

Secrets of Toanium - Feature #411

Implement Kiting behavior

12/05/2025 09:12 PM - Administrator Administrator

<b>Status:</b>	New	<b>Start date:</b>	12/05/2025
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Frank Fernandez	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
We have some options here as to how to handle a situation where the combatant starts its turn out of range.			
I think we should probably pick something to get started, maybe advance to within range and shoot?			