

Freeciv - Feature #879140

classic and multiplayer have simple native rules

2020-06-25 11:27 PM - Sveinung Kvilhaugsvik

Status:	Closed	Start date:	
Priority:	Normal	Due date:	
Assignee:	Sveinung Kvilhaugsvik	% Done:	0%
Category:	Rulesets	Estimated time:	0.00 hour
Sprint/Milestone:	3.1.0		
Description			
If a transported unit is in a city in classic or multiplayer it is on a native tile.			
Remove redundant "Transport Disembark" action enabler and !present requirement for "Transport Disembark 2".			

History

#1 - 2020-06-25 11:27 PM - Sveinung Kvilhaugsvik

- File 0014-redundant.patch added

- Status changed from In Progress to Resolved

#2 - 2020-06-27 12:20 PM - Sveinung Kvilhaugsvik

- Status changed from Resolved to Closed

Files

0014-redundant.patch	2.54 KB	2020-06-25	Sveinung Kvilhaugsvik
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