

BJScripts - Bug #1455

Second to last named - Fabled CoV

2015-09-20 06:27 PM - Sunomi

Status: Closed	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description I started recently noticing that when running QuestBot and reaching the 2nd to last named, when the tank body pulls the trash and clears it all, sometimes it'll do another body pull which activates the name. If this does happen, the named event triggers while the group is in the hallway and ends up wiping the group sans tank due to the fire starting up. The tank always seems to be just at the door line when the name aggroes and thus survives until the named takes him out.	

History

#1 - 2015-11-19 08:38 AM - bjcasey

- Status changed from New to Closed