## How to 'Flip' a Scenario

Unlike some other wargames, the AI is so complex in **Armored Task Force** that all scenarios cannot, by default, be played as either side. However, it is a very simple matter, using the **ATF Scenario Builder** for anyone to 'flip' a scenario; that is, make the player forces into 'enemy' forces and the enemy forces into player forces, in order to play as the 'other side' in a scenario..

The remainder of this topic discusses the particulars of 'flipping' a scenario, but, in general, the steps are as follows:

- Make a copy of the original scenario and save it.
- Flip the friendly and enemy forces.
- Flip the friendly and enemy obstacles.
- Flip the friendly and enemy holes.
- Flip the components, battle plans, and AI scripts.

#### Make a copy of the original scenario:

We want to begin by making a copy of the original scenario to edit, so that we do not alter the original scenario. To do this, we will use the **ATF Scenario Builder** Wizard. This topic assumes only that you have started the **ATF Scenario Builder**.

1. Select 'Create a New Scenario from an Existing Scenario' and 'Next'.	<ul> <li>Welcome to Armored Task Force Scenario Builder. Select one of the options below to begin using the Armored Task Force Scenario Wizard.</li> <li>Create an All New Scenario</li> <li>Create a New Scenario from an Existing Scenario</li> <li>Open an Existing Scenario</li> </ul>				
	Choose this selection to create a new scenario using an existing scenario as a framework. The Scenario Wizard will guide you through the process of selecting an old scenario, selecting a name for your new scenario, and copying the required data.				
2. Click 'OK'	Choose Scenario 🔀 Select a scenario to copy.				

15

3. Select the name of the original scenario that you want to copy.

Open		? 🔰
Look in: 🔀	Data	- 🖬 📩 -
ntc3.asc ntc4.asc Photo_O saudi_ar Test1.as the_brea	p.asc abia1.asc c	Where_They.asc
<		
File name:	ntc4.asc	Open
Files of type:		▼ Cancel

4. You are going to specify a 'file title' for this scenario. This is the base file name from which all of the filenames in this scenario will be constructed. Select 'OK'.

# Question

Please specify a scenario file title for this scenario. This is the title from which all scenario file names will be derived. After you have completed this scenario, you can port it to other computers by copying all of the files in the 'Data' subdirectotry of your 'Armored Task Force' install directory that start with the name that you specify here.

×

POK

5. Select a name and click 'OK'.



6. Now you can specify a new scenario name. This is the name that will appear when the scenario is being selected and in the main



window when the scenario is loaded.

7. Specify a name and select 'OK'



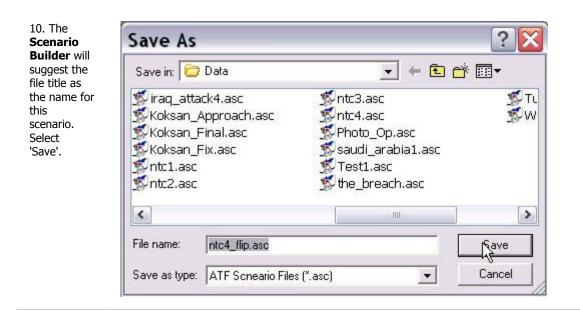
8. You have now completed copying the scenario. Select 'OK'

# Scenario Wizard complete... Image: Scenario Wizard completes with the construction of a copy of the Armored Task Force you selected.

OK Cr

9. *You* must save the scenario before continuing. You will need to manipulate files of this scenario, so they must be saved first. Select 'Save' from the 'File' menu or the toolbar.





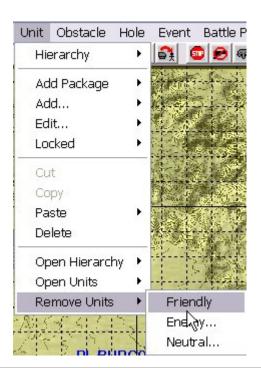
#### Flip Unit Arrays and Hierarchy Arrays:

Now that you have copied the original scenario, you must 'swap' enemy and friendly units and hierarchies. Units are stored in a 'Unit Array', saved with a file name ending in the extension '.unt'. Hierarchies (companies and platoons) are stored in a 'Hierarchy Array' with a file extension of '.hra'.

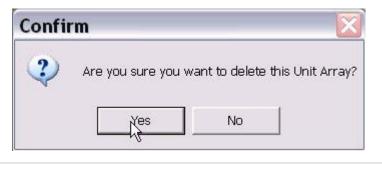
The basic steps in 'flipping' units and hierarchies are:

- Remove all of the units from the enemy and friendly faction
- Load the enemy units as friendly units.
- Load the friendly units as enemy units.
- Load the enemy hierarchies as friendly hierarchies.
- Load the friendly hierarchies as enemy hierarchies.

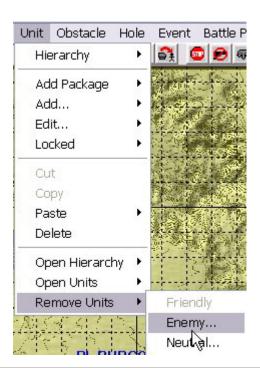
1. Select 'Friendly' from the 'Remove Units' sub-menu of the 'Unit' menu.



2. Select 'Yes' to confirm this action.



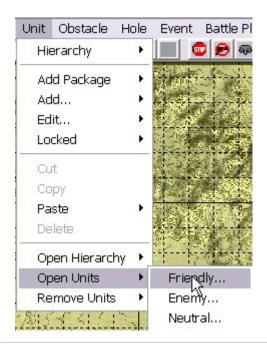
3. Select 'Enemy' from the 'Remove Units' sub-menu of the 'Unit' menu.



4. Select 'Yes' to confirm this action.

m			×
Are yo	ou sure you \	want to delete t	his Unit Array?
	Yes	No	
			Are you sure you want to delete t

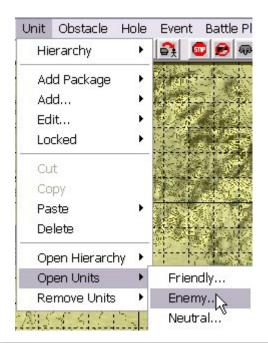
5. Select 'Friendly' from the 'Open Units' sub-menu of the 'Unit' menu.



6. Select the enemy 'Unit Array' file (extension .unt). Note that if the original scenario has a battle plan, there will be more than one enemy Unit Array. In this case (as in the example here), select the one that *does not* end in a number. This is the 'base' enemy Unit Array, that is loaded when you load the scenario in the **Scenario Builder**.

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Look in: 📴 Data	▼ ← € ☆ III ▼
國 ntc3_neutral.unt 國 ntc4_enemy.unt 國 ntc4_enemy_0.unt 國 ntc4_flip_enemy_unt 國 ntc4_flip_enemy_0.unt 國 ntc4_flip_friendly.unt	to ntc4_flip_neutral.unt to ntc4_flip_neutral.unt to ntc4_friendly.unt to ntc4_neutral.unt to Photo_Op_enemy.unt to Photo_Op_friendly.unt to Photo_Op_neutral.unt to Photo_Op
<	
File name: ntc4_flip_enemy.unt	Open
Files of type:	✓ Cancel

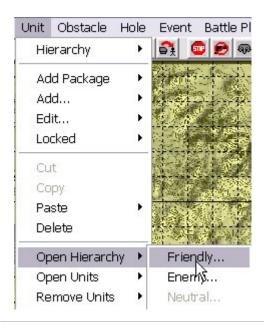
7. Select 'Enemy' from the 'Open Units' sub-menu of the 'Unit' menu.



8. Select the friendly 'Unit Array' file (extension .unt).

Open	?		
Look in: 📴 Data	▼ = € 😁 -		
<ul> <li>ntc3_neutral.unt</li> <li>ntc4_enemy.unt</li> <li>ntc4_enemy_0.unt</li> <li>ntc4_enemy_unt</li> <li>ntc4_flip_enemy.unt</li> <li>ntc4_flip_enemy_0.unt</li> <li>ntc4_flip_friendly.unt</li> </ul>	Intc4_flip_neutral.unt     Intc4_friendly.unt     Intc4_friendly.unt     Intc4_neutral.unt     Photo_Op_enemy.unt     Photo_Op_friendly.un     Photo_Op_neutral.unt		
<			
File name: ntc4_flip_friendly.unt	Qpen		
Files of type:	▼ Cancel		

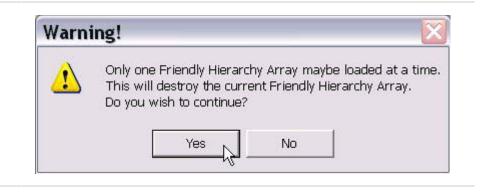
9. Select 'Friendly' from the 'Open Hierarchy' sub-menu of the 'Unit' menu.



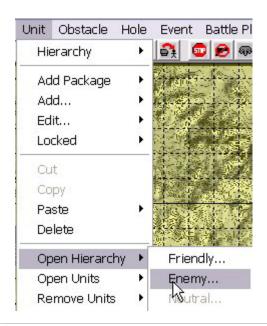
10. Select the enemy 'Hierarchy Array' file (extension .hra). Note that if the original scenario has a battle plan, there will be more than one enemy Hierarchy Array. In this case (as in the example here), select the one that *does not* end in a number. This is the 'base' enemy Hierarchy Array, that is loaded when you load the scenario in the **Scenario Builder**.

Open	? 🔀
Look in: 📴 Data	- 🖿 🕂 📰 -
<ul> <li>ntc3_neutral.hra</li> <li>ntc4_enemy.hra</li> <li>ntc4_enemy_0.hra</li> <li>ntc4_flip_enemy.hra</li> <li>ntc4_flip_enemy_0.hra</li> <li>ntc4_flip_enemy_0.hra</li> <li>ntc4_flip_friendly.hra</li> </ul>	ntc4_flip_neutral.hra ntc4_friendly.hra ntc4_neutral.hra Photo_Op_enemy.hra Photo_Op_friendly.hra
<	
File name:     ntc4_flip_enemy.hra       Files of type:	Cancel

11. Select 'Yes' to confirm this action.



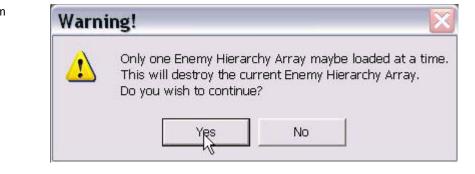
12. Select 'Enemy' from the 'Open Hierarchy' sub-menu of the 'Unit' menu.



13. Select the friendly 'Hierarchy Array' file (extension .hra).

Open	? 🗙
Look in: 🔁 Data	▼ = € 😁
ntc3_neutral.hra ntc4_enemy.hra ntc4_enemy_0.hra ntc4_flip_enemy.hra ntc4_flip_enemy_0.hra ntc4_flip_friendly.hra	ntc4_flip_neutral.hra ntc4_friendly.hra ntc4_neutral.hra Photo_Op_enemy.hra Photo_Op_friendly.hra
<	
File name: ntc4_flip_friendly.hra	Olyn
Files of type:	✓ Cancel

14. Select 'Yes' to confirm this action.



Flip the Obstacle Arrays:

Obstacles (mines, wire, tank ditches, and road craters) are stored in 'Obstacle Arrays'. There are two types of Obstacle Arrays. Friendly Obstacle Arrays, with an extension of '.fob', are used by the friendly faction in scenarios. Enemy obstacle Arrays, with an extension of '.eob', are used by neutral (allied) and enemy factions in a scenario. These file types are not interchangeable.

Luckily, however, the **ATF Scenario Builder** includes a utility to 'convert' enemy Obstacle Arrays to friendly Obstacle Arrays, and vice versa.

The rest of this section provides detailed instructions for 'flipping' Obstacle Arrays. But, in general, the steps are as follows.

- Convert the enemy Obstacle Array to a new friendly Obstacle Array.
- Load the converted obstacles as the friendly Obstacle Array.
- Convert the friendly Obstacle Array to a new enemy Obstacle Array.
- Load the converted obstacles as the enemy Obstacle Array.

1. Select 'Enemy to Friendly' from the 'Convert' sub-menu of the 'Obstacle Menu'.



2. Select the enemy 'Obstacle Array' file (extension .eob). Note that if the original scenario has a battle plan, there may be more than one enemy Obstacle Array. In this case (as in the example here), select the one that *does not* end in a number. This is the 'base' enemy Obstacle Array, that is loaded when you load the scenario in the **Scenario Builder**.

Look in: 🗁 Data	\star 🗭 🖻 🛨
🖻 ntc2_neutral.eob	ntc4_flip_enemy_0.eob
ntc3_enemy.eob	mtc4_flip_neutral.eob
ntc3_neutral.eob	mtc4_neutral.eob
ntc4_enemy.eob	Photo_Op_enemy.eob
🗟 ntc4_enemy_0.eob	Photo_Op_neutral.eob
antc4_flip_enemy.eob	🗟 saudi_arabia1_enemy.(
<	
File name: ntc4_flip_enemy.eob	N

3. Specify a file name for the ? X Save As converted enemy Obstacle Array. *Do not overwrite* Save in: 🗁 Data the friendly Obstacle ▼ 🖛 🗈 📸 ▼ Arrav. Select a new file name instead. 🖾 Koksan\_Final\_friendly.fob 🖾 saudi\_arabia1\_friendly.fob 📾 Koksan\_Fix\_friendly.fob 🗟 Test1\_friendly.fob 🖬 ntc1\_friendly.fob 🖬 the\_breach\_friendly.fob 🖬 ntc2\_friendly.fob 🔄 Turn\_Of\_Events\_friendly.fob 🖬 ntc3\_friendly.fob Where\_They\_friendly.fob 📾 ntc4\_flip\_friendly.fob 🖬 ntc4\_friendly.fob 🖬 Photo\_Op\_friendly.fob < > Ш Save File name: ntc4\_flip\_friendly1[fob Cancel Save as type: -4. Select 'Open' from the Obstacle Hole 'Obstacle' Menu. Add... Block Add 🕨 Delete Convert Open... r 5. Select the new, converted Open ? Obstacle Array (file extension .fob) that you just created. Look in: 🗁 Data ▼ 🖛 🖻 💣 📰▼ 🗟 Koksan\_Final\_friendly.fob 🔤 Photo\_Op\_friendly.fob 📾 saudi arabia1 friendly.fob 🖾 Koksan Fix friendly.fob 🗟 ntc1\_friendly.fob 🗟 Test1\_friendly.fob 🗟 ntc2\_friendly.fob 📾 the\_breach\_friendly.fob 🗟 ntc3\_friendly.fob Turn\_Of\_Events\_friendly.fob 🖬 ntc4\_flip\_friendly1.fob Where\_They\_friendly.fob ntc4\_flip\_friendly.fob 🔤 ntc4\_friendly.fob < > Ш Op File name: ntc4\_flip\_friendly1.fob Files of type: Friendly Obstacle Array (\*.fob) Cancel -

6. Select 'Yes' to confirm this action.	Warning!	
		ndly Obstacle Array loaded. Irrent Friendly Obstacle Array. e? No
7. Select 'Friendly to Enemy' from the 'Convert' sub-menu of the 'Obstacle' menu.	Obstacle     Hole     Event     Battle Planck       Add     Add     Add     Add       Block Add     Block Add     Add       Delete     Add     Add       Convert     Friendly to Energy       Open     Energy to Friendly	emy
8. Select the friendly Obstacle Array (extension .fob).	Open	? 🔀
	Look in: 🗁 Data	- <b>E</b> 📸 📼 -
	<ul> <li>ntc1_friendly.fob</li> <li>ntc2_friendly.fob</li> <li>ntc3_friendly.fob</li> <li>ntc4_flip_friendly1.fob</li> <li>ntc4_flip_friendly.fob</li> </ul>	Photo_Op_friendly.fob saudi_arabia1_friendly.fob Test1_friendly.fob the_breach_friendly.fob Turn_Of_Events_friendly.fob
	ntc4_friendly.fob	Where_They_friendly.fob
	Intc4_friendly.fob	Where_They_friendly.fob
	File name: Intc4_flip_friendly.fob	Dpen

9. Select a new name for the Save As ? converted Obstacle Arrav. Do not overwrite the ▼ ← 🗈 💣 📰▼ Save in: 🗁 Data current enemy obstacle array. 🖾 ntc3\_neutral.eob 🖬 Photo\_Op\_neutral.eob 🖾 ntc4\_enemy.eob 🖾 saudi\_arabia1\_enemy.eob 🖬 ntc4\_enemy\_0.eob 🗟 saudi\_arabia1\_neutral.eob 🖬 ntc4\_flip\_enemy.eob 🗟 Test1\_enemy.eob 🖬 ntc4\_flip\_enemy\_0.eob 🔟 Test1\_neutral.eob 🖬 ntc4\_flip\_neutral.eob the\_breach\_enemy.eob 🖬 ntc4\_neutral.eob d the\_breach\_enemy\_0.eob Denemy.eob d the\_breach\_neutral.eob < ..... > ntc4\_flip\_enemy1.eob File name: Sav Cancel -Save as type: 10. Select 'Open' from the Obstacle Hole 'Obstacle' menu. Add... Block Add 🔸 Delete Convert Open...N 11. In 'Files of Type', select ? Open 'Enemy or Neutral Obstacle Array (\*.eob)' to list all of the enemy Obstacle Arrays Look in: 🗁 Data ▼ 🖛 🗈 💣 📰▼ (extension .eob) in the 'Data' sub-directory of your ATF Beach\_Party\_friendly.fob 🗟 fulda1\_friendly.fob install directory. 🗟 fulda2\_friendly.fob 🖬 beach party II friendly.fob bihac\_defense1\_friendly.fob 🖬 fulda3 friendly.fob 🗟 fulda4\_friendly.fob 📾 breaking\_in\_friendly.fob 🖬 death valley defense.fob Hiqh\_Angle\_Hell\_friendly.fob Deep\_Strike\_Delta\_friendly.fob 🖬 iraq\_attack3\_friendly.fob DMZ\_Sweep\_friendly.fob 🖬 iraq\_attack4\_friendly.fob DMZ\_Sweep\_II\_friendly.fob Koksan Approach friendly.fob < IIII > File name: Open

Files of type:

Friendly Obstacle Array (\*.fob)

Friendly Obstacle Array (\*.fob) Enemy or Neutral Obstacle Array (\*.eob) Cancel

-

12. Select the new, Open converted Obstacle Array (file extension .eob) that you just - 🗧 🖻 🖛 Look in: 🔁 Data created. 🖾 Koksan\_Fix\_enemy.eob 🔤 ntc3\_neutral.eob 🖬 Koksan\_Fix\_enemy\_0.eob 🖾 ntc4\_enemy.eob 🖾 Koksan\_Fix\_neutral.eob 🖬 ntc4\_enemy\_0.eob 🖾 ntc1\_enemy.eob 🖬 ntc4\_flip\_enemy1.eob 🖻 ntc1\_neutral.eob 🖬 ntc4\_flip\_enemy.eob 🗟 ntc2\_enemy.eob 🖬 ntc4\_flip\_enemy\_0.eob 🖬 ntc2\_neutral.eob 🖬 ntc4\_flip\_neutral.eob 🔤 ntc3\_enemy.eob 🖾 ntc4\_neutral.eob < 1111 > File name: ntc4\_flip\_enemy1.eob Oper Cancel Files of type: Enemy or Neutral Obstacle Array (\*.eob) -13. Select 'Yes' to indicate Question that you want to load this as the enemy Obstacle Array (as opposed to the neutral or Is this an Enemy Obstacle Array? ? allied obstacle array). Answering 'No' will open this Array as a Neutral Obstacle Array. No ęs 14. Select 'Yes' to confirm this Warning! action. There is already a Enemy Obstacle Array loaded. 1 This will destroy the current Enemy Obstacle Array. Do you wish to continue?

#### Flip the Hole Arrays:

Vehicle and dismount holes are stored in 'Hole Arrays'. Each faction has its own Hole Array, but they are completely interchangeable (i.e. there are not separate enemy and friendly formats, as with Obstacle Arrays).

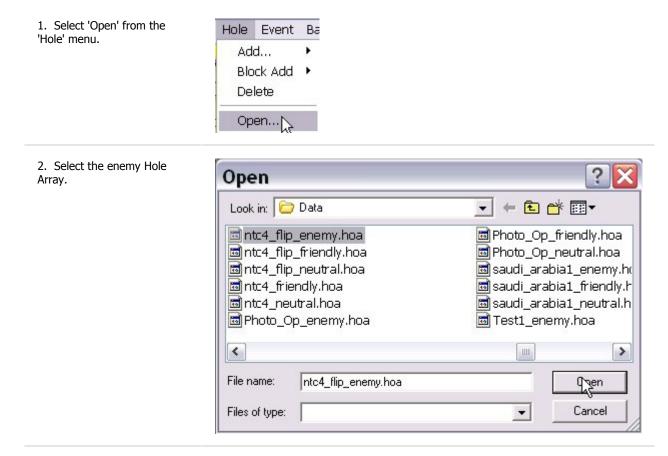
The rest of this section provides detailed instructions for 'flipping' Hole Arrays. But, in general, the steps are as follows.

*f*es

No

• Load the enemy holes as the friendly Hole Array.

Load the friendly holes as the enemy Hole Array.



3. Select 'Friendly' and 'OK'	Select a Faction 🛛 🔀	
	Faction Friendly C Enemy C Neutral	
4. Select 'Open' from the 'Hole' menu.	Hole Event Ba	
noie menu.	Add 🕨	
	Block Add 🔸	
	Delete	
	Open	

5. Select the friendly Hole Array.	Open	? 🔀
	Look in: 🔁 Data	- 🔁 📸 📼
	ntc2_neutral.hoa ntc3_enemy.hoa ntc3_friendly.hoa ntc3_neutral.hoa ntc4_enemy.hoa ntc4_enemy.hoa	<ul> <li>ntc4_flip_enemy.hoa</li> <li>ntc4_flip_enemy_0.hoa</li> <li>ntc4_flip_friendly.hoa</li> <li>ntc4_flip_neutral.hoa</li> <li>ntc4_friendly.hoa</li> <li>ntc4_friendly.hoa</li> <li>ntc4_neutral.hoa</li> </ul>
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	File name:ntc4_flip_friendly.hoa	
	Files of type:	Cancel
6. Select 'Enemy' and 'OK'.	Select a Faction Faction Friendly Fiendly Cancel Neutral	
7. Select 'Yes' to confirm this action.	Warning!	
	There is already a Enemy Ho This will destroy the current Do you wish to continue?	
	Yes No	

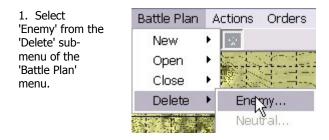
### Other changes:

As we mentioned at the outset, the AI in **Armored Task Force** is more complex than in many other wargames. As a result, simply swapping files is not sufficient to 'flip' most scenarios.

In addition to the steps above, the following, additional changes must be made to flip a scenario.

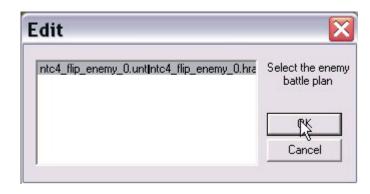
- Delete and/or create battle plans.
- Change Missions and Victory Conditions.
- Flipping Maneuver Graphics and Enemy SITTEMPS

Creating new 'Enemy' Faction AI Scripts



Warning

2. Highlight a battle plan and 'OK'.



Yes

3. Select 'Yes' to delete the battle plan.

Repeat steps 1-3 until all battle plans have been removed.

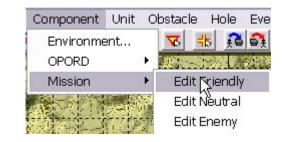
You can now add new enemy battle plans for more, click here.

1 Are you sure you want to permanently delete this battleplan and all associated files?

No

Cancel

X



the 'flipped' scenario. For

4. Select 'Edit Friendly' from the 'Mission' submenu of the 'Component' menu.

You will need to change the 'Global Direction', win and loss text, and victory conditions to reflect the objectives for the 'new' friendly (player controlled) force. To see more, click here.

Make sure you also change the 'Global Direction' in the neutral and enemy Mission components.

5. To continue, you will need to save the scenario. Select 'Save' from the 'File' menu or toolbar.



File Edit Vie

New

Save

Open...

#### 6. Close the ATF Scenario Builder by selecting 'Exit' from the 'File' menu or the 'Close' button at the top-right of the main window.

7. Using

Windows

Maneuver

reverse,

Import Exiţ Explorer, change the name of the Graphics (the friendly .gra file) to the name of the Enemy SITTEMP (the enemy .gra file).

Then do the

changing the Enemy SITTEMP file name to that of the Maneuver Graphics.

When you are done, restart the **ATF Scenario** Builder. You will find that the

🖻 ntc4\_flip\_enemy1.gra 🖻 ntc4\_flip\_enemy.hra 🖻 ntc4\_flip\_enemy.msn 🖻 ntc4\_flip\_enemy.unt | 🖬 ntc4\_flip\_friendly1.fob 🖻 ntc4\_flip\_friendly.fob ntc4\_flip\_friendly.gra

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Enemy SITTEMP is now displayed in blue, as the Maneuver Graphics, and the Maneuver Graphics are now displayed in Red, as the Enemy SITTEMP.

Additional editing to the graphics may be required. For information on how to do this, click here.

8. Finally, you might need to create Faction AI for the 'new' enemy

(opposing) units and hierarchies. Select 'Enemy...' from the 'Create' sub-menu of the 'Faction AI' submenu of the 'Hierarchy' submenu of the 'Unit' menu (phew!). For more information on creating a Faction AI script, click here.

Unit Obs	stacle	Hole	Event	Battle Plan	Action	s Or	ders	SOP
Hierarc	hy	•	Add	E I	*			
Add Pa	rkano		Factio	on AI 🔸	Create	×	Neutra	al
Add	ckage		14. L.L.		Edit	•	Energy	y
Edit					Delete		No.	
Locked		•					機動が	
Cut		-		(7) 				
Сору					40			$\tilde{p}_{\mu}$
Paste		•					ai a	
Delete				144				
Open H	lierarch	ny 🕨	345.6					
Open U	nits	•				15		1
Remove	e Units				24172	1-5-B-		<u></u>

Next step : Open a Database for Editing