Campaign Builder – Draft Version

1: Using This Guide

This guide is a short introduction to Campaign Builder. It is a feature packed utility and will help you to make great, memorable campaigns. There are many options and campaigns can be quite complex. For your first campaign, you'll want to start simple and get to know both Campaign Builder and Campaigner. Very nearly any campaign you can think of, you can create with a little imagination and the tools here in Campaign Builder.

2: Getting Started

To create a campaign, you'll need Campaign Builder, a FlexMap, a game system (to resolve combat) and a general idea of what your campaign will cover. Start small, when playing a campaign for the first time, if it's too big, players will not be able to stay focused. Keep your games simple and moving along. You'll also need to playtest your campaign when it's finished, so you know if it behaves the way you'd like it to.

A campaign is just a map and units, until you create a *background*. A background is pretty easy to come up with and helps you as the campaign designer to focus your thoughts. A background doesn't have to be elaborate to add value to your campaign. It can be quite simple, for example: "This campaign is a series of battles fought for the town of Doomville. The Doomvillians try desperately to defend the bridges and hold off the invading aliens". Whatever works for you and packages the essence of your campaign will suffice.

3: Scale and Time Considerations

It's important to take into consideration the scale of the wargame you are playing, compared to that of the map you are using. It's difficult to imagine a full planetary scale invasion on a map 2x2 miles with huge armies per side. While your campaign can represent the battle for a particular city, you'll want to have a map large enough for maneuvering, but not so large that units are lost. So if you want a planetary invasion campaign, you should use a 6mm wargame system. Of course, that's just a suggestion, and you can really do whatever you'd like, Campaigner is flexible enough to handle it.

The "length" of each turn is also important, and there are many choices, from five minutes to a month per turn. This allows very large areas to be covered even by ancient armies. For instance, you can create a campaign representing a few years of Hun progression across China. On the other end of the scale, you can have small unit actions on the outskirts of major military actions. You'll have to see what works best for your campaign.

You set the turn length in the Main Editor window. You can also set the maximum number of turns, so you can choose the total maximum duration of your campaign. If you select 15 minute turns,

each rule use will be reset and resources will be generated. The game may halt a turn early (before each 15 minute segment) if a new enemy is detected, or if there is a combat.

4: Main Editor

Most of the information that defines your campaign can be found in the Main Editor. Here you can set options, turn length, number of turns, unit types, installation types, resources, rules and elements. You can put as much or as little information in here, but you will need at least one unit type so your players can deploy. Below you'll find some important definitions.

Chart 4-1

Term	*Definition*
Unit	This is the basic component in a Battlegroup. It can represent an entire army (for instance 'Ground Unit: represents 2000 points') or it can be a single model. Units have many properties to help define them.
Installation	This is a non moving structure, campus or group of buildings. An installation can be a sea port, military base, hospital, castle or whatever else you can dream up. Installations can generate and store resources if so desired.
Rule	These help add more flavor to your campaign. They do not actually impact the campaign, but can be assigned to battles or used during a player's turn. 'Artillery' is a great example of a rule. It can have a range, and allow a player to perform a preparatory bombardment. Rules can be created by the campaign designer, and both installations and units can have rules. Rules can be set to consume resources for each use.
Resource	Resources can be anything from cash to bullets. They can be created by the designer and consumed by rules. They are generated at installations and can be used as a victory condition ("have at least 400 ore").
Element	Elements are "descriptors" that can be assigned to a unit. It allows an additional level of detail if so desired. For instance, you can have optional equipment marked as an element and added to a unit.
Battlegroup	This is one or more units combined together. The Battlegroup level is where players set waypoints and orders. The Battlegroup tallies up the point value and detection values from its comprising units.
Faction	There are two factions in Campaigner. Each faction has maximum deployable point value as well as a definition and unique name. There can be any number of players in a game, but they each must belong to one of the two factions. There is no diplomacy in Campaigner to support more than two factions.
Detection Range (LOS)	This is the maximum range a Battlegroup can detect an installation or other Battlegroup. The range is determined by the detection range of the units within the Battlegroup. Detection is modified by target size and intervening terrain.
Zone of Control (ZOC)	The area around a Battlegroup that is considered to be controlled by it. Enemy Battlegroups can't pass through (into and beyond) a ZOC. The enemy must either move away from the source of the ZOC, or move directly toward it. ZOC can be used for force Battlegroups to attack installations that defend choke points.
Reinforcement Range	This is the range at which a Battlegroup can join a battle. For the Battlegroup, the smallest reinforcement range is used to determine how far that group can reinforce another. Reinforcement can be turned off if you don't want Battlegroups to reinforce.
Detection Power (LOS P)	This is a Battlegroup's ability to offset small sized enemy in concealing terrain. The higher the detection power, the farther away a Battlegroup can detect an enemy.
Size	This effects how well the Battlegroup can hide in terrain. It is the total of all units' size in the Battlegroup. Getting the size of units right can be one of the more tricky aspects of building a campaign.
Token	This is a chit that does not fight, but can generate resources or use rules. It also has a movement value but may not form Battlegroups. They can be used to represent refugees, mobile artillery posts or a whole host of other ideas. <currently not in the beta build>

Figure 4-1: The main editor
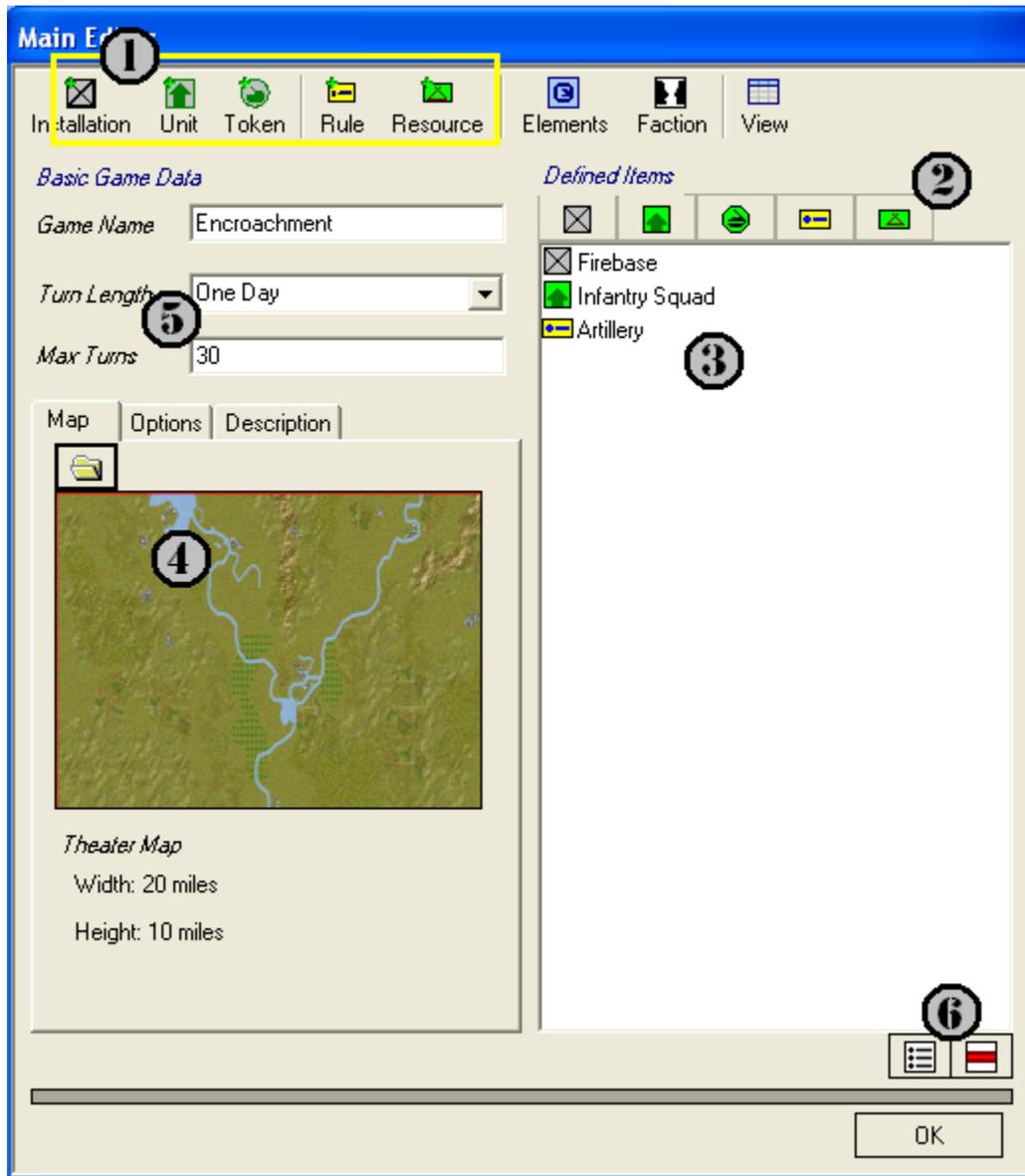
1: These buttons allow you to create new installation, unit, rule and resource types.

2: These are filter buttons that allow you to view and hide certain types of objects. This is just to keep things tidy if you have a lot of different objects.

3: This box lists all of the objects you have defined for you campaign: resources, rules, tokens, unit types and installation types.

4: This is an overview of the map you have chosen for the campaign. You can select a new map by pressing the open folder button.

5: Here you set the game name (which is displayed in Campaigner) the turn length and maximum number of turns.

6: Here you can edit ( ) or delete ( ) an object that you have selected in the objects list.

Objects you define here are simply *templates* or *types*. For instance if in the game system you're using, you have models of Sherman tanks, a unit type will be "Sherman tank". When players log in, they can then use the unit types to build their Battlegroups for deployment.

5: Rule Types and Resources

Here is where you can add some flavor to your campaign. Rules are text descriptors that allow the players to take some kind of action during or after a battle. They can represent anything you can think up, but have no actual impact on Campaigner. This means that they are, for the most part, passive. They can be set to consume rules each time they are used, but other than that, there is no real effect. However, once you assign a specific action to the text, they become useful.

For instance, imagine you are setting up a WWII game. The campaign centers around the destruction of weapons emplacements and punching a hole through the enemy lines. First, you create a rule that allows indirect bombardment when playing a battle on the tabletop. So, you create a rule called "Artillery Bombardment: Owning force can call in an artillery bombardment from off-table". You can set the range to whatever you'd like (for instance 8 miles). Now, you can create an installation or unit and give it the ability to USE the rule you created. During combat, a list will show what rules are within range of the selected combat, and the players may assign those rules to the combat. Now, when they set up the game, the player with "Artillery Bombardment" can use that effect during the tabletop game.

Figure 5-1: Rule creation
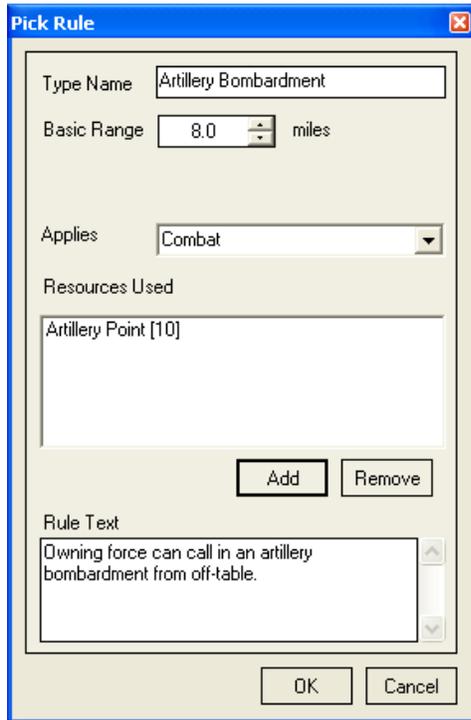
In the above window you can see the rule picker. This allows you to create and edit rules. In our sample above, we chose the name "Artillery Bombardment" and it works only for combat. You can use "Combat", "Non-Combat" and "Constant". "Non-Combat" means you can only use it out of combat, and "Constant" means the rule is always in effect. "Constant" rules should not consume resources since the player never needs to select the rule for use. I also made this rule consume a resource each time it's used. In this case, it requires 10 'Artillery Points'. If the faction does not have the required resources available, the rule will not be available for use.

Resources can add to a campaign as well as rules. They can be used as victory conditions (gather 100 ore, etc), or can be consumed by rules. In advanced campaigns, supply can be modeled where actions (moving, engaging) can require a specific resource (such as food, munitions, etc).

Resources are passive, and do nothing on their own. They can be generated by installations, or simply given to an installation (where they would end up running out eventually). Resources are a great way to reduce the number of times rules can be used. For instance, if each time a player wanted to use artillery, he had to spend artillery points he'd be hesitant to commit those resources to a battle. Even with resources being generated by installations, you can easily force difficult resource decisions upon your players.

6: Installations

These are structures, compounds, bases, monoliths and more. These can be used to represent bunkers, fuel depots, space ports, naval bases and processing plants. Remember that you can create as many installation types as you'd like and place them on the map. Installations can have rules and resources as well as zone of control, detection range, and size. Here is are the properties of an installation:

Figure 6-1: Installation Properties
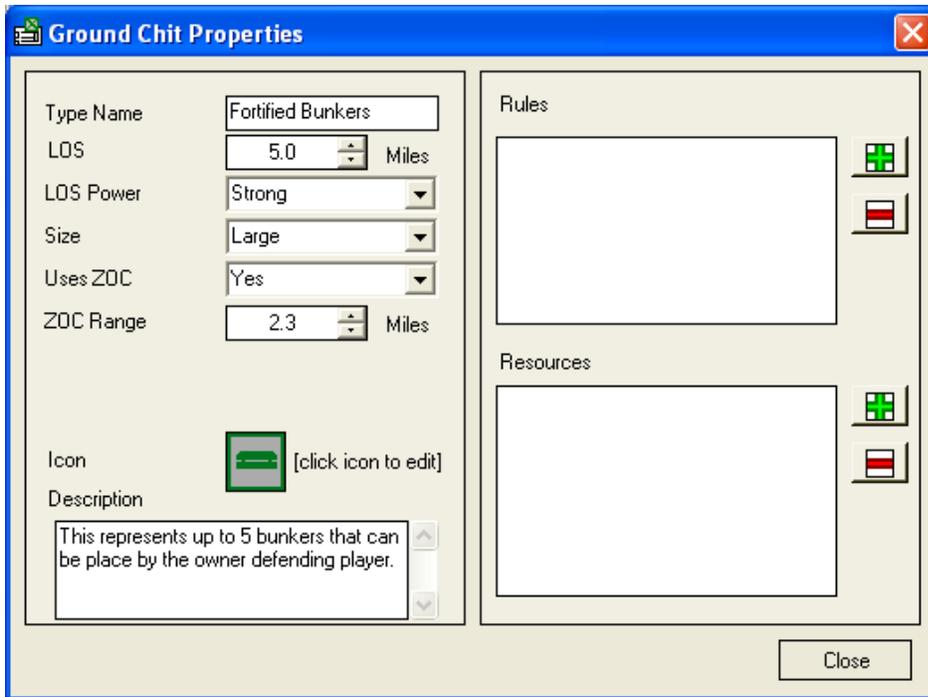
In the case above, we have no rules associated with the installation, but they can easily be added. When a battle occurs at the location of the installation, its text will show to help players create the tabletop battlefield properly. You can write whatever text you'd like to in the description. Try to make it clear on how to use the installation during combat if possible.

7: Unit Types

These are the bread and butter of a campaign. Unit types are used to define a player's Battlegroups. Battlegroups are drawn on the map and moved around taking objectives and represent a player's fighting force which he deploys to the tabletop. A unit type usually represents a single model. However, you are free to make a unit type represent whatever you'd like. For instance, in Ogre© by Steve Jackson Games©, we have light tanks, heavy tanks and mobile howitzers. In our campaign, we can make one unit type for each of them, or simply make a unit type that "comprises up to 50 points of armor". The drawback of this is that players will have to maintain the point value in the Battlegroup (or

the moderator will), and edit it after each combat. But, some games warrant using abstract methods and its perfectly acceptable to do. For instance, if you simply want to get started, you can make a single unit type that states "represents 1000 points". That way, another program can be used to track the actual army composition.

Figure 7-1: Unit type properties
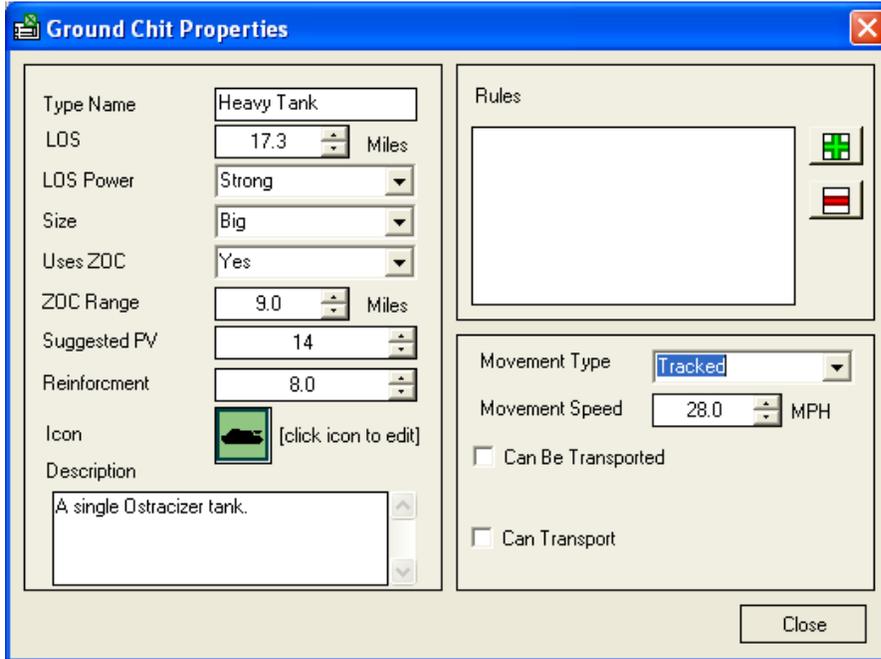
You'll notice it has most of the same properties as the installation type, with the addition of Reinforcement Range and movement. Some unit types can be marked as "can be transported" and "can transport". These fields will be further explained in the movement section. Unit types can also have rules, so if you wish, you can make a mobile artillery unit and give it "artillery" as a rule. Then, even if it's

not in combat, it can contribute with its artillery rule.

Figure 7-2: Abstract unit type properties
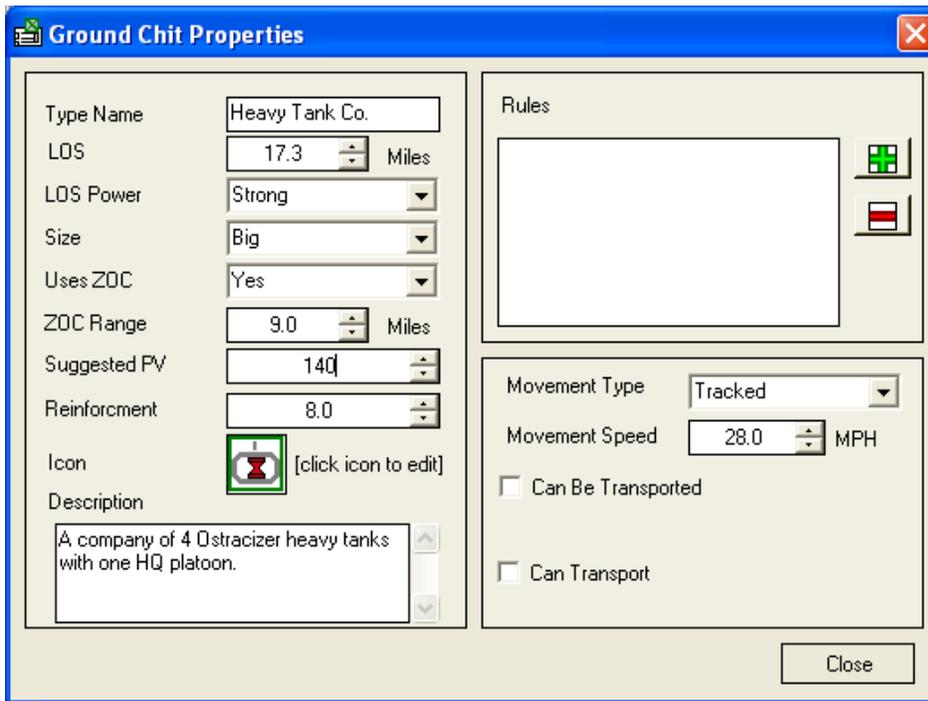
The difference is generally the scale of the game and the desired "accuracy". You'll have to decide which way you like to play and cater your campaign around that. If you like to use generic point values and not record the units, use the abstract method. If you want to be able to track the actual units in a Battlegroup down to the model, define each model as a unit type.

8: Movement

Campaigner uses a simultaneous waypoint-based movement system that takes into account the composition of a Battlegroup and the terrain to determine how far it may move in one turn. The speed is based on the Battlegroup's movement speed and movement class, as well as the length of the turn. This means that movement scales according to the turn length selected. If you have a 2 mile by 2 mile map and 1 day turns, units will move very quickly, and can "skip" over terrain features, such as rivers or even past enemy ZOC. You'll have to test a few different speeds and turn lengths to get the feel for how Battlegroups move in order to avoid too slow and too fast movement.

Each turn is broken in to 50 phases. During each phase, movement speed, zone of control and detection is calculated. If you are using a time scale too large for your map, the Battlegroups will move too far during the phase and will appear to skip. Try to avoid this.

All unit types have a movement speed and movement class. A Battlegroup can be comprised of one or more unit types. The movement speed and class used during the phases will depend on the composition. For instance, if you have 20 infantry and two tanks, the Battlegroup will use the slower

movement of the infantry. This system is dynamic and is calculated for every turn. So if all of the infantry are killed, the Battlegroup would then use the speed of the tanks (or other slowest unit type).

9: Deployment Zones

Each faction can have any number of deployment zones. These are areas that your players will be able to deploy Battlegroups to at the start of a campaign. To create a deployment zone, first, select the faction for which the deployment zone will be for. Then, press the deployment zone toolbar button.

You will now be able to draw a deployment zone in any shape you'd like on the map. To draw the deployment zone, simply click on a location on the map, and then another and another in the shape you wish to make the zone. The uncompleted deployment zone will show as a red line, connected by black spots. When you want to close the deployment zone (connecting the **first point** to the **last point**), press 'enter'.

Figure 9-1: A deployment zone being drawn, just before 'enter' is pressed.
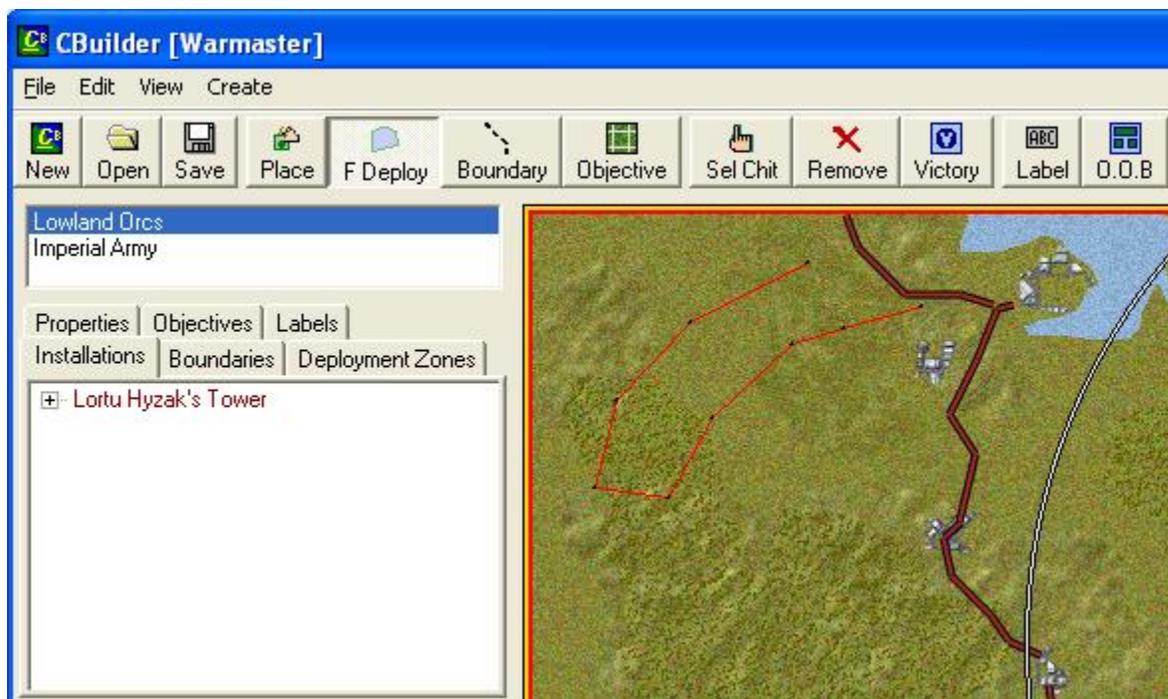
After closing the deployment zone, a window will pop up with the properties of the deployment zone. See figure 9-2. Deployment zones belonging to the selected faction show on the map as light blue, while enemy are red.

Figure 9-2: Deployment zone properties

In figure 9-2 you'll see a few properties for the deployment zone. These are very useful for controlling the behavior of your deployment zone. The 'Is Active' flag denotes whether or not *at the start of the game* the owning faction may use the zone. If this is left unchecked, the deployment zone will not be usable and will instead have to be 'activated' by some other action in Campaigner (completion of a victory condition, etc). 'May be captured' tells campaigner what happens to the deployment zone if the enemy enters it. There are three options, as listed in the drop down box underneath: Hold, Changes Ownership and Destroyed. Finally, there are two fields for point value. One field is the number of points that can be deployed per turn, and the second is how many points in total can be deployed at that zone. This is good for games where Battlegroups can move in from "off-map", such as a road. You can set a very high maximum deployment point value, but limit the 'per turn' to make the Battlegroups come on slowly. Also, the faction maximum point value is not affected by the deployment zones' point values. For instance, if the faction has a maximum point value of 5000, they will never be able to deploy more than 5000 points, no matter how many 5000 maximum point value deployment zones you place.

When you are satisfied with the deployment zone, click "OK", which will close the window, and you'll see your newly placed deployment zone on the map. You can use the tabs under the faction listing to show all deployment zones. You can select a deployment zone from the list on the "deployment zones" tab and delete it if you wish.

Figure 9-3: Shows the selected deployment zone after creation.
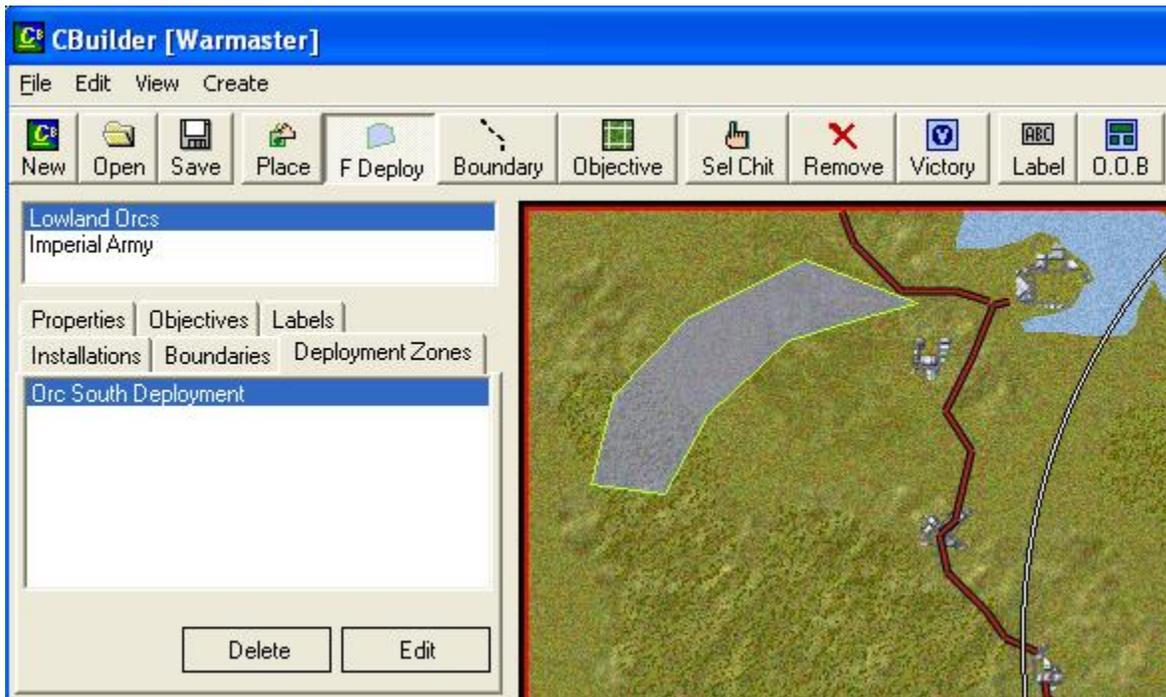
10: Boundaries

Boundaries are lines drawn on the map, but only show up in the campaign, not in FlexMap (they are attached to the campaign). Boundaries are aesthetic, but can add flavor to a campaign. To create a boundary, click the "boundary" button and click on the map in the shape you wish to make the boundary. Press 'enter' when you are finished. You will then see a pop up window.

Figure 10-1: Boundary properties
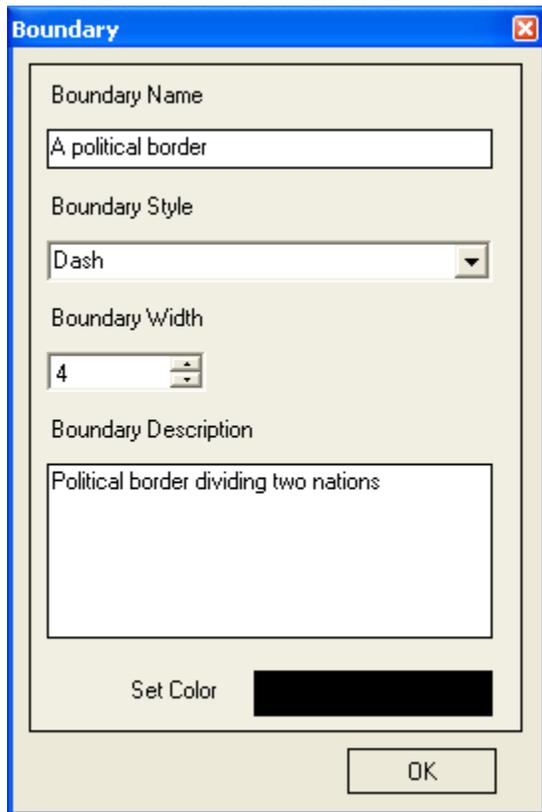
You can name the boundary and set its pattern, color and description. When you select "OK", it will close the window and you will see your boundary on the map.

Figure 10-2: Boundary as shown on the map.
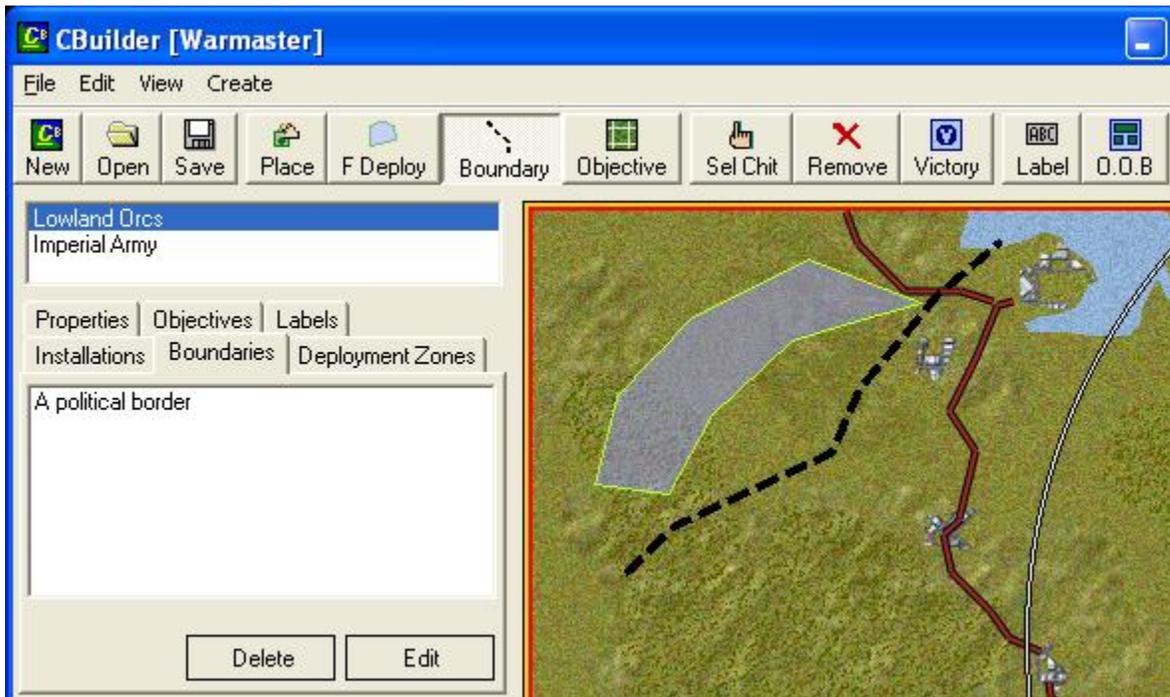
You can use the tabs below the factions to select a boundary and delete or edit it. Boundaries are a great way to add a little extra fluff to your campaigns.

11: Area Objectives

These are drawn onto the map to represent an area of significance. It could be the area of an airport, or a beachhead or any number of other things. Area objectives are used with victory conditions. To capture an area objective, a Battlegroup or installation must be present within the objective, with no enemy faction forces present.

Area objectives are either enemy owned, friendly owned, or uncontested. Friendly area objectives are green, enemy are red and uncontested are gray. The color of the objective will change even if the enemy forces are not visible.

Creating an area objective is the same as all other drawn items. Select the "Objective" toolbar button and draw on the map. Press 'enter' to close it and you'll get a pop up dialog that has a small amount of information concerning the area objective.

Figure 11-1: Area objective properties
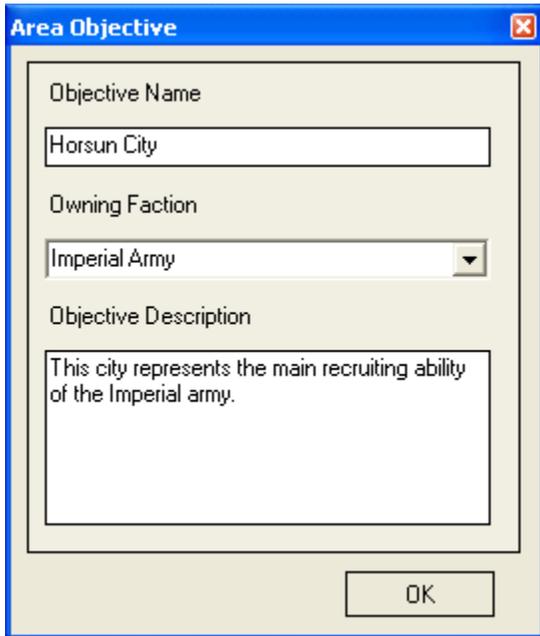
When you press "OK" the dialog will close, and you'll see the area objective on the map, from the perspective of the selected faction.

Figure 11-2: Area objective on map
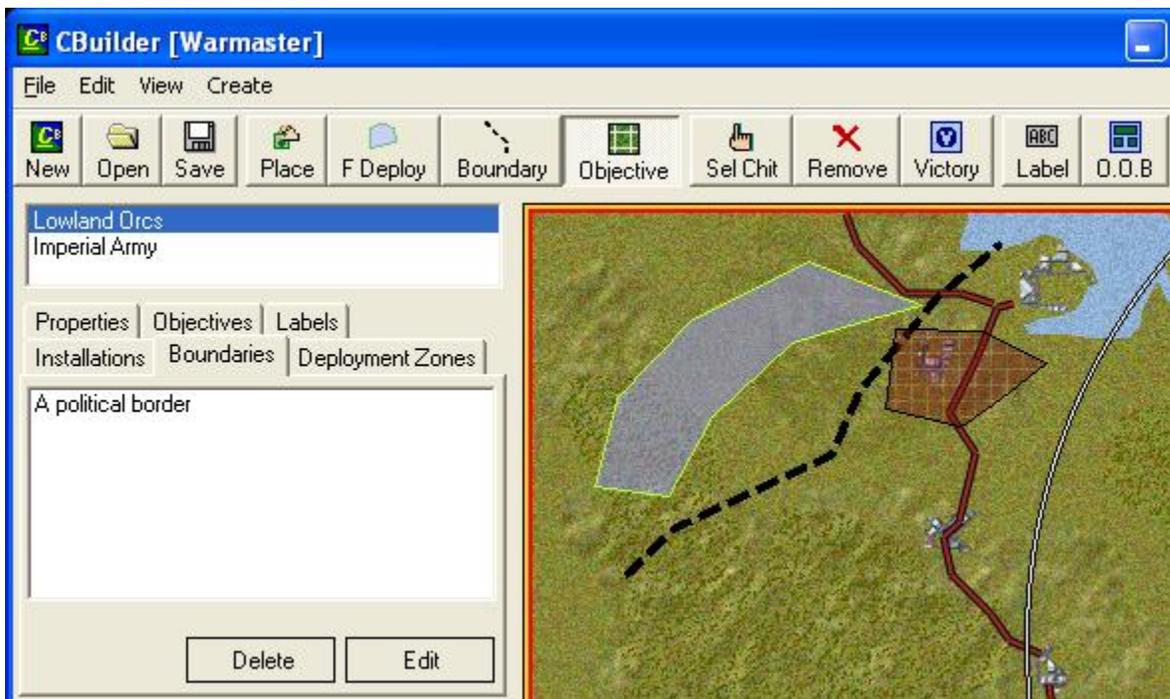
In the case above, it's owned by the opposing faction and shows up as a red area.

12: Victory Conditions

Victory conditions are very important in a campaign, and Campaigner uses a simple point-value system to determine the winner of a campaign. Each faction can have any number of victory conditions, each with its own point value. When you click the victory conditions toolbar button, a dialog box pops up where you can edit the victory conditions for the selected faction. See figure 12-1.

Figure 12-1: The victory conditions editing window
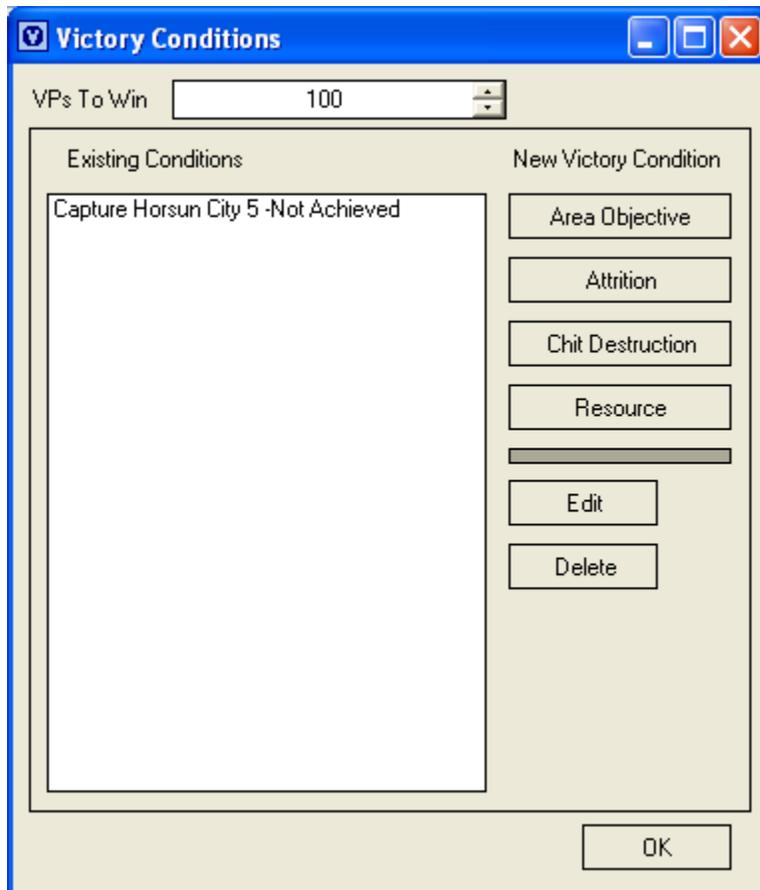
In the top, you'll see "VPs to Win" followed by a numeric entry. This number can be different for both factions. This is the total number of achieved victory condition points the faction will require in order to win the campaign. Victory conditions are optional and you do not have to use them. They do add a lot of content to a campaign.

Chart 11-1: Victory condition types

Victory Condition	Description
Area Objective	The faction must hold a specific area objective to earn its point value.
Attrition	Reduce the total point value of the enemy by destroying enemy units to earn the victory condition's point value.
Chit Destruction	Kill a specific enemy installation to earn the point value for this victory condition.
Resource	Obtaining a certain number of a particular resource will earn this condition's points.

Figure 12-2: Shows resource victory condition and area objective victory condition.

Victory Condition

Victory Condition Name

Gather 500 Ore

Resource Type   Amount Required

Ore   500

Victory Point Value   Automatic Victory

5   ☐ Automatic Victory

Victory Condition Description

Gather 500 ore.

OK   Cancel

Area Objective

Victory Condition Name

Capture Horsun City

Area Objective Target (owned AOs do not show)

Horsun City

Victory Point Value   Automatic Victory

15   ☐ Automatic Victory

Victory Condition Description

Horsun City is the Imperial recruiting ground, capturing it will deal a devastating blow to their war effort.

OK   Cancel

Figure 12-3: This shows chit destruction and attrition victory conditions.
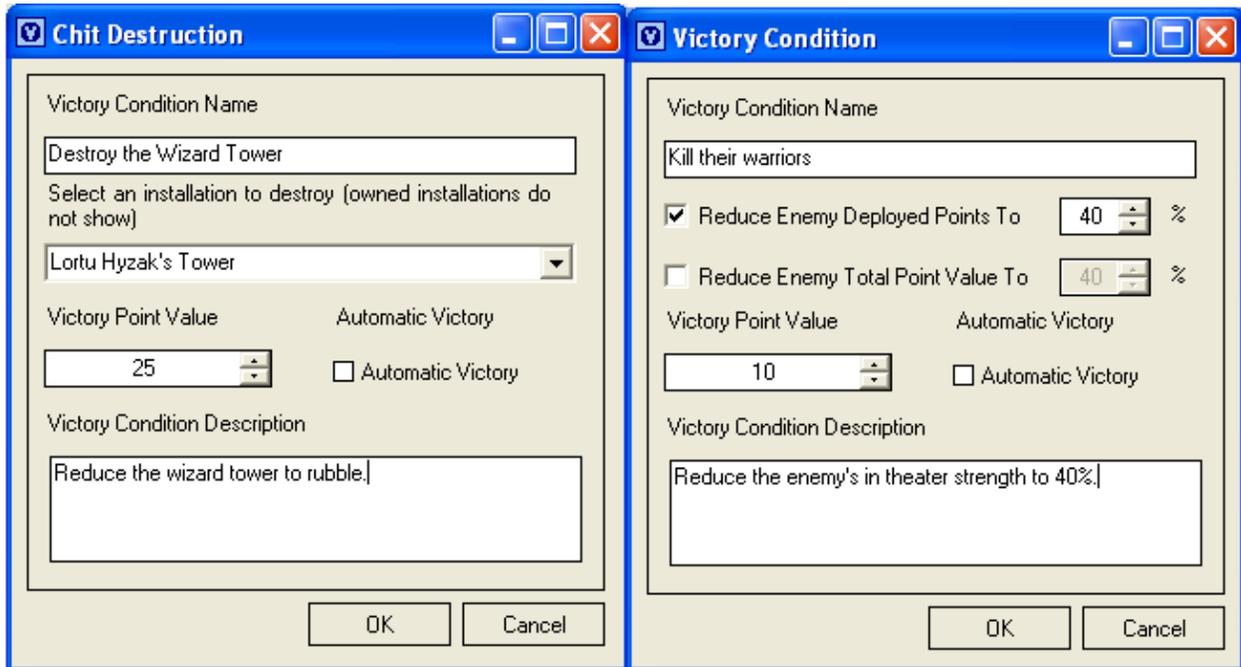
13: Factions

There are two factions in Campaigner. They are enemy factions and there is no diplomacy model in Campaigner. When Battlegroups of opposing factions encounter each other, a combat occurs. Factions share installations and the resources and rules they expose. This means that with multiple players, one player *could* use up all the rules and resources before the other player had a chance. This must be understood and dealt with by the players.

A faction will share its deployment points with all the players in a campaign that are assigned to the faction. The faction point value total is shown when a player creates a Battlegroup to deploy. To edit faction names and point values, select the "edit" menu item and select "Edit Factions". This will open the faction dialog window.

Figure 13-1: Faction dialog window
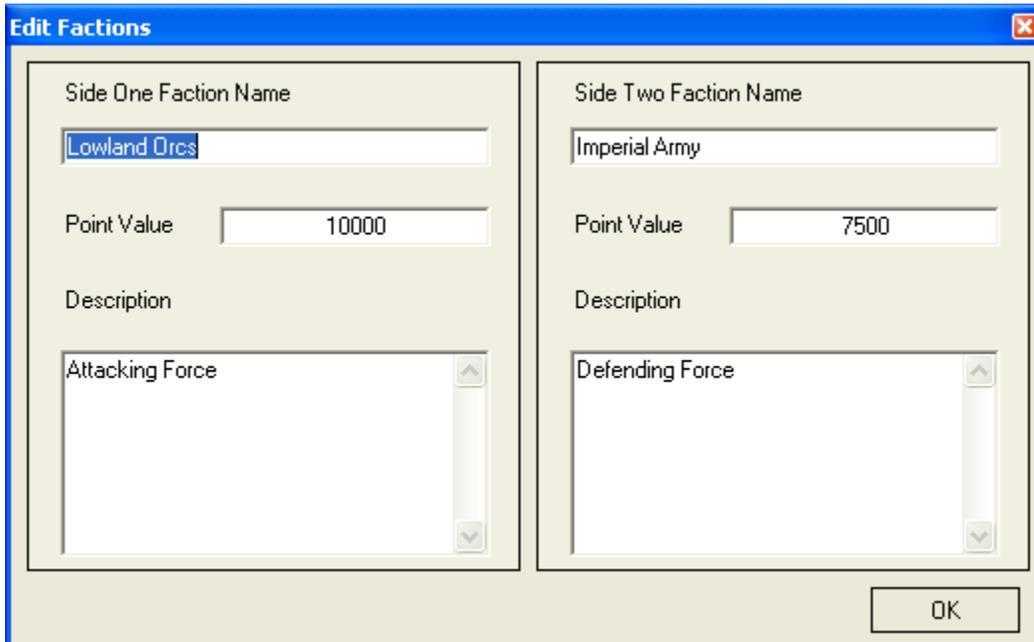
For your campaign, you should decide the approximate number of Battlegroups you'd like each *faction* to have. Think about the size of the tabletop games you'd like to play, whether it's huge games or small quick ones. For example, we are playing Warmaster©, using 2000 point tabletop armies. Each Battlegroup will be up to 2000 points, and we'd like to have 8-12 Battlegroups per faction. From that math, we know that we should have between 16,000 and 24,000 max points.

It might take a little getting used to, and the best solution is to try a few different things out with a campaign. You'll need to adjust the zone of control and line of sight values for your units to make it all work out the way you expect.

14: Battlegroup Point Cap

Battlegroups are drawn on the map and can be moved around by the players in Campaigner. They are comprised of units that you create in Campaign Builder. A Battlegroup represents a full tabletop fighting force. Battlegroups have a point value maximum, so that players can't put 50,000 points into one spot on the map. Usually, the maximum tabletop game point value is used. If you want HUGE games, use a large value, if you want to force smaller, quicker engagements, use a smaller value. Keep in mind, that if you use large values, players can still make small Battlegroups, and the chance of mismatched battles increases (a common problem you will have to find a solution for – our suggestion is to fight it out).

You can adjust the Battlegroup maximum point value (Battlegroup point cap) in the main editor under the tab "Options".

Figure 14-1: Main editor options tab
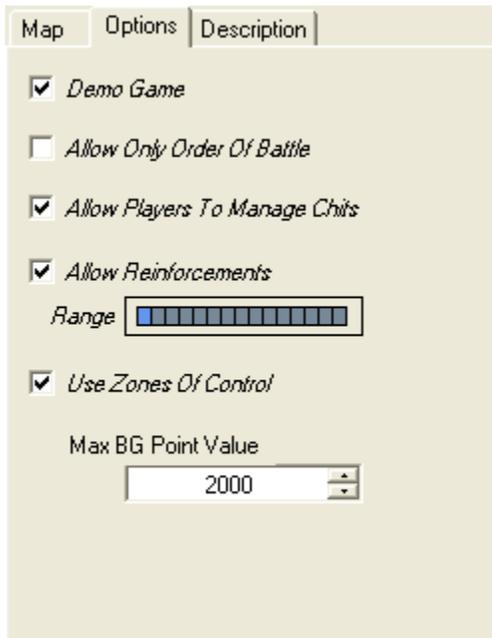
15: Order of Battle

You can set the forces available to each faction using the Order of Battle editor. These can be suggestions, or in the options of the main editor, you can set the flag that will only allow order of battle units to be placed. If you're playing a specific period in history (real or fictional); you may want to take the approach of forcing order of battle. You can create order of battle units and not force the players to use only order of battle (by leaving the 'Allow Only Order of Battle' unchecked).

To create an order of battle unit, select the faction you are creating the order of battle unit for, and press the "O.O.B." button on the toolbar. This will open a dialog that shows all created order of battle units for the selected faction. To add another, press the "Add" button.

Figure 15-1: The order of battle dialog
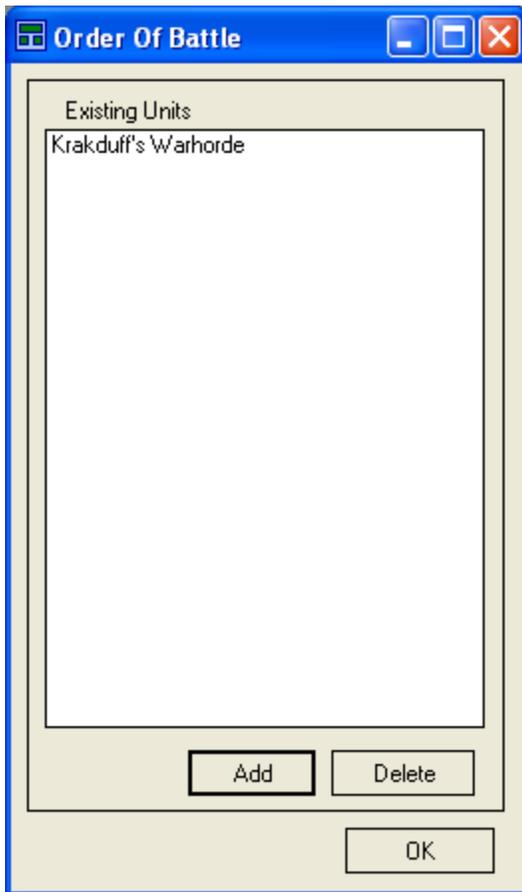
To add a new order of battle unit, press the "Add" button. You'll get a dialog box that will allow you to create a new Battlegroup. Click on the black box in the upper right. This will open a file dialog to find the icon that will represent this group on the map. You can add units to the Battlegroup by selecting them in the right window and pressing the "+".

Figure 15-2: Adding units to an order of battle Battlegroup
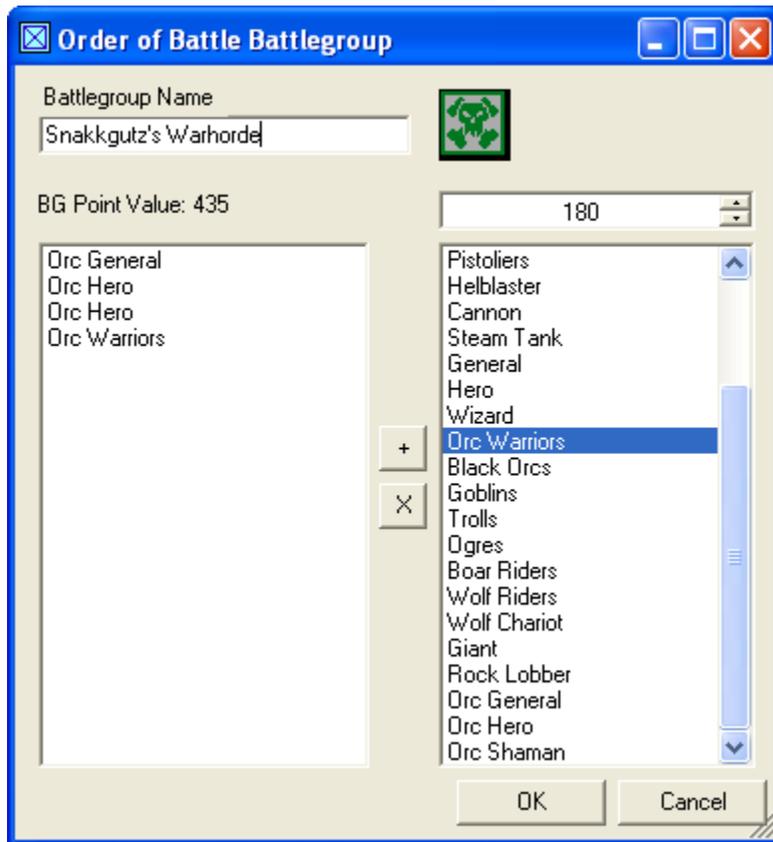
The Battlegroup point cap does not apply here, so you can create special sized Battlegroups if you wish. In figure 15-2, we added an Orc General, two Heroes and Orc Warriors. Once you're happy with the new Battlegroup, press "OK" and it will be added to the list of existing Battlegroups for the selected faction.

16: Detailed Information about Unit Types and Battlegroups

This chapter explains the more complex portions of Campaigner Builder, and how the choices made with unit types will affect the overall campaign. You should be more familiar with unit types by now, and understand the basic principles.

Point Values

A unit type usually represents a single model, or the smallest part of an army that can be purchased. For example, in Warmaster©, you create an army out of a block of (usually) 3 models. While the models are bought separately, they must be bought in groups of 3. This means that the smallest part would be a group of 3 in the case of halberdiers. Each halberdier costs 45 points and we must have 3. So, we can create a unit type called "Halberdiers" and make it cost 135 points. This would then represent 3 models on the board. You could create a halberdiers unit type that costs 45 points and represents one stand if you wish. This would allow more accurate tracking of the surviving forces.

Movement

The speed of a specific unit type is important, especially if there are multiple types in a Battlegroup. Remember, a Battlegroup is created from many unit types. During movement, a Battlegroup will use the worst speed value.

Zone of Control

Figure 16-1: Zone of control around a Battlegroup in Campaigner

The zone of control is the area around a unit which it controls. Enemy may not move through the zone of control, and may either move directly away, or move directly to the source of the zone of control. While that's simple enough, things become tricky when creating a Battlegroup. A Battlegroup has its own zone of control, the size of which is determined by the unit types it is comprised of.

You will need to tweak the zone of control value on the unit types to get a size that makes sense. If you use too large of a value for your unit types, the ZOC will be so large as to be silly. Too small, and the ZOC will be ineffectual.

Battlegroups determine their ZOC by checking to see which unit type has the largest. Then, each other unit type within the group add a percent of their ZOC **area** to the area of the largest. Thus, a full Battlegroup will have a larger zone of control that a Battlegroup with ½ the point value. A unit type will add 5% of its area to the largest zone of control, to determine the Battlegroup's actual zone of control.

Detection

Figure 16-2: Detection range shown around a Battlegroup in Campaigner
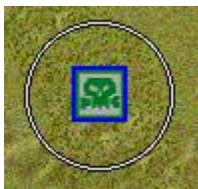
The detection range of a Battlegroup is also dependant on the unit types it is comprised of. Like ZOC, the Battlegroup uses the largest detection range and adds 5% of the area for each unit type in the group.

Size

This property is a bit tricky to deal with, but once you understand it, it becomes clear. Size is used in detection. Larger groups are easier to detect, while smaller, of course, are more difficult. An "average" size Battlegroup effectively has a 1.0 modifier for detection. This means that in open terrain, this unit will be detected at the maximum range of the detecting Battlegroup. A "small" sized Battlegroup might have a 0.5 modifier and would be detected at ½ the maximum range.

Each unit type in the Battlegroup **adds** its size to the total size of the Battlegroup. So, if you have 10 "very small" units (each size 0.1), it will amount to an average sized Battlegroup. Here is a chart of the current size values for campaigner.

Chart 16-1: The values of sizes

Description	Size Value
Tiny	0.05
Very Small	0.1
Slight	0.25
Small	0.5
Average	1.0
Big	2.0
Large	4.0
Immense	6.0
Huge	8.0
Massive	10.0
Titanic	special

Effectively, the size is a direct modifier of the distance at which a Battlegroup can be detected. The smaller Battlegroups will be able to get closer before being detected. "Titanic" is a special size. This sized unit type (or installation) is always detected, even if it is outside of all Battlegroups' detection ranges.

So, in order to get your "average" sized Battlegroup correct, you'll have to know the approximate number of unit types that will be in it, and size them accordingly. It might take a few tries, but soon it will become second nature.