

# Battlegrounds: RPG Edition User Manual

Updated for BRPG v1.7  
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## Table of Contents

Overview of Battlegrounds: RPG Edition.....	6
<i>What It Is</i> .....	6
<i>What It Isn't</i> .....	7
<i>Other Potential Uses</i> .....	7
<i>Advantages</i> .....	7
<i>What You Need</i> .....	8
<i>How It Works</i> .....	8
Design Philosophy.....	9
Using Battlegrounds Can Save You Time and Money .....	9
System Requirements .....	10
<i>Minimum</i> .....	10
<i>Recommended</i> .....	10
Installing BRPG .....	11
<i>Windows OS</i> .....	11
<i>Mac OS X</i> .....	11
<i>For Access to the User Manual from within BRPG</i> .....	12
Using BRPG in a Face-to-Face Game Session .....	12
Learning to Use this Software .....	13
<i>Learning Mode</i> .....	13
Help Screen .....	14
Terms and Abbreviations Used in this Manual.....	16
Launching BRPG.....	17
Hotkeys .....	18
<i>GM and Player</i> .....	18
<i>GM Only</i> .....	19
The Battlegrounds Button.....	20
The Commands Panel.....	21
The Map Window .....	22
The Map Menu .....	22
<i>Force Full Update</i> .....	23
<i>Create Multi-Token Object</i> .....	23
<i>Create Deck</i> .....	23
Changing the Map (GM only) .....	24
<i>Server-based Maps</i> .....	25
Choose Map Color (GM only).....	25
Map Settings (GM only).....	26
Scrolling the Map.....	27
Zooming the Map In & Out .....	28
Placeholder Maps.....	29
Grid Overlay .....	30
Snap-to-Grid.....	31
Views.....	32
View Manager (GM only).....	34
Unit Types: Figures and Objects .....	35
<i>Figures</i> .....	35
<i>Objects</i> .....	35
Controlling Units.....	35
<i>Placing a Figure on the Map</i> .....	35
<i>Placing an Object on the Map</i> .....	39
<i>Selecting and Deselecting a Unit</i> .....	42

Moving a Unit .....	43
Rotating a Unit .....	44
Adjusting a Unit's Offsets .....	45
Deleting a Unit.....	46
Selecting Multiple Units .....	47
Cloning an Existing Unit (GM only).....	48
Select All (GM only) .....	48
Cut (GM only).....	49
Contextual Popup Menus .....	50
Measure Range .....	52
Edit Notes .....	53
Attack (available for figures only, and only if it is that figure's turn to act).....	54
Target (available for figures only, and only if it is not that figure's turn to act) .....	55
Label (available for figures only).....	56
Status (available for both figures and objects) .....	57
Base Type (available for figures only).....	59
Stealth/Invisible (available for figures only).....	61
Sideboard (available to GM only, for both figures and objects) .....	61
Hide.....	61
Token (available for both figures and objects).....	62
Portrait (available for both figures and objects) .....	65
Audio (available for both figures and objects).....	68
Flip Image (available to GM only, for both figures and objects) .....	69
Light Source (available for both figures and objects) .....	70
Enhanced Night Vision (available for figures only).....	71
Area of Effect (available for both figures and objects) .....	72
Arrange (available for both figures and objects).....	74
Owner (available to GM or unit owner only) .....	74
Antialias (available for objects only) .....	75
Include in Turn Sequence (available for both figures and objects) .....	75
Edit in Turn Sequencer (available for both figures and objects) .....	76
Lock (available to GM only, for objects only).....	76
Tile (available to GM only, for objects only).....	76
Free-Floating (available to GM only, for objects only) .....	77
Use as a Screen (available for objects only) .....	77
Disposition to Party (available for both figures and objects).....	78
Chat Color (available for figures only).....	79
Edit Figure or Object.....	80
Delete (available to GM only, for both figures and objects).....	80
Set Action Phases (available for both figures and objects) .....	81
Contextual Popup Menu for Multi-Unit Selections .....	82
Duplicate & Select.....	82
Toggle Antialias.....	82
Select.....	83
Arrange .....	83
Stack & Shuffle.....	83
Stack .....	83
Stagger .....	84
Adjusting the Stagger Offset .....	84
Move to Top .....	85
Move to Bottom .....	85
Draw Card .....	85
Discard Card .....	85
Anchor .....	85
Group.....	85
Connection Panel .....	86
If you are the GM/Host: .....	87

<i>If you are a Player:</i> .....	88
Automatic Media Syncing with Connected Clients .....	89
Media Asset Bundles.....	90
The Chat Window.....	90
<i>Issuing Commands from the Chat Window</i> .....	93
<i>Set the Zoom Level</i> .....	93
<i>Load a Server-based Map</i> .....	94
<i>Launch a Web Page</i> .....	94
<i>Create Chat Aliases</i> .....	94
<i>Rename Units</i> .....	95
<i>Resize Units</i> .....	95
<i>Define the Stagger Offset</i> .....	95
<i>The Participants List</i> .....	96
The Text Macro Panel .....	97
Dice Roller.....	98
Dice Plug-in System.....	103
Creating and Using Dice Macros.....	104
Reference Tables.....	105
Reference.....	106
Browsing the Dice Roll History .....	106
Alternate Die Rolling Method: “Map Dice” .....	107
Turn Sequencer.....	109
The “Roll Initiative” Button.....	111
The Turn Sequencer’s “Undo” Button .....	111
The “End My Turn” Button.....	111
<i>Examples of Turn Sequencer Configurations</i> .....	112
The Turn Sequencer Setup Wizard (GM only).....	116
Unit Manager (GM only).....	117
Draw Tools (GM only) .....	118
Text Labels.....	119
Sending Visual Aids (GM only).....	120
Library .....	121
Sending Audio (GM only).....	122
Fog of War (GM only).....	123
Card Table .....	127
<i>Creating Custom Card Decks</i> .....	131
Manipulating Cards and Card Decks in the Map Window .....	132
<i>What Constitutes a Card?</i> .....	132
<i>Draw Card</i> .....	132
<i>Discard Card</i> .....	132
Saving an Encounter (GM only) .....	133
Loading an Encounter (GM only) .....	133
Saving a Deployment (GM only) .....	134
Loading a Deployment (GM only).....	134
Export Encounter Assets.....	135
Import Encounter Assets.....	136
Batch Import (GM only).....	137
Clear All Units (GM only).....	137
Undo (GM only).....	137
Hide/Show Text Labels .....	137
Resend Missing Map Pieces .....	138



Screenshots .....	138
Toggle Fullscreen Mode.....	138
Fog of War Resolution.....	138
Lobby .....	139
Preferences.....	141
Purging Obsolete Media.....	144
Purge/Refresh Artpacks .....	145
User Manual.....	145
Check for Updates.....	145
Purchase BRPG .....	146
Licensing BRPG .....	146
Quitting the Program .....	149
Customizing BRPG .....	149
Expanding BRPG .....	150
<i>Adding Custom Artwork, Sound Effects, Reference Material, and Grids to BRPG .....</i>	150
<i>Using Third-Party Maps with BRPG .....</i>	151
Free and Commercial Adventures for BRPG .....	152
Free and Commercial Artpacks for BRPG.....	152
<i>How to Register a Commercial Artpack .....</i>	153
Animations .....	154
Support for Flash Content .....	154
Auto-naming.....	154
Public and Private Unit Names.....	154
Updates.....	155
Updating from an Older Version of BRPG.....	155
Using BRPG with a Projector .....	156
Using BRPG with Real Minis.....	157
Running Non-Live Games .....	157
Tips & Tricks .....	158
Support.....	159
<i>Contact E-Mail Addresses.....</i>	159
Troubleshooting .....	159
Potential Conflicts with Third-Party Software .....	161
Known Issues and Limitations.....	161
Free Use Promos.....	162
How You Can Help Support Battlegrounds Games.....	162
Credits.....	163

## **PRODUCT CATALOG**

Artpacks for BRPG.....	164
Game Boxes and Game Conversions for BRPG.....	167

## Overview of Battlegrounds: RPG Edition

### ***What It Is***

*Battlegrounds: RPG Edition* (or BRPG, for short) is cross-platform virtual tabletop software for use with any "pen and paper" role-playing game system.

BRPG provides you with all the tools you need to conduct a roleplaying session: a battlemat – with an optional hexagonal or square grid – on which to place and move your digital miniatures and props, a virtual dice roller with both standard and polyhedral dice, text chat functions, drawing tools, a Fog-of-War feature that lets you gradually reveal the game map as the players explore, and much more.

Battlegrounds can be used offline in face-to-face game sessions, essentially serving as a "digital battlemat". The program's full-screen map and its "hidden-until-you-need-it" interface make it ideal for this purpose. To use BRPG in face-to-face game sessions, you will need either a projector, a large high-definition TV, or a large secondary display, for the players to view the action. Alternatively, BRPG games can be played over a local area network (LAN), with each player sitting in front of his/her own computer.

Battlegrounds can also be used online. Many gaming groups have found themselves in the unfortunate situation of losing one or more members because they had to move far away, but BRPG breaks down those geographical barriers by letting you continue to play your favorite RPG campaign online.

BRPG also enables you to play more games than you might otherwise be able to. For example, if your *local* friends aren't interested in a particular game you want to play, BRPG enables you to play that game with online buddies, even if they happen to live halfway around the world.

Because it's generic, BRPG supports roleplaying in any genre, using any RPG system or ruleset, including house rules. Use BRPG to play fantasy, modern day, sci-fi, wild west, horror...whatever you want. BRPG provides the game engine, and you provide the game rules, maps and digital minis (see the Links & Resources page on the Battlegrounds Games website for information on where you can download free, high-quality maps and digital minis).

We think you'll find that this is a tool that can bring your games – both online and offline – to new heights of excitement and realism.

### ***What It Isn't***

BRPG is not a game itself, but rather a *tool* for playing a game that you already own. It doesn't have any game-system-specific artificial intelligence to implement your game's rules, and it doesn't come with character, spell and monster stats for your specific RPG system. In fact, one of BRPG's greatest advantages is that it *isn't* game-system-specific. It's generic enough to use with any RPG rules system, so you can get a lot more use out of it than you can out of similar competing products that are tied to a specific ruleset.

### ***Other Potential Uses***

You could also use BRPG to generate stunning visuals for play-by-post or play-by-email games.

And while BRPG is primarily intended for use with pen and paper RPGs, it can also be used to play some boardgames and wargames (although our next product in development, *Battlegrounds Gaming Engine*, will be specifically tailored for use with non-RPG games). In fact, there are already some digital game conversions, called Game Boxes, available for BRPG, and these can provide an excellent gaming alternative if a RPG session has to be cancelled because one or more players could not attend.

With a little imagination, BRPG could also be used for other types of online collaboration.

### ***Advantages***

While online role-playing is not a replacement for playing in person with your friends, using BRPG in your game sessions *does* offer some significant advantages over the traditional way of playing RPGs.

For starters, the visuals are greatly enhanced. Not only do maps look better, but so do the miniatures (or tokens) used to represent the characters, NPCs, and monsters that populate your world. Audio clips (both music and special effects) can also be used to set the tone, enhance the mood, or even provide the players subtle clues.

Private messaging using the Chat window is certainly an improvement over whispering or passing a player a hurriedly-scribbled note, which can cause distraction and perhaps even alarm in a real-life game session. The same goes for die rolls, which BRPG allows you to keep private, if desired (or to fudge, if you're the GM). Many people, particularly shy persons, also find that the anonymity afforded by playing online allows them to role-play better and get into character more without feeling self-conscious. Cross-gender role-playing is also easier.

Another big advantage provided by this software is the Fog-of-War feature, which prevents players from seeing parts of the map that they have not explored yet. This is difficult and time-consuming to achieve in traditional face-to-face games.

### ***What You Need***

Just as with a traditional pen and paper RPG, you need a Game Master, or GM for short (some systems use other terms for this, such as Dungeon Master, Referee, Judge, or Story Teller) and one or more players. You also need your RPG system's rulebooks and character sheets, just as you would in a face-to-face game session. BRPG does not have shared, interactive character sheets, but it does support displaying character sheets in bitmap format.

The more familiar you are with your game's rules, the better, but if needed, BRPG's Library feature can provide you instant access to important reference materials, like charts and tables (due to copyright limitations, you must scan these in yourself).

If playing online, all participants also need an internet connection (broadband is highly recommended, and pretty much required if you are the GM).

### ***How It Works***

Whether playing on the internet or on a LAN, the process is the same: The GM (who must be running a GM Client) hosts a game. BRPG's peer-to-peer networking system effectively turns the GM's computer into a game server. The players then join the session by logging into the GM's game (using either a Player Client, a GM Client, or the free Demo). The number of clients that can connect at one time is 16 (15 players plus the GM). However, note that large groups (over 8-10 players) can easily become unwieldy, as some players get bored waiting for their turn to come around again.

Once everyone is logged in, the players and the GM communicate with each other via text chat, which is built into the application. Optionally, they can also communicate via a voice chat (VOIP) application running in the background (see the Links & Resources page on the Battlegrounds Games web site for various free third-party VOIP software options). Generally speaking, games that use voice chat tend to move a lot faster than games that do not. Some groups prefer a mix of the two, such as voice chat for "out-of-character" player dialogue, and text chat for "in-character" dialogue. BRPG allows a log of the entire text chat to be saved, for those who like to keep a record of what happens in a campaign.

The GM moderates the game session just as he would in a face-to-face game. Based on the GM's narration, the players, each playing the role of one or more characters, decide what they want to do. The participants move their virtual miniature figures around on the game map, in accordance with the RPG game system's rules, to indicate where they are in relation to one another and to the game map's terrain features. The GM may move any item in the game, but each player may only move his or her own character/s.

## Design Philosophy

BRPG's interface may seem a little unusual when compared to "standard" programs. There's no menu bar along the top, no ever-present toolbar, and some functions differ from the "normal" way of doing things. This is because BRPG is at its heart a collaborative *presentation tool*. BRPG's interface is designed to remain hidden and out of the way until you need it, in order to avoid distractions and to promote role-playing and immersion. Because of this, most of the program's functionality is controlled by Hotkeys and popup menus.

Traditional user interface guidelines haven't been eschewed just for the sake of doing things differently. There's a reason behind any changes from the norm. If you keep that in mind, you will understand why certain features were designed the way they were.

To cite just one example, in BRPG, you close a visual aid by double-clicking on it. Normally, you would expect a visual aid (a graphic) to appear in a traditional window, and you would simply click the "Close" box on the window's title bar when you were done viewing the graphic. But a visual aid in BRPG *has no window*, by design, in order to allow for PNG transparency effects and a clean presentation of the visual aid.

## Using Battlegrounds Can Save You Time and Money

Battlegrounds can potentially offer significant cost savings compared to using traditional media, such as printed maps and miniatures. It can save you time, as well (and for many people, free time is even more precious than money).

Ask yourself these questions:

How much time and money will BRPG save me on gasoline from not having to physically commute to a game?

How much money do I save on miniatures, paints, and brushes if I use digital tokens instead? How much time will I save by not having to paint hundreds of miniatures?

How much money and time do I save from not having to print out my battlemaps in full color, or not having to purchase plastic battlemats and markers?

How much money will I save on babysitters, if I can keep an eye on my kids myself while I'm playing RPGs at home?

Is it safe to say that BRPG will not only pay for itself in the long run, but save me hundreds of dollars and a lot of time, as well?

## System Requirements

### **Minimum**

*Windows 98/ME/2000/XP/NT/Vista/7:*

- Pentium III or equivalent

*Macintosh OS X:*

- Power Macintosh G3 running OS 10.1.5 or better

*All Platforms:*

RAM: 256 MB

Hard drive space: 200 MB

Display: 24-bit color

Resolution: 1024 x 768 (note that most netbooks do not meet this requirement)

### **Recommended**

Processor: 800 MHz or higher (1GHz or faster recommended if using the Fog of War feature)

RAM: 512 MB or better

Display: 32-bit color

Hard drive space: 500 MB or more (to store maps, tokens, and other media)

Mac Users: A mouse with a scroll wheel and a right button are strongly recommended.

Note: The higher the display resolution, the better the graphics look, and the more map you can see at any one time. Higher resolutions greatly reduce the amount of scrolling required in a typical game.

You should set your display's resolution prior to launching BRPG, but if you *do* change it while BRPG is running, you can manually resize the window to better accommodate the new settings.

Note that BRPG does not specifically support multiple monitors/displays at this time, although it *can* be used with more than one display.

## Installing BRPG

### Windows OS

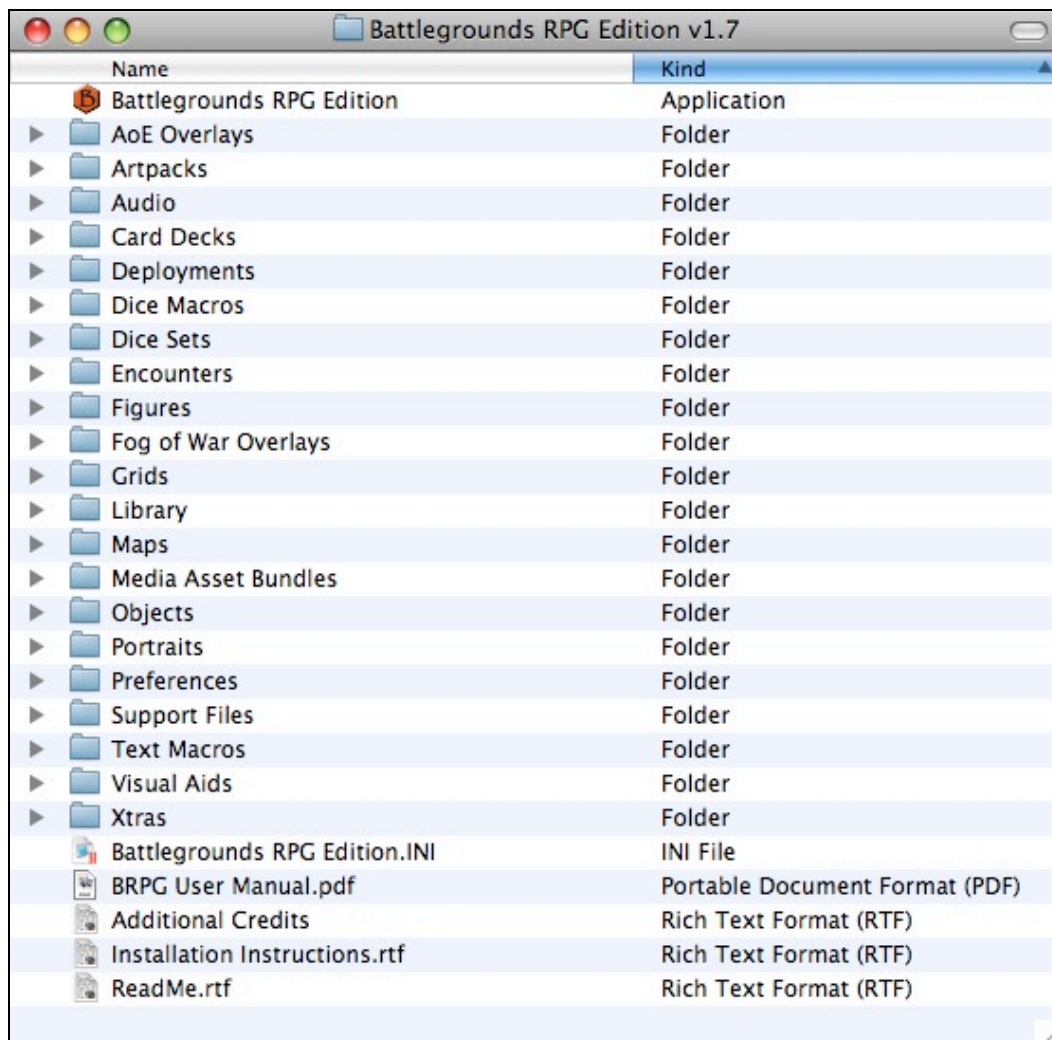
Right-click on the Zip file you downloaded and select "Extract All...". Complete the extraction Wizard to expand the program onto whichever hard drive you prefer. There is no further installation procedure, and the software is ready to use.

Do not make the mistake of trying to run BRPG directly from the Zip file without extracting it first.

### Mac OS X

If you downloaded the Zip version of BRPG, simply double-click the zip file to expand it. Move the expanded folder to wherever you want it on your hard drive. The software is now ready to use.

If you downloaded the DMG version of BRPG, mount the disk image by double-clicking on it, then drag its contents to wherever you want on your hard drive.



*This is what BRPG's root folder looks like after a proper installation*

### ***For access to the User Manual from within BRPG***

Microsoft Windows users must place an alias to their preferred PDF-viewing program in the BRPG folder, and name the alias "PDF Viewer". Doing this will enable accessing the User Manual from within BRPG.

Mac OS X users do not need to do this.

### **Using BRPG in a Face-to-Face Game Session**

If you are using BRPG in a face-to-face game, you can either use two computers (one for the GM, and one to drive the players' view), or you can run two instances of BRPG on a single computer. In both cases, you will either need a Floating License installed on the GM Client in order to connect with the free Demo, or you must use a Player Client to connect to the GM Client's game session.

To use a second instance of the program on a single computer, you will need to duplicate the entire BRPG folder, not just the executable. You also need to rename one of the executables so that they don't both have the same name and share the same preference files.



## **Learning to Use this Software**

*Battlegrounds: RPG Edition* is designed to be easy to use, and equally easy to *learn* to use. There isn't a steep learning curve, and there are no arcane, indecipherable icons in the user interface. All controls are intuitive, consistent, logically laid out, and clearly labeled. If you know how to push a button, use a popup menu and press a hotkey, you can learn how to use this program, and can probably be playing within an hour of installing the application. If you've ever bought role-playing software aids that were so hard to use that you never *did* use them, you'll realize just how important this is.

The various panels in BRPG use a fairly consistent interface. This was done to make the program easy to learn and use.

Some users may prefer to dive right in and start experimenting (that's OK, you won't break anything). Others might prefer to give this manual a quick read first, in order to become familiar with the software.

We recommend a mix. Print out this manual for easy reference and use it as a guided walk-through of the software, reading each section as you follow along on your computer.

Remember that you don't need to learn every single feature of the program at once. Start with the basics, then teach yourself the more advanced features gradually, as you need them.

There are also some tutorial videos available on the Battlegrounds Games forums, and additional tutorial videos will eventually be posted there.

If you are brand new to this software, we recommend that you start small, perhaps with just 3 or 4 players, until the GM is comfortable enough with the software to handle larger groups. A practice session is also recommended prior to running a real game, in order to work out any technical issues, and to allow users to learn the software's basic features.

## **Learning Mode**

BRPG has a feature that lets users learn the software more easily, by keeping advanced features hidden until the user feels ready for them, and by providing occasional instructions the first time you use a given feature in a particular BRPG session.

By default, BRPG has Learning Mode turned on. It can be turned off (or back on) from the Preferences panel.


The following commands are not available when Learning Mode is enabled: Stealth/Invisible, Flip Image, Free Floating, Screen, Antialias, and Cursor Mode.

## Help Screen

Press the [?] key to bring up the Help screen, or press the "Help" button on the Commands panel. If the Commands panel is closed or has been disabled, you can also select the "Help" command from the BG button's popup menu.

The Help screen also comes up automatically the first time the program is launched on any given computer.

### Basic Instructions:

Click on the  button to access commands from a popup menu.  
Double-click on the map to place a unit (GM only) or to select other map-related commands.  
Click-and-drag a unit to move it (GM or unit owner only).  
Right-click-and-drag the map to scroll the view.  
Right-click on a unit to access a contextual popup menu (GM or unit owner only).  
Place the cursor over a unit to read its notes and/or see its portrait.  
Hold down the Shift key while clicking a unit to add the unit to the current selection, or to remove it from the current selection.  
To use a hotkey, first click on the map window, or close the chat window.

### Hotkeys:

#### GM & Players:

Arrow Keys = Scroll the map  
1, 2, 3, 4, 6, 7, 8, 9 = Move selection (on square grid)  
1, 3, 4, 6, 7, 9 = Move selection (on hex grid)  
+ = Rotate selection clockwise  
- = Rotate selection counter-clockwise  
H = Hide/show selection  
R = Roll dice  
T = Turn Sequencer  
N = Notepad  
L = Consult Library  
G = Grid Overlay (toggle on/off)  
X = Toggle Snap-to-Grid on/off  
C = Connection panel (also use to log off)  
TAB = Toggles the Chat window (must be logged in)  
\\ = Toggles the Commands panel

#### GM & Players (continued):

? = Help (shows/hides the Help screens)  
P = Preferences  
Q = Quit the program

#### GM Only:

M = Change Map  
S = Save Encounter  
E = Load Encounter  
U = Unit Manager  
V = Send Visual Aid  
A = Send Audio  
D = Drawing Tools  
F = Fog of War  
Backspace (Windows) = Delete selection  
Delete (Mac) = Delete selection

The Help screen gives some basic operating instructions and provides a handy reference of most of the hotkeys used in both the GM Client and the Player Client. If you need additional help, consult this User Manual or the [BRPG forums](#).

Click anywhere on the Help screen to advance to a second Help screen.

### Additional Hotkeys:

Shift + Up Arrow = Zoom In (10%)  
Shift + Down Arrow = Zoom Out (10%)  
(add Control key to zoom in 50% increments; add Control and ALT keys to zoom in 1% increments)  
+ (plus) = Zoom In (10%) if no units are selected  
- (minus) = Zoom Out (10%) if no units are selected  
Arrow = Pan the map by 1 cell in the chosen direction  
Control + Arrow = Pan the map a lot in the chosen direction  
Any Number = Go to a View (only if no unit is selected)  
Shift + C = Open/close the Card Table window  
Shift + T = Issue the Tile command to the selected an object/s  
Shift + RETURN = End your turn (i.e., step the turn sequence)  
Shift + L = Lobby window  
Shift + V = View Manager (GM only)  
]= Move to Top (a single selected unit)  
[ = Move to Bottom (a single selected unit)  
RETURN = Stack or Stagger (multiple selected units)  
Shift-S = Stack & Shuffle (multiple selected units)  
CAPS LOCK + Arrow Key = Increase or decrease the stagger distance by 1 pixel in the chosen direction;  
(also hold down Shift key to change the stagger distance by 10 pixels)  
< or > = Swap the current token on a selected multi-token unit  
Shift + < or Shift + > = Swap the current portrait on a selected multi-portrait unit  
(hold down the Control key to swap both the current token and the current portrait simultaneously)  
Spacebar + Arrow Key = Nudge slected unit/s one pixel in the chosen direction  
Control + D (Command + D, on a Mac) = Duplicate the selected unit/s  
Control + R (Command + R, on a Mac) = Roll a die (or flip a coin) on the map window  
Control + Z (Command + Z, on a Mac) = Undo/Redo (GM only)

Click anywhere on the second Help screen to make it go away. Pressing the [?] hotkey, or pressing the "Help" button on the Commands panel, are alternate ways of viewing, navigating, and dismissing the Help screens.

## Terms and Abbreviations Used in this Manual

**AoE:** Area of Effect.

**BRPG:** *Battlegrounds: RPG Edition*.

**Cell:** A generic term used to define a single grid square or hex on the map.

**Encounter:** BRPG's principal file format, and the equivalent of a "saved game" file. An RPG adventure generally consists of numerous Encounters, which may or may not be played through sequentially, depending on the actions/decisions taken by the players.

**Figure:** A "digital miniature", or token, used to represent a PC, NPC, animal, or monster.

**FoW:** Fog of War, a system of gradually revealing the map to the players as they explore the area.

**GM:** Gamemaster, the person hosting and moderating a BRPG game. Some RPG systems use other terms for this, such as Dungeon Master, Referee, Judge, or Story Teller.

**Hotkey:** A keyboard-activated shortcut for issuing a command or toggling a setting. Hotkeys only work in BRPG if the Chat Window is closed or if the Chat window does not have focus.

**Modifier key:** A key that must be held down while performing another action. Modifier keys include [SHIFT], [CONTROL], [OPTION] (Mac-only), [ALT] (Windows-only), and [COMMAND] (Mac-only). On occasion, BRPG will use the Spacebar or the [CAPS LOCK] key as a modifier key.

**NPC:** Non-player character, a figure in the game that is controlled by the GM.

**Object:** Any prop (a tree, a piece of furniture, a campfire, a dropped weapon, etc.) used to customize a map and/or to show the location of important items or equipment.

**PC:** Player character, a figure in the game that is controlled by a player.

**Right-clicking:** Pressing the right mouse button. On a Mac with a one-button mouse, you must Control-click instead (hold down the [CONTROL] key while clicking). BRPG makes extensive use of right-clicking, so a multi-button mouse is recommended (preferably one with a scroll wheel).

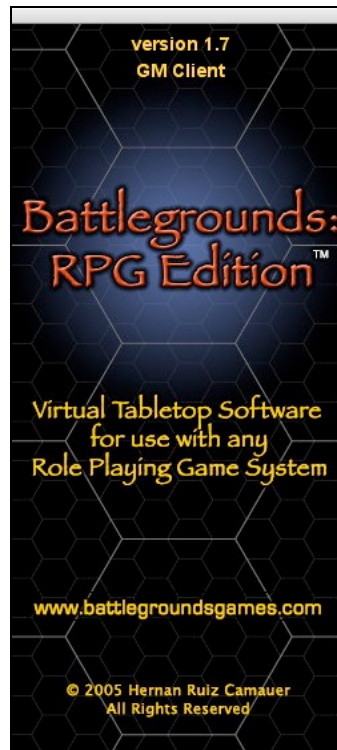
**Unit:** A generic term used to refer to any figure or object.

## Launching BRPG

Double-click the BRPG application, which is easily identified by its custom icon, a black capital “B” on a reddish-orange hex shape, as shown below.



The default map is displayed and the “About” panel (i.e., the splash screen) is briefly shown while the program initializes. Depending on your Preferences settings, a Commands panel may also open. The Turn Sequencer will open very briefly while it initializes, and will automatically close. Once the “About” window closes and the zoom level is briefly displayed in the upper left corner of the map window, BRPG is ready for use.



Clicking on the URL in the “About” panel launches your default web browser and takes you to the Battlegrounds Games web site. Clicking anywhere else on the “About” panel closes the panel, but this should not be done while BRPG is still launching.



## Hotkeys

Hotkeys are simple keyboard shortcuts for activating a command or changing a game setting. Most Hotkeys do not require holding down a modifier key when pressing the Hotkey.

The following is a list of most of the Hotkeys in BRPG.

### **GM and Player**

Arrow Keys = Scroll the map one cell

Control & Arrow Key = Scroll the map one screen

Shift & Up Arrow = Zoom the map in by 10%

Shift & Down Arrow = Zoom the map out by 10%

Control, Shift & Up Arrow = Zoom the map in by 50%

Control, Shift & Down Arrow = Zoom the map out by 50%

Any Number = Go to a View

1-4, 6-9 = Move Selection (on square grid)

1, 3, 4, 6, 7, 9 = Move Selection (on hex grid)

+ = Rotate Selection Clockwise

- (minus sign) = Rotate Selection Counter-clockwise

< = Previous token (if a selected unit has multiple tokens assigned to it)

> = Next token (if a selected unit has multiple tokens assigned to it)

Shift & < = Previous portrait (if a selected unit has multiple portraits assigned to it)

Shift & > = Next portrait (if a selected unit has multiple portraits assigned to it)

TAB = Open or close the Chat window (only works when hosting or logged in)

R = Dice Roller window

Control & R = Roll a selected die in the map window

T = Turn Sequencer

L = Library panel

Shift & L = Lobby window

G = Toggle the Grid Overlay On/Off

C = Connection panel (also use to log off)

Shift & C = Card Table window

N = Notepad

X = Toggle Snap-to-Grid On/Off

\ = Toggle the Commands panel (unless it has been disabled in Preferences)

? = Help screen (press to show or hide it, or to advance to the next Help screen)

P = Preferences panel

Shift & | = Make the map window fill the screen

RETURN = Stack or Stagger (if multiple units are selected)

Shift & RETURN = Step the Sequence (if you control the active unit)

Q = Quit BRPG (confirmation required)

**GM Only:**

DELETE/BACKSPACE = Delete Selected Unit/s (confirmation required for figures)

H = Hide or Show the Selected Unit/s

M = Change Map

S = Save Encounter

E = Load Encounter

U = Unit Manager

V = Send Visual Aid

A = Send Audio

F = Fog of War panel

D = Drawing Tools

Shift = Hold down while clicking a unit to add the unit to the current selection, or to remove it from the current selection

Shift & V = View Manager

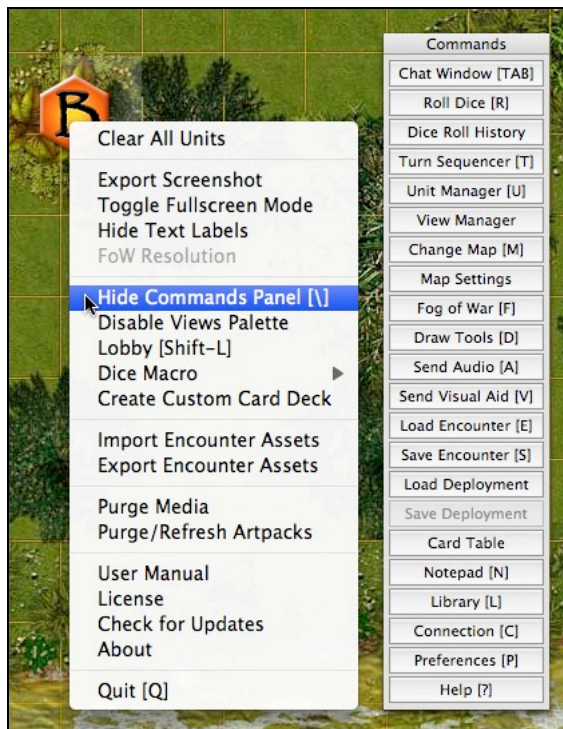
Note that in multiplayer games, hotkeys only work when the Chat Window is closed, or if you first click on the map window to ensure it has focus.

## The Battlegrounds Button

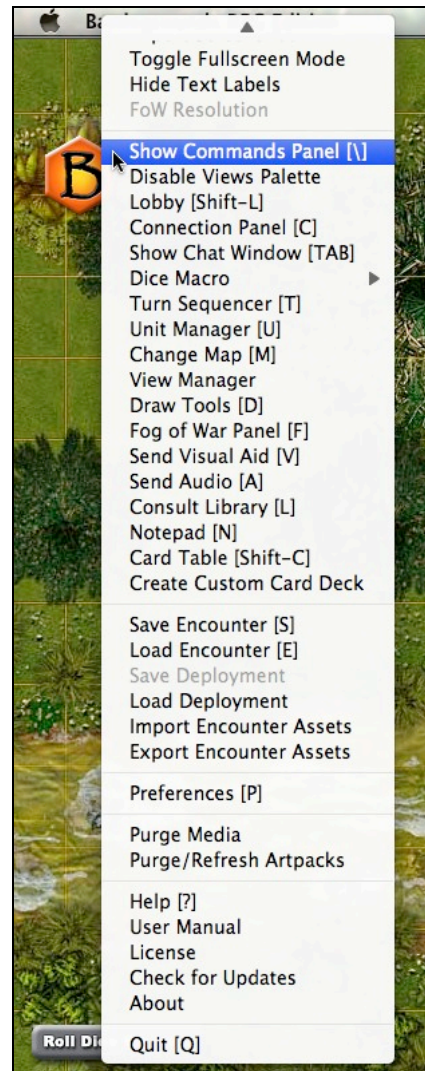
To make BRPG even easier to use, you can select most of the Hotkey commands by clicking on the Battlegrounds button (hereafter referred to as the BG button).

A popup menu will list all of the commands available, including the Hotkey that will trigger each of the commands. Simply select a menu item to trigger that command.

The available commands in the popup menu will vary, depending on whether you are the GM or a player, and depending on whether you have the Commands panel open or not.



*The BG button's popup menu,  
when the Commands panel is open*



*The BG button's popup menu,  
when the Commands panel is closed*

Note that there are some commands in this popup menu that are *only* accessible from the BG button. Generally, they are the ones that don't have a Hotkey equivalent assigned to them, because they are used infrequently.

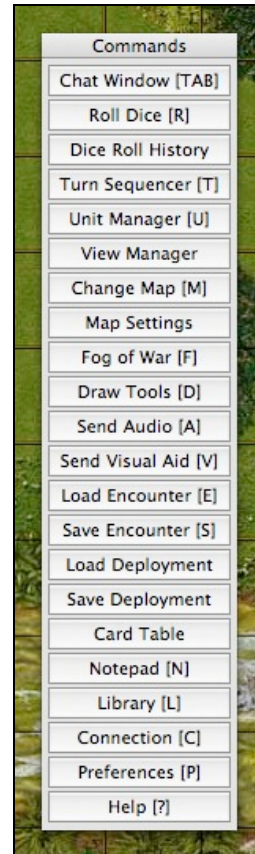


## The Commands Panel

The Commands panel contains buttons for the most common commands in Battlegrounds. The buttons that appear on the Commands panel will vary, depending on whether you are the GM or a player.



*The Commands panel on a player's client*



*The Commands panel on the GM's client*

Clicking on any of the command buttons will open the appropriate panel or dialogue box. If a given panel is already open, it will be closed, instead. The only buttons on the Commands panel that are *not* toggles are: "Load Encounter", "Save Encounter", "Load Deployment", "Save Deployment", and "Notepad".

The Commands panel can be positioned anywhere on the screen, or even on a second monitor, by dragging its title bar. Its location is stored between sessions.

The Commands panel is entirely optional, since it can be toggled on or off with a hotkey [\], or permanently disabled in Preferences.

New users may prefer to use the Commands panel initially, until they learn the various commands and their respective hotkeys, and then they can disable it to keep the program's interface out of the way (particularly projector users). Users who don't feel comfortable using a program without a visible interface, or who dislike accessing the BG button's popup menu too frequently, can leave the Commands panel enabled all the time.

## The Map Window

BRPG's primary window is the map window. Most users will want to keep it large, covering most of or the entire screen. Windows users can resize the map window by dragging on any of the window's edges. Mac users can resize the window by dragging the handle in the lower right corner.

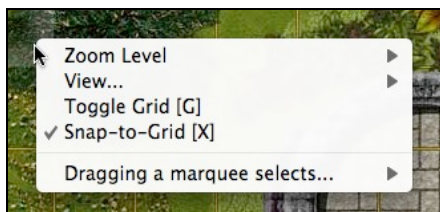
Maps in BRPG can be up to 40 x 40 squares, or 40 x 46 hexes. The map graphic can measure up to 4000 pixels wide by 4000 pixels high. Each cell on the map is 122 pixels across (at 200% zoom). If you need a larger playing area, you can create a second Encounter with another map and switch back and forth between them as needed.

The above limits are for a single large map graphic, and for using the Grid Overlay and the Fog of War features with the map. However, the map window itself is boundless, so you can create very large layout using component tiles, if you wish.

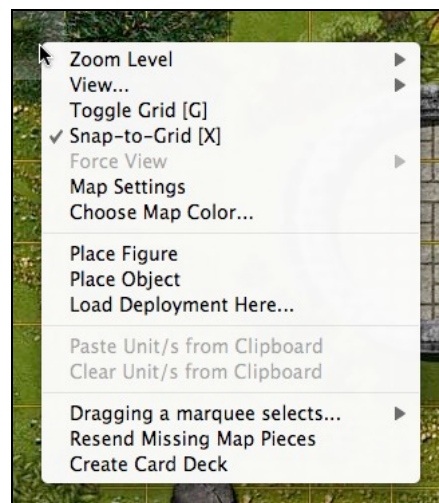
There is a "Roll Dice Macro..." button in the bottom left of the map window which allows you to auto-roll a dice macro (which you will choose from a popup menu). If you hold down the [SHIFT] key before clicking on the button, the text on the button will change to read "Load Dice Macro...". This will allow you to load (but not automatically roll) a dice macro in preparation for last-minute adjustments to the roll.

## The Map Menu

Double-clicking on the map (or on the map window's black background) brings up the map's popup menu.



*The map menu on a player's client*



*The map menu on the GM's client*

For a player, this menu will contain only a few commands, but for the GM, it will also list commands for placing figures, objects, and Deployments on the map, for accessing the Map Settings panel, for copying and pasting units, and for forcing

the players to view the particular area of the map that the GM is currently viewing. Most of these commands are self-explanatory, but a few are detailed further, below.

### ***Force Full Update***

If the GM is hosting a game and one or more players are logged into the game session, the GM will have a "Force Full Update" command available in the Map Menu. This command, while not normally needed, can help troubleshoot any problems that may arise with the player clients being out-of-sync with the GM.

### ***Create Multi-Token Object***

The "Create Multi-Token Object" command is only available to the GM, and only when a game session is not currently being hosted.

Selecting this command will bring up a media-browsing panel prompting you to select a Category (either from a local folder or from an artpack). The "Create" button at the bottom of the media-browsing panel will be dimmed until a Category with more than one token is selected. Clicking on the "Create" button when it is enabled will create an object on the map and assign it every token in the selected Category, at a default scale of 50%. Any media assets needed will be automatically imported.

### ***Create Deck***

The "Create Deck" command is only available on a licensed GM Client, and only if a game is not currently being hosted.

Activating this command will open the "Objects" browser, prompting you to choose the folder/directory that contains the custom card graphics that you wish to use, and to specify which image will be used to represent the back of each card. Once you have selected the "Card Back" image, clicking on the "Choose" button on the bottom of the media browser panel will create a custom card deck containing one card per graphic image located in the selected folder. The deck will be automatically shuffled and selected when the operation is complete.

## Changing the Map (GM only)

Press [M] to open the map browser. Only the GM may change the current map.



Select the map you want to swap in, then click on the "Select" button.

In multiplayer games, if the GM has selected a map that has been used before on the connected clients, the map switch will be instantaneous on the players' screens. Otherwise, the connected clients will automatically request the map from the GM's client and initiate a peer-to-peer transfer of the map (exception: maps from an artpack, and server-based maps, are never served by the GM client).

Map transfer times vary widely, and depend on various factors, including: the size of the map in question, the host's upload speed, the connected clients' download speed, and whether or not bandwidth is being utilized by other applications, such as a voice-chat program running in the background. It is not unusual for a very large map to take several minutes to transfer, even over broadband.

Maps are transferred in small pieces which are reassembled on the receiving end. A progress bar appears beside the BG button while the map is transferring, both on the GM's client and on each player's client. BRPG's media library (the "User Cast.cxt" file) is automatically saved when a player client finishes receiving a map via peer-to-peer transfer, to ensure that the map media will be available instantly in a future game session.

Note that when swapping in a new map, units retain their relative positions. In most cases, the units will need to be repositioned on the new map.

If Fog of War is in use, Blackout Mode will be automatically engaged, to allow the GM to reposition all the figures, thus avoiding any premature map reveals on his players' screens.

### **Server-based Maps**

Assuming you have a working internet connection, BRPG can load maps that reside on a server. Server-based maps have several advantages compared to peer-to-peer map transfers. First, server-based maps are not limited by the GM's upload speed. Second, server-based maps retain JPG compression (unlike peer-to-peer map transfers), so the maps can be significantly smaller (in KB or MB) and thus will download much faster. Finally, loading a server-based map is more reliable than a peer-to-peer map transfer, and there's never an issue with missing map segments.

While downloading a server-based map, the connected clients will see a "Map Downloading" placeholder graphic in lieu of an actual map, until the map is fully downloaded. Units will not be drawn on the map while this is happening, nor will the Grid Overlay or the Fog of War layers be shown.

To load a server-based map from an artpack, simply select it using the map browser panel, as shown above. Instructions for using server-based maps that are not from an artpack are covered later, under "Issuing Commands from the Chat Window".

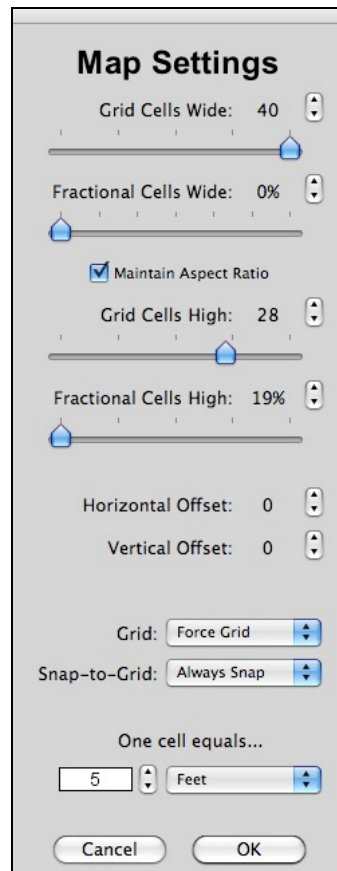
### **Choose Map Color (GM only)**

The GM also has the option to set the "map" to be any flat background color (in other words, no actual map, just a field of the chosen color). To do so, double-click on the map window and select the "Choose Map Color..." command from the contextual popup menu that appears. A color picker will appear in the center of your screen. Use it to specify the color you would like to use in lieu of a map. Note that the color you select is not transmitted to connected clients until the color picker is closed, so you can preview many colors before making your final selection. The selected map color is retained when an Encounter is saved.

## Map Settings (GM only)

This panel appears automatically anytime a new map is loaded after using the “Change Map” command.

The GM can also open this panel at any time by selecting the “Map Settings” command from the map’s popup menu, or by clicking on the “Map Settings” button on the Commands panel.



Controls on this panel allow the GM to specify the map’s exact dimensions so that it matches the grid overlay. This is particularly useful when using a map with a grid already on it. The Grid Overlay (see below) is automatically cropped to the map’s dimensions.

The “Maintain Aspect Ratio” checkbox can be enabled to maintain the map graphic’s original aspect ratio, so that it is not stretched or squashed in either dimension. This can greatly speed up the time it takes to resize a map.

Controls on this panel also allow the GM to set Map Offsets, which ensure that the snap-to-grid feature works well when a particular map has an embedded grid on it that does not begin exactly in the top left corner of the map. When adjusting horizontal or vertical offsets, the offset amount is adjusted by 1 pixel per click, but you can hold down the [SHIFT] key while clicking on the adjustment control

in order to change the offset by 61 pixels (half a cell) with a single click.

There are also controls on the Map Settings panel that allow the GM to set the map's scale, which is used for measuring distances. Measurement units are defined in an external text file ("Map Scale Units.txt", located in BRPG's Preferences folder), so users can easily add their own measurement units, if needed. The scale settings for a given map are saved in each Encounter file.

From the Map Settings panel, the GM can also specify whether the Grid Overlay and the snap-to-grid functions should be forced on, forced off, or be left up to the discretion of each connected client. These settings are also saved in each Encounter file.

### **Scrolling the Map**

Use the arrow keys to scroll the map by pressing the arrow key indicating the direction that you would like to reveal. Each press of an arrow key scrolls the map by one cell. For quicker scrolling, holding down the [CONTROL] key while pressing an arrow key will scroll the map nearly one screen's worth per key press (similar to how the Page Up and Page Down keys work in other programs).

Note that in multiplayer games, the arrow keys only work when the Chat Window is closed, or if you first click on the map window to ensure it has focus.

You can also scroll the map by right-clicking anywhere on the map or on the black background (i.e., not on a unit) and dragging in the direction you wish to slide the map. The cursor changes to a hand while dragging, until the right mouse button is released. Mac OS X users with a single-button mouse will need to hold down the [CONTROL] key to simulate a right-click in order to initiate the dragging action. You can also scroll the map by right-clicking on an object that has been set to "Tile" or "Lock" and then dragging the mouse in the direction you wish to slide the map.

Lastly, if you enable the "Automatic Map Scrolling" option in Preferences, you can scroll the map by moving the mouse cursor to an edge of the map window. This even works if you are in the middle of dragging a unit to move it. Scrolling the map with the mouse cursor is disabled while certain panels are open.

It is strongly advised that you run BRPG in the highest screen resolution you are comfortable with, so that you can see more of the map at one time, and therefore don't need to scroll around as much.



## Zooming the Map In & Out

You can zoom in or out on the map window by pressing a hotkey [+] or [-] (if no units are selected), or alternatively, [SHIFT – Up Arrow] or [SHIFT – Down Arrow] (even if units are selected). Each press of the hotkey changes the zoom level by 10%. For quicker zooming, holding down the [CONTROL] key while pressing the corresponding hotkey to zoom will change the zoom level by 50% per key press.

A zoom level indicator appears briefly beside the BG button whenever you change the zoom level, letting you know your current setting. Possible zoom settings range from 20% to 200%.



BRPG allows you to select the desired zoom level and fine-tune it before the zoomed map re-renders. This makes zooming to a particular zoom level faster.

You can also use the scroll wheel on your mouse to change the zoom level. Each notch on the scrollwheel adjusts the zoom level by 10%. Hold down the [CONTROL] key while turning the scrollwheel to adjust the zoom level by 50% for each notch of the scrollwheel. For finer control of the zoom level, hold down the [CONTROL] key and the [ALT] key ([OPTION] key on a Mac) while turning the scrollwheel, and each notch on the scrollwheel will adjust the zoom level by 1%, instead.

Double-clicking on the map will also pop up a menu that allows you to set the zoom level directly, without having to navigate through intermediate zoom levels. More precise zooming (in 1% and 5% increments) is also possible using the Zoom command on the map's popup menu. Precise zooming is primarily intended for projector users who are playing with real miniatures while projecting the map onto a table.

Lastly, the Zoom Level can be set via a command typed into the Chat window. This will be covered later, under "Issuing Commands from the Chat Window".

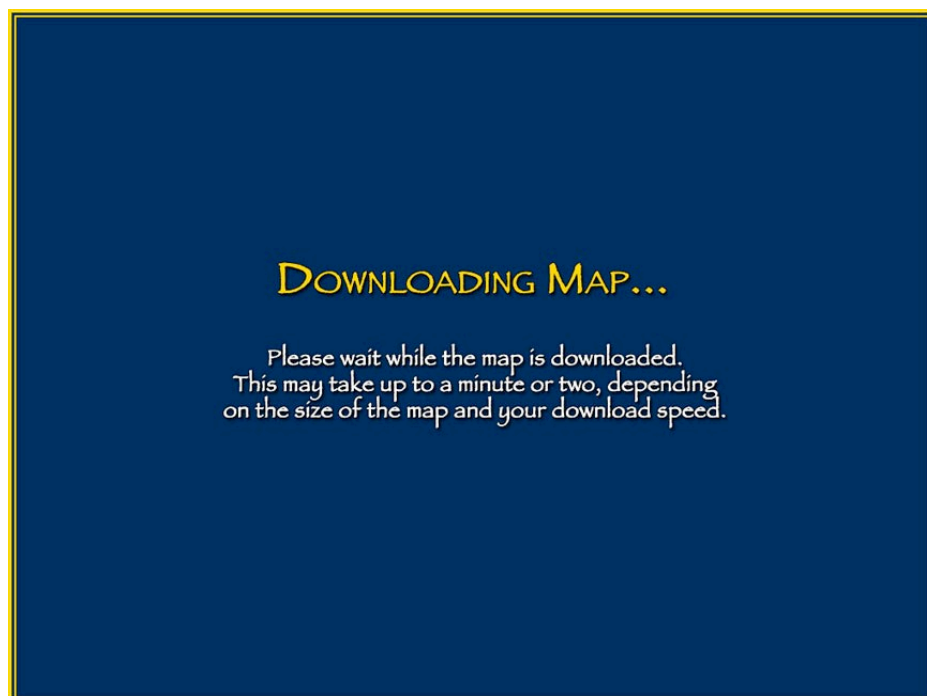


## Placeholder Maps

When an Encounter call for a map that cannot be found, a placeholder map will be shown instead. While a placeholder map is showing, units will not be drawn on the screen, and the Grid Overlay and the Fog of War layers will be hidden.



If a server-based map is called for by an Encounter, a "Map Downloading" placeholder map is shown while the server-based map is downloading.



## Grid Overlay

A square grid or hex grid may be overlaid on top of the map. The Grid Overlay will be automatically cropped to fit the size of your current map. Anything placed on the map goes on top of the grid overlay, except for figure bases, tile objects, and Area of Effect overlays.

The grid may be shown or hidden at any time with the press of the [G] hotkey. The Grid Overlay will fade out or fade in, as appropriate (exception: if the GM has specified that a particular Encounter must be used without a grid, it will not be possible to show the grid, and if the GM has specified that a particular Encounter must only used with a grid, it will not be possible to hide the grid). The GM can dictate whether the grid overlay is available or not on a per-Encounter basis (see "Map Settings", above).

Note that if the GM has set the grid visibility for an Encounter to "Client Chooses", grid visibility becomes strictly a local option that does not affect other connected users. For example, the GM may chose to show the grid on his screen, while a player chooses to have it hidden on his.

Some people may prefer the added visual realism achieved by keeping the grid hidden during play (at least until the need arises to count the range to a target). Grid visibility has no effect on the snap-to-grid feature, which is independent.

From the Preferences screen, the GM can decide what type of grid to use (square or hex), the color of the grid overlay (black, white, grey, yellow, red, blue, green, cyan, magenta, or brown), and the opacity of the grid overlay (10-100%, in 10% increments). The GM's choice of grid type (square or hex) is forced on any connected players, but the players are free to set their own grid color and grid opacity.

Users may also add their own custom Grid Overlays, in case they wish to add more grid colors, or even additional grid information, such as centerpoints (for Line of Sight calculations) or a grid-numbering system (see "Expanding BRPG", below). Custom grids should be created at a resolution of 100 pixels per cell.

## **Snap-to-Grid**

Snap-to-grid is on by default when you first launch BRPG. Thereafter, it can be toggled on or off with the [X] hotkey, or via the "Snap to Grid" command in the map's popup menu. When snap-to-grid is on, a cell highlight graphic "snaps" from cell to cell as you move your mouse cursor across the map. This happens even if the grid overlay is hidden. The highlighted cell marks where a unit would be placed (see "Placing a Figure on the Map" and "Placing an Object on the Map", below).

The cell highlight graphic disappears when you select one or more units on the map, so if you can see the cell highlight graphic, it's a visual cue that no unit is currently selected.

If snap-to-grid is enabled, units will snap to the center of each cell as you drag them, even if the grid overlay is hidden (exception: Free Floating objects never snap-to-grid). Units will only snap-to-grid if they are moved at least one pixel in any direction. This makes it possible to select units that are not aligned with the grid (e.g. doors) without having them snap-to-grid.

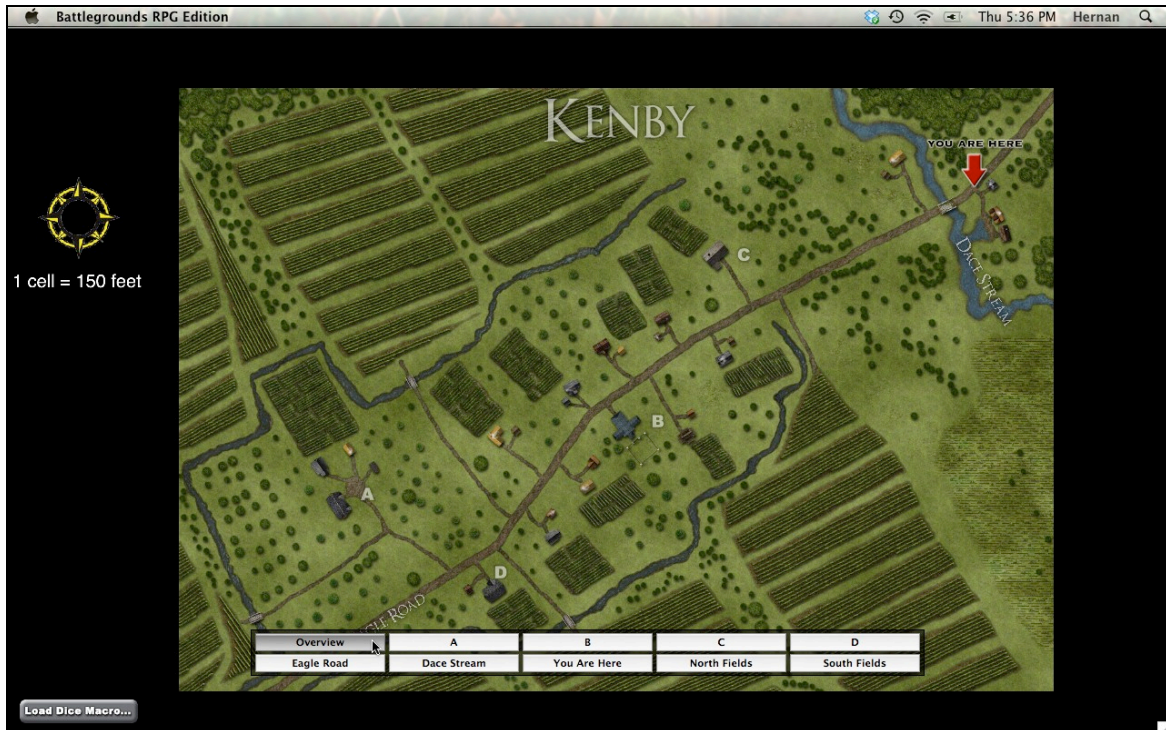
If snap-to-grid is disabled (from the map's popup menu, or with the [X] hotkey), the cell highlight graphic does not appear, and units may be dragged around freely on the map without snapping to the center of each cell.

The GM can dictate whether snap-to-grid is available or not on a per-Encounter basis (see "Map Settings", above).

Snap-to-grid also affects the Draw Tools, and can be of great assistance in drawing straight lines, rectangles, and other shapes that are aligned perfectly with the grid overlay.

## Views

Every Encounter can have up to 10 GM-defined "Views". A View is like a bookmark to a particular spot on the map window, and it can (optionally) have a pre-defined zoom level that it will be viewed at. The primary purpose of Views is to let you quickly and easily jump around in the map window to points of interest that the GM has defined (e.g., Character dossiers or vehicle record sheets located "off-map").

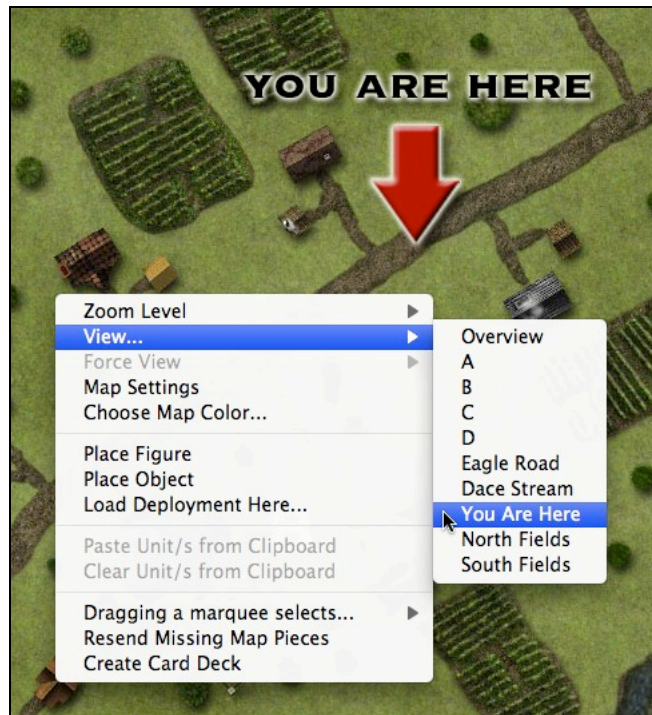


A View palette appears at the bottom of the map window when your mouse cursor is in the lower portion of the map window. The View palette will not appear if the map window has been resized so as to be too narrow to display the entire palette (so as to avoid cropping the View palette). The Views palette has a thin black frame around it, to help set it off from the background if a white or light-colored map is being used.

The GM can define a View by holding down the [ALT] key (the [OPTION] key, on Mac OS X) and clicking on a View button in the View palette. Alternatively, the GM can define a View by pressing a number key while holding down the [CONTROL] and [SHIFT] keys; this method will also cause the View Manager (see below) to open, ready for further input by the GM. Players cannot set Views.

Navigate to a View by clicking on a View button in the View palette. Alternatively, you can jump a View by pressing a number key while holding down the [ALT] key ([OPTION] key on Mac OS X). While the View palette is the primary way of switching from one View to another, you may find that using hotkeys to switch Views is significantly faster. Lastly, you can switch Views by double-clicking on the

map window to bring up a popup menu and then selecting a particular View from the "View..." submenu.



When an Encounter is loaded, it will automatically show View 0. When an Encounter is saved, it will store the Views settings that have been defined by the GM.

Hint: If you ever "lose" the map by scrolling too far away from it, pressing a View button is probably a quick and easy way to find the map again.

For those who do not wish to use the Views feature, a "Disable Views Palette" command is available on the BG button's popup menu (for now, this command must be selected every session, but eventually, this will probably become a Preferences setting, instead). Note that even if the Views Palette is disabled, hotkey navigation for the various Views will still function.

### View Manager (GM only)

The "View Manager" panel, accessible only to the GM, allows the GM to assign a custom name and (optionally) to specify a custom zoom level for each View.

Press the [SHIFT-V] key to bring up the View Manager, or by clicking the "View Manager" button on the Commands panel. You can also select the "View Manager" command from the BG button's popup menu, if the Commands panel is closed or disabled. Note that the View Manager is not available to players.

	View Name	Zoom %
0	Overview	40
1	A	200
2	B	200
3	C	200
4	D	200
5	Eagle Road	200
6	Dace Stream	200
7	You Are Here	200
8	North Fields	100
9	South Fields	100

Zoom Percentage must be a number between 20 and 200, or 0.

Entering a "0" for Zoom will allow each client to maintain its current zoom level when switching to this View.

Cancel OK

Holding down the [SHIFT] key while setting a View with the Views palette will automatically open the View Manager panel after recording the View location, to enable you to immediately name the View and/or assign it a custom zoom level.

Any View named with just a space (" ") in the View Manager will have its corresponding button hidden in the Views palette.

If the 5 Views on the second row of the Views palette (i.e., Views 5, 6, 7, 8, and 9) are named with just a space (" ") in the View Manager, the background of the Views palette will be displayed at half height.

If all 10 Views are named with just a space (" ") in the View Manager, the Views palette will be entirely hidden/disabled for that Encounter (although hotkeys for switching Views will still function normally).



## Unit Types: Figures and Objects

There are two main categories of things that can be deployed on the map: figures and objects. These are collectively known as “units.” Only the GM may place units on the map, and only the GM may delete them.

### **Figures**

Figures are used to represent the PCs, NPCs, animals, and monsters on the map (basically anything that can move, attack, and be killed, including magically-animated items). Figures differ from Objects because all figures have a base, and a color-coded Status halo (unless these features have been manually turned off). Figures also have a contextual popup menu (accessed by right-clicking on a Figure) that offers many more options than the contextual popup menu does for Objects.

The figure whose turn it is to act (according to the Turn Sequencer) is highlighted with a blue halo. This visual cue is useful for players to know when they are expected to act. A currently-selected figure is highlighted with a white halo. The white selection halo supercedes the blue “active figure” halo, as well as all the Status halos.

### **Objects**

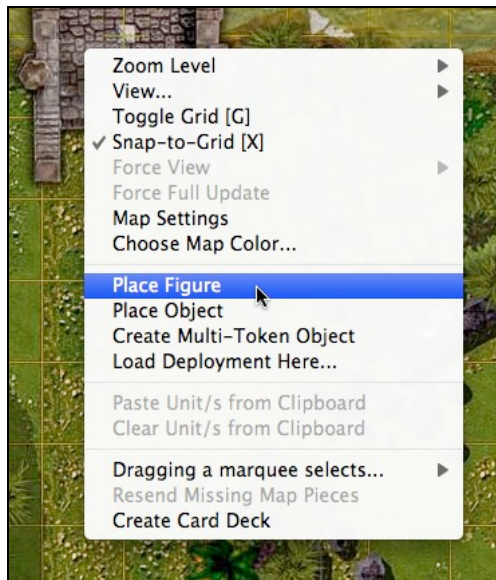
Objects represent everything else, such as dropped weapons, treasure, furniture, trees, or moveable terrain features, like doors. Objects do not have a base or a halo associated with them. Objects *may* have a Status designated, but the Status is not depicted graphically in the map window (only in the Turn Sequencer).

## Controlling Units

### **Placing a Figure on the Map**

Move your mouse cursor on the map to the spot where you want the figure placed, then double-click to get a contextual popup menu. Select “*Place Figure*”. Only the GM may place a figure.

If the snap-to-grid feature is enabled, the cell highlight graphic will mark the cell where the figure will appear.



A figure browser panel appears, allowing you to choose an illustration to depict the character, animal, or monster on the game map.



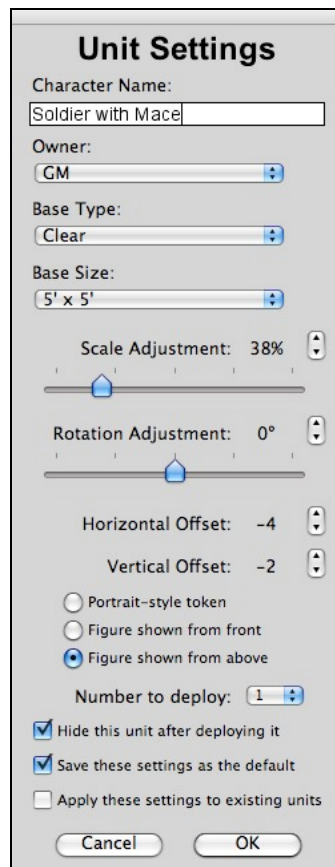
Once you've selected suitable artwork, click on the "Select" button at the bottom of the panel. The figure appears on the map on the spot you specified. If snap-to-grid was enabled, the unit will be automatically centered in the corresponding cell.

You will be automatically taken to a second screen, where you can specify the



figure's name (although not required, it's usually best if each figure and object is assigned a unique name), its owner (one of the players, in the case of a PC, which allows that player to move and control his own figure), and its base type and base size. You can also dictate how BRPG should use the selected artwork by defining scale, rotation, and offset values (for changing the centerpoint of the graphic).

When placing figures on the map, if the unit does not have a default Scale Adjustment factor defined for it, Scale Adjustment will default to 50%, so that the artwork will not pixelate even at full zoom (200%).



The image shows a 'Unit Settings' dialog box with the following fields and controls:

- Character Name:** A text input field containing 'Soldier with Mace'.
- Owner:** A dropdown menu with 'GM' selected.
- Base Type:** A dropdown menu with 'Clear' selected.
- Base Size:** A dropdown menu with '5' x 5'' selected.
- Scale Adjustment:** A slider set to 38%.
- Rotation Adjustment:** A slider set to 0°.
- Horizontal Offset:** A numeric input field set to -4.
- Vertical Offset:** A numeric input field set to -2.
- Orientation:** Three radio buttons: 'Portrait-style token' (unselected), 'Figure shown from front' (unselected), and 'Figure shown from above' (selected).
- Number to deploy:** A numeric input field set to 1.
- Hide this unit after deploying it:** A checked checkbox.
- Save these settings as the default:** A checked checkbox.
- Apply these settings to existing units:** An unchecked checkbox.
- Buttons:** 'Cancel' and 'OK' buttons at the bottom.

Note that you can apply different scale and rotation settings to different units which use the same artwork, but the offsets for any given artwork must be the same. If you need to use different offsets, you will have to duplicate the artwork in BRPG's "Figures" folder.

A real-time preview of your chosen settings is shown on the map. In order to match the orientation of a figure's graphic to the facing indicator on the figure's base, you should use the rotation slider on this screen to make the figure face due right.

Specify whether your selected artwork displays the figure from above (default), from the front, or whether it is portrait-style artwork. If you select "Portrait-style token" or "Figure shown from front", the artwork will not be rotated to match the figure's facing on the map. If you select "Figure shown from front", the figure will be vertically offset for you to properly align it in a cell, although you may further tweak the vertical and horizontal offsets to get the exact placement you want.



*BRPG supports top-down, front view, and portrait-style tokens*

There are checkboxes at the bottom of the panel that allow the GM to save the current settings as the default for anytime that particular artwork is used again in the future, and one for applying the current settings retroactively to units that are already on the map and use that same artwork.

BRPG allows you to place many copies of a unit on the map at once, all using the exact same settings. Use the popup menu labeled "Number to Deploy:" to select how many identical units to place on the map.

When you are finished adjusting the settings, click the "OK" button at the bottom of the panel.

Depending on your Preferences settings and whether or not you are currently hosting a game session, you may notice that the figure on the map is now transparent. This is because by default, units are automatically hidden from the players. This allows the GM the opportunity to further tweak the figure, such as adjust which way it is facing, or perhaps attach a text label or notes to it. When it's all ready, the GM can choose to reveal the figure to the players by pressing the [H] hotkey. Units placed on the map while the GM is offline are not automatically hidden.

All figures are placed on the map with a default orientation (facing to the right), but once on the map you can rotate them as needed.

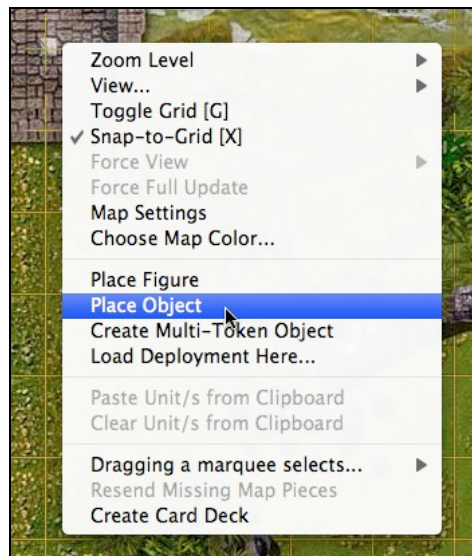
In addition to placing figures directly on the map, figures can also be initially placed on top of other units (even on top of objects set to "Tile" or "Lock"), either via a double-click (as for a standard deployment), or via Copy & Paste operation.

### ***Placing an Object on the Map***

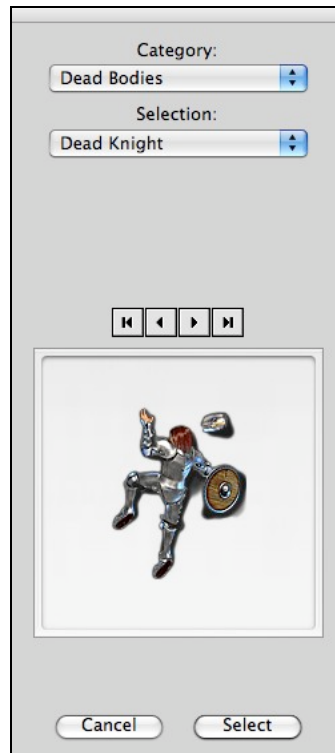
The procedure for placing an object on the map is the same as for placing a figure. Only the GM may place an object.

Move your mouse cursor on the map to the cell where you want the object placed, then double-click to get a contextual popup menu. Select "*Place Object*".

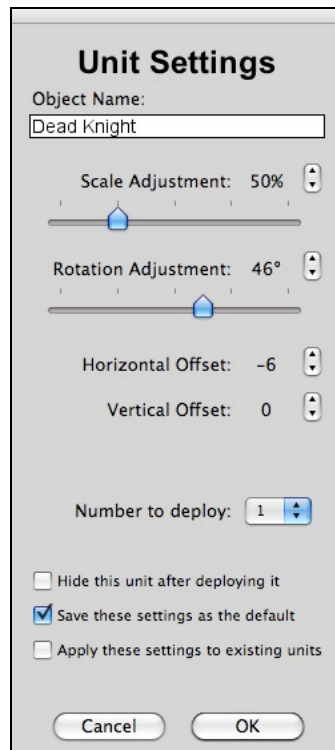
If the snap-to-grid feature is enabled, the cell highlight graphic will mark the cell where the object will appear.



An object browser panel appears, allowing you to choose a suitable illustration to depict the object on the game map.



Once you've selected suitable artwork, click on the "Select" button at the bottom of the panel. The object appears on the map in the cell you specified.



You will be automatically taken to a second screen, where you can specify the object's name and define how BRPG should use the artwork by defining scale,

rotation, and alignment values. A real-time preview of your chosen settings is shown on the map.

When placing objects on the map, if the unit does not have a default Scale Adjustment factor defined for it, Scale Adjustment will default to 50%, so that the artwork will not pixelate even at full zoom (200%).

There are checkboxes at the bottom of the panel that allow the GM to save the current settings as the default for anytime that particular artwork is used again in the future, and one for applying the current settings retroactively to units that are already on the map and use that same artwork.

Note that you can apply different scale and rotation settings to different units which use the same artwork, but the offsets for any given artwork must be the same. If you need to use different offsets, you will have to duplicate the artwork in BRPG's "Objects" folder.

BRPG allows you to place many copies of a unit on the map at once, all using the exact same settings. Use the popup menu labeled "Number to Deploy:" to select how many identical units to place on the map.

When you are finished adjusting the settings, click the "OK" button at the bottom of the panel.

Depending on your Preferences settings and whether or not you are currently hosting a game session, you may notice that the object on the map is now transparent. This is because by default, units are automatically hidden from the players. This allows the GM the opportunity to further tweak the object, such as rotating it, or perhaps attaching descriptive notes to it. When it's all ready, the GM can choose to reveal the object to the players by pressing the [H] hotkey. Units placed on the map while the GM is offline are not automatically hidden.

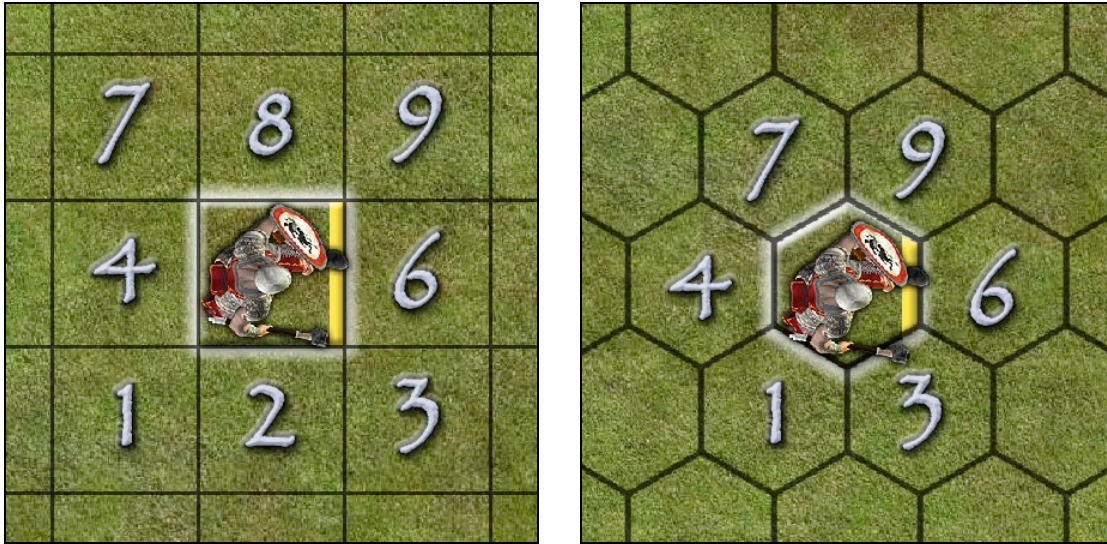
All objects are placed on the map with a default orientation, but once on the map you can rotate them as needed.

In addition to placing objects directly on the map, objects can also be initially placed on top of other units (even on top of objects set to "Tile" or "Lock"), either via a double-click (as for a standard deployment), or via Copy & Paste operation.



### ***Selecting and Deselecting a Unit***

Simply click on a unit to select it. By default, a Movement Guide is displayed around a unit when a unit is selected, showing which number key to press to move the unit in a particular direction (the number correlate to the layout of a keyboard's numberpad). The Movement Guide always appears above other units, and above the Fog of War layers, so that it is never obscured. The Movement Guide feature can be disabled in Preferences.



If the unit is a figure, it will also be highlighted with a white halo when it is selected.

To deselect a unit, simply click on any empty spot on the map, or on an object that is set to Tile or Lock.

The GM may select any unit on the map, but players may only select units that have been assigned to them by the GM, or units that have been set to be owned by "Everyone" (see the Owner command, below).

### ***Moving a Unit***

Select a unit, then press one of the movement keys (preferably on the keypad) to move the selected unit in the direction specified by the Movement Guide. The unit will “glide” smoothly from its original location to its new location. Diagonal movement is possible, if your game rules allow it.

If you are in the middle of moving and need to scroll the map to see further in that direction, you can do so with the arrow keys or with the mouse without interrupting the movement.

The map window is boundless, so it is possible to move a unit beyond the edges of the map. This should probably only be done with units that the GM wants to be temporarily out of play, or if the GM has decided to expand the playing area by placing map tiles beyond the map edge.

Note that in a multiplayer game, the movement keys only function if the Chat window is closed, or if you first click on the map to ensure that it has focus. If the keypad numbers are not moving units as expected, activate the Num Lock function on your keyboard and try again.

Another way of moving units is to drag them with the mouse to where you want them. If snap-to-grid is on, the unit will snap to each cell's centerpoint as the mouse is dragged. While someone is dragging a unit with the mouse, the unit's position is updated in real time on connected clients' screens. Releasing the mouse button will send the final unit position to connected clients, and will update the dynamic Fog of War layer (if it is in use) based on the new unit's location. Remote players will see the unit “glide” smoothly (animate) from point to point. This is to prevent units seeming to teleport from one place to another, and to make moves less jarring. If, on occasion, you actually *want* to simulate a teleporting effect, simply hide the unit, then move it, then unhide the unit.

Note that a player may only move a unit/s that he/she controls, while the GM can move any unit.

It is also possible to “nudge” units on the map one pixel at a time (primarily useful when laying out units that require precise alignment with each other, such as elements on a form or record sheet). Simply select one or more units, hold down the spacebar, then press any arrow (aka cursor) key.



### ***Rotating a Unit***

Select a unit, then press the [+] (plus key) to rotate the selection 90 degrees clockwise, or the [-] (minus key) to rotate the selection 90 degrees counter-clockwise. If you are using a hex grid instead of a square grid, the selection is rotated only 60 degrees. You will see the unit rotate gradually to its new facing.

Holding down the [SHIFT] key while pressing a rotation key rotates a selected unit by only 15 degrees (regardless of the current grid type). Holding down the [CONTROL] key while rotating an object (not a figure) rotates the object in 180 degree increments.

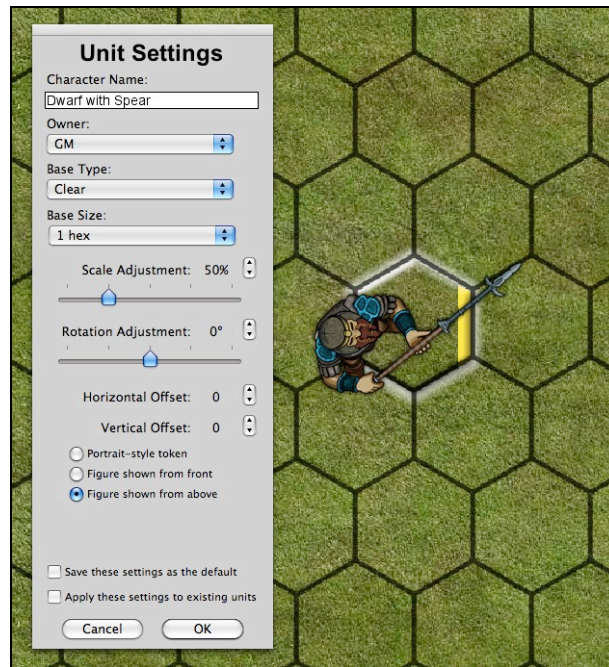
If you have a mouse with a scrollwheel, you can also rotate a unit with the scrollwheel. Note that the scrollwheel will change the zoom level if no unit is selected. If a unit is selected, it will rotate in 90 degree increments (60 degree increments on a hex grid) if no modifier keys are held down. Holding down the [CONTROL] key (the [COMMAND] key, on a Mac) will cause the scrollwheel to rotate a unit in 15 degree increments, regardless of the current grid type. Holding down the [CONTROL] and [ALT] keys (the [COMMAND] key and the [OPTION] key on a Mac) while rotating a unit/s with the scrollwheel will rotate the unit in 5 degree increments.

The artwork for Portrait-style and Front View figures never rotates, only the facing indicator on the figure's base rotates.

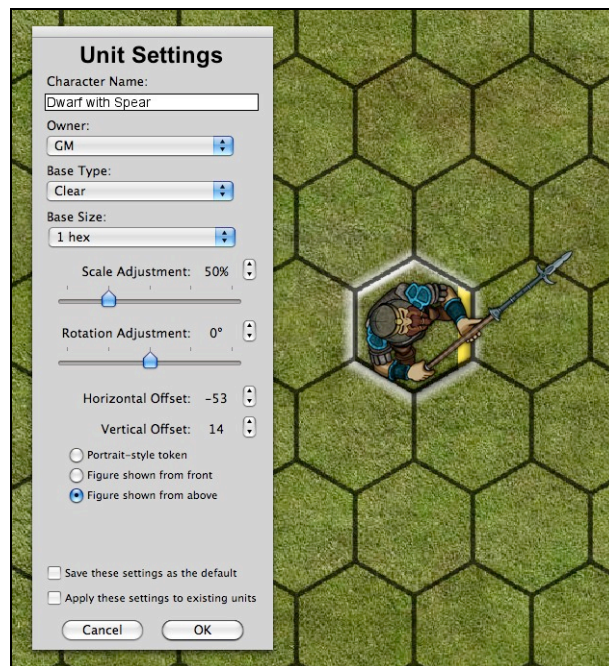
### ***Adjusting a Unit's Offsets***

Sometimes you don't want units to be perfectly centered in a cell. An example of this is a figure using a long pole weapon. You would want the *body* of the figure centered in the cell, allowing the polearm to protrude into an adjacent cell/s.

You can use the controls on the Unit Settings panel to adjust the centerpoint offsets.



*Before adjusting the horizontal and vertical offsets*



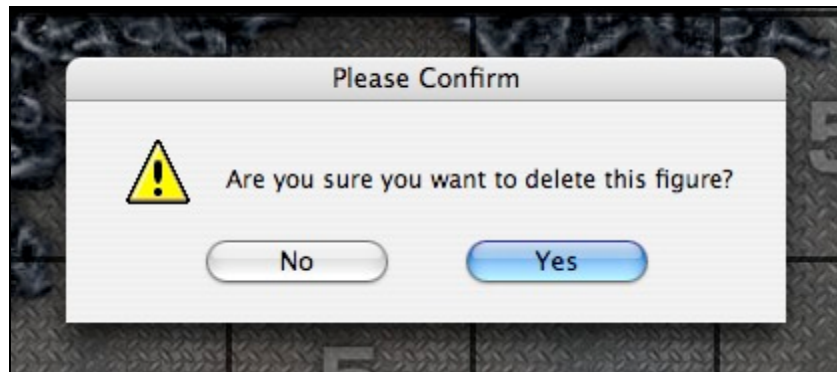
*After adjusting the horizontal and vertical offsets*

When adjusting horizontal or vertical offsets for a token, the offset amount is adjusted by 1 pixel per click, but you can hold down the [SHIFT] key while clicking on the adjustment control in order to change the offset by 61 pixels (half a cell) with a single click.

Keep in mind that units are rotated based on the centerpoint that is established with the horizontal and vertical offsets, so, for example, a door graphic should have its offsets adjusted such that the door rotates on its hinges.

### ***Deleting a Unit***

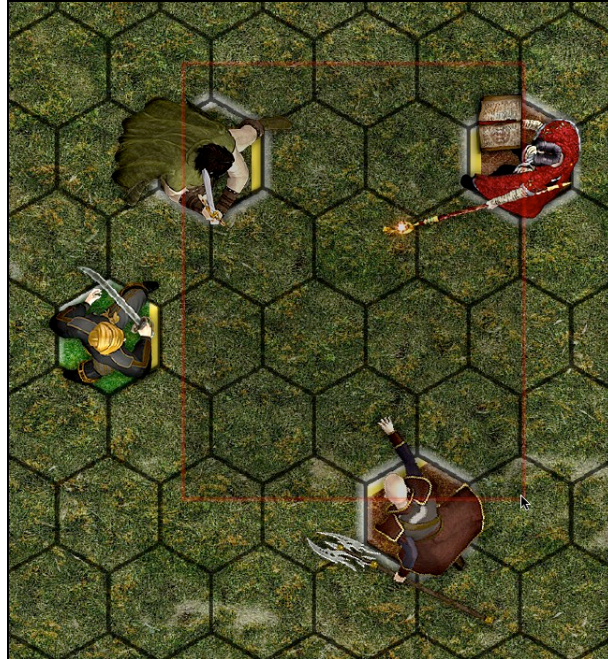
Select a unit, then press the [Backspace] key (Windows) or the [Delete] key (Mac). Only the GM may delete units. If deleting a figure, you will be asked for confirmation (to avoid accidental deletion). Deletion confirmation can be disabled in Preferences. When deleting an object, you will not be asked for confirmation.



Units may also be deleted by selecting the "Delete" command from their contextual popup menu.

### ***Selecting Multiple Units***

If you left-click on the map and drag the mouse, a red-bordered unit selection marquee will appear, and any units touched by the selection marquee will be selected. For players, only units owned by the player or owned by "Everyone" can be selected with the marquee.

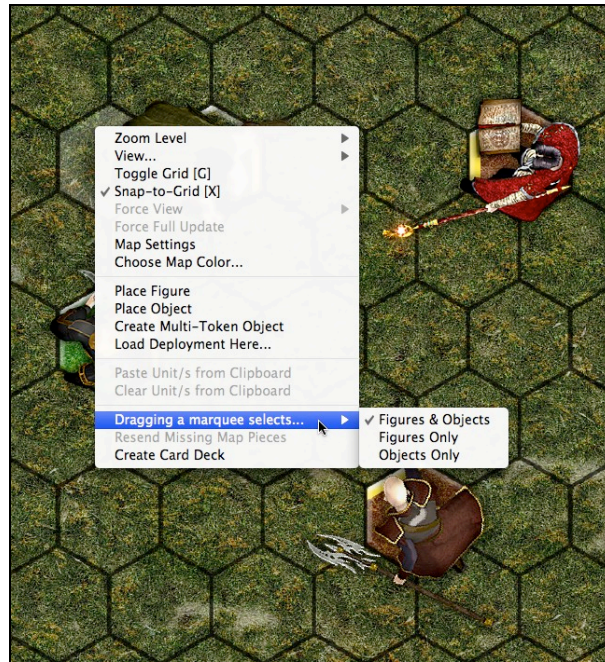


On Windows PCs, either the [SHIFT] key OR the [CONTROL] key can be used to make or adjust multi-unit selections. On Mac OS X, only the [SHIFT] key can be used to make or adjust multi-unit selections.

Note that a marquee selection can start and/or end over an object/s set to "Tile" (useful if you are using modular components to create a map layout). A marquee selection can also start and/or end over the black background layer (the non-map portion of the map window).

You can choose whether the selection marquee selects figures only, objects only, or both figures and objects. To do so, double-click on the map, and a menu will pop up.





Select the submenu that says “Dragging a marquee selects...” and choose one of the three options given.

### ***Cloning an Existing Unit (GM only)***

Units on the map can be duplicated easily using the standard Copy and Paste commands (on Windows, [CONTROL-C] to Copy and [CONTROL-V] to Paste; on Mac OS X, [COMMAND-C] to Copy and [COMMAND-V] to Paste). Simply select one or more units, copy it/them to the clipboard (i.e., into RAM) using the Copy command, then position the mouse cursor to the place on the map where you want the copied unit/s to appear and use the Paste command. If Snap-to-Grid is enabled, the cloned unit/s will be centered in the cell you selected.

It is also possible to copy a unit using the “Copy Unit/s to Clipboard” command in the unit’s contextual popup menu, and to paste units onto the map using the “Paste Unit/s from Clipboard” command on the map’s popup menu.

The name of a cloned unit is based on the original unit’s name, not on the name of the original unit’s token artwork.

The cloned unit will be visible or hidden from the players depending on the state of the original/source units.

### ***Select All (GM only)***

The “Select All” command will select all units that are not set to Locked, Tile, or Free-Floating, and which are not in the Sideboard.

This command can be invoked with the [CONTROL-A] hotkey on Windows, or the [COMMAND-A] hotkey on Mac OS X. Only the GM/host can use this command.

### ***Cut (GM only)***

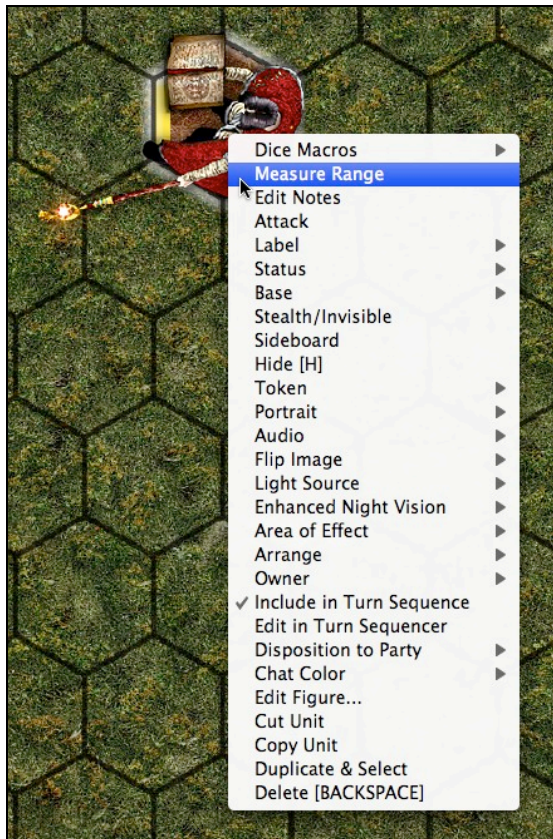
The "Cut" feature, used in conjunction with the Paste feature and the Views feature, allows the GM/host to easily and quickly move units from one View to another View. This command will only affect the currently-selected unit/s.

This command can be invoked with the [CONTROL + X] hotkey on Windows, or the [COMMAND + X] hotkey on Mac OS X, or by selecting the "Cut Unit" command in the unit's contextual popup menu. Only the GM/host can use this command.

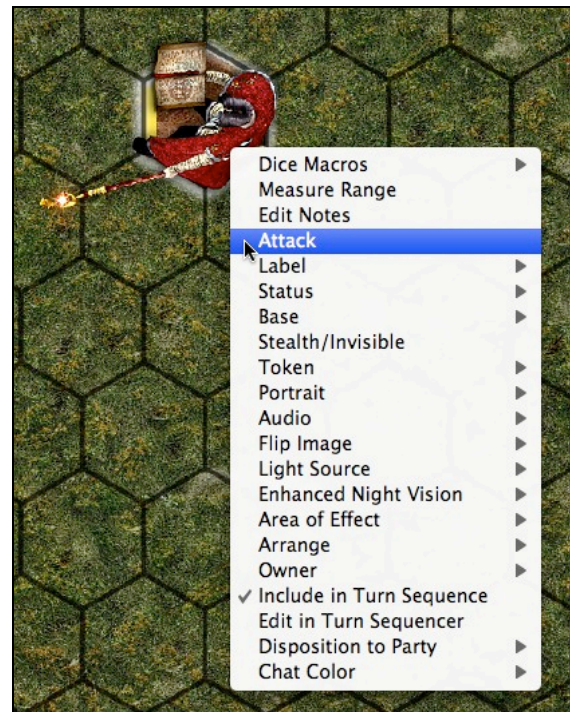
## Contextual Popup Menus

If you are the GM, or the owner of a unit, right-clicking on the unit pulls up a contextual menu with a number of commands and options to choose from, which are described below.

The number of commands listed in a figure's contextual popup menu can vary, depending on who's turn it is to act, whether you are a player or the GM, and other factors.



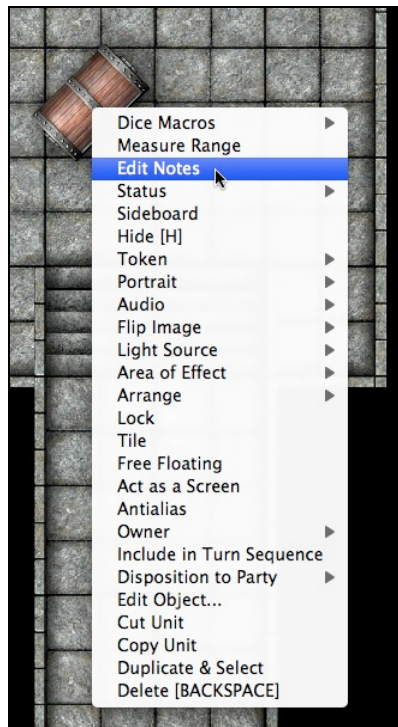
*GM's Contextual Popup Menu Options*



*Player's Contextual Popup Menu Options*

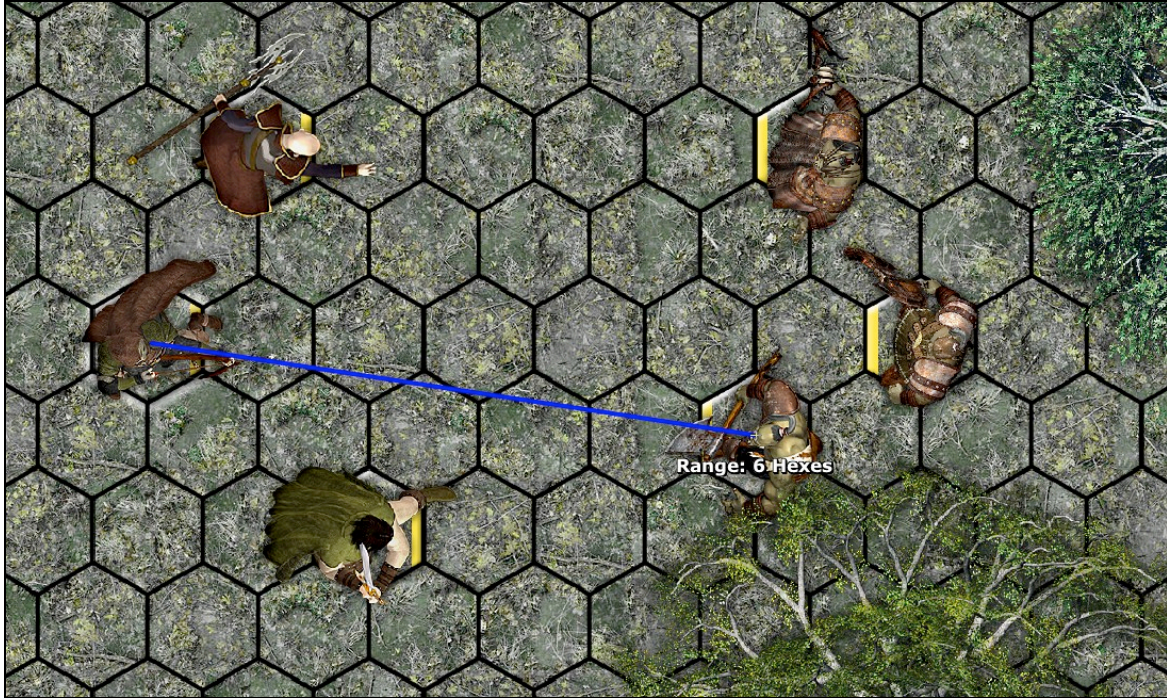


Right-clicking on an object also pulls up a contextual menu, but with a few less options than are available for figures.



### ***Measure Range***

Selecting this command will draw a thin blue line from the selected unit's centerpoint to wherever you place the mouse cursor. The length of the line is calculated and displayed alongside the cursor, according to the current map's scale settings (see "Map Settings", above).

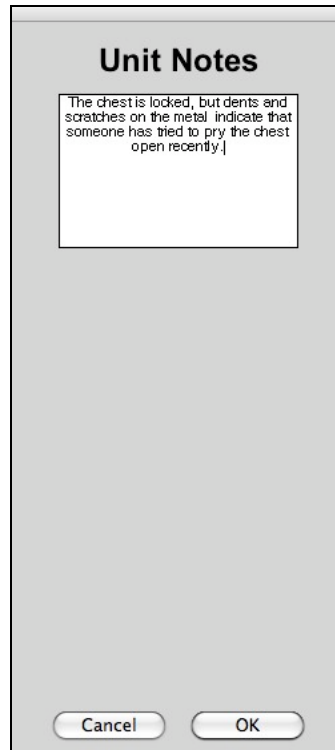


Measuring can be done with snap-to-grid on or off (snap-to-grid can even be toggled during the measure operation), and there is a Preferences setting to ensure that fractional results are rounded up to the nearest whole number (rather than displayed as a floating point number), if that is what you prefer.

When you are done measuring, just click anywhere to get out of measuring mode.

### ***Edit Notes***

Any unit may be assigned notes (either by the GM or by a unit's owner) that will appear in a ToolTip when a user places the mouse cursor over that unit.

A vertical rectangular dialog box with a light gray background. At the top, the title "Unit Notes" is centered in a bold, black font. Below the title is a white rectangular text entry field containing the text: "The chest is locked, but dents and scratches on the metal indicate that someone has tried to pry the chest open recently." At the bottom of the dialog box, there are two buttons: "Cancel" on the left and "OK" on the right, both with a standard Windows-style button appearance.

You may enter in any sort of notes that you want. The most common use of this feature is for displaying a brief description of the unit in question, or for displaying statistics about the unit (e.g., for a torch object, you might specify how long it burns for, how long it's already been burning, and perhaps how much damage it does if used as a weapon).

The program will automatically size the displayed note as needed, depending on the amount of information entered. ToolTip notes have a maximum width of 3 cells, to avoid screen clutter.

Clicking on a ToolTip note will make it go away, until the next time the mouse moves over the unit's graphic.

If you edit a unit's notes and clear the text entry field completely, no ToolTip will be shown for that unit.



**Attack (available for figures only, and only if it is that figure's turn to act)**

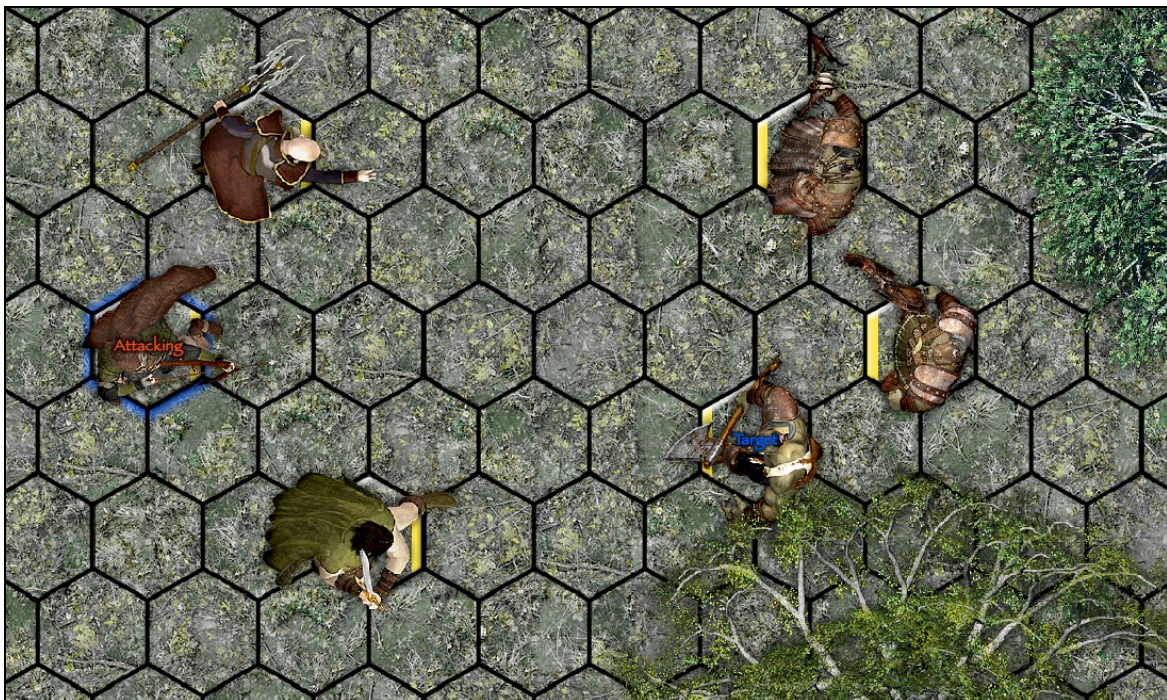
Selecting this command designates the figure as the attacker. A red "Attacking" text label is superimposed on the figure. If a user changes his mind and wishes to cancel the attack altogether, he or she can simply select this command again (which will now be called "Cancel Attack").

Once a player has declared that his figure is attacking, he/she can specify a Target figure simply by clicking on it. If the player changes their mind about which figure to target, they can just click on another figure, and it becomes the new target. If you are the GM and have specified an Attacker, you must specify a Target using the "Target" command in the target unit's contextual popup menu, and to cancel a Target you must use the "Cancel Target" command in the target unit's contextual popup menu.

The purpose of this command, when used in conjunction with the "Target" command (see below), is to make it clear to everyone in the game who is attacking who, without having to type detailed explanations in the chat window.

This command should be used just prior to designating the target of the attack and rolling to hit.

Stepping the Turn Sequence will automatically remove the attacking status of a figure. Placing an attacking figure on the Sideboard or deleting the attacking figure will also cancel the attack.



**Target (available for figures only, and only if it is not that figure's turn to act)**

Selecting this command designates the figure as the target of an attack. A blue "Target" text label is superimposed on the figure. If the attack is canceled for some reason, the Target label automatically disappears.

The purpose of this command, when used in conjunction with the "Attack" command, is to make it clear to everyone in the game who is attacking who, without having to type detailed explanations in the chat window.

This command should be used just prior to the attacker rolling to hit.

If you are the GM and you wish to cancel a Target you must use the "Cancel Target" command in the target unit's contextual popup menu.

Stepping the Turn Sequence will automatically remove the Attacker or Target status of a figure.

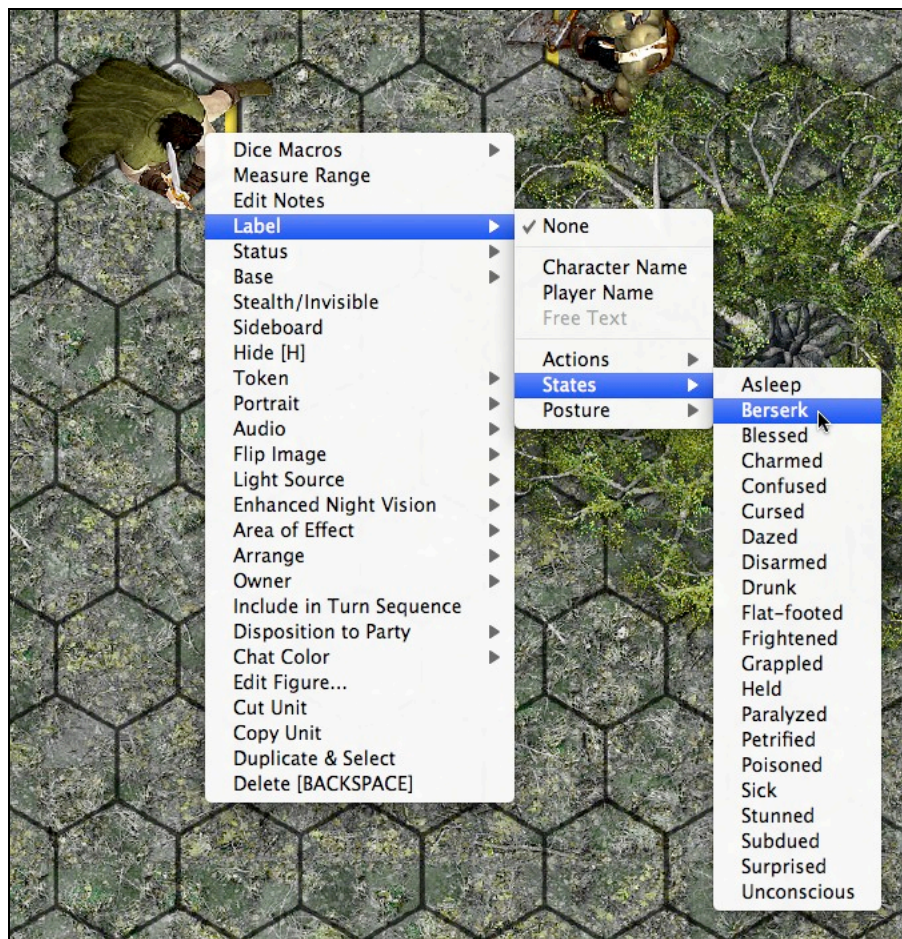


### **Label (available for figures only)**

Text labels can be assigned to any figure, to help the GM and players remember important facts, such as postures, or whether a figure is surprised, stunned, etc.

BRPG comes with a number of pre-defined text labels, but you can easily define your own (see "Customizing BRPG", below).

Selecting "Label" from the contextual popup menu produces a submenu, from which you can choose the exact label you want (or select "None", to remove all labels on that figure). You can also choose to have a label that shows the character's name, or a label that shows the unit-owner's name.



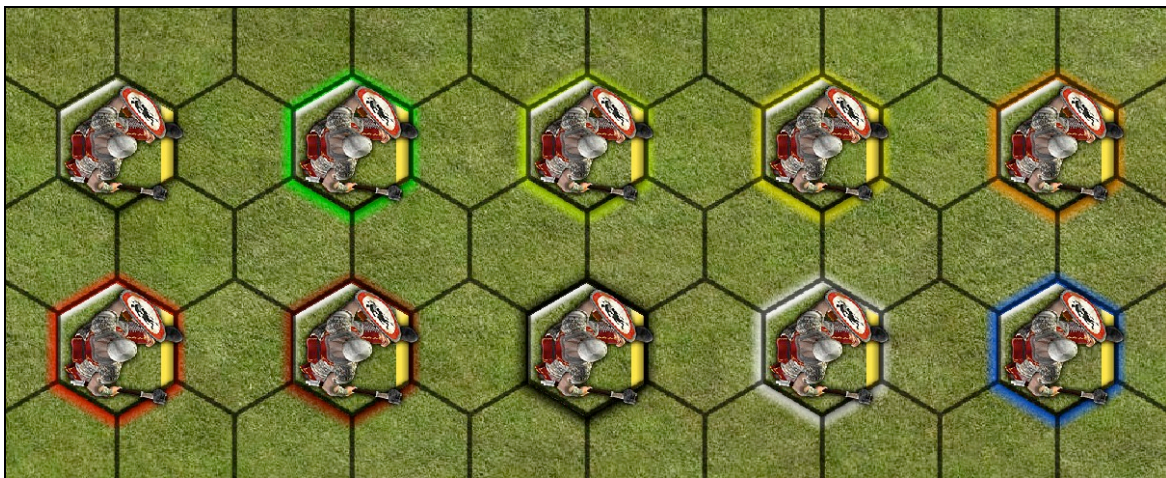
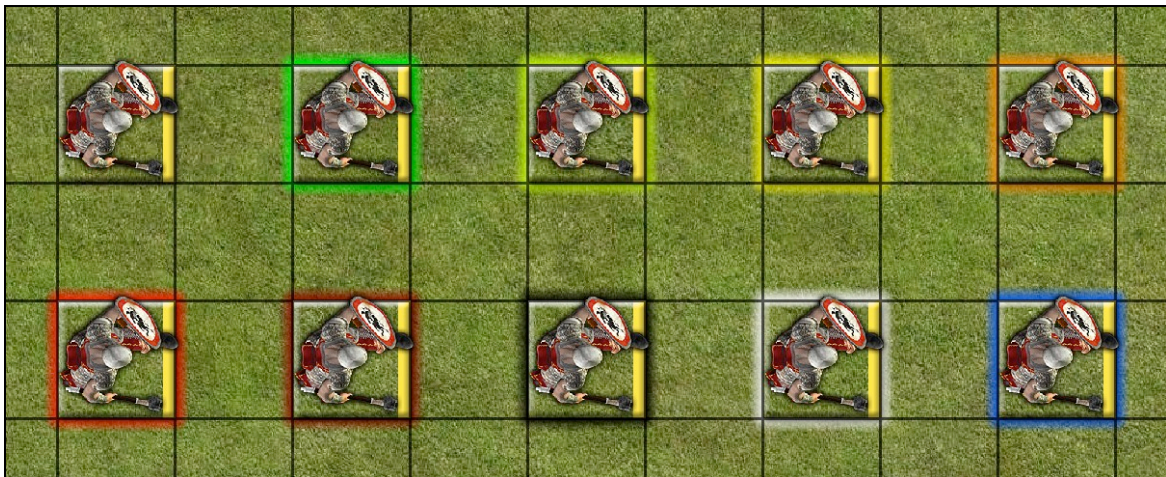


## Status

Status halos are usually used to help the GM and players remember who is wounded (and how badly) and who isn't, but you can use Status to indicate whatever you want (e.g., to show shield strength on a spacecraft token, or for marking different teams or factions).

A figure's Status is indicated on the map by a glowing color-coded halo around the figure. The shape of the halo depends on whether you are using a square grid or a hex grid.

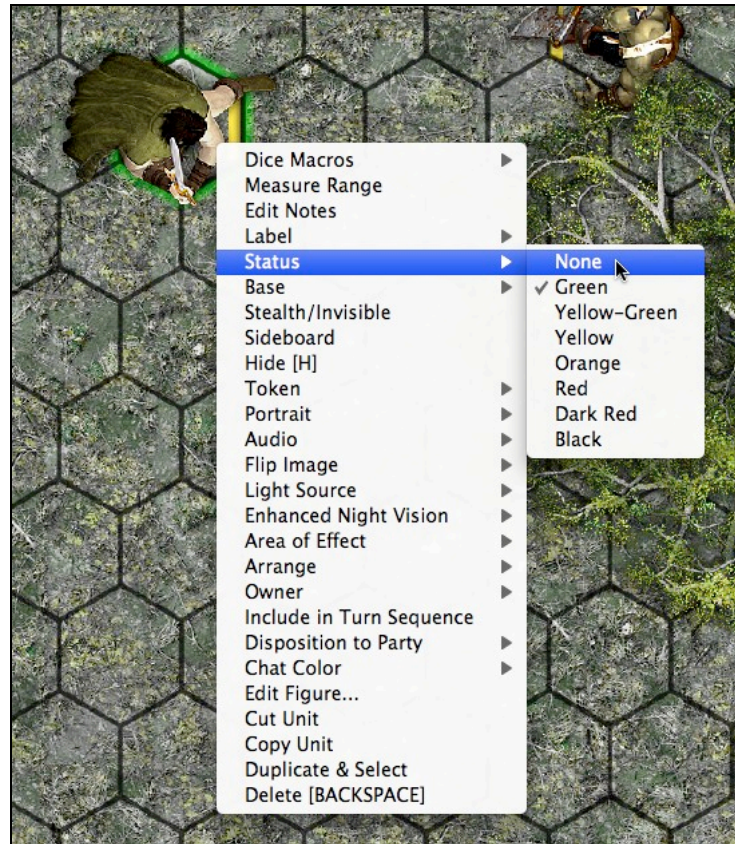
The halos are available in the following colors: green, yellow-green, yellow, orange, red, dark red, and black. Blue halos are reserved for indicating the figure whose turn it currently is, and white halos are reserved for indicating which figure/s are selected.



When Status is used to denote the approximate health level of the figure, it simulates the sort of information a PC might be able to glean from a quick glance at another figure in a combat situation.



By default, every unit's status is set to "None" when the unit is first deployed (for figures, this means no halo is shown). To set a unit's Status, select a color from the Status submenu in the unit's contextual popup menu.



Status halos may be disabled for a figure by selecting "None" from the Status submenu (for example, when the GM does not wish the players to know how close a creature is to dying).

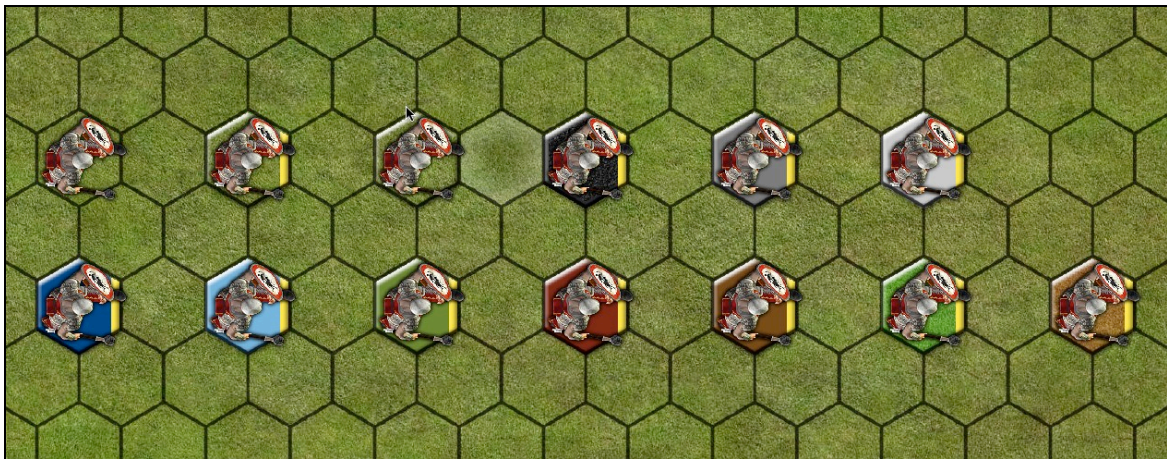
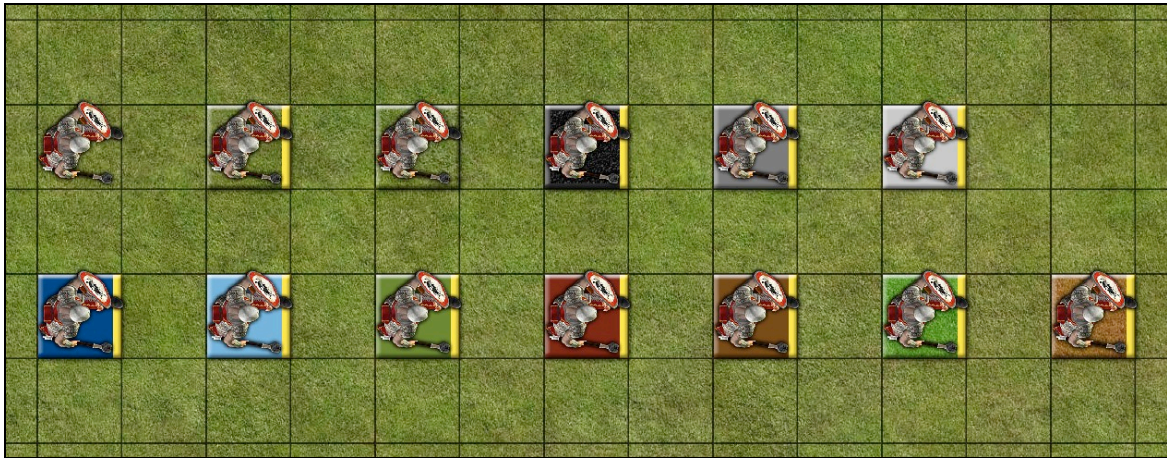
If the Turn Sequencer has been configured to show the Status column, the GM can change the Status of a unit by clicking on its Status color chip in the Turn Sequencer. A popup menu will appear that allows you to select the new Status. Players may only change the Status of a unit they own.

Objects also have a Status setting, but there is no visible halo on the map to indicate on object's Status. However, the Turn Sequencer will display the Status color, if that option has been enabled by the GM.

### **Base Type (available for figures only)**

Figures can have a base displayed underneath them (not unlike traditional tabletop miniatures). The shape of a figure's base (square or hexagonal) will automatically match the current grid type.

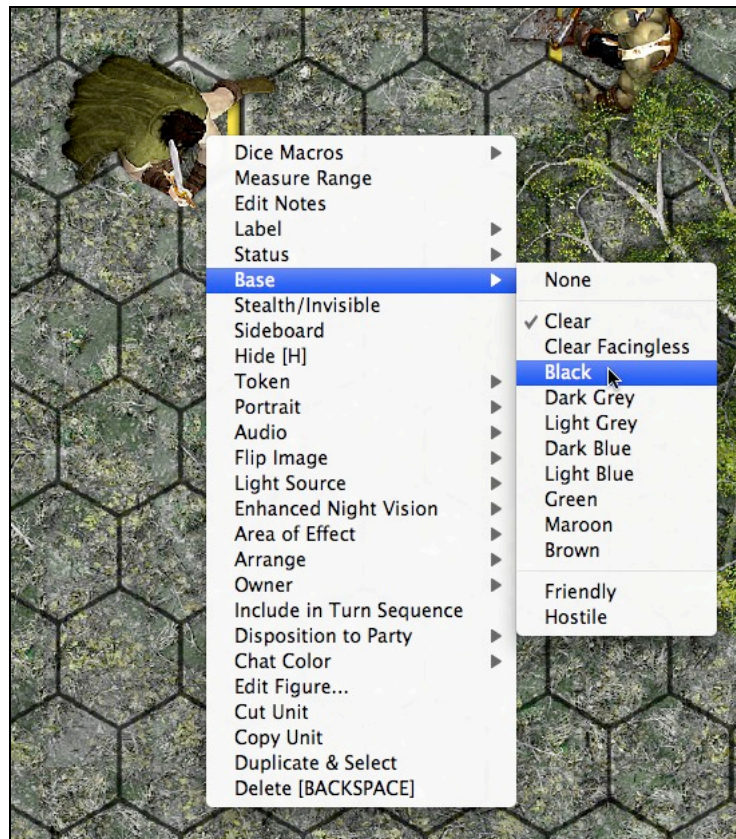
BRPG offers 12 base styles to choose from for each figure's base, or you may choose to not use a base at all. There are two base styles available that can be used to indicate the demeanor of NPCs towards the PCs: Friendly (a green-tinted clear base) and Hostile (a red-tinted clear base). Neutral NPCs can use the untinted clear base.



The default base type is "Clear", which lets you see the underlying terrain that the figure is standing on, but you can change that default from the second Preferences screen.

To select a different base, simply select one from the "Base" submenu on the figure's contextual popup menu.





You may also select the size of the base to use for each figure. This is usually chosen when you first deploy a figure, but you can change the base size by selecting the “Edit Figure...” command (see below). There are 6 base sizes to choose from when playing on a hex grid, and 5 base sizes to choose from when playing on a square grid.

Bases are drawn underneath the map grid, so that large, opaque bases will not obscure the grid.

Nearly all of the bases have a yellow line on them to indicate the figure’s facing (which can often be ambiguous based on the figure’s artwork). If your RPG game system does not require unit facings to be specified, you can use a figure base that doesn’t include a facing indicator.

Users who prefer the most visual realism can opt to hide unit bases altogether (select “None”), and turn off the map grid and the Status halos. If a particular figure is hard to see on a given map, try using one of the colored bases, to help the figure stand out from the background. Colored bases can also be used to indicate teams or factions, if necessary.

### ***Stealth/Invisible (available for figures only)***

Selecting this command turns a figure semi-transparent, to visually indicate that the character is either invisible or is trying to be stealthy (e.g., hiding in shadows). This should not be confused with the GM's "Hide" command, which completely removes a unit from the map on everyone's screen except for the GM's and the owning player's. A stealthy or invisible figure is still drawn on the map for all to see; it's semi-transparent rendering is merely a visual indicator of the figure's state.

Select this command again to return the figure to normal.

This command is not available when Learning Mode is enabled.

### ***Sideboard (available to GM only, for both figures and objects)***

Select this command to place a unit in the Sideboard, which is an off-map virtual holding area.

To remove a unit from the Sideboard (thus placing it back on the map at it's prior location), use the Unit Manager. Units that come off the Sideboard are automatically hidden, to allow the GM to make any last-minute adjustments before revealing the unit to the players.

### ***Hide***

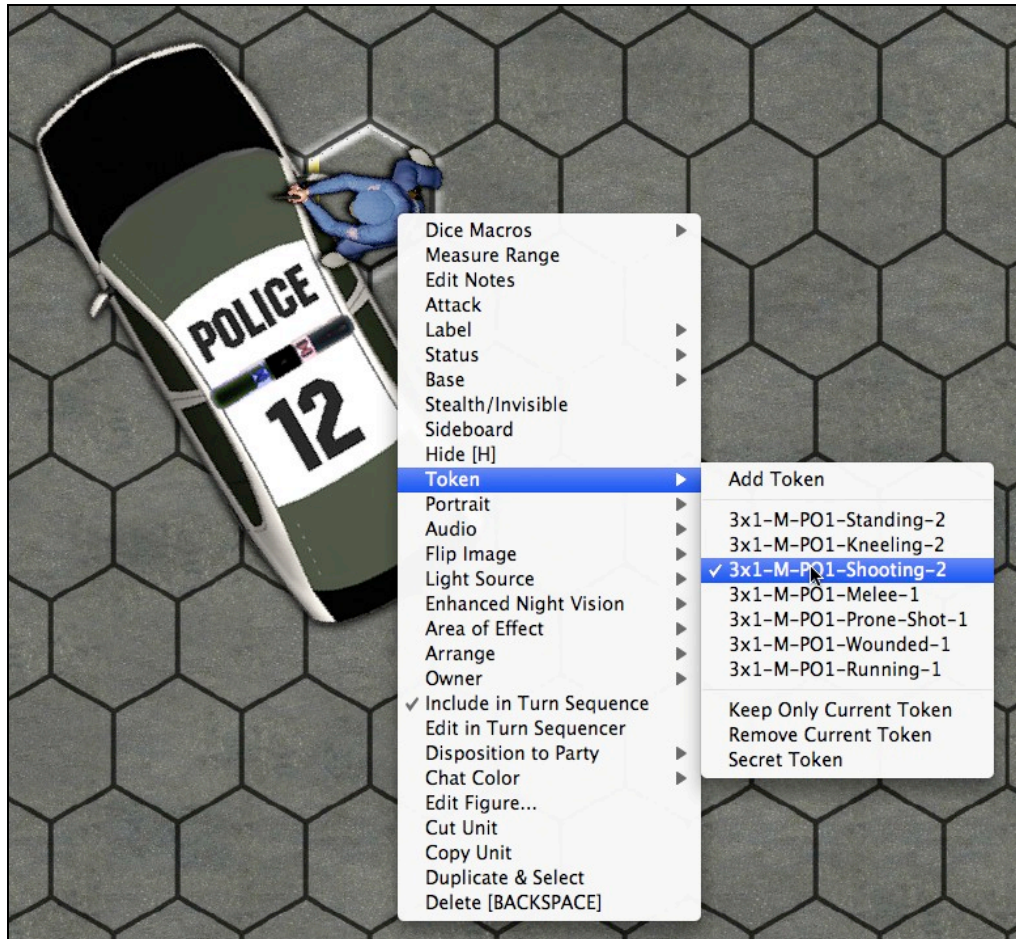
Select this command to hide a unit on the map. If the GM owns the unit, it will disappear from the players' screens, and show as transparent on the GM's screen. If a player owns the unit in question, it shows up transparent on his/her screen, and does not appear at all for the GM or other players.

Select this command again to show the unit.

For players, this command works only on individual units, not on multi-unit selections.

### **Token (available for both figures and objects)**

BRPG allows you to attach more than one token graphic to each unit, so it's possible to have multiple poses (e.g., fighting, standing idle, prone, mounted, etc.) or token states (e.g., a chest that is closed, a chest that is open and full of treasure, and a chest that is open but empty). A unit with more than one token assigned to it is referred to as a multi-token unit.



The "Token" submenu in a unit's contextual popup menu lets you attach additional tokens to a unit, select which token to display, and delete tokens from a multi-token unit.

Select the "Add Token" command to add a token to the selected unit. This can be done by either the GM or by the owning player. Each token added to a unit can have its own unique settings, so it's possible to have, for example, a large base size for a mounted figure and a small base size for a dismounted figure.

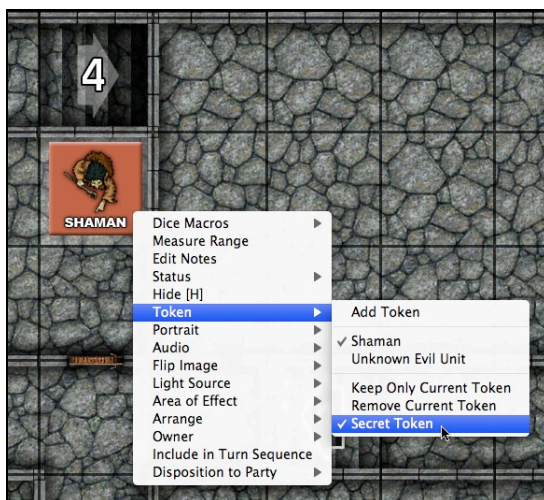


Below the “Add Token” command is a list of all the tokens that are attached to the selected unit. The one currently selected for display (i.e., the active token) is marked by a checkmark beside it. You can select which token should be displayed by selecting the name of the token from this list.

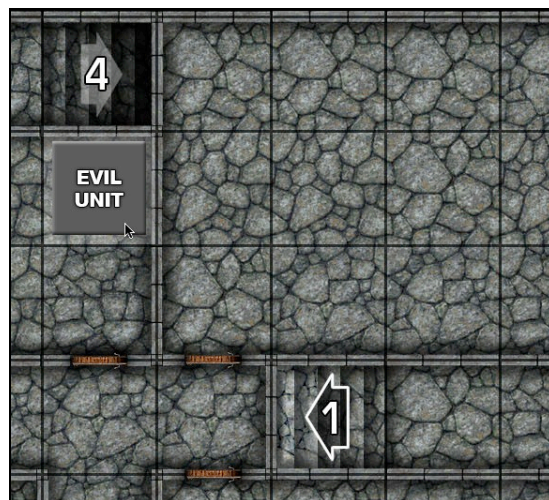
Below that is the “Keep Only Current Token” command, which, if selected, will remove all the tokens from the selected unit except for the token currently being displayed (indicated by a checkmark beside it). This command is not available if the selected unit is not a multi-token unit. Selecting this command if the selected unit is an object will cause the unit to be renamed according to the name of the remaining token (this is very handy when used with Unit Palettes). The “Keep Only Current Token” command will also be automatically invoked when you set a multi-token object/s to “Tile”.

The “Remove Current Token” command will remove the token that is currently being displayed (indicated by a checkmark beside it) from the selected unit, but will retain all other tokens. This command is not available if the selected unit only has a single token assigned to it.

“Secret Token” is a toggle setting, and is available only for multi-token units. The “Secret Token” setting is enabled if there is a checkmark beside the command, and disabled if there isn’t. When enabled, it allows only the unit’s owner to see the token that is selected for display (i.e., the active token), and everyone else (including the GM, in the case of a player-owned unit) will see an alternate token. The alternate token that will be shown is the second token listed for the unit. The “Secret Token” feature is primarily intended for use in boardgames and wargames to conceal the true nature of a unit (e.g., a letter tile in Scrabble, an unplaced domino, a flipped counter in a wargame).



*What the unit owner sees*



*What everyone else sees*

With multi-token units, you can easily and quickly change the currently-displayed token by selecting the unit and pressing the [<] or [>] hotkeys. These hotkeys

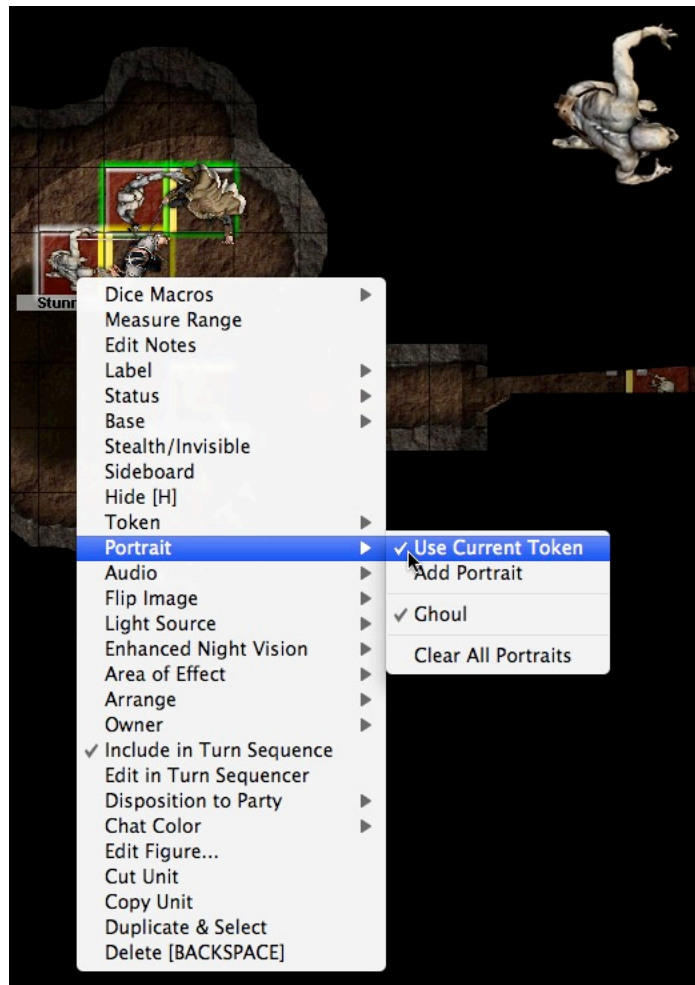
allow you to cycle through all the available token states. Note that the hotkeys will also work on a multi-unit selection, so that you can change the currently-displayed token on many units with a single keystroke.

Pressing a token-swapping hotkey while holding down the [SHIFT] and [CONTROL] keys will swap both the current token and the current portrait of a selected unit simultaneously (potentially useful for things like were-creatures).



### **Portrait (available for both figures and objects)**

The Portrait submenu in a unit's contextual popup menu lets you attach a portrait image (or additional portrait images) to a unit, select which portrait to display, and delete a portrait/s from a unit which has one or more portraits assigned to it.



Select the "Use Current Token" command to use the current/active token image as a portrait. Portraits always display at 100% scale, so this can be a useful feature for viewing units clearly even when zoomed way out (effectively serving as an "auto-magnify" feature for units that would otherwise be hard to discern). Select this command again to disable it (it functions as an on/off toggle).

If an object has its Portrait set to "Use Current Token", another command will appear in the Portrait submenu called "Match Object's Rotation". Selecting this will rotate the portrait graphic in accordance with the object's current rotation on the map. For example, a card object that is upside-down on the map will show its portrait upside-down, as well, if this option is selected. The command functions as a toggle, and is only available to the GM when the GM is not hosting a game session (the setting is only intended to be set during the creation of a digital game conversion).

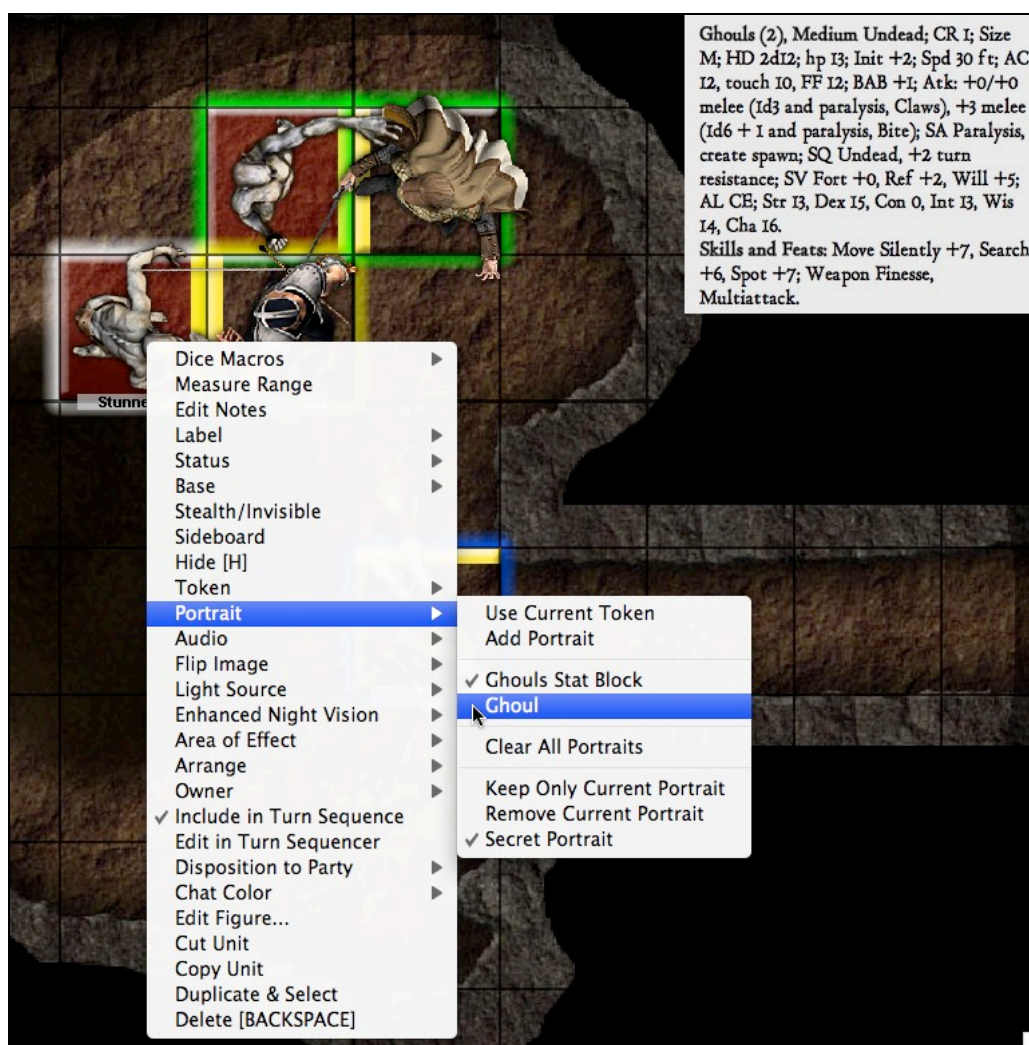
Select the "Add Portrait" command to add a Portrait image to the selected unit. This can be done by either the GM or by the owning player. More than one portrait can be attached to a unit.

A unit's portrait, if one is attached, appears in the upper right corner of the map window when the mouse cursor is held over the unit, or when the unit is selected (but not if the unit is part of a multi-unit selection). Clicking on a selected unit's portrait will auto-center the map on that unit, unless that option has been disabled in Preferences.

Below the "Add Portrait" command is a list of all the portrait images that are attached to the selected unit. The one currently selected for display (i.e., the active portrait) is marked by a checkmark beside it. You can select which portrait should be displayed by selecting the name of the portrait image from this list.

Below that is the "Keep Only Current Portrait" command, which, if selected, will remove all the portraits from the selected unit/s except for the portrait currently being displayed (indicated by a checkmark beside it). This command is not available if the selected unit does not more than one Portrait.

The "Remove Current Portrait" command will remove the portrait that is currently being displayed (indicated by a checkmark beside it) from the selected unit, but will retain all other portraits. This command is not available if the selected unit only has a single portrait assigned to it.



*In this example, a bitmap of a Stat Block is used as one of the portrait images for the ghoul. Since "Secret Portrait" is enabled and the GM owns this figure, the players will never see the Stat Block, only an image of the ghoul.*

"Secret Portrait" is a toggle setting, and is available only for units with two or more portrait images assigned to them. The "Secret Portrait" setting is enabled if there is a checkmark beside the command, and disabled if there isn't. When enabled, it allows the unit's owner to see the current/active portrait, but everyone else (including the GM, in the case of a player-owned unit) will see an alternate portrait image. The alternate portrait that will be shown is the second portrait listed for the unit. This feature will mostly be used by GMs so that players see a "visual aid" style portrait for a creature or NPC, while the GM sees a stat block or other information that should be concealed from the players.

You can easily and quickly change the current portrait by selecting the unit and pressing the [<] or [>] hotkeys while holding down the [SHIFT] key. These hotkeys allow you to cycle through all the available portraits. Note that the hotkeys will also work on a multi-unit selection, so that you can change the currently-displayed portrait on many units at once with a single keystroke.

Pressing a portrait-swapping hotkey while holding down the [SHIFT] and [CONTROL] keys will swap both the current token and the current portrait of a selected unit simultaneously (potentially useful for things like were-creatures).

### **Audio (available for both figures and objects)**

Units may have audio clips attached to them. This can be done either by the GM or by the owning player. The Audio submenu in a unit's contextual popup menu lets you attach an audio clip to a unit, select which attached audio clip to play, and delete all audio clips attached to a unit.

Once an audio clip has been attached to a unit, it can thereafter be played by selecting that audio clip from the Audio submenu.

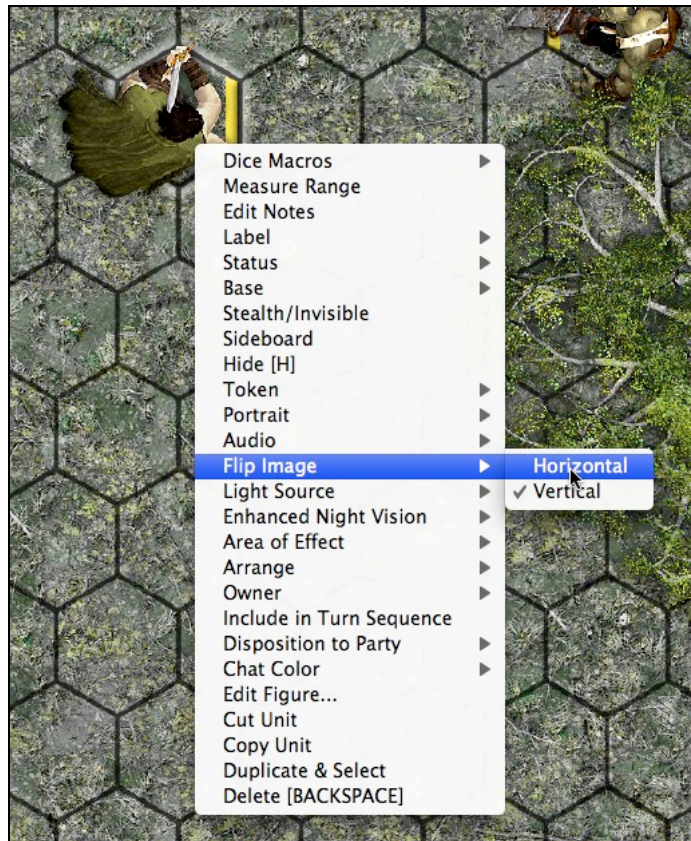


If the GM holds down the [SHIFT] key while triggering an audio clip attached to a unit, that audio clip will play with looping enabled.



***Flip Image (available to GM only, for both figures and objects)***

Select this command to flip a unit's artwork either horizontally or vertically. This can be useful for creating the illusion of more unique tokens. It's also useful if you have an image of a right-handed character and would like to depict a left-handed one.



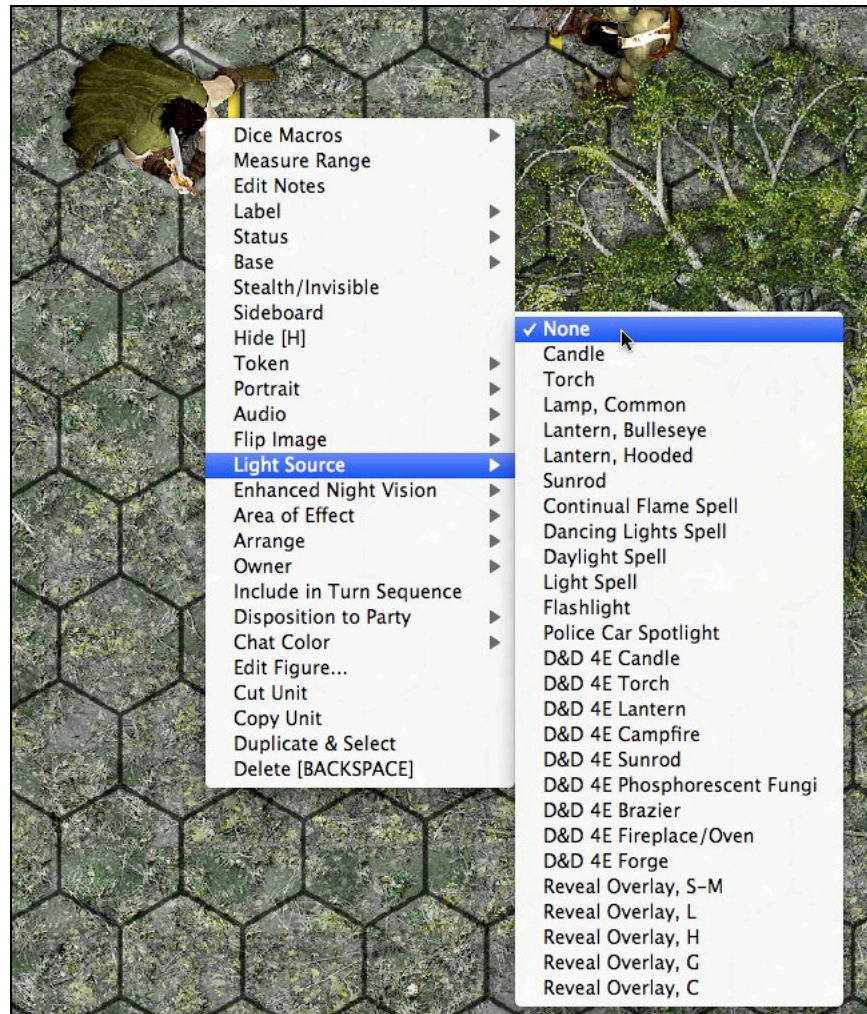
Flipping a unit both horizontally *and* vertically is not recommended, as this just has the same effect as rotating a unit 180 degrees.

This feature should obviously not be used on any artwork that includes legible numbers or letters (e.g., a police car with a unit number painted on its roof).

This command is not available when Learning Mode is enabled.

### **Light Source (available for both figures and objects)**

Selecting the “Light Source” submenu from a unit’s contextual popup menu produces a list of possible light sources, from which you can choose the exact light source that you want to assign the unit (or select “None”, to clear all light sources on the unit).



The exact contents of this submenu (and how they affect visibility) can be easily customized by the GM (see “Customizing BRPG”, below).

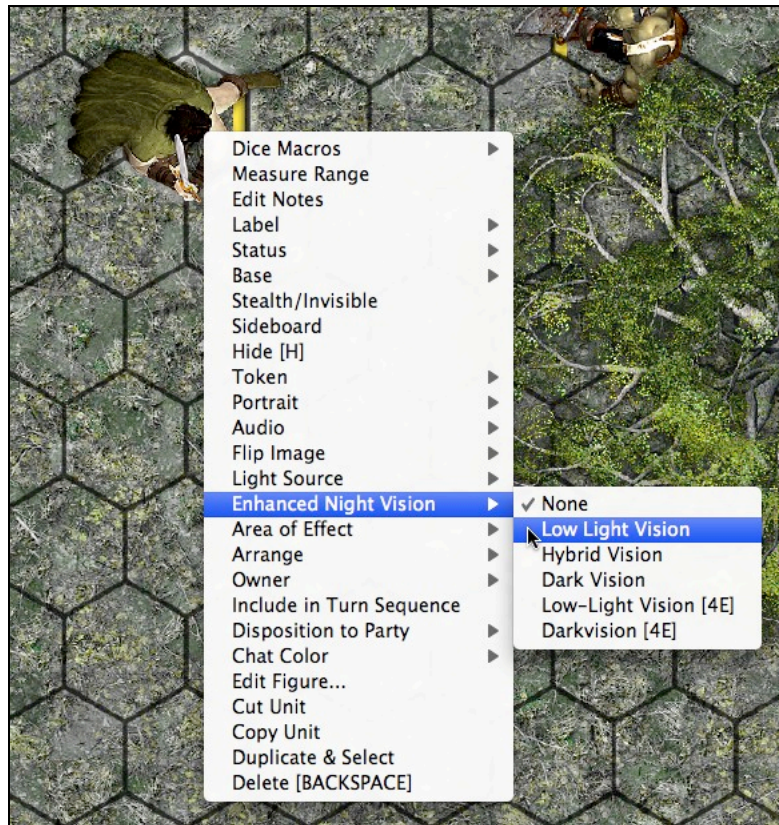
A unit’s light source setting is one of several factors used by the program’s dynamic Fog of War feature to calculate what a character can see. BRPG supports radius-based, beam-based, and cone-based light sources.

Note that this command is available to objects as well as figures, so that, for example, you can put a torch in a wall sconce and have it light a room or hallway, or have a campfire illuminate the surrounding campground.



### ***Enhanced Night Vision (available for figures only)***

Selecting the “Enhanced Night Vision” submenu from a figure’s contextual popup menu produces a list of vision types, from which you can chose the exact type of enhanced night vision that the figure possesses: None, Dark Vision, Low Light Vision, or some other vision option that the GM wishes to make available in the game (such as NVGs in a Modern, Sci-Fi, or Time Travel game).

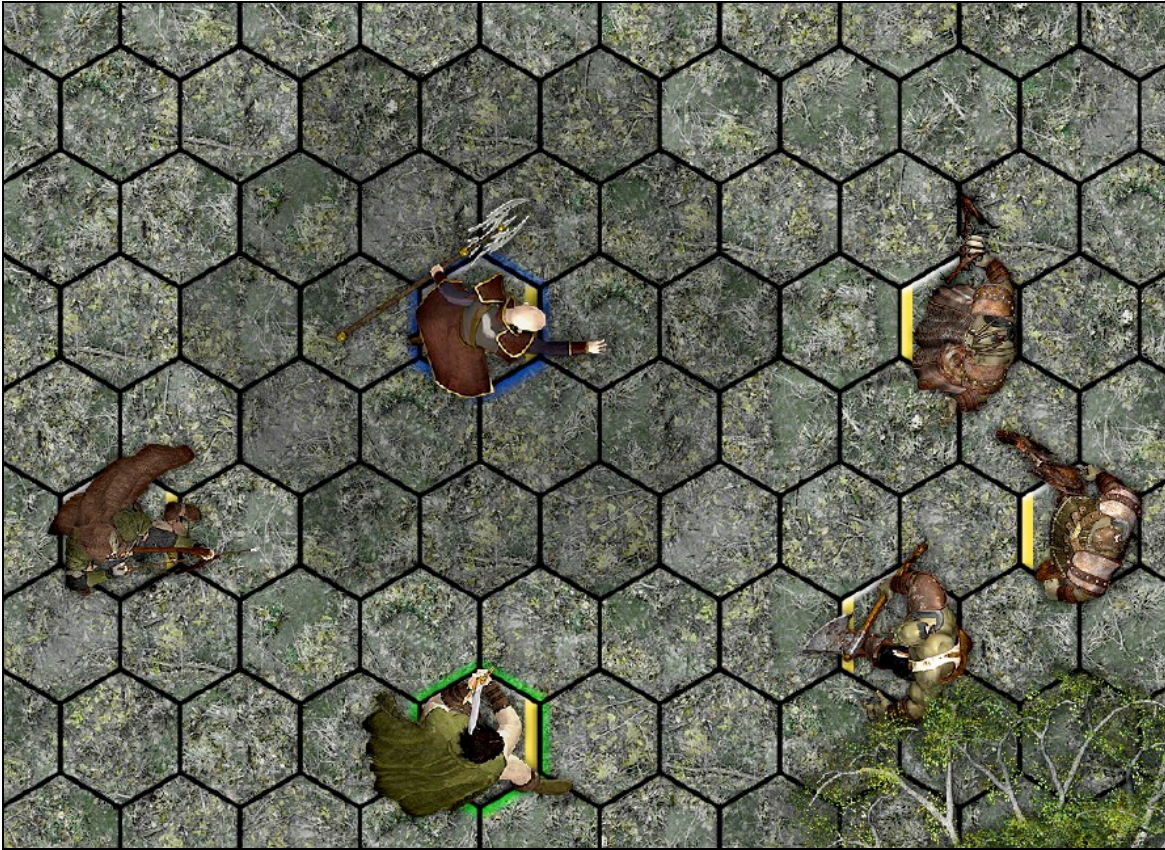


The exact contents of this submenu, and the effects of each setting, can be easily customized by the GM (see “Customizing BRPG”, below).

A unit’s Enhanced Night Vision setting is one of several factors used by the program’s dynamic Fog of War feature to calculate what a character can see.

### ***Area of Effect (available for both figures and objects)***

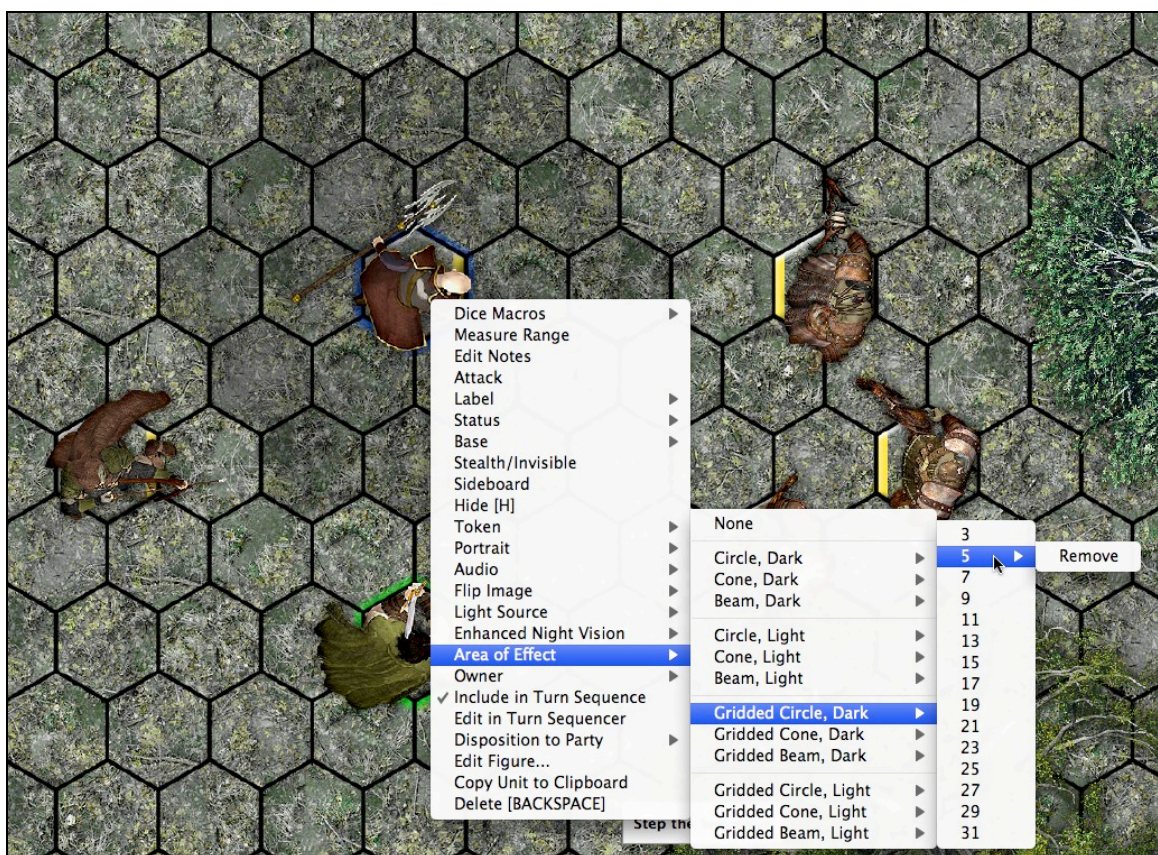
AoE Overlays can be used to show the area of the map affected by a spell, blast radius, etc. Only the GM or the owner of a given unit may place an AoE Overlay.



There are three main types of AoE overlays: cone, circle, and beam. A fourth type, called Close Burst, is also available, primarily to support D&D 4<sup>th</sup> Edition.

Selecting the "Area of Effect" submenu from the unit's contextual popup menu produces a list of AoEs Overlays in both light and dark variants, as well as geometric or gridded variants. Select an AoE Overlay from the list to assign it to the selected unit.





AoE Overlays by default will orient themselves with the unit's facing. Select the same AoE again from the contextual popup menu to see options for changing the orientation of the AoE (or, in the case of circle AoEs, for changing its centerpoint).

Select "None" from the first submenu to clear all AoE Overlays for that unit. Select "Remove" from the third submenu to remove only the chosen AoE.

Areas of Effect that don't need to be attached to a unit can be placed as an object, instead. This is how Wall and Blast effects from D&D 4<sup>th</sup> Edition should be handled.

D&D 4E AoEs (Blast, Close Burst, Area Burst, and Wall shapes) are fully supported, but in some cases are handled via Objects rather than via the AoE Overlays feature, since the AoEs need to be detached from the unit.

### **Arrange (available for both figures and objects)**

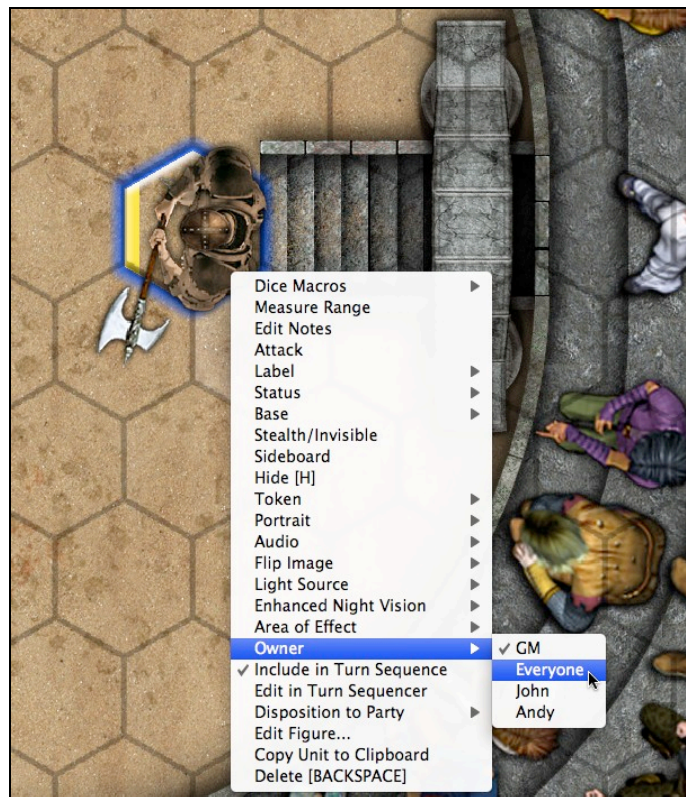
This submenu contains two commands: "Move to Top" and "Move to Bottom".

Select the "Move to Top" command (or press the "]" hotkey) to move the selected unit up in the stacking order so that it is above all other units of its type (normal, tile, or free-floating).

Select the "Move to Bottom" command (or press the "[" hotkey) to move the selected unit down in the stacking order so that it is below all other units of its type (normal, tile, or free-floating).

### **Owner (available to the GM or unit owner only)**

Selecting the "Owner" submenu from the contextual popup menu produces a list that includes the GM and all the players who are currently logged into the game.



The GM can designate anyone on this list to be the owner of the unit. The owner of a unit may also be set to "Everyone", in which case any connected user can move the unit and view or edit the unit's data in the Turn Sequencer. For a unit to be assigned to a specific player, that player must be currently logged into the game session, so that his/her name can appear in the "Owner" submenu.

A unit cannot be selected, nor can its contextual popup menu be accessed, unless you are the GM or the unit's owner.



### ***Antialias (available for objects only)***

This command/setting should be used for units whose graphics contain text, to make the text more readable when zoomed out. Note that when this setting is enabled, rollovers will no longer take transparency into account; instead, a rollover will be detected or not based on the graphic's bounding box. This setting has no effect on rotated units. Text labels created with the "Text" Draw Tool are antialiased by default.

This command will have a checkmark next to it in the object's contextual popup menu if the unit has antialiasing enabled. Selecting this command again will disable antialiasing on that unit.

For performance reasons, antialiasing is temporarily disabled during map panning, and is automatically re-enabled when map panning is complete.

### ***Include in Turn Sequence (available for both figures and objects)***

Units placed on the map are not listed in the Turn Sequencer by default. You must select this command if you want the unit listed. This feature can help streamline play in situations where you have large crowds of non-combatants, since the non-combatants won't clutter up the Turn Sequence.



This command will have a checkmark next to it in the unit's contextual popup menu if the unit is already included in the Turn Sequence. Selecting this command if a unit is already included in the Turn Sequencer will remove the unit from the Turn Sequencer.

***Edit in Turn Sequencer (available for both figures and objects)***

This command only appears if the unit is already included in the Turn Sequencer. Selecting this command will make the unit's row editable in the Turn Sequencer. This command is particularly useful when many units share the same name, as it would be difficult to identify the correct unit in the Turn Sequencer.

Selecting this command opens the Turn Sequencer (if it's not already open), selects the unit in question, and puts that row of the Turn Sequencer into Edit Mode, ready to accept new data.

***Lock (available to GM only, for objects only)***

Objects may be locked down so that the GM does not accidentally select or move them during play. A locked object is drawn above the Grid Overlay.

***Tile (available to GM only, for objects only)***

Objects may be declared Tiles, so that the GM does not accidentally select or move them during play. Tiles are similar to locked objects, except that tile objects are drawn *under* the grid overlay, and under figure bases.

Tiles are useful when constructing a map out of component parts, like rooms and hallways. They are also useful for concealing the existence of secret areas of a map. For example, a tile showing the area beyond a secret door can be kept hidden by the GM until the secret door is discovered by the PCs.

The hotkey [Shift + T] can be used to activate the Tile command. It works with both single-unit and multiple-unit selections.



### ***Free-Floating (available to GM only, for objects only)***

Objects may be declared as free-floating, which means they are always on the screen because they are unaffected by scrolling or zooming of the map. This is useful for things like map legends, compass roses, scale bars, and game charts, among other things.



Free-floating objects never snap-to-grid and may not be moved with the keypad or number keys (only by dragging them with the mouse). Note that free-floating objects also appear above the Fog of War layers.

Up to 12 simultaneous free-floating objects can be on the screen at one time.

The GM should be careful not to place free-floating objects in an area of the screen that would be off-screen for a player that is running BRPG at a lower resolution than the GM. For example, if the GM is running BRPG at 1280 x 768 resolution and one of his players is running BRPG at 1024 x 768 resolution, the GM should avoid placing a free-floating object on the right edge of his screen, since it will not be visible by the player (or at the very least it will be cropped off).

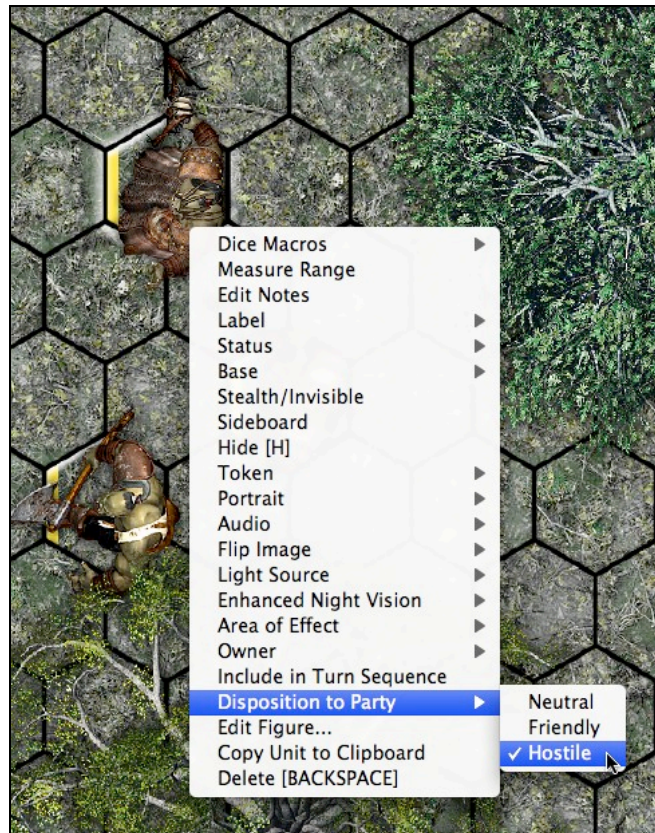
### ***Use as a Screen (available for objects only)***

The "Use as a Screen" command is available for objects in their contextual popup menu. The command functions as a toggle to turn the setting on or off. When this setting is enabled, the object will be drawn (on other players' displays) above other objects and figures, effectively screening them from view. For the player owning the object, the object is not drawn at all, so the object owner's view is not obscured by the screen.

This setting can also be controlled by the GM/host using the Unit Manager.

### ***Disposition to Party (available for both figures and objects)***

By default, new units placed on the map are Neutral to the PCs. The GM can use the commands in this submenu to set the unit's disposition to Friendly or Hostile.



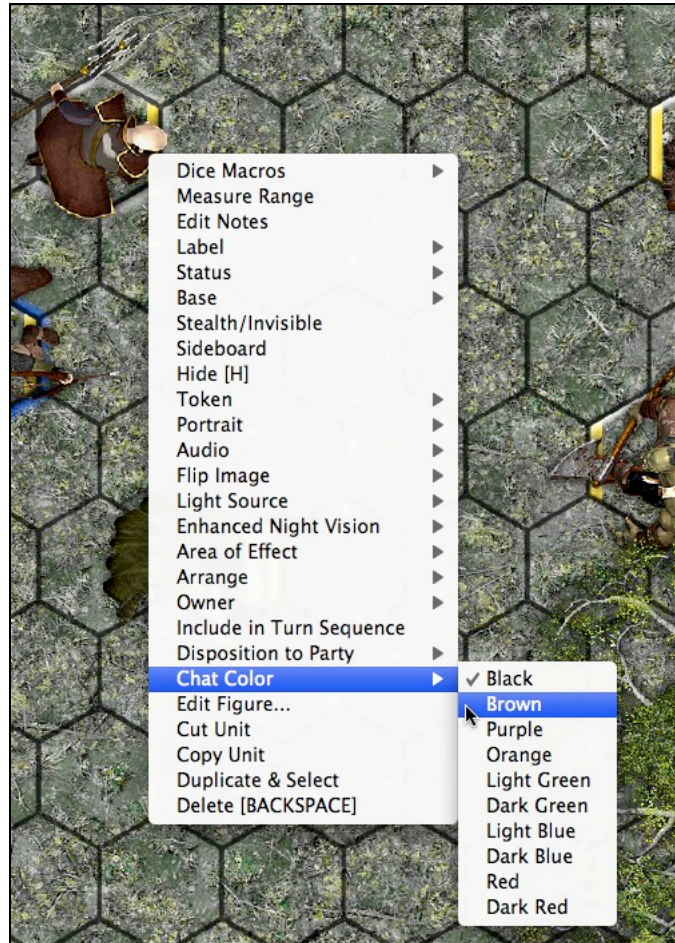
Friendly units that are listed in the Turn Sequencer have a green background, Hostile units have a red background, and Neutral units have a grey background.

This setting has no effect if the unit is not listed in the Turn Sequencer.

See the "Base" command (above), if you wish to graphically indicate a unit's Hostile or Friendly disposition in the map window.

### **Chat Color (available for figures only)**

This submenu lists 10 colors.



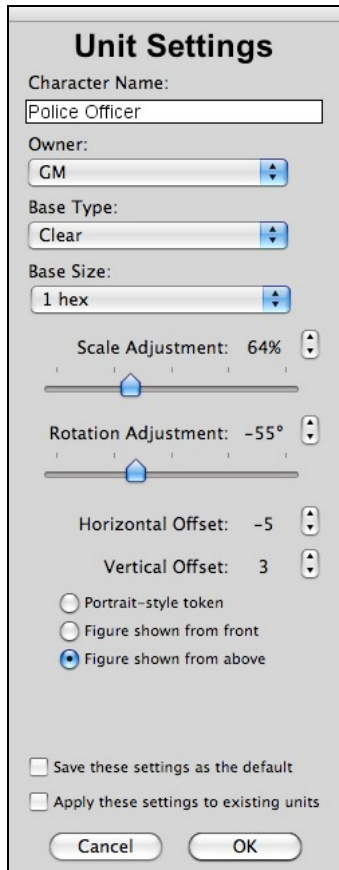
Select a color from this submenu in order to have your chat text appear in the chosen color in the Chat window when you are speaking as this figure. Having different characters chat in different colors can improve the readability of the Chat window when you are trying to follow a conversation.

The default chat color for figures is black.



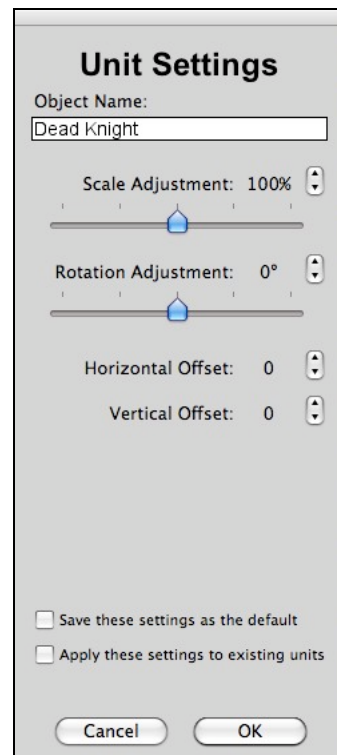
### **Edit Figure or Object**

Selecting this command opens the Unit Settings panel. The panel's appearance will vary depending on whether you are editing a figure or an object, but in both cases it is very similar to the layout of the Unit Settings panel when you are first deploying a unit.



The 'Unit Settings' panel for figures is a vertical window with a title bar. It contains the following fields and controls from top to bottom: 'Character Name' with a text box containing 'Police Officer'; 'Owner' with a dropdown menu showing 'GM'; 'Base Type' with a dropdown menu showing 'Clear'; 'Base Size' with a dropdown menu showing '1 hex'; 'Scale Adjustment' with a slider set to 64%; 'Rotation Adjustment' with a slider set to -55°; 'Horizontal Offset' with a spinner set to -5; 'Vertical Offset' with a spinner set to 3; three radio buttons for 'Portrait-style token', 'Figure shown from front', and 'Figure shown from above' (the last is selected); two checkboxes for 'Save these settings as the default' and 'Apply these settings to existing units'; and 'Cancel' and 'OK' buttons at the bottom.

*The Unit Settings panel for figures*



The 'Unit Settings' panel for objects is a vertical window with a title bar. It contains the following fields and controls from top to bottom: 'Object Name' with a text box containing 'Dead Knight'; 'Scale Adjustment' with a slider set to 100%; 'Rotation Adjustment' with a slider set to 0°; 'Horizontal Offset' with a spinner set to 0; 'Vertical Offset' with a spinner set to 0; two checkboxes for 'Save these settings as the default' and 'Apply these settings to existing units'; and 'Cancel' and 'OK' buttons at the bottom.

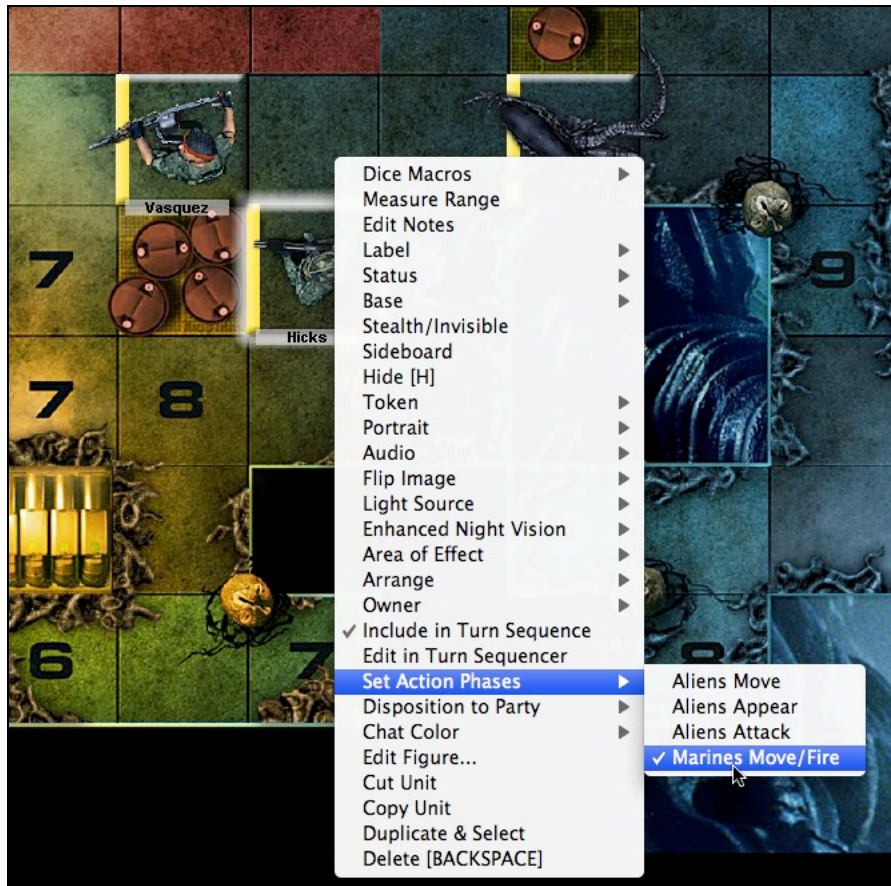
*The Unit Settings panel for objects*

### **Delete (available to GM only, for both figures and objects)**

Selecting this command deletes the unit from the map. This is an alternate method of deleting a unit (particularly useful for Tablet PC users). The more common method is to simply press the Backspace key (Windows) or the Delete key (Mac).

### ***Set Action Phases (available for both figures and objects)***

This command only appears on a unit's contextual popup menu if the GM has configured the Turn Sequencer to use Turn Phases, and furthermore that Action Phases (the turn phases during which a given unit gets to act) are to be managed manually (i.e., the GM has elected not to use a Phase Chart for automating the assignment of Action Phases).



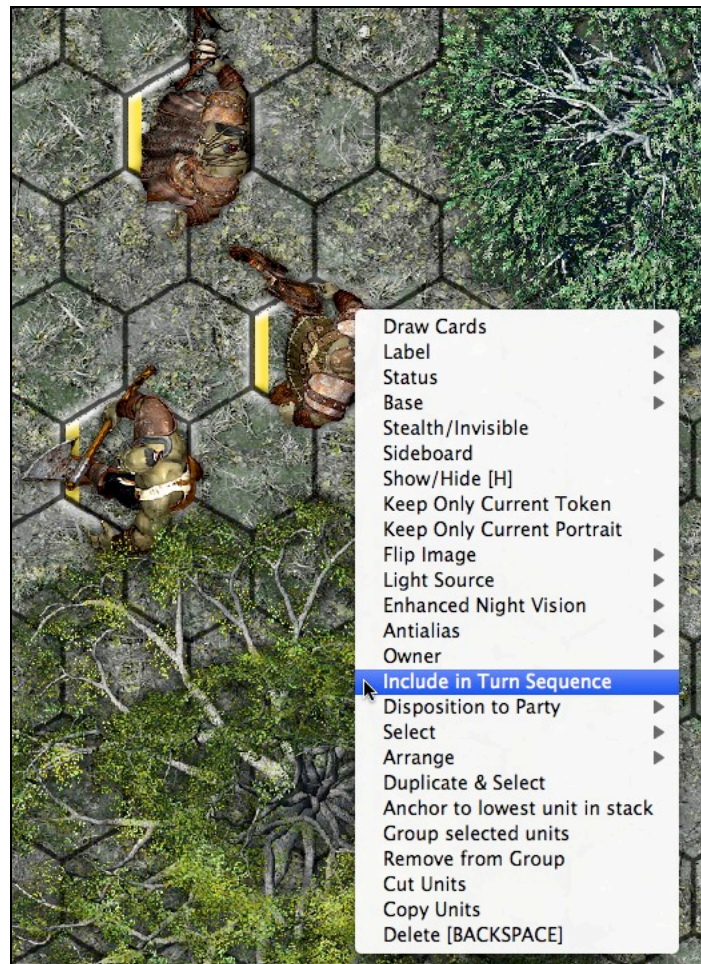
The "Set Action Phases" submenu will list all the Action Phases, as specified by the GM in the Turn Sequencer Setup Wizard. If the Action Phases were not explicitly named, they will be numbered, instead.

The GM or the player owning the unit should select from the submenu each phase that the unit should act on. Thereafter, that phase will appear in this submenu with a checkmark preceding it. In the Turn Sequencer, the unit will only be listed on the phases it gets to act on.



## Contextual Popup Menu for Multi-unit Selections

You can issue commands to multiple units at once by selecting them and then right-clicking on any of the selected units.



### ***Duplicate & Select***

This command duplicates the currently-selected unit/s and then selects them so that they can be easily moved elsewhere on the map without affecting the originally-selected unit/s. Although this command is somewhat similar to the standard copy & paste functionality, there will be times when you wish to preserve the relative positions of the duplicated units.

The [CONTROL-D] hotkey (on Windows) or the [COMMAND-D] hotkey (on Mac OS X) can also be used to invoke this command.

### ***Toggle Antialias***

This command is available only for the GM. Selecting this command will toggle the setting for antialiasing on any selected objects. The command has no effect on any figures that happen to also be selected.

### **Select**

The "Select" submenu lets you chose a particular unit from among all the units selected. This command is useful for pulling a particular unit out of a stack (e.g., a certain card from a discard pile, or the bottom-most card in a deck of cards). Units are listed in the "Select" submenu according to their stacking order (the highest unit is listed first, and the lowest unit is listed last).

When you are finished using the "Select" command, you will no longer have multiple units selected; you will have only a single unit selected. The very next thing you will usually want to do after using the "Select" command is to press a movement hotkey to separate the selected unit from a stack of (probably similar) units, or perhaps utilize the "Move to Top" hotkey.

### **Arrange**

The "Arrange" submenu contains the commands "Stack", "Stack & Shuffle", "Stagger", and two submenus, "Move to Top" and "Move to Bottom". These commands are explained below.

### **Stack & Shuffle**

This command is only available for multi-unit selections. Selecting this command will co-locate the selected units and shuffle their stacking order (aka z-order). A card-shuffling sound effect is played when you use the "Stack & Shuffle" command.

The primary purpose of this command is to allow card decks to be used in the map window. It is also useful for boardgames or wargames which use a "chit-pull" mechanic (e.g. "pull a random counter from a cup"), in which case the top-most unit after shuffling is to be considered the random unit pulled.

Shuffling a stack automatically discards any cards in the stack that were being held by a player and "flips them over" (if needed) so that the back of the card is showing. It will also reset any card's rotation to 0 degrees. This makes it easy to shuffle a discard pile back into a deck without first having to manually straighten out any rotated cards and/or flip them over to be face-down.

The "Stack & Shuffle" command uses the lowest unit in the stacking order as the location where the selected units will be stacked. The same is true for the "Stack" and "Stagger" commands (see below).

The "Stack & Shuffle" command can be invoked by a hotkey, [SHIFT-S].

### **Stack**

This command is similar to the "Stack & Shuffle" command, except that the stacking order (z-order) of the selected units is not changed; the selected units will simply be co-located. The "Stack" command is only available for multi-unit selections.

The "Stack" command uses the lowest unit in the stacking order as the location where the selected units will be stacked.

The [RETURN] hotkey can be used to invoke the "Stack" command on a multi-unit selection that is not already stacked. The same hotkey will invoke the "Stagger" command on the selected units if they are not already stacked (i.e., co-located). In effect, this hotkey functions as a "Stack/Stagger" toggle. The hotkey has no effect if multiple units are not selected.

### ***Stagger***

This command, which is only available for multi-unit selections, will spread the selected units out by a user-specified distance.

The "Stagger" command uses the lowest unit in the stacking order as the location where the selected units will be placed (i.e., the lowest unit will determine the origin point of the staggered units).

The [RETURN] hotkey can be used to invoke the "Stagger" command on a multi-unit selection that is already stacked. The same hotkey will invoke the "Stack" command on the selected units if they are not already stacked (i.e., co-located). In effect, this hotkey functions as a "Stack/Stagger" toggle. The hotkey has no effect if multiple units are not selected.

This command should be useful for finding a particular unit in a stack (for example, in a stack of counters in a wargame).

### ***Adjusting the Stagger Offset***

The default offset for the Stagger command is 5 pixels to the right and 5 pixels down (of the lowest selected unit), but you can change the stagger offset to any amount you want.

Press [CAPS LOCK - Right Arrow] to increase the horizontal stagger offset, and press [CAPS LOCK - Left Arrow] to decrease the horizontal stagger offset (if you go into the negative range, the stagger command will shift stacked units to the left instead of to the right).

Press [CAPS LOCK - Down Arrow] to increase the vertical stagger offset, and press [CAPS LOCK - Up Arrow] to decrease the vertical stagger offset (if you go into the negative range, the stagger command will shift stacked units up instead of down).

Whichever hotkey combo you press, in addition to changing the vertical or horizontal offset, the Stagger command will automatically be invoked, so that you can visually see the result of your new offset amount.

Hold down the [SHIFT] key while invoking one of the above-mentioned hotkeys to change the offset amount by 10 pixels, instead of 1 pixel.

The GM can also specify a specific stagger offset by issuing a command in the Chat window (see "Issuing Commands from the Chat Window").

### ***Move to Top***

This submenu allows you to choose a particular unit from among the units selected. Doing so moves the chosen unit to the top of the stacking order.

### ***Move to Bottom***

This submenu allows you to choose a particular unit from among the units selected. Doing so moves the chosen unit to the bottom of the stacking order.

### ***Draw Card***

The "Draw Card" command is also available for multi-unit selections, but it works slightly differently than it does for single-unit selections, since it is intended for multiple card draws. The "Draw Card" submenu allows you to choose how many cards to draw (from 2 to 10). Selecting this command will draw the topmost  $x$  cards from a selected card deck.

### ***Discard Card***

This command allows you to "Discard" all the selected units at once.

### ***Anchor***

Select this command to bind all the selected units to the selected unit that is lowest in the stacking order. For example, if you select a group of characters and the boat that they are traveling in, the characters will be anchored to the boat (assuming the boat is the lowest unit selected).

Moving or rotating a unit that has other units anchored to it will also move the anchored units, and keep them in the same relative positions; anchored units can still be moved or rotated independently of the anchoring unit (in the above example, the characters could move around on the boat).

To break this link, right-click on the anchor unit and select the "Clear anchored units" command from the contextual popup menu.

Development note: this feature is still a work in progress, and as of v1.7 is not currently working as intended in all situations.

### ***Group***

Select this command to bind all the selected units to each other. Moving or rotating any unit that has been grouped with other units will also move or rotate the other units in the group, and keep them in the same relative positions.

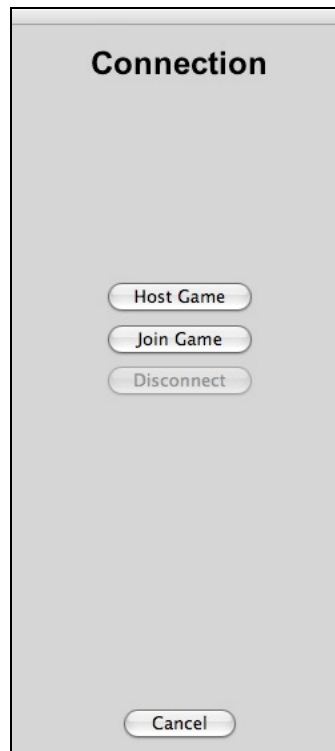
This feature should be particularly useful when moving or pivoting formations of soldiers.

To ungroup one or more units, select a grouped unit/s and choose the "Remove from Group" command from the contextual popup menu.

Development note: this feature is still a work in progress, and as of v1.7 is not currently working as intended in all situations.

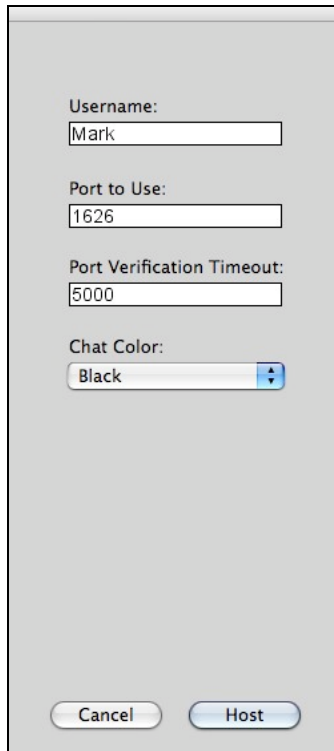
### Connection Panel

Press the [C] hotkey to open the Connection panel, or click on the "Connection" button on the Commands panel. If the Commands panel is hidden or disabled, you can access the "Connection" panel from the BG button's popup menu, instead.



If you are the GM and wish to host a game session, click on the "Host Game" button. If you are a player and wish to join a game session, click on the "Join Game" button. The "Disconnect" button will be dimmed (disabled) unless you are hosting a game session or have joined a game session.



A vertical dialog box with a light gray background. It contains four input fields: 'Username:' with the text 'Mark', 'Port to Use:' with the text '1626', 'Port Verification Timeout:' with the text '5000', and 'Chat Color:' with a dropdown menu showing 'Black'. At the bottom are two buttons: 'Cancel' and 'Host'.

***If you are the GM/Host:***

Type in your username. For port number, use 1626, unless your firewall, router, and/or ISP requires you to use a different port to connect. Select your chat text color from the list of 10 colors listed in the "Chat Color" pulldown menu.

Once a host attempt succeeds, the Connection panel automatically closes and the Chat window opens. The BG button will appear to be glowing or lit from within, to visually indicate your hosting status.

If your attempt to host a game session fails, see the "Troubleshooting" section, below.

A message in the Chat window will tell the GM his internal IP address, (which, if not behind a router, is also the external IP address). If the GM is behind a router, he/she can press the "IP" button on the Chat window and his external IP address will be shown in the chat output pane a few moments later.

The GMs must inform the players that will be joining the game session (via the Battlegrounds Lobby, e-mail, a third-party chat client, by voice chat, or by telephone) of his/her IP address, which they will need in order to join the game.

***If you are a Player:***

Type in your username and the IP address of the game's host. Select your chat text color from the list of 10 colors listed in the "Chat Color" pulldown menu.

When you successfully connect to a game session, the Connection panel automatically closes and the Chat window opens. The BG button will appear to be glowing or lit from within, to visually indicate your connected status.

If your attempt to join a game session fails, see the "Troubleshooting" section, below.

Every player must have a unique username. If a player logs in with a username that is already in use by another player, he or she will be automatically booted from the game, or may not be able to join the game session at all.

A player will also be automatically booted if they log in using a different version of BRPG than the host is using. Version parity is required for multiplayer games.

If you are already logged into a game and wish to disconnect, open the Connection panel and press the "Disconnect" button to log off. Logging off will automatically close the chat window, if it is open (exception: if you are the GM, the Chat window will not close, so that you have a chance to save the Chat log).

If you have lost your connection to the GM, disconnecting normally will not work, and you will need to force a disconnect by holding down the [SHIFT] key while clicking on the "Disconnect" button.

If the GM logs off before the players, the players will be notified that the GM has logged off (exception: the players won't be notified if the GM force-quits BRPG, or if he has crashed out of the program).

Whenever you successfully host or join a game session, your login settings are saved to your hard drive. The next time you want to join or host a game, those settings will be pre-filled in for you.

### **Automatic Media Syncing with Connected Clients**

The GM Client automatically sends media to connected clients when it detects that the connected client does not already have the media locally. This media syncing includes maps, Fog of War Overlays, unit tokens, audio clips, portrait art, and visual aids.

A placeholder map will be displayed on connected clients' screens until the map is received. Unit tokens and portraits will be displayed with a placeholder graphic until the necessary artwork is received.



*This player has not yet received the token artwork for this figure, so a placeholder graphic is displayed*

Media over 2 MBs (in uncompressed size) will fail to transfer, due to a limitation in BRPG's networking protocol. To overcome this limitation, maps are transmitted in small sections (a row at a time) and are then reassembled into a large image on the connected client's computer. When sending/receiving a map, a progress bar shows how much of the transfer remains. Token art, portrait art, visual aids, and audio clips are sent without a progress bar.

Non-map media that is over 2 MB in size (e.g., background music, large visual aids, etc.) should be sent to the players using an external media bundle (see "Media Asset Bundles", below).

## Media Asset Bundles

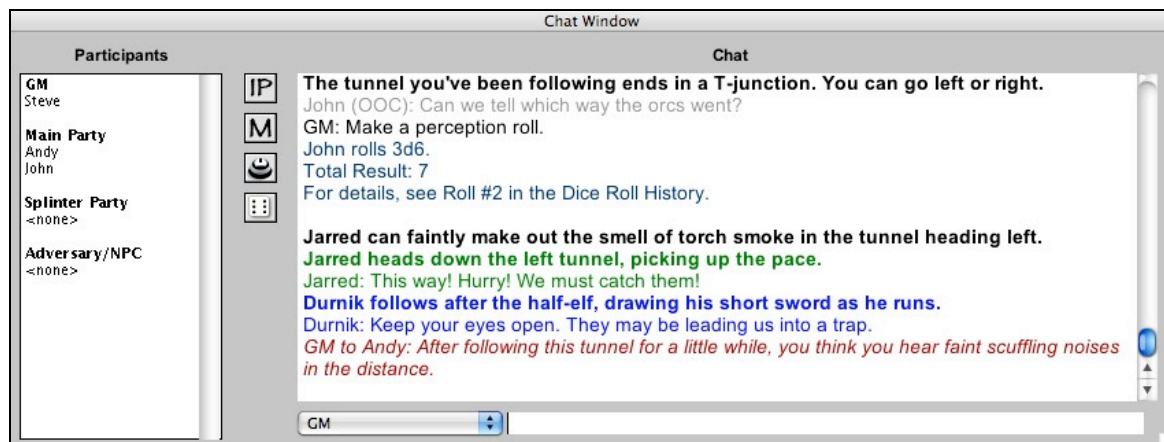
BRPG supports external media bundles, which make it possible for the GM to send media assets to his/her players long before they are needed in the game. Such assets will not be revealed to the players until the GM calls for them, at which point they will be presented immediately.

Media asset bundles (sometimes called external media bundles) are a convenient means for the GM to distribute all the media necessary for an Encounter prior to the game session itself. Media bundles offer a great alternative to having to rely on peer-to-peer media transfers, which can sometimes be slow, depending on the GM's upload bandwidth, and which can be further hampered if you are using voice chat software in conjunction with BRPG.

For instructions on creating a media asset bundle, see the "Export Encounter Assets" command, below.

## The Chat Window

Press [TAB], or press the "Chat Window" button in the Commands panel, to open or close the Chat window. The Chat window is only available if you are hosting a game session or if you have joined a game session.



You can resize the Chat window and position it anywhere you want (even on a second display, if you have one). The Chat window remembers its size and location between game sessions.

The Chat window is comprised of the following elements: a Participants List, three grey buttons (four, if you are the GM), a chat input field, a chat output pane, and a "Chat As..." popup menu.

The Participants List is explained in its own section (see "The Participants List", below). It is used to send private messages to groups or individuals.



To the right of the Participants List are three grey buttons (four, if you are the GM). If you position the mouse cursor over any of the buttons, a ToolTip will appear to tell you what the button does.

The "Chat As..." pulldown menu is used to select what voice you would like to speak in. You can speak out-of-character (OOC), or using a Narrator voice (see below), or as any PC that you control. For the GM, this menu will be populated with the names of all the NPCs he/she controls, as well as any chat aliases the GM has created.

The chat input field is where you type text messages to communicate with other participants. After typing your text, press [RETURN/ENTER] to send the message, using whichever voice is selected in the "Chat As..." menu.

You can use the standard Cut, Copy, Paste and Select All commands in the chat input field. These work via the standard keyboard shortcuts for the platform. The chat input field also accepts multi-line text snippets that are pasted into it, or inserted via a chat macro.

The tilde key (right below the ESC key) is reserved for use with VOIP programs like Ventrilo that have a push-to-talk feature. You can use the tilde key for this purpose, even with the chat window open, and the tilde won't get typed into the chat input field.

The chat output pane is where everyone's sent messages appear. Each entry is specially formatted and color-coded to make it easy to pick out the information you're looking for.

Many messages that appear in the chat output pane will also appear briefly in the top-left corner of the map window (where the Zoom Level Indicator is). This should be useful for users who keep the Chat window closed (e.g., in face-to-face games, or during solo games).

Dialogue is presented with the speaker's name preceding it, and in the chat color chosen by the user when he/she logged into the game session, or in the chat color chosen for the figure that the player is speaking as.

The Narrator voice allows the GM and the players to type narrative text entries, which aren't prefaced by a character's name. For the GM, Narrator voice is used to describe what is happening in the game. For players, Narrator voice allows for character actions and emotes (as opposed to character dialogue). Narrative text always appears in bold text, to set it apart from dialogue. For the GM, narrative text is always in black. For the players, it is in their chosen chat color.

“Out-of-Character” dialogue is always shown in grey, regardless of the user’s chosen chat text color (exception: private chat messages are always shown in red).

Private messages always appear in italics.

The GM can create chat aliases in order to speak in a particular voice when there is no token present on the map to represent that personality. This is covered under “Issuing Commands from the Chat Window”, below.

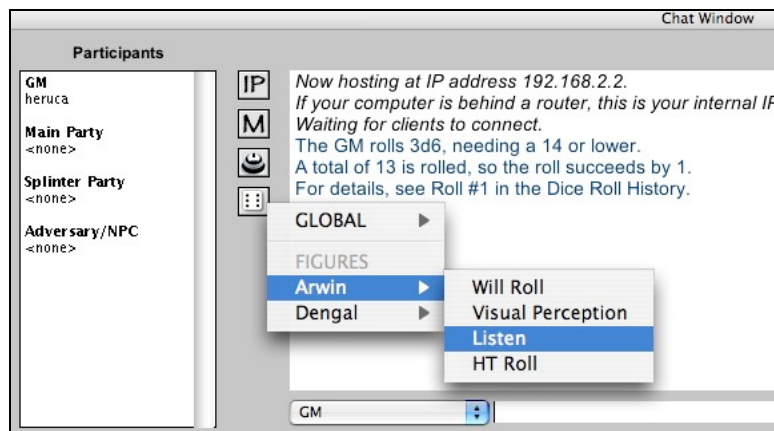
System-generated chat messages will appear in the chat output pane when certain actions occur, such as a player changing his character’s vision, a card being drawn, the dice being rolled, the Turn Sequence being stepped, etc.

If you are the GM, an “IP” button will appear in the Chat window. Press this button to have BRPG report your external IP address in the chat output pane. Your external IP address is what the players will need in order to join the GM’s game session, if they are logging in from outside the GM’s local network and the GM’s computer is behind a router.

The button labeled with a “...” is for Text Macros. The use of this button is explained in its own section (see “Text Macros”, below).

The “Bell” button is for calling someone’s attention, particularly useful if it is that person’s turn and they are not responding, and you suspect they may have “gone AFK” (short for “away from keyboard”). The Bell can be used to ping everyone at once, or you can use the Participants List to select a group or individual to ping. Whoever is the target of a bell ping will hear a bell chime sound effect (and even if their audio has been muted, they will see a message in the Chat window).

The “Roll Dice” button in the Chat window allows you to either load a dice macro or to auto-roll it (by holding down the [SHIFT] key while clicking the button). The first time the “Roll Dice” button on the Chat window is pressed in a game session, it will simply open the Dice Roller window. After that, clicking on the “Roll Dice” button in the Chat window will show a popup menu allowing you to load or auto-roll any of your dice macros.

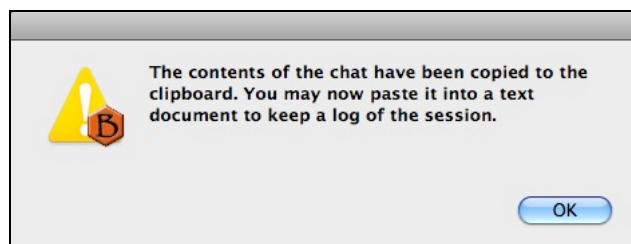


*The Roll Dice button gives you quick and easy access to all of your dice macros.*

The scrollwheel can be used to scroll the contents of the chat output pane up or down when the mouse cursor is over that pane (if the mouse cursor is not positioned over the chat output pane, the scrollwheel will instead perform its standard action of zooming the map in or out, or of rotating a unit/s, depending on whether one or more units are selected).

The GM can [SHIFT]-click on the chat output pane to make it editable. [SHIFT]-clicking it again takes you out of edit mode. Note that all editing done in this manner is not transmitted to other connected users.

Double-clicking on the chat output pane will copy the contents of the chat output pane into the clipboard (i.e., into RAM), so that you can paste the content into a word processing app like NotePad, TextEdit, or MS Word, in order to keep a Chat Log of the game session.



## **Issuing Commands from the Chat Window**

Commands can be issued from the Chat window to set the zoom level, to load a server-based map, to remotely launch a web page on the players' screens, to create a chat alias, to resize units, or to rename units. The specific commands and how they work are discussed below.

### ***Set the Zoom Level***

Anyone can set the zoom level from the chat window by typing in a specially-formatted command. For example, typing "zoom=43.7" (sans quotes) into the chat input field and hitting [RETURN/ENTER] will set the zoom level to 43.7%. This allows for a greater degree of control than other methods of setting the

zoom level. The valid range for the command is any numerical value between 20 and 200 (floating point numbers are allowed).

Note that this command only sets the zoom level on the local client, not on remote clients.

### ***Load a Server-Based Map***

The GM can load a server-based map by typing in a specially-formatted command. Typing "map=*theURLtoTheMap*" (sans quotes) into the chat input field and hitting [RETURN/ENTER] will cause every connected client, including the GM, to load the specified map from a server.

The URL you provide could be to your own maps that you've uploaded to your personal webspace, or it might be a map you saw elsewhere on the internet.

### ***Launch a Web Page***

The GM can launch a web page on connected players' screens by typing in a specially-formatted command in the chat window and pressing [RETURN/ENTER]. The format for this command is "url=" (sans quotes) followed by the complete URL. The web page will load using the default web browser on each computer.

A sample "Web Links" file in the "Text Macros" folder is provided to help illustrate the feature's usefulness. Feel free to replace the file's content with your own favorite websites.

### ***Create Chat Aliases***

The GM may create chat aliases in order to speak as someone/something that is not already represented on the map by a figure or object. Chat aliases last for the entire game session, but they can also be individually deleted during a session when they are no longer needed.

To create a Chat Alias, the GM types a specially-formatted command into the chat window. The format for this command is "ChatAs=" and the name of the alias you wish to create. For example, by typing in "ChatAs=Ghostly Voice" and pressing [RETURN/ENTER], "Ghostly Voice" will be instantly added to the options listed in the "Chat As..." pulldown menu on the GM's Chat window. Also, "Ghostly Voice" will be automatically set as the currently-selected option in the "Chat As..." menu.

The GM can also assign a specific chat color to a chat alias by specifying the color in brackets when using the "ChatAs=" command in the chat window (e.g., "ChatAs=Filthy Leper[Brown]"). Chat aliases that don't have a chat color specified for them will default to speaking in black text.

Chat aliases created this way last for the remainder of the game session. If you wish to remove a chat alias during the session to avoid cluttering up the "Chat



As..." menu, simply issue the command again and the existing chat alias is deleted.

### ***Rename Units***

GMs can rename the selected unit or units by issuing a command in the Chat window. For example, typing "rename=Fate Card" (sans quotes) in the Chat window and then hitting [RETURN/ENTER] will edit all of the selected units so that they are called "Fate Card".

### ***Resize Units***

The GM can resize the currently-displayed token on the selected unit or units by issuing a command in the Chat window. For example, typing "resize=35" (sans quotes) in the Chat window and the hitting [RETURN/ENTER] will edit all of the selected units so that they currently-displayed token is scaled to 35%.

The GM can also resize *all* the tokens at once on a selected multi-token unit or units by issuing a command in the Chat window. For example, typing "resizeall=35" (sans quotes) in the Chat window and then hitting [RETURN/ENTER] will edit all of the tokens on all of the selected units so that they are scaled to 35%.

### ***Define the Stagger Offset***

The GM can also specify a specific stagger offset by issuing a command in the Chat window. For example, typing "stagger=61,0" (sans quotes) in the chat window and the hitting [RETURN/ENTER] will set the horizontal stagger amount to 61 pixels (1 cell) and the vertical stagger amount to 0 (none).

### ***The Participants List***

The Participants List, located on the left side of the Chat window, lists all the participants in the game session, and it also shows which of the four groups each participant belongs to. The four possible groups are "GM", "Main Party", "Splinter Party", and "Adversary".

The "GM" group can only ever contain one person, and it must be the host of the game session. It is not possible to leave or to join this group.

Players can switch groups (to any group other than the "GM" group) by right-clicking ([CONTROL]-clicking, on a Mac) on the name of the group they wish to join. When players join a new group, they automatically leave the group they were in before.

It is a fairly common occurrence in many RPGs that some party members occasionally break off from the Main Party and go off on their own. When this happens in BRPG, those players should join the "Splinter Party" group, by right-clicking on the "Splinter Party" heading in the Participants List. This will allow the GM to communicate privately with each group by selecting that group in the Participants List, and to exclude those players from things that are happening to players in the "Main Party" group. When the two groups are rejoined, the players in the Splinter Party can rejoin the Main Party by right-clicking the "Main Party" heading in the Participants List.

BRPG also supports having one or more Adversary Players. These players act as assistants to the GM, generally by controlling hostile NPCs. To become an Adversary Player, a player simply needs to join the Adversary group by right-clicking the "Adversary" heading in the Participants List. Adversary Players will not benefit from a PC having innate vision or low light vision if "Shared Party View" is enabled.

In addition to managing groups, the Participants List is also used to send private text messages. To send a private message to a particular person, simply click on the person's name in the Participants List. The name will be highlighted in red, to indicate that they are the target of a private message. Type your message in the Chat Input field and press [RETURN/ENTER] to send the message. Only the intended recipient will receive the text message. You can also send messages to an entire group at once, by selecting a group name as the chat target. Anyone not in the selected group will not receive the chat message. Private messages always appear in red in the Chat Output pane, regardless of whether the message was sent to a group or to an individual.

After sending a private message, the red highlight in the Participants List automatically disappears, and your next message will not be private. If you intend to send more than one private message in a row to the same individual or group, you can lock the chat target by holding down the [SHIFT] key when selecting your chat target. To unlock the chat target and revert to public messaging, click on a blank line in the Participants List.

## The Text Macro Panel

Text macros are snippets of commonly-repeated character dialogue, or GM's "read-aloud" text (aka "boxed text"). Press the "M" button on the Chat window to pull up a menu listing all your available Text Macro files. Choosing a Text Macro file opens the Text Macro panel and loads the text macros contained in the file.

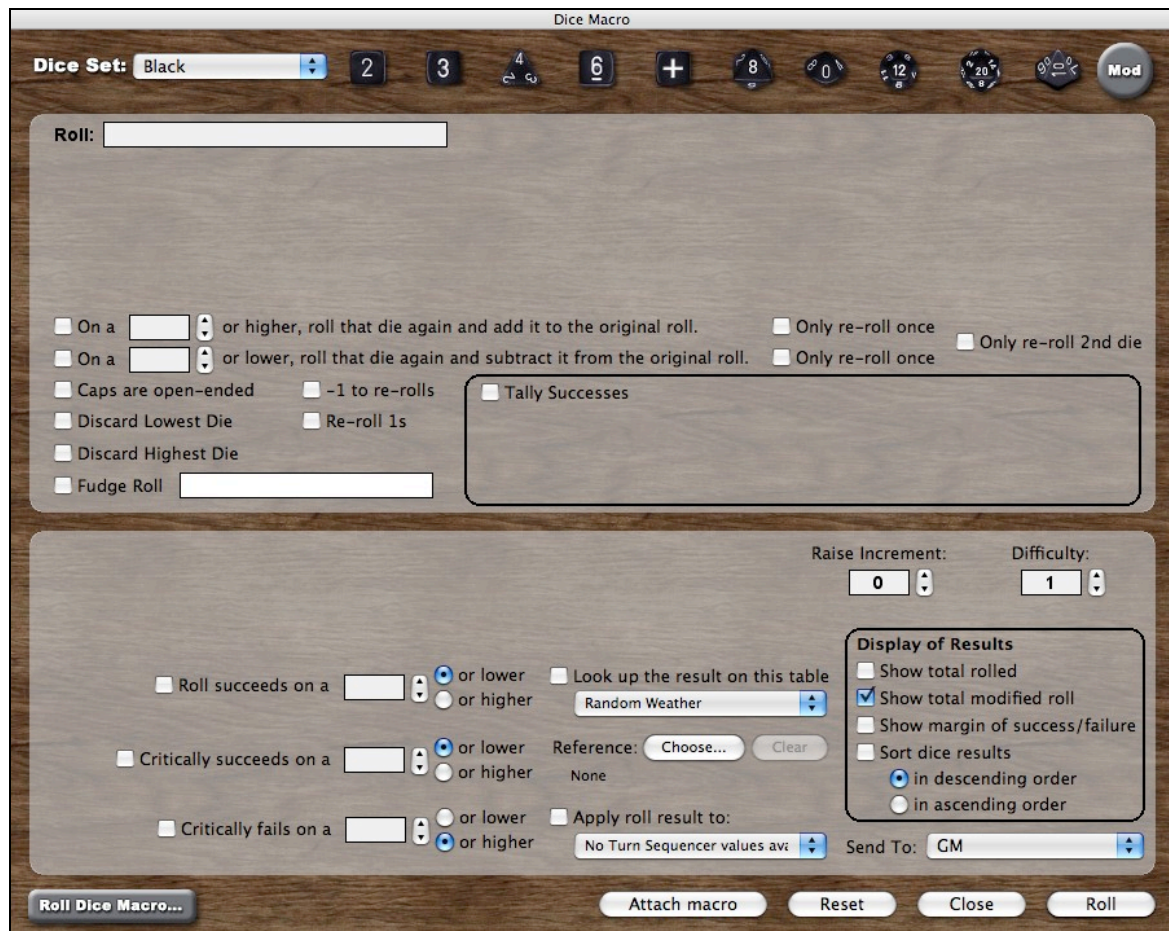
Text Macros	
Overview of Kenby (Part 1)	Kenby is an old village that was long held by the Percy family. The line of this family ended in the year 8150 F.R., when the old King slew the last Lord of the family for treason. The village passed into the hands of the crown, and thus into the hands of Lord Mayor Naglor of Dragonspur, who gave it as a fief to Lord Bartarius. The village produces an income for its Lord of about 150 silver pieces per year if managed properly.
Overview of Kenby (Part 2)	As far as settlements go, Kenby is fairly representative of typical villages in Kelerak. It is so small that it only has one Tavern (The Copper Cup), and no Inn or General Store. Any visitors must stay with one of the residents. The inhabitants live a simple life, farming, fishing, hunting, and working. Most have never been to the great metropolis of Dragonspur, a mere 16 miles away, and most never want to go. Instead, they look forward to feastdays and Southday worship in the village's small chapel of Heshtail [a lawfuf good god]. The Abbot of the temple, Gilden Ack-Gilbert, is always a good conversationalist. Although life is difficult and they are not lucky enough to be blessed with a priest of Bestra to make life easier, the simple fact they are earning a living makes them rejoice in what they have. They may complain about paying their taxes, and they may be subject to the occasional orc raid or wandering monster, but all in all, they know they have it better than many folk these days.
The Copper Cup Tavern (3PM to midnight)	This tavern is a shabby looking establishment. Stray dogs are slinking around the front doors and the smell of greasy meat and stale ale wafts from the wooden and brick building. A sign, hanging from one hinge, depicts a copper cup. Upon entering, you realize the place is quite popular. There are barely any empty tables (mostly filled with farmers) and the homely barmaid saunters up to you and gives you a wide, snaggle-toothed smile. "Welcome to the Copper Cup, strangers. I'm Matilda. What'll ye 'ave?"
Merchant's House/PC's Residence	The house of your host, Peter Ack-Telthor, is a comfortable place. This large farmhouse is two stories. Peter is the local trader, and gets in a new shipment of goods about every week. He lets you stay for free at his place and only asks that you help him out with odd chores. He is a nice fellow, but the quintessential businessman.
Sheriff's Post	As you walk down the short dusty lane towards the Sheriff's post, you marvel at the size of the manor house to your left. Upon entering the small wooden building to your right, your eyes adjust to the dim light, and you see a man with an average build sitting on a bench behind a small wooden table. On pegs on the wall hang a well-kept chainmail shirt and a

Double-clicking a text entry (a row) in this window will paste the text from the right-hand column into the Chat Input field (where it may be tweaked or edited prior to actually sending the message with the [RETURN/ENTER] key). Chat Macros should be prepared prior to a game session and saved in a plain text file using a tab-delimited format.

If you have some Text Macro files that you don't wish to use in the current game session but don't want to throw them away, place them in the "Disabled Text Macros" folder, which is located in BRPG's "Text Macros" folder. To re-enable those Text Macros, simply move the files back into the "Text Macros" folder.

## Dice Roller

Open the Dice Roller panel by pressing the [R] hotkey, or by clicking the “Roll Dice” button in the Commands panel. This window (shown below) is called the Dice Macro Configuration panel.



This panel can be opened independently of other panels, but it is not resizable. Within a given BRPG session, the Dice Macro Configuration panel remembers where on your screen it was last placed, so that it always opens there instead of centered on the main screen.

The Dice Macro Configuration panel supports many common dice mechanics, making it suitable for use with practically any RPG system. It might seem a little intimidating at first, because there are so many controls and options to choose from, but you will (hopefully) quickly come to appreciate the power and control that BRPG's Dice Roller offers, and the fact that you can do everything without having to do any scripting or learn any sort of die-rolling syntax. It helps to keep in mind that the options in the top half of the panel determine how each individual die in the dice roll is processed, and the bottom half of the panel determines how the overall dice roll is processed.



The Dice Roller can be used for one-off die rolls, or it can be used to create Dice Macros (pre-configured dice roll settings that you will use often). This section deals with the general operation of the Dice Roller, but also see "Creating and Using Dice Macros", below.

There are a total of 11 dice colors available, including red, green, brown, yellow, orange, turquoise, purple, magenta, grey, black, and white. Fudge dice are available in 4 colors: red, blue, white, and black. A dX (x-sided die) is available only in the blue dice set. Use the "Dice Set" menu to select the die color you wish to use for your dice roll.

Clicking on a die icon at the top of the screen will pull up a menu from which you can choose how many dice to roll. You can have up to two die types or die colors in a single roll. Up to 30 dice may be rolled at once (exception: only 9 percentile rolls at once). The die types included in BRPG are d2, d3, d4, d6, dF (Fudge dice), d8, d10, d12, d20, d100 (percentile), and dX (x-sided die). Note that not all the dice are available in all colors. For example, the blue dice set is the only one with a dX, and the Fudge dice are only available in blue, black, red, and white.

The GM has the option to "fudge" die rolls by fixing each die's result before the dice are rolled. To the players, a fudged die roll looks identical to a normal roll. The GM simply types in the die roll results that he/she wants in the "Fudge Roll" field. The numbers typed in must be separated by a comma. It is possible to fudge only some of the dice in a multi-die roll.

By checking the "Tally Successes" checkbox, each die in a dice roll can be evaluated for success or failure, according to conditions you specify.

Clicking on the "Mod" (short for Modifier) button in the top right corner of the panel will add a modifier to the overall dice roll. You can then specify whether it should add to, subtract from, multiply, or divide the result of the dice roll, and by how much. Up to two modifiers can be applied to a dice roll.

The "Apply Roll Result To:" checkbox and pulldown menu near the bottom of the Dice Macro Configuration screen can be used to apply a dice roll result to any custom value listed in the Turn Sequencer. The most common use of this feature will be to roll for initiative at the start of every turn, but the feature could also be used for other things, such as randomly determining a creature's Hit Points.

Clicking on the "Reset" button at the bottom of the panel will clear any settings you have entered, in case you wish to start over in configuring your dice roll.

In multiplayer games, you can use the "Send To" popup menu to select who should receive the die roll. You can choose to send it to everyone, to just the GM, to a single player, or to a group of players. If you are the GM and wish to make a die roll without your players seeing it, just send the die roll to yourself.

When more than one die type or color has been assigned to a dice roll, BRPG can track separate totals for the primary dice and the secondary dice. Just to the left of the secondary die graphic is a grey button that you can click to specify whether the secondary dice should be added to, subtracted from, or used to multiply or divide the results of the primary die/dice. Each time you click on the button, the arithmetic function changes. After the "Divide" button, there is a blank button. This will allow you to keep the secondary dice results separate from the primary dice results, and will cause the totals for each die type to be tracked separately.

*You can use up to two different die types and/or die colors in a single roll.*

Set your die rolling options as desired, then click on the "Roll" button. The Dice Macro configuration screen will be replaced by the Dice Roll Results screen.



The "Dice Roll Results" window shows the results of every roll. This window is dynamically sized according to how many dice were rolled, to keep the window from being overly-large if only a few dice were rolled.

Any re-rolls (e.g., additional dice rolls that were "spawned" by an open-ended roll) will be reported in yellow text below the die that spawned the re-roll. Consecutive re-rolls (when a re-roll spawns another re-roll) are separated by a minus sign or a plus sign, as appropriate (exception: re-roll results are separated by a comma instead of a "+/-" sign if the dice are not being totaled).

A summary of the dice roll appears near the bottom of the "Dice Roll Results" window, in white text. The contents of the dice roll summary are determined by the settings and options that were selected in the Dice Roll Configuration panel. Dice roll summaries automatically appear in a smaller font size (and with smaller line spacing) if the dice roll summary is over a certain length. This allows for longer table results when using Reference Tables (see "Reference Tables", below).

You can click on any of the rolled die graphics to remove that die from the result and have the dice re-totaled/re-evaluated. Note that removing dice from a roll is a local event only; it is not transmitted to other connected users.



In multiplayer games, the results of the dice roll are reported in blue text in the chat output pane of the Chat window, which keeps a log of all die rolls for future reference. The name of the dice macro (which is usually also the reason for the roll) is included in this report, for clarity (unless the dice macro is un-named). All die roll reports that appear in the Chat window will also appear briefly in the map window (providing useful notification for users who happen to have their Chat window closed).

If another player or the GM rolls the dice, a Dice Roll Results panel will open on your screen (exception: incoming die rolls will not open the Dice Results window if you are busy creating a dice macro at the time the roll is received, or if you are the GM and are in the middle of using a Drawing Tool or a Fog of War masking/unmasking tool). Be sure to space out your die rolls, to give everyone a chance to see what you rolled before rolling again.

If you are typing in the Chat window when a dice roll is received, the Chat window will retain focus even though the Dice Results panel opens (it opens *behind* the Chat window). This allows you to continue typing uninterrupted.

In Preferences, you can set the Dice Results panel to never open when incoming dice rolls are received. Another Preferences setting determines whether dice rolls are “animated” or not. Yet another Preferences setting determines the length of the die rolling sound, or if no die rolling sound should be played.



*BRPG's Dice Roller can evaluate individual dice (including re-rolls) for success or failure.*





*A dice macro can be configured to look up the results of the roll on a Reference Table.*

If a dice roll has both the "Show total rolled" and "Show total modified roll" options disabled on the Dice Macro Configuration panel, the actual die rolls will be included in the Chat window's dice roll report. Otherwise, the roll total and/or the modified roll total will be included in the dice roll report in the Chat window, but not the actual die rolls (which often aren't important).

## Dice Plug-in System

Dice are handled as plug-ins in BRPG. This allows you to disable any dice that you don't want to appear in the Dice Macro Configuration panel, so that they don't clutter up the interface (for example, if the game you are playing uses only d6s), and/or to add additional dice beyond the ones that are included with BRPG.

To disable a particular die type, just move the die file from BRPG's "Dice Sets" folder into the "Disabled Dice Sets" folder. To re-enable a particular die, move the die file back to its original location. The only dice that you should never disable are the blue dice, because in the event that another player rolls using dice that you have disabled, the dice will be re-mapped to be blue dice on your screen.

The d6s with digits are enabled by default when you first install BRPG, but d6s with pips are included with BRPG if you prefer to use them instead. BRPG comes with four sets of d6s with pips (instead of digits) in white, blue, red, and black. To enable the d6s with pips, first disable the d6s with digits, then move the d6s with pips into the corresponding subfolders.

Additional custom dice (e.g., Bloodbowl block dice and HeroQuest dice) are available for download from the Battlegrounds Games forums.

## Creating and Using Dice Macros

Once you've configured a dice roll that you plan on using again in the future, you can save it by clicking on the "Save Macro" button. A saved roll is called a dice macro, and the name of the dice macro will be whatever text you entered in the "Roll" description field at the top of the Dice Macro Configuration panel.

There are two types of dice macros in BRPG: global dice macros and dice macros that are attached to units. To create a global dice macro, simply open the Dice Roller, configure your dice macro, and save it. To attach a dice macro to a unit, you need to open the Dice Macro Configuration panel by using the "Add Dice Macro" command, which is available from the "Dice Macros" submenu in a unit's contextual popup menu.

Existing global dice macros may be attached to a unit by first selecting the unit/s that you want to attach the dice macro to, then loading the global dice macro you want to attach to the unit/s. Hold down the [SHIFT] key in the Dice Macro Configuration screen and the "Save macro" button's text will change to say "Attach macro". With the [SHIFT] key still pressed, click on the button and the global dice macro will be attached to the selected unit/s.

The "Inspect Macro" button on the Dice Roll Results screen is used to return to the Dice Macro configuration screen and automatically re-load the settings that were used to perform a given dice roll. The "Inspect Macro" button is extremely helpful when creating complex dice macros. We recommend that you perform "test rolls" with your initial dice macro settings, then use the "Inspect Macro" button to reload your last settings, make tweaks and adjustments to your dice macro until you get the settings just right, and only then save the dice macro.

To load a global dice macro, access the "Dice Macros" submenu from the BG button's popup menu, then select the global dice macro you wish to load. To load a dice macro that is attached to a unit, select "Dice Macros" from the unit's contextual popup menu.

You can load any dice macro (including those attached to units) by clicking on the Roll Dice button in the Chat window and selecting the dice macro you want from the menu that pops up.

The "Roll Dice Macro..." button in the bottom left of the map window allows you to either auto-roll a dice macro (which you will choose from a popup menu) or to load it in preparation for last-minute adjustments to the roll (by holding down the [SHIFT] key while clicking the button; the text on the button will change to read "Load Dice Macro...").

If the Dice Macro Configuration panel or the Dice Roll Results panel are already open, you can click on the "Load Dice Macro..." button in the lower left of the panel and a menu will pop up from which you can select any dice macro to load.

Holding down the [SHIFT] key while selecting a dice macro will automatically roll that macro. This is useful for times when you know you don't wish to make any last-minute adjustments to the dice roll. Auto-rolling works whether the roll is initiated from the "Roll Dice Macro" button on the Dice Roller window, or from the "Roll Dice" button on the Chat window, or even when you select a dice macro attached to a unit.

To store global dice macros that you don't want to be available in the current game session, but which you don't want to throw away, place the dice macro file in the "Disabled Dice Macros" folder, which is located in the "Dice Macros" folder. To re-enable those dice macros, just move them back into the "Dice Macros" folder.

### **Reference Tables**

Reference tables can be used in a dice macro to essentially convert a dice roll into a text entry. This is done by looking up the dice roll on a table and outputting the text that corresponds to that dice roll result. This feature can be a huge time-saver when playing RPGs that use a lot of charts & tables, such as Rolemaster or HARP.

Creating a reference table is very simple. You can use a program like Microsoft Word or Excel, or even TextEdit or Notepad, to make a tab-delimited text file. You can use the "Random Weather" reference table included with BRPG as a guide. At the beginning of each line of the text file, specify a number or range of numbers (e.g., "1-3"), then press TAB, then type in the text that corresponds with that dice roll result. Press [RETURN/ENTER] at the end of each line of text *except* after the last line of your table. When you're done inputting your table data, save your text file and place it in "[BRPG Folder]\Dice Macros\Reference Tables". It will be available to select as a reference table the next time you open BRPG's Dice Macro Configuration panel.

You can also make a reference table open-ended on either end of the scale. If you end the range portion of a line with a "-" or a "<" symbol, it will accept open-ended results on the low end of the table's range, and if you end the range portion of a line with a "+" or a ">" symbol, it will accept open-ended results on the high end of the table's range. For example, if I want a result to come up on a roll of 0 or less, I would type "0<" as the number range on the first line of the table. If I want a result to come up on a roll of 10 or higher, I would type "10>" as the number range on the last line of the table.

It's worth noting that a reference table does not need to be distributed to the other players (unless they need to create a dice macro of their own that references that table).

## **Reference**

A visual reference (generally a chart or table, possibly a diagram) can be assigned to a dice macro as a "Reference" (not to be confused with a Reference Table). This makes it easy to consult a chart, table, or other bitmap before or after rolling the dice.

Clicking on the "Choose..." button in the Reference section of the Dice Macro Configuration screen lets you browse all the charts and tables in the Library folder, including those in artpacks. [SHIFT]-clicking on the "Choose..." button in the Reference section of the Dice Macro Configuration screen lets you browse all the images in the Visual Aids folder, including those in artpacks. Clicking on the name of the Reference file chosen opens the referenced item in the Library window (it can be useful for deciding what modifiers to apply to a die roll).

A "Clear" button in the Reference section of the Dice Macro Configuration screen lets you remove the Reference from a dice macro.

If a dice macro is rolled that has a reference item attached to it, the Die Roll Results screen will have a "View Reference" button on it (just above the buttons for navigating the Dice Roll History. Clicking on the "View Reference" button opens the referenced item in the Library window (which appears above the die roller window, and is useful for large charts that need panning). [SHIFT]-clicking on the "View Reference" button opens the referenced item as a Visual Aid, instead (which appears under the Dice Roller window, but is useful for charts that you want to stick around).

## **Browsing the Dice Roll History**

BRPG keeps track of every dice roll in a given game session. You can browse the Dice Roll History by clicking the "Browse Roll History" button in the Commands panel, or by selecting the "Browse Roll History" command, which is available from the "Dice Macro" submenu of the BG button's popup menu.

By default, the Dice Roll History always shows the last roll made. Navigation buttons at the bottom of the "Dice Macro" window can be used to look up a particular roll.



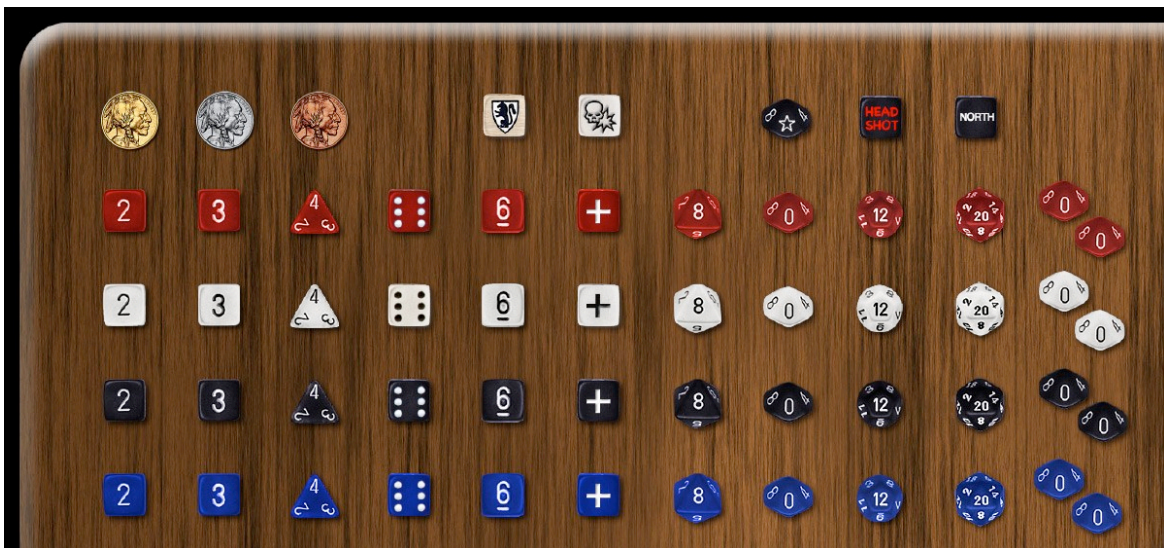
### Alternate Die Rolling Method: "Map Dice"

BRPG also allows you to place dice objects and coin objects directly in the map window, and interact with them there, instead of in the Dice Roller window. For some RPGs, boardgames, wargames, and dice games, this style of dice rolling could provide for significantly faster gameplay, particularly in games that use simple mechanics and don't require a lot of modifiers, in which using dice macros would be overkill.

A secondary purpose of this feature is to make certain RPGs, boardgames, wargames, and dice games playable in BRPG which would be unplayable if the dice were always confined to the Dice Roller window. For example, some RPG systems require "opposed rolls", where an attacker and defender must line up their dice after rolling them, such that certain dice cancel out the opponent's dice. Another example would be games with Yahtzee-like dice rolling mechanics, where you want to keep some dice from your first roll, but re-roll the rest.

Another use for this die-rolling method is any game which requires you to roll more than 2 die types or die colors in a single roll (since BRPG's dice macros only support two die types or die colors). For example, "Don't Rest Your Head" requires rolls with 3 colors of d6s (white for Discipline, grey for Exhaustion, and red for Madness).

Most users will want to make use of this feature using the free [Dice artpack](#), but the feature will work with your own custom images, as well.



*A sample of the dice images/objects from the free Dice artpack*

Here's how it works: If one or more objects with multiple tokens are selected, the [CONTROL-R] hotkey ([COMMAND-R] on a Mac) will "roll" the "die" or "dice"; the program will temporarily remove the dice object/s from the map window, randomly select one of the object's tokens and assign it as the current token, and then place the dice object/s back on the map window. Rolling dice in this manner

will play a sound effect while the dice are being "shaken" (only if *multiple* "dice" are being rolled), and will play a sound of dice landing on the table once the current token has been randomly set and the unit redrawn on the map window.

If an object unit contains only two tokens and the object's name includes the word "coin", BRPG will play a coin-flipping sound instead of a die-rolling sound.

The sound/s for rolling dice on the map window are determined by the Preference setting for dice sounds. Note that this feature works only with objects, not with figures.

## Turn Sequencer

Open the Turn Sequencer window by pressing the [T] hotkey, or by clicking the "Turn Sequencer" button in the Commands panel.

The Turn Sequencer is a highly-configurable, self-sorting, table-based list, which can be opened independently of other panels. It supports both turn-based (e.g., D&D, GURPS) and phase-based (e.g., Champions, Car Wars) sequencing mechanics, as well as systems that use a perpetually-increasing tick/impulse sequencing mechanic (e.g., Exalted, Phoenix Command).

The GM can configure the Turn Sequencer to display the information he needs for the game system being played (see "The Turn Sequencer Setup Wizard", below).

The Turn Sequencer can be resized, and the window remembers its size and location between game sessions.

In the top left corner, the Turn Sequencer keeps track of the current game turn (often called a Round).

The table-based portion of the Turn Sequencer automatically sorts the units in the order in which they are to act each game turn, with the currently active unit shown at the top of the list. On the map, the active figure is highlighted with a blue halo. The blue halo overrides the Status halo, if one is being used for the figure.

The Turn Sequencer lists only the figures or objects (e.g., vehicle tokens or spaceship tokens) on the map that you have explicitly specified that you want listed by using the "Include in Turn Sequence" command. This allows for non-combatant figures to be deployed on the map without cluttering up the Turn Sequencer.

Each row on the Turn Sequencer is color-coded according to the unit's disposition to the party (green for Friendly, red for Hostile, and grey for Neutral).

Sideboarded units are not listed in the Turn Sequencer, but hidden units are.

The GM or the owner of a unit can easily edit the data/values for any unit by double-clicking on the unit's row. This puts the row into edit mode. After making any changes, click on the unit's name (or click on another unit) to exit edit mode. The updated data will be automatically transmitted to other connected users.

The scroll wheel on the mouse can be used to scroll the Turn Sequencer when the mouse cursor is positioned over the Turn Sequencer list. Hold down a modifier key (the [CONTROL] key on Windows, or the [COMMAND] key on Macs) to scroll the Turn Sequencer horizontally instead of vertically.

By pressing the "Step" button (short for "Step the Sequence") at the bottom right of the Turn Sequencer, the GM advances to the next figure on the list, making it their turn to act. For players, the "Step" button on the Turn Sequencer is only enabled/visible when the player controls the active unit.

The Chat window reports who's turn it is to act any time the active unit or the Turn number has changed. This same information will also be shown briefly in the top left of the Map window (where the Zoom Level Indicator is). If the Turn Sequencer has been configured to use phases, the phase name or number will also be shown briefly anytime the turn sequence is stepped.

After the last figure on the list has taken their turn, the Turn Counter at the top of the panel increments by one, and the process begins all over again, until the combat or encounter is resolved.

The GM can click on the "Turn:" label on the Turn Sequencer to reset the Turn Counter to 1. In addition, the Turn Counter at the top is editable by the GM. Click on it to make it editable, type in the desired turn number, then click on it again to make it non-editable and update all connected players with the new Turn number.

Setting the Turn Number to zero takes the game out of "combat time". The "End My Turn" button (or "Step the Sequence" button, for the GM) is not shown when the Turn Number is set to zero.

With the Turn Sequencer open, players are able to see when their turn is coming up, so that they can be ready to act. This should help games with many players move a bit faster.

If the Turn Sequencer has been configured to show the Status column, the GM can change the status of a unit by clicking on its Status color chip in the Turn Sequencer. A menu will appear that allows you to select the new Status. Players may only change the Status of units they own.

The "Load Settings..." and the "Configure..." buttons do not appear on the players' view of the Turn Sequencer.

[CONTROL]-click on a unit in the Turn Sequencer to auto-center the map on that unit (exception: players cannot auto-center on hidden or GM-controlled units). Clicking on the portrait or token in the Turn Sequencer will also auto-center the map on that unit. This auto-centering feature can be useful for finding "lost" units on the map.

The token names shown in the Turn Sequencer are governed by permissions, so as not to reveal too much information. NPCs that are friendly to the PCs will have their name displayed. Those that are not will be listed merely as "NPC". An



Adversary player can see the names of units that are hostile to the PCs but controlled by the GM.

Other unit data shown on the Turn Sequencer can also be obfuscated for non-owners, depending on how the GM has configured the Turn Sequencer Setup Wizard.

### ***The "Roll Initiative" Button***

There is a "Roll Initiative" button on the Turn Sequencer, which only appears for the GM. Pressing this button will automatically roll initiative for all combatants (i.e., every unit listed in the Turn Sequencer) by auto-rolling an attached Dice Macro called "Initiative". If the dice macro has been properly configured, the result of the roll will be automatically applied to the "Initiative" column on the Turn Sequencer, and the units will be automatically re-sorted in their proper acting order. Units that do not have an "Initiative" dice macro attached to them will retain their prior initiative value (if any) on the Turn Sequencer.

Dice rolls for initiative that have been initiated from the Turn Sequencer are not displayed in the traditional manner (i.e., they are not shown in the "Dice Roll Results" screen or reported in the Chat window), although players will hear the die rolls being made (unless they've opted not to hear die roll sound effects). However, the initiative rolls *are* added to everyone's Dice Roll History, should they wish to inspect the rolls.

### ***The Turn Sequencer's "Undo" Button***

There is an "Undo" button on the Turn Sequencer (it has an icon on it that looks like a circular arrow), which allows the GM to go back one step in the sequence (useful in case you stepped the sequence by accident, or if two users accidentally stepped the sequence simultaneously). Note that loading an Encounter will clear the Turn Sequencer's Undo buffer.

### ***The "End my Turn" Button***






The "End My Turn" button appears centered along the bottom edge of the map window, and is a convenient way for players to step the sequence if they don't have the Turn Sequencer open. This button appears only if the game is in "combat time" (i.e., Turn 1 or higher) and only if the player owns the currently active unit (the top-most unit listed in the Turn Sequencer). On the GM's screen, the button's text reads "Step the Sequence", rather than "End My Turn".

You can also end your turn with a hotkey. Pressing [SHIFT-RETURN] while the "End My Turn" or "Step the Sequence" button is showing will end your turn, as long as the Chat window does not currently have focus.

It is recommended that you size and position the Chat window in such a way as to not obscure the "End My Turn" button, since easy access to this button will save you time when you need to use it.

### Examples of Turn Sequencer Configurations

To help understand the various ways the Turn Sequencer can be configured to best support particular games, here are some illustrative examples.

Turn Sequencer						
Turn: 3						
Token Name	Token	Damage Points	Damage Taken	Attack Factor	Defense Factor	Notes
Fighter 8		3	0	10	4/3	2 Rockets, N-1 Bomb
Eurasian Missile 12		4	2	0	0/*	Accuracy Rating 3
Fighter-Bomber 24		4	1	9	4/3	
American Missile 18		4	0	0	0/*	Accuracy Rating 4
American Engineer 3		4	0	N/A	N/A	Activity Points: 4
<div>Load Settings... Configure... Close Step</div>						

Here the Turn Sequencer has been configured for playing "Asteroid Zero-Four" (by Task Force Games). The "Notes" column is especially useful for tracking disparate data that isn't shared by all the unit types. This game uses the Turn Sequencer only for tracking unit data, and not for actual turn sequencing.

Turn Sequencer								
Turn: 6								
Token Name	Token	Wounds	Move	Load	Gold	Armor	Spell Points	Notes
+1 Leader E		3	4	0	0		—	+1 Sword
Burglar 1		1	5	250	250	None	—	Climbing Equipment
Good Squad 2		8	4	200	200		—	
Good Squad 3		5	3	0	0	Heavy	—	
Wizard A		3	5	0	0	None	10	
+2 Evil Leader D		4	4	0	0		—	
Evil Squad 8		11	4	0	0		—	
Spider		2	4	0	0		—	
<div> <div>Load Settings...</div> <div>Configure...</div> <div>Close</div> <div>Step</div> </div>								

Here the Turn Sequencer has been configured for playing "Valkenburg Castle" (by Task Force Games). The units are sorted by Disposition and by Token Name, to make it easy to find any given unit quickly. This is particularly important in a game involving several dozen units on the map at once.

Turn Sequencer						
Turn: 2						
Token Name	Token	Speed	Reflexes	Current HC	Max. HC	Notes
<b>PHASE 2</b>						
Station Wagon Emergency		20 mph	4	1	2	
<b>PHASE 3</b>						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
<b>PHASE 4</b>						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
Compact 7		25 mph	6	0	3	
Station Wagon Emergency		20 mph	4	1	2	
<b>PHASE 5</b>						
Compact 7		25 mph	6	0	3	
<b>PHASE 1 (next turn)</b>						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
<b>PHASE 2 (next turn)</b>						
Silver Van		40 mph	2	-1	1	Rear MG on automatic
<input type="button" value="Load Settings..."/> <input type="button" value="Configure..."/> <input type="button" value="Close"/> <input type="button" value="Step"/>						

Here the Turn Sequencer has been configured for playing *Car Wars* (by Steve Jackson Games). The "Speed" value of the vehicles automatically determines which phase/s of the game turn each vehicle gets to move on, by using a Phase Chart. Any ties in "Speed" are resolved according to the "Reflexes" score of each driver, with the higher Reflexes acting first. In the event of a tie in both "Speed" and "Reflexes", the acting order would be randomly determined at the beginning of each phase. This is a great example of how BRPG, with its built-in support for game turns with discrete phases, segments, impulses, or ticks, can greatly speed up play. Every player can clearly see when their turn to act is coming up, and be ready for it when it does.

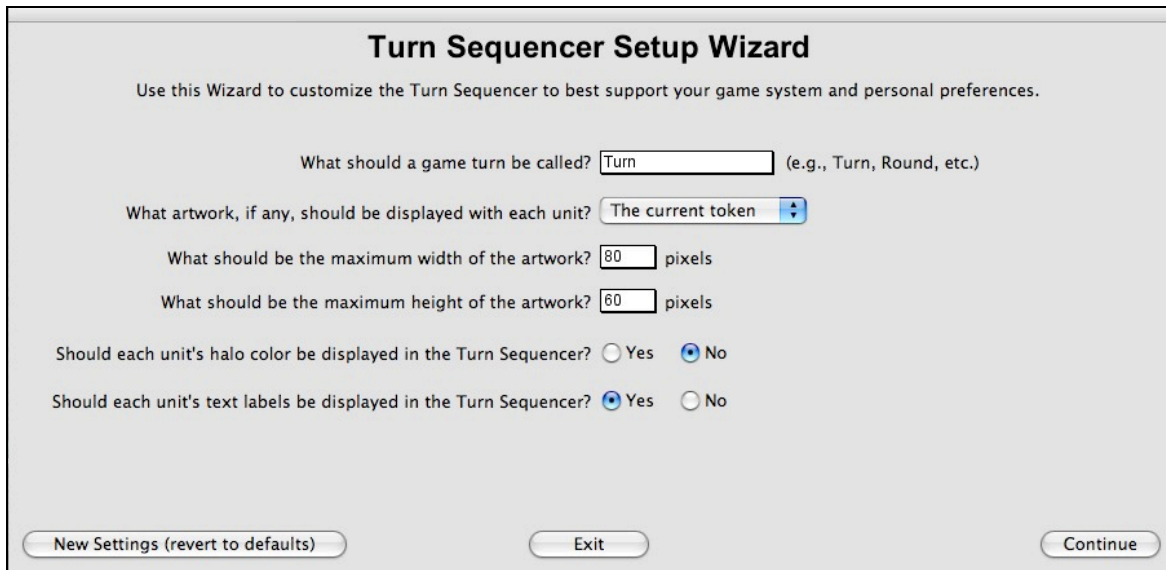


Turn Sequencer				
Turn: 1				
Token Name	Token	Actions	Melee	A
<b>ALIENS MOVE</b>				
<b>ALIENS APPEAR</b>				
<b>ALIENS ATTACK</b>				
<b>MARINES MOVE/FIRE</b>				
Drake		2	1	1
Crowe		2	0	2
Dietrich		2	0	3
Hudson		2	0	4
Frost		2	0	5
Wierzbowski		2	0	6
Vasquez		2	1	7
Hicks		3	1	8
<div> <div>Load Settings...</div> <div>Configure...</div> <div>Roll Initiative</div> <div>Close</div> <div>↺</div> <div>Step</div> </div>				

Here the Turn Sequencer has been configured to play the Aliens Boardgame (by Leading Edge Games). The Marines only get to act during the "Marines Move/Fire" phase of each game turn. The "Sequence" value is used to set their acting order, which never changes. The Aliens have intentionally been left off the Turn Sequencer in order to speed up play, but the phase names still help keep the action moving quickly.

## The Turn Sequencer Setup Wizard (GM only)

Clicking on the "Configure..." button on the Turn Sequencer opens this panel, which guides the GM through a number of steps required to configure and customize the Turn Sequencer to best support the specific game being played.



The screenshot shows a window titled "Turn Sequencer Setup Wizard". Below the title is a subtitle: "Use this Wizard to customize the Turn Sequencer to best support your game system and personal preferences." The main area contains several configuration options:

- "What should a game turn be called?" with a text input field containing "Turn" and a hint "(e.g., Turn, Round, etc.)".
- "What artwork, if any, should be displayed with each unit?" with a dropdown menu showing "The current token".
- "What should be the maximum width of the artwork?" with a numeric input field set to "80" and the unit "pixels".
- "What should be the maximum height of the artwork?" with a numeric input field set to "60" and the unit "pixels".
- "Should each unit's halo color be displayed in the Turn Sequencer?" with radio buttons for "Yes" and "No", where "No" is selected.
- "Should each unit's text labels be displayed in the Turn Sequencer?" with radio buttons for "Yes" and "No", where "Yes" is selected.

At the bottom of the window are three buttons: "New Settings (revert to defaults)", "Exit", and "Continue".

The Turn Sequencer Setup Wizard lets you define what data should be tracked for each unit listed in the Turn Sequencer, who has permission to edit said data, and what the defaults should be for each value, if any. You can assign two values that you define to be used as sequencing traits, for determining sequencing for each turn (automatic sorting to determine who gets to go first, second, etc.).

In addition, there are three sorting options for the Turn Sequencer, "Token Name (Alphabetical)", "Disposition", and "Status", that are particularly useful if you wish to use the Turn Sequencer just for tracking unit data, and not for actual turn sequencing.

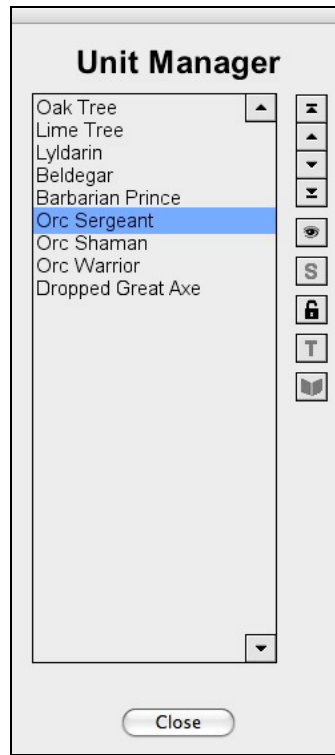
If the GM has opted to use hidden columns in the Turn Sequencer (values set to be visible to the GM only), the hidden column will appear on the Players' Turn Sequencer, but it won't show any data.

The settings specified using this Wizard may be saved and loaded by the GM, much like dice macros. When you save an Encounter, the Turn Sequencer settings currently in use will be included in the Encounter.

If you have some Turn Sequencer Settings that you wish to disable temporarily, move them into the "Disabled Turn Sequencer Settings" folder, which is located in BRPG's Preferences folder, inside a folder called "Turn Sequencer Settings".

## Unit Manager (GM only)

Press the [U] key to bring up the Unit Manager, or click the "Unit Manager" button in the Commands panel. Only the GM may access the Unit Manager.



This panel is used for controlling which units are visible, hidden, locked or tiled, which are on the Sideboard, and what the stacking order of the units should be (this is useful because, for example, you may want a unit to stand *over* a dead body, but *under* a tree). Your chosen settings will be updated in real time on the map.

The arrow buttons on the right side of the Unit Manager are used to change the stacking order of the unit you select in the list. The button with an eye symbol on it controls whether a unit is hidden or visible. The button with an "S" symbol on it controls whether a unit is Sideboarded or not. The button with a Lock on it controls whether a unit is locked in place or not. The button with a "T" symbol on it controls whether an object is a Tile or not. Lastly, the button with an icon of a screen functions as a toggle for the "Use as Screen" setting. These buttons will highlight or dim as appropriate when you select a unit in the list, to reflect the current settings for the unit.

Units at the top of the Unit Manager list will be drawn on the map above lower-listed units. Tile objects are one exception to this rule, but are best placed low on the list to keep things organized. Free-Floating objects are also an exception to this rule, but are best placed high on the list to keep things organized.

If you select a single unit, you can use the up and down arrow buttons to move that unit higher or lower on the list. You can also use the Top or Bottom buttons to move the selected unit to the top or bottom of the list with a single click.

If there are more units on the map than can be displayed at once in the Unit Manager list, you can scroll the list up or down using the buttons alongside the unit list. Hold down the [SHIFT] key while clicking on either of those buttons to scroll to the very top or bottom of the list with just one click.

You may also select several units at once, in a contiguous or non-contiguous selection, for adjusting Sideboard and Hidden status. Hold down the [SHIFT] key while clicking to make contiguous selections, and hold down the [COMMAND] key (on Mac) or the [CONTROL] key (on Windows) while clicking to make non-contiguous selections.

The Unit Manager can also be used to quickly locate a unit on the map. Just double-click on a unit in the Unit Manager list to auto-center the map on that unit.

### Draw Tools (GM only)

BRPG has a Draw Tools palette, which can be opened or closed using the [D] hotkey, or by pressing the "Draw Tools" button in the Commands panel. Only the GM has access to the Draw Tools.



There are tools for drawing filled and unfilled rectangles, circles, polygons, freeform shapes, lines, and even a text label tool. Controls on the Draw Tools palette allow you to specify settings like line width, line color, and fill color.

Each shape drawn with these tools creates a new object, which can then be moved, rotated, or otherwise manipulated by the GM, just like any other object. A checkbox on the Draw Tools palette allows you to specify whether drawn items and text labels should be automatically hidden or not after placement.

Most of the Draw Tools display a custom cursor while they are selected, and most of the Draw Tools can be used with snap-to-grid enabled in order to assist you in drawing straight lines and creating uniformly-sized shapes. You can even disable or enable snap-to-grid *during* a draw operation.



By default, a Draw tool deselects itself after a draw operation. However, holding down the [CONTROL] key while selecting a Draw tool will put that tool into “sticky mode”, meaning it will remain selected after use so that you can perform repeated draw operations with that tool. You can turn off this “sticky mode” by clicking on that draw tool again.

### ***Text Labels***

Text labels created with the text label Draw tool can be edited at a later date by selecting the “Edit label text...” command from the label’s contextual popup menu.

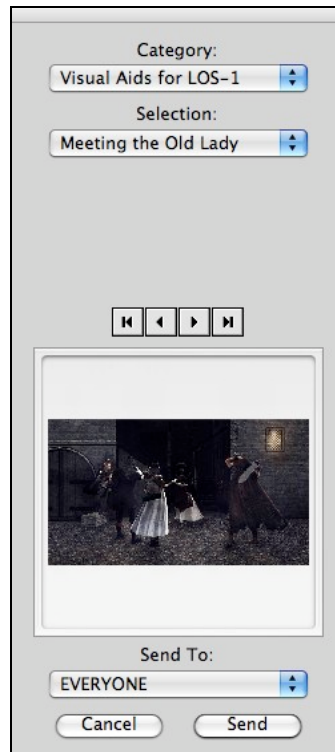
Text labels store their settings (color, font, font size, etc.) when an Encounter or Deployment is saved, and the settings are transmitted to connected clients during multiplayer games so that the text appears identically on all clients. The rendered text image itself (i.e., the bitmap) is not transmitted to other clients.

When creating a new text label, the last-used text label settings (font, size, alignment, etc.) are automatically applied to the new text label. This makes it much faster to create a lot of text labels in the same style.

## **Sending Visual Aids (GM only)**

In multiplayer games, you can send your players visual aids. Visual aids are anything that can be shown in a picture or diagram: a campaign-scale map or area map, a picture of a character, item, or room, etc.

Open the Send Visual Aid panel by pressing the [V] hotkey, or by clicking the "Send Visual Aid" button in the Commands panel. Only the GM may send visual aids.



Use the controls on the panel to select the image that you would like to send. In multiplayer games, you can use the "Send To" popup menu to select who should receive the visual aid. You can choose to send it to everyone, to a single player, or to a group of players. When you've made your selection, press the "Send" button.

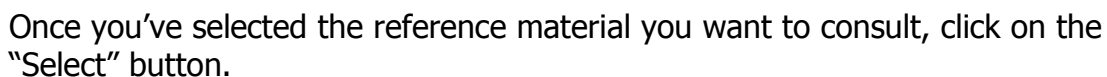
When the file is done transferring to the specified clients, the visual aid will appear on the recipient's screen, atop the map and units. It can be dragged with the mouse to reposition it, if necessary.

When a player is done looking at the visual aid, he/she can double-click anywhere on the picture to make it go away.

The Library feature provides you with quick and easy access to reference materials for your game system. If you have access to a scanner, you can scan in reference material from your RPG game books (such as charts, tables, lists, and character sheets). Due to copyright restrictions, we cannot provide these for you.

These reference material scans can be accessed in BRPG simply by placing them in BRPG's "Library" folder. You can even organize these reference materials by putting them into subfolders (only one level deep, or BRPG won't have access to them). Be sure to save your scans in JPG or BMP format.

Open the Library panel by pressing the [L] hotkey, or by clicking the “Library” button in the Commands panel.

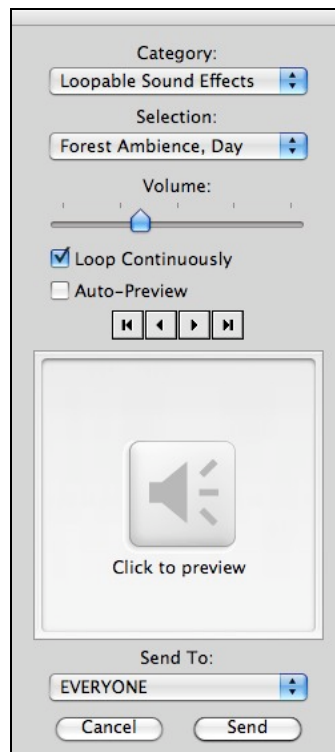


The selected item will open in a new window atop the map screen. The content of the Library window is draggable, to allow viewing of media that is larger than the Library window. When you are done consulting the reference material, double-click anywhere on it to make it go away, or click on the Close box on the window's title bar.

### **Sending Audio (GM only)**

In multiplayer games, you can send your players audio files. Audio files can be music clips, voice recordings, or sound effects. They can be set to play once or to loop continuously (useful for mood music or ambient sounds, like rain, wind, a thunderstorm, a babbling brook, etc.).

Open the Send Audio panel by pressing the [A] hotkey, or by clicking the "Send Audio" button in the Commands panel. Only the GM may send audio.



Use the tools on the panel to select the audio clip that you would like to send. You can either listen to each file you select by clicking on the Preview icon, or set sounds to auto-preview using the checkbox provided. You can also choose at what volume the sound should be played (relative to the recipient's system-wide volume setting).

In multiplayer games, you can use the "Send To" popup menu to select who should receive the audio. You can choose to send it to everyone, to a single player, or to a group of players. When you've made your selection, press the "Send" button.

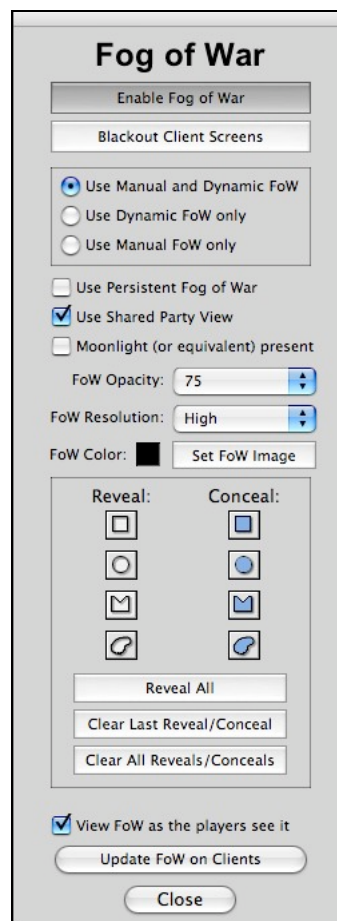
The audio is played on the recipient's speakers (or headphones). A player can choose to mute their audio output (useful for when they don't want to disturb someone else in the room).

There are two sound channels in BRPG. One is reserved for looping audio, and the other for non-looping sound effects. This means you can play a non-looping sound effect (e.g., a sword clash) even while a looping sound effect (e.g., background music) is playing.

To stop a looping sound from playing, open the Send Audio panel and press the "Cancel" button. Loading a new Encounter will also stop any audio that is currently playing, as will selecting the "Clear All Units" command from the BG button's menu.

### Fog of War (GM only)

Open the Fog of War (FoW) panel by pressing the [F] hotkey, or by clicking the "Fog of War" button in the Commands panel. Only the GM may access the FoW panel.



Click on the "Enable Fog of War" button to turn on the FoW feature. Depending on which FoW style is enabled (according to the radio buttons), the Manual FoW



layer and/or the Dynamic FoW layer will become visible. If “Enable Fog of War” is turned off, many of the controls on the FoW panel will be disabled.

The Dynamic FoW layer masks off any portion of the map not currently illuminated by a light source or revealed by innate vision. For the GM, the Dynamic FoW layer is rendered at 50% opacity, allowing the GM to see and control units that would otherwise be completely obscured. BRPG support both D&D 3<sup>rd</sup> Edition and 4<sup>th</sup> Edition light rules and vision rules (the rules vary greatly, so this is an important feature to have).

The Manual FoW layer masks off any portion of the map which the GM has not explicitly revealed. For the GM, the Manual FoW layer is rendered at 50% opacity, allowing the GM to see and control units that would otherwise be completely obscured. To differentiate it from the Dynamic FoW layer, the Manual FoW layer is rendered in red for the GM, rather than in black.

When both the Manual and the Dynamic FoW layers are used simultaneously, the players can only see what has been revealed by the Manual FoW layer, and even then only if light sources and/or innate vision reveal those areas dynamically (in other words, the concealment from the Manual FoW layer trounces the reveals from the Dynamic FoW layer). The combination of both FoW layers allows the GM more precise control over what is revealed. For example, the GM can prevent torchlight from revealing a specific room until the door to that room has been opened, or prevent the PCs from seeing what lies down an angled corridor until the party has turned the corner.

When using the Manual FoW layer, the GM can mask or unmask specific areas of the map by using the Reveal and Conceal tools on the FoW panel. A Reveal tool essentially “cuts a hole” in the Manual FoW layer, while a Conceal tool will “mask off” an area.

By default, reveal/conceal tools remain active until the GM manually turns the tool off, but a Preferences setting allows the GM to specify that if a Fog of War reveal/conceal tool is active, it will be deactivated automatically whenever the GM accesses a unit's contextual popup menu, or if the GM accesses another panel, or if the GM presses the “Close” button on the Fog of War panel.

Note that reveals & conceals are not automatically transmitted to the player clients. When the GM is done editing the Manual FoW layer, he/she must press the “Update FoW on Clients” button.

The GM can chose to view the FoW as the players see it, by placing a checkmark in the “View FoW as the players see it” checkbox, located near the bottom of the FoW panel.

Turning on the “Blackout Client Screens” button will enable Blackout Mode, which covers the entire map with darkness, regardless of light sources, dark vision, or anything else. This feature prevents the players from seeing the map at all. All units are hidden from view, as well.

Blackout Mode is automatically enabled any time the GM changes the map (unless the GM has disabled this option in Preferences). This is to allow the GM to properly reposition the PCs on the new map, without the Dynamic and Manual FoW reveals giving anything away ahead of time. It can also be used when the GM finds him/herself having to improvise a quick encounter for which the GM was not prepared, and needs a little privacy to set up the Encounter.

Whenever Blackout mode is engaged, players will see a “Blackout Mode Engaged” label in the center of the map window. On the GM Client, the indicator appears at the top of the map window, just to the right of the zoom level indicator. Blackout Mode is disabled automatically when Fog of War is disabled.

Place a checkmark in the “Use Persistent Fog of War” checkbox if you want areas of the map that have been revealed by the Dynamic FoW layer to remain revealed even after the light source (or innate vision) is no longer present in the area. Persistent FoW reveals do not carry over from one BRPG session to another, and are lost as soon as another Encounter is loaded.

“Shared Party View” is commonly used in face-to-face game sessions where a single large display or projector is used for displaying the map to the entire adventuring party. Enabling “Shared Party View” effectively merges all the PC’s views of the map into a single composite image. Players should avoid using information gleaned from the “Shared Party View” if they would not normally be privy to that information. For example, just because the elf has darkvision and can see a monster approaching doesn’t mean another player’s character should be able to act on that information, unless the player playing the elf tells the other characters what he sees.

Another checkbox allows the GM to specify whether moonlight (or any ambient light equivalent to moonlight) is present. This can be important if any figure possesses Low Night Vision. When checked, a player controlling such a figure will have the entire Dynamic FoW layer rendered semi-transparent, similar to the GM’s FoW view. Just how transparent it is depends on the setting specified by the “FoW Opacity” pulldown menu.

The Fog of War layer/s can sometimes take a long time to render, particularly on slower computers, and more so if there are many light sources present on the map (particularly light sources that cover a very large area, like a Daylight spell). On slower computers, you may wish to lower the Fog of War resolution, so that FoW renders faster.

There are five levels of Fog of War resolution in BRPG. Low quality offers the fastest performance, while high quality offers nicer-looking results at the cost of rendering speed. Pick whichever resolution setting works best on your particular computer.

The GM can do this using the "FoW Resolution" pulldown menu on the FoW panel. Players can also do this prior to logging into the game session. Players who need to change the FoW resolution during a game session can do so using the "Fog of War Resolution" submenu in the BG button's popup menu. Note that FoW resolution has no effect when a FoW Overlay is in use, because FoW Overlays must always be rendered at the highest resolution.

Keep in mind that the FoW feature is not intended to be used on every map. Generally, it should only be used in interior maps, like caverns and dungeons, where keeping map information from the players until they have explored the area is important. It can also be used on exterior maps in nighttime encounters, where the lack of light and/or the use of stealth can be tactically important.

GMs should not limit themselves to the Fog of War feature when trying to keep things hidden from the players. A roof graphic placed above a building would be a perfectly natural means of concealing the building's interior.

By default, the FoW masks are drawn in black on the players' screens (representing darkness), but the GM can choose a different color, if he/she wishes (e.g., white could be used to represent dense fog). Just click and hold down the mouse on the color chip labeled "FoW Color", then chose a new color from the color menu that pops up by releasing the mouse over the color you want.

The GM can also choose to use a bitmap for the FoW masks in lieu of a flat color. A bitmap used in this fashion is called a Fog of War Overlay. This feature allows for interesting effects, such as having tree canopies dynamically disappear when a figure walks under them. To select a FoW Overlay, click on the button labeled "Set FoW Image", on the FoW panel. A media browser will open, allowing the GM to select which bitmap to use, either from the "Fog of War Overlays" folder or from an artpack that contains FoW Overlays. When a FoW Overlay is in use, the FoW will always be rendered at the highest resolution possible, regardless of each user's chosen FoW Resolution setting.

## Card Table

BRPG has built-in support for card decks, in part because some RPGs use cards in their game mechanics.

Open the Card Table window by selecting the "Card Table" command from the BG button's popup menu, or by pressing [SHIFT-C], or by clicking on the "Card Table" button in the Commands panel.

The card table will be empty, at first. Click on the "Select Card Deck" button to select and load a card deck. When a deck loads, it is automatically shuffled. An "Invert Deck" checkbox in the lower left of the Card Table window provides the option of playing with an inverted (face-up) card deck. This option can only be set by the GM.



BRPG comes with two sample card decks. One is a 54-card standard deck of playing cards. The other is identical except it has had the jokers removed, so it has only 52 cards. The Card Table in BRPG supports decks of up to 450 cards.

The Card Deck and the Discard Pile (to the left of the card deck) are not drawn in an offset fashion, so it is not possible to tell how many cards remain in the stack just by looking at the stacks of cards.







Double-click on a card to access a contextual popup menu with useful commands.



The content of a card's contextual popup menu varies, depending on whether the card is in the deck, in the discard pile, in your hand, or in the play area. All of the commands should be self-explanatory, but a couple of them are described in further detail below.

One of the commands, "Set Initiative on Selected Unit/s" is only available from the Discard Pile's popup menu, and only if one or more units are selected. This command allows you to set one or more units' initiative value on the Turn Sequencer equal to the number value of the card drawn. The command will be applied to whichever unit/s is/are selected. This feature should be primarily useful for playing RPGs such as "Savage Worlds", which use card draws to determine initiative sequencing.

Selecting "Draw Specific Card from Deck" from the Deck's popup menu produces a submenu listing all the cards remaining in the deck, in alphabetical order. If the deck is very large (hundreds of cards), the individual cards will instead be listed in two submenus.

Automatic system messages are displayed in the Chat window every time an action is taken with the cards, to make it easier for everyone to follow along with what's occurring during a card game, even for users who have closed the Card Table window.

Pressing the "Save Game..." button allows the GM to save the current state of the cards, which can be loaded back in later by pressing the "Load Game" button.

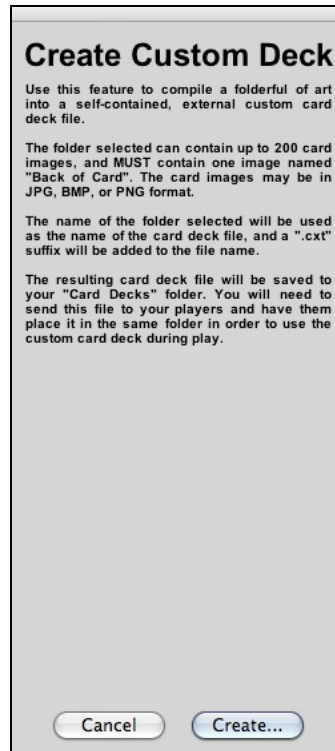
Clicking on the "Load Game" button on the Card Table produces a popup menu listing all the saved games, to make it quick and easy to load a saved game. This should be particularly useful for games that use multiple card decks and you have to frequently switch between them. Just be sure to save your current game prior to switching to another card game file.

Note that the Card Table window is not modal. If it is open, you can still click on the map window or the Turn Sequencer to interact with units there. If the Card Table window has been closed, pressing the [SHIFT-C] hotkey (or using any of the other methods of opening the Card Table) will re-open it.

Creative GMs will find other uses for the card table. For example, you could scan in Equipment Cards and use the cards to visually track the PC's inventories. Or scan in some Powers Cards so that your players can track and invoke their PC's special abilities. You can even play a few hands of poker or blackjack if your PCs decide to do a little gambling at the local tavern.

### ***Creating Custom Card Decks***

BRPG comes with standard playing cards, but with a licensed GM Client, you can create custom card decks very easily. Once you've made or scanned in your custom card graphics and placed them in a folder, just select the "Create Custom Card Deck" command from the BG button's popup menu.



A dialogue box opens, asking you for the location of your custom card graphics folder. Select the folder containing your cards and press the "OK" button.

Custom card decks can be either in portrait or landscape orientation. If the cards are over 200 pixels wide, the card deck will be considered to be in landscape orientation (i.e., the Deck and the Discard Pile will be spread out further to avoid them overlapping, and cards in a player's Hand or in play will be spread out more, also to avoid overlap).

Note that overly-large cards are drawn at a reduced size in a player's hand, so as not to exceed the size of the Hand pane at the top of the Card Table window. For consistency, cards in the Play Area, in the Card Deck, and in the Discard Pile are also drawn at this reduced size.

## **Manipulating Cards and Card Decks in the Map Window**

In addition to the Card Table feature, BRPG also provides functionality which should prove very useful for any game that requires using cards in the map window rather than in the Card Table window.

### ***What Constitutes a Card?***

A card is defined by BRPG as any object (except a tile or a free-floating object) in the map window containing exactly two tokens and whose Portrait is set to "Use Current Token".

Cards set to be owned by "Everyone" will not have the "Token" submenu show up when the contextual popup menu is accessed, as this would allow anyone to cheat by seeing what a card was without flipping it over.

### ***Draw Card***

This command is available on the contextual popup menu of any object on the map that might be a card (see above) which is owned by "Everyone" and whose current token is set to the second token (the card back).

Selecting this command will play a card-flipping sound effect (remote clients will also hear the sound effect), then shift the card one cell to the right, set the Owner of the card to the current user's login name (or to "GM"), the current token to the first token, and will enable the "Secret Token" state for the unit. The end result is that the card's new owner sees the front of the card while others continue to see the back of the card.

The hotkey for the "Draw Card" command, [SHIFT+D], can also be used to activate the "Discard" command (see below), essentially functioning as a toggle for drawing and discarding cards.

### ***Discard Card***

This command is available on the contextual popup menu of any object on the map that might be a card (see above) that is held (owned) by someone (i.e., not "Everyone").

Selecting this command will play a card-flipping sound effect (remote clients will also hear the sound effect), then set the Owner of the card to "Everyone", and will disable the "Secret Token" state for the unit. The end result is that everyone can see the card side that is actually showing (i.e., the active token). By default, the current/active token will be set to the first token (i.e., the discard is face-up), but if the [SHIFT] key is held down while this command is selected, the discard will be face-down (the current/active token will be set to the second token).

The hotkey for the "Discard Card" command, [SHIFT+D], can also be used to activate the "Draw Card" command (see above), essentially functioning as a toggle for drawing and discarding cards.

### **Saving an Encounter (GM only)**

Save an Encounter by pressing the [S] hotkey, or by clicking on the "Save Encounter" button in the Commands panel. If the Commands panel is closed or disabled, the "Save Encounter" command will instead be available from the BG button's popup menu. Only the GM may save an encounter.

A dialog box opens, prompting you for a file name and destination. If an Encounter already has a name, it will be pre-filled in for you, so you can just press the "Save" button file (or press the [RETURN/ENTER] key) to overwrite the prior encounter file. If it is a new encounter, or if you wish to do a "Save As...", provide a unique name for the encounter first.

Unless you specified a different location, encounters are saved, logically enough, in BRPG's "Encounters" folder. A ".bge" extension (short for "Battlegrounds Encounter") will be automatically appended to your file name.

Encounters may be saved by the GM prior to a game session, as part of the GM's preparation. They may also be saved during play, as a backup in case of a computer crash or an ISP disconnect.

### **Loading an Encounter (GM only)**

Load an Encounter by pressing the [E] hotkey, or by clicking on the "Load Encounter" button in the Commands panel. If the Commands panel is closed or disabled, the "Load Encounter" command will instead be available from the BG button's popup menu. Only the GM may load an encounter.

A dialog box opens, prompting you to select the encounter you wish to load. You may only select a file ending with ".bge". Select one, then click the "Open" button, or simply press the [RETURN/ENTER] key. The Encounter and all its corresponding game-related settings will load. The Turn Sequencer settings that were in use when the Encounter was last saved will also load, if they are still available. When an Encounter is loaded, it will automatically show View 0.

In a multiplayer game, a lot happens when you load an Encounter. The map and all unit graphics (including Sideboarded units) are sent to all the players that don't have those assets preloaded. Until those graphics are received, the map and units are displayed on the client screens using a placeholder graphic/s. GMs should wait until all the players report that they've received everything (when there are no more placeholder graphics visible) before proceeding with the game session.

If BRPG finds an external media bundle in the "Media Asset Bundles" folder that corresponds to an Encounter that was just loaded, all of the necessary media will be automatically imported.



### **Saving a Deployment (GM only)**

A Deployment is a group of saved units. It may contain figures only, objects only, or a mix of figures and objects. A deployment may contain just a single unit or many.

Save a Deployment by selecting one or more units on the map, then selecting the "Save Deployment" command on the BG button's popup menu, or by pressing the "Save Deployment" button on the Commands panel. Only a licensed GM Client may save a Deployment.

A dialog box opens, prompting you for a file name and destination. Unless you specified a different location, Deployments are saved, logically enough, in BRPG's "Deployments" folder. A ".bgd" extension (short for "Battlegrounds Deployment") will be automatically appended to your file name.

Deployments may be saved by the GM prior to a game session, as part of the GM's preparation. They may also be saved during a game, if necessary.

We recommend creating a Deployment file that contains all the PCs in standard marching order, since this will provide a very easy way to get the adventuring party onto any new Encounter you create. In theory, you should only ever need to deploy your PCs once. Recurring NPCs are also good candidates for a Deployment file.

### **Loading a Deployment (GM only)**

Load a Deployment by selecting the "Load Deployment" command on the BG button's popup menu, or by clicking the "Load Deployment" button on the Commands panel. Only the GM may load a Deployment.

A dialog box opens, prompting you to select the Deployment you wish to load. You may only select a file ending with ".bgd". Select one, then click the "Open" button, or simply press the [RETURN/ENTER] key. The units that were saved in the Deployment file will appear on the map, with all their prior settings intact.

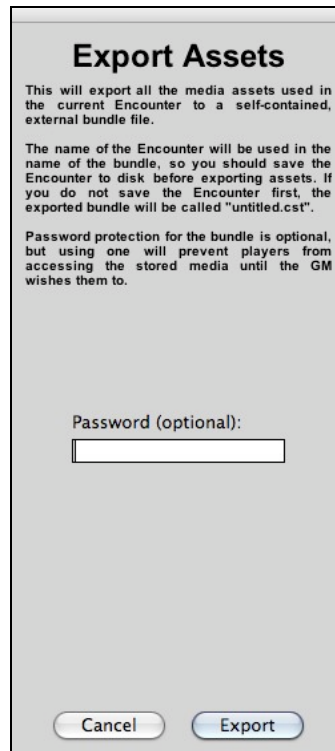
The GM can also load a Deployment onto a particular spot on the map (ignoring the location/s specified in the Deployment file). To do so, select the "Load Deployment here..." command from the map's popup menu. All units from the chosen Deployment will appear hidden and stacked on top of each other, and the GM will probably wish to manually reposition them in the general vicinity before un hiding the newly-placed units.

Units that were not hidden when saved to a Deployment will not be hidden when that Deployment is loaded, unless they are loaded using the "Load Deployment Here..." command.

When a Deployment is loaded, units from the Deployment are automatically selected (replacing your previous selection, if any), so that the newly-loaded unit/s can easily be moved or otherwise acted on.

### Export Encounter Assets

Select this command to create a media asset bundle (see “Media Asset Bundles”, above).



The dialog box is titled "Export Assets". It contains three paragraphs of text explaining the export process. The first paragraph states that all media assets in the current Encounter will be exported to a self-contained file. The second paragraph explains that the Encounter's name will be used for the bundle, and users should save the Encounter first to avoid a default name. The third paragraph notes that password protection is optional. Below the text is a label "Password (optional):" followed by a text input field. At the bottom are "Cancel" and "Export" buttons.

**Export Assets**

This will export all the media assets used in the current Encounter to a self-contained, external bundle file.

The name of the Encounter will be used in the name of the bundle, so you should save the Encounter to disk before exporting assets. If you do not save the Encounter first, the exported bundle will be called "untitled.cst".

Password protection for the bundle is optional, but using one will prevent players from accessing the stored media until the GM wishes them to.

Password (optional):

Cancel Export

The contents of an external media bundle can be password-protected, so that players cannot “sneak a peek” at the content before game day.

To create an auto-importing media bundle, the GM should lay out his Encounter, save it, and as the very last step, select the “Export Encounter Assets” command from the BG button’s popup menu. This will re-save the Encounter after inserting the information that’s necessary for the media bundle to be automatically imported when it is loaded.

The current map, all tokens and portraits attached to units on the map, and all audio clips that are attached to a unit on the map will be included in a media bundle. The default “Dun” map and the “Grass” map that come with BRPG, as well as all animated effects, are never included in a media bundle (since every user already has these assets pre-imported, and they are not purge-able). Visual aids are not included in media bundles, unless you have attached the artwork to a unit (as a portrait or token). Media from artpacks is also never included in a media bundle; the players are expected to have the necessary artpack/s installed.

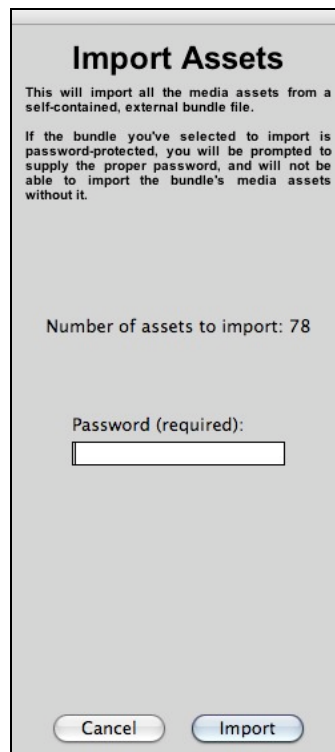
BRPG comes with several example media bundles (one for each of the sample Encounters that are included).

GMs who create media bundles will need to deliver the bundle/s to their players prior to the game session where they will be needed. This can be done via email attachments, file transfers via a chat client, uploading the files to a web server, via a file sharing solution such as Dropbox, etc.

Players should place any media bundles received into the "Media Asset Bundles" folder of their BRPG installation.

### **Import Encounter Assets**

External media bundles may be manually imported using this command from the BG button's popup menu.



The image shows a dialog box titled "Import Assets". It contains the following text: "This will import all the media assets from a self-contained, external bundle file." and "If the bundle you've selected to import is password-protected, you will be prompted to supply the proper password, and will not be able to import the bundle's media assets without it." Below this text, it says "Number of assets to import: 78". There is a label "Password (required):" followed by a text input field. At the bottom, there are two buttons: "Cancel" and "Import".

Depending on how the GM created the media bundle, a password may be required.

Generally, however, it's easier if the GM sets up his Encounters so that external media bundles are automatically imported the moment the Encounter is loaded.

Media bundles can also provide an effective method of preserving your media when updating to a new version of BRPG (see "Updating from an Older Version of BRPG", below).

### **Batch Import (GM only)**

GMs can use this submenu on the BG button's popup menu to import an entire folder's worth of media at once. The "Batch Import" submenu contains 6 entries: "Figures", "Objects", "Portraits", "Visual Aids", "Audio", and "Library".

Selecting an item from the "Batch Import" submenu will open the appropriate file browser. Select a folder/category and press the "Import All" button to batch-import all the media present in that folder. A progress bar will provide visual feedback while the operation is taking place.

This feature is only available on a licensed GM Client, and only if a game is not currently being hosted.

### **Clear All Units (GM only)**

Select the "Clear All Units" command from the BG button's menu to delete all the units (including Sideboarded units). Only the map will remain, along with any manual Fog of War reveals/conceals.

Issuing this command will also stop any audio that is currently playing (even looping audio), and will remove any Fog of War Overlay currently in use.

### **Undo (GM only)**

Press the Undo hotkey ([Control-Z] on Windows, [Command-Z] on Mac) to undo the previous action. Press it again to Redo the undone action. You can even Undo if you just loaded a new Encounter, to revert to the previous Encounter.

Note that there is only one level of Undo/Redo, and that some actions (such as scrolling the map or changing the zoom level) cannot be undone. Actions that are strictly toggles (such as showing/hiding the grid or turning snap-to-grid on/off) do not have an Undo.

Undo also works with actions performed on multi-unit selections (i.e., it will Undo *all* the actions, not just the one on the last unit processed). For example, invoking Undo immediately after a multi-unit deletion works as you would expect (by restoring *all* the units deleted, not just the very last one).

### **Hide/Show Text Labels**

Select the "Hide Text Labels" command from the BG button's popup menu to hide all the text labels on the figures. Even when labels are hidden, if you position the mouse cursor over a unit that has text labels, the labels for that unit will appear.

If text labels are already hidden, select the "Show Text Labels" command to show them again.

### **Resend Missing Map Pieces**

Occasionally, a peer-to-peer map transfer will not complete on a player's end. Perhaps they have received most of the map, but some map rows are missing (they will be filled with black). The GM can use this command to resend those missing pieces.

On rare occasions, this command may have to be used more than once before the player has the complete map.

This command is only available to the GM, and only if one or more players are logged into the game session.

Hold down the [SHIFT] key while selecting the "Resend Missing Map Pieces" command to force the entire map to be re-sent, rather than just the missing map rows.

### **Screenshots**

Select the "Screenshot" command from the BG button's popup menu to save the currently-showing portion of the map window to a JPG file on your hard drive. Screenshots are useful for posting map updates for a play-by-forum game, or if you wish to capture a particular moment in the game for posterity.

Be sure to set the zoom level, grid visibility, and other settings that affect what is shown in the map window prior to invoking the screenshot command. Screenshots containing highly-detailed maps may take a short while to encode into JPG format, but screenshots of simple maps are pretty much instantaneous.

### **Toggle Fullscreen Mode**

Select this command from the BG button's popup menu to enter Fullscreen Mode.

For best results, prior to launching BRPG, you should edit BRPG's INI file ("Battlegrounds RPG Edition.INI") in a word processor such as NotePad or TextEdit. Edit the line which reads "FullScreen=0" to read "FullScreen=1". This manual tweaking is necessary due to a technical limitation of BRPG's authoring environment.

Reverse the above edit to the INI file when you no longer wish to run BRPG in Fullscreen Mode.

### **Fog of War Resolution**

Players who need to change the Fog of War resolution during a game session can do so using this command in the BG button's popup menu.

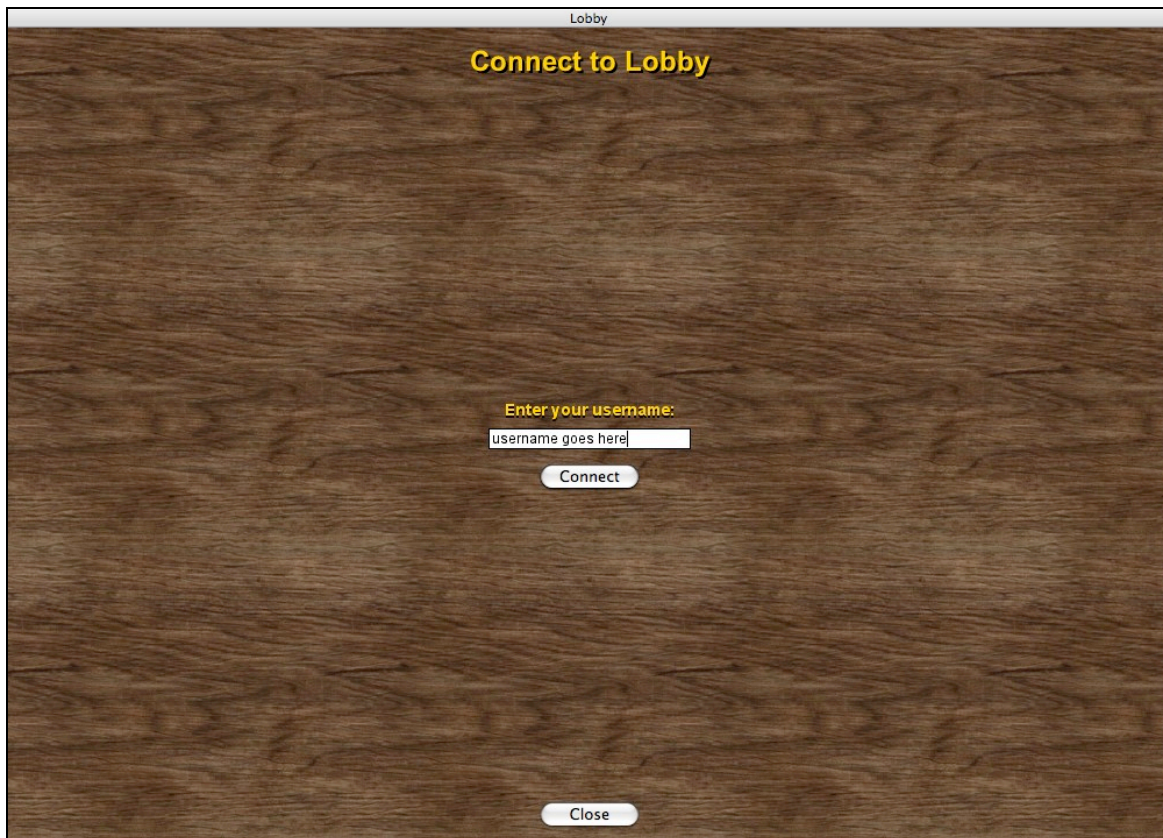


There are five levels of Fog of War resolution in BRPG. Low quality offers the fastest performance, while high quality offers nicer-looking results at the cost of rendering speed. Pick whichever resolution setting works best on your particular computer.

Note that FoW resolution has no effect when a FoW Overlay is in use, because FoW Overlays must always be rendered at the highest resolution.

## Lobby

BRPG has a Lobby (an online chat room), which can be accessed either by selecting the "Lobby" command from the BG button's popup menu, or by pressing the [SHIFT-L] hotkey, or by pressing the "Lobby" button on the Connection panel.



Once the Lobby window is open, type in your desired username and press the "Connect" button.

The Lobby is still very rudimentary, as it only allows for basic chatting, but it should prove useful for finding a game, gathering prior to a scheduled game session, or getting a quick pick-up game or demo going with whoever happens to be logged in at the time. It has also been used to provide live technical support, on occasion.



Logging into the lobby is completely independent of whether or not you are hosting (or connected to) a peer-to-peer game. The Lobby window can be closed at any time and you will remain logged onto the Lobby, unless you expressly exit (disconnect from) the Lobby first.

To communicate with other users who are currently logged into the Lobby, type a message in the chat input field and press the [RETURN/ENTER] key to send the message.

It is possible to cut, copy, and paste text into or from the Lobby's text input field.

Note to Mac OS X users: I could not get the standard shortcuts for these commands to work; you must use the [CONTROL] key instead of the [COMMAND] key.

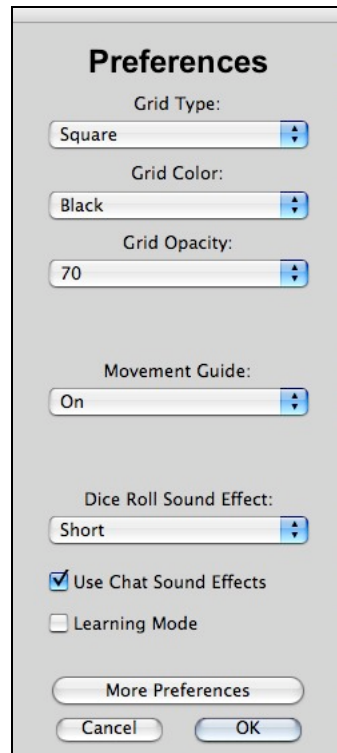
Messages typed in the Lobby are public by default, but it is possible to send a private message to a particular user in the Lobby. Right-click on a user's name to send the contents of the chat input field in a private message.

Development Note: While this is not the most intuitive way to handle private messaging, it was a quick and easy way to get the feature implemented without worrying about a graphical user interface, since the current lobby interface will likely be changed once the Lobby becomes more widely used.

## Preferences

Open the Preferences panel by pressing a hotkey [P], or by clicking on the "Preferences" button in the Commands panel.

BRPG's Preferences panel lets you tailor the program's functions and interface to best suit your particular needs. There are many user-adjustable preference settings, arranged on three separate Preference panel screens.



*The first Preferences screen*

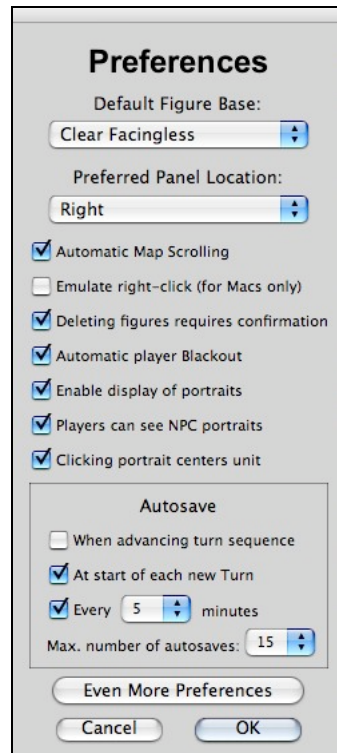
The settings that can be controlled from the first Preferences screen include: choosing your grid type (hexes or squares), grid color, and grid opacity; enabling or disabling the Movement Guide; changing the sound effects used for die rolls (or turning them off completely); whether or not to use sound effects during chat; and enabling or disabling Learning Mode.

You will be able to preview your grid settings as you select them. If you change your mind and press the "Cancel" button, everything will revert to your prior settings.

Your settings are saved when you click on the "OK" button or on the "More Preferences" button, and are automatically reloaded the next time you launch the program.

Some options, like grid type and the use of facing indicators, can only be set by the GM, and affect everyone connected to that host. Other options can be set locally by each player, without affecting anyone else.

Certain Preference settings can not be set by a player client while it is logged into a GM client, and are automatically disabled. This is because players should not be allowed to enable certain settings, such as "Players can see NPC portraits".



*The second Preferences screen*

The settings that can be controlled from the second Preferences screen are shown above, and should be self-explanatory.

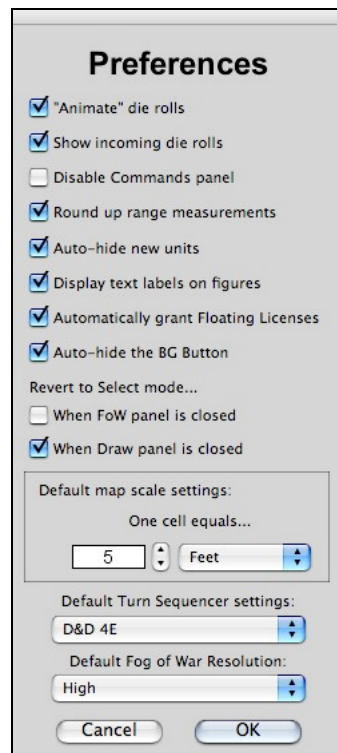
"Preferred Panel Location" affects where on your screen most panels in BRPG will open. An exception to this are the panels that appear when you place a unit on the map. These will always open on the left side of your screen if you are placing a unit on the right side of the screen, and vice-versa, so as not to get in your way.

"Automatic Map Scrolling": If this is enabled, the map will automatically pan when you move the mouse cursor close to the edge of the map window, as long as BRPG is the front-most application.

"Automatic Player Blackout": If this is enabled, Blackout Mode will be automatically enabled whenever the GM changes the map, in order to allow the GM to reposition any existing units on the new map.

"Autosave": BRPG has an autosave feature that can help avoid disaster in the event of a power outage, a program crash, or a computer lock-up (other problems can often be resolved with the Undo feature). The controls on this panel allow you to specify how often and under what conditions the current Encounter is autosaved. Autosaves are stored in a folder called "Autosaves", which is located inside the "Encounters" folder.

Your settings are saved when you click on the "OK" button or on the "Even More Preferences" button, and are automatically reloaded the next time you launch the program.



*The third Preferences screen*

The settings that can be controlled from the third Preferences screen are shown above, and should be self-explanatory.



## Purging Obsolete Media

All media assets imported into or received by BRPG are stored in the file "User Cast.cxt", which is essentially a multimedia library. Over time, this file may become bloated in size, and much of that may be due to media assets that you no longer need. A bloated media library may also cause sluggish performance when importing or receiving new media. If you encounter sluggish performance during unit deployment or when importing new maps, it may be a sign that your media library has grown too large and needs to be purged.

To clear out undesired media, select the "Purge Media" command from the BG button's menu. The Purge Media panel will open. It defaults to previewing the last media asset in the multimedia library.



Use the navigation buttons on this panel to cycle through the stored media assets. The name of each asset is presented below the thumbnail preview, and for audio cast members, you can click on the "Audio Preview" button that appears. Click on the "Purge" button to delete each asset you no longer need. Purging media does not delete any files from your hard drive, only from the "User Cast.cxt" file.

Once you've gone through your entire media library, press the "Done" button to save your changes into a compacted "User Cast.cxt" file. The old "User Cast.cxt" file is automatically deleted.

If you know you won't be needing *any* of your old media anymore, press the "Purge All" button, and then the "Done" button.

This command is not available to players during multiplayer games, to prevent players from peeking at as-yet-unused media, and to prevent accidentally purging media that may be in use (like Sideboarded units), so this command should be used prior to logging into the game session.

It is worth noting that unit defaults (a graphic's scaling and rotation info, etc.) are retained even after the media it pertains to is deleted. If you should need to re-import that media at a later date, your default settings should still work.

It may also be necessary to purge a media asset if you have made changes to the media, and want those changes brought into BRPG. For example, if you've edited a map or token in a graphics application, those changes won't appear in BRPG until you've purged the old media and re-imported the version with the changes.

### **Purge/Refresh Artpacks**

Artpacks can be enabled or disabled while BRPG is running, but this command must be activated after moving any artpack files into or out of the "Disabled Artpacks" folder. Any units on the map are redrawn after using this command.

Select the "Purge/Refresh Artpacks" command from the BG button's popup menu if, during launch, BRPG asks you to locate an artpack that you've disabled.

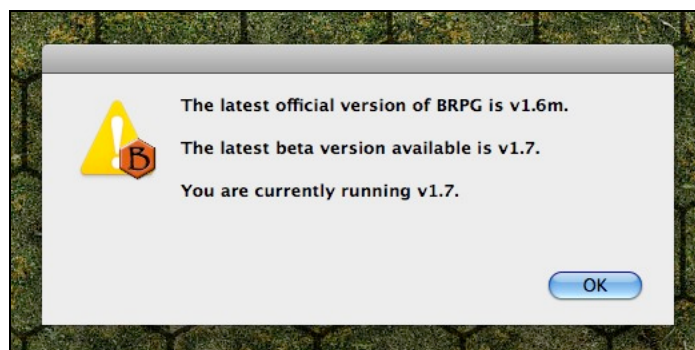
### **User Manual**

Selecting the "User Manual" command from the BG button's popup menu will launch your PDF viewing application and open the User Manual.

If this command doesn't work as expected and you are running Windows OS, you probably forgot to follow the instructions in the "Installing BRPG" section, above.

### **Check for Updates**

Selecting this command will inform you if there are any new official versions and/or beta versions of BRPG available for download. An internet connection is required for this command to work.



## Purchase BRPG

Select this command to launch your default web browser and be taken to the Store page of the Battlegrounds Games website.

This command only appears on an unlicensed BRPG Demo.

## Licensing BRPG

The free Demo of BRPG has two important limitations. The first is a 45-minute timeout period (the application will automatically quit after 45 minutes of use). The second is that the GM is limited to a maximum of 12 units when saving or loading Encounters. Aside from those limitations, the free Demo is nearly as full-featured as a licensed client.

There are a couple of other minor limitations to be aware of:

- You cannot save a Deployment file without a GM Client license.
- You cannot export a Media Asset Bundle without a GM Client license.
- You cannot create a custom card deck for the Card Table without a GM Client license.

A white text label located above the BG button indicates when BRPG is being run in Demo Mode.

Purchasing and installing a client license unlocks the software and removes these limitations. Note that even a licensed Player Client must be logged into a game session in order to avoid timing out after 45 minutes. A license Player Client will still display the Demo Mode label until the player logs into a game session. This is because until that moment, they are Demoing the full GM Client.

Another way to avoid the timeout limit if you are using just the free Demo is to log into a game that is hosted by a GM with one or more Floating Licenses available.

*Important Note: If you are running BRPG on a Windows PC, make sure before proceeding that you have installed BRPG to the hard drive and partition where it will reside permanently. Moving a licensed BRPG installation to another hard drive or partition may disable your license.*

If you have purchased a license for BRPG, open the License panel by selecting the "License" command from the BG button's popup menu.

**License**

Challenge Code:  
W8728FVXYA3

Response Code:  
GM-v1.0-272887

License Type:  
GM Client

Unlock

Current License Type:  
GM Client

Floating Licenses Installed: 8  
Floating Licenses Available: 8

Register Artpack

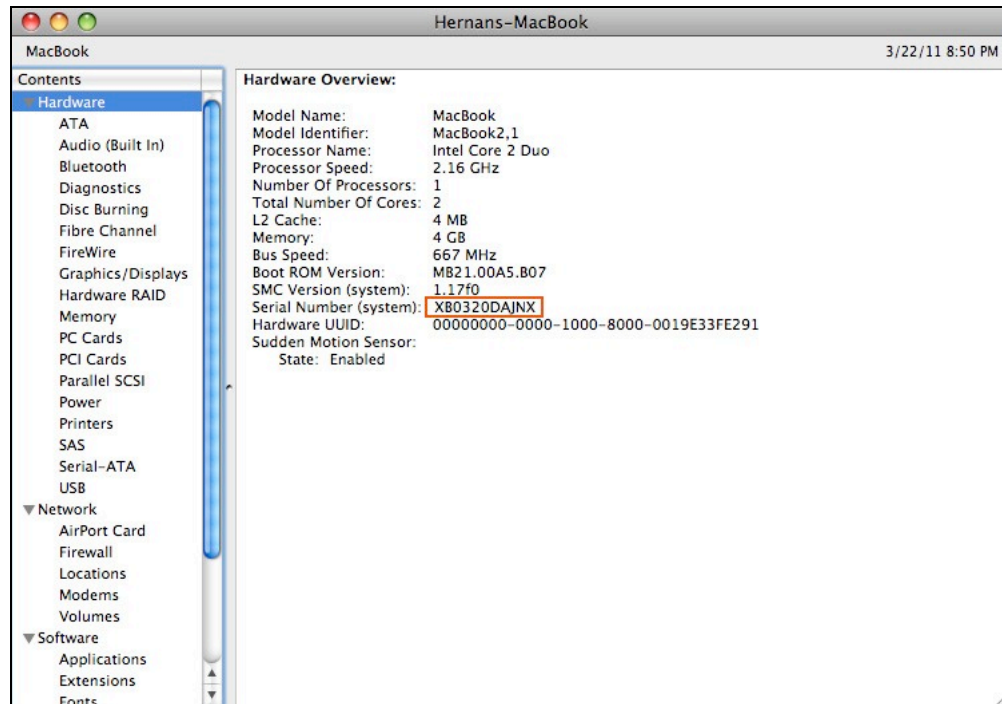
Done

If you are running BRPG on a Windows PC, follow the instructions in red. If you are running BRPG on a Mac, follow the instructions in green.

If you are running BRPG on a Windows PC, the Challenge Code field will be pre-filled for you. E-mail your Challenge Code to [activation@battlegroundsgames.com](mailto:activation@battlegroundsgames.com). We will e-mail you back with a Response Code that will allow you to install your BRPG license/s on that computer. Important: If your Challenge Code is a negative number, please be sure to include the minus sign when submitting your Challenge Code.

If you are running BRPG on a Mac, you must follow a few steps to determine your Challenge Code. Select the Apple menu from the menubar at the top of the screen and select "About This Mac". On the screen that opens, click on the "More Info..." button. This will launch Apple's System Profiler application.

By default, you should be seeing a screen labeled "Hardware Overview". On that screen you will find a serial number listed (see the red highlight below).



In rare cases, no serial number is shown on this screen. Should this occur, use the serial number printed on the computer case, instead.

Copy this number down, then quit System Profiler. E-mail your Challenge Code to [activation@battlegroundsgames.com](mailto:activation@battlegroundsgames.com). We will e-mail you back with a Response Code that will allow you to install your BRPG license/s on that computer.

*Please do not submit the serial number shown in the screenshot above. That is just there as an example.*

Once you've received your Response Code via e-mail, launch BRPG, open the License panel, and paste your Response Code into the Response Code field in BRPG (Mac users should also fill in their Challenge Code). Select the License Type (either "GM Client" or "Player Client") from the pulldown menu and click the "Unlock" button.

Your BRPG software is now licensed. If you have a GM client, this means that all of the Demo's limitations have been lifted.

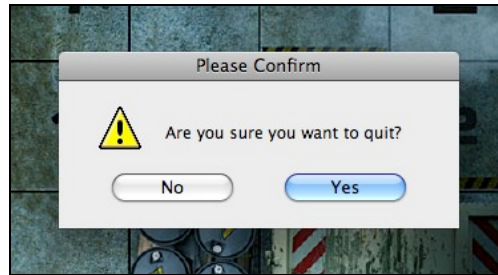
If you have a GM Client and have purchased one or more Floating Licenses, you will also have received your Floating License Response Code keys. The procedure for installing a Floating License is the same as described above, except that you must select "Floating License" from the License Type pull-down menu.



## Quitting the Program

You may exit the application at any time by pressing the [Q] hotkey, or by pressing [COMMAND+Q] (on the Mac) or [ALT+F4] (on Windows). You can also quit BRPG by clicking on the Close box in the map window's title bar. On Mac OS X, you can also select the Quit command from the Battlegrounds RPG Edition menu (i.e., the application menu).

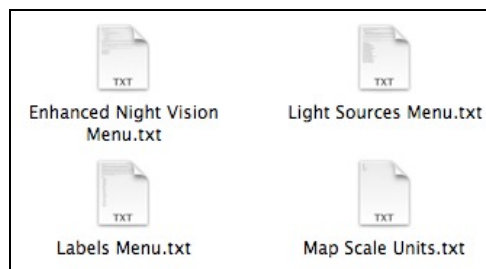
No matter which method of quitting you use, you will be asked for confirmation, to prevent quitting accidentally and losing an unsaved Encounter.



If a player quits BRPG while still connected to the GM, he/she will be automatically logged off. If the GM quits BRPG while one or more players are still connected, the player/s will be informed, then their map window will revert to its default state when the program is first launched (exception: there will be no notification to the players if the GM force-quits BRPG).

## Customizing BRPG

You can customize BRPG by editing any of the plain text files stored in BRPG's "Preferences" folder.



The information in these files allows you to define the various light sources, night vision types, map scale units, and text labels that you want to use in your games. Complete instructions for editing the contents of the files can be found in the files themselves.

Content in the Labels Menu file can be indented with the TAB character to make a submenu. BRPG will accept up to two TAB characters per line.

In a multiplayer game, the light source information is always pulled from the GM Client, and settings in the players' local file are ignored.

## **Expanding BRPG**

Adding new maps, digital minis, and props to BRPG is very easy. Just drag a JPG or PNG graphic into the appropriate folder. This can even be done in the middle of a game, without re-launching the application. New sounds can be added to the game in the same manner.

A wealth of free, quality artwork is available on the internet (see the Links & Resources page on the Battlegrounds Games web site), and more is posted every day. Of course, the graphically-inclined can make their own custom artwork using any graphics application.

### ***Adding Custom Artwork, Sound Effects, Reference Material, and Grids to BRPG***

Users wishing to add their own artwork or sound effects into the program may do so by simply placing the asset file in its corresponding folder at the system level ("Maps", "Figures", "Objects", "Audio", "Visual Aids", "Portraits", "Library", or "Grids").

The "Figures" folder and "Objects" folder accept graphics in JPG, BMP, and PNG format.

The "Maps" folder accepts graphics in JPG format only.

The "Visual Aids" folder, the "Portraits" folder, and the "Library" folder accept graphics in JPG, BMP, and PNG format only.

The "Audio" folder accepts sound files in WAV, MP3, SWA, AU, and AIFF format.

The "Grid" folder accepts graphics in PNG format only.

For graphics without a transparency layer (alpha channel), JPG is the recommended format, in order to keep file sizes down and hence speed up transmission times in multiplayer games. For graphics with a transparency layer, use PNG format.

For audio files, MP3 or compressed AIFF format is preferred, in order to keep file sizes down and hence speed up transmission times in multiplayer games.

Custom grid graphics should ideally be named according to what color they are, since the file name is what appears in the Preferences screen when you access the "Color" pulldown menu.

Other than free space on your hard drive, there is no limit to the number of custom assets that can be added to BRPG, but make sure not to place more than 255 assets in a single folder.

You can organize your media assets by placing them in folders, but do not use nested folders (folders within folders), or BRPG will not be able to access them. Frequently-accessed materials can be placed at the root (aka "Unfiled") level, as this will allow you quicker access to them within the program.

### ***Using Third-Party Maps with BRPG***

BRPG will accept maps from any source that can create JPG output, whether you've created them yourself from scratch in a graphics application, or made them using any third-party mapping program.

Using the Map Settings panel, you can resize a map within BRPG so that it is scaled and aligned properly with BRPG's grid overlay.

But if you follow these instructions and size your map properly using a graphics editing program beforehand, you won't need to do any tweaking in BRPG at all.

If you don't already own a graphics editing program, there are many free applications (for both Macs and Windows PCs) available for download on the internet that will allow you to do this.

To get your maps properly sized, count the number of cells across that it should be, then multiply that number by 122. That's how many pixels wide your map needs to be for use in BRPG (exception: neither the height nor the width of the map should exceed 4000 pixels). If your graphics software allows you to maintain the aspect ratio, you don't need to calculate the map height separately.

Here is a handy chart for figuring out what your map's dimensions need to be:

Squares Across	Width in Pixels	Squares Across	Width in Pixels
5	610	23	2806
6	732	24	2928
7	854	25	3050
8	976	26	3172
9	1098	27	3294
10	1220	28	3416
11	1342	29	3538
12	1464	30	3660
13	1586	31	3782
14	1708	32	3904
15	1830	33	4000
16	1952	34	4000
17	2074	35	4000
18	2196	36	4000
19	2318	37	4000
20	2440	38	4000
21	2562	39	4000
22	2684	40	4000

Maps made with Dundjinni (map creation software) are perfectly compatible with BRPG, although you must still resize them. If you are making a Dundjinni map exclusively for use in BRPG, it is recommended that you output the map as a BMP at 122 pixels per inch, and then convert it to JPG format.

When creating your maps, be sure to leave off any wildlife, doors, or any objects that you want to be moveable, and just insert them later in BRPG. You should also export your map without a grid, since BRPG gives you the option of showing or hiding the grid as needed.

Maps larger than 40 cells in either direction will need to be broken up into several pieces and presented in separate Encounters (exception: maps that use a hex grid may be up to 46 cells high).

### **Free and Commercial Adventures for BRPG**

As of this writing, there are two free sample adventures available for download on the Battlegrounds Games website (and links to them are available at the end of this User Manual). These adventures provide an ideal way for a GM and his/her players to learn how to use the software together, and get a glimpse of what it is capable of.

Eventually, commercial adventures may be offered for sale on the website, too, and additional free adventures may also be made available.

### **Free and Commercial Artpacks for BRPG**

Artpacks are collections of media, generally based around a central theme. Artpacks can contain any mixture of maps, Fog of War Overlays, Figure tokens, Object tokens, Visual Aids, Audio clips, and even reference material for use with the Library feature.

There are both free and commercial artpacks available for BRPG, and a list of all the artpacks currently available is presented at the end of this User Manual. Artpacks can be very useful both for GMs who like to improvise and for those who like to take their time crafting graphically-detailed maps and media-rich encounters prior to a game session.

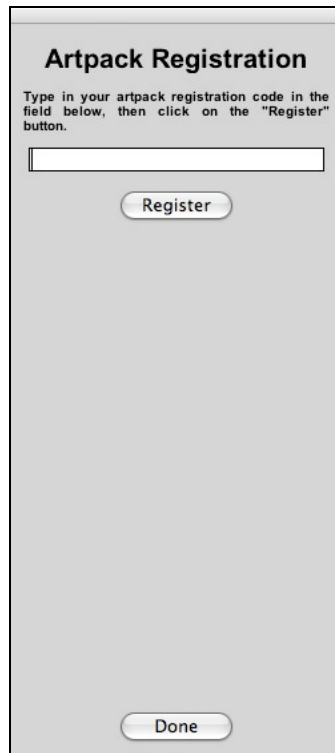
For commercial artpacks, only the GM needs to purchase the artpack. Players can use artpacks for free. On the GM's screen, if a unit attempts to display a token or portrait art from a commercial artpack that is not registered, a placeholder token will be shown instead.

Installing an artpack is as simple as downloading a Zip file from the Battlegrounds Games website, unzipping the archive, placing the artpack file in BRPG's "Artpacks" folder, and (if BRPG is already running) selecting the "Purge/Refresh Artpacks" command from the BG button's popup menu.

### ***How to Register a Commercial Artpack***

Shortly after purchasing a commercial artpack, you will receive your artpack registration code via email. You will need to input your registration code/s into BRPG in order to unlock the artpack/s.

Open the License panel in BRPG and click on the "Register Artpack" button. The Artpack Registration panel opens.

A screenshot of the 'Artpack Registration' panel. At the top, the title 'Artpack Registration' is displayed. Below the title, a small instruction reads: 'Type in your artpack registration code in the field below, then click on the "Register" button.' There is a single-line text input field below the instruction. Underneath the input field is a button labeled 'Register'. At the bottom of the panel is a button labeled 'Done'.

Follow the instructions on the screen to register your artpack. When you are done registering all your artpacks (if you purchased more than one), click on the "Done" button to close the panel.

The content of your artpack/s that you just registered will be available for use the next time you launch BRPG.

Free artpacks (e.g., the free adventure modules) don't require registration in order to work.

Regardless of whether an artpack is free or commercial in nature, if BRPG was already running when you installed the artpack, you must select the "Purge/Refresh Artpacks" command from the BG button's popup menu in order to access the artpack's content. You only need to select this command once, even if you just installed many artpacks.



## **Animations**

Battlegrounds comes with a handful of embedded (and non-purgable) animations, including a campfire with audio, a campfire without audio, a light glow, and fire. Animated tokens are deployed and resized just like other objects. However, the Hide feature doesn't hide an animation on the GM Client by making it semi-transparent (but a hidden animation is still hidden from the players).

## **Support for Flash Content**

Battlegrounds supports Adobe Flash content. Some examples of Flash content are things like animated tokens, mini-apps such as calculators and 3D dice rollers, and even third-party utilities that can add new features to Battlegrounds or provide an alternate interface (e.g., a custom toolbar).

Flash developers wishing to create content for BRPG should keep in mind that interactive Flash content for BRPG must use ActionScript 2, not AS3. Flash apps may communicate with BRPG, and some form of API will likely be published in the not-too-distant future.

Because a Flash file is programmable and could potentially contain malicious code, Battlegrounds users should only use Flash content from sources they trust.

## **Auto-Naming**

Battlegrounds will automatically name units for you when you place several identical units on the map, either by mass-deploying a unit, cloning or duplicating existing units, or loading additional copies of a unit by loading a Deployment file.

For example, if you place a figure using a piece of artwork called "Goblin", the Character Name field will be automatically filled in with the text "Goblin". You can change the name to something else, if you want, but in many cases this won't be necessary. Suppose you now decide to clone this figure using the Copy and Paste commands, so that you'll have several identical goblin tokens on the map. The first token you placed will be renamed "Goblin 1", and the cloned copies will be automatically named "Goblin 2", "Goblin 3", etc.

Sequential auto-naming of units in BRPG works for up to 162 similarly-named units.

The GM can temporarily disable unit auto-naming while loading a Deployment by holding down the [SHIFT] key while he/she presses the "Load" button.

## **Public and Private Unit Names**

Battlegrounds supports both public and private unit names. If the GM puts part of a unit's name in square brackets (for example, "Goblin [4]"), the bracketed portion of the name will not be seen by the players. This applies to the Character Name text label on units in the map window, to the "Token Name" column of the

Turn Sequencer, and to automatic turn sequence announcements made in the chat window and map window.

Players can also use private names for units they control. The GM cannot see the private name of any player-controlled units.

## **Updates**

Updates to this User Manual and the BRPG software will be periodically posted on the Battlegrounds Games website, where you'll be able to download them for free. If you are registered on the forums, you will receive e-mail notification every time a new official (i.e., non-beta) version of BRPG becomes available (unless you have opted-out of the Battlegrounds mailing list).

## **Updating from an Older Version of BRPG**

Encounters and Deployment files that were created in an older version of BRPG will be automatically updated to the latest format when you load the file. The auto-update feature works only for files created in BRPG v1.0.6b or higher.

Updating to a new version of BRPG sometimes involves installing to a new directory and then copying over any needed files from your old installation to the respective folders of your new installation.

If the GM has used the "Export Encounter Assets" command to make external media bundles for all of his/her Encounters, he/she can easily import all of that media into the a new installation of BRPG by using the "Import Encounter Assets" command.

It may be worthwhile for the GM to make an external media bundle containing all of the media assets from his/her Deployments, as well.

Depending on what version of BRPG you are updating from, it may be possible to simply copy over your old "User Cast.txt" file and have instant access to all of your prior media. Every new release of BRPG will indicate whether or not the "User Cast.txt" file has changed or not. If it hasn't, you can safely copy over your "User Cast.txt" file from an earlier installation.

## Using BRPG with a Projector

If you have a projector, you can use BRPG in your face-to-face game sessions to great effect. BRPG's full-screen map, high-resolution graphics, and hidden-until-you-need-it interface are ideal for this sort of setup.



*Projecting onto a wall*



*Projecting downward onto a table*

## **Using BRPG with Real Minis**

Groups using BRPG as a digital battlemat in face-to-face games can choose to use real minis (rather than digital tokens) in their games, if they can project the map window onto a flat table surface.

To take advantage of BRPG's dynamic Fog of War feature, the GM can lay down some small placeholder tokens, each representing one of the real miniatures being used. After assigning those placeholder tokens the appropriate light sources and enhanced vision types, the GM and/or the players can then move the virtual tokens wherever their matching minis are moved, and the map will be dynamically revealed as the PCs explore.

## **Running Non-Live Games**

Battlegrounds, like most virtual tabletop programs, is usually used for "live" games, where the GM and the players are all logged in at the same time. However, some users may prefer to play "non-live" games, particularly if the players live in widely-varying time zones.

Here's how it works: the GM hosts a game session, which he leaves running continually. Players log in whenever they have a chance and take their move (if it is their turn), then they log off. In this sense, it is like a play-by-post game on a roleplaying forum, except that with Battlegrounds, you have the visual map that is constantly updating unit positions, and you have convenient tools like the Dice Roller built right in. Of course, in non-live games, some features won't be used, such as audio (there's probably no one around to hear it at the moment it's played).

For non-live games, be sure to disable "Automatic Blackout Mode" in Preferences, and enable automatic granting of Floating Licenses, if applicable.

## Tips & Tricks

- Battlegrounds comes with an assortment of map pins and generic tokens. Placing these on a map and adding Notes to them is a handy method of placing information on a map that is accessed by placing the mouse cursor over the unit.
- Place the audio token on a map, attach all the sound effects and music tracks you want to it, then set it to be a free-floating object in an unobtrusive corner of the map window. This will provide for a convenient audio library during your Encounter. If the audio collection is generic enough for use in many Encounters, save the audio token as a Deployment, so that it can easily be added again to any Encounter without having to recreate it from scratch.
- Place a suitable token on the map and attach a bunch of common reference charts and tables to it using the Portrait feature. Set the unit to be a free-floating object in a convenient corner of the map window. Now you can reference any given chart or table quickly and easily by selecting the unit and choosing which "portrait" you wish displayed in the top-right corner. Alternatively, rather than attach the charts and tables as portraits, attach them as additional tokens, and use the token-swapping hotkeys to easily change the chart to be displayed. This has the added benefit of connected players seeing exactly what you're seeing (since with the other method, they will only see the portrait art if they select the unit or position the mouse cursor over it). With either method, it may be useful to save this "Charts & Tables" token as a Deployment, so that it can be easily added to any Encounter.
- Assign each PC a token created with the Text Label Draw Tool. They can position this beside or under their PC token and edit the text to announce what actions their PCs are taking (e.g., "Casting a spell").
- If your RPG system doesn't rely heavily on the use of maps and minis (and even if it does), consider using the map window for other things besides maps. Perhaps make a flowchart showing the relationship between key NPCs or rulers in your game world. Lay out some character portraits (possibly with ToolTip notes attached), use the Draw Tools to group or connect them, and use the Text Label tool to write up brief descriptions. In short, use the map window as a virtual corkboard and put whatever you want on it, taking advantage of the fact that you can move individual objects as needed. If playing a murder mystery, place visual aids (clues, faux photographs, murder weapons, etc.) as objects on a virtual table, for the players to examine and interact with. Want to hold a vote on what the party should do next? Use the text tool to write up multiple choices, and have the players move their tokens onto the choice they prefer. Place pieces of a shredded map or shattered stone tablet on a surface of your choice, for the players to piece back together and glean a clue. Your imagination is the limit.



## Support

If you have a question about BRPG, would like to report a bug, or submit a feature request, it is usually best to do so in the [Battlegrounds Forums](#), so that others can benefit from the answers posted or join in on the discussion. If possible, try reading the content already posted to see if your issue has already been brought up.

Technical support and customer service can either be handled via the forums or via email, whichever you deem most appropriate for the issue at hand.

## Contact E-Mail Addresses

For technical support and customer service: [support@battlegroundsgames.com](mailto:support@battlegroundsgames.com)

For all other issues: [admin@battlegroundsgames.com](mailto:admin@battlegroundsgames.com)

## Troubleshooting

- Port-forwarding

If the GM uses a router (and in some cases a cable modem), he/she will need to set up port forwarding in order to allow players to connect to their game session. The GM should be able to successfully *host* a game session even if they haven't set up port forwarding, but if they haven't set up port forwarding correctly, players outside of their local network will not be able to connect.

Port forwarding should only affect whether other computers can connect to your host or not. Players need not concern themselves with port forwarding.

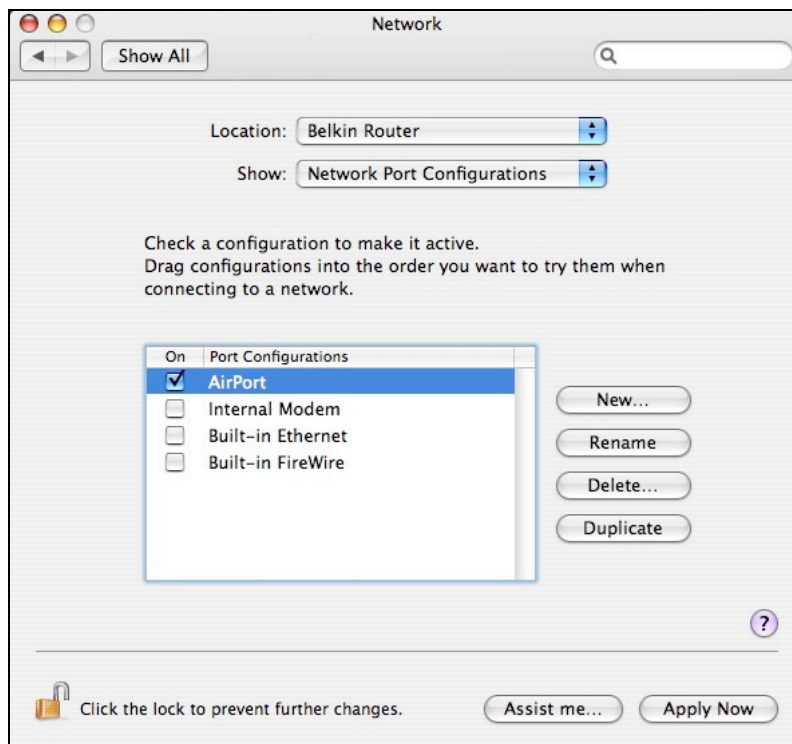
If you can't control port forwarding (e.g., if you are hosting from a hotel or a college dorm), you can use Hamachi or other VPN (virtual private network) software to get around port-forwarding.

- Firewalls

If you are hosting a game session and your operating system's built-in firewall (or third-party security software) warns you about Battlegrounds, you will need to grant access, otherwise players outside of your local network will be unable to connect.

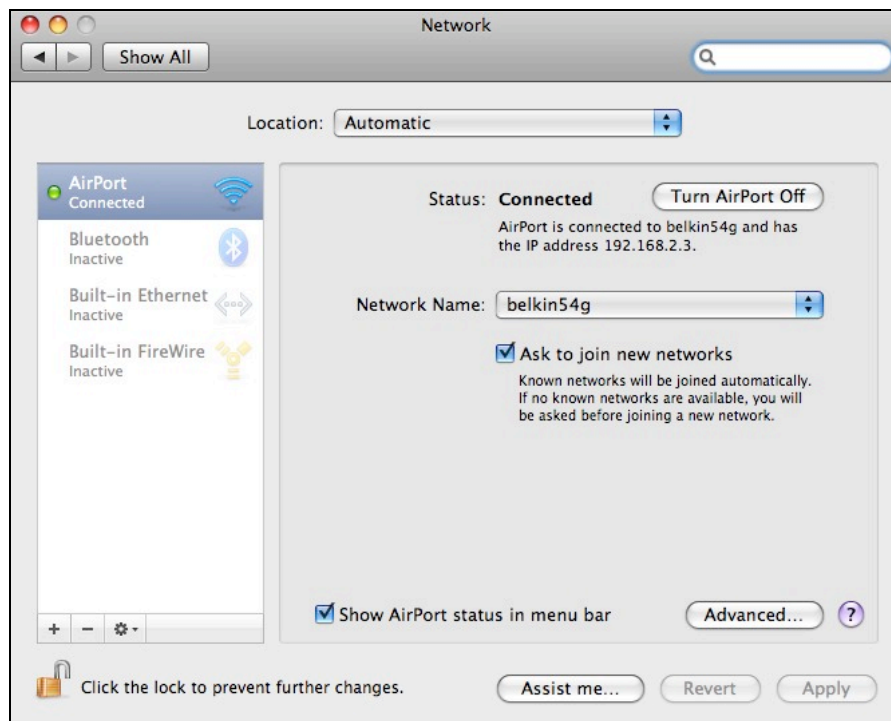
- Hosting wirelessly on Mac OS X

If you cannot seem to host a game and instead see the "Connection Failed" message, it is probably because BRPG is attempting to host on the wrong network interface. Disable any network protocols that you don't need (e.g., Firewire networking, dial-up modem, Bluetooth, etc.), and/or make sure that the wireless protocol has priority.



*Enabling only Airport and disabling other network protocols should ensure that you can host games in BRPG under Mac OS X.*

Note: For Leopard users, the Network preferences screen is somewhat different.



For everything except AirPort, you have to highlight the item, click on the “cog” button at the bottom of the window, and choose “Make Service Inactive”.

- "A serious error has occurred"

Clicking the splash screen during launch can cause this error to occur, particularly on Windows PCs. Let the splash screen close automatically and allow the program to fully finish launching prior to attempting to use it.

### **Potential Conflicts with Third-Party Software**

- On some Windows systems, ZoneAlarm (from Zone Labs) can cause BRPG to crash or fail to connect when hosting or joining an online game. If this happens, ZoneAlarm should be turned off for the duration of the game session.
- Windows' Software Firewall may block access when hosting or joining an online game, if not properly configured. On some systems, it may even have to be disabled for the duration of the game session.
- On Mac OS X, Smith Micro's StuffIt version 9 or less does not extract the BRPG zip file properly (although it may *look* like it did). Upgrade to StuffIt v10.0 or better, or use Mac OS X's default unzipping tool, "BOMArchiveHelper", which is accessed by [CONTROL]-clicking on the BRPG zip file and selecting "Open With..." from the contextual popup menu. On Mac OS X v10.5 (Leopard) or higher, the unzipping utility is now called "Archive Utility", not "BOMArchiveHelper".
- On Mac OS X, right-clicking does not work with certain models or brands of Bluetooth mouse. Use [CONTROL]-click instead to simulate a right-click.
- On Mac OS X, Unsanity's Application Enhancer (APE) and/or WindowShade X may be incompatible with BRPG. If you experience problems, disable these programs and try again.

### **Known Issues and Limitations**

- BRPG popup menus do not display correctly in Windows Vista while using the "Windows Aero" or "Windows Vista Basic" appearance settings.
- Hosting over a wireless connection may not work on Mac OS X unless you disable other network protocols (e.g., Ethernet, Firewire, Bluetooth, etc.). This generally means disabling all network protocols except for Airport.
- Changing the grid type while gridded AoEs are in use is not currently supported, and may lead to errors.
- At this time, a maximum of 44 simultaneous AoEs are supported. Using more than that will cause errors. This limit may be increased in a future version.
- At this time, a maximum of 12 simultaneous Free-Floating Objects are supported. Using more than that will cause errors. This limit may be increased in a future version.
- An Encounter can hold up to 600 objects if there are less than 20 figures present. This reallocation of game sprites was implemented primarily to support digital versions of boardgames and wargames that require a lot of components

(tokens, cards, etc.) but do not make extensive use of minis (figures).

- Using a filename that is over 27 characters long when saving an Encounter will produce a blank/invalid Encounter file.
- Avoid using a filename that is over 27 characters long on any map or media asset.
- When moving the next-to-last item in the Unit Manager list down (making it the last item on the list), it loses its highlight. This is purely a cosmetic issue.
- Media assets and saved Dice Macros should not contain parenthesis in their filename, or they will be unselectable from the popup menus in BRPG.
- The popup menus in BRPG only support up to 255 entries, so be sure not to throw more than 255 media assets into any single folder. Using different folders to further categorize your media is a good idea anyway, since it will help you find specific items faster.
- If you are using Ventrilo, dice rolls will not be received in BRPG if Ventrilo's text chat window is open (yes, that's a very weird bug).
- The unit selection marquee, the Draw tools, and the Fog of War reveal/conceal tools do not provide proper visual feedback when Fullscreen Mode is enabled.
- Selecting a dice macro from the "Roll Dice Macro" button on the Chat window will fail to load the selected macro if the Dice Roller has never been opened during that BRPG session.

### **Free Use Promos**

Occasionally, a "Free Use Promo" is held, during which period the BRPG software is free for anyone to use without a license. Be sure to take advantage of these promo periods to introduce new players to the software, since they'll be able to experience the fully unlocked software as if they had a GM Client license. An internet connection is required to take advantage of a Free Use Promo.

### **How You Can Help Support Battlegrounds Games**

If you enjoy BRPG, you can help by spreading the word. There are still many people who have never tried or even considered the possibility of gaming online via a virtual tabletop program, and many people have tried other virtual tabletop programs but have not heard of BRPG.

Another way you can help is to purchase one or more commercial artpacks or Game Boxes for BRPG. A complete list of these products is included at the end of this User Manual, but you should visit the Battlegrounds Games website to keep abreast of any new products that were released after this User Manual was published.

## Credits

Lead Developer & Programmer:	Hernan Ruiz Camauer (aka Heruca)
Webhosting & Server Support:	Daryl Hildebrand (aka Omnidon)
User Manual & Website:	Hernan Ruiz Camauer (aka Heruca)
Graphics Support:	Mark Manders (aka Kepli) <i>Dice scans</i> Eric Williamson (aka Erian_7) <i>AoE overlays</i> David Bellot ( <a href="http://david.bellot.free.fr/svg-cards/">http://david.bellot.free.fr/svg-cards/</a> ) <i>Playing cards</i> Richard Dufault (aka Harman) <i>The following maps:</i> <i>Necromancer's Lair</i> <i>Troll Ambush</i> <i>Sewer Map</i> <i>Sewer Map Extreme</i> Devinnight – Hand-drawn Token Sampler Set <i>(more token sets available at</i> <i><a href="http://www.immortalnights.com/">http://www.immortalnights.com/</a>)</i> Jason Sandeman (aka Kalmarjan) <i>Generic Tokens</i> <i>Doorway Tokens</i>
Sample mini-adventure:	Hernan Ruiz Camauer (aka Heruca)

*Battlegrounds: RPG Edition* is authored in Adobe Director MX 2004 (v10.1).

### Special Thanks to:

- Dave Craddock (the developer of V-FORT, another Director-based virtual tabletop program) for granting permission to incorporate his manual Fog-of-War reveal code in Battlegrounds.
- The Dundjinni user community and [rpgmapshare.com](http://rpgmapshare.com), for creating such a wealth of free, high-quality art that can significantly enhance our enjoyment of the Battlegrounds software.
- Everyone who provided feedback on the BRPG forums, for helping to improve BRPG, and to everyone who has supported BRPG.
- You, for downloading Battlegrounds and giving it a try.



## Artpacks for BRPG

The ever-growing collection of artpacks are a major strength of BRPG, and can save GMs a lot of preparation time while simultaneously providing them and their players with visually rich and professional-looking content. In many cases, the content is exclusively available for BRPG users.

The following list contains brief descriptions of each artpack. If one peaks your interest, click on its name to see preview images, contact sheets, and/or to get additional information about the product.

Please check the [BG Store](#) for current pricing on any commercial products.

<b><u>Dice Pack</u></b>	FREE!
Contains 128 dice objects that you can use to roll dice right in BRPG's map window.	
<b><u>Base Map Pack 1</u></b>	
A collection of 35 maps, broken down into six categories (Grass; Forest Floors; Scrublands; Swamps & Thickets; Earth, Sand & Mud; and Cavern).	
Like the grass map that comes with BRPG, the maps contained in this artpack all use the same texture throughout. The idea is that you will customize these generic maps with object overlays as needed to suit your Encounters (e.g., by adding trees, boulders, roads, paths, ponds, etc), rather than use them as ready-to-go maps (although some of these maps can certainly be used "as-is").	\$11.00
<b><u>Component Dungeon Pack 1</u></b>	
A set of modular room and hallway components that you place on the background of your choice to create a dungeon layout. The artpack also contains doorway overlays, hallway bends & intersections, stairways, pits, columns, caved-in hallway sections, and other goodies to flesh out your dungeons. Even standalone floor and wall sections are included, so that you can lay out oddly-shaped rooms. The artpack contains an astounding 234 pieces.	
This is a "must-have" set for both GM's who like to improvise on-the-fly and those who like to create elaborate layouts well ahead of game-time.	\$11.00
<b><u>Ravenlands Map Pack 1</u></b>	
A collection of 4 maps and 4 Fog of War Overlays. Produced by Scrying Eye Games, this artpack contains Maps 1 through 4 of their Ravenlands series of exquisitely detailed and interconnected maps.	
<ul style="list-style-type: none"><li>• Map 1: The Castle Raven</li><li>• Map 2: Battleground of Old</li><li>• Map 3: River and Bridge</li><li>• Map 4: River and Caves</li></ul>	\$10.00
A 32 x 20 cell Overview Map (at a scale of 15 feet per cell) is also included, which shows how the first 8 maps in the Ravenlands series interconnect.	
<b><u>Ravenlands Map Pack 2</u></b>	
A collection of 4 maps and 4 Fog of War Overlays. Produced by Scrying Eye Games, this artpack contains Maps 5 through 8 of their Ravenlands series of exquisitely detailed and interconnected maps.	
<ul style="list-style-type: none"><li>• Map 5: Sacred Grounds</li><li>• Map 6: Town of Raventon</li><li>• Map 7: Mine and Quarry</li><li>• Map 8: The Ravenclaw's Inn</li></ul>	\$10.00
A 32 x 20 cell Overview Map (at a scale of 15 feet per cell) is also included, which shows how the first 8 maps in the Ravenlands series interconnect.	

### **Medieval Armies**

Assorted troops (footsoldiers, cavalry units, leaders, corpses, etc.), all rendered in 5 unique homogenous styles, allowing you to depict five different armies or warring factions. Contains 98 unique figures.

\$10.00

Even when you don't need an army, many of these figures can be used to represent city guards, local lords, or even PCs, so they should be useful in a number of games.

### **Elven Armies**

Assorted troops (footsoldiers, cavalry units, leaders, corpses, etc.), all rendered in 4 unique homogenous styles, allowing you to depict four different Elven armies or Elven subraces.

\$10.00

### **Kepli's Tree Pack**

Contains 154 trees in autumn/winter & spring/summer versions. Includes a PDF that serves as a handy visual reference for all the trees in the artpack.

In addition to the incredibly-detailed tree graphics, this artpack also comes with 13 sound effects, 10 of which are loopable. You can use these sound effects to help create a more immersive environment. They include ambient sounds for both day and night encounters.

\$11.00

This artpack is good for both GM's who like to improvise on-the-fly and those who like to create elaborate layouts well ahead of game-time. The trees also happen to look great on many of the maps in "Base Map Pack 1", if you happen to already own that artpack.

### **DevilDan's Monster Tokens**

Contains 435 high-resolution figure tokens (including some which are color mods, for additional variety). They are suitable for use with fantasy or horror games that use a scale of 5 feet per square or 3 feet per hex.

\$12.00

### **Component Sewer Pack**

A set of modular components that you place on the background of your choice to create a sewer system layout.

In addition to sewer tunnels in a variety of configurations, the artpack also contains stand-alone elements to further customize your layout, audio clips to set the mood (and creep your players out!), and even figure tokens for commonly-encountered vermin (i.e., bats and rats).

FREE!

The artpack contains 104 graphics and 19 audio clips (most of which can be set to loop continuously).

This is a convenient set both for GM's who like to improvise on-the-fly and those who like to create elaborate layouts well ahead of game-time.

### **Vry's PC & NPC Tokens**

Contains 105 high-resolution figure tokens (100 original tokens plus 5 color mods for additional variety). They are suitable for use with fantasy games that use a scale of 5 feet per square or 3 feet per hex.

FREE!

An excellent "starter set" of PC & NPC tokens for BRPG.

### **Vry's Monster Tokens**

Contains 102 high-resolution figure tokens (100 original tokens plus 2 color mods for additional variety). They are suitable for use with fantasy or horror games that use a scale of 5 feet per square or 3 feet per hex.

FREE!

An excellent "starter set" of monster tokens for BRPG.

<p><b><u>Cyberdrake's Indoor Map Tiles Pack</u></b></p> <p>Contains 99 unique indoor map tiles (8x8 squares each) for creating cave and dungeon layouts.</p> <p>This is a convenient set both for GM's who like to improvise on-the-fly and those who like to create elaborate layouts well ahead of game-time.</p>	FREE!
<p><b><u>Cyberdrake's Outdoor Map Tiles Pack</u></b></p> <p>Contains 86 unique outdoor map tiles (8x8 squares each) for creating layouts of villages, forts, castles, towers, and the general outdoors.</p> <p>This is a convenient set both for GM's who like to improvise on-the-fly and those who like to create elaborate layouts well ahead of game-time.</p>	FREE!
<p><b><u>Mapping Tiles Pack 1</u></b></p> <p>A set of 216 modular tiles and other graphics that you place on the background of your choice to create a custom indoor or outdoor map layout.</p>	\$8.00
<p><b><u>SC's Mines Pack</u></b></p> <p>A set of mine-themed graphics that you place on the background of your choice (or use one of the three background textures provided) to create a custom mine layout.</p>	\$9.00
<p><b><u>Devin Night's Token Collection</u></b></p> <p>An entire collection of themed artpacks (currently 10 packs with over 600 tokens) depicting guards &amp; nobles, dwarves, pirates, orcs &amp; goblins, characters, townsfolk, etc.). All of the content is hand-drawn, and many of the tokens have color mods for additional variety. The price of this collection will gradually increase over time, as more artpacks are released throughout 2011.</p>	\$17.00
<p><b><u>Devin Night's Sci-Fi Tokens</u></b></p> <p>Contains 160 high-resolution figure tokens for sci-fi games.</p>	FREE!
<p><b><u>Roads &amp; Vehicles</u></b></p> <p>Contains 157 graphics suitable for depicting vehicular combat and/or car chases.</p>	FREE!
<p><b><u>Adventure Module #1: "The Quick &amp; the Dead"</u></b></p> <p>An adventure intended for use with D&amp;D 3.5 (or 3.0) rules, with a party of four 3rd level PCs. Includes everything you need to play (maps, tokens, pre-generated PCs, stat blocks, etc.).</p> <p>The module is being released for free so that Battlegrounds users have a ready-to-play adventure that they can use to learn the Battlegrounds software and get a glimpse at what it is capable of. It will also serve as an example that GMs or third-party developers can use when crafting their own BRPG adventure modules.</p>	FREE!
<p><b><u>Adventure Module #2: "A Simple Plan"</u></b></p> <p>An adventure intended for use with D&amp;D 3.5 (or 3.0) rules, with a party of two to four 2nd level PCs. Includes everything you need to play (maps, tokens, pre-generated PCs, stat blocks, etc.).</p> <p>This is the first user-submitted adventure for BRPG. We hope it becomes a catalyst for more user-created modules.</p>	FREE!

## Game Boxes and Game Conversions for BRPG

BRPG isn't just for RPGs anymore! Over the years, the software has evolved to also allow playing many boardgames and wargames. Being able to play such games in BRPG makes the software a better return on investment than competing virtual tabletop software.

The following list contains brief descriptions of each game currently available. If a particular game listed below peaks your interest, click on its name to see preview images and/or to get additional information about the game.

Please check the [BG Store](#) for current pricing on any commercial products.

### **"Valkenburg Castle" Game Box**

A fantasy game of adventure and combat in the depths of an ancient dungeon. Players may use heroic leaders, clever burglars, staunch dwarves, mysterious magic users, and squads of fighting men to explore, and eventually to capture the castle from evil orcs, sorcerers, trolls, ogres, and other monsters (including a dragon!). Two or more players maneuver their units on a game map which depicts the five levels of the dungeon beneath the castle (the game is played in three dimensions).

\$17.00

A solitaire scenario is included, and there's even a game variant which lets you assault the dungeon with modern combat squads equipped with rifles, submachine-guns, hand grenades, and demolition charges. The game features 5 scenarios and a campaign game.

### **"Asteroid Zero-Four" Game Box**

A two-player science-fiction game portraying a nuclear war between two mining bases in the asteroid belt of our solar system.

Each player commands an asteroid base equipped with laser turrets, command bunkers, ore processing plants, landing pads, and defensive missile launchers. Each player also has spacecraft, missiles, and an arsenal of nuclear ordinance at their disposal to attack the enemy asteroid base with.

\$17.00

To win, you must destroy or disable the enemy mining operations in a fixed number of turns, while trying to keep your opponent from doing the same to you.

### **"Search for the Emperor's Treasure"**

In this charming, tongue-in-cheek fantasy boardgame (often considered a boardgame version of "classic" Dungeons & Dragons), two to eight players take the role of a fighter, elf, cleric, or magician, then wander around the board collecting arms, treasure, and resolving encounters (which can be good or bad).

\$8.00

The game ends when a certain number of Imperial Treasures has been found (depending on how many players are playing) at which point the player with the most treasures wins. Gameplay is competitive (half the fun is throwing nasty encounters on the other players).

### **"Close Assault" (Basic Game)**

A game of man-to-man combat in WWII. Soldiers can be standing, crouching, or prone, and each posture affects their vulnerability and lines of sight. "Random sequencing" mechanics (a "chit-pull" system) simulate simultaneous movement, the fog of war, and combat friction without the bother of written orders.

FREE!

### **"Close Assault" (Advanced Game)**

A game of man-to-man combat in WWII. Soldiers can be standing, crouching, or prone, and each posture affects their vulnerability and lines of sight. "Random sequencing" mechanics (a "chit-pull" system) simulate simultaneous movement, the fog of war, and combat friction without the bother of written orders. Each unit represents an individual soldier, weapon, vehicle, or piece of equipment. Requires ["Close Assault" \(Basic Game\)](#), which is a free download.

\$22.00

## **"Aliens" Boardgame**

9 Colonial Marines with limited armament must fight their way through the alien-infested reactor room to the APC that will evacuate them to safety.

FREE!

Fans of the Aliens movie should find this game very enjoyable, and fans of the boardgame will be pleasantly surprised by how much the gameplay and atmosphere are enhanced by the software.

## **"Aliens" Boardgame Variant**

A mini-expansion for the Aliens Boardgame conversion (required for play).

This variant adds a few new elements to the game, including:

1. An awesome new map by Joshua Oram
2. A mandatory search for cocooned colonists before you can exit the map
3. New unit type: Facehugger aliens
4. An on-screen Motion Tracker that lets you know when the aliens will begin arriving on the map
5. Exploding barrels
6. A turn counter that tracks how long you have until the nuclear reactor explodes

FREE!

## **"Zombie Plague" Boardgame**

In this cooperative game of humans vs. zombies, the humans must race to barricade all the doors and windows of a house, search the house for helpful items and weapons to defend themselves with, and they must do all this while fighting off an ever-growing horde of shambling zombies.

The zombies, of course, just want to eat the humans. Zombies are slower than humans, but they make up for that shortcoming through sheer numbers.

The humans can also try to escape using the car in the driveway (if they happen to find the car keys), but they'll have to make it to the car. Or perhaps they can find the hidden cellar and take refuge in there until help arrives...

FREE!

Zombie Plague is simple, fast, fun, easy to learn, and very strongly themed (it is very reminiscent of the classic George Romero zombie movie, "Night of the Living Dead"). Every game of Zombie Plague tells a story, almost as if you were in an interactive zombie movie. It's even fun if you get killed, since you come back as a zombie and can continue playing, now intent on killing your former teammates.

## **"Zombie Plague" Expansion Pack**

An expansion pack that takes the Zombie Plague game to a whole new level and greatly increases the game's replayability.

FREE!

Includes three new maps/gameboards, five Rules Expansions PDFs, ten new tokens, an updated Zombie Plague card deck, two new custom die types, seven sound effects (to liven up any Zombie Plague game), and much more.

## **"Dead of Night" Boardgame**

Two to six players must survive a zombie onslaught until dawn. The game can be played cooperatively or competitively. Can also be played solo, using automatic zombie movement rules.

FREE!

## **Chunky Fighters Dice Game**

A dice game where humorous characters fight it out in an all or nothing brawl. Each fighter is made of four dice: a head, a body, some legs, and a weapon. Players choose their fighters and roll them to determine hit points and weapons. Combat involves rolling damage and hit location dice. As fighters take damage, their body parts are adjusted to show the remaining hit points, until they are finally destroyed.

FREE!

## **D-Day Dice Game**

Set against a backdrop of American troops landing in Normandy, the players are soldiers trying to organize improvised units for an attack against a machine gun nest. Each player starts the game with a unit of a few soldiers and nothing else. As the game progresses, he will collect resources and advance on the beach, sector by sector, as his unit grows stronger and deadlier. He will succeed... or die trying. Although built around dice rolling, this game is about resource management (soldiers, specialists, items, and courage) and knowing when to move your unit.

FREE!



<p><b><u>"Feudal Ops" Boardgame</u></b></p> <p>"Feudal Ops" is a BRPG digital boardgame conversion and complete re-theme of the "Nexus Ops" boardgame. Players assume the role of medieval Lords that battle each other for control of the region's wealth and compete with each other for the King's favor. By winning battles and fulfilling Secret Missions, the players can obtain victory points. The first person to reach the required number of victory points wins the game.</p>	FREE!
<p><b><u>"For Sale (Star Wars Edition)"</u></b></p> <p>A complete re-theme of the original "For Sale" card game. "For Sale, Star Wars Edition" is a simple, fast-playing auction/bidding game. The original "For Sale" is considered one of the finest auction/bidding games around, and has a devoted following of fans. Players are continually forced to make a multitude of difficult decisions during play. The auctions allow for tactics and bluffing, and require careful assessment of your opponents.</p>	FREE!
<p><b><u>"The Dungeon of D" Card Game</u></b></p> <p>A solitaire dungeon-crawling card game with no bookkeeping and no dice. Just you, the cards, a token and a dungeon to explore! Your mission: Get out of the dungeon alive as rich as you can. And if you are able to, find and bring back the Amulet of D'eugor!!</p>	FREE!
<p><b><u>"The Island of D 2" Card Game</u></b></p> <p>A solitaire fantasy adventure card game with no bookkeeping and no dice. Just you, the cards, a token and an adventure! Your mission: Save the Village of Dawn from an impending bandit invasion. Oh, and by the way, you only have 8 days to do it!</p>	FREE!
<p><b><u>"Up Front"</u></b></p> <p>In this card game, which is loosely based on Avalon Hill's Squad Leader series of wargames, each player directs a squad of men in various World War II scenarios with cards driving the action (there is no gameboard). Each card and counter represents an individual soldier, weapon, vehicle, or piece of equipment. This digital conversion includes not only the basic Up Front game, but also the components from the "Banzai" and "Desert War" expansions, so you will be able to play any of the seven nationalities (Germans, Americans, Russians, Japanese, British, French, and Italians) covered in these games.</p>	FREE!
<p><b><u>"Zombinion"</u></b></p> <p>"Zombinion" is a complete re-theme of the "Dominion" boardgame. In this game of zombie-killing in a post-apocalyptic world, each player starts with an identical, very small deck of cards. From then on, the players construct their deck on the fly, striving for the most efficient path to the precious victory points (zombie kills) by game end.</p> <p>This digital conversion covers/supports not only the original "Zombinion" game, but also the follow-on expansions "Zombinion: Entrails" (the re-theme of "Dominion: Intrigue") and "Zombinion: Genocide" (the re-theme of "Dominion: Seaside").</p>	FREE!