

AstroBot - Feature - New #1722

Flee on Capital Spawn

2016-11-03 04:53 AM - swizzla@obracing.net

Status:	New	Start date:	2016-11-03
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
vbulletin_issue_id:			
Description			
Mining in null sec adds the possiiblity of generating a Capital Spawn.			
Can we add an option to flee to safe (BM or Station) in the event a Capital NPC warps on grid?			

History

#1 - 2017-11-23 03:52 AM - Nerumph

I double this; I also believe it would be adventageous if the same action were implimented with drifter battleships and circadian seekers, these too can decemate an unprepared fleet.