

# Campaigner Quick Start Guide

15 October 2007

This quick start guide will help you get your demo campaign running so you can see some of the features Campaigner offers. This is not meant to be an exhaustive guide by any means. Campaigner is a fairly complicated system and a more in depth guide will be provided later.

## Starting

To load a demo campaign, click the “open” button. This will open a file window and you can navigate to the “Campaigns” directory where you will find your \*.c7Campaign file. This is a game in progress (one that has players already). The demos provided by Racingspider Games will usually be c7Campaign files.

## Factions

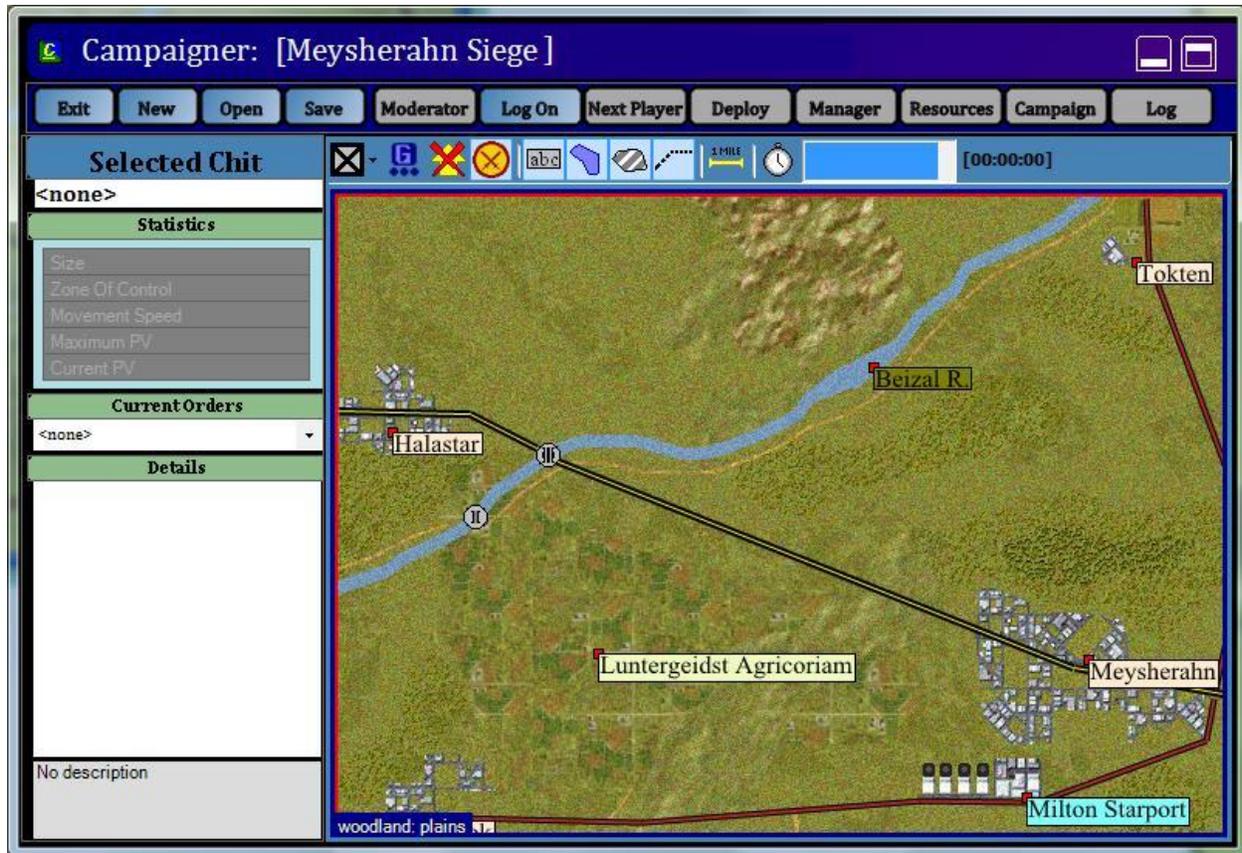
In Campaigner there are two Factions. Each Faction can have multiple people assigned to it. Each player can represent a nation, army or general, depending on the scale of the campaign.

## Players

A campaign can have many players. Each player has his own Battlegroups, but must share deployment points, resources and rules with other players on his Faction.

## The Main Interface

There is one main screen in Campaigner that shows the map and selected Chit on the left. The toolbar along the top displays the main actions a player can take (such as looking at the log or the campaign details).



## Logging On

Once the campaign is loaded, players may log in and set the waypoints for their Battlegroups as well as replay the previous turn's movements. When you click the "Log On" button a small window will pop up. You can select the player to log in with, and provide the appropriate password. Once logged in, you will be able to see your chits. The "Log On" button will become the "Log Off" button. This is different than "Next Player". "Log Off" will not commit your changes and generate a new turn.

When you are finished with your turn, you **must** press the "Next Player" button to commit your turn. When all players have pressed "Next Player" a new turn is automatically generated. A dialog box will pop up stating that a new turn will be generated. When you click "OK" on this dialog you will see the progress percent increase until it reaches 100, and the new turn will be ready.

## Chits

Assets controlled by the faction (installations) and players (Battlegroups) are called “chits”. These are represented on the map by a colored icon. Below you will see a sample of some chits.



When you select a chit that you own, its properties will be displayed on the left. This will show its relative point value, its speed and the units that it is comprised of (for Battlegroups).

## Units

In Campaigner, Units are the core of your forces. Units can represent the actual models that are placed on the table for your battles. For instance, a unit would be an M1A1 Abrams tank. Units are used to create Battlegroups. In the demos, the units are abstract. This is so players of many different game systems can test out the features. When you create a campaign, you can be as specific or abstract as you'd like with your unit types. For instance, if creating an Ogre™ campaign from Steve Jackson Games®, you can make Light Tank, Heavy Tank, Infantry, etc. These units would be given point values, movement speed and other properties that control how they behave in Campaigner.

## Battlegroups

Battlegroups represent your fighting forces in Campaigner. They are the army lists that you use when you play a tabletop battle and are comprised of units. Battlegroups use the worst movement speed from its composite units to determine how quickly they move. Attributes for the Battlegroup are determined by its units. More information about the attributes of a Battlegroup is listed at the end of this document.

A very important thing to consider on your Battlegroups, is their **orders**. The Battlegroup's current order is listed under the statistics panel. You can change the order by changing the selection in the drop down box. There are four “Orders” choices:

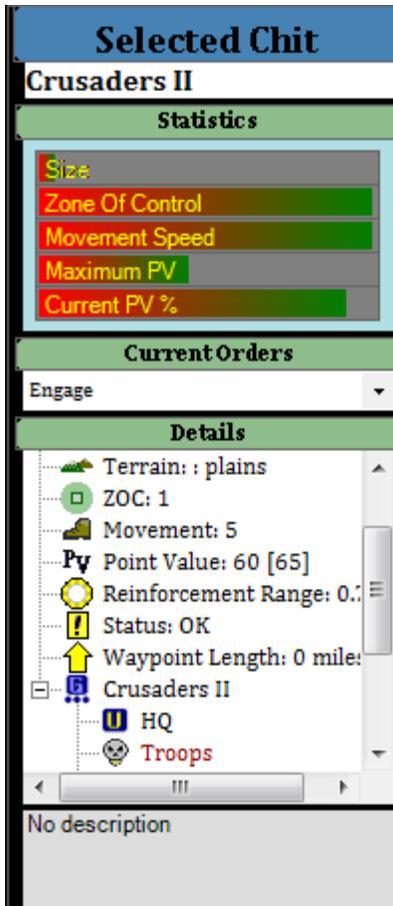
**Hold:** When the Battlegroup encounters and enemy group's ZOC, it will stop moving.

**Engage:** When a Battlegroup on “engage” orders encounters an enemy's ZOC, it will move directly to contact the enemy group.

**Withdraw:** When the Battlegroup encounters and enemy group's ZOC, it will attempt to move directly away.

**Dig In:** In the demo, this has little function and in general can be ignored.

In the “Details” panel, under the Battlegroup's statics, you will see the units that the group is comprised of. If any of these units are killed, the “u” icon will show a skull.



## Installations

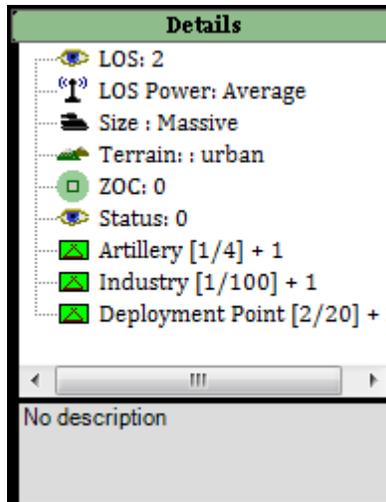
Installations in Campaigner can generate resources and host rules. Like Battlegroups, they have attributes that determine their in-game effect. Installations are owned by the Faction, not the players. This means that the rules and resources are available to all players on that Faction. With multiple players on each Faction, resource and rule use may become a point of contention, as each player will have his own priorities.

Rules in Campaigner have effects that can be used in the tabletop fights. Each rule can only be used in one combat per turn, so if there are multiple combats, a player will have to determine which battle rules should be applied to. Some rules consume resources, and those resources must be available to the faction for the rule to be used.

The rules are purely cosmetic, in that they have no actual effect in the Campaigner system, other than to alert players to specific actions he make perform during combat. For instance, and artillery rule may grant a player preparatory bombardment in the tabletop engagement. Rules are extremely flexible in this manner, as they can do anything the campaign author can describe.

Rules and resources an installation has are listed under the attributes. When you select a rule, its range will be displayed in the map.

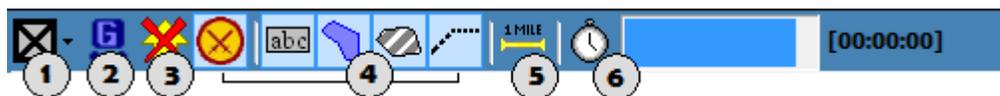
Installations can generate specific types of resources each turn, and this is shown next to the resource. Each installation can also only store a specific amount of a resource, and this is also shown next to the resource name. For instance, *Resource Name [6/20] +2* means that the installation currently has 6 resources, can hold 20 and generates 2 per turn.



## The Map

The map is a strategic overlook of the campaign. The amount of information shown on the map can be a little overwhelming, or may not apply at a specific point in the campaign. You can toggle the visibility of deployment zone, area objectives, and labels on the map toolbar.

The selected chit is shown with a yellow highlight around it. If that chit is a Battlegroup, you can right-click on the map to set waypoints. If you wish to remove waypoints from a Battlegroup, press the “Delete Waypoint” toolbar button. You can also access a Battlegroup’s waypoints in the details panel and right-click a waypoint to delete it.



1: Battlegroup Display Options – These toggle the display options on the map, such as LOS, ZOC and others.

2: Battlegroup Split – This will open the Battlegroup Split window.

3: Delete Waypoint – Deletes the last waypoint for the selected Battlegroup.

4: Map View Toggles – Show and hide certain overlays on the map.

5: Scale – This will show and hide the grid overlay and the map scale.

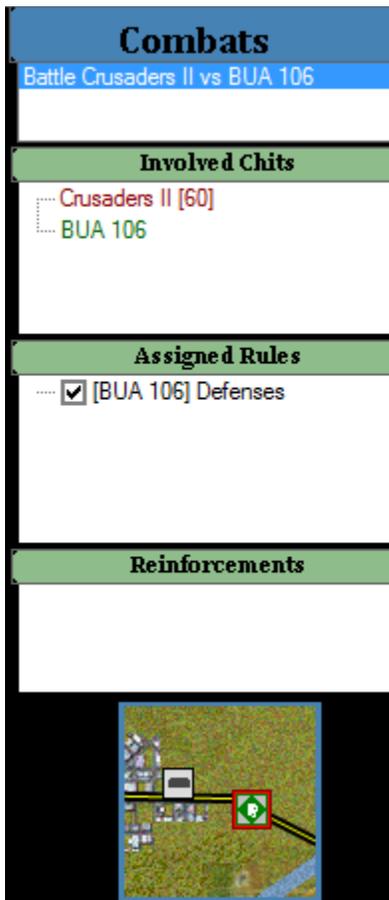
6: Turn Replay – Toggles the replay of the previous turn, the replay time is on the right.

**NOTE:** You can scroll the map by holding down *<shift>* and the left mouse button while moving the mouse.

## Combat

When a chit is close enough to an enemy, a battle is created. Battles can have multiple chits involved, as well as rules assigned. If a Battlegroup is within reinforcement range of the battle, it will be listed in the “Reinforcements Panel”. To assign an eligible reinforcement or rule to the selected combat, simply put a checkmark in the box to the left of the item’s name.

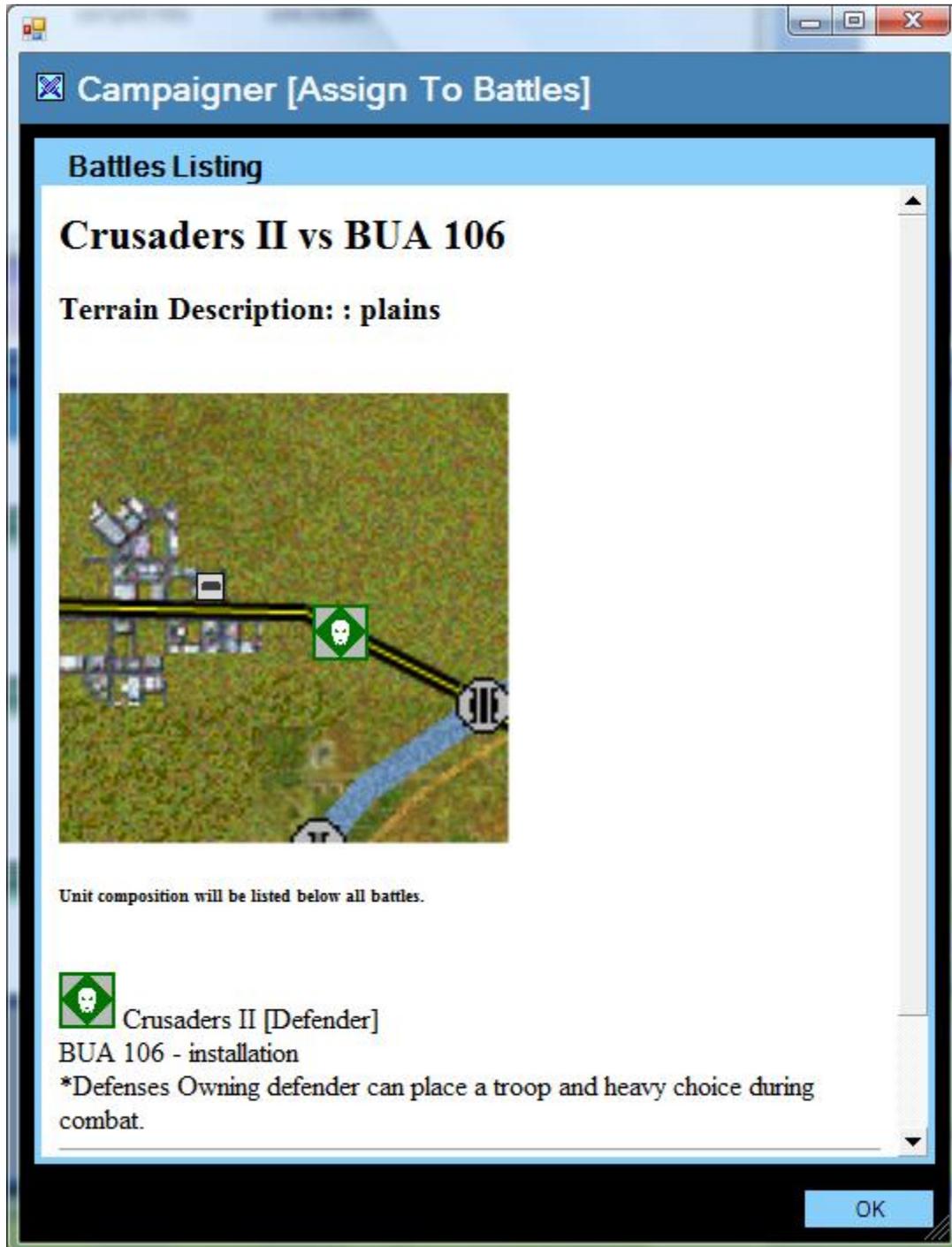
When the logged in player is finished assigning rules and reinforcements, he can press the “Next Player” button to advance the turn to the next player.



## Battles Listing

After all players involved in combats have assigned their reinforcement and rules, a new window pops up that displays all combats occurring during the turn. These battles will need to be resolved on the tabletop. The Battles Listing window saves an HTML file in the “Battles” directory which can be viewed later, or used as an after action report.

When a player clicks "OK" on this window, it will close and advance to the next combat phase, combat resolution. The game can be saved at that stage until all combats have been resolved. The HTML file can be viewed to determine the forces present in each combat.

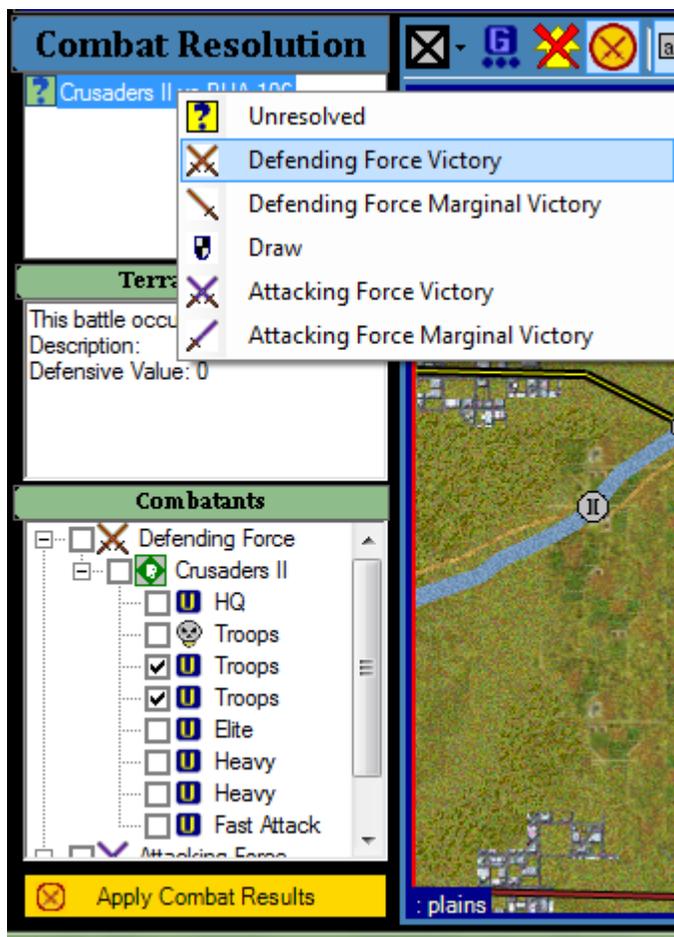


## Combat Resolution

When the Battles Listing window is closed, a new panel is displayed on the left. This panel shows all combats that occurred during the turn, and allows a player to set the outcome of each battle. Units killed in the combat can be marked as dead, and installations can be destroyed, or change hands.

To change the status of a unit, or assign an installation to the opposing faction, select the items by marking the checkbox to the left of the name, and then right-click to bring up a menu of options.

Each battle needs to have a resolution assigned to it. This tells Campaigner which faction has won the battle. To assign the outcome, select the battle and right-click to bring up a menu of resolution outcomes. When a battle has an outcome assigned, its icon will change from a blue question mark on a yellow background to a yellow background. When all battles have a resolution, click the "Apply Combat Results" button at the bottom of Combat Resolution panel.





## Log

The Log is useful for seeing changes that have been made to players' chits. It shows information of actions that occurred during the turn.

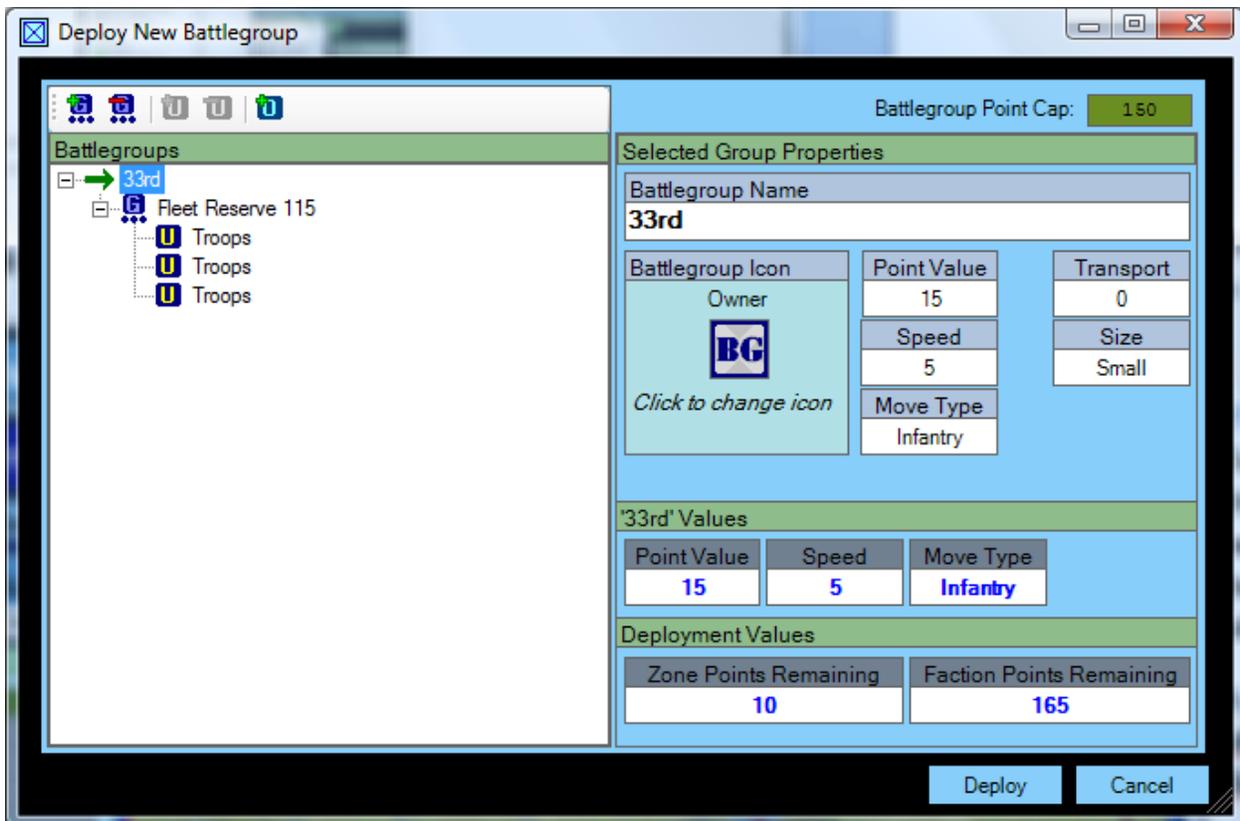
## Deployment

To deploy your forces, press the "Deploy" toolbar button to make it active. When active, it will show with a green background. Simply click on a deployment zone controlled by your faction and the Deployment Window will show. Some campaigns only allow you to use "Order of Battle" groups which are created with the Campaign. If you can only deploy "Order of Battle" groups, some options will not be available.

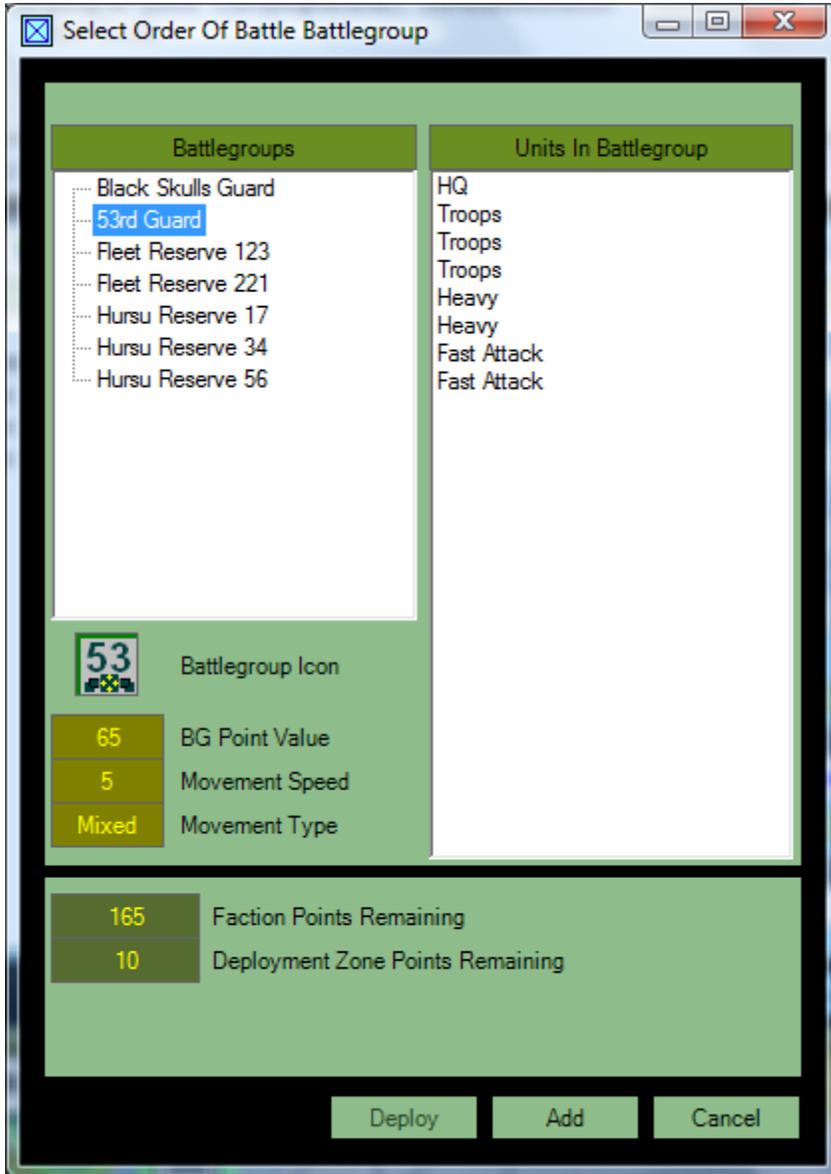
A Battlegroup, at minimum is comprised of at least one unit. A Battlegroup can also contain other Battlegroups. You can add new Battlegroups by pressing the G+ button, and you can remove created Battlegroups by pressing the G- button.

If you are not limited to only using "Order of Battle" groups, the U+ and U- buttons can be used to add units to the selected Battlegroup. Pressing the U+ button will open the unit selection screen where you can add units to the Battlegroup.

The point value for the group is totaled as new items are added. Deployment zones have a max point value per turn, and a max point value total that can be deployed there. The Faction must also have enough Deployment Points to cover the cost of the newly created group.



If only “Order of Battle” groups are allowed in the campaign, only the O+ button will be visible. Pressing it will open a new window with a list of available Order of Battle groups to use. You can either press the “Deploy” button when you have selected a Battlegroup to deploy it immediately, or you can press the “Add” button that will add the selected OOB group to the current Battlegroup.



## Appendix A

### Battlegroup and Unit Attributes

**LOS:** This represents the detection range of a Battlegroup. To detect an enemy chit, it must at least be within the LOS range. Detection is based on size, terrain and LOS power.

**LOS Power:** The higher the LOS Power, the better chances a chit has of detecting a small sized chit.

**Size:** This modifies the distance at which a chit can be detected. To detect smaller chits, an enemy must get closer, or have a high LOS Power.

**ZOC:** Zone of Control is the area around a chit that can't be trespassed by an enemy without engaging it in combat.

**Movement:** This is the effective movement speed of the Battlegroup, based on the slowest unit in the group.

**Point Value:** The current and initial point value of the chit is displayed here.

**Reinforcement Range:** To assist in combat, a Battlegroup must have the BATTLE marker within this range.

**Status:** The current status of the group, dead, moving, assembling, etc.