**Freeciv - Feature #920421**

**Move cost of UCF_TERRAIN_SPEED to the ruleset**

2021-02-18 02:01 PM - Sveinung Kvilaugsvik

<table>
<thead>
<tr>
<th>Status:</th>
<th>In Progress</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
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<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Sveinung Kvilaugsvik</td>
<td>% Done:</td>
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<td>Category:</td>
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<td>Estimated time:</td>
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<td>Sprint/Milestone</td>
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<td>0.00 hour</td>
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</table>

**Description**

**Related issues:**

- Related to Freeciv - Feature #923136: Consider effect move cost in move to un... - Closed
- Blocked by Freeciv - Feature #920420: Fake generalize (add two more variants)... - Closed
- Blocks Freeciv - Feature #920422: Move cost of move to / from non native tile... - In Progress

**History**

**#1 - 2021-02-18 02:01 PM - Sveinung Kvilaugsvik**

- Blocked by Feature #920420: Fake generalize (add two more variants) to all regular move actions added

**#2 - 2021-02-18 02:02 PM - Sveinung Kvilaugsvik**

- Blocks Feature #920422: Move cost of move to / from non native tile to the ruleset added

**#3 - 2021-03-19 07:07 AM - Sveinung Kvilaugsvik**

- Related to Feature #923136: Consider effect move cost in move to unknown added