War Plan Pacific: Scenario File Reference

Overview

War Plan Pacific scenario files are text xml files, and can be edited with any text editor. Saved game files and scenario files share the same format, so a saved game can be turned into a new scenario very easily. Scenarios are located in a file folder in the Documents folder, under

Documents\SavedGames\WarPlanPacific\Player 1\Scenarios

WPP ships with three scenarios, Standard.xml, AfteInfamy.xml, and NoSleep.xml. New scenarios should have unique file names.

Please note: the scenario files are also found beneath the install directory of the game itself. These are backup copies, and if you put your scenario file there, it won't show up when you run the game. You must put your scenario file under the Documents\SavedGames folder. Also note that if you accidentally mess up one of the standard scenario files, you can copy the backup from the install directory.

The scenario files specify the starting situation (oil, date, victory conditions, etc.), the routes between bases, the bases, who controls what base at the start, and what the order of battle (oob) is, and what the type, name, availability and capabilities of individual ships are. The scenario file cannot alter the map, or the capabilities of aircraft in the game.

XML Basics

To edit WPP scenarios, you will need to edit XML files, but if you have never done that, don't worry, it's not hard.

An xml file is made up of nodes which are defined by tags. A tag is contained within angle brackets: < and >. The type of the node comes immediately after the first angle bracket, followed by a space. Nodes can have attributes, which are specified as follows: attributename="attributevalue". The name of the attribute is on the left side of an equals sign, and the value is contained by quotation marks on the right side. For example, the following is an order of battle (oob) node:

```
<oob name="Allies">
```

This means the type of the node is oob, and it has one attribute, called name, the value of which is Allies.

Another example:

```
<route from="Fiji"
   to="Samoa"
   distance="613"
>
```

This node is of type route, and it has three attributes: (1) from, which equals Fiji, (2) to, which equals Samoa, and (3) distance, which equals 613.

Nodes must be opened and closed. If you'd prefer to think of it as nodes having a start and a finish, well, that also works. Rather than explain it, here are two examples:

```
<route from="Fiji" to="Samoa" distance="613" />
```

This example, route, shows a self-closing tag. The node only has one tag, which both opens and closes the node. The /> at the end closes the node. This node is completely self-contained.

```
<oob name="Allies"></oob>
```

The second example, oob, shows a node with two tags, an open tag and a close tag. <oob name="Allies> is the open tag, and </oob> is the close tag. By having an open and a close tag, it allows child nodes to be included.

A node which contains other nodes is called a parent node, and the nodes it contains are child nodes. A single node can be both a parent node and a child node at the same time. To include a child node, it is placed between the parent's open and close tags, as follows:

```
<oob name="Allies">
   <taskforce name="TF-4" location="Leyte" />
</oob>
```

This means there is a taskforce node as a child of the oob node. Please note that child nodes must be completely contained by their parent node - meaning the child node must be closed before the parent node is closed. This would be illegal:

```
<oob name="Allies>
   <taskforce name="TF-4" location="Leyte">
</oob>
   </taskforce>
>
```

Comments are allowed. They must begin with a <!-- and end with -- >. Here is an example:

```
<!-- Iowa Class Ships here -->
```

Creating a New Scenario File

The easiest way to create a new scenario file is to copy an existing scenario or saved game file. Give the new file a unique file name and copy it to the Scenarios directory. Open the file in your favorite text editor. At the top you will find a node that looks like this:

```
<?xml version="1.0" encoding="utf-8?">
```

Leave that alone. It defines how the file should be parsed, and should remain the same.

Below that you will find the opening tag for the Game node:

```
<game name="Standard Campaign"
   ScenarioFile="true"
   Oil="6"
   ...
```

This example assumes you've copied the Standard.xml file. The name attribute is what will appear on the Load File menu when you view your scenario directory from within the game, so change this to something descriptive, such as name="My New Scenario". The ScenarioFile attribute tells the game whether this file should be treated as a scenario or a saved game. If it's set to true, then when you load the file from the Load File screen, you will be prompted for the side you would like to play, or if you would like to play a network game. If ScenarioFile is false, then the file will be treated as a saved game rather than a scenario. Change this to true if you're using a saved game as the start of your new scenario.

Once you've made those changes, your new scenario file is ready to be used, and can be loaded from the Load Game menu. Use the reference below to make changes to the file to tailor the scenario to your needs.

Validating a New Scenario File

There's no official validation tool (at least not yet). The best way to validate the file is to load the scenario in the game. Verify that the map looks correct first. If it does, turn on the route toggle (the N button) to verify all the sea routes look correct. To verify the ships, from the Reports menu look at all the lists of ships (active and reinforcements, both sides) to ensure every ship appears properly and arrives at the right time. If a ship is missing an image, you probably have a typo in the Image attribute. If a ship doesn't appear at all, you probably have a typo in the name of the base it is to arrive at.

Finally, open each of the four victory condition panels (from the buttons at the upper left of the map) and make sure the victory condition descriptions are correct.

Beyond that, you'll of course want to playtest to see how the scenario plays out.

Happy Modding!

Scenario File Reference

Node Structure

WPP scenario files must have a game node as the root node. The game node itself must have the following children:

- A *locationlist* that contains all the *location* nodes (that is bases) in the game.
- A *routelist* that contains all the *route* nodes defining routes between bases in the game.
- Two *oob* nodes, one for the Allies and one for the Japanese, that contain all the *taskforce* and *ship* nodes for each side.
- A *navalgun* node for each type of gun mounted on a ship in the game.

If you have used a saved game file as your starting point, you may also have several BatttleReport nodes. You may keep these or delete them as you wish.

The relevant attributes for each node type are described below.

Game Node

This must be the root node for the file, and all other nodes must be contained by it.

Attribute	Value	Notes
name	This is the name the scenario will have when displayed from the game menu. It should be unique to avoid confusion	
ScenarioFile	true – indicates this is a scenario and should prompt for play options (which side, network or solo) when loaded. false – indicates this is a saved game that will just load.	
oil	the number of turns worth of oil the Japanese player begins the game with.	
SeaLanesCut	the number of turns the sea lanes to Australia have been cut. Most scenarios should start with 0.	
Bombing	The Allies accumulated strategic bombing score.	
turn	the turn number	1 is usual for a scenario file
StartYear	the year that turn 1 occurs in	
StartMonth	the month for turn 1	
FirstTurnSurpirse	1 if allied forces are surprised on the first turn, 0 if they are not	See the rules for First Turn Surprise for the effects of this setting
JapaneseSurvivalVictoryTurn	The first turn that Japan has a chance to win a survival victory.	The maximum turn limit of the game is always this number plus 18 months.
JapaneseSurvivalVictoryPct	The base percent chance Japan has of winning a survival victory on any turn after it becomes possible.	This percentage will be modified by the game situation (allied bombing and the current force ratio of surviving ships), but move it up or down to increase or decrease the Japanese chance of a survival victory.
B29AvailabiltyTurn	The first turn that the Allied player may begin accumulating strategic bombing points.	
BombingScoreNeeded	The number of bombing points the allied player must accumulate for victory	
SeaLanesScoreNeeded	The number of months the Japanese player must keep the sea lanes cut for a Sea Lanes victory	
JapanesePhase1Turn	The turn that defines the end of Phase 1 for the Japanese Player	During Phase 1, the Japanese player receives SNLF units most frequently.
JapanesePhase2Turn	The turn that defines the end of Phase 2 for the Japanese Player	During Phase 2, the Japanese player receives SNLF units slightly less frequently.

Attribute	Value	Notes
JapanesePhase3Turn	The turn that defines the end of Phase 3 for the Japanese Player	During Phase 3, the Japanese player receives SNLF units less frequently. After phase 3, the Japanese player receives SNLF units the least frequently of all
AlliedPhase1Turn	The turn that defines the end of Phase 1 for the Allied Player	The Allied player does not normally receive any Amphib units in Phase 1.
AlliedPhase2Turn	The turn that defines the end of Phase 2 for the Allied Player	The Allied player receives a minimal number of Amphib units during Phase 2.
AlliedPhase3Turn	The turn that defines the end of Phase 3 for the Allied Player	The Allied player receives Amphib units at a greater rate during Phase 3 and after.
LBAGrowthRate	A number that indicates an average number of land-based aircraft added to a base that was patrolled during a turn. If the base also received a convoy, the number will be multiplied by 5.	Increase this number for faster LBA growth, or decrease it for slower growth. The actual number of planes will be determined randomly, but this number will be the median value.
MaxHoursReaction	The maximum hours sailing time away from a battle a TF may be and still be eligible for a reaction move. The TF must still be patrolling an adjacent friendly base, have already reached its patrol station, and not be engaged in combat.	v1.0.1 and later only. Default is 72 hours for v1.0.1. If using network play, both players must have v1.0.1 or later or it will default to the 1 day limit of v1.0.0.

If you used a game file as your starting point, you should delete any other attributes of the game node.

Location List Node

This node simply contains the list of locations in the game. You should leave the node definition unchanged and only edit the location nodes contained by it.

Location Node

A location node defines a base in the game. There is one location node for each playable base, and they must all be contained by the locationlist parent node.

Attribute	Value	Notes
Name	the name of the base	changing this can cause problems. Modify at your own risk!
side	Allies – the base begins the game controlled by the allies. Japan- the base begins the game controlled by Japan	
nat	The value is the underlying nationality of the base. IJN – Japanese. RAN – Australian DN – Dutch RN – British USN – American	The nationality isn't the same thing as control. For example, in the standard campaign, Singapore has a nationality of RN (British), and keeps that nationality even if captured by Japan.

Attribute	Value	Notes
cX and cY	the x and y coordinates of the base on the map.	In general, you shouldn't edit this.
TFcX and TFcY	the x and y coordinates where the TF icon for ships at the base is displayed on the map.	In general, you shouldn't edit this.
MNcX and MNcY	the x and y coordinates of where the base name is displayed on the map.	In general, you shouldn't edit this.
DefenseValue	The size of the port. 70 or greater is a Major port.	
Airplanes	The number of land-based aircraft stationed at the base	
oilsupply	The oil supply this base provides Japan each if it is owned by Japan and functional.	
oilinterdiction	the number of oil supply points this base cancels out each turn if it is owned by the Allies and functional.	
b29base	the number of strategic bombing points this base provides each turn after B29s become available, if it is owned by the allies and functional	
sealane	if greater than zero, this base will cut the Sea Lanes if owned by Japan and functional	
ImmuneToInvasion	0 = this base may be invaded 1 = This base may not be invaded, but successful raids will trigger a Patrol Requirement 2 = This base may not be invaded, and is considered the main port for the side. A successful raid will trigger a Patrol Requirement.	Each side should only have one main port (value = 2).

If you started with a saved game file, you should delete any attributes not covered above.

Routelist Node

This is just a container for all the routes between bases. You should not edit it, and instead just edit the route nodes contained by it.

Route Node

Each route node defines a route from one base to another that ships may travel. Note that you only need one route to connect the bases. If you have a route node that goes from Midway to Wake, you do not need a second one going from Wake to Midway.

Attribute	Value	Notes
from	the name of the base at one end of the route.	This must match the name attribute of one of the location nodes included in the location list. Be careful about spelling and capitalization.

to	the name of the base at the other end of the route.	ditto
distance	the number of nautical miles between the bases.	

Oob Node

There is one oob (Order Of Battle) node for each side, one Japan and one for the Allies. All ship nodes and taskforce nodes must be children of the appropriate oob.

Attribute	Value	Notes
name	This must be *Japan* for the Japanese oob, and *Allies* for the allied oob.	

Taskforce Node

Must be the child of an oob node. This defines a Task Force.

Attribute	Value	Notes
name	The name of the task force (e.g. “TF-17” or “Striking Force”).	Must be unique for the oob.
location	the base where the tf begins the scenario	This must match the value of a name attribute for one of the location nodes. Also, the base should be owned by the same side as the TF

Note that the TF node does not define the ships that are in it. The actual ship nodes (see below) will define that.

Ship Node

Must be the child node of an oob node. This defines a single ship in the game.

Attribute	Value	Notes
name	The name of the ship. If the name begins with ###, then the ship may be renamed for a ship of the same class that was sunk previously in the game.	This should be unique for each side.
type	CV – fleet carrier CVL – light carrier BB – Battleship BC – Battlecruiser CA – Heavy Cruiser CL – Light cruiser LST – transport group AK –convoy group	
id	the ID of the ship	This must be unique for all nodes in the game.
nat	The nationality of the ship IJN – Imperial Japanese Navy RAN – Royal Australian Navy DN – Dutch Navy RN – Royal Navy (British) USN – United States Navy	

Attribute	Value	Notes
image	The name of the image to use when displaying the ship.	This must be the name of a file (without the .xnb extension) found in the Content\Ships subdirectory in the game's install folder.
tons	The nominal displacement of the ship in tons, divided by 100.	This is also the overall damage capacity of the ship.
damage	how much damage the ship has received. If greater than tons, the ship is sunk	Only include this if you want a ship to begin the game with some level of damage. Otherwise you can leave it out.
speed	the maximum speed of the (undamaged) ship in knots	
beltarmor	the average thickness in inches of the belt armor	Belt armor protects against shellfire and, to a lesser extent, torpedoes.
deckarmor	the average thickness in inches of the deck armor	Deck armor protects against bombs.
nummainguns	the number of guns in the ships main battery	
typemainguns	the type of gun in the ship's main batter	This must match the Caliber attribute of one of the navalgun nodes (see below).
numsecguns	the number of guns in the ships secondary battery	
typesecguns	the type of gun in the ship's secondary battery	As with typemainguns, must match a navalgun node.
aavalue	The anti-aircraft value of the ship's guns.	Used to defend the ship against incoming bombers.
maxac	The maximum number of aircraft a carrier may have.	Note that the ship must be of type CV or CVL. Also, early in the war, Allied carries may be limited to fewer than maxac.
arrives	the turn the ship enters the game	Anything past turn 1 will show up as a reinforcement.
location	either a base name or a task force name. If a base name, then the ship is In Port at that base. If a TF name, then the ship is a part of that TF.	This name must match the name value for either a location in the location list, or a TF in the same side's oob. Be careful assigning reinforcements to any base that is not immune to invasion.
class	the name of a ship that should be used to define this ship's attributes	Many ships were members of a class of ships that all shared the same general attributes. To make entering information for these ships easier, you only need to fully define one ship of the class. The other ships can use the class attribute to inherit the attributes of the ship named. Note however that each ship in the class must define it's own name, type, id, nationality, arrives, and location attributes. These are not inherited.

Here's an example of how to use the class attribute:

```
<ship name="Iowa"
            type="BB"
            id="1001"
            nat="USN"
            image="BB-Iowa"
            tons="450"
            speed="33"
            beltarmor="12"
            deckarmor="6"
            nummainguns="9"
            typemainguns="16/50"
            numsecguns="20"
            typesecguns="5/38"
            aavalue="36"
            arrives="25"
            location="West Coast" />
<ship name="New Jersey"
            type="BB"
            id="1002"
            nat="USN"
            class = "Iowa"
            arrives="25"
            location="West Coast" />
<ship name="Missouri"
            type="BB"
            id="1003"
            nat="USN"
            class = "Iowa"
            arrives="36"
            location="West Coast" />
<ship name="Wisconsin"
            type="BB"
            id="1004"
            nat="USN"
            class = "Iowa"
            arrives="34"
            location="West Coast" />
```

Again, as with other nodes, if you started with a saved game, you should delete any other attributes for the ship element.

Navalgun Node

Must be a child node of the root game node. Defines the performance of a type of gun.

Attribute	Value	Notes
Caliber	this is any text description unique for the gun.	This is the attribute that is used to match a ship node's MainGunType and SecGunType.
Display	The text to display along with the ship images.	To display " for inches, use ". Eg. Display="8"" will display as 6"

Attribute	Value	Notes
Damage	The average damage done by a single hit from the gun that penetrates the target armor.	
MaxRange	the maximum range of the gun in yards	
ROF	How many shells per round the gun can fire	There are 10 rounds of gunfire per round of combat on the SAB
PenAt5k	Inches of armor a shell can penetrate at 5,000 yards	
PenAt15k	Inches of armor a shell can penetrate at 15,000 yards	if 15k yards is beyond max range, just set to 1
PenAt25k	Inches of armor a shell can penetrate at 25,000 yards	if 25k yards is beyond max range, just set to 1

Battlereport Node

If you started with saved game, you may have some battlereports. You should delete these for your scenario.