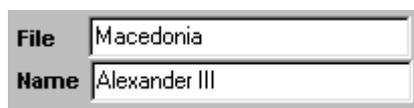


Introduction

The army editor is a simple tool to create/edit the armies that You will use in Hoplites. The basic idea behind the Editor is to provide each player the possibility to build a personalized army: each army is built up using a point system derived from the Sal Vasta DYO rules: you can use 1600 points to buy the different units on the basis of each nationality. For the command cards (e.g. FLANK) and the leaders you have a different point limit based on the nationality (normally between 300 and 400 points).

Basic operations

To create a new army simply click on the "New army" button and select the nationality of the army that you want to create; once You've selected the nationality the main window will be updated displaying the list of the allowed units for the new army and the available leaders. The following paragraphs will discuss the main components of the editor interface.



The screenshot shows two input fields. The top field is labeled "File" and contains the text "Macedonia". The bottom field is labeled "Name" and contains the text "Alexander III".

The **File** field contains the name of the army file without the .army extension; the **Name** field is the name of the army, the one normally displayed in Hoplites in the title bar.

You can save the army with the **Save Army** button and reload a previously created army with the **Load Army** button; in this latter dialog You will also be able to delete a wrongly created army.

Each unit is described by a line: you can specify the number of units of each type You want to buy in the **Buy** field.

The **Image** pushdown list gives the list of cards



The screenshot shows a row of data for a unit. The columns are: Type (PH), Cls (7), TQ (10), Sz (64), Mis (6), Max (2), Buy (128), and Image (Macedonia). There is a search icon to the right of the Image field.

Type	Cls	TQ	Sz	Mis	\$\$	Max	Buy	Total	Image
PH	7	10	64	6	2	128	Macedonia		

available for the current unit. You can preview the card pressing the small button on the right.

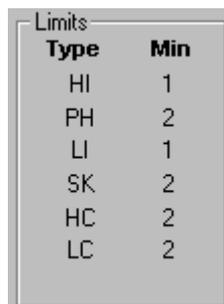


The screenshot shows a "View" panel with three radio buttons: "Infantry" (selected), "Mounted", and "Buy".

The units are grouped in "Infantry" (footed) and "Mounted": you can alternatively

display each group or concentrate only on the units You've bought by selecting the "**Buy**" option

When You select a unit the running totals will be updated: you can buy a unit if the unit cost is less of the available points left.



The screenshot shows a "Limits" panel with a table of unit types and their minimum purchase counts.

Type	Min
HI	1
PH	2
LI	1
SK	2
HC	2
LC	2

Each nationality has some constraints that you must fulfill: they are displayed in the **Limits** panel; for each unit Type you can verify the minimum number of units that You must purchase.

When You click the "Verify army" button and before saving the actual army the system will verify the constraints.

The command points are displayed in the Leader panel. Each leader is described by the initiative and command points (this will influence the number of flank and rally commands you will be able to use in each turn): the card costs are displayed in the panel in the bottom right.

Leaders (pts left: 10)

Name: \$\$ initiative/command

- Alexander III 150 [7 / 2]
- Paramenion 100 [6 / 1]
- Leonatus 70 [5 / 1]
- Tauron 40 [4 / 1]

Special cards

Card	\$\$	Max	Buy
FLANK	30	10	<input type="text" value="5"/>
RALLY	20	10	<input type="text" value="4"/>
COHESION	20	10	<input type="text" value="3"/>