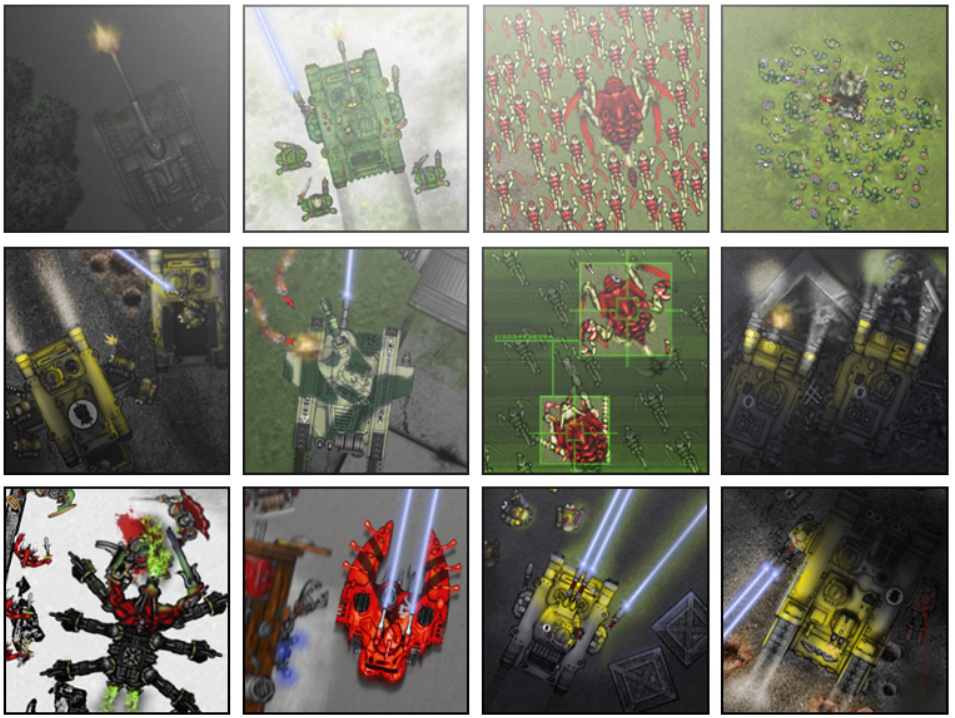
VASSAL40K

USERS GUIDE



Vassal 40k Users Guide
For Version 5.2

Introduction

Welcome!

What you hold here is everything you'll need to know to get the V40k module working.
Firstly, a brief description of what V40k is and what we do:

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. It runs on all platforms, and is free for personal use.

We have developed a module to go along with Game Workshop's game systems using Vassal. The engine uses the internet to function, meaning you can meet people from around the world and discuss your armies/tactics.

The V40k modules are not a substitute to tabletop play; they're missing many of the features that make tabletop play such a great thing, the modules main purposes are to be a battle report image maker, giving you the abilities to easily make battle report pictures like those seen in GW's White Dwarf magazine.

Our modules are being developed readily bringing in new sprites and terrain with each release. Many hours are put into creating the highly detailed pieces of artwork that make the module so popular and brillaint to use.

The modules DO NOT enforce or include rules/stats, so it is a requirement that you have your own copies of the up to date books and codices.

The modules are free to download and use.

On with the Guide!

Installation

Like every other program, we require you to install a few things before we start, mainly the **Vassal Engine.**

The Vassal Engine is what V40k uses to function, without it the modules we make are nothing.

Full installation instructions can be found on our web site.

You can download the engine at www.vassalengine.org

If for any reason the Engine won't work, try updating your **Java**, if all else fails, use the **Contact Form** on our web site, our **Forum**, or seek advice on the Vassal Engine web site.

After you've downloaded and installed the Engine, you'll want the **Modules** from our web site, which to remind you, is:

www.vassal40k.com

We currently make a selection of modules, our main being Vassal40k. This guide will focus on that module, the techniques used are generally similar across our other modules too.

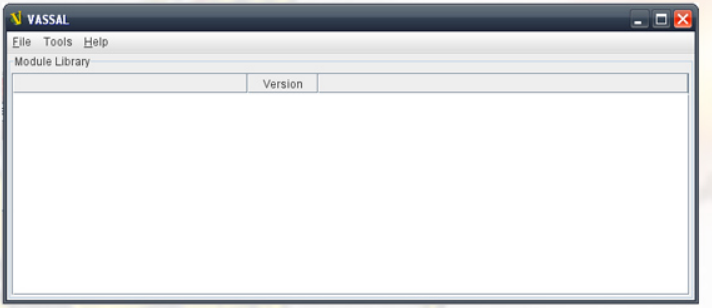
It's handy to keep the modules in a safe place, so create a folder in your **Documents** called *Vassal Modules*.
(Not totally necessary, just helps with organisation and future updates.)

The Vassal Engine

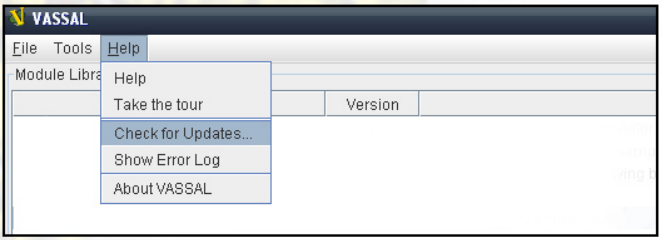
As aleady mentioned, the **Vassal Engine** is what V40k uses to function, without it, no V40k.

Now you have the **modules** and the **Engine** you can now run the engine. Locate the Vassal Engine through either your programs or Desktop, depending on your system this may vary.

When you open the engine, you'll be presented with this window:

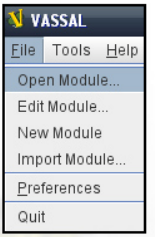


This is the **Module Library,** this is where all your modules are stored for easy access.
Occasionally VassalEngine.ord release updates to their engine, you can check this by going to "*Help*", then "*Check for Updates*"

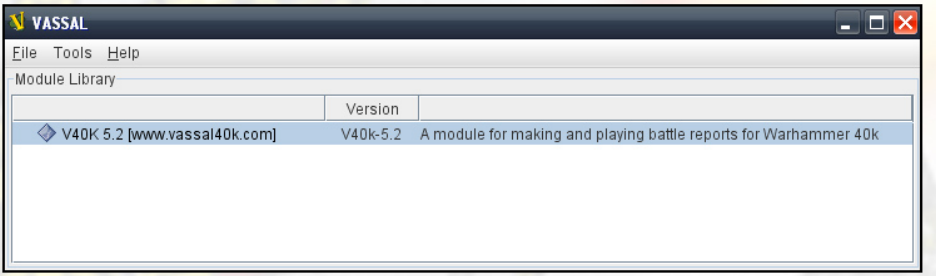


The Vassal Engine

To add the **Modules** to the **Library**, go to:
"*File*"
Then:
"*Open Module*"



The modules will then appear in your Library:

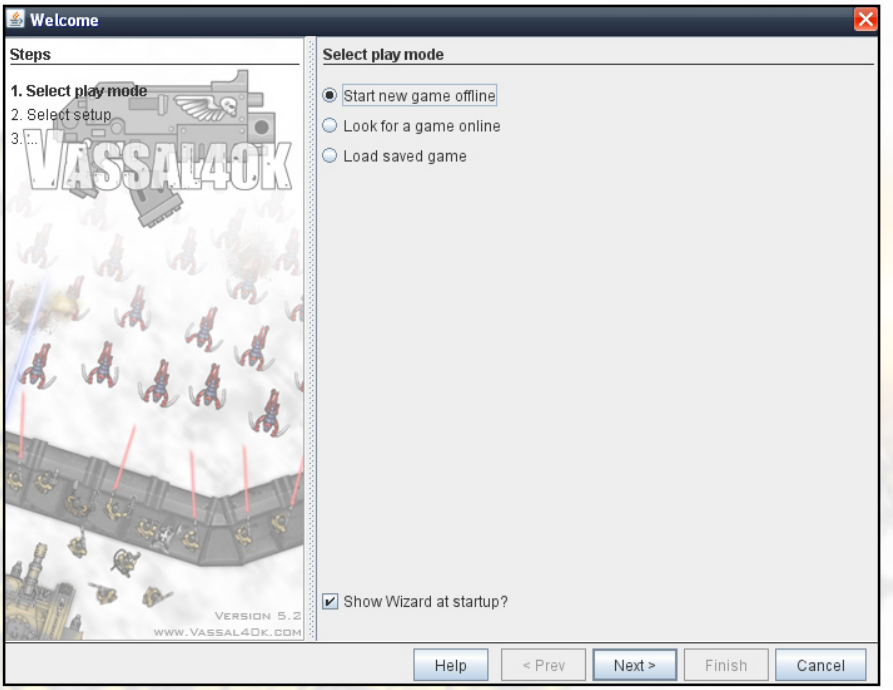


You can now either double click the module name, or right click and select "*Open Module*".

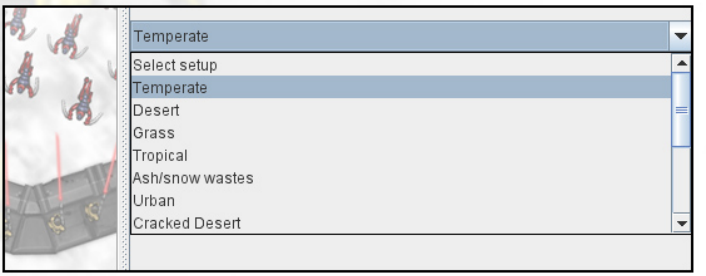
Take note of the other options on the right click menu, these can be useful, especially the *"Add Saved Games Folder"* and *"Add Extension"*.

Vassal 40k

Once loaded, you'll be presented with a **Splash Screen**:



For this example, select the first option: *"Start new game offline."* After this example you can select the second or third option and skip the next step.
Select a default map from the drop down list, the first six are 6'x4', the last six are 4'x4'. Afterwards click "*Finish*".



Vassal 40k

Next you'll be taken to the **Main Window**, here all the buttons and pieces you'll need to play, also the Chat Box is at the bottom, more on that later.

The image below may differ from what you see, as the buttons move around to adjust to your screen size. It's best to maximise the window.

The next few pages will give a break down on what all the buttons do and how to use them.

The Buttons

The **Undo** button, hit this to undo your last action.

The **Step Forward** Button (Page Down). This is the opposite of Undo, has other uses which will be mentioned later.

The **Server Connection** Button, this will open the server connection tab at the right, more on this later.

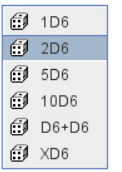
The **Retire** Button, allows you to change your player number, not really used.

The **Board** Button. Hitting this will open up the **Map,** effectively your playing mat.

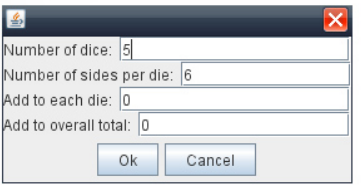
Deployment areas. Clicking these open a mini map window where you can deploy your forces, assign weapons and so on. There's one for each player.

Models. This will bring up a tab to the left where you can find all the models. More on this soon.

The Dice button shows a list of normal dice:



All the dice have keystrokes,
Press Alt and then D for 1D6, the line of letters between D and K are the keystrokes.
XD6 (Alt + K) will give you this, you only need to adjust the top two entries normally:



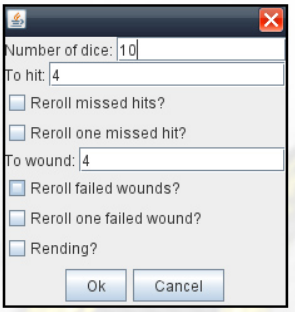
The Buttons

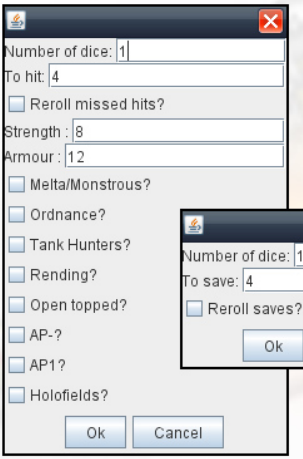
To hit/wound

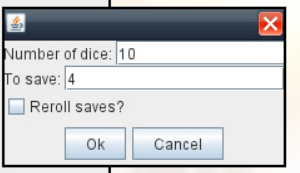
Saves

To hit/penetrate

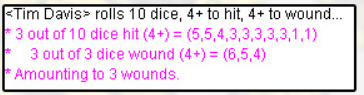
The **To Hit/Wound** button brings up an easy dice rolling system to save you having to roll hundreds of dice and counting them.







Which then reports as:



The **Saves** and To **Hit/Penetrate** work similar to the **Hit/Wound button**, they each bring up a window where you can enter values, as pictured above.

Mission

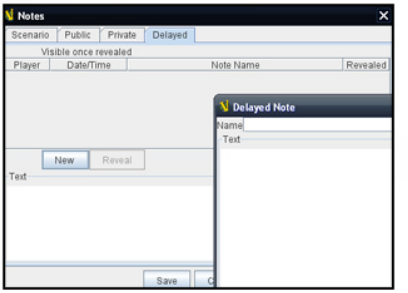
Deployment

Deep Strike Mishap

These three buttons all simulate rolls, the tables for the results can be found in the main 40k rulebook.

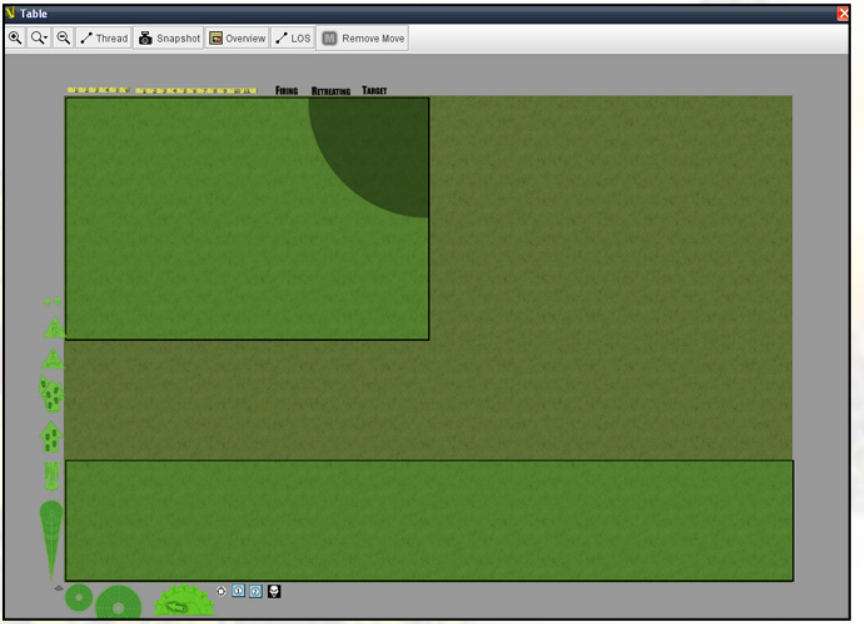
Army list

The **Army List** button works as a note taker, in the “Delayed” tab you can Paste/type your army list, then set it to “reveal” when the time is right.

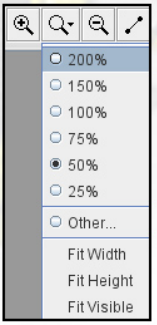


The Board

Clicking the Board button will open the Table, you'll see something like the image below, this has even more buttons which will be explained.



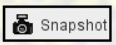
The Zoom buttons allow you to zoom in and out of the battlefield, giving you a great view of the battlefield from any distance. The middle zoom button allows you to choose a certain distance. You can zoom in up to 200% of the original image size.



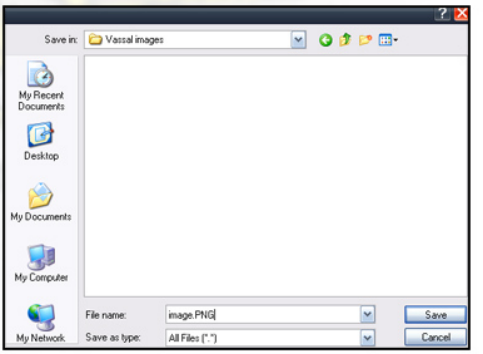
200% 100% 50%

The Board

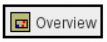
The **Thread** and **LOS** tool both draw a line on the map, the thread is effectively one of your tape measures and the LOS is used the draw a line without measurements. Simply click the button, click somewhere on the map and then click to end the thread.



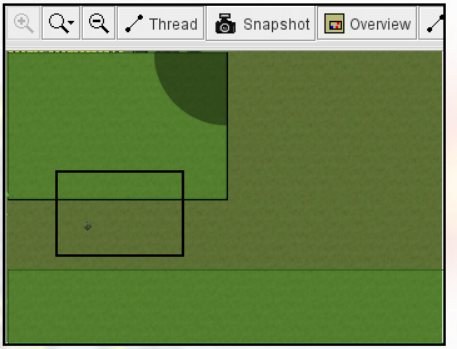
The **Snapshot** tool allows you to take pictures of the map, it saves them as .PNG files.
NOTE- if you rename the image in the save window, make sure to add ".PNG" extension at the end, otherwise the image won't work. Also, things tend to jump around in these images, I find Print Screen a lot easier to use.



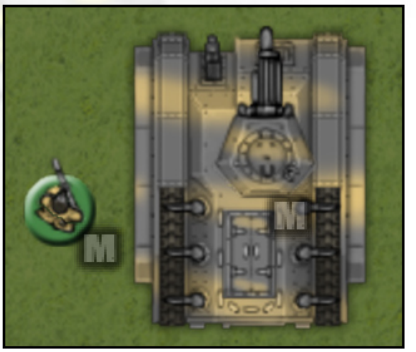
The Board



The **Overview** button lets you view a minimap in the top left corner of the map window, useful if you're zoomed in and want to jump to anotehr location on the map. It shows the area you're curently viewing via a box. You can drag this box around to move around the map.



The **Remove Move** button does exactly as it says. When you move a model on the map, a small "M" symbol appears to show that you've moved it. Clicking this will remove the symbol from every unit on the map. If you want to only apply it to certain units, select the units and then click "Ctrl+M".

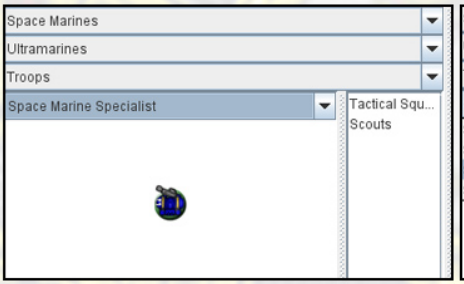


Models

This area is the most complicated, every model in the module has a series of similarities applied to them, then they each have their own unique options. Below we'll summarise a few.

It's good practice to look at the Key strokes when you see them, they help speed things up. Keystrokes are simply a combination of keys pressed at the same time. We use a variety of different combinations. These usually vary between Ctrl, Shift and Alt and then a letter or number, you must press the two keys at the same time to get the desired effect.

Now is the time to press the **Models** button. This will open up a menu to the left.



The **TOP** drop down list is the **Army/Race.**
The **SECOND** is the **Force Organisation Chart slot.**
The **LIST** to the right is the list of **Models** in that FOC slot.
If the unit has **MULTIPLE** entries **another drop down panel** will appear.

Sometimes you may need to drag the dotted vertical line to the left to see a list, after you've done this once it'll stay in that position.

Models

You deploy your forces be dragging the models onto either the Board or the Deployment areas (Player 1 and Player 2 buttons). When you select a unit you'll notice a yellow ring appear appear around the unit. this means the unit is selected, you can **add** more units to this selection by **holding Shift** whilst you click, you can **subtract units** from the selection with **Ctrl**. You can also drag a box around multiple units to select them.

Once you've done that you can do various things, here's a simple list to start with.
With a model selected:
Ctrl and Up arrow will move you unit **forward 1"**
Ctrl and Left/Right will **rotate** your unit slightly.
Ctrl and Down arrow will move your unit **backwards 1"**

If you press **Shift** instead of Ctrl with these, the movements will change to **6"**, and rotate will become "**free rotate**".
You'll notice that a red line appears behind the unit, this is their "**Movement Trail**". It just shows where they've moved from with a dot at every inch. This can be removed with the "**Remove Move**" button.

Models

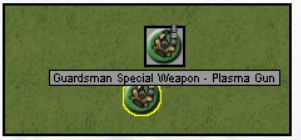
Each model has a series of “traits” that are applied across all the models. This split down into two sections: Vehicles and Infantry. Here we’ll cover infantry.

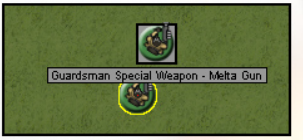
In the image above you can see the list that appears when you **right click** a model, these are all the options, as well as the key-strokes, that apply to the model. The movement ones we’ve already covered.

Kill will remove the model and replace it with a blood splatter.
Delete will remove the model all together
Clone will make a copy of the model which you then immediately move away.
Wounds will bring up a box where you can enter how many wounds a model has left.
Model Information lets you type names, or additional information.

Models

When you hover over a model, a small box will appear with an image of the model, under the image there's a line of text, this text tells you what weapons the model has, the name of the model and other information. This updates automatically when you swap weapons.





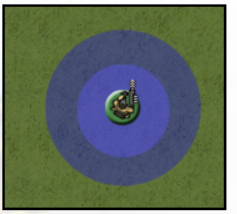
Different models have different weapons, the model above for example, is a Steel Legion Guardsman Specialist. The model has the capability to hold each of the special weapons available to him, weapons are generally changed by using the right click menu, or:

Ctrl and either "[" or "]", when a model has more than one weapon, "[" is for the left arm and "]" for the right arm. Sometimes there's even more weapons, so the "=" and "-" keys are used. These keys are all close to each other for easy access.

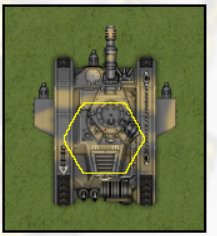
Models can also change the colour of their bases using **Ctrl and B,** or by pressing "**Toggle Slotta Base**". There's 16 colours and the ability to turn it off. This allows easy squad identification.

Models

Infantry models also have "**Range Circles**". These are a simple way to measure distances quickly. Below the 1" and 2" circles have been applied. The "**Alt**" key and the numbers **1 to 6** set the circles to a variety of sizes.



Now we'll cover some basic **Vehicle** traits:
Where as infantry have a yellow ring around their base to show you've selected them, vehicles don't have bases, instead of a ring they have a **hexagon** in the center. Only by **clicking this hexagon** will you be able to select the vehicle. When you see the hexagon, you know the vehicle is selected



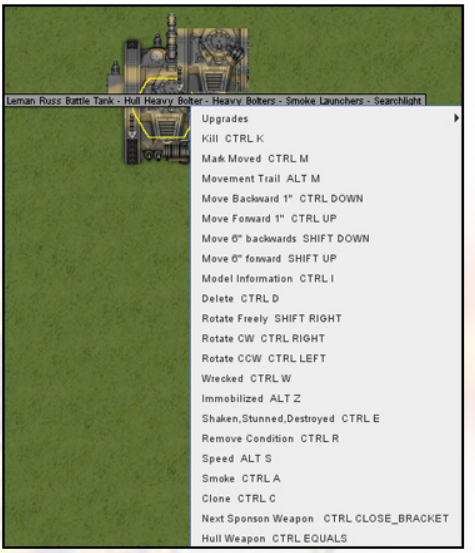
The same movement keystrokes and effects that infantry have apply to vehicles too:

Ctrl and Up arrow will move you unit **forward 1"**
Ctrl and Left/Right will **rotate** your unit slightly.
Ctrl and Down arrow will move your unit **backwards 1"**

If you press **Shift** instead of Ctrl with these, the movements will change to **6"**, and rotate will become "**free rotate**".

Models

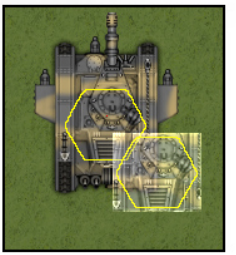
Vehicles also have common traits amongst them.



When you hover over them the same box appears showing weapons and equipment.
Kill will replace the vehicle with **craters**.

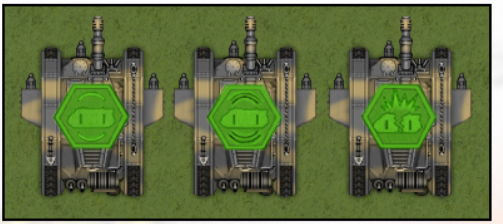
Clone will make a copy of the vehicle.

Delete will remove the vehicle.

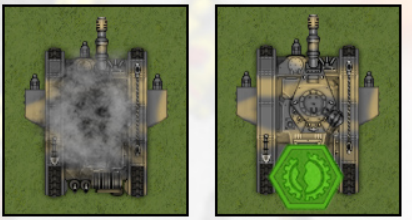


Models

Vehicles can have damage applied to them, when applied a counter appears over the vehicle.
"**Ctrl** and **E**" will apply **Shaken**, **Stunned** and **Wrecked** results.

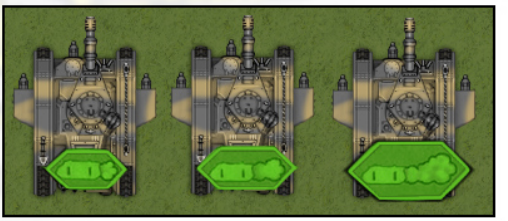


For a more real effect, **Ctrl** and **W** can be pressed for a different **Wrecked** Result as seen below.



"**Immobilzed**" results can be seen by pressing "**Alt** and **Z**", as seen above.

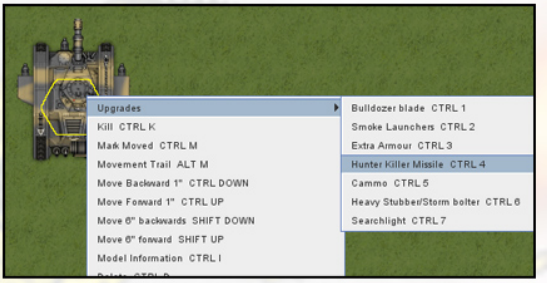
The **speed** of the vehicle can also be set. Three different speed counters can be cycled through by pressing "**Alt** and **S"**



Models

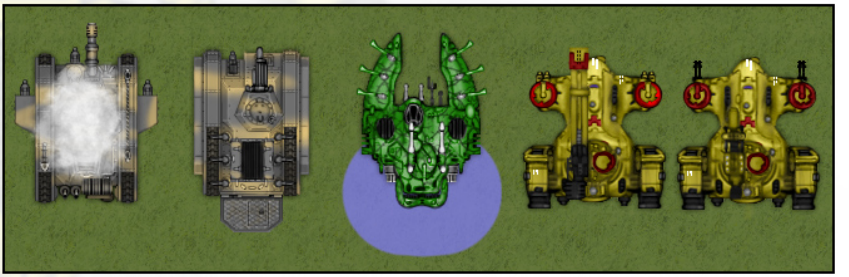
Like Infantry, vehicles can change their **weapons**, have **upgrades** and change their appearance.
The list of upgrades is too vast and varied to list, most use the common keystrokes of **Ctrl** and a **letter/number**.

Upgrades can appear in either the **right click** menu, or a **submenu** within the right click menu, like below:



The most common upgrade is smoke launchers, **smoke** can be applied to a vehicle using the keystroke "**Ctrl** and **A**"

Where you can change the weapon on a vehicle, the same key-strokes apply, so Ctrl and "[" , "]" , "-" and "=" are most common, other things like doors opening, hathces and passengers can be applied through varied keystrokes. Some vehicles have options, others don't, it just depends what we've managed to cover in an update.



Left to right: Smoke, passenger/doors open, 2" door radius, Weapon changes.

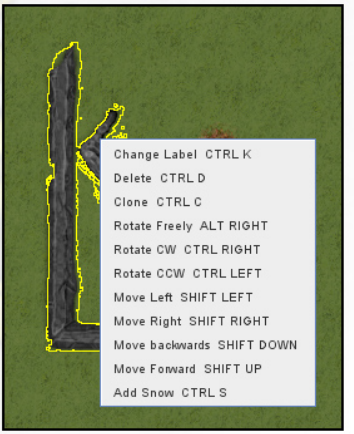
Terrain

Terrain is an important part of play, so that's why we have a lot of it!

Terrain is in the drop down panel at the very bottom.
This then splits into more sections in the same way as armies do.

Terrain pieces have common traits like vehicles and infantry.
Mainly:
Clone, Delete, move, model info, all of which has been covered before.

The main difference between terrain and units is that you can only select terrain whilst holding the Shift key, the reason for this is so you don't accidentally move terrain when moving units.



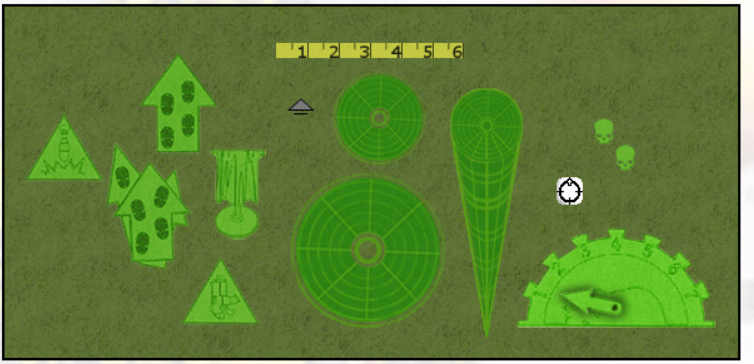
Movement is slightly different for terrain, as seen above, when moved, a terrain piece only moves a few pixels, this is so you can align pieces correctly.

There's no set rules on how our terrain works, it's up to you and your opponent to decide which terrain blocks LOS, which doesn't and so on.

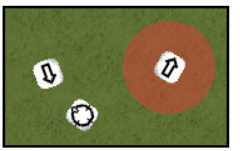
Counters

We have a wide range of **counters**, most you should instantly recognise as blast markers, flamer templates and so on. Others you may not. These can all be found in the Counters entry in the drop down list.

All the esential counters you'll need start on the battlefield, these all share similar traits such as rotate, clone and delete.
If for any reason you can't select a counter, try holding **Shift** (like a terrain piece).

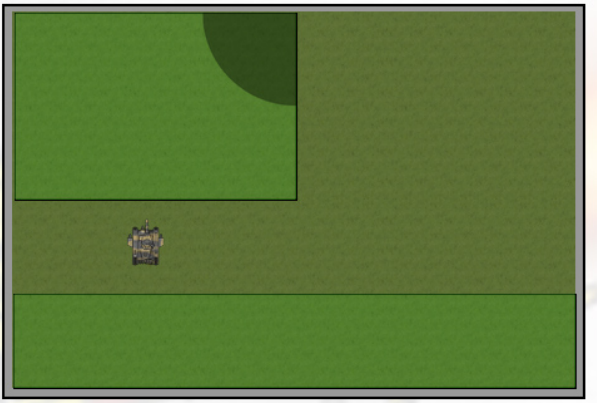


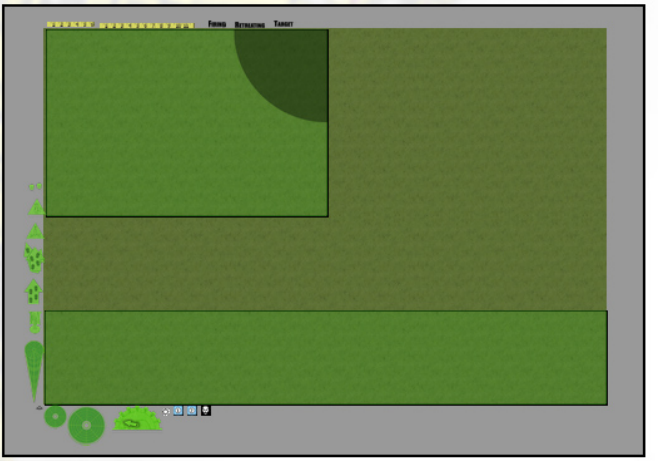
Different counters do different things, where as some are just images you can palce.
The scatter dice, for example, actually rolls like a dice, it has a random rotation set to it, and will randomly decide if it's a hit or miss, it'll even report that you rolled it to stop unfair play. It can have templates applied over it, and can be moved in the direction it is facing 1" at a time.



Counters

You'll also notice on the map some large green objects. These are "**Deployment Areas**".
These you can place on the board and they'll map out the deployment areas, they'll appear below models and terrain to keep out of the way, afterwards you can press **Shift** and **click** them and just delete them.



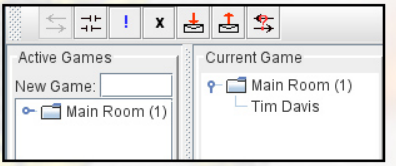


Map at start up

Online Play

One of the features of the Vassal Engine is a **dedicated server** on which you can chat and discuss tactics. In this section we'll take you though setting up a game online.

When you start up the Vassal Engine, you can select "**Look for game online..**" This will take you straight onto the server. Otherwise you'll need to click the "**Connections button**". This will bring up the Server box to the left. You'll need to click the "**Connections Button**" again to join the server.
When you join the server, you will appear in the **Main Room**.



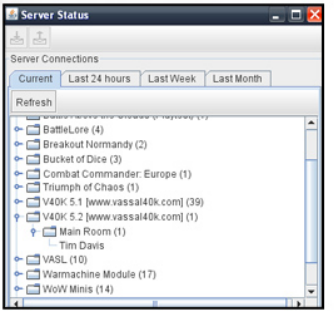
The button next to it will disconnect you from the server.

The two **Envelopes** will open the **Announcements window**, this posts a message that everyone can see, rarely used.

Click the "**Exclamation mark**" to show you are looking for a game.

Click the "X" to show you're away from the Keyboard.

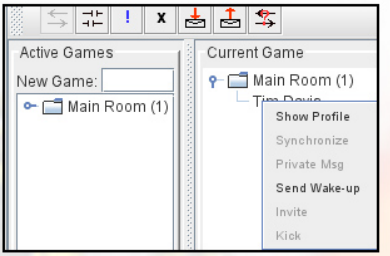
This button brings up the server status, all the games that are currently being played and what games have been played in the past.



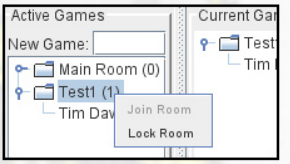
Online Play

As mentioned, when you join the server, you'll be placed in the **Main Room**.
This is where you hang out and chat with other users.

Right clicking on a persons name brings up a list of options.



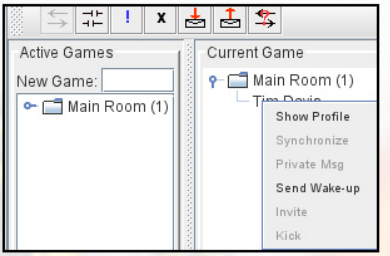
To the left is the list of rooms that are currently in use, you can create a new room by typing in the "**New Game**" box. Once you press Enter you'll have created a new room and have been placed in it. You can right click on a room too see a list of options.



If you **lock a room**, people can't join unless you use the "**Invite**" feature when you right click their name. It's always good to lock a room as it stops people interfering with your game. You can always unlock the rooms you create.

Online Play

To join someone elses game, you'll need to "**Syncronize**" with that player. That way you'll be able to see everything they're doing. See pieces move and so on. You'll also need to be in the same room as that player.



Once you're syncronised you can both see the same Map and pieces.

You can communicate with other players in anyroom by using the **Chat Box,** this is located at the bottom of the window and chat text will apear in the middle.

If you create your own room, you'll need to start a game, press **File** and then **New Game** and follow the onscreen instructions.

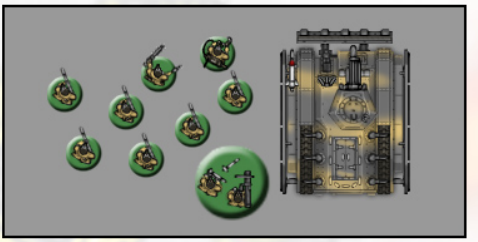
You can **Save** your game at any point, so you can come back to it later if need be. Go to File and then Save Game.

Using the "**Save game**" feature you can also create Maps for other players to use, feel free to upload them to our Forum or send them to us.

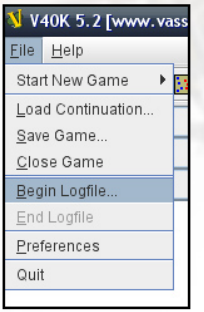
Saving Armies

The most time consuming part of Vassal is creating your armies for the battle.
We've devised this little tutorial to help speed things up.
It's actually **REALLY** simple.

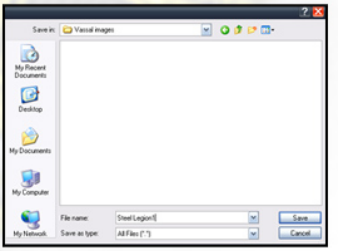
In either **Player One** or **Player Two deployment areas,** create your army as normal, below I have created my units.

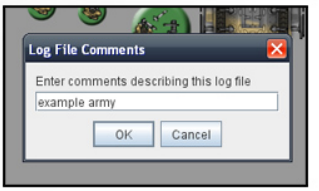


-Now, go to **File**, and then "**Begin Logfile**".



-It'll bring up a box asking you where to save your file, and ask for any comments you want to make on the log.



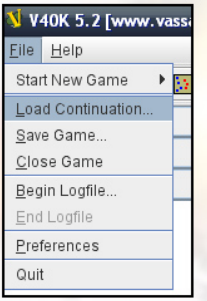


Saving Armies

- Simply select all your units and **Clone** them. (Ctrl + C)

- Go to File, and then "**End Logfile**".

-Now, next time you start a game, simply go to **File** and then "Load Continuation".



-Select your logfile from where you saved it.

- Click the "**Step Forward**" button.

- A pop up box may appear, click **"Don't Prompt be again"**.

If you open the Player one/two deployment area, you'll see that the army you made is now all deployed and ready for action!

You can use this feature from many things.. Play by Email is it's intended use, but you could create entire battle reports using it!

Now you know all the basics of using the modules!

We hope this guide has been useful and will help you on your way to becoming a Vassal Master!

Sorry had to add that..

Thanks for reading and may the Dice Gods bless you rolls!

Tim Davis
V40k Team Leader.

Visit www.vassal40k.com for (almost) daily updates, downloads and lots of laughs!

TIMBOT DESIGNS

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