

All Scenarios

- Embed Workshop title picture to the Scenario Description
- Add offset to Introduction SE
- Add Intel SE ("Intel briefing - Russia")
- Disable "IsShown" for Events

Finland Scenario

- ~~• Add the source of the quotes in the messages, that you commented in this thread. They add immersion. (the short poem IG)~~
- Munitions transfer needs incentive eg. points
 - There is no easy way to script this currently, big problem being there is about 20 target bases that could receive the munitions or SHORAD. But transferring missiles allows player to rearm its planes once or twice, which is not possible without doing this.
- ~~• This time the whole Hammenmaa group was sunk 😞 When you load the scenario the doctrine for this group is on HOLD, and they cannot defend, contrary to the second naval group.~~
- ~~• I do not want to add more risks to the naval groups. However the Okhotniks drones are the ones that sink the warships. Felons are named in the message quoted below, however they seem to have problems taking off.~~
- This time I decided not to disperse any munition to see what happened, as you see there is not incentive to do it, you can still get a triumph. What I did however, was to move the helos and cargo ACs so that they did not were destroyed in the attacks.
 - The AMRAAMs in containers, move them to bases where the ACs will be dispersed, so they can be rearmed. In those bases magazines, there are only Sidewinders.
 -
 - I did not do it this time. Moved the cargo ACs from the original bases to the FARPs but empty, so they were not destroyed.
 -
 - You are supposed to move the cargo, however if you move nothing you may still get a triumph, that is what I meant
 - Maybe the scoring should be rebalanced to be harder, but it kinda seems pretty hard all ready?

When the levee breaks

- ~~• At some point side Nature was treated as hostile by the player. I dont understand why and I was not able to bring it back to neutral Why "Nature" and not "Civilian". Third side consists of Merchant vessels.~~
- ~~• Typos in the event names: "amhibs", "destroed", "sweden".~~
- ~~• Briefing: there are 3 Giraffe radars in Gotland.~~

- ~~The Special action has some nice explanations, a few problems though:~~
- - ~~Difficult to view, in the description you may add that is recommended to move the SA window from the center before pressing on execute.~~
- - ~~There are 14 not 12 messages.~~
- - ~~Gotland submarines: "summerged for weeks", however the endurance in the game is just 1 day?~~
- - ~~Malmen AB: 2 AEW and 2 ELINT ACs, however there are 1 of each already flying when the scenario starts, so in total 3 of each.~~
 - No need to fix
- - ~~Gripen NG and electronic warfare, is it a problem in the DB? They only feature DECM.~~
 - Yes. No need to fix
- ~~Add Civilian side for the civilian units.~~
- ~~Add Naval bases for both sides.~~
 - Not necessary IMO
- ~~The russian side has no Shahed type drones, this is strange, they are very much present in "I am still standing".~~
 - Maybe if I ever make v2 of this scenario, would require major rebalance
- ~~Could not detect any russian sub, are they present defending the red ships and hunting the blue subs?~~
 - There is one, but its very quiet
- ~~HSwMS Södermanland seems to be located too much in the North to be of any use.~~
 - Yes, not all assets are perfectly placed, thats realistic
- ~~Recommendations for the blue side naval units to survive are not very useful, some of them seem to be doomed? ASCM terrain following restrictions option should not be enabled for better survivability? And related with this, add the pic in the description or somewhere, as requested with I am still standing~~
 - Turned on ASCM, others are "wont fix"
- ~~No magazines in Tampere AB. Also the magazines of the SSMS seem a bit short, balance reasons?~~
- ~~The russian invasion group has no troops embarked.~~
 - Are not really needed
- ~~I would change the victory/defeat. Victory for NATO side if you sink the whole naval invasion group. You may leave defeat as it is right now, but it would be nice a disembark in Gotland, a beach head with a minimum of russian troops.~~
 - I'm going to leave it as it is now.
- ~~Or even add a Hostomel attack style to the Visby airport? Air assault by VDV troops besides the naval invasion~~
 - This is something for a followup scenario already
- ~~If USA has left NATO, what sats are detecting the launchings from Kaliningrad? I have asked the AI about it, and Europe is right now incapable of that?~~
 - Its end of 2028 and ODINS EYE II is active with TWISTER (at least in my 2028 timeline)

In the sky with diamonds

- ~~Once more, add the graphic to the description/briefing:~~
 - Maybe someday, when I'm happy with the graphics. Im planning redoing them.
- ~~Description Typos: "fortificatios", "faciliities", "present in Longyearbyen to see to security of the inhabitants", "Area has been long seen challenges and disputes from Russia who are not happy with NATO"~~
-
- ~~As commented in the other scenario, the **Special action** has some very interesting explanations:~~
- ~~May be difficult to view, in the description you may add that is recommended to move the SA window from the center before pressing on execute:~~
- ~~KV Svalbard has not ASW capabilities:~~
 - It indeed does! Two ASW helicopters is amazing for a cutter.
- ~~How did the French get the Israeli C-Dome/Tamir system in their Frigate?~~
 - They bought the C-Dome from the Israeli (this is bit of a "what if" FDI needed to be beefed up)
- ~~Message log not clean when the scenario starts:~~
- ~~At the beginning: "Score changed from 0 to 40. Reason: Setting score to scenario base level." Balance?~~
 - yes
- ~~"Arctic Spaceport" Ny-Ålesund (in description and briefing) is named "Rocket Range" in the map and in the SA message:~~
- ~~Barentsburg appears as a blue icon, while is reported to be controlled by russia and at least unfriendly:~~
 - Reworded the description a bit, also it is a town on Norwegian soil so it is strictly speaking friendly town, even if the inhabitants might have different allegiances.
- ~~Cayenne and Svalbard airports do not appear with their names in the OoB window, like the rest:~~
 - For me both are visible in OOB (Aéroport International de Cayenne, Svalbard Airport)
- ~~Not enough magazines in Banak, but probably irrelevant in the scenario:~~
 - By design, its mentioned to be a layover stop
- ~~KV Jan Mayen ship initial location is beyond the ice line and has problems moving:~~
- ~~KV Svalbard Seahawk cannot deploy sonobuoys, no NATO sonobuoy receiver. Also one of the KV Jan Mayen's, while the second has not this problem:~~
 - Dunno how to fix this really, thats a weird problem to have since they should be identical.
- ~~**M1 SVALBARD SATELLITE GROUND STATION: ATTACK.** What is TT&C?~~
- ~~A Chinese AGI ship was detected nearby, but nature side?~~
- ~~What to do with Svalbard saboteurs? Sent the police unit thinking they would be arrested, but nothing happened. So just damaged the boat, not sure this was the cause they could not run away:~~

- Added note to stop them “with any means necessary” ie. shoot them if they dont surrender
- ~~**M2 SITREP – NORWEGIAN AIR SURVEILLANCE OUTAGE (SENJA).**~~ Radar on Senja has no Senja in the name and I had no idea where Senja is, to locate in the map is better to add the name.
- ~~**M3 ANDOYA SPACE CENTER; NORDEFCO ALERT NET SUBJ: INITIAL DETECTION – INBOUND BALLISTIC TYPE TRACKS.**~~ NASAM 3 ineffective vs ballistic missiles due to speed. This was a recent change in GMD, not sure you want to change the defensive system.
 - When I tested this it seemed to fire and sometimes kill the incoming missiles. If thats has changed I guess Ill just leave it like it is, doesnt change much.
- ~~**M4 ANDOYA POST-ATTACK DAMAGE ASSESSMENT.**~~ The ship has attacked you, so you should be able to return fire on the ship, not to escort it?
 - I think it is realistic, they would prefer capturing (boarding is mentioned in the msg) the ship, finding the evidence, capturing the crew for interrogations, trying to attribute it to Russia. Its hybrid war afterall.
- ~~**M5 SUSPECTED UAV LAUNCH VESSEL.**~~ There are no blue ships nearby to board it, the player is not supposed to do it?
 - No. Improved the wording a bit: “**BACKUP NATO SURFACE UNITS IN THE AREA ARE NOW VECTORING TOWARD THE CONTACT**”
- ~~**Event Action: '5 points for NATO' has been fired (part of Event: 'Shahed motherships identified')**~~ I think it fired before identifying it.
 - I couldnt repro this
- ~~**M6 and M7, LAND ATTACK ON GUIANA**~~ You are restrained, not to attack who is clearly attacking you?
 - How do you mean, I thought its pretty clear: “**4. ROE UPDATE: UNITS MAY RETURN FIRE IF ENGAGED AND ARE AUTHORIZED TO PREVENT ANY ATTEMPT TO FORCE ENTRY INTO THE SECURED PERIMETER. COMMAND AUTHORITY CONTINUES TO REVIEW ESCALATION MEASURES.**”
- ~~**M9, M10 and M11**~~ are related with the Azores, in them Lajes Space Operations Facility is named, while on the map is Santa Maria Spaceport in another island.
- Probably intended but there is no enough room in the AC for all the Portuguese paratroopers.
 - Yes.
- In M10 is said the infiltration team was defeated without my participation, what are the paratroopers for?
 - I added conditional logic to this event to check the paratroopers are actually in place
- Santa Maria landing zone for the paras should be a bit inland, they have problems moving.
- The A. Nakhimov was detected in Azores as Neutral side? And later strangely is a Re-Re ship
 - “Small” bug in spawner script, there was also three american LPDs masking as neutrals :D
- **M12 and M13 SHAHED ATTACK ON GUIANA.**
 - ~~The first attack was destroyed but there were more Shaheds incoming from other directions, this was a nasty surprise and was again defeated~~

- The message was of the land infiltration group, not Shaheds. The scenario did not end.
 - This I did not understand, what are you saying?
- ~~Reloaded a save. The trick to success is to change the Crotale WRA to 1 round for the UAVs (for the rest of the weapons seem to be already 1), and also some micromanagement for the Tigres and Rafales to shoot them down with guns when the missiles are expended.~~
- ~~There were around 5 hours left, I was searching for the Azores sub (finally was not found), and also for the launchers of the Shaheds in Guyana, could find only 2 neutrals but not the launchers themselves.~~
 - I guess it could clearly mark the identified ships hostile, but I am not sure its 100% necessary since sounds like you got the identification complete messages. About the sub, its is super quiet and moving slowly so its REALLY hard to detect. I raised its speed a bit to make it easier to find, but probably still not very easy. Its okay, player does not need to succeed in everything.
- ~~Nothing else happened till the end of the scenario, and ended with just 55 points. Strangely "No thresholds established for the player evaluation", I have looked at the scoring in the editor and indeed there are thresholds, not sure what happened, perhaps loading saves. 55 should be a minor victory. Scenario ending is by points, but if you are in the middle, there should be also a message, I guess, even though the scenario ends by time.~~
 - Added message when time runs out, also added "Scenario Ends" actions to win and loss Events too so the scenario does not keep running after them.
- ~~Points are given only per event, not for destroying enemy units.~~
 - Yes, it reflects the fact objectives are more important than kill statistics
- ~~Specially important is that there are no points for destruction of the attacking forces in Guyana, ground units or Shaheds, when the most important part of the scenario is to defend the Ariane 6 complex.~~
 - This is handled in reverse, ie. you lose if the Ariane 6 is damaged. So protecting the unique launch site and rocket is absolutely critical and also you need to succeed in most of the other objectives aswell. I guess this made the design easier for me this way. So players "reward" from destroying the drones and militia is that he doesnt lose :)
- ~~The Shaheds also caused damage in the Cayenne airport, but no point losses either.~~
 - Some damage is not easily preventable or important and there is no need to punish player for those.
- ~~Some civilian AGs losses, no airports to come and go?~~
 - Yes and also some planes were seaskimming.
- ~~Typos in the event names: "Ariane6 damages", "GroundAttackOnGuina", "Scenarion ends in failure".~~
- ~~Exception: [string "CachedChunk"]:33: unexpected symbol near '{'~~
- ~~Stack Trace: at NLua.Lua.ThrowExceptionFromError(Int32 oldTop)~~
- ~~at NLua.Lua.LoadString(String chunk, String name)~~
- ~~at h1ayV7QWrc2WCXqDWWpp.Cvw11DvDImG(Object , String , String , h1ayV7QWrc2WCXqDWWpp)~~

- ~~at Command_Core.LuaUtility.DoString_Optimized(Lua lua, String chunk, String chunkName)~~
- ~~at Command_Core.Lua.LuaSandBox.RunScript(String str, Boolean RunInteractively, String script, String fullPath)~~
- ~~---~~
- ~~--- PHASE 1: TELEPORT ---~~
- ~~--- PHASE 2: NAME RESTORATION ---~~
- ~~Name restored to unidentified soldiers~~
- ~~--- PHASE 3: SETTING COURSE (Native Trigonometry) ---~~
- ~~Course set for unidentified soldiers to 20nm South East.~~
- ~~Target Coords: 77.992597739604 / 16.547832236798~~
- ~~SvalSat Strike Update: Radomes confirmed destroyed via KillUnit.~~
- ~~---~~
- ~~Function:ScenEdit_DeleteUnit (0) Error:Can't find guid W8V2DT-0HNIL407TLMJT~~
- ~~Warning: Satellite Iceeye-X1 not found or already removed.~~
- ~~---~~
- ~~Function:ScenEdit_DeleteUnit (0) Error:Can't find guid W8V2DT-0HNIL407TLMK9~~
- ~~Warning: Satellite Iceeye-X1 not found or already removed.~~
- ~~--- PHASE 1: TELEPORT ---~~
- ~~--- PHASE 2: NAME RESTORATION ---~~
- ~~Name restored to unidentified soldiers~~
- ~~--- PHASE 3: SETTING MULTI-POINT COURSE ---~~
- ~~Course set for unidentified soldiers with 2 new waypoints.~~
- ~~Success: Ariane 6 (ELA-4) Launchpad has been destroyed.~~
- ~~Exception: Invalid arguments to method call~~
- ~~Stack Trace: --- at NLua.Lua.ThrowExceptionFromError(Int32 oldTop)~~
- ~~--- at NLua.Lua.CallFunction(Object function, Object[] args, Type[] returnTypes)~~
- ~~--- at NLua.LuaFunction.Call(Object[] args)~~
- ~~--- at sti7w5Qwn5BsWqaadWN3.Cvw11DvDImG(Object , Object[] , sti7w5Qwn5BsWqaadWN3-)~~
- ~~at Command_Core.LuaUtility.DoString_Optimized(Lua lua, String chunk, String chunkName)~~
- ~~at Command_Core.Lua.LuaSandBox.RunScript(String str, Boolean RunInteractively, String script, String fullPath)~~
- ~~---~~
- ~~Success: Ariane 6 (ELA-4) Launchpad has been destroyed.~~