

# TownHall units from the barrack script(NMv3.0)

Made by *ThundEEr[HU]*

Townhall units are added to the barrack. Costs of the units are weapons as other regular units have also. Training units on this way is not as imba as would use goldcheck. The cost of the units are on the follow picture. Training them is simple, **only the repair button must have to be enabled** in the barrack and needs a Townhall.

**1st** Need to build a Townhall. Training TH units is not possible without Townhall. The trained units will walk out next to the built up TH. Build up the Townhall on the follow way:  
Enable Repair button in the storehouse and place a barrack somewhere. The basement of the Townhall is ready.

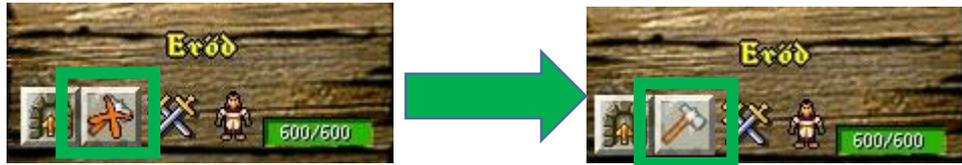


## Notes!

- Only one Townhall enable at this moment. There are several good reasons.
- The built up Townhall is closed. If player would open it then 5 gold chest will be invisible. Of course if the player had enough in the economy;)
- Auto group up is enabled around the townhall. Radius is around 7 tiles.
- The townhall Rally point is same as the barrack where the units from trained.
- Only the TH units coming from the Townhall.



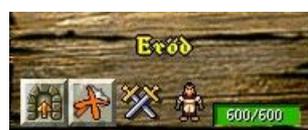
2nd Build a barrack and make the necessary weapons. Enable Repair button in the barrack.



3rd Trained the whised unit if you have the minimum resources via



Training the regular units simply just disable the repair button!! Without townhall only normal units are trainable.



## Cost of the TH units:

**Rebel:** 1 lance + 1 recruit;

**Rouge:** 1 longbow + 1 recruit

**Vagabond:** 1 Horse + 1 axe + 1 recruit

**Warrior:** 2 swords + 1 ironarmor + 1 recruit

**Barbarian:** 2 swords +1 LeatherJacket +1 recruit.

## Statistics

This NMv3.0 has an integrated script to can compare the real statistics and the players performances. The new kind of barrack and training system f..k up the Trained and lost unit graphs at the exit screen.

The statistic script has 2 part. Before and after Peacetime.

**Before** PT can check what is in the allies barrack. No more lies, 'I have 70 in the barrack' but gets only 20 ;P

**After** PT the script goes into real time trained/lost counter. There is a point system like in the chess.(A pawn vaue is 1 a queen 9...Of course lot of depends from the situations) The point system try to give a number about the killing performance. AS you know killing 50knights not as easy than killing 50bows.

Here are the point. I'm sorry but i did not spent lot time to make them into good order. The middle column is the value of the units.

```
14,24,25: Points := 1; //militia, rebel, rogue
19,27: Points := 2; //lance, vaga
15: Points := 3; //axe
20,21: Points := 3; //pike, scout
16: Points := 4; //sword
17: Points := 2; //bow
18: Points := 3; //xbow
22: Points := 5; //knight
23,26: Points := 3; //barb, warr
```

The next picture shows how the statistics looks out. Of course using the selected language from the main menu.



### Some Notes!

- When a barrack built up then it'll get 20 woodenshield, 20 axe and 20 leatherjacket. These stuff are needed for the TH units be trainable anytime in big groups with less click than it was in the first version of the script. (Train a bowman->the bowman going to silent die and will give a rouge and his leather jacket just goes back to the barrack.). If there are not minimum 20 from the necessary wares than the unit won't be trained. (minimum 20 always has to be there for training them!)
- **NEW!** If the player has only one barrack then can trade the bonus wares too! Of course this can disable training the regular leather units until the barrack will have the 20 bonus weapons in again!! It is kind of loan, so the players have to be care mainly with the leather jacket! A second barrack disabling trading the bonus wares under the whole game!
- An example: Training a bowman or lancer needs to disable repair button and needs minimum 21 leather jacket in the barrack.
- **CARE!** switching the repair button when training for example 20 bowman and not wait until each of them arrived out from the barrack because then your bowman will switch to the much weaker rouges after the enabling! Of course not loose the leather jackets.
- **NEW!** The TH units are coming out from the backside of the barrack if that is walkable and there are a walkable route to the rally point. Any other case these troops will come out normaly. This can help to reduce the mass traffic in front of the barrack

## FAQs

### - Why the warrior and barbarian have different price?

The warrior has iron image and seems well balance his price (1Iron armor+2Swords). Basicly the town hall units and prices seems well fit to the game on this way but not really give more strategy ways. The first version of the script did not have the barbarian, but most players asked after it so decided to add it as a kind of research. After some small discussions Romek's idea was to add a really new type of unit which would mix the leather and iron troops so the Barbarian cost is a 1 leather jacket+ 2swords now. It can create interesting bases. Let's see how and what change.

### - The Warrior and the Barbarian are OP units (overpowered)!

Hard to say yes if check the game globally. Training these units not gives economically any advantage vs Swordsman +knights +bow combination. When a player goes for these troops then will notice that making knights is not as easy on this way. Of course their hitting power is very large but their defence is incomparable weak compare to the swordsman or knights. So shortly

Strengths: -Huge hitting power with;

Weaknesses: -Less defence points for their price;  
-Economical disadvantages;

### - "I will go to abuse gold and make mass rouge and rebels with knights rush, it's IMBA!"

Hurray, go for it! The knight's rush was always a strong strategy, with a huge weakness called militia. The rebel rouge combo is the one hit category compare them to Leather shielded units. Of course these units could be more useful than militia is. But, still paper units, waste of gold and wood.

Personally I would say these units are good when the player has the follow kind of situation: It means the player have 0 leather jacket and 0 shield in the barrack with lots of weapons and recruits! It is quite frequently situation in the late games or already in the mid games too.



It means the player has



So could train:

#### Without script



- 10milities

#### With NM script



- \*13 Rogues
- \*5 Rebels
- \*3 Warriors
- \*5 Vagabond

- **The Statistic is F\*\*\*\*d up, Why?**

Well, the whole thing is start with the 20 wares and continuing with the silent unit kills and the added troops next to the barrack. I haven't found better solution to script it yet. To make the statistic normal possible should touch the source code? :S Is it possible to fix with dynamic scripts? Anyway it is only a research script to check how the thing would go if these troops would be added to the barrack on some kind of way.

- **Why only one TH?**

Because at this moment could not program/modify the training point of the TH units if the TH is destroyed. It is working well with one TH. Some versions before unlimited townhall was possible but always only the last one worked. If the last one was deleted then there was not rally point for the TH units. If got solution then it will be implemented into the next version.

- **Why have to disable trading after the second barrack?**

The barrack gives some bonus weapons.(3\*20= 60 at this moment) There are several cases when players could abuse making barracks all the time and trading those bonus wares from them and destroyed the empty one. For example. Build the first trade all 60 wares and build a second one and delete the first, so the player lost nothing.

Trading is enabled those bonus wares if there is only one barrack. The second barrack will disable Axe/Leather jacket/WShield trades until end of the game. Still if deleted the second barrack the trade will be blocked!

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**What is the best strategy way in this mod?**

I don't really know it. :D This script is a kind of research. Hard to say which is the best way. The mass leather base is still a recommended game strategy. Of course more variations are there with this script. Maybe the 'META' classic Swordman+knights+mass bows still the best choice or the most effective one, but as always it is depends of the map and players.

*KN+SW+BO+LA* -Regular effective base with well counted citizens.

*KN+SW+RO+RE* -Iron only. No leather but 2-3stables.

*WA+KN(SC?)+BO+RE* - warrior has lots of power but harder to produce knights as at SW making. What kind of mounted and ranged units is good for this?

*BA+RO+RE(KN/SC/VA)*- let's think on what can train next to mass barbarian ;)

*PI+XB+AX* -huge mass with some weakness as like weaker PT army.

*MI+RO+RE(VA?)* -militia rush with rouge and Rebels?

*and many more which is unknown for me as average...*

There are many variations, but do not forget it's all about the **FUN!** ;)

So, Have Fun!

*Thunder[HU]*

PS:

**Added and used scripts:**

**Ben's** buildorder script-modified the build order to Schoolhouse>Inn+quarry>wcutter

**sado's** statistic script which is modified to fit to this barrack edition.

**Andreas's** Townhall building script is used. Placement and build up parts.(From The Land of Mercenaries map))

Thanks for these! ;)

**Versions History**

- v1.5            Added the warriror also to the barrack  
                  Fix training units in groups
- v1.6            Fixed warriror's traing issues when not get the complete group.  
                  The same fixed at Scouts and Vagabond.
- v1.7            Added Thunder's speciel slow start which skip the inn. (School>inn+quarry>Wcutter)
- v1.8            Blocking the market trades with the 'bonus' added weapons
- v2.0            Added Statistic script. Made by sado, fixed and integrated by Thunder.
- v2.2            Fixed bugs of the Statistic script. Now it shows the real barrack values! ;)
- v2.3    RC      Fixed loc 5 enabled Barrack. Now disabled at start
- v2.4            Added Barrack counter(unvisible). It is fixing things int he statistic script.  
                  Second door to barrack. It is only for exit to the TH units.
- v2.5            Enable market trades, but blocking after the 2nd barrack.
- v2.6    RC      Adjusting documentation and libx file and pdf... Last RC.

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- v2.7            Add TH image. Enable repair store and place barrack.
- v2.8            Fix TH counter if removing a TH basement.  
                  Townhall is necessary to be able to train TH units from barrack
- v2.9            TH units coming from the Townhall, but trained in the barrack.  
                  Removed the second door of the barrack.
- v3.0    RC      TH units group up in front of the TH if there is another same unit type(radius 7tiles)  
                  Recalibrate the stastic points in the sadistic statistic. Larger scale, more points.  
                  Limited numbers for TH. Let it be only 1.  
                  The second barrack disable some trading options.  
                  Fix and update LIB file.  
                  Update pdf.

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- v3.1            :D maybe this version will be jumped over?? :D
- v3.2            Fixing the bug what the destroyed TH caused.(was possible train down all 20-20-20)