Freeciv - Feature #923193
civ2 ruleset: give fighters scramble bonuses
2021-03-19 09:21 PM - Alexandro Ignatiev

| Status:          | Closed          | Start date:     |                      |
| Priority:        | Normal          | Start date:     |                      |
| Assignee:        | Marko Lindqvist | Due date:       |                      |
| Category:        | Rulesets        | % Done:         | 0%                   |
| Sprint/Milestone | 3.1.0           | Estimated time: | 0.00 hour            |

Description
Civil compatibility improvement.

Related issues:
Blocked by Freeciv - Feature #865084: Scramble combat bonus

History
#1 - 2021-03-19 09:21 PM - Alexandro Ignatiev
- Blocked by Feature #865084: Scramble combat bonus added

#2 - 2021-03-24 10:00 PM - Marko Lindqvist
Should the role "DefendOk" really be added? Does it make sense if AI builds air units as primary defenders?

#3 - 2021-03-25 06:09 AM - Alexandro Ignatiev
This bonus is meant to make them worthy defenders against bombers. AI seems to be smart enough (at least if we inform it that fighters can't fortify) to select another defenders for another threats. This flag just enables them for defender selection at all, twice less valued than "DefendGood".

#4 - 2021-03-25 07:06 AM - Marko Lindqvist
Patch does not apply at all, neither to S3_1 nor master.

#5 - 2021-03-25 07:15 AM - Alexandro Ignatiev
Yup, needs rebasing to current HEAD.

#6 - 2021-03-28 01:36 PM - Alexandro Ignatiev
- File civ2-fighters-scramble.patch added
  Rebased.

#7 - 2021-03-30 05:07 AM - Marko Lindqvist
- Status changed from New to Resolved
  - Assignee set to Marko Lindqvist

#8 - 2021-04-01 03:04 PM - Marko Lindqvist
- Status changed from Resolved to Closed

Files
3.1-civ2-scramble.patch 2.52 KB 2021-03-19  
   Alejandro Ignatiev

civ2-fighters-scramble.patch 2.83 KB 2021-03-28  
   Alejandro Ignatiev