Freeciv - Bug #763896
Bribe cost is halved regardless amount of damage

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<th>Start date:</th>
<th>Due date:</th>
<th>% Done:</th>
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Description
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)

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

Related issues:

History
#1 - 2018-07-07 02:42 PM - Anonymous
- 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.

#2 - 2018-07-07 03:10 PM - Marko Lindqvist
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.

#3 - 2018-07-07 03:12 PM - Anonymous
It was just forgotten conversion to float in >punit>hp / default_hp.

Switch to 2.6 if you like

#4 - 2018-07-08 10:12 PM - Anonymous
- Sprint/Milestone changed from 2.5.12 to 2.6.0

#5 - 2018-07-10 07:19 PM - Anonymous
- Status changed from Resolved to Closed

#6 - 2018-07-22 09:15 AM - Jacob Nevins

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