Freeciv - Feature #850763
New action "Expel Embassy"
2019-12-04 09:27 AM - Sveinung Kvilhaugsvik

| Status: New | Start date: |
| Priority: Normal | Due date: |
| Assignee: | % Done: 0% |
| Category: General | Estimated time: 0.00 hour |
| Sprint/Milestone: 3.1.0 |

Description
Could start out as an internal action:
- If a ruleset tries to write an enabler for it: "The action %s is not ready for ruleset exposure yet. Sorry." Internal because I don't want any requirements the player don't know until player actors can handle them as well as unit actors currently does.
  - Would mean a less powerful representation in the ruleset that gets read into the action enabler.

actor_kind = AAK_PLAYER
target_kind = ATK_PLAYER


Related issues:
Blocks Freeciv - Feature #850764: Action Auto Performer that can expell an em...

History
#1 - 2019-12-04 09:32 AM - Sveinung Kvilhaugsvik
- Blocks Feature #850764: Action Auto Performer that can expell an embassy at turn change added