



# FPC Modding Guide 2: Scenarios and Campaigns

# **FPC Modding Guide 2: Scenarios and Campaigns**

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# FPC Modding Guide 2: Scenarios and Campaigns

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# FPC Modding Guide 2: Scenarios and Campaigns

## 1 Introduction

Welcome to the Flashpoint Campaigns Modding Guide Volume 2 or FCMG2 for short. This tome is the gateway to modding or creating Scenarios and Campaigns for all things Flashpoint. The OTS Design Team determined from the onset of this new game engine, that we wanted the game scenario and campaign creation tools accessible to the players. We wish to foster the generation of a large library of 3<sup>rd</sup> party (User) content. In order to do this without it turning into a mess, as seen in other games in recent years, everyone really needs to read through Section 2 "The Rules of Play" that follows.

### 1.1 What will this Guide Teach You?

After reading the words of wisdom in this tome you should be able to make new scenarios for you or others to play. For those who crave adventure and added challenge, you will understand the processes involved in making a campaign (a series of scenarios with a common core force for the player). Good luck and good hunting!

## 2 The Rules of Play

It's kind of sad even having to point some of these "rules" out, but I think it will help everyone get along and work with each other to make this game really shine with tons of user created goodies. Away we go...

### 2.1 The Obligatory Disclaimer

Okay, tangent/disclaimer time. There is little to no value validation for these functions right now. It is something we want to add down the road to help you modders out. So understand if you delve into the numbers, you run the risk of breaking things if bad values or characters find their way into the files. We at OTS take no responsibility for loss or damage of material items, virtual 1s and 0s, or sanity when modifying game content and/or using third party tools. End tangent/disclaimer.

### 2.2 Open Source Content

The game engine runs and can simulate a wide range of modern combat actions based on the information and content we have provided. We have provided in-game tools to allow you as players to craft your own scenarios and campaigns using the same tools OTS does. These tools function based on the data, maps, and code we have created. This design allows for the creation of third party content based on the open source nature of the editors and the supporting files.

### 2.3 Free Use

We are giving you the right to freely utilize the Scenario and Campaign Editors to create or edit scenarios and/or campaigns in order to create new or derived USER content. We are also allowing you to create, use and modify scenarios and campaigns to make your own versions.

You will find that the original scenarios and maps files are ***password protected*** to keep the original content in its released form and we would really appreciate if they stayed that way. You can open the scenarios in the editor, but you cannot make changes and save them. You can, review the setups and forces, victory locations, and other information to see how they were done.

This "free" use comes with the express understanding that any created or derived works for this game and game engine will be provided to the public to freely use as well. This means if you put something you made out there for the game, other people can, and in many cases will, take that work and build upon it unless you password

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protect your files (and you can if you wish). Like us at OTS, you will have to be okay with that happening. That's the land of Free Use.

### 2.4 Derived versus Created Content

There are two types of user generated content. Derived works are those based on other original work. Repainting an existing map or editing existing map values or making a variant of an existing scenario or campaign are examples of derived content. Created works are those items made from scratch. For example, this would be new maps, scenarios, or campaigns. Even though these are created items, they are derived from the content specifications for the game engine.

### 2.5 Being Adult and Recognizing Original Content Designers

This is one of those sad to have to point out rules I mentioned above. A handful of games out there over the past decade have had major blow ups over this topic. If you take the scenarios from the Stoic Brit's scenario pack and make changes for whatever reason and then call them the Happy Canadian's scenario pack, I and the Happy Brit should be (or more to the point need to be) fine with that as long as your ReadMe text file states you made changes to the Happy Brit's content. That's it. Just a common courtesy to say this is a derived work. This will be an area especially watched with Scenarios and Map Data. Everyone is entitled by the Free Use and Open Source points above to edit other works. Just be adult and please note where the works originated.

### 2.6 Share and Play Well with Others

This is the second of the "should be obvious" rules. The goal in having this much modding capability is to build a friendly and thriving community of players looking to add to the game and to other player's enjoyment of it. To that end, I would ask that everyone work to help your fellow modders by sharing ideas, comments, tips, tricks, web links and even content. The more everyone works together, the better everything will be for the user generated content for the game.

### 2.7 Play Nice or We Throw the Kill Switch

In the very unlikely case that people can't play nice and/or abuse the open source content system, OTS reserves the right to shut down the game engines ability to use certain user generated content. In particular, data, maps and scenarios/campaigns can all be switched to an OTS only mode of use.

We (OTS) would prefer for this not to happen, but it is necessary to make this statement. The ability to edit a vast majority of the various inputs to the game was the center of a number of lengthy discussions on if we should do and to what extent. How the community does in the months after release will also tell us if we can expose even more internal magic numbers to everyone to add in even more customization of the game engine itself.

So please be civil and helpful to other modders and we will all enjoy this game system from many years to come.

Now onward to the good stuff!

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### **3 Getting Started**

FLASHPOINT CAMPAIGNS is both a game of grand tactical warfare as it is a construction kit with sweeping capability to make almost any modern combat situation (Post WW2) you want. Before you dive head long into a project you should take some time to get your ducks (or other regionally specific animals) in a row. This chapter of the guide breaks down a few of the key decisions and works on getting you ready to work on the mod you want to make.

#### **3.1 Deciding What You Want to Make**

It may sound like a silly question, but sometimes you may not really know what you want to mod or how far or deep you want to go. Starting small and simple in many cases is a good idea. If you really want to change many things you should really take a minute and map out all of the things you need to do the job. Another factor involved is the end user. Is this something for you only or are you going to make this for the public to use too. In some cases it helps to be familiar with the process or tools. If you are great at digital artwork and have image editing tools, maybe changing some of the game art is a better place to start than making a new database. Either way you go you really need to have a desire to do it and in some cases support after it is released.

#### **3.2 New or Derived Content**

Where do you want to start? It is no doubt easier in almost every area of the game to derive/edit existing content than to start from scratch. If you are new to modding, I would strongly suggest starting a derived type project first. Having data or a format in front of you helps reduce the chance of making a mistake. Once you are comfortable with all of the ins and outs of creating the content you want from existing materials you can switch over to making it from scratch.

If you are going to create items from scratch, make sure you are aware and following and rules or guidelines for formats, sizes and ranges. Failure to stay within the set boundaries of an object can lead to game crashes and the headaches of debugging what you have made.

#### **3.3 Gathering Source Information**

Before you launch into a project, take the time to gather up and supporting source information that can help you with what you are planning to do. This could range from images to maps to specifications and documents. This will be less of an issue with sounds and some art items, but a down right necessity for scenarios and data work.

#### **3.4 Third Party Tools and Other Assets**

Modding a game takes time, effort, and tools. The game does have a couple built in editors to make campaigns, scenarios and tweak map values, but the rest of the stuff requires having other 3<sup>rd</sup> party software. In the case of scenarios and campaigns the editors are all in-game and you don't need any 3<sup>rd</sup> party software. If that changes in the future we will let you know.

#### **3.5 Working with User Feedback**

Once you place content out there for others to use, you will need to deal with both positive and negative feedback and suggestions. The best advice I can give on the subject is to be polite in your responses. If possible, take good suggestions and work them in. At the end of the day, it is your work and your vision and there is nothing wrong with telling someone to use the tools to mod it the way they like. It's what we are doing!

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## 4 Creating a Scenario

In this section of the guide, you will see step by step how to create a scenario. Scenarios are the focus point for the game. They are the action and the story. You should have an idea of what type of battle you want to craft and what forces are going to fight it. Having some back story for the descriptions and briefings will add more depth to any scenario you release. The game comes with 25+ maps and more are being added and new 3<sup>rd</sup> party maps will also be available to use for your scenario. You do also have the option to make your own map using the information earlier in this guide. When you are done with this section you'll be making scenarios in no time.

### 4.1 **Launching the Scenario Editor**

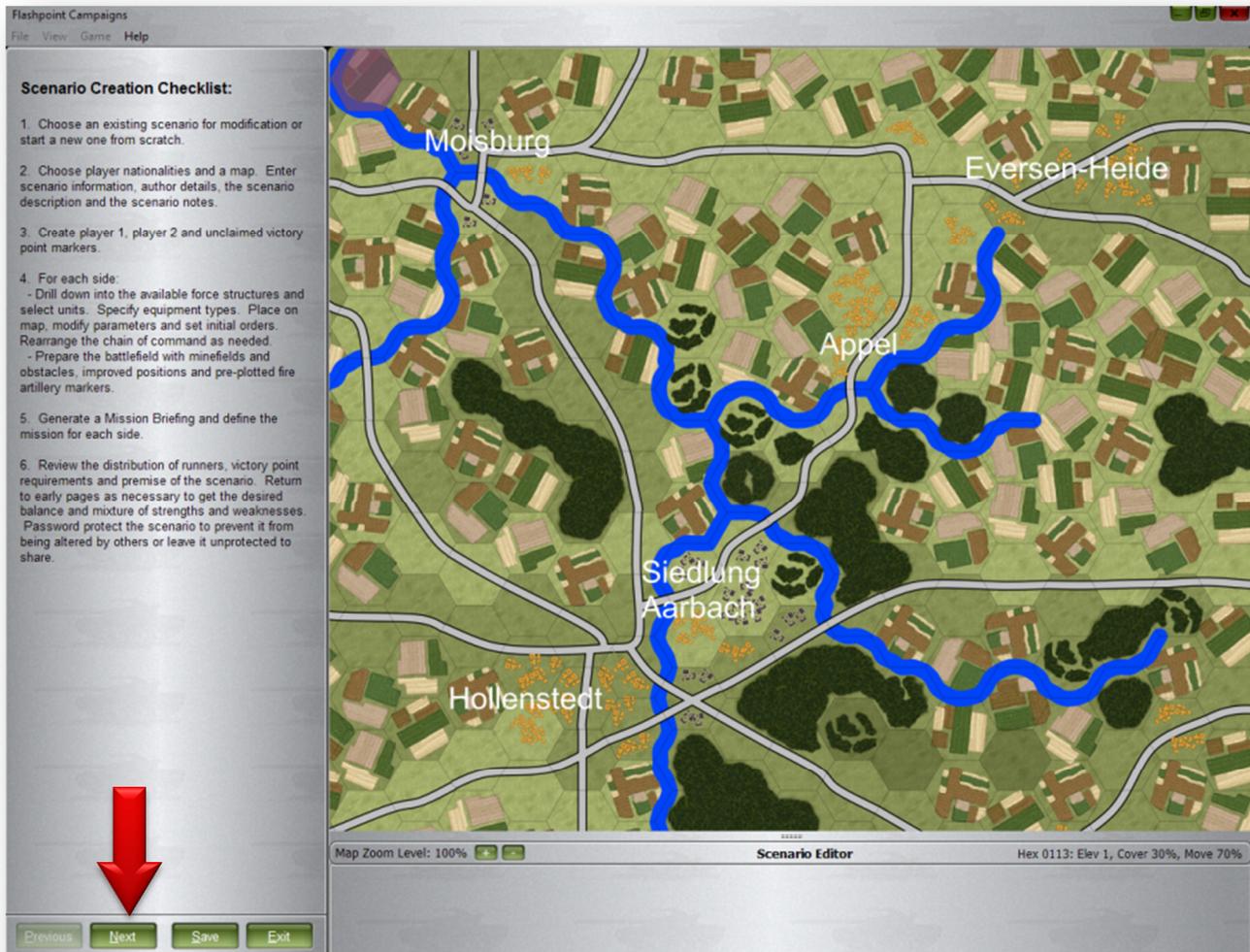
- When you start the game you will be given a menu of options.
- Select the Scenario button in the Editors section of the Main Menu.
- When you do the program will take you into the Scenario Editor.



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## 4.2 Reviewing the Scenario Editor Checklist

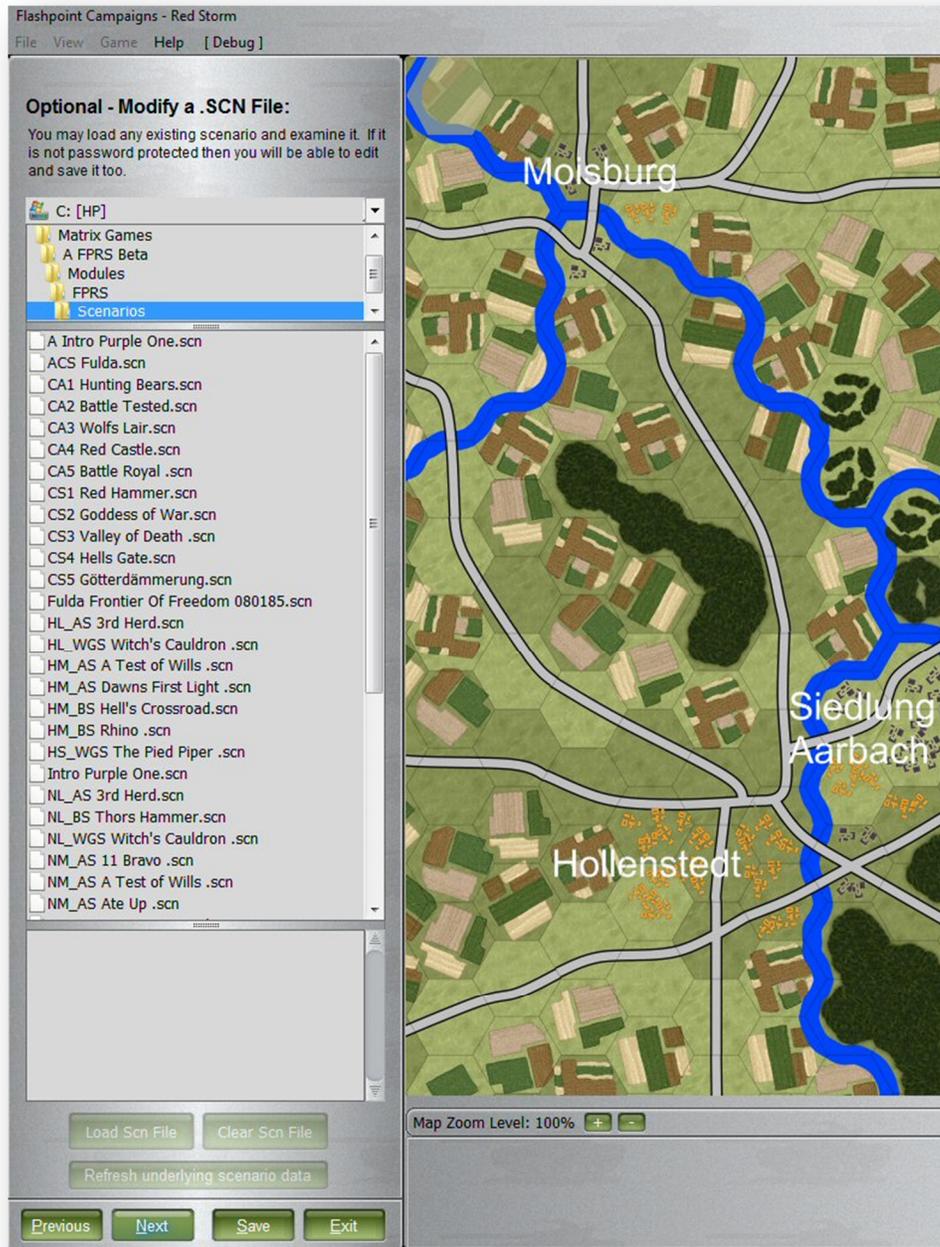
- The Scenario Editor opens to the Scenario Creation Checklist screen.
- We will follow these instructions to create our own scenario.
- These steps can be done in any order you like.
- For ease of instruction, we will be going from the top of each page to the bottom in order.
- When you make your scenario you can go in any order that you like.
- Once you are ready to proceed you click the "Next" button to open the scenario editor.



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## 4.3 The Scenario List

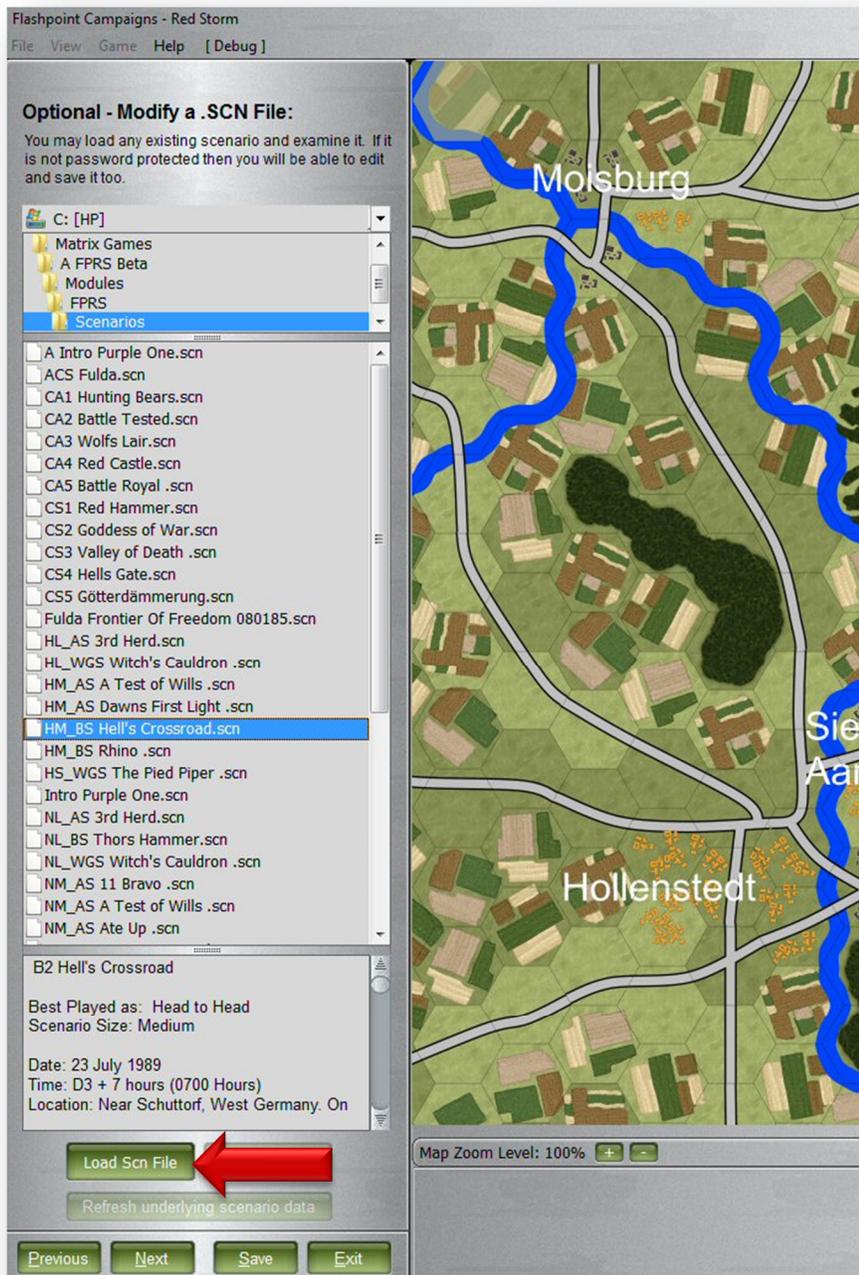
- When you click 'Next' the editor will move to a screen showing a list of scenarios in the game.
- These can be opened and analyzed but they are password protected and cannot have changes made and saved without the password. You can review these scenarios to see how the ones in the game were made.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.3.1 Selecting an Existing Scenario

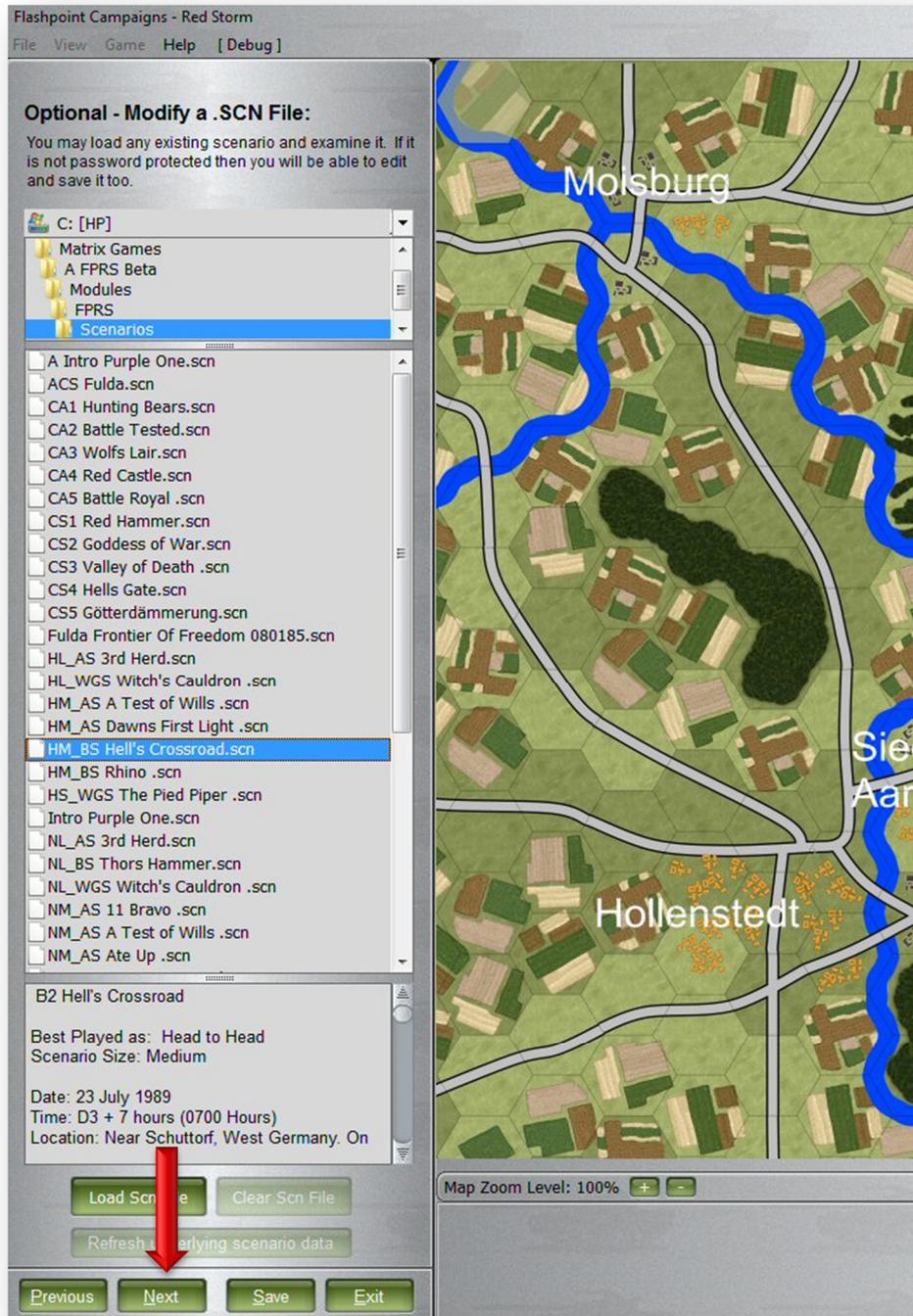
- If you select one of the scenarios to edit the "Load Scn File" button near the bottom lights up to show that you have this scenario set to open in the editor.
- The scenario description is shown in the text box below the scenario list.
- You can move the splitter bar between the file list and the description to see more or less of the two areas well.
- To edit the scenario you have highlighted you simply click the "Load Scn File" button.



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## 4.3.2 Starting from Scratch

- If you want to start a new scenario you would click on the "Next" button.



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## 4.4 Setting Scenario Parameters and Information

### 4.4.1 Scenario Parameters

- This page allows you to set the date and start time for the scenario. The program identifies four light settings from your selection of Start Time. It identifies if it's dawn, day, dusk or dark. (Dawn and Dusk are marked to the right of the Start Time to remind you when those are.)
- You determine how long the scenario is. From 4 to 14 hours. Again there is a reminder by the selection box.
- You can set the Weather to one of four settings from the pull down list box:
  - Clear, Maximum Visibility
  - Mist
  - Light Precipitation
  - Heavy Precipitation
- Below that you determine the Electronic Warfare settings. These settings are the hindrance level for that side. Meaning, that if you choose high for NATO they are having a high electronic warfare package used against them. The same applies to the Warsaw Pact.
- Effects of Electronic Warfare are explained below the settings slide bars.

### 4.4.2 Author Details

- Author - Who you are.
- Author Email - you can put your email in the scenario to be contacted by those that have questions or comments about the scenario.
- Date Started - shows the start date of when, you the author, started work on the scenario.
- Last Revision - shows when you last edited the scenario.
- Version - what version number you are currently working on.
- Password - a password that the author uses to keep the scenario from being changed and saved by someone else.
- When you have filled in all the information you want on this page you click on the "Next" button to continue. If you want to go back a screen you can hit the "Previous Button".

The screenshot shows the 'Flashpoint Campaigns - Red Storm' application window. The 'Scenario Parameters' section includes: Start Date (08/11/1989), Start Time (06:00) with Dawn (0549) and Dusk (2032) indicators, Length in Hours (10) with a 4 to 14 hours range, and Weather (Clear, Max Visibility). Below are sliders for NATO and Warsaw Pact Electronic Warfare Hindrance Levels, both set to low. A note states: 'Higher levels of interference degrade order transmission rate and increase HQ detection rate.' The 'Author Details' section has input fields for Author, Author Email, Date Started (10/4/2013), Last Revision, Version (1.0), and Password. At the bottom are buttons for Previous, Next, Save, and Exit.

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## 4.5 Setting Key Scenario Parameters

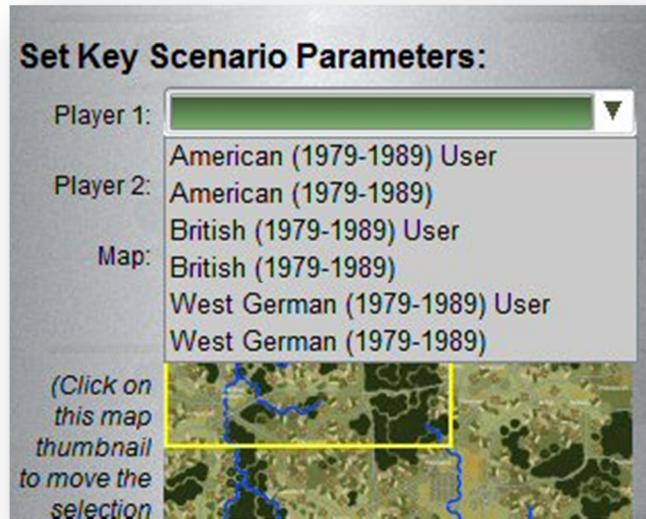
- This is where you select the sides and map, add setup zones and map markers for your scenario.
  - Currently there are only two players or nations allowed in the scenario.
  - You can build a scenario on any map located in the Maps folder.



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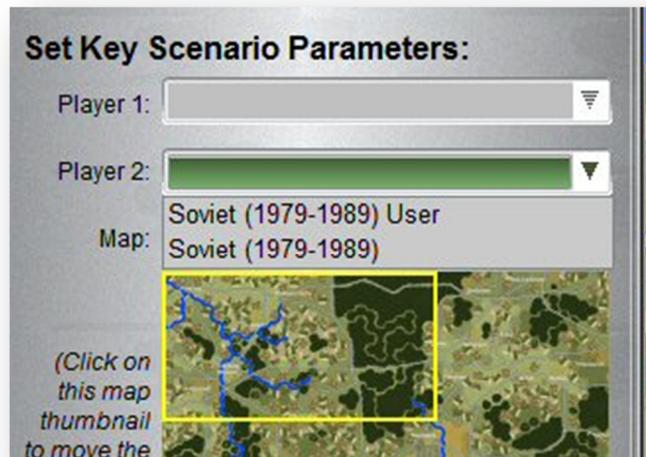
## 4.5.1 Selecting a Force for Player 1

- When you select the side for Player 1, there are 6 choices. An OTS version and a USER version of each Countries data. The USER file is one the players can edit to add or modify the data and the OTS is the "official" game data.
- You should select either:
  - American (1979-1989)
  - British (1979-1989)
  - West German (1979-1989)
- Unless you have edited the USER data file and wish to use that particular data in your scenario.
- NATO is generally Player 1 in the game.
  - You can have any force as player one depending on the setup of the database file



## 4.5.2 Selecting a Force for Player 2

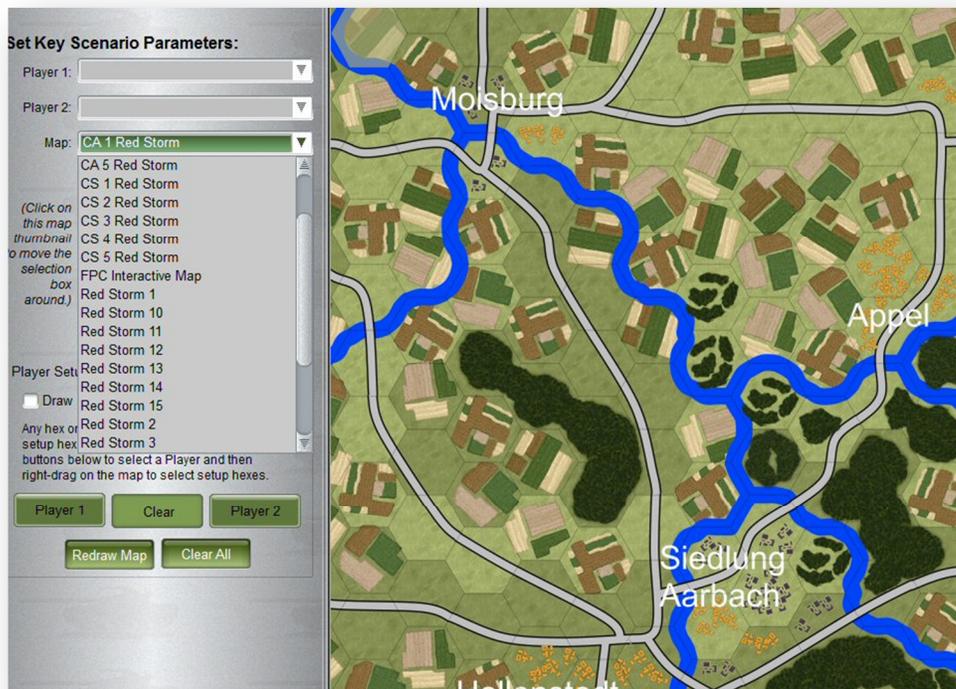
- When you select the side for Player 1, there are 6 choices. An OTS version and a USER version of each Countries data. The USER file is one the players can edit to add or modify the data and the OTS is the "official" game data.
- You should select either:
  - American (1979-1989)
  - British (1979-1989)
  - West German (1979-1989)
- Unless you have edited the USER data file and wish to use that particular data in your scenario.
- NATO is generally Player 1 in the game.
  - You can have any force as player one depending on the setup of the database file



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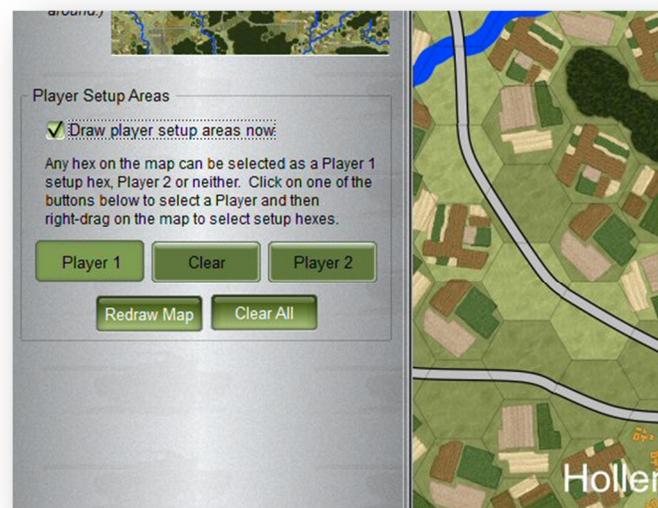
## 4.5.4 Selecting a Map

- After selecting the Player Sides you will select a map.
  - There are over 25 maps that shipped with the game and a wide variety of terrains to choose from.
- Any map in the inventory of the game is available for use in any scenario.
- You can select a map by selecting the drop down and choosing one of the maps.
  - The map will be shown in the mini map and also loaded on the screen.



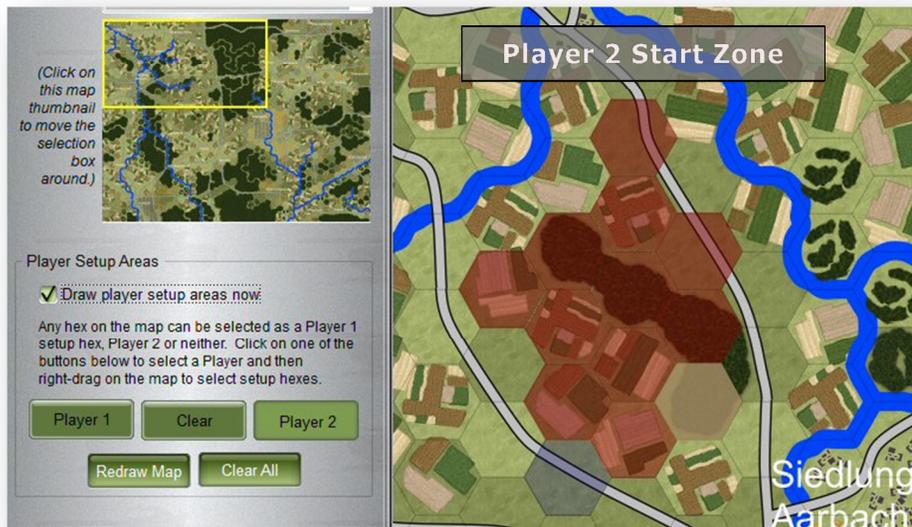
## 4.5.5 Adding Player Setup Areas

- Once you get the map selected you can now draw setup zones by putting a check in the "Draw player setup areas now" box.
- Once you have clicked the "Draw Player setup areas now" box you can then select Player 1 or Player 2 to put their setup zones on the map.
- Select the Player 1 button.
- Right click on the map hexes to get you blue highlighted hexes.
  - These hexes can now have NATO units put in them for both setup and reinforcement entry locations.



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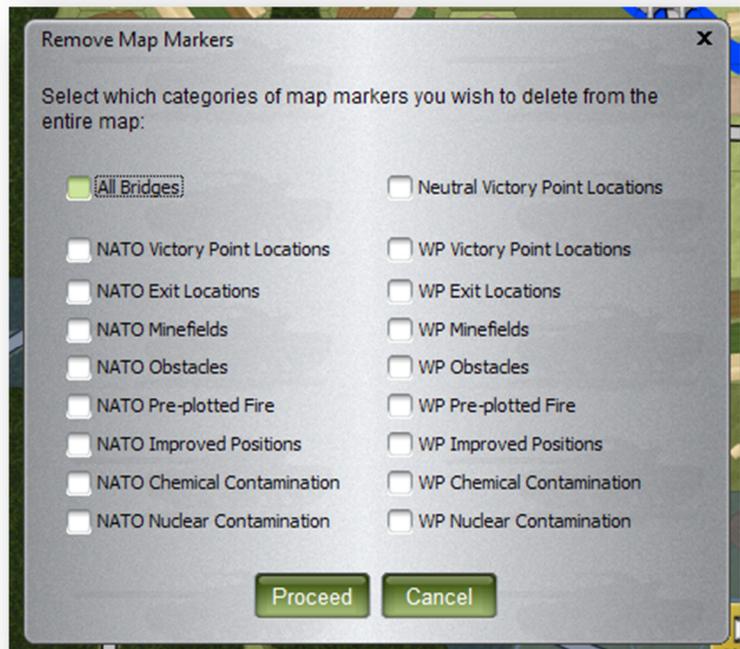
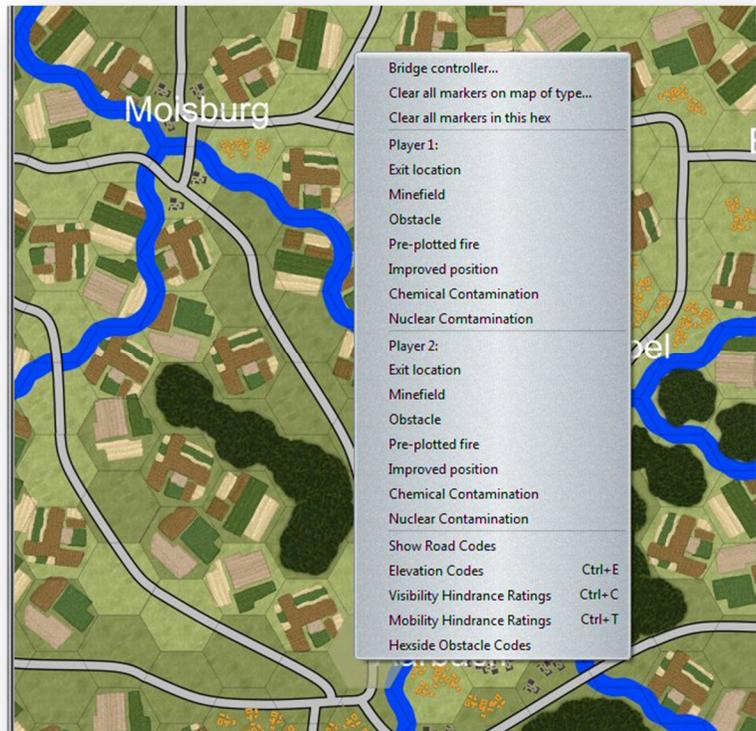
- You can hold down the right mouse button and "paint" setup hexes on the map.
- You can have as many setup areas as you like on the map.
- If you plan on having reinforcements show up later in a scenario, make sure to add setup zones near the edge of the map where the forces will be coming from.
- Selecting the "Player 2" button with the "Draw player setup areas now" box checked allows you to create setup locations for the Soviet player.
  - Selecting hexes is done the same as it for Player 1.
- Selecting the Clear button allows you to remove any highlighted area from the map by right clicking or Right click and drag to "erase" many hexes.
- The Redraw Map button redraws the entire map to clear any corrupted setup hexes.
  - In most cases this is not needed.
- The "Clear All" button removes all setup zones from the map.



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## 4.6 Adding Map Markers

- To add other features to the map such as:
  - Bridges at all water crossing locations
  - Exit Locations for either side
  - Minefields for either side
  - Obstacles for either side
  - Pre-plotted fire for either side
  - Improved positions for either side
  - Chemical Contamination for either side
  - Nuclear Contamination for either side
- Right click in an empty hex.
- Choose the object you want for the hex based on the player side.
- Bridges are added, removed or "blown" from their own dialog via the Bridge controller option on the menu.
- To remove an object:
  - Right click the object in the hex and select the checked item in the popup menu to remove an effect.
  - Clicking "Clear all markers on map of type..." opens a dialog (seen right) and allows you to select those types of markers you want to remove from the map.
  - Clicking "Clear all markers from a hex" will remove all markers in a selected hex.



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## 4.6.1 Using the Bridge Control Dialog

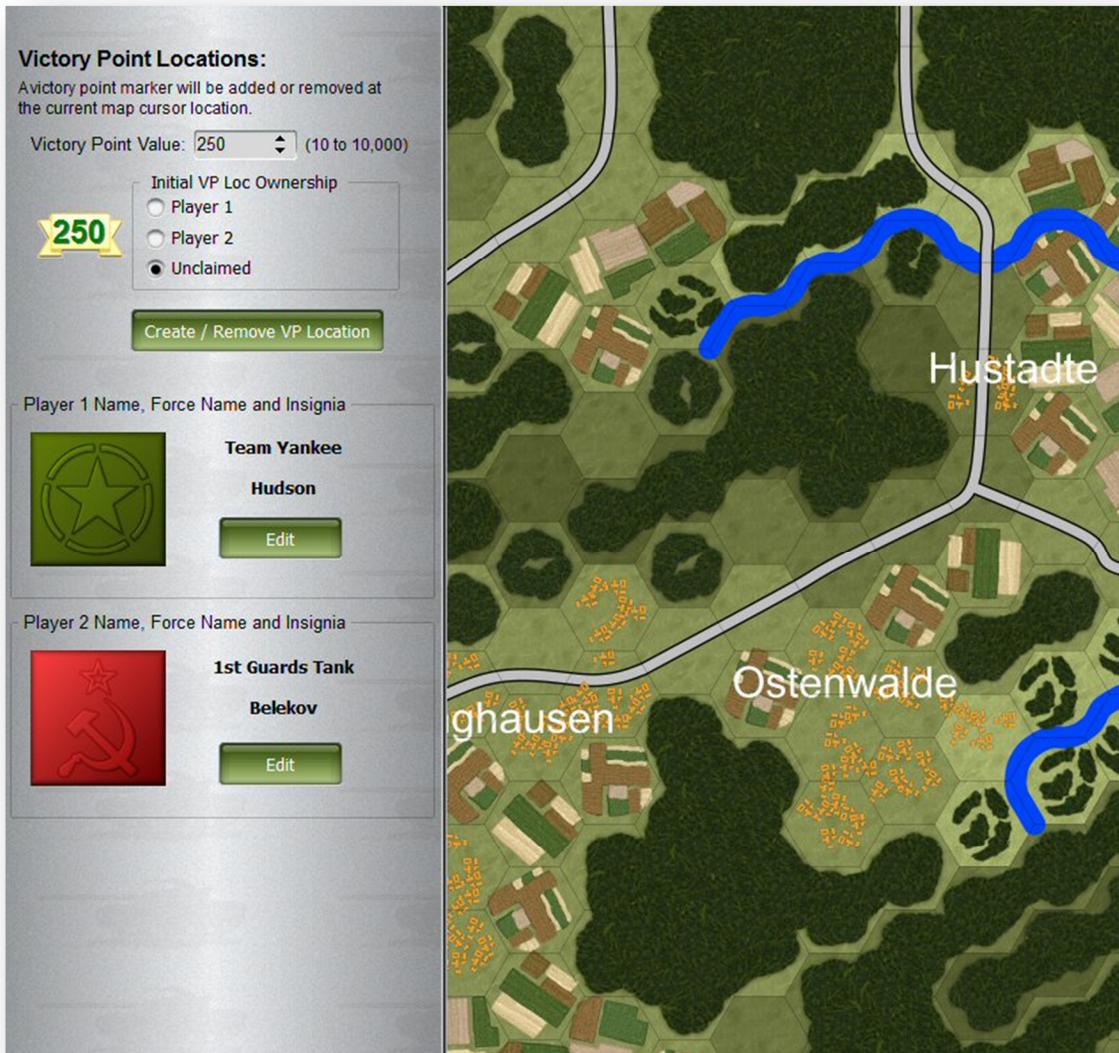
- If you select the Bridge controller selection from the menu it will open a view of the hex you have selected and show you the options that you have for any water obstacles in that hex or any hexside border.
  - The menu selection also has comments and instructions on the page.
- The three options are:
  - Eligible – You can place a bridge here across a river/stream. That does not mean that a road is there. You should check to see that you are adding a bridge at a road based on the image shown in the control.
  - Bridged – Clicking an “Eligible” button will add a bridge across the river hex edge. If a bridge exists on the map across a river, the button will say “Bridged”.
  - Blown – Clicking a “Bridged” button will change it to a blown bridge on the map. If a blown bridge exists on the map across a river, the button will say “Blown”.



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## 4.7 Victory Point Locations and Force Names/Badges

- When you have finished making any changes to the disposition of your forces locations, engineering support and the bridges you will go to the next screen.
- Here you will have the ability to add Victory Point Locations and values, name the opposing battle formations, and select unit insignias.





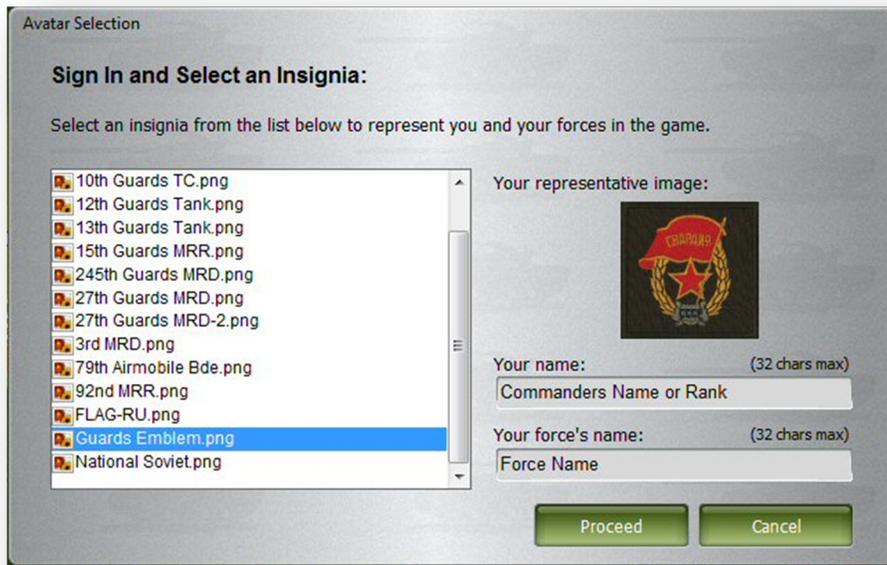
# FPC Modding Guide 2: Scenarios and Campaigns

## 4.7.2 Selecting Force Names, Insignia and Commander Name

- To access the unit insignia, Commanders Name or Rank and the Unit Name, select Edit in the Player 1 area.
- Once you select the Edit button it opens the selection menu and allows you to select a unit insignia, Your name - which is where I usually put the commanders rank but you can put anything you like here including a person's name and the force name.



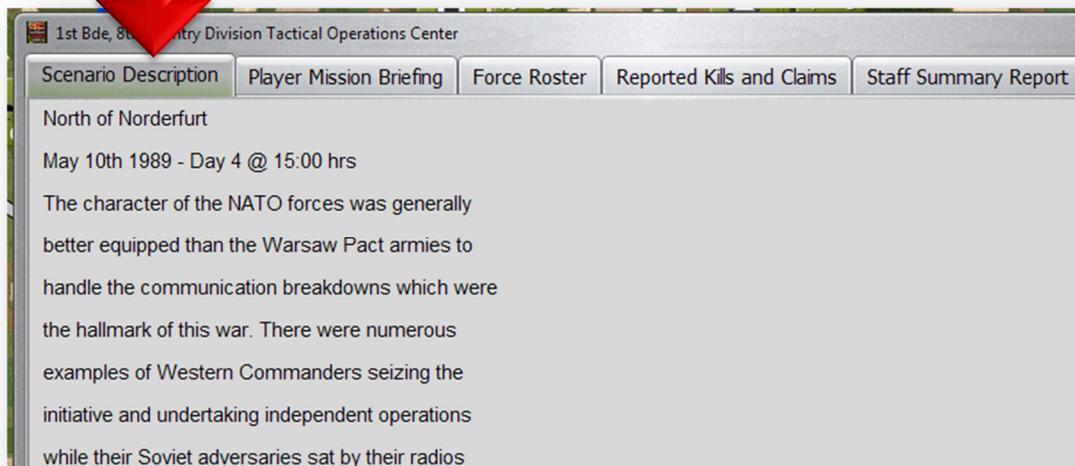
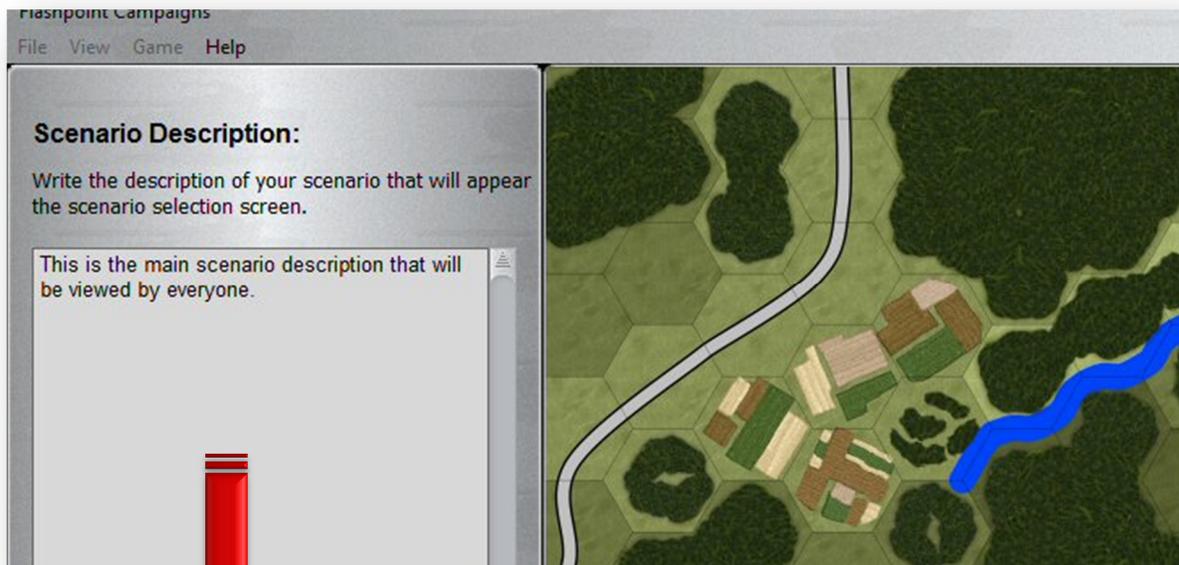
- You get the same options for Player 2.



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## 4.8 Scenario Description

- After assigning all the VL's naming your unit commanders and forces and showing what units they belong to you go to the Scenario Description Page.
- This is where you put in the general scenario briefing that will be viewed by everyone when a scenario is selected at the start of the game.
  - The Scenario Description can also be found in game as a tab in the TOC (F2).
- The next page is why we are all here. This page allows you to start putting units on the map.
  - Select "Next" to start adding the first unit selections for Player 1.



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## 4.9 Force Selection

- Forces always have to be placed on the map in a respective setup hex, or as off map.
- You should always pick an overall Headquarters (HQ) unit. It will make that sides units respond more realistically. The game was created to simulate actual military units and engagements. It works better if you set your in-game Orders of Battle up that same way.
- Here I have chosen a formation to look at to see if I want it as the main HQ.
- Below the Available Nationality forces window is the unit I am looking at. Below that is the equipment that is available to that unit. Whatever boxes are checked is what the unit will come with.
  - Make sure to scroll through and check all of the selections to make sure they are the right units you want.
- In the Summary Description box it will tell you what you get and the total value of the unit.
- There is a check box below the Summary Description box for including this unit as a core unit if the scenario is part of a campaign and if this unit is one of the core units you want to be tracked during the campaign.
- Once you have made your selections you click select.

### 4.9.1 Force ID and Map Location

- Once you have selected the formation it will ask you to name it and for a starting location.
- Put whatever name you like.
- The starting hex will be filled in if you have selected a hex on the map to put the unit. If you haven't remembered that it must be a side specific controlled location for it to enter in.

Secure Transmission

Provide a unit name using this dialog. Bear in mind that the new name must be unique in the scenario.

New Name:  (32 max)

Starting Hex Location:

Select Forces for Player 1:

Available American (1979-1989) forces:

- <Division 86 Formations (83+)>
  - Mixed Brigades
    - >Brigade Assets
      - >Brigade HQ
- Battalions
- <Division 86 Assets>
- <Armoured Cavalry Regiment (85+)>
  - >Regiment Assets
- Squadrons
- <Corp Support Assets>
- <Infantry Division Formations (85-)>
  - Mixed Brigades
    - >Brigade Assets
  - Battalions
  - <Infantry Division Assets>
- <Arm/Mech Division Formations (90-)>

Select equipment for year 1989:

- COMV: M577A2 C2V (US52) 8 VPs
- INF-HQ: Headquarters (US127) 5 VPs
- JEEP: M1026 HMMWV (US215) 3 VPs
- JEEP: M151 Jeep 4x4 (US216) 3 VPs

Summary description:

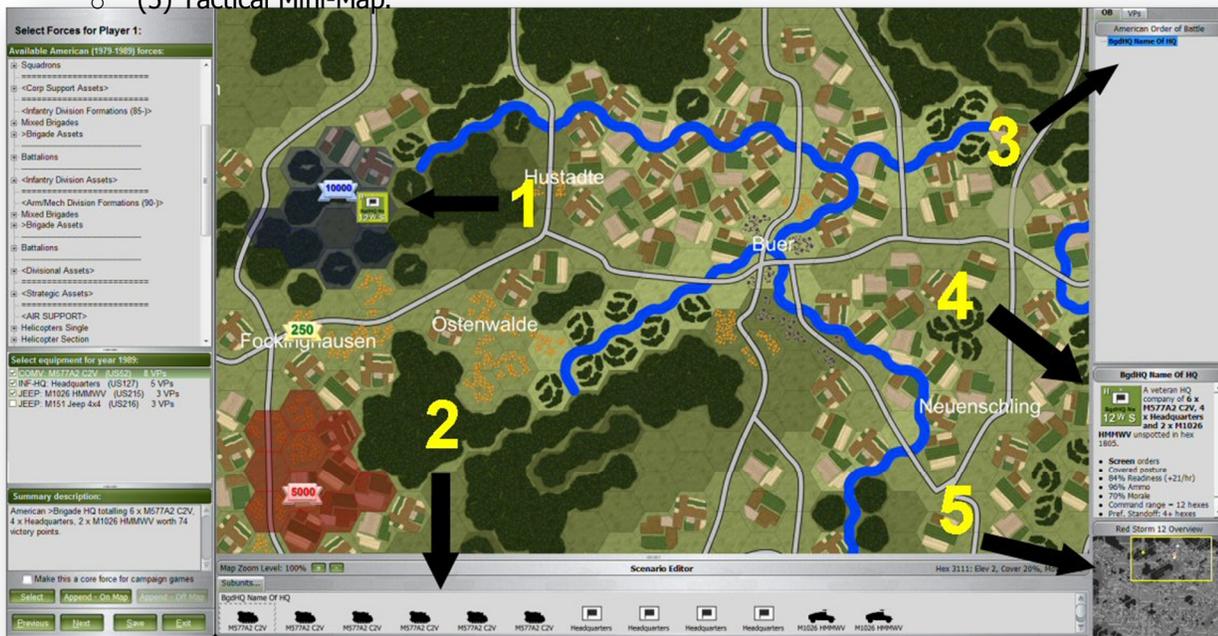
American >Brigade HQ totalling 6 x M577A2 C2V, 4 x Headquarters, 2 x M1026 HMMWV worth 74 victory points.

Make this a core force for campaign games

# FPC Modding Guide 2: Scenarios and Campaigns

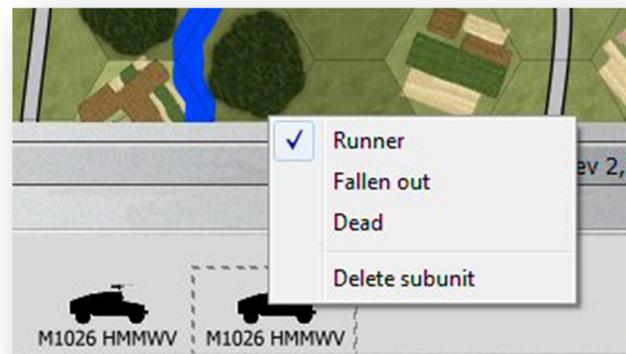
## 4.9.2 Changes to the Editor Screen

- Once the unit(s) are placed on the map several things happen.
- The Order of Battle (OOB) Tree opens, the Subunit display opens, the unit information window opens and the unit is displayed on the Tactical mini-map (Mini-Map).
  - (1) The Unit(s) placed on the map.
  - (2) Subunit display.
  - (3) OOB Tree
  - (4) Unit information window.
  - (5) Tactical Mini-Map.



## 4.9.3 Adjusting Sub-Unit Status

- By right clicking any of the individual icons in the Subunit display you get another selection menu to change the status of a sub-unit
- The choices are:
  - Runner – Sub-Unit is present and available for action.
  - Fallen Out – Sub-unit is damaged and not available for action.
  - Dead – Sub-Unit is knocked out and not ready for action.
  - Delete - you can remove this subunit from this unit entirely. Does not show in stats.

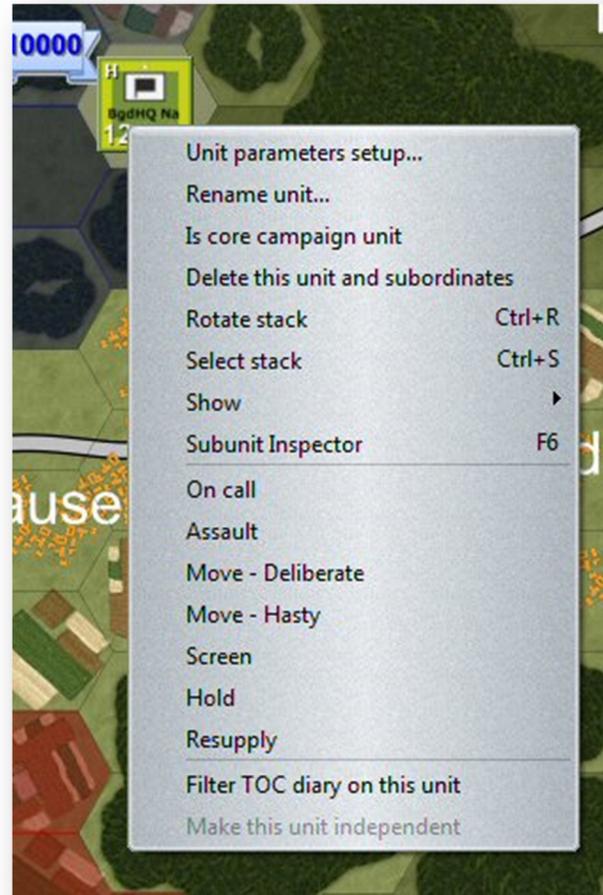


# FPC Modding Guide 2:

## Scenarios and Campaigns

### 4.9.4 Unit Sub-Menu

- Right clicking either the unit on the map or in the Unit Information Window (UDP) brings up a menu for the unit.
- The options include:
  - Unit parameters setup – opens a new dialog allowing the editing of certain unit parameters. See following section.
  - Rename unit - change its name.
  - Is core campaign unit – makes the selected unit a core campaign unit to be tracked during campaigns.
  - Delete this unit and subordinates - this deletes this unit and any units that report to it from the OOB Tree.
  - Rotate Stack - changes facing of the stack. Facing does not affect game play.
  - Select Stack - allow the entire stack to take a single order.
  - Show - has a drop down menu for view options.
  - Subunit Inspector - shows the units specific information.
- There is a dividing line here. Under the dividing line are the orders possible to give to the unit. See the game manual for more information
  - On Call - ready to accept orders.
  - Assault - close in combat. Taking advantage of cover and concealment to assault a position.
  - Move - Deliberate - Overwatch movement. Has regard for enemy action. Moves cautiously.
  - Move - Hasty - Rapid movement. No regard for enemy action. Does not move cautiously.
  - Screen - uses its standoff range for its weapons to stay at a distance from the enemy.
  - Hold - stay in the location you are in unless threatened with destruction.
  - Resupply - Resupply the unit with ammunition.
- There is a dividing line here. Under the line are a couple miscellaneous functions.
  - Filter TOC diary on this unit - set this unit to show in the TOC Diary.
  - Make this unit independent – Takes the unit and moves it to the same level as the highest HQ or off map support units. Non-support or HQ units set like this function as a single body reporting to nobody. Used to quickly “drag” a unit to the outer level in the OOB tree.

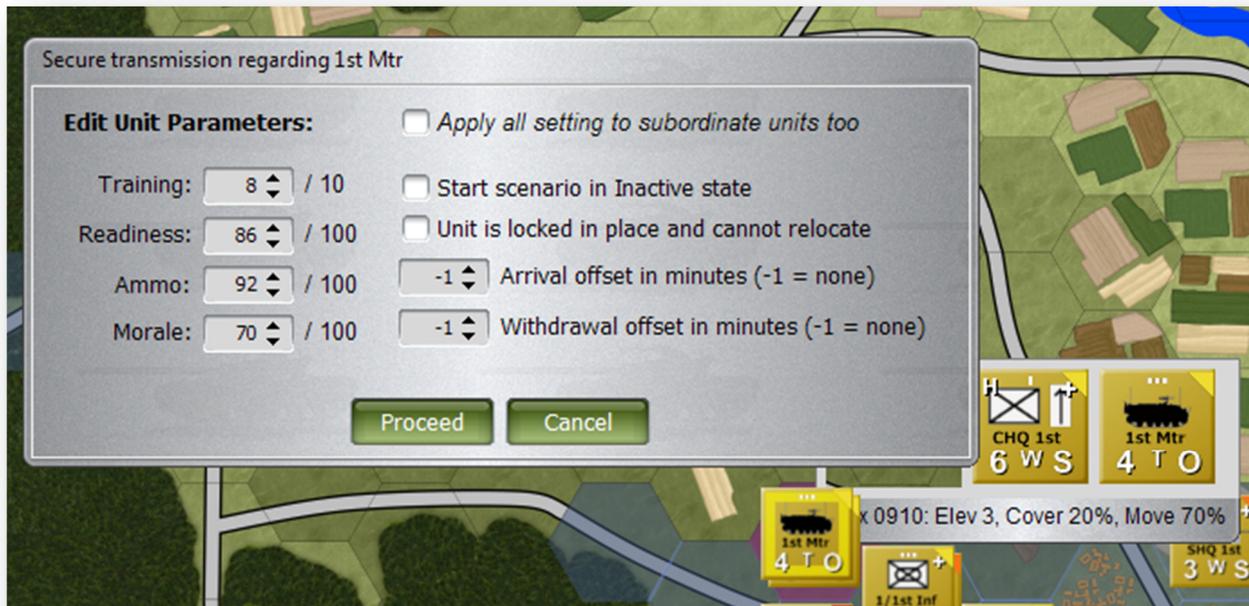


# FPC Modding Guide 2:

## Scenarios and Campaigns

### 4.9.5 Editing Unit Parameters

- The Unit Parameters drop down menu allows you to set:
  - Training – Level of military training units have seen. 1 being conscript (very little) to 10 being Elite (Best of the Special Forces).
  - Readiness – A percentage value of how battle ready a unit is. Think fatigue/stamina and you are close. As this number drops the unit's performance becomes less efficient and precise.
  - Ammo – A rough percentage of the units entire ammo supply. Some low ammo secondary weapons will deplete quicker and not fire during combat if ammo levels are low.
  - Morale – This is the percentage value that rates the mental toughness of a unit. In many cases this value starts in the 60-80 percent range for units. As this drops units are more likely to retreat under fire and also become less effective in combat.
  - Start Scenario in inactive state – These units cannot be issued orders or move until they are released by spotting enemy units or being fired on by enemy units. Useful is setting defenders and you want them to stay in a position until contact is made.
  - Start locked in place and cannot be moved – This unit cannot be moved by the player in the Setup Phase of the scenario. It stays in the hex desired by the scenario designer.
  - Arrival time – Setting this time to a positive number set the number of minutes before the unit appears on the map. This is used to create reinforcements on map and also sets the availability of off map air and artillery units.
  - Departure time – Like Arrival time, this setting is used to remove a unit (on or off map) from the scenario. This is also in minutes.
- You can also set where any subordinate units have these same settings applied to them.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.9.6 Show Menu Options

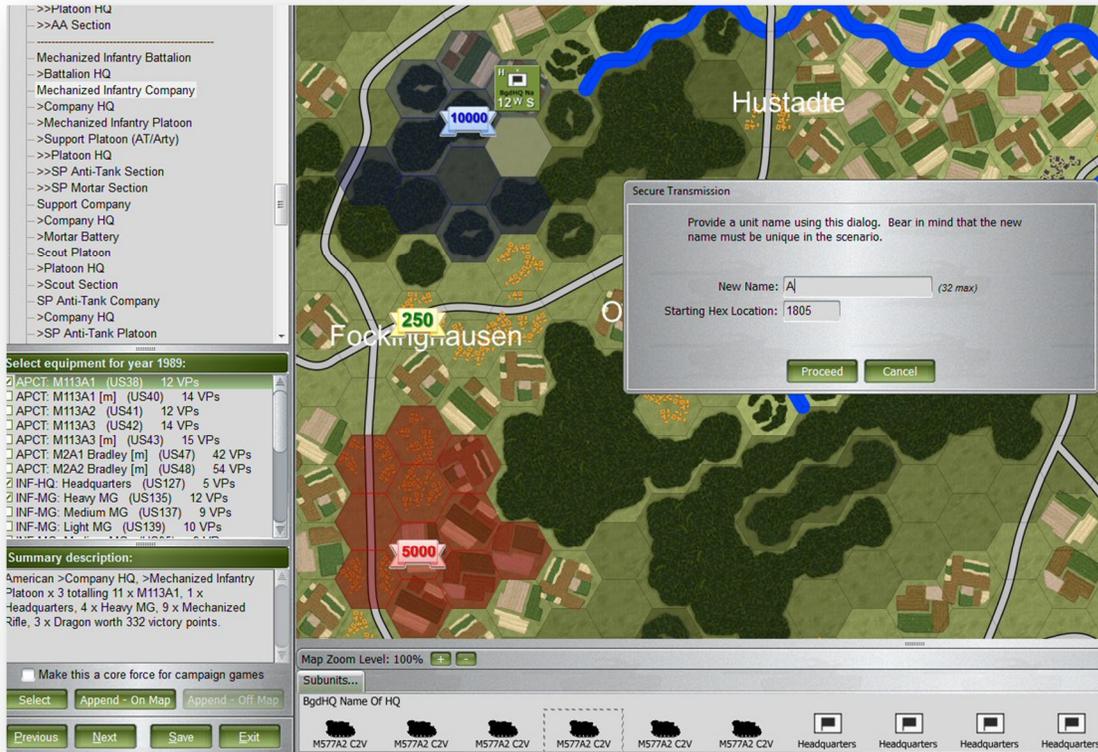
- The "Show" drop down menu has the following selections:
  - Show all friendly movement paths
  - Show enemies sighted by this unit
  - Show LOS area
  - Show max fire area
  - Show 'spottable from' area
  - Show command radius
- Refer to the Game Manual for details on each of these functions.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.9.7 Selecting Additional Formations

- When you select the next formation for your OOB it wants to know if you want to Select or to Append - On Map.
- If you choose to Select it then it replaces the formation already on the map.



- When you select Append - On Map the unit gets added to the OOB.



# FPC Modding Guide 2: Scenarios and Campaigns

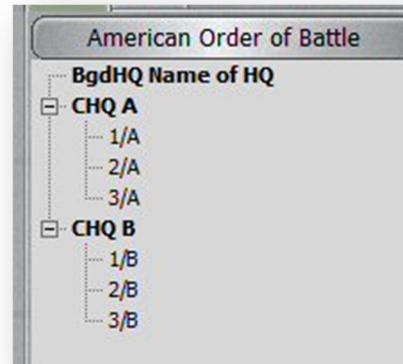
- I added another company to the map.
- With these two units on here the OOB Tree looks like this.



# FPC Modding Guide 2: Scenarios and Campaigns

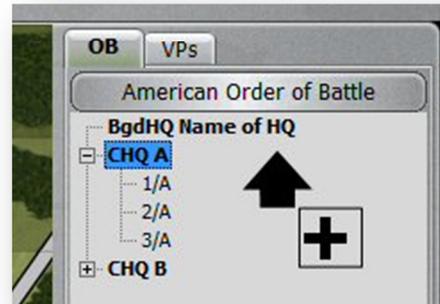
## 4.10 The Order of Battle Tree

- Note that all the HQ units are attached to a line that runs down the left side of the display.
- This means that all the units are at the same level of command.
  - In other words nobody on this map is the overall commander.
  - The Company chain of command is shown by the platoons being offset to the right under the Company HQ.

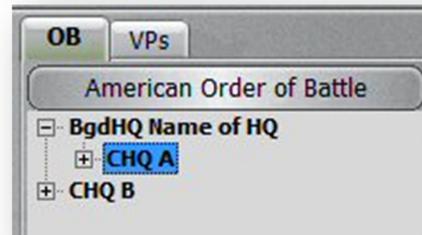


### 4.10.1 Adjusting the OOB Tree

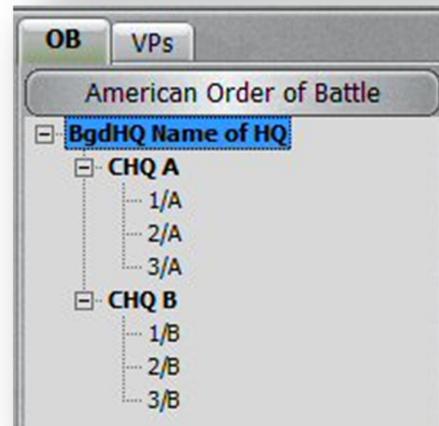
- To adjust the Chain of Command do the following:
  - Click on the unit you want to subordinate.
  - Hold the left mouse button down and when you get a "+".
  - Move your cursor over the unit you want to attach it to. Then let go of the left mouse button.
  - It will then attach itself.



- The Chain of Command will now look like this.



- The Chain of Command on the OOB Tree, correctly created, looks like this.
  - Both Companies now fall under the command of the BgdHQ (Brigade HQ).



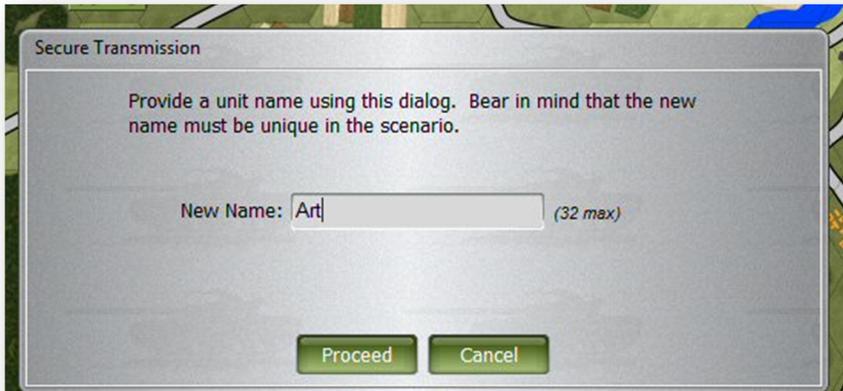
# FPC Modding Guide 2: Scenarios and Campaigns

## 4.11 Adding in Artillery Support

- Artillery units can be either placed on the map with the "Amend - On Map" button or be placed off map with the "Append - Off Map" button.

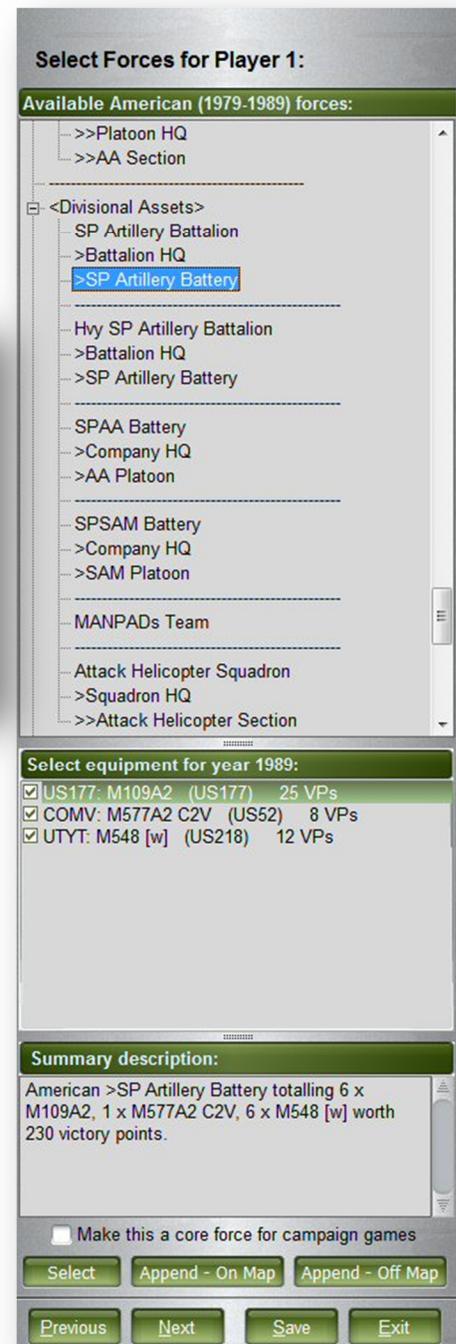
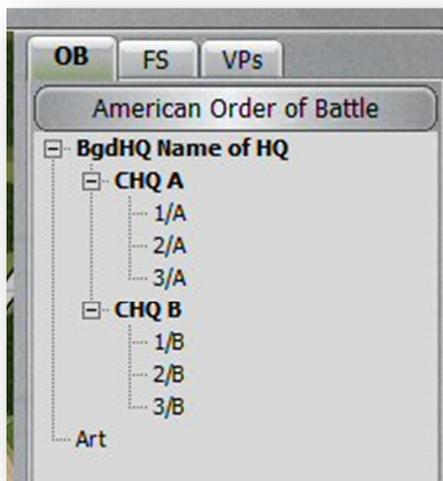
### 4.11.1 Off Map Support Name

- If you choose an off map location for the artillery it only asks for a name not a starting location on the map.



### 4.11.2 Off Map Support in OOB

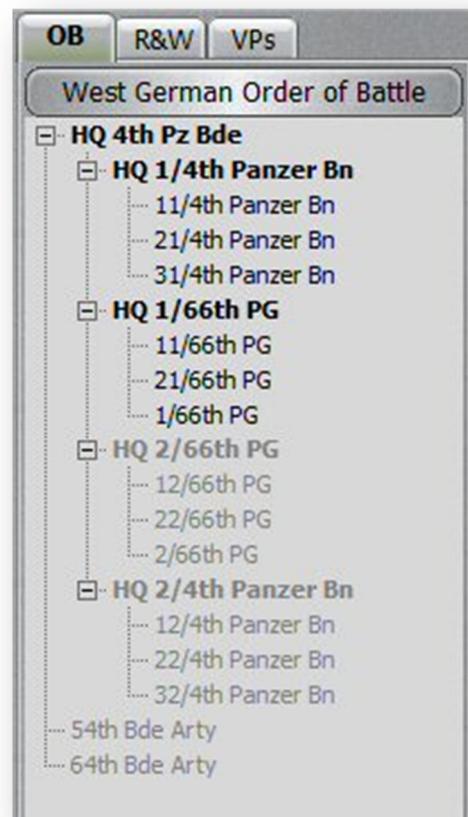
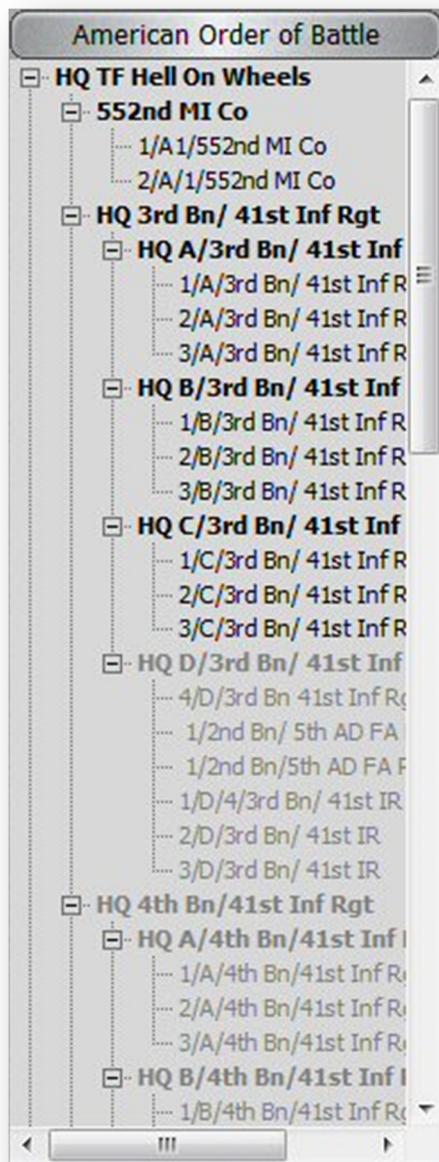
- It also puts it to the far left in the Chain of Command on the OOB Tree because off map units cannot be assigned to an on map formation other than the highest HQ.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.12 Reviewing Orders of Battle

- Within the limits of being on or off map, any unit can be attached to any other unit.
  - You can mix and match, even during game play using the select drag and drop.
- You can have several HQ's at the same level of command on the OOB Tree.
  - I would still have everybody report to one overall HQ.
- Below on the left is an elaborate OOB Tree so you can see just how detailed and flexible the system is.
  - Shaded units are reinforcements.
  - Units in red are those out of command radius to the next higher HQ.
- Below on the right is an example of a simple Chain of Command OOB Tree.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.13 Adding a Mission Briefing

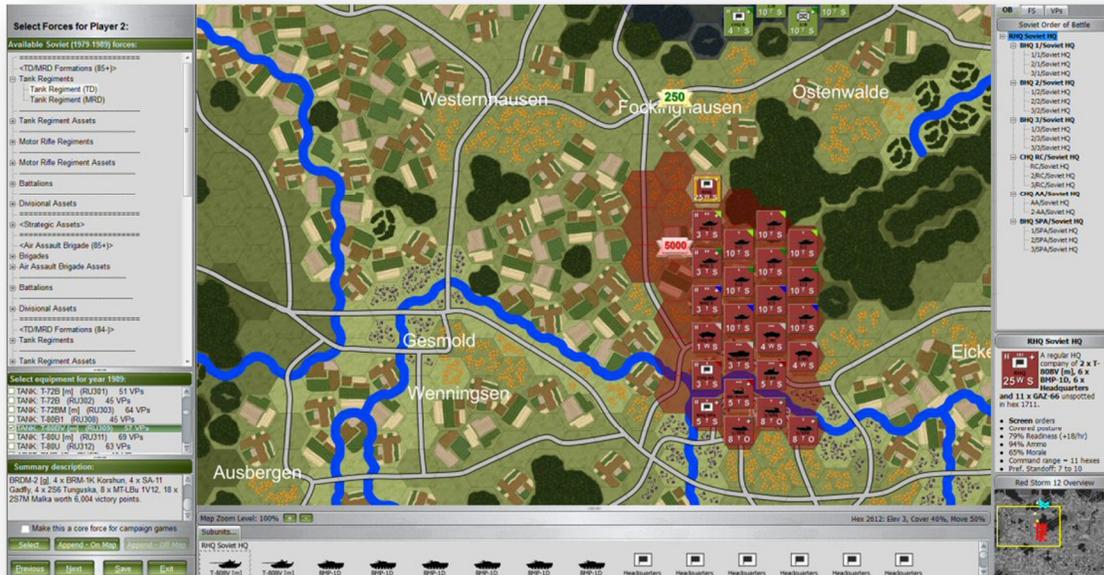
- After you are finished with creating the NATO OOB you will do the Player 1 Briefing.
- This can be as long or short as you like based on how much information you wish to provide to the players.
- If you want a starting template with information about the scenario (forces, VPs, etc.) just hit the "Create Initial Player 1 (or 2) Mission Briefing" button.
  - The briefing window will be filled with useful info you can build on and edit/remove to your liking.
  - WARNING: If you hand type or copy/paste info into the window and hit the button, it will overwrite what is currently in the window.
- The best way to use the auto-fill is to complete the scenario and refresh both sides Briefings.
  - This will get all the latest info and changes.
  - From there you can edit and add in custom info.
  - It may be worthwhile to copy and save your finished briefings to a separate folder to you can edit or recover them if something happens.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.14 Adding in Player 2 Information

- Next is the creation of the Player 2 OOB.
- The units in the Available Forces list are setup and displayed as they were for player 1.
- Here I have selected a Soviet tank regiment.
  - You can see in the picture below that it put it in the OOB Tree already set in Chain of Command format.



## 4.14.1 Adjusting Player 2 Unit Settings

- Once the OOB is set, go back and give each unit a once over in the unit parameters page.
  - The default settings aren't going to fit every situation and if you don't agree with the setting or want to change them do it now.
- For many of the scenarios shipped with the game, each unit was adjusted in some fashion to better fit the situation of the scenario.
  - The parameters can have a profound effect on the way a scenario plays and is played.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.14.2 Player 2 Mission Briefing

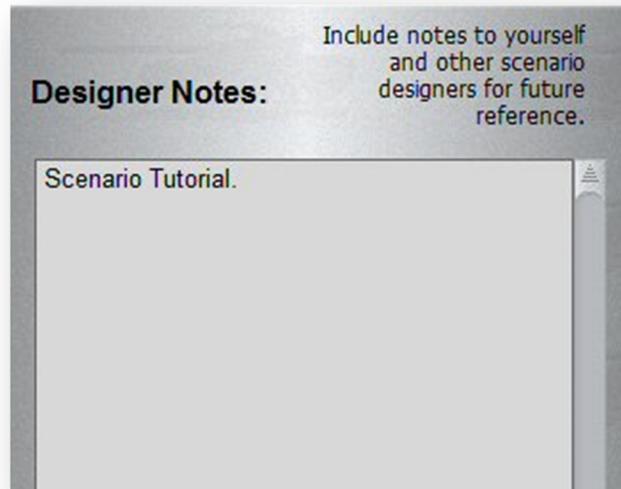
- After doing the OOB for Player 2 you get to do the Briefing as well.
  - Following the same procedure as shown in section 4.13 above.
  - Clicking the "Create Initial Player 2 Mission Briefing" button will generate a template for you to use based on the current scenario inputs and you can add more info to it.
    - NOTE: Every time you click, it will overwrite what is there. So be sure you want to do that or save the text in an external file.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.15 Designer Notes

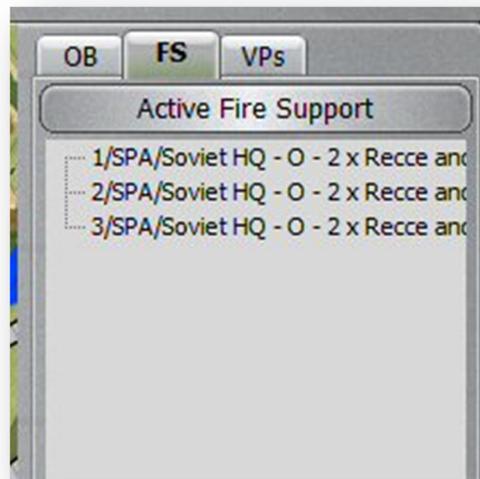
- Next is the Designer Notes.
  - These are simply for yourself or anyone that comes in and opens the scenario in the editor.
  - These won't show anywhere in the scenario during play.
  - Use this space for ideas, fixes, change notes, or anything else that helps you with the scenario.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.16 Active Fire Support Review

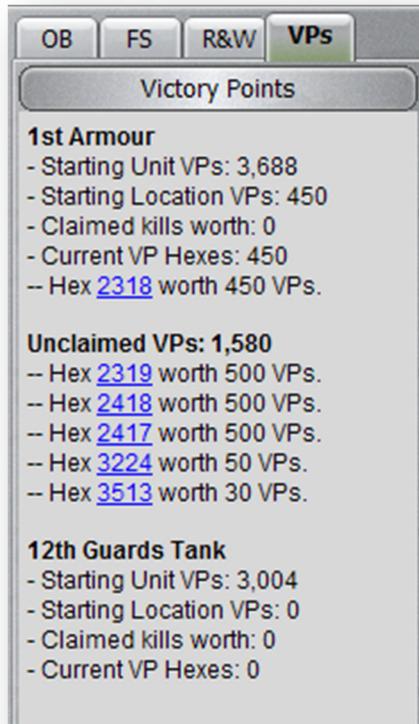
- You can check to see how much artillery and air support you have assigned to a player by reviewing the information in the "FS" tab above the OOB window.
- This shows all units that can fire indirectly and also shows any strike aircraft on call for the scenario.
  - The window will show the unit ID, current order by letter, and also unit composition.
  - If you click on the unit in the FS window it selects it on the map for you and you can give it orders from there.
    - In the case of off-map and air support units, you can right click the counter image in the UDP to issue orders or look at unit parameters.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.17 Victory Points Review

- The "VPs" tab next to it shows the Victory Points for the scenario.
  - The starting VP values of each force are shown.
  - Both Player 1 and Player 2 owned VPLs and also unclaimed VPL are listed
  - The value in Victory Points (VPs) is shown with each location.
  - The hex map location is shown and can be clicked on to take you to that location on the main map.



# FPC Modding Guide 2: Scenarios and Campaigns

## 4.18 Final Review and Save

- After you have checked everything at least twice, go to the last page.
- This shows the balance of forces.
  - The text shows use the VPs for both units and VLs at scenario start. In this case no one holds any VLs.
  - The table shows the breakdown of VP percentage each side must attain to reach a given level of victory or defeat.
    - A balanced fight based on VPs would have both sides with a contested battle of 45-55%.
  - In the case of the scenario on the right, Player 1 has a small advantage in initial VPs with the percentages skewed 10% off the normal.
    - Player two needs to kill fewer units and take fewer VLs to gain a better scenario result.
  - The Graph shows a breakdown of the number and type of units in the scenario.
  - At the bottom a total head count of units for each side.
- If everything looks good, save the game.
- To save the game you must have the following items done:
  - At least one VPL.
  - At least one NATO unit.
  - At least one Soviet unit.
  - All units in setup zones.
  - Something in the Scenario, Player 1 and Player 2 briefing boxes.
- If you are password protecting the scenario pick something you can remember.
  - If you forget it, you won't be editing your scenario in the future.

**Victory Calculations:**

Based on the starting values of units and locations for each player (Player 1 = 4,525 and 0, Player 2 = 2,918 and 0) the %'s required for the different levels of victory are:

Victory Level	Player 1	Player 2
Decisive Success:	>= 84%	>= 63%
Tactical Success:	>= 76%	>= 55%
Marginal Success:	>= 67%	>= 45%
Contested Battle:	56% - 66%	34% - 44%
Marginal Loss:	<= 55%	<= 33%
Tactical Loss:	<= 45%	<= 24%
Decisive Loss:	<= 37%	<= 16%

**Estimated Distribution of 'Runners'**

Unit Type	Player 1 (Green)	Player 2 (Red)
Recce	25	5
Helo	10	15
Tank	15	15
APC	30	20
Int	20	125
SP AT	10	10
AT	5	95
HQ	15	15
AD	15	45
SP Arty	10	5
Arty	10	30
Utility	10	40
Air	5	5

Player 1: **138**      Player 2: **411**

Previous
Next
Save
Exit

# FPC Modding Guide 2: Scenarios and Campaigns

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## 4.19 Playtesting 101

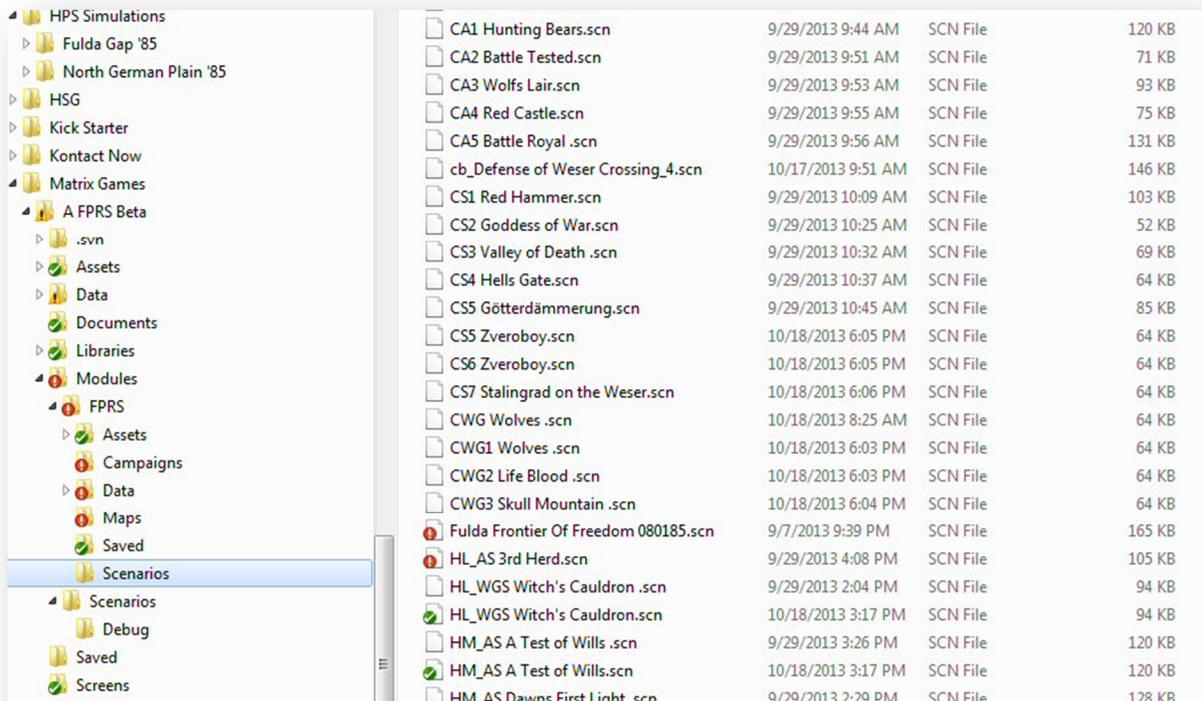
- Now that you have completed the scenario, you need to evaluate how the scenario plays during the game.
- The most important part of making a good scenario is the playtesting and balancing.
  - If one side seems more powerful than the other during testing you may need to add or remove forces.
  - Having units come in after the start or withdrawal early can help balance the feel of a scenario.
  - Support units like artillery and strike aircraft act as force multipliers and can swing a battle.
  - Providing alternate starting locations can provide a challenge to the player.
- When designing a scenario, look at other similar scenarios to see what was done.
  - Force locations, locations of VPs, and scenario timing and weather all play a part.
- Good Luck with your new scenarios!

# FPC Modding Guide 2: Scenarios and Campaigns

## 5 Building a Campaign

Linking a number of campaign specific scenarios into a series of battles fought with core forces over a number of days or weeks if you are really ambitious.

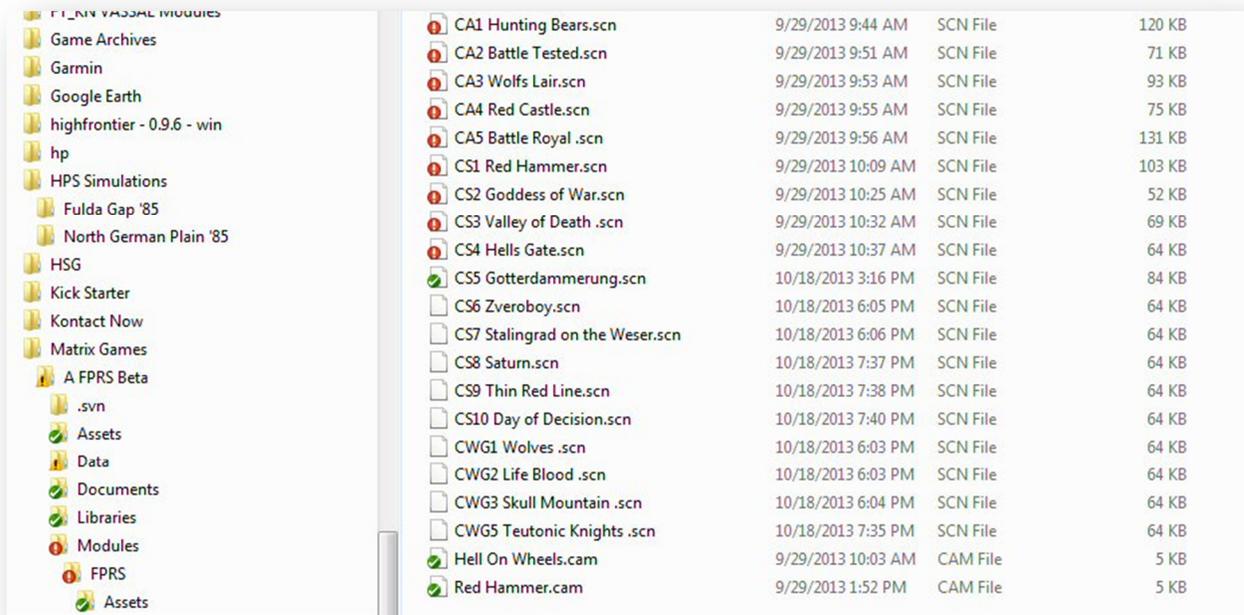
- To make a campaign you must create at least the first scenario of the campaign and save it.
- This will be saved in the Scenario Folder with the stand alone scenarios.
- You can make campaigns with as many scenarios as you would like.
  - The minimum number is two scenarios.
  - A reasonable number is three to ten depending on your campaign situation.
- The first scenario will have all the core units marked.
  - The units marked as Core Units will be the ones that the game tracks for you.
- How to create your first scenario is up to you.
  - You can get as inventive with reinforcements and support units as you like.
  - Reinforcements cannot come into play after the time limit you have set for your scenario limit so they will always be in play at no less than the last turn of the scenario.
- Your scenario will be saved in the scenario folder of the game folder.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.1 Organizing Your Scenarios

- To be better organized you should start all Campaign scenarios with the letter C. That lets you know that they are for Campaign games.
- The basic naming convention we use in the game is:
  - CA - Campaign American
  - CS - Campaign Soviet
  - CWG - Campaign West German
  - CB - Campaign British
- If I keep it simple, you won't get them all mixed up.
- When you get ready to create the campaign, move/copy your campaign scenario files to the campaign folder.
- In the image below you can see two finished campaigns:
  - Hell on Wheels using CA1 through CA5 scenarios.
  - Red Hammer using CS1 through CS5 scenarios.
- There are also campaign scenarios ready to setup for a West German campaign (CWG1-CWG5) and another Soviet campaign (CS6-CS10).
- Once you have the scenarios (at least two to start with) in your campaign folder you are ready to begin.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.2 Starting the Campaign Editor

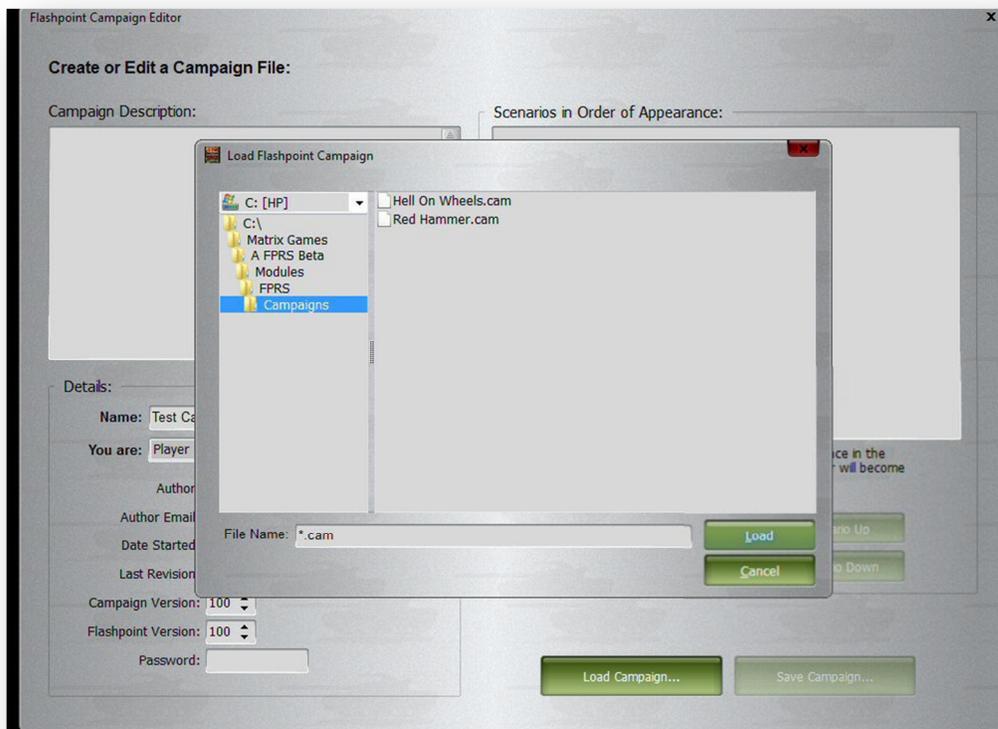
- Start the game and find the "Campaign" button in the Editors section of the Main Menu.
- Click the button to launch the Campaign editor



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.3 Loading a Campaign

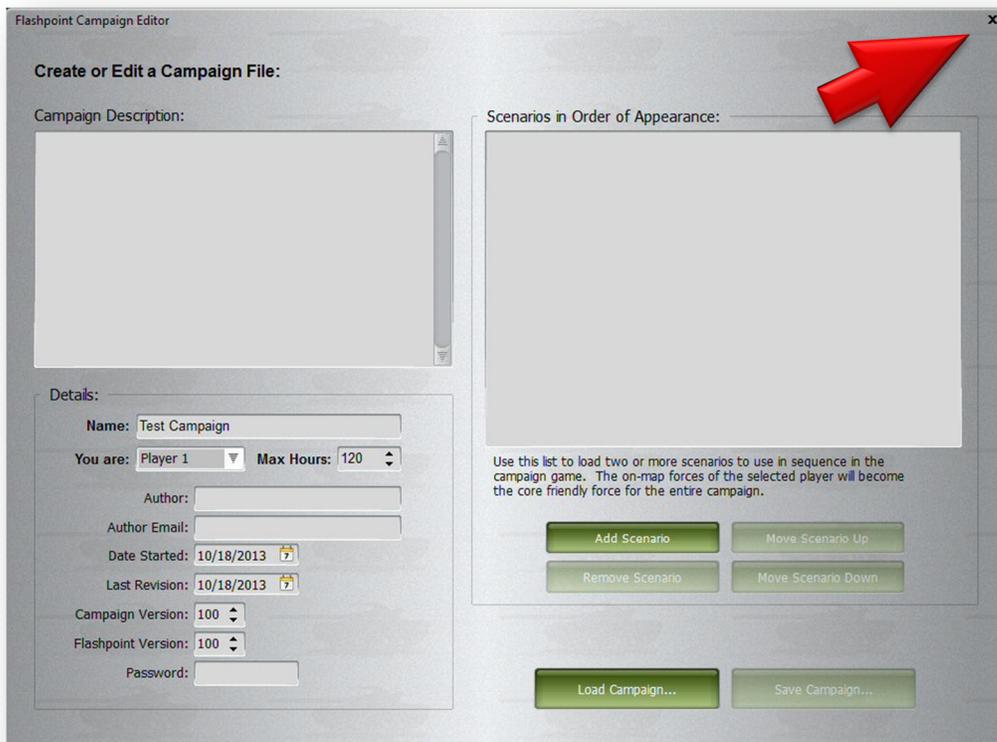
- When you click the “Campaign” button it opens a selection menu to see if you want to open an existing campaign to edit it.
- Currently the game has 2 campaigns:
  - Hell On Wheels - US Campaign
  - Red Storm - Soviet Campaign
- As more campaigns are added they will show up in this window as well.
- If you want to edit an existing campaign, click on the name and select the “Load” button.
- If you want to start a new campaign, click the “Cancel” button.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.3.1 Exiting the Campaign Editor

- To leave the Campaign Editor all together you click the small 'x' in the upper right hand corner.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.4 Creating a New Campaign

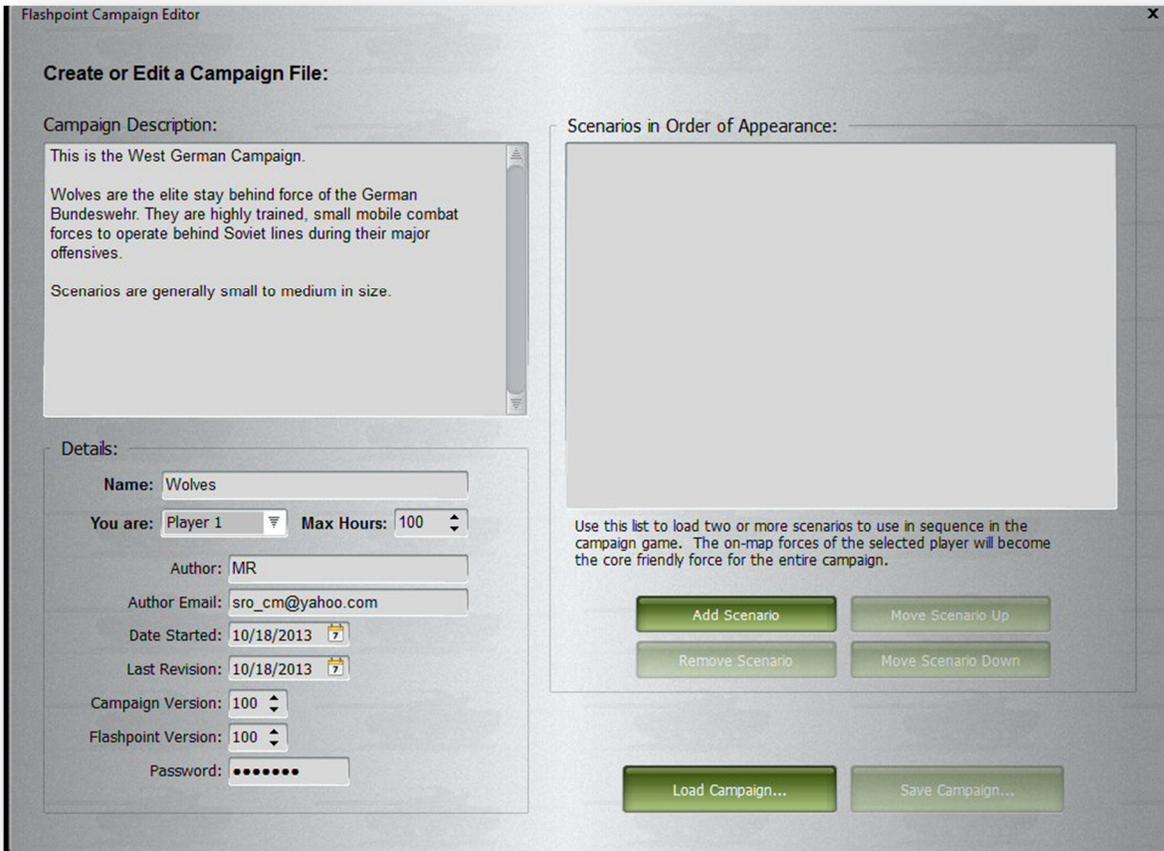
- We are now ready to start creating the campaign.
- Everything on the screen should be filled in.
  - Campaign Description: - This is where you will put the briefing for the entire campaign.
    - It will not repeat for each battle as it advances through the campaign.
  - Name: - Name your campaign.
    - This is the name that shows up in the Selection box for the editor and in the main game.
  - You Are: Either Player 1 or Player 2.
    - Player 1 is NATO and Player 2 is Soviet/WP in most cases.
  - Max Hours: The default is 120 hours. This is how long you have to complete the campaign including time taken to reconstitute your forces.
    - This should be determined by playtesting to see what a good time limit is.
  - Author: This would be you.
  - Author Email: Your email address if you decide you want feedback on your work.
  - Date Started: This is the date the campaign was started. This is a code supplied date. It is automatically filled in for you.
    - You can click on the calendar icon to open a full calendar selection tool.
  - Last Revision: This is the most recent date the campaign was revised. This is a code supplied date. It is automatically filled in for you.
  - Campaign Version: You decide the campaign version to help you keep track of the updates you've made.
  - Flashpoint Version: You decide the Flashpoint version to help you keep track of the updates you've made.
  - Password: This is your personal password to lock your work. Others may look at it but they cannot make changes and then save those.
    - Remember your password if you decide to use it. If you lose the password you will no longer be able to edit the campaign.

The screenshot shows the 'Flashpoint Campaign Editor' window. The main title is 'Create or Edit a Campaign File:'. Below this is a large text area for 'Campaign Description:'. Underneath is a 'Details:' section with several fields: 'Name:' (text box with 'Test Campaign'), 'You are:' (dropdown menu with 'Player 1'), 'Max Hours:' (spin box with '120'), 'Author:' (text box), 'Author Email:' (text box), 'Date Started:' (calendar icon with '10/18/2013'), 'Last Revision:' (calendar icon with '10/18/2013'), 'Campaign Version:' (spin box with '100'), 'Flashpoint Version:' (spin box with '100'), and 'Password:' (text box).

# FPC Modding Guide 2: Scenarios and Campaigns

## 5.4.1 Filled Out Campaign Information

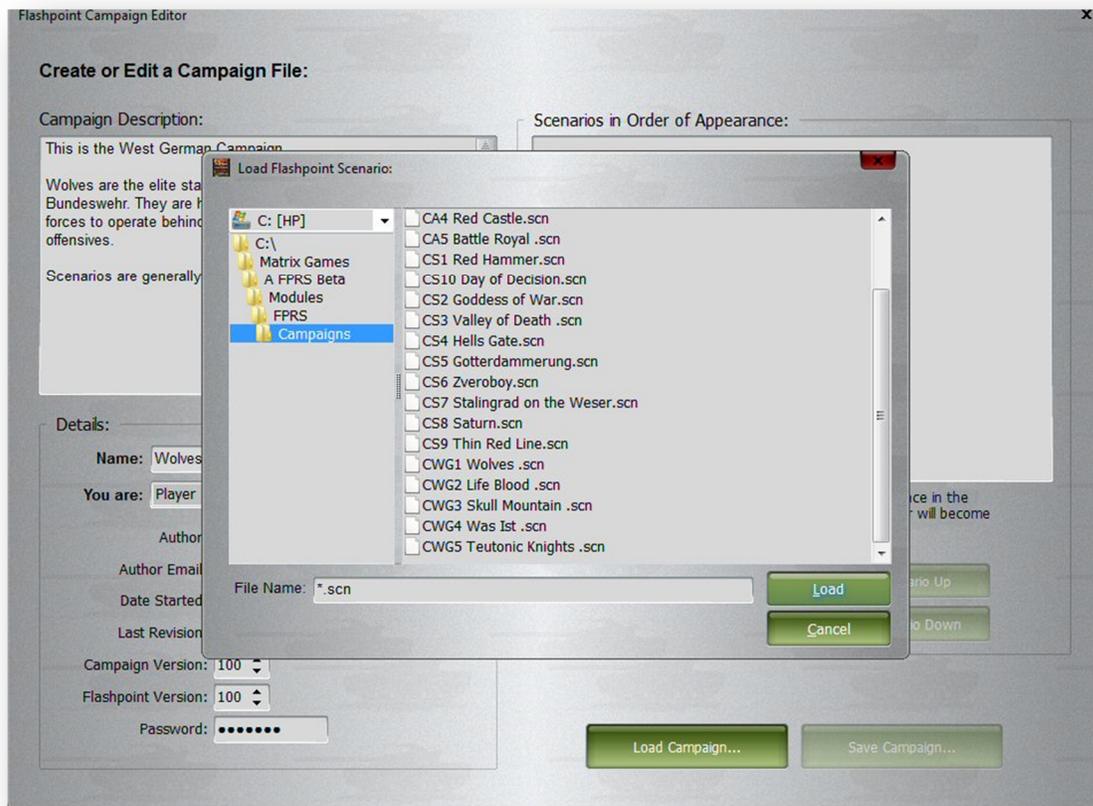
- This is what the information boxes look like when they have been filled out.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.5 Adding in Scenarios

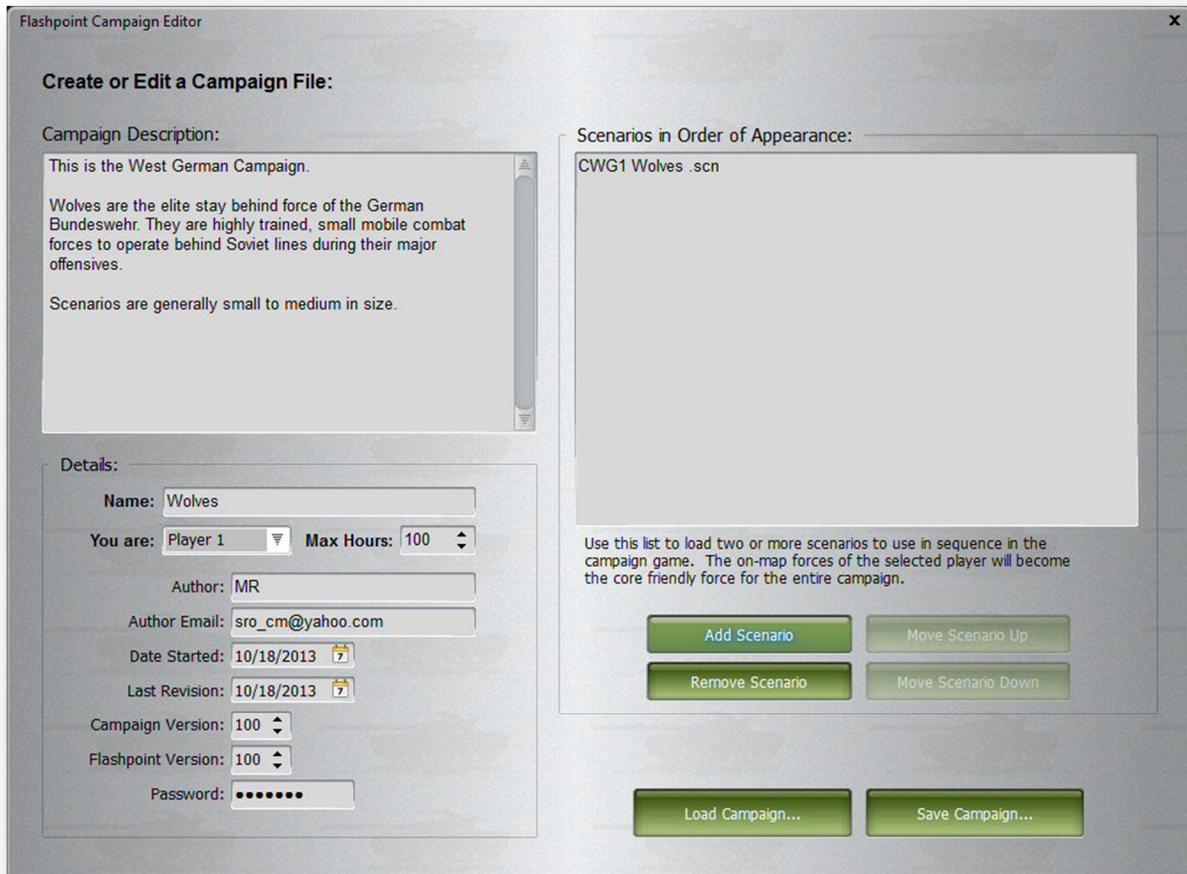
- Notice that the "Save Campaign" button is grayed out.
  - That's because to save the campaign you must have at least one scenario in it.
    - That scenario could be anything.
    - Even a scenario that is not designed to be played in a campaign.
    - It can only be a scenario that is actually in the campaign file in the folder.
- Next you go to the "Add a Scenario" button and click on it.
- The list of scenarios you have determined to go with campaigns will show up.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.5.1 Selecting the First Campaign Scenario

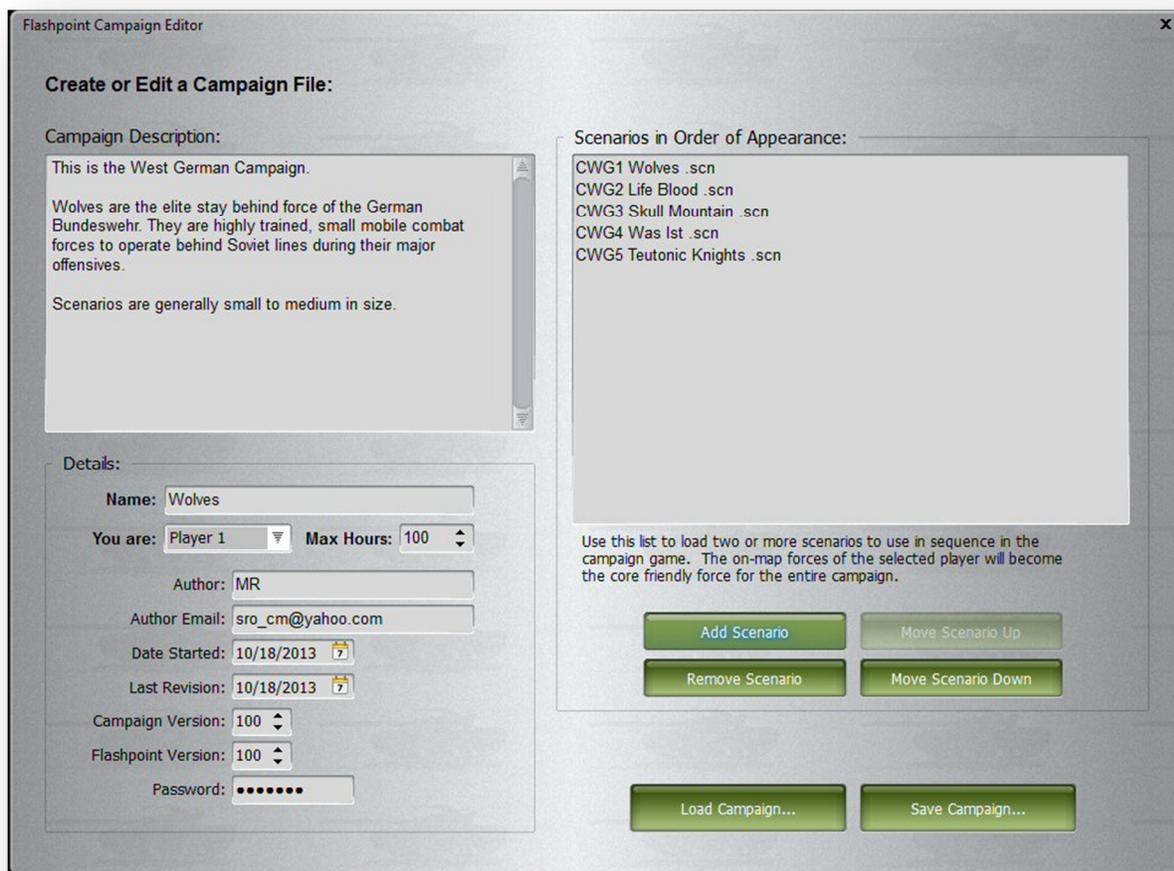
- Select the first scenario in your campaign.
- Once you have selected the scenario on the list you click on the "Load" button.
- This then moves that scenario into the campaign play list.
- The scenarios play from the list top to bottom.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.5.2 Finish Adding Campaign Scenarios

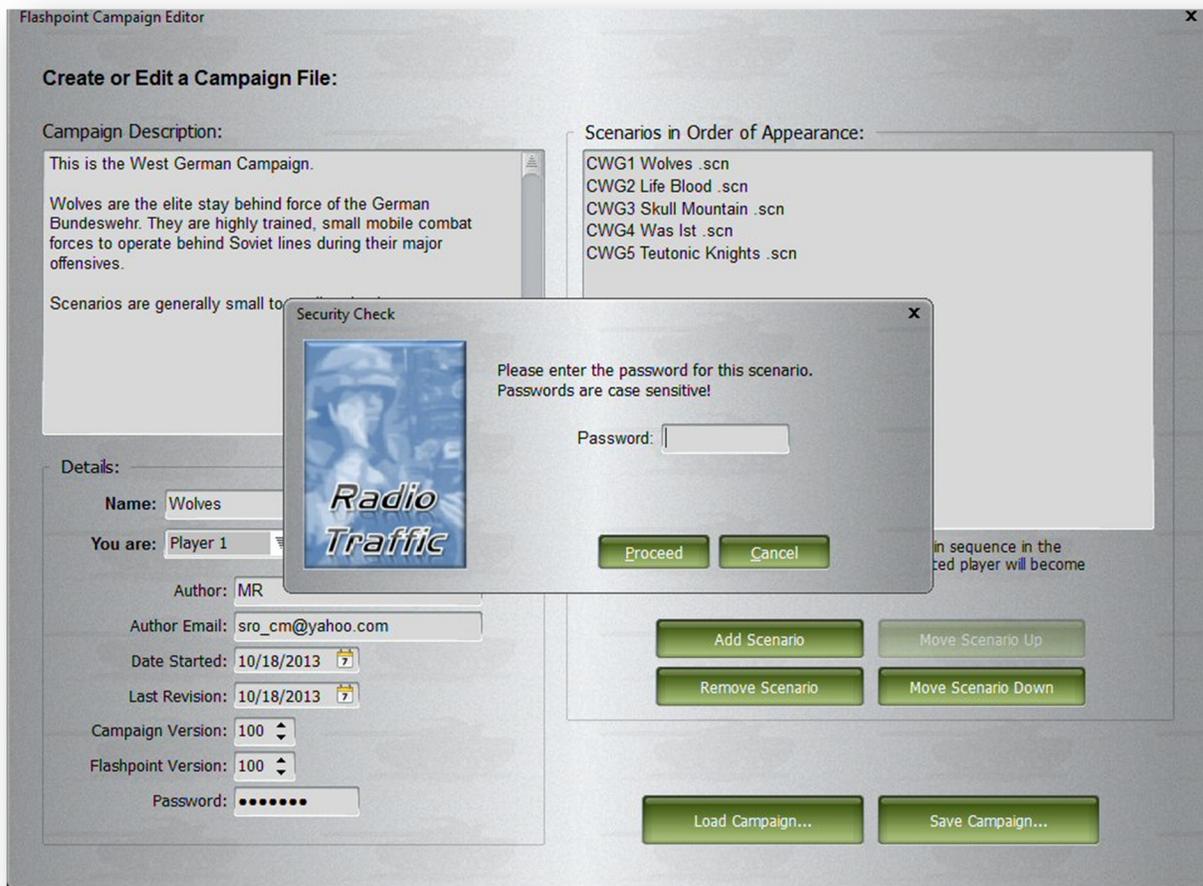
- You add as many scenarios to the campaign as you like using the “Add Scenario” button.
  - In this case the remaining four scenarios of the West German Campaign.
- If you put a scenario in the list in the wrong spot, you can reposition it.
  - Select the scenario to move in the scenario window.
  - Click the “Move Scenario Up” or “Move Scenario Down” buttons to shift the position in the listing of the highlighted scenario.
- If you want to remove a scenario off the list, highlight it by clicking on it and then click the “Remove Scenario” button.



# FPC Modding Guide 2: Scenarios and Campaigns

## 5.6 Finishing Touches on the Campaign

- When you get the scenarios in the campaign you want, and in the positions you want them you can save the campaign.
- Once the Campaign is where you want it to be, then you click the Save Campaign tab.
- If you have put in a Password it asks for it before you can save the file then you must enter the password. Once you protect it with the password it will save.
- And you have the campaign in the first iteration.
- Now all that remains is for you to playtest the campaign and see how the scenarios are balanced out. What kind of average hours for you to get for the Max Hours setting.



Good Luck and Happy Hunting!

# FPC Modding Guide 2: Scenarios and Campaigns

## **6 CREDITS**

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