

04-23-2003 09:23 AM

Sp00ky  
Sergeant

Posts: 679 Why thank you Las <--(gets name right)

I was beginning to think no one was following this thread...  
and i was talking to myself

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04-23-2003 09:53 AM

Sp00ky  
Sergeant

Posts: 679 Thanx mKo,

As you are in class you can listen to this lecture....

Mission style DEFENCE.

We assume the Player is attacking in this mission and you, the AI-warlord have to defend.

Now we want our mission to have a air of realism about it - assuming you are all war freaks then you will know that when a Army attacks something they always do it in stages. This will apply to the player too.

It's all a matter of logistics; an Army or a Player can only sustain an attack for a limited period before having to re-group, re-fit, re-arm, and repair.

With this in mind a defending army has to decide on it's tactics. STATIC DEFENCE; Normally a shallow blunt impregnable line - which the attackers simply bounce off. Example; The Atlantic Wall.

MOBILE/FLEXIBLE DEFENCE; Normally a deep line - designed to absorb the attack, then the defender counter-attacks and destroy the attacker whilst they are in the Re-fitting etc - stage. Example; Arnheim and Stalingrad

Unlike real war your defence has to be fun; Keep to the realism and defend in stages - give each CP it's own defence style and Bear this in mind.... -Static Defence means a state of Siege will ensue - You need bunkers and fortified buildings - lots of them. You need trenches, Anti-Tank obstacles, plenty supply of reserves, and lots of Supply/Repair trucks on hand. Also you should limit the Players Line of Sight (LOS) Use rubble piles and put 1 square thick sight-raised tiles on players side, and a few sight-lowered tiles on your side.

Remember; the defender will also have trouble seeing over the rubble - hey that rhymes...I'm a poet, didn't you know it~!!!!

On Static defence you MUST supply the Player with Siege weapons. This can be done just before he hits the defended area, then take them away after he has passed it (stops him levelling the whole place before and after) A good example of this can be seen in STALINGRAD.

Also you can control the use of Siege weapons with Ammo (remember - why do we group ammo boxes?, earlier) - more about this, with examples, and Mobile defence tactics later.

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04-23-2003 03:38 PM

Sp00ky  
Sergeant

Posts: 679 STATIC DEFENCE - Continued.../.../....

On the defence line dig in some AT guns and mortars (expendable) .

Use Infantry Crew Howitzers behaviour but DONT check "Do not Leave gun" or "Do not move gun" options - this way they will drag the guns about from time to time, and when they get damaged or run out of ammo then the crew will abandon them and fight hand to hand. - More realistic (nothing worse than the players infantry going up to an out-of-ammo gun and starts shooting

the crew, who just sit there)

Place a group of D1 (Infantry crew howitzer + spread randomly through location + Stay in Location behaviour) on the defence line. They will patrol around and kill anything they see but more importantly they will man guns who's crew have been killed or just ran off.

Another trick is to place sandbag bunkers here and there but don't put any guns in them. The player will think he's smashing your defences to bits but actually he's just expending ammo.

Static defence won't hold out for long under a state of siege, and it's a nice touch to surrender some troops for the player to torture or kill. A by-product of this adds realism; when they surrender your loyal troops will take pot-shots at them too.

It's also a good idea to put a big cannon way back but still in range so when the player overruns the defence line, you can harass him with shell fire. An example can be seen in Anzio (after over-running the east town) Remember you are not trying to totally destroy the player - after all he won the location fair and square, so just harass him.

SCRIPT: UnitTrig@D4=-12 >SurrenderD4 >SET-C30=2

CONDITION:

There are less than 12 units of Group D4 in loc30

ACTION:

Set Ammo at most 0 for units D1

Set new group A0 for units of D4 in Loc30

Transfer group A0 to Player Player

Let Cell C\_30 be Exactly number 2

Turn off this trigger

NOTE this can be expanded to include all other troops.

SCRIPT: CellTrig@C30=2 >FireJ3+J5-Loc30 (Harassment Fire)

CONDITION:

value of cell C\_2 is exactly Number 1 AND There is more than

1 Units of Player <player> in Loc30

ACTION:

fire a howitzer of group J3 to location #30

fire a howitzer of group J4 to location #30

set Ammunition at least 100 percent for units in group A3

set Ammunition at least 100 percent for units in group A5

NOTE: No "Turn off this trigger" or they will fire only once.

When you think the players had enough shelling then Cease Fire by adding a script that changes the value to C\_30 is exactly number 3.

just to make sure they do Cease Fire; either fire the cannon elsewhere once, or set its ammo to 0 momentarily.

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Oskar

Lance Corporal

Registered: Aug 2002

Location:

Posts: 163 Very great spooky, very helpful. helped me with some things, but I still don't get that thing with cells that much but I'll just re-read it. This would probably be better as sticky. so it's always at top. Anyway, any news on your Stalingrad mission, is it done yet?

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04-24-2003 09:56 AM

Loopy\_Larry

Private

Posts: 93 Unless I've missed it you still haven't said how to make stationary units move.

Basically I've got the player defending, I've got a 3 minutes timer, when it ticks down I want to know how to make my three lines of tanks go to three different locations.

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04-24-2003 01:02 PM

Sp00ky

Sergeant

Registered: Oct 2002

Location: Brighton, UK

Posts: 679

Unless i've missed it you still haven't said how to make stationary units move.>>

You have NOT missed it you just haven't read it.!!!

Now pay attention. About the 5 post - Written at the top is  
"For those who don't know"

04-24-2003 02:43 PM

Sp00ky  
Sergeant

Registered: Oct 2002  
Location: Brighton, UK  
Posts: 679 mko

Yeah I send you Stalingrad in due course

BTW can you delete your scripts from this post because you're  
telling them to do thing different from me..

RE: My First post:

<<Firstly I am going to go through mission making my style.

There will be other ways to do it and scripters dying to add things....but I will teach this thread my way. Therefore so  
not to confuse or pre-emp me I would appreciate it if other scripters would refrain from adding to this thread (if I miss  
anything then email pls)>> Thanks mate