

Freeciv - Feature #894986

Granularity: Spirits (tech) and Sacred Grove (building)

2020-11-08 04:41 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			

History

#1 - 2020-11-08 04:43 PM - Marko Lindqvist

- File 0019-Granularity-Add-Spirits-and-Sacred-Grove.patch added
- Status changed from In Progress to Resolved

#2 - 2020-11-11 03:26 PM - Marko Lindqvist

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

Files

0019-Granularity-Add-Spirits-and-Sacred-Grove.patch	2.48 KB	2020-11-08	Marko Lindqvist
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