

**RIVET WARS**  
**SCENARIO EDITOR PACK**  
**VERSION I**



## BEFORE WE BEGIN

Thanks for downloading the Rivet Wars Scenario Editor Pack!

This pack includes the following:

- This helpful Guide!
- A set of tiles which can be used to create maps for your own scenarios
- A set of tiles representing Units from the Game
- Some useful tiles for creating battle reports including unit movement and attack
- Some example maps to get you started
- A Template Scenario Document
- Blank Allied, Blight and Neutral Unit Cards to create your own Units!
- Blank Secret Mission and Action Cards!

I must take a moment to say thank you to Ted Terranova for openly and quickly sharing Rivet Wars assets for this project. He's helped me more than I could have expected; he's made sure the Rivet Wars Community has access to the highest quality artwork so projects like this can thrive! It's fantastic seeing the creator spend his precious time making sure we all get the best from Rivet Wars!

If you have any questions, comments or improvements please don't hesitate to contact me at: me<AT>tehill<DOT>net or on the CoolMiniOrNot Forum, my username is: Decar

Enough talk!

**LET'S GET IN THE FIGHT!**

- Tom Hill  
- March 2014

### Copyright Notice:

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[www.rivetwars.com](http://www.rivetwars.com)



## MAP EDITOR

The Map Editor is made up of the following Tiles:

- Basic Map Tileset with all 18 reversible tiles
- Marker Tileset with Strategic Objective, Bunkers, etc..
- Three Unit Tilesets, for Allied, Blight and Neutral Units
  - All the Units from Eastern Front, Second Wave, Spearhead, War Room, Heavy Metal and Battle of Brighton
- A Tileset for marking the Map with Territory or Arrows
- A Tileset for marking the Map with Points of Interest

There are plenty of applications for managing tilesets; we're going to use Tiled, which is available for free on multiple platforms from the following URL:

[HTTP://WWW.MAPEDITOR.ORG/](http://www.mapeditor.org/)

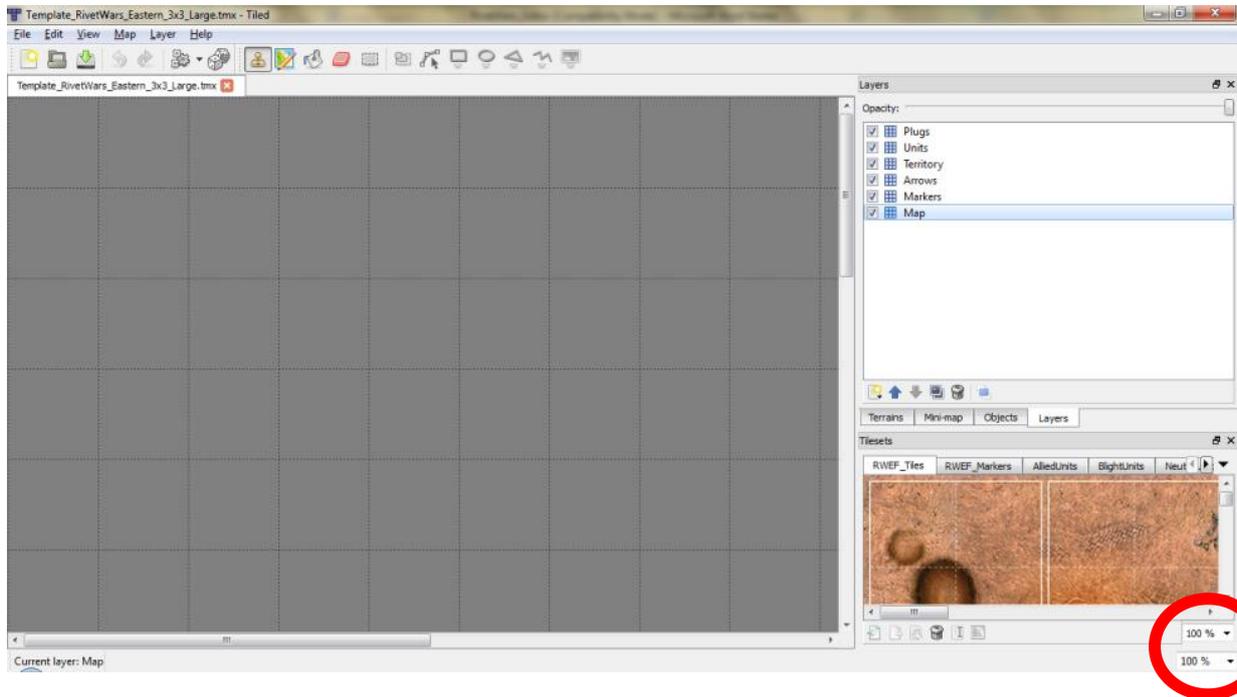
## UNPACKING THE EDITOR

You'll need to unpack the Editor which contains all of the useful resources. It's worth unpacking the ZIP file into a designate folder so you can find it again later. Some people have reported problems creating the directories when unpacking the ZIP in Windows 7. If you find this, try to unpack the ZIP to the desktop and manually moving the files to their new home. I'm committed to making improvements to the editor so please contact me if you need any assistance!



## CREATING A NEW MAP

The Scenario Editor comes with an empty 3x3 Template for you to get started. You can open the file with **Tiled** and it should look like this:



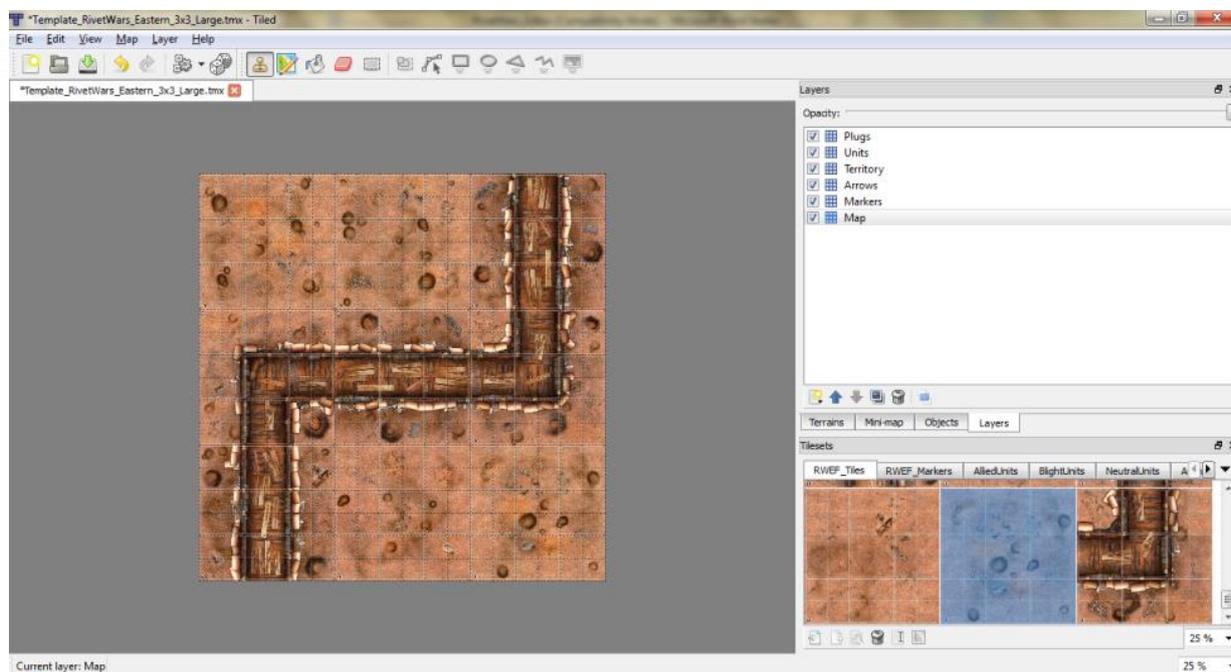
### ZOOM OUT!

The first thing to do is zoom out - this can be done by adjusting the two % boxes in the bottom right hand corner: one manages the Tilesets, while the other manages the view. I recommend setting these to 25% to begin with.



## LAYERING

**Tiled** assigns tiles to layers. Your map will be made up of various layers you can use to overlay elements, such as map-tiles, bunkers or units. Make sure you've got "Map" selected; this is the bottom-most layer:



The Template Map comes with pre-created layers, but you can add and remove them as you need. Select a tile and paint it on the grid.

## TILE CONTROL

You can rotate tiles by pressing: **Z**

You can flip tiles by pressing **X** or **Y**

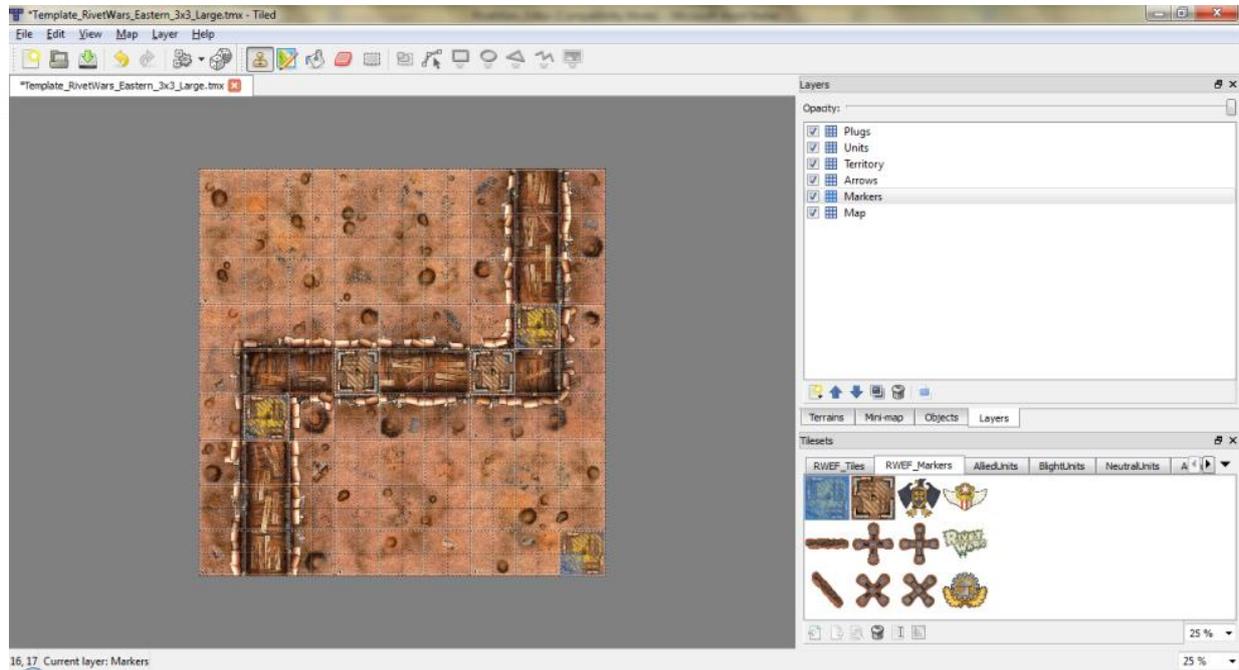
Other useful commands can be found here:

[HTTPS://GITHUB.COM/BJORN/TILED/WIKI/KEYBOARD-SHORTCUTS](https://github.com/bjorn/tiled/wiki/keyboard-shortcuts)



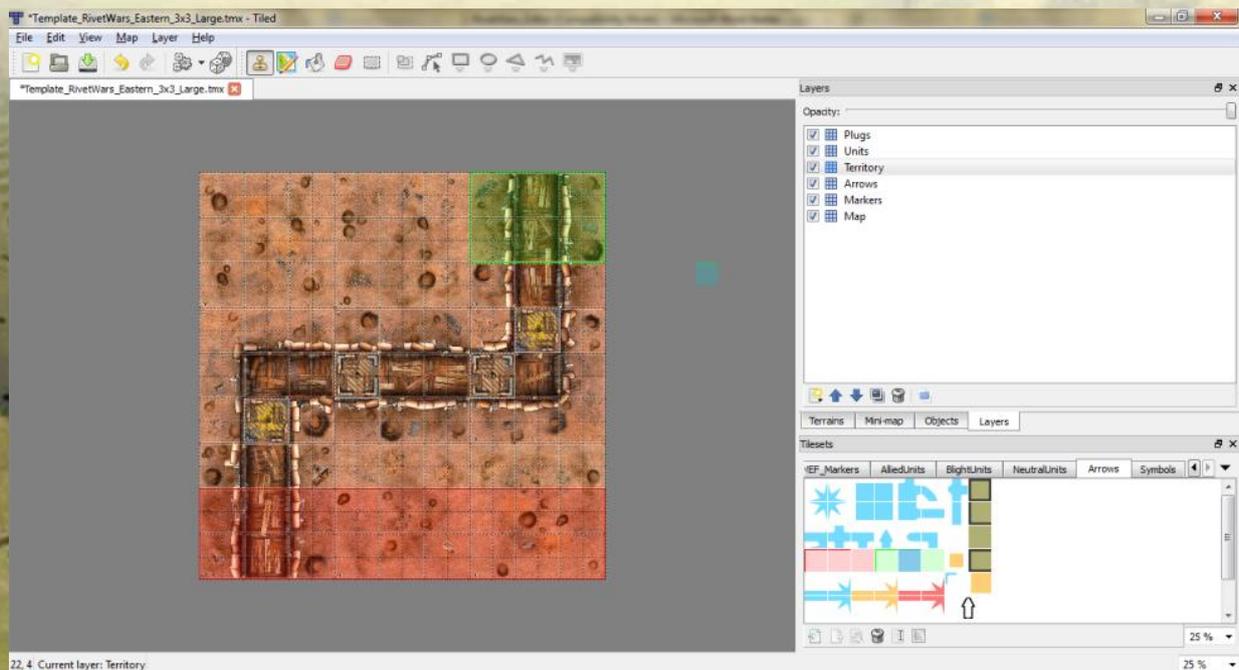
## PLACING TERRAIN ELEMENTS

Make sure you've selected the "Markers" Layer; otherwise you might remove a map tile!  
Mines, Tank Traps, Bunkers and Objective can be found in the Markers Tile Set.



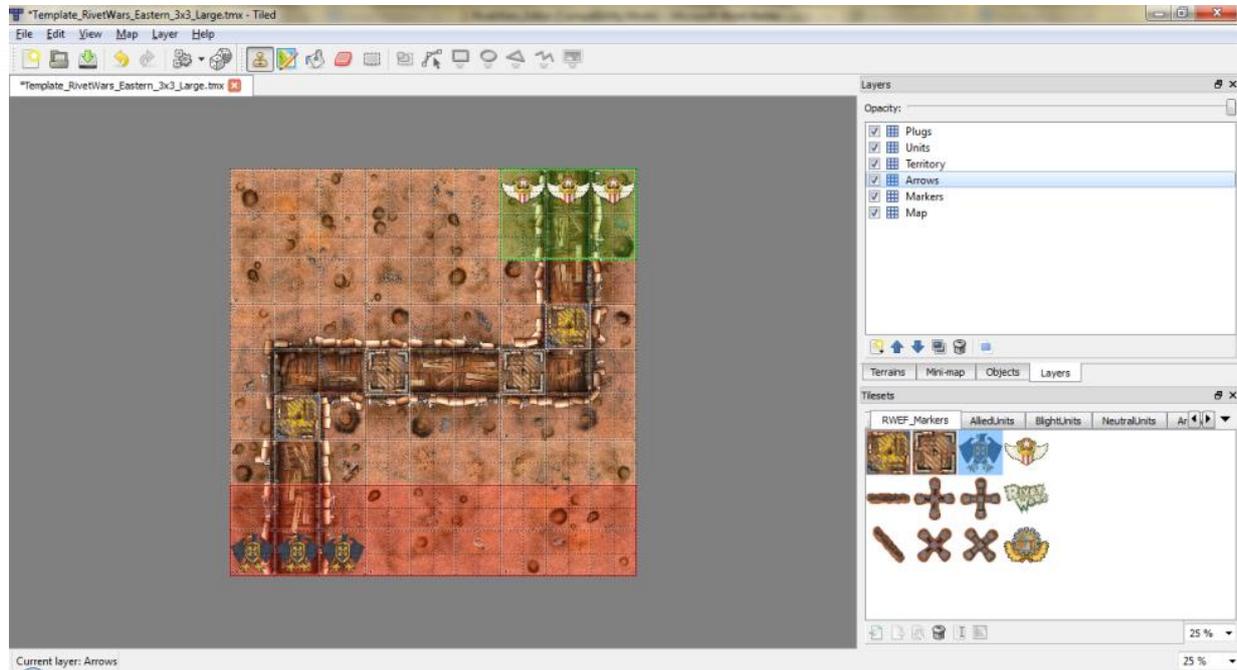
## ADDING TERRITORY

Make sure the *Territory Layer* is selected. Territory is a little harder to add; there are some translucent green and red tiles in the arrow tile set. The three tiles can be used to draw corners, edges and centres of territories. Don't forget you can rotate the tiles.



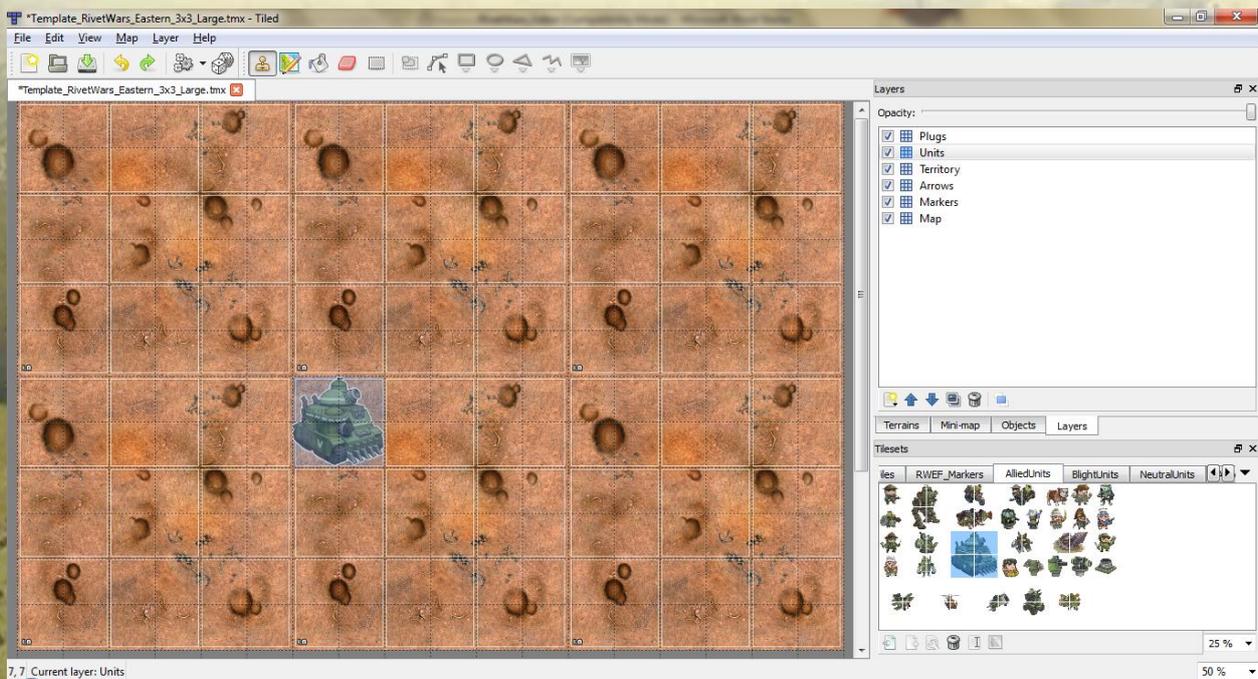
## ADDING DEPLOYMENT ZONES

Make sure you use a layer above Territory; otherwise the emblems will appear underneath or worse replace the territory. The Blight and Allied emblems can be found in the Marker tile set.



## PLACING UNITS

The Scenario Editor also has tile sets for Units. These can be placed like any other tile. You can use the mouse to select multiple tiles to make placing larger units much easier!



## I MADE A MISTAKE! - UNDO

**Tiled** supports **Ctrl+Z** for undoing the previous action, you can use this if you have placed a tile in an incorrect place.

If you need to delete any tiles you can use the **Erase** tool. When you're selecting a tile you need to select the grid the tile was originally placed in. So, you can't delete parts of a tile you have to delete all of it.

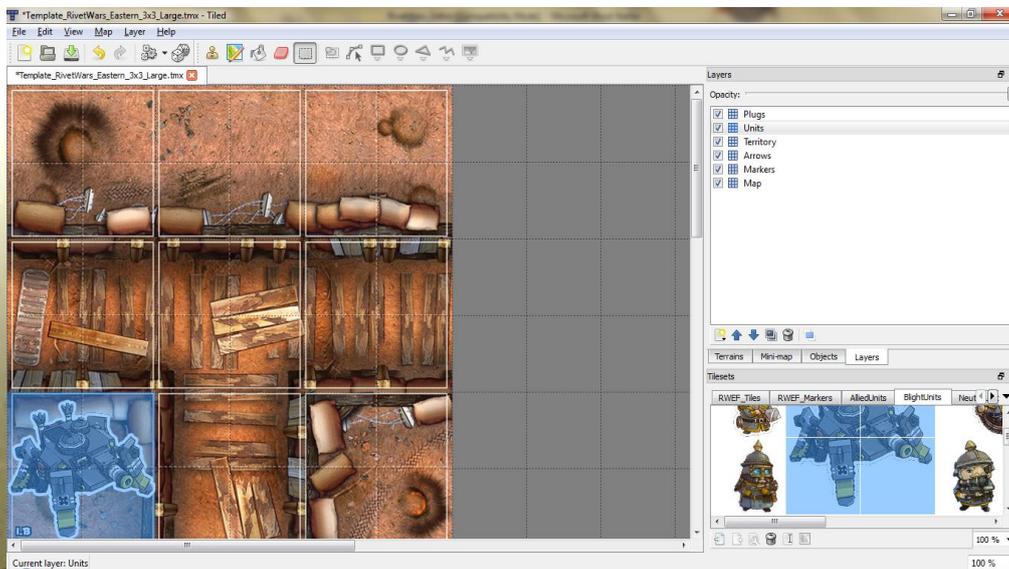
## TILE COMMANDER

You can use the *Rectangular Select* tool to select groups of tiles.

Press **Ctrl+X** to cut the tiles and Press **Ctrl+V** to paste them to a new location.

Now you can move large numbers of tiles without having to draw them all!

Remember, the select tool only selects tiles on your currently selected layer; **Ctrl+A** selects all tiles on that layer.



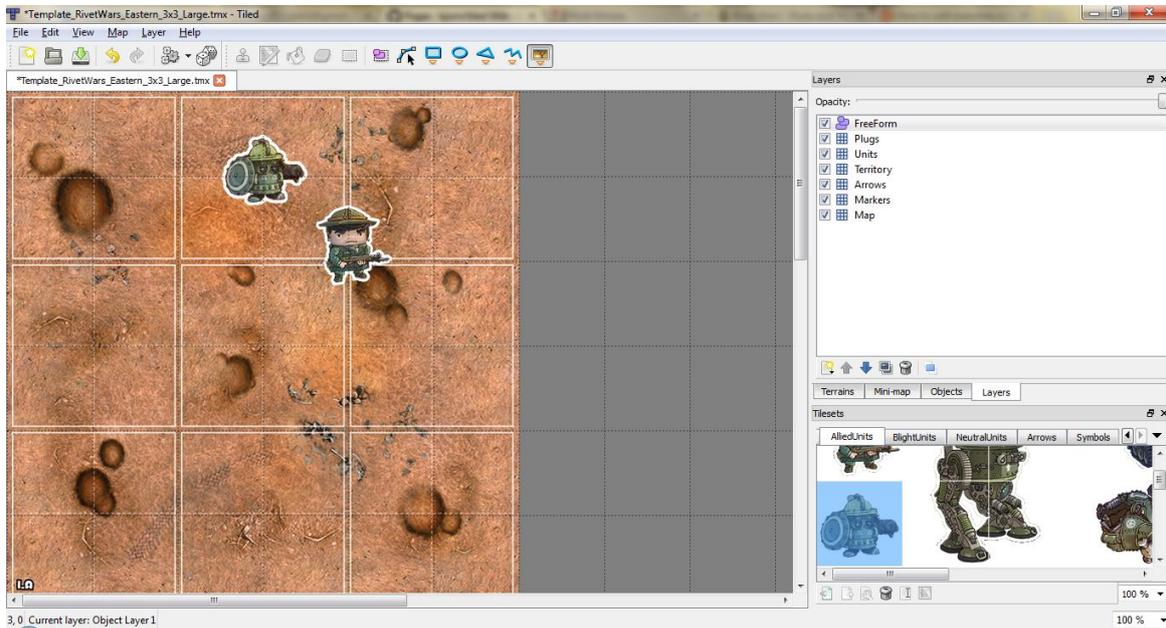
## ANOTHER HANDY HINT

If you've *Cut* tiles from earlier, you can paste them multiple times and you can apply the X,Y,Z flips and rotations to them!



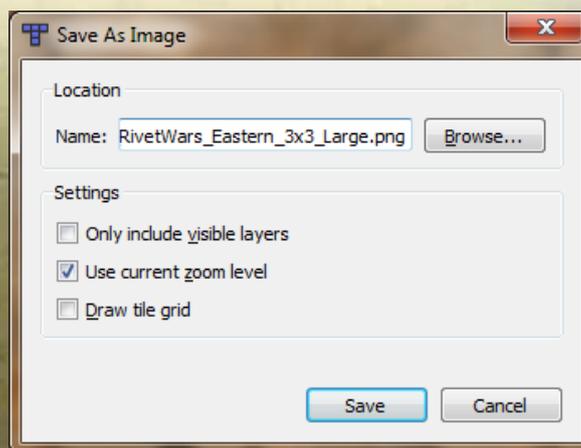
## FREE FORM PAINTING

It's possible to place tiles outside of the grid; you can do this by creating an object layer and selecting the "Insert Tile" Tool.



## EXPORTING YOUR CREATION

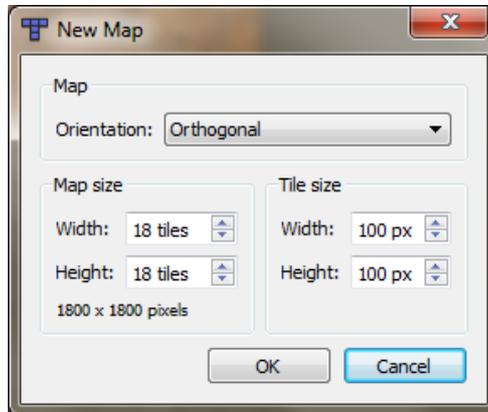
Under the *File* menu you can *Save* your creation as a PNG; it's worth mentioning you can export at the current zoom level; so you may want to make it larger or smaller. Once this completes you will be able to import the image into your own custom Scenario to share with the rest of the community!



## MAKING OUR OWN MAP

Each square of the map represents a Rivet Wars 'Square' – so a 3x3 map is made up of 18x18 square.

In **Tiled** the following dimensions can be used to create a new 3x3 map:



## CENTRAL INTELLIGENCE

It's usually a good idea to plan ahead. Just remember you need to count the number of Squares you need. A tile is 6 squares long.

A narrow 2X5 Map would be: 12x30 tiles.

You'll need to import the tilesets you want to use under Map → External Tilesets.

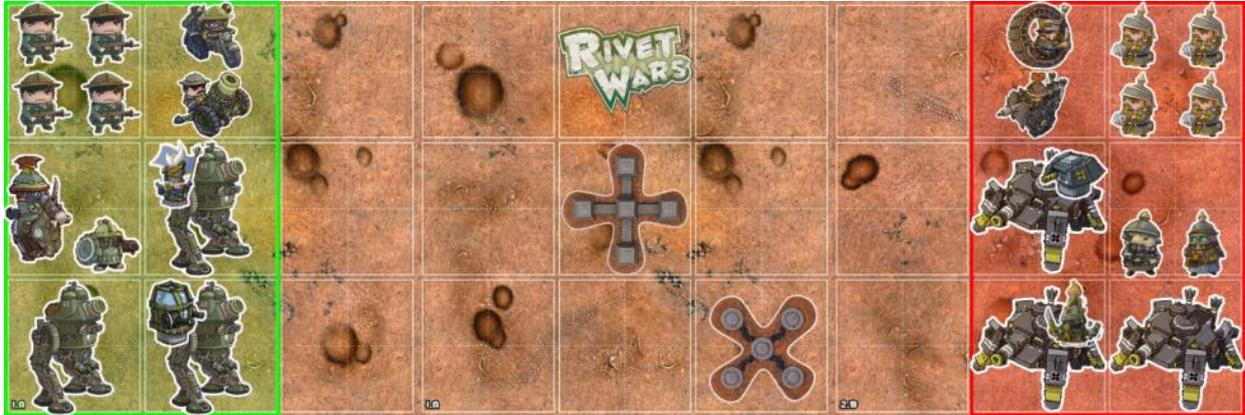
Remember you can resize your map if you need to!



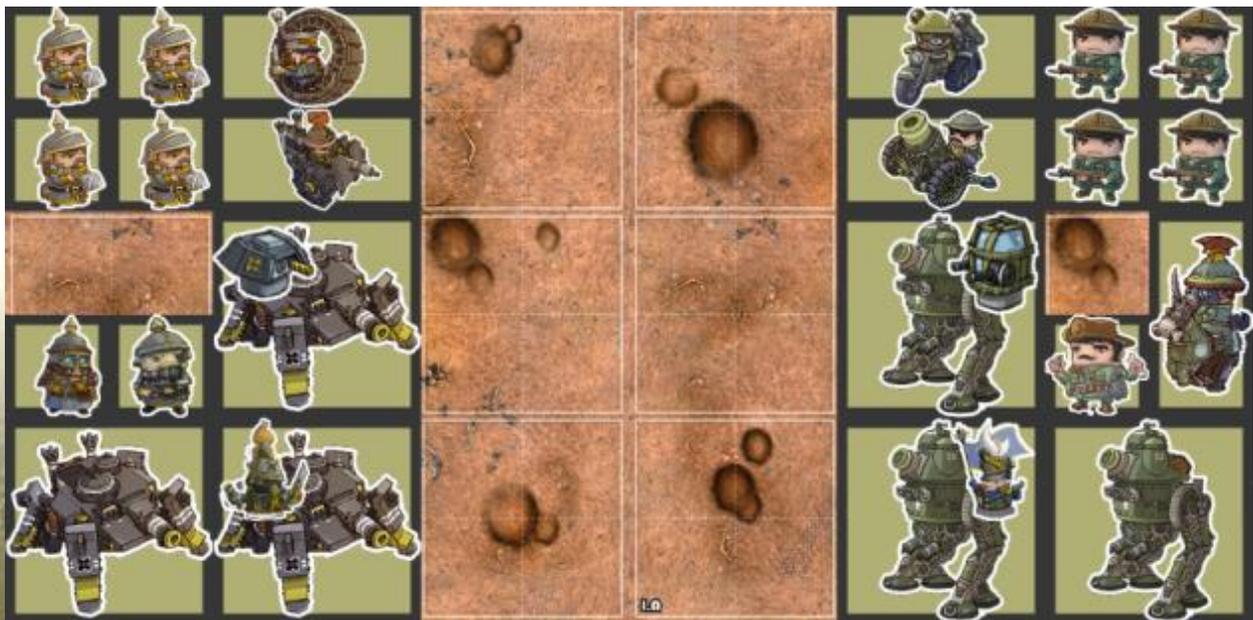
## EXAMPLES

I've included another file: *RivetWars\_Eastern\_Front\_Examples.tmx* which contains the following inspiration!

### Preparing a Battle:



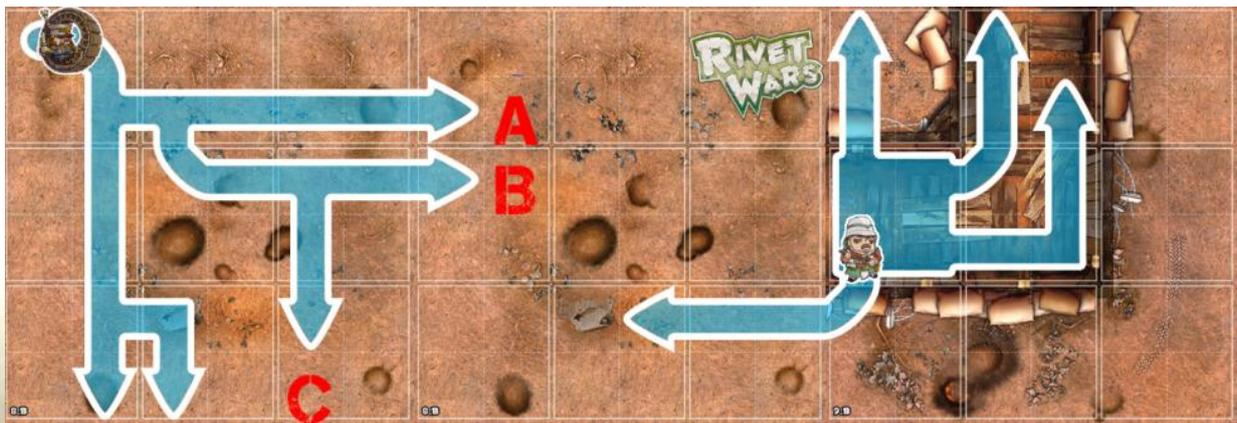
### Highlighting Particular Units:



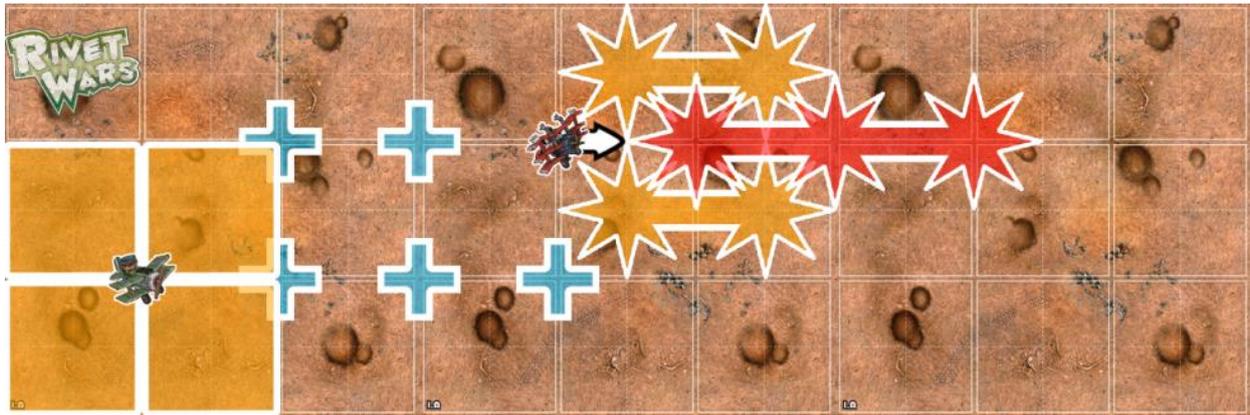
**Showing how Units Shoot:**



**Showing how Units Move and Marking Squares:**



**Battle of Brighton Compatible:**



**Preparing a Friendly Family Photo:**



## SCENARIO TEMPLATE

There's no point making stunning maps for your scenarios if you don't have the resources to share them with the community. The Scenario Template is a document you can edit for describing your scenarios:

- ScenarioTemplate.RTF

### WHERE ARE THE FONTS?

For the Ultimate Rivet Wars Experience, use the following fonts:

- 1) fontdinerdotcom\_huggable - For Titles
- 2) capture\_it - For Type Written Titles (like the one used in this heading)
- 3) kingthings\_trypewriter\_2 - for Type Written Text (like this one)
- 4) Bookman Old Style - Main Scenario Description

## CREATING UNITS

Inside the Unit Maker Folder you'll find all you need to get you started.

There's Blank Unit Cards for Allied, Neutral and Blight Units.

There's also an image that contains all the useful symbols and icons you might require.

Here's a very simple example I managed to create the using GIMP:



With stats like those,  
we probably won't be seeing  
Roxy on the battlefield any time soon!



## CREATING SECRET MISSION AND ACTION CARDS

If you've got this far, you're super creative! No doubt you'll have the skills to layout some brilliant secret missions or action cards! So remember:

# GET IN THE FIGHT!

