AXIS GAME FACTORY V2

Battlemat
miniatures battle system

agf PRO V2

AGF – Battlemat DLC Manual

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INTRODUCTION

What is Battlemat

Battlemat gives players the freedom to enjoy digital Tabletop Miniatures with their own rules and play mechanics. As everyone gets busier in life, we find it hard to make time to gather our fiends, setup some artificial terrain and enjoy our favorite miniatures game. Battlemat gives you the tools to make your own terrain, cities, dungeons and environments with it's integration into AGFPro. It let's you connect with your old or new gaming friends (up to 8 per server). Hands you a warehouse full of Miniatures and Placeables to keep your games exciting. And for all of the creative players who need to customize, paint or modify their miniatures game.. we offer the ability to customize everything using the AGFPro – Premium Edition's: Asset Packager. Make your own dungeon tiles, miniatures, placeables,decals and anything else. The options, like your imagination, are limitless!

Why was Battlemat Developed

Battlemat was developed to be a basic miniatures battle system. As we tested it, we found features that we wanted to use while playing, so we added them.. and then added some more. When we were done we had opened up the possibility of playing many different game types, all in one gaming system.. the Battlemat System.

What can be done with Battlemat

Because Battlemat doesn't enforce any rules on your game play, you can enjoy any game mechanics you like. You can:

- Play a Pen & Paper Adventure
- Setup and entire RPG Campaign
- Play a Co-op mission
- Have an all out war
- Fight for control of the map
- Have team battles
- Toss some dice
- Make up your own game
- Enjoy limitless re-playability

Can Battlemat be Extended

Yes, by using the AGFPro – Premium Edition's: Asset Packager you can transform the game into any kind of miniatures game you like. Want to add some tanks, giant robots or super heroes.. add them into the game and enjoy. There are no limits to what you can add to the Battlemat system.

Keyboard and Mouse Controls

- **Left Click:** Place or Select an Object
- **Left Click and Drag:** move a Selected Object
- **Left Click with Character or NPC Selected:** Show movement confirmation
- **Double Left Click with Character or NPC Selected:** Move to selected Location.
- **Shift + Left Click:** Select Multiple Objects by Clicking on Each
- **Alt + Left Click:** Zoom Camera
- **Right Click:** On Objects - Opens a Menu, On Nothing - Clears the Selection
- **Hold Right Click Down:** Free Mouse Look (Sensitivity can be changed in settings)
- **Alt + Right Click:** Zoom Camera
- **Alt + Middle Mouse Click:** Pan Camera
- **W:** Move Camera towards it's facing direction
- **A:** Strafe Camera Left
- **S:** Move Camera away from it's facing direction
- **D:** Strafe Camera Right
- **[:** Rotate Selected Object Left
- **]:** Rotate Selected Object Right
- **DEL:** Delete Selected Object
- **Up Arrow:** Raise Camera Altitude
- **Down Arrow:** Lower Camera Altitude
- **Left Arrow:** Turn Camera Left
- **Right Arrow:** Turn Camera Right
- **+:** Move Camera towards it's facing direction
- **-:** Move Camera away from it's facing direction
- **F:** Focus or Zoom In toward the Selected Object (Same as bottom bar icon)
- **Q:** Lock the selected Object (Same as bottom bar icon)
- **E:** Toggle Snapping (Same as bottom bar icon)
- **R:** Toggle Rotation (Same as bottom bar icon)
- **CTRL + D:** Duplicate Selected Object
- **HOME:** Go to the center "home" location of the map.

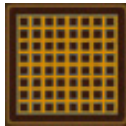◀ Toggle the display of the Attack Range Circle (Sized with the Attack Range Fields in the Character Sheet)

◀ Show Movement Range Circle (Sized with the Speed Field in the Character Sheet)

◀ Toggle Rotation of the Selected Item (Rotates a selected item when enabled, move item when disabled)

◀ Show and Hide Character and NPC Names (Team Color Surrounds the Name)

◀ Toggle the Grid System
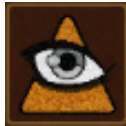
◀ Toggles the "Focus on Placed Object" camera effect for when you place objects
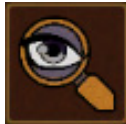
◀ Focus or Zoom into the selected Object (Also used in the Placed Pieces and Initiative Systems)

◀ Reset any rotation applied to the Selected Object

◀ Toggles Snapping of Placed Objects (Allows completely free movement and placement)

◀ Delete the Currently Selected Object (Not Undo-able)

◀ Clears any Current Selection (Also done by right clicking away from any placed objects)

◀ Home Button. Takes you to the centre of the map 0,0,0. If you find yourself lost on the map just click this button to go to the map centre. 0X, 0Y, 0Z.

Settings

We know that customizing how a game responds can be an important factor in enjoying the game itself, so we offer a few key settings that can tailor how the game plays for you.

Quality Level: Will dynamically change the quality of Battlemat to better suit your machine.

Show HUD Compass: Shows and Hides the compass in the top right corner of the playing window.

Mouse Customization: Lets you set your mouse to respond the way that best suits your style of play.

Object Render Distance: Changes how far from the camera things can get before they are no longer shown in game. This is great if you are playing on a lower end machine or if there are many minis in play.

Free Vertical Movement: Toggles the use of "SpaceBar" and "C" to move the camera up and down freely.

Menus

The file menu offers you the ability to:

- Save: Save the game as a Map (Scene). Be sure not to save over the original map
- Load: Load a Map (Scene) that you had saved in the past
- Main Menu: Leave the current game and go back to the main menu system
- Quit: Leave Battlemat and be bored by your desktop again

The Presets Menu offer you the ability to:

- Expand Windows: Make all the windows on the left docking panel fully viewable
- Collapse Windows: Make all the windows on the left docking panel minimize
- Reset Dock: Resets all windows on the left Docking panel to default

GAME SETUP

Making a Map

When first starting Battlemat you need to either choose an existing projects scene as a map or create a new one in the AGFPro – Toolset.

We aren't going to go over how to use the AGFPro – Toolset as that is beyond the scope of the Battlemat manual. However when you make a map, it's a good idea to have a plan as to what style of miniatures game it's intended for. Here are a few tips to consider when making maps for different styles of play:

For Pen & Paper Adventures you may want to set up a smaller map that includes as few points of interest as well as the main questing area so your adventurers can explore and generate dynamic story arcs that make player feel more involved in the shaping of the story.

For entire RPG Campaigns you can make each part of the campaign in individual scenes within the same project. You can progress the story by loading each scene during play. Also having a starting town or village that they can return to as needed is always a good plan. Also see "Placing NPCs" for ideas on how to make the game have more depth with minimal work while DMing.

> **IMPORTANT:** It is always better to build and decorate your maps and dungeons in the AGFPro World Editor and only add Dynamic Story items, Objectives and Miniatures in Battlemat. It will keep everything running smoothly as each item placed in Battlemat during play needs to be tracked over the internet for every player which may not be polite to those with slower internet connections or lower end computers.

For playing a Co-op Mission you should make a map that can keep all players on the right path. Using the "Placing NPCs" information to prepare NPCs and Monsters in advance. The server Host can either control all the monsters or assign them to certain players, allowing everyone to get in on the fun! This is becoming a very popular play method, and a good co-op map is a great thing to share with the Battlemat Community!

For have an All Out War you should have multiple areas of the map that are focus points or bottlenecks in the battlefield, this kind of place is where the battle will be the most intense. Making sure to design your battlefield with areas for ambushes and ranged attacks from above will make the map feel that much more dynamic and re-playable.

Fighting For Control of the map will have you making maps like you would normally make for an All Our War except where you would normally just have bottlenecks, now you need to plan Objectives. When planning your objectives it's best to make some major ones and some secondary ones that may be hard to reach, making use of flying creatures. Objectives can be placed using the "Placing NPCs" method so that you can make sure the Flags, Crystals or whatever you choose as objectives are situated properly for the map layout.

Building a Dungeon

Building and decorating a Dungeon should also be done in the AGFPro – World Editor. When building a dungeon I know it's tempting to build "The Ultimate Dungeon of Doom" but in reality you will just overwhelm yourself with the amount of decorating work that needs to be done or have a very empty boring dungeon. Balance is key here.. build an entrance (Stairs from the terrain), make few rooms and then make an exit. Decorate the rooms so that they seem to have a purpose. This is the pattern we suggest you follow until you are a skilled Dungeoneer.

- Make an Entrance
- Make a few Halls and Rooms
- Make a Mini-Boss Room
- Make a few more Halls and Rooms
- Make a Boss/Treasure Room
- Make and Exit

It is always more enjoyable to have a few crypts and smaller dungeons than a sprawling dungeon your players may become bored with. Thinking of a theme or story for the dungeon before you decorate it can really help make it look great when you are done. Start small.

Placing NPCs

After your map is made and you have placed everything you need you can load the scene into Battlemat and place some NPCs, Objectives, Monsters and then save the scene for when you are ready to play. This will make it so you can have the information already added to the miniatures as well as putting any NPC conversation or quest info in the Notes section of the NPC Miniatures. When a player clicks on the NPC miniature they can read the notes to find out any information you leave in there. You can even get creative and list some items and costs in the Notes so the NPC can act as a store. Again, the possibilities are endless.

HOW TO PLAY

Basic Play Overview

Battlemat can be played alone, with friends by hot-seat or online with up to 8 people playing in each server. Play sessions usually follow these steps:

- Create or Load a Map
- Place Miniatures (Heroes & Monsters, Multiple Armies)
- Set Stats on the Miniatures (Life, Armor, Attacks, Special Abilities, Etc.)
- Roll the Starting Initiative (Decides the Miniatures Turn Order)
- Take Turns Moving, Attacking with Miniatures
- Go Questing or on Adventurous Stories (With or Without the Host Dungeon Mastering)
- Use the Randomizer to award Loot or Randomize Events (Anything can be Randomized)
- Save your Hero Characters (Extensive Character Sheets, Equipped Items, Spells and More)
- Complete the Game or Save your Game for Next time.

* Enjoy unlimited play mechanics and multi-scene adventures that anyone can make!

Selecting a Map

When you start Battlemat you can choose to begin a game or take part in a mulitplayer game. When you begin a game you need to select a map on which to play. Maps are part of Projects and are also known as Scenes. Choose a project folder, double click the "Scenes" folder and choose one of the scenes to load as a map.

If you download files shared by another player, they would normally contain the following:
- Example:
- Project Folder – (Crypt of Lich Salgarn)
- Scene Folder
- Scenes or Maps inside the Scenes folder – (Town of Fairport), (Crypt Salgarn – Level 1),(Crypt Salgarn – Level 2)

Using the example above you would put the "Crypt of Lich Salgarn" folder into your "Projects" folder. When you are in Battlemat you would choose the "Crypt of Lick Salgarn" folder, open the "Scenes" folder and then pick any one of the three maps in there.. either Town of Fairport, Crypt Salgarn – Level 1 or Crypt Salgarn – Level 2.

The Scene folder may also contain these folders:
- "Prefabs" folder which stores any special prefabs they have made.
- "Presets" a folder used to store environmental information and a screenshot of the map.

Some projects that you download may contain an "Asset Packs" folder which would store any custom asset packs they may have used.

Loading a Game

Loading a game in Battlemat is as easy as loading a regular map, when you save your game it actually saves a whole new scene with your play session included in it.

Loading a Multi-player game works exactly the same way as loading a regular map, except that the Host will need to assign miniatures that exist in the scene to the correct players. The reason it works like this is so that if someone isn't able to play when everyone else can, someone can take over their Miniatures. Each miniature keeps the name of previous owner on it so they are easy to assign.

MULTIPLAYER

Multiplayer Overview

Multiplayer games in Battlemat allow up to 8 people to play together online and sets the Host as the Game Master or "DM". The DM has the power to control how the game plays. DM's can do a few things that the other players can't..
Hide placed miniatures and objects until later
Assign Miniatures to different players
Load a new Map
Kick Players

Hosting a Game

Hosting a game for your friends is as easy as setting a few options:
- Username: Put the name you want your friends to see in game.
- Room Name: This is the name of the server that people use to find your game online.
- File Name: This is the Map (Scene) you wish to load for everyone to play on.
- Password: Set this only if you want the room to be private to people with the password only
- Max Players: The maximum amount of player you want the server to accept.

After these options are set just click "Host Game" and your server will be loaded with you as GM. As the GM your Team color is automatically "Red".

Joining a Game

Joining a game will allow you to join other games in progress. You don't have access to the GM options, but some extra settings may be available to you depending on how the GM has the server set up. The options available to you when joining a game are:
- Username: Put the name you want your friends to see in game.
- Password: Set this only if you want to join a private, password protected server
- Team Color: Choose a color for your team or player. If you have not discussed teams before hand you can always re-connect to the server using the correct team color. If there are no teams then your team color is used to show you which miniatures you own. Note: Hosts/DMs always have "Red" as their team color.
- Select a Room: A list of Rooms or Servers is listed on the join page as well, find the room you are looking for and click it to select it for joining.

You can also use the "Refresh List" button to update your list of servers.
Once you have chosen a server, simply click "Join" to enter the game.

Pen & Paper Campaign

Pen & Paper Campaigns can be played on the fly or you can take the time to setup an intricate system of Scenes that will lead a party of player from beginning to end of an Adventurous story. You can add in objects, decorations, NPCs and Miniatures as needed. You can make your own or convert classic adventure modules. With the Host as GM and up to 7 players in the party, you can enjoy hours of adventures with the ability to share them with other GMs. We don't apply any hard coded rules to you when you are enjoying Battlemat, so any game play ruleset or mechanic can be used in game.

Co-op Adventures

Co-op adventures are almost the same as Pen & Paper Campaigns with the one difference of not needed a full time GM. Set up the adventure before play using the AGFPro – World Builder to develop your maps. Place monsters and NPCs from within Battlemat, Set the stats, stories and stores on the miniatures themselves and then save the Scene for your play session where the DM can act as a player.

Miniature Battles

Miniature battles have taken a life of their own in the Boardgame world. With Battlemat you can make your Own battlefield terrain, Set up teams, Spawn your Miniature Armies.. and fight to the death! If you aren't a Fantasy Miniatures Fan you can always use AGFPro- Premium Edition to make any kind of miniatures you would like to play with.

Conquest Wars

Conquest Wars are almost the same as Miniature battles except that you can place "objectives" on the map and have your teams of miniatures battle for map ownership by taking over objectives. The more miniatures of a team color at an Objective shows that the objective is owned by that team. You can set up the Miniatures that players are allowed to choose for their armies and even set a "Cost" so that you know all the armies will be of the same strength.. which would leave everything else down to tactics.

Create Your Own

- As you can see, you can..
- Make your own Maps
- make your own map Decorations
- Make your own Rules
- Make your own NPC, Characters, Monsters
- Make your own Stories & Campaigns
- Make your own Co-op Games
- Make use of an extensive Character Sheet
- Import your own creations as Miniatures & Placeables

The options are endless!

SYSTEMS

Warehouse Overview

The Warehouse is where everything that is placeable is stored:
- Miniatures
- Dungeon Tiles
- Decorations
- Trees, Rocks and Buildings

Any Asset Packs you install will show up in the warehouse after they are enabled. In the warehouse you will find a few buttons:
- Refresh Assets: Reloads all assets you have enabled
- Manage Assets: Lets you choose to enable or disable loaded asset packs from the game. Be warned that enabling asset packs does take up more RAM and will enable them on all players machines as well, so if Battlemat starts running poorly try disabling some of the loaded asset packs you are not currently using.
- Asset Pack Name: By clicking this button you will get a quick list of all loaded asset packs you have enabled, and can choose the one you want to view from that list.
- < and > Arrows: Switches between the currently enabled asset packs.

Warehouse Assets

The Warehouse will show show you all of the currently enabled asset packs with an icon preview list of each assets in the packs, as well as a 3D preview window to help you better choose the asset you want to use.

Warehouse Asset Packs

Asset Packs are collections of objects that can be placed in Battlemat and set to any object selection type; like miniatures, dungeon tiles, placeables, objectives and NPCs. If you own AGFPro – Premium Edition you can create your own Asset Packs to use in Battlemat. This will allow you to make anything you want into objects selection types mentioned above. If you want a T-rex miniature to fight a colorful flying pony over a desert full of cacti, you can make that a reality!

GM Screen

The GM Screen is only visible to the player hosting the game and gives the host full control over the Battlemat gaming system. With this window you can:

- Hide newly spawned objects from the players
- Show hidden objects to the players
- Disable players from being able to create objects
- Force all players to focus on a certain object or miniature
- Assign control of miniatures to other players
- Take control of other players miniatures for yourself
- Hide or Show certain GM tools with the players
- Kick Players (If someone isn't following the rules or is trolling)

Initiative

Initiative is the cycle of which miniatures takes an action, at different times during a single turn. Once all miniatures have taken an action and have ended their turns, that turn has been completed and the next one begins if the battle hasn't been completed. It is up to the GM or the ruleset you are playing with, to specify what constitutes a miniatures full turn. After the player had completed that miniatures turn, they click the "End Turn" button and the next miniature in the list now gets to have it's turn. We have also included "Delay Turn" and "Resume Turn" options for rulesets that allow for a turn to be delayed while a player watched the other players take their turns.. they will be allowed to take their turn last, in the initiative list. You can also "Focus" on the Miniature who's turn it is, as well as remove miniatures from the initiative list.

Miniatures must first be added to the initiative list before one is displayed. You can set any Initiative scores or bonuses before clicking the "Add to Initiative" button on a Miniature, so that they are begin added to the initiative list in the correct location.. The initiative stat on the miniatures character sheet (+1d20) determines the miniatures location on the initiative list.

Dice Roller

The Dice roller allows everyone in the game to make dice rolls for many different reasons. The rolls can be hidden from everyone else, or you can just roll the dice normally. When dice are rolled it will display a total of the dice rolled in the dice roller as well as report the results in the chat window. There are few options available in the Dice Roller Windows,

Roll: You click this after you have chosen the dice you wish to roll, to roll them.
+/- 1x: Change this to roll multiples of the same dice.
+/- d6: change this to change what kind of dice you are rolling.
+: Click this to apply some math to the selected bonus you set.
+/- 0: Change this number to apply a bonus to the roll (Using the math options given you can do all sorts of beneficial or negative bonuses to your rolls)
Reason: This area is to show other why the roll was done. If you put the word "Attack" in the test area then the chat box will show your dice roll and add "for Attack". This will allow you to designate weather you are rolling to save against an attack, do an attack, roll for damage or even roll to jump over a burning barrel.
Remove Dice: Click this button after you have rolled to clean up your 3D rolled dice from the map as they may get in the way, or disturb other players rolls or movements.

> **NOTE:** Changing objects from being a Character or NPC when they are in the Initiative list will automatically remove them from the initiative list.

Placed Pieces

This window is available to the GM at all times and they may choose to share it with the players. The Placed Pieces window lists everything that has been placed in the map during playing sessions.

- Characters
- Tiles
- Placeables
- Objectives
- NPCs

You can sort this list using the "Show Pieces Type" selector. Depending on the piece type you are viewing you will be given extra options like,

- Rename
- Delete
- Focus On
- Lock
- Unlock

You can learn more about the options available in the "Object Selection Types" area of this manual.

Randomizer

The Randomizer is a universal tool to help keep the game fresh and rewarding. You can add anything to the list and then have it choose one of the items at random. The options available are,
List Area: Where you can add the items to be chosen from
Randomly Choose: Choose one of the choices from the list
Clear List: Clears all objects form the list so ti is ready for your next randomized requirements.

This system is great for:

- Handing out Loot
- Choosing Encounters
- Choosing Random Effects
- Giving NPCs and Monsters random choices in conversations and battle tactics.
- Choose random items to Place

So anything you want randomized really.
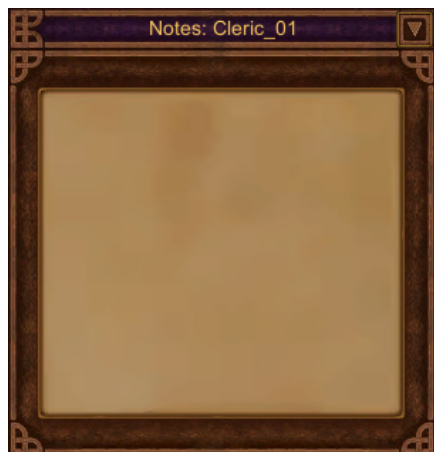
Notes

The Notes area is a special area that is stored on each miniature, like Characters and NPCs and has many uses. You can store notes about in game things that you need to remember, "Example: Is dreadfully afraid of Floating Eyeballs because they may explode.", to make notes of things happening in the campaign "Example: Bought a horse named Fetlock for 1 Gold, it's stabled in the main town", to remind players of interactions with friends "Example: Every time the Omega wizard curses, the cleric makes him pay a gold to the church"..

But it doesn't stop with just fun stuff like that. When Setting up a campaign or co-op missions you can load the maps into Battlemat before playing them, to place NPCs and Monsters for use of the Notes area to hold information like,

- Conversations
- Quest Information
- Reward Information
- Loot Drop Lists
- Tactical battle Information
- Special Rules you would like Miniature to follow
- Things you want to spawn in game for play with that Miniatures

Again.. the options are limitless.

Audio

Setting the mood for an adventure is something every good GM can do. Battlemat lets you set that mood by giving the GM the power to play some beautifully composed songs for everyone in game. Just click on the name of the song you want everyone to hear in the background of your game while you play. We have made sure that everyone can control the volume the songs are played for them, and the ability to mute the music if they choose. The songs initially released with Battlemat have been designed to give a wide range of situations in which they can be used.

Battle of Salgarn – (Battle, Betrayal)
Dragon and Demons – (Boss Battles, Sieges)
Fallen Heroes of Rahl – (Hero Dies, Town is lost the the Enemy)
Fantasy Revolution – (Adventurous Travel, Questing)
Forest Friends – (Holy Building, Forest Travel, Finding a Pet)
Town of Warbane – (Town Travel, Visiting a Street Merchant)

NOTE: Six songs were composed specifically for Battlemat by Nathan Thurston, here is a list of the songs and where you might use them in game.

Object Selection Types

When you place an object from the Warehouse into the Battlemat game you can set what category the object should be a part of, which can also change how it acts or is controlled in game. Here is a list and the special options each object type will offer you.

Character

The Character type is an object that is to be used as a Miniature (Player or Monster) so it will have these things available on it,

- Character Sheet (More information available in the Character Sheet Info later in the manual)
- Saveable Stats
- Team Color
- Scale Miniature
- Add to Initiative button
- Notes Section
- Distance moved is displayed when dragged
- Can be moved with Double Click
- Single click will show if the distance is within the movement range
- Can be placed on top of other objects
- Snaps to the center of grid squares
- Save Stats
- Reset Stats
- Change Stats to another saved stat list

*Note: Turn snap off to have full freedom of placement with Characters.

Tile

The Tile type is an object that is to be used as a special part of the terrain, like our Dungeon Tiles system. Where you would want the miniatures to use the object as a solid ground or a structure they are to climb on. They will have these options available on them,

- Re-nameable
- Change Position, Rotation,Scale
- Snaps to Grid Lines
- Rotates 45 degrees when the rotate icon is enabled on the bottom bar.
- Can be Locked into place and made non selectable, immobile and seem to be part of the map.
- Notes Section

*Note: Turn snap off to allow Tiles to be Stacked on top of each other (and then locked) for multi-tier structures, during play. All Tiles and multi-tier structures are best built into the map in the AGFPro – World Editor. We have made them available in Battlemat to give you dynamic options but the more items being tracked over a multiplayer game, the more bandwidth the game requires; which may lead to slowdown.

*Note: The "Notes" area on tiles are a great place to store any information about special features you want to be reminded of when a player is standing on it.. like traps, secret doors, hidden objects or even a description of how that room looks and feels. Because tiles become non selectable object once it is locked, you will need to Name the tiles so they are easily found in the "Placed Pieces" list.. just click the "Focus Camera on Object" button for that tile and you will be able to read the notes left on the tile.

Placeables

Placeables are to be used like decorations or even extra things added to the scenery. Like a skull on a desk, a pile of hay or even a bloodstain on the floor. They will have these options available on them:

- Re-nameable
- Change Position, Rotation,Scale
- Snaps to the center of grid squares
- Can be placed on top of other objects
- Can be Locked into place and made non selectable, immobile and seem to be part of the map.
- Note Section

The "Notes" area on placeables are a great place to store any information about special features you want to be reminded of when a player inspects it or tries to toss it in their inventory.. like ropes, potions, books or even a description of how if that object is moved..how it would trigger a trap or secret door. Because placeables become non selectable object once it is locked, you will need to Name the placeable so they are easily found in the "Placed Pieces" list.. just click the "Focus Camera on Object" button for that placeable and you will be able to read the notes left on it.

Objective

Objectives are special objects that you can use as "map control points", "home bases", "flags" or anything else you would like to set as a placed object that can be owned by a team or player. These are normally used in Conquest Wars and Team battles, but can be used for Quest locations, points of interest or even just placed so the GM and players can move the camera to that location faster using the "Placed Pieces" list. They will have these options available on them:

- Re-nameable
- Change Position, Rotation,Scale
- Snaps to the center of grid squares
- Can be placed on top of other objects
- Set a player or team that is currently in control of the Objective
- Set and track Hit Points (for destroyable bases or objects that can be disabled by damage)
- Set and track Mana Points (for traps, objects that can attack)
- Notes Section

NPC

The NPC type is an object that is to be used as a Miniature (Non Playing Character). NPCs are great for preparing a story in advance, setting up as a store, setting up as a quest giver with quest rewards, or just to be added to give flavor to the game. NPCs it will have these things available on it:

- Character Sheet (More information available in the Character Sheet Info later in the manual)
- Saveable Stats
- Team Color
- Scale Miniature
- Add to Initiative button
- Notes Section
- Distance moved is displayed when dragged
- Can be moved with Double Click
- Single click will show if the distance is within the movement range
- Can be placed on top of other objects
- Snaps to the center of grid squares
- Save Stats
- Reset Stats
- Change Stats to another saved stat list

Character Sheet

Name:	Cleric_01
Race:	Race
Class:	Class
Gender:	Gender
Gold:	0
Unit Cost:	0

Level: 1 [-] [+]   Experience: [0]

Attacks:

	Current			Maximum	
Hit Points:	[-]	35	[+] [-]	35	[+]
Mana:	[-]	20	[+] [-]	20	[+]

	Stat			Modifier	
Initiative:	[-]	0	[+] [-]	0	[+]
Speed:	[-]	6	[+] [-]	0	[+]
Armor:	[-]	14	[+] [-]	0	[+]
Toughness:	[-]	10	[+] [-]	0	[+]
Agility:	[-]	10	[+] [-]	0	[+]
Discipline:	[-]	10	[+] [-]	0	[+]
Strength:	[-]	12	[+] [-]	0	[+]
Dexterity:	[-]	12	[+] [-]	0	[+]
Vitality:	[-]	12	[+] [-]	0	[+]
Intelligence:	[-]	12	[+] [-]	0	[+]
Knowledge:	[-]	12	[+] [-]	0	[+]
Leadership:	[-]	12	[+] [-]	0	[+]
Luck:	[-]	12	[+] [-]	0	[+]

	Minimum			Maximum	
Attack Range	[-]	0	[+] [-]	1	[+]

NOTE: Modifier or Bonus areas are where you store any bonuses to the stat from equipped items.

Character Sheet Info

The character sheet is a huge system in itself. All data you put into a character sheet whether it's on a character or an NPC can be saved and loaded onto other miniatures to make it fast to create a pack of similar monsters or just to save your heroes stats, spells, skills, equipped items and inventory. Here are a list of the options available on the character sheet and what the "default" use is for including an example. Remember you can use these character sheet options for anything.

Based on your rules of play, these are the character options:

- **Name:** The name of the miniature ("Fizzle the Wizard, Duke Salgarn")
- **Race:** The racial type of the miniature ("Human, Dwarf, Elf")
- **Class:** The specialty or skill Class of the miniature ("Warrior,Wizard,Ranger")
- **Gender:** The Gender of the miniature ("Male,Female, Other")
- **Gold:** The amount of gold the miniature currently owns ("50")
- **Unit Cost:** The cost of the miniature when part of a 'cost based' army. Used for game balancing. ("100")
- **Level:** The current level of the miniature ("3")
- **Experience:** The amount of Experience this miniature has gained ("1001")
- **Attacks:** [Dynamically Scaled] List your attacks and damages here for quick battle reference.
- (" Short Sword – STR vs AC – 1d6 DMG")
- **Hit Points:** The current and maximum life the miniature has ("45 / 100")
- **Mana:** The current and maximum magic casting points the miniature has ("52 / 100")
- Initiative: The current bonus to the initiative roll 1d20+ ("5")
- **Speed:** How many spaces a miniature can move in one turn ("6")
- **Armor:** The defensive hardness of the miniatures exterior ("14")
- **Toughness:** The miniatures defense against Heat, Cold and other physical effects. ("10")
- **Agility:** The miniatures defense against Traps, Falling Rocks and other speed based effects. ("10")
- **Discipline:** The miniatures defense against Mind Control, Fear and other mind based effects. ("10")
- **Strength:** The miniatures strength or ability to lift things ("12")
- **Dexterity:** The miniatures dexterity to ability to move quickly ("12")
- **Vitality:** The miniatures constitution or over all health and vigor ("12")
- **Intelligence:** The miniatures mind power or smarts ("12")
- **Knowledge:** The miniatures general wisdom of the lore and the world around them ("12")
- **Leadership:** The miniatures general charisma and mercantile with others ("12")
- **Luck:** The miniatures winning ability, to have Karma pay off in life ("12")
- **Attack Range:** The min and max range the miniature can attack with the chosen weapon ("1-10")
- **Burrowed:** Denotes if the miniature is currently burrowed under ground.
- **Flying:** Denotes if the miniature is currently flying above ground.

Burrowed	☐	Flying	☐

Active Effects:

Crouched	☐	Blinded	☐
Dazed	☐	Cursed	☐
Deaf	☐	Dead	☐
Dying	☐	Dominated	☐
Invisible	☐	Immobilized	☐
Petrified	☐	Marked	☐
Restrained	☐	Prone	☐
Slowed	☐	Sleeping	☐
Surprised	☐	Stunned	☐
Weakened	☐	Unconscious	☐

Feats and Abilities:

Equipped Items:

Backpack:

Spells:

Active Effects

- **Crouched:** The miniature is ducking or taking a knee for cover or may have been knocked down
- **Blinded:** The miniature cannot see anything.
- **Dazed:** The miniature cannot process the world around themselves to react quickly
- **Cursed:** The miniature has had a hex put on them (May lower some stats)
- **Deaf:** The miniature cannot hear anything
- **Dead:** The miniature is no longer living
- **Dying:** The miniature is close to being dead
- **Dominated:** The miniature no longer controls its own actions (Can also happen during extreme Fear)
- **Invisible:** The miniature is not visible to anyone or anything
- **Immobilized:** The miniature cannot move
- **Petrified:** The miniature had been turned to a solid substance (Normally Stone)
- **Marked:** The miniature is marked by another creature to be killed (May lower some stats)
- **Restrained:** The miniature has it's movement or actions prevented by something
- **Prone:** The miniature is laying on the ground for cover or may have been knocked down
- **Slowed:** The miniature cannot move or react as fast as it normally can
- **Sleeping:** The miniature in not in an awakened state (May be chosen or caused by a spell)
- **Surprised:** The miniature can be caught off guard (May be caused by a Birthday)
- **Stunned:** The miniature cannot process the world around themselves to react at all
- **Weakened:** The miniature cannot perform to the best of their ability (May be caused by Poison)
- **Unconscious:** The miniature is knocked out cold

Feats and Abilities: [Dynamically Scaled] Special skills that benefit the miniature or special powers that can be performed in battle.

Equipped Items: [Dynamically Scaled] Weapons, Armor, Rings and other items that the miniature has equipped.

Backpack: [Dynamically Scaled] The miniatures inventory or items that are not equipped, that are stored in a nice leather backpack (May or may not be bottomless)

Spells: [Dynamically Scaled] Spells, Cantrips, Prayers that the miniature can cast and the mana cost to cast them.

Notes: All other information you would like to store about the miniature and had no spot to keep track of it. A great spot to store Quest, Conversation, Loot and other information on NPCs and Monster miniatures.

SAVING & LOADING

Saving

When saving a game in Battlemat you are actually saving a copy of the map containing your newly added items. Please be sure to change the name of your Save or you will overwrite the default map you started playing on.

Your miniatures character sheets and placeables notes are stored in the "Characters" folder in your Battlemat installation directory under Axis Game Factory in your Steam folder.

Loading

When loading a game you are actually loading as saved copy of the Map you were playing on. Once the game has loaded you will notice that all the miniatures are under the GMs control. This is done so that if all the players are not able to join, or some have opted out of the game, the miniatures can be given to a new player for the time being and even deleted if needed. Please see the "Miniature Assignment" for more information on the feature.

Miniature Assignment

Miniature assignment can happen at any time during the game by a GM. The main time it will be used is after loading a previously saved game. On every miniature there is a "previous owner" listed and the team or player color they were playing as, this will help when you assign the miniatures to the players as they join the game. This system allows players to drop in and out of saved games without any hassle.

TROUBLESHOOTING

Tips and Tricks

Tip: Build and decorate everything in AGFPro - World Builder and then just have place special objects, Objectives and Miniatures in the Battlemat game itself.

Tip: After your map is completed in AGFPro – World Builder; Open it in battlemat before you are ready to play and place NPCs. In the NPCs "Notes" area put quest info, quest reward info, shop items & costs and conversation text. This will allow you to save the game and have a bunch of work already done for you when you are ready to play.

Tip: Never Wake a Sleeping Dragon!

Multiplayer Issues

Game Slowdown: This can happen if there are more objects spawned in Battlemat than a players internet connection or computer can handle, please see the Tip and Tricks area for solutions to this issue. Try altering the rendering options in the settings menu to find the best performamce settings for your computer

Can't Connect to a Server: The sad truth of the matter is that the more security included in the modem or router, the harder it can be for multiplayer games to connect. Please be sure you are forwarding the correct port (23466 and 7777) for Battlemat to communicate with others, on the server and on the clients.

Lag: As we had mentioned above, having too many objects spawned in Battlemat, rather than building the bulk of your map in AGF can affect performance if your machine can't handle the data flow. But even the great internet can suffer from latency issues.. your local ISP, bad weather and distance can all affect your playing connection.

Technical Issues

Please visit our websites forum for help with any technical issues you may have with Battlemat or any other AGF products, we are here to help!

Http://www.axisgamefactoryllc.com

Asset Issues

Any issue with custom asset packs may be that they were not made properly, and you will need to contact the asset packs author for assistance with it. Here is a link to the proper instructions for putting together a working Asset Pack,
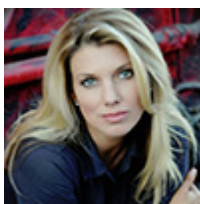
http://www.axisgamefactoryllc.com/creating-asset-packs/

 If you experience and issue with an official AGF Asset Pack or one you have purchased from the AGF Asset Store please contact us at our website forums so we can better assist you.
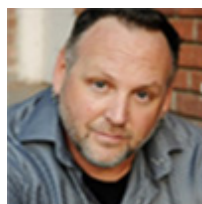
http://www.axisgamefactoryllc.com/forum/

CREDITS
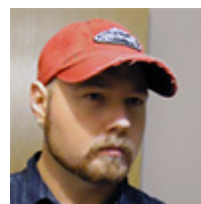
Developers
Axis Game Factory LLC

Tammy McDonald
- CEO
- Co-Founder
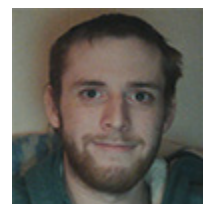- Operations
- Sales & Distribution
- Executive Producer

Matt McDonald
Owner
- Co-Founder
- Creative Director
- Creator AGF

Mike McDonald (MWMDragon)
- Project Management
- Lead Game Designer
- Web Designer
- Community Development

Alex Christopherson (ZekeTheDefender)
- Programmer,
- System Development

Testers
Serge Montmarquette
Steven McDonald
Josh Venable
Brian Hendrix
Jake Williams

Special Thank You
I'd like to dedicate this game to my Dad & Mom for being there when I needed them the most. - Mike McDonald

@ Sales & Marketing - Robert Citelli and Bernie Slome

Sox, Po and Oliver

NOTES