Freeciv - Feature #865055
Soften "coastal bombardment" rule
2020-03-14 10:19 PM - Alexandro Ignatiev

Status: New
Priority: Normal
Assignee: 
Category: 
Sprint/Milestone: 3.2.0

Start date: 
Due date: 
% Done: 0%
Estimated time: 0.00 hour

Description
It's hardcoded that if a unit attacks a non-native tile and the defender against him can't enter his tile then both have their firepower set
to 1. This disallows making units with a greater firepower that we want to ignore this rule, for example, naval city-busters or
desk-firing catapults attacking for 1 round with 10fp onto mountines as well as onto plains. Note that there is no way to check by the
ruleset if the defender could move on the attacker's tile. Of course one can build rulesets totally from 1fp units but possibly he or she
does not want.

Proposed solution: add flags like "StrongOnNonNative" (does not discount unit fp in attack or defense in CBR situation while may do
for the other side) and "RaidsNonNative" (attacker does not produce CBR).

Related issues:
Blocks Freeciv - Task #939772: S3_2 datafile format freeze (d3f) New

History
#1 - 2022-07-15 10:18 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.1.0 to 3.2.0

osdn #42960, osdn #43255, and osdn #43041 have changes related rules, but I think they still don't provide solutions to all cases this ticket is about?

#2 - 2022-07-15 10:19 AM - Marko Lindqvist
- Blocks Task #939772: S3_2 datafile format freeze (d3f) added

#3 - 2022-07-26 11:18 PM - Alexandro Ignatiev
Likely yes. At least, can we just turn PH rule off in a ruleset?