Freeciv - Task #656706
2017-05-01 10:40 PM - Marko Lindqvist

Status: New
Priority: Normal
Assignee: % Done: 0%
Category: Estimated time: 0.00 hour
Sprint/Milestone: 

Description
Some of the issues reported there were already entered to gna.org tracker, but at the moment none of them has been fixed and gna.org is going down with the tickets.

Related issues:
Blocked by Freeciv - Bug #682494: S2_5: civ2civ3 help claims 25% terrain defence bonus but delivers only 20% added
Blocked by Freeciv - Bug #763896: Bribe cost is halved regardless amount of damage added
Blocked by Freeciv - Bug #763879: Resource is placed 0.1% more than setting value added
Blocked by Freeciv - Bug #763881: Pollution is placed 1% more than pollution value added
Blocked by Freeciv - Bug #763882: Global warming / Nuclear winter can be occurred at 0 accumulated value added
Blocked by Freeciv - Bug #763883: LARGEST Civilizations report is never created added
Blocked by Freeciv - Bug #763884: Angry citizens is not take into account in HAPPIEST Civilizations report added
Blocked by Freeciv - Bug #763885: If player gets unique=false achievement first, bonus culture added twice added
Blocked by Freeciv - Bug #763888: Obtains "researching" Future Tech cost * techlossrestore % bulbs if you lost Future Tech due to tech upkeep added

History
#1 - 2018-07-22 09:15 AM - Jacob Nevins
- Blocked by Bug #682494: S2_5: civ2civ3 help claims 25% terrain defence bonus but delivers only 20% added

#2 - 2018-07-22 09:15 AM - Jacob Nevins
- Blocked by Bug #763896: Bribe cost is halved regardless amount of damage added

#3 - 2018-07-22 09:16 AM - Jacob Nevins
- Blocked by Bug #763879: Resource is placed 0.1% more than setting value added

#4 - 2018-07-22 09:16 AM - Jacob Nevins
- Blocked by Bug #763881: Pollution is placed 1% more than pollution value of city added

#5 - 2018-07-22 09:16 AM - Jacob Nevins
- Blocked by Bug #763882: Global warming / Nuclear winter can be occurred at 0 accumulated value added

#6 - 2018-07-22 09:16 AM - Jacob Nevins
- Blocked by Bug #763883: LARGEST Civilizations report is never created added

#7 - 2018-07-22 09:16 AM - Jacob Nevins
- Blocked by Bug #763884: Angry citizens is not take into account in HAPPIEST Civilizations report added

#8 - 2018-07-22 09:17 AM - Jacob Nevins
- Blocked by Bug #763885: If player gets unique=false achievement first, bonus culture added twice added

#9 - 2018-07-22 09:17 AM - Jacob Nevins
- Blocked by Bug #763888: Obtains "researching" Future Tech cost * techlossrestore % bulbs if you lost Future Tech due to tech upkeep added
#10 - 2018-07-22 09:17 AM - Jacob Nevins
- Blocked by Bug #763890: Hut on NoCities flag terrain wouldn't turns to settlers in civ2civ3 added

#11 - 2018-07-22 09:17 AM - Jacob Nevins
- Blocked by Bug #763893: Turns to target indicates one less turn in 2.6 added

#12 - 2018-07-22 09:17 AM - Jacob Nevins
- Blocked by Bug #763894: Upgrade / Convert to 129th or after defined unit is impossible added