

Posted by Sp00ky on 05-20-2003 07:02 PM: .

## EAST TOWN SCRIPTS

The player charge into to East Town and shoots up everthing in sight. As soon as he enters we send a small armoured force to keep him occupied while AI start to muster for a sneaky rear area attack(the transport park: in field-Loc2)

We have already set the group behaviour so a simple  
There is <more than> <2> units of player <player> in Loc10  
Let Cell C10 = <1>  
Then

Value of C10 is exactly <1>  
Send reinforcements of <LightTankB6> blah blah loc10 blah will hold down his fighting units for a bit.

This little more tricky; In reinforcements slot put a schlepper(A8) and a 105mm cannon(A7).

Now remembering the one or two tile location we put in a remote area of the quarry (within 105mm range)  
Indecently you would protect this area with a script if you didn't want the 105 cannon to end up scrap metal b4 it's fired a shot.

Lets call the stone works loc9 and the 105 firing point Loc8

Ok the battles raging in East town which triggers this;

### ACTION

Set AI\_behaviour for Group <A8> to <Trucks transport fror Loc to Loc> (do NOTcheck "dont move to new location")

Set AI\_Grp1 for <A8> to <A7>support these groups

Set AI\_Grp2 for <A8> to <A7>

Set AI\_Loc1 for <A8> to <9>park here when idle

Set AI\_Loc2 for <A8> to <0>Drop Cannon here - decided by AI\_Loc1+2 on Cannon behaviour

Set AI\_behaviour for Group <A7> to <Infantry Crew Cannon>

Set AI\_Loc1 for <A7> to <8>Drop me here

Set AI\_Loc2 for <A7> to <8>Drop me here

Send reinforcements of type <Schlepper+Cannon> via flag <D> (stoneworks) to Loc9 (stoneworks) turn off this trigger

What happens now is the Schlepper and cannon trundle out to Loc9, then they divert to Loc8 where the cannon is dropped off, then the schlepper goes back to Loc9 and parks up.

To move the cannon again you do this;

Set AI\_Loc1 for <A7> to <7>

Set AI\_Loc2 tor <A7> to <7>

The schlepper picks up cannon then drops it at Loc7, then goes back to Loc9 and waits..

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Posted by Sp00ky on 05-22-2003 11:25 AM:

### Re-Cap

#### LOCATIONS

##### CP1-Player

Southern Fishing Village = Loc1

Farm just N of Fishing Village (over stream) Brig-Spooky HQ = Loc2

9th Armoured Bgd encampment field = Loc3

Farm East of School = Loc4

East of Station; Railway Line Nr tunnel = Loc4

Small area in quarry, E of Loc4, close to N embankment, (Loc3 to be in range of 105mm) = Loc5

Stone works = Loc6

Football Field = Loc7

##### CP10-East Town

Area = Loc10

Garrison Headquarters (prison) = Loc11

All East town armoured Bunkers = Loc12

GATES \_ Multipule Flag  
Road East - GteA  
Rail East – GteB  
StoneWorks (N side) - GteC  
GATES \_ Single Flag  
Radio Bunker N of Garrison Headquarters (prison) = GteD  
Church Yard – GteE

#### REINFORCEMENTS

<Loc10-Truck(B8)-GteD-Loc9

1 x Truck

>10 x Rifleman

#2

<Loc10-DefenceTroop(B4)-GteD-Loc10

2 x Officer

18 x Rifleman

6 x SMG

2 x HMG

2 x Medic

#3

<Loc10-DefenceTank(B6)-GteD-Loc10

2 x Luchs

6 x Pz III

4 x Pz IV (TypeF)

#4

<Loc10-Supply(B9)-GteD-Loc10

2 x SupplyTruck

After shelling, the player attacks the East town (Loc10) and starts to do damage.

Now you remember the old war films; when the allies attack a remote location they always, always get rumbled by a truck full of German infantry.

So lets do that;

Place a couple of Loc9 tiles up by the station.

#### TRIGGER

Value of C\_10 is exactly <1> The player has entered the town (loc10)

AND

<Active> units of group <B6> amount to <less than> <1> The 4 vehicle AI\_townPatrol has been wiped out

AND

<Active> units of group <B4> amount to <less than> <5>

The 12 man AI\_townPatrol has been almost wiped out

AND

there are <more than> <0> units of player <player> in Loc10

The player is still in town

ACTION

Set AI\_behavior for Group <B8> to <Truck Transport from Location to Location>

Sets Truck behaviour...

Set AI\_grp1 for Group <B8> to <B4> Support these troops

Set AI\_grp2 for Group <B8> to <B4>

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

Set AI\_behavior for Group <B4> to <Infantry Guard Location> Spread randomly throughout location, Houses-Dont Occupy Sets Troop behaviour...

Set AI\_loc1 for Group <B4> to <10>Attack here

Set AI\_loc2 for Group <B4> to <10>and here

Send to <<Player>> reinforcements of type < <Loc10-Truck(B8)-GteD-Loc9 > via flag <<C>> to Location <<9>> with delay <<00.00>>

Turn off This Trigger

Effectively - a truck will come from the stone works, stop at the Station and drop off the troops. Then go back to stone works.

The troops will advance on the town(Loc10)

Reality - a truck will come from the stone works, go to the station, bump into a player MkIV sherman and disappear in a puff of smoke before the crew have time to say "sh\*t!! there's a Sher....."

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If the AI\_troops win the battle, and you need to collect your AI\_troops with the truck and take them back to the stone works. Add this after your wining trigger;

#### ACTION

Set AI\_loc1 for Group <B8> to <10> Collect troops from here

Set AI\_loc2 for Group <B8> to <6> and drop them here

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Posted by Sp00ky on 05-22-2003 11:40 AM:

UNIT LIMIT Continued.../.../...

Copy from another thread

<<Although the unit limit is not supposed to make the pc crash I'm having problems with finishing Stalingrad with SSNM.

I might have some more units than before (origianl SS2) but not many.....still the game crashes during the final russian assault (after Paulus got to the factory region). I through all my Pz IV in the fight wasting them and the game didn't crash.....

strange....

I thought unit limit made the game crash. But in von Erics test the reinforcements clearly stopped coming out when the limit was reached. Very strange indeed.

I would like to know why in some instances it does but i cant see a way of testing this????.

Go back to just b4 paulus goes to the fist and mine the railway lines comming in from the North because the train is what takes it over the limit(removed in latest version.

Thats another thing the train is supposed to be 1 unit but it must come out at the trains+crew.....about 100>>

Anybody have any ideas why this happens, or how we can test this????

It's a very important issue for mission makers

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