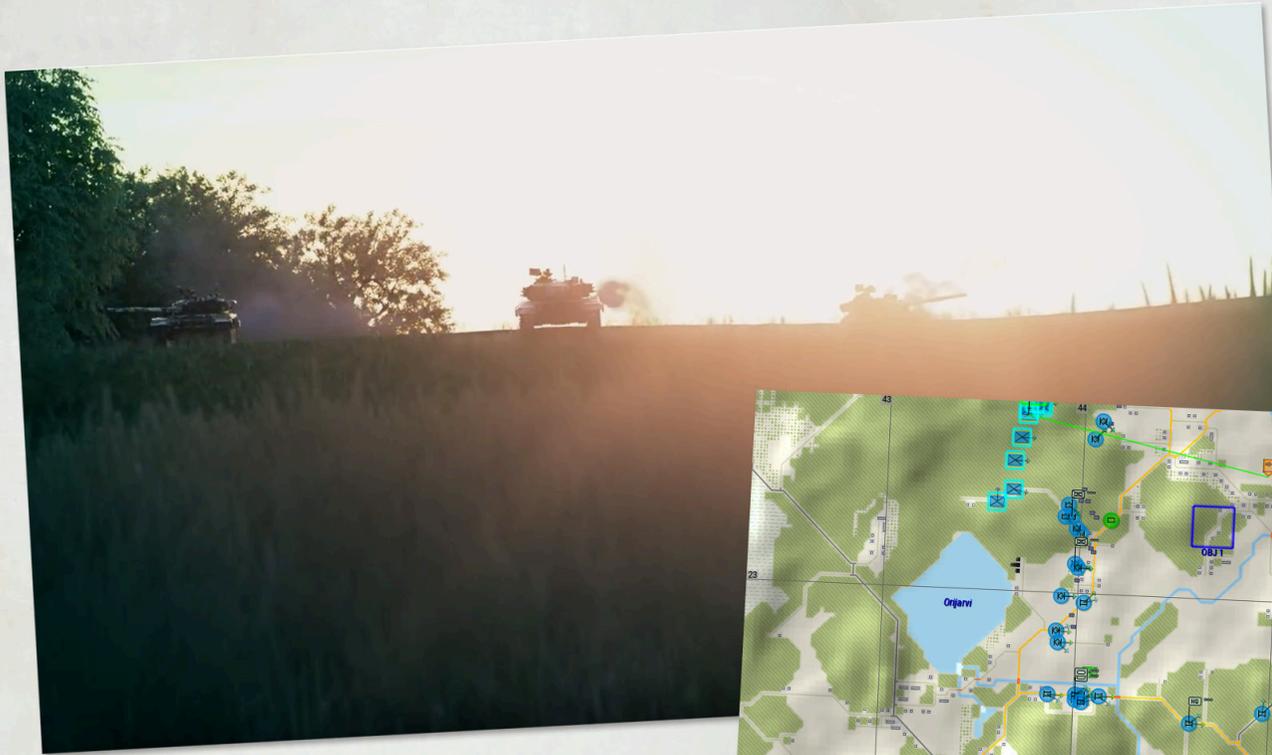


CAMPAIGN GENERATOR TOOL

by Veitikka Studios



1624 841 Forest (coniferous)	Height
Inf trafficability: 50	Relief
Veh trafficability: 20	Concealment: 60
Concealment: 60	Over

ARMORED BRIGADE

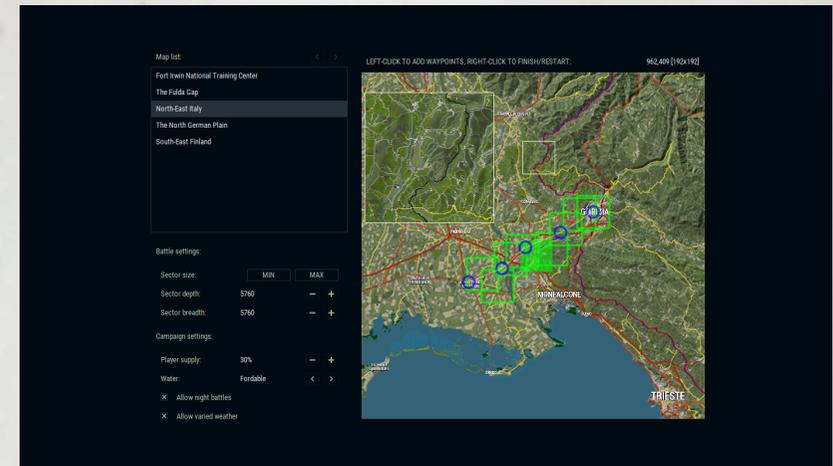


Introduction

This is an overview of the first iteration of the Armored Brigade Campaign Generator system. It and the original Battle Generator are built with the same design philosophy in mind: To have an easy way to generate an infinite amount of replayable content that can be shared with others. It provides a context for the battles and adds more depth to gameplay by making use of the game's features that some players might otherwise have overlooked. The flexibility of the battle system that can handle almost any forces, locations, and other parameters is made use of by having units with tracked statistics, battle locations that are dictated by the outcome of the previous battle, and the time of day and the weather that keep changing during or between the battles. One strength of Armored Brigade is the enormous size of maps. They offer a myriad of unique and realistic locations, and when fighting over a piece of terrain, even for several battles, its special characteristics become familiar and memorable. The system tracks explosions and terrain fires, and these areas become destruction zones in the following battles. All this creates a sense of drama.

Let's take a look at how a fresh campaign is generated, and how the transition between the campaign battles works.

GENERATING THE CAMPAIGN



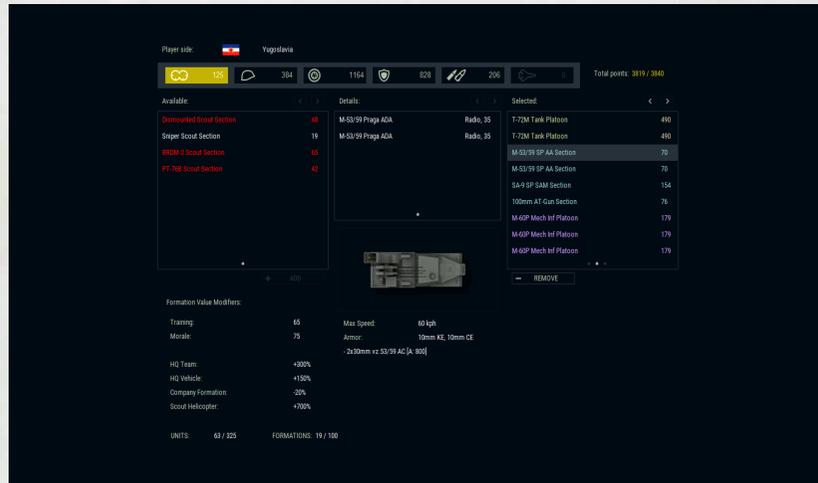
In the first screen of the campaign generator, the campaign map is selected. The battle map depth and breadth can be adjusted in the settings. The larger the map, the more time passes between battles. After selecting the map, the campaign 'path' is constructed by adding waypoints on the map view. This is done by left-clicking, and then right-clicking to end the path. Another right-click restarts the process. The battle sector locations, orientation, and start sides vary depending on how the campaign progresses along the path. Use the 'RANDOM SECTORS' button to randomize the sectors if you are not satisfied with the initial random placement. The system validates every sector. If one or more sectors are invalid, then new sectors must be created by selecting a new path or using the 'RANDOM SECTORS' button. Water and impassable terrain are the most common causes for unplayable sectors.

The campaign settings include several options:

- The 'player supply' option determines how many supply points the player receives for refitting units and selecting support assets. The base value depends on the player force size. The opponent force size is scaled up in proportion to this value.
- The 'water' option determines the type of water in the battles. To have frozen water the option must be set to 'varied'.

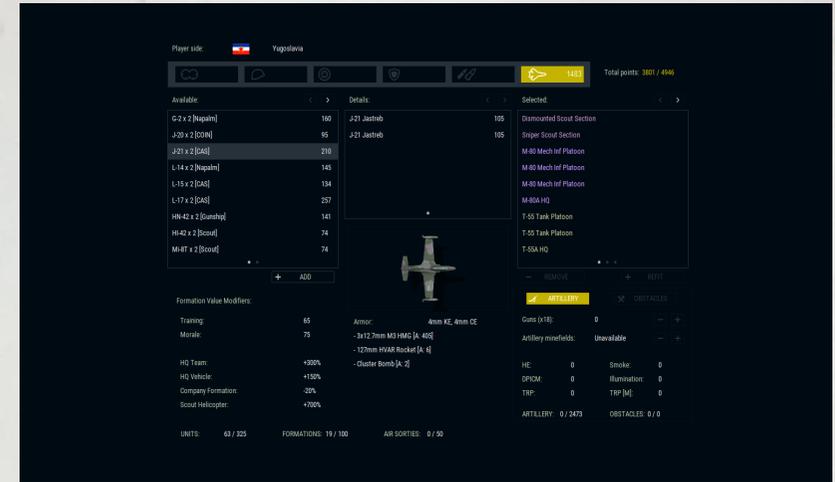
- If the 'allow night battles' option is not enabled then any campaign battle that is about to start at dusk or night will start at early dawn instead.
- If the 'allow varied weather' is enabled then the weather can change gradually between the battles.

The opponent base points usually depend on the player points and the mission type. If one side is defending, the size of the other force is multiplied. If the defender is dug-in then the advancing side receives an addition combat power bonus. The same rules are used to scale the opponent force size up or down. In the 'combat power allocation' screen, the opponent minimum (defend) and maximum (advance) points are shown. The AI opponent selects its force automatically for every campaign battle.

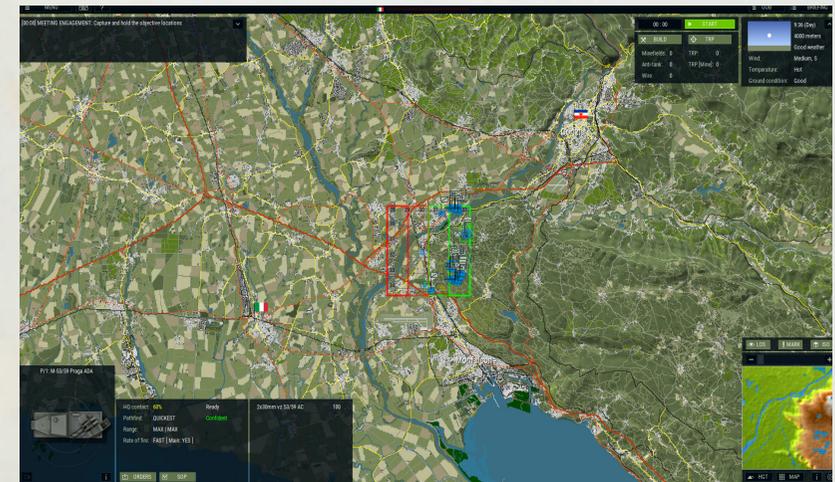


The player 'core force' is selected once, before the campaign starts. It cannot be changed afterwards. If units are lost they must be refitted by using supply points. The core force units gain experience by surviving battles and killing enemy units. Units with a low training level gain experience faster than highly skilled units.

PLAYING THE CAMPAIGN

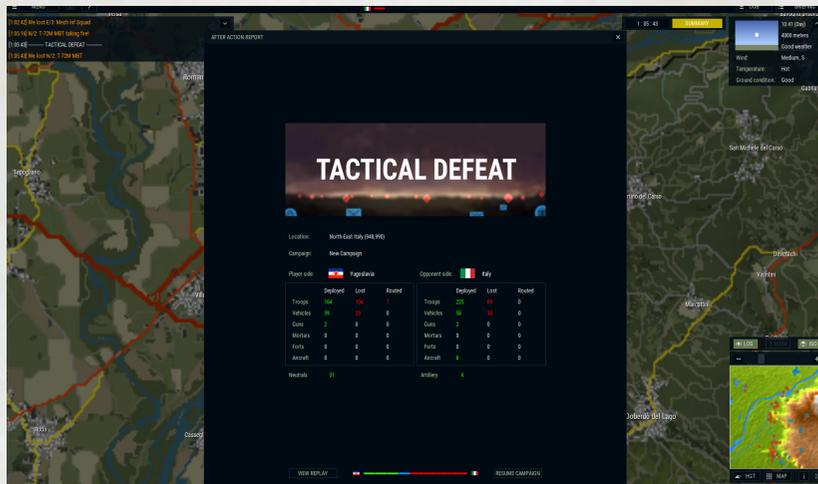


Before every campaign battle, the player can refit formations and select air and artillery support and other assets, if the current battle parameters allow it and there are enough supply points available. New units cannot be selected during the campaign.



When zooming out the battle map, the campaign path end points are marked with the faction flags. This can give an overall impression of the progress of the campaign. The defeated side is usually forced to move back towards his end of the campaign path. When one side is driven to the end of the campaign path the campaign ends. If a battle ends in a draw the next battle will be a meeting engagement in the same location. Otherwise, campaign movement depends on the mission type, in addition to the battle end result. If the next battle is in the same location the player will get a supply bonus. The more there is movement towards his end the more temporary supply bonus he will get in the next battle. If the AI opponent is forced to retreat instead, the AI gets a permanent bonus to his force size. The defeated side can start with its units dug-in and can be allowed to purchase obstacles and pillboxes, depending on how far he retreats. If the 'player character' unit is killed the campaign ends.

The player can choose to end a campaign battle prematurely. In that case the player victory points are halved, and the end result is always a tactical defeat or worse.

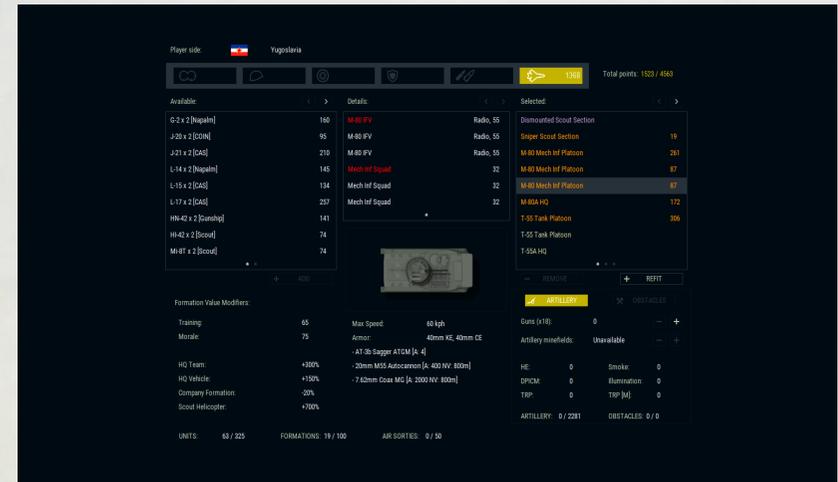


The campaign status can be seen as the status bar in the bottom of the AAR view. In the same view there is a button for continuing to the next battle, or ending the campaign if the conclusion has been reached.

If an infantry unit has taken low casualties it will be automatically restored

to its full strength in the next battle. All units receive full ammunition and weapon resupply and damaged vehicles are repaired automatically. Destroyed and abandoned vehicles must be refitted by using supply points. The tracked unit statistics include kills, the number of survived battles, experience, and the edited unit names. These are reset if the unit is lost.

Map cells with craters, shell impacts, or terrain fires become 'destruction zones' in the following battles. The system remembers the 'quick-group' and SOP engagement range settings that were used in the previous setup phase.



The amount of additional refit points is based on the campaign supply option. The refit points are cumulative. In certain situations a unit can be automatically 'recycled' after a battle, even if it has not been fully destroyed, and the refit value of the unit is absorbed to the supply point pool. Such cases include infantry units that have high casualties, dismounts that have lost their transport, and a HQ formation that has lost its leading unit.

The formations that have units to refit have an orange color in the list, and the refit cost is displayed next to the formation name. The missing units have a red color in the unit list. To refit a formation, left-click on it twice, right-click on it once, or click the 'REFIT' button after selecting the formation.