Feature #924536
Wipe Units variant that captures capturable units

2021-03-31 02:25 AM - Marko Lindqvist

Status: New
Priority: Normal
Assignee:
Category: General
Sprint/Milestone: 3.2.0

Start date:
Due date:
% Done: 0%
Estimated time: 0.00 hour

Description
Feature #864356 got implemented a bit different from what Alexandro Ignatiev originally wished. This ticket is about providing exact action he wished. The new action should differ from Wipe Units in that 1) defender can have above zero defense power if it's capturable instead and 2) capturable units should be captured, not killed.

Related issues:
Blocks Freeciv - Task #939772: S3_2 datafile format freeze (d3f) New

History
#1 - 2022-01-11 01:32 PM - Marko Lindqvist
- Blocks Task #939772: S3_2 datafile format freeze (d3f) added