
Adding New Faction Guide for Viking Invasion

Title

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History

<u>Version</u>	<u>Date</u>	<u>Description</u>
1.0	11/08/03	First Draft

1 Introduction

Greetings all and welcome to my little guide for adding a new faction for the Viking Invasion expansion of Computer Assembly's Medieval Total War game.

This guide is based on my personal experiences of attempting to add a new faction to the single player campaign. I found most of the information in this guide on the www.totalwar.org Dungeon forums and it would have been impossible for me to add a new faction if it weren't for all the threads and hard work of other people who had gone before me. This guide is largely based on those threads....especially the "Adding a New Faction in VI" thread so I want to thank them and provide the credit to those people who contributed to the thread.

However something that I found to be a problem was that lots of the information was scattered around, i.e. some information was in this particular thread over here and then other information was in another thread etc etc. I longed for a guide which had all of the information in one place and this guide is my attempt to produce that.

Several points to note is that this guide simply adds a new faction, it does NOT attempt to add new units, new buildings, new shields etc. Once complete, you should have a new playable faction which uses the existing technology tree of a Catholic, Orthodox or Muslim faction....depending on your choice.

Also this guide is simply my method of adding a new faction. There are perhaps several different ways to add a new faction but this is the method that I know about and what worked for me.

2 Pre-requisites

Okay there are several important points to note before starting.

- Modifying these files will essentially mean that you'll have a different version of VI compared to other people. That's fine for single player campaigns....because well they are single after all. However, if you attempt to play MTW online then you will get errors trying to join other peoples battles.....because your version of VI is now different. As such **I strongly recommend** that you fully install MTW and VI again in a different directory. That way you'll have a VI version for online play and a VI version for single play and modding.
- Downloading and installing the UnitBuildProj_Editorv2.0 written by Gnome is vital.....simply put it's virtually impossible to add a new faction without this tool. This can be downloaded from www.totalwar.org in their tools and utilities section
- Ok after installing a new version of VI in a new directory, you should backup certain files and directories....as mistakes do happen! It will be assumed from the rest of this guide that you've backed-up the below directories so you'd better do it.

CRUSADER_BUILD_PROD13.TXT

CRUSADERS_UNIT_PROD11.TXT

campmap (entire directory)

Loc (entire directory)

textures (entire directory)

Battle (entire directory)

- Also after each change is made to a MTW file, you need to restart the MTW game in order for the change to be recognized by the program. It won't be started throughout this game that you need to do this, it will be assumed that you'll restart the game after each change.
- Disclaimer: You use this guide entirely at your own risk. If you screw up MTW so it doesn't run, accidentally format your hard drive, spill champagne on your keyboard whilst reading this guide etc.....then it ain't my fault. It's your problem/fault and therefore accept the responsibility of your actions. Remember that no one is pointing a gun at your head forcing you to follow this guide.

3 Adding New Faction

This is going to take a while to fully described every single point in adding a new faction. The majority of it is simply knowing where and what file to change and I believe the simplest way to describe everything is by doing a step-by-step example.

So my intention is to add a new DUTCH faction based in Freisland which will follow the same technology tree as the Holy Roman Empire. Needless to say, that you can add whichever faction you what and wherever you want but this guide will add this Dutch faction.

3.1 Do you check and do all of the pre-requistes ?

Well did you ? I won't remind you again.....

3.2 The mod beings.....

So we are going to add a new campaign called DUTCH which will essentially be the exact same as EARLY campaign except there will be an additional faction based in Freisland and as stated already, this faction will be a DUTCH faction. So lets get to it.

Open Windows Explorer and go into the main total war directory, so for example, I installed a 2nd copy of VI in directory `c:\program files\single player mtw\Total War`

NOTE:- So when I say "go back to main totalwar directory" I mean the base directory that you installed Viking Invasion...for me it was the above directory.

Go into the `campmap\startpos` directory and you should see Early.txt, High.txt etc
Make a copy of Early.txt and rename your copy to dutch.txt. Open dutch.txt

You'll see several lines at the beginning of the file looking like below.

```
//=====
//campaign name: can either be text or a
//label. Set predefined accordingly
//=====
cn_predefined::true
cn_title::"Early Period Title"
cn_short_title::"Early Period Short Title"
```

First a few basics. Lines beginning with // are comments, i.e. they are ignored by the program so we are really only interested in lines that do not begin with // although they are really useful to describe what each section of the file actually does.

Move down to the line beginning with:

```
cn_predefined::true
cn_title::"Early Period Title"
cn_short_title::"Early Period Short Title"
```

Modify them to:

```
cn_predefined::false
cn_title::"Dutch"
```

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```
cn_short_title::"Dutch"
```

Save dutch.txt and close this file. Now start VI and go into the start new campaign menu. You should see 5 campaigns now. Viking, Early, High, Late and our little creation Dutch. Don't try to start this campaign yet as it's still the exact same as Early and it will probably crash but at least you can see that you are making progress.

Also you'll notice that there is no text description to describe this campaign. So lets add one.

Open dutch.txt and scroll down to the lines like below.

```
//=====
//campaign description: can either be text
//or a label. set predefined accordingly
//=====
cd_predefined::true
cd_line::"Era_Description_EARLY"
cd_predefined::true
```

Modify the line beginning with cd_line to:

```
cd_line::"Era_Description_DUTCH"
```

Save dutch.txt and close this file. Now using windows explorer, go back to main totalwar directory. You should see a Loc directory. Go into this directory and then into Eng. (This might be different if your version of VI is not the English one). You see around 25-30 .txt files

Open startpos.txt and scroll down to the line beginning:

```
@["Era_Description_EARLY"]
```

Just before this line add the below section. You can put whatever text you want in the actual description part. NOTE:- the part in the [] brackets must match the cd_line in the dutch.txt file.

```
@["Era_Description_DUTCH"]
@{"This is a campaign which I've created. It's the same as the early period
campaign but with a new Dutch faction."}
```

Save and close this file. Start VI and go into the start new campaign again. The dutch campaign should now have the above description.

Now well done, you've taken the first step in modding. Of course essentially what you've achieved now is simply to create a copy of the early period campaign but you've managed to call it dutch instead.

Now we will get more into the dutch.txt file so that it is no longer a simple clone of the early period campaign but has a new faction.

3.2.1 Declare Faction Section and Naming Faction

Open the Dutch.txt file once again and scroll down to the DeclareFaction:: section, as below

```
DeclareFaction:: "FN_REBEL"
DeclareFaction:: "FN_ALMOHAD"
DeclareFaction:: "FN_BYZANTINE"
DeclareFaction:: "FN_DANISH"
DeclareFaction:: "FN_EGYPTIAN"
DeclareFaction:: "FN_ENGLISH"
DeclareFaction:: "FN_FRENCH"
DeclareFaction:: "FN_GERMAN_HRE"
```

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```
DeclareFaction:: "FN_ITALIAN"  
DeclareFaction:: "FN_POLISH"  
DeclareFaction:: "FN_RUSSIAN"  
DeclareFaction:: "FN_SPANISH"  
DeclareFaction:: "FN_TURKISH"  
DeclareFaction:: "FN_ARAGONESE"  
DeclareFaction:: "FN_BURGUNDIAN"  
DeclareFaction:: "FN_GOLDEN_HORDE"  
DeclareFaction:: "FN_HUNGARIAN"  
DeclareFaction:: "FN_NOVGOROD"  
DeclareFaction:: "FN_PAPIST"  
DeclareFaction:: "FN_SICILIAN"  
DeclareFaction:: "FN_SWISS"
```

This is where we define all of the factions in the campaign and it is here that we must define our dutch faction. There are apparently 10 free slots available from FREE21->FREE30 and so we will suggest FREE21 for our dutch. So it's possible to add up to 10 new factions...perhaps even more although I've not attempted this myself yet.

Note:- we define the name of the faction in a different file.

So add the below line at the end of the above list. It's important you do it at the end of the list, read the comments to find out why, infact for all of the sections in this file ensure to add the lines for our faction at the end of each section. Close and save dutch.txt once you've added the below line.

```
DeclareFaction:: "FN_FREE21"
```

Open the Early.txt file. Scroll down to the DeclareFaction section and add the line above to declare FREE21 as a faction. Close and save this file. Do the same thing in the High.txt and the Late.txt.

So start VI and start a new campaign. Click on the Dutch campaign and now there should be a new faction. It will be called something like The s#'#1!!***** or whatever. Of course this is wrong but at least you can see that you are making progress and that you've not made a mistake thus far.

So lets correct this issue so that our faction is called "The Dutch". As you can hopefully now see, FREE21 is simply a label that allows the program to know a faction. The actual name you see on the menu, battlefield etc is defined in another file.

Open `Loc/Eng/Default_Faction_Specific.txt`

This file defines the names of various things for each faction like the title of the faction leader, the name of the actual faction etc. The order in which the factions are declared in the dutch.txt file directly correspond to the list in each faction specific section in the Default_Faction_specific file.

So for example the first section is the faction leader names which lists the name that each faction leader is to be addressed. Now the order in this list matches exactly the order of the DeclareFaction list in dutch.txt. As we declared our faction in 21st entry (counting from 0), then every 21st entry in each section corresponds to our new faction. Of course there is no 21st entry yet in each section which is of course what we need to add now. Simple put, we need to put a line at the end of each section.

So in the order of each section in the default_faction_specific.txt.

For section:- @["faction_leaders_xzy"]

Add the following to the end of this section:- @{"The King of the Dutch"}

For section:- @["king_titles"]

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Add the following to the end of this section:- @{"King "}

For section:- @["custom_battle_menu_factions"]

Add the following to the end of this section:- @{"Dutch"}

For section:- @["factions_posessive_xzy"]

Add the following to the end of this section:- @{"Dutch"}

For section:- @["female_factions_posessive_xzy"]

Add the following to the end of this section:- @{"Dutch"}

For section:- @["factions_xzy"]

Add the following to the end of this section:- @{"The Dutch"}

For section:- @["of_Clan_Names"]

Add the following to the end of this section:- @{"of the Dutch"}

For section:- @["factions_special_xzy"]

Add the following to the end of this section:- @{"the Dutch"}

For section:- @["factions_special_caps_xzy"]

Add the following to the end of this section:- @{"The Dutch"}

Once you've done all that, close and save this file, start VI, start a new campaign and select the Dutch campaign. Now there should be a faction in the menu called "The Dutch".

3.2.2 Set Faction Music Section

Now re-open the dutch.txt file and keep scrolling down the file for a long while as there are lots of sections here that we do not need to change regarding the regions. Continue until you reach the SetFactionMusic section as below

```
SetFactionMusic:: FN_REBEL                1
SetFactionMusic:: FN_ALMOHAD              0
SetFactionMusic:: FN_BYZANTINE            1
SetFactionMusic:: FN_DANISH               2
SetFactionMusic:: FN_EGYPTIAN             0
SetFactionMusic:: FN_ENGLISH              1
SetFactionMusic:: FN_FRENCH               1
SetFactionMusic:: FN_GERMAN_HRE           1
SetFactionMusic:: FN_ITALIAN              1
```

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```
SetFactionMusic:: FN_POLISH          1
SetFactionMusic:: FN_RUSSIAN         1
SetFactionMusic:: FN_SPANISH         1
SetFactionMusic:: FN_TURKISH         0
SetFactionMusic:: FN_ARAGONESE       1
SetFactionMusic:: FN_HUNGARIAN       1
SetFactionMusic:: FN_SICILIAN        1
SetFactionMusic:: FN_BURGUNDIAN      1
SetFactionMusic:: FN_GOLDEN_HORDE    0
SetFactionMusic:: FN_NOVGOROD        2
SetFactionMusic:: FN_PAPIST          1
SetFactionMusic:: FN_SWISS           1
```

Again read the comments for this section and you will see what 0,1 and 2 means...I won't repeat it here. So we should add a line here for our faction and as the dutch were catholic, we shall give it 1 for music as below:

```
SetFactionMusic:: FN_FREE21          1
```

Note obviously that the FREE21 **MUST MATCH EXACTLY** what was declared in the declarefaction section.

3.2.3 Set Region Attributes Section

Continue scrolling down the file until you come to the region attributes section denoted by each line starting with SetAttributes::

Try to find the region(s) that you wish to have the new faction control, in our case it's Freisland as below.

```
SetAttributes:: ID_FREISLAND          "Freisland"          0
                 CATHOLIC_CULTURE     LUSH     AT_WESTERN_EUROPEAN     -1          160
                 "Freisland Castle_xzy" INLAND PLAINS NO_RIVER     TRUE
```

As you can see the line overlaps so it can be quite difficult to modify this line. The comments details what each field means and there is two things that might need to be changed as a result.

The number 0 is the field that determines the rebellious of the province with the higher number being the most rebellious. The 160 indicates the level of income, adjust this depending on what type of game you prefer.

3.2.4 Region Goods available

Scroll down to the Region Goods section which is denoted by each line starting with either SetTradableGoods or SetResources.

Our example we have Freisland to check out so find the below line.

```
SetTradableGoods:: ID_FREISLAND      WOOL
```

Now whether you wish to change this is entirely up to you. Just remember that freisland will be your only province so income will be a problem so adding a few more tradable goods might be an idea to make the faction more financially feasible. So for arguments sake lets give Freisland pottery and fish. So modify the above line to:-

```
SetTradableGoods:: ID_FREISLAND      WOOL FISH POTTERY
```

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Also say you wanted to give your region a usable resource (like salt or gold etc), then use the SetResources function. For example as freisland is near the sea, lets give it salt as a natural resource. To do that add the below line.

```
SetResources::          ID_FREISLAND          SALT
```

3.2.5 Active Factions

Immediately below the region goods section is the active factions section. You need to add a line for your new faction and obviously you'll want to play it. So add the below line at the end of the section. Note if you wanted to add a faction and not play it then change the FT_MAJOR to FT_MINOR.

```
SetActiveFaction:: FN_FREE21  FT_MAJOR
```

3.2.6 Starting Treasury

The next section is the Starting Treasury section where you can set the starting treasury of each faction and unless you want the default value of 2000 florins, you'll need to add a line here for your new faction.

```
SetTreasury:: FN_FREE21 8000 6000 4000 2000
```

So the first number (8000) is the amount on easy, the next number (6000) is on normal and so on and so forth. The above amounts are less than the other starting factions but then I always prefer a more challenging game.

3.2.7 Faction Cultures

Next is the culture of each faction where you can have orthodox, catholic, muslim or pagan cultures. This defines what type of units/buildings your faction has access to, i.e. only a catholic culture has access to some catholic units whilst it cannot access some muslim, pagan or orthodox units and buildings.

```
SetCulture:: FN_FREE21          CATHOLIC_CULTURE
```

3.2.8 Faction Religion

Next is obviously where you can set the religion of each faction. The Dutch were obviously catholic back then so add the below line

```
SetReligion:: FN_FREE21          REL_CATHOLIC
```

3.2.9 Faction Behaviour

The next section determines the manner in which the A.I. will play each faction. It's not obligatory to put anything here and I'm not 100% sure exactly what each possible field means. However for examples sake, for your new faction say you want to have them as big sea-faring traders who sometimes went on crusades. Then add the below line.

```
SetBehaviour:: FN_FREE21 CATHOLIC_CRUSADER_TRADER
```

3.2.10 Faction Shields

Next comes a slightly complicated section which can cause some head-aches.....the faction shields section.

There is a line here for each faction beginning with SetShieldImage:: It looks quite complicated but it's really quite simple once you know what each field means. Lets take the line for the swiss faction (at the end of the shield faction section) as an example.

```
SetShieldImage:: FN_SWISS          "Swiss_lge"
                  "Swiss_sml"      "Swiss"          "F1020"          "F1020"
```

What the hell does this mean ? Well each faction in the game has it's own specific shield and this section tells the program which image files (ending in .bif), to use as a shield for each faction.

The first field **"FN_SWISS"** is obviously declaring the faction name. This should respect the order in which the factions were declared in the declarefaction section.

The next **"Swiss_lge"** is the name of the bif file which contains the large shield image for the swiss faction whilst the **"Swiss_sml"** is the name of the bif file containing the small shield image for the swiss faction. Next is **"Swiss"** which is the image for the castleflag on the campaign map and finally the last two fields **"F1020"** are the unit shields during the battle.

Of course we now have a slight problem in that we have a new faction but we have no bif files containing new shield images for our new faction.....but these are needed if the game is to work. Well there are various tools out there to create your own bif file but this guide will not cover them. Instead I propose that we simply re-use bif files from factions from the Viking campaign, i.e. our new dutch faction will have the same shields and colours as the Picts faction in the Viking campaign.

At the end of the shield faction campaign add the below line and close/save dutch.txt.

```
SetShieldImage:: FN_FREE21        "Picts_lge"      "Picts_sml"
                  "Picts"          "F1021"         "F1021"
```

Now adding the above lines isn't enough as we need to ensure these bif files actually exist in the appropriate directory. Fortunately the Picts_lge and Picts_sml already exist so we don't need to create those bif files.

To see what I mean, go back to the main total war directory and go into the **shields** directory. Scroll down and you should see 3 files called:- Picts_lge.bif, Picts_sml.bif and Picts_lge_grey.bif. Quite simply instead of having to create new dutch_lge.bif files, we are re-using already existing files.

However the castle and unit flags do not already exist in the correct directory and we need to sort that out now by copying and pasting across the Picts image fields from the Vikings directories.

Go back to the main total war directory and go into the **textures/campmap/Castleflags/Vikings/Castleflags** directory. Make a copy of the Picts.bif file and paste it into the **textures/campmap/Castleflags** directory.

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Go back to the main total war directory and go into the `textures/campmap/Castleflags/Vikings/Prebatshields` directory. Make a copy of the `shl04.bif` file, rename it to `shl21.bif` and then paste it into the `textures/campmap/Prebatshields` directory.

Go back to the main total war directory and go into the `campmap/pieces/Units/Christian/Shields/Vikings` directory. Make a copy of the `Picts.bif` and paste it into `campmap/pieces/Units/Christian/Shields` directory. Rename it to `F1021.bif`

Go back to the main total war directory and go into the `campmap/pieces/Units/Muslim/Shields/Vikings` directory. Make a copy of the `Picts.bif` and paste it into `campmap/pieces/Units/Muslim/Shields` directory. Rename it to `F1021.bif`

Finally the last image that needs to be sorted is the faction flag during the actual battles.

Go back to the main total war directory and go into the `Battle/Flags/Vikings` directory. Make a copy of `FN_04.tga` and paste it into `Battle/Flags` directory. Rename it to `FN_FREE21.tga`

(Note many thanks to Ithaskar Fearindel for his help in the “Adding New factions in VI” thread in the totalwar.org forum. The above section is largely based on his comments)

3.2.11 Faction Colour

Next section in this file is the Faction colour denoted by the `SetFactionCol::`.

The numbers are the Red/Green/Blue values. The first 3 numbers represent the clans FOREGROUND colour (Red/Green/Blue), the second 3 represent the BACKGROUND.

Changing these will change lots of things in the game, like the colours on the pieces in the campmap and the colours the units wear in battle.

Now I've never fully understood the various values of Red/Green/Blue so what I propose is to simply copy across the faction colour of the Picts from the `Vikings.txt` and put it into the `dutch.txt` file. Of course feel free to experiment as much as you like with different values.

Go back to the main total war directory and go into the the `campmap\startpos` directory and open again the `Viking.txt`. Scroll down to the Faction Colour section denoted and copy the below line.

```
SetFactionCol:: FN_04 140 86 21 255 255 255
```

Open now the `dutch.txt` and scroll down to the end of the Faction Colour section and paste the above line. Change the `FN_07` to `FN_FREE21` as below.

```
SetFactionCol:: FN_FREE21 140 86 21 255 255 255
```

(Note many thanks to Ithaskar Fearindel for his help in the “Adding New factions in VI” thread in the totalwar.org forum. The above section is largely based on his comments)

3.2.12 Region Ownership

Next section is to define which faction owns which region. For our modification, its quite simple that we want Freisland to belong to our dutch faction.

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So find the below line for Freisland.

```
SetRegionOwner:: ID_FREISLAND          FN_GERMAN_HRE
```

And change it to below.

```
SetRegionOwner:: ID_FREISLAND          FN_FREE21
```

Save and close the dutch.txt and go into the new campaign menu. Click on the dutch campaign and look at the map. Freisland should now be in a different colour from the Holy Roman Empire faction.

Exit the game, go back and re-open dutch.txt

3.2.13 Faction Offices

The next section that needs to be changed is the faction office section. This is where we can add offices that you can give to you generals. For our modification it should be simply enough to copy the same offices as the HRE or any catholic faction.

At the end of the faction offices section, add the below lines for our new faction.

```
AddOffice:: FN_FREE21          royal_palace          "Lord
Chamberlain"                  +2                    +2                    0
0                               0                    0                    0
AddOffice:: FN_FREE21          constables_palace    "Lord          High
Constable"                    +2                    0                    0          2
0                               0                    0
AddOffice:: FN_FREE21          marshals_palace      "Captain-
General"                       +2                    0                    0          2
0                               0                    0
AddOffice:: FN_FREE21          chancellery          "Keeper of
the Privy Seal"                1                    0                    1
0                               0                    0
AddOffice:: FN_FREE21          admiralty             "Lord High
Admiral"                       +1                    0                    0          2
0                               0                    0
AddOffice:: FN_FREE21          cathedral            0                    2                    0
"Archbishop of Freisland"
0                               3                    0
```

Note you can change the name of the titles, the buildings required for the offices and also the benefits that each title brings.

3.2.14 Faction Leaders

Next section is placing the faction leaders. Note that this is very important as if the leader of an active faction is not placed then your faction will die out immediately after the first turn. You should see a section like below which at first glance is quite confusing.....it's slightly more confusing as a lot of these numbers are referencing the default_heroes.txt file in another directory.

```
SetStartLeader:: FN_ALMOHAD 0      5      0 1 1 0 1
SetStartLeader:: FN_BYZANTINE 0    7      0 4 7 1 3 10 1
SetStartLeader:: FN_EGYPTIAN 0     4      0 0 0 1
SetStartLeader:: FN_ENGLISH 0     7      0 2 0 0 2 1 2
SetStartLeader:: FN_FRENCH 0      5      5 3 1 1 1
SetStartLeader:: FN_GERMAN_HRE 0   7      3 4 2 3 1 1 1
SetStartLeader:: FN_ITALIAN 0     5      2 3 3 0 9
```

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```
SetStartLeader:: FN_POLISH 0 4 2 2 1 1
SetStartLeader:: FN_SPANISH 0 4 0 6 2 1
SetStartLeader:: FN_TURKISH 0 7 0 0 0 0 0 1 1

SetStartLeader:: FN_HUNGARIAN 0 7 1 1 1 0 1 1 1
SetStartLeader:: FN_NOVGOROD 0 3 0 0 1
SetStartLeader:: FN_PAPIST 0 8 2 1 8 20 2 1 2 7
SetStartLeader:: FN_SICILIAN 0 1 1
SetStartLeader:: FN_DANISH 0 7 2 3 1 1 2 0 1
SetStartLeader:: FN_ARAGONESE 0 3 0 0 1
SetStartLeader:: FN_BURGUNDIAN 1 4 0 0 0 2
SetStartLeader:: FN_SWISS 0 3 0 0 1
```

So the first number after the faction name denotes which king the faction starts with as it references a list in the `campmap/names/DEFAULT_HEROES.txt` file. (More on this file later). The 2nd number lists how many entries will be read in next, i.e. for the English faction the 2nd number was 7 which told the program that there would be 7 more entries. Those following number ties in again with the hero names file, it shows how many kings of each name there have been before start of the game.

Something like the below line would be ok.

```
SetStartLeader:: FN_FREE21 0 3 0 0 1
```

It means that the first entry in the famous kings section in the `DEFAULT_HEROES.txt` will be king that the faction starts with and that there was a king before the game started with the 3rd name in the forenames section for our faction. So future kings will be called King “Whatever” the I with that forename. If you had put 3 at the end instead of 1 then future kings with that name would be King “Whatever” the III.

Don’t worry as we’ll look in detail at the `default_heroes` file in the next section as we haven’t yet defined any names or famous kings yet for our faction but we will soon.

Next we need to put our leader in a region which in our case is really simple as it must be Freisland. So add the below line to the end of this section.

```
PlaceLeader:: ID_FREISLAND FN_FREE21
```

Finally we can define what starting heirs our faction has with the `addHeir` command. Lets add a princess and a prince both 9 and 10 years old by adding the below lines. The first number determines the gender (0 for a girl, 1 for a boy) and the 2nd number is the starting age.

```
AddHeir:: FN_FREE21 0 9
AddHeir:: FN_FREE21 1 10
```

3.2.15 DEFAULT_HEROES.txt

Open the `campmap/names/DEFAULT_HEROES.txt` file and sit down as this may take a little explaining. This file determines which names are used for each faction, defines any famous kings with their vices and virtues and can also determine famous characters like El Cid, Joan of Arc etc.

The first section of the `DEFAULT_HEROES.txt` file is the `SET_FORENAMES`. This associate a forenames list (defined lower down this file) with a faction, the first number is the list number while the second number marks the first n names as royal. While anyone can become king, it is those first n names that a king will use to name their new born sons.

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For example, the below line is present for the swiss faction means that the swiss faction will use forenames from the 16th defined forename list and that the first 8 names will be used to name kings and princes. Note the number of each forename and surname list is determined by the order in which the lists appear in the file.

```
SET_FORENAMES:: FN_SWISS 16 8
```

So we need to add such a line for our faction, now as we are going to have a dutch faction and we are lucky enough that there is already dutch forename and surnames defined. So we will use these lists. The list for dutch forenames is list 20 and lets say we want to use the first 8 names on that list as names of our kings and princes. To do that add the below line.

```
SET_FORENAMES:: FN_FREE21 20 8
```

Note you can change the order that the names are declared so say you wanted the royal names to be from a specific set then add the names to the beginning of the list. So to make it more interesting add the below names to the beginning of the dutch forenames list.

```
// 20: dutch_forenames
ADD_FORENAMES::
"Beyndijn"
"Adolf"
"Domaes"
"Noyden"
"Rutgheer"
"Vlas"
"Walraven"
"Willem"
...
...
...
...
"Vlas"
"Walraven"
"Willem"
"Wolf"
```

As you can see, it's ok to repeat the names you add in the beginning of the list to end of the list, i.e. Willem appears twice in the list. At the beginning and at the end. The reason is so to allow your generals to be also called Willem as the first 8 lines of the list will only be taken for royal family.

NOTE:-The names you add to the beginning of the list must already be defined. For example, you can add Adolf to the beginning of the dutch forename list even though it wasn't originally in the dutch forenames list. This is possible because Adolf has already been defined in the German forenames list. It is possible to add completely new names to the system but it requires further modding and it is covered in the next section.

Next is SET_SURNAMES which associates a surnames list with a faction. The list for dutch surnames is list 17 so to get our faction to use that list add the below line. Something to note about the surname list is that the first entry in this list will be surname of the royal family.

```
SET_SURNAMES:: FN_FREE21 17
```

This is then followed by the SET_PRINCESS section which defines princesses names for each faction and finally rebel names. There was no dutch princesses list so just use the german princess list for the time being.

```
SET_PRINCESS:: FN_FREE21 4
```

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The next section is the rebels section but there is no need to change this at all so go onto to famous Kings which sets up special kings for a faction. The number following the faction name defines the number of famous kings that are listed. So the below would mean that there are 3 famous kings for faction FN_FREE21.

```
FAMOUS_KINGS:: FN_FREE21 3
```

The meaning of each of the fields can be found in the comments at the beginning of the default_heroes.txt file so read them.

So I'm assuming that your dutch forename list looks like below now.

```
// 20: dutch_forenames
ADD_FORENAMES::
"Beyndijn"
"Adolf"
"Domaes"
"Noyden"
"Rutgheer"
"Vlas"
"Walraven"
"Willem"
...
...
...
...
"Vlas"
"Walraven"
"Willem"
"Wolf"
```

So lets add 3 famous kings named Adolf, Domaes and Willem. We will give one a good defender, another one as a educated and another as a good attacker. As per the comments, the meaning of each vice and virtue is in the changes.txt and events.txt **Loc/Eng** directory. So to do that add the below lines. The command, dread etc values can be modified as wanted.

```
FAMOUS_KINGS:: FN_FREE21 3
//nameno. c d p a portrait vnv
2, 1, 2, 5, 4, 3, -1, attacker1
1, 1, 2, 2, 3, 3, -1, defender1
7, 1, 2, 5, 4, 3, -1, educated2
```

So do you remember back in the dutch.txt file we added the below line ?

```
SetStartLeader:: FN_FREE21 0 3 0 0 2
```

Well to it explain more clearly now, the first number following our faction name (0) means that the first entry in the famous kings section will be the king that our faction starts with. So when the game starts, our first king will be King Domaes who will be a good attacker.

The 0 0 2 means that the next king with the 3rd forename in our forename list (in our case Domaes) will be King Domaes the II. The 2 denotes that he is the 2nd king with the name Domaes.

The next section is famous heroes. These can be either famous rebels heroes or heroes for a particular faction. Its very much like the famous kings section except you need to specify a date when the hero was born and a region where he can be trained....note ID_LIMBO. Feel free to add

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any famous hero you wish here but just remember that the name must already be defined. The next section covers adding entirely new names.

Once done save and close the default_heroes.txt file.

Start up the game and go into the campaign menu. If you've done everything correctly, then the Roman numerals error for your king should have gone now and he should be called King Adolf I.

3.2.16 Adding entirely new names (OPTIONAL)

This section is entirely optional. If your happy to simply use the predefined names for your faction then you can ignore this part. However if you wish to add some historical accuracy to your faction then read on.

Some historical dutch figures were:-

Count Dirick III 993-1039

Count Dirick IV from 1039-1049

Also the forefathers of the dutch royal family were:-

Walram I

Hendrik II de Rijcke

Adolf Van Nassau

Many thanks to **EX_Mordred** for providing me with this list.

So to provide a little historical flavour, I will show you how to add the above names. We'll make Dirick IV our first King, make the forenames above royal forenames, add Van Nassau to the Dutch surnames list and finally make de Rijcke the royal surname.

The below method was given to me by **Majestic Ithaskar** so many thanks for your help once again.

Every name in DEFAULT_HEROES.txt must have a label and in the `Loc/Eng/names.txt` each must be repeated exactly the same and given an identifier.

Open the DEFAULT_HEROES.txt file and scroll down to the dutch forenames list. Add the below names to the beginning of the list.

```
// 20:      dutch_forenames
ADD_FORENAMES::
"Dirick"
"Adolf"
"Walram"
"Hendrik"
"Rutgheer"
"Vlas"
"Walraven"
"Willem"
```

Also scroll down to the dutch surnames list and add the below line to be beginning of the surnames list.

```
// 17:      dutch_surnames
ADD_SURNAMES::
```

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```
"De Rijcke"  
"Van Nassau"
```

Now Adolf and Van Nassau have already been defined but Dirick, Walram, Hendrik and De Rijcke are entirely new names so we need to defined them in the `Loc/Eng/names.txt`.

Open this file now and scroll down to end of the forename and surname section. Add the below lines.

```
// New Dutch forenames  
  
["Dirick"]           {"Dirick"}  
["Walram"]          {"Walram"}  
["Hendrik"]         {"Hendrik"}  
  
// New Dutch surnames  
  
["De Rijcke"]       {"De Rijcke"}
```

The part in the square brackets is the identifier. This must read exactly the same as the name in the `Default_Heroes.txt`. You can also set some Princess names using this method. Also you can now add famous heroes with new names using this method as well, i.e. define the new names in the `Loc/Eng/names.txt` file and then add those names to the famous heroes list, princess list etc

3.2.17 Defining Initial units, buildings and agents

So lets get back to the `dutch.txt` file and define some starting buildings and units for our new faction.

Scroll down to the building section denoted by the `MakeBuilding::` command. Adding the below lines will give your faction a wooden castle, a royal palace, a town watch and a bowyer which is pretty much what most faction capitals start with in early period. However feel free to add which-ever building you like but I recommend you keep it basic for the time-being.

```
MakeBuilding:: ID_FREISLAND           Castle3  
MakeBuilding:: ID_FREISLAND           Town_watch  
MakeBuilding:: ID_FREISLAND           Royal_palace  
MakeBuilding:: ID_FREISLAND           Bowyer
```

Next part is to add some troops to your faction. Scroll down until you find the below line.

```
MakeUnit:: ID_FREISLAND           Spearmen           100
```

As you can see, there are 100 spearman already defined for Freisland. Lets add a unit of peasants and an unit of archers to give our faction a little more protection. To do that then simply add the below lines but again feel free to add which-ever unit you wish.

```
MakeUnit:: ID_FREISLAND           Archers           60  
MakeUnit:: ID_FREISLAND           Peasants         100
```

Finally we can define some starting agents. Each playable faction starts with an emissary so lets give our new faction an emissary.

```
MakeUnit:: ID_FREISLAND           Emissary         1074
```

That brings us to the end of the `dutch.txt` but we still have some more work to do before we are finished modding. However, start the game up now. You should have the units you declared

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above, the buildings and an emissary. Of course now your wondering why your king is a highland clansman, right ? Well that comes next.

3.2.18 Units

So at this stage, you should have a new campaign called Dutch with a faction called "The Dutch" which owns the Freisland region and you should be able to get to the campaign map with this faction. However, something that isn't correct is that your king is a highland clansmen. Also if you build a spearmaker, you'll find that you cannot train spearmen. So we'll now sort these problems with the help of a special editor program.

One of the pre-requisites of this mod was that a special editor called UnitBuildProj_Editorv2.0 is downloaded from the .org and installed. We need this program to edit `CRUSADER_BUILD_PROD13.TXT` and the `CRUSADERS_UNIT_PROD11.TXT` files which are stored in the main total war directory. Why do we need this program ? Well try opening either of these files and you'll see why.

So after you've installed gnome editor, start it and click on "Load File" button. Go into your main total war directory and select the `CRUSADERS_UNIT_PROD11.TXT` file. The first thing to notice is that the unit Highland clansmen is in the first row of this file and this is the reason why your king is a highland clansmen. There is a field in this file which tells the program which unit is to be used for your faction leader and as we haven't set this for `FN_FREE21` then it simply selects the first row from this file...which is highland clansmen. So we'll now correct that problem.

Scroll down the file until you get to the `EarlyRoyalKnight`, `HighRoyalKnights` and `LateRoyalKnights`; rows 97-99.

Then scroll across the file until you get to field 49 with the below description

```
"If this unit is a leader of a faction then specify here which faction it leads.
Different units may be specified for each time period and are assigned in the
order the units are listed. Any time periods remaining unassigned will be
assigned the last unit specified as a leader for the particular faction. "
```

Reading the above description should make it obvious that in order to have our king to have royaalknights, we need to add `FN_FREE21` to this field for rows 97 – 99.

So click on this field for row 97 and add `FN_FREE21` to the end. Row 97 should look like below when your finished.

```
"FN_ENGLISH, FN_FRENCH, FN_GERMAN_HRE, FN_HUNGARIAN, FN_ITALIAN, FN_PAPIST,
FN_POLISH, FN_SICILIAN, FN_SPANISH, FN_DANISH, FN_ARAGONESE, FN_BURGUNDIAN,
FN_FREE21"
```

Repeat for rows 98 and 99.

Save this file as it's original name and exit gnome editor.

Start-up the campaign as the Dutch and now your king should be a Royal Knight units. Keep playing until one of your sons matures and ensure that his unit is also a Royal Knight. Then quit the game.

So that's one problem sorted and now we need to solve the issue of not being able to build spearmen. Infact it's not just spearmen but virtually all catholic specific units which is due to the new faction `FN_FREE21` not being added to another field in the `CRUSADERS_UNIT_PROD11.TXT`.

Open the gnome editor and load in the `CRUSADERS_UNIT_PROD11.TXT` file. Scroll against to field 51 "`Faction Association Labels`". The scroll down this field and add `FN_FREE21` to any unit

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that you wish your new faction to be able to build. Of course if you see ALL_FACTIONS then it means that all factions can build that unit so there is no need to add your faction.

For example, the first 25 rows are either ALL_FACTIONS or are muslim specific units so it's unlikely that you'll want to build those units. Row 26 is crossbow men and you'll want that unit so add FN_FREE21 to the end. Repeat this procedure for any unit that you want your new faction to build. As the dutch faction is going to be a catholic faction with the same technology tree as the HRE, I recommend that you only allow your new faction to build the same units as the HRE.....but it's entirely your own choice.

Once complete, save this file and exit gnome editor. Start-up the campaign again and play as the Dutch. Build a spearmaker and this time you should be able to train spearmen.

3.2.19 Buildings

The other file in the main total war directory that we must look at is the CRUSADER_BUILD_PROD13.TXT. Like some units, there are some buildings that only specific factions can build and therefore we'll need to define that faction FN_FREE21 can also build those buildings, like chapter house for example. Start the campaign and build a large castle. Then build a church. At this point you should be able to build a chapter house but you'll see that you won't be able to do so until you've updated the CRUSADER_BUILD_PROD13.TXT file.

Start Gnome Editor and open the CRUSADER_BUILD_PROD13.TXT file.

Scroll across to field 20 **Faction Association**.

In this field a blank entry means that all factions can build the whole chain of buildings.

Scroll down this file and add FN_FREE21 to the various buildings that you wish them to build. As a catholic faction I would expect you to add entries to :-

Row 9:- Town_Watch

Row 24:- Royal_Court

Row 31:- Chapter_House (If you wish to go on crusades).

Once complete, save and close this file. Exit gnome editor.

3.2.20 Crash to Desktop

At this point we are nearly finished and in fact with my first attempt I thought that I was finished. Start playing the game as normal and get into a battle with lots of different units. You should find that during the battle loading screen, the game crashes to desktop.

This was a real pain in the ass problem which had most of the modding online community pulling their hair out with frustration. Eventually a new patron to the www.totalwar.org forum named Lysander found the solution and posted it on the forums. Find below his/her solution and of course many thanks to Lysander for this solution.

“Ok, I have been having a lot of trouble adding a new faction (e.g., FN_FREE21 //Welsh)without a game crash; however, I have figured out the secret to this miserable little task...

Now, the problem was that game crashes occurred as the newly defined faction left the campaign map for the battle map--oddly this crash would only occur with certain units (e.g., peasants, highland clansmen, kerns, etc.). I discovered that only those units which were culled from texture folders associated with face-shields caused the crash. Units drawn from texture folders which are

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not associated with face-shields (e.g., archers--which use the texture folder "Pestunic")do not cause a battle crash. Therefore newly defined factions, such as FN_FREE21 //WELSH, cannot utilize units which are drawn from the following bif texture folders, as they are associated with face-shields:

"Peasant"

"ChainHlm"

"HlPlArSH"

"LArmWCav"

"MKnight"

"MSHelm"

"PlateS"

Since Mtw/Vi can utilize 10 new customizable bif folders, the above texture folders can be copied and renamed "Custom0" through "Custom6" respectively--just make sure the bif images inside the folders are also renamed (e.g., Custom0_H.bif to replace Peasant_H.bif, etc.). After this, one only needs to open the CRUSADERS_UNIT_PROD11 file and change the texture body type (e.g., from "Peasant" to "Custom0") for each unit that used the troublesome textures. Now new factions can use all available units without experiencing a crash-to-desktop on the battle map--although face-shields will not be used in the game.

Yet, if one wishes to retain face-shields in the game then only those units which specifically use face-shields should be drawn from the old texture folders and used only by the original factions.

New factions must be denied access to those specific units. This is easily done if new factions are muslim or pagan, however loyalist revolts might unexpectedly add such units as feudal-men-at-arms or feudal sergeants to newly added catholic factions--therefore care must be taken if face-shields are included in a game with new factions.

Well, this system has worked well for me and as of this moment I have built a grand Welsh kingdom stretching across much of Europe. I have fought all the battles myself, and, although not all have been victories, I have yet to experiance a game crash. I hope this information can be of help to those intrested."

Yeah ok I know it's hard to follow at first and it took me a while to understand the solution, so I'll try to summarize the solution here.

Go into the **Textures/Men** directory.

Copy and paste the **Peasant** directory. Rename the copied directory to Custom0.

Go into Custom0 directory and rename the .bif files with custom0, i.e.(Peasant_H.bif should be renamed to Custom0_H.bif, Peasant.LBM to Custom0.LBM etc).

Repeat this for the below directories (Peasant directory is listed below for reference only) whilst renaming them to Custom1, Custom2 etc, etc. The .bif and .LBM files in each of the renamed Custom directories will also need to be changed.

```
"Peasant" :- Custom0
"ChainHlm" :- Custom1
"HlPlArSH" :- Custom2
"LArmWCav" :- Custom3
"MKnight" :- Custom4
"MSHelm" :- Custom5
"PlateS" :- Custom6
```

Open the gnome editor and load in the **CRUSADERS_UNIT_PROD11.TXT** file.

Scroll across to field48 which is the texture body type field. Scroll down the file changing for each unit the texture body to the newly named Custom directories

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Example, the first unit is Highland Clansmen which uses Peasant body type. Change that to Custom0 like this. "CUSTOM0, YES, YES"

Repeat this for every unit that you renamed, i.e. peasant to custom0, ChainHlm to Custom1 etc,etc. Once complete save this file and close gnome editor.

Startup the campaign once again and try to start a battle. If you've done it correctly then it should load properly and no longer crash.

4 The End

That's it. That's everything that I did to make my own playable new faction. The first attempt will be toughest but once you've done it once then future attempts should be better and faster.

I intend to try to keep this document up-to-date and add new sections when I've time. For example creating new faction shields, better description for faction colour, actually adding new units and finally creating a whole new campaign map. I'll unlikely ever get to that dream but I'm aware of others who've done this with the napoleonic and Middle-Earth mods.