

## BJScripts - Bug #1544

### Flee - Nearest Station Option if no Station is in System

2015-12-16 12:00 PM - camikaze

<b>Status:</b> New	
<b>Priority:</b> Urgent	
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>vbulletin_issue_id:</b>	
<b>Description</b>	
The Flee Option "TO NEAREST STATION" seems to break if there s no station in the system. It even turns off all modules so it s certain death.	