BJScripts - Feature - Enhancement #1352

Sanguine Fountains - Embodiment of Gore

2015-02-12 05:32 AM - bjcasey

Status:	Implemented		**Start date:**	2015-02-12
Priority:	Normal		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
vbulletin_issue_id:				

Description

Relavant Links: https://www.isxgames.com/f/threads/bj-movement-aom-feedback-thread.7386/page-2#post-46112

- Maintain stifle
- Change priests to not move and stay on top of the tank.

History

#1 - 2015-04-16 05:58 AM - bjcasey

- Status changed from New to Implemented

These changes have been added in Patch # 110.