Quick guides for modding Wargame Airland Battle

All those guides require the Enohka's modding suite for W:AB. They also require a good knowledge of this tool I strongly advise you to read D-M's and Enohka's guides.

I also thanks Hob and Enohka (and anyone who was involve) for their awesome work on the Edata files and Enohka for its awesome Modding suite !

Feel free to comment (via google drive), or to PM me (on the official wargame forum) if I can make any inprovment, (correct any mistake) or if you want to request a guide.

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-Guide I : Finding a vehicle's weapon

<u>-Step 1</u>: go find the vehicle you want to know the weapon. The vehicles are in class 86. Their name are explicitely written in the properties.

86	TUniteAuSolDescriptor	868

<u>-Step 2</u>: When you are in the properties in the vehicles go in the module list of this vehicle,

BinId	Id	Name	Туре	Biniary Value	Value	
DB 01 00 00	475	DescriptorId	Guid	000000000000000000000000000000000000000	0000000-000-0000-000006040000	
DC 01 00 00	476	Modules	List	D82400005C000000	Collection[23]	Π
DD 01 00 00	477	ShortDatabaseName	TableString	D80B0000	Descriptor Unit_AMX_82	
DE 01 00 00	478	ClassNameForDebug	TableString	D9080000	Unit_AMX_32	
DF 01 00 00	479	StickToGround	Boolean	01	True	
E0 01 00 00	480	ArmorDescriptorFront	ObjectReference	4D2600005D000000	93 : 9805 - TArmorDescriptor	
E1 01 00 00	481	ArmorDescriptorSides	ObjectReference	262600005D000000	93 : 9766 - TArmorDescriptor	
E2 01 00 00	482	ArmorDescriptorRear	ObjectReference	112500005D000000	93 : 9489 - TArmorDescriptor	Ξ
E3 01 00 00	483	ArmorDescriptorTop	ObjectReference	D92400005D000000	93 : 9433 - TArmorDescriptor	
E4 01 00 00	484	ManageUnitOrientation	Boolean	01	True	
E5 01 00 00	485	HitRollSizeModifier	Unset		null	
E6 01 00 00	486	DeathExplosionAmmo	ObjectReference	DB2400005E000000	94 : 9435 - TAmmunition	
E7 01 00 00	487	IconeType	Int32	0100000	1	
E8 01 00 00	488	PositionInMenu	Int32	0400000	4	
E9 01 00 00	489	NameInMenuToken	LocalisationHash	03215E0B0000000	03215E0B0000000	ſ
EA 01 00 00	490	Category	Int32	0300000	3	Í.
EB 01 00 00	491	AcknowUnitType	Int32	16000000	22	l
EC 01 00 00	492	TypeForAcknow	Int32	6C000000	108	l
ED 01 00 00	493	Nationalite	Unset		null	l I
EE 01 00 00	494	MotherCountry	TableString	33010000	FR	Ĺ
EF 01 00 00	495	ProductionYear	UInt32	BB070000	1979	
F0 01 00 00	496	MaxPacks	UInt32	01000000	1	
F1 01 00 00	497	UpgradeRequire	Unset		null	
F2 01 00 00	498	Factory	Int32	0900000	9	*

find the Module named "WeaponManager" it's class should be 88:XXXX or 88:XXXX

Туре	Value	
Map	Map: TypeUnit : 88 : 9797 - TModuleSelector	
Map	Map: Flags : 89 : 9798 - TFlagsModuleDescriptor	
Map	Map: CriticModule : 88 : 9439 - TModuleSelector	
Map	Map: TargetCoordinatorModule : 88 : 9413 - TModuleSelector	
Map	Map: Position : 88 : 9743 - TModuleSelector	
Map	Map: Inflammable : 88 : 9415 - TModuleSelector	
Map	Map: LinkTeam : 90 : 9416 - TLinkTeamModuleDescriptor	
Map	Map: Experience : 88 : 9417 - TModuleSelector	
Map	Map: CompanyUnit : 88 : 9799 - TModuleSelector	=
Map	Map: ApparenceModel : 91 : 9800 - TApparenceModelModuleDescriptor	
Map	Map: Halo : 88 : 9420 - TModuleSelector	
Map	Map: MouvementHandler : 88 : 9801 - TModuleSelector	
Map	Map: WeaponManager : 88 : 9802 - TModuleSelector	
Map	Map: Damage : 88 : 9423 - I ModuleSelector	
Map	Map: Visibility : 88 : 9424 - TModuleSelector	
Map	Map: Fuel : 88 : 9803 - TModuleSelector	_
Map	Map: ScannerConfiguration : 88 : 9720 - TModuleSelector	
Map	Map: Scanner : 88 : 9572 - TModuleSelector	
Map	Map: GhostManager : 88 : 9428 - TModuleSelector	
Map	Map: Cadavre : 88 : 9429 - TModuleSelector	٣

-Step 3 : Then go in the Class 88 and find the XXXX or XXXXX instance. Then click

on it.

Id	Name	Instances		Instance	
82	TTFSCommand_StyleChange	2	÷.	9802	*
83	TTFSCommand_UISymbol	4		9803	
84	TWargameStrategicGamePhaseDescriptor	3		9804	
85	TAIIUnits	1		9807	
86	TUniteAuSolDescriptor	868		9809	
87	IBatimentDescriptor	12		9811	
88	TModuleSelector	6015		9812	
89	T Flags Module Descriptor	1030		9813	
90	TLinkTeamModuleDescriptor	3		9816	

<u>-Step 4</u>: You should see an "ObjectReference" pointing too an other property in an other class, more precisely in class 109, so you should have 109:XXXXX

BinId	Id	Name	Туре	Biniary Value	Value
1C 02 00 00	540	ControllerName	TableString	77120000	WeaponManagerController
1D 02 00 00	541	Selection	List	1040000064000000	Collection[1]
1E 02 00 00	542	Default	ObjectReference	644100006D000000 🤇	109 : 16740 - TWeaponManagerModuleDescriptor
26 02 00 00	550	InitStage	Unset		null

<u>-Step 5 :</u> So you now have two choice either the long and boring one either the short one.

The long and boring one consist in writing down the instance you have found (109:XXXXX) and go in class 109 and find this instance. Sounds long and boring ? Because it is !!!

The short way to do this is to double-click on the "ObjectReference" value (109:XXXX) and it should immediately pop a new window with the instance XXXXX of class 109 open in it. Brilliant, isn't it ?

<u>-Step 6</u>: Now you are in 109:XXXXX you should see a list named "TurretDescriptorList", open it.

TWeapon!	Manager	ModuleDescriptor		(Income of	in the second		-			23
TWeaponMar	nagerMoo	duleDescriptor : 16740								
BinId	Id	Name		Туре		Biniary Value		Value		
7E 02 00 00	638	ControllerName		TableString		77120000		WeaponMan	agerController	
7F 02 00 00	639 🕻	TurretDescriptorList		List		2A5800008F000000)	Collection[2]		
80 02 00 00	640	Salves		List		FFFFFFF		Collection[8]		
			<u> </u>							
Туре			V		Value					
ObjectRefere	ence				143 : 2256	9 - TTurretTwoAxisDe	escriptor			
ObjectRefere	ence				143 : 22570	0 - TTurretTwoAxisDe	escriptor			

<u>-Step 7</u>: Technical stuff begins here. There should be 1, 2 or 3 value in this list each value stand for an independant slot of weapon. For instance AMX-32 (the example I chose for the images) as 3 weapon slot, but only 2 are independent, its A/C and its cannon or dependant, they can't shoot together. so for AMX-32 the list will have 2 entries one for both the cannon and the A/C and one for the machine gun.

-Step 8 : Now load one of the instance in the list (with the easy way, not the long).

The first is usually the main weapon (the cannon for a tank).

🗊 TWeapon!	Manage	erModuleDescriptor	inere i	interes (1)		23
TWeaponMa	nagerM	oduleDescriptor : 16740				
BinId	Id	Name	Туре	Biniary Value	Value	
7E 02 00 00	638	ControllerName	TableString	77120000	WeaponManagerController	
7F 02 00 00	639	TurretDescriptorList	List	2A5800008F000000	Collection[2]	
80 02 00 00	640	Salves	List	FFFFFFF	Collection[8]	
Туре			V	alue		
ObjectRefere	ence		14	3 : 22569 TTurretTwoAxisDesci	riptor	
ObjectRefere	ence		14	3 : 22570 - TurretTwoAxisDesci	riptor	

<u>-Step 9</u>: Now that you have openned this new instance you should find a list named "MountedWeaponDescriptorList" in this is listed all the path to the weapons mounted on this turret's axis.

Step 10 : You opened this, file for a tank's main gun and instead of one link you find two of them ! Don't worry !!! It is normal, Each gun that as AP and HE as in fact two weapon inside (this means A/C have also two weapons value). One with AP, one with HE. For instance the Leopard 2A4 has a cannon with 19 AP, and an other cannon with 3 HE and no AP.

This implies two things. First, you can modify the range of a cannon against unarmoured target without modifying its range against armoured target (Which means you can mod your game to have a Leopard 2A4 that shoot tanks at 2450 meters and infantery at only 2275 meters, for example). Then the displayed range in armory is the range of witch weapons has the greatest range.

TurretTw	oAxisDes	criptor	1	Ten.		
TTurretTwoA	kisDescrip	otor : 22569				
BinId	Id	Name	Туре		Biniary Value	Value
13 03 00 00	787	NbFX	Int32		01000000	1
14 03 00 00	788 🕻	MountedWeaponDescriptorList	List		9D6A0000AC000000	Collection[4]
15 03 00 00	789	Tag	TableString		9D160000	tourelle1
16 03 00 00	790	TagIndex	UInt32		01000000	1
17 03 00 00	791	VitesseRotation	Float32		F3665F3F	0,8726646
18 03 00 00	792	AngleRotationMax	Float32		DB0FC940	6,283185
19 03 00 00	793	AngleRotationMaxPitch	Float32		F366DF3E	0,4363323
1A 03 00 00	794	AngleRotationBasePitch	Unset			null
1B 03 00 00	795	UnitIdleManagerDescriptor	ObjectReference		F7680000BB000000	187 : 26871 - TUnitIdleManagerWatchForwardD
1C 03 00 00	796	TargetPositionPhysicalPropertyName	TableString		AE160000	TargetPositionTurret1
1D 03 00 00	797	FlyingTimeAndHitPhysicalPropertyName	TableString		AF160000	FlyingTimeAndHit1 *
Туре			\checkmark	Value		
ObjectRefere	ence	Main Gun AP	and HE	TMount	edWeaponDescriptor (27290 🗸
ObjectRefere	ence	- Main Oanvir	und ne	172 : 272	91 - TMountedWeapor	Descriptor
ObjectRefere	ence	A/C AP and	HE	172 : 272	92 - TMountedWeapor	Descriptor
ObjectRefere	ence			172 : 272	93 - TMountedWeapor	Descriptor

Step 11 : When you have choosen which weapon you want to modify double click on it's class and instance number.

Step 12 : When you are in this new instance you should see an object reference pointing on an instance of class 94. Class 94 AKA TAmmunition is the class where all weapon stats are stocked. So double click on this class and instance number and you have finnally access to the stats you were looking for.

G	TMounted	Weaponl	Descriptor			
	TMountedWe	aponDes	criptor : 27290			
	BinId	Id	Name	Туре	Biniary Value	Value
	0E 04 00 00	1038	Ammunition	ObjectReference	21900005E000000	94 : 36897 - TAmmunition
	0F 04 00 00	1039	EffectTag	TableString	8E160000	weapon_effet_tag1
	10 04 00 00	1040	SalvoStockIndex	Unset		null
	11 04 00 00	1041	TirEnMouvement	Boolean	01	True
	12 04 00 00	1042	TirContinu	Unset		null
	13 04 00 00	1043	AnimateOnlyOneSoldier	Unset		null A A A A A
	Туре				Value	

- Guide II : Changing the stats of a Weapon

NB: You must understand that modifying a weapon of a certain unit may also modify the weapon of an other unit if they are sharing the same one. (This is especially important when you modify RoF since the same weapon can have different RoF depending on how it is shot)

- II.1 Changing the range :

-Step 1 : Identify the weapon you want to change the range. (Use Guide I)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>-Step 3</u>: In W:AB all range are a multiple of 175 meters so the new range should be divideable by 175. (This is quite important since the KE scaling mechanic of AP uses this property)

<u>-Step 4</u>: You should notice that the range value isn't the one displayed in game to know what value you should write here is the formula :

 $\frac{[Old \ editor \ value]}{[Old \ in \ game \ displayed \ value]} \times [New \ in \ game \ displayed \ value] = [New \ editor \ value]$

Very simple maths, Cross-multiplication

. The value you obtain should be a multiple of 1000 so if you don't find this, use the multiple of 1000 which is the neares of the value you've just found

Few examples :

- If you get 168645 you should write 169000
- If you get 234463.247485 you should write 234000
- If you get **155076.92** you should get **155000**
- If you get **193846.1538** you should get **194000**
- Et caetera ...

<u>-Step 5 :</u> Now you have to choose which range change. Against ground targets ? Helos ? Planes ?

TAmmuni	tion	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			
TAmmunitio	n : 38464				
BinId	Id	Name	Туре	Biniary Value	Value
31 02 00 00	561	Puissance	Float32	00006041	14
32 02 00 00	562	TempsEntreDeuxTirs	Float32	CDCC4C3F	0.8
33 02 00 00	563	PorteeMaximale	Figat32	00589847	78000
34 02 00 00	564	AngleDispersion	Float32	0AD7233C	0,01
35 02 00 00	565	RadiusSprashSuppressDamages	Float32	00805645	3432
36 02 00 00	566	Suppres Damageound range	Float32	0000A242	81
37 02 00 00	567	RayonPinned	Float32	00000243	130
38 02 00 00	568	TirIndirect	Unset		null
39 02 00 00	569	TirReflexe	Boolean	01	True
3A 02 00 00	570	FX_tir_sans_physic	Unset		null
3B 02 00 00	571	FX_vitesse_de_depart	Float32	00C82F48	180000
3C 02 00 00	572	FX_frottement	Float32	0AD7233C	0,01
3D 02 00 00	573	FX_tir_tendu	Boolean	01	True
3E 02 00 00	574	TempsEntreDeuxSalves	Float32	0000C040	6
3F 02 00 00	575	NbrProjectilesSimultanes	UInt32	01000000	1
40 02 00 00	576	NbTirParSalves	UInt32	0A000000	10
41 02 00 00	577	AffichageMunitionParSalve	UInt32	28000000	40
42 02 00 00	578	Level	Int32	03000000	3
43 02 00 00	579	HitRollRule	ObjectReference	BCB6000075000000	117 : 46780 - TWargameHitRollRule
44 02 00 00	580	FireDescriptor	Unset		null
45 02 00 00	581	FireTriggeringProbability	Unset		null
4D 02 00 00	589	RadiusSplashPhysicalDamages	Float32	00802F44	702
4E 02 00 00	590	PhysicalDamages	Float32	0000803F	1
AC 04 00 00	1196	Caliber	LocalisationHash	A9C9C9B241000000	A9C9C9B241000000
AD 04 00 00	1197	WeaponCursorType	Int32	05000000	5
AE 04 00 00	1198 (PorteeMinimale Minimal Range	Unset		null
AF 04 00 00	1199	DispersionAtMinRange	Unset		null
B0 04 00 00	1200	DispersionAtMaxRange	Unset		null
B1 04 00 00	1201	NoiseDissimulationMalus	Float32	8FC29D40	4,93
B2 04 00 00	1202	TempsDeViser	Float32	CDCC4C3E	0,2
B3 04 00 00	1203	InterfaceWpaconTexture	ObjectReference	7BB9000028000000	40 : 47483 - TUIResourceTexture
B4 04 00 00	1204	Affichagemenu elicopter range	Boolean	01	True
B5 04 00 00	1205	SupplyCost	UInt32	46000000	70
B6 04 00 00	1206	SmokeDescriptor	Unset	1	null
B7 04 00 00	1207	PorteeMaximaleTBA	Float32	00D25748	221000
C2 04 00 00	1218	PorteeMaximaleHA	Float32	00204B48	208000
C3 04 00 00	1219	IsFireAndForget	Unset		null
C4 04 00 00	1000	Minila Descriptor Trane range	literet		laut
Туре			Value		

-PorteeMaximale is the range against ground targets.

-PorteeMaximaleTBA is the range against **Helicopters**.

-PorteeMaximaleHA is the range against **Planes.**

-PorteeMinimale is the minimal range. (Useful for units as MLRS and artillery)

-Step 5.1 : A quick French Lesson In french "Portée" is the word for "Range"

<u>-Step 6</u>: Now just edit the value by the which you have found with your cross multiplication in <u>Step 4</u>

-Step 7 : Now just click the save button and you are good to go !

- II.2 Changing the ammount of ammo :

Step 1 : First you need to understand how works ammo in wargame. All weapons shoot by salvos, in the TAmmunition clas is written how many shots are shot in each salvo and how many ammo it takes to fire those shots.

For instance PIVADS or ZSU 23-4 don't really shootmore than 1000 rounds in a minutes, in game they'll shoot for instance 5 times in a salvo and each time they fire their gun they'll use 100 rounds (just an example, those figures aren't meant to be accurate) so, For a salvo of 10 shot they'll consume 1000 rounds.

<u>Step 2</u>: Follow <u>Guide 1</u> until <u>Step 5</u> when you're done you should see two list as in <u>Step 6</u> of <u>Guide 1</u> ignore the "TurretDescriptorList" and focus on "Salves", open it.

-Step 2.1 : A quick French Lesson In French "Salve" is the word for "Salvo".

Step 3 : This list is fille with Int value (meaning that the input shall be an integer) You should see as many value as the vehicle has weapons (3 value for an AMX-32, 2 for a T-64BV1, and 1 for a Marder 1). This number is the number of salvos the weapon can shoot. The formula to know the amount of ammunition you'll have is

a = [Number of Shots by salvo]

b = [Number of round by shots]

c = [The value written in the list "Salves"]

 $a \times b \times c = [Number of displayed Rounds]$

Don't forget to hit the save button once you're done with this editing.

TWeaponManagerModuleDescripto	or:16411		
Id Name	Туре	Value	
638 ControllerName	TableString	WeaponManagerController	
639 TurretDescriptorList	List	Collection[2]	
640 Salves	List	Collection[8]	
	for		
	-		
Туре	-	Value	
Type Int32	\frown	Value 10	
Type Int32 Int32		Value 10 10	
Type Int32 Int32 Int32		Value 10 10 4	
Type Int32 Int32 Int32 Int32 Int32		Value 10 10 4 -1	
Type Int32 Int32 Int32 Int32 Int32 Int32		Value 10 10 4 -1 -1 -1	
Type Int32 Int32 Int32 Int32 Int32 Int32 Int32		Value 10 10 4 -1 -1 -1 -1 -1	
Type Int32 Int32 Int32 Int32 Int32 Int32 Int32 Int32		Value 10 10 4 -1 -1 -1 -1 -1	

- II.3 Changing the accuracy.

-Step 1 : Identify the weapon you want to change the range. (Use Guide I)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

Id	Name	Туре	Value	
555	DescriptorId	Guid	0000000-0000-0600-000005050000	
556	Name	LocalisationHash	C7B00C00000000	
557	TypeName	LocalisationHash	0806000000000	
558	TypeArme	LocalisationHash	B31E95B36B5E0000	
559	Arme	UInt32	16	
560	ProjectileType	Unset	null	
561	Puissance	Float32	250	
562	TempsEntreDeuxTirs	Float32	1	
563	PorteeMaximale	Float32	143000	
564	AngleDispersion	Float32	0,005	
565	RadiusSplashSuppressDamages	Float32	16250	
566	SuppressDamages	Float32	144	
567	RayonPinned	Float32	2080	
568	TirIndirect	Unset	null	
569	TirReflexe	Boolean	True	
570	FX_tir_sans_physic	Unset	null	
571	FX_vitesse_de_depart	Float32	180000	=
572	FX_frottement	Float32	0,01	1
573	FX_tir_tendu	Boolean	True	
574	TempsEntreDeuxSalves	Float32	8	
575	NbrProjectilesSimultanes	UInt32	1	
576	NbTirParSalves	UInt32	1	
577	AffichageMunitionParSalve	UInt32	1	
578	Level	Int32		
579	HitRollRule	ObjectReference	117 : 46824 (False) - TWargameHitRollRule	
580	FireDescriptor	Unset	nutt	
581	FireTriggeringProbability	Unset	null	
589	RadiusSplashPhysicalDamages	Float32	130	
590	PhysicalDamages	Float32	1	
1196	Caliber	LocalisationHash	B26C0C020000000	
1197	WeaponCursorType	Int32	4	
1198	PorteeMinimale	Unset	null	
1199	DispersionAtMinRange	Unset	null	
1200	DispersionAtMaxRange	Unset	null	
1201	NoiseDissimulationMalus	Float32	1,83	
1202	TempsDeVisee	Float32	0,6	
1203	InterfaceWeaponTexture	ObjectReference	40 : 47213 (True) - TUIResourceTexture	
1204	AffichageMenu	Boolean	True	
1205	SupplyCost	UInt32	25	
1206	SmokeDescriptor	Unset	null	
1207	PorteeMaximaleTBA	Unset	null	
1218	PorteeMaximaleHA	Unset	null	
1219	IsFireAndForget	Unset	null	
1000	Mana Barriston			Ŧ

<u>- Step 3 :</u> Then find the ObjectReference "HitRollRule", open it.

<u>- Step 4 :</u> Then you should see 4 value, Then should always between 0 (not equal 0) and 1 (it can be equal to 1), if we call the value v we have $0 < v \le 1$

🖸 TWa	argameHitRollRule							
	TWargameHitRollRule : 46824				5			
Id	Name	Туре	Value					
665	MinimalHitProbability	Float32	0,05					
666	MinimalCritProbability	Float32	0,01					
1291	HitProbability	Float32	0,2					
1292	HitProbabilityWhileMoving	Float32	0,05					
Туре			Value					

<u>- Step 5</u>: "MinimalHitProbability" is the minimum accuracy (when you're panicked you're accuracy drop but there is a floor value, the value can't drop under) The base value for all weapons is 0.05 which in game correspond to 5 %

	TWarg	gameHitRollRule			
		TWargameHitRollRule : 46824			
Id		Name	Туре	Value	
66	5	MinimalHitProbability	Float32	0.05	
66	6	MinimalCritProbability	Float32	0,01	
12	91	HitProbability	Float32	0,2	
12	92	HitProbabilityWhileMoving	Float32	0,05	
Тур	e			Value	

<u>- Step 6</u>: "MinimalCritProbability" is the probability to have a critical hit, I sugger you don't change it.

	TWarg	gameHitRollRule				x
		TWargameHitRollRule : 46824				5
Id		Name	Туре	Value		
66	55	MinimalHitProbability	Float32	0,05		
66	56	MinimalCritProbability	Float32	0.01		
12	291	HitProbability	Float32	0,2		
12	292	HitProbabilityWhileMoving	Float32	0,05		
						_
Ту	pe			Value		

<u>- Step 7</u>: "HitProbability" is the accuracy value to obtain your accuracy value multiply the accuracy yo want by 0.05, for instance 0.35 is actually an accuracy of 7 [*value wanted*] \times 0.05 = [*value in editor*]

🖸 TWar	gameHitRollRule			
	TWargameHitRollRule : 46824			
Id	Name	Туре	Value	
665	MinimalHitProbability	Float32	0,05	
666	MinimalCritProbability	Float32	0,01	
1291	HitProbability	Float32	0,2	
1292	HitProbabilityWhileMoving	Float32	0,05	
Туре			Value	

<u>- Step 8</u>: "HitProbabilityWhileMoving" is the accuracy value when the vehicles is moving (the name is pretty explicit). To obtain your accuracy use this formula $[value wanted] \times 0.05 = [value in editor]$

Don't worry, stabilizer will automaticly be updated in game.

	TWar	gameHitRollRule	\bigtriangledown \bigtriangleup	- 23		
	6	TWargameHitRollRule : 46824				
	Id					
	665	MinimalHitProbability	Float32	0,05		
	666	MinimalCritProbability	Float32	0,01		
	1291	HitProbability	Float32	0,2		
	1292	HitProbabilityWhileMoving	Float32			
	``			~		
Ľ	уре			Value		

- II.4 Changing the HE power of a weapon

<u>-Step 1</u>: Identify the weapon you want to change the HE value(Use<u>Guide I</u>) (Keep in mind that weapons with both HE and AP have to classes to rule their behaviour, that they are usually side by side and that the one that rule the HE is USUALLY the second one)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>-Step 3 :</u> The HE value is the "PhysicalDamages" value. It's actually very simple you want 28 HE, you enter the value 28 in the field.

Id	Name	Туре	Value	
555	DescriptorId	Guid	0000000-0000-0600-000005050000	
556	Name	LocalisationHash	C7B00C00000000	
557	TypeName	LocalisationHash	08060000000000	
558	TypeArme	LocalisationHash	B31E95B36B5E0000	
559	Arme	UInt32	16	
560	ProjectileType	Unset	null	
561	Puissance	Float32	250	
562	TempsEntreDeuxTirs	Float32	1	
563	PorteeMaximale	Float32	143000	
564	AngleDispersion	Float32	0,005	
565	RadiusSplashSuppressDamages	Float32	16250	
566	SuppressDamages	Float32	144	
567	RayonPinned	Float32	2080	
568	TirIndirect	Unset	null	
569	TirReflexe	Boolean	True	
570	FX_tir_sans_physic	Unset	null	
571	FX_vitesse_de_depart	Float32	180000	=
572	FX_frottement	Float32	0,01	
573	FX_tir_tendu	Boolean	True	
574	TempsEntreDeuxSalves	Float32	8	
575	NbrProjectilesSimultanes	UInt32	1	
576	NbTirParSalves	UInt32	1	
577	AffichageMunitionParSalve	UInt32	1	
578	Level	Int32	2	
579	HitRollRule	ObjectReference	117 : 46824 (False) - TWargameHitRollRule	
580	FireDescriptor	Unset	null	
581	FireTriggeringProbability	Unset	null	
589	RadiusSplashPhysicalDamages	Float32	130	
590 🔇	PhysicalDamages	Float32		
1196	Caliber	LocalisationHash	B26C0C020000000	
1197	WeaponCursorType	Int32	4	
1198	PorteeMinimale	Unset	null	
1199	DispersionAtMinRange	Unset	null	L
1200	DispersionAtMaxRange	Unset	null	
1201	NoiseDissimulationMalus	Float32	1,83	
1202	TempsDeVisee	Float32	0,6	
1203	InterfaceWeaponTexture	ObjectReference	40 : 47213 (True) - TUIResourceTexture	
1204	AffichageMenu	Boolean	True	
1205	SupplyCost	UInt32	25	
1206	SmokeDescriptor	Unset	null	
1207	PorteeMaximaleTBA	Unset	null	
1218	PorteeMaximaleHA	Unset	null	
1219	IsFireAndForget	Unset	null	

- II.5 Changing the suppression value of a weapon

<u>-Step 1</u>: Identify the weapon you want to change the supression value(Use<u>Guide I</u>) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, that they are usually side by side, and that usually AP damage have no AoE)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>-Step 3</u>: The suppression value is the "SupressDamages" value again, pretty explicit.

Still you should keep in mind that for weapons with both AP and HE you need to change the suppression for both HE class and AP class since if you only do for one, (HE for instance) when you'll shoot the other one (AP in this case) no more/less suppression will be delt. Obviously you may want to make a difference between AP weapon and HE weapon (An APDSFS may not be as suppressing as an HE rounds).

Ndf E	Mdf Editor [pc\ndf\patchable\gfx\everything.ndfbin] Image: Comparison of the second										
	3										
Classes	lasses Strings/Trans Topo										
Classes			Add	l pro	Properties perty value						
Id	Name	Instances		Instance		Id	Name	Туре	Value		
91	TApparenceModelModuleDescriptor	966	~	9447		555	DescriptorId	Guid	0000000-0000-0000-0600-0000bf060000		
92	TDebugModuleDescriptor	1	1	9463		556	Name	LocalisationHash	9CF638000000000		
93	TArmorDescriptor	25	1	9591	1	557	TypeName	LocalisationHash	9CF638000000000		
94	TAmmunition	986	1	9937	1	558	TypeArme	LocalisationHash	9CF638000000000		
95	TTurretSkeletonModuleDescriptor	16	1	14527	1	559	Arme	UInt32	4		
96	TTransportableModuleDescriptor	89		14591	1	560	ProjectileType	UInt32	3		
97	THeliApparenceModuleDescriptor	1		14664	1	561	Puissance	Float32	500		
98	TPositionModuleDescriptor	54	1	15365		562	TempsEntreDeuxTirs	Float32	0,5		
99	TBuildingModuleDescriptor	1		27086]	563	PorteeMaximale	Float32	208000		
100	TModuleSelectorFilter	913	1	36761		564	AngleDispersion	Float32	0,1		
101	TTypeUnitModuleDescriptor	1950		36762]	565	RadiusSplashSuppressDamages	Float32	52000		
102	TCriticalEffectModuleDescriptor	6		36763		566	SuppressDamages	Float32	180		
103	TTargetCoordinatorModuleDescriptor	1		36764		567	RayonPinned	Float32	20800		
104	TInflammableModuleDescriptor	1		36790		568	TirIndirect	Boolean	True		
105	TExperienceModuleDescriptor	2		36808		569	TirReflexe	Boolean	True		
106	TCompanyUnitModuleDescriptor	880		36809		570	FX_tir_sans_physic	Boolean	True		
107	THaloModuleDescriptor	5		36821		571	FX_vitesse_de_depart	Float32	10000		
108	TMouvementHandlerLandVehicleDescripto	110		36837		572	FX_frottement	Float32	0,001		
109	TWeaponManagerModuleDescriptor	798		36838		573	FX_tir_tendu	Boolean	True		
110	TWargameDamageModuleDescriptor	15		36850		574	TempsEntreDeuxSalves	Float32	5		
111	TVisibilityModuleDescriptor	7		36851		Type		Value			
112	TEuelModuleDescriptor	166	Ŧ	36852	Ŧ	Type		value			
			_		_						

- II.6 Changing the AoE (Area of Effect) of a weapon

<u>-Step 1</u>: Identify the weapon you want to change the supression value(Use<u>Guide I</u>) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, that they are usually side by side)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>-Step 3 :</u> Then there is several AoE value, one for the suppressive damages and one for the HE damages. The value of the suppression's AoE is the "RadiusSplashSupressDamages".

Image: State										
	3									
Classes	Jasses Strings/Trans Topo									
Classes				E0 E	3	Propertie	s			
Id	Name	Instances		Instance		Id	Name	Туре	Value	
91	TApparenceModelModuleDescriptor	966	-	9447		555	DescriptorId	Guid	00000000-0000-0000-0600-0000bf060000	
92	TDebugModuleDescriptor	1	1 1	9463		556	Name	LocalisationHash	9CF638000000000	
93	TArmorDescriptor	25	1 1	9591	1	557	TypeName	LocalisationHash	9CF638000000000	
94	TAmmunition	986	1 1	9937	1	558	TypeArme	LocalisationHash	9CF638000000000	
95	TTurretSkeletonModuleDescriptor	16	1 1	14527	1	559	Arme	UInt32	4	
96	TTransportableModuleDescriptor	89		14591	1	560	ProjectileType	UInt32	3	
97	THeliApparenceModuleDescriptor	1	E	14664	1	561	Puissance	Float32	500	
98	TPositionModuleDescriptor	54	1	15365	1	562	TempsEntreDeuxTirs	Float32	0,5	
99	TBuildingModuleDescriptor	1	1 [27086	1	563	PorteeMaximale	Float32	208000	
100	TModuleSelectorFilter	913	1 [36761	1	564	AngleDispersion	Float32	0,1	
101	TTypeUnitModuleDescriptor	1950		36762	1	565	RadiusSplashSuppressDamages	Float32	52000	
102	TCriticalEffectModuleDescriptor	6		36763		566	SuppressDamages	Float32	180	
103	TTargetCoordinatorModuleDescriptor	1	1 [36764		567	RayonPinned	Float32	20800	
104	TInflammableModuleDescriptor	1		36790		568	TirIndirect	Boolean	True	
105	TExperienceModuleDescriptor	2		36808		569	TirReflexe	Boolean	True	
106	TCompanyUnitModuleDescriptor	880		36809		570	FX_tir_sans_physic	Boolean	True	
107	THaloModuleDescriptor	5		36821		571	FX_vitesse_de_depart	Float32	10000	
108	TMouvementHandlerLandVehicleDescripto	110		36837		572	FX_frottement	Float32	0,001	
109	TWeaponManagerModuleDescriptor	798		36838		573	FX_tir_tendu	Boolean	True	
110	TWargameDamageModuleDescriptor	15		36850		574	TempsEntreDeuxSalves	Float32	5 *	
111	TVisibilityModuleDescriptor	7		36851		Tuno		Value		
112	TEuelModuleDescriptor	166	*	36852	Ŧ	type		value		
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The value for the physical damages is "RadiusSplashPhysicalDamages".

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Classes					3	Propertie	5			
Id	Name	Instances		Instance		Id	Name	Туре	Value	
91	TApparenceModelModuleDescriptor	966	-	9447		570	FX_tir_sans_physic	Boolean	True	
92	TDebugModuleDescriptor	1	1 [9463		571	FX_vitesse_de_depart	Float32	10000	
93	TArmorDescriptor	25	1	9591	1	572	FX_frottement	Float32	0,001	
94	TAmmunition	986		9937		573	FX_tir_tendu	Boolean	True	
95	TTurretSkeletonModuleDescriptor	16	1	14527	1	574	TempsEntreDeuxSalves	Float32	5	
96	TTransportableModuleDescriptor	89		14591	1	575	NbrProjectilesSimultanes	UInt32	1	
97	THeliApparenceModuleDescriptor	1		14664	1	576	NbTirParSalves	UInt32	1	
98	TPositionModuleDescriptor	54		15365		577	AffichageMunitionParSalve	UInt32	1	
99	TBuildingModuleDescriptor	1		27086		578	Level	Int32	5	
100	TModuleSelectorFilter	913	1	36761		579	HitRollRule	ObjectReference	117 : 16540 (False) - TWargameHitRollRule	
101	TTypeUnitModuleDescriptor	1950		36762		580	FireDescriptor	ObjectReference	118 : 16541 (True) - TUniteDescriptor	
102	TCriticalEffectModuleDescriptor	6		36763		581	FireTriggeringProbability	Float32	0,15	
103	TTargetCoordinatorModuleDescriptor	1		36764		589	RadiusSplashPhysicalDamages	Unset	null	
104	TInflammableModuleDescriptor	1		36790		590	PhysicalDamages	Unset	null	
105	TExperienceModuleDescriptor	2		36808		1196	Caliber	Unset	null	
106	TCompanyUnitModuleDescriptor	880		36809		1197	WeaponCursorType	Unset	null	
107	THaloModuleDescriptor	5		36821		1198	PorteeMinimale	Unset	null	
108	TMouvementHandlerLandVehicleDescriptor	110		36837		1199	DispersionAtMinRange	Unset	null	
109	TWeaponManagerModuleDescriptor	798		36838		1200	DispersionAtMaxRange	Unset	null	
110	TWargameDamageModuleDescriptor	15		36850		1201	NoiseDissimulationMalus	Unset	null 🔻	
111	TVisibilityModuleDescriptor	7		36851		Type		Value		
112	TEuelModuleDescriptor	166	Ŧ	36852	Ŧ	type		value		

(Here there is no value (null not being a proper value) because this weapon deals no physical damages).

- II.7 Changing the AP value of a weapon

<u>-Step 1</u>: Identify the weapon you want to change the supression value(Use<u>Guide I</u>) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, choose the right one, the one with no physical damage)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>- Step 3 :</u> Know you should see a "Arme" value this value is linked to a value Library , an AP value of 19 (such as the Leopard 2A4' canon's AP value) has an Arme value of 23.

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Classes	Ilasses Strings/Trans Topo											
Classes					Properties							
Id	Name	Instances		Instance		Id	Name	Туре	Value			
79	TTextFormatScript	1		38779		555	DescriptorId	Guid	00000000-0000-0600-000040050000			
80	TLabelTransformVerticalQuantizedOrientati	1	1	38785		556	Name	LocalisationHash	327D47C9B00C0000			
81	TLabelTransformPostTranslateForArea	1	1	38786		557	TypeName	LocalisationHash	0B0600000000000			
82	TTFSCommand_StyleChange	2		38787		558	TypeArme	LocalisationHash	B31E95B36B5E0000			
83	TTFSCommand_UISymbol	4	1	38788		559	Arme	UInt32	46			
84	TWargameStrategicGamePhaseDescriptor	3		38794		560	ProjectileType	Unset	null			
85	TAIIUnits	1		38795		561	Puissance	Float32	250			
86	TUniteAuSoIDescriptor	880		38796		562	TempsEntreDeuxTirs	Float32	1			
87	TBatimentDescriptor	12		38835		563	PorteeMaximale	Float32	117000			
88	TModuleSelector	6108		38836		564	AngleDispersion	Float32	0,01			
89	TFlagsModuleDescriptor	1051		38851		565	RadiusSplashSuppressDamages	Float32	9490			
90	TLinkTeamModuleDescriptor	3		38877		566	SuppressDamages	Float32	84			
91	TApparenceModelModuleDescriptor	966		38894		567	RayonPinned	Float32	2080			
92	TDebugModuleDescriptor	1		38907		568	TirIndirect	Unset	null			
93	TArmorDescriptor	25		38919		569	TirReflexe	Boolean	True			
94	TAmmunition	986		38933		570	FX_tir_sans_physic	Unset	null			
95	TTurretSkeletonModuleDescriptor	16		38936		571	FX_vitesse_de_depart	Float32	180000			
96	TTransportableModuleDescriptor	89		38937		572	FX_frottement	Float32	0,01			
97	THeliApparenceModuleDescriptor	1		38938		573	FX_tir_tendu	Boolean	True			
98	TPositionModuleDescriptor	54		38955		574	TempsEntreDeuxSalves	Float32	6 *			
99	TBuildingModuleDescriptor	1		38956	_	Type		Value				
100	TModuleSelectorFilter	013		28057	÷	·ype		value				

- Step 4 : choose the right AP value with this table.

<u>Scalable damages [KE]</u>		
"Arme" value	АР	Vehicle
3	0	Leopard 2A4 canon's HE class
5	1	BTR's KPVT
6	2	BMP-2's A/C
7	3	STRF-9040's A/C
8	4	Deduced
9	5	Deduced

10	6	AMX-13 Harpon's canon
11	7	Deduced
12	8	T-34-85
13	9	ASU-85
14	10	Leopard 1A1
15	11	Leopard 1A2
16	12	Leopard 1A4
17	13	Leopard C1
18	14	Chieftain Mk.5
19	15	Leopard 1A1NO
20	16	Chieftain Mk.10
21	17	Challenger Mk.1
22	18	AMX-32
23	19	Leopard 2A4 canon's AP class
24	20	T-80U
25	21	Deduced
26	22	Deduced
27	23	Deduced
28	24	Deduced
29	25	Deduced
30	26	Deduced
31	27	Deduced
32	28	Deduced
33	29	Deduced
34	30	Deduced

<u>Unscalable damages [HEAT] (cluster too)</u>		
"Arme" value	АР	Vehicle
1	1	/
35	1	Deduced
36	2	Deduced
37	3	Deduced
38	4	Su-25T's A/C
39	5	Belouga BLG-66
40	6	OT-62B's RR
41	7	SU-122-54
42	8	Kanonenjagdpanzer
43	9	Deduced
44	10	Cougar
45	11	lkv-91
46	12	M113 106 mm RR
47	13	PzJ UAZ Fagot
48	14	Rover WOMBAT
49	15	M50 Ontos
50	16	UAZ-469 Faktoria
51	17	Milan F1
52	18	Deduced
53	19	Deduced
54	20	BMP-2's Konkurs
55	21	Arkan
56	22	Refleks

57	23	Konkurs-M
58	24	HARM
59	25	HOT 2
60	26	Hellfire C
61	27	Deduced
62	28	Kh-25L
63	29	Deduced

The vehicle column is to indicate what vehicle I used to know the "Arme" value (We can't directly know which "Arme" value is linked to which unit so we have to find a weapon we know the AP and find its "Arme" value)(**Deduced** mean there is no unit in the game with this stat, so I deduced it)

- II.8 Changing the RoF (Rate of Fire) of a weapon

<u>-Step 1</u>: Identify the weapon you want to change the supression value(Use<u>Guide I</u>) (Keep in mind that weapons with both HE and AP have two classes to rule their behaviour, and that they are usually side by side)

<u>-Step 2</u>: When it's done, go to Class 94:XXXXX, where you're weapons is information are stored. (using the intel you've gathered with <u>Guide I</u>)

<u>- Step 3 :</u> What is important to understand that you can't just input the rate of fire. There are several values that have an incidence on the RoF :

-"**TempsEntreDeuxTirs**", which is the time in second between to "real shots" (when damages are calculated).

-"**NbTirParSalves**" is the number of "real shots" you can perform before reloading.

-"**TempsEntreDeuxSalve**", which is the time it takes to reload your weaponery.

-"AffichageMunitionParSalves", is the number of bullet fired by "real shots", for instance, when a AMX-32's A/C shoot 1 "real shot" the game displays 5 shots fired, so this value is 5.

-"NbrProjectilesSimultane", is the number of "real shots" the game actually compute each time the vehicle fire. Some units fire so fast we can't just lower the "TempsEntreDeuxTirs" (there's a limit to the time between two shots) to increase the number of shots in a given time during a Salvo, so we need to make the vehicle fire simultaneous shots to emulate the high RoF.

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Cl	asses					3	Properties	5			
	id	Name	Instances		Instance		Id	Name	Туре	Value	
	54	TResourceTexture	1	*	9447		561	Puissance	Float32	500	
	55	TPathAndArrowSizeMultiplierHelpe	1		9463		562	TempsEntreDeuxTirs	Float32	0,5	
	66	TVisionCircle3Renderer	1		9591		563	PorteeMaximale	Float32	208000	_
	57	TDepictionTemplate	2048		9937	1	564	AngleDispersion	Float32	0,1	
	58	TRepeatSequentialAction	1	1	14527	1	565	RadiusSplashSuppressDamage	Float32	52000	
	59	THelperVisibility	1	1	14591	1	566	SuppressDamages	Float32	180	=
	50	TDepictionDescriptor	7210		14664		567	RayonPinned	Float32	20800	
	51	TDebugDepictionSelector	1		15365		568	TirIndirect	Boolean	True	
	52	TSequencingActionHappening	189		27086		569	TirReflexe	Boolean	True	
	53	TConstantBool	2		36761		570	FX_tir_sans_physic	Boolean	True	
	54	TResourceMultiMaterialMesh	2526		36762		571	FX_vitesse_de_depart	Float32	10000	
(55	TPropertyBlock	5469		36763		572	FX_frottement	Float32	0,001	
(i6	TActionCall	208		36764		573	FX_tir_tendu	Boolean	True	
(57	TPinnableValue	106		36790		574	TempsEntreDeuxSalves	Float32	5	
	58	TGamePhaseManagerDescriptor	2		36808		575	NbrProjectilesSimultanes	UInt32	1	
	59	TWargameGamePhaseDescriptor	1		36809		576	NbTirParSalves	UInt32	1	
	70	${\sf TDeploiementGamePhaseDescripto}$	1		36821		577	AffichageMunitionParSalve	UInt32	1	
	71	TCommandementZoneManagerDe:	1		36837		578	Level	Int32	5	
	72	TDeploiementZoneManagerDescrip	1		36838		570	LIMD_IIDI.	Oh:	117.16540 (Calas) TM	-
	73	TGracePeriodStepForDeploiementT	4	-	36850	-	Туре		Value		
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				_							