Freeciv - Feature #869738
Success dice roll for "Poison City"

2020-04-17 09:49 PM - Sveinung Kvilhaugsvik

<table>
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<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
<th>2021-05-01</th>
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<td>Assignee:</td>
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<td>Sprint/Milestone:</td>
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Description
The header for "Poison City"'s action performer doesn't mention a "Check for basic success." My current interpretation of http://home.tiscali.cz:8080/~cz045662/civ2/dipspy.htm says that civ2 didn't have an action failed dice roll. I therefore assume that its absence was intentional.

Backwards compatibility: Just use Action_Odds_Pct to modify the chance to become 100% (Min diplchance is 30) Do the same for all rulesetst in the initial implementation. Then change the rule (for all non civ2 rulesets?) in a separate issue by removing the compat effect.

Would require that the action probability code for "Poison City" starts to consider the success dice roll. I would prefer if this could wait until general functions for action probability with dipl combat and a failed dice roll are done. A friend of mine is working on action probability. If she doesn't get to creating general functions for action probability of actions with diplomatic combat and a success dice roll before the 3.1 data file format freeze I'll create them myself and then do this issue. (It isn't hard to implement. I would prefer that she does it. I put this task on a "ladder" of tasks that will help her learn the action probability sub system.)

Related issues:
- Related to Freeciv - Feature #849492: Idea: Unhard code if an actor must beat... Closed
- Related to Freeciv - Feature #870009: Document that Poison City is not subjec... Closed
- Related to Freeciv - Feature #924512: helpdata: always 100% odds can't fail Closed
- Related to Freeciv - Feature #924521: sandbox: demonstrate poison city diplch... Closed
- Related to Freeciv - Bug #924522: Lack of a pre violent spy action dice roll ... New
- Blocks Freeciv - Task #673656: S3_1 datafile format freeze (d3f) New
- Blocked by Freeciv - Feature #920121: Suitcase Nuke [Escape] action probability Closed
- Blocks Freeciv - Feature #920144: Make it possible to add an initial dice rol... New

History
#1 - 2020-04-17 10:11 PM - Sveinung Kvilhaugsvik
- Blocks Task #673656: S3_1 datafile format freeze (d3f) added

#2 - 2020-04-24 05:57 AM - Sveinung Kvilhaugsvik
- Related to Feature #849492: Idea: Unhard code if an actor must beat diplchance before an action is done added

#3 - 2020-04-25 01:18 AM - Marko Lindqvist
- Subject changed from Sucess dice roll for "Poison City" to Success dice roll for "Poison City"

#4 - 2021-02-15 01:23 PM - Sveinung Kvilhaugsvik
- Due date set to 2021-05-01

#5 - 2021-02-15 01:52 PM - Sveinung Kvilhaugsvik
- Blocked by Feature #920121: Suitcase Nuke [Escape] action probability added

#6 - 2021-02-15 06:54 PM - Sveinung Kvilhaugsvik
- Blocks Feature #920144: Make it possible to add an initial dice roll to all unit actions added

#7 - 2021-02-28 12:56 PM - Marko Lindqvist
Diplchance helpertext changed in Feature #870009, and possibly ruleset diplomat actions helpertexts, will need to be reworked again when this change gets done.

2021-08-05 1/2
#8 - 2021-02-28 12:56 PM - Marko Lindqvist
- Related to Feature #870009: Document that Poison City is not subject to dipchance added

#9 - 2021-03-30 05:54 PM - Sveinung Kvilhaugsvik
- Related to Feature #924512: helpdata: always 100% odds can't fail added

#10 - 2021-03-30 08:16 PM - Sveinung Kvilhaugsvik
- File 0002-Success-dice-roll-for-Poison-City-Escape.patch added
- Status changed from In Progress to Resolved

#11 - 2021-03-30 08:59 PM - Sveinung Kvilhaugsvik
- Related to Feature #924521: sandbox: demonstrate poison city dipchance added

#12 - 2021-03-30 09:07 PM - Sveinung Kvilhaugsvik
- Related to Bug #924522: Lack of a pre violent spy action dice roll can be considered a bug in some rulesets added

#13 - 2021-04-01 10:54 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed

Files

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