

## Freeciv - Feature #877812

### need\_war\_player() by action result

2020-06-16 11:13 AM - 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>			
The special war requirements applies to all actions with the same result.			

#### History

##### #1 - 2020-06-16 11:14 AM - Sveinung Kvilhaugsvik

- File 0026-need\_war\_player-by-action-result.patch added
- Status changed from In Progress to Resolved

##### #2 - 2020-06-18 06:54 AM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

#### Files

0026-need_war_player-by-action-result.patch	5.52 KB	2020-06-16	Sveinung Kvilhaugsvik
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