

## WARRIOR KNIGHTS – How To Play Online / By Email



### What is VASSAL ???

VASSAL is a free general-purpose engine for **building online versions of traditional turn-based games**, wargames or card games. Any number of players may play either by email or over a live internet connection. Hundreds of people are using VASSAL every day to play their favorite games online.

You can read more at <http://www.vassalengine.org> and go to the Modules section to discover all existing games available.

### The Warrior Knights Vassal Module

This module is dedicated to pay tribute to a fabulous board game . Entirely done by myself, i can now found again the great sensation with my fellowship now scattered all over the country ... in France.

This current Module does not include the Crown & Glory expansion.

Thank you FFG to give me your authorization and for this revival. To preserve the proper FFG rights attribution this module will mention ("Copyright (c) Fantasy Flight Games. All Rights Reserved."). Limitation about cards text (Assembly and Events masked cards) are added to insure that players own a real board game.

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## **I) Install the Vassal Engine**

/!\ **JAVA** must be present and installed first on your computer ... because Vassal Engine is a Java program.

### **Vassal Automatic Installation :**

You can launch directly the program by the web from the Vassal author's website :

***<http://www.vassalengine.org/ws/vassal.jnlp>***

### **Vassal Manual Installation :**

The last VASSAL version 3.0 is only **9 Mo**. Just download the zip file located at :

***<http://www.vassalengine.org/install/VASSAL-3.0.zip>***

Unzip this downloaded file and launch **vassal.bat** (for Windows users, or vassal.sh for linux or Mac OS users).

**TIPS :** USE IT ON AN USB KEY ... IT WORKS PERFECTLY AND ALLOWS YOU TO TRAVEL FROM A COMPUTER TO AN OTHER !!!

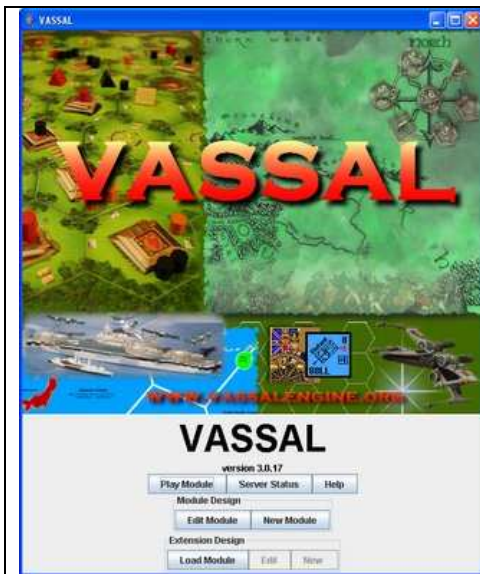
## **II) Download the Warrior Knights Vassal Module**

The last downloadable release is named **warrior\_knights.mod**, and you can find it at the dedicated link : [http://softbug.free.fr/vassal/project/warrior\\_knights.mod](http://softbug.free.fr/vassal/project/warrior_knights.mod) or soon at the Vassal Engine website in the modules section ...

**/!\ WARNING :** If the file downloaded is warrior\_knights.zip, **DO NOT UNZIP IT** before using Vassal.

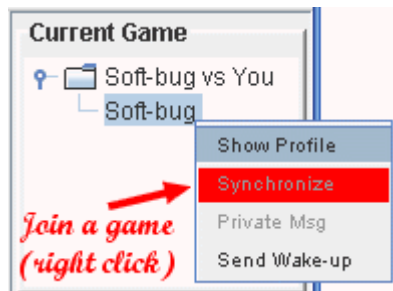
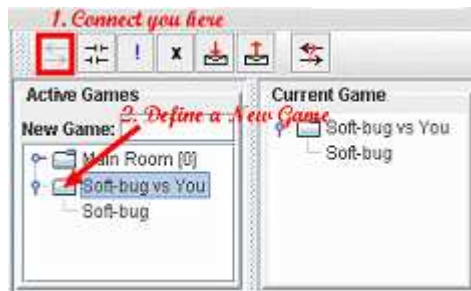
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## III) Play Warrior Knights for an Online Game



- When this screen appears
- Choose : **Play Module**
  - Select the module previously downloaded named **warrior\_knights.mod** or **warrior\_knights.zip** in the right directory
  - Hit the "Server" button (with the two arrows) in the main window toolbar to reveal the server controls, which will appear in a docked panel to the right.

- Within that panel, hit the "Connect" button (again with two arrows) to connect. You'll see a welcome message in the text messages window when connection is complete.



A list of active game rooms appears on the left. The "Main Room" one is a meeting room for talking with other players.

- Type a New Game and press enter to confirm it.

In this example, Soft-bug is already connected and you will see the same things now with the **"Synchronize"** function.

A game map will appear automatically with the same information as on the other player's screen. From that point on, any pieces moved by any of the players in the room will automatically be echoed on all the other players' screens.

- Now, start a **New Game** to proceed for your side selection ...

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## IV) The Warrior Knights Vassal Module

### General principles :

- **The Game Master** is a special and the only player who can manage the Statement of Accounts and to Reveal Votes or to substitute to an other player during a game
- **To perform actions** on pieces or cards..., just do a **right click** to get the list of all available possibilities

The Toolbar menu allows to select the right function or phase during the game :



**Retire** : Allows you to change side

**Barons** : Here you will get access to your dedicated private baron area

**Actions** : To manage the Actions Phase during the game

**Fate & Battles** : To draw Fates & to resolve battles

**Special Phases** : Events, Mercenary Draft, Expeditions, Assembly phase are available here

**Actions Cards** : Inventory showing where cards are placed

**Cities** : Inventory showing who own and control what

**Troops** : Inventory showing where troops are assigned

**Charges** : Inventory showing the charges owned

**Statement** : Statement of Accounts for The Game Master to manage Influence, Gold, Votes, Faith... and to declare The Chairman, the Header of the Church ...

**Refresh All Nobles** : Immediately refresh all figures exhausted on the board game

**Round Counter** : To manage the game round sequence

**A camera** : Allows you to take screenshots

**The magnifying glasses** : To zoom in and out of the map image for closer viewing



### Cities :

- You can take control of a city by doing a right click putting your control marker on it.

- The Cities Inventory will reflect the influence of each baron and the income provided by cities



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### **Nobles :**

- You will automatically get an Exhausted marker each time you move a Noble.
- Nobles can be Attackers or Defenders
- A Movement Trail option is allowed for all exhausted Nobles
- Casualties can be added or removed for each Noble too

### **Actions Phase :**



- The Neutral deck is dedicated to the Chairman of The Assembly.
- The three action stack decks will be filled by Barons' cards and by the Chairman. These must be shuffled from a right-click menu. Then, just draw a card from a stack and place it on the current action card area. Once the card is resolved, drag and drop it to a special area for Taxation, Assembly, or Wages.
- Use the 3 buttons (Taxation, Assembly, or Wages) provided in the top menu to return cards to barons/Neutral Action Deck. The Inventory will show you where cards are placed (Do not forget to **Refresh** it).

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### Fate & Battles :



The Fate & Battles is used for resolving Fate Cards and battles.

- First select your playing Fate cards set for the game (Common or Crown & Glory)
- When Fate Cards are drawn, the Baron **may click** (not right click) on his **own cards drawn** to view the cards **without revealing it to other** players.
- To reveal a card that you own, just right-click on it and choose "**Flip**".
- Choose here **Leaders** for both sides
- You can right-click on the Fate Discard Pile to send all cards from it back to the Fate Draw Pile.
- Use the "Reveal Your Fates" button to flip all owned cards placed on your battlefield side.
- Use "Discard Revealed" to send all revealed cards from battlefields to the Discard Pile.



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## Special Phases :



### Events

At the starting of the game you have to right click on the deck and choose Shuffle to make the cards sort randomly. Just drag and drop cards from the top of the deck and place them in the Reveal Event area to resolve an event. Then the next event type will appears on the top of the deck (Harmful, Neutral or Helpful)



### Mercenary Draft

The Mercenary Deck always draws cards randomly, so you do not need to shuffle it.

Just drag and drop cards on auction areas and put dedicated markers using the right click on the Mercenary Draft shields.

The Clear Mercenary Draft button allows to clear all shields (double click on a shield to remove the multi-selection)



### Expeditions Phase

The ships can be only moved to an expedition using the right click selection on them.

Double click on your stack to expand it and drag and drop your counter to the expedition required. Choose the amount of your investment too. Just place a marker to bless the expedition on the "?"

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- The Chairman is automatically sets by The Game Master.
- Here you can decide if you will attend to the Assembly or not. If a baron is banned, simply drag a baron marker, and drop it in the banned area.
- Select Assembly cards and proceed votes. If a Law is passed, simply drag it on the available Laws area.
- The Vote is done by a right click on vote tokens. **Mask your token before voting!!!** Then you can enter the amount and your comments (after few seconds a **Masked token** is placed). You have your current Votes Pool for information ...
- Like Fate Cards, you **may click** (not right click) on your **own Vote Token** to view it **without revealing it to other** players.
- **The Game Master** can now reveal all Votes using the "Reveal Votes" button. Only revealed votes can be initialized by the dedicated button.



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## Barons :



Baron areas are **private places** where players may adjust the cards and pieces belonging to their baron.

- Here you can manage your troops on Nobles, Stronghold.
- Here you can select your own action cards and send them.
- Here you can place your charges or other cards.
- Select here a Noble when a **"No Heir"** situation must be indicated.

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### Statement of Accounts :



**The Game Master** gets authorization to access to this window. But **Barons may view all** regarding Influence, Gold, Votes, Faith, Knowledge (Crown & Glory). Markers for The Chairman, The Head of Church, The Scholar (Crown & Glory), and The King (Crown & Glory) can be seen here or be changed by The Game Master.

- First The Game Master determines the Influence Pool amount.
- All Markers amount can be changed by The Game Master.

### V) Play Warrior Knights for a Play by Email Game

You can use VASSAL to play games by email as well. Start a new game, place your pieces, then **select File->Begin Logfile**.

All moves and chat text will be recorded in the logfile. When finished, **select File->End Logfile** and email the resulting file to your opponent.

Your opponent then **selects File->Load Game** and chooses the logfile you sent him by email. He may then step through your move one at a time by hitting the **Step button**, interrupting whenever appropriate to create his own logfile to send back to you.

When reading and writing a logfile simultaneously, the moves read in from your opponent's logfile are echoed and recorded into the one you are writing.

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