**Warno Campaign Modding Guide**

This is a guide to cover the basics of swapping units, adding units to battlegroups, and creating new transport/unit combos for the campaigns in Warno.

Files covered in this guide:

All located in warno/mods/(yourmod)/gamedata/generated/gameplay/decks folder.

* StrategicDecks.ndf – contains listings of troops in a campaign unit
* Strategicpacks.ndf – Contains units/transports that are available to strategicdecks.ndf
* Strategicbattlegroups.ndf – designates which troops belong to what smart group in game and affects how they are displayed.

**Tools Needed**

* Notepad ++ works great and is free
* Mod tools provided in your Warno/Mods Folder
* Mod instructions PDF’s provided in the above mentioned folder.
* Probably good to have an actual notepad to write things down you want to change, helps stay on task and remember where you are.
* [GUID Generator](https://www.guidgenerator.com/) – A great tool that will help if you want to add units to the strategicpacks.ndf.

**Couple things to note:**

* If a unit or transport isn’t in strategic decks, you will get item not found errors when generating. You can create entries in strategic packs which will be covered later.
* If you experience crashes in game after successfully generating a mod, Strategicbattlegroups.ndf is the first place to check. I recommend doing 1 battalion at a time so it is less confusing to fix errors. Most errors only lead to smart groups not being displayed correctly, but if you have the actual unit total wrong, it will crash when selecting a unit. So there is some context on what to look for in that situation.

**Strategicdecks.ndf**

This is the quickest and easiest file to understand and edit. Below is a picture showing a unit in the campaign looks like in the strategicdecks.ndf with some labeling to explain what it is. You will have to learn the naming conventions and you will use ctrl-F a lot.

Here is JG 74 in the strategic decks file. This is the air support unit you get in the Bruderkrieg Campaign at start.A screenshot of a computer

Description automatically generated

And here is an in-game reference shot so you can start to connect the dots.

A screenshot of a video game

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**StrategicPacks.ndf**

This file is purely a reference for units you can add to strategic decks. There are two entries for each item in this file, one that gives a pack description that gives graphical reference. Here is an example from the vanilla file, and one I created. Any unit that is in the AllUnitsTactic.ndf can be added to this, any infantry/transport combo you can think off. Just follow the naming conventions.

That file is located Steam\steamapps\common\WARNO\Mods\(YOURMOD)\GameData\Generated\Gameplay\Gfx

**Vanilla**

**1st Entry**

Pack\_M113A3\_US\_Engineers\_US is DeckPackDescriptor

(

GUID = GUID:{06cb4d30-6103-4683-a93d-c52f1b854c49}

Transport = $/GFX/Unit/Descriptor\_Unit\_M113A3\_US

Unit = $/GFX/Unit/Descriptor\_Unit\_Engineers\_US

)

**2nd Entry**

Descriptor\_Deck\_Pack\_M113A3\_US\_Engineers\_US\_2 is TDeckPackDescription

(

ExperienceLevel = 2

DeckPack = ~/Pack\_M113A3\_US\_Engineers\_US

)

**Unit I added for the Mod**

**1st Entry**

Pack\_M113\_Dragon\_US\_Scout\_US\_2 is DeckPackDescriptor

(

GUID = GUID:{f58b0680-595e-413d-aa94-1ab38cdb0a01}

Transport = $/GFX/Unit/Descriptor\_Unit\_M113\_Dragon\_US

Unit = $/GFX/Unit/Descriptor\_Unit\_Scout\_US

)

**2nd Entry**

Descriptor\_Deck\_Pack\_M113\_Dragon\_US\_Scout\_US\_2 is TDeckPackDescription

(

ExperienceLevel = 2

DeckPack = ~/Pack\_M113\_Dragon\_US\_Scout\_US

)

In Entry 1 you have 4 parts:

* Deck Pack Descriptor – It is referenced in the 2nd entry by the deck pack line, and those must match.
* GUID # - Use the linked generator under the tools heading to create a new GUID, any new unit you add to this file must have a unique GUID #.
* Transport – All you would need to change on this line is the vehicle itself. For Example I replaced M113A3\_US with M113\_Dragon\_US. As long is it is referenced in AllUnitsTactic.ndf, and it is a transport in game, or you have modded it to be a transport you can use it.
* Unit – The infantry the transport will carry. For Example I replaced

Engineers\_US with Scout\_US. Same as above for where to find the references for the units.

This works exactly the same for vehicles/planes, except you don’t add a transport.

In Entry 2, we have 3 parts:

* Descriptor Deck Pack – Note the \_2 on the end of the line, you use this to differentiate the different veterancies you have available for the same unit. For example you could copy the second entry of your unit, change the 2 to a 1, and make the veterancy 1. This is how you would add the same unit at a different veterancy to your campaign. It would look like this if we wanted to do that. So no need to do make a totally new entry with a new GUID, copy/paste existing one on a new line and just change those two numbers.

Descriptor\_Deck\_Pack\_M113\_Dragon\_US\_Scout\_US\_2 is TDeckPackDescription

(

ExperienceLevel = 2

DeckPack = ~/Pack\_M113\_Dragon\_US\_Scout\_US

)

Descriptor\_Deck\_Pack\_M113\_Dragon\_US\_Scout\_US\_1 is TDeckPackDescription

(

ExperienceLevel = 1

DeckPack = ~/Pack\_M113\_Dragon\_US\_Scout\_US

)

* Veterancy – Speaks for itself, this can be any number 1-3. Higher number is a higher veterancy.
* Deck Pack – This references the 1st line of the 1st entry and is how the game knows to reference it. Those must match exactly or you will get ‘item not found’ or ‘item does not exist’ errors when generating your mod.

**StrategicCombatGroups.ndf**

This is the tricky part that requires more attention to detail. This is the area you are most likely to create crashes that the generator will not catch as an error if you have the syntax correct. Back to JG\_74.

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A screenshot of a computer

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Let’s just focus on how to read this. Disregard the crazy letter combination under name, that will be for another guide. Look at the picture from strategicdecks.ndf with the listing of the units in this group. Notice the first two planes listed are the same.

Now go back to the first set of numbers in the combat group.

* + (0,2)
* When a combat group starts, 0 is the first number.
* Notice our first two units listed are

~/Descriptor\_Deck\_Pack\_F4F\_Phantom\_II\_AA\_RFA\_2,

~/Descriptor\_Deck\_Pack\_F4F\_Phantom\_II\_AA\_RFA\_2,

* This is where the two comes from.
* Now ask yourself what is 0+2? And look at the next set of numbers in the battle group file and what are the next units listed in the deck?
* Its all addition with this, add up the 2 numbers on a line, you get your first number for the next line, then look at the next units listed in the deck.

~/Descriptor\_Deck\_Pack\_F4F\_Phantom\_II\_AT\_RFA\_2,

~/Descriptor\_Deck\_Pack\_F4F\_Phantom\_II\_AT\_RFA\_2,

* Our next set of numbers is (2,2) and the group ends.
* We have our 1st flight of the 2nd Squadron of JG 74.

Now take a look at this picture againA screenshot of a video game

Description automatically generated



This continues til the end of the entire unit in the strategicdecks.ndf. One good thing to do is to through the two files and practice with random units. I hope this makes sense as it is kinda complicated to explain, but it is really very simple once you understand you are just doing addition.