

NPC Behaviours

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Introduction

Behaviours represent the **default actions** of **NPC Captains** employed by the player. In other words, if a ship has no current orders, or has just completed an order, they will follow their Behaviour until told otherwise.

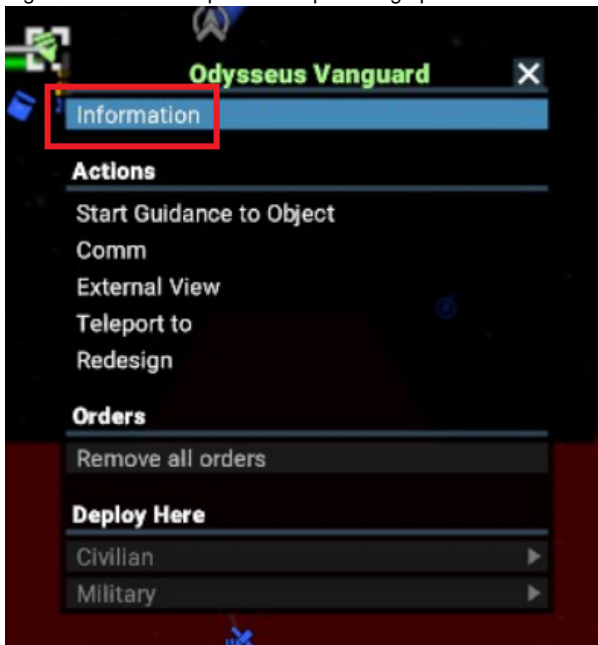
Please note that if a player takes control of a ship mid-order, the Captain will re-initiate the previous order after the player relinquishes control (instead of reverting to their default Behaviour). This allows the player to take control of any ships fluidly without having to repetitively reset orders 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

- **Remove all orders** - removes only the orders in the ship's order queue but retains the ship's behavior
- **Remove all orders and assignments** - removes all orders in the order queue, resets the ship's behavior, and removes the ship from any command hierarchies

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:

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Grand Exchange I

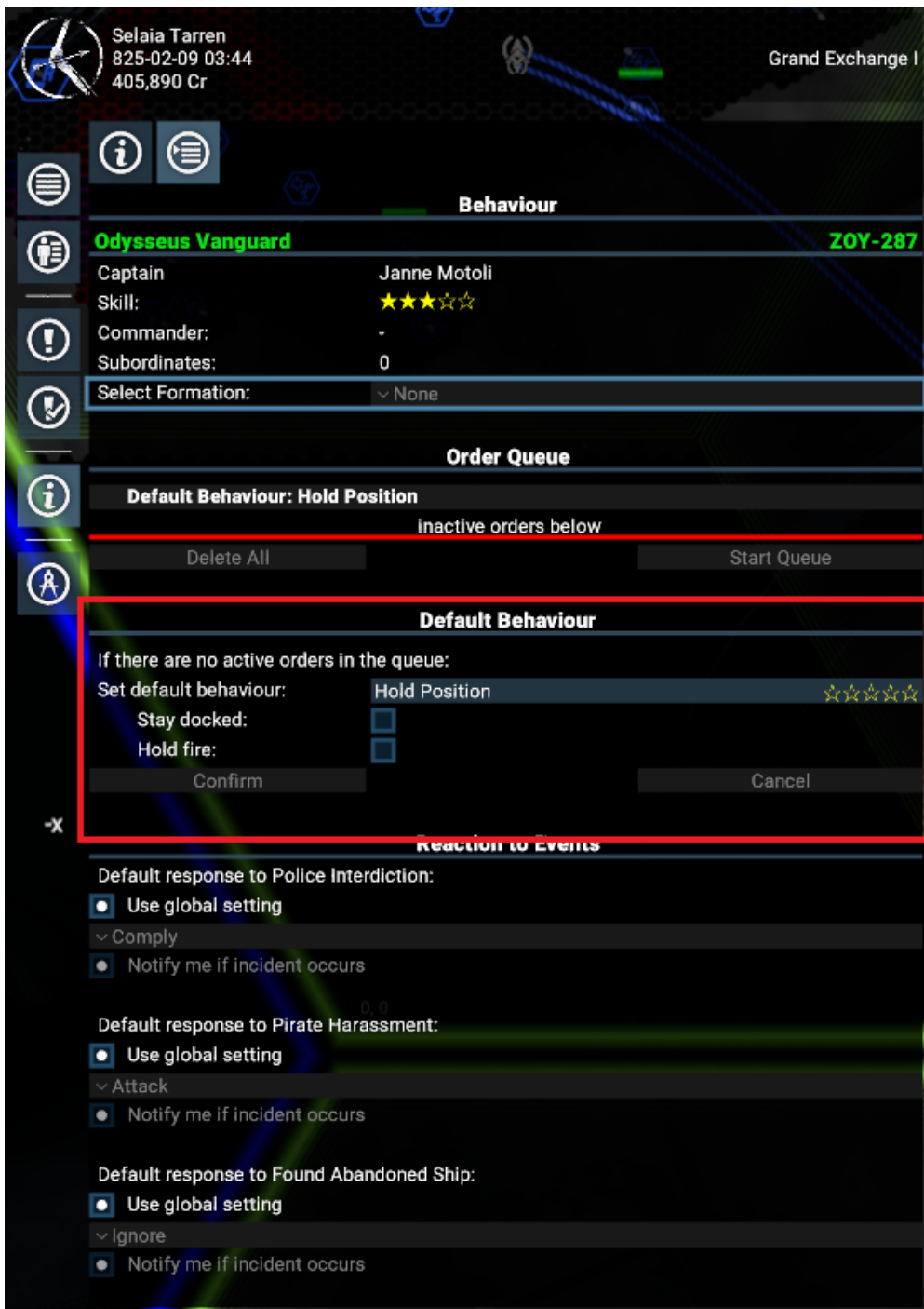
Information

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):



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	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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; only available via station assignment
Mining	Advanced AutoMine	3	Mining Ship-specific
Mining	Expert AutoMine	4	Mining Ship-specific
Mining	Sector AutoMine	0	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	<ol style="list-style-type: none"> 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

Feladi 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

- ABG Argon Trading Station (KMQ-609)

Default Behaviour

Set up a new default behaviour and confirm:

Default Behaviour: Patrol ☆☆☆☆☆

Area to patrol: Grand Exchange / Grand Exchange I

Confirm Cancel