Added new handicap type:

- H_TECHGROW, /* Limit technological growth */

  When used it will significantly reduce the speed with which AI develops new technologies. Basically it will first verify that the technology about to be developed does not greatly exceed the level of any and all human players in current game.
  To do so I've added a simple loop, that iterates over all players in game and verifies that the technology goal being checked right now is no further than 2 unknown technologies in the tree (function num_unknown_techs_for_goal). If it is in fact to far away, then it is simply marked as unwanted (value of -1), and skipped.
  Modification has been thoroughly tested, and the AI seemed to never develop further than the aforementioned two technologies limit.

- H_RESPECTBORDERS, /* Respect borders */

  When used, AI will try not to move their units on human players' territory. AI units that were already on player's tiles will stay in place. This does not apply when an AI is in a state of war with a player; in that case AI units cross territory borders of that player and move inside as usual. There are no changes concerning other AI's territories.
  During tests all the friendly AI units avoided player's territory: they either kept moving around it or stop moving, if they were already there. As soon as player and AI started a war, AI units were moving across player's territory and attacking the enemy player.
  When war turned into a ceasefire, the AI units in the player's territory stopped.

- H_NOWAR, /* Never declare war to a player (unless attacked first) */

  The main idea behind this handicap was to make war with human players extremely unattractive to AI, while it should still declare war if attacked. To do so, the war desire is reduced drastically. However, the result is a bit different: it made AI more prone to suggest ceasefire, or sometimes even peace. It is also much more likely that AI accepts a ceasefire from a player.
  The observed behaviour of an AI player was the following: at first, it proposes a ceasefire to a newly met player and goes to war after it expires (as usual), however it asks for ceasefire soon, usually within one turn. Should it not ask, a player may suggest a ceasefire (with no other requirements from AI!!) and it is very likely that it accepts. It seems that as long as a player has contact with AI, they can keep ceasefire virtually forever, with some 1-turn-long breaks. A player can break ceasefire if they want to, but there is no guaranteed turn back.

- H_CEASEFIRE /*AI should accept a ceasefire at almost every situation*/

  This handicap is about to ensure that beginner player has a chance to propose a ceasefire treaty which would be accepted in almost every situation. If player is at war with an AI and wants to have more time to prepare this handicap should ensure this.
  It's made by drastic reduction of war desire (same as in H_NOWAR) and five times reduction of requested love for piece.

- H_ATRADE /* Accept trade */

  This handicap is about to make AI a bit more friendlier by accepting more trades. This is done by modifying the algorithm of trade worth calculation and making certain trades more valuable to AI when H_ATRADE is enabled.
  - removed consideration of player love for trading seamounts
  - dividing by four price of seamounts
removed consideration of player love and war state for trading landmaps
- dividing by six price of seamps
- changed multiplying factor of AI cities price from 15 to 4/5

Also removed consideration of war state for decision of accepting a trade.

**Modified an existing handicap type:**
- H_EXPANSION, /* Don't like being much larger than human */

When used, in addition to already existing features, the AI will put significantly bigger (twice more than without the handicap) distances between each of its cities. This in turn has the effect of reducing the overall amount of cities an AI controls, and thus reducing its expansive behaviour to a more manageable size for a beginner player.

Modification has been thoroughly tested, and the AI cities were further apart from each other, and the AI has been effectively reduced in strength by half (both production, and scientific capability reduced).

**Modifications made:**
- ai/aiotech.[ai_select_tech function]: modified the weight values of each technology that does not meet the above criteria.
- ai/aisettler.[city_desirability]: modified the minimum distance between cities (min_dist), multiplying it by 2 if H_EXPANSION handicap is enabled
- ai/aitools.[ai_unit_move]: made it impossible to move a unit onto a tile belonging to a player AI is not at war with (if H_RESPECTBORDERS is enabled)
- ai/advdiplomacy.[ai_war_desire]: returns a low negative number (zero was not low enough) when H_NOWAR handicap is enabled
- ai/advdiplomacy.[ai_goldequiv_clause]: when H_ATRADE is enabled:
  - removed consideration of player love for trading seamps
  - dividing by four price of seamps
  - removed consideration of player love and war state for trading landmaps
  - dividing by six price of seamps
  - changed multiplying factor of AI cities price from 15 to 4/5
- ai/advdiplomacy.[ai_treaty_evaluate]: removed consideration of war state if H_ATRADE is enabled
- ai/advddata.[ai_data_default]: sets diplomacy.req_love_for_peace = MAX_AI_LOVE / 40 if H_CEASEFIRE is enabled