Freeciv - Bug #697677
Animals can kill players on first turn
2017-09-17 12:27 PM - Jacob Nevins

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Server
Sprint/Milestone: 3.0.3

Description
One of the first times I started the civ2civ3_earth modpack (2.6 v2017_09), I immediately got a message “The Aztecs are no more!” (I was not the Aztecs.)

This ruleset has animals. I suspect that wild animals got the Aztecs immediately. This would have been quite annoying for them, had they been a human player.

I haven't reproduced this symptom in 34 trials with the earth-160x90-civ2civ3 scenario nor 17 of earth-80x50-civ2civ3 (and default settings), but I certainly had starts where I had animals in my vision radius and would probably have been lucky to survive, had I played on (example attached). I haven't thought about who gets to move when, but I have seen what appeared to be animals moving at the start of the first turn.

If I bump 'animals' modestly (from 20 for 50), I can readily reproduce this. In the attached savegame, the Chinese died immediately, and the savegame's event cache is full of skirmishes between animals and players, including "Your attacking Tiger succeeded against the Chinese Settlers (and 3 other units!)" Which is surely all of them.

It would be in keeping with other barbarians to start animal units some distance away from players.

create_animals() happens after start positions are determined (indeed, after players are assigned and startunits placed). It already doesn't place animals directly adjacent to other units/cities (including other animals, as it happens). However, civ2civ3_earth's animals typically have move_rate 2, so that's not much comfort.

Perhaps we should have a bigger distance between animals and any start units / cities / positions; either some hardcoded distance, or taking their move_rate into account and trying to avoid animals meeting other players for a certain number of turns. (Bearing in mind startunit dispersion.)

Related issues:
Related to Freeciv - Feature #780549: Updated Modpack civ2civ3_earth for v2.6... Closed

History
#1 - 2017-09-17 12:32 PM - Jacob Nevins
(The ruleset author probably has some responsibility not to populate the animal kingdom with stealth bombers, but it's hard to see how they can reasonably avoid this problem with the current engine, while still having any animals more fearsome than the giant panda.)

#2 - 2017-09-18 11:54 PM - David Fernandez (bard)
Good point.
The AI was never killed by animals in my games, but I did less tests than you, and I agree the possibility of being killed at start (even if small) is a game breaker.

Another idea would be to forbid the movement of animal/barbarian units the first turn, so at least players has the chance to create a city.

Meanwhile, I'll try to see if I can avoid this issue in my modpack. For example, by giving 2 tiles of vision radius to fast animals, instead of 2 movement points.

#3 - 2018-07-17 09:17 AM - Jacob Nevins
- Sprint/Milestone changed from 2.6.0 to 2.6.1

#4 - 2019-12-18 12:05 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.1 to 2.6.2

bard wrote:

2022-08-26 1/2
Meanwhile, I'll try to see if I can avoid this issue in my modpack. For example, by giving 2 tiles of vision radius to fast animals, instead of 2 movement points.

This was released in civ2civ3_earth v2018_10 (deployed to modpack server in feature #780549).

#5 - 2019-12-18 12:06 PM - Jacob Nevins
- Related to Feature #780549: Updated Modpack civ2civ3_earth for v2.6 (2018_10) added

#6 - 2020-02-01 03:03 PM - Jacob Nevins
- Sprint/Milestone changed from 2.6.2 to 2.6.3

#7 - 2020-12-31 05:33 AM - Marko Lindqvist
- Sprint/Milestone changed from 2.6.3 to 2.6.4

#8 - 2021-03-31 05:48 AM - Marko Lindqvist
- Sprint/Milestone deleted (2.6.4)

#9 - 2022-06-19 06:01 PM - Marko Lindqvist
- Category set to Server
- Sprint/Milestone set to 3.0.3

Jacob Nevins wrote:

It already doesn't place animals directly adjacent to other units/cities (including other animals, as it happens).

Easy improvement would be iterating over some hardcoded distance for non-animal units/cities. Even distance of 2 tiles would be an improvement (if we are worried that we might run out of space / land to place any animals on some maps)

#10 - 2022-06-21 11:36 PM - Marko Lindqvist
- File 0051-Place-animals-further-away-from-players.patch added
- File 0019-Place-animals-further-away-from-players.patch added
- Status changed from New to Resolved
- Assignee set to Marko Lindqvist

#11 - 2022-06-28 02:34 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files

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