ENVOY

User Manual

v1.04

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 currently compatible with the WDS Musket & Pike, Napoleonic, and Civil War Battles series. The Panzer & Modern Campaigns series are not currently supported.

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

2. Open *Envoy*, go to *File -> Load...*, and select the battle file you just saved. If this is the first time you've loaded this battle, you'll be asked to determine the settings you'll use for the rest of the battle.
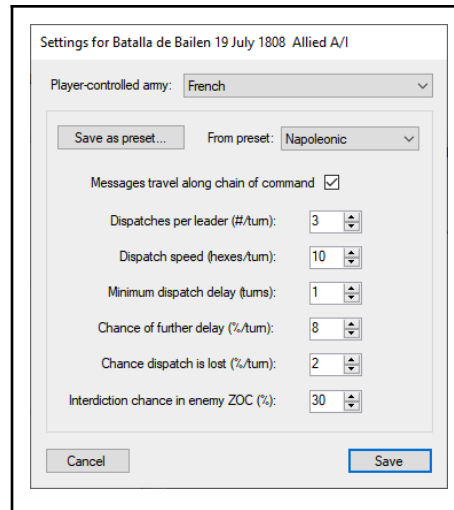
The Settings window

If you're not sure how to configure the game, you can start with one of the included presets with suggested defaults, based on your era: **Pre-Napoleonic** or **Napoleonic**.

Occasionally, Envoy will incorrectly detect the army that you'll be controlling in the battle. If that happens, you can also set the **Player-controlled Army** manually.

When you're done, click *Save* to start the battle.

3.   You can now send dispatches from leaders to subordinates. By default, the leader of the army is the sender, and you can select the recipient from the order-of-battle listed in the *To* tab. To change the sender, click the *From* tab and select a different leader. Note that the order of battle is color-coded to indicate whether leaders are present. Any leaders whose name is written in light-gray are currently not present on the battlefield and may not send or receive dispatches.
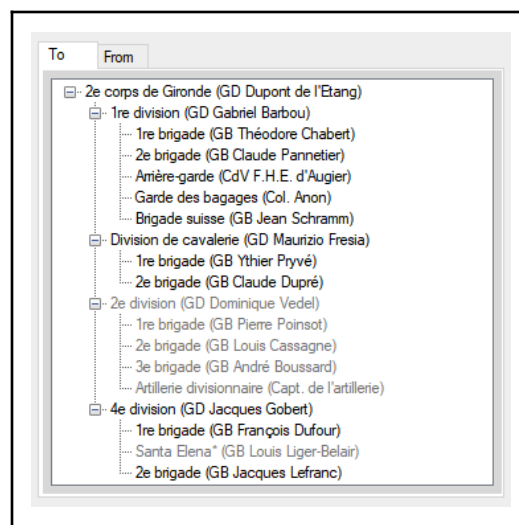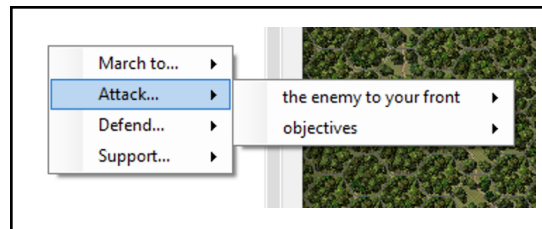

Order-of-battle

After selecting a sender and recipient, you can then write the dispatch in the *Send Dispatch* tab.
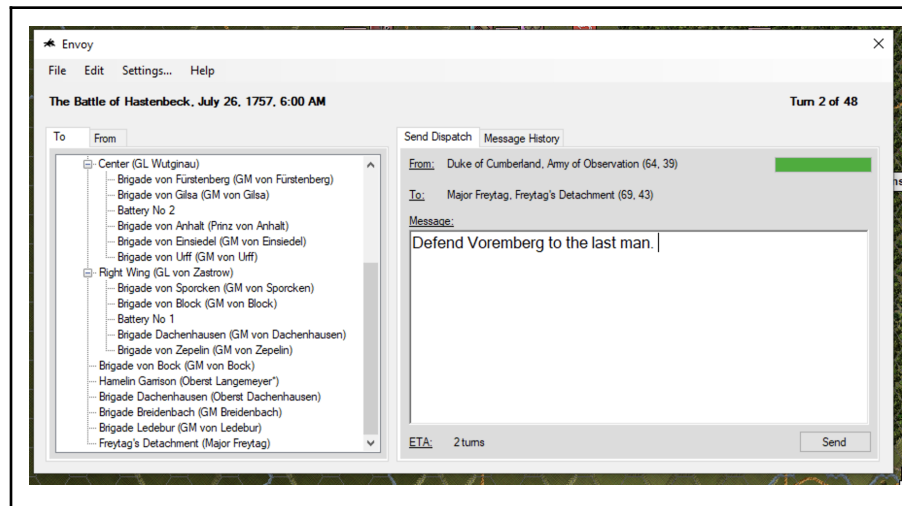

Writing a dispatch

To save time, you can right-click in the window to bring up a context menu that will auto-complete common orders for that scenario.

Common orders context menu

When you've finished the dispatch, click *Send*.

4. 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.
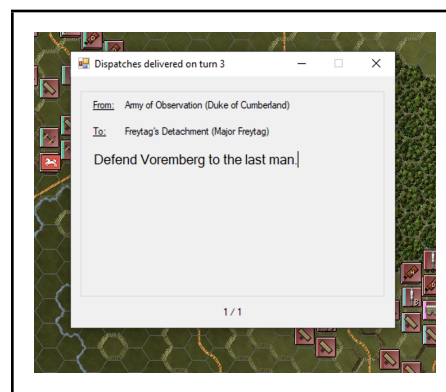
Dispatch delivered

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 battle later. Enjoy!

Acknowledgements