

## Doomsday Engine - Bug #703

### HeXen: Maulotaur charge attack

2009-06-04 02:21 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2009-06-04
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	
<b>Description</b> When a Maulotaur finishes it's charge attack in HeXen it re-fades in sans smoke cloud, as if it has just been summoned rather than continuing as normal.	
<b>Labels:</b> jHexen Gameplay	

#### History

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#1 - 2009-11-08 10:42 - danij

Fixed for 1.9.0-beta6.8