Follow fortifying rules from commercial games in the rulesets

2020-05-01 07:26 PM - Alexandro Ignatiev

Status: Closed
Priority: Normal
Assignee: Marko Lindqvist
Category: Rulesets
Sprint/Milestone: 3.1.0

Description
Marko Lindqvist wrote:

Alexandro Ignatiev wrote:

Then, civN compatibility for fortifying bonus goes to the next ticket?

Yes, further development and ruleset changes should have their own tickets.

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Apply Feature #867744 for rulesets civ1 and civ2 (civ2civ3 might be changed too but since it's only vaguely influenced by CivIII it needs more thinking). Turn off auto-fortifying in cities and turn it on in fortresses (possibility of having a fortress on a city tile?).

Related issues:
Blocked by Freeciv - Feature #867744: Unhardcode fortifying rules

History
#1 - 2020-05-02 06:11 AM - Marko Lindqvist
- Blocked by Feature #867744: Unhardcode fortifying rules added

#2 - 2021-04-21 09:08 AM - David Fernandez (bard)
Thanks for this unhardcoded feature, long awaited by me.

 possibility of having a fortress on a city tile?

It is currently not possible in civ2civ3.

 Turn off auto-fortifying in cities and turn it on in fortresses

For civ2civ3, I personally like auto-fortifying in both cities and fortresses. But I see ok to change it to civ3 behaviour if somebody knows how it was exactly (I don't remember).

I have to test it and think about it, but do you know if it is now possible something like this?:

```plaintext
[effect_land_defense]
type = "Fortify_Defense_Bonus"
value = 50
reqs = { "type", "name", "range", "present"
"MinMoveFrags", "1", "Local", TRUE
}
```
What are the civ/2 rules?

Units need to fortify, including the case of being in unwalled cities, to get 1.5x bonus. Walled city (3x) and fortress (2x) bonuses are applied immediately instead of any fortifying bonus. But SAM/CoastDef bonuses are stacked with fortified state one. Non-land units can fortify but never get any bonus from it. Source: https://www.civfanatics.com/civ2/strategy/combatguide

Units in the city count as fortified (1.5), immediately. No further protection by the city, except w/ city walls (2.0) or coastal defense(2.0). Terrain bonuses apply.

The advantage of the city is the no-killstack. None unit in cities gain from being "F"ortified or "S"entried manually.

That's what attached patches try to do.

For your reference :)