Help for Barracks needs some tweaking (master, civ2civ3)

The help currently reads:

"With a Barracks, each new land unit built in a city will automatically have Veteran status, which means that its attack and defense strengths are increased by 50%.

Also, damaged land units which stay in town for one full turn without moving are completely restored."

Engineers don't start with Veteran status. That could be fixed by saying "new MILITARY land unit". But Engineers DO get completely restored after staying in town for a full turn. I can't think of a succinct to say what the case is...

I should have said in the Subject and the body that this is about Barracks II, 'cos Gunpowder is a prerequisite for Explosives.

And the same is true for Diplomats - don't get veteran, do get healed.

Marko is right, currently "Small Land" units are not fully restored by barracks, they just get restored a hardcoded amount of HPs: 33% + 10% (if not moving nor attacking for 1 turn) + 10% (if fortified), that use to restore the unit in 1 turn too unless heavily damaged. But I agree Chippo that some fix is needed. Changing the help to say "new MILITARY land unit" would be more accurate, but the same would be true for classic rules.

I think the confusing part in civ2civ3 is that land in this case includes "Land" and "Big Land" classes, but not "Small Land". My suggestion would be to include them all, so "Small Land" units do are fully restored by barracks, and the help text could be changed to:
With a Barracks, each new MILITARY land unit built in a city will automatically have Veteran status, which means that its attack and defense strengths are increased by 50%.

Also, damaged land units which stay in town for one full turn without moving are completely restored.

I'll create the patch.

#7 - 2022-06-19 07:51 PM - Marko Lindqvist

David Fernandez (bard) wrote:

I'll create the patch.

Ping