



Quick Start Guide

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CaTools allows you to create and modify equipment, units, squads, army lists and army rosters using a graphical interface. This way you can do away with paper, pencil and calculator and just go straight to designing your armies.

This quick start guide will give you a run through of everything you need to know to get started. It assumes knowledge and access to the **Combat Action Second Edition** rulebook, which you can download from www.combataction.com.

Check www.combataction.com for ready made army and equipment files.

Installing CaTools

CaTools2 comes as a self-extracting zip file called CaTools2Setup.exe.

- Double-click CaTools2Setup.exe and unzip the contents in a directory of your choice (e.g. C:\CaTools2Setup)
- Run the Setup.exe file that you find in the newly created directory
- Follow the on-screen instructions

Once the setup procedure has completed you can delete the temporary directory where you unzipped the setup program.

To launch CaTools double-click on the CaTools2.exe program located in the installation directory or on the shortcut created on the Start menu.

Uninstalling CaTools

- Open the Control Panel and open Add/Remove Programs
- Locate “CaTools2” and click “Remove”
- Follow the on-screen instructions

The uninstall program will not remove the installation directory (e.g. C:\Program Files\CaTools2) if files were added to it after the installation (including army and equipment files created by the program). If you are not interested in these files anymore, you can safely delete the directory manually.

Main Console

On starting CaTools2 you will be presented with the main console:



The main console provides quick access to all the tools. The first time you start the program you will need to click **Files** and open the work files manager.

Work Files



CaTools works on three kinds of files:

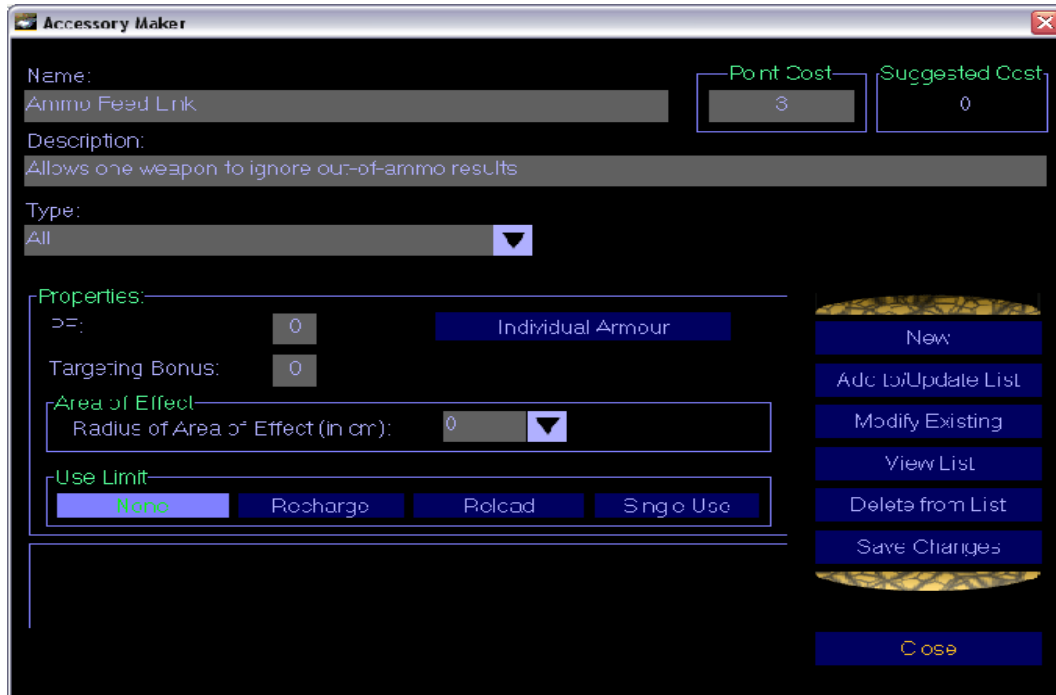
1. **Equipment** files which contain the description of all weapons and accessories available to units (extension .c2q).
2. **Army List** files which contain the list of all the units and the squads available to build your army (extension .c2l).
3. **Army Roster** files which specify the list of units included in your force (extension .c2r).

For each file the following operations are possible:

- **Open / New** – allows you to select a file to load. To create a new file simply select a name that does not exist. You will be prompted to create the new file.
- **Save** – Save the current information to file.
- **Save As...** – Save the current information to a different file.
- **Import** – Allows you to select a file from the previous version of CaTools (.caq, .cal or .car file) and convert it to the new edition of the rules. The point cost and stats will be updated automatically.
- **Update Costs** – recalculates the costs of the files. Army List point costs are recalculated on the basis of the current Equipment data, and Army Roster point costs are recalculated on the basis of the current Army List and Equipment data. Any discrepancy will be reported.

Once you have selected your work files click **OK** to return to the console.

Creating Accessories

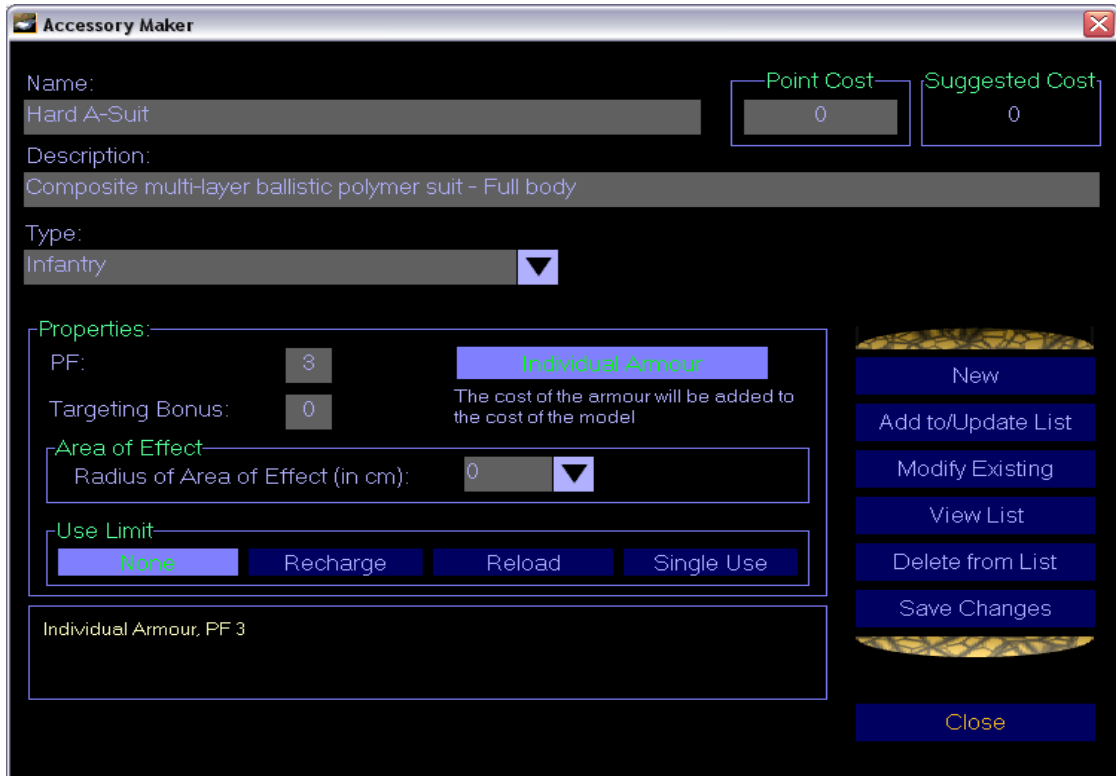


From the console, select **Accessory Maker**. This tool allows you to create all pieces of equipment that are different from weapons.

You can immediately enter the name and description of the accessory you wish to create. You will also have to select the type of accessory: i.e. which type of unit will be able to use it.

If the accessory bestows PF bonuses, enter them in the **PF** box. CaTools will normally suggest a Point Cost for the item based on its characteristics, but you will have to specify the real cost in the **Points** box. If the item does not have standard characteristics (e.g. a communicator) you will have to specify the point cost manually.

If you are creating an item of *personal armour*, select the **Individual Armour** box and leave the points cost at 0. The cost of the PF bonus conferred by the armour will be automatically recalculated when you assign it to a unit.



When you are happy with your accessory, click **Add to / Update List** to store it, and **Save Changes** if you want to modify the Equipment file. Click **View List** to view all the accessories that are included in the Equipment file.

Hint: The **View List** button also allows you to print the accessories list, so that you can use it as a reference sheet during the game!

Click **Close** to return to the Console.

Creating Weapons

From the console, select **Weapon Maker**. This tool allows you to create all weapons according to the Combat Action rules. CaTools calculates the point cost of the weapon automatically.

Specify the name of the weapon and its description. Selecting the **Weapon Type** from the drop-down list will update the **Weapon Pen**. You can then select the **Special Effects** of the weapon.

The screenshot shows the 'Weapon Maker' window with the following details:

- Name:** Fast Cannon
- Description:** Heavy duty active shell machine gun
- Weapon Type:** Heavy
- Penetration:** 3
- Type of Attack:** Standard Attack
- Other Effects:** Automatic Fire
- Area of Effect:** Radius of Area of Effect (in cm): 0
- Use Limit:** None
- Point Cost:** 32
- Targeting Bonus:** 0
- Buttons:** New, Add to/Update List, Modify Existing, View List, Delete from List, Save Changes, Close

When you are happy with your weapon, click **Add to / Update List** to store it, and **Save Changes** if you want to modify the equipment file. Click **View List** to view all the weapons that are included in the Equipment file.

Hint: The **View List** button also allows you to print the weapons list, so that you can use it as a reference sheet during the game!

Click **Close** to return to the Console.

Creating Units

Once you have created the accessories and weapons, from the console select **Unit Maker**. This tool allows you to create all single units (be them infantry, vehicles or robots) according to the Combat Action rules.

First you need to select the type of unit from the selectors on top (**Infantry**, **Vehicle**, **Slave Robot** or **Autonomous Robot**), then you can specify a name and a description. The attributes of the unit (**MV**, **SS**, **FA**, **PF**, **DP**) can be altered directly in their respective boxes.

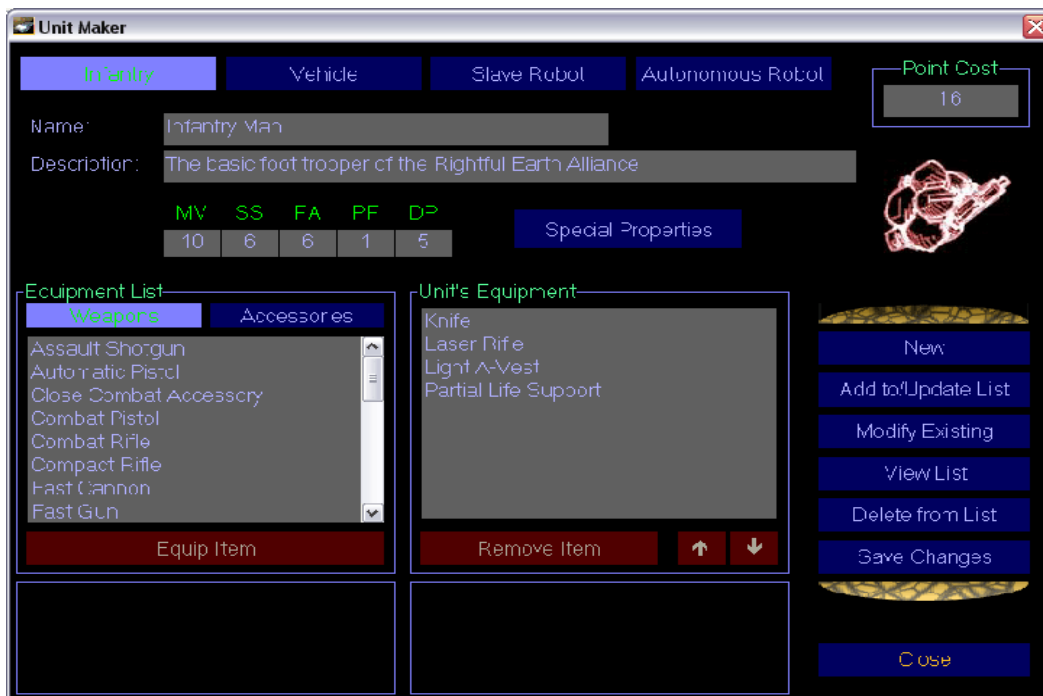
Below the attributes are two selectors:

1. **Weapons**: allows you to equip the unit with one or more weapons (double-click on the item or select an item and then click **Equip Item** to assign it).
2. **Accessories**: allows you to equip the unit with accessories and armour (double-click on the item or select an item and then click **Equip Item** to assign it).

The **Unit's Equipment** box shows the items the unit is currently equipped with. Double-click on an item or use the **Remove Item** to remove the selected item from the list.

The **Special Properties** button allows you to specify officer bonuses, crew for vehicles, flying abilities and so on.

CaTools calculates the point cost of the unit automatically.



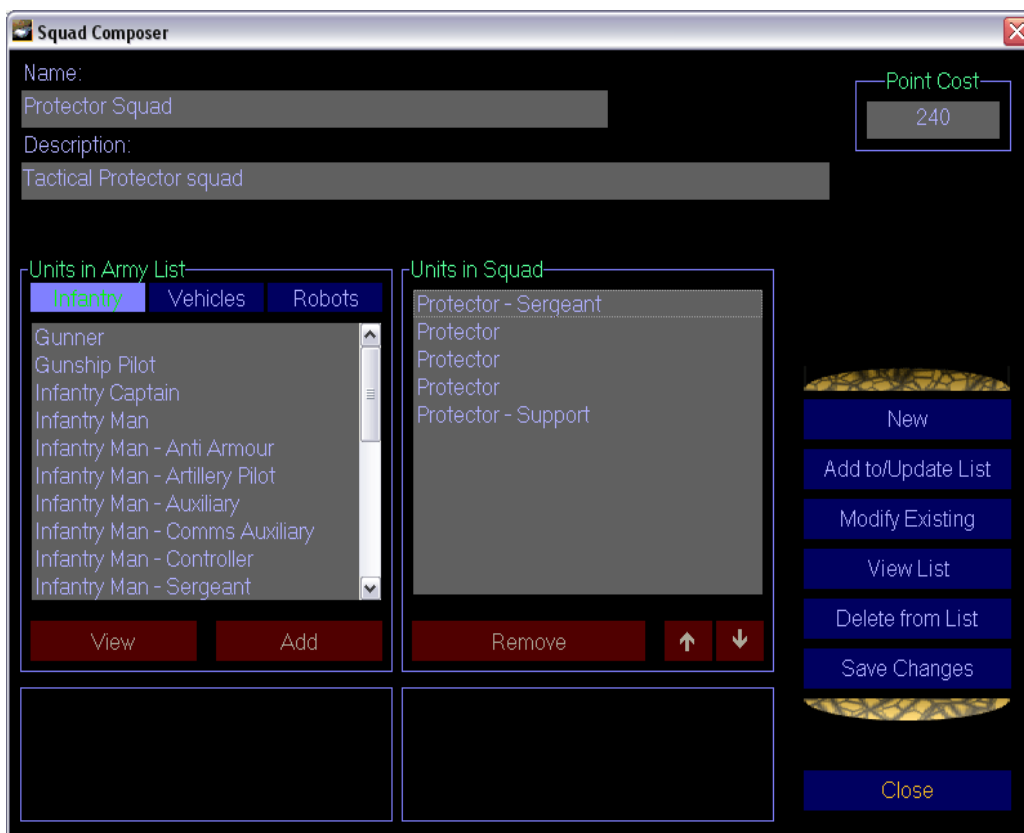
When you are happy with your unit, click **Add to / Update List** to store it, and **Save Changes** if you want to modify the Army List file. Click **View Army List** to view all the units that are included in the Army List file.

Click **Close** to return to the Console.

Creating Squads

Once you have created the single units, you can band them together in squads (the term in this case also includes vehicles squadrons and any other group composed of single models). From the console select **Squad Composer**.

Give the unit a name and a description, then simply select from the three selectors (Infantry, Vehicles and Robots) the units you want to add to the squad. Click **View** to show the unit's description and **Add** to assign it to the squad (or simply double-click on the unit). Assigned units will appear in the **Units in Squad** box. Use the **Remove** button to eliminate the selected unit from the squad (or simply double-click on the unit).



When you are happy with your squad, click **Add to / Update List** to store it, and **Save Changes** if you want to modify the Army List file. Click **View Army List** to view all the units that are included in the Army List file.

Click **Close** to return to the Console.

Browsing Army Lists

The **Army List** tool allows you to view the details of the army list and to give it a name and a description.

You can also select an image to associate to the army list by clicking the **Select** button next to the **Picture** text box. The selected image will appear in the top right corner of the form. It will be stretched to fit the available space. If you click **View Army List** the army list will be displayed and the selected picture will be shown in its correct dimensions.



The **Update Costs** recalculates the cost of all units in the army list. This operation is necessary, for example, after you modify an Accessory or a Weapon, altering its characteristics and cost. The procedure also checks for items that units are equipped with but that are missing in the Equipment file.

NB: The **Update Costs** button in the Work Files Manager performs the same function.

Click **Save Changes** if you want to modify the Army List file.

Click **Close** to return to the Console.

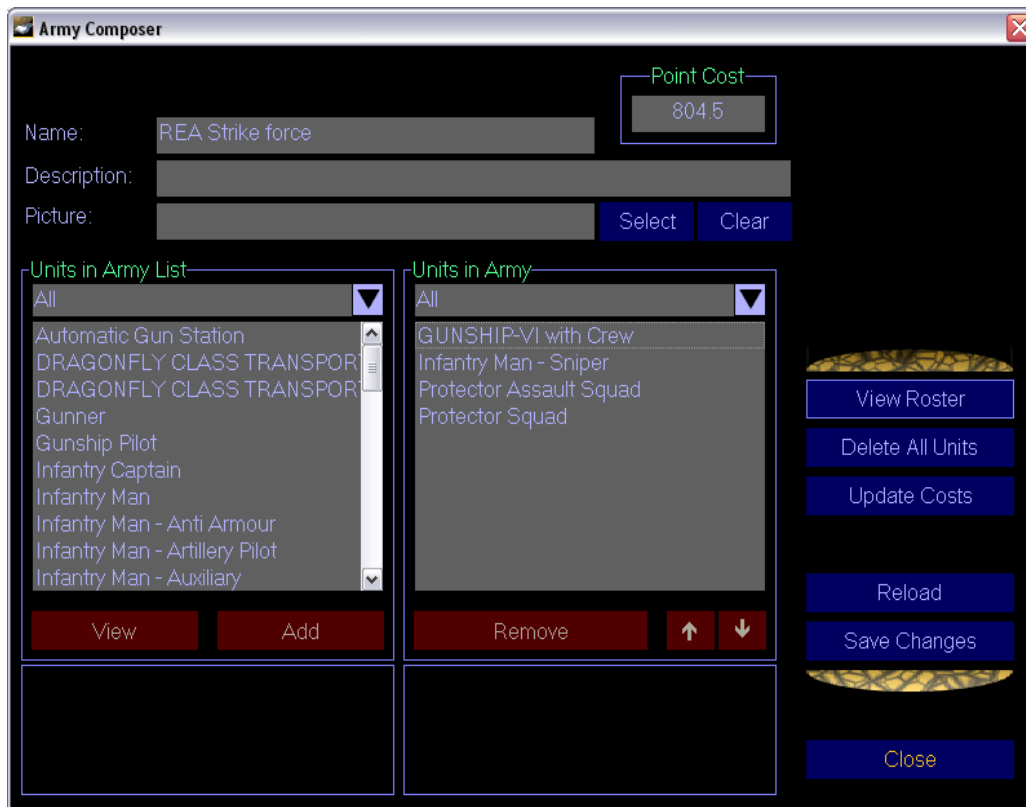
Creating Armies Rosters

The **Army Roster** tool allows you to assemble your fighting force.

Specify the army name and description, then proceed to select the units you want to add to the army. The units are listed under the **All** combo-box in the **Units in Army List** box. You can filter various types of units through the combo box. The units currently assigned to the army appear in the **Units in Army** box. Use the **Add** and **Remove** buttons respectively to assign and eliminate units from the roster (or simply double-click on the unit).

The **Points** box shows the running total of the units you have added so far.

You can also select an image to associate to the army by clicking the **Select** button next to the **Picture** text box. The selected image will appear in the top right corner of the form. It will be stretched to fit the available space. If you click **View Army Roster** the army roster will be displayed and the selected picture will be shown in its correct dimensions.



The **Update Costs** recalculates the cost of all units in the army. This is necessary, for example, after you modify a Unit altering its characteristics and cost. The procedure also checks for units assigned to the army but missing from the Army List file.

NB: The **Update Costs** button in the Work Files Manager performs the same function.

Click **Save Changes** if you want to modify the Army List file. **Reload Army Roster** reloads the last saved version of the army.

Hint: The **View Army Roster** button also allows you to print the army roster, ready to use in the game!

Click **Close** to return to the Console.