

## Freeciv - Feature #877498

### Move NoFortify to the ruleset.

2020-06-12 04:34 PM - Sveinung Kvilhaugsvik

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Sveinung Kvilhaugsvik	<b>% Done:</b>	0%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Sprint/Milestone:</b>	3.1.0		
<b>Description</b>			
Soft code the NoFortify terrain flag.			

#### History

##### #1 - 2020-06-12 04:55 PM - Sveinung Kvilhaugsvik

- File 0020-Move-NoFortify-to-the-ruleset.patch added

- Status changed from In Progress to Resolved

(network capstring changes not considered part of the patch)

##### #2 - 2020-06-14 07:07 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

#### Files

0020-Move-NoFortify-to-the-ruleset.patch	27.6 KB	2020-06-12	Sveinung Kvilhaugsvik
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