

# 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.

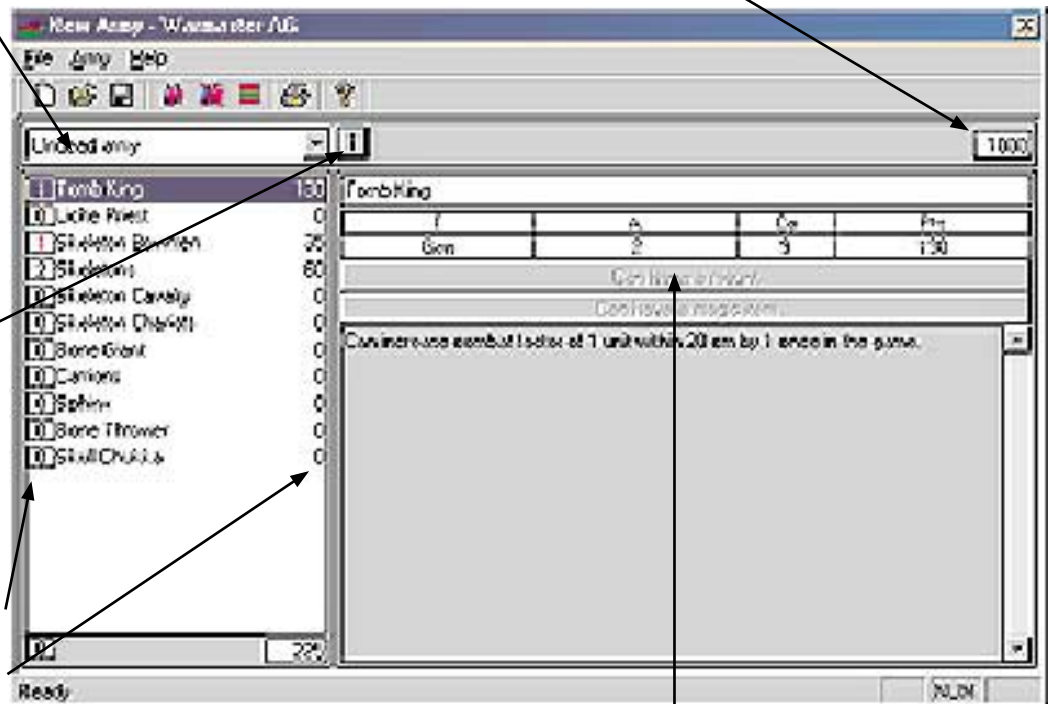
Now you select the race of your army.

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 selected for special scenarios. or delete units depending whether you chose a number greater or less than the current selection. Units added by choosing a greater number will not have any magic item, mount or siege equipment. 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.

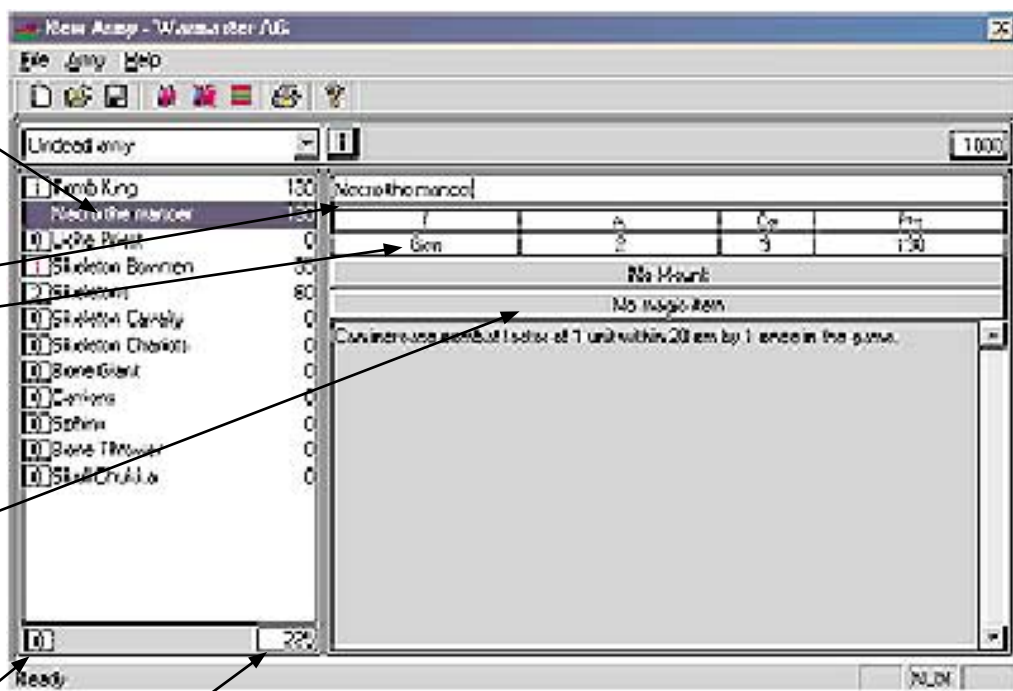
As soon as you select a „unit” entry, the right part of the window, will show you the unit's name, profile,

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 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 breakpoint 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](mailto:brumbaer@brumbaer.de).

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Stephan Hess, Berlin 21.3.2000

# Creating your own nation file.

Be warned. Creating your own nation lists and providing your own dwm files is done on your own risk, best reread the Legal Stuff chapter again, which basically says you're on your own and I don't take responsibility for whatever you or the program does to you or your computer or anybody and anything else. Don't tell me that you haven't been warned.

## Introduction and warning

Version 1.27 of Wm is the first version that supports user generated nation files and only the PC versions do so.

The nation list will be stored in a dwm file that must be in the same folder (directory) as the wm.exe file. You can have as many nation lists in a dwm file as you like and you can also have multiple dwm files in the folder. Wm will load all nation lists in all dwm files in the folder.

The zip file contains the sample.dwm file, which includes all examples of this text.

## Nation ID

Each Nation has an numerical ID 1, 2, 4, 8, 16, 32, 64, 128 are already used and I will use the next power of 2 values as new armies are released. So please use numbers beginning with 32769 for your own armies, this leaves some room for „official“ army lists. Should the need arise people can sent me the IDs they use and I put them on the web, so everybody can check what numbers are available. Should you be interested in that, send me a mail at [brumbaer@brumbaer.de](mailto:brumbaer@brumbaer.de).

## Conflicting Nation IDs

While the id sheme allows some 4 billion nation lists to be created, there is still the possibility that two nation lists will have the same ID. When this happens only one of the nations will be loaded. When you load an army list that was created with an nation list of an given id and now a different nation list with the same id is active an error message is displayed.

## Missing wdm file

Whenever an army is loaded that has been created with an now not available dwm file, this might lead to an error message or to missing unit-, item-, or engine-entries or in the worst case (so I haven't it encountered yet) a program crash.

## Missing nations

If you have created your own nation list and designed an army using it, you can save and load the army list like

any other army list. But when you try to load the army list and the nation list is not available, you will get an error message.

So make sure that the dwm file which was used to create the army is always available. Also when you give or take your armylist to a friend (or foe) also take the dwm file.

## File structure - basics

The dwm file is a text file and has a structrue that might remind you to HTML or better XML. That's ok, don't feel bad about it.

A dwm file can be created using any text editor, but make sure the files using the text-only option.

The structure is predefined and if you violate it's rules, something bad will happen, it could not load the nation list, but it could also crash the program. You've been warned, so be careful.

## Tokens

The file is structured by the use of tokens. Each token is bracketed by < and >.

Some tokens also have parameters. The parameters are divided by a space. If a token has parameters than they must not be omitted ".

All tokens must be written in capital letters.

The **<INFO>** token.

The **<NATION id "name" "army">** token is a token that must have parameters.

## End Tokens

Some tokens have an end token which is the same token but with an / in front of the name.

End-tokens never have parameters.

Usually there is additional infomation between token and end-token.

<b>&lt;INFO&gt;</b>	Token
I'm the info	Additional info
<b>&lt;/INFO&gt;</b>	End token

## The <NATION> token

You can have as many nation lists in a single dwm file as you like, but each nation list has to start with the <NATION> token and must end with the </NATION> token.

The <NATION> token has the form

**<NATION id "name" "armyname">**

The id is the Nation ID, a number between 32769 an 4000000000.

The name is the nation's name put in quotes.

The armyname is the name an army of that nation is called like "Empire army" also put in quotes.

Name and armyname must not contain any ".

**<NATION 32770 "No land" "No army">  
</NATION>**

Between the <NATION> and </NATION> tokens, there can be one <INFO> token that specifies the text shown when the info button is pressed and any number of <TROOPS> tokens that specify the units available.

## The <INFO> token

The <INFO> token is usually embedded in other tokens like the <NATION> token and gives some additional text info.

The <INFO> token must always be paired with an </INFO> token.

A line break in the source file will show also in the display.

**<INFO>**In the very north.**</INFO>**  
Will be displayed as a single line of text.

**<INFO>**In  
the  
very  
north.**</INFO>**  
Will be displayed as a four lines of text.

The nation without troops shows the <NATION> and <INFO> token.

```
<NATION 32770 "No land" "No
army">
<INFO>And first there is nothing
..</INFO>
</NATION>
```

## The <TROOPS> token

The majority of entries are <TROOPS> tokens. Each token describes an entry in an army list, be it a unit of infantry, cavalry, artillery, monsters, mounts or characters. Not described by <TROOPS> tokens are magic items and siege engines.

A <TROOPS> token must always be paired with a </TROOPS> token.

The <TROOPS> token has the form:

<TROOPS cid "name" ctype ccategory>

cid is an exactly 4 character long id that identifies the entry. There are two reserved cids and these are nomo and emsk. No two entries within the same nation must have the same cid.

"name" is the entry's name put in quotes. The name itself must not contain quotes.

ctype is an exactly 4 character long id which specifies the type of the entry it must be one of the following:

**ctype** must be

<b>unit</b>	Ordinary infantry, cavalry, artillery, monster, chariot an warmachines.
<b>char</b>	Characters
<b>moun</b>	Mounts
<b>spec</b>	Entries that are part of an unit like Skirmishers.
<b>unSk</b>	Units that can be joined by skirmishers like Empire

ccategory is a number that specifies the category the entry belongs to.

**ccategory** must be

<b>1</b>	Chariot mounts
<b>2</b>	Monstrous mounts
<b>16</b>	Machines
<b>32</b>	Artillery
<b>64</b>	Monsters
<b>128</b>	Chariots
<b>256</b>	Cavalry
<b>512</b>	Infantry
<b>2048</b>	Runesmith
<b>4096</b>	Wizard
<b>8192</b>	Hero
<b>16384</b>	General
<b>20480</b>	General and Wizard

## Profile

In the line directly after the <TROOPS> token there must be the profile of the entry. The profile is identical for all types and categories. Even if some values are not used by that type or category they still have to be provided.

A "S" H Sv Cd Sz Cost Min Max Mag

Ais the number of close combat attacks.

Sis the number of shooting attacks. This value must be enclosed by " .

Hits, **save**, **command** and unit **size** and **cost** are the respective values from the army book.

Min is the minimum number of units per 1000 points.

Max is the maximum number of units per 1000 points. If this value is negative this is the maximum units for the whole army and not for each 1000 points. The General i.e. has a -1 as Max.

The Mag value specifies which magic items the entry can use:

0 - none,  
3 - infantry cavalry,  
5 - characters

## Info

The profile can be followed by an <INFO> token. This is where all the entry's special rules and spells go. The Info text will be displayed in the big area under the profile.

### <NOBREAK> and units

All entries of ctype "unit" or "unSk" are counted for calculating the breakpoint of the army. To get an unit ignored for calculating the breakpoint add the <NOBREAK> token.

### <LIMIT> token and mounts

Mounts must have a <LIMIT> token or they will not show up.

The <LIMIT> token must be paired with a </LIMIT> token.

The <LIMIT> token does not have any parameters.

Between <LIMIT> and </LIMIT> there must be the cids of all <TROOPS> that can use that mount. The cids must be written tight one behind the other without any spaces. With the help of the limit mechanism you can influence which characters can use this mount.

<LIMIT>cid4cid4cid4</LIMIT>

If there is any mount used at all, than there must be an entry with a cid of nomo that represents the choice of no mount. If this is not available, the program might crash.

See the example for a nomo entry. Don't forget to add all characters to the limit section of the nomo entry.

```
<NATION 32770 "No land" "No
army">
<INFO>And first there is nothing
..</INFO>
<TROOPS hehe "Hero" char
8192>
1 "" 0 0 8 1 80 0 1 5
</TROOPS>
<TROOPS hege "General" char
16384>
2 "" 0 0 9 1 125 1 -1 5
</TROOPS>
<TROOPS nomo "No Mount"
moun 1>
0 "" 0 0 0 0 0 99 0
<LIMIT>hegehehe</LIMIT>
</TROOPS>
<TROOPS hews "Winged some-
thing" moun 2>
2 "" 0 0 0 0 20 0 1 0
<INFO>Flyer.</INFO>
<LIMIT>hege</LIMIT>
</TROOPS>
</NATION>
```

## Skirmishers

There are entries that are used within other entries. The Empire Skirmishers are such an entry.

The entry that will can be included must be of the ctype spec. The cid should be emsk (make that a must).

The skirmisher get also a <LIMIT> token that limits the units that can use it.

The unit that can use them must be of ctype unSk.

```
<TROOPS emsk "Skirmisher"
spec 512>
4 "" 3 0 0 1 25 0 0 0
<INFO>Stand added to a unit. Can
be removed as any other stand of
the unit, but is ignored for stand
lost command modified. It's posi-
tion is ignored regarding irregular
formations.</INFO>
<LIMIT>emha</LIMIT>
</TROOPS>
<TROOPS emha "Halberdiers"
unSk 512>
3 "" 3 6 0 3 45 2 0 3
</TROOPS>
```

## Magic Items - <MITEM> token

You can also create new Magic Items. In contrast to the <TROOPS> token, the <MITEM> token is on the same level as the <NATION> token. This is not surprisingly as the magic items are available to all nations.

Each <MITEM> must be paired with an </MITEM>.

The <MITEM> token has the form

**<MITEM mid "name" mcategory>**

mid is an exactly 4 character long id that identifies the magic item. Already in use are : coco, hedo, orma, rima, rore, scso, scdi, stsp, wapo, bofr, bofu, bosh, bost, baba, swcl, swde, swfa, swmi, nomi.

"name" is the item's name put in quotes. The name itself must not contain quotes.

mcategory is an number specifying the category that the item belongs to.

**mcategory** must be

- |          |                 |
|----------|-----------------|
| <b>1</b> | Weapon          |
| <b>2</b> | Banner          |
| <b>4</b> | Device of Power |

## Profile

In the line directly after the <MITEM> token there must be the profile of the entry.

*cost ccategory*

Cost is a number giving the item's cost in points.

ccategory is a number that is logically anded with the ccategory value of an entry. If the result is not equal 0 the entry can use that item.

Examples: If **mcategory** is

- |       |                                       |
|-------|---------------------------------------|
| -1    | the item can be used by all           |
| 4096  | the item can only be used by wizards  |
| 16384 | the item can only be used by generals |

## Info

The profile can be followed by an <INFO> token. This is the items description.

**<MITEM boll "Army Banner" 2>**

100 -1

**<INFO>**All units within 30 cm may add +1 to all command rolls.**</INFO>**  
**</MITEM>**

## Siege engines - <ENGINE> token

Siege engines are added at the same level as magic items.

Each <ENGINE> must be paired with an </ENGINE>.

The <ENGINE> token has the form

**<ENGINE eid "name" cost>**

eid is an exactly 4 character long id that identifies the magic item. Already in use are : noen, bara, mant, towr, tora, sows.

## Info

The <ENGINE> token can be followed by an <INFO> token. This is the engines description.

**<ENGINE cart "Carterpillar" 200>**

**<INFO>**The carterpillar destroys every wall it moves through. Move 10cm.**</INFO>**

## The complete sample file

```
<NATION 32770 "No land" "No army">
<INFO>And first there is nothing
.</INFO>
<TROOPS hehe "Hero" char 8192>
    1 "" 0 0 8 1 80 0 1 5
</TROOPS>
<TROOPS hege "General" char 16384>
    2 "" 0 0 9 1 125 1 -1 5
</TROOPS>
<TROOPS nomo "No Mount" moun 1>
    0 "" 0 0 0 0 0 0 99 0
    <LIMIT>hegehehe</LIMIT>
</TROOPS>
<TROOPS hews "Winged something" moun 2>
    2 "" 0 0 0 0 20 0 1 0
    <INFO>Flyer.</INFO>
    <LIMIT>hege</LIMIT>
</TROOPS>
<TROOPS emsk "Skirmisher" spec 512>
    4 "" 3 0 0 1 25 0 0 0
<INFO>Stand added to a unit. Can be removed as any other stand of the unit, but is ignored for stand lost command modifiert. It's position is ignored regarding irregular formations.</INFO>
<LIMIT>emha</LIMIT>
</TROOPS>
<TROOPS emha "Halberdiers" unSk 512>
    3 "" 3 6 0 3 45 2 0 3
</TROOPS>
</NATION>
<MITEM boll "Army Banner" 2>
    100 -1
<INFO>All units within 30 cm may add +1 to all command rolls.</INFO>
</MITEM>
<ENGINE cart "Carterpillar" 200>
<INFO>The carterpillar destroys every wall it moves through. Move 10cm.</INFO>
</ENGINE >
```