

## Freeciv - Feature #864356

### Don't fight units with 0 defense

2020-03-11 03:45 PM - Alexandro Ignatiev

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Marko Lindqvist	<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.2.0		
<b>Description</b>			
<p>A behaviour known in Civ3: whatever number of units is in an attacked city, if not a single one of them can actually defend, workers surrender and planes/ships perish in a moment as soon as the first single unit bothers to conquer the site. We already can capture any number of caravans at time, but a single diplomat "protects" them. A number of diplomats put in a city steal several moves from an attacker to deal with them when actually neither of them can fight anything.</p> <p>Make a switch in rulesets to prevent defense 0 units interrupting conquerors. (Probably, make a separate one in another ticket to move a capturer on the tile of the captured).</p>			

#### History

##### #1 - 2021-03-15 07:52 AM - Marko Lindqvist

- File *0038-Add-Action-Wipe-Units.patch* added
- Status changed from *New* to *Resolved*
- Sprint/Milestone changed from *3.1.0* to *3.2.0*

Attached patch adds Action "Wipe Units" that wipes all the units from the target tile at once, even if stack death usually would not apply. There's a hard requirement that none of the units has positive defense strength.

##### #2 - 2021-03-15 10:19 AM - Marko Lindqvist

The occupying part comes in Feature [#922859](#)

##### #3 - 2021-03-15 10:38 AM - Sveinung Kvilhaugsvik

I really like this solution. I noticed that you used "\_" rather than " " for the action result name. Do you think all action results should switch from space to underscore?

##### #4 - 2021-03-15 10:45 AM - Marko Lindqvist

- Status changed from *Resolved* to *In Progress*

Sveinung Kvilhaugsvik wrote:

I really like this solution. I noticed that you used "\_" rather than " " for the action result name.

That was a mistake. Will fix to match current practice in next version.

##### #5 - 2021-03-15 04:22 PM - Marko Lindqvist

- File *0035-Add-Action-Wipe-Units.patch* added
- Rebased against current git HEAD
- Action result name renamed to match the practice

##### #6 - 2021-03-23 01:14 AM - Marko Lindqvist

- Status changed from *In Progress* to *Resolved*

##### #7 - 2021-03-23 10:13 AM - Alexandro Ignatiev

Shouldn't we check defense strength after modifiers? (Civ3: fighters do have defense in air combats but are wiped in cities.)

(Also, not exactly what I wanted, diplo still can protect caravan from being captured, but, well, good for its own.)

**#8 - 2021-03-23 09:57 PM - Marko Lindqvist**

- File 0008-Add-Action-Wipe-Units.patch added

- Check total defense power instead of base defense\_strength

**#9 - 2021-03-29 07:09 AM - Marko Lindqvist**

Alexandro Ignatiev wrote:

(Also, not exactly what I wanted, diplo still can protect caravan from being captured, but, well, good for its own.)

Yeah, I were mainly thinking about the "capturing a city with no real defenders" case.

Now I'm bit worried If we want different approach for capturing units (that themselves have non-zero defense) in the future, this may conflict with such plans. Of course, until S3\_2 d3f we can freely readjust this...

**#10 - 2021-03-29 09:54 AM - Sveinung Kvilhaugsvik**

Marko Lindqvist wrote:

Now I'm bit worried If we want different approach for capturing units (that themselves have non-zero defense) in the future, this may conflict with such plans.

There is room for more than one capture action, wipe action etc.

**#11 - 2021-03-31 02:10 AM - Marko Lindqvist**

- Status changed from Resolved to Closed

- Assignee set to Marko Lindqvist

**#12 - 2021-03-31 02:25 AM - Marko Lindqvist**

Alexandro Ignatiev wrote:

(Also, not exactly what I wanted, diplo still can protect caravan from being captured, but, well, good for its own.)

Opened -> Feature [#924536](#)

**Files**

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0038-Add-Action-Wipe-Units.patch	33.3 KB	2021-03-15	Marko Lindqvist
0035-Add-Action-Wipe-Units.patch	33.3 KB	2021-03-15	Marko Lindqvist
0008-Add-Action-Wipe-Units.patch	33.3 KB	2021-03-23	Marko Lindqvist