
Subject: Where are reinforcements trained ?
Posted by [viracicha](#) on Sat, 14 Mar 2009 04:17:46 GMT
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Hi all

I have 3 questions:

I had cleared ARULCO, the queen is in her bunker and there is no army left. Except in O5 were there is a big ? (I

Subject: Re: Where are reinforcements trained ?
Posted by [ursbid](#) on Thu, 19 Mar 2009 06:23:34 GMT
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To your last question, the queen creates forces in cities and patrol groups. The city forces are created when the game starts, the patrol groups are created all the time depending on your game difficulty level. You can get a visual display of the patrol groups here:
<http://jaggedalliance2.pbwiki.com/Patrol-Groups>

Subject: Re: Where are reinforcements trained ?
Posted by [Will Gates](#) on Thu, 19 Mar 2009 12:15:13 GMT
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RE the "repaired" tanks. The tank is a "soldier" placement therefore if they take back the sector chances are the game will choose that tank slot sometimes; it does the same for militia in Meduna sometimes too if you care to check. The only way to avoid this would be to remove tanks from the game entirely which is a lame idea.

O5 isn't a valid sector in regular JA2.

Troops generate in Meduna, Alma, Orta and the protective ring around Meduna at a given rate. Each of these maps has a troops required number and anything generated beyond that is free to become reinforcement & counterattack forces. These spare troops will only leave the spawn map when they reach minimum patrol size; however as a group they will continue to grow en route. e.g. an 8 man unit setting off from M5 to counter on Drassen Sam could easily be up to 16 by the time it gets there.

Subject: Re: Where are reinforcements trained ?
Posted by [viracicha](#) on Thu, 19 Mar 2009 13:48:05 GMT
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to ursbid : in the visual there are no legend but i understand GREY = cyties, sam sites, Orta, Tixa
Black = unaccessible
RED = sea
White = "safe location"

tell me if i am right :

-the red patrol number 1 (created in balime) can only go in L10 and M10?

or

- patrol groups are created in M10 & L10 and can go anywhere (except white cases) and eventually grow (as will gates explain), but if i take those sectors, this kind of groups cannot be created once more?

Subject: Re: Where are reinforcements trained ?

Posted by [Will Gates](#) on Thu, 19 Mar 2009 14:02:42 GMT

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It's just outside Balime and it only patrols L10 to M10 and back again. All the patrols have their set route which they stick to unless an opportunity arises. Patrols are there from day one in Expert. Not sure about Normal & Novice. They have a lower priority than roadblocks (e.g. the C9 campers) so are only replaced if the Queen is doing very well against you. The map just shows Patrols not Garrisons, Roadblocks or Spawning areas. White does not mean SAFE.

Subject: Re: Where are reinforcements trained ?

Posted by [usrbid](#) on Fri, 20 Mar 2009 01:44:53 GMT

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@olivier: You are right with the colors. The patrol groups map is a rip off my movement cost map which has a very detailed legend (at the bottom), you can find the movement cost map here: <http://jaggedalliance2.pbwiki.com/Movement-Cost>

Patrol groups are created at the first entry in the XML file and then move down the list of elements of the XML one sector after another. When they reach the end of the list, then they "bounce" and move back to the top one by one again.

Patrol groups keep going back and forth until you run into them or they see you in an adjacent sector. If the latter happens the patrol group leaves their regular path to attack you. Will explains it well, the link is just a graphical representation of the XML.
