

# Federation & Empire for Vassal. v2.1

## User Manual

The *F&E* Vassal module has a lot of moving parts, and hidden features. This is provided as a guide as to how the creator of the module anticipated it being used.

First, a couple general notes:

- It is always recommended to right-click on counters, this will bring up the menu of options available, which can be very handy to go through.
- Using text labels can record all sorts of information in easy to use ways.
- There is *no* limit on the number of counters. (Which is a problem for units that have a limit on how many can be in service.)

### EXTENSIONS

The F&E module comes in a ZIP file that contains the main module and a number of ‘extensions’ for it. If the file was un-zipped correctly, then all of these will be in an ‘inactive’ folder inside another folder in the directory where the main module file is. The listing of the module in Vassal can be ‘opened up’ to show all of these. Right-clicking on one of them will bring up a context menu, and the ‘Activate’ option will automatically move the file to the main folder, and the extension will be loaded the next time the module starts.

Module	Module Version	VASSAL Version	Description
Federation & Empire	2.0	3.2.16	F&E © 2016 ADB, Inc.
BB 2.0.mdx (inactive)	2.0	3.2.16	Battleships
Enclave 2.0.mdx (inactive)	2.0	3.2.16	Orion Enclave
Ext Activate	2.0	3.2.16	Ships not yet in a product
MY Edit Extension	2.0	3.2.16	Middle Years ships
Maulers 2.0.mdx (inactive)	2.0	3.2.16	Alliance Maulers

Extensions are used to add new counters and other functions that are not part of the regular game to the main module. Currently, the extension most likely to be used is ‘MY’, which adds middle-years era ships not used in the General War to the module. This needs to be activated to play the Four Powers War scenario in *FO*.

Other extensions include:

- BB: This adds battleships to all empires, and the B11 to the Klingons.
- Extra: This adds various ships that are in the SITs or have appeared in issues of *Captain’s Log*, but have not made it into any official expansion yet.
- Maulers: This adds a CA and CW mauler to each Alliance power.

- Resv-X: There is one of these for each empire, and will add a single extra Reserve fleet box and matching counter for that empire for use with General Balance Option G.

There are two different extensions for the Orions; ‘Pirates’ is for any game where any of the Orion Pirate rules are being used, and ‘Enclave’ is for games where the Orion Enclave has actual units and other minor empire capabilities (such as using the rules in *PO*).

There are three ‘empire’ extensions, for adding the Andromedans, GW-era Paravians and GW-era Carnivons to the game.

Hopefully, a New Beginnings setup will be a future extension.

### COUNTER MENU ITEMS

Most counters have a set of commands to manipulate them available. These can be accessed by right-clicking on them. The appropriate keyboard shortcut is also listed in the menu.

#### Captured



This extensive sub-menu should only show up on (non-police) ships. When a ship is captured in combat this can be used to flag its status. A little flag will appear in the upper-right corner in the capturing empire’s colors, and the ship will now appear in that empire’s section in inventory. The ‘recapture’ option at the top of the sub-menu will return the ship to its original owner.

(The author usually holds off doing this until the ship is converted to another empire’s technology, and just uses a text label of “Cap” until then so as to be able to distinguish between converted and unconverted ships, but this is rougher on the tracking.)

#### Mark Moved (Ctrl-M)



This is a basic command that should be available to all mobile units. When a unit is moved, a star automatically appears in the lower right-hand corner to denote its moved status. This star can be toggled on and off at an individual level with the use of this command.

**NOTE:** The final button on the main toolbar will clear the movement stars for **all** units.

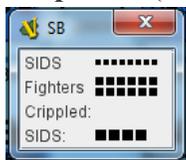
## Flip (Ctrl-F)

This is a command for all ships that can be crippled. It will ‘flip’ a counter over to its crippled side, or return it to its normal status. This action will be reported in the chat window.

## Change Label (Ctrl-L)

This is a basic command that should be available on all counters. It will call up a text box; a message typed into the box will appear above the counter. This is very handy for writing reminders about fighter status and the like. If this command is selected on a counter that already has a note, the current text will appear in the text box for editing.

## Properties (Ctrl-P)



This entry generally only shows up on carriers and bases, and will pop up a small window that can keep track of the current status of fighters and SIDS with check boxes. This is not convenient to use, and is not generally recommended except perhaps for long-term tracking. However, the Stack Viewer and inventory pull the fighter stats from these windows, so updating these *will* update the inventory stats.

Note there is *no* way for the stack viewer and inventory to handle fractions, so fighter triangle factors do not show up correctly. However, the properties on any such ship will show one last empty box (e.g., 8 of 9). If you have a carrier that will constantly be with another half-factor carrier (say, a pair of BH), you can set one of them to full to get better accounting.

## Clone (Ctrl-C)

This is a basic command that should be available to all counters other than Admirals. It will create a new counter in the exact same state as the original (crippled, etc.).

## Delete (Ctrl-D)

This is a basic command that should be available to all counters. It will delete the currently selected counter from the game.

## Increase and Decrease (Ctrl-]) and Ctrl-[)



These appear on some ‘marker’ style units and will cycle through a number different statuses. Fighter chits, PF flotillas and defense brigades all use this feature.

## THE MAIN MAP

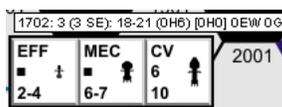
Whenever a game is loaded, the bulk of the screen will be occupied by the main *F&E* map. Some notes:

Planets and capitals are printed on the map as normal, but bases are not, as Vassal can supply enough counters for every base in the game.

There are two different versions of the main map provided in the module. A regular-sized one, and a “Large Scale” map which can hold several stacks of counters comfortably.

### *The Stack Viewer*

Hovering over a counter for a couple seconds will bring up the ‘stack viewer’, which will display all the counters in a stack. Above it will be a tag which will give the essentials of the stack: Hex number, ships, Ship Equivalents (crippled status and fighters are not calculated), ComPot, fighters, fighter replacements (both split by regular and heavy fighter factors), EW and G-factors.



### *Overlays*

A set of overlays are provided for both sizes of the main map, and can be found by clicking on the “Markers” button:

- No LDR
- No Tholians (655.0)
- Romulan provinces in a darker color to represent unexplored status (603.15; these should be set up in relevant scenarios; shift-right-click and delete the overlay when explored).
- Vudar provinces (617.51) listed by when they are taken over.
- Post General War Romulan and Gorn annexed provinces (625.Y2 & 625.Z2).

On the small map, the borders (see below) will interfere with selecting most overlays (including the Orion Enclave), and you will have to turn them off before working with the overlay.

### *The Regular Map*

While the regular map does not allow the easy shuffling of counters into separate groups, it does make it easier to see more of what is going on at the same time, and has a feature to make things easier:

There are four technical ‘layers’ to the map, which

act somewhat independently. Selecting a stack of counters does not generally work between layers. This means that while clicking on a stack selects everything in the top layer in use, other layers are not selected, allowing you to more easily pick up ships without affecting bases. The layers are (from bottom to top):

- *Planets*: This is used to hold all the status markers for planets, provinces, etc.
- *Bases*: All bases, and generally base-like objects (such as shipyards) are held on this layer.
- *Attrition Units*: Fighter and PF chits are held on this layer; they should appear on the main map only rarely.
- *Ships*: All ships, mobile non-ship units, and fleet markers are on the top-most layer, easy to manipulate.



Each layer has its own button in the main control bar that allows you to toggle the visibility of units off and on. The ‘Reset’ button will switch *all* layers to visible, if you get confused.

**NOTE:** Other map boxes and the large maps do NOT use these layers.

## FLEET BOXES

There is a row of buttons along the top of the module labeled ‘x Fleets’, and clicking on them will bring up a menu of choices. Clicking on one of *those* will bring up a small window with a colored background. In the ‘Base Setup’ file, you will find a fleet marker in these boxes. These are meant to take the place of the fleet charts of the physical game. Note that you *can* place ships outside the colored area, but you are “off the map” and Vassal will not report movement or inventory correctly.

There are two sets of fleet markers to go along with the boxes. The large markers are for use with the large map, and will not properly fit in the hexes of the regular map (if the regular counters are 1/2”, these are 3/4”). The small markers are still larger (5/8”), and will fit on the regular map better. The reserve markers only exist in the smaller size, so they will be bigger than regular counters, and smaller than fleet markers on the large map set.

A few notes on ‘special’ fleet boxes:

- *Reserves*: All the reserve forces have their own fleet box, instead of grouping a force in a fleet box, and then putting a RESV marker on top of that force. These boxes are smaller and have a small

force display to lay out the elements of the reserve.

- *New Fleet*: Each empire has a box and marker called this. It is intended for use with new production and possibly repairs conducted at the capital. Keep it on the capital, and empty it at the end of every turn, and you will know that all the contents are eligible for free Strategic Movement.
- *Home Fleet*: This box is larger than all the others. There’s nothing else special about it, but any extensive gathering of forces should use this fleet as there’s more room.
- *Mothball Fleet*: Only the Klingons, Romulans and Federation have this box. In game setups where these empires have mothballed ships available, they will be kept in there, so that you merely pull them out as they are activated. Once they are gone, use the box as a normal fleet.
- *Alliance Fleets and Joint TFs*: These are fleet markers that are intended for use with multi-national groupings of ships. (There is no reason why this must be done.) Do note, that while each one is always accessed through a particular empire menu, the marker is available in the colors of each empire on that side so that in a multi-player game, you can keep track of who is ‘in charge’ of that fleet, if necessary. The counter can be changed directly by the ‘Change Flag’ submenu.

## BATTLE MAT

The “BattleMat” button near the beginning of the control area brings up a full combat form, with room to hold moderate sized fleets off to the side.

The module assumes that the Alliance will always use the top (blue) portion, and the Coalition uses the bottom (red) portion. It doesn’t have to be done that way, but the module has several built-in assumptions around that (and it is explicitly labeled that way). The very top and bottom areas are the Support Echelons, where units can only be directed at 3:1. The Co-located units are for placing any ‘base-like’ objects that can be attacked, but are not part of the actual Battle Force.

There are a number of counters in the Markers palette that are for use with the Battle Mat:

- *BIR*: There is blue version, and a red version of this, though it isn’t really important. It can be incremented from 1 to 4 for BIR selection. The [M]ask command will *hide* the current setting from everyone but the user who masked it. You can tell your marker is masked by the fact that the number will appear smaller.

- *VBIR*: This is for keeping track of the current Variable BIR result, and has values from -2 to +2.
- +/-: This marker has two places to be used in the form. The main one is near the Flagship space on the battle line, and is meant to keep track of leftover plus/minus points from round to round. It can be incremented from -10 to +10. If you manage more points than that, set it to -10 (or +10) and stack another marker on it; both will appear on a hover-over.. [R]eseting will return the marker to a value of 0. The second spot is at the left edge of the form for keeping track of BIR shifts (from EW, Echelons, etc.).

### *Status Markers*

There are a number of large markers available to keep track of the status of various units in battle. These will all automatically ‘fall’ behind the unit counter, and are larger, with distinctive color schemes (I hope) to remind you of what is going on by the color peeking out from behind the ship/unit, while the stack viewer will let you see the full counter. A few notes:

- *Ground Attack*: Can be [F]lipped to declare whether a G-ship is attempting to assault a base, or modify the ship capture roll.
- *Maul*: There are two markers labeled this; one says ‘Mauling’ and the other is blank. Use the first as a reminder that a shock roll will be needed later. If you have multiple maulers on the line, [F]lip both counters while they are still in the Marker Palette, and place the ‘Mauling’ marker with the mauler that will be used (*if* one is used...), and blank ones on all the others. The other player(s) will just see ‘Possible Mauler’ until flipped to reveal the mauler after all Directed Damage is done (308.44).
- *SFG*: There are three markers for this one. The first simply marks that a ship is using its SFG device (as a DirDam reminder), and it can also be [F]lipped to indicate a Total Disaster! The second is for designating the targets of a SFG, and can be incremented through numbers 1-6 to show resolution order. When a ship is successfully frozen, flip it to the [F]rozen side. When a random ship is to be frozen, use the third marker, which can likewise be incremented to show which selection number a ship is. Mark the ‘winning’ ship as [F]rozen, and delete the other markers.

Because the marker situation can get somewhat complicated, there is a control on the battle mats and capital charts to flip between the ships and the markers as being on top. Remember that the stack

viewer will always work and can show you the ‘hidden’ layer.

### *ComPot Button*

There is a button on the main bar to calculate the ComPot of both sides. This is just a basic inventory that looks at the units present in the main line, formation bonus, and required units. It does not add in the free scout or other supporting positions, as the math available doesn’t know to leave out some factors and include others (like leaving out the scout’s ComPot while adding the EW).

## CAPITALS

Each empire has its own capital chart (grouped under the ‘Alliance Capitals’, ‘Coalition Capitals’ and ‘Neutral Capitals’ buttons). These can be used to keep track of the general status of an empire’s capital at all times, and is also meant as a ‘one-stop shop’ during a capital assault.

Each system row has a pair of miniature Battle Mats provided, and there are boxes for the general pool of uncommitted attacking and mobile defending ships at the bottom of the chart. Space is at a premium, so some stacking of ships will be needed in the battle mats, just try to be intelligent and consistent in their use. Each multi-planet system has a ‘+/-’ spot at the left of the defending force and the right of the attacking force for each planet for keeping track of individual plus/minus points. Single-planet systems just have one set in the battle force box.

The ‘Markers’ palette also has a “Static Force” marker to put under ships in the defender’s battle line that come from the static forces, and the distinctive background color should help you remember where to put things back later. (Alternatively, it can be flipped to a “Mobile Force” marker to indicate those instead/also.)

The three columns of boxes with each planet are meant to mark: 1) The planet status and defensive PDUs. 2) The “near” (302.2121A) base. 3) All “far” bases.

## RECORD CHARTS

Each empire also has a reference chart for tracking most things that do not happen on the main map. The Raid Pool, repair ships, survey ships and Depot are here, along with the available pods. These are all ‘spread out’, and are forms that take one ship per space (other than Depot holding).

As well, unused police ships and prime teams are

kept here. When new ones are received, they should not be taken from the counter pallette, but from here, which makes it easy to see when the empire has reached its limits. (Similarly, eliminated prime teams should be returned to the form. And of course purchased police ships do not count against the normal limit, and should be taken from the pallette.)

Each empire also has a 'salvage' box for holding salvageable ships until the players can evaluate salvage proceeds.

Finally, there is a PF Pool (for everyone but the Federation) for holding PFs that have been received, but not yet assigned. The primary use of this is for initial PFs that have no base to go to (502.615), but it can be used for processing other PFs received for free or in place of fighters (442.11, 442.21 and 442.23)

## CONTROL PANEL

The button marked 'Controls' brings up a tabbed box of panels that control overall functions in the module. All the displayed buttons can be operated by right-clicking to bring up the menu, or selecting them and [F]liping them.

### *Map Controls*

There are a few 'overlays' that are operated from this panel.

*Sectors:* This button turns display of the sector borders used in many scenarios on and off. This will be on by default in sector scenarios, and could be turned off after all setup is done, if playing the complete scenario.

*Cordons:* This turns on and off display of the cordon boundaries used in (625.0) Driving Winds.

*Orion Enclave:* Turning this on ('Neutral') will cause a national border to appear around the Orion province, and switch the planet colors from black to white, to show that the Enclave has declared neutrality and withdrawn from the Federation.

### *Capture*

This is a complete list of empires in the module, and turning their buttons off (so a 'X' appears over the letter) will keep that empire from showing up in the 'Capture' list on ships. Turn off any empires not involved in the current game to keep the list short and easy to pick through (you could even turn off all *inactive* empires, and turn them on once they join the war).

Additional empires contained in extensions are not in this panel, and will show up in the capture list

automatically if the extension for them is active.

## SPECIAL SUBJECTS

*Admirals:* The regular Admiral markers for each empire are in the 'Personnel' section of the empire near Prime Teams, etc. These act like all the other counters, but have a special command:

*Flip (Ctrl-F):* This flips the Admiral over to reveal its effectiveness as per optional rule (316.22). This is actually *determined at the time the counter is flipped*, and pre-pulled counters in a scenario setup will give different results each time (this was not true in version 1 of the module).

The pool of available random Admirals is pre-set, and players wanting a scenario with a different mix in one or more pools should see the section in the Appendix about Admirals.

The resulting random Admiral then has a different command:

*Return to Pool (Ctrl-R):* This returns the variable Admiral to the pool of possible effectiveness draws, so a new 'star' Admiral can be placed on the board until its effectiveness is revealed in combat.

*Tugs:* Each tug and LTT has its own panel in the Support Units section. The first entry in each panel is the base tug, but other counters are provided for the tug when it is carrying common pod configurations. Dual-pod empires generally do not have tug+single-pod counters, and should use the base tug + a loose pod counter as normal. Overloaded tugs (517.4) are marked by a capital 'O' in the empire's accent color in the special factors position. These counters have a special command:

*Drop pod (Alt-P):* This will replace the counter with a base tug counter and the appropriate pod counter(s).

Loose pods can be found in the Markers section.

The combined counters start with a one or two-letter version of the TG name (LTT = LT, TGA = TA, etc.) plus the main letter of the attached pod(s) (BP = B, SP = S, etc.). If the pod has a longer designation, e.g., PFP, the tug designation will be shortened if possible (LPF = LTT + PFP). Many troop pod designations use 'G' to avoid confusion (LTT + TP = LTG...).

All dual-pod empires have a regular tug counter with a VAP pair (TVA), and a counter with only one to avoid overloading the tug ('strike' carrier tug, TVS). The Federation TVS is TG+LBP+VP for a similar non-overloaded combo.

## APPENDIX:

### *Modifying the Vassal Module*

Working with a Vassal module is technically fairly easy. Just right-click on the module's entry in the main Vassal window, and choose 'Edit Module'. The module will open normally, and can be used to play a game (but the extensions will not load), and a second window will appear where the module can be edited.

Past that, it gets more complicated, and it is advised to go to the Vassal wiki and forums for more detail. The rest of this section contains notes about where certain things have been hidden away from the end user.

### **Admirals**

The regular Admiral markers draw the random versions from a deck containing the pool of possibilities. The decks for all the admiral pools (including many that are not used) are contained in a special Map Window called "Admirals". It is hidden away from view through having a Toolbar Menu with an entry for the map's button, but doesn't have a valid button itself. Putting something in the 'button text' field for the 'Admiral Window' Toolbar Menu will cause it to show up, and the map can then be accessed. There's two decks for each empire that might someday need Admirals (I hope), with the second one being for rebel factions.

The pools are *not* at-start stacks, and were hand-picked and then saved into the files that were then saved into the module as the base starter files, so that it is easier to do such things with scenarios that have different pools of Admirals. The random admirals are available from a hidden piece palette called 'Hidden'. Unhide this, and restart the module to be able to assemble all-new decks of random Admirals.

(If constructing an extension with a new empire, it is recommended to create their random admirals here so everything can be tucked away properly.)

### **Updating 2.0 games to 2.1:**

There are a number of changes in 2.1 of the module that require some work to implement properly. It is probably easiest to just send a current saved game to me ([rindis@rindis.com](mailto:rindis@rindis.com)) and let me update the file for you. But if you want try on your own:

1) If there are any ships in TF Kosnet and Adm Kosnet's FS, load the game in 2.0 and move them elsewhere and re-save.

2) *Edit* the 2.1 module and find the entry labeled 'Hidden' and un-check the "Hidden?" box in its settings. Save the module, and close it.

3) Open 2.1 while *not* in 'edit' mode (and with all the same extensions you were using in your game active). Load your game in 2.1 and go to the 'Tools' menu and hit 'Refresh Counters'. Then open the "Hidden" piece palette, go to the 'Buttons' tab, and populate the Control Panel forms.

3a) If you're on the large map, and *need* sector borders, go to the 'Sectors' tab and place 'Sectors L-1' through 'L-4' on the map. These require a lot of fiddling, and once you deselect them, cannot be reselected; be careful, patient, and willing to use the 'undo' button to get rid of a badly placed border.

4) Pull out new Kosnett fleet markers if using the Federation in your scenario and/or move ships in those fleets back into the boxes. Save game.

5) You don't have to edit the module again to re-hide the extra Hidden palette, but it will just take up space now.

**Warning:** If you happen to be using the large map with Cordons from v2.0, you have a hard-coded set of cordon graphics that will be dropped from the module in v.2.2. If you are still in that scenario in the distant day when that version comes out, *do not update that game to that module*. For now, it is kept in module as a legacy feature.