

<http://www.xian99.demon.co.uk/cc2/trooptour.html>

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# The Close Combat 2 - Troop Creating Guide

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## Introduction

The units which are found within the game Close combat 2 are contained within the files found in the BASE folder which is found within the DATA Folders.

Because of the game structure it is difficult to create totally new units but it is possible to modify existing units.

To make modifications you will need a spread sheet application such as Microsoft Excel© although it is possible to view files in any text application it does make things a little harder to make and keep track of modifications.

The First Step it to locate the right files. In the base folder you will find 12 files:

- \* BATNAMES : Listing of Battle Names and Map Data.
- \* BRNames : List of names for British Troops
- \* Elements : List of all the elements on the map such as walls houses and their properties
- \* GENames: List of names for German troops.
- \* PONames : List of Polish troop names.
- \* solactn: This works with the A.I. to give the movement characteristics for units.
- \* Soldiers: List of each soldier and their properties..
- \* TeamDesc : Team description which show up in unit selection within the game.
- \* Teams : This is a list of all units and the soldiers from which they are formed.
- \* USNames: A list of names for U.S. troops
- \* Vehicles : List of vehicles and their properties.
- \* Weapons : List of Weapons and their properties..

To modify either troop units or vehicle units you will mainly be making changes to the Soldiers, Weapons , Vehicles , Teams and TeamDesc files.

Unfortunately you can not make any additional units in the Vehicles and Teams files as there is a set limit, but you can add items to the Soldiers and Weapons Files. Which allows you to make your own soldiers which carry your own designed weapons.

## Getting Started

There are many types of weapons available in the game already and you can make changes to there attributes for example : to their rate of fire , the damage they inflict and the weight of the weapon.

Making the weapons you want to use is always a good place to start whether your creating a troop unit or vehicle unit.

When you've made the weapons you can then ( if your making a troop unit ) create to soldiers that are going to carry them .. you can make around 31 soldiers in the soldiers file in addition to the ones that are already there. For the soldiers you can change many of their attributes including their weight, weapons carried ( Primary , secondary and grenade) and the amount of ammo they carry.

When you've made the soldiers you can then go to the Teams File ... unfortunately you can only change the existing teams and not create new ones at the bottom of the list. but you can pick an existing unit and in the soldiers list add the new soldiers you created..you can have up to 7 soldiers in a unit.. The Team file is where you Re-Name the unit , change its value and its uniform and class ( airborne , army , etc ).

Here is a Tour on how to create Units: ( Canadian 1st Army Regiment, 10 page detailed tour!) teaching the basics on how to create your own units. Now you can download a PDF file of the create units tour ... (not possible in January 2001).

## Creating Troops - shown on creating Canadian troops

### *First to create are the Weapons*

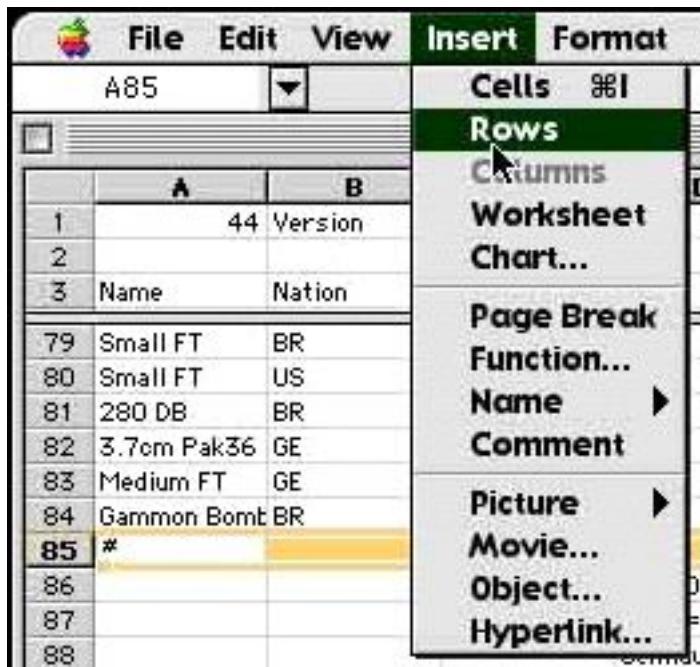
For the Canadian Troop unit we are going to make Three Weapon Types..

- A Flame Thrower
- A Vickers .303
- And a PIAT

all of them will be modified..

### Step 1

#### Making the Flame Throwers ...



- \* Open The Weapons File and Insert a Row at the end of the List..

File Edit View Insert Format Tools Data Window Help							
1R x 12C		=		5			
	A	B	C	D	E	F	G
1	44 Version						
2					Primary	Valid Targets	Reload Time
3	Name	Nation	Class	Type	Target	Target	Chamber
76	Big FT	GE		71	5	0	7
77	Small FT	GE		72	5	0	7
78	Big FT	BR		73	5	0	7
79	Small FT	BR		74	5	0	7
80	Small FT	US		75	5	0	7
81	280 DB	BR		76	9	2	5
82	3.7cm Pak36	GE		77	4	1	3
83	Medium FT	GE		78	5	0	7
84	Gammon Bomb	BR		79	10	1	2
85	canadian FT	BR		80			
86	#						
87				CC = 0	Inf = 0	Infantry = 1	In 1/10 secs
88				Rifle = 1	Veh = 1	Vehicle = 2	
89				Semiauto = 2	Ter = 2	Inf&Veh = 3	
90				Sub-machinegun = 3		Terrain = 4	
91				AntiTank = 4		Inf & Ter = 5	
92				FlameThrower = 5		Veh & Ter = 6	

- \* Name the inserted Row Canadian FT
- \* Place BR under Nation column
- \* Then Number it 80 in the Class Column.
- \* Then Copy the Medium FT Row ( Class Number 78 ) From the Type column to the end.
- \* Then PASTE into the newly formed Canadian FT row.

J	K	L	M
Setup	Rounds	Rounds in	Weapon
Time	Per Clip	One Burst	Weight
0	2	2	0
0	1	1	24
0	2	2	0
0	1	1	26
0	1	1	25
0	1	1	0
0	1	1	0
0	2	2	0
0	1	1	0
0	3	3	0
			In Pounds

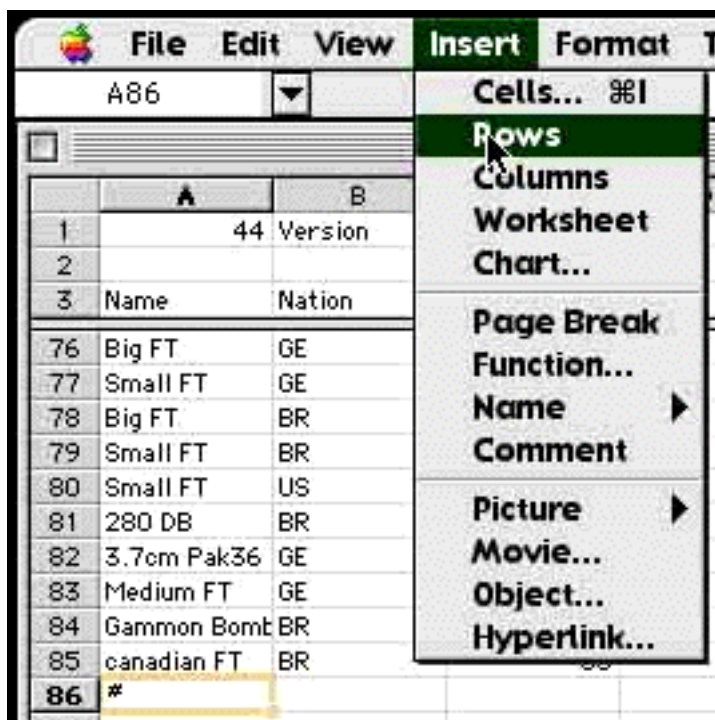
- \* Make the Modification by increasing the Rounds and per clip from 2 to 3.

Q	R	
am		
reak	Assault	Can
ty	Fire	Bay
450	0	
450	1	
450	0	
450	1	
450	1	
450	0	
450	0	
450	0	
511	1	
450	1	

- \* then change the Assault Fire value from 0 to 1.
- This turn the Assault fire ( Fire while moving ) on . where a value of zero is off and one is on.

## Step 2

Making the Vickers .303 ...



- \* like before insert a Row under the Flame Thrower you just created.

	A	B	C	D	E	F	G
1	44 Version						
2					Primary	Valid Targets	Reload
3	Name	Nation	Class	Type	Target	Target	Chambe
54	AA .50 cal MCUS		49	7	0	3	
55	AA .30 cal MCUS		50	7	0	3	
56	Colt 45	US	51	11	0	1	
57	PIAT	BR	52	4	1	6	
58	Vickers .303	BR	53	7	0	3	
59	Bren	BR	54	7	0	1	

- \* Now copy the Entire Vickers .303 Row From the list
- \* Paste it into the Row you just created.
- \* Re-Name the row you just pasted into Canadian Vickers
- \* Then re-Number the Class value in the Canadian vickers to 81 (just follow on from the last)

	L	M	
	Rounds in	Weapon	C
	One Burst	Weight	W
0	3	125	
0	4	45	
7	1	20	
2	2	0	
1	1	0	
3	3	0	
0	3	22	

- \* Change the Weapon weight to 22 .. the reason for this will be apparent later..

## Step 3

### Making The PIAT ...

83	Medium FT	GE	78	
84	Gammon Bomb	BR	79	
85	canadian FT	BR	80	
86	CanadianVick	BR	81	
87	Canadian Piat	BR	82	

- \* Create a New Row as Before
- \* Name It Canadian PIAT
- \* Place BR for The nation
- \* Number it 82 in the class column

Then Copy the PIAT Row from the Class column until the end and paste it into the new row you created ..

Weapons			
BM	BN	BO	BP
Long			
AP	HE	Heat	Smoke
-1	-1	125	70

- \* Now scroll along to find the column for Range : Long and change the value for Heat Range Long from 60 to 125 giving it the same range as the German AT weapon.

You can also make changes to the Kill Rating column for the weapon by increase the values in the Heat column of each section in the Kill Ratings.

Now you have finished creating weapons you can save and move on to the next section of creating Soldiers..

Remember to save the File as Text ( Tab Delimited ) in order for it to work correctly.

## Creating the Soldiers

We will be creating 5 different soldiers

To gain access to the Soldiers list by opening the Soldier File in the Base Folder.

### Step 1

Canadian Infantry Man ...

File Edit View Insert Form			
A64		=	canadian
	A	B	C
1	43	Version	
2	Weapon		
3	Name	Nationality	Class
62	Lee Enfield No PO		57
63	Lee Enfield No BR		58
64	canadian infan BR		59
65	#		

- \* like before insert a new row at the bottom of the list
- ...
- \* Name it Canadian Infantry
- \* Place BR in the Nationality
- \* Put 59 in the Class Column.



Soldiers					
C	D	E	F	G	H
Class	Armor Head	Body	Chance to Hit Head	Armor Body	Weight
57	3	0	20	0	30
58	3	0	20	0	30
59	5	0	10	0	10

\* In the columns after the Class Column are the Armor ratings and weight of the soldier. In this case I made the armor on the Head higher , the chance to be hit in the head lower and the weight of the soldier lower which make him move quicker .

Soldiers					
O	P	Q	R	S	T
Primary Weapon	AP	HE	HEAT	Smoke	Spec
55	7	4	0	0	0
55	7	0	0	0	0
5	7	0	0	0	0

\* In this case you would leave the crewed weapon with a -1 which indicates that there is no crewed weapon with the soldier.. all the other values in the crewed weapon selection should be left with a zero.

- \* The infantry mans primary weapon will be a Tommy gun which is a 5 in the weapons Class column list.. The AP column is Anti personnel in the case there you can put a 7 in the AP column to signify he will carry 7 clips.
- \* As the tommy gun is only a AP weapon there will be no other values in the other columns.. placing a value in another column would cause conflict with the weapon and cause the file to corrupt in start up of the application.

Secondary Weapon				
U	V	W	X	Y
AP	HE	HEAT	Smoke	
-1	0	0	0	
79	0	0	1	
+	0	5	0	

- \* In the secondary weapon column put a 1 (one) which is the grenade weapon Class number..
- \* Grenades are High Explosive and therefore the number of clips carried must be listed under the HE column.



AA	AB	AC
Grenade		
Weapon	AP	HE
1	0	2
1	0	2
+	0	1

- \* In the Grenade Weapon you usually place a 1, one , to represent a grenade but you can also place a 79 for a gammon bomb..

- \* As before a grenade is a High Explosive so enter a value for number of clips in the HE column..
- \* For a Gammon Bomb enter the value for number of clips in the HEAT column as it is a High Explosive Anti Tank Round..
- \* The Last column Crew Bonus is nearly always zero..

## Step 2

### Creating Canadian Captain ...

File	Edit	View	Insert	Form
B65		=		
1	43	Version		
2	Weapon			
3	Name	Nationality	Class	
62	Lee Enfield No PO			57
63	Lee Enfield No BR			58
64	canadian infan BR			59
65	canadian Captn.			
66	#			

- \* As Before Insert a New Row
- \* Name It Canadian Captn
- \* Give It the Nationality of BR
- \* Number it 60 in the Class column

Soldiers					
C	D	E	F	G	H
	Armor		Chance to Hit	Armor	
Class	Head	Body	Head	Body	Weight
57	3	0	20	0	30
58	3	0	20	0	30
59	5	+	10	0	10
60	5	0	10	0	10

- \* Like with the Infantry man give the same values in the Armor , chance to hit armor and weight columns.. As he is a captn. you can change those if you want..
- \* Same as before enter -1 ( negative one ) for crewed weapon and the other values in the crewed weapon section as zero.

Soldiers						
O	P	Q	R	S	T	
Primary						
Weapon	AP	HE	HEAT	Smoke	Spec	
55	7	4	0	0	0	0
55	7	0	0	0	0	0
5	7	0	0	0	0	0
4	7	0	0	0	0	0

- \* For the Primary weapon place a 4 (four ) from the weapon Class list which is a Garand.
- \* Then put a 7 ( seven ) for seven clips in the AP column as the weapon is a Anti-personnel weapon.

U	V	W	X	Y	Z	
Secondary						
Weapon	AP	HE	HEAT	Smoke	Spec	
-1	0	0	0	0	0	0
79	0	0	1	0	0	0
1	0	5	0	0	0	0
61	5	0	0	0	0	0

- \* Same procedure for the secondary weapon , 61 in the weapon column for the webley and 5 in the AP column as it is a Antipersonnel weapon..
- \* Now in the grenade column place 1 (one) for the grenade and a 2(two) in the HE column for the High Explosives.

## Step 3

### Creating Canadian MG ...

	A	B	C
1	43 Version		
2	Weapon		
3	Name	Nationality	Class
62	Lee Enfield No	PO	57
63	Lee Enfield No	BR	58
64	canadian infan	BR	59
65	canadian Capti	BR	60
66	canadian MG	BR	61
67	#		

- \* As before create a new row
- \* name it Canadian MG
- \* put BR in the Nationality
- \* put the next number in the series in the class column , 61.

- \* Use the same values as the previous soldier for the Armour , chance to hit armor and the weight columns.
- \* As before place -1 ( negative one) in the crewed weapon and zero the other columns in the crewed weapon section.

Soldiers						
O	P	Q	R	S	T	
Primary Weapon	AP	HE	HEAT	Smoke	Spec	
0	55	7	4	0	0	0
0	55	7	0	0	0	0
0	5	7	0	0	0	0
0	4	7	0	0	0	0
0	81	8	0	0	0	0

- \* for the primary weapon of the Machine gunner we are going to use the modified Vickers .303 that you created previously.. this has the value 81 in the weapon class list.
- \* then give it 8 clips in the AP column as it is a Anti-personnel weapon.

- \* For the Secondary weapon give a 61 for the weapon class number , which is the webley pistol.. a put 5 in the AP column for 5 clips.
- \* In the grenade Column put a 1(one) as you have done in the previous row , then put a 2 (two) in the HE column as it is a High Explosive..

## Step 4

### Creating Canadian Flame Thrower ...

	A	B	C
1	43	Version	
2	Weapon		
3	Name	Nationality	Class
62	Lee Enfield No	PO	57
63	Lee Enfield No	BR	58
64	canadian infan	BR	59
65	canadian Capti	BR	60
66	canadian MG	BR	61
67	canadian FT	BR	
68	#		

- \* As before create a new row
- \* name it Canadian FT
- \* put BR in the Nationality
- \* put the next number in the series in the class column ,62.

- \* Use the same values as the previous soldier for the Armour , chance to hit armor and the weight columns.
- \* As before place -1 ( negative one) in the crewed weapon and zero the other columns in the crewed weapon section.

O	P	Q	R	S	T
Primary Weapon	AP	HE	HEAT	Smoke	Spec
55	7	4	0	0	0
55	7	0	0	0	0
5	7	0	0	0	0
4	7	0	0	0	0
81	8	0	0	0	0
80	0	0	0	0	8

- \* For the Primary weapon of the Flame Thrower Soldier put 80 which was the weapon class number for the flame thrower created earlier..
- \* Then place 8 in the Spec ( Special ) column , flamer thrower as well as the cluster mortars are classed as special weapon and can only a clip values in the special column.

- \* Again Give the same values to the next columns as for the Canadian MG soldier.. That is 61 for Secondary weapon and 1(one) for the grenade weapon.

## Step 5

### Creating Canadian PIAT ...

	A	B	C
1	43	Version	
2	Weapon		Ar
3	Name	Nationality	Class
62	Lee Enfield No PO		57
63	Lee Enfield No BR		58
64	canadian infan BR		59
65	canadian Capti BR		60
66	canadian MG BR		61
67	canadian FT BR		62
68	canadian PIAT BR		63
69	#		

- \* As before create a new row
- \* name it Canadian PIAT
- \* put BR in the Nationality
- \* put the next number in the series in the class column , 63.

- \* Use the same values as the previous soldier for the Armour , chance to hit armor and the weight columns.
- \* As before place -1 ( negative one) in the crewed weapon and zero the other columns in the crewed weapon section.

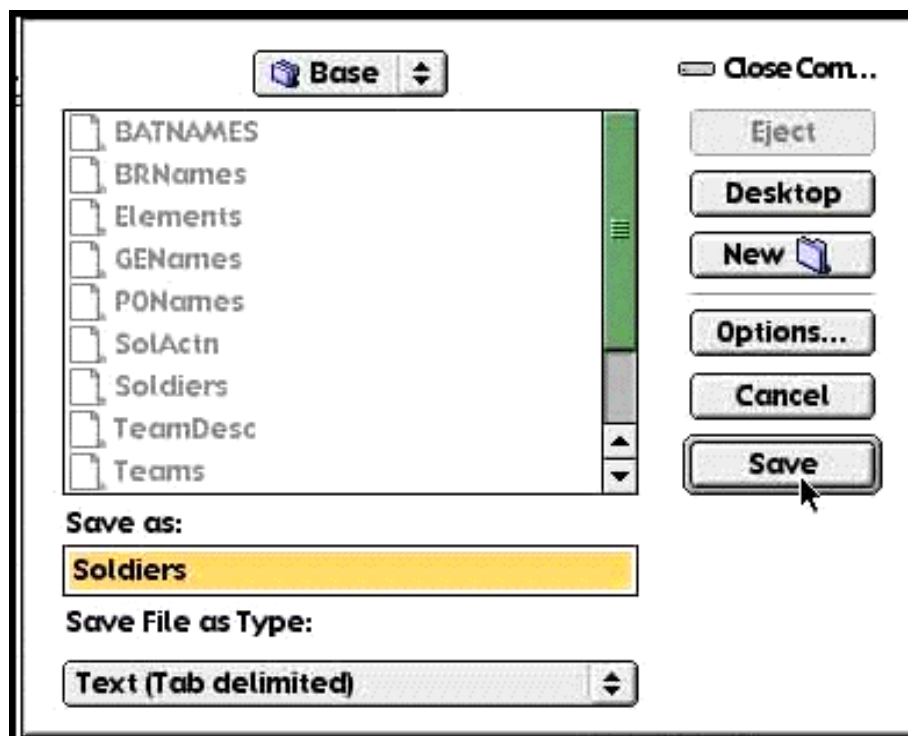
O	P	Q	R	S
Primary				
Weapon	AP	HE	HEAT	Smoke
55		7	4	0
55		7	0	0
5		7	0	0
4		7	0	0
81		8	0	0
80		0	0	0
82		0	0 10	

- \* For the primary weapon give the Value of 82 for the PIAT that was created earlier.
- \* Then place 8 for the clip number in the HEAT Column as most anti tank weapons fire HEAT rounds.

U	V
Secondary	
Weapon	AP
1	0
61	5
61	5
61	5
55	5

- \* For secondary weapon place a 55 for a Lee Enfield No.4
- \* Then put a 5 in the AP column for the clip value.

You are now finished creating the Soldiers.. You can now save as Text (Tab delimited)



## Creating the Units

### Step 1

To create units open the Teams file in the base folder

#### Creating The Canadian 1st Regiment ...

	A	B	C	D	E
1	47				
2	Team Name	Type Name	Full Name	Nationality	Class
3	&				
105	Canadian 1st FLight Infantry	1st Corps.	BR		101
106	Vickers	Heavy Machi	912 Vickers	BR	102

- \* After opening the Team File scroll down to the British Rifles unit which is number 101 in the class column..
- \* Replace the Team name with Canadian 1St Regiment
- \* Leave the Type name as before ( Light Infantry )
- \* Replace the Full Name with Canadian 1st Corps.

Teams					
F	G	H	I	J	K
Type	Value	Quality	Style	Req Type	SAI Unit
	4	6	4	2	0
					3

- \* Basically leave the Type , Value , Style and Req Type..
- \* Make Changes to the QUALITY column .. Change It to 4 which makes them Veterans..
- \* Make Changes to the SAI Unit column .. Change It to 3 which makes them have Assault A.I. ( Artificial Intelligence )

Teams							
L	M	N	O	P	Q	R	
Soldier List							So
0	1	2	3	4	5	6	
60	61	59	59	59	59	59	

- \* The Soldier list specifies each soldier in the unit.. in this case we are going to have the maximum number of soldiers in the unit.
- \* Using the Soldiers we created before you enter the soldier class numbers..for the make up of this unit there are going to be 5 Canadian infantry men ,one CanadianMG and one Canadian captain..
- \* The soldier class numbers for those men are 60 for the captain , 61 for the Canadian MG and 69 for the five Canadian infantry men.

Teams							
S	T	U	V	W	X	Y	
Soldier Type							
0	1	2	3	4	5	6	
1	0	0	0	0	0	0	

- \* The Soldier Type specifies the type of soldier 1(one) is for leader 2(two) is for crew and 0(zero) is for Basic..and -1 (negative one) means there is no soldier.
- \* In this case the Canadian captain is the leader the rest are basic soldiers..
- \* make sure that you give each soldier in the soldier list and type..

## Step 2

To create units open the Teams file in the base folder

### Creating The Canadian 1st Reg AT ...

File Edit View Insert Format Tools Data W					
A108		=	Canadian 1st Reg AT		
	A	B	C	D	E
1	47				
2	Team Name	Type Name	Full Name	Nationality	Class
3	&				
105	Canadian 1st FLight Infantry	Canadian 1st	CBR		101
106	Vickers	Heavy Machin	1912 Vickers	BR	102
107	Bren	Heavy Infantr	Brno Enfield n	BR	103
108	Canadian 1st F AT Infantry	Projector Inf	BR		104

- \* After opening the Team File scroll down to the British PIAT unit which is number 104 in the class column..
- \* Replace the Team name with Canadian 1St Reg AT
- \* Leave the Type name as before ( AT Infantry )
- \* Leave the Full name as before
- \* COPY the same



values for Type ,  
Value , Quality ,  
Style , Req Type  
and SAI Unit from  
the Canadian 1st  
Regemnet in the  
101 class row..

L	M	N	O	P	Q
Soldier List					
0	1	2	3	4	5
60	61	59	59	59	59
31	33	33	-1	-1	-1
34	32	33	33	-1	-1
63	59	59	-1	-1	-1

- \* For the AT Unit there will be the PIAT soldier we created in the soldier list and two Canadian infantry men to act as assistants..
- \* so enter 63 for the PIAT soldier and 59 for the two Canadian infantry men.

S	T	U	V
Soldier Type			
0	1	2	3
1	0	0	0
2	2	2	-1
1	2	2	0
2	2	2	-1

- \* In the soldier type enter 2 (two ) for each of the soldiers, this will me that the soldier are classed as crew for the PIAT and will become assistants.. that is when the PIAT soldier is killed the others will take his weapon and take over.

## Step 3

To create units open the Teams file in the base folder

### Creating The Canadian FT Corps ...

File Edit View Insert Format Tools Data Window						
C112		X ✓ =		Half Team (Flame Thrower)		
	A	B	C	D	E	F
1	47					
2	Team Name	Type Name	Full Name	Nationality	Class	Type
3	&					
103	AB Ad Hoc Rif	Light Infantry	Half Team (Le PO			99
104	AB 6pdr gun	Medium AT G	6 pounder AT PO			100
105	Canadian 1st F	Light Infantry	Canadian 1st (BR			101
106	Vickers	Heavy Machin	1912 Vickers BR			102
107	Bren	Heavy Infantr	Brno Enfield n BR			103
108	Canadian 1st F	AT Infantry	Projector Inf	BR		104
109	Ein Mortar	Medium Mort	3 inch mortar BR			105
110	Recon	Scout	Recon (Thomp BR			106
111	Sniper	Sniper	Sniper (Scope BR			107
112	Canadian FT ci	FT Infantry	me Thrower) BR			108
113	SS Scherfede	Sniper	Scherfede			109

- \* After opening the Team File scroll down to the British AD Hoc Half Team unit which is number 108 in the class column..
- \* Replace the Team name with Canadian FT crew
- \* Replace the Type name with FT Infantry
- \* Replace the Full name with Half Team ( Flame Thrower )
- \* COPY the same values for Type , Value , Quality , Style , Req Type and SAI Unit from the Canadian 1st Regiment in the 101 class row..

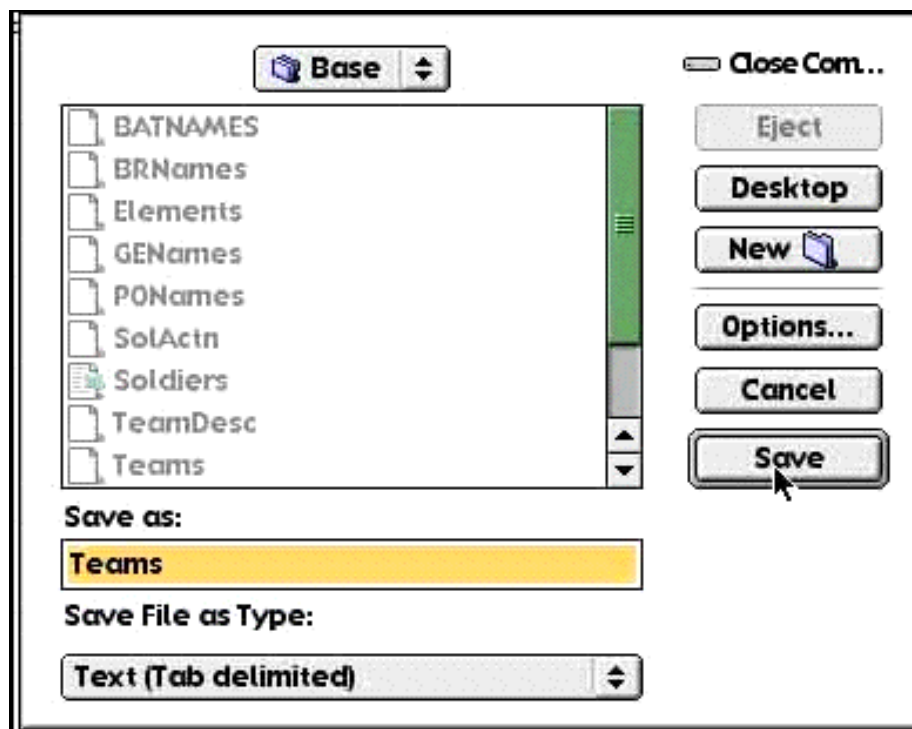
Teams						
L	M	N	O	P	Q	R
Soldier List						
0	1	2	3	4	5	6
51	51	51	-1	-1	-1	-1
54	54	54	54	-1	-1	-1
60	61	59	59	59	59	59
31	33	33	-1	-1	-1	-1
34	32	33	33	-1	-1	-1
63	59	59	-1	-1	-1	-1
38	34	34	34	-1	-1	-1
34	34	34	-1	-1	-1	-1
35	-1	-1	-1	-1	-1	-1
59	59	62	62	62	62	-1

- \* In the soldier list there is going to be two Canadian infantry men and four Canadian Flamethrower soldiers..
- \* so enter in 59 , 59 for the two infantry men and 62,62,62,62 for the four Flamethrower soldiers that we created earlier..

S	T	U	V	W	X	Y
Soldier Type						
0	1	2	3	4	5	6
0	0	0	-1	-1	-1	-1
2	2	2	2	-1	-1	-1
1	0	0	0	0	0	0
2	2	2	-1	-1	-1	-1
1	2	2	0	-1	-1	-1
2	2	2	-1	-1	-1	-1
2	2	2	2	-1	-1	-1
1	0	0	-1	-1	-1	-1
1	-1	-1	-1	-1	-1	-1
0	0	0	0	0	0	-1

\* for the Soldier Type columns enter the value of 0 ( zero ) in the six of the column to make each soldier basic..

- \* Now save the Teams File as Text (Tab delimited)
- \* you have completed the creation of the Units..



## Finishing Off

Final Step

### To create Definitions ...

The unit definitions there shown in the game application can be created in the TeamDesc File which is located in the Base Folder..

To replace the description of the unit find the original unit ... in this case it would be the British Rifles, PIAT and Ad Hoc units.. and type in your own definition ...

The description of the units you just created can be left up to you .

Well Done!!

If you have made it this far and have completed the Troop unit tour you should have a pretty good idea on the basics for creating units for the game .. Once you understand how it is done it can be great fun creating the many different combinations possible and then unleashing them on to your enemies ...

If you do create any units please send them in so they can be shared with others...!!!

To download a copy of the Canadian Regiment I made click Here ----> [Canadian.sea.hqx](#)

If your interested in creating Vehicle modifications click here...-----> [Vehicle Tour ...](#) (not yet impleneted as of January 10<sup>th</sup>, 2001)