





Play Board Games with Vassal!

Joel Uckelman

FSFE Free Software Gaming Event
14 February 2022

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6 7 8 9 10
11 12 13 14 15
16 17 18 19 20

1917 SPRING SUMMER FALL
 1918 SPRING SUMMER FALL
 1919 SPRING SUMMER FALL

Central Power Action Round Chart

U.S. Commitment Track

- Domesticated (Adopted)
- Domesticated (Adopted)
- Over Threshold

Russian Capitulation Track

- 1st of the Year
- 2nd of the Year
- 3rd of the Year
- 4th of the Year
- 5th of the Year
- 6th of the Year
- 7th of the Year
- 8th of the Year
- 9th of the Year
- 10th of the Year
- 11th of the Year
- 12th of the Year

NEUTRAL COUNTRY
No entry permitted

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Letter Objective

NVA Base Area
 Play 2 in each of NVA Control hex
 and NVA Support hex

Active NVA Base Area
 Neutral NVA Support hex
 and NVA Base Area

28 x 7 x

THE TRAIL

The efficiency of land and water resupply from North to South Vietnam

0 1 3 4

← Degrade → Improve →

NVA pieces March 1 space only

NVA March across Laos/Cambodia costs 2 Resources

NVA Rally: If NVA Base, place NVA Guerrillas on Trail plus NVA Bases. Improve Trail by 1 box at cost of 2 Resources.
 NVA Withdraw: If NVA Base, place NVA Troops on Trail plus NVA Bases. US Air Control. Degrade by 1 box.
 Events: Activate or Degrade per Event text.
 Resources Phase: Degrade by 1 box if any COIN-Controlled space outside Vietnam. NVA Income = NVA Base in Laos and Cambodia, plus 2 Home Trail.
 Phase Phase: Improve 0 to 1, Degrade 4 to 3.

OUT OF PLAY

US CASUALTIES

OVERFLOW B

Map labels and units:
 Hue (2) COIN Control
 Quang Tri-Thua Thien (2) Active Support #2, NVA Control
 Central Laos (0) Neutral, NVA Control
 Quang Nam (1) Neutral, COIN Control
 Da Nang (1) Active Support #2, COIN Control
 Quang Tin-Quang Ngai (2) Neutral, COIN Control
 Binh Dinh (2) Active Support #2, COIN Control
 Kontum (1) Active Support #2, COIN Control
 Qui Nhon (1) Active Support #1, COIN Control
 Pleiku-Darfac (1) Neutral, Uncontrolled
 Phu Bon-Phu Yen (1) Active Support #1, COIN Control
 Southern Laos (0) Neutral, NVA Control
 Northeast Cambodia (0) Neutral, Uncontrolled
 Chhe Sout
 Route 1, Route 14, Route 19

CAPABILITIES

AAA Artillery
 Play only 1 entry

Liveorder II

US Ground Force
 Play 2 in each of NVA Control hex and Support hex
 Resupply hex and NVA Support hex
 Active Support hex and NVA Support hex
 NVA Support hex and NVA Support hex
 NVA Support hex and NVA Support hex
 NVA Support hex and NVA Support hex

Aid - Aid + 15

Low # = Available Pieces

6 5 4 3
 2

Low # = Available Pieces

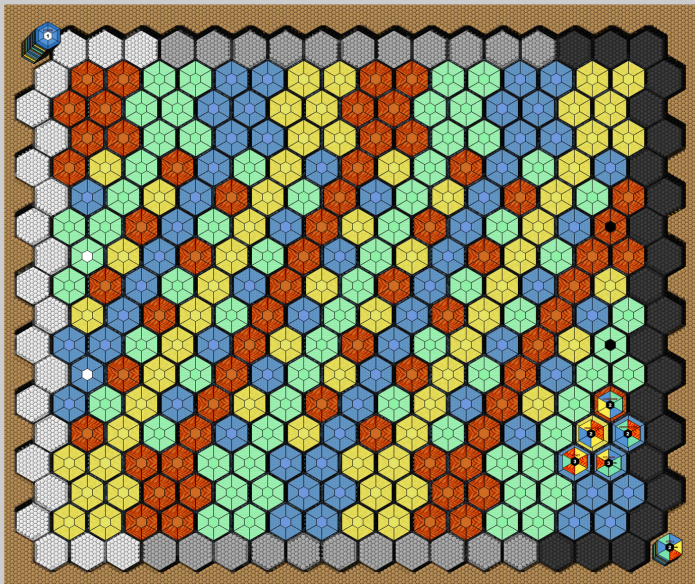
US-LED IRREGULARS

3 x

US POLICY

USK LBJ Nixon
 US Policy

NVA-Player US only



Game interface top bar with icons for File, Tools, Help, Actions, Projects & Files, Corporations & Expansions, Venus Map, Mars Map, Tempo, Permanent Effects.

Terraforming Mars version C2.0.0
 * Prelude Corps and Projects enabled.
 * Venus Heat enabled.

Main Map

The main board features a circular Mars map with hexagonal tiles. A temperature scale on the right ranges from +8 to -80. A 'KELLAS' logo is visible at the top left. A 'NEXT TURN STAGING AREA' is at the bottom left. Milestones and Awards are listed at the bottom.

Discount, Attributes, and Properties

BLACK TAGS	BLUE TAGS	GREEN TAGS	RED TAGS
Scientific: 0	Scientific: 0	Scientific: 0	Scientific: 0
Building: 0	Building: 0	Building: 0	Building: 0
Microbe: 0	Microbe: 0	Microbe: 0	Microbe: 0
Animal: 0	Animal: 0	Animal: 0	Animal: 0
Jovian: 0	Jovian: 0	Jovian: 0	Jovian: 0
Power: 0	Power: 0	Power: 0	Power: 0
Plants: 0	Plants: 0	Plants: 0	Plants: 0
Space: 0	Space: 0	Space: 0	Space: 0
Venus: 0	Venus: 0	Venus: 0	Venus: 0
Cloud: 0	Cloud: 0	Cloud: 0	Cloud: 0
Event: 0	Event: 0	Event: 0	Event: 0
Earth: 0	Earth: 0	Earth: 0	Earth: 0
Wild: 0	Wild: 0	Wild: 0	Wild: 0
BLACK CUBES	BLUE CUBES	GREEN CUBES	RED CUBES
On Mars: 0	On Mars: 0	On Mars: 0	On Mars: 0
Cities: 0	Cities: 0	Cities: 0	Cities: 0
Other: 0	Other: 0	Other: 0	Other: 0
Total: 0	Total: 0	Total: 0	Total: 0
BLACK DISCOUNTS	BLUE DISCOUNTS	GREEN DISCOUNTS	RED DISCOUNTS
Sci Projects: 0	Sci Projects: 0	Sci Projects: 0	Sci Projects: 0
Building: 0	Building: 0	Building: 0	Building: 0
Microbe: 0	Microbe: 0	Microbe: 0	Microbe: 0
Animal: 0	Animal: 0	Animal: 0	Animal: 0
Jovian: 0	Jovian: 0	Jovian: 0	Jovian: 0
Power: 0	Power: 0	Power: 0	Power: 0
Plants: 0	Plants: 0	Plants: 0	Plants: 0
Space: 0	Space: 0	Space: 0	Space: 0
Venus: 0	Venus: 0	Venus: 0	Venus: 0
Cloud: 0	Cloud: 0	Cloud: 0	Cloud: 0
Event: 0	Event: 0	Event: 0	Event: 0
Earth: 0	Earth: 0	Earth: 0	Earth: 0
All Cards: 0	All Cards: 0	All Cards: 0	All Cards: 0
BLACK MONIES	BLUE MONIES	GREEN MONIES	RED MONIES
1 steel = 2MC	1 titanium = 3MC	1 steel = 2MC	1 titanium = 3MC
BLACK POINTS	BLUE POINTS	GREEN POINTS	RED POINTS
TM Level: 20	TM Level: 20	TM Level: 20	TM Level: 20
Milestones VPA: 0	Milestones VPA: 0	Milestones VPA: 0	Milestones VPA: 0
Permanent VPA: 0	Permanent VPA: 0	Permanent VPA: 0	Permanent VPA: 0
Cards Units VPA: 0	Cards Units VPA: 0	Cards Units VPA: 0	Cards Units VPA: 0
Forests VPA: 0	Forests VPA: 0	Forests VPA: 0	Forests VPA: 0
Red Cards VPA: 0	Red Cards VPA: 0	Red Cards VPA: 0	Red Cards VPA: 0
Awards VPA: 0	Awards VPA: 0	Awards VPA: 0	Awards VPA: 0
Cities VPA: 0	Cities VPA: 0	Cities VPA: 0	Cities VPA: 0
TOTAL xTRA VPA: 0	TOTAL xTRA VPA: 0	TOTAL xTRA VPA: 0	TOTAL xTRA VPA: 0

A vertical stack of game cards, including a 'Blue Board' card, a 'VASSAL' logo card, and several event cards with different icons and text.

Blue Board

The Blue Board displays resource production: Money (20), Steel (0), Titanium (0). It also shows production rates for MC (0), Steel (1), and Titanium (1). A 'Universal Modifier' is set to 1. At the bottom, it shows production for Plants (0), Energy (0), and Heat (0).

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- 5000+ active game rooms daily on our game server

Project History

Project History



ASL, commands
and action material
necessary playing pieces
are contained in
ASL Module 1: BEYOND VALOR

ASL

© Rudger B. MacGregor

Advanced Squad Leader
is a registered trademark of
The Avalon Hill Game Company



Advanced Squad Leader Rules
The Avalon Hill Game Company

Project History



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ASL Module 1: BENTON VALLEY

ASL

Advanced Squad Leader
The Avalon Hill Game Company



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1996: Rodney Kinney starts
CASL (Computer ASL)

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ASL

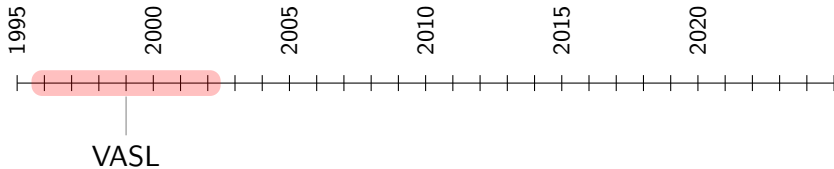
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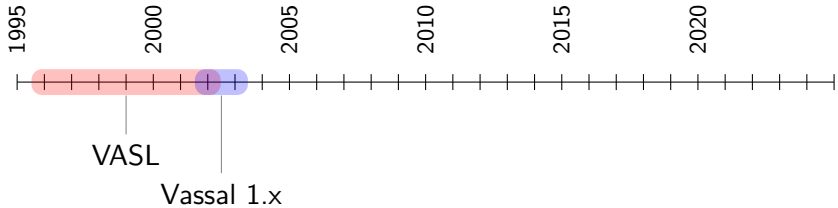
1996: Rodney Kinney starts
CASL (Computer ASL)

1997: CASL becomes VASL
(Virtual ASL), first release

Project History

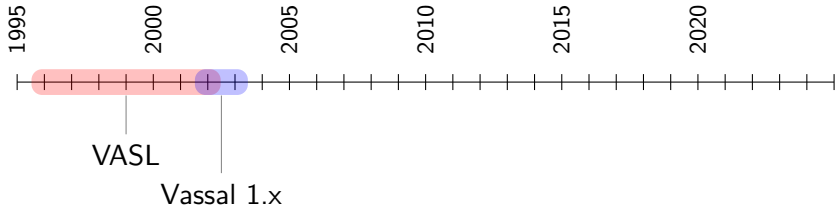


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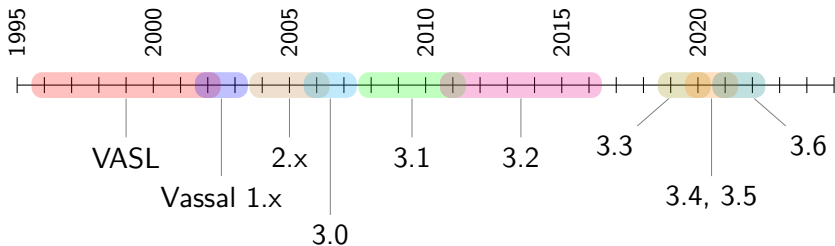
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- 2002: Vassal released under LGPL
- Much development follows
→ Brent Easton, Brian Reynolds et al.

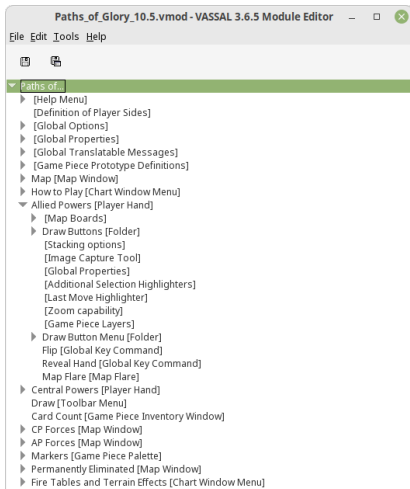
How Vassal Works

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- Two parts: Player, Module Editor
- Editor has a tree of game components
- Pieces are assigned “traits”
- Traits produce context menus, hotkeys, etc.

The screenshot displays the VASSAL 3.6.5 Module Editor interface. The main window shows a game map titled "Paths of Glory 10.5.vmod - VASSAL 3.6.5 Module Editor". The map features a central area with a blue banner for "Sancho I King of Aragon & Pamplona" and various game pieces like "Jaca", "Routed", "Mule", "Coin", "Pine", and "Amets U Vassals". A context menu is open over the map, listing actions such as "Rotate Clockwise Ctrl+]", "Place Coin", "Place Troops", and "Place Number Marker".

On the left, a tree view shows the game components:

- Paths of Glory
 - [Help Menu]
 - [Definition of Player Sides]
 - [Global Options]
 - [Global Properties]
 - [Global Translatable Messages]
 - [Game Piece Prototype Definitions]
 - Map [Map Window]
 - How to Play [Chart Window Menu]
 - Allied Powers [Player Hand]
 - [Map Boards]
 - Draw Buttons [Folder]
 - [Stacking options]
 - [Image Capture Tool]
 - [Global Properties]
 - [Additional Selection Highlighters]
 - [Last Move Highlighter]
 - [Zoom capability]
 - [Game Piece Layers]
 - Draw Button Menu [Folder]
 - Flip [Global Key Command]
 - Reveal Hand [Global Key Command]
 - Map Flare [Map Flare]
 - Central Powers [Player Hand]
 - Draw [Toolbar Menu]
 - Card Count [Game Piece Inventory Wind]
 - CP Forces [Map Window]
 - AP Forces [Map Window]
 - Markers [Game Piece Palette]
 - Permanently Eliminated [Map Window]
 - Fire Tables and Terrain Effects [Chart Window Menu]

On the right, the "Orient" panel shows "Available Traits" and "Current Traits". The "Current Traits" list includes:

- Area Of Effect
- Basic Name
- Calculated Property
- Can Pivot
- Can Rotate
- Prototype - ArmyFR
- Layer - Status
- Prototype - Unit_NoRepl
- Prototype - Army_NoRepl
- Restrict Commands - Ctrl+E
- Send To Location - To Orleans - Ctrl+2
- Send To Location - To Paris - Ctrl+1
- Send To Location - To Salzenka - Ctrl+0
- Restrict Commands - Ctrl+1 - Ctrl+2 - Ctrl+0
- Prototype - AllAutotit

At the bottom right, there are buttons for "Copy (Ctrl+C)", "Paste (Ctrl+V)", "Properties", "Cancel", and "Help".

Parting Thoughts

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- V3 development winding down, V4 development starting
- Vassal helps hobbyists get the most out of their hobby
- Vassal kept people playing games during 2020–2021



Thank you!