**Specific IgWalls combat bonus**

Introduce a combat bonus that suppresses city improvement defense bonuses of specific defenders (actually, may be applied as "calculate EFT_DEFEND_BONUS in defense_multiplication() with get_target_bonus_effects() with NULL as city parameter"). In civ2 ruleset, give it to non-Missile air units against fighters (i.e., fighters don't use SAM).

**Related issues:**
- Related to Freeciv - Feature #865084: Scramble combat bonus
  - Closed
- Related to Freeciv - Bug #923112: Check ai_city.wallvalue semantics
  - New

**History**

#1 - 2020-03-15 05:01 PM - Alexandro Ignatiev
- Related to Feature #865084: Scramble combat bonus added

#2 - 2020-04-02 10:21 AM - Alexandro Ignatiev
The same bonus in civ2 should go to land units against air and naval units (in CivII, walls work this way).

#3 - 2020-05-08 01:58 PM - Alexandro Ignatiev
Probably the most natural way to get the compatible behaviour is introducing a class attribute that lists classes against which that one can't have a city-related DefenseBonus effect. Thus, fighters get to a separate class. The city ignoring lists will be:

- **Land:** ""  
  - Sea: "Land"  
  - Trireme: "Land"  
  - Air (bombers): "Land"  
  - Fighter: "Land", "Air", "Fighter"  
  - Missile: "Land"  

Or, even simpler, so: give to "Land" class the special flag "OnlySameClassCityBonus" and connect "Scramble" unit combat bonus with also ignoring city defense.

#4 - 2021-03-07 12:26 AM - Alexandro Ignatiev
- File ground-att-def.patch added

First draft, applied over my scramble patch. Works but needs more testing for related AI behaviour. Unit classes without "GroundDefense" flag get no defend bonus in cities against classes with "GroundAttack" flag. In civ2, Land class needs both flags, likely outside of cities no such effect is needed.

#5 - 2021-03-18 10:01 PM - Alexandro Ignatiev
- Related to Bug #923112: Check ai_city.wallvalue semantics added

#6 - 2021-09-26 07:12 AM - Marko Lindqvist
- Category set to General
- Sprint/Milestone changed from 3.1.0 to 3.2.0

Alexandro Ignatiev wrote:

First draft, applied over my scramble patch. Works but needs more testing for related AI behaviour.

Are you still working on this?

The patch has been outdated a couple of ways, requiring update. Also: You should not reduce number of use unit class flags. Names of the flags could be more generic; some ruleset may want the same effect but without it having anything to do with ground attack.
I have suspended this item because of, first, lack of time, and, second, hope that Sveinnung will eventually develop some more generic mechanism than class flags here. I won't probably work on it before 3.1.3. If one does, welcome.

Files

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<tr>
<th>File Name</th>
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<tr>
<td>ground-att-def.patch</td>
<td>9.14 KB</td>
<td>2021-03-06</td>
<td>Alexandro Ignatiev</td>
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