

05-12-2003 10:38 PM

Sp00ky
Sergeant

Posts: 686 : I have removed this because I think it may confuse.

05-12-2003 11:02 PM

KGB
Private

Posts: 49 : If say a player uses the officer sniper tactic to say scout round could you say script certain circumstances were using this tactic would actually be disadvantageous i.e. limit reserves so drawing the player in to committing to a full blow assault with more units than trying to sneak about thus rewarding or penalising players depending what tactics they adopt

magpie_____

05-12-2003 11:43 PM

Sp00ky
Sergeant

Posts: 686 <<If say a player uses the officer sniper tactic tolising players depending what tactics they adopt>>

* It is difficult to get a player to what you want him to do.
Which is a good thing because if we had this control It would take the gameplay away.

However it easy to stop a player doing what you don't want him to do.
Officer and sniper is an old tactic which works well in Fireglow missions, but most mission makers theses days allow a certain amount of it then check it.

A simple way is to put your own expert sniper in. Place him in such a way as he has the LOS advantage over the player.

The method i use mostly is to restrict LOS for both player and enemy alike. This removes the officers sight advantage and places it down to luck. - who sees who first.

You can do this with hedges, ground level, or rubble.
I leave a route or two for the player to get in a long way and do some damage, this will be patrolled so it can take a lot of skill and indeed Snipers to find it.

If he gets to a point where it may jeopardize the mission, I simply gas him.

05-13-2003 05:46 AM

Mallorquin
Private

Posts: 56 Well, objectives:

Well spooky, here is what I propose, the map has 2 towns, 1 industrial area and the docks. The towns, the industrial area and the docks must all be liberated from the Germans forces.
When the player forces occupy 1 of the objective, he receives some support (each objective yields some units for support). After he has captured 2 objectives, we send in a nebelwerfer platoon, and rain some rockets in the captured objectives, along with some recon units (puma, armoured trucks, and pz3) to spice the player up. When he captures the 3rd objective, we leave him alone, so he repairs and heals his troops, but when he captures the Industrial area, then its hell to pay, we deploy 2 nebelwerfer platoons, alongside some artillery pieces, and rain hell on the 4 objectives, this should follow up a Luftwaffe air raid of around 12 he111 per objective, then we wait 1 minute, and have a paradrop on the 4 objectives, with some flamers alongside, and a pak 37 to say hello while some troops arrive to heat the player up.
After this, we send up 1 heavy company to the industrial area, lets choose the 13th Heavy company (1943), 1st SS panzer regiment, with 3 platoons of 5 tigers each, 1 light platoon of 5 pz3, and the company commander tiger, and the HQ squad leader tiger, for the other objectives we could send medium and light forces, after he recovers, and regains the

objectives, we deploy some limos with generals, and order him to capture them.

When he is near the limos, we send a final wave, and could set up a minor company, to continue respawn until the generals are captured, so after he defeats the final wave, if he doesn't hurry up, the Germans will roll over him, we could add to this group 2 fw190, to maintain him on his toes, along some snipers.

Well spooky, consider it, until somebody says something else.

If you want more detailed forces, don't hesitate to ask.

Hope you like it.

Ruben

05-13-2003 05:49 AM

Sp00ky
Sergeant

Posts: 686 : ENDGAME SCRIPTS

We gonna add the endgame scripts to the mission next.

DEFEATE

In this mission there is three ways to lose.

1. The Brigadier (A1) gets killed;

UnitTrig@A1=0 >Message >Timer0=5sec

TRIGGER

Value of Cell C_0 is exactly <0> Make sure the Endgame script is not activated

AND

Active Units in Group <A1> amount to <Less than> <1>

ACTION

Show modal dialog <"Oh Lordy, the Brig is Dead"...Game over">

Let Cell C_0 contain the Number <1>Tells the game the Endgame script is activated to stop it being activated by another means

Set Timer 0 00:00:05 Gives the player time to read a final message before game over

Turn off this Trigger

The Player has to capture a German Officer (i1) and deliver him to intelligence at the end of mission. So for the duration the player has look after the POW. This can also be used for rescued airmen, released hostages etc etc

The player is going to catch the POW in Loc10; The parameter that tells the game the Player has actually caught the prisoner will be C_10=4

2. The POW (i1) gets killed;

UnitTrig@i1=0 >Message >Timer0=5sec

TRIGGER

Value of Cell C_0 is exactly <0>

AND

Value of Cell C_10 is exactly <4>Player has captured POW

AND

Active Units of Player <Player> in Group <A1> amount to <Less than> <1>

ACTION

Show modal dialog <"The POW's dead, fool">

Let Cell C_0 contain the Number <1>

Set Timer 0 00:00:05

Turn off this Trigger

The player gets his butt kicked big-time and just can't go on.

This script cannot become active before we actually give the player his men.

The parameter that tells the game the Player has Command of the Brigade is C_1=1

3. The Player runs out of men.

UnitTrig@A0=0 >Message >Timer0=5sec

TRIGGER

Value of Cell C_0 is exactly <0>
AND
Value of Cell C_1 is exactly <1>
AND
Active Units of Player <Player> amount to <Less than>
<3>allowance for Brig and POW
ACTION
Show modal dialog <"All your men are brown-bread">Cockney rhyming slang for dead
Let Cell C_0 contain the Number <1>
Set Timer 0 00:00:05
Turn off this Trigger

And the final script;

TimeTrig@Timer0 >DEFEAT
TRIGGER
Timer Elapsed 0
ACTION
End of Mission: Defeat
Turn of this Trigger.

05-13-2003 06:07 AM

Sp00ky
Sergeant

Posts: 686 Yup i like it In fact I just put down some endgame scripts, theses could be adjusted for your captured Generals.

Yeah a list of units in companies would be very helpful. Then we can recreate it exactly

05-13-2003 07:02 AM

Mallorquin
Private

Posts: 56 : Here is some more, spooky, to spice it.

German Assault gun battery.

6 kubelwagens, 1 limo, 3 platoons (or batteries) with 4 AG(stug3,brummbar,marder, etc...) each, 1 AG for company commander, 1 AG for squad commander, 5 supplies trucks, 2 troop trucks.

German Artillery regiment: 4 kubelwagens, 1 platoon 5 pz3, 2 howitzer batteries light (Wespe), 3 guns each, 1 heavy battery of 6 hummels, 2 light howitzers of 6 ifh 18 guns each, and 2 heavy howitzers batteries of 4 lefelds each, here we don't consider the

measuring platoon, the sound measuring platoon, the weather platoon, and the printing platoon. Also each battery had 3 observations vehicles (1 puma, 1 armoured truck, 1 panzer 3)

If SS artillery regiment, we add 3 batteries of nebelwerfer, 1 heavy battery (4 sd kfz 251), 1 towed batterie(4 guns, 1 battery (4 sd kfz 4).

4th company, 501st SS panzer battalion (1944)

Recon platoon 8 sd kfz, 2 pumas, 2 rads

Pioneer platoon 6 supply trucks, 2 kubelwagens

2 anti-air platoons, 4 wirbelwind, 4 ostwind, 2 kubelwagens.

Army had 8 88 cannons, 2 aa trucks, 2 kubelwagens.

Ill check on more later. Ruben

light