# Freeciv - Bug #763061

Document that Worker, Settler, and Engineer in a city don't get defend bonus

2018-07-02 04:12 PM - fomalhaut pa

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
<td>0%</td>
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<tr>
<td>Assignee:</td>
<td>Jacob Nevins</td>
<td>% Done:</td>
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<tr>
<td>Category:</td>
<td>Documentation</td>
<td>Estimated time:</td>
<td>0.00 hour</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.2</td>
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**Description**

2.6.0-RC1 classic ruleset

Their Defense strength doesn't change whether they are in a city or not.

**Related issues:**

Blocks Freeciv - Feature #698197: Documentation updates for S2_6

**Closed**

## History

**#1 - 2018-07-02 04:27 PM - Marko Lindqvist**

Have they got that bonus in some older version? It's an automatic fortification bonus, and those units cannot (in classic ruleset) fortify, so I think they should not get it.

**#2 - 2018-07-02 04:50 PM - Marko Lindqvist**

Marko Lindqvist wrote:

> I think they should not get it.

I mean that I think that to be the current rule. I don't have strong opinion whether the rule makes sense or not.

**#3 - 2018-07-02 05:49 PM - fomalhaut pa**

They get bonus in ver2.5.9.

I reported this change because it's not written in the changelog.

> I don't have strong opinion whether the rule makes sense or not.

I think so too. Either will do.
But help text also needs to be changed.

( - If the defender is a land unit, and is either fortified or inside a city, its strength is multiplied by 1.5.)

**#4 - 2018-07-02 07:41 PM - Marko Lindqvist**

Ok, it has changed between S2_5 and S2_6.

S2_5:

```c
if ((pcity || fortified)
    && uclass_has_flag(utype_class(def_type), UCF_CAN_FORTIFY)) {
    defensepower = (defensepower * 3) / 2;
}
```

S2_6:

```c
if ((pcity || fortified)
    && uclass_has_flag(utype_class(def_type), UCF_CAN_FORTIFY)
    && !utype_has_flag(def_type, UTYF_CANT_FORTIFY)) {
    defensepower = (defensepower * 3) / 2;
}
```

This came in as part of

commit 141ffe6785d2d9f4834d81e8a81e81c1ab38c7e9248

Author: Marko Lindqvist <carfi74@gmail.com>
Date: Mon Aug 25 17:25:43 2014 +0000

Added "Cant_Fortify" unit type flag that overrides unit class flag "Can_Fortify"
for a single unit type. Automatically add it ruleset loading time to all units that have "Settlers" flag.

See patch #5072

[[originally from svn r26042]]

#5 - 2018-07-29 08:26 PM - Marko Lindqvist
- Category changed from Rulesets to Documentation

fomalhaut pa wrote:

- But help text also needs to be changed.
  - If the defender is a land unit, and is either fortified or inside a city, its strength is multiplied by 1.5.

That help text needs rework in any case, since it has assumption that land units, and no other units, generally get the bonus. Even the old code made it to depend on unit class flag.

I vote for resolving this ticket by changing the helptext to match behavior.

#6 - 2018-07-29 08:27 PM - Marko Lindqvist
- Blocks Feature #698197: Documentation updates for S2_6 added

#7 - 2019-12-18 12:08 PM - Jacob Nevins
- Sprint/Milestone set to 2.6.2

#8 - 2019-12-29 08:31 AM - Marko Lindqvist
- Subject changed from Worker, Settler, and Engineer in a city don't get defend bonus to Document that Worker, Settler, and Engineer in a city don't get defend bonus

#9 - 2020-02-01 02:59 PM - Jacob Nevins
- File m-30-26-help-fortify-bonus.patch added
- Status changed from New to Resolved
- Assignee set to Jacob Nevins

#10 - 2020-02-03 09:20 AM - Jacob Nevins
- Status changed from Resolved to Closed

Files

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<td>863 Bytes</td>
<td>2020-02-01</td>
<td>Jacob Nevins</td>
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