Bribe cost is halved regardless amount of damage

I checked at 2.6.0-RC1.
9 HP Warriors is half price of 10 HP Warriors.
9 HP Warriors and 1 HP Warriors are same price.


When diplomat/spy try to bribe enemy units, and enemy unit has some damage, bribe cost is halved regardless amount of damage.
(common/unit.c unit_bribe_cost)

--------
This ticket is already opened at GNA#25438, but GNA was shutdown. If not good, please close this HRM ticket.

Related issues:

File fix_unit_bribe_cost.patch added
- Status changed from New to Resolved
- Assignee set to Anonymous

Fixed.
Now cost should change linearly from 51% to 99% for damaged units.

That's a rule change and should not go to S2.5 at least.

What's the correct behavior for civ/2 rulesets? Maybe we need to make this ruleset controlled.

It was just forgotten conversion to float in >punish_hp / default_hp.

Switch to 2.6 if you like

Sprint/Milestone changed from 2.5.12 to 2.6.0

Status changed from Resolved to Closed


Files
fix_unit_bribe_cost.patch 586 Bytes 2018-07-07 Anonymous