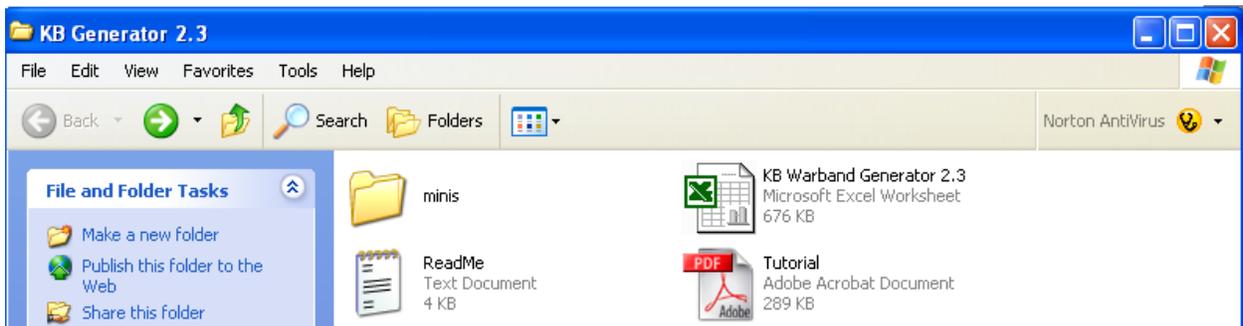## KB Warband Generator 2.3 Tutorial

Welcome to KB Warband Generator, a free Microsoft Excel based D&D minis Warband generator. Thank you for visiting my website and trying my product. If you are having problems figuring out how the spreadsheet works, this tutorial should help you. As always, should you have further comments or suggestions, you can email me at kbales@telus.net.

Let's get started…

Before you open the spreadsheet, make sure that the following files/folders are in the same folder on your hard drive, as in the picture below:
- KB Warband Generator 2.3.xls
- ReadMe.txt
- Minis (folder containing pictures of minis)
- Tutorial.pdf (this file)

- The KB Warband Generator is best viewed at a screen resolution of 1280x1024. If your monitor does not support this resolution, play around with the zoom function in excel (accessible through the "view" menu). On my home computer, I see a screen similar to the one below.

- First and foremost, make sure to ENABLE MACROS when you open the spreadsheet. If you don't have macros enabled, NOTHING will work

- You can fill in the "Have" column to build your collection manually. Or, if you have a http://www.maxminis.com/ have/want list, you can import it directly into the spreadsheet for speedy setup. Simply fill in your username in the blue cell and click the "Import Maxminis Data" button (pictured below). The "Qty" column shows how many of that particular mini have been added to the Warband.

- Start building your Warband by filling out the above table (BLUE squares only!), and selecting a faction from the dropdown menu. When you select your faction, the minis list will automatically be filtered to include only those minis available to the faction you choose. Note: if you change your selected faction, all currently selected minis will be removed. Don't worry, though, a warning message will be displayed that allows you to cancel this action.

- Some columns are filterable. Any column header that has an arrow to the right of it (as in the picture at left), is filterable. For example, you can filter by set, by rarity, by type etc. Just remember to remove the filter later…by selecting (All) from the dropdown list. A blue arrow means the filter is on, while a black arrow means the filter is off.

View only minis in Warband ☐

View only your collection ☐

Use 70% Rule ☐

- The checkboxes pictured at left help further filter the mini list. "View only minis in Warband" hides all minis except the ones you have selected for your Warband. "View only your collection" hides all minis that do not have an entry in the "Have" column. "Use 70% Rule" hides minis that have a cost greater than 70% of the maximum point total you fill in. One thing to note: If you change the point total *while* the 70% box is checked, you must uncheck then check the box to apply it to the new point total.

- You can sort the list by almost any way you want by selecting from the list (pictured above) and clicking the "Sort" Button".

- You can add/remove minis to your Warband by right-clicking on the minis name, and selecting the appropriate menu item (see below). When minis are added, their row turns blue.

- You can also double-click a minis name, but the will only add the *first* mini or remove *all* of that particular mini from your Warband.

- When you are happy with your selections, you can create a printer friendly Warband sheet by clicking the "Create Warband Sheet" button. Note that the order in which the minis appear on the minis list is the order they will appear on the printout…so, how you want the printout to look is essentially up to you. The Warband sheet is designed to fit 12 minis per page. I do not recommend adjusting the print settings, since I spent hours doing this for you in order to get the optimal printout. Also, note that the Warband sheet is for printing purposes only. If you want to save the Warband, use the "KB Warbands Menu" (this is discussed later on in this document). **DO NOT DELETE THE WARBAND SHEET.**

- Alternatively, you can clear all selections if you are unhappy with your selections. Note that all minis, including minions will be removed.

- If you want to save the current Warband configuration, you can select the save option from the "KB Warbands" menu located on the top menu bar (pictured below). (Note: you must save the worksheet if you want to keep the saved Warband for later sessions. Do this in the normal File -> Save fashion)

- You can also Load a saved Warband, or delete a saved Warband in a similar manner. Simply select the name of the Warband you want to Load/Delete and click the appropriate button.

- If you are interested in keeping track of the value of your collection, enter the value for each mini in the "Value ($US)" column…the column on the far right.

- The KB Warband Generator also keeps track of how close you are to completing the sets.

Harbinger: 0/80 (0 total)

Dragoneye: 0/60 (0 total)

Archfiends: 0/60 (0 total)

Giants of Legend: 0/72 (0 total)

Aberrations: 0/60 (0 total)

Deathknell: 0/60 (0 total)

- Note: Warband building functions have now been added. By simply adding a commander with the Warband Building ability, all newly available minis will be added to the visible list. For example, by choosing the Red Wizard, all CE (non-commander) spellcasters are made available for selection.

- Note: Minions are now automatically taken into account. When Snig is selected, you should see the menu pictured below. Just use the arrows to add/remove goblin minions to/from your band. A similar menu is displayed when you select either the graycloak ranger, or Ravenous Vampire. Note that if you have multiple graycloak rangers or ravenous vampires in your Warband, the same menu will appear asking you to remove the appropriate number of minions.

NOTE: MINIONS AND WARBAND BUILDING FEATURES ONLY FUNCTION ONLY WHEN MINIS ARE ADDED BY USING THE RIGHT-CLICK MENU OR DOUBLE CLICK ACTION.

- Added in version 2.2 is the option to disable pictures. This stops the pictures from being changed when a new mini is selected. This allows users to download only the "update" version and still have full functionality. Ultimately the only reason for disabling pics is to allow a smaller download package for those who have slower internet connections.


- As you add minis to your Warband, minis that have a point cost that exceeds the remaining available points will be "grayed out", as in the picture above.

- If you have version 2.2 or later, you can manually add your saved warbands to any newer version, simply follow these steps. **NOTE: THE WAY MINIONS ARE SAVED WAS CHANGED, SO ONLY WARBANDS WITHOUT MINIONS CAN BE IMPORTED FROM VERSION 2.2.**

    (1) Open the Format -> Sheet -> Unhide menu as pictured.
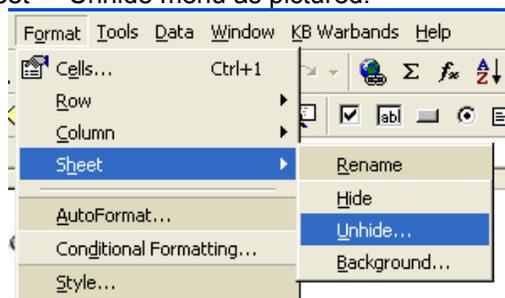
    (2) Highlight the Saved WB's sheet, and click OK.

Unhide

Unhide sheet:

MaxMinis Data
Saved WB's

[OK]   [Cancel]
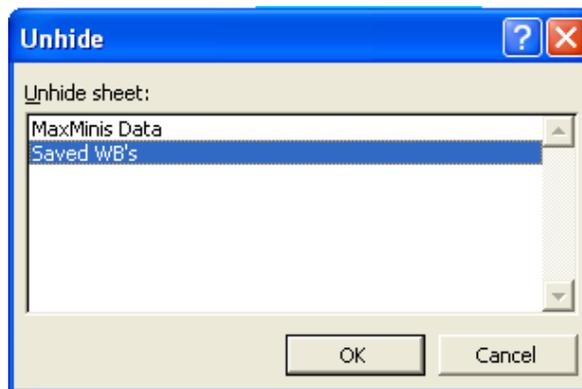
(3) Select all Warbands without minions and copy them. Warbands that do not have minions DO NOT have any entries after the "Minions" cell (pictured below). All lines that have entries to the right of the "Minions" cell DO have minions, and CANNOT be imported from version 2.2 into 2.3. Sorry for the inconvenience ☺ Make sure that you copy all of the data!!

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	200	Raise the ICE		12	10	253	195	195	76	60	74	74	74	74	75	Minions
2	200	Raise the ICE		12	8	253	61	195	136	74	74	75	75	Minions		

(4) Open the Saved WB's sheet in version 2.3, and paste the data in the first available empty row. Now Re-Hide the Saved WB's sheet in version 2.3 with the Format -> Sheet -> Hide menu.

And that is it, your old warbands should be imported and should appear on the Load Warbands menu.