
Subject: Hit chance and few questions

Posted by [johnson](#) on Mon, 07 Nov 2016 14:09:33 GMT

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I forget are there any golden rule to weapon distance vs hit chance and optics (iirc x10 should be useless). Where do I see the minimum weapon range? and where is the shortcut list ? (the PDF don't appear to have them all)

In my latest game

1. the best performing role was ranger+shotgun, always scoring multiple times in ~15 tile range.
2. My least performing was a sniper with 3xscope who is hard to position (rarely there is unobstructed line sight) and even then it can take a few shots to score a hit.

3. Grandier has been a god send in some maps, although I had an issue with Dresden mine fence severely limiting his throwing\shooting range, and fucking up my plans.

Subject: Re: Hit chance and few questions

Posted by [edmortimer](#) on Mon, 07 Nov 2016 15:27:58 GMT

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Unfortunately, the Enhanced Description Box does not show optimal minimum range for scopes or scoped weapons. You can find the info in Items.XML (use a code/text editor like NotePad++, not Word or WordPad or Notepad). Look for the scope in question and check the <MinRangeForAimBonus> tag. For a 3x scope it is 15 tiles.

For Scopes 2x-4x it is 5 tiles x scope factor.

For Scopes 5x-7x it is 6.5 tiles x scope factor

For Scopes 8x-10x it is 7 x scope factor (a caveat - in current version of AV 8x & 9x have greater penalty than this -- will fix for the end-of-month update)

I've modified shotguns a LOT trying to bring them into line as a good close combat weapon, so I'm glad it is working.

Dresden? Y'mean, Grumm with the double fence? There's an option (in Options while in-game) for high-angle grenade launching you can turn on and off as needed.

Subject: Re: Hit chance and few questions

Posted by [johnson](#) on Mon, 07 Nov 2016 16:07:53 GMT

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Thanks this is very helpful, i'll write it down.

Subject: Re: Hit chance and few questions
Posted by [johnson](#) on Fri, 18 Nov 2016 15:18:31 GMT
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Since receiving a message about militia being unable to arm itself, I have been stripping the country side of equipment hording stuff that I don't need. Question:

1. What type of equipment militia use? Guns\ammo\knifes\armor\..?
2. When created, do militia look for equipment in the current sector only or the whole city?
3. How much equipment should I stock? do I need to keep a stack of metal helmets if I have stack of kevlar ones?
4. Is there some shortcut to force militia to restock? Will militia pick better available equipment?

Also

5. Is there way to ask to surrender? (or a cheat to force retreat, not to kill all enemies)
 6. If I retreat leaving wounded mercs behind, surrendering them will they be treated?
-

Subject: Re: Hit chance and few questions
Posted by [edmortimer](#) on Fri, 18 Nov 2016 16:49:46 GMT
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- Quote:1. What type of equipment militia use? Guns\ammo\knifes\armor\..?
2. When created, do militia look for equipment in the current sector only or the whole city?
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Also

5. Is there way to ask to surrender? (or a cheat to force retreat, not to kill all enemies)
6. If I retreat leaving wounded mercs behind, surrendering them will they be treated?

- 1) Militia can, and will, use all types of weapons and armour.
 - 2) Militia look in the current sector only.
 - 3) You need to have enough items to outfit the number of militia you have there. If you have 30 militia you'll need 30 weapons. If you want them all to have a helmet you'll need 30 helmets.
 - 4) Militia Restock is available in Tactical with the hotkey CTRL-. (Control + period). Militia Inspection causes them to drop all their gear. You can then go to Strategic Inventory and see everything in the sector.
 - 5) Not that I know of.
 - 6) I'm not sure. I think they do NOT receive medical attention. I think I remember having a Merc die from his bleeding wounds after capture.
-

Subject: Re: Hit chance and few questions
Posted by [johnson](#) on Sat, 19 Nov 2016 17:31:56 GMT

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1. let me rephrase, is there any item groups that militia don't use? e.g. can I stop hording useless (to me) pouches and backpacks?
4. Thanks, I can't believe I forgot this one.

Subject: Re: Hit chance and few questions
Posted by [edmortimer](#) on Sat, 19 Nov 2016 18:15:33 GMT
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Quote:1. let me rephrase, is there any item groups that militia don't use? e.g. can I stop hording useless (to me) pouches and backpacks?

Yes, you can stop hording backpacks and pouches. AFAIK they will use weapons & armor/uniforms. I don't know if they'll use first aid kits with Sevenfm's latest EXE which includes enhanced Medic role for the AI, but otherwise it's just items that can be classified in any way as weapons (e.g. flashlights can be used as a weapon, and that's all the AI will use them for) or armor.

Subject: Re: Hit chance and few questions
Posted by [edmortimer](#) on Mon, 21 Nov 2016 04:27:34 GMT
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Militia will also use 'face items' -- such as Extended Ear, Gas Mask, NVG, Sun Goggles . . .

Subject: Re: Hit chance and few questions
Posted by [Flugente](#) on Tue, 22 Nov 2016 21:04:06 GMT
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johnson wrote on Fri, 18 November 2016 15:18Since receiving a message about militia being unable to arm itself, I have been stripping the country side of equipment hording stuff that I don't need.

5. Is there way to ask to surrender? (or a cheat to force retreat, not to kill all enemies)

You can talk to an enemy. You will get the option to ask them to surrender, but you can also surrender to them. At least in the trunk, not sure about the old stable release.

Subject: Re: Hit chance and few questions
Posted by [johnson](#) on Wed, 23 Nov 2016 03:54:37 GMT
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For some reason I can't handle my militia.. My process is simple, take over a town, strip it of all equipment and move it to a single sector, from where I am going to train all militia for that town. But despite having dozens of weapons and stacks of armor in each of those I am still plagued with daily errors about militia being unable to arm itself.. (which is very unhelpful without sector info btw)

When taking over Cambria, I used Mobile militia to reinforce my attack and it was armed to the teeth, but later on when defending a counter attack on the mine sector they spawned armed with nothing but their fists. I tried cycling all the militia in Cambria through my equipment dump sector doing inspect\restock but it didn't help :/

Flugente wrote on Tue, 22 November 2016 22:04

You can talk to an enemy. You will get the option to ask them to surrender, but you can also surrender to them. At least in the trunk, not sure about the old stable release.

Thanks I'll try that.

Subject: Re: Hit chance and few questions
Posted by [edmortimer](#) on Wed, 23 Nov 2016 06:08:18 GMT
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Quote: I tried cycling all the militia in Cambria through my equipment dump sector doing inspect\restock but it didn't help :/

I think what's happening to you here is that the militia do not take their gear with them when you move them from sector to sector. They do take their gear when they reinforce an attack or defense, but not when 'peacefully' re-deploying. Mobile militia do take their gear with them as they move, but Town Militia use what is already in the sector.

Somebody will correct me if I'm wrong.

Subject: Re: Hit chance and few questions
Posted by [Enneagon](#) on Wed, 23 Nov 2016 15:19:30 GMT
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You may want to read equip-able militia feature presentation by Flugente.

As I understand the core problem is, militia don't exist as equipped soldiers anytime but when the sector is loaded in tactical. They look for equipment only when about to load tactical and in current sector inventory only. It is worked around for mobile militia, those bring selected part of sector inventory with them (note that not really on them).

So, basically, if you want militia to use real equipment, you need it for them in each and any sector they are currently positioned in.

Subject: Re: Hit chance and few questions
Posted by [johnson](#) on Wed, 30 Nov 2016 07:44:06 GMT
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^Using inspect\restock shows that militia equipment can be hidden\reserved. My assumption was that when training militia from a single well stocked location, trained\equipment militia will spill over to the rest of the city sector. Allowing me to maintain one equipment dump per city. Because there is nothing less appealing to me than equipment micro management for hundreds of militia cardboard soldier across dozens of sectors. To bad there is no city wide restock from this location function.

Subject: Re: Hit chance and few questions
Posted by [edmortimer](#) on Wed, 30 Nov 2016 14:16:59 GMT
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Quote:To bad there is no city wide restock from this location function.

That is actually a very good suggestion. Maybe one of the coders will implement that idea as a feature.

Subject: Re: Hit chance and few questions
Posted by [Enneagon](#) on Wed, 30 Nov 2016 19:47:43 GMT
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edmortimer wrote on Wed, 30 November 2016 16:16Quote:To bad there is no city wide restock from this location function.

That is actually a very good suggestion. Maybe one of the coders will implement that idea as a feature.

The main problem I see, is how to prevent militia in each city sector to use exact same 20 rifles... allowing that might be at least slightly too much cheating, no?

If that can be worked around, then why not to go one step further with country wide militia restock pile?

Well, that probably would involve just a little too much change and adjusting, like, need for better arming algorithm perhaps, or manual arming option. So that's probably long shot.

Subject: Re: Hit chance and few questions
Posted by [johnson](#) on Thu, 01 Dec 2016 03:46:02 GMT
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I don't know any specifics, only that there is already:

inspect\restock function, which can be used to equip sector militia with available equipment.
'move items' function, which can move items between all city sectors.

So maybe it is possible to add 'resupply militia' (akin to move items) function, which would use the same algorithm inspect\restock function use to figure what needed in each sector (per number of its militia) and move it there.

Personally, I don't think that a country wide restock pile is a good idea. Resource management should be part of the game, I just don't want to micromanage equipment piles in each city sector updating them after each battle..
