HOW TO USE THE

Clash of Sovereigns
The War of the Austrian Succession, 1740-48

VASSAL MODULE

> Must I read this? I simply want to roll dice and to win battles!

> Methinks that reading this guide will be great aid.

MODULE TIP: Use ALT-LMB (aka the ALT key and Left Mouse Button) to launch map flare in a location. Use this to bring folks attention to a specific part of the map.

Note: Experienced Vassal users will be able to jump right into the Vassal module after a little investigation and experimentation. Even so, this guide is worthy of review to assist someone new to the module yet well versed in the mysteries and delights of the Vassal interface.

VASSAL TIP: Right click on pieces, chits, markers, units, cards, and on-map markers to access the context menu for that item.

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GETTING STARTED

SCENARIO SETUP

Choosing a scenario from S1-S6 will setup the units and manipulate the cards as required by that scenario. However, the setup process usually requires the players to discard cards (down to their hand size) before commencing play. So, **RTFP** aka *READ THE FLIPPIN' PLAYBOOK* to complete any card handling required for that scenario, and perhaps to complete the setting up of a few discretionary units.

Extra Note: Scenario S3. The remaining Early and Wider War cards (**step 7**) are stored in the Asterisk Cards deck for each Power. The cards the players discard (**step 6**) should be sent to the Draw Decks. Once this "discarded" cards have been subsequently drawn into their owner's hand should the cards in the Asterisk Deck can be sent to the draw deck. This allows 3.9 step 8 to occur.

Another Extra Note: S0 is a blank empty scenario. If you want to set up a scenario yourself then go ahead and have fun.

SIDES & POWERS

The module supports from one to four players. Choosing *Pragmatics* gives the player access to both the *Austria* and *British* hand of cards. Choosing *Bourbons* give a player access to *France* and *Prussia/Spain* hand of cards.

WHAT DOES THAT TOOLBAR BUTTONS DO?

PIECE PALETTE & INVENTORY WINDOWS
- Infantry units, cavalry units, fleets, event markers, VP markers, Field Depots etc can all be found on different tabs in the Piece Palette.
- Supply is critical. This inventory window allows the plays to quickly locate their Field Depots and those units that are Short Supply.
- There are two unit inventory listings; a listing of leaders and units by location, and a listing of units by nationality. These inventory windows also allow their context menus to be utilised

HANDS OF CARDS, HAND INVENTORY, & HAND COUNT
- Each side has a (private) window with their hand of cards.
- Each side also has a hand inventory (private) window which is simply an alternative view of the cards in their hand where it is easier to view each card.
- Count of cards in hand window shows how many cards each power currently has.

DECKS OF CARDS, DECK COUNT & PLAYED CARDS/DAY OF BATTLE CARDS/ELIMINATED LEADERS
- The Draw Piles, Discard Piles, Early, Wider, and Late War cards, and cards removed from the game are all located in this window.
- The count of cards in each deck is show in this inventory window.
- This windows holds the deck of Day of Battle cards, Eliminated Leaders, and places for the current card/s to be played. That includes spaces for interrupt or battle cards. This is so much better than just dumping the cards on the map.

> **VASSAL TIP**: Don't forget to regularly use the **Refresh** button in any inventory window to ensure the information is up to date.

MORE TOOLBAR BUTTONS!

CHARTS, POWER MATS, & VP/MW/DIPLOMACY CHART
- This window contains the game charts for reference purposes.
- The next window has the individual Mats for the Powers. These are arranged in a vertical stack.
- The VP/MW/Diplomacy window holds tracks to maintain these in-game values. Move the markers along the tracks when required.
  Note: The VP/MW/Diplomacy totals must be tallied by the players as the game proceeds. They are not automatically counted by the module. The Piece Palette has positive and negative value VP markers to help document the VP changes during the game.

EXPANDED SOP & THE '45/REGAINING THE CROWN
- The Expanded Sequence of Play chart is duplicated for each year of the game in a vertical stack of charts. One chart per year with 1740 at the top and 1748 at the bottom. Important game notes and reminders are included on the specific phase of the specific year. Moving the Year, Phase, and Current Power markers along the Expanded Sequence of Play will greatly aid in documenting the progress of the game.
- The '45 and Regaining the Crown window is used to maintain the progress of those tracks. Move the markers along the tracks when required.

PLAYED EVENTS CHECKLIST & GAME NOTES
- Those card events that can be played a single time aka One-Time Events can be recorded using the Event Tracker window. Click on an event and then use the RMB menu to toggle the event on. See the section on Cards for more information.
- Use the Scenario tab of the Notes window to maintain a list of Card derived Events that have been played. This needs to be manually maintained by the players.
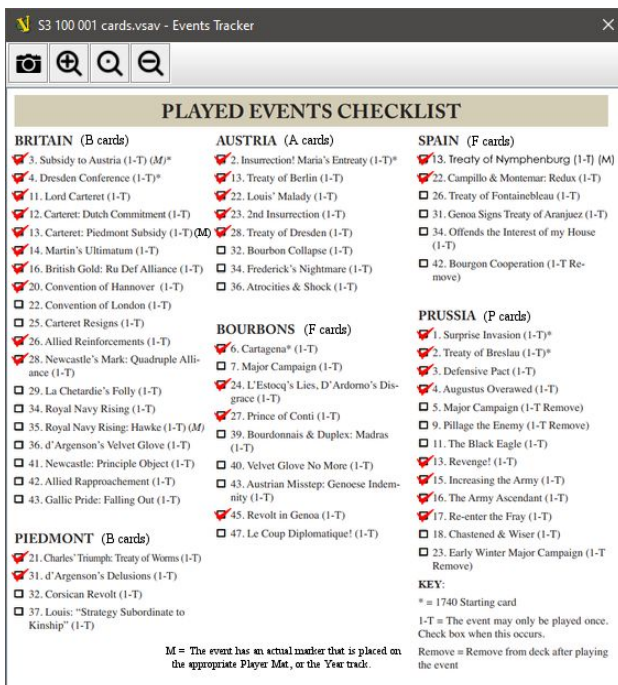
MODULE TIP: The One-Time Events can be toggled on via the context menu on the specific card or via the in the Events Tracker window.

In the unlikely event you need to toggle an event off; this can only occur via the Events Tracker window.

THE PLAYED EVENTS CHECKLIST WINDOW

Prince of Conti
French in Italy

Note: Toggling Event card F27 flips the French in Italy map marker.

EVEN MORE TOOLBAR BUTTONS

REMOVE DM & WORN MARKERS
- This button removes all DM (Demoralized) markers and flips demoralized Leaders to their non-demoralized side. Worn markers are also removed. **Use this in the Rally Segment.** An identical button is located on the toolbar of the Expanded Sequence of Play window.

SHOW/HIDE THE UNITS
- This button shows/hides all of the units and markers on the main map EXCEPT for the Field Depot and Siege markers. These can get lost among the other game pieces.
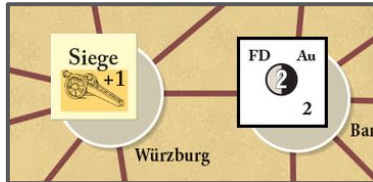
JUMP AROUND THE MAP
- Use this menu to quickly jump around the map when zoomed in. These buttons and the associated shortcut keys facilitate quicker navigation.

Example: TL = top left of map, RMC = right mid centre of map. LR = lower right of map

> **MODULE TIP**: Use SHIFT F1 through to SHIFT F12 to jump around a zoomed in main map.
>
> For example: SHIFT F1 jumps to the top left. SHIFT F5 is the upper middle center. SHIFT F12 jumps to the lower right

STANDARD VASSAL TOOLBAR BUTTONS

Folks familiar with other Vassal modules can skip to the next section after familiarising themselves with the icons used in this module for this standard Vassal functionality.

UNDO | STEP | SERVER | RESIGN

SCREENSHOT | ZOOM MAP

ROLL 1D6 | Roll 2D6

MAP OVERVIEW | HIDE/SHOW ALL PIECES

CLEAR THE MOVED INDICATOR

TELL ME ABOUT MY ARMIES

VARIABLE STRENGTH UNITS

Most of the game counters are infantry units, cavalry units, and fleet counters with a variable strength value. These can range in strength from 1 to 99 SPs. This is instead of the tedious process of hunting for counters of a specific value or swapping out counters to make changes in unit values. Use the context menu or keyboard shortcuts to add/remove strength.

MODULE TIP: Use CTRL-1 through to CTRL-0 keyboard shortcut to add from 1 to 10 SPs to the selected units.

Use ALT-1 through to ALT-0 keyboard shortcut to remove from 1 to 10 SPs to the selected units.

Note: Austrian Hussar and Croat units are special and different from other units. These are always (1) strength and are double sided counters with *Raid Success* on the reverse. The Croats are also piece limited to 4 counters.

ARMY STATUS MARKERS

There are many status markers that can be applied to units, armies, or leaders. These include Demoralised (DM), Siege, Worn, Short Supply, and other status conditions.
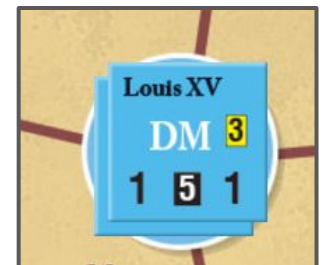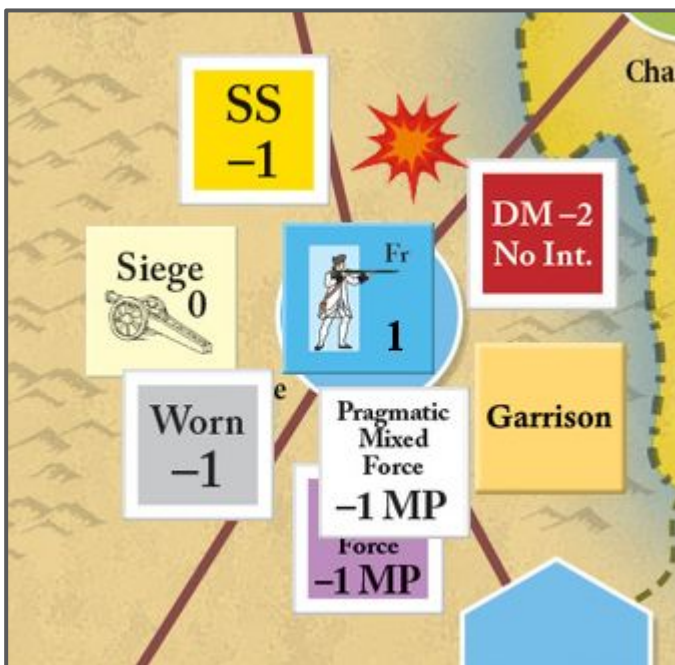
MODULE TIP: Use the context menu on units, army markers, or leaders to access a sub-menu that allows the quick placement of various unit related markers.

These unit related markers are also obtained via the Piece Palette window on the toolbar.

MODULE TIP: The Combat marker allows the players to quickly denote where a Battle / Siege is occurring.

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SO MANY PRETTY CARDS!

Well, it is a card driven game (CDG) after all. The players will have to absorb the information on a large number of cards. They will have to decide which cards to keep and which to discard. Cards have many potential uses. How do the players remember the reason why they kept a card? The Vassal module includes functionality to assist the players.

HAND OF CARDS

LIST OF CARDS
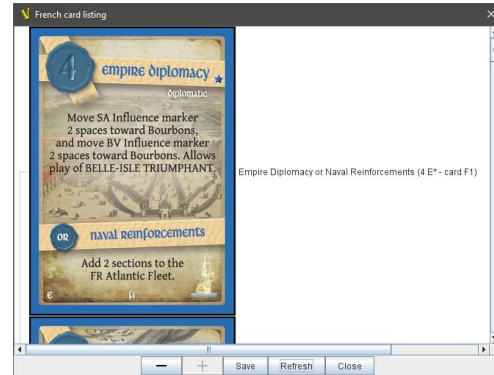
HAND OF CARDS WINDOW
Each major power has a *Hand of Cards* window. The card area is arranged in a 4 row grid. The players can rearrange the cards in this grid by dragging the card to a different grid location.
Note: Using the toolbar buttons is the easiest way to draw cards from the *Draw Pile* during the *Draw Segment*. The cards will appear on row C and D. Row C if the draw 1 card button is used. Row D for the other button.

LIST OF CARDS WINDOW
Each major power also have an inventory Listing of the cards in their hand. This inventory list shows the cards in hand in a vertical listing. The cards are listed in card number order but also take into account any card overlay defined by the player. See the next page for card overlays.

WHY TWO WINDOWS THAT BOTH SHOW THE CARDS IN HAND?
Reviewing a lot of cards can be difficult. These two different styles of presentation provides the player with choice on how they review their hand of cards. Resize the windows and try different zoom levels to find the view that works for you.

HOW MANY CARDS DO I HAVE?
There is a handy window to do that for you! This inventory window, available from the main toolbar, show how many cards each majorpower has in their hand.

PLAY TIP: Keep a close eye on the number of cards in players hands, when drawing new cards, as there may be insufficient cards remaining in the Draw Pile. The players may need to manually recycle their Discard Pile to provide enough cards.

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CARD OVERLAYS

This module supports two types of card overlays. These overlays are graphics that appears over the card art to provide extra information. The two types of overlays are 1) card played for event and 2) card usage reminder.

CARD PLAYED FOR THE EVENT OVERLAYS

The game includes cards where the event can only be played once aka *One-Time Events*. A number of these *One-Time Event* cards must be removed from the game after the event has been applied. Hence there are two corresponding overlays.

ONE-TIME EVENT HAS BEEN PLAYED

REMINDER TO REMOVE CARD FROM THE GAME
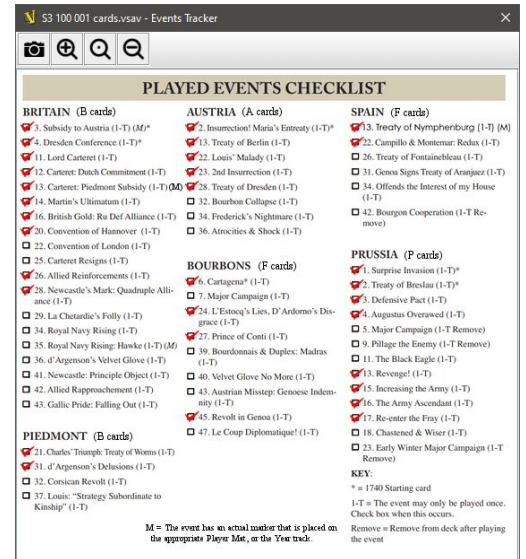
CARD USE REMINDER OVERLAYS (OPTIONAL)

There are many uses for the cards in *Clash of Sovereigns*. More than most games. Therefore the players can set a "reminder" overlay on individual cards as an aide-memoire for the expected use for each individual card. This functionality is purely optional and has no other effect than to assist the players in using their cards more effectively.

THE OPTIONS FOR CARD REMINDER OVERLAYS
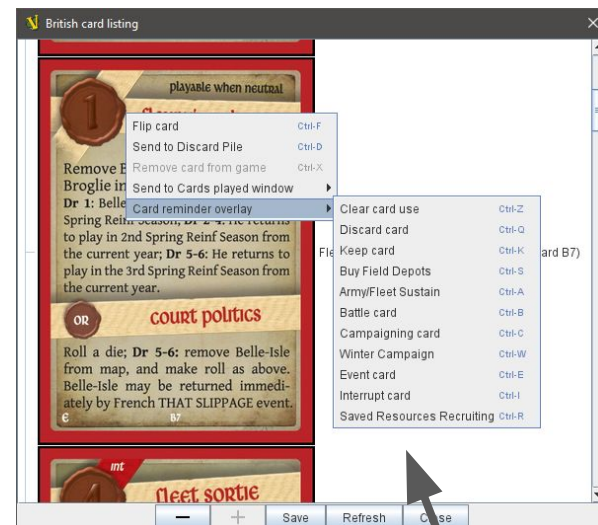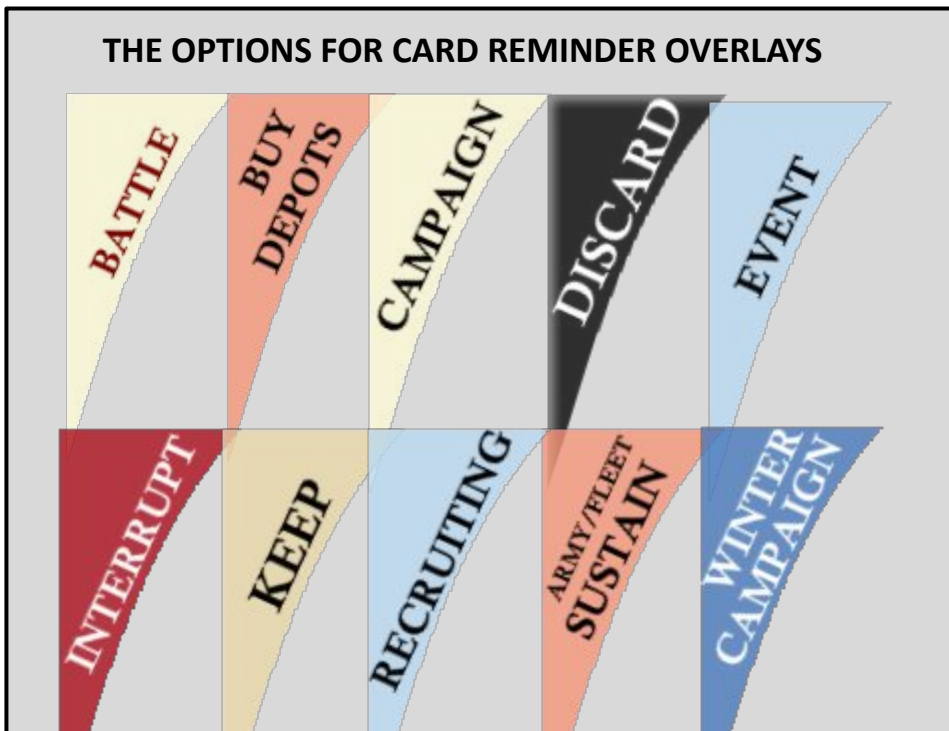
THE SUB-MENU ON EACH CARD THAT SETS THE REMINDER OVERLAY

TIPS & TRICKS ON USING THIS MODULE

Here is guidance on how to best do things in this Vassal module. This is useful for users of all experience levels.

CARDS PLAYED WINDOW AKA HOW AND WHERE TO PLAY CARDS

The Cards Played window act as a handy place to review the card or cards currently being played cards. Folks need to see the cards instead of sending the played card directly to the Discard Pile, or out of the game. Dumping the card on the map does not help much either. They just get in the way. So, I strongly suggest, using the Cards Played window. There is space for the current event card and space for up to 4 interrupt or battle cards. After each cards has been fully resolved it can then be sent to it's next destination aka the Discard Pile or removed from the game.

CARDS PLAYED WINDOW

MODULE TIP
The (optional) Day of Battle cards are also located in the Cards Played window.

So are leaders that are eliminated from the game.

THE SUB-MENU ON EACH CARD THAT SENDS
THAT CARD TO THE CARDS PLAYED WINDOW

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WHERE ARE THE DECKS OF CARDS?

CARDS WINDOW AKA WHERE TO FIND THE DECKS OF CARDS

The many decks of cards reside in the Cards window or in the player's hand. Instead of sending the played card directly to the Discard Pile, or out of the game, there is a Cards Played window for purposes of displaying the currently played cards. Folks need to see the cards!
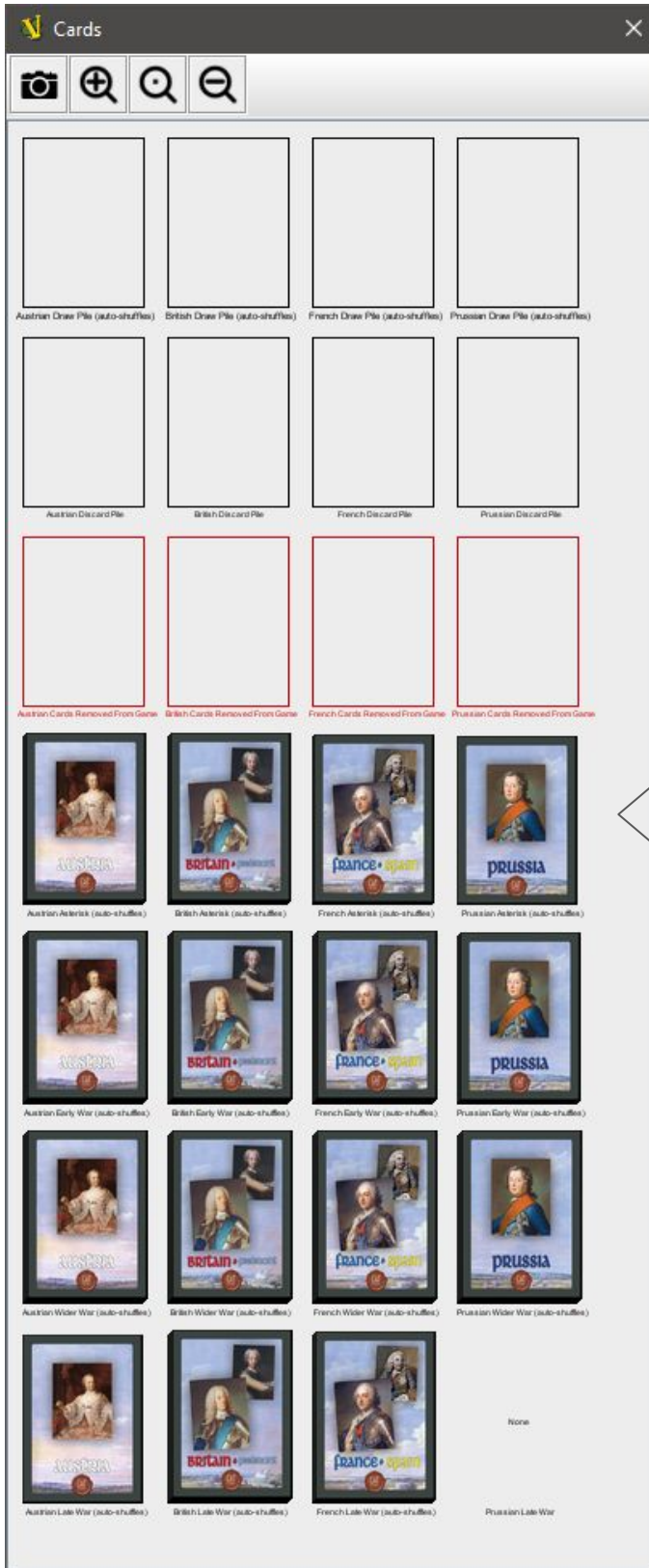
DRAW PILES

DISCARD PILES

CARDS REMOVED FROM THE GAME

ASTERISK DECKS

EARLY WAR DECKS

WIDER WAR DECKS

LATE WAR DECKS

HOW MANY CARDS?

COUNT OF CARDS IN DECKS WINDOW

Want to know how many cards there are and where they are? There is a nifty inventory window that lists how many cards are in each deck.

PLAY TIP: Keep a close eye on the number of cards in players hands and in the respective Draw Piles, when drawing new cards.

The players may need to manually recycle their Discard Pile to provide enough cards.

VASSAL TIP: Don't forget to regularly use the **Refresh** button in any inventory window to ensure the information is up to date.

**THE COUNT OF CARDS IN DECKS WINDOW**

PIEDMONT

PIEDMONT AS A FRENCH ALLY

In the event that Piedmont allies itself with the French/Bourbons the module needs alter how the Piedmont related cards are managed. In addition, the Piedmont cards are moved to the respective French card decks from the British decks. Any Piedmont cards in the British hand are sent to the French hand of cards.
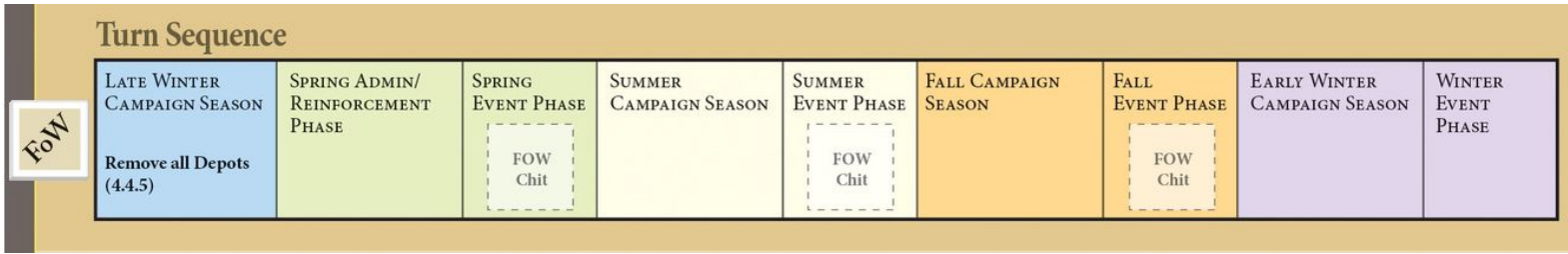
MODULE TIP: If Piedmont allies with France. There is a button on the British Mat. Use the context menu on this button to toggle the Piedmont allied state.
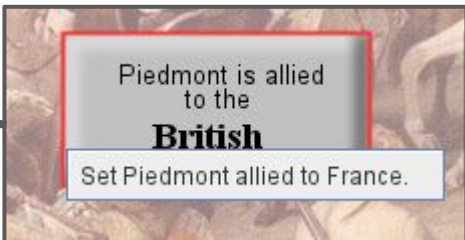
TIPS & TRICKS ON USING THIS MODULE

FORTUNES OF WAR (FOW)

The deck of 3 FOW chits reside on the main map to the left of Turn Sequence track. This deck will automatically shuffle the FOW chits.

**RETRIEVING & DEALING THE FORTUNES OF WAR (FOW) CHITS**

The toolbar in the Expanded Sequence of Play window included two buttons related to the FOW chits. These buttons can be used to retrieve and re-deal the FOW chits.

RETRIEVE THE PLAYED CHITS | DEAL THE CHITS TO THE EVENT PHASE BOXES

FIELD DEPOTS & SHORT SUPPLY

There are two aids to finding the locations of the Field Depot and Short Supply markers. Use toolbar buttons to access these features.
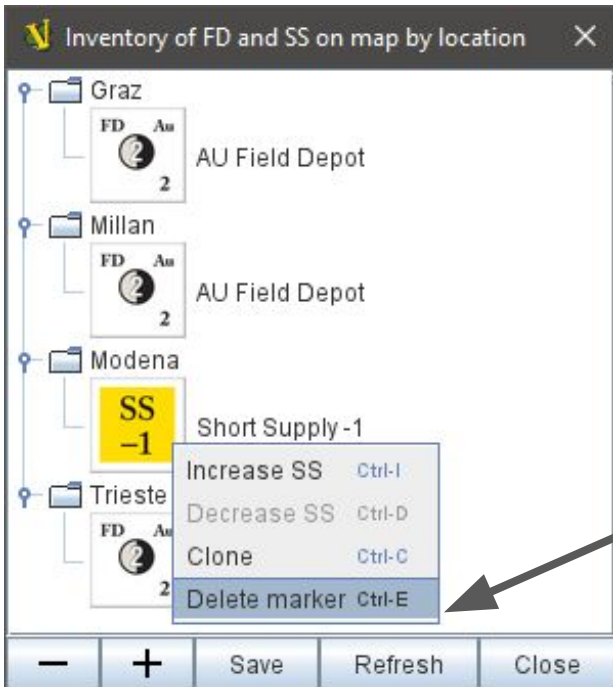
MODULE TIP: Using the Hide/Show button on the toolbar to toggle on-off the visibility of units and markers on the main map. This makes it easier to find Field Depot and Siege markers.

Hit the button again to make them visible!

MODULE TIP: The context menu on the Field Depot and Short Supply markers can be accessed in the inventory window.

INVENTORY LISTING OF FD and SS MARKERS BY LOCATION

GETTING YOUR FINGERS DIRTY

Although this module has a number of features to speed play; the players must still manipulate markers on various tracks as the game progresses. These include, but are not limited to:

SEQUENCE OF PLAY TRACK
MONARCHIAL WILL (MW) TRACK
EVENT VICTORY POINTS TRACK
TOTAL VICTORY POINTS TRACK
DIPLOMACY TRACK
THE '45 TRACK
**REGAINING THE CROWN TRACK**
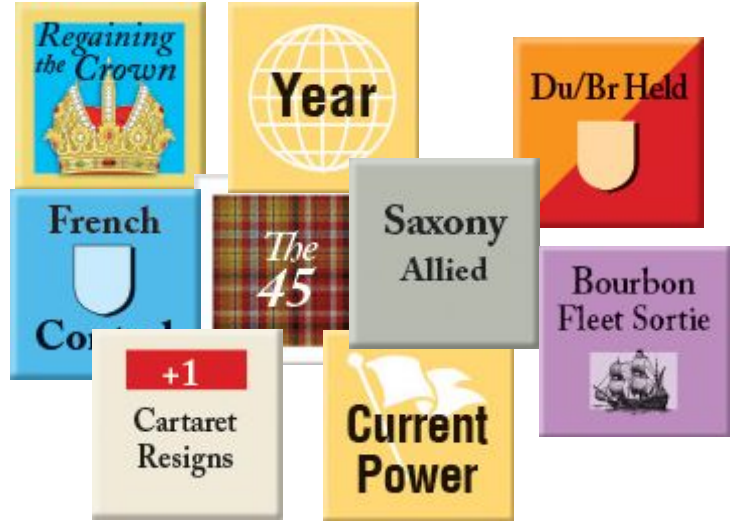
MODULE TIP
The Piece Palette contains the majority of game components required to play; such as Event Markers, units etc.

Note: The reinforcement leaders are on the *Expanded Sequence of Play* or on the respective Player Mats

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VICTORY POINTS ARE THE WHOLE POINT

VICTORY POINT MARKERS (OPTIONAL)
The game has a large number of sources of Victory Points; both positive and negative. Unlike the printed game this module includes a variety of customizable VP markers; both positive and negative in value to help the players to both record and tally their VP totals.
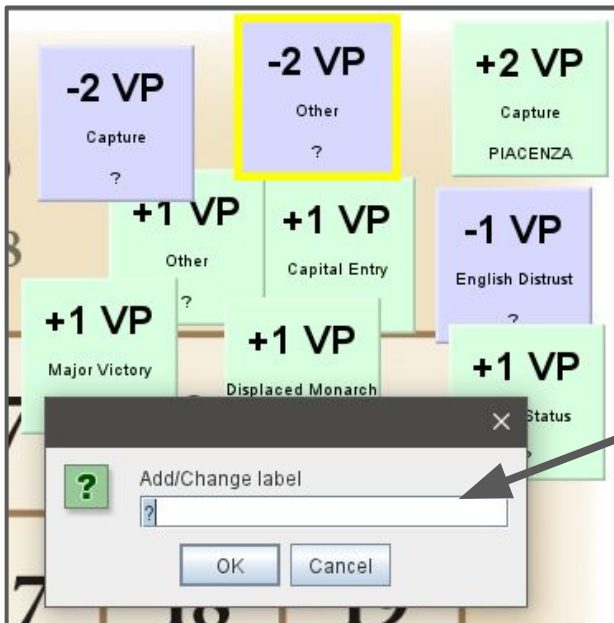
MODULE TIP
Use Add/Change label on the context menu to create a reminder of why those VPs were gained or lost.

Positive VP markers are green
Negative VP markers are purple.

ENJOY!