

RINCEWINDER

Combat Effective Magick System

v. 0.5

INTRODUCTION

This is dedicated for SP, small, but quite spectacular, overlay for Arma 2, that introduces magic into battlefield. In simple words: this script will give chosen in specified way team leaders ability of casting spells by action menu. Magic is strange, is irrational, is beautiful, powerful, chaotic and deadly. Now you can check, what is better - 155 mm howitzer battery or meteor shower spell. M1A2 platoon or summoned Fire Elemental? Does a dragon has a chance in the face of Shilka? Magic is a new power in war, but it has its disadvantages and is sometimes capricious. Will not make normal weaponry/warfare obsolete. May be considered as handy addition, nothing more. CEMS can be used as element of a new mission and also as enriching addition to the missions already made. Obviously this is not a realism booster, on the contrary.



FEATURES

- 22 combat effective spells with mage's gestures, sounds, lights&mirrors, smoke and colors for player and AI. Especially night battles are spectacular with Rincewinder;
- integrated overlay that works in four modes, for determining, who on map become a Battle Mage;
- optional AI behavior pattern dedicated for BMs;
- location-based, functional on any map mana sources overlay;
- leveling system based on practice;
- customizable addon and script versions.



INSTALLATION

Addon version

This version requires [CBA](#)

1. Folder **@Rincewinder** put as is into your modfolder;
2. Folder RYD_RCW put into ***yourArma2path\userconfig***;
3. Launch the game with this addon and CBA.

Script version

1. All content of Script version folder put into yours mission folder.

Both versions was tested in SP gameplay on CO 1.60



INITIALISATION

Addon version

As any other addon, Rincewinder will be initialized automatically with the game and will affect any launched mission.

Script version

Use this code:

```
nul = [] execVM "RCWInit.sqf";
```

in mission's init.sqf or init field of any object placed in editor, after init config. You may also to place on map any object/logic named **MagickSource** (see below for details).

Init configuration

You can customize some aspects of Rincewinder before activation. For this purpose, for addon version, you can edit **InitValues.hpp** file located in:

yourArma2path\userconfig\RYD_RCW

For the same purpose for script version you can use specific global variables by definig them in init.sqf or init field of object. Customizable values (value for addon/value for script):

1. **Mode** (RCW_Mode)

How CEMS will look for battle mages? In this version are available four modes (default: "LOST"):

Random – ("RANDOM"/"RANDOM") - In **Random** mode all team leaders are checked with given chance as long, as there are unchecked yet leaders (also spawned later) and customizable amount limit is not reach. Also is randomized each BM's (BattleMage's) parameters, as it's level, overall practice (experience) and three specialization values ("channeling", "summoning", "manipulating"). Most probable are lower-average levels. High level is very rare.

Synchro – ("SYNCHRO"/"SYNCHRO") - In **Synchro** mode a BM will become any unit synchronized with **MagickSource** object. Synchronization can be made in the editor or via init config. All BMs will start at first level.

Hybrid – ("HYBRID"/"HYBRID") – This mode combines both above modes. Note: synchronized BMs will be not counted for BMs limit number, also all BMs will start at first level.

Lost – ("LOST"/"LOST") – A mode specially designed for great [Lost](#) SP dynamic mission by **markb50k**. However this mode is prepared and recommended for all missions, where is used dynamic (de)spawning and/or any group (de)caching system. In this mode script determines and controls, how many of currently present on map team leaders may become a BM. CEMS cyclically checks, how many BMs are present on map, if there is “room” for more, then will check with given chance every not tested yet team leader until limit will be reached or all leaders checked. Player will start at first level. AI will have randomized abilities.

config example: `RCW_Mode = „LOST”;`

2. **Maximal number of BMs** (RCW_Nmbr)

Integer number (default: 4). Specifies limit of BMs present on map. Will do nothing in **Synchro** mode.

config example: `RCW_Nmbr = 4;`

3. **Chance for magic abilities** (RCW_Chance)

Positive integer or zero (default: 50). Chance in percents for passing BM-check for leader. Passed check means, that leader will become a BM.

config example: `RCW_Chance = 50;`

4. **Usage of BM's AI** (RCW_AI)

0 or 1 for addon, false or true for script version (inactive by default). If BM should look and defend some of nearby mana sources (see below for details). If turned on (1/true), there is 10% chance tested every randomized period, that given to BMs previously waypoints will be deleted. When BM haven't any waypoint, probably will find mana source, go there and patrol area some time, then relocate to another source and so on.

config example: `RCW_AI = 1;`

5. **Debug** (RCW_Debug/RCW_Dbg)

0 or 1 for addon, false or true for script version (inactive by default). If script should put some info into RPT file and on screen. Only for testing purposes.

config example: `RCW_Debug = false;`

6. **Units to synchronize with MagicSource** (RCW_toSynchro)

An array containig strings of units names, that should be synchronized with MagickSource in **Synchro** or **Hybrid** mode. Empty by default.

config example: `RCW_toSynchro[] = {"unit1","unit2","bobby"};`

7. **Guaranteed magick for player** (RCW_BMPlayer)

0 or 1 for addon, false or true for script version (active by default). If player should get spell casting ability regardless of used mode.

config example: `RCW_BMPlayer = 0;`

8. **Side blacklist** (RCW_SExcluded/RCW_SEx)

An array containig strings refering to sides, for which BMs should be forbidden. Default: {"CIV","LOGIC","UNKNOWN"} / ["CIV","LOGIC","UNKNOWN"].

config example recommended for Lost mission :

`RCW_SExcluded[] = {"CIV","LOGIC","UNKNOWN","WEST","GUER"};`

9. **BM death effects** (RCW_Death/RCW_DeathEffects)

0 or 1 for addon, false or true for script version (active by default). If with death of every BM should occurs certain effects: audio-visual explosion effect; camera shake dependent on distance and killed BM's experience; push vector near death position dependent on distance and killed BM experience (on minimal distance may be dangerous or even deadly); small experience gain for each BM in 1000 meters radius. Value dependent on distance and killed BM experience. If BM is killed by another BM by conventional way (weapon, not magic), the killer will get doubled amount of experience.

config example: `RCW_DeathEffects = true;`



IMPORTANT FACTORS

Mana and mana sources

Spells cost mana. Mana capacity is equal $100 * \text{level}$. Each BM automatically gets mana from the environment, so its resources constantly regenerates. However this is very slow process, with non-linear rate – the more mana, the slower regeneration. Regeneration is much faster near so called “mana sources” – villages, cities, hilltops, forests and any added by mission maker locations of this types. Rate of regeneration increases with BM’s level. Mana sources aren’t marked in any way except normal map markings for locations, however player BM knows (by hint info) when is in mana source’s range. When in range, rate of mana regeneration is average twenty times faster.

Practice and specialization

Each casted spell gives to BM one Practice point. This is simply “experience” factor. When reach given amount – next level is achieved. Additionally each usage of spell gives one “Specialization” point. Its kind is dependent on kind of casted spell. The bigger specialization in given kind of magick, the bigger effect of the spells of that kind. This include bigger numbers, longer lasting, better accuracy, wider range and so on.

Levels

Available spells are dependent on BM level. Above fifth level all are available. The higher BM’s level, the lesser mana cost for each spell. Also, for AI, the wider engaging radius (in certain limits of course). Number of levels is not limited. Practice points needed for achieving next level are calculated with formula: $(\text{current_level})^2 * 50$. Note, that level check occurs every minute, so effect of gathering enough practice is not instant.

Other notes

1. Some spells obviously needs chosen target. For player this target will become unit/vehicle currently pointed with weapon cursor, so probably player’s BM should be armed (not sure);
2. AI BMs are fully “automated”. As for players – they receive all currently available spells into their action menu. Receives also info about near mana source and achieved new level. Also there is “BM’s Status” action, which gives with game pause info about actual BM’s statistics – level, mana, experience, specialities, and status – if he is witching at the moment and if is he near mana source currently;

3. Sometimes spell may fail or effect may be unexpected. Well. These are “the charms of magic”;
4. in script version is possible for mission maker to cast chosen spell directly, without activating overlay, by script. For this purpose should be used such code:

```
call compile preprocessfile "AuxF.sqf";  
call compile preprocessfile "SpellBook.sqf";  
call compile preprocessfile "Visual.sqf";  
  
[Source,Target,Spec] spawn SpellName
```

where:

SpellName - it is name of spell function, that may be found in **Spellbook** (DCN);

Source – spell caster;

Target – is object, if applicable;

Spec – positive integer. Bigger value means more powerful spell effect. Nominal value is 1, and noticeable difference may be achieved sometimes with about 50, sometimes 100 and above.



SPELLBOOK

Level 1

“Awareness” – reveals with maximum value all units on map (needed OA 1.60 for that), signs for 30 seconds with vertical particles positions of leaders of nearby groups – blue for allies (including BM!) yellow for civilian and red for enemy.

ACT (App. casting time, how long BM is concentrated, but effect may occur sooner) – 5 seconds;

Mana cost – 20;

Specialization – manipulation;

Target – no;

DCN (direct casting name) – "RYDMGCK_CLAIRVOYANT"

hint: really useful enemy scanner

“Ice Storm” – BM spreads fountain-like numerous ice-spikes, that explodes on ground around him.

ACT – 10 seconds;

Mana cost – 40;

Specialization – channeling;

Target – no;

DCN - "RYDMGCK_ICESTORM"

hint: the only offensive first level spell

“Bullet Resistance” – gives BM insensitivity to conventional damage for at least 40 seconds.

ACT – 11 seconds;

Mana cost – 40;

Target – no;

Specialization – manipulation

Target – no;

DCN - "RYDMGCK_SHIELD"

hint: cast this, grab RPG and show to these bad APCs, who is boss here. With hurry.

“Sky-Candle” – creates several (at least 20) floating and moving randomly light points around BM. Life of such point varies around 1 minute.

ACT – 7 seconds;

Mana cost – 10;

Specialization – channeling;

Target – no;

DCN - "RYDMGCK_SKYCANDLE"

hint: can be used instead of flares

„Random Dislocation” – relocates randomly all units and vehicles (including BM) in at least 250 meters radius around BM.

ACT – 4 seconds;

Mana cost – 50;

Specialization – manipulation;

Target – no;

DCN - "RYDMGCK_TELEPORT"

hint: can be deadly against planes and choppers. Brings chaos into battle, often makes any planned tactics futile.

Level 2

“Dragon Wing” – BM generates impact wave around him, which push out all units and vehicles nearby (radius at least 100 meters). The closer unit, the stronger push. May cause kinetic damage or death due to impact.

ACT – 1 second;

Mana cost – 80;

Specialization – manipulation;

Target – no;

DCN - "RYDMGCK_DRAGONSCRY"

hint: be careful, do not harm your team members, if nearby. May be interesting to push enemy from the cliff or into water.

“Freeze” – Freezes all units, regardless of side, exclude BM, in radius at least 30 meters around target for at least 15 seconds.

ACT – 1 second;

Mana cost – 100;

Specialization – manipulation;

Target – yes;

CR (casting range) – at least 300 meters;

DCN - "RYDMGCK_FREEZE"

“Invisibility” – makes BM invisible and invulnerable on direct hits for At least 30 seconds (probably still may be injured/killed by explosion blast wave).

ACT – 5 seconds;

Mana cost – 80;

Specialization – manipulation;

Target – no;

DCN - "RYDMGCK_INVISIBILITY"

Level 3

“Catapult” – Pushes chosen target sky high... usually. Sometimes push may be weak however. May cause kinetic damage and probably will kill target because of falling from great height.

ACT – 1 second;

Mana cost – 120;

Specialization – manipulation;

Target – yes;

CR – at least 300 meters;

DCN - "RYDMGCK_CATAPULT"

hint: when used on you, remember, that during fly, before deadly impact, is usually enough time for casting “Bullet Resistance”.

“Incompetence Curse” – Reduces all parameters of units nearby target (include crews of vehicles, regardless of side, exclude BM) to 0, and makes them cowards. Note, that previous values aren’t restored, but randomized after spell expiration, so this is spell with permanent side-effect. Minimal radius – 50 meters. Duration – at least 2 minutes;

ACT – 10 seconds;

Mana cost – 120;

Specialization – manipulation;

Target – yes;

CR – at least 300 meters;

DCN - "RYDMGCK_CURSE"

“Fireball” – BM creates and throws at target ball of fire, that explode near target, on impact or after given life-time (max range about 350 meters?). Accuracy depends on channeling specialization level. Fireball causes massive damage around explosion point.

ACT – 4 seconds;

Mana cost – 150;

Specialization – channeling;

Target – yes;

CR – at least 300 meters;

DCN - "RYDMGCK_FIREBALL"

hint: Main direct-damage-offensive spell. AI like this spell, but it is sometimes deadly for AI caster, cause AI not performs LOS test before casting (should be changed when 1.61 will come)...



“Airlift” – modern version of witch-style classic spell. BM creates a flying mop, and flies on it to chosen destination. AI will use this for random evacuation/relocation. For players – after creating mop player must to click LMB on map at desired position (and wait a second just after that before turn off map for sure, that point was registered (compass will change azimuth)). During fly player can shoot, but only ahead. After landing mop disappears. Proper position during fly should be kneeling for visual effect.

ACT – varies. At least 6 seconds before takeoff;

Mana cost – 150;

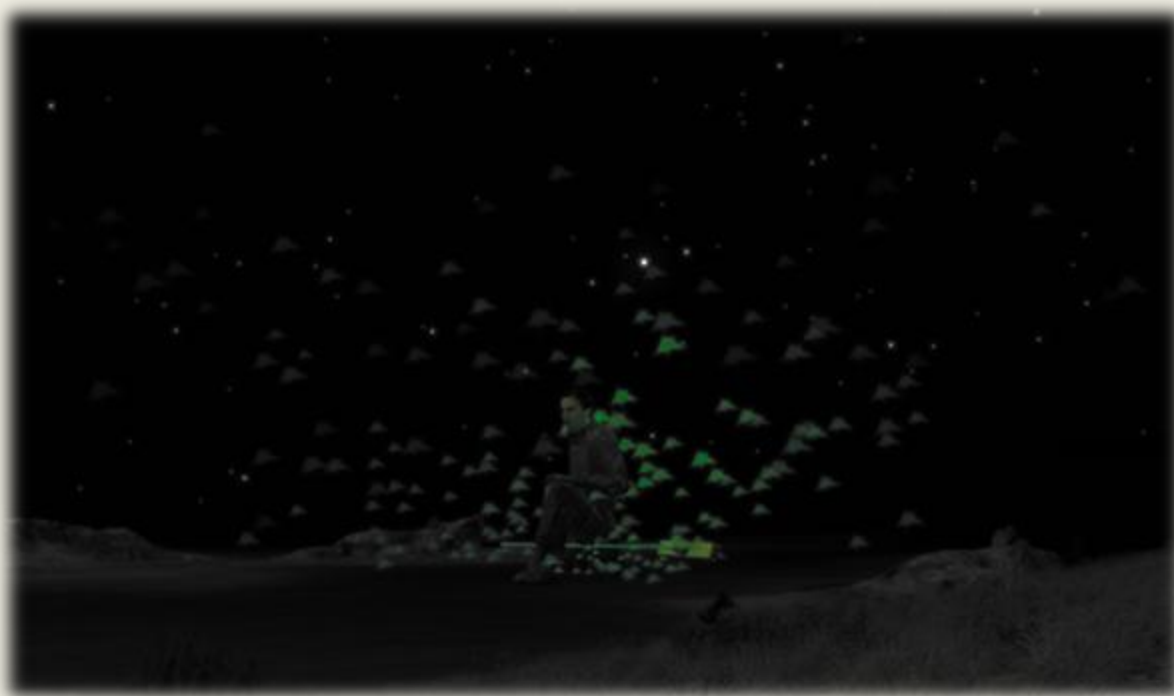
Specialization – summoning;

Target – special (position);

CR – for AI at least 1200 meters, for players - unlimited;

DCN - "RYDMGCK_FLYINGCARPET"

hint: sometimes fails. Flight is rather slow, so use with caution in combat situations. There is small risk of getting damage during landing on slopes, in forests etc. Choose target point carefully.



“Life Drain” – BM creates “a bridge” between him and units near (at least 30 meters) target (regardless of side, exclude BM). Then reduces their health and heal himself with small part of taken vital strenght. BM can’t do anything else during the process, and is levitating. Target’s behavior isn’t affected. Often fails, because it is hard to create such draining bridge. Rather impractical against enemy, unless preceded by “Bullet resistance”, but may be used to auto-heal when combined with some summoning spells. Not works with animals nor vehicles.

ACT – varies. Usually 15-25 seconds;

Mana cost – 180;

Specialization – manipulation;

Target – yes;

CR – at least 300 meters;

DCN - "RYDMGCK_LIFEDRAIN"



“Summon Elf” – BM summons an elven ally – elite archer of elfish Forest Guard Sentry. As all summoned creatures, elf is out of direct BM’s control, and will patrol surroundings on its own until alive, 5 – 8 minutes, then will disappear.

ACT – 5 seconds;

Mana cost – 150;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_SUMMONELF"

hint: especially in "LOST" mode also summoned units can become BMs



Level 4

“Chicken Curse” – BM transmute part of units near target (in at least 30 meters radius, regardless of side, exclude BM) into chickens, that will explode after some seconds. Deadly arcymage’s “joke” adapted for battlefield.

ACT – 12 seconds;

Mana cost – 250;

Specialization – manipulation;

Target – yes;

CR – at least 200 meters;

DCN - "RYDMGCK_CHICKENCURSE"

“Madness” – BM makes part of units surrounding target mad (radius 50 meters, exclude BM and his allies, unless there is no enemy target, then allies will be affected) for at least 10 seconds. They will attack all known unit. This dangerous spell often disables targeted group permanently.

ACT – 12 seconds;

Mana cost – 250;

Specialization – manipulation;

Target – yes;

CR – at least 200 meters;

DCN - "RYDMGCK_MADNESS"

“Summon Orcs” – BM summons band of filthy orcs, mediocre warriors, but brutal and often well armed. Such band is out of BM's control and will patrol surrounding area by 5 – 8 minutes, then disappear.

ACT – 5 seconds;

Mana cost – 200;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_SUMMONORCS"



Level 5

“Rabbids” – BM summons group of rabid rabbits, that would follow one of present in 500 meters radius enemy unit or vehicle, and will explode when close enough. Each of this “rabbids” will also explode when passes given time, 2-3 minutes. Target for each “rabbid” is chosen randomly. Note, that when there is no enemy in radius, may be attacked any unit or vehicle exclude BM.

ACT – 5 – 10 seconds;

Mana cost – 300;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_MADRABBITS"

“Summon Earth Elemental” – BM summons mighty (less or more) earth elemental, that will be out of BM’s control and will patrol area for 5-8 minutes, then disappear. This kind of elemental is very dangerous and hard to kill, but this is possible to defeat him.

ACT – 5 seconds;

Mana cost – 350;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_SUMMONEARTHELEMENTAL"

hint: you can defeat this elemental with AT-weaponry, but maybe more reasonable will be just wait well hidden, until it disappear if AT rockets and/or missiles number is limited?



“Summon Fire Elemental” – BM summons fire elemental, that will be out of BM’s control and will wandering randomly across area for 2-4 minutes, then disappear. Nearly only thing to do with this monster is to avoid it, because is bulletproof and probably can’t be killed. Fire elemental is very hot, and deals constant damage from fire to nearby units and vehicles. The close to elemental the bigger damage. Safe distance is about 100 meters, so this creature will be summoned farer form BM, than others. Will die in sea water.

ACT – 5 seconds;

Mana cost – 400;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_SUMMONFIREELEMENTAL"

hint: if you encounter it – just run! This elemental will move randomly, but do not let him approach to close to you.



Level 6

“Summon Dragon” – BM summons powerful dragon, that will be out of BM’s control and will patrol area for 5-8 minutes, then disappear. Dragons are very dangerous, but may be killed with proper weapon, best will be AA weaponry.

ACT – 5 seconds;

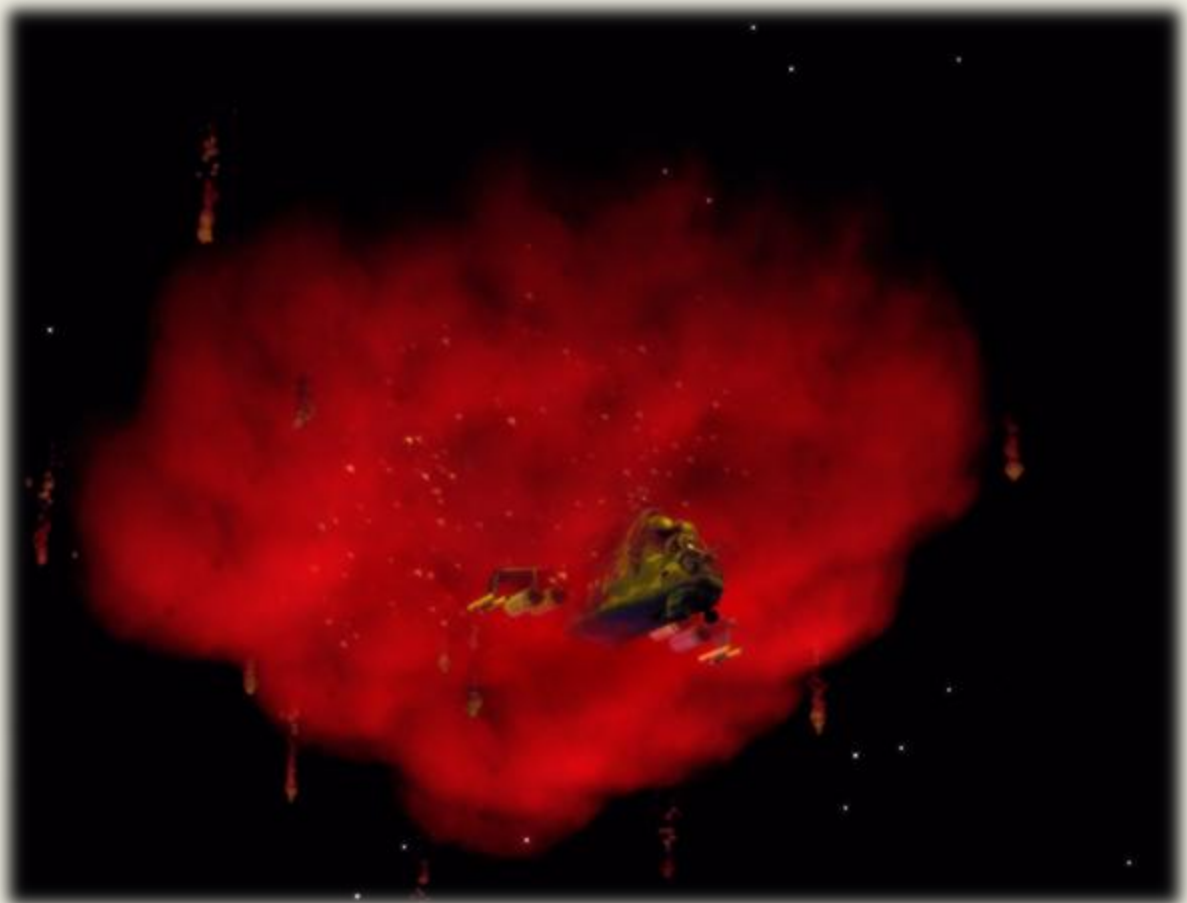
Mana cost – 450;

Specialization – summoning;

Target – no;

DCN - "RYDMGCK_SUMMONDDRAGON"

hint: believe me: you do not want to challenge this beast without AA-effective weaponry.



“Meteor Shower” – do you have a deathwish? BM creates several meteor-shaped drops of energy, that fall down from above in 500 meters radius around like meteors do. Each drop cause very massive damage around. This is extremely devastating, but also unpredictable spell, because BM’s and his allies surrounding isn’t excluded. Use with extra caution or with extra desperation.

ACT – 5 seconds;

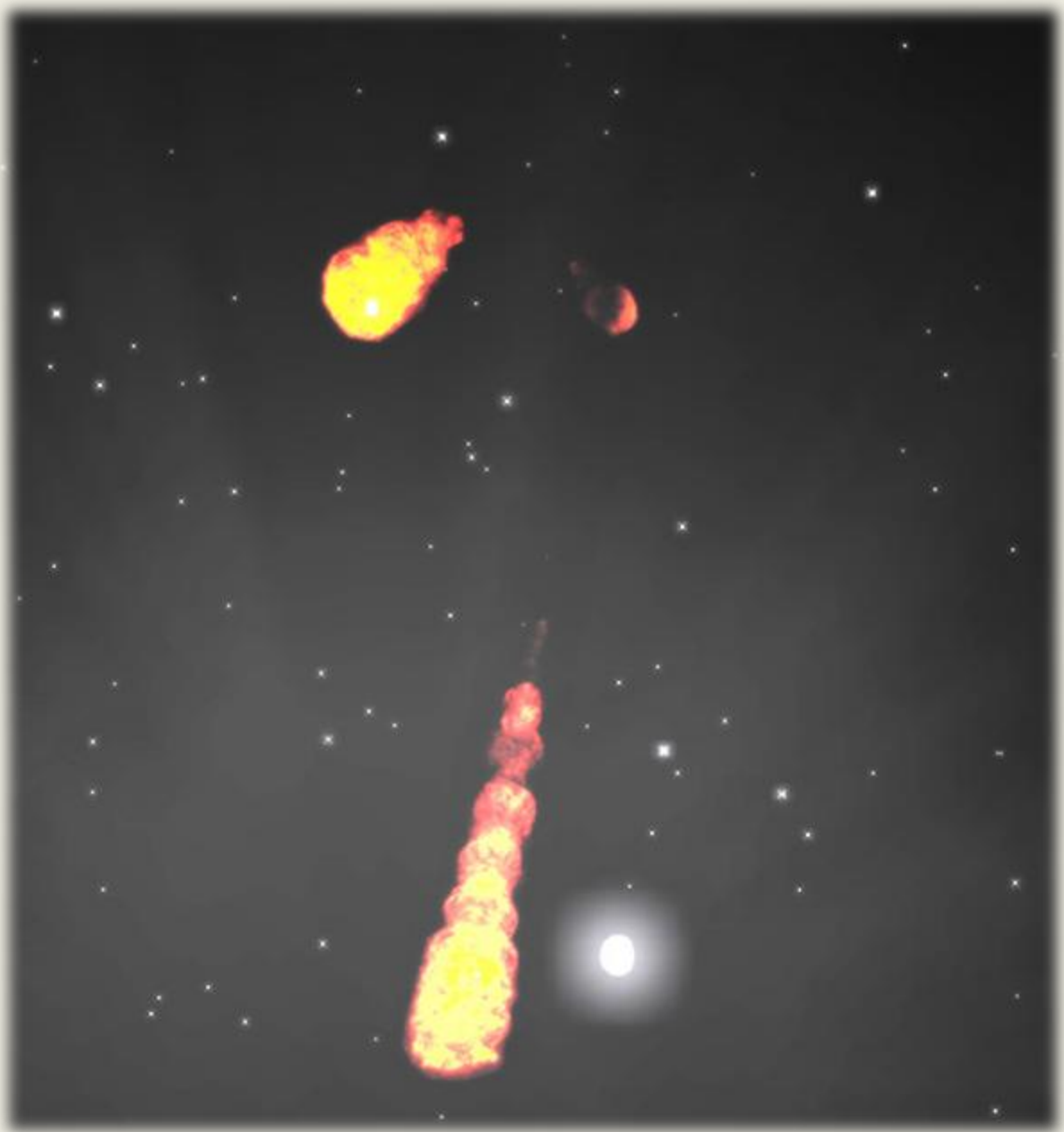
Mana cost – 500;

Specialization – channeling;

Target – no;

DCN - "RYDMGCK_METEORSHOWER"

hint: indeed, spell for desperate BMs



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So... enjoy! ☺

Rydygier