

Army Builder

User Manual

Chapter 1: What is warhammer?

Warhammer is a tabletop wargame where two or more players compete against each other with "armies" of 25 mm – 250 mm tall heroic miniatures. The rules of the game have been published in a series of books, which describe how to move miniatures around the game surface and simulate combat in a "balanced and fair" manner. Games may be played on any appropriate surface, although the standard is a 6 ft by 4 ft tabletop decorated with model scenery in scale with the miniatures. Any individual or group of miniatures in the game is called a "unit", whether represented by a single model, or group of similar troops.

The current core game rules are supplied in a single book, with supplemental Warhammer Armies texts giving guidelines and background for army-specific rules. Movement about the playing surface is generally measured in inches and combat between troops or units given a random element with the use of six-sided dice. Army supplements also assign points values to each unit and option in the game, giving players the ability to play on even terms. An average game will have armies of 750 to 3,000 points, although smaller and larger values are quite possible. There are also different rules for movement, shooting, combat and so on, the action usually being dictated by the roll of a 6-sided die or a 'D6', or it can be a 6-sided 'scatter' die used to generate random directions, often used alongside an 'artillery' die, used mainly for cannon, stone-throwers, and unusual variant artillery.

Terminology:

Codex: A codex (often pluralized as codexes, though the correct pluralization is codices), in the Warhammer tabletop wargame, is a rules supplement containing information concerning a particular army, environment, or worldwide campaign.

Army: The armies have been defined into a separate "army list," and they are described in more detail in the Warhammer Army Book. Players of either game, or their spin-offs, have a wide variety of army choices and each army can be customized to suit a particular playing style. All games are produced by Games Workshop.

Unit: Any individual or group of miniatures in the game is called a "unit", whether represented by a single model, or group of similar troops.

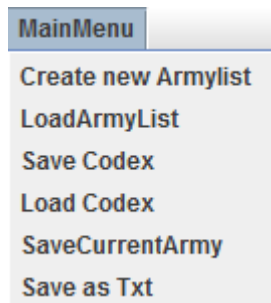
Hero: A hero is a single model, generally represented by a single miniature, which occupies an important role in an army. Heroes guide their armies with the strength of the command or the power of magic!

Chapter 2: the Army builder

Everyone knows, at this point, that building an army list only with a pen and a piece of paper can be painful! So here comes the Army builder, a tool that simplyfies the life of all Warhammer players by giving simple functions to create Codexes and Army Lists. Let's have a look at his primary features.

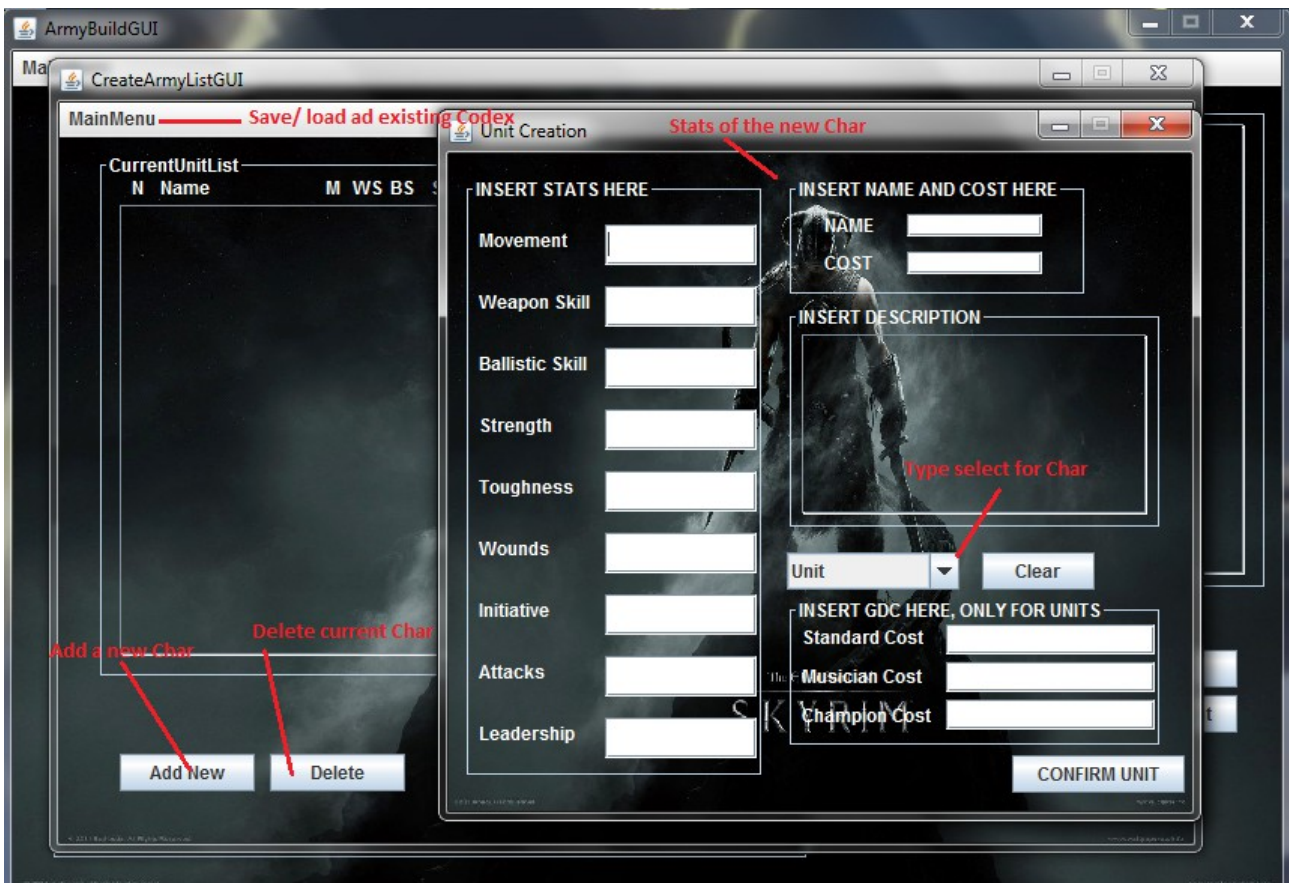


1) Save/Load Options



Load and Save Codex reads or writes to disk your current codex as ".co" file, while Load/Save Army List reads or writes to disk your army lists as ".ar" files. The last option "Save as txt" writes to the disk a ".txt" file containing your current army list in a particular format adapt for official tournamets(where the explicative army list is required!). Note that while you save/load your army list, also your codex will be saved/loaded. Every list can be read/edited only with his origin codex!

Create new Armylist opens a new frame where you can create a new Codex List by simply defining, one to one, a new hero or a new unit.



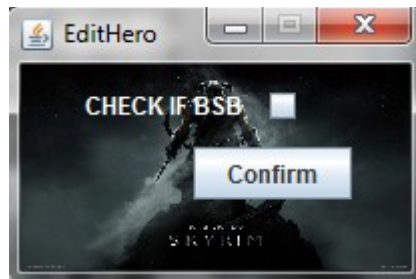
Main menu allows to save the current Codex to ".co" file or load an existing one to edit. While you press the Add new Button, a new frame opes. Here you can create a new Unit or hero, selecting the option in the proper Combo Box. Note that a stat must be higher or equals that 0 and less or equals than 10. Moreover costs cannot be lower than 0, and a new Unit requires a Standard cost, a Musician Cost and a Champion cost.

2) Buttons

Unit up/Unit down button are utility functions to sort the list as you prefer. By selecting one character and pressing the button, you will move your Character through your current army list.

The Edit utton opens a new frame depending on the type of the selected Characteristics

If the selected character is a hero, you will have something like this:



It just allows you to select if the hero is or not battle standard bearer. A default cost of 25 is applied if the checkbox is selected and confirmed.

On the other hand if the Character is of Unit type, you will open this frame:



Where you can select the combination option for the Command Group of the unit.

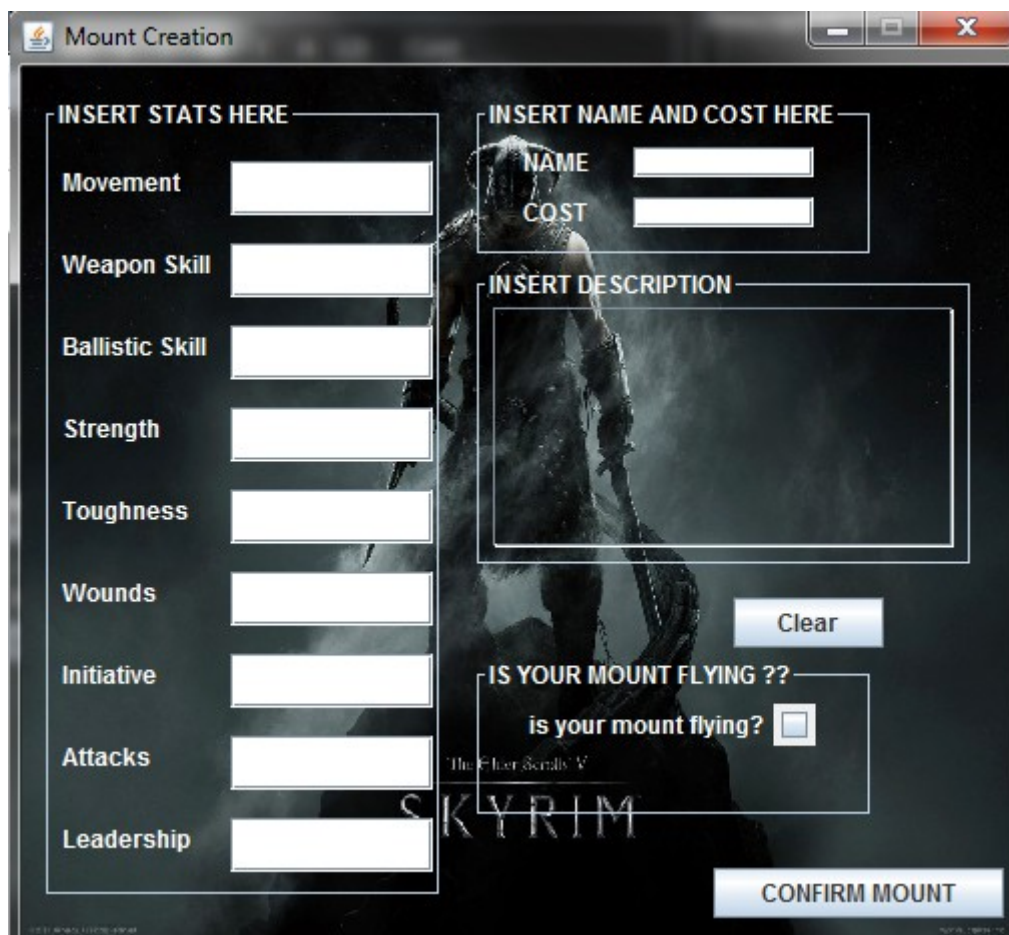
Add Item Button allows you to assign a new item(magic or common) to a unit or a hero. Note that a common item multiplies its cost for the occurrence of its possessor. Moreover a unit can have just one magic item, which is its Magic Standard.



The screenshot shows a window titled "ItemGUI" with a dark background featuring a Skyrim character. The window contains the following elements:

- ITEM NAME**: A text input field.
- ITEM COST**: A text input field.
- ITEM TYPE**: A dropdown menu currently showing "Common It...".
- Description**: A large text area for entering a description.
- CONFIRM ITEM**: A button to confirm the item assignment.

Add Mount/Remove mount allow you to add or remove a mount for the current character. Note that a mount, exactly as a common item, multiplies its cost for the occurrence of its owner.



The screenshot shows a window titled "Mount Creation" with a dark background featuring a Skyrim character. The window contains the following elements:

- INSERT STATS HERE**: A vertical list of text input fields for:
 - Movement
 - Weapon Skill
 - Ballistic Skill
 - Strength
 - Toughness
 - Wounds
 - Initiative
 - Attacks
 - Leadership
- INSERT NAME AND COST HERE**: Two text input fields for:
 - NAME
 - COST
- INSERT DESCRIPTION**: A large text area for entering a description.
- Clear**: A button to clear the input fields.
- IS YOUR MOUNT FLYING ??**: A checkbox labeled "is your mount flying?".
- CONFIRM MOUNT**: A button to confirm the mount creation.