

# Trenches Version 1.1



## ■ Author

Blanco, July 2007

## ■ Required

Raedor's Sandbagfix 1.1.pbo (included in the zip)

## ■ Credits

Raedor for the sandbagfix addon  
General Baron for the manMG script.

## ■ Scope

Create defensive positions, put your men behind sandbags and make them popup once a while. (or not) Support static weapons. (or not)

## ■ Arguments (2th & 3th argument is optional)

- ☐ Name of the group
- ☐ Popup true or false? Do you want them to popup once a while? Default is true.
- ☐ Do you want a static weapon that must be supported?  
A - Name of the static weapon that must be supported.  
B - Name of the trigger that covers the units that should support the static weapon.

## ■ Examples

**[group this] exec "trenches\outpost.sqs"**

Groupname is not defined and they will popup once a while.

**[mygrp,false] exec "trenches\outpost.sqs"**

Groupname is defined in one the unit's init and the group will kneel all the time.

**[mygrp,true,[MG2, Outpost1]] exec "trenches\outpost.sqs"**

Groupname is defined in one the unit's init, group will popup and the units within a trigger named **outpost1** will support MG2.

**[group this,false,[Cannon, trig\_A]] exec "trenches\outpost.sqs"**

Groupname is not defined and they will kneel all the time. Units in trigger area **trig\_A** will support the cannon.

## ■ How to use

- ☐ Copy and paste the trenches folder in your own (editor) mission folder.
- ☐ Place your group on the map behind some sandbags. You don't have to name that group. Make sure their weapons don't stick through the sandbags when they go prone.
- ☐ Doubleclick every single unit in the group, open the special drop down menu and set it to "none". (see pic)
- ☐ Place a static weapon not too far from the group and name it. You don't have to group the static weapon, but it's recommended.
- ☐ Make a trigger, covering all the units that should support the static weapon. Name the trigger (unique name!) in the name field and define the side activation. You don't have to cover all the units in the group. This way you are able to put some snipers on higher ground for spotting and sniping, they will not support the static weapon, but they will fire and share enemy positions with the rest of the group.
- ☐ Run the script(s) in the leaders initialisation field



### ■ Known bugs

- ❑ The script fails when you save the game. The script has disableAI "move" commands and these are resetted when you save or load a saved game.
- ❑ Sometimes units don't want to mount the static weapon. I don't know why this happens because it all works fine when there are no enemies around. I blame lousy AI pathfinding.

### ■ Improvements that can be made...

- ❑ Make them rearm automatically at nearby ammoboxes.
- ❑ Make them retreat when pinned or under a certain condition
- ❑ Fix that damn savebug
- ❑ increase scanning radius

### ■ Tips and tricks

- ❑ Never place units too close to eachother. When they got flanked, units refuse to fire (friendly fire avoidance)
- ❑ It always a good idea to place some non-static troops around the trenches. For backup, counter attacks, immersion...
- ❑ Put some medics with support waypoints behind the trenches and they will automatically heal the wounded in the trenches
- ❑ Fire accuracy of a machinegunner in a kneeled position isn't very good. Good for immersion but they won't hit that much.
- ❑ Protect your M2 machineguns in bunkers or they won't live long
- ❑ You can play as commander/spotter and give fire orders to men. You can't give them move orders, because all units are fixed.
- ❑ Snipers on higher ground are very effective to report enemy postitions with the rest of the group. Don't let them support static weapons.



### ■ Disclaimer

- ❑ Use it on your own risk.
- ❑ You may modify & improve this script, I don't need credits, but it would be polite if you do.
- ❑ Not tested in multiplayer.