

How to Add the Position Area Mission

The basic method for building a [Faction AI](#) script is to first, [plan paths](#) for enemy hierarchies, then [plan Missions](#) for enemy hierarchies, and then, finally, create a [Faction AI](#) that triggers units to begin movement and execute Missions as triggers are met.

Now that we have planned all of the enemy paths, it is time to continue planning Missions for enemy hierarchies. If an enemy hierarchy, based on the situation, may execute more than one Mission, we must plan multiple Missions for the hierarchy. After each Mission is planned, we will [cancel the Mission](#), so that it is not executed until the proper trigger is met.

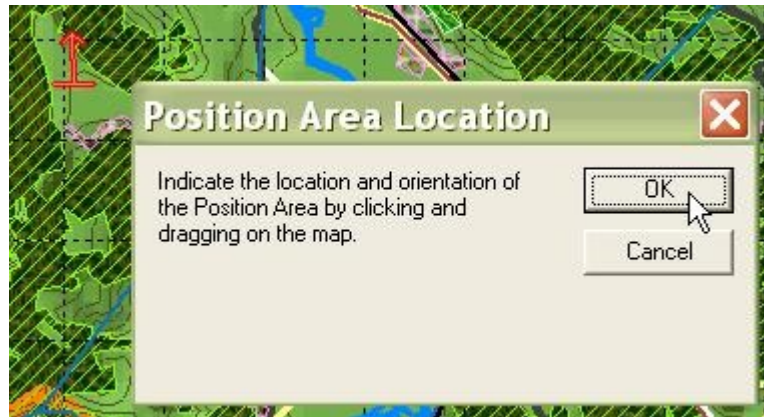
The 'Occupy Position Area' Mission is used with mortar, artillery, and air defense hierarchies to automatically move them to a location to assume the 'Position Area' formation.

Add the Position Area Mission:

1. Right-click on the hierarchy for which you wish to plan the mission. Select 'Occupy Position Area' from the 'Mission' sub-menu.



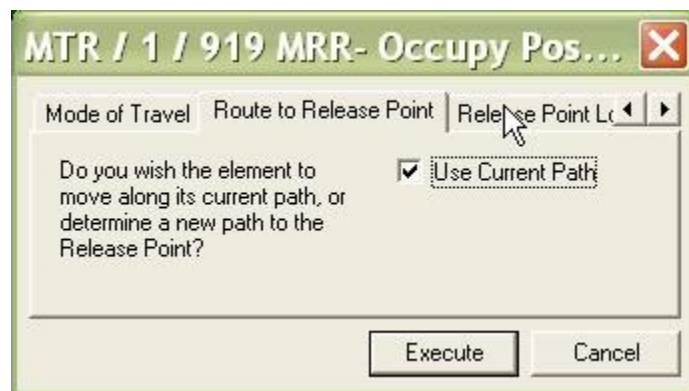
2. Click on the location where you wish to set the position area and then, with the left mouse button still down; drag to turn the position to the correct orientation.



3. If the hierarchy has dismounts and this box is checked, the hierarchy's dismounts will *walk* from their current location to the attack's Release Point.



4. Check this box to tell the hierarchy to use its currently planned path (rather than planning its own path) to the Release Point.



5. The hierarchy will use the applicable column (based on its size) to determine the formation it will assume at the Release Point.

The screenshot shows a dialog box titled "MTR / 1 / 919 MRR- Occupy Pos...". It has three tabs: "Release Point Location", "Abort Movement Percentage", and "Abort Movement Formation". The "Release Point Location" tab is active. The text inside asks, "What formation would you like the element to assume when it reaches the Release Point?". To the right, under the heading "Formations", there are two dropdown menus: "Platoon" and "Company", both currently set to ".None.". At the bottom are "Execute" and "Cancel" buttons.

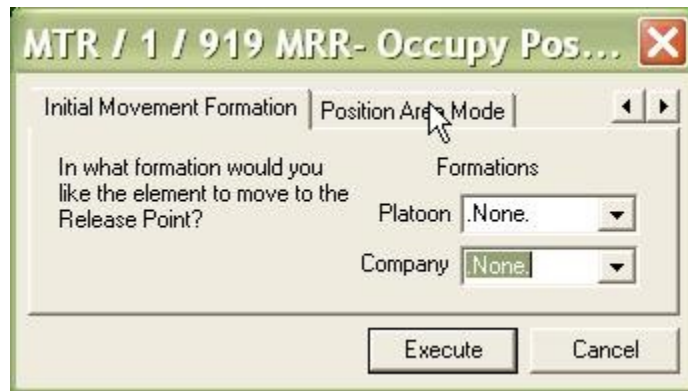
6. The hierarchy will abort the movement if its forces fall below the given percentage.

The screenshot shows the same dialog box, but the "Abort Movement Percentage" tab is active. The text asks, "Abort the movement to the Release Point if the element falls below the following percentage (of current strength)". To the right, under the heading "Percentage", there is a text input field containing the number "50" followed by a percentage symbol "%". At the bottom are "Execute" and "Cancel" buttons.

7. If the hierarchy does abort, this is the formation it will assume.

The screenshot shows the same dialog box, but the "Initial Movement Formation" tab is active. The text asks, "If the element aborts this mission, what formation should it assume?". To the right, under the heading "Formations", there are two dropdown menus: "Platoon" and "Company", both currently set to ".Position Area". At the bottom are "Execute" and "Cancel" buttons.

8. The hierarchy will use the applicable column (based on its size) to determine the formation to reach the Release Point. We use '.None.' because the terrain to the Release Point is very restrictive.



9. If this box is checked, the hierarchy will dismount at the Release Point and the dismounts will walk to their positions in the 'Position Area' formation.

