

Freeciv - Feature #826739

Granularity: Multiply attack/defense values by ~10

2019-07-15 05:22 PM - Marko Lindqvist

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Marko Lindqvist	% Done:	0%
Category:	Rulesets	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
Higher granularity for attack/defense bonuses too.			

History

#1 - 2019-07-15 05:29 PM - Marko Lindqvist

- File 0035-Granularity-Multiply-attack-defense-values-by-about-.patch added
- Status changed from In Progress to Resolved

#2 - 2019-07-29 03:38 AM - Marko Lindqvist

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

Files

0035-Granularity-Multiply-attack-defense-values-by-about-.patch	1.39 KB	2019-07-15	Marko Lindqvist
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