

*Feels a bit stupid to do this in English since everybody who promised to come speaks German, but - well you never know who's going to show up, and I'm sure at least Chuck will welcome the English version....  
So here we go ...*

There was this [this](#) suggestion from SirVer himself, where he proposed to automatically convert existing basic weapons (and armor) to Level 0 soldiers - independent of the fact whether a demand for soldiers exist or not.

The chief purpose was to make the military strength statistic more reliable. It should not be possible any longer to surprise your enemy by converting a large amount of basic weapons immediately to soldiers.

The main argument against doing so came from Qcumber-some.

He outlined that this would lead to the constant creation of many Level 0 soldiers.

This creation would not be controllable, since it does not depend on any other condition (Carriers are always available in any number).

The discussion then went on with the idea to solve the problem by somehow incorporating the „real strength“ into the military statistics, and possibly not to simply count the the number of soldiers and their levels, but also to take into account that equal soldier levels are not equal in their properties among the tribes.

Cumber-some then produced a highly sophisticated evaluation system that would discern „military power“ and „military industry power“, but the system was not easily communicated to a normal player, who might have problems even correctly interpreting these statistics.

At this point the discussion stopped for a while but the problem was scheduled for built 17.

Some time later I (Astuur) stumbled across this thread and tried a solution that would work with elements that are already in the game and understood by all users.

The suggestion's core focuses around and new building .I call it „casern“ to avoid any confusion with the existing Empire barracks. This building would create soldiers from an unlimited stock (like any warehouse) by applying a basic training (Grundausbildung) as a program with an idle/work cycle. The basic weapon/armor are the buildings input.

The suggestion contains other elements, requests and suggestion that are not commented so far.

The link to my full post with the suggestions is [here](#).

It was only after this posting that I realized that some elements from my suggestion were in fact quite old (SandyBeaches, march 2010) and posted already. I could have know, if I had read Timowi's post more attentive. There is a blueprint [here](#), but it is explained better in [this](#) posting.

SirVer's initial reaction to this suggestion was a sceptical one.

He was worried about breaking „the symmetry between normal workers and soldiers: workers are also just generated when needed so as soldiers are.“

Although I am not really sure if I have fully understood the implications of his objection, I think that a training to gain experience is an element that soldiers and workers share already. Both are given tools to become professionals, and some workers also need a training on the job (Master miners, Master Blacksmiths). So this concept does not seem alien to Widelands, but in line with other aspects.

## Advantages:

- The process of creating new soldiers is easy to understand. There is a building responsible for the creation, that needs input (basic weapons & armor), takes time and outputs soldiers.  
This is very similar to the further training of soldiers for the more advanced levels, and has some resemblance to gaining experience for certain workers.
- The fact that becoming a soldier needs some time, inhibits the surprise by „instant soldiers“.
- Since a stock of basic weapons does not translate to soldiers, the military strength readout needs not consider these weapons and so is more accurate.  
To overcome the fact, that soldiers from different tribes but the same level are not comparable in their properties, the military strength statistic should use a formula that works independent from levels. To do so, the hitpoints must be modified by the evade chance and the defense bonus, and then the attack strength must be added.  
I understand that this means comparing apples to pears in a way, but since defense and offence capabilities finally serve the same purpose (survive longer), it can be done IMO.
- The fact that there is a casern, dedicated to the creation of rookie soldiers, that you can stop and restart, enables players for the first time to have a control over usage of his weapon and armour production. You can now stop the casern and all weapons will be for the advanced training.<sup>1</sup>

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<sup>1</sup>On a sidenote this might make up for a new win condition: minimize casualties/per fight