

Freeciv - Bug #849954

Non transported can "Conquer City"

2019-11-28 08:16 AM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Documentation	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
I accidentally made it sound like only transported units can conquer a city in Feature #849289 .			
Related issues:			
Related to Freeciv - Feature #849289: Clarify disembark in "Conquer City" doc...			Closed

History

#1 - 2019-11-28 08:24 AM - Sveinung Kvilhaugsvik

- File *0001-Non-transported-units-can-do-Conquer-City.patch* added
- Status changed from *In Progress* to *Resolved*

#2 - 2019-11-28 08:25 AM - Sveinung Kvilhaugsvik

- Related to Feature #849289: Clarify disembark in "Conquer City" documentation added

#3 - 2019-11-29 08:26 PM - Sveinung Kvilhaugsvik

- Status changed from *Resolved* to *Closed*

Files

0001-Non-transported-units-can-do-Conquer-City.patch	1.47 KB	2019-11-28	Sveinung Kvilhaugsvik
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