

Encounters

Encounters are similar to a D&D “random encounter” system.

Add An Encounter

Name	Description	Value
Name	The unique name/ID for this encounter. Note: encounters at the mission level will override encounters at the module level with the exact same name.	text
Faction	A condition that can limit what faction this encounter will activate against.	drop-down selection of known factions
Location	A condition that will limit what location this encounter will activate when the players are present.	name or tag
Chance	The percentage chance of this encounter activating.	0 to 1 where 0.1 is 10%, 0.5 is 50%, 1 is 100%, etc
Repeating?	Can this encounter be triggered more than once per activation.	Checkbox
Active?	Is this encounter active at the start of the mission or world. (Note: encounters can be activated and deactivated by Actions)	Checkbox
Groups	The potential objects and/or actions inside this encounter.	see Add Encounter Groups

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