Armoured Commander II
Campaign Designer's Guide
For Version 4.0.0

Campaigns are simply JSON files that are placed within the "campaigns" subdirectory within the main install directory (".../Steam/steamapps/common/Armoured Commander II/campaigns"). Each campaign in the directory must have a unique filename, which distinguishes it from other possible campaigns.

The structure of the campaign must be as follows. Syntax errors in what the JSON importer expects to find will result in an error when trying to enter the New Campaign menu. The first syntax error encountered will be displayed in a pop-up message. Errors in the data may not have an impact on the game for some time, resulting in a crash or unexpected game behaviour.

Consult one of the game's standard campaigns for examples on correct formatting.

1. General Campaign Information

The JSON file as a whole must start and end with squiggly brackets {} as the overall data structure is that of a dictionary. There are a few fields that are required in every campaign that appear at the start of the data:

Field	Contents	Format
"name"	The name of the campaign	String, maximum ~40 characters
"start_date"	The earliest possible combat day in the campaign	ISO date separated by periods, eg. "1939.09.01"
"end_date"	The latest possible combat day in the campaign	ISO date separated by periods
"player_nation"	The nation that the player is fighting for	String, must be one of the keys defined in /data/nation_defs.json
"enemy_nations"	List of nations of the enemy forces	List of Strings, each must be a key in nation_defs.json
"region"	Region in which the campaign takes place	Must be one of the pre-designated regions, so far there is: Northeastern Europe, Northwestern Europe, and Nordic
"desc"	A narrative description of the entire campaign	String
"player_unit_list"	List of units that the player	List of Strings, each one must

	can possibly command	be a unit_id in /data/unit_type_defs.json, also each one should probably be an armoured vehicle of some sort
"player_squad_list"	Dictionary of possible squadmates for the player unit	Dictionary, where each key is a unit_id from "player_unit_list", and each has a list of unit_id as its value
"tank_vp_modifiers"	Victory Point multipliers for certain underpowered (or overpowered) player units	Dictionary, where each key exists player_unit_list and each one has a float for its value (eg. 1.2 would increase each day's VP gain by 20%)
"national_skills"	List of national skills automatically given to player crew	List of Strings, each one must be a key in /data/skill_defs.json
"player_air_support"	Unit types that can possibly arrive for player air support	List of Strings, each one must be a key in unit_defs.json, should also be a unit of the category "Airplane"
"enemy_air_support"	Unit types that can possibly arrive for enemy air support	List of Strings, each one must be a key in unit_defs.json, should also be a unit of the category "Airplane"
"player_arty_support"	Unit types that can be used for player artillery support	List of Strings, each one must be a key in unit_defs.json, should also be a unit of the category "Artillery Gun"
"enemy_arty_support"	Unit types that can be used for enemy artillery support	List of Strings, each one must be a key in unit_defs.json, should also be a unit of the category "Artillery Gun"
"enemy_unit_list"	List of nations and unit types that may be spawned as enemies on the Scenario map. Only one nation from this list will be randomy selected for each Scenario.	Dictionary, where each key is a Nation, and each has as its value a list of strings, each one of which is a unit_id in unit_defs.json
"enemy_unit_class_odds"	Unit classes and the odds that they will be spawned in a scenario	Dictionary, where each key is a unit class, and each has as its value an integer between 1 and 100

"combat_days"	How many total combat days to generate for the campaign	Integer of at least 1, at most the total of the calendar days defined below

2. Optional Campaign Information

The data in this section can be left out without breaking the campaign.

Field	Contents	Format
"small_team_odds"	A list of small team units that may be spawned alongside an enemy Riflemen unit	Dictionary, where each key is the unit_id of a small team unit from unit_type_defs.json, and each has as its value an integer from 1 to 100
"decorations_list"	Possible decorations that the player can be awarded at the end of the campaign	Dictionary, where each key is a String of a Victory Point value, and each key is a String of the decoration awarded

3. Combat Calendar Week Definitions

The calendar_weeks field must have a value that is a list of dictionaries. Each of these dictionaries defines a week in the campaign calendar, and each one has a similar structure, with the exception of refitting weeks. Most of the fields in each dictionary are required, if one is optional then it will be tagged as such.

Field	Contents	Format
"start_date"	The starting date for this calendar week	ISO date separated by periods, should not be earlier than the start date of the campaign, and make sure that it does not fall earlier than the end of the previous week
"end_date"	OPTIONAL - if you want the "week" to end before 7 full days, define the last day here	ISO date separated by periods
"day_start"	Time that the combat day will begin for the player	String of a zero-padded 24-hour time, eg. "05:30"
"day_end"	Time that the combat day will end for the player	String of a zero-padded 24-hour time, eg. "18:15"

"combat_chance"	The odds that a given day from this week will be added to the combat calendar	Integer between 1 and 100
"average_resistance"	The average enemy resistance level for hex zones in the Campaign Day map for this week	Integer between 1 and 10
"week_title"	Title for this week in the campaign	String, maximum ~40 characters
"week_description"	OPTIONAL - a narrative description of this week	String, maximim ~242 characters
"mission_odds"	Odds of different mission types for each combat day	Dictionary, each key must be one of the mission types, and each has a value of an integer between 1 and 100; not all possible mission types must be included as keys
"enemy_nations"	Enemy nations that may be encountered this week	List of Strings, each must correspond to a key in "enemy_unit_list" above
"air_support_level"	OPTIONAL - starting level of player air support for each combat day	Float between 0.0 and 100.0
"arty_support_level"	OPTIONAL - starting level of artillery support for each combat day	Float between 0.0 and 100.0
"terrain_odds_modifier"	OPTIONAL - modify odds of Campaign Day map zone terrain for this week only	Dictionary, where each key is a Campaign Day map terrain type, and each has a value of an Integer between 0 and 100
"enemy_class_odds_modifier"	OPTIONAL - modify one or more enemy_unit_class_odds values, applies for the rest of the campaign unless modified again	Dictionary, where each key is a unit class, each of which has a value of an Integer between 0 and 100
"refitting"	OPTIONAL - If set to "TRUE", no other data other than "start_date" will be used, and the first day of this week will be added as a non-combat, refitting day	"TRUE"