
Subject: Enemy surprise appearances
Posted by [Taleman](#) on Mon, 26 Sep 2016 08:59:17 GMT
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I attacked Cambria SAM site, where Strategy view showed 75 enemies. I found 30, last two inside the control building. When I killed the last enemy, 30 new enemies materialized on the eastern border of the map, surprising my mercs who had stood up when the battle finished.

After killing these new enemies (cheated by reloading and moving my mercs to better positions before shooting the enemy number 30) a new batch of 15 materialized similarly on the eastern border. This time mercs were not standing ready to be shot because I had changed the option in .INI to FALSE.

Is this enemy appearing from nowhere a feature or a bug? It is annoying at least, and a surprise when it happens the first time. If this keeps happening, I have to be careful shooting enemies if I am not sure there is at least one additional enemy left. Before shooting the last enemy I must position my side away from map borders.

Subject: Re: Enemy surprise appearances
Posted by [Enneagon](#) on Mon, 26 Sep 2016 10:55:11 GMT
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Is a "feature".
Or rather, way around technical restrictions of the engine.

It is guarded by MAX_NUMBER_ENEMIES_IN_TACTICAL in the ini (I'm not sure but think it currently capped at 32).

Game will go crazy and crash if numbers of actors on map exceed 255 at any given time (including you, civilians, cows... everything summed up).

Only way to significantly up this is this project; understandably it not savegame compatible to any other version (except former versions of self).

Subject: Re: Enemy surprise appearances
Posted by [silversurfer](#) on Mon, 26 Sep 2016 13:26:55 GMT
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Excess members of a team are handled as reinforcements because they simply don't fit on the map from the beginning of the battle. Reinforcements always appear from the border of the map.
