

# Encounters

Encounters are similar to a D&D “random encounter” system. Encounters can be defined at the [Module](#) and [Mission](#) levels. Encounters at the mission level will override Encounters at the module level that have the exact same name.

## 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 <a href="#">objects</a> and/or <a href="#">actions</a> inside this encounter.	see <a href="#">Add an Encounter Group</a>

## Add an Encounter Group

Name	Description	Value
Index	The unique (within this encounter) identifier for the Encounter Group.	text
Name	A name for the encounter.	text
Add <a href="#">Object</a>	Add an object to the world when this encounter is triggered.	see <a href="#">Add an Object</a>
Add <a href="#">Action</a>	Add an action that will change the world when triggered.	see <a href="#">Actions</a>

Jump To | [Event](#) | [Encounters](#) | [Conditions](#) | [Actions](#) | [Objects](#)

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