

Wm

a Warmaster army generator

Introduction

Wm will help you to create army lists for Warmaster. There are Wm versions for Windows PCs and Casio E105 devices (it might work on other WinCE devices, but it has not been tested).

Disclaimer

The program is written by Stephan Hess. © Stephan Hess 2000, 2001
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Installation

As you already have found out the program and manual files are all contained in one zip file. You unzip the files. That's all you need to install the program. You do not need this pdf file to run the program, so you can delete it, as soon as you feel comfortable in using the program.

Creating an army

The first step is to enter the maximum size of the army to be. The total points cost of all the units you chose will be checked against that value and all min/max unit allowances are set to the numbers appropriate for an army that size.

Now you select the race of your army.

As soon as you have done this the unit types available are shown in the unit list and the units required for an army of the chosen size are already entered in the list. If you did not change the race, but only the army size, the required units will not be entered, but you can force this by selecting „Min/Max units” in the „Army” menu.

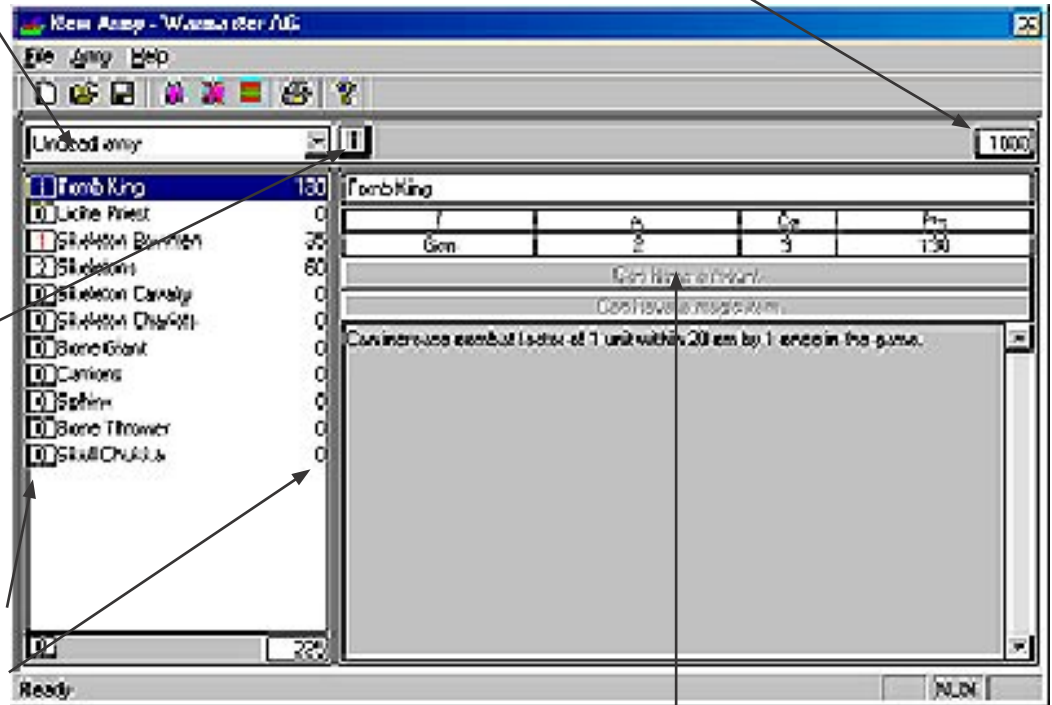
The info button will pop up a window showing the race specific special rules.

The unit list shows two different kinds of entries. „unit type” entries (the entries with a number in a box) and unit entries (the others see below). „Unit type” entries, show you the number of units of that type in the army (the value in the box) and the total points spent for that type of units.

If the number of units is displayed in red, the number of units is too high or too low. Just click on the number and you will see a range of numbers, the numbers in red are not rules conform, but can still be. Changing the number will add or delete units depending whether you chose a number greater or less than the current selection. This is the fastest way to add or delete units. Units added by choosing a greater number will not have any magic item, mount or siege equipment (as appropriate). Should units have to be deleted, they are deleted from the

end of the list.

Each time you select a „unit type” entry, the right part of the window, will show you the unit's profile, the unit's special rules and whether the unit can have a mount, magic item and/or siege equipment.



„Unit” entries,

show you the cost of the unit including mount, magic item and siege equipment, if the unit has any.

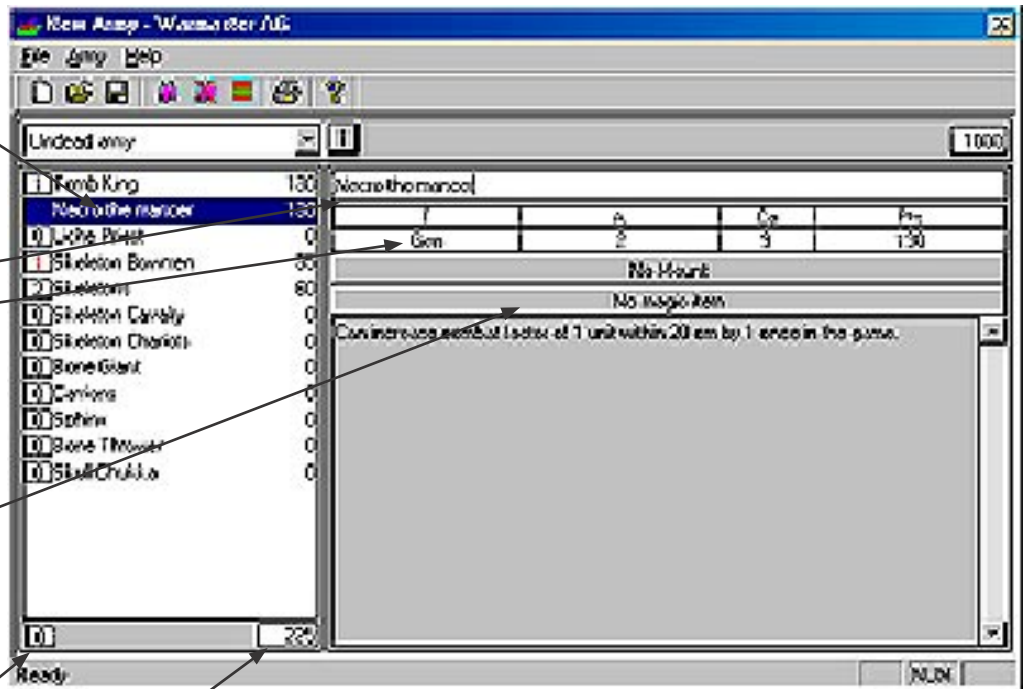
As soon as you select a „unit” entry, the right part of the window, will show you the unit's name, profile,

where appropriate two buttons allowing you to choose a mount and a magic item or siege equipment and special rules for the unit and any mount, magic item or siege equipment it has.

You can change the units name by clicking into it's name field and typing in the name you want. If the mount

button is displayed in red, than there are too many mounts of that type in the army. If the magic item button is displayed in red, than the item is already in use by a different unit. You can ignore that, if you play a scenario which does not use the standard army selection restrictions. Pressing either of the buttons will pop up a window with all possible selections. Again all choices that would break standard army selection rules are displayed in red. Still you can select this options for special scenarios.

The break-point and total points of the current army selection are displayed just below the units list.



Menu and Toolbar commands

File menu.

New, *Open* and *Save as* do just what they are supposed to do. Please note that there is no „Save” command, so you will be always be prompted for a file name.

Print and *Print setup* are only available in the PC, but not in the Palm PC version. If you want to print a file from a Palm device, you will have to copy the file to your PC and print it from the PC version of Wm. „Print” and „Print setup” are just standard Print dialogs plus an selector for comments. You can select no, short or complete comments. „Short” will add a page with the special rules of units and equipment and the available spells. „Complete” will also print out the race specific special rules.

Export HTML is only available on PCs and will create a HTML file containing the army-list. This file is only for output purposes.

Exit will get you out of the program.

Army menu

New unit will create a unit of the selected unit type without mount, magic item or siege equipment, If currently a „unit type” is selected. If a „unit” is selected, than a copy (including mount, magic item and siege equipment) is created.

Delete unit will delete the selected unit. If a „unit type” is selected nothing will happen.

Min/Max unit adds or deletes units, so that the minimum and maximum criteria are met. Units added do not have any mount, magic item or siege equipment and units that have to be deleted will be deleted from the back of the list.

Help menu

Allows you to pop up a window with version and copyright information.

Problems and errors

Should you encounter any problems or errors running the program, please send a mail to brumbaer@brumbaer.de.

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Stephan Hess, Berlin 21.3.2000