ENVOY

User Manual

v1.1

Introduction

Envoy is a utility for Wargame Design Studio's series of historical wargames that simulates **command and control with order delay**. Often, decisive battles turned not on weapons and men, but on time and information: who knew what, and when? Were the correct orders issued—and received in time to make a difference?

Using *Envoy*, you can explore these questions by composing orders for subordinates, then passing them down the chain of command with realistic (and customizable) delay. You will be notified on the turn when the order is delivered.

As a solo or PBEM player, you can use this tool as a prompt for moving your units along constraints defined by the orders. You can also use it to umpire Kriegspiel-style wargames for multiple players, using the underlying WDS game to adjudicate combat.

Compatibility

Envoy is only compatible with the WDS Musket & Pike, Napoleonic, and Civil War Battles series. The Panzer & Modern Campaigns series are **not** currently supported. The Early American Wars series is **not** currently supported, but will likely work automatically after those games receive their post-4.02 update from WDS.

PBEM games are supported, as long as they are unencrypted. (In the WDS game, *Settings -> PBEM Encryption* should be unchecked.)

Tutorial

1.   From your WDS game, start a new battle (either a solo, PBEM, or hotseat game), then immediately save it (*File -> Save As...*) as a new battle file at the start of your first Movement Phase. **IMPORTANT NOTE: the battle file must be placed in the `/Saves` subdirectory of the main game.**

2.   Open *Envoy*, go to *File -> New...*, and select the battle file you just saved. You'll be asked to determine the settings you'll use for the rest of the battle.
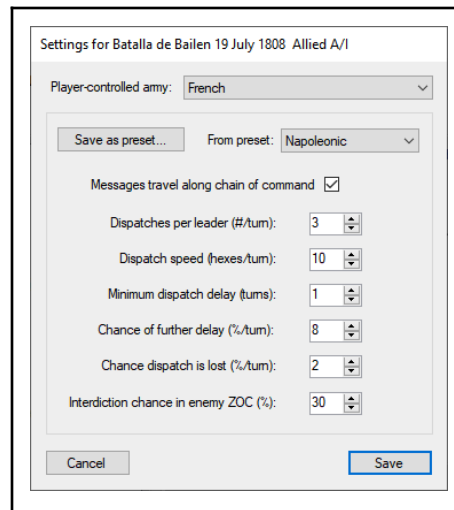
The Settings window

If you're new to Envoy or if you're in a rush, you can start with one of the included presets with suggested defaults, based on your era: **Pre-Napoleonic** or **Napoleonic**. Once you've become more familiar with how the system works, feel free to customize these settings to your liking, or create new presets and share them with other players.

Here's a brief explanation of the different settings and how they affect the game:

MESSAGES TRAVEL ALONG CHAIN OF COMMAND	When enabled, this setting ensures that messages pass through the entire hierarchy of superior leaders between a sender and receiver, instead of going directly to the destination; therefore delivery times will tend to be longer. It is recommended that this setting be enabled in most situations, as it best abstracts the cumbersome nature of pre-modern command and control structures. It also better protects dispatches from interdiction, as it generally forces them to move along your interior lines.

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DISPATCHES PER LEADER	This determines the number of dispatches a leader can send in a single turn.
DISPATCH SPEED	This determines the speed, in hexes per turn, that dispatches move on the map.
MINIMUM DISPATCH DELAY	This determines the minimum delay for any dispatch before delivery, regardless of distance. This abstracts processing time and other friction when passing through the leader's HQ.
CHANCE OF FURTHER DELAY	For every turn that a dispatch is in transit, you can set a percentage chance that it may be delayed an additional turn due to chance, tardiness, or injury.
CHANCE DISPATCH IS LOST	For every turn that a dispatch is in transit, you can set a percentage chance of Murphy's Law taking effect: the rider is killed by a stray round, the horse breaks its leg, etc. If this occurs, the message will be lost, and never delivered. If you use this setting, it is recommended to keep the chance low, and to develop protocols that ensure resilience of your communications network (e.g. a requirement that leaders send an acknowledgement of message receipt).
INTERDICTION CHANCE IN ENEMY ZOC	If a dispatch passes through the enemy zone-of-control (either through or adjacent to a hex controlled by enemy infantry, cavalry, or artillery) on its way to its destination, you can set a chance that it will be lost due to interdiction.

NOTE: Most of the time, *Envoy* correctly determines the side you intend to play, but will occasionally make the wrong choice. The Settings Panel can be used to alter the army being controlled by *Envoy* by selecting the pull-down tab labeled **Player-controlled army.**

When you're done, click *Save*.

3.　Envoy will now ask where you want to save your dispatch file. This will store Envoy's ongoing record of your messages during this game. Give the file a name and save it to start the battle.

NOTE: Envoy auto-saves your messages to this file continuously, so there is no need for you to manually "save" (in fact, there is no save button). When you're done with the battle or want to call it a night, you can quit Envoy and be assured that your progress will be stored.

4.　You should now see the following user interface, featuring three main sections:
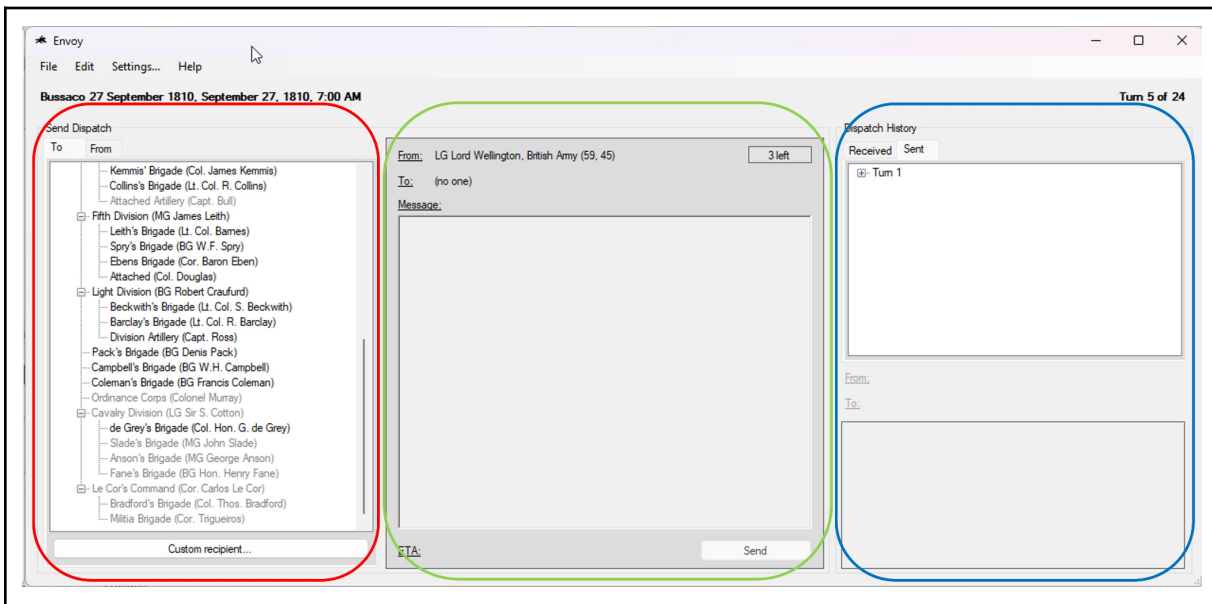
The Envoy interface

On the left (shown in red) is the section of the interface that contains the order of battle of your army's command structure. This is the same organization that you would see when selecting ***Show Organization*** (Alt-Q) in their WDS game. Note that *Envoy* distinguishes between leaders currently on the field of battle using black text, and leaders that have not yet entered the battle using gray text. (Messages can only be passed between Leaders that are present on the map.)

At the top of this section is a **To** and **From** tab; a leader selected on the **From** tab determines the message's sender, and a leader selected on the **To** tab determines the message's recipient. While the majority of messages will be passed between leaders, there may be times when the player would like to pass messages between units that don't have an active leader (e.g. a cavalry company or regiment scouting ahead of an army)—for those scenarios, the player may also choose the **Custom Sender** or **Custom Recipient** button on the bottom**,** which is toggled depending on whether the **To** or **From** tab is selected**.**

The center section (outlined in green) is used to create and send messages between leaders. Clicking on the **From** tab and selecting a leader from the OOB in the left section will fill in the

From field in the message interface. Clicking on the **To** tab and selecting a leader from the OB will populate the **To** field. The message or order can then be typed into the center panel, much like a text message or email.

The top right corner of the center panel shows how many remaining messages the selected leader may send during the current game turn. The **ETA** field displays an estimate of how many turns the message will take to be delivered.

To speed up the process of composing messages, *Envoy* provides an optional context menu, accessible by right-clicking in the center message window, which brings up a context menu that offers **March to**, **Attack**, **Defend** & **Support**. The user can select an option from the menu which will display additional possibilities.
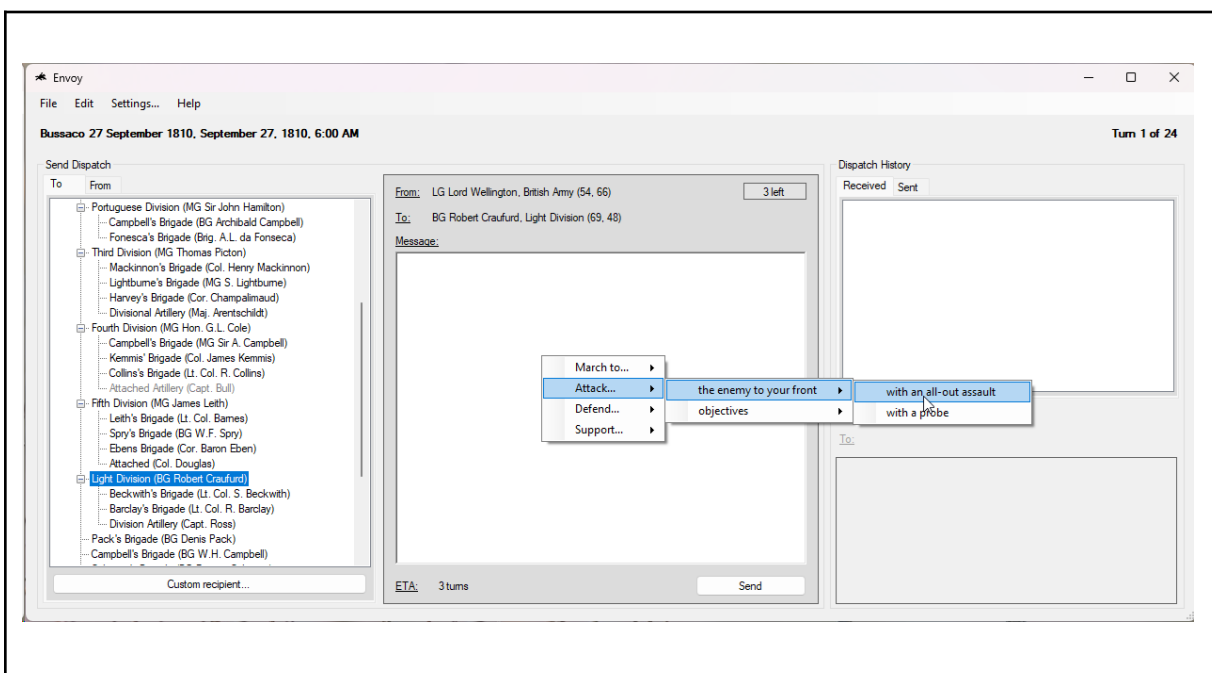
Composing messages with the context menu interface

The context menu offers a quick way to create the type of terse messages that were typical of the orders of the time period; however the generated messages can be edited to add further information as desired.

When the message has been addressed and written, you may hit **Send** to dispatch it.

The right section (outlined in blue) is used to review the dispatch history of all messages **Sent** and **Received**. In each tab the messages are grouped and ordered by turn. Clicking on the turn number will show the individual messages sent that turn. Clicking on the individual message will show the specifics of the message sent in the lower right section.

5. When you've finished sending all of your dispatches for the turn, switch back over to the WDS game and play out your turn. When you hit the Movement Phase of your next turn, save the battle file again (*File -> Save*). *Envoy* will automatically update, and deliver any dispatches that have arrived.

Dispatch delivered

5. Repeat as needed until the scenario has concluded. *Envoy* will automatically save all information needed for itself, so if you need to discontinue and resume at a later time, you can close the program and load the dispatch file later (**File -> Load...**).

Enjoy!

Credits & Acknowledgements

Designer and Programmer	Nicholas Musurca
Documentation	Wallace Welder & Nicholas Musurca
Beta Testing	Wallace Welder
Special Thanks	Rich Hamilton
	The entire Wargame Design Studio team

This software was created in memory of R.B., whom many knew only as nukkxx. He was an avid wargamer, a fierce opponent, and a good friend.

—Nicholas Musurca, June 24, 2023