

Tactics View

Tactics for faction 1 at Path [PATH]


```
Sense 0
if any sense_ship=friend sense_ship=enemy else 4
move else 0 ;this is a comment
goto 0
```

19

Open Dialogue

Open File

/home/test/simulator/Files

 tactics

Worldmap.map

Open

Cancel

Set Dialogue

Set cycles

30 000

cycles

Set

Cancel