Freeciv - Feature #679864
Split the action "Steal Gold"
2017-06-28 09:03 PM - Sveinung Kvilhaugsvik

Status: Closed | Start date:
Priority: Normal | Due date:
Assignee: Sveinung Kvilhaugsvik | % Done: 100%
Category: General | Estimated time: 0.00 hour
Sprint/Milestone: 3.0.0

Description
Stop relying on the Spy unit type flag to decide if the "Steal Gold" action consumes the actor unit. Split the new action "Steal Gold Escape" from "Steal Gold". The former will have its actor try to escape. The latter will always consume the actor unit.

History
#1 - 2017-06-30 09:09 AM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed
- % Done changed from 90 to 100

Files
<table>
<thead>
<tr>
<th>Patch Name</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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<tr>
<td>3.1-Split-the-action-Steal-Gold.patch</td>
<td>33 KB</td>
<td>2017-06-28</td>
<td>Sveinung Kvilhaugsvik</td>
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<td>3.0-Split-the-action-Steal-Gold.patch</td>
<td>35.2 KB</td>
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