44 D4 12	GUN HAND		1 2	<b>6</b>	OTHER HAND	BOTH HANDS	GUN HAND
	HOLSTERED						HOLSTERED		
WOUND	SERIOUS 1	GUN HAND	OTHER HAND	C45 SOCK ED 6	C45 SOCK ED 6	WOUND	SERIOUS	GUN HAND	OTHER HAND
	LEG	DELAY DEL 1	END 20				LEG	DELAY PTS.	END
<b>7</b>	OTHER HAND	BOTH HANDS	GUN HAND C45 4		3 1 3 2	<b>GAME TURN</b>	1 11 21 31		
	HOLSTERED						2 12 22 32		
WOUND	SERIOUS	GUN HAND	OTHER HAND	C45 SOCK ED 6	C45 SOCK ED 6	3 13 23 33	4 14 24 34		
	LEG	DELAY PTS.	END 17				5 15 25 35	6 16 26 36	
						7 17 27 37		8 18 28 38	
							8 18 28 38	9 19 29 39	
						9 19 29 39		10 20 30 40	
							<b>FIRE</b> Aim RANGE time 0-1 2-8 2-7 GUN - 8+ BE BE <b>Target Status:</b> Rzn: GUN hit misses BE becomes GUN hit  DELAY: 2 Delay WOUND: 5 Delay HEX: Ahead Right TAC: change A to B 83		
						<b>Result Card</b>			

Draw the weapons the character carries from the Counter tray. Right-click the counter for an overview of how to manipulate that counter. All weapons also show the number shells loaded at the lower right corner of the counter; increase/decrease this through the right-click menu/shortcuts.

For Wounds and Endurance use the Points counter, for Delay Points the Delay counter (all under Counters -> Markers in the Counter tray), which can be increased/decreased through the right-click menu/shortcuts.

The current Turn can be marked with the Turn counter (Counters -> Markers in the Counter tray) in the lower right corner of the Legend Sheet, where the Result Cards stack is located also. Simply drag and drop a Card from that stack for a random Result Card draw.