Captain Winters

Required Elements:

- [SpawnEnemyDummy](#)
- [SpawnEnemyGroup](#)
- [EnemyPreferedAdd](#)
- [SpecialObjective](#)
- [FleePoint](#)

Place the SpawnEnemyDummy somewhere out of view from the player. Lower the interval to `0.10` and leave the rest of the settings as is.

In the SpawnEnemyGroup element, add the previously placed SpawnEnemyDummy to the "Manage Elements List". Leave all the above settings as is but disable all the enemy types below (`tac_shield_wall_charge` , `FBI_spoocs` , etc.) and only enable `Phalanx` .

In the EnemyAddPreferedAdd element, add the SpawnEnemyGroup to the "Manage Spawn Groups List". You can either enable "Execute on startup" or execute this element at a later point in the heist.

In the SpecialObjective element, leave all the settings as is but set the SO Action to `AI_phalanx` and enable "Execute on startup". No other setting is needed, Access flags should stay empty.
Place the SpecialObjective element where you want Winters to be positioned. Winters himself will stand at the exact position of the SpecialObjective and his phalanx units will automatically position themselves around him.

Optimally you also want to have a FleePoint element nearby for winters to despawn.

Notes

It takes about 5 to 10 minutes for the game to actually spawn him but from here on everything is handled automatically by the game.

Vehicles can instantly kill Winters and his shields, keep that in mind when placing your Phalanx SO. It's best to place him in a dedicated area that can't be reached by vehicles, as seen in the Goat Simulator heist.

Winters will only spawn when playing your map through Crime.net Online and on at least Very Hard diffculty. You won't be able to see him in editor playtesting.