

# SPI- WAR OF THE RING

## VASSAL MODULE INSTRUCTIONS

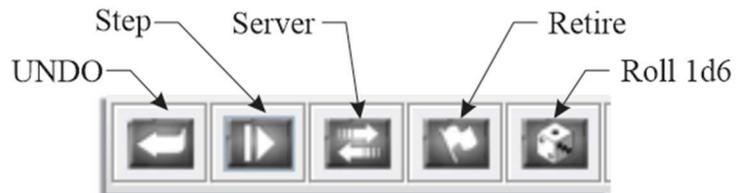
These instructions are for the Vassal SPI War of the Ring module developed by Ken Demyen using VASSAL 3.5.8

### INTRO

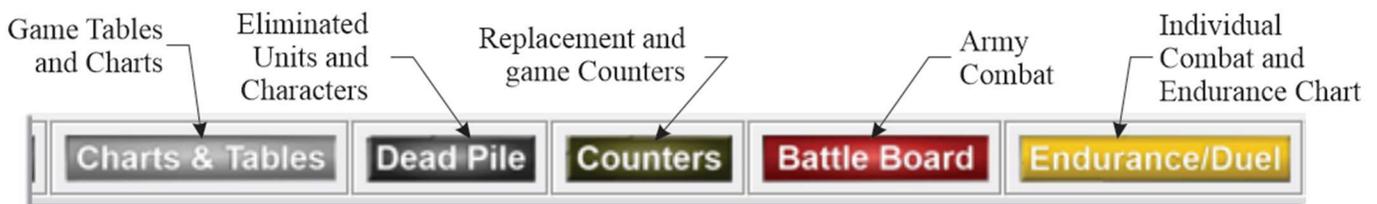
I have attempted to automate much of the combat in the Vassal module to speed up game play. Units and characters cards can be sent to their specific windows for combat, the *Battle Board* for combat units, the *Endurance/Dueling Board* for characters. Although I didn't make any pre-defined setups for the game, the Character, Campaign, and Three Player games can be played.

### OVERVIEW OF MENU TABS

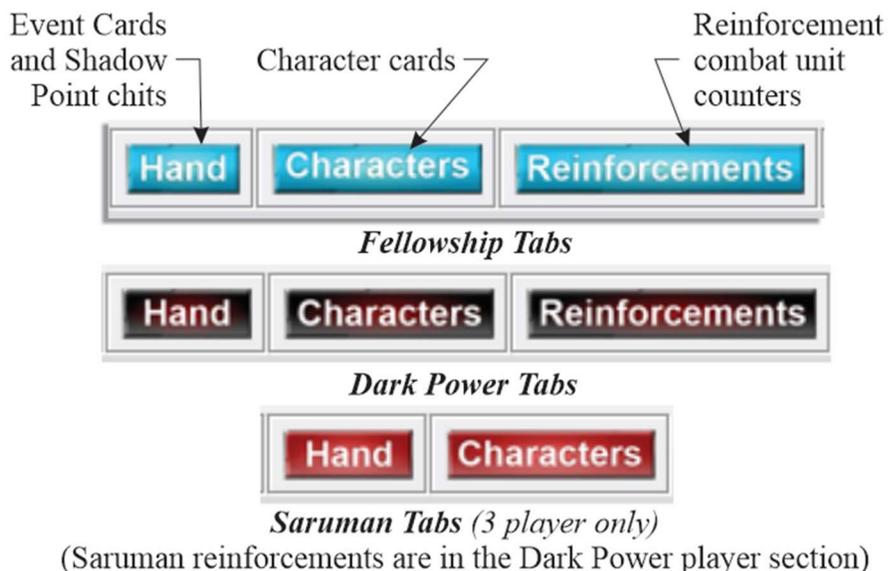
**Basic Tabs:** Basic game controls.



**Game Tabs:** Reference and game tabs available to all players



**Player Tabs:** Tabs for the specified sides. These tabs are only visible to the controlling player.



**Map Tabs:** Control how the map is displayed, and to clean up the map.



## DETAILS OF MENU TABS

**Dead Pile:** Where units and characters are sent once eliminated. Units and characters can be manually dragged, or placed in the dead Pile with keystroke/menu commands on the piece using the “Eliminate” command, or pressing Ctrl+D. Combat unit pieces may be returned to the map to “make change” during combat.



**Game and Replacement Counter Window:** This is where the replacement unit counters for “making change” are located. Game counters are located here as well (*Count Down*, *Pass Open*, *Gate Open*, and *Shadow Point Cost*).



**Battle Board:** This is where army combat takes place when the players wish (smaller battles can be played out on the man map). Units can be manually placed on the Battle Board, or keystrokes/menu commands can be used to send units to the board by selecting either *Attack – Battleboard*, or *Defend – Battleboard*. Once on the Battle Board, double clicking on a stack will expand it as shown below.

I would recommend placing the Battle Marker (*See Battle Marker*) in the hex where the battle is to take place before sending units to the Battle Board as Replacement counters will not be sent back to the map using the *Return to Map* menu item



### Board Functions and Zones

(A) *Attacker Holding Box:* Attacking units are placed (or sent with key/menu commands) here. Double clicking the stack to expand as shown above.

(B) *Defender Holding Box:* Defending units are placed (or sent with key/menu commands) here. Double clicking the stack to expand as shown above.

(C) *Attacker Strength display:* The Total of all units placed in the attacker box. This is the value used when calculating odds and losses.

(D) *Attacker Odds display:* This will be modified by what is selected in menu (E). Odds are rounded in the defenders favor.

(E) *Attacker Odds modifier menu:* Shifts attacking odds based on attacker conditions.

(F) *Event card box:* This is where event cards used for the battle are manually placed, or sent with key/menu commands.

(G) *Unmodified Defender Strength display:* The total of all units placed in the defender box. Modified defender strength is shown at. This is the value used when calculating defender losses

(H) *Defender penalty menu:* This is where the defender selects non-terrain penalties to defense.

(I) *Defender terrain modifier menu:* This is where the defender selects modification due to terrain.

(J) *Total defensive modification display:* This is where the total of terrain (H) and penalties (I) are displayed.

(K) *Die roll modification menu and display:* This is where any modifications to the die roll for leadership or Event cards is entered.

(L) *Battle marker:* Placed on main map where all selected troops will return to.

(M) *Modified Result of die roll display:* Combat and Sorcery die are rolled in this area, and the result is displayed in the grey box. The die are rolled by clicking on them.

(N) *Optional percentage loss display:* Displayed as “New Strength”. These values do not match the “S.9 Percentage Loss Table” exactly, but can be useful for forces over 99. Expressed as **New Strength: (with 10% loss, 20% loss, 30% loss, 50% loss, and 80%loss)**.

**Example:** From above, the defender would have a new strength of ‘39’ after taking a 50% loss as a result of combat (Note, the actual S.9 Percentage loss table indicates “37”).

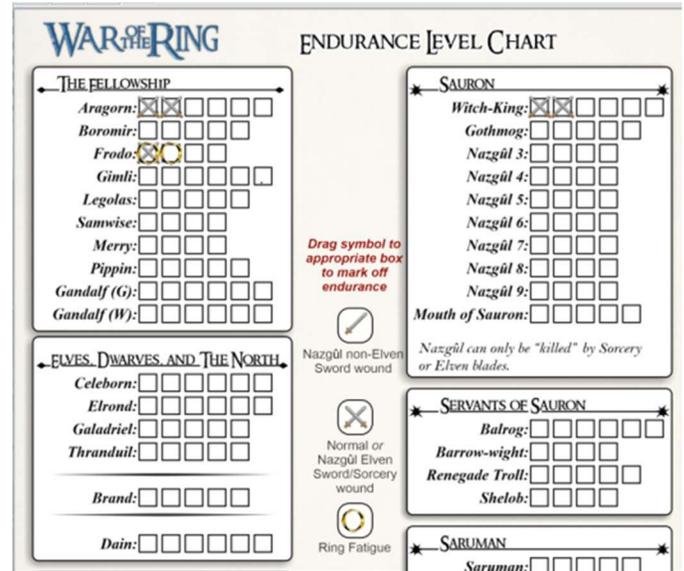
(O) *Modified Defender Strength display:* This is where all terrain modifiers and defensive penalties are factored in. This is the actual value used to calculate odds

**Endurance Chart/Dueling Board:** This is where individual combat takes place. Character cards can be manually placed on the Dueling board, or by using keystrokes/menu commands located on the character cards.

**Endurance:** The left side of the board is for keeping track of character Wounds and Ring Fatigue. The appropriate wound or fatigue counter is dragged to the boxes of each character to record wounds and fatigue. Wounds are automatically updated on the character card, Ring Fatigue is not.

The sample chart to the right shows Aragorn and the With-King with two wounds each, and Frodo with one Wound and two Ring fatigue.

**Individual Combat:** The right side of the board is for conducting character combat. Character cards are placed here either manually, or by the use of keystrokes/menu commands located on the character cards. Character cards can be returned to the character tab in the same way.



The characters who are to conduct combat are placed in the *Combatant 1* and *Combatant 2* boxes. Note that Shadow characters and Servants of Sauron are normally placed in the *Combatant 2* box. Combat is automated as much as possible. Player will have to enter bonuses for magic items though (the variables were too many to make it feasible, used by Hobbit, used by Aragorn, etc).

(A) *Combatant 1 box:* Fellowship, or Saruman characters (if fighting Shadow characters in three player game) are placed here.

(B) *Combatant 2 box:* Shadow characters and Servants of Sauron are placed here.

(C) *Additional character holding boxes:* Any additional characters involved in combat are placed here until it's time to fight.

(D) *Magic item bonus menu/display:* Manually enter the magic item bonuses.

(E) *Combat differential display:* Automatically calculated from combat values.

(F) *Sorcery modification display:* Automatically displayed if Balrog is placed in Combatant box 2.

(G) *Combat value:* Automatically calculated from combat rating and magic items.

(H) *Wounds:* Displayed on character cards here.



**Player Hand Windows:** This is a private window where players keep their Event cards, and in the case of the Dark Power player, their Shadow Point Markers.

Cards may be either dragged from the deck to the player hands, or the “Draw card” button in the player hand window may be clicked to automatically draw a card.

Cards may be discarded, played, sent to the Battle Board, or sent to other player hands manually or by using keystrokes/menu commands located on the cards.

**Character Card Windows:** This is a private window where players keep their Character cards. The game starts with this window populated with character cards. Magic items are kept here as well. Characters may be sent back and forth between the Character window and the Dueling board. Gollum may be sent between the Fellowship and Shadow Player.

**Reinforcement Window:** This is where all reinforcements used throughout the game are held. They are divided based by Mobilization turn.

**Clear Battle Marker:** This will return the Battle Marker to its starting position in the Battle Marker box, just under “The Sundering Sea” text.

## CARDS

The VASSAL module uses all the standard cards with the addition of Three Player game Saruman and Chief of the Dunlendings cards.

**Character Cards:** Character cards are found in the Character windows for each player. The game starts with the character cards populated in the window. Characters card may be sent back and forth between the Character window and the Dueling board. Gollum may be sent between the Fellowship and Shadow Player. In the Three player game the Nazgul may be sent between the Dark Power and Saruman Character windows. When wounds are recorded on the Endurance Chart, the wounds will be automatically updated on the character cards. All card movement may be done manually or with keystrokes/menu commands.

There is a duplicate set of Saruman and Chief of the Dunlending cards, one in the Dark Power character window, and one in the Saruman character window. When playing the standard Campaign game use the cards in the Dark Player window, in the Three Player game use the ones in the Saruman window.

**Servant of Sauron Cards:** The deck is located next to the Servant boxes and dealt to the Servant boxes at the beginning of the game. Servant cards are placed on the dueling Board either manually, or by using keystrokes/menu commands located on the servant cards. The cards can be returned to the Servant area in the same way.

**Magic Cards:** The deck is located next to the Magic boxes and dealt to the Magic boxes at the beginning of the game. The Palantir cards are already dealt at the start of the game. Magic cards are placed on the Character cards or the dueling Board either manually, or by using keystrokes/menu commands located on the character cards. Magic cards can be returned to the magic card area in the same way.

**Event Cards:** Event cards are placed in the Character cards or the dueling Board either manually, or by using the “Draw Card” button on the player Hand tab. Used Event cards are placed in the Played pile, discarded Events cards to the Discard pile, and are automatically flipped based on which pile they go into (Discard pile is face down, Played pile is face up). If the Event deck is reshuffled the *Rohan Mobilizes* and *Gondor Mobilizes* cards are not returned to the deck.

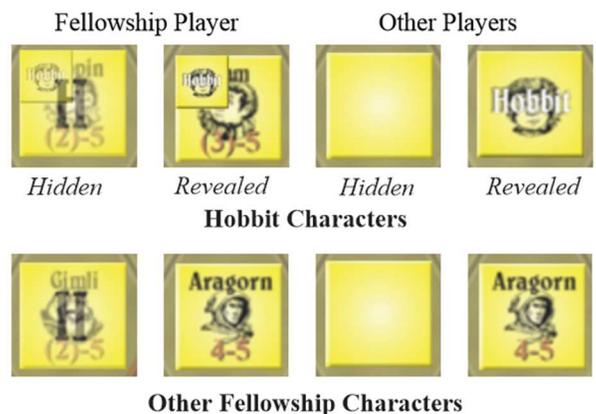
**Search Cards:** Are automatically dealt face up.

## GAME COUNTERS

Various notes on counters used in the game

**Fellowship Characters:** The fellowship player can hide these counters by using the *Toggle Hide/Reveal* menu command (Ctrl H) located on the game counter. When hidden, a large “H” is displayed to the fellowship player, a blank counter to other players.

Hobbit counters also have the *Toggle Hobbit Reveal* command as well, which when active will display “Hobbit” to other players and not the specific hobbit when revealed. When active, a small “Hobbit” insert is display in the upper left corner to the Fellowship counter, the word “Hobbit” to other players. The fellowship player should toggle these active at the start of the game.



**Shadow Point Counters:** In the Shadow players hand are counters lettered “A” to “F”. In the appropriate phase one of these counters are selected, flipped face down, then placed in the “Shadow Point” box on the main map. The shadow player then rolls the die located in the box, and records the number of Shadow Points for the current turn. The counter is flipped back face up to reveal letter during the appropriate game turn phase.

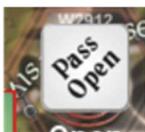


**Battle Marker:** The piece starts the game in the Battle Marker box beneath *The Sundering Sea* text to the West of the map. The marker is used to mark the hex before sending units to the Battle Board. The marker is not stackable, will always be placed under any units stacked in the hex, and will not be sent to the Battle Board when other units are sent there. To move the marker, click on the “Battle” text below the marker to select it. If unable to locate the marker, click the “Clear Battle Marker” button on the main menu to return it to the Battle Marker box.

The Battle Marker be used instead of the return to Map command on pieces. Although unit pieces have a *Return to Map* menu command, this will not work with replacement units added to the stacks as the battle progresses, whereas the *Return to Battle Marker* menu command will send all selected units back to the original hex.



**Count-down:** Used to count down events that are active for more than one turn, the Saruman Resurrects Orcs at Isengard for example. The counter has four levels numbered 1-4. Use the *Up* and *Down* arrow keys to toggle between levels. Menu commands may also be used to toggle between levels.



**Pass Open, Gate Open:** Used to mark passes and gates when they are open.



**Shadow Point Cost:** Used to help the Shadow Player to keep track of Shadow Point costs during a game turn. The counter has thirteen levels numbered 1-13. Use the *Up* and *Down* arrow keys to toggle between levels. Menu commands may also be used to toggle between levels.