Campaign Builder Tutorial

Creating a campaign can be as complex or abstract as you'd like. In this tutorial, I'll take it deep into the guts and inner workings of the campaign system. You won't have to go this deep into the haunted house for your campaign, but at least knowing what you *can* do. I'm just going to jump into it and explain my thought process as we go along.

Background and Getting Started

First, you'll need a background for your campaign, a setting, as it were. So, what I did first was to write a little blurb to help me decide what the current situation surrounding the campaign was. I just used notepad to throw ideas together. Here's my blurb for the campaign, which is using Warhammer 40,000. I used this system because it's complex enough to use many of the features of the Campaigner system.

So, after some spacing out and looking at the map I started jotting a little of the history down, and then it pretty much writes itself. You don't have to elaborate if you don't want to. You just want to create a setting of some kind to help the ideas flow and mesh.

Campaign Description

"12 years ago, imperial forces rebelled and stormed the cities and star ports of the planet. Loyalists continued to hold on, but only barely, and the planet fell into chaos. An ongoing stalemate has continued, with both sides attempting massive assaults. However, the separatists have the upper hand, and hold major planetary defense installations. Space Marines dispatched 6 years ago have finally arrived and caught the defenders unaware. They were able to land some forces at a derelict star port before the defenses came fully online. Once the full defenses were online (3 1/2 minutes late), the remaining Space Marine forces had to abort the landing, and began bombing other targets from orbit.

Assault Force

With some troops on the ground, the marines have a few options available. The highest priority mission is to shut down the planetary defense laser network. Destroying this particular defense network (which is protected by a shield and can't be bombarded) will put a small hole in the defense network, which will allow imperial troopships to begin landing.

The defense network consists of three batteries of defense lasers. Other secondary defenses include bunkers and firebases. The secondary defenses are also important to destroy, as they will make it easier for the loyalists to fully retake the area. Pranu City is also home to the theater general's headquarters as well as multiple factories. It is a target rich environment for the assaulting marines.

Separatists

With marines on the ground, the situation is dire for the separatists. Though the force is small, they can accomplish what the loyalists have been attempting for years. They managed a surprise landing at a derelict space port before the defense grid caught up with them. The loyalists have been unable to launch and land troopships within the heart of separatist territory.

Destruction of the assaulting force is paramount to holding the planet. A loss here would open a hole in the defenses that will slowly weigh the troop strength into the favor of the loyalists.

Pranu City is also the focal point for distribution and manufacturing of war goods and it boasts a very strong industrial capacity. Pranu City is well within separatist territory, so available forces are not particularly strong (as the main forces are deployed on the front)."


Knowing which map you're going to use is important, since it will help you define the story. Also, the scale of that map is important. You'll have to decide how much game-world time your campaign covers. In the case for mine, it's an assault on rebel positions on a contested world. We're going to limit the campaign to 32 turns, each 15 minutes long (the first 8 hours of conflict). This also means you'll have to pick a map that is the right scale; if it's too big the players will run out of turns before really getting into it. If it's too small, the Battlegroups will move too quickly across the map.

Now that I have my map and turn length decided, I throw around ideas for installations and rules. I don't actually do it in Campaign Builder at first; I jot the notes down in notepad. Once I get a few ideas ironed out, I'll open up Campaign Builder and start. You can jump right in with Campaign Builder, or gather your thoughts first.

Creating Your New Campaign

Run Campaign Builder, and press the "New" toolbar button. This will open a dialog window called "Main Editor". This is where the heart of your campaign resides. Here, you can edit your base types and set campaign-level options. Once the Main Editor is opened, fill in your campaign name, turn length, number of turns and press the button to select your map.
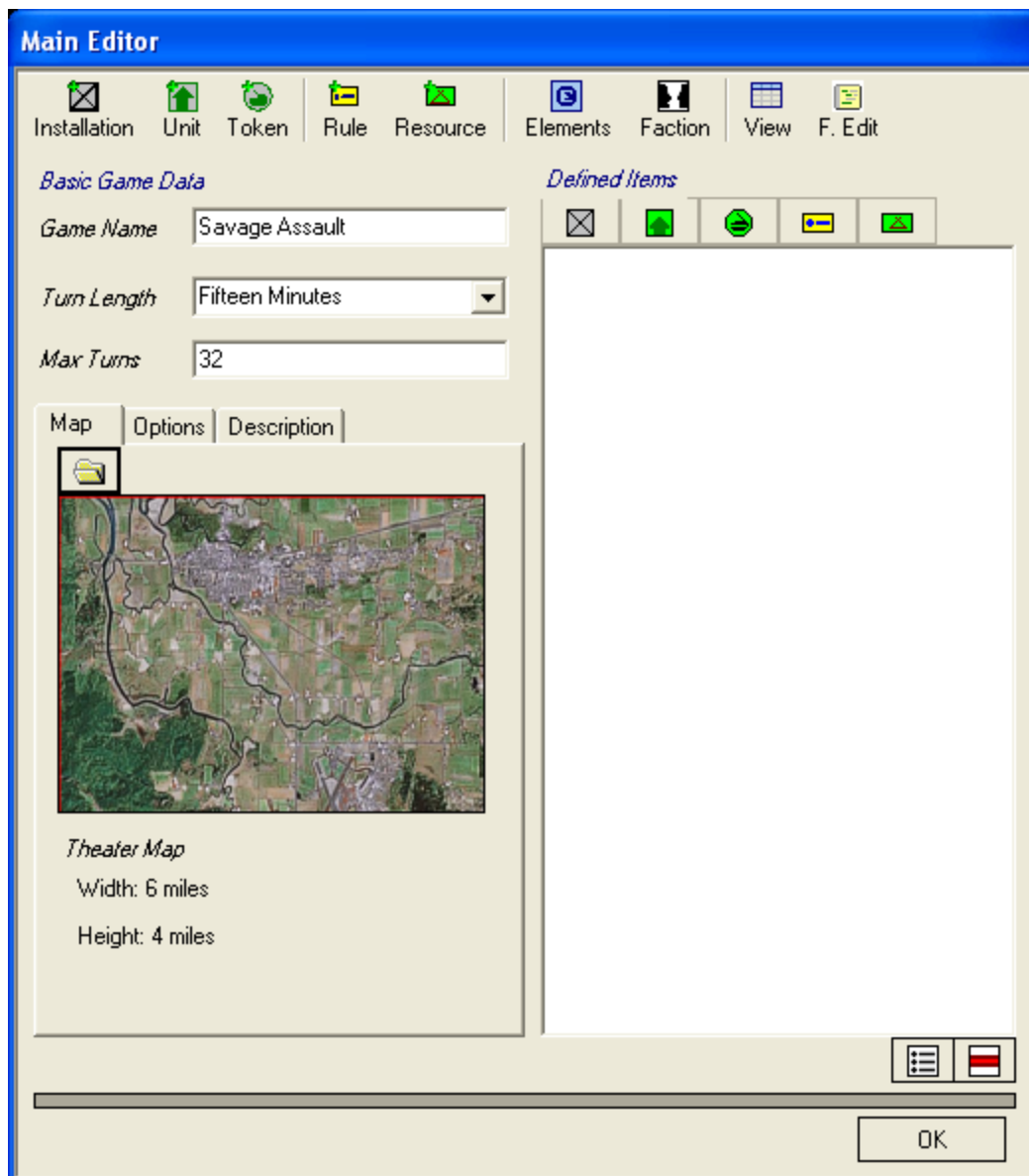
Here you can see that we've loaded our map, and set up some basic information. We're well on our way to making our campaign. We can also see the width and height of our map. That's good information for later (knowing the size of the map).

Usually right after I do this, I close the main editor by pressing the "OK" button and save the fledgling game. You can get right back into the Main Editor by using the menu item "Edit -> Main Editor".
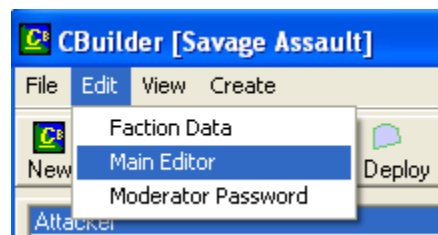
In Campaigner, we have two Factions. Each player that is created must belong to a Faction, and the two Factions are at war with each other. Players may only fight players from the opposing Faction. Each player has their own Battlegroups, but they share installations. So, if there are two players on one Faction, they will have to manage resources and rules that the installations have. The players are created after the campaign is built, and it is done in Campaigner. There is no player information available in Campaign Builder (you can't create players with Campaign Builder).

To edit the Faction data, including the maximum number of deployment points, use the menu item 'Edit -> Faction Data'.
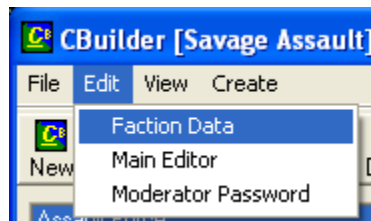
This will bring up the Faction dialog, where you can set the maximum number of deployment points, and the names of the Factions. The maximum point value is the total number of points a Faction can deploy during a game. Players on the same faction share this, so make sure all players know how many points they should have. This is where you want to think about how epic your campaign should be. If all your players are new, it's good to use a smaller point value, so they manage fewer Battlegroups. If you have too many, players may get confused and overwhelmed. First, decide how many points you'd like to have in a standard game, then decide how many Battlegroups each faction should have.

In this campaign, we want the fights to be short skirmishes, so I'll say that the "normal" force should be 750 points (in Warhammer 40k© terms, that's a pretty small amount, so it forces decision about what to include in each Battlegroup). I want both Factions to have between 5 and 8 Battlegroups, so our Faction point values should be around 4500). I'm going to give the assaulting side more, since they won't have quite as many defensive rules to use. So, here's my Faction Data after setting the values.
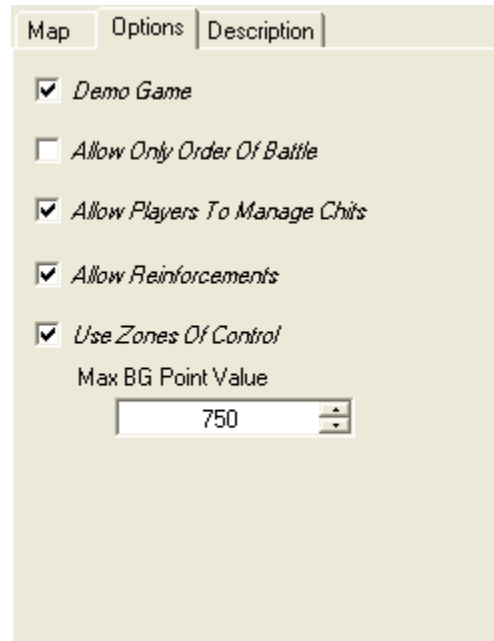
Hit "OK" on that to close the "Edit Factions" window. We now have the Faction names set up just right, with a good point value in each. You'll want to play your campaign a bit to see if the values are good or not, you can always tweak it later.

Ok, now we go back into the Main Editor and select some Campaign specific options. When you selected the map, you might have noticed the "Options" tab in the Main Editor. This tab gives you a few options to set the behavior of Campaigner for certain things. Click the "Options" tab and you'll see something like this.
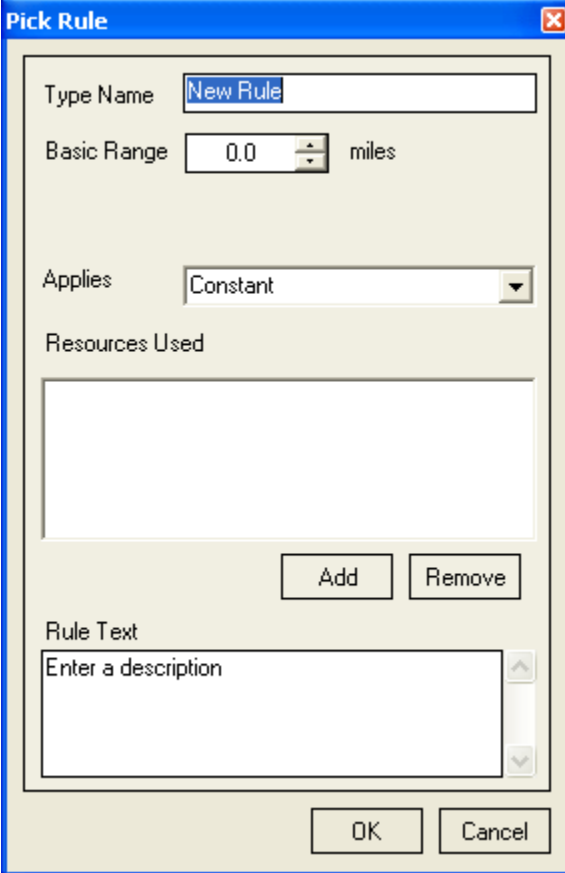
This information changes the way Campaigner behaves and is important for your campaign. A campaign marked with the "Demo Game" flag can be loaded by demo versions of Campaigner. "Allow Only Order of Battle" means that players **cannot** create their Battlegroups, they **must** use the Battlegroups you have created with the Order of Battle tool. "Allow Players to Manage Chits" lets the players use the "Manager" features in Campaigner. "Manager" allows the players to change values of their Battlegroups during the game, and is good if players do not have a moderator. "Allow Reinforcements" lets nearby chits contribute to a battle in Campaigner. If you want only chits that make contact with the enemy to fight in a battle, uncheck this box. "Use Zones of Control" enforces the Zone of Control rules so that Battlegroups may not pass through enemy Zones of Control without attacking the source of the zone first. "Max BG point Value" sets the maximum point value that a Battlegroup can be. If you do not want to use a maximum point value, simply set it to zero.

Now that our options are set, it's time to start making all the items we'll need for the campaign: installation types, rules, resources and unit types. A semantic note here, a *type* is like a template. So, an installation type called "bunker" defines what a bunker is. When you place a bunker on the map, it will be linked to the bunker *type*. Changes to the type will change the placed one as well (for instance, Zone of Control). This helps a lot when first creating a campaign, since you may have to change the values of the type many times until you get it the way you want.

I usually make some rule types first, since my installations require them. Let's start with the most obvious that I can think of, **artillery**. We want a player to be able to call in off-table artillery support during a tabletop engagement. To do that, we use a rule. All by itself, a rule doesn't do anything, so we'll also create an installation to expose the rule.

To create the new rule, press the rule button on the toolbar. This will bring up a dialog box where you can set the properties of the new rule.


You might have noticed in the middle of this dialog is a window that says "Resources Used". You can add resources by pressing the "Add" button. This means that for a player to use the rule, he'll need to have enough of the resources that you have added to the list. Hey, that's cool. We're going to press "Cancel" on this, and we're going to require a resource to be available (we haven't created any resources yet, so that's why we're cancelling, we need to have some resources first).

Press the resource button on the toolbar and it will open another dialog box. I'm going to create a new resource called "Artillery Point" that will be used by firebases (installation type) and such. The dialog is very small and simple, so quite quick to fill out.
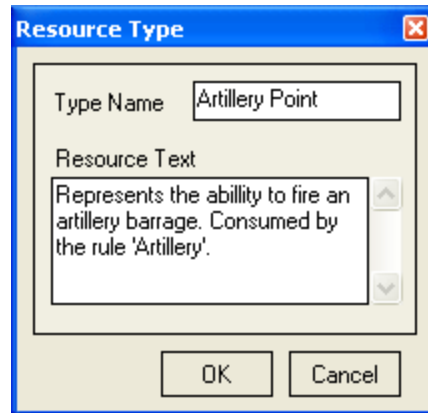
Now, hit "OK" and we'll have our first campaign item! You might also notice that a resource you did not create exists, called "deployment point". This is used by campaigner to allow the deployment of troops (the value is added to the owning faction's maximum point value). You don't have to use it, but it's there if you'd like to make an installation that adds points to the available deployment of a faction. This can represent forces moving from off-shore, or into a spaceport or any number of things. We'll probably use it later as well. Your Main Editor should be something like this:
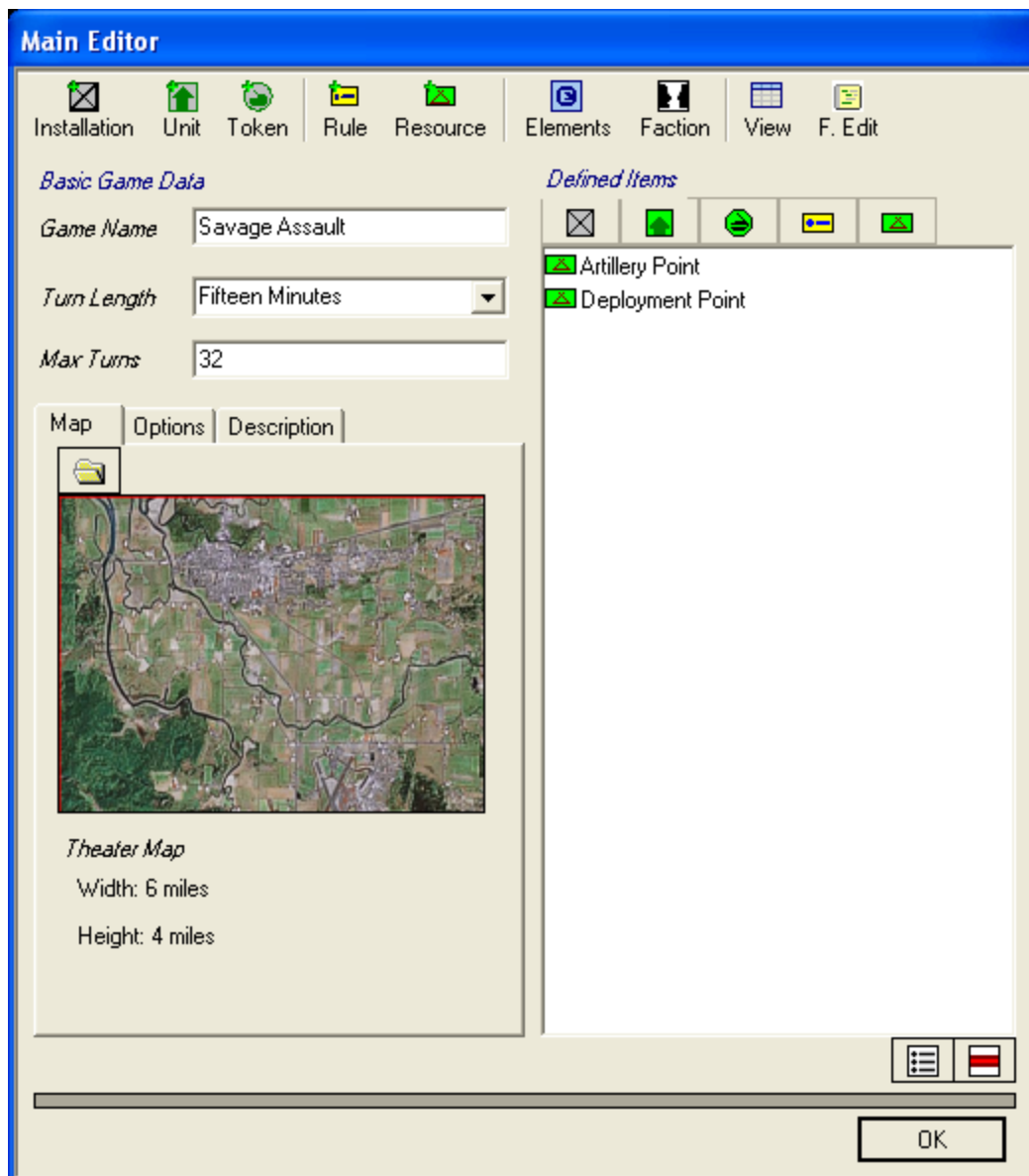
Ok, with the 'Artillery Point' resource, we can create the 'Artillery' rule. We know how big across the map is, and we don't want the artillery rule to be able to reach *everywhere* on the map, so we need to make it have a radius significantly less than the map width. We can assume that the type of artillery is short ranged light artillery. Though the firebase might have bigger artillery available in reality, we won't be modeling it in the campaign (since it's a 'knife fight' campaign – meaning close and personal). So, the artillery we are modeling is the close-support stuff. Press the add rule button and we're away! We also have to decide how many of the resource it consumes per use. Let's just say, it takes 10 'Artillery Point' resources per use. So, fill out the name of the rule, and select "Combat" from the 'Applies' drop down box. This means, a player can only call on the rule (use it) during a combat turn. There are two other options, "Constant" and "Non-Combat". "Constant" means the rule always applies and will consume resources (if it does) automatically *every* turn. This would be a good rule for something like a shield, and would work in concert with another installation (like a power generator). We're going to use that symbiotic relationship later in the tutorial.

When you press the "Add" button (circled in yellow in figure x-x), it will bring up the "Resource Cost" dialog. Here you can pick a single resource and select the amount the rule consumes. When you hit "OK", it will close and add the resource to the box. You can then add another resource, if you like. We don't need to for the Firebase though. So, after you accept the resource, you can close the window for the new rule.
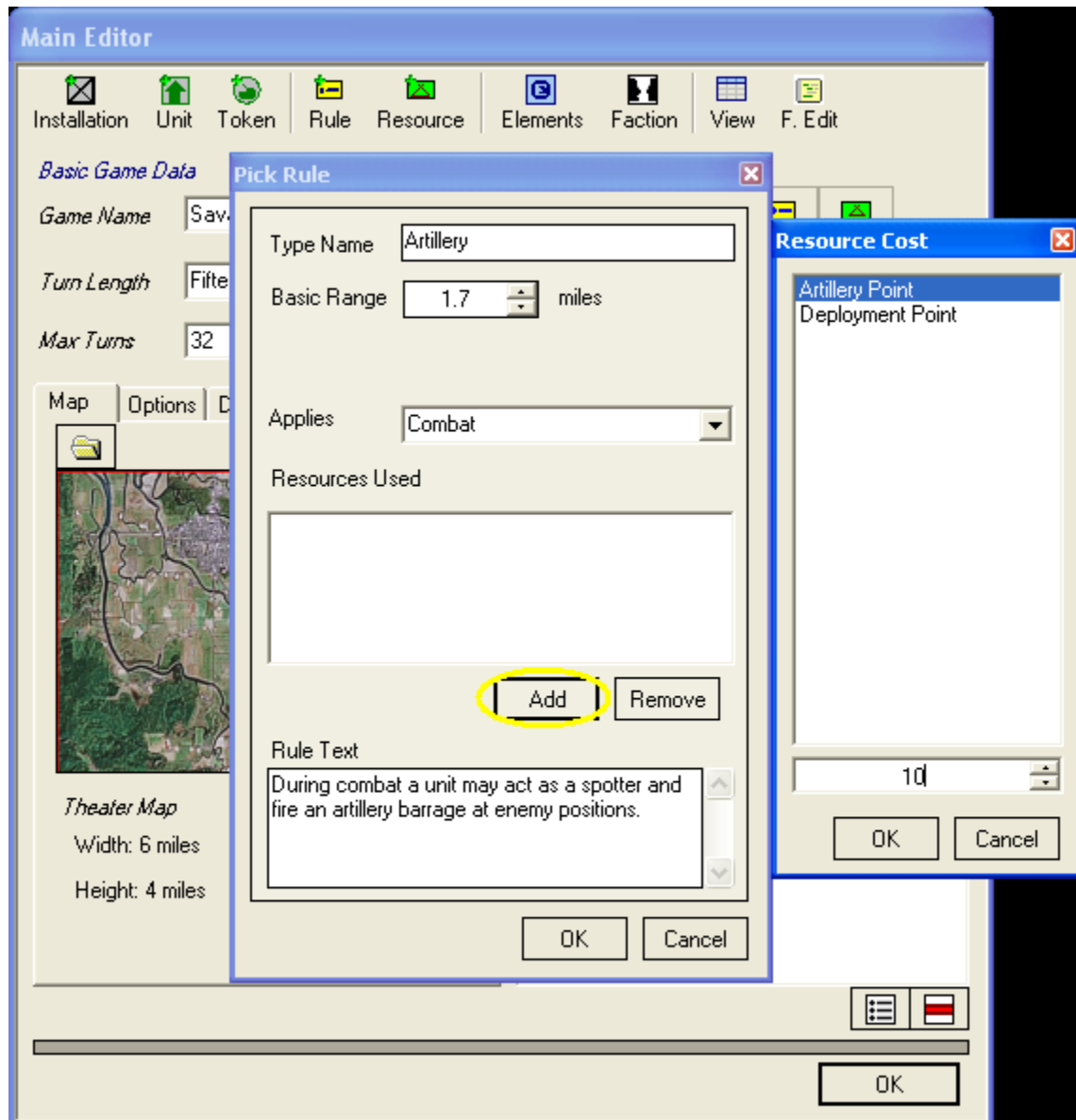
Once we've added the "Artillery Rule", we'll have a few more things in the Main Editor to look at. Here's what we have now in the "Defined Items" area.
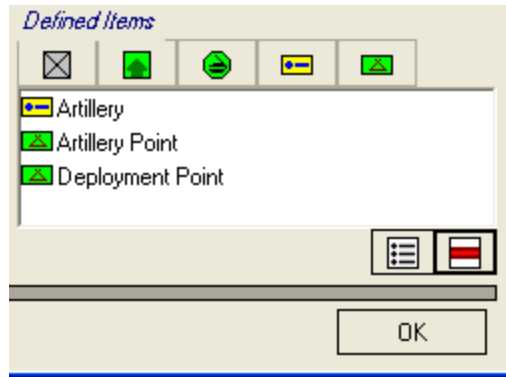
Now that we have the rule, and a resource to limit its use, we can create a new installation. Create a new installation type by pressing the installation button ⊠. This opens up a slightly more complex window. There are some nice icons in the "installations" folder, and a perfect one for this firebase. If you don't find an icon you like in the sample icons, you can easily create some with a tool as simple as Paintbrush. Or, you can look online for images, icons or something similar. So, without further ado, let's build our first installation type (Firebase).

The basic information is pretty simple, the LOS (detection range) and power (how well it can detect enemy in more difficult terrain), and the size of the installation. On the right of the window, you'll see client areas for listing the rules and resources of the installation. To add a resource or rule, press the add button 🞣 next to the list you want to add to. To remove and item, simply select it in the list, and press the remove button 🞖. Click the add button for rules (the top one) and pick the Artillery rule from the rule picker dialog window. You can add the same rule multiple times. This will give the installation the ability to use the rule more than once (for combat and non-combat rules) during a turn. We want the firebase to be able to support two combats at once, so move the "Artillery" rule over twice by pressing the add arrow > twice.

Now, you can add the resources this installation generates. You get the choice on how many of each resource it can hold, and generate. Press the add button that is next to the resources list (which is currently empty). Here's what I selected for this resource:

Resource

Artillery Point
Deployment Point

Type Name — Artillery Point

Accrue Amount — 2

Max Amount — 20

Resource Text

Represents the abillity to fire an artillery barrage. Consumed by the rule 'Artillery'.

OK Cancel

Each full turn this installation will generate 2 "Artillery Point" resources until it is full (20 total). Remember that each use costs 10, so when it is full, we'll be able to use two "Artillery" rules. Press "OK" to accept the resource generation, and we'll be back to our installation creation window, which now has a rule and resource.

Ground Chit Properties

Type Name — Firebase
LOS — 2.2 Miles
LOS Power — Strong
Size — Immense
Uses ZOC — Yes
ZOC Range — 0.3 Miles

Icon — [click icon to edit]
Description

A small artillery post.

Rules

Artillery
Artillery

Resources

Artillery Point

Close

We want to test the basic properties of the installation, so we're going to place an installation on the map. Press "Close" on the Main Editor, and we'll be back to our overview. To place this installation

on the map, select the firebase in the "Defined Items" tab in the lower left corner of the main window, then click on the map where you want the first firebase to go. A small input box pops up to prompt you to name the installation. This is where *types* and deployed items are different. When you place it on the map, it effectively stamps a firebase object on the map, and it gets its own unique name and becomes its own entity. However, whatever changes you make to the *type* will affect the placed object as well.
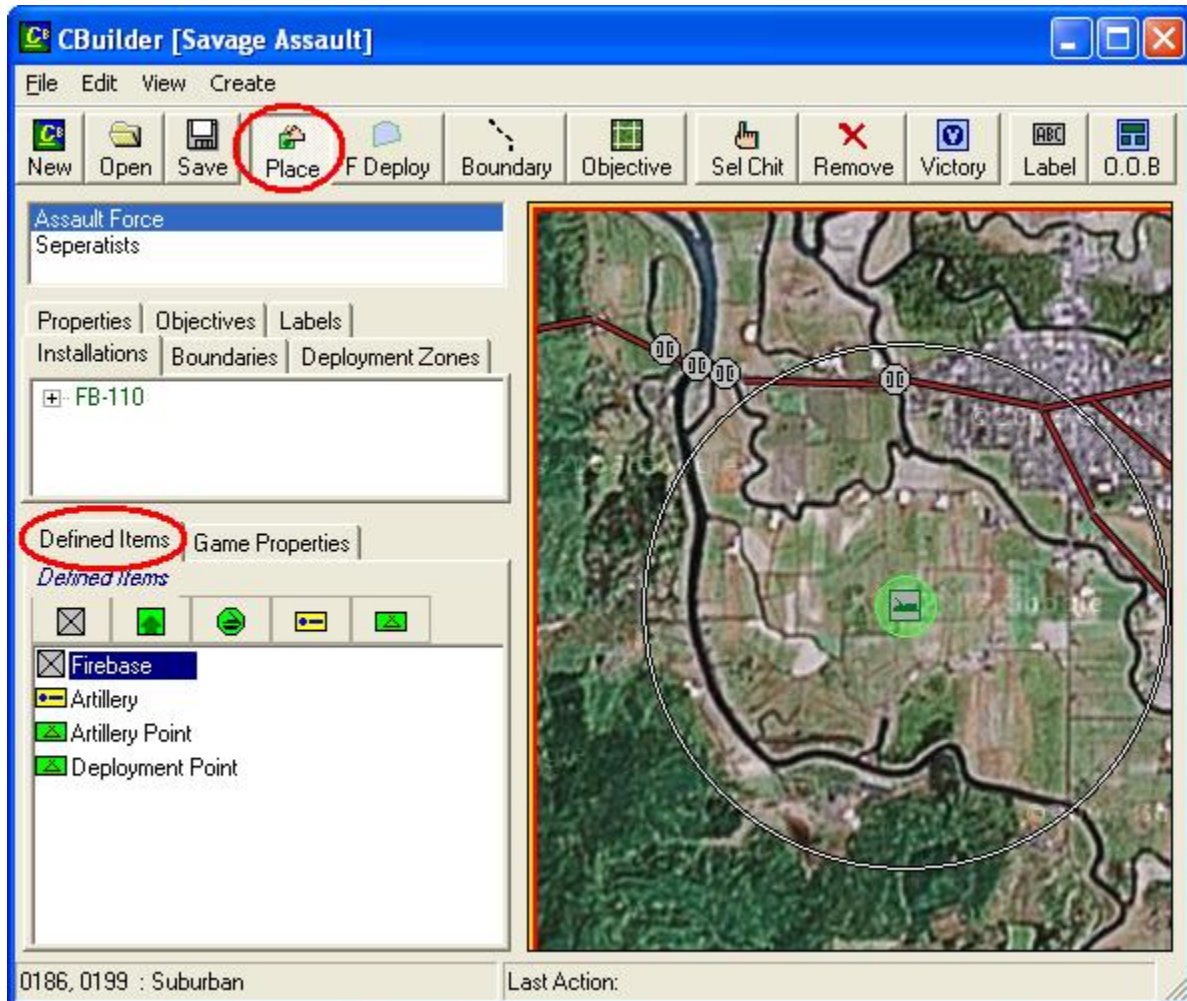
You'll notice a couple things after you name the installation (in this case, I called it FB-110). You can see a white circle around the place object, and a filled green circle. The filled green circle is the zone of control, and the white one is the detection radius. There's another thing, you can see we have the assaulting force selected in the upper left window. This means that the firebase belongs to that faction. That's not what we wanted! This particular firebase should belong to the defenders (Separatists).

When you place an installation or deployment zone, it will belong to the selected faction. You can differentiate which items belong to each faction simply by selecting the faction. Everything that it "owns" will be green, while if the enemy faction owns it, it will be bordered in red. You'll see this when we make our deployment zones. When you start creating victory conditions, or order of battle, it will belong to whichever faction you have selected, so keep your eye on that when setting those up.

We also see in the image, that the zone of control is very small. It is so small as to be ineffectual. We will open the main editor up and select the "Firebase", and then press "Edit" ▦ (it's on the bottom

of the "defined items" list in the Main Editor. Now, change the ZOC to .5, and close the windows to get back to the map. The ZOC grows a bit to match the new value. Since we're happy with these values, we'll delete this test object by selecting it (press the "Sel Chit" toolbar item ![Sel Chit] and then click the installation on the map, and press the "remove" toolbar item ![Remove]).
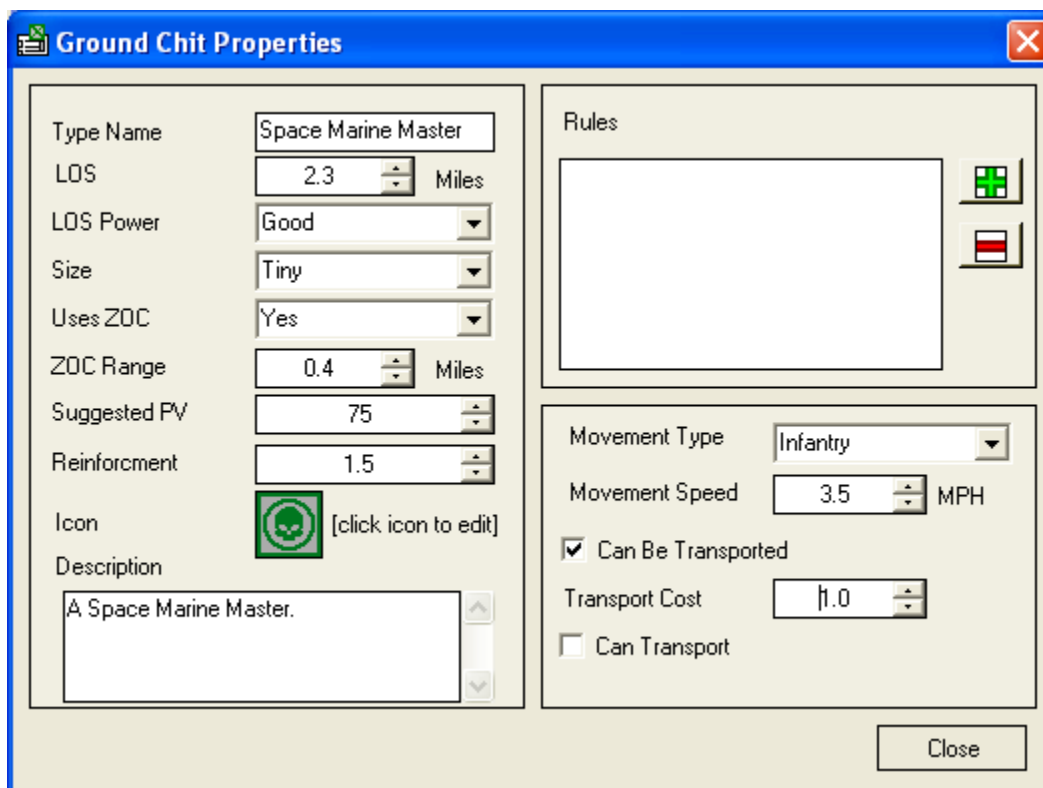
Panning: You can pan the map, and move it around by holding the right mouse button and moving the mouse.

We've deleted the offending Firebase, but before we do anymore placement, we're going to build some more types. For the players to create and deploy Battlegroups, we're going to need Unit Types. A unit type represents a model or a squad, or even just a pool of points. Stick with one method and create all of your unit types the same way.

In Warhammer 40k©, each model has a point value (even for those that are bought in groups). We're going to create a unit type for each model. We'll start with Space Marines. From the army book, I get a listing of all the models the players can purchase, so, I'm going to make a unit type for each one, and set the suggested point value of the unit type to what the book says. Here is an entry from the army book, showing only the name and point value.

	Pts/Model
Master	75
Captain	60

I press the unit type toolbar button and fill out the properties of the unit type. If you don't know what the each property means, you can look it up in the Campaign Builder manual.
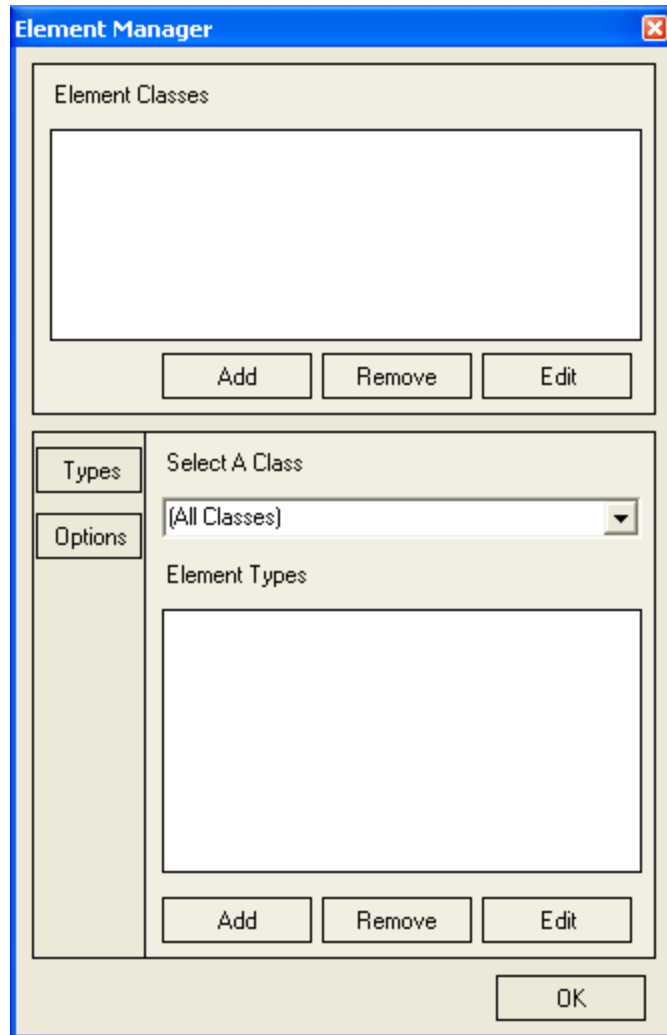
Now we can continue making new unit types, until all of them are complete. This is probably one of the most boring parts, but once it's done, you won't have to do it again. In the game we're playing for this Campaign, the models can purchase additional war gear, such as bombs, different guns, etc. To represent these items, we can create Elements. When a player creates a Battlegroup, and adds unit types to it, he can add elements to the unit type, to further define it. So, here are some entries from the army book, and the elements in Campaign Builder.

	Pts
Bolt Pistol	1
Chainfist	30
Close Combat Weapon	1
Single Lightning Claw	25

You may not need to go into this much detail in your campaign, but I'd like to show you what we can do with elements. Here is the Element Manager window. To open it, press Elements on the Main Editor **Elements**.
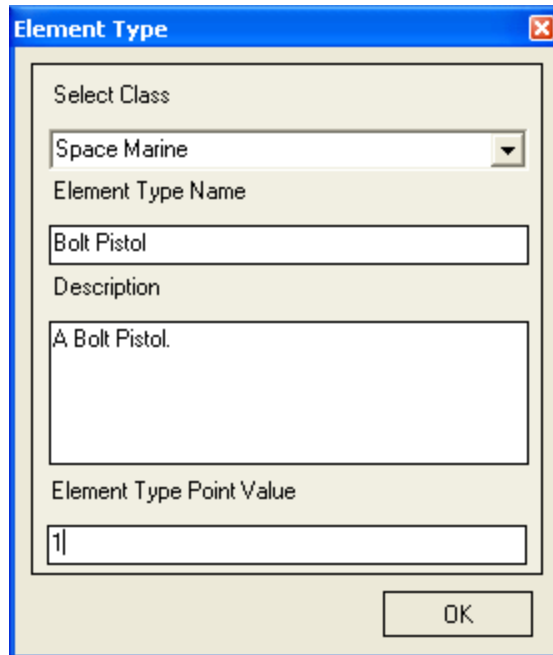
Element Manager

Element Classes

Add   Remove   Edit

Types   Select A Class

Options   (All Classes)

Element Types

Add   Remove   Edit

OK

Elements are a fairly new addition, so the GUI isn't all that great, but the functionality is there. On the top, there are "Element Classes". These are categories you create to help organize. We're going to add two new categories, Space Marine and Imperial. Press the "Add" button under the empty list of Element Classes. You get a simple dialog where you can set the name and description. When we're done adding the two classes, your Element Manager will look like the one below.
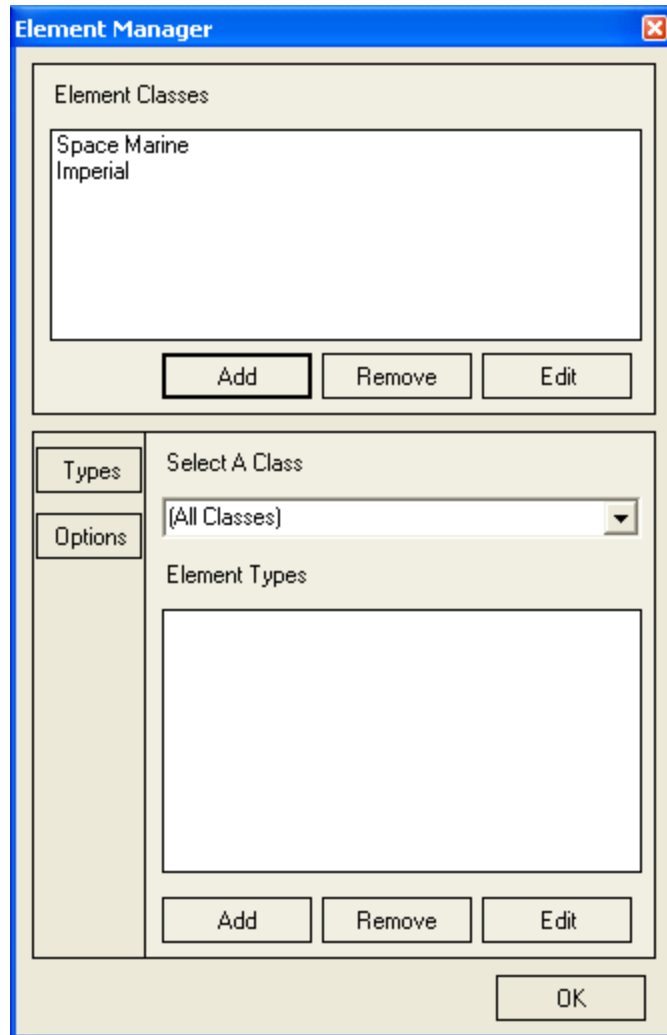
We're going to add some Space Marine elements, so let's select the drop down in the middle of the screen, and set it to 'Space Marine'. The drop down lists all the categories and behaves as a filter for the Element Types below. When you've done that, press the "Add" button on the bottom of the window to add a new "Element Type". You get another dialog and can set up its values.

The point value is important, so that when a player chooses to add this Element to a unit type, it will add up all of the point values for Elements he has added. We have a bit more work to do to get all of the weapons and such done. Not all game systems will need this much detail, and it's completely optional. But, it makes tracking your forces a bit easier since Campaigner holds the list of what each model has.

Now that you understand how to create your types, and how they relate to each other, we can move on to other matters. I've created a few more installation types for this campaign and placed them on the map. Before we move on though, I want to create specialized installations, resources and rules.

I want to represent small shield-protected areas. I also want those shields to require power from another installation (power station). To make this connected network, I first created the "power" resource. I then created a rule for the shield that consumes one power. The shield rule is "constant" so it is always consuming a resource. Here's the resource and the rule that consumes it.

Resource Type

Type Name [Power]

Resource Text

[Used for shields.]

[OK] [Cancel]

Pick Rule

Type Name [Shield Generator]

Basic Range [1.0] miles

Applies [Constant ▼]

Resources Used

[Power [1]]

[Add] [Remove]

Rule Text

[The area is protected by a shield, no artillery, teleportation or air drops may be conducted.]

[OK] [Cancel]

Now we need two more installation types, one to generate the resource, and one to use the rule. I'm going to create a power station installation type and a shield station. The shield station will also have a few other rules, other than the shield. It is always defended by 500 points (garrison) and is fortified. The fortified rule allows the defending player to place barbed wire, walls and some emplaced guns to defend the installation.

Ground Chit Properties

Type Name	Shield Station	
LOS	1.5	Miles
LOS Power	Average	
Size	Massive	
Uses ZOC	No	
ZOC Range	0.0	Miles

Icon [click icon to edit]

Description

A shield station and defensive structures.

Rules

Fortified
Garrison
Shield Generator

Resources

Close

Ground Chit Properties

Type Name	Power Station	
LOS	1.0	Miles
LOS Power	Average	
Size	Titanic	
Uses ZOC	No	
ZOC Range	0.0	Miles

Icon [click icon to edit]

Description

Large power station.

Rules

Resources

Power

Close

With those created, I'm going to place a shield station on the map, as well as a power station. These installations will belong to the Separatists, so I select them from the Faction list first. Then, select the power station from the "Defined Items" in the lower left and place one on the map. After I placed both

of those installations, I wanted to set the starting resources of the power grid. To do this, select the power station, click the tab "Properties" and expand the resources node. Simply left click on the resource that you want to set the amount for. A window pops up where you can set it. I'm going to set it to 8 to represent that there is a little bit of reserve power out there.
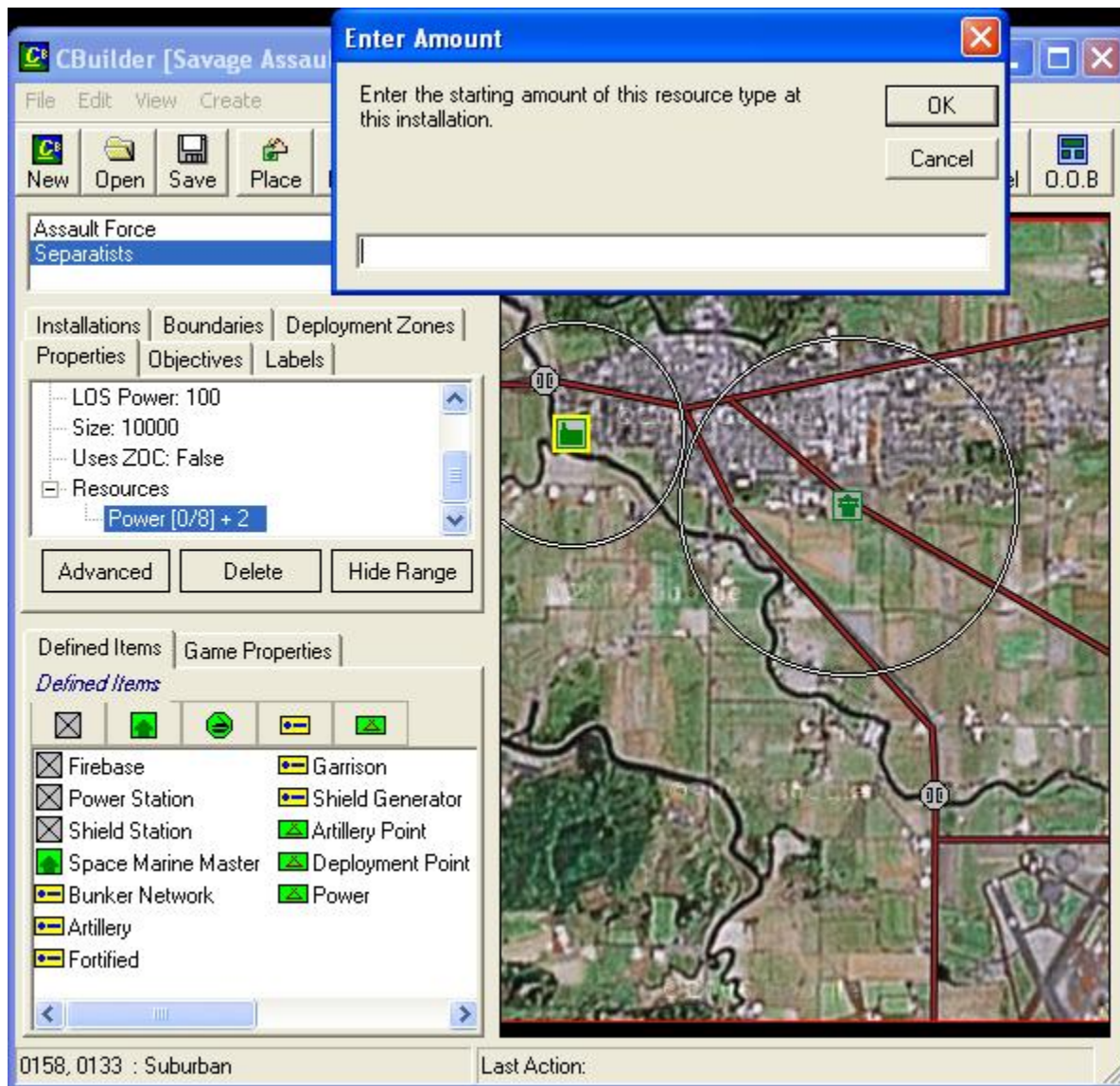
In the image above, you can also see a button that says "Hide Range". This is a rule range button. When you select an installation that has ranged rules, you can press this button to show and hide the range. Each rule shows as a different color, and is drawn on the map in the corresponding color.
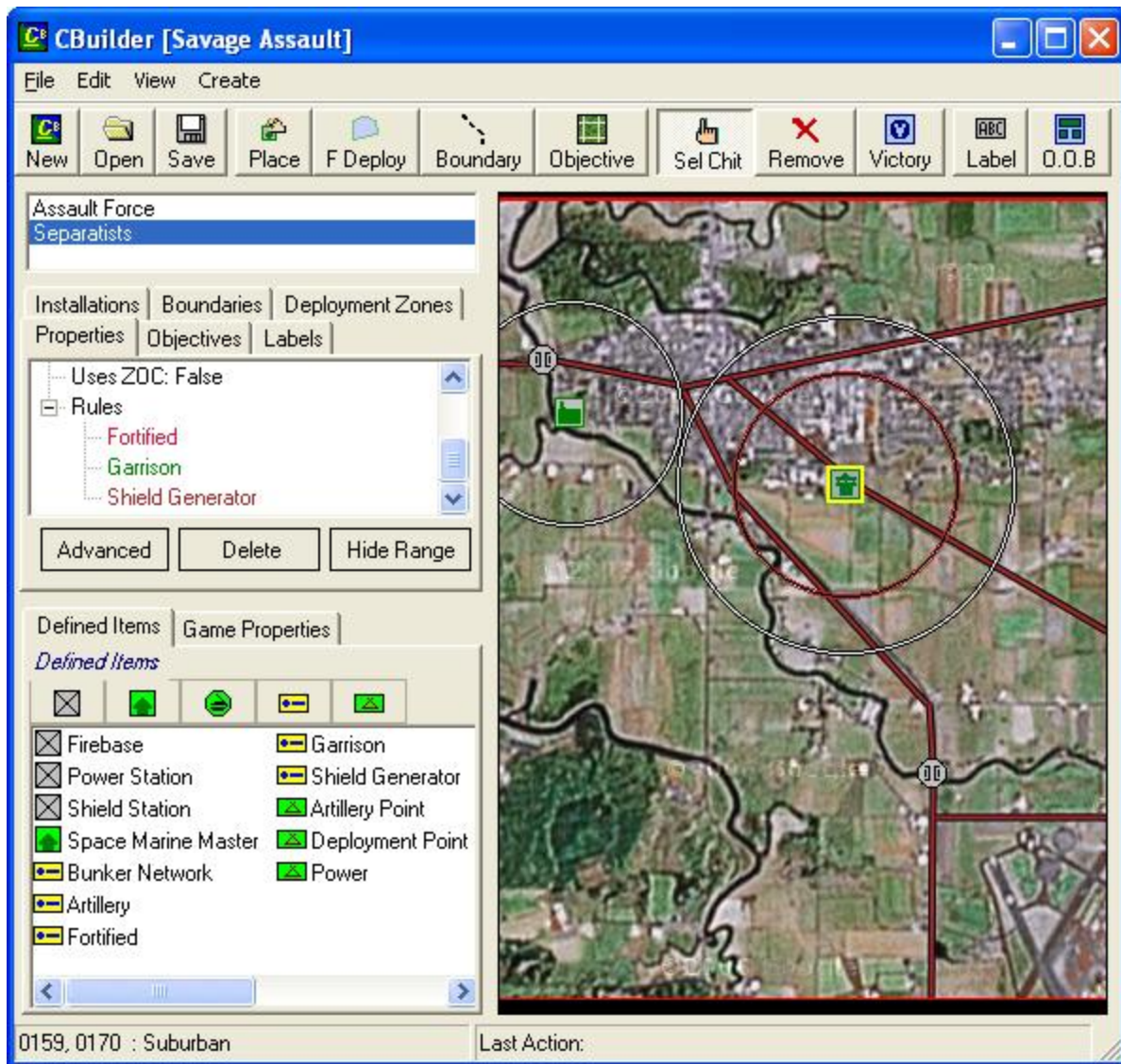
Now that you have seen how to create the types, we can move on to the deployment zones.

Deployment Zones

Deployment zones allow the players to place Battlegroups that they create (or those from the Order of Battle that the campaign designer has created). To create a deployment zone, select the Faction you want the deployment zone to belong to, and click on the map. You build a deployment zone one vertex at a time, and you'll see the shape of your deployment zone as you click. The first deployment zone I'll make for the Separatists will be around the whole center city. This represents the main defending force, so I'll allow 2000 total points to be deployed there. Remember, the Separatists have 4000 points in total to deploy.

Press the "F Deploy" button and then click on the map. You'll see a red line connect subsequent points on the map so you can create the deployment in whatever shape you'd like. When you're satisfied press "enter" to close the deployment zone. This will link the first point you drew to the last point and open the Deployment Zone editor window.

Deployment Zone

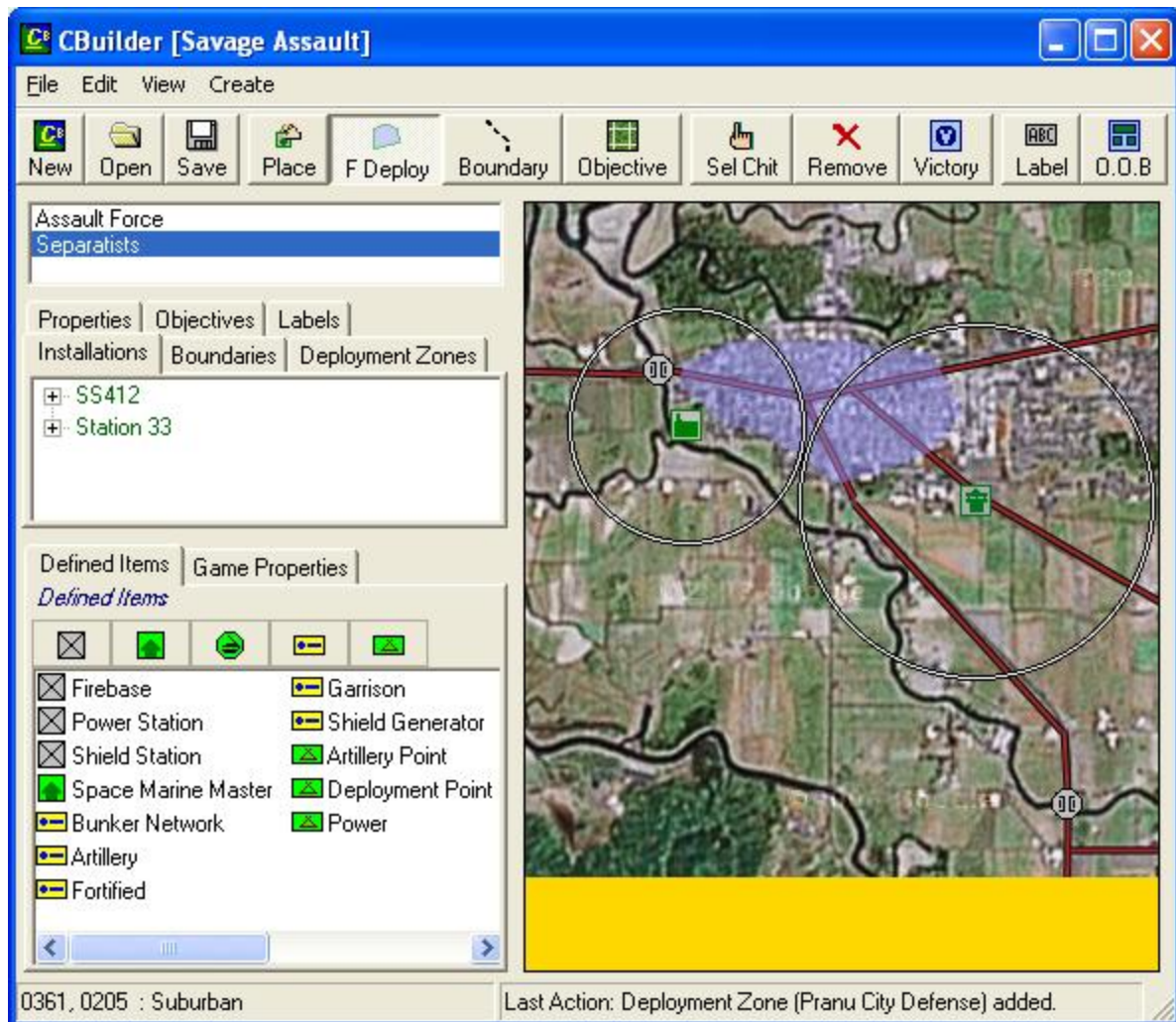|	
Zone Name	Pranu City Defense
Is Active	☑
May Be Captured	○ Capturable ● Not Capturable
Capture Event	Hold ▼
Max Per Turn	2000
Max Total	2000

OK

I named this deployment zone "Pranu City Defense" and gave it 2000 points total. See the Campaign Builder manual for more information if you need it. When I hit "OK" on this sheet, the new deployment zone will be created.
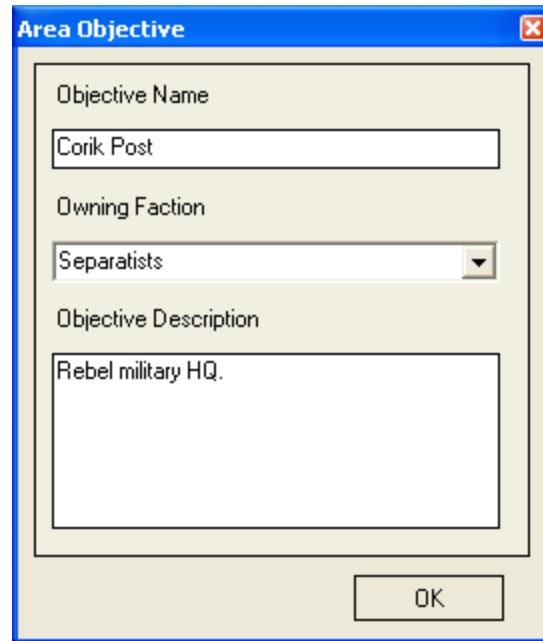
The image above shows the new deployment zone owned by the Separatists. I'm going to make a few more deployment zones for the Separatists, to give them options of where to start. In the lower left, I'm going to create a military post using a deployment zone, objective area and a few installations. This allows me to create large complex compounds. I'll start with the Objective Area that represents the grounds of the military post.

Objective Areas

Objective Areas are used for victory conditions. To own an objective area, you must have a friendly chit on it. If an enemy enters the objective area, it will become contested. Objective areas can represent many things, such as agriculture, industrial districts, choke points or strategic locations.

To represent a larger military installation, I'm going to combine a deployment zone, area objective and some installations. As long as the installations are held, the enemy can't take over the area objective (the worst it will be is contested).
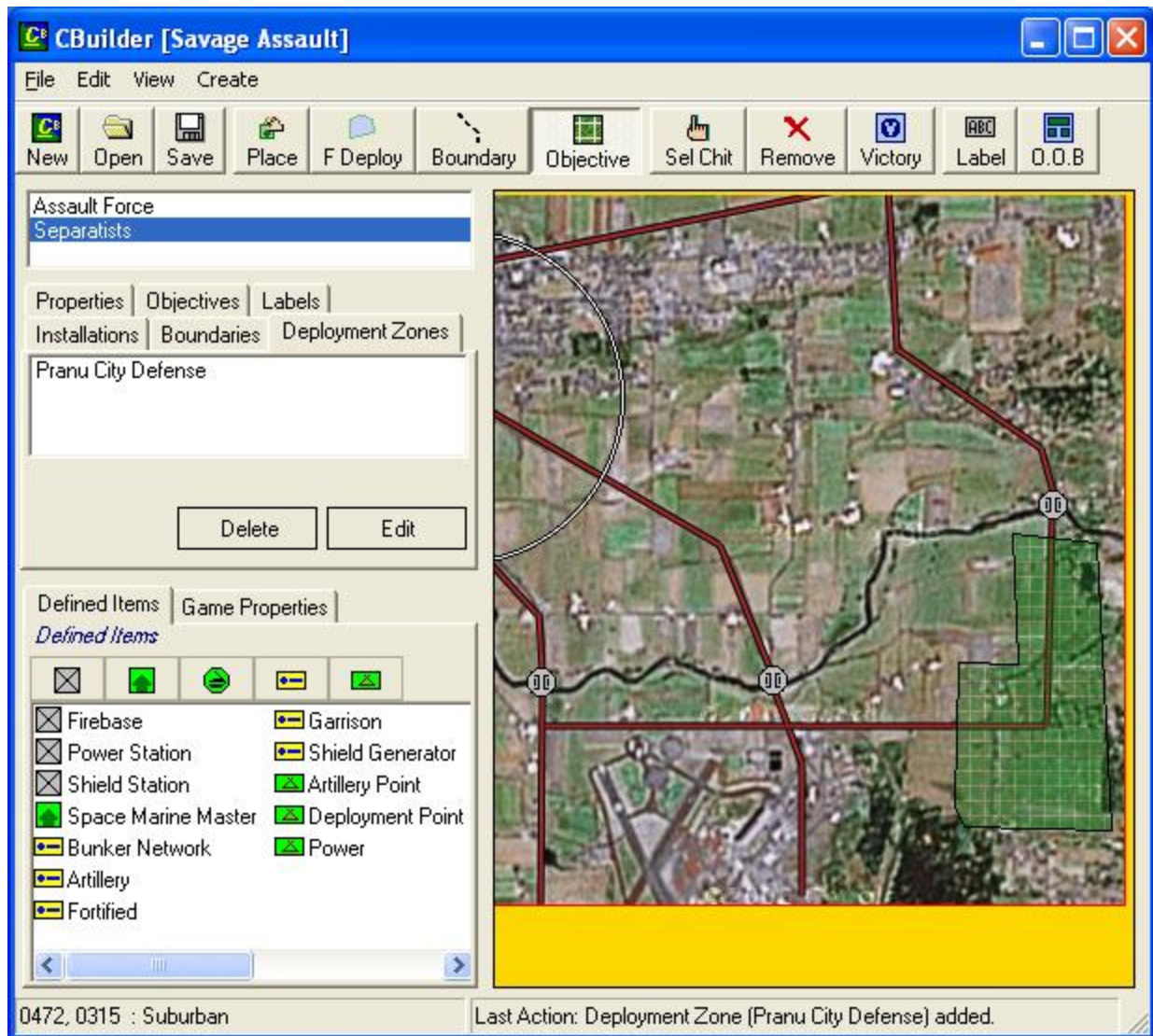
So, click the "Objective" button and draw a shape in the same way you do with deployment zones. When you close the shape with the "enter" key, you'll get a dialog. We've decided that this one already belongs to the Separatists.

In the drop down box we can select either faction, or "<none>". Once we're happy with it, just hit "OK" and it will close, and you'll see it on the map.

With the area objective placed, we'll add a deployment zone to the center. I'm going allow up to 1500 points here (two Battlegroups). However, I'm going to make it 500 per turn so that they can't deploy them all in the first turn, or even at full strength. It might not seem like much (not being able to deploy them all in the first turn), but it's very close to the enemy who will be arriving at the space port to the west. The separatists will need to throw everything they can at the port. Breaking the deployment zone to spread over 3 turns represents the troops mustering and equipping from the base.

This area will also be protected with a shield, some bunkers, and other military posts. This will give them a garrison of 1000 points here (500 at each gate). It can become quite formidable when added to an existing Battlegroup.
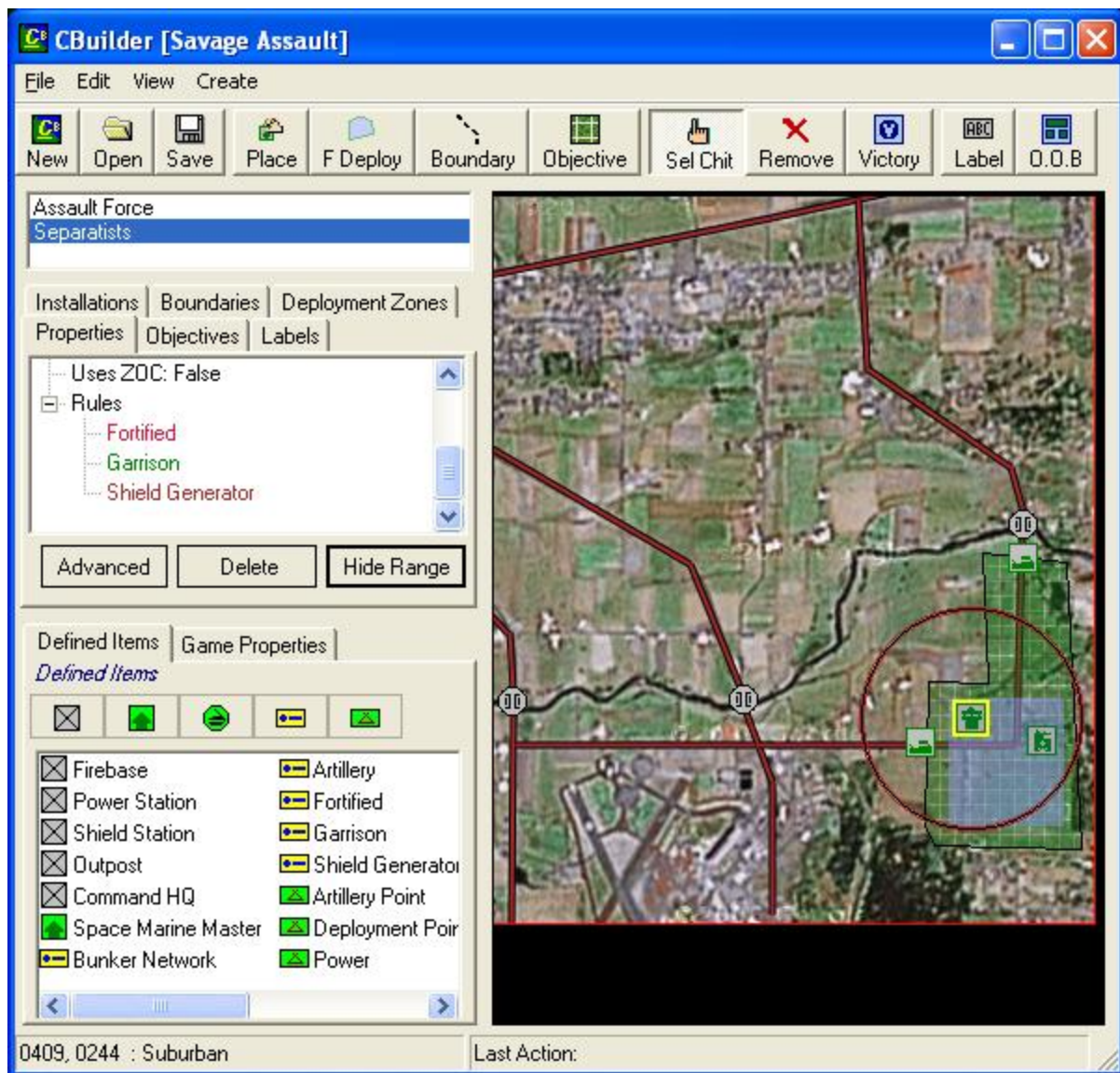
Now we have a somewhat complex compound in the eastern portion of the map. This compound will be part of the assault force's victory conditions. I'm going to place a few more installation for the separatists, and a couple more deployment zones.

Victory Conditions

Victory conditions are optional. You can have an excellent campaign without them, but they add

a considerable amount of depth to your campaign. Press the "Victory" button [Victory] on the toolbar to bring up the victory conditions for the selected faction.
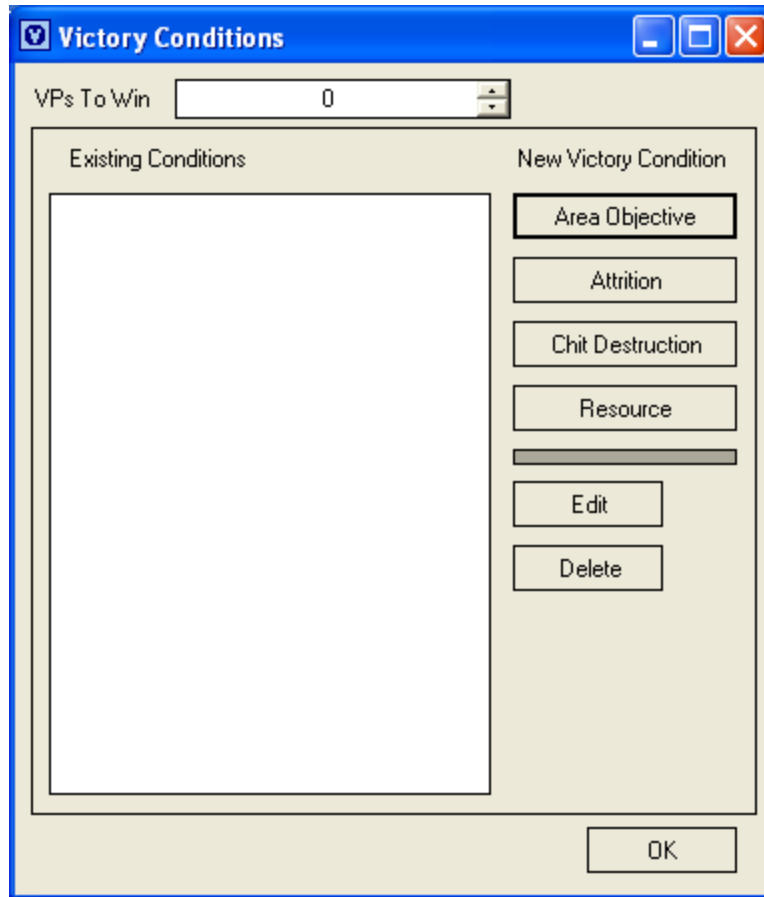
Each Faction gets its own list of victory conditions and their own "VP to Win" value. You can set the point value for each victory condition when you edit or add a condition. For my game, we'll make both sides have the same VP to Win point value. We'll make it 100 points. Simply type it in the box on top. I had decided in the campaign that the planetary defense cannons would be the highest priority, and destroying all three would be a victory. Before I start making the Victory Conditions in Campaign Builder, I usually jot down some notes on what they should be.

Marine Victory Conditions:

Destruction of all 3 defense laser batteries – chit destruction

Destruction of 2 defense laser batteries plus multiple secondary conditions – chit destruction

Secondary Conditions

Occupying the factory district – area objective

Destroying the command HQ – chit destruction

Destroying power grid station 33 – chit destruction

So, since I'm basing the total amount of victory points to 100 for a win, I can start creating the conditions. Each of the defense laser batteries (chit destruction VC) will be worth 35. If the player decides to destroy two defense batteries, and succeeds, he'll have 70 victory points. Since I want him to destroy at least two PLUS multiple (or all three) secondary targets, I'll make each secondary worth 15 points. So, either 3 defense batteries, or 2 defense batteries (70 VPs) and 2 secondary conditions (30 VPs). With that
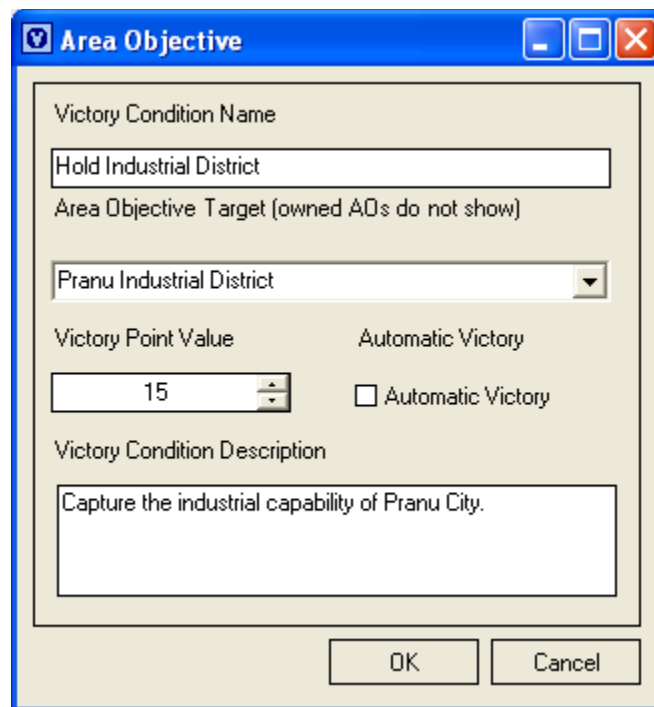
settled, I can make the Victory Conditions. Simply click on the type of condition you'd like to make and a new window pops up. First we'll do the chit destruction ones.
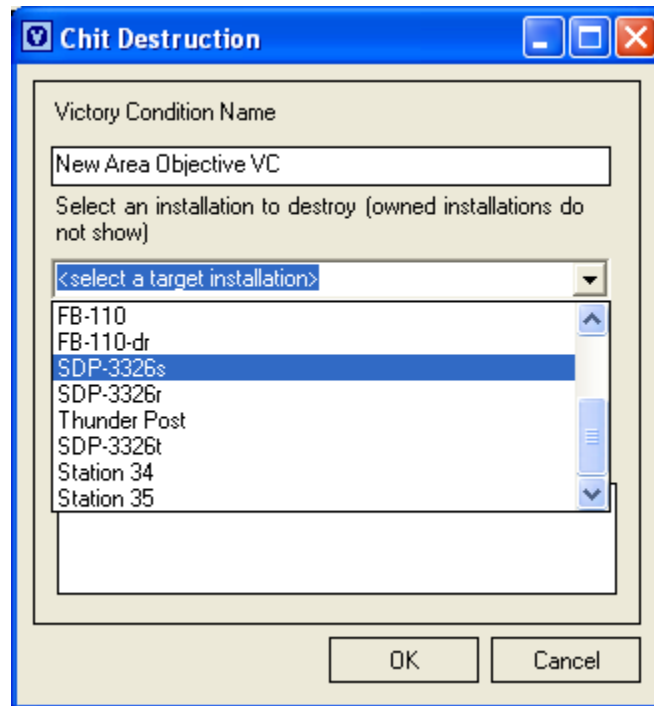
Click the drop down to select the installation you want this faction to destroy to get points for. In mine, I chose SDP-3326s, and then filled out the rest of the information. It means that the non-owning faction must have a battle against the installation and win (so that it can be marked as destroyed). So, here is this Victory Condition when I'm done. I'll make one more for each SDP installation.
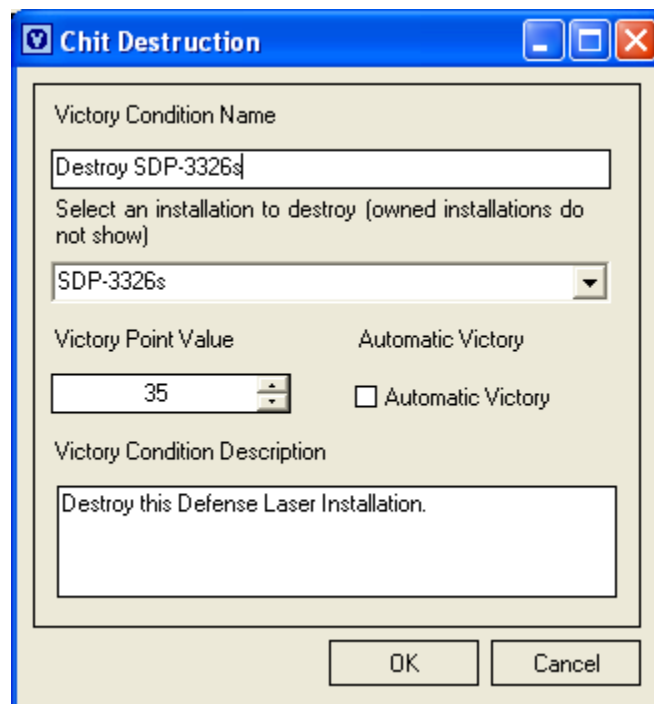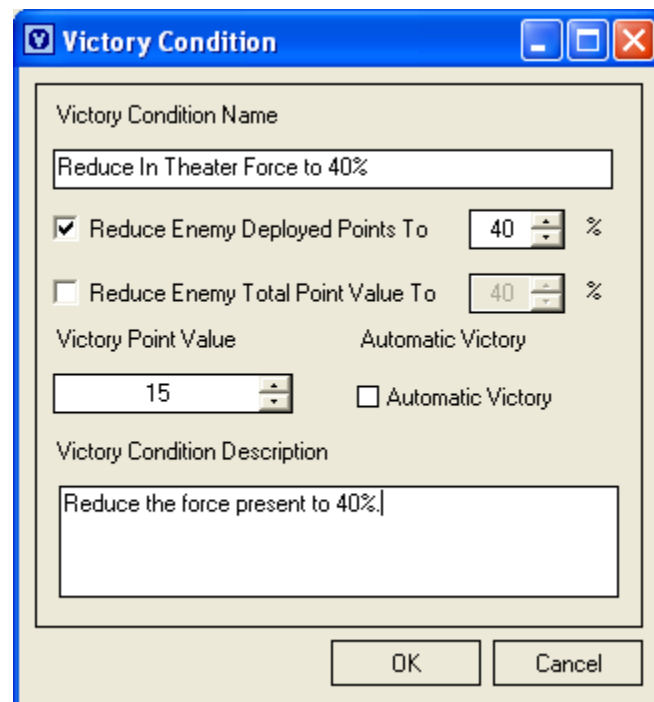
Now that the main Victory Conditions are done, we can move on to the secondary ones. The only one that is different is the Area Objective Victory Condition, so I'll show that one. It works the same way though, so all you do is select the Area Objective from the list and fill out the other properties.

When I've finished with all of the Victory Conditions, you'll see them listed in the Victory Conditions window. Before I show you that, I'm going to add a 15 point Attrition Victory Condition, since it's the most complicated of all Victory Conditions.

This Victory Condition can have multiple conditions itself. To understand how this works, you'll have to know the difference between Deployed Points and Total Points. A Faction's Total Points is the starting deployment point value that you set in Faction Data. Deployed Points are those that have been deployed by the players. So, a Faction can have 2000 points with only 500 deployed. In the case above, if we destroyed 40% of the 500 points deployed, we'd achieve this victory condition.

Order of Battle

Order of Battle allows you to create Battlegroups that the players can deploy. If you select the option "Force OOB Units" in the options tab of the Main Editor, the players will ONLY be able to use these Battlegroups for deployment (they won't be able to make their own). This can be useful for tournaments or historical recreations. Also, when you create an OOB Battlegroup, you as the campaign builder are not restricted to the Battlegroup point cap. This means you can set the point cap (in the Options tab of the Main Editor), and create some Battlegroups that are larger. This can be used to make special groups in the campaign. Click the "OOB" button on the toolbar to open the list. Remember, this is per faction and you are editing the Order of Battle for the selected faction.

The Order of Battle window pops up, and you can add new Battlegroups by pressing "Add", and you can delete the selected Battlegroup with the "Remove" button.

In the Beta, the Order Of Battle creation form is not complete, and is a very simple model. You can't add elements to any of the units, so if you're using elements, you will have to wait for the next build where Order Of Battle is fully functional.

However, if you're not using elements, than the beta 1.8.4 version of OOB will suffice. You can create a new OOB Battlegroup and add units to it.
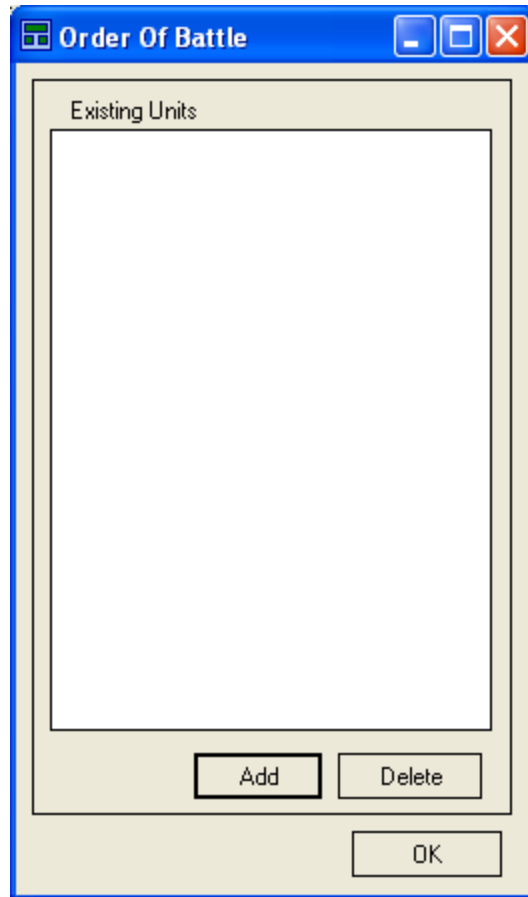
When you open the OOB window, you'll see a list of Battlegroups you have already created. You can select and delete Battlegroups and add new ones from this window. When you press "Add" a new window will pop up where you can add unit types to the Battlegroup. Click on the box next to the name to set the Battlegroup's icon.
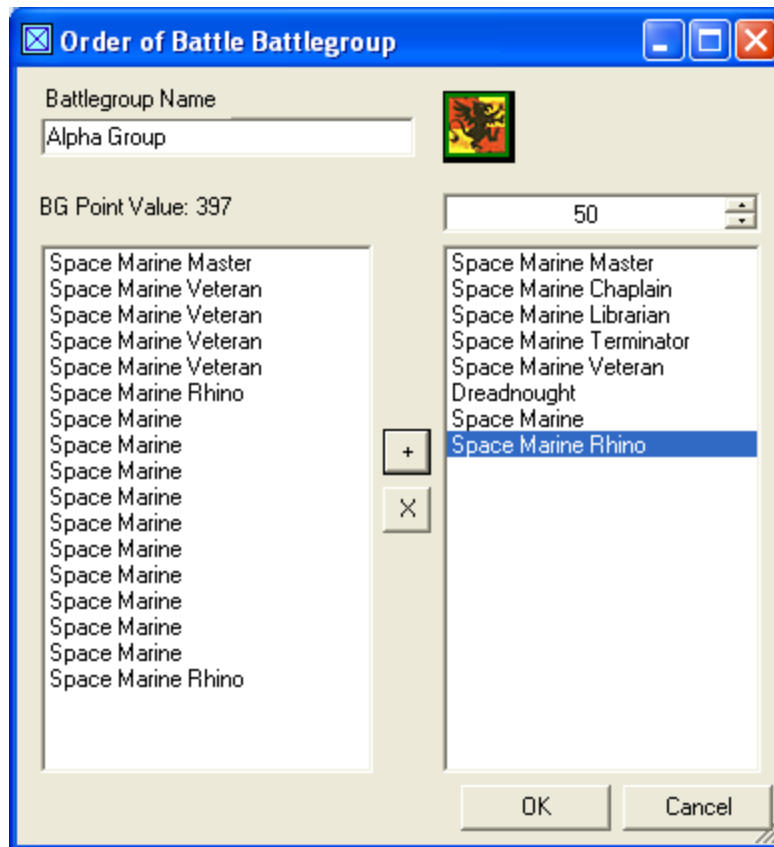
Final Map

After adding some new installations and deployment zones and a whole host of other items, I have my campaign ready. You'll want to play on it a little bit as a test, to make sure things are working the way you expect them to.