兵种相关

喷气式截击机III型：Hearts of Iron IVcommonunitsair.txt

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7 | rocket\_interceptor = {            #此处主要修改飞机的type，包含了6大亦或7大属性，制空、轰炸、运输等                  sprite = light\_plane                  priority = 1                  active = yes                  type = {  cas  fighter  interceptor  tactical\_bomber  air\_transport  strategic\_bomber  naval\_bomber  }                  need = { rocket\_interceptor\_equipment = 1 }          } |

现代坦克：Hearts of Iron IVcommonunitsmodern\_armor.txt

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34  35  36  37  38  39  40  41  42  43  44  45  46  47  48  49  50  51  52  53  54  55  56  57  58  59  60  61  62  63  64  65  66  67  68  69  70  71  72  73  74  75  76  77  78  79  80  81  82  83  84  85  86  87  88  89  90  91  92  93  94  95  96  97 | modern\_armor = {                  sprite = "medium\_armor"                  map\_icon\_category = armored                  priority = 2510                  active = yes                  type = {armor}                  group = armor                  categories = {                          category\_tanks                          category\_front\_line                          category\_all\_armor                          category\_army                  }                  #######此处向下四种坦克我设置的都一样，诸君看着修改即可，我直接省略了#####                  need = {modern\_tank\_equipment = 100        }  #需要的装备数，这个随意                  combat\_width = 0.25         #战斗宽度                    #Size Definitions                  manpower = 1000                        #需要的人力，我组的是8000人一直，每种坦克2个                  max\_organisation = 2048        #最大组织度                  max\_strength = 256                #最大HP                  default\_morale = 256        #恢复速度(组织度)                  training\_time = 1                #训练时间，1天集训玩                    #Misc Abilities                  weight = 0.25                                #运输重量                  supply\_consumption = 0.01        #补给消耗                  can\_be\_parachuted = yes                #是否可空投                    #Offensive Abilities                  suppression = 256                        #镇压能力                    # Important Ability                  entrenchment = 32                        #堑壕                  recon = 256                        #侦查能力                  casualty\_trickleback = 1        #伤兵复原                  experience\_loss\_factor = -1        #经验损失                  initiative = 1                                #主动性                  reliability\_factor = 1                #可靠性                    forest = {                        #地形影响，下同                      movement = 1        #移动                          attack = 1                #攻击                          defence = 1                #防御                  }                  hills =         {                      movement = 1                          attack = 1                          defence = 1                  }                  mountain =         {                      movement = 1                          attack = 1                          defence = 1                  }                  jungle = {                      movement = 1                          attack = 1                          defence = 1                  }                  marsh = {                      movement = 1                          attack = 1                          defence = 1                  }                  plains = {                          movement = 1                          attack = 1                          defence = 1                  }                  desert = {                          movement = 1                          attack = 1                          defence = 1                  }                  urban = {                          movement = 1                          attack = 1                          defence = 1                  }                  fort = {                          movement = 1                          attack = 1                          defence = 1                  }                  river = {                          movement = 1                          attack = 1                          defence = 1                  }                  amphibious = {                          movement = 1                          attack = 1                          defence = 1                  }          }  } |

现代自行火炮：Hearts of Iron IVcommonunitssp\_artillery\_brigade.txt中 modern\_sp\_artillery\_brigade = {｝里，修改方法与上同

现代自行防空炮：Hearts of Iron IVsp\_anti-air\_brigade.txt 中 modern\_sp\_anti\_air\_brigade = {}里，修改方法与上同

现代自行反坦克炮：Hearts of Iron IVcommonunitstank\_destroyer\_brigade.txt中 modern\_tank\_destroyer\_brigade = {}里，修改方法与上同