These instructions demonstrate how to get started with VASSAL using The Russian Campaign module. Other modules may be implemented differently according to the requirements of the game, but the basics are similar. The key thing to remember is that VASSAL contains no intelligence; you control movement and combat as you would when playing with a map and counters.

To add a new module:

1. Download the module to your computer.
2. Open VASSAL. The main window is displayed.
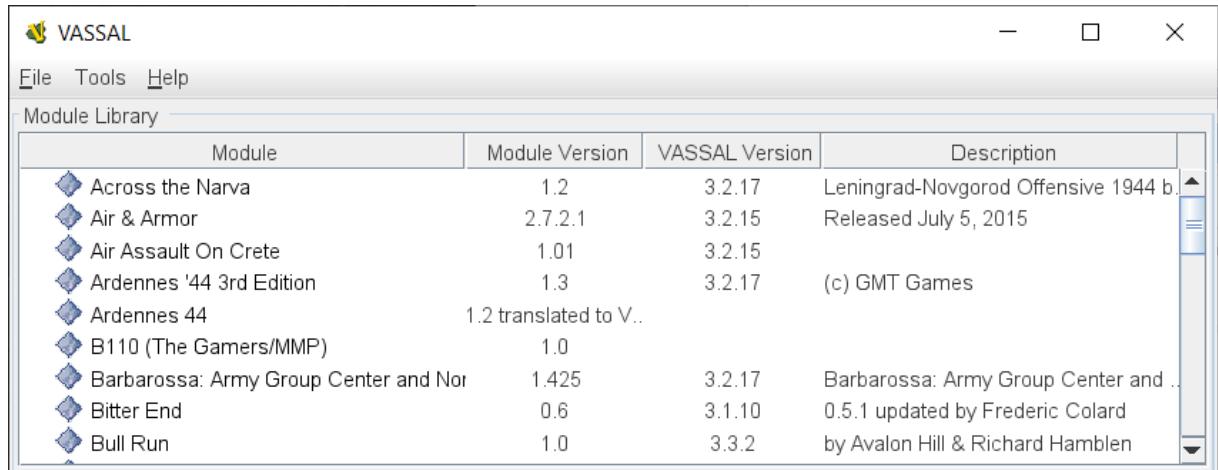
3. Select File > Open Module.
4. In the file selection dialog, navigate to the folder containing the module you downloaded.
5. Select the module, and click Open. The module is unpacked and added to the list. The Wizard should open automatically. If not, see To start a new game.

To start a new game:

1. Open VASSAL.
2. Double-click the module you want to play. The Wizard opens.
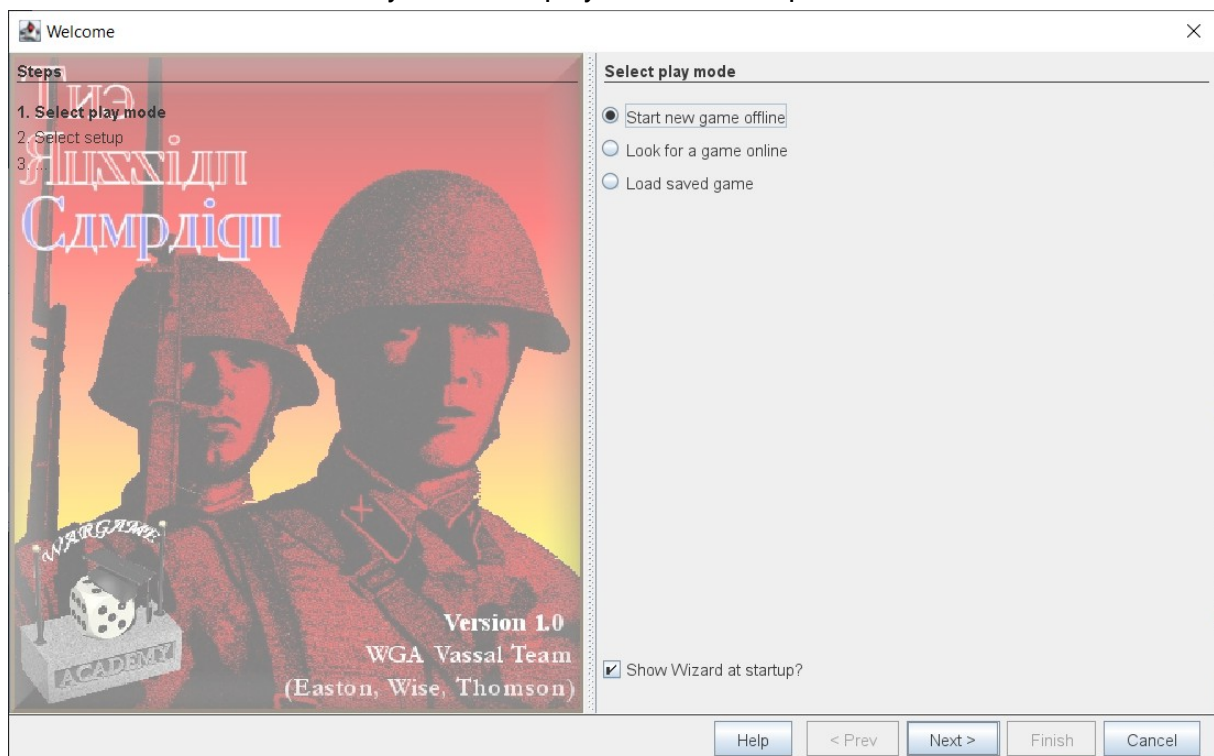
3. Select Start new game offline, then click Next.
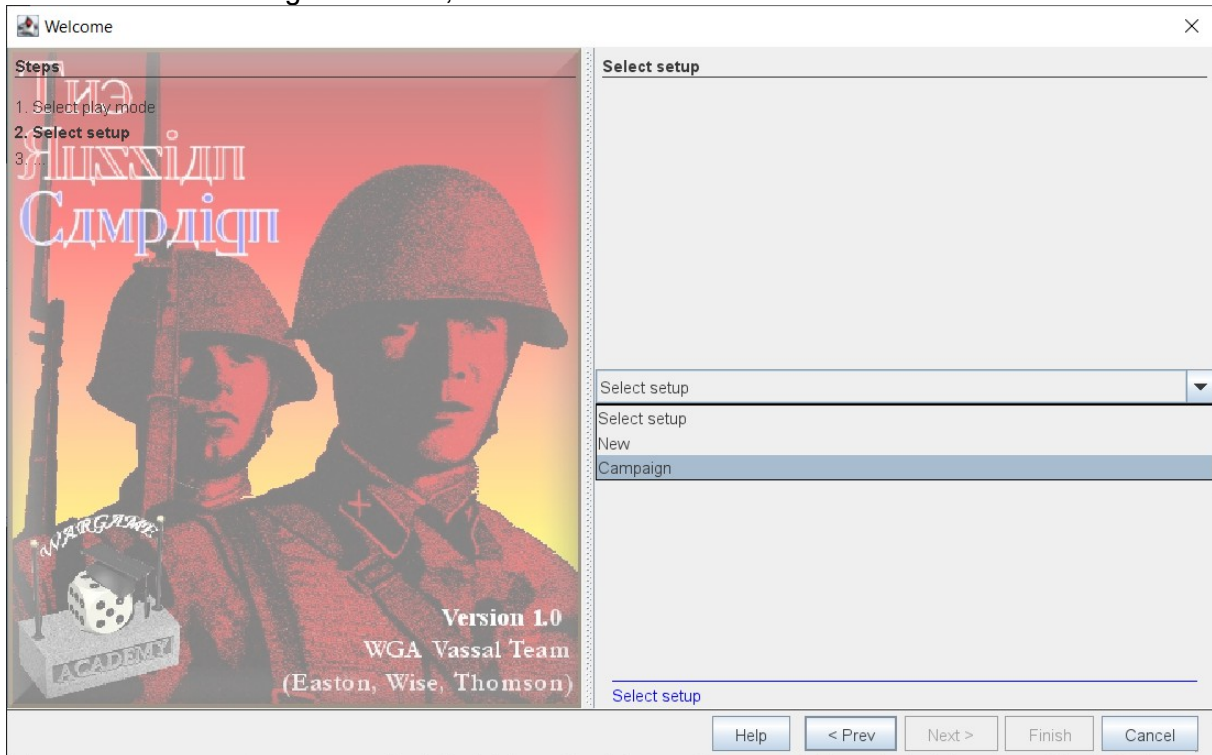
4. In the Select Setup list, select Campaign and click Next. The map opens.

To set up a game:

1. Double-click a stack to select a single unit. Click a stack to select all the units. The selected units are outlined in red.
2. Left-click the unit and, keeping the mouse button selected, drag the unit to its starting location. Release the mouse button. The movement is displayed in the information area between the toolbar and the map, and three red chevrons are displayed on the unit to indicate it has moved.
3. Repeat step 2 until all the units are set up. If all units are not shown, click an OOB (Order of Battle) button, then select and drag units from the OOB card onto the map.

4. When you are ready to start, click the Mov button in the toolbar to reset the moved indicators on the units.

To play the game:

1. Left-click an Axis unit and drag it adjacent to the Soviet units you want to attack. If you want to see the path taken, right-click a unit and select Movement Trail.
2. Repeat step 1 for each unit you want to move.
3. When you have finished moving all your units, click the Show/Hide Markers Window button in the toolbar.

4. In the Markers window, select Battle, and drag a battle marker onto each combat:
    • To change the combat number, right-click the marker and select Increase or Decrease.
    • To change the odds displayed, right-click the marker, select Change Label, enter the odds in the Change Label dialog, and click OK.
5. Click a 1D6 button on the toolbar, and apply the result according to the Combat Results Table:
    • To remove destroyed units, right-click and select To Replacement Pool.
    • To remove surrendered units, right-click and select POW. (To see the contents of the Replacement Pool and POW area, click the appropriate button in the toolbar.)
6. To save you game, select File > Save Game As, specify a name for the file, and click Save.
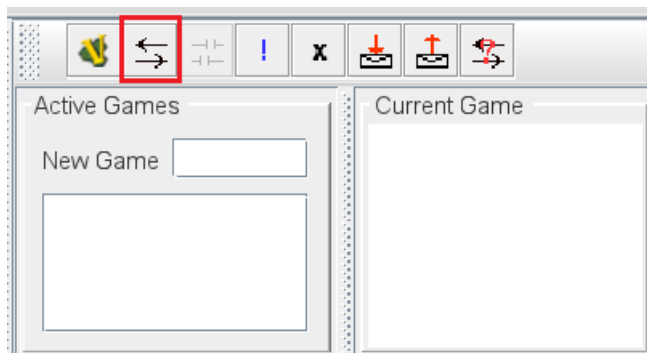
To set up an online game to play live:

1. In the toolbar, click the Show/Hide Server button.

    The server controls are are shown in the top right of the main window.
2. In the Server Controls area, click the Connect button.

    The Active Games area shows other users who are connected to the server and who are not currently in a game. It also displays any games being played.
3. In the New Game box, type a name for your game and press Enter. The name is displayed below the Main Room.
4. Click the circle on the left of your game entry to expand the game. Your name is displayed.

To join an online game:

1. In the VASSAL window, double-click the module to open the Wizard.
2. Select Look for Game Online and click Next.
3. In the Server Controls area, right-click the game you want to join, and select Join Room. You and the originator of the room should see the same map. If you move a unit, the other player should see it on his map and vice-versa.

To create a logfile for offline play:

1. Start a new game.
2. Select File > Begin Logfile. This records every action you take.
3. Move units and make attacks in the same way as described above.
4. To make notes on your actions for yourself and your opponent, click the entry box at the bottom of the information and type the information. Press Enter to save it.
5. When you have finished your turn, select File > End Logfile. Send the file to your opponent.

To open a logfile:

1. In the VASSAL window, double-click the module to open the Wizard.
2. Select Load Save Game and click Next.
3. In the Save Game box, click Select.
4. Locate the logfile you want to view, and click Open. The map is displayed as it was before your opponent started recording his actions.
5. In the toolbar, click Step Forward through Logfile button to display your opponents actions one at a time.

When the button is displayed in gray, you have reached the end of the logfile. You can now reply to your opponent's turn by creating a new logfile.