

# ATC-New Armor Troops

## ATC-New Armor Troops

### 1. 中文简介(Chinese Introduction):

1. 兵种外貌
2. 兵种名称
3. 兵种技能与装备
4. ATC MOD使用教程

### 2. English Introduction:

1. Troop Appearances
2. Troop Names
3. Troop Skills and Equipment
4. ATC MOD Usage Guide

## where they are?

You can find these These soldiers in the starting cities and villages of all empires, or you can find them in your faction or country territory.

They have replaced recruitable imperial units with an 80% probability. If you can't find them at the beginning, just wait for a while longer.

## 在哪找到他们

你可以在所有帝国的起始城邦、村落中找到这些兵种，或者你也可以在自己的派系、国家领地内找到这些兵种。

他们以80%的概率替换了可招募的帝国兵种，如果你一开始找不到她们，多等待一段时间就好了。

授人以鱼不如授人以渔，我为大家准备了ATC MOD的使用与MOD汉化视频教程：[bilibili-ATC MOD使用与汉化教程](#)  
关注[bilibili财不外漏](#)喵，关注财不外漏谢谢喵~

## 1. 中文简介(Chinese Introduction):

该兵种树MOD基于ATC - Adonnay's Troop Changer & AEW - Adonnay's Exotic Weaponry（提供部分武器）& New Armor（提供所有盔甲）制作而成。

ATC MOD的功能很强大，借用ATCmod的简介，我这里主要使用了该MOD的：

1. 提供添加额外兵种树的可能性，无需替换现有兵种树，也无需更改游戏本体文件（让游戏更加稳定，防止崩溃）。
2. 通过自动合并它们成为一个大型兵种树，同时支持多个兵种树。只需下载和安装所有兵种树，让ATC完成其余工作。当然，您可以根据需要修改和更改配置。
3. 使玩家能够决定是否让AI招募特定的兵种树（标准的原生招募除外）。
4. 深度定制，允许玩家决定兵种武器、装备、等级、技能点、性别以外，还能让玩家导入捏脸数据来规范兵种的外貌和发型。（每个兵种可单独定制，也就是说你的女兵也可以在升级后成为帅哥）

## 1. 兵种外貌

第四点是我使用ATC的主要原因，因为原本游戏的NPC随机生成的外貌不尽人意，而我希望我的女兵都是符合我的审美的。捏脸定制有两种方式：

1. 使用1个捏脸数据，那样这个兵种的所有士兵都长一个样。（克隆人军团）
2. 使用2个捏脸数据，该兵种的所有士兵外貌会在这两个捏脸数据形成的范围内随机产生。

本MOD采用的第二种方式，接下来为大家展示一下这两个捏脸数据：



左边为最小值，22岁；右边为最大值，40岁。（因为两者肤色差距较大，所以在实机中可以看到很多不同的肤色）

- 左图皮肤偏白，很年轻，换个发型算是一个不错的假小子类型，加一个刀疤是为了让士兵们看着更加真实（刀疤的样式在实机中并不统一），毕竟常在河边走哪有不湿鞋。当然，如果你不喜欢刀疤，可以通过捏脸把它去掉。
- 右图属于黑皮美人，应该说是拉丁裔的褐色皮肤，偏大的年龄看着有一种成熟的大姐姐的美，并且风韵犹存。（年少不知姐姐好）

游戏中的捏脸数据导出：

- 在游戏中的捏脸界面，按下 **Ctrl + C** 后即可在剪贴板中获取捏脸数据，然后找个文本输出框把它粘贴出来就行了。

捏脸数据导入：

- 导入同理，将一组数据复制下来后在捏脸界面按下 **Ctrl + V** 即可导入，可以通过这个方法修改我的捏脸数据，比如去疤。

捏脸数据参考：[bilibili-双重解放：【骑砍2捏脸】骑砍2里竟然还能捏出这么美的脸?！（内附捏脸代码及相关mod）](#)

（我只对该视频的捏脸数据进行了修改，并未使用视频中提到的MOD，该MOD也很久没有维护了）

并不是每个兵种都是基于这两组数据，部分使用面具/头冠作为头部防具的兵种，为了避免其与发型穿模，我统一了他们的发型，但脸部数据都没有变化。

## 2. 兵种名称

因为最近刚看完柯山梦老师写的《晚明》，心情非常激动，也很喜欢陈新和刘民有创立的登州镇，所以本MOD的兵种名称都是围绕书中登州镇和明朝的编制起的，例如普通步兵线的名称：T1 登州镇民勇、T2 登州镇卫所兵、T3登州镇预备兵、T4 登州镇战兵、T5 登州镇近卫营战兵、T6 登州镇近卫营老兵。

但因为本人历史知识有限，所以其中的一些名称可能有误，大家可以在汉化文件中自行修改。

## 3. 兵种技能与装备

为了尽量得到一个平衡的效果，本兵种树中的技能点和武器多数是照搬原版游戏中的数据：

1. 普通步兵线照搬的帝国军团步兵路线，技能点与武器都是照搬的这条线上的，但升级到T5，T6时，会使用AEW武器库中非常漂亮的双手长剑。
2. 枪骑兵线照搬的帝国精英具装骑兵路线，技能点与武器完全照搬。
3. 弓兵线照搬的巴坦尼亚弓兵，弩兵线则是瓦兰迪亚神射手（我取名为登州镇分遣队，因为这个时代没有大规模应用火铳就用弩代替了）
4. 弓骑兵照搬的可汗亲卫线
5. 其他兵种的属性点则都不会超过他们所属等级应有的技能点之和。

装备上，T4以下的兵种基本使用的New Armor中的Grifons黑色套装（其他颜色的有些塑料感，就没有使用），该装备分为T1-T4四个梯度，但T4梯度已经很强了，所以一些T5，T6兵种基本还是以T4盔甲为主，另一部分高级兵种则是会更换其他我挑选的部分套装，但数值上差别并不大。

## 4. ATC MOD使用教程

CSDN文档教程: [骑砍二 ATC MOD 使用教程与应用案例解析\\_CSDN](#)。

bilibili视频教程: [\[骑砍二\]ATC MOD使用与汉化教程](#)。

## 2. English Introduction :

My English is not very good, so I use ChatGPT to help me express myself in English.

This troops is based on [ATC - Adonnay's Troop Changer](#) & [AEW - Adonnay's Exotic Weaponry](#) (Some weapons) & [New Armor](#) (All armor).

The features of the ATC MOD are quite powerful. Drawing from the ATCmod's description, I primarily utilize the following features of this MOD:

1. Provides the possibility to add additional troop trees without replacing existing ones, and without altering the core game files (enhancing game stability and preventing crashes).
2. Automatically merges them into one large troop tree, while supporting multiple troop trees at once. Simply download and install all troop trees, and let ATC handle the rest. Of course, you can modify and customize configurations as needed.
3. Allows players to decide whether the AI can recruit specific troop trees (excluding the standard native recruits).
4. Offers deep customization, enabling players to determine troop weapons, equipment, ranks, skill points, and gender. Additionally, players can import character creation data to standardize the appearance and hairstyles of troops. (Each troop type can be individually customized, meaning your female soldiers can also become handsome after leveling up.)

### 1. Troop Appearances

The fourth point is the main reason I use ATC, as the original game's randomly generated NPC appearances were unsatisfactory, and I wanted my female soldiers to conform to my aesthetics.

There are two methods for customizing appearances:

Using a single character creation profile, so that all soldiers of this troop type look the same. (Cloned Legion)

Using two character creation profiles, the appearances of all soldiers in this troop type will be randomly generated within the range defined by these two profiles.

This MOD employs the second method, and the following will showcase these two character creation profiles:



- Left side represents the minimum value, 22 years old; right side represents the maximum value, 40 years old. (Due to the significant difference in skin tones, you can see many variations in the actual game.)
- The left image features fair skin and a youthful appearance. Changing the hairstyle adds a nice touch of tomboyishness, and the addition of a scar is meant to make the soldiers look more realistic (the style of the scar varies in the actual game), as walking by the river often leads to wet shoes. Of course, if you don't like the scar, you can remove it through character customization. The right image portrays a beautiful dark-skinned woman, with a shade reminiscent of Latin heritage. The slightly older age exudes the charm of a mature elder sister, and her allure remains undiminished. (Youth does not compare to the grace of an elder sister.)
- Exporting Character Customization Data in the Game:  
In the character customization interface within the game, pressing `Ctrl` + `C` will copy the character customization data to the clipboard. You can then paste it into a text output box. Importing Character Customization Data:  
Similarly, for importing, after copying a set of data, press `Ctrl` + `V` in the character customization interface to import it. You can use this method to modify my character customization data, such as removing the scar.
- Character Customization Data Reference: [ bilibili - Double Liberation: [Mount & Blade II: Bannerlord Character Creation](#)] [Astonishingly Beautiful Faces in Bannerlord?! \(Includes character creation codes and related mods\)](#)  
(I have only modified the character customization data from this video and have not used the mentioned mods in the video, which have not been maintained for a long time.)  
Not every troop type is based on these two sets of data. For certain troop types that utilize masks/crowns as headgear, in order to prevent clipping with hairstyles, I have standardized their hairstyles. However, facial data remains unchanged for all of them.

## 2. Troop Names

Because I recently finished reading "Wan Ming" written by Mr. Ke Shanmeng, I am extremely excited, and I also really like the Dengzhou Garrison established by Chen Xin and Liu Min. Therefore, the troop names in this MOD are centered around Dengzhou Garrison and the Ming Dynasty's organization, for instance, the names for the regular infantry line: T1 Dengzhou Volunteer, T2 Dengzhou Station Troops, T3 Dengzhou Redif, T4 Dengzhou Warrior, T5 Dengzhou Household Warrior, T6 Dengzhou Household Veteran.

However, due to my limited historical knowledge, some of these names may be inaccurate. You are welcome to make modifications in the localization files.

## 3. Troop Skills and Equipment

In order to achieve a balanced effect, the skill points and weapons for most troops in this troop tree are mostly copied from the original game's data:

1. The regular infantry line closely follows the Imperial Legion infantry path, with skill points and weapons copied directly from this line. However, upon reaching T5 and T6, they will wield the exceptionally elegant two-handed longswords from the AEW weaponry collection.
2. The spear cavalry line mirrors the Empire Elite Cataphract cavalry path, with both skill points and weapons being identical.
3. The archer line is modeled after the Bactrian archers, while the crossbowmen line emulates the Vlandian Sharpshooters (I've named them Dengzhou Garrison Detachment, as firearms were not widely used in this era, so crossbows were used instead).
4. The horse archer line is borrowed from the Khuzait Khans' Bodyguard path. The attribute points for other troop types will not exceed the sum of skill points appropriate for their respective tiers. Regarding equipment, troops up to T4 primarily use the Griffons black set from the New Armor collection (as other colors have a plasticky feel and were not used). This equipment is divided into four tiers, T1 through T4. However, the T4 tier is already quite strong, so some T5 and T6 troops mainly use T4 armor.
5. Another subset of advanced troops will replace certain equipment pieces I've selected, though the numerical differences are not significant.

## 4. ATC MOD Usage Guide

I have only prepared a tutorial in Chinese. For the English usage guide, you can refer to the ATC MOD page or the author's Discord channel.