**Freeciv - Feature #870009**

**Document that Poison City is not subject to diplchance**

2020-04-20 08:17 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
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<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
</tr>
<tr>
<td>Category:</td>
<td>Documentation</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.4</td>
</tr>
<tr>
<td>Start date:</td>
<td></td>
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<td>Due date:</td>
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<td>Estimated time:</td>
<td>0.00 hour</td>
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</table>

**Description**

Lexxe point out in Bug [#864613](#864613) that Poison City is not subject to diplchance, nor is that documented. Sveinung have done the research, and points out that it's intentional behavior coming from the civ2 compatibility. There's development going to make all this ruleset configurable and autodocumented in development branch. This ticket is about improving the static documentation, especially in the existing stable branches. The behavior should be mentioned in the documentation of diplchance server setting and/or documentation of spy's actions in supplied rulesets.

**Related issues:**

Related to Freeciv - Feature #869738: Success dice roll for "Poison City"  
Closed  
2021-05-01

**History**

#1 - 2020-04-21 09:34 AM - Sveinung Kvilhaugsvik

Marko Lindqvist wrote in Bug [#864613](#864613):

> Is there other diplomat/spy actions that are not subject to diplchance when one would assume them to be?

ACTION_ESTABLISH_EMBASSY ACTION_ESTABLISH_EMBASSY_STAY ACTION_SPY_INVESTIGATE_CITY ACTION_INV_CITY_SPEND ACTION_SPY_POISON ACTION_SPY_POISON_ESC ACTION_SPY_SABOTAGE_UNIT

#2 - 2020-12-23 04:52 PM - Marko Lindqvist

- Sprint/Milestone changed from 2.6.3 to 2.6.4

#3 - 2021-02-28 12:54 PM - Marko Lindqvist

- File 0007-Document-in-diplchance-help-that-it-does-not-affect-.patch added
- Status changed from New to Resolved

Marko Lindqvist wrote:

> The behavior should be mentioned in the documentation of diplchance server setting and/or documentation of spy's actions in supplied rulesets.

Attached patch changes only diplchance documentation. Diplomat action documentation in rulesets does not mention diplchance at all, so there would have been no point in listing exceptions there. Also makes it easier to rework this again when the ruleset control over diplchance usage gets implemented.

#4 - 2021-02-28 12:56 PM - Marko Lindqvist

- Related to Feature #869738: Success dice roll for "Poison City" added

#5 - 2021-03-03 07:07 PM - Marko Lindqvist

- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**

| 0007-Document-in-diplchance-help-that-it-does-not-affect-.patch | 1.32 KB | 2021-02-28 | Marko Lindqvist |

2021-08-05 1/1