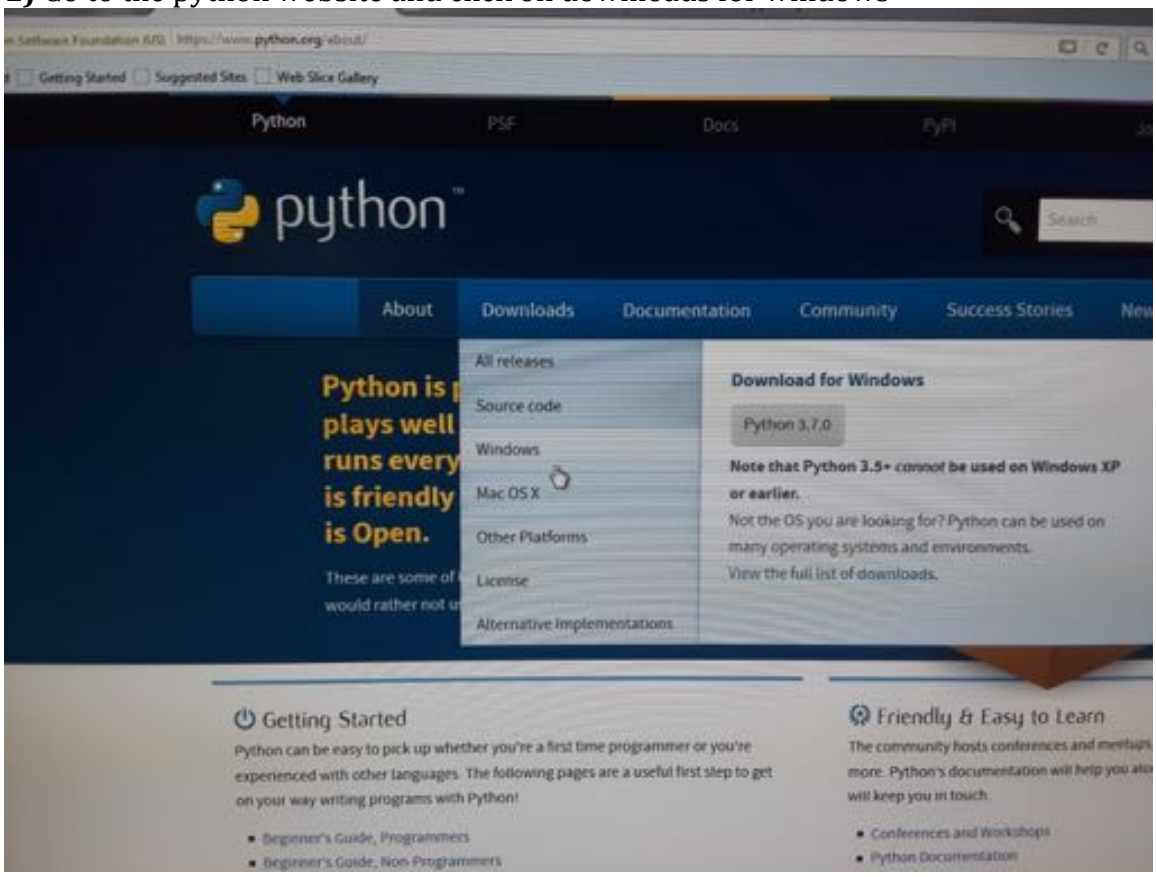
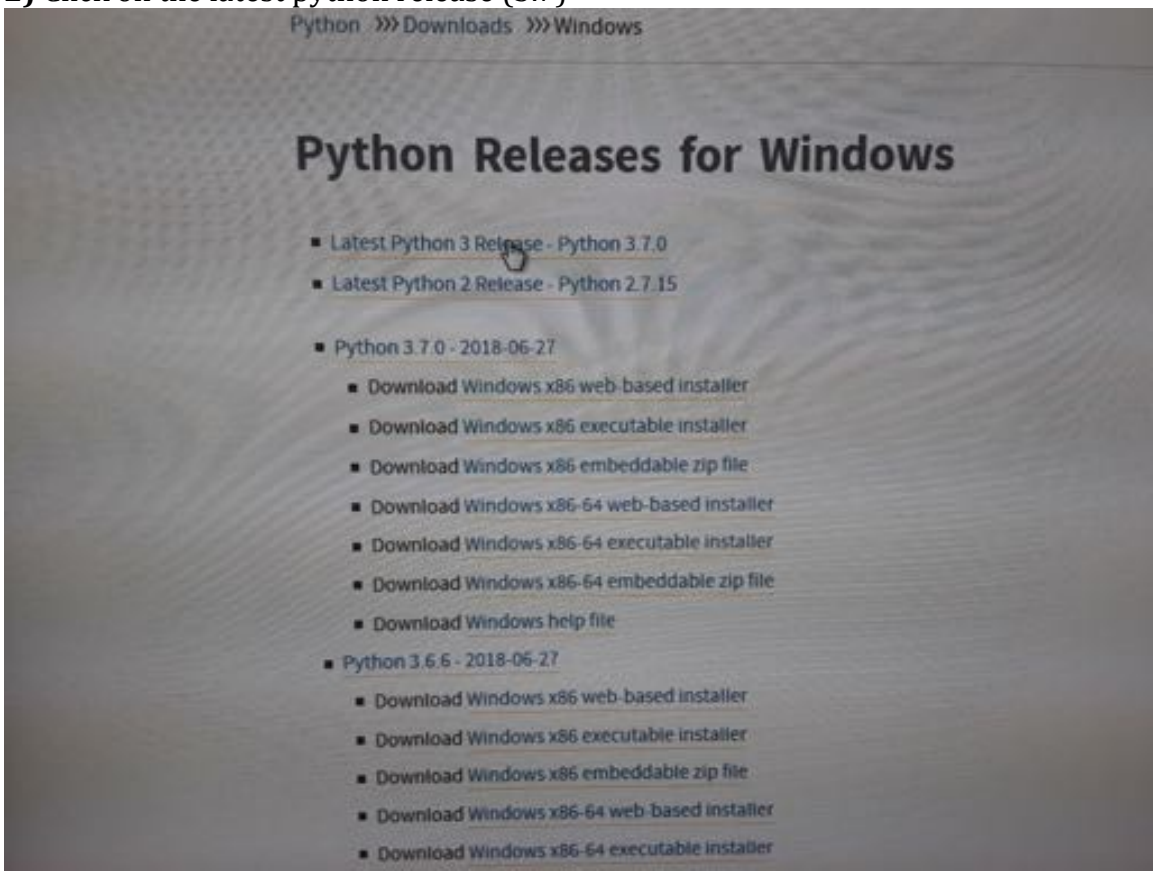
Installing the Guardsman Generator on PC

Justin Mansell

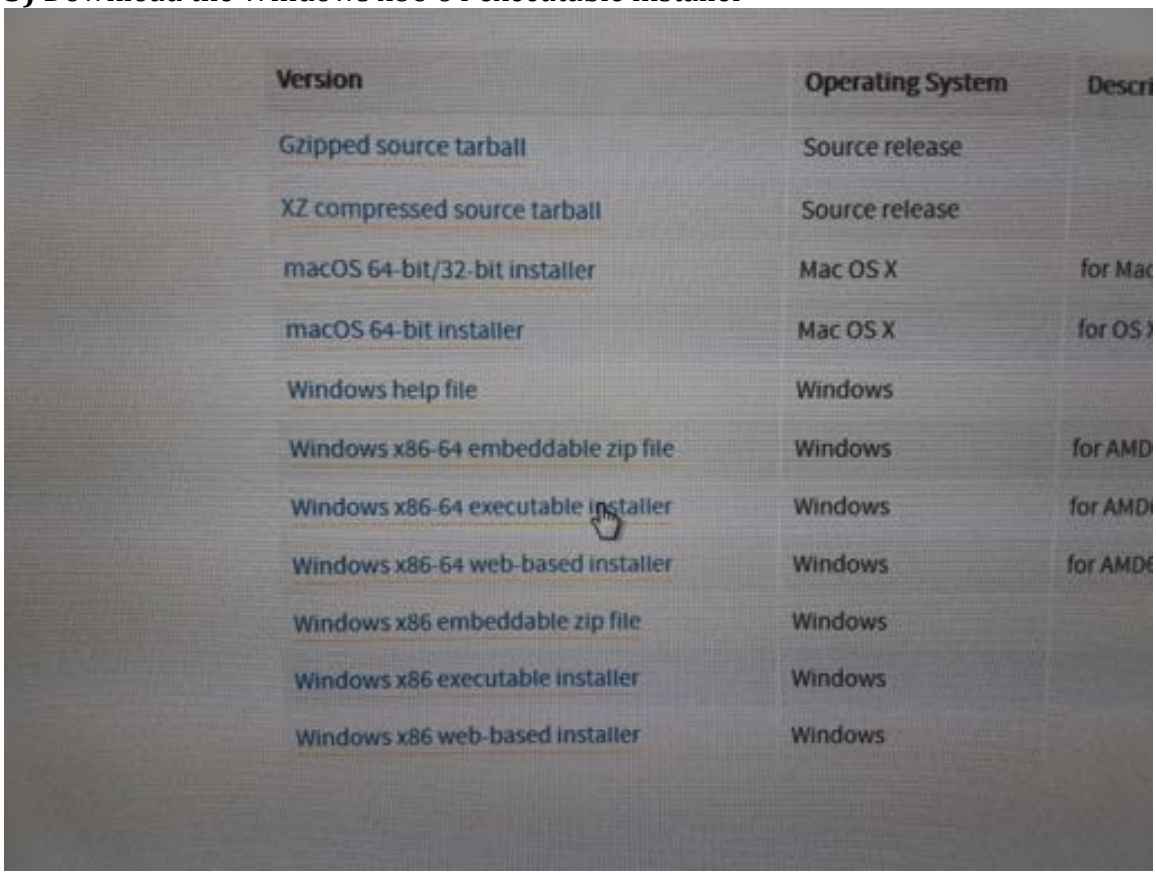
1) Go to the python website and click on downloads for windows



2) Click on the latest python release (3.7)



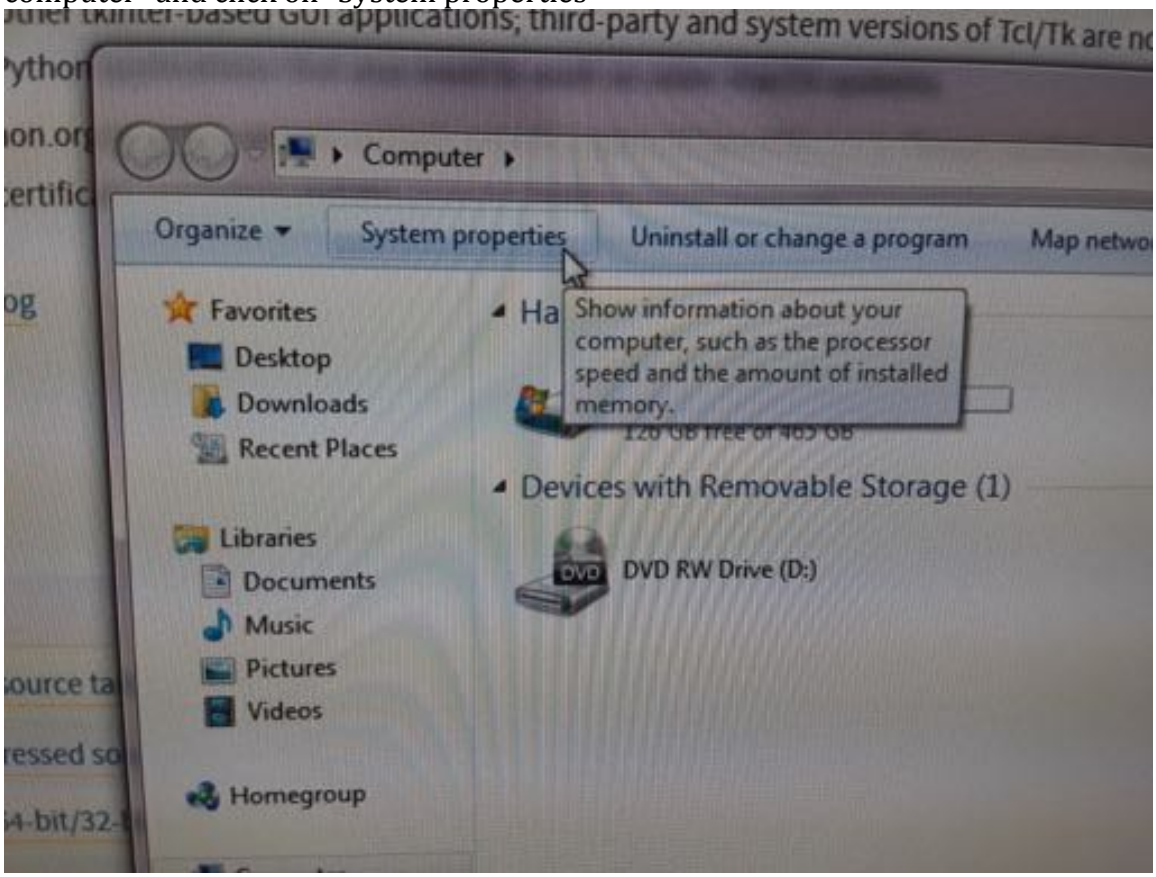
3) Download the Windows x86 64 executable installer



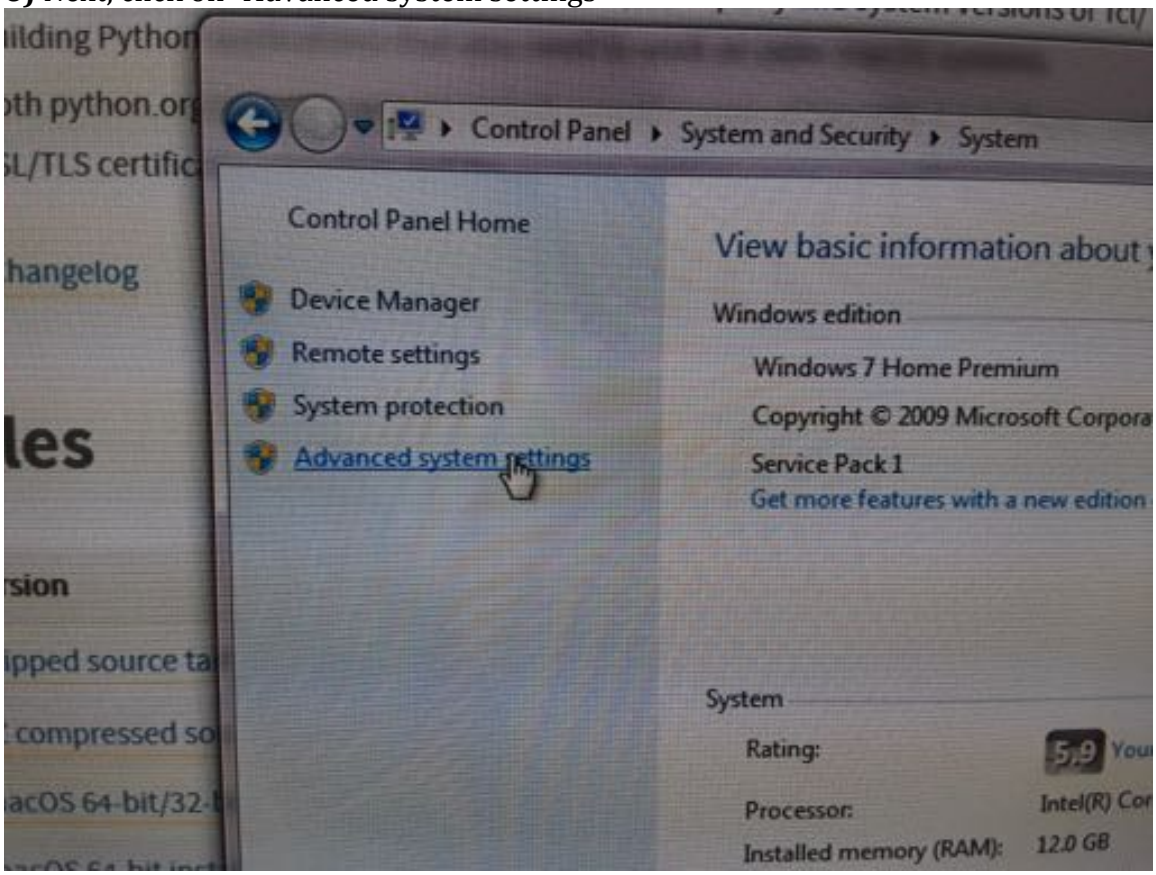
Version	Operating System	Descri
Gzipped source tarball	Source release	
XZ compressed source tarball	Source release	
macOS 64-bit/32-bit installer	Mac OS X	for Mac
macOS 64-bit installer	Mac OS X	for OS
Windows help file	Windows	
Windows x86-64 embeddable zip file	Windows	for AMD
Windows x86-64 executable installer	Windows	for AMD
Windows x86-64 web-based installer	Windows	for AMD
Windows x86 embeddable zip file	Windows	
Windows x86 executable installer	Windows	
Windows x86 web-based installer	Windows	

4) Run the executable installer. But before you install, be sure to check “Add Python 3.7 to PATH”.

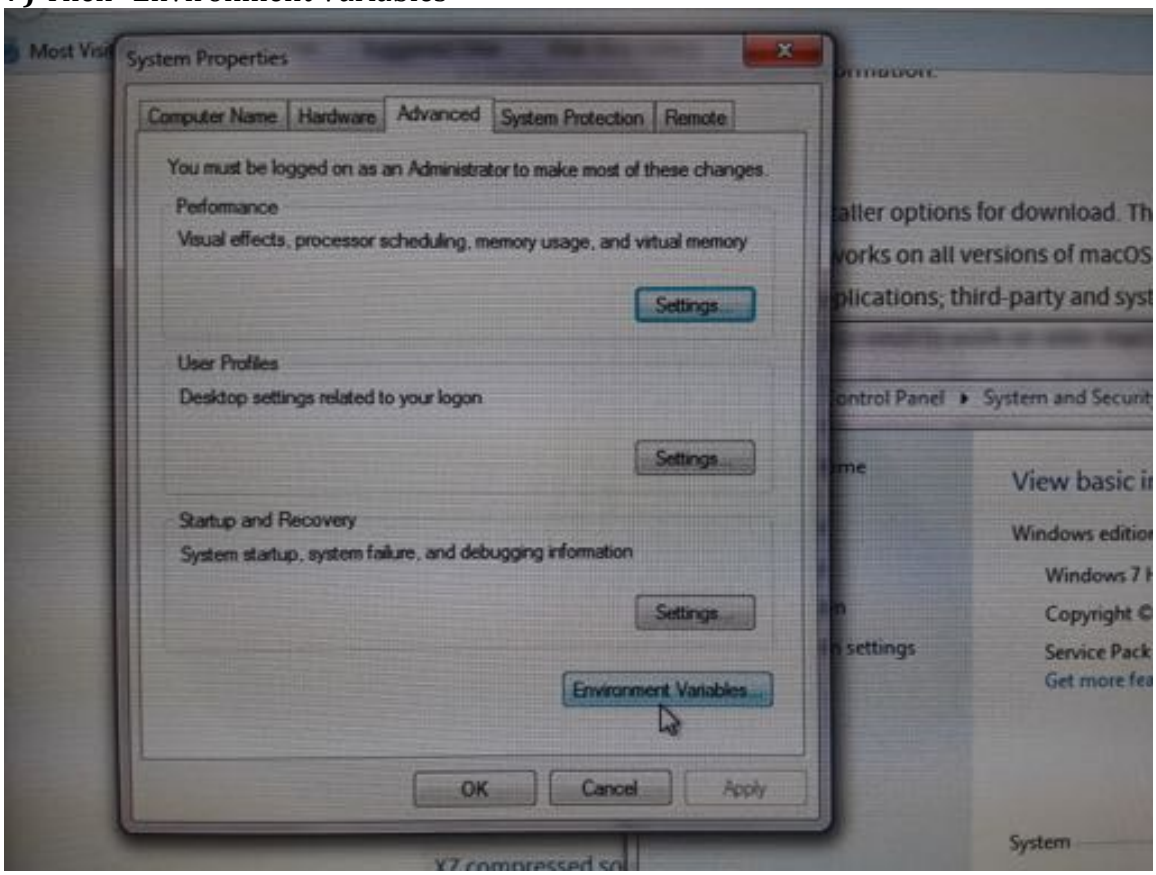
5) We need to make sure that the command terminal can access the directory where the python download is installed. Once the download completes, open up “My computer” and click on “System properties”



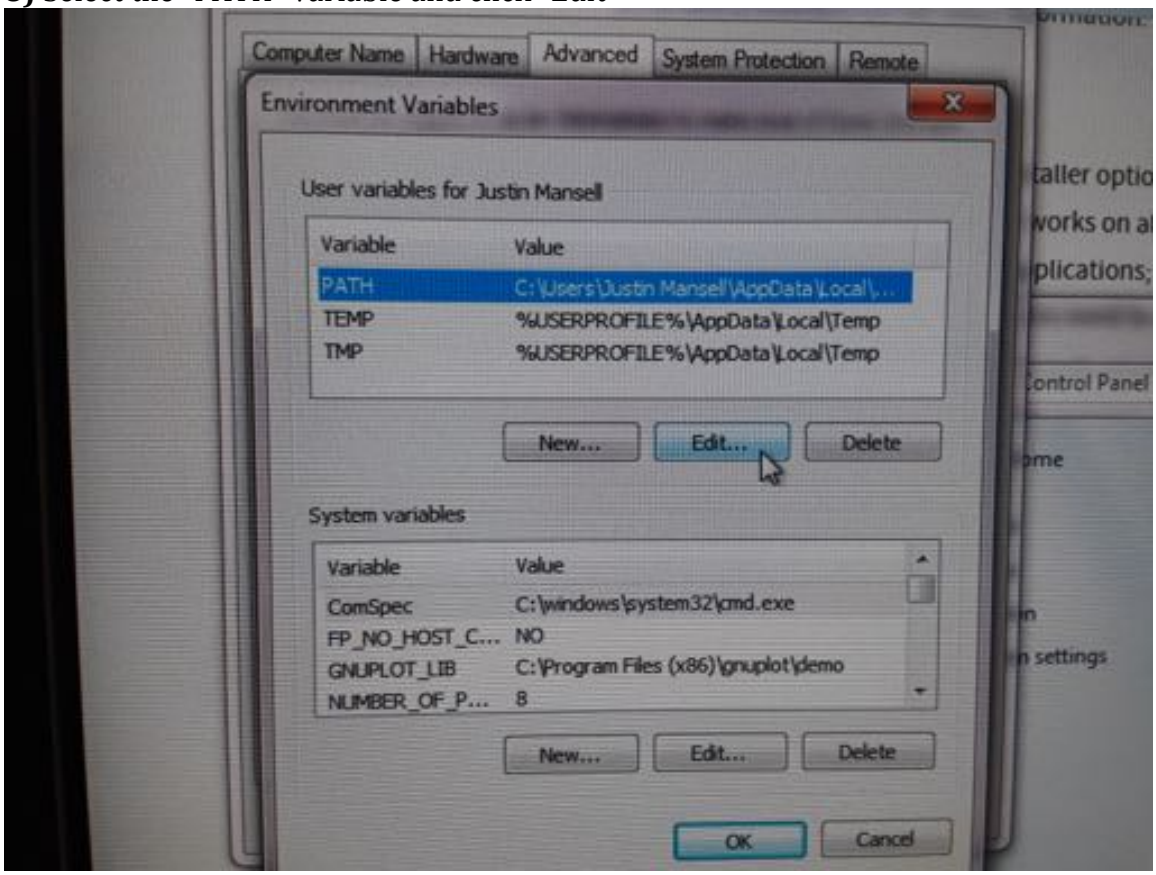
6) Next, click on “Advanced system settings”



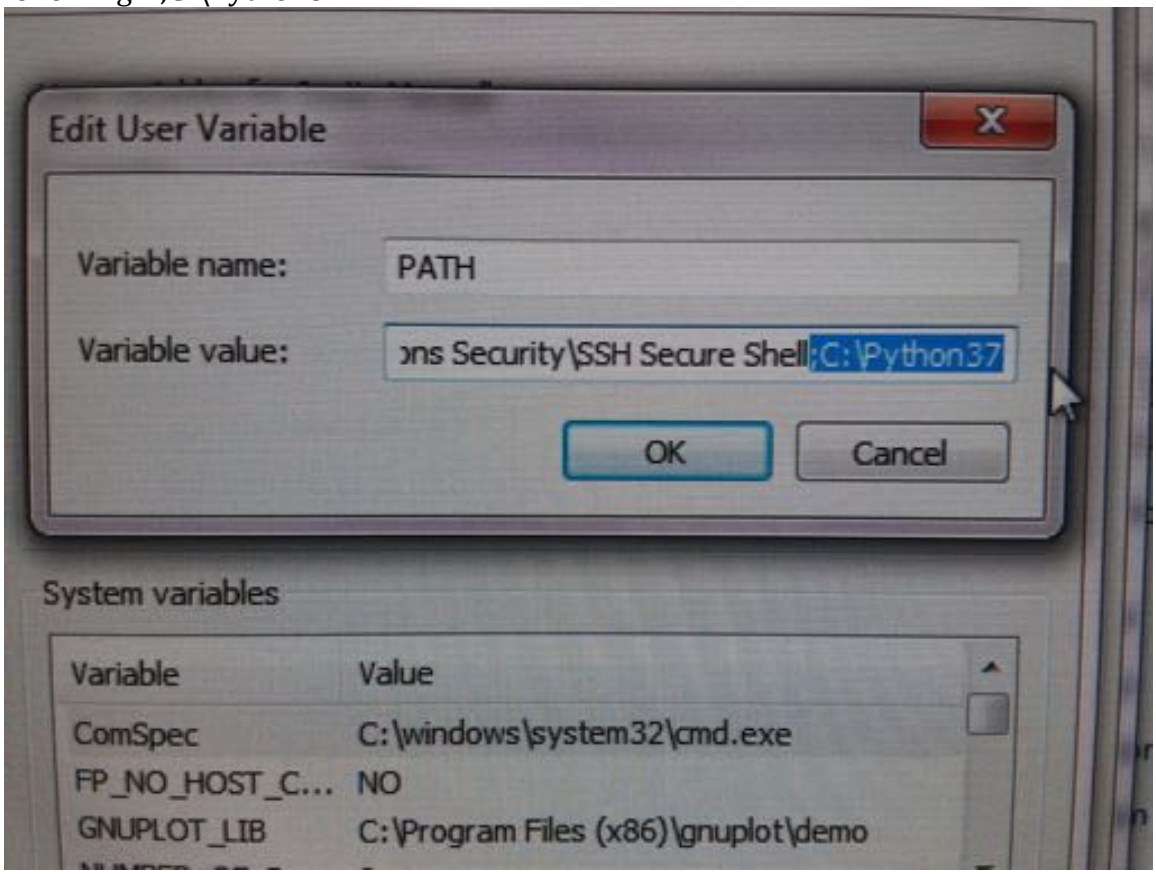
7) Then “Environment Variables”



8) Select the “PATH” variable and click “Edit”

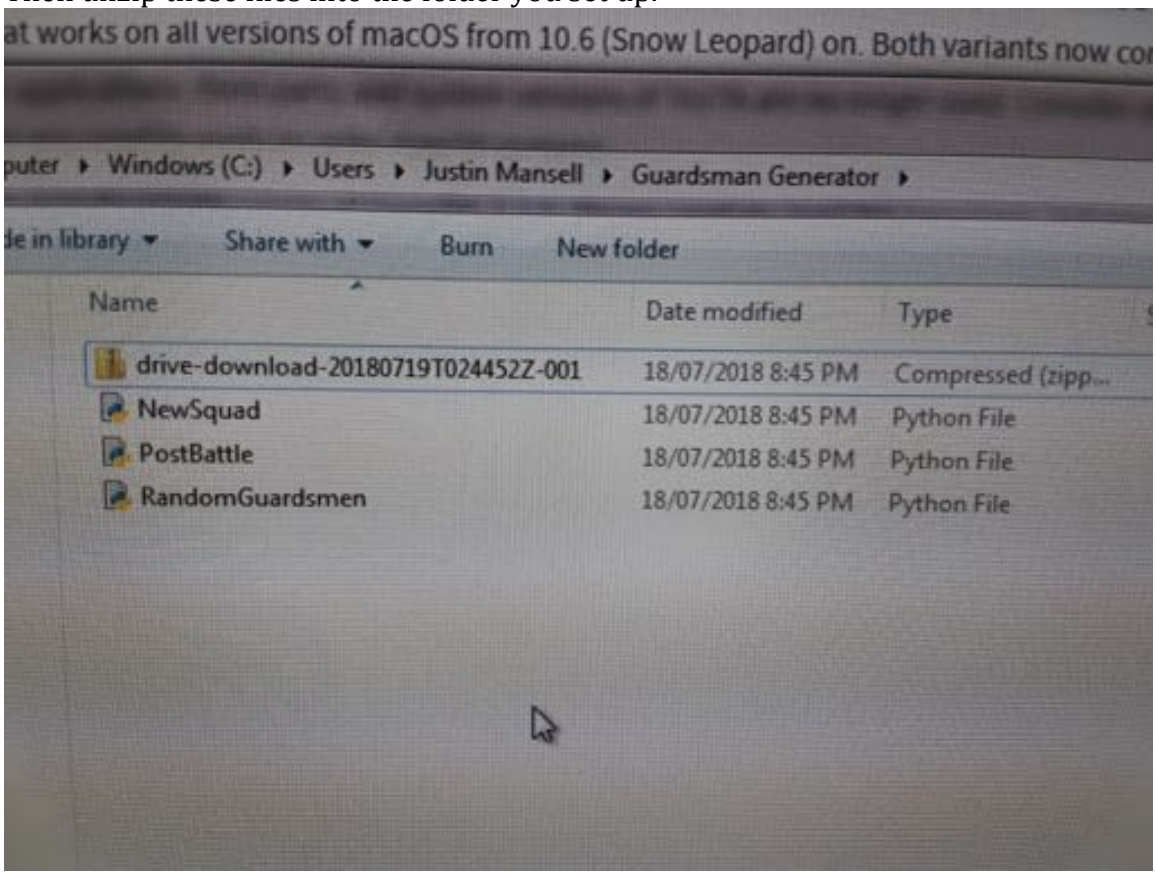


9) Scroll to the end of the variable value. After “SSH Secure Shell” we need to add the following: “;C:\Python37”

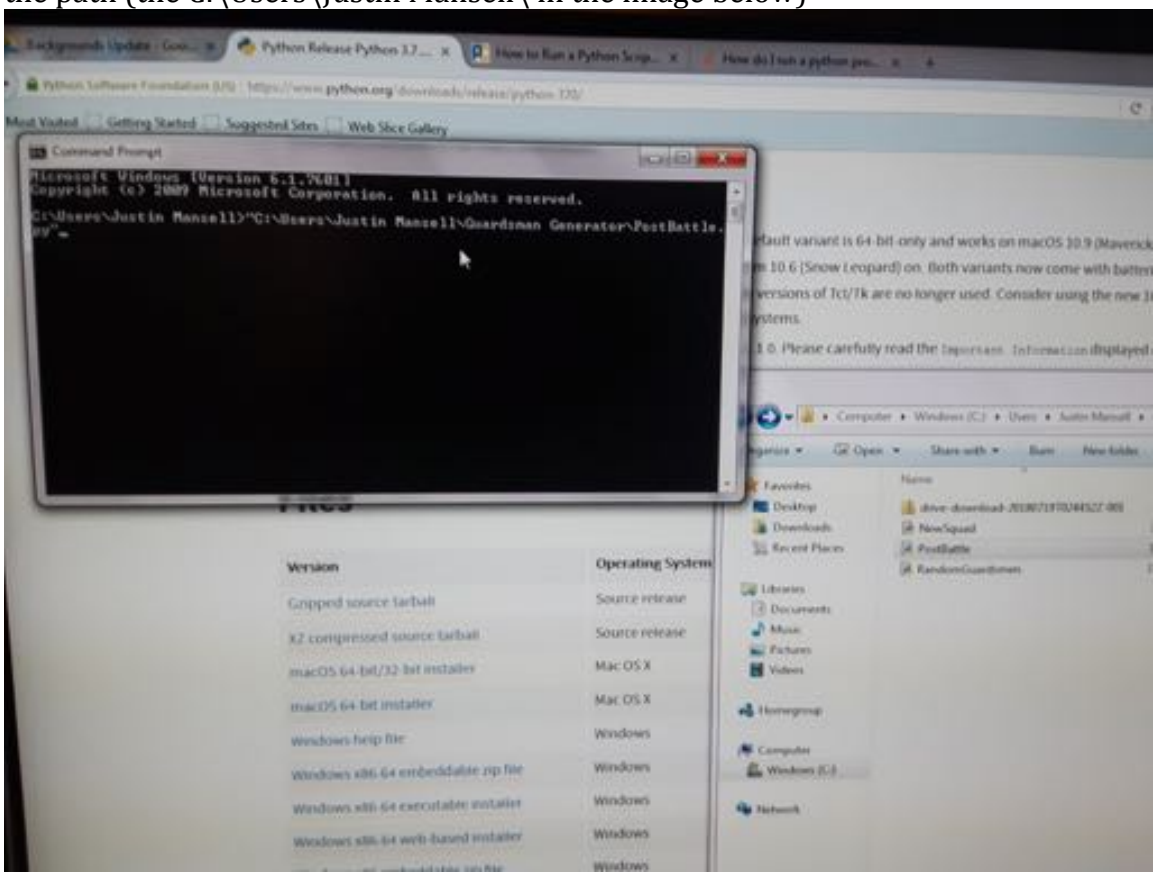


10) Click “OK” on everything. Now set up a folder for your Guardsmen files at a location of your choosing. I made mine under “Users>Justin Mansell”. Download the guardsmen generator python files (3 files) from here:
https://github.com/jrmansel/guardsmen-generator

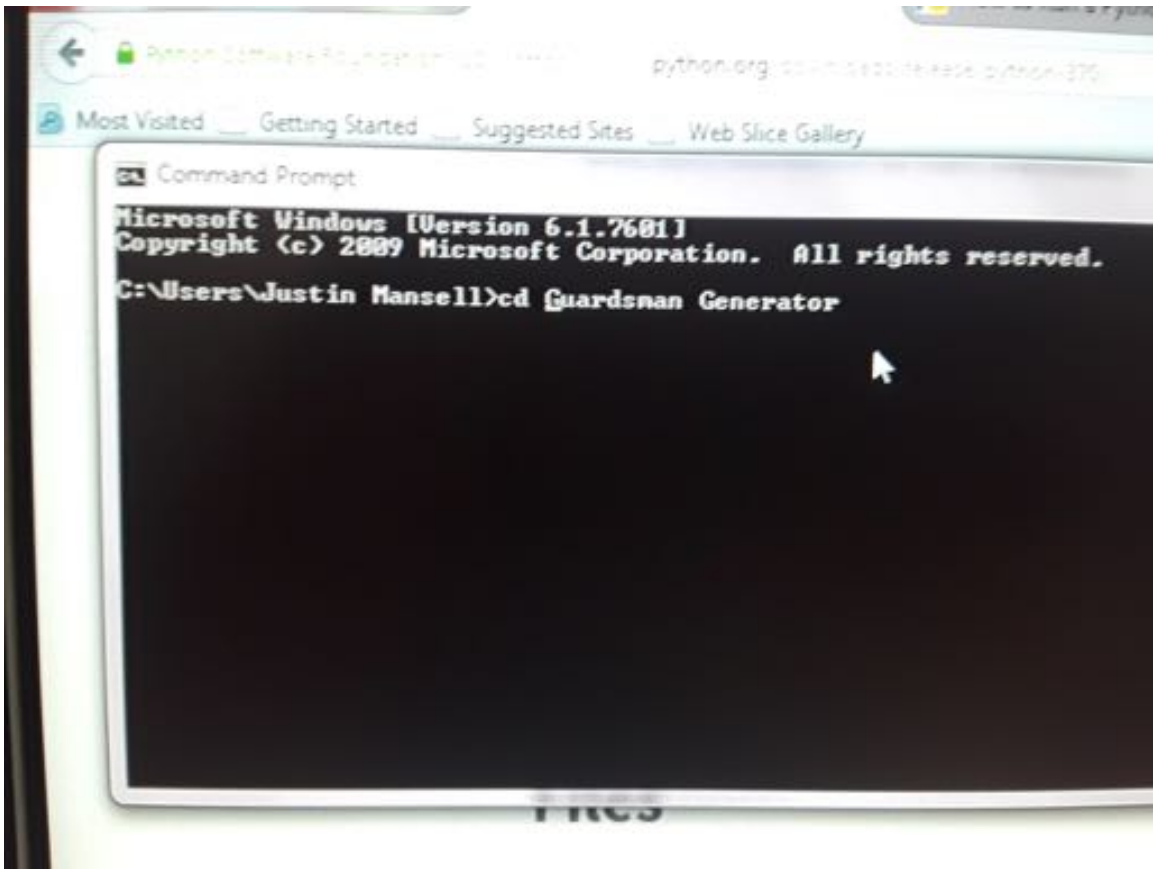
Then unzip these files into the folder you set up.



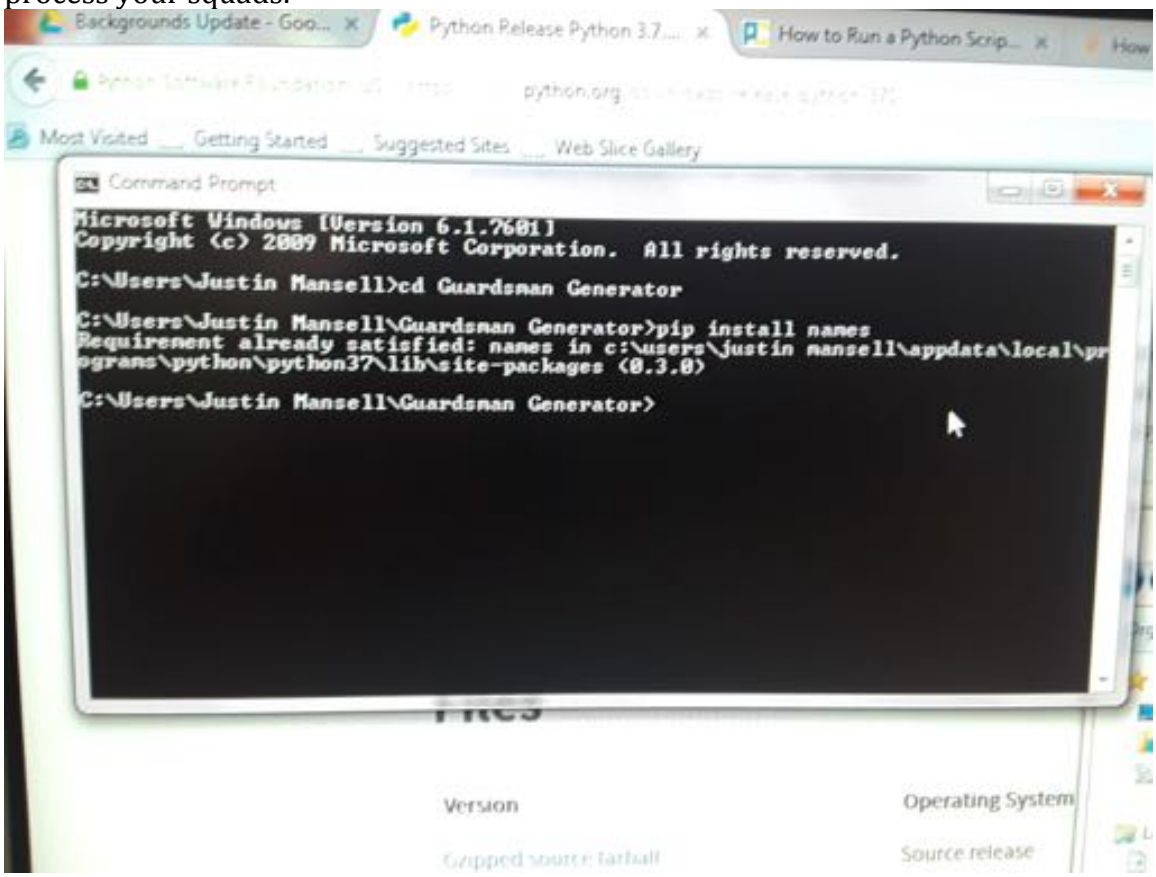
11) Now we can get down to business. Open the Command Prompt terminal (accessible from the windows button). You should see a black terminal screen appear with a line something like “C:\Users\YourName>”. Before we run any programs we need to navigate the terminal to where those files are. Click and drag one of the files (it doesn’t matter which one) from your Guardsmen folder and drop it into the terminal. You should see the path to that file appear. Delete the name of the program from this path along with any repeated information at the beginning of the path (the C:\Users\Justin Mansell\ in the image below)



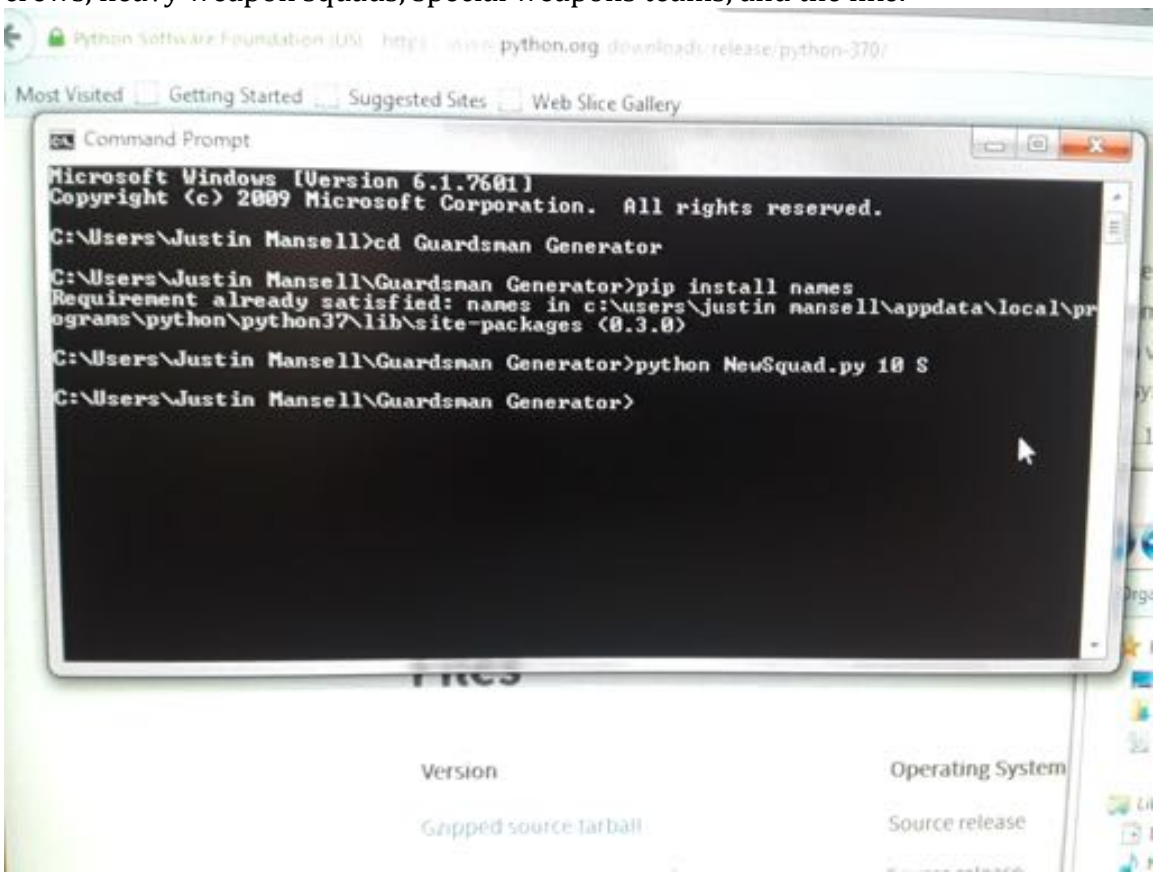
12) Add “cd” to the start of the path. This stands for “call directory” and will take us to the location of the files. Hit enter.



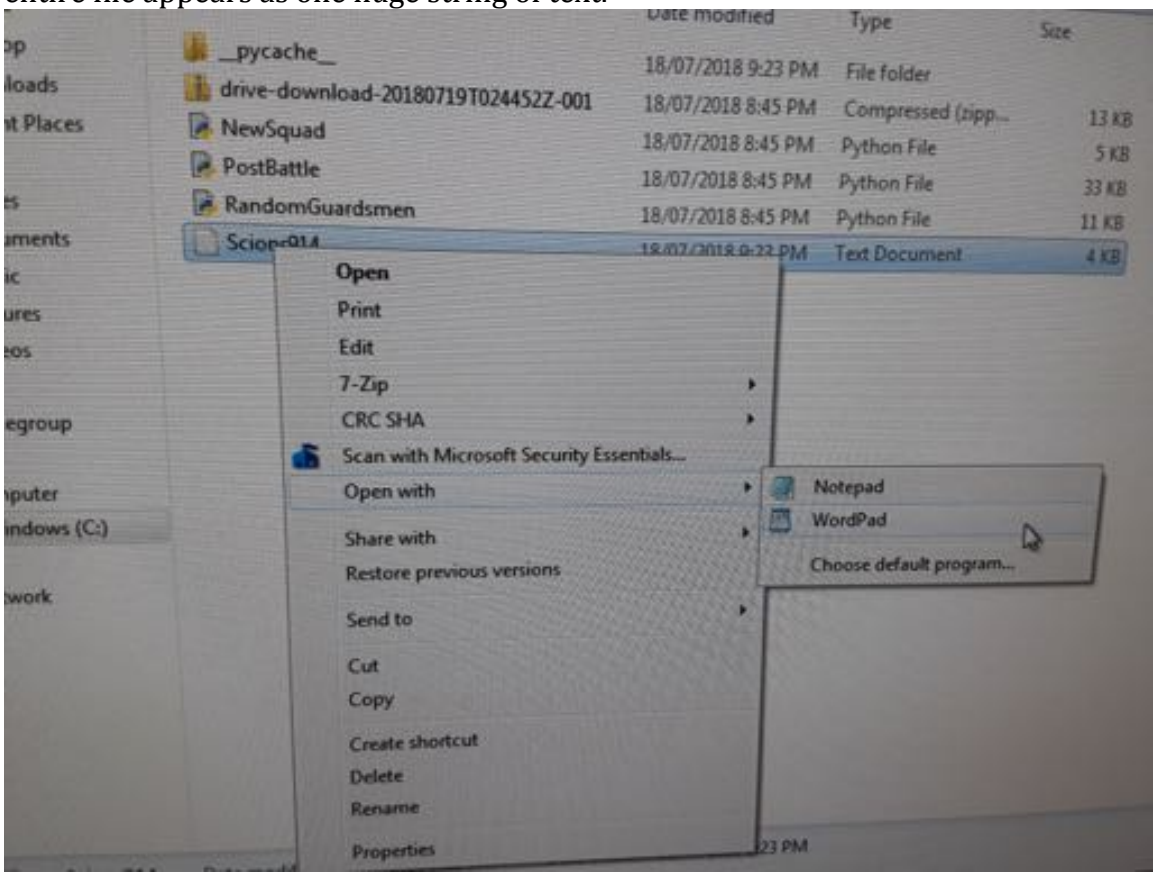
13) Before we can run the Guardsmen programs we need to install one last thing. Type “pip install names” and hit enter. The terminal will do some hacker nerd stuff and then finish. The purpose of this is to download the python module called “names” that allows the programs to randomly generate names for your guardsmen. In the image below I already have “names” installed, so the terminal tells me such. You will only need to do this the first time, not every time you want to generate or process your squads.



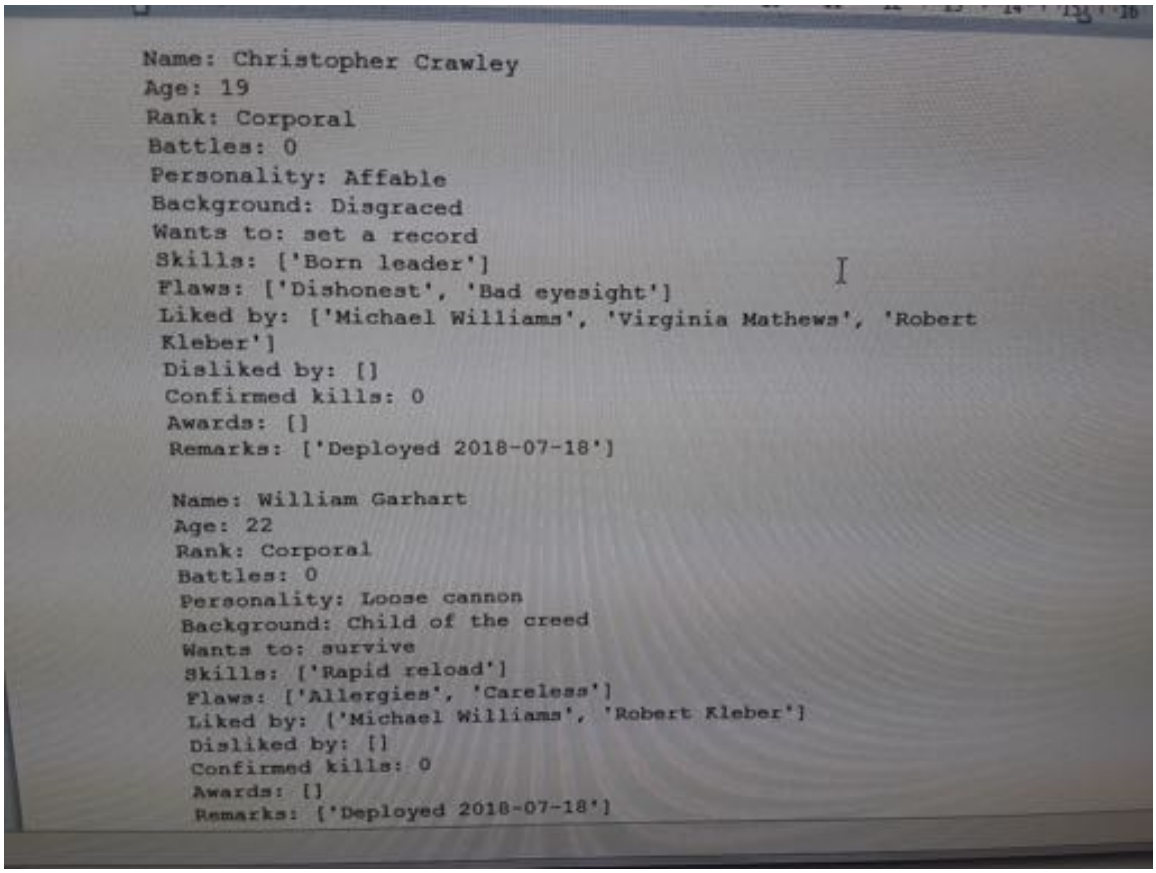
14) You're all set! Now let's try making a squad. To generate a new squad, type "python NewSquad.py 10 S". The "python" tells the computer that we want to execute a python program. "NewSquad.py" is the program we want to execute. Next is the number of soldiers we want in the squad. Then finally is an optional letter that indicates the type of squad. If you just want normal guardsmen you can omit this letter. Otherwise, "S" creates a squad of scions, "C" creates a squad of conscripts, and "V" creates a squad of veterans. If you type any other letter (except "G") the program will generate the squad without a sergeant, which can be useful for generating tank crews, heavy weapon squads, special weapons teams, and the like.



15) After you hit enter you should see a text file appear in the folder alongside the Guardsmen programs. To view the squad, open the text file with WordPad. Notepad cannot read the end of line character written by the Guardsmen program and so the entire file appears as one huge string of text.



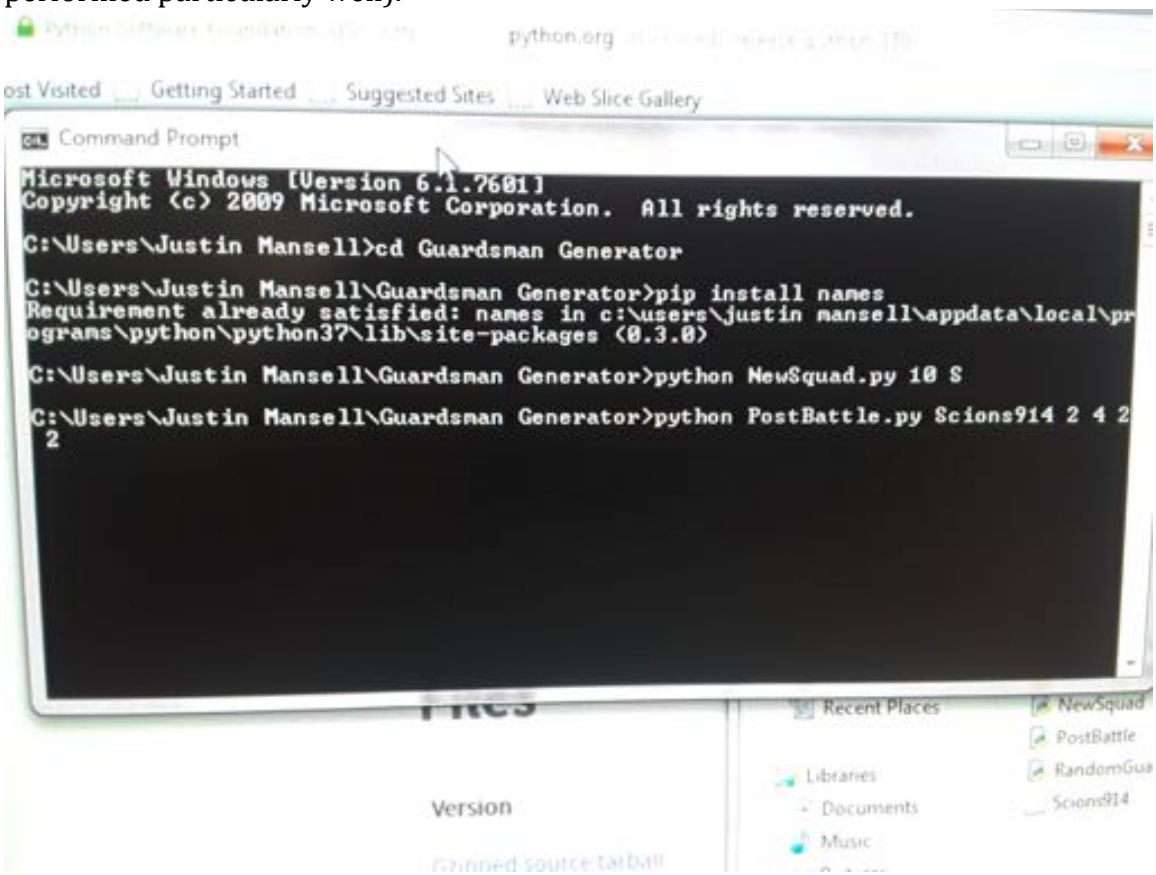
16) Looks good! If you want, you can edit any of the soldiers as you see fit, but be sure to follow the format *exactly*, or else the Guardsmen programs will not be able to read the file.



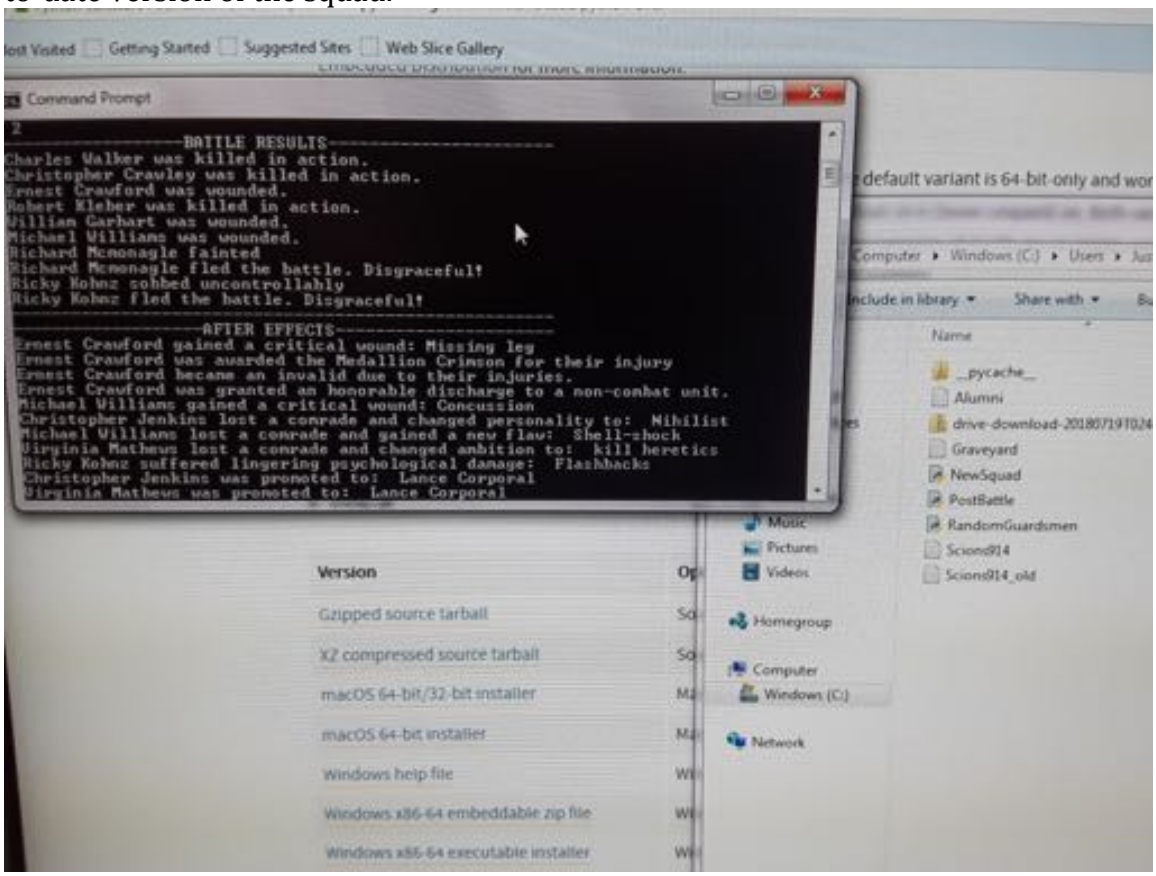
```
Name: Christopher Crawley
Age: 19
Rank: Corporal
Battles: 0
Personality: Affable
Background: Disgraced
Wants to: set a record
Skills: ['Born leader']
Flaws: ['Dishonest', 'Bad eyesight']
Liked by: ['Michael Williams', 'Virginia Mathews', 'Robert
Kleber']
Disliked by: []
Confirmed kills: 0
Awards: []
Remarks: ['Deployed 2018-07-18']

Name: William Garhart
Age: 22
Rank: Corporal
Battles: 0
Personality: Loose cannon
Background: Child of the creed
Wants to: survive
Skills: ['Rapid reload']
Flaws: ['Allergies', 'Careless']
Liked by: ['Michael Williams', 'Robert Kleber']
Disliked by: []
Confirmed kills: 0
Awards: []
Remarks: ['Deployed 2018-07-18']
```

17) Time for battle! To process combat and post combat results for the squad, type "python PostBattle.py squadfile" followed by 4 numbers. Substitute <squadfile> for the name of the squad you wish to process. In this case, we are processing our Scions914 squad. The four numbers represent the following: (i) the number of soldiers who were definitely killed (e.g. by summary execution or being inside a vehicle that exploded) (ii) the number of regular casualties (who may be dead or wounded) (iii) the number of soldiers that fled (i.e. morale losses) (iv) the number of victory points earned by the squad (feel free to add more if you thought the squad performed particularly well).



18) Hit enter. The program will generate a summary of all the effects in the command terminal. You will also notice in your Guardsmen folder that an “Alumni” and “Graveyard” file have appeared. These hold the guardsmen that have retired or been slain, respectively. You will also notice that a copy of your squad suffixed with “_old” has appeared. This stores the squad as it was before the last battle. If you made a mistake entering the casualties (or simply don’t like the results!) you can always revert to this (just delete the current squad file and then delete the “_old” suffix from the old copy). The version without the “_old” suffix stores the most up-to-date version of the squad.



19) And that's all there is to it! It's important to write down how many casualties each of your squads take in the Warhammer match so that you can enter the numbers accurately later on. Also, the program cannot allocate "confirmed kills" because it doesn't know anything about the battle aside from what losses and VP you report to it. When your guardsmen score a particularly memorable kill (e.g. the sergeant getting a kill with his bolt pistol or the special weapons guy destroying a vehicle), you can go into their squad file and increase their number of confirmed kills (it must be an integer number).

As a final note, it can be a lot of fun to customize your squads (e.g. adding characters your friends created). You can even cut and paste soldiers between files to transfer them between squads (e.g. veterans transferring to a command squad). All this editing is fine as long as you make sure there are *two blank lines* at the end of the file. If there are more the program will read into the third blank line thinking it is a guardsman and return something along the lines of "Key error ['Names'] not found". If there are less it will not finish reading the last guardsmen and they will disappear from the squad.