Building Armored Task Force Scenarios

This tutorial walks you through the process of creating and editing scenarios for **Armored Task Force** using the **ATF Scenario Builder** and **ATF Power Toolkit**. With these tools you can do just about anything we can do to create add-ons and new scenarios for **Armored Task Force**. In short, these are the most powerful and easy-to-use mod tools we have ever created for a **ProSIM Company** product.

ATF Scenario Builder

The **ATF Scenario Builder** provides all of the tools you will need to build full featured scenarios with existing maps and databases. With it, you can build units and hierarchies, create enemy Battle Plans, and create detailed Faction AI scripts to challenge **ATF** players who play your scenario. Here is a list of some of the many tasks you can accomplish with this powerful tool.

- Create a new scenario
- Save a scenario
- Edit the Environment component
- Edit the Maneuver Graphics and Enemy SITTEMP
- Edit the Mission Components
- Create an Event Box
- Add a Unit Package
- Edit a hierarchy
- Copy units
- Add a block of obstacles
- Add a block of holes
- Edit an enemy path
- Create a hierarchy
- Add the Company Wave Attack mission
- Add the Attack by Fire mission
- Cancel a mission
- Add the Position Area Mission
- Create a Faction AI script
- Add an AI Time Limit condition
- Edit a Faction AI script
- Add an Event Box Condition
- Edit an AI Phase Order
- Use the clock to test a scenario
- Add a Toggle/Cancel Toggle Order
- Add a Battle Plan to a scenario
- Add an OPORD to a scenario
- Flip a scenario.