Posted by KGB on 05-13-2003 11:26 AM: ..
How about soviet shock groups ?

these consisted of about 80 men/units and was broken down usually in to three interdependent groups.
the storm group/ the reinforcement group/reserve group/

the role of the group was to infiltrate enemy positions/buildings/trenches and destroy the enemy. The first group armed with machine guns grenades consist of about ten/twelve units. once in enemy position this would trigger second group 20/25 units armed with heavy/light machine guns mortars antitank rifles mines so they could secure area against enemy counter attack then prepare the tactical defence of objective.
the third group [reserve] containing 40/50 units would be used in both attack and defence plus replacing lost units for say holding objective for 15 minutes or capturing certain buildings or lots of buildings with in a mission.

there may be some problems. the need to place antitank units and mortars into buildings spring to mind so i was wondering what you think.
objective one capture loc/1 triggers reinforcements secure area/building/ mine area/ fend of say three counterattacks/
third set of reinforcements consolidate position two more counter attacks move on to next objective.
what do you think

magpie

_____

Posted by Joelly on 05-14-2003 08:42 AM:
Help
Ok, I was reading somewhere in this thread and you said

("All East town armoured Bunkers = Loc12**
** To make absolutely sure the bunkers are manned, with the troops you want in them (SS2 sends men in a set direction to find shelter, even if they are on the doorstep of a bunker) Paste Loc12 over all bunkers and one or two squares extra by the door (for men to stand in)") Now I'm not sure what you meant by the location 12 stuff. Did you want all the bunker units to have AI_LOC1 & 2 =12??
I'm doing an Omaha mission and I want to make the AI hide in the bunkers. How? I always thought you just scripted "Infantry guard locating #Buldings: Ambush

_____

Posted by Sp00ky on 05-14-2003 01:52 PM:
<<How about soviet shock groups ?

these consisted of about 80 men/units and was broken down usually in to three interdependent groups.
the storm group/ the reinforcement group/reserve group/…………..what do you think>>

* I am, not totally sure what you are saying here KGB. Troop units in SS2 are distinguished by their weapon, LOS, and function.
If you wat Elite Troops then lift their Morale and Experience. This has a direct effect on their performance in battle...I believe higher experienced and happier troops have a better LOS, weapon aiming, weapon range, and movement (as far as better use of cover instead) You'll have to refer to Trancer for proper details.

So as for Shock troops you make a group of SMG troops in a reinforcement slot, giving them higher experience and morale. Then script their movements to suit.

Gun's in houses is possible in some. I have managed to get a mortar in the middle of a gas works building but it cannot be resupplied. Also AT guns under cranes make them very hard to destroy.
Stick your house on the map and press F3, anywhere it's not red you can put units.

_____

Posted by Sp00ky on 05-14-2003 02:16 PM:
Joelly

your Central Point(CP) of operations may be Loc10 and may have several armoured bunkers that you particularly want a anti-tank and MG unit

in.

SS2 units head South East to find shelter (when scripted) so if they were standing on a south facing bunker door they would rather walk across a map than get into that bunker.

To get round this, (assuming your CP is loc 10 and Your normal (hide in house troops) are B3).... Stand the particular bunker units (Grouped B2) right by and
as close to each bunker door as you can. Then paste Loc12 on top of the bunker making sure the bunker troops are also standing in Loc12 - normally about 6 squares. Then script AI_Loc12 for B2.

This way they go straight in regardless of which direction the door is facing.

_____

Posted by Znoozi on 05-14-2003 07:04 PM:
 Save/ Load Objects...
emmhhh....... i really don't understand how to use this thing, so any help is appreciated(or how you spell it)
and the grey ground with rocks on by the cracks in the ground Sp00ky on Stalingrad..... how did you do that??
_____

 Posted by KGB on 05-14-2003 11:19 PM:
Sorry if I seems a bit vague?

The unit numbers for shock troops in stalingrad was approx 80.

I don't think this would be viable in the game but a reduction in size of units say [30] may be viable 3 sets of ten. As most of the soviet tactics was based on this and hugging the line where the Germans still tended to move in large formation. [even though they were told to adopt Russian tactics] A lot of the fighting was house to house were gains were measured in yards/metres than miles and it could take the Germans best part of a day to clear one house.
The part about antitank guns refers to infantry weapons not mobile guns [sorry about the confusion] as some antitank infantry can not fire the weapons in houses but piats can?
The reason i ask about this was do you think a mission/missions could be viable adopting this type of style i was wondering if you had tried this and were the results positive this would tend to lean more towards realism than anything elsewhere some players might hate it I would love it. don't get me wrong i am not saying anything you do is unrealistic in fact I can not wait for your stalingrad 2/ map. And I do understand there are problems with say the strength of infantry. But i was wondering had you tried to compile a mission based mainly on house to house battles what i am trying to say is have you constructed maps based purely on historical events [nearly impossible I know] or is the only so far you can be realistic using the editor What sounds a good idea doesn't always make a good game]? or am i expecting to much

PS : how close to stalingrad 2/? magpie

_____
Posted by Sp00ky on 05-14-2003 11:59 PM:
Winning scripts

For this mission there is only one way to win; Brig Spook must get the Captured General Trancer to the Royal Navy Frigate.

Once all objectives are complete it will automatically trigger the arrival of a Destroyer (HMS Laughing Boy) to the final location Loc63.

MAIN OBJECTIVES
Objective 1 '"Captured East Town" When complete C10=5
Objective 2 '"Captured West Town" When complete C20=5
Objective 3 '"Captured Industrial Area and General" When complete C30=5
Objective 4 '"Captured Docks" When complete C40=5

Within all objectives there will be sub-objectives like the Capture of General Trancer etc. The cell values will increase as we work through theses. i.e.

EXAMPLE: The Industrial Area
CELL TRIGGERS
*Player completes previous objective --> C30=1: Populates Loc30 with scratch defence force.

*C30=1 and Player wipes out scratch defence force --> C30=2 : Sparks Huge
AI_Counter-attacks.

*C30=2 and Players holds ground and kills 90% of counter-attack--> C30=3 :
AI_retreats / surrenders / ****s his pants / Player reinforcements sent.

*C30=3 and player capture General Trancer --> C30=4 triggers C40=1 (Populates Loc40 with scratch defence force)

*C30=4 and player steals a Tiger Tank and mops-up enemy in area --> C30=5 Obj Complete

You can also use mathmatical operation i.e C30(=1) <increased by> <1> will mean C30 will now be valued <2>

Winning Scripts
TRIGGER
Value of Cell C_10 is exactly number <5>
AND
Value of Cell C_20 is exactly number <5>
AND
Value of Cell C_30 is exactly number <5>
AND
Value of Cell C_40 is exactly number <5>
ACTION
Send to Player <Player> reinforcements of type <"HMS Laughing Boy(J9)"> via Gate <P> to Location <63> with delay 00:00:00
Show Modal dialog ("Ahoy matey, Land ho!...Over here you dumb pongo")
Turn of this trigger

TRIGGER
There are <more than> <0> units of <J9> in Location <63>
ACTION
Show Modal dialog ("Brig Spooky; Find a Landing Craft and escort the prisoner to the frigate for torture")
Turn of this trigger

TRIGGER
There are <more than> <0> units of <J9> in Location <63> Frigate in place
AND
There are <more than> <0> units of <A1> in Location <63> Brig Spooky on board
AND
There are <more than> <0> units of <i1> in Location <63>
Gen Trancer on board
ACTION
Show Modal dialog ("Well done, mission complete")
set Timer <0> to 00:00:05
Turn of this trigger

TRIGGER
Timer elapsed 63
ACTION
End Mission: Victory
Turn of this trigger

and it's as simple as that

_____
Posted by Sp00ky on 05-15-2003 12:28 AM:

Stalingrad II is already released

I know what you're saying now and it could be done on smaller maps with just a portion of city on them. My stalingrad is based on a bigger picture, whole events rather than the personal battles that made these events happen. It would be difficult to combine the two for reasons of unit ratio.
i.e.
Say there are 500,000 buildings in the real Stalingrad and the luftwaffe had 500
bombers assigned to the campaign. That's a ration of 1000 to 1.
Now in the game there is 800 buildings, so if we used the historic ratio then you would get 0.8 bombers for the game. Basically 1 bomber with a wing missing
Being realistic you would probably need 10-20 soldiers to secure a building in SS2. x 800 buildings is 8000-16000 units.
Sorry I am waffling again yeah I would consider it, but it would no more realistic than my map just drilled down further.

I will be drilling down further on the BERLIN mission; it will be a 5 map campaign so effectively far more units per house.
_____

Posted by Sp00ky on 05-15-2003 12:59 AM:

Efficient use of Cells

I want to touch on mathematical operations a bit, it sounds tricky but it really isn't.

Ok Red Square; Ref. the Cell formula in my last post; the final Cell value in Red Square is C21=5.
To get to this means you have had to capture the square, fought off counter attacks, met or killed the Russian general, had to put paulus on the square, and have Been informed of 24th Pz div,s arrival time.

Now you can move on to the hospital because C21=5 says NO gas, NO desertion to the game.
As long as you still own this value at the end of the game you have one part of the winning formula.

However If for any reason you then step off the square, and the Russian step on it, you will get this message;

EASTCOM-BERLIN -> 6thArmy
Please confirm - Red Square lost to enemy action.
6th Army to recapture Red Square.

Fuhrer displeased - Morale lowered. ++

and you will not be able to win the game until you have recaptured it.

The script is this

TRIGGER (you have completed the obj)
Value of Cell C_21 is exactly numer <5>
AND
Units of Player <Player> in Location <21> are <less than> <1>
AND
Units of Player <Enemy> in Location <21> are <more than> <0>
ACTION
C21 <decreased> by numer <1>
Show modal dialog <as above>
Set Morale <at most> <43%> for units of group <A0>
turn off this trigger

Now bearing in mind you cannot complete mission until all CP cell values are <5> you have to recapture the square.

When you do recapture it you reverse the above script.

 just ask.
————————————

Posted by Sp00ky on 05-15-2003 09:24 AM:
Civvies are not just eye candy, they are crew so the player can capture them with an officer and put them to work as drivers etc.

We don't want the player to capture the truck because its far more fun running it all over the battlefield and getting in the way, just like civvies do - The player will shoot it up v soon anyway.

This stops players officer capturing the truck;

SCRIPT: UnitLoop@J1=ply >J1=Neut
DESCRIPTION: Converts Civvie truck back to Neutral
CONDITION:
Active unit of player <player> in group <J1> amount to <more than> <0>
ACTION:
Transfer group <J1> to Player <Neutral>

Note No turn off trig added - this loop will always be active.

Next ** EAST TOWN SCRIPTS (CP10) **
————————————