

Scenario Creation and Editing:

Requires 1920x1080 resolution or more to use the editor properly.

WarPlan\Campaigns\Europe 1939.scn – Name of scenario

WarPlan\Campaigns\Europe 1939 – Scenario folder where all scenario custom images and scripts are held.

WarPlan\Campaigns\New Scenario Data - All default data files are stored here.

WarPlan\Campaigns\New Scenario Scripts - All default script files are stored here.

WarPlan\UserSavedData – Data files the editor imports or exports will be stored here. Copy-paste all the data files from the *New Scenario Data* into here when designing a new scenario.

WarPlan\Campaigns\scenario name - Scripts for the scenario are stored here. Copy all files from *New Scenario Scripts* into the scenario's folder once you save your first scenario.

Creating a new scenario (import or blank map NOT copying an existing scenario)

Before starting any scenario from a blank map or an imported image it is highly suggested to import the default values for countries. Go to the *WarPlan\Campaigns\New Scenario Data* folder. Copy-paste all the data files from there into the *WarPlan\UserSavedData* before creating a new scenario on a blank map. This way you get the default setups for many tedious tasks. The user saved data folder is an import/export folder for the editor. Some data can be edited easier from a text file than in the editor. For example advancement upgrades. It is easier to change the text file and import it to the new blank game than manipulate a lot of data in the editor for it.

Scenarios need at least 2 active major powers with land that is owned and controlled with their capital. One major power must be Axis, the other Allies to save the scenario.

#1 Import an Image – Start the game, Editor -> Create -> File/Quit -> *Select image from the import image to map area* -> Load. Images to be imported must be placed in the *WarPlan\UserSavedData* folder.

#2 Control -> *Select tile #2 which is the lower left of the tile images* -> left click on map designate some of the hexes as owner and controlled of player #1 which is the United Kingdom. Repeat process for tile #6 which is Germany on other hexes.

#3 Country -> Information -> *the first country is the UK* -> under Active Country toggle “Unused” to “Active”. Set alliance to Axis.

#4 Select a hex that is under UK control -> Country -> Information -> under Capital click Set.

#5 Select Germany from the top of the screen under Country -> Information . Repeat step #5 for Germany

#6 File/Quit -> *right side enter in a scenario name* -> Save

You have just made your first scenario. The save will generate the .scn file and associated folder under *WarPlan\Campaigns*.

#8 Copy all the files under the *WarPlan\Campaigns\New Scenario Scripts* into the *WarPlan\Campaigns\name of your scenario* folder.

#1 Create Blank Map – Start the game, Editor -> Create -> File/Quit -> *Set map size* -> Create Blank Map ->

#2 Tile -> *Select tile #2 which is the lower left of the tile images* -> left click on map to create a land tile. Make about 12 tiles. You can hold down the left mouse button go paint the screen.

#3 Control -> *Select tile #2 which is the lower left of the tile images* -> left click on map designate some of the hexes as owner and controlled of player #1 which is the United Kingdom. Repeat process for tile #6 which is Germany on other hexes.

#4 Country -> Information -> *the first country is the UK* -> under Active Country toggle “Unused” to “Active”. *Set alliance to Axis*.

#5 Select a hex that is under UK control -> Country -> Information -> under Capital click Set.

#6 Select Germany from the top of the screen under Country -> Information . Repeat step #5 for Germany

#7 File/Quit -> *right side enter in a scenario name* -> Save

You have just made your first scenario. The save will generate the .scn file and associated folder under *WarPlan\Campaigns*.

#8 Copy all the files under the *WarPlan\Campaigns\New Scenario Scripts* into the *WarPlan\Campaigns\name of your scenario* folder.

Creating a new scenario (copy existing scenario)

#1 Start the game, Editor -> *select scenario* -> Start -> File/Quit -> *type in new scenario name* -> Save. This will create the new .scn name and folder for the scenario name given under the *WarPlan\Campaigns* folder.

#2 Go back to the “Data” tab and save all the data from there. It will save to the *WarPlan\UserSavedData* folder. Now you have a backup of all the scenario data.

#3 Copy all the files under the *WarPlan\Campaigns\Scenario copied folder* into the *WarPlan\Campaigns\name of your scenario* folder.

Now you have a new copy of the scenario you want to change. You have all the data saved in the user data area.

The New Scripts Folder

WarPlan\Campaigns\New Scenario Scripts

_events.txt = holds all events for the game that can affect human and A.I. players

loops.txt = Auto adjusting loops in the game for each type of unit.

victory.txt = All the victory locations to be imported into the scenario.

scenarioDescription.txt = The introduction given in the main menu about the scenario.

scenarioGamePlay.txt = The initial report given when the scenario is started during game play.

A.I. strategy files

_changeBuild.txt = changes what is produced

_changeOrder.txt = changes map orders and objectives for the

_gatherAir.txt = moves air units to a location

_gatherLand.txt = moves land units to a location and is used to declare war on nations

_gatherNaval.txt = moves fleets to a location

_giveUnit.txt = gives free units

_grandStrategy.txt = global adjustment for countries to be offensive or defensive. Also allows for the A.I. to have random strategies. For example Barbarossa 1941 or Sealion 1941.

_invasion.txt = gathers land units and escorts, moves, and invades them

_transport.txt = gathers land/air units and escorts, embarks, moves, and disembarks them

The New Data Folder

WarPlan\Campaigns\New Scenario Data – Copy paste them into a new scenario you are making. They are the default settings for Europe 1939

WarPlan\UserSavedData – Data files the editor imports or exports will be stored here. Copy-paste all the data files from the *New Scenario Data* into here when designing a new scenario.

Scenario Editor

To the far right there is the quit and help toggle for hotkeys. Anything on the map uses the selector. Left click a location to affect changes at that hex.

Map Edit – Add port size, anti-air, map labels, or save selected hexes for scripting

Goto Location - goes to a specific hex

Map labels have 6 different selections. Enter in the name and choice from the text color type and size. Select the hex by left clicking on the map, write the name, select the type, click one of the following

Add Map Label - adds a visible map label

Add Mouse Label - adds an invisible text that shows only on the information panel

Remove - removes the selected hex map or mouse label

Large Resource = white large font

Small Resource = white small font

Land Location = tan small font

Water Large = blue large font

Water Small = blue small font

River = light blue small font

Hex Save Toggle – When enabled it allows you to left click hexes on the map and mark them with a check. Clicking them again removes the check. This saves a list of locations that can be easily used and edited in scripting. It saves it as xyArea=x, y format.

Save Hexes to File – All checked hexes are saved as savedXY_locations.txt under the *WarPlan\UserSavedData* folder

Clear Hexes – Removes all checked hexes from the map.

Campaign Data – Sets the global variables for the game. I highly suggest these are changed in small amounts.

Start Date - when the scenario is supposed to start.

Now Date - the current date of the scenario.

End Date - when the scenario ends and victory is determined.

Note: different between start and now dates is generally used for the economic multiple to set it correctly.

Below are some of the less obvious variables. Amounts can be percentages, fractional, or set amounts.

HQ Effectiveness Bonus - The effectiveness recovery for an unit within the command radius of an HQ when in supply

Strategic Resource Bonus - modifies total production by this amount

Unit Supply Attrition - how much unit supply a land or air unit loses per turn being out of supply

Captured Production Penalty - how many non-owned controlled production a country needs to generate one production for itself

Naval Bomb Penetration - chance of a naval hit double double damage

Naval Bomb Secondary Explosions - chance of a naval hit doing an additional double damage

Naval Port Sink Chance - when a naval group's strength hits 0 the chance it sinks vs being bottomed in port with 1 strength

Max Port Supply Range - determines the ranges supply stockpile is used. <33% 1:1, 34-66% 4:3, 67-100% 2:1, 101%+ no supply

Supply Attack Range Nav/Air - Port supply interdiction ranges for fleets and air units

Odds Retreat Bonus 4:1+ - added chance to retreat for odds over 3:1

Entrenchment Bonus - attacker combat value reduced by this amount per entrenchment level

Blizzard Effectiveness Penalty - only affects non winterized countries

Max Start Research Invest - Maximum amount of researchers that can be placed in the scenario's starting year advancement

Naval/Air/Land Repair Cost - production cost to repair strength on a unit discounted from its purchase price

Naval Bombardment Value - additional combat value added to a land unit in the same hex as a friendly naval unit attacking or defending

Garrison Production Value - how much production is recovered from land units being put on garrison or cost to ungarrison them

Garrison Log./Supply Saved - how much logistics and supply use saved from a land unit being in garrison status

Unit Basics – unit type names can be changed in the white text boxes. For construction units the costs for logistics, shipyards, and manpower are all equal. Some units use some of those costs and some do not.

Clear Duplicate Unit Names - Removes all duplicate unit names per country. Two different countries can have the same unit name like 1st Corps.

Verify Generals – Makes sure all generals on map and in the inventory are set correctly for availability.

Entrench All Land – Sets all land units to maximum entrenchment.

Reset Mode/Reinforcement/Priority - Resets all units to reinforce with priority off. Land units are placed in defend mode. Air units are placed in mission mode. Naval units are placed in fleet mode.

Unit Edit – Allows you to edit units on the map. Left click a unit stack and the information will appear at the bottom of the screen. The only thing you can't edit is the unit type. You need to remove the unit and replace it in that case. When units are removed from the map their names are send back to the names list. Individual naval groups may be deleted from a fleet.

Update – Updates the game by setting all unit supply levels to maximum for the unit, sets country morale, logistics, production, shipyard use, verifies trade paths. This is also done before saving the scenario.

A.I. Strat – WarPlan's artificial intelligence (A.I.) runs on three different tiers: scripting orders, map orders, local orders. This is the map orders section. This is a precise tool to set hexes in certain conditions that pull units to them following a precise set of internal rules. Map orders may be combined with script orders. Both work together with local orders which are internal decisions.

Strategic Range – Used by the A.I. to determine air threats, default transport and invasion ranges, air disembark ranges when transported by sea, maximum air to naval interception ranges. Land units given script orders to transport or invade script will use the strategic range to find a port to embark. This setting may be modified under *Data* tab.

Tactical Range – Used by the A.I. to determine land threats, local orders range from an objective, partisan unit supply value, naval interception range, when to be called for a map order of air offensive, and the range from an invasion gather point the A.I. will look for invasion map orders. It also sets HQ repair ranges, the HQ command range, This setting may be modified under *Data* tab.

Objective – These are locations that are marked on the map as important for either side. Some objectives might be important to one side but not another. Units follow objectives to determine where to attack and defend. *Place objectives within tactical range of each other.*

Order of execution of script, map, and local orders...

Scripts – Run top down in the text file.

Events

Give Unit

Gather Land

Invasion

Transport

Gather Air

Gather Naval

Change Order

Change Build

Local Orders – Determines which map orders are executed within the tactical range of an objective. If a local order is offensive it will ignore all defensive map orders. If a local order is defensive it will ignore defensive map orders in when the situation is untenable. Untenable defensive situations is when either the position is overwhelmed by enemy combat values or defensive map orders (D1, D2, garrisons, and hold positions) are in enemy control more than friendly control in a 1 hex radius of the land unit. Local orders are controlled exclusively by the A.I. to determine the situation at an objective.

Assault – Enemy and friendly units are present. Units will be more aggressive attacking the enemy even looking to do some attrition to gain an advantage.

Attack – Enemy and friendly units are present. Units will attack positions carefully using odds and positioning to advance.

Defend – Enemy and friendly units are present. Units will not advance but will counter attack in defensive positions when the odds are 3:1 or more.

Weak – Enemy and friendly units are present. There is a shortage of units in the area. Units retreat to safe locations until more arrive.

Threatened – Enemy units are present but not friendly units.

Ignore – No enemy units and no activity. These are rear areas.

Retreat – Units move out of the area toward their better defensible positions outside the tactical range of the local retreat order.

Units will reinforce to objectives in the following order – Garrison/hold map orders, threatened, weak, defend, attack, assault.

Map Orders – Map orders which always override any local order are holds, retreats, and ignores.

None – No orders

Defend 1 – Land units will choose defend 1 over other hexes when an objective is threatened and on the defensive.

Defend 2 - Land units will choose defend 2 over defend 1 when an objective is threatened and on the defensive.

Air Superiority Garrison – This allows you to hold an air superiority group at a position and not allow it to move unless it is threatened to be overrun. It will not pick up scripting orders or move to areas that need air support. An example of its use is keeping the RAF in England during the Battle of France to limit their exposure to be overrun.

Air Superiority Interceptor Defense - Air garrison locations vs strategic bombing. Air units will stay for 3 turns defending the area vs strategic bombardment within their range.

Bomber Garrison - As air superiority garrison but for bombers

Air Attack – This tells the air forces to start continuous land air strikes vs land units within the tactical range of where the order is placed. It can be used to prepare for an invasion. The Normandy invasions are an example of where an air attack order in France is useful for the Allies.

Raid Supply – This sets locations where naval and submarine groups interdict ports to damage their supply. Raid hexes need to be within 4 hexes of enemy ports. This value is the default range. The range can be changed in the editor. Naval units will evaluate the enemy air threat range before going out. Subs will be more liberal in their selection.

Raid Merchant – This sets up locations where submarines can raid production convoys. Subs will pick the safest of these locations to attack convoys. *Place raids in as few hexes as possible to improve game speed.*

Invade – Hexes choose for invasion. The A.I. will keep looking for new hexes to invade for 3 turns before it returns to base if all invasion hexes are filled. *When fleets with invasion orders arrive at their waypoint they will look for invasion order hexes to move to and invade within tactical range.*

Garrison Large - Large corps and armies go to large garrison positions before any other map order. They will only retreat if the enemy has a large advantage in combat factors.

Garrison Armor - Armor and mechanized go to armor garrison positions before any other map order. They will only retreat if the enemy has a large advantage in combat factors.

Garrison Small - Small corps, small armies, and divisions go to small garrison positions before any other map order. They will only retreat if the enemy has a large advantage in combat factors.

Retreat – Orders all units within tactical range to retreat to a supply source from this area. This is best used to prevent the A.I. from being encircled at key locations.

Small Naval Patrol - A.I. will send 2 naval groups to stay at this location attempting to intercept enemy fleets.

Medium Naval Patrol - A.I. will send 4 naval groups to stay at this location attempting to intercept enemy fleets.

Large Naval Patrol - A.I. will send 6 naval groups to stay at this location attempting to intercept enemy fleets.

Fleets will go back to port when their fleet unit supply reaches zero.

Garrison Headquarters - Headquarters go to small garrison positions before any other map order. They will only retreat if the enemy has a large advantage in combat factors.

Hold Large - Large corps and armies go to large garrison positions before any other map order.

Hold Armor - Armor and mechanized go to armor garrison positions before any other map order.

Hold Small - Small corps, small armies, and divisions go to small garrison positions before any other map order.

Units in hold locations never retreat from these order positions

Battleground Port – This port is designated to hold battle group and support group units only.

Carrier Port – This port is designated to hold carrier groups and support groups only.

Submarine Port – This port is the priority choice for submarines to base in.

Offensive Large - Large corps and armies go to large offensive garrison positions to prepare for big offensives. They are similar to holds except they are occupied last in the order of garrisons orders.

Offensive Armor - Armor and mechanized go to armor offensive garrison positions to prepare for big offensives. They are similar to holds except they are occupied last in the order of garrisons orders.

Ignore – The A.I. will not set map orders for this area. It can only be changed via script.

Use the toolbar to select working with orders, objectives for both alliances, or for one of the alliances

Left clicking on the map adds the order or objective toolbar selected.

Hovering over an order or objective and clicking the DELETE button removes it.

A.I. Units – Determines roles of units and how the local, map, and script orders handles them.

Garrison – The unit garrison role.

Support – Reserved for HQs to stay in the rear

Garrison – Used for garrison first during assault and attack local orders then used for attacking.

Gar&Def – Used as a defender or a garrison depending on the local order situation.

Defend – Main unit types selected for a balanced approach within the local order situation.

Attack – Mostly used to attack other units and not defending map orders and objectives unless required. Will take extra risk during attack and assault local orders.

Attack – Determines where attack priorities are for the unit in combat.

Rugged – Attacks any type of terrain.

Mobile – Favors attacking the lowest operation point cost terrain.

Min. Attack Health – Units will not attack other units when their health is below this amount from maximum health of the unit. It will take defensive positions and defend.

Read & Load Data

Randomize terrain – Placing a terrain tile range in here will randomize all times that fall between those ranges with tiles that fall between those ranges. When creating a map you can use one mountain terrain tile to simply use for all mountains for testing, for example terrain #50. If you want to mix the same terrain with different looks you would enter 48 and 63 in the fields which are all the mountain terrain types and hit randomize. This will change the #50 you used to paint the map to a range of 48 to 63 while keeping the terrain type the same. Be very careful in determining these numbers not to overlap terrain types.

Save and Load Map Data To \UserSavedData – Allows the saving of map information in a variety of ways. The upper part saves specific portions which can be imported to other maps of the same size. The lower portion allows for a full map save and two different loads.

Save Map – Saves all of the map features. It does not save country data or units on the map.

Load Map – Loads all map only features excluding map anti-air, ownership, borders, and control.

Load Map Full – Loads all the map features.

Other Loads and Saves on the Right Side – The top half saves hex side information for the various map hex types. Reset buttons clear out features. I suggest not clearing out sides or properties because it is a lot of work to put them back in. The bottom half saves a variety of data which is fairly self explanatory in the descriptions. All data loaded or saved is under the \UserSavedData folder.

File and Quit

Import images are to be placed in the \UserSavedData folder.

Load All Scripts. Before a game is saved a player should load all scripts for the game. Loading the scripts clears out any old scripts and imports the new ones. These scripts are under the scenario directory.

Saving Scenarios – I made this a little tedious to reduce errors in overriding other scenarios. You either have to select the scenario you want to save and hit “save” or type in a custom name and hit “save”.

Map Toolbar (Control, Terrain, Resources, River, Weather, Tile, Logistics, TileFill) – All these tabs affect what is draw on the map. Some simple notes are below. Neat the top center there is a “Draw” toggle. This allows a modder to draw a single hex or draw 7 tiles at once of the same type. You can’t undo a 7 tile draw.

Control – Owner is the original owner of the tile say for example *France is the owner of Paris*. Control is which country currently is using the location. *Germany in 1941 controls Paris but that hex is owned by France*. Borders are the red dots that separate countries. You may choose to draw any of these types on the map. You may manually draw borders to make divisions in territory.

Terrain – Each terrain has a named type. Each terrain tile may have an individual move cost and features but get the defensive benefits of the terrain type. Rugged means motorized units cost one more operation point to move and tanks are 50% as effective. Blocked means no one may enter this terrain type such as Alpine but air may fly over it.

Resource – Each resource has its own properties.

Rivers – tile # 46(S1) and #47(S2) are invisible strait tiles. A player can add more by configuring hex sides in empty slots.

Weather – The numbers on the tiles indicate the zone number. These tiles do not show in the game. Zones allow you to change the parameter of weather zones and even create your own. There are 15 zones.

Tile – Tiles 79 is a canal tile. Canal tiles allow naval movement through if you own the land portion of the hex. 79 is used for the Kiel Canal. Rivers are used to indicate the canal image. Tile 95 is a blizzard block tile. Blizzard block tiles prevent resources from using that hex when it is blizzard weather conditions. This is used for the iron ore shipment from Sweden. Tile 238 is a 2 move cost plains. Tile 239 is a 3 move cost plains. These are the last two tiles in the upper right. Tiles 147 to 152 are used in Scandinavia to represent that each hex is large and rougher weather to maneuver through than the rest of Europe.

Fill in Coast – Draws the coast according to all tiles on the map

Smooth Coast – Fills in coast lines which have a tile 0 but do not affect other tiles.

Erase Hex – Erases all map information for that hex.

Green, Yellow, Blue center squares on the side bit selector indicate if a tile is land, is connected in the center, and if the tile is water.

Logistics – Tile 7 is an invisible convoy lane. It can't be attacked or interfered with and doesn't show on the map. It is used for bringing resources from the Pacific for the UK. Tiles 48-63 are the convoy routes in order by their names. There are a total of 16 possible convoy routes. This image is internal to the editor. The image that shows on the map will be any custom logistics image or the default internal one.

Tile Fill – These tiles are just to add color to the map.

Country – When this tab is selected a third row appears to change many attributes of a country. Most of these settings can be changed by scripts also.

Information – Basic information about a country. If a minor country is selected the advancement controls are replaced by a two areas. The "Major Power Allied Controller" area lets you set which major power controls the minor. You can preset to make sure a country goes to a particular nation. If none is set the country will take the closest major power as its controller. The "Change Control Of Conquered Minor To" changes the hexes of the nation to the country selected. It is there for ease of use only. If a

country is set *cooperate* = *off* no other nations units can enter that country. Countries set with *scorched earth* = *on* will generate unit partisans and damage all rail an enemy passes through.

A.I. – Sets the initial advancements and build priority for a country run by the computer.

Diplomacy – Shows war status and allows players to change political situations.

Unit Stats – Allows individual adjustment of unit statistics and availability.

Unit Build – Allows the placement of units on the map or to the build queue. Also allows the creation of names. If a custom name is put into the text field the editor will pull from there before the list. Check all settings before placing a unit because it doesn't validate advancement settings for a unit.

Trade – Sets up trade convoys. A player may also right click on the map the country they want to set the trade to. "May Cancel" toggle can be turned off and force a trade to stay on. This was used for transporting resources from the USSR to Germany between 1939 and 1941. Trades automatically cancel if the nations are at war.

Generals – Allows to create and edit all generals.

Notes on Modding

Countries that a player Negotiates a surrender with will always have their fleet removed from the game.

Strategic range – Used to determine orders for new objectives with land and air units. It is also the default range for pulling land and air units for transporting and invasions.

Tactical range – Used to determine local threat, where to attack, how far objectives should be from one another, where to attack next locally, the range for invasions when the fleet is out at sea.

The maximum import image size is 8192x8192. The scanner reads an area 9x8 as one hex. Any image you want to import you must adjust the scale so that it imports properly. You want to create a large Barbarossa scenario. You want the scale to be 15 miles. You need to scale the map in pixels so every 9x8 pixel part of the image is 15 miles on the actual map you are importing. When importing a map it compares any hex that is not a color of **BLUE** `rgb(0, 0, 255)` or `#0000FF` and scales the but sides to construct the map. This blue is the color you should make for the water areas. The land areas you can use which ever color you want.

Testing your scenario – F8 = toggles A.I. vs A.I. testing mode in the main menu when you select "New Game".

Patrol Orders - Patrol areas are looked for within 50% of the max fleet move per operation point (default 12 hexes). Move fleets close to a patrol location so it can patrol using a gather naval script.

All ports will look for an ocean connected main supply source. If it can't find one it will not get supply. This is used for Gibraltar. Any Allied port in the Mediterranean when Gibraltar and Port Said are held by

the Axis will not provide supply. Notice that South Africa is a primary supply source to feed into the Mediterranean if Gibraltar is taken. Kuwait is also a main supply source for the Persian Gulf. Kuwait has no rail connection so its effects are there just to allow ports to get supply.

D1, D2, Garrison, and Hold Hexes – A land unit will check within 1 hex radius (including its own hex) to see if the enemy controls more or less of these order hexes than friendly units. If there are more in control of the enemy the computer will retreat from the position. Usually lines should be made with these defensive orders. Try not to bunch them up in a mass. But 3 can be placed together alone to form a hedge hog defense.

Local orders will force a retreat if there is too physical units compared to the enemy.

Defensive formation examples.

1 defensive order hex alone - Will defend till there are too many enemies then retreat

2 defensive order hexes alone - Will defend till there are too many enemies or the hex it is next to is taken then retreat

3 defensive order hexes - Will defend till there are too many enemies then retreat or 2 of these hexes are taken by the enemy

Defensive line examples

1 hex every other hex - delay tactic sacrificing a unit to slow down the enemy. Will only retreat if there are too many enemy.

2 hexes perpendicular to enemy front line - double delay tactic with one unit behind another retreating only if there are too many enemy or one hex is taken.

3+ in a row parallel to enemy front line - defensive front line across that will slowly collapse as more defensive hexes are taken (good at river line)

3 in a triangle - a hedge hog defense that will retreat when 2 of the 3 hexes are taken

4 in a box - defense in depth with delay. Units will retreat when 3 hexes are taken.

When using the GatherLand scripting for major offensives I strongly suggest doing one script per continent per declaration of war at a time. When you do two of these scripts the A.I. might allocate the wrong amount of units to each offensive trying to balance out the two.

For example you can setup for a Sealion and Barbarossa at the same time although it's tricky depending on how many units are on the map. Since the invasion will be on a different continent. But doing Spain and Barbarossa at the same time will create problems after war is declared.

Oil Penalties – Units are only considered for oil penalties if their tank value is more than their anti-tank guns. This means in the standard scenarios USA infantry are not AFVs even though they have 1 tank and use oil. While mechanized and armor are because they have more tanks than anti-tank guns.

A.I. Air Power – The computer opponent moves air units automatically from location to location as needed. It is incapable of figuring out how to load and unload air units appropriately. It will still transport air units via script and that is recommended. But this was required so computer air units don't get stuck.

A.I. Oil Use – Due to the A.I. being inefficient in managing oil dependent units some liberties were created in the code to be forgiving to the A.I. concerning Oil. Design for the human player and the code will take care of any A.I. flaws.

Forming new countries – Place new country annexing or creation scripts after their unit scripts. This is so units stuck in neutral territory can move away before the new country units arrive.

Script Import Errors

Script and save errors will appear here...

C:\Users\"Your login"\AppData\LocalLow\Kraken Studios\WarPlan\output_log.txt

Resource errors are mostly notifications except in cases where the specific resource has production or oil which could cause problems if that resource is not owned by a country.

Creating Custom Images

To create your own custom image for a scenario simply drop the file name of the image into the scenario directory. Saved games will pull from their original scenario directory.

images need to be in .png format and with a specific file name. Documented below are the file names that will be uploaded to the scenario as a custom image.

borders.png
control.png
flags.png
logistics.png
movePath.png
ocean.png
resource.png
rivers.png
supply.png
terrain.png
tileFill.png
tiles.png

units.png
weather.png

Mini Map Colors

miniMapColors.txt - list of RGB colors (r,g,b) to change the minimap into what you would like it to be.
Place the text file in scenario folder. The default file is in the New Scenario Data folder.

The order of the terrain types are as follows

Plains
Depression
Forest
Mountain
Swamp
Jungle
Desert
Tundra
Woods
Bocage
Alpine
Rough
Marsh
Impassable
Polder
Ice Sheet
NOT USED
NOT USED
NOT USED
Ocean

Event File Scripting Commands (*_events.txt*)

Commands

\$Annex — Take a group of hexes changing ownership, borders, and control. This action activates the actionCountry and forces surrender of targetCountry if all its hexes are taken.

\$ChangeEntry — Change entry level of a country if it is a neutral alliance.

\$ChangeTerritory — Change control of hexes but doesn't create new countries or force surrenders.

\$Information — Add a text display to the global reports.

\$ModifyCountry — Change country statistics.

\$TradeAgreement — Add a trade agreement from the actionCountry to the, targetCountry.

\$GiveUnit — Gives a unit to the actionCountry for each xyArea.

\$GiveResource — adds a resource to each xyArea location replacing what is there. It can also remove resources. Assigning an action country means it will only assign the resource if that action country controls the hex.

\$ChangeUnitAttributes — alters the statistics of a unit type for a country

\$SuppressPort — forces a port not to provide any supply

\$DeclareWar — forces a declaration of war on an opponent

\$End — is the end bracket for one of the above commands

Condition checks for activation – If a country is set it will check the other conditions vs that country to see if it is true, if no country is set it will test the alliance vs the control of a location. If no country or alliance is set then it skips the condition check. if_Country and if_Alliance need another condition to go along with it otherwise it skips the conditional check. Any if_Country that is surrendered will remove the event.

Mandatory Condition

if_Date=m/d/yyyy — mandatory condition. Event activates only this date and later.

Optional Conditions – Under If_Country with an AND logic check

if_flag=number — if the game event flag number specified is true then perform continue

if_Country=number — checks this country number vs the following conditions. Inactive countries are always false. If the value is set the following additional conditions are used.

if_Alliance=? — Axis or Allies or Neutral

if_Loyalty=? — Axis or Allies and it is neutral

if_Entry=? — if the country's loyalty is equal to or above this number

if_Surrender=true/false — checks if this statement is true about the target country. Not required for script

if_NegotiatedSurrender — checks if the country is surrendered and it was a negotiated surrender based on a negotiated surrender on the current turn. This flag will not check true if it is checked more than 1 turn after the negotiated surrender. Not required for script

Optional Conditions – Checked individually with an AND logic check.

landUnitInRadius=x,y,+units,radius,alliance — returns true if the number of land units in the area is equal to or GREATER than the number from the specified alliance that are within the radius. If set to zero radius it checks the x,y hex only

landUnitInRadius=x,y,-units,radius,alliance — returns true if the number of land units in the area is LESS than the (absolute value)number of units in the specified alliance that are within the radius. If set to zero radius it checks the x,y hex only

xyControl=x,y,alliance — location controled by Axis, Allies, Neutral... can add multiple checks

Variables

AIOnlyEvent — sets this event only for an A.I. player (Axis or Allies)

actionCountry=number — 1st country. If there is only one country involved it always uses actionCountry.

targetCountry=number — 2nd country.

lifespan=once — only checks the event once when date is hit.

lifespan=tillTrigger — checks event till it is triggered when date is hit.

lifespan=continuous — checks event throughout the whole game and never cancels once the date it hit.

flag=number — if the script succeeds the flag number will be set to true.

text=string — Will be sent to all the report logs.

addReportTo=(Axis, Allies, All) — Which alliance will this text display to.

The following are the uses for each of the following scripts...

\$Information

text=string — Will be sent to all the report logs for all countries

addReportTo=(Axis, Allies, All) — Which alliance will this text display to.

\$Annex and \$ChangeTerritory

actionCountry=number — who is losing hexes

targetCountry=number — who is gaining hexes

xyArea=x,y — this command may be used many times and adds to a list of hexes to be changed.

xyArea=allHexes — this command changes all owned area of actionCountry to the targetCountry

surrender_FleetJoin=number — Only used for A.I. decisions. This forces a surrender and sets a % chance that fleet will escape to its allies

changeBorders — change graphic borders on map

\$ChangeEntry

actionCountry — major power that will take control of minor country if it joins an alliance

targetCountry — country being affected

entryShift=number — shifts target country the number given. Negative numbers change entry toward the Axis. Positive numbers change entry toward the Allies. Loyalties are automatically adjusted.

\$ModifyCountry

actionCountry — who is the target of the modification.

changeLandExperience=number — changes default experience for land units + or - the number

changeAirExperience=number — changes default experience for air units + or - the number

changeNavalExperience=number — changes default experience for land units + or - the number

manpowerProduction=number — changes the manpower production + or - the number

manpower=number — changes the manpower pool + or - the number

logistics=number — changes the logistics value + or - the number

industrial=number — changes the industrial value + or - this is in .001 of 1% of 1%.

moralBreak=number — changes the moral break level of a country to that level. Setting of -1 means the country never surrenders

supplyTruck=number — Adds supply depots to the country's stockpile

supplyOiler=number — Adds supply oiler to the country's stockpile

escorts=number — Adds escorts to the country's stockpile

transports=number — changes the transport pool + or - the number

landingCraft=number — changes the landing craft pool + or - the number

PP=number — changes the production points stockpile value + or - the number

OP=number — changes the oil points stockpile value + or - the number

surrender_FleetJoin=? — Puts a country in forced surrender state, the number is the chance in 100 that the fleet joins the closest major power ally otherwise it is destroyed.

The fleet option is used specifically for Vichy France. Otherwise it is always 100% for all other countries

capital=x,y — set capital for a nation. Often used when their main capital is taken

\$GiveResource

actionCountry — who is benefitting

xyArea=x,y,r — where it will appear with "r" as the resource id number in the editor. A "0" removes a resource. Any positive resource can be anywhere but an added resource must be controlled by the action country. Existing resources may be replaced using this action.

\$ChangeLogistics

actionCountry — who is benefitting

xyArea=x,y,r — where it will appear with "r" as the logistics id number in the editor. A "0" removes a resource. Existing logistics may be replaced using this action.

\$GiveUnit

actionCountry — who is benefitting

unitID=u — "u" = unit type number. Values are shown in the new scenario default script.

advancement=number — As listed at the top of the GiveUnit script

name=string — unit name. If none is filled in it will pick the 1st one on the unit type list.

xyArea=x,y — Where the unit will appear. Game will place it within one hex of the XY or in the deployment queue for 1 turn if no hex is available. You may have multiple xyAreas to drop multiple units. When deploying multiple units using the name field will give them all the same name.

\$TradeAgreement

actionCountry=number — Origin country

targetCountry=number — Destination country

PP=number — Amount of production stockpile transfer

OP=number — Amount of oil stockpile transfer

\$ChangeUnitAttributes

targetCountry=number — Country in which unit will be affected

unitID=number — Unit type being affected

stats=number,number,number... — A total of 19 numbers must be entered representing all the attributes of the unit. The list of attribute positions is given in the default events folder under the new scenario default script.

\$SuppressPort

xyArea=x,y,r — with “r” as the alliance suppressed if they control that port. 1=Axis, 2=Allies.

Example: If the script executes an “r” value of 2, for Allies, it will make the x, y location of a port the Allies control not generate supply.

\$DeclareWar

actionCountry=number — Country who will declare war

targetCountry=number — Country in which unit will be affected

A.I. Scripting Commands

\$GatherLand — Moves land units to a location and can be used to declare war.

\$GatherNaval — Moves naval units to a location where they will stay till supply runs out. Best used to change ports.

\$GatherAir — Moves air units to a location. Good for gathering air units for an offensive.

\$GrandStrategy — Sets the tone for A.I. strategy and allows for multiple strategies.

\$Transport — Move units overseas to another location via the transport points.

\$Invasion — Assigns units within range to load on to boats and move to a location to invade an area. Script range picks the units to be assigned. Strategic range is used to move the units to a port.

\$ChangeOrder — Changes map orders.

\$GiveUnit — Gives units to the computer opponent.

\$End — is the end bracket for one of the above commands.

Condition checks for activation – If a country is set it will check the other conditions vs that country to see if it is true, if no country is set it will test the alliance vs the control of a location. If no country or alliance is set then it skips the condition check. if_Country and if_Alliance need another condition to go

along with it otherwise it skips the conditional check. Any if_Country that is surrendered will remove the event.

Mandatory Condition

if_Date=m/d/yyyy — mandatory condition. Event activates only this date and later.

Optional Conditions – Under If_Country with an AND logic check

if_flag=number — if the game event flag number specified is true then perform continue

if_Country=number — checks this country number vs the following conditions. Inactive countries are always false. If the value is set the following additional conditions are used.

if_Alliance=? — Axis or Allies or Neutral

if_Loyalty=? — Axis or Allies and it is neutral

if_Entry=? — if the country's loyalty is equal to or above this number

if_Surrender=true/false — checks if this statement is true about the target country. Not required for script

Optional Conditions – Checked individually with an AND logic check.

landUnitInRadius=x,y,+units,radius,alliance — returns true if the number of land units in the area is equal to or GREATER than the number from the specified alliance that are within the radius. If set to zero radius it checks the x,y hex only

landUnitInRadius=x,y,-units,radius,alliance — returns true if the number of land units in the area is LESS than the (absolute value)number of units in the specified alliance that are within the radius. If set to zero radius it checks the x,y hex only

xyControl=x,y,alliance — location controled by Axis, Allies, Neutral... can add multiple checks

Variables

actionCountry=number — 1st country. If there is only one country involved it always uses actionCountry.

targetCountry=number — 2nd country.

lifespan=once — only checks the event once when date is hit (default if no lifespan put)

lifespan=tillTrigger — checks event till it is triggered when date is hit.

lifespan=continuous — checks event throughout the whole game and never cancels once the date it hit.

flag=number — if the script succeeds the flag number will be set to true.

The following are the uses for each of the following scripts...

\$GatherLand or \$GatherAir or \$GatherNaval

actionCountry=number — Country number.

targetCountry=number — Country number to declare war on after X turns determined by
setup=number. Not required if just moving units.

xyArea=x,y — Destination location

Land

landAssets=number — How many land units to send.

hqAsset — sends an HQ with the transport or invasion

targetCountry=number — which country will be declared war on if any. If no target country is declared it will just move the assets to the location

setup=number — how long till the declaration of war. Setting this to zero declares war immediately.

Pulls 3 infantry class for every 1 armor or mech class unit to gather. Suggestions to put 7 or less units per land gather order under the landAssets.

Air

airAssets=number — How many air units to send.

Pulls 1 air superiority group for every 2 bomber groups.

Naval

navalSupportAssets=number — How many of the naval assets are patrol groups to gather

carrierAssets=number — How many of the naval assets are carrier groups

battleAssets=number — How many of the naval assets are battle groups

Pulls carrier and battle groups first then cruiser and patrol groups.

\$Transport

actionCountry=number — Country number.

xyArea=x,y — *First line* — The port to unload to.

xyArea=x,y — *Second line* — What friendly port will units form transport fleet.

landAssets=number — Amount of land units, recommend sending less than 3.

airAssets=number — Amount of air units.

Transporting air units can only be pulled if they have no script orders and aren't assigned to a front line objective.

setupSmall — send only divisions or small corps

Pulls units without script or garrison orders. 3 infantry class units are chosen for every 1 armor or mech. Assigns 1 transport per fleet and auto grabs escorts when it moves.

range=number — Hex range to pull units for the gather. If no range is given then the strategic range is used

hqAsset — sends an HQ with the transport order.

\$Invasion

xyArea=x,y — *First line* — Location to setup final invasion move. This hex needs to be within tactical range of map order invasion hexes.

xyArea=x,y — *Second line* — What friendly port will units form transport fleet.

Pulls 3 infantry class for every 1 armor or mech class unit to gather.

landAssets=number — Amount of land units, recommend sending less than 3. The A.I. will always take one armor or mech if available.

setupSmall — Selects small corps or divisions before large corps.

range=number — Hex range to pull units for the gather. If no range is given then the strategic range is used

hqAsset — sends an HQ with the invasion order.

Pulls units without script or garrison orders. It always chooses 1 armor or mech per invasion order first then infantry units on large setup invasions which are the default. Assigns 1 transport per fleet and auto grabs escorts when it moves. When selecting the gather point to invade put them adjacent to invasion order hexes to maximize the A.I.'s ability to invade. If you have several smaller invasions select different gather points so invasion fleets don't interfere with each other. It is recommended that invasions be made in groups of 3 or less. HQs may be placed as in an invasion order fleet but is it not recommended because they interfere with other land units. Best practice is to send them via transport once you have a captured port with no units around it. A total number of 9 naval groups may be used.

\$GiveUnit

actionCountry — who is benefitting

unitID=number — Which unit type is it for. Values are shown in the new scenario default script.

advancement=number — As listed at the top of the GiveUnit script

name=string — unit name. If none is filled in it will pick the 1st one on the unit type list.

xyArea=x,y — Where the unit will appear. Game will place it within one hex of the XY or in the deployment queue for 1 turn if no hex is available. You may have multiple xyAreas to drop multiple units. When deploying multiple units using the name field will give them all the same name.

\$ChangeOrder

actionCountry=number — Determines if this order is for the Axis or Allies. Select an active Axis country for the Axis and an active Allied country for the Allies.

xyArea=x,y,number — location of map order change and the order number.

xyArea=x,y,trueAxis — Turn on Axis objective at x, y location.

xyArea=x,y,falseAxis — Turn off Axis objective at x, y location.

xyArea=x,y,trueAllies — Turn on Allies objective at x, y location.

xyArea=x,y,falseAllies — Turn off Axis objective at x, y location.

\$GrandStrategy

actionCountry=number — Country number.

strategyOffense=true — Sets the action country current strategy to offensive.

strategyOffense=false — Sets the action country current strategy to defensive.

Offensive strategy countries move and attack normally. Defensive strategy countries can only get defensive map orders.

plan=number — changes the strategy plan number of the computer opponent of the listed actionCountry.

randomizeplanMax=number — randomizes the plan number of the listed actionCountry from 1 to the number listed

\$ChangeBuild

buildPriority=number, number, number... - 33 different classes of units. The list of units can be found under _changeBuild.txt under the New Scenario Data folders.

Example – buildPriority=0,0,100,0 is the default for all countries unless changed by script or in the editor under.

In Game Testing

F1-F6 = Sets the current A.I. moving player plan to number of the function key. It will write a description in the output log.

F8 = Can only be done in Main Menu, New Game. It sets the selected game to play itself.

F11 = During the computer's turn the map will show the current map orders for the side doing their turn.

Blue = assault

Aqua = attack

Yellow = defend

Red = weak

F12 = Reveals information about hex where mouse is hovering.

FrCV = Friendly land unit combat value within tactical range.

FrLand = Friendly land amount in tactical range.

FrAir = Friendly air amount in strategic range.

EnCV = Enemy land unit combat value within tactical range.

EnLand = Enemy land amount in tactical range.

EnAir = Enemy air amount in strategic range.

EnThreat = If any enemy units are capable of moving into that hex this turn.

Hex Defense = The total formulated defense value from the computer perspective considering map orders, terrain, weather, and supply.

Retreat Order = If that area has a map order of retreat.

Ignore Order = If that area has a map order of ignore.

Axis Obj = If this hex is an Axis objective.

Axis Order = The current Axis map order for the hex.

Allied Obj = If this hex is an Allied objective.

Allied Order = The current Allied map order for the hex.

If the mouse is hovering over a unit it will show the unit name, the current script gather order, and the gather script order name.