Posted by Las on 05-23-2003 02:00 AM: .

von Erik: "... I personally have test played just one of my maps at least 20 to 30 times, possibly even more, fixing little problems I didn't notice ..."

One simply has to test over and over again.

Look forward to study this thread at autumn when winter cold comes creeping into me.

SHOULDN'T THIS BE A STICKY?!
————————————

Posted by Sp00ky on 05-27-2003 02:50 PM:

Back now after doing battle with several spamming sites. If anyone is having trouble with pc intrusion and spy ware, let me know. Got a nice email that you can adapt and it gets your name removed from lists.
If all else fails I got a delayed action Mail Bomb

Right where were we? Infantry has unloaded at Loc9 and truck pulled away to park Loc6. Last post there was a small error.

This;
Set AI_loc1 for Group <B8> to <9>Park here after drop-off
Set AI_loc2 for Group <B8> to <6>Drop-off troops here

Should be this;
Set AI_loc1 for Group <B8> to <6>Park here after drop-off
Set AI_loc2 for Group <B8> to <9>Drop-off troops here

Next send AI_infantry & armour to engage the Player at Loc10. Your foot soldiers need about 45 second's head start if you want them to arrive together.

TRIGGERS
In this case you could use the truck arriving at back Loc6(see last post) as a trigger for the next reinforcements, giving the appearance that truck driver had reported Players presence.
However if the player intercepted and blew-up the truck en-route then it wont trigger the event.

This is a way of varying a mission from game to game, player to player. Some people trigger counter attacks in this instance, some don't.
If you definitely DO want the event to happen, then don't use 'units arriving at locations' as triggers unless there is absolutely no chance the unit will get stuck or killed en-route.

In this case we will trigger by the unit arrival; To achieve this we "up" the cell value when the truck reached Loc9 to unload troops by adding this to the last set of scripts;

TRIGGER
Value of C_10 is exactly <1>
AND
there are <more than> <0> units of group <B8(truck)> in Loc9
The truck arrived at drop-off
ACTION
C10 <Increased> by <number> <1>
Turn off This Trigger

Now we send next wave in;

TRIGGER
Value of C_10 is exactly <2>
AND
there are <more than> <0> units of group <B8(truck)> in Loc6 empty truck arrives back at stoneworks
AND
there are <less than> <1> units of group <B6> in Loc10 initial tank force is wiped out
ACTION
Send to Player <Enemy> Reinforcements of type
<Loc10-DefenceTroop(B4)-GteD-Loc10> Via Flag <C> to location <10> with delay 00:00:00 send in troops

Send to Player <Enemy> Reinforcements of type <Loc10-DefenceTank(B6)-GteD-Loc10> Via Flag <C> to location <10> with delay

00:00:45 send in armour. 45 secs later
Turn off This Trigger

Remembering we had previously sent a 105mm cannon to Loc8(see 2 posts back) we will now add a trigger that will start the cannon firing at Loc3 (player encampment field) once the tanks arrive in Loc10.

So effectivly just as the player engages our light reinforcements in the East town, he will receive an "INCOMING" message and his rear area and transports will come under shell fire from an unseen source.

Cruel! yes but then, war is.

TRIGGER
Value of C_10 is exactly <2>
AND
there are <more than> <0> units of group <B6> in Loc10
Reinforcement tanks have arrived in East town
ACTION
C10 <Increased> by <number> <1>
Set Timer<12> to 00:10:00 duration of the shelling(10 mins)
Say Phraze <"INCOMMING">
Move screen to Location <3> show the player the impact area.
Turn off This Trigger

TRIGGER
Value of C_10 is exactly <3>
AND
(NOT timer elapsed <12>)
ACTION
Fire Howitzers of Group <A7> to Location <3> FIRE!
Set <Ammunition> <At least <99>*% for units in group <A7> RELOAD!

The above script will fire and reload the cannon until timer 12 has elapsed or Cell C_10 value has changed.
NOTE: There is NO 'turn off trigger'

*I set ammo to 99 because on mine it sometimes trips out of the editor when I set to 100%
_____

Posted by Sp00ky on 05-31-2003 02:03 PM:

Player and AI_Reinforcements are fighting in the streets of the East Town(Loc10).
The 105mm Cannon (A7) is shelling the players rear (Loc3)

What next? How about a Major offensive on the Players rear (Loc3)

As a trigger to launch the offensive we will use Timer12 or the destruction of the 105mm cannon, as follows;

Counter attack #2
TRIGGER
Value 0f cell C_10 is exactly <3> Make sure the battles raging in East town and the cannon has been placed.
AND
(Active units in group <A7> amount to <less than> <1> The cannon has blown-up.
OR
Timer Elapsed 12)* Timer12 elapsed, cannon stops firing.
ACTION
Let C_10 contain the number <4> This will be the value to trigger major counter attack of rear area (Loc3).
Turn off this trigger
*Note () brackets.

Capture of 105mm Cannon
The player sends in a sniper, kills the crew and takes the cannon.
TRIGGER
Value of Cell C_10 is <less than> <5> So we can use the group A7 again later if player does not trigger this script.
AND
Active units of player <player> in group <A7> amount to <more than> <0> Player has 105mm cannon in his arsenal.
ACTION
Set timer 13 to 00:02:00
Turn off this trigger

You don't need to use a timer, you can blow the cannon as soon as the player puts his grubby hands on it.
This way however will give the player 2 minutes use out of the cannon before..........
TRIGGER
Timer elapsed 13
ACTION
Set HP <at most> <0>% for units in group <A7> This will trigger Counter Attack #2 script
Turn off this trigger

Either way the result will be C_10=4

TRIGGER
The value of C10 is exactly <4>
ACTION
Your Counter Attack #2 actions go here
Turn off this trigger
_____

1626

_____

1626 ??????????

Whats that?, Special Code?, Or just a glitch?

Ruben

Now thats great, give him 2 minutes and then Wham, no more gun, just as an offensive is on the works, now thats a way to get mad, just as he might be counting on the guns for added power, he losses them, along with the crews.

Very nice.
Ruben
_____

Hello Ruben my friend

1626 ??????????
Whats that?, Special Code?, Or just a glitch?
it's the number of peeps who read this thread. Just to see if it's still of use.

Now thats great, give him 2 minutes and then Wham, no more gun, just as an offensive is on the works, now thats a way to get mad, just as he might be counting on the guns for added power, he losses them, along with the crews
You have a sadistic streak in you Ruben .
_____

von erik

I just had to use the decompiler for the first time to get my missions back after a rebuild. I see that scripts after decompiling are numbered
00
01
02
03 etc

So me waffling on earllier about my scripts titles ----ATTACK PROC---- etc must have baffled you. You must have thought i had totally

lost my sanity

Drop me a mail and i send you the original Stalingrad scripts and then you will know what i mean

Also there are many scripts and part scripts missing from the decompiled version
_____

Posted by Sp00ky on 06-04-2003 08:33 AM:
PoW's

Retreat and Surrender; theses are two bona-fide military tactics (recently perfected by the Iraqi Army)

Surrender: An act of official capitulation with the intent to preserve life. i.e lay down your arms and cease hostilities.

The difference between Surrender and Desertion
If you as a soldier lay down you arms or run away without you section commanders permission you are deserting your post.
If however you DO have permission from you section commander and he does NOT have permission from his; then you are following orders and he is a deserter.
and so on.
For a particular unit or section to surrender officially, the commander must have permission from above.

BTW just for the record the official British Army order to run away is "(Section/squad/platoon etc) will retire in an orderly fashion"

Ok surrender, when i first wrote Anzio i didn't know of any other mission where the enemy surrendered; these days however it is seen more and more which is a good thing because it ad's reality.

It is also a great way of providing the player with crew and/or slave labour, and mine detectors; or even just someone to execute. (we aim to please our players)

HOW TO SURRENDER
The player has beaten back Counter Attack 2 and is attacking East Town.
We have a defence detachement of 60 mobile troops(B4), 8 Armoured Vehicles(B6), 6 AT Guns(B1) in East town.
We want to surrender 15 troops to the player.

TRIGGER
Value of Cell C_10 is <exactly> <Number> <4> Check counter Attack 2 has occured
AND
<Active> Units of group <B1> amount to <less than> <1> AI_AT Guns are wiped out
AND
<Active> Units of group <B6> amount to <less than> <1> AI_Armour is wiped out
AND
There are <more than> <0> units of player <player> in Location <10> Check player
is actually in East town
AND
<Active> Units of group <B4> amount to <less than> <16> 15 AI_ troops remain
ACTION
Show Modal Dialog <"Cease Fire, we want to surrender">
Set <Ammo> <at most> <0> for units in group <B4> Dis-arm the buggers
Set <HP> <at most> <60> for units in group <B4> Give em battle damage
Set <Morale> <at most> <30> for units in group <B4> make em nice and sad
Set new group <A0> for units in group <B4> in location <10> align group with player
Transfer group <A0> to player <player> and surrender them
Turn off this trigger.

Another way is to use reinforcements PoW's instead of the fighting units, pre-set thier condition and trigger them as above. The choice is yours.
_____

Posted by Mallorquin on 06-17-2003 11:23 PM:

ha, surrender, thats great, you are a master on that, how then would you script so the player get a slight morale increase, after the surrender, and if the player kills them (muaaahahahaha) as usually happened during the real war, we low morale so he wont do it again.
Actually, I believe the morale went up, and after killing them, went higher, but then is unethical, and violates war rules.
That was missing on stalingrad, no morale boost after the surrender in the park, if i am not mistaken.

In this case, we wont transfer the group to the player I believe, and have random checks on their "alive and well status", we might add a location for the player so he can deposit the captured troops, a prison camp, we might also impose a health problem, and force the player to check on their health from time to time, keeping some medics tied up on guard duty.
As they are not player units, manual healing is in order, if I am not mistaken.

Well my friend spooky, its up to you now.

later.

Ruben.
_____

Posted by Sp00ky on 06-18-2003 08:05 AM:
MORALE - why it makes me sad

Hello my friend
To lift morale of the player when he captures Pow's add this to the last script.

Set <Morale> <at most> <55> for units in group <A0>

I did initially play with player morale in Stalingrad to the effect of when a counter attack was anounced then morale would drop to say 45, and when the player took a objective his morale would raise again.

With most missions the player can take his time between objectives and hang it out as long as he wants.
So if you were to attack the player and drop his morale to say 46% and he then decided to wait around for a hours to recharge his suppy trucks. So he has his tea, takes a bath, falls asleep etc - then as morale effects experience, when he goes back to the game he finds his army (including old war-dog Generals) are all green rookies.
This is ok to some extent for encouraging a faster advance but say it was the other way round and you had increased his morale. Then wouldnt standing around doing nothing raise his experience and he would come back to an elite-crack army??

I keep morale ajustments to short events where I can counter the raise/lower within an hour or so because of this.
_____

Posted by Sp00ky on 06-25-2003 05:30 AM:
POPULATING A TOWN
from ghostown to military strongpoint.

The player captures East Town and takes some prisoners without to many casualties. Now he's gonna re-arm, reorg and repair before crossing the bridge to the West Town.

Just to keep it interesting we will harass him with sparodic shell fire from the West bank. You need to place a 152mm cannon in a not too obvious place West Bank. Make sure it's in range of the East Town and set the AI to continuous shelling of Loc10 (see earlier posts)

We need to buy some time to populate the West Town so we mine the bridges and paste the road bridge with Loc18 tiles and rail bridge Loc19 tiles. When the player sets foot on either bridge we bomb it. Obvious yes! but that's what happens in war.

The cell value that refers to the player completing East town is C_10=5.

TRIGGER
Value of Cell C_10 is exactly <5> tells us East Town is captured
AND
there are <more than> <0> units of player <player> in location <18> Player has moved on to the road bridge
ACTION
Say phraze <{airaid siren}"Enemy Bombers heading due East Sir. TAKE COVER">
Send <2> <bombers> of player <enemy> to location <18> and land at airfield <0>
turn off this trigger

Activate the West Town Populate scripts....
TRIGGER
Value of Cell C_10 is exactly number <5> tells us East Town is captured
ACTION
Let Cell C_20 contain number <1> C20 is West Town variable
turn off this trigger

Set out West town reinforcements the same way as before but raise AI_experience to 20 on all units. Also upgrade units a tad, and add

more of them say;

Loc20-Pop-Troop-C4
4 Officer
12 Smg
20 Rifle
2 HMG
2 AT
1 Med
1 Sniper

Loc20-Pop-Tank-C6
6 mrk III
2 mrk IV
2 SD.KFZ Flak
2 VW cars with LMG units in side (group C4)

Light-Cannon
2 Schlepper (C5)
2 105 mm cannon (C7)

AT-Cannon
4 Schlepper (C8)
4 50mm AT cannon (C1)

Supply-Trucks
3 Supply (C9)

Civvies
2 motorbikes (A8) ammo=0
22 Italian crew (A8)ammo=0

We will look at the attack units later. You would normally strategically place a few static AA guns and a few AT guns (C1) on the map itself. Set you behaviour up for Loc20 (see earlier post for details)

West Town general area CP20(Center Point of operation) = Location 20
West Town armoured bunkers = Location 22

UNIT BEHAVIOUR (*check option)
C0-none

C1-Infantry Crew Howitzer Gun crew
*Spread randomly throughout Location
*AT/HOW dont leave
*AT/HOW dont drag
*Houses dont occupy
Loc1=20
Loc2 =Leave blank

C2-Infantry Guard location Bunker crew - placed outside bunkers in editor
*Spread randomly throughout Location
*Dont use empty guns
Loc1=22
Loc2=22

C3-Infantry Guard location troops to occupy buildings
*Spread randomly throughout Location
*Dont use empty guns
Loc1=20
Loc2=20

C4-Infantry Guard location patrolling troops
*Spread randomly throughout Location
*Houses dont occupy
Loc1=20
Loc2=20
Note: They will mann empty cannon

C6-Tanks Guard location patrolling tanks
*Spread randomly throughout Location
Loc1=20
Loc2=20

C8-Trucks transport from location to location for AT Guns
Loc1=Leave blank
Loc2=20

C9-Supply Trucks repair supply trucks
*Spread randomly throughout Location
*Repair inside Location only
Loc1=Leave blank
Loc2=20

A8-Infantry Guard location civvies
*Spread randomly throughout Location
*Houses dont occupy
*Dont use empty guns
Loc1=20
Loc2=20

(C5-schleppers) and (C7-105mm cannon) will be done by script as they are changeable.

Populating the town
As you can see we dont have building troops (C3) in the reinforcements. This is because building troops coming from a flag will enter the first building they come across until it's full. Then they will go next door and fill it up too, and so on.
So you end up with a town that has 10 buildings in one corner packed full of troops and all the other houses in town are empty!!.

So we send in patrol troops (C4) and let them (as their behaviour says) randomly spread about town

Occupy Buildings Randomly
TRIGGER
Value of Cell C_20 is exactly <1> Start West Town population proc
ACTION
send to player <Enemy> reinforcements of type <Loc20-Pop-Troop-C4> via flag <F>
to location <20> with delay 00:00:00 sends 42 patrol troops. repeat line to double quantity
Set Timer <20> to 00:03:00 give time for troops to spread out
turn off this trigger

TRIGGER
Value of Cell C_20 is exactly <1> West Town pop proc
AND
Timer elapsed <20> 3 minutes later
ACTION
Set new group <C3> for units of <C4> in location <20> changes troops behaviour so they occupy the nearest building

send to player <Enemy> reinforcements of type <Civvies> via flag <F> to location <20> with delay 00:00:00 sends civvies to permanantly amble around town

send to player <Enemy> reinforcements of type <Loc20-Pop-Troop-C4> via flag <F>
to location <20> with delay 00:00:10 sends another 42 patrol troops to permanantly patrol town

send to player <Enemy> reinforcements of type <Loc20-Pop-Tank-C6> via flag <F> to location <20> with delay 00:00:20 sends 12 tanks to permanantly patrol town

send to player <Enemy> reinforcements of type <Supply-trucks> via flag <F> to location <20> with delay 00:00:30 sends 3 supply trucks to permanantly patrol town

send to player <Enemy> reinforcements of type <AT-Cannon> via flag <F> to location <20> with delay 00:00:40 drops off 4 AT guns in town
turn off this trigger

Later on add script....
TRIGGER
Value of Cell C_20 is exactly <2> Player hits West Town
ACTION

destroy units of group <C8> through flag <F> gets rid of AT Schleppers after they have dropped off guns
turn off this trigger

One busy occupied town.

We will position the 105mm cannon in the next post, when i will give an example on how to release hell on the bridge (using all AI_ballistic weapons) in one simple script
_____

Posted by Mallorquin on 06-26-2003 03:56 AM:
My friend:

A very good script, I am looking forward to your next simple artillery barrage.
I mean, with only 1 artillery piece, why not drop 6, and let them open up and rain some hell, we could also add 2 nebelwerfers and spice up the chaos.

Take care.
Ruben.
_____

Posted by Sp00ky on 06-26-2003 04:28 AM:
Ahhh no you misunderstand; when i say "Cannon" i mean plural

yes a couple of nebs too
_____

Posted by Sp00ky on 06-26-2003 09:19 PM:
In this case, we wont transfer the group to the player I believe, and have random checks on their "alive and well status", we might add a location for the player so he can deposit the captured troops, a prison camp, we might also impose a health problem and force the player to check on their health from time to time, keeping some medics tied up on guard duty.
As they are not player units, manual healing is in order, if I am not mistaken.

(script from post PoW's)
ACTION
Show Modal Dialog <"Cease Fire, we want to surrender">
Set <Ammo> <at most> <0> for units in group <B4> Dis-arm the buggers

Set <HP> <at most> <60> for units in group <B4> Give em battle damage

Set <Morale> <at most> <30> for units in group <B4> make em nice and sad

*1 Set new group <A0> for units in group <B4> in location <10> align group with player

*2 Transfer group <A0> to player <player> and surrender them

Turn off this trigger.
----

a). Make a wire compound (Loc14) in your basecamp field with one side open. Put a watchtower just outside, and maybe a small hut inside.
b). *1 Remove line from surrender script as above keeping them at group B4
c.) *2 Change <Player> to <Ally>
d). Add Let C_10 contain the number <5> at the bottom of the script.
e). Add the scripts below

SCRIPT Send PoWs to wire compound
TRIGGER
Value of Cell C_10 is <exactly> <Number> <5> check units (B4) have surrendered
ACTION
Set AI_Loc1 for Group <B4> to 14 Anzio deathmarch has begun
Set AI_Loc1 for Group <B4> to 14
Turn off this Trigger

Place 4 of the players Riflemen on the map as group A2; make a reinforcement slot with 1 Riflemen. Add script;

SCRIPT MP escort PoWs
TRIGGER
Active units of player <enemy> in group <B4> are <less than> <1> make sure no one got away
AND
AI_Loc1 for group (B4) is <14> Anzio Deathmarch has started
ACTION
Set Behaviour of group <A2> to Infantry Persue Group
Set AI_Grp1 for<A2> to <B4>
Set AI_Grp2 for <A2> to <B4> MP Escorts follow PoWs
Turn off this trigger

SCRIPT MP Guards PoWs;
TRIGGER
There are <more than <0> units group <B4> in Location <14> PoWs have entered compound
AND
There are <more than <0> units group <A2> in Location <14> Guards have entered compound
ACTION
Set New group <A3> for units of <A2> in Location <0>This will trigger next script
Set Behaviour of group <A3> to Infantry Guard Location, spread randomly etc
Set AI_Loc1 for group <A3> to loc<14>
Set AI_Loc2 for group <A3> to loc<14>MP start Guarding PoWs
Set Behaviour of group <A2> to None Reset A2

SCRIPT Call replacement MP escorts
TRIGGER
<Active>&<Underway> Units in group <A2> amount to <less than> <1> MP Escort units (A2) are now guarding the compound
ACTION
Send reinforcements of type <MP Guard(A2)> to Location <10> with delay 00:00:00
Send reinforcements of type <MP Guard(A2)> to Location <10> with delay 00:00:00
Send reinforcements of type <MP Guard(A2)> to Location <10> with delay 00:00:00
Send reinforcements of type <MP Guard(A2)> to Location <10> with delay 00:00:00
Send 4 new MP escorts
Do NOT add turn off this trigger; This is a loop and by the time it is read through the replacement MP escort/guard will be underway so it shouldnt repeat until A2 are dead or guarding

You can also script in a revolt, a PoW camp bombing, or guard murder and breakout later in the game. To replace one or all MP Escort/Guards;

SCRIPT Call replacement MP escorts
TRIGGER
There are <more than> <0> units of group <B4> in location 14 make sure there are PoWs to guard
AND
<Active> Units in group <A3> amount to <less than> <4> an MP Escort unit (A3) has been killed
AND
<underway> Units in group <A2> amount to <less than> <1> The replacement is not en-route
ACTION
Send reinforcements of type <MP Guard(A2)> to Location <14> with delay 00:00:00
Send new MP escorts

Do NOT add turn off this trigger; This is a loop and the replacement MP escort/guard will be underway as soon as the previous one is dead

Bo-Lesh . Just add destroy units through gate command instead of go to Loc14 to escort the PoWs off the map.;
NB I have NOT tried these scripts but they look ok and should work ok.
_____

Posted by Mallorquin on 06-26-2003 11:43 PM:
Spooky:

Man, thanks for the script, I'll implement it on one of my maps.
By the way, we can do the opposite, I mean, we can surround the player units and after some heavy firefight, transfer them to the AI, display a message "troops surrender, can take it anymore".
Had the AI march them to a far away concentration camp, and add to the player the new objective of rescue his troops, as part of his overall objectives. I mean it would heat some the player, and add a new dimension to it, as they were part of his units.

Now in case of tank and vehicles, can we make the crew exit the tank and march to the concentration camp, or we transfer to neutral, and later let the player re crew them.
Think and tell me if it might work, as it's easier to script them as traitors and have them shot.

Superb script.

Thanks in advance.
Ruben

_____

Recap
The player has just captured East Town and taken some prisoners, this resulted in Cell C10=5 which means All AI hostilities have ceased in the East town apart from a single AI_152mm cannon which is sporadically shelling from the West Town.

C10=5 has activated C20=1 which are the scripts to populate West town (CP20) with Civvies, AT Cannon(C1), Bunker Troops(C2), House Troops(C3) Patrolling Troops(C4), Patrolling Tank(C6) Transport(C8), and Supply Trucks(C9)

BRIDGE CROSSING
-- GAME --
Anzio Road Bridge is made up of two large road bridges (bridges(3) in editor)
One just out from East town, one from West town and they meet in the middle on a small concrete island. We'll call them called East & West spans.

East Span = Location 18
West Span = Location 19
Centre Isle = Marker 18

The player has tried to recce the bridge and maybe hit one of our mines. If not he definitely triggered a couple of JU87 to bomb the East Span.

This triggers our schleppers (C7) to bring out 6 105mm cannon (C5) and plant them randomly throughout West Town.
TRIGGER
The value of Cell C_10 is <exactly> <5> you can use either this or C20=1 which the former has activated
AND
There are <more than> <0> units of player in Location <18> Player stands on the East span
Say phrase <{airaid siren}"Enemy Bombers heading due East Sir. TAKE COVER">
Send <2> <bombers> of player <enemy> to location <18> and land at airfield <0>
Send reinforcements of type <Light Cannon> to Location <20> with delay 00:00:00
Send reinforcements of type <Light Cannon> to Location <20> with delay 00:00:00
Send reinforcements of type <Light Cannon> to Location <20> with delay 00:00:00
6 x105mm cannons with haulers
Turn off this Trigger

maybe we have a couple of nebelwerfers handy. Call them C0 (C0 is our temp group for Loc20) add the following to the above.
Send reinforcements of type <Bad-Boy Nebelwerfers(C0)> to Location <20> with delay 00:00:00

NOTE You must check option "hold fire" on C0 & C5 or these units will fire prematurely

-- HISTORIC --
One of the most dangerous tasks for an army to enact is a crossing of a long-span bridge. Many examples of the delays and problems can be found with the allied crossing of the Rhine.

Typically demolition charges are removed or made safe, engineers check the bridge structural state. The opposite bank is heavily bombarded, Recce patrols cross, then forward armoured units secure the far bank. Then when the time is right the main body of the army crosses. Timing being the key factor.

An advancing army has halted to make preparation to cross a major River via a captured bridge. The army start to mass in the general vicinity of the bridge.
Slowly at first but as supplies continue to mount up - The whole area becomes a Turkey Shoot for the long-range artillery of the defending army. Who can virtually fire blind with a fair chance of hitting something" They can harass the advancing army at will.

Once the opposite bank is secured by advance units; The advancing army starts to feed through a choke point(the bridge itself) which makes a tempting target for enemy bombers and artillery. Yet they wait for the right moment.

Given an unlimited time scenario the commanders of the advancing army would like send the first tanks across one by one. This is because a bridge with one or two tanks on it makes a far less inviting target than one that is packed end-to-end.

In reality though time is lives so as long as air superiority is favourable then why not rush em across???

However all this is really a minor local issue. I will come to the real issue and danger of bridge crossing later.

-- GAME --
Anybody who packs a bridge end-to-end with his units deserves to watch his army burn! don't you agree??

A simply yet brutal way to punish the player for his poor jugement and complacency

TRIGGER
The value of Cell C_20 is <exactly> <1>
AND
There are <more than> <8> units of player in Location <18> Units on East span
(any number of units that you see fit)
AND
There are <more than> <8> units of player in Location <18> Units on West span
(any number of units that you see fit)
ACTION
Set Bahaviour of Group <C0> to None (uncheck "Hold Fire") Unleash the Nebelwerfers
Set Bahaviour of Group <C5> to None (uncheck "Hold Fire") Unleash the Light-Howitzers
Show zone around Marker <18> in radius <20> for player <enemy> It's show time
Move screen to loaction <18> just to rub it in
Turn off this trigger

In a instant the players units and the bridges will disappear in a flash of lights and puff of smoke.

The Show zone command can also be used to wipe out key units (Paulus for instance, Mallorquin) By simply using "Units of group (A1) in location" command.
Radius is from 0-60 60 being about 30 location tiles long. Natural barriers will still obscure the vision if they face the point marker.

Another way is to set the cannons AI_Loc2 to Location <18>. This is the location where the cannon itself will bombard when tripped by player. AI_Loc1 is the cannon and crew guarded area, AI_Loc2 the impact area.

-- HISTORIC --
To achieve the maximum damage on an advancing army; A defending army will ideally wait until the forward units have secured the bank, and the first mass wave of tanks cross the bridge and fan out - then when the bridge is packed with infantry, transports, supplies, and support units; destroy the bridge by hidden demolition, bomb and/or shelling.
The lead advancing tanks are then in enemy territory without any possibility of support. They can be quickly picked off with artillery and armour.

If you really want to end the game, or you are going to replace lost units by reinforcement then use the above script and add to; or replace with "There are <more than> <8> units of player <player> in location 20

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