

Freeciv - Feature #872127

Granularity: Forest

2020-05-06 04:27 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			
Add Forest terrain to Granularity. Change Grassland not to provide shields (production).			

History

#1 - 2020-05-06 04:29 PM - Marko Lindqvist

- File 0036-Granularity-Add-Forest.patch added
- Status changed from In Progress to Resolved

#2 - 2020-05-19 02:04 PM - Marko Lindqvist

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

Files

0036-Granularity-Add-Forest.patch	2.29 KB	2020-05-06	Marko Lindqvist
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