Freeciv - Bug #920206
Respect move rules when unit stack death escaping
2021-02-16 06:42 AM - Sveinung Kvilhaugsvik

Status: Closed
Priority: Normal
Assignee: Sveinung Kvilhaugsvik
Category: General
Sprint/Milestone: 3.1.0

Description
Unit stack death escape is the unit escaping by moving itself. It should therefore respect movement rules.

Related issues:
Blocks Freeciv - Feature #920950: Unit stack death escaping: add back all 3.0... Closed
Blocks Freeciv - Feature #920951: Move unit stack death escaping action list ... Closed

History
#1 - 2021-02-25 02:08 AM - Sveinung Kvilhaugsvik
- File 0001-Unit-stack-death-escape-respect-the-move-rules.patch added
- Category set to General
- Status changed from New to Resolved
- Assignee set to Sveinung Kvilhaugsvik
- Sprint/Milestone set to 3.1.0

Not changed for 3.0 because of the freeze.
Compatible with what master currently contains. Could gain the actions representing what 3.0 does in a follow up patch.
Could move to the ruleset in a follow up patch.

#2 - 2021-02-25 02:33 AM - Sveinung Kvilhaugsvik
- Blocks Feature #920950: Unit stack death escaping: add back all 3.0 actions added

#3 - 2021-02-25 02:34 AM - Sveinung Kvilhaugsvik
- Blocks Feature #920951: Move unit stack death escaping action list to the ruleset added

#4 - 2021-02-25 02:37 AM - Sveinung Kvilhaugsvik
Remember to update network cap string

#5 - 2021-02-27 06:56 PM - Sveinung Kvilhaugsvik
- Status changed from Resolved to Closed

Files
0001-Unit-stack-death-escape-respect-the-move-rules.patch 4.4 KB 2021-02-25 Sveinung Kvilhaugsvik