

SIEGE EXTENSION FOR VASSAL

User's Manual



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1 The Vassal Extension Concept

VASSAL is a game engine for building and playing online adaptations of board games and card games. The core component to play games of the Cry Havoc series is called the module. The Cry Havoc module includes all maps and counters of the original Cry Havoc game plus a few extras (Forest map, Norman and Byzantine counters, markers). Every other game of the series or additional components to play will be managed as an extension to the core module. VASSAL is authored by Rodney Kinney.

2 Contents of the Siege Extension

The Siege extension includes both Castle and Camp maps, as well as all the counters of the original game. The various levels of the large siege tower are also part of the extension. In addition, several markers from the Montjoie extension used for sieges like the hoardings, the mine or the penthouse have been included as well.

3 Getting Started

3.1 Downloading game components

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

Download the Cry Havoc module from Cry Havoc Fan (for instance) and unzip the file somewhere, e.g. into your VASSAL folder (it will unpack into a folder named "CryHavoc" and contains the CryHavoc.mod).

The Siege extension (like any other extension) should be placed in the CryHavoc_ext folder. Extension files bear a *.mdx extension name.

It is highly recommended to install the Tables extension at the same time.

3.2 Launching the Siege extension

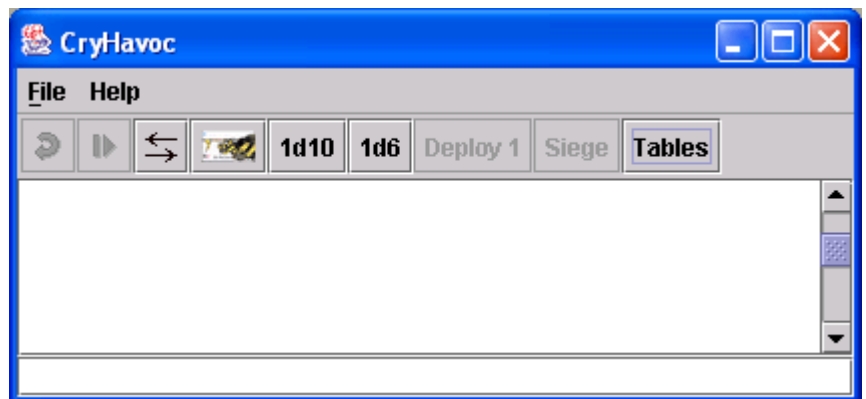
Start VASSAL ; click "Play Module" and select the CryHavoc.mod file. Even if you only want to play with Siege maps and counters, you must run the Cry Havoc module.

Two buttons have been added to the Controls window:

- A deployment button (labeled Deploy1),
- A Siege button.

These buttons will remain shaded until you actually create a map or launch a new scenario.

If you have also installed the tables extension (see section 6), an additional Tables button should be displayed.



4 Siege Specific Components

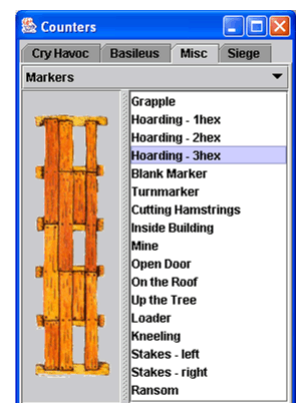
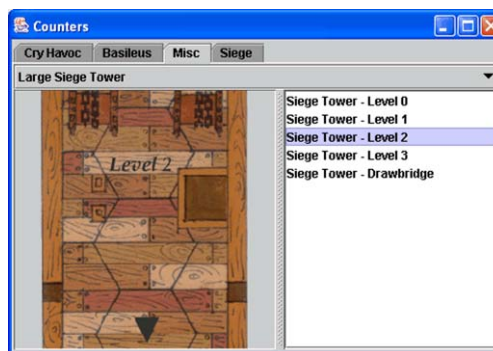
4.1 The counters window



Clicking on Sir Richard's icon opens the counters window like in the standard module. A tab labeled Siege has been added, where you will find all the characters of the Siege game in all stances.

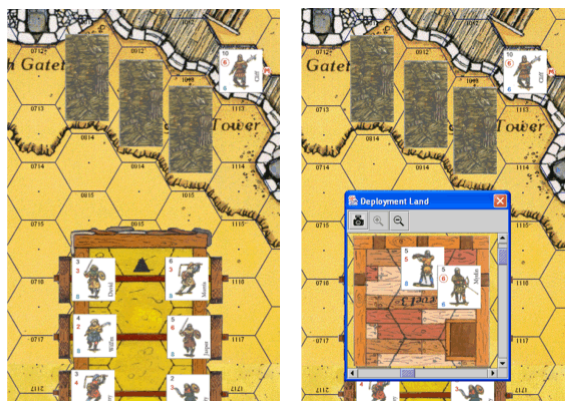
The Misc tab includes several components of the extension:

- The large siege tower and the various other siege weapons have their own drop-down menu,
- The cart and its draft ox or horse are in other menus



4.2 The Deployment Window

Open a map and the "Deploy1" button in the control window will become active. Click to see the Deployment map. This is meant for laying out the different levels of the large siege tower. Counters should be placed there, while on the actual play map only the relevant level of the tower is placed (e.g. ground level while moving). When the tower is in place at a wall, counters can then be transferred to their relative positions on the playing map.



The deployment window can be very useful to check the line of sight for shooters located on Level 3 of the siege tower for instance. You just need to position the deployment land on top of the main map to check the LOS.

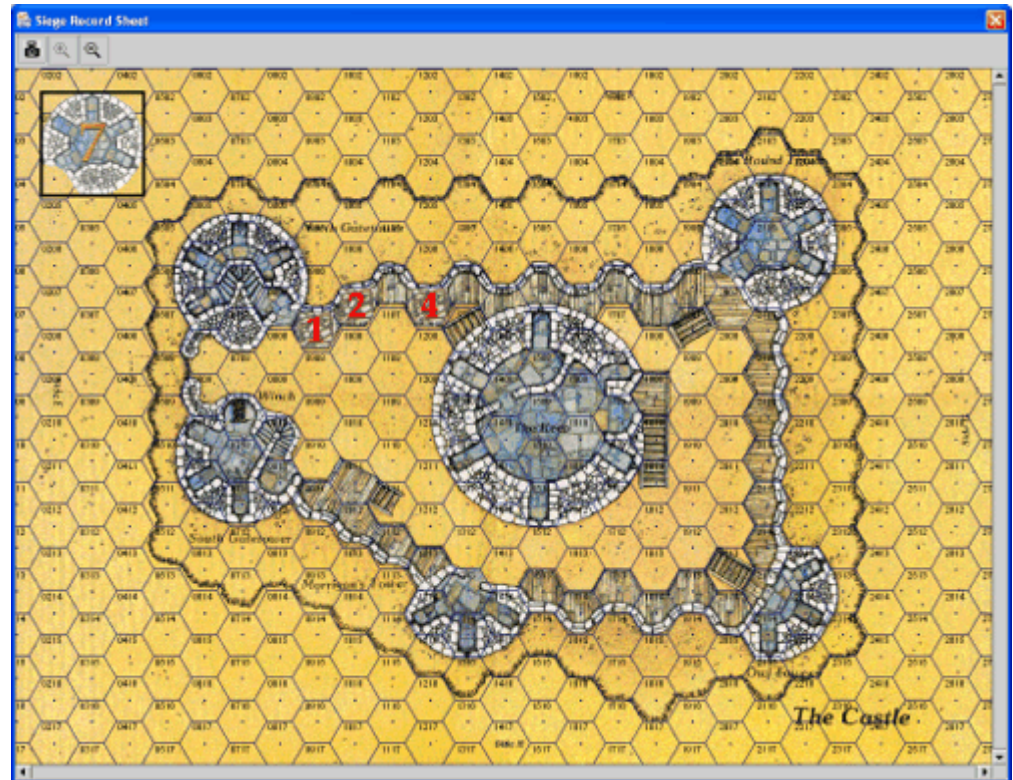
F5 is the shortcut to show/hide the Deploy Land window.

4.3 The Siege Record Sheet

Clicking on the “Siege” button in the Controls window will open a half-size map of the castle.

This window is used to keep track of the number of siege days and to record the various damages to the walls of the castle using a special marker.

F7 is the shortcut to show/hide the Siege Record Sheet window.



4.3.1 The Wall Damage Marker

This marker is located under the “Misc” tab of the Counters window, in the Game Info section. You can right-click on the marker and increase/decrease the value between 1 and 4 to display the various damage statuses of the battered wall.



4.3.2 The Siege Days Marker

This marker (labelled Days Marker) is located under the “Misc” tab of the Counters window, in the Game Info section. It is used to keep track of the number of siege days. You can right-click on the marker and increase/decrease the value between 1 and 45 days. It can conveniently be located anywhere on the Siege Record Sheet.



4.4 Switching ladder stances

You can automatically replace Ladder Carried (2-hex counter) with Ladder Against Wall (1-hex counter) by typing Ctrl-R.

5 New Module Features

We took the opportunity of this major extension to release a few additional features that can be used with the core module.

5.1 Turn marker

Several scenarios must be played in a definite number of turns. To help you keep track of this, a Turn marker has been designed. It is located under the “Misc” tab of the Counters window, in the Game Info section. You can right-click on the marker and increase/decrease the value between 1 and 20 turns. It can conveniently be located anywhere on the Map window.



5.2 Blank marker

Just a plain vanilla marker, for any kind of use like marking setup groups in the setup files for scenarios. It is located under the "Misc" tab of the Counters window, in the Game Info section.

5.3 Looking at Counters When Zoomed Out

Zooming out is a very convenient feature when using large maps, but its drawback is the inability to read the various combat values of the counters. To overcome this issue, it is now possible to view the original size of a counter on a zoomed out map by simply placing the mouse pointer over it for more than a second.



5.4 About Menu

The Help menu in the Controls window now also contains an "About" section, which lists all installed modules/extensions and their version number. It is very convenient for players to see whether they need to update something or if their version is incompatible with their opponent's.

6 The Tables Extension

The current tables used with the core Cry Havoc module have been upgraded to revision 2.0 to include all terrain and tables pertaining to besieging a castle. The 5 tabs cover:

- the game turn sequence;
- the various terrains used as well as the movement costs to rotate a horse;
- the fire tables;
- the combat tables;
- the battering tables and usage of fire with flaming arrows or burning oil during a siege.

All these tables have standardized on the rules of CROISADES (French version of OUTREMER), which are known as the richest and most complete of the series, plus additions from the MONTJOIE extension.



7 Using Live Internet Chat

You will quickly experience that typing all your actions (and reactions to your opponent moves) slows down the game to a great extent. For faster game play, we recommend using some internet chat software like NetMeeting or Game Voice. Game Voice is a freeware from Microsoft (<http://www.gamevoice.com>) that doesn't take too much bandwidth and can even be used with a simple modem.