NPC Behaviours

Introduction

Behaviours represent the **default actions** of **NPC Captains** employed by the player. In other words, if a ship has now current orders, or has just completed an order, they will follow their Behaviour until told otherwise.

Please note that if a player takes control of a ship mid-order, the Captain will re-initiate the previous order after the player relinquishes control (instead of reverting to their default Behaviour). This allows the player to take control of any ships fluidly without having to repetitively reset orders after they leave. This can become especially helpful in the mid-to-late game after player teleportation has been realized.

Impact of "Remove all orders" Command

At this time (v1.50), the "Remove all orders" command will **reset Default Behaviours**. Therefore care should be taken when deciding whether to use that command or remove orders individually.

Setting Behaviours

1. Open the Map and locate the Ship you wish to adjust the Behaviour of it's Captain
2. Right-Click on the Ship in the Map to bring up the context menu, and left-click on the "**Information**" option:
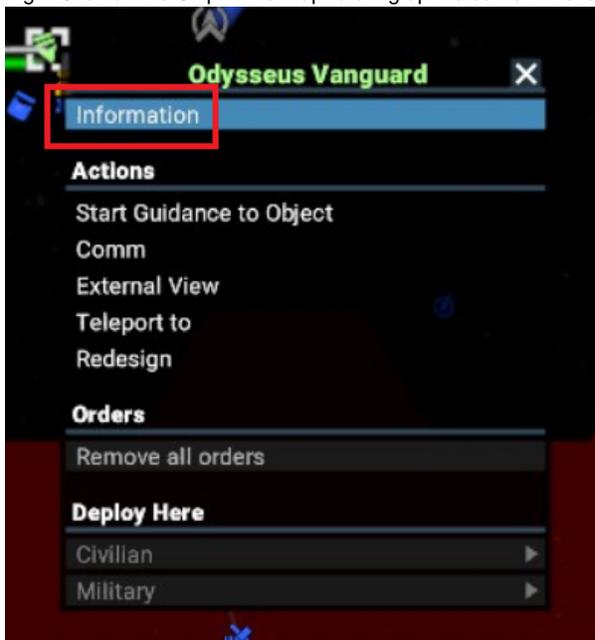
3. Stay on the Map and, looking at the top-left area, change the view to the Behaviours tab by left-clicking on the highlighted button:

Selaia Tarren
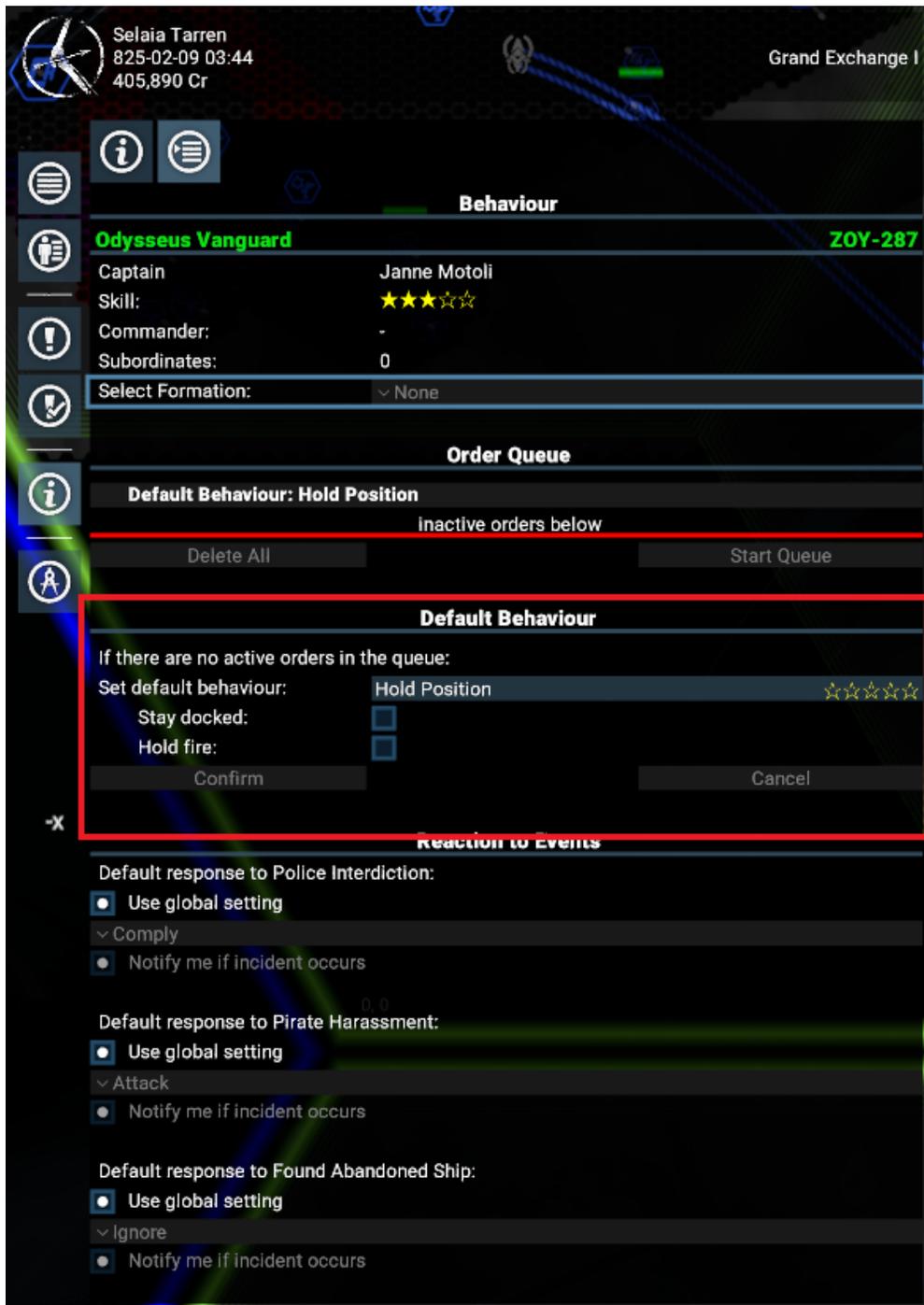825-02-09 03:36
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Grand Exchange I

Information

Odysseus Vanguard   **ZOY-287**

+	General Information			
-	Personnel			
+	Captain:	Hold Position	Grand Exchange I	0 Orders queued
+	Crew			47 / 48
+	Storage (0 Wares)		Filled Capacity:	0 / 1,700 m³
+	Docked Ships			
+	Ammunition			184 / 560
+	Countermeasures			5 / 5
+	Deployables			0 / 250
+	Drones			10 / 10
+	Weapon Configuration			
+	Turret Behaviour			
+	Loadout			
+	Modifications			

4. Within the highlighted section below, left-click on "**Hold Position**" to view and chose from default Behaviours (listed in the table below):

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Grand Exchange I

Behaviour

Odysseus Vanguard   **ZOY-287**

Captain	Janne Motoli
Skill:	★★★☆☆
Commander:	-
Subordinates:	0
Select Formation:	∨ None

Order Queue

Default Behaviour: Hold Position

inactive orders below

| Delete All | Start Queue |

Default Behaviour

If there are no active orders in the queue:

Set default behaviour:	Hold Position	☆☆☆☆☆
Stay docked:	☐
Hold fire:	☐
Confirm	Cancel

Reaction to Events

Default response to Police Interdiction:
● Use global setting
∨ Comply
● Notify me if incident occurs

Default response to Pirate Harassment:
● Use global setting
∨ Attack
● Notify me if incident occurs

Default response to Found Abandoned Ship:
● Use global setting
∨ Ignore
● Notify me if incident occurs

5. Within the highlighted section above there are also to additional left-click options (unassigned ships only):
    - "Stay docked"
    - "Hold fire"
6. Below the highlighted section above we can adjust how the Captain responds to scenarios (and chose if we want notifications or not):
    - **Police Interdiction** (where a Police scan found illegal goods):
        - Attack
        - Comply (dropping requested wares; default setting)
        - Escape
        - Wait
    - **Pirate Harassment**:
        - Attack (default setting)
        - Comply (dropping requested wares)
        - Escape
        - Wait
    - **Finding abandoned ships**:
        - Claim if possible (a Marine will be used to board the ship)
        - Ignore (default setting)

- Mark
- Protect

Available Behaviours

Behaviour type	Behaviour	Skill requirement	Setup steps for the Default Behaviours menu in the Map
Combat	Patrol	0	1. Left-click on the area to the right of "Area to patrol". 2. Left-click on the Sector you wish the Captain to Patrol. 3. Left-click on the "OK" button at the top of the Default Behaviours menu (see images below). 4. Left-click on the "Confirm" button in the Default Behaviours menu (see images below).
Combat	Protect Position	0	1. Left-click on the area to the right of "Area to protect". 2. Left-click on the Position in a Sector you wish the Captain to Protect. 3. Left-click on the "Confirm" button in the Default Behaviours menu.
Combat	Protect Ship	0	1. Left-click on the area to the right of "Ship to protect". 2. Right-click on the Ship you wish to be Protected (**can belong to another Faction**). 3. Left-click on the contextual "Select" option. 4. Left-click on the "Confirm" button in the Default Behaviours menu.
Combat	Protect Station	0	1. Left-click on the area to the right of "Station to protect". 2. Right-click on the Station you wish to be Protected (**can belong to another Faction**). 3. Left-click on the contextual "Select" option. 4. Left-click on the "Confirm" button in the Default Behaviours menu.
Mining	AutoMine	1	Mining Ship-specific
Navigation	Dock and Wait	0	
Navigation	Explore	3	
Navigation	Follow Ship	0	
Navigation	Fly to Object	0	
Navigation	Fly and Wait	0	
Navigation	Hold Position	0	
Trade	Revisit known stations	1	1. Left-click on a ship in the Map. 2. Right-click on empty space in the map and select "Update Trade Offers".
Trade	Find Build Tasks	0	Builder Ship-specific
Trade	Distribute Wares	2	
Trade	AutoTrade	3	

Images Showing the Location of Common Confirmation Buttons

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Grand Exchange I

Sector: Grand Exchange I   OK

Teladi Company

Owned stations

Grand Exchange I Headquarters (KJE-875)

Owned ships

Cerberus Vanguard (KCA-093)
Eclipse Vanguard (PAF-496)
Odysseus Vanguard (ZOY-287)

Other stations

ARG Argon Trading Station (KMO-609)

Default Behaviour

Set up a new default behaviour and confirm:

Default Behaviour: Patrol   ☆☆☆☆☆

Area to patrol: Grand Exchange / Grand Exchange I

Confirm   Cancel