Droid Pet Improvements

Introduction

Great news for Beast Masters and Droid enthusiasts! A fundamental update has been introduced that sets the stage for a massive upcoming Droids Update. You can now command up to **3 combat pets simultaneously**! This feature is specifically designed to empower solo players to tackle high-level group content on their own.

Key Features

- **Multiple Pet Support**: Call and command up to 3 of your favorite combat pets or healing droids at the same time to assist you in difficult content.
- **Synchronized Commands**: When you issue a command (like an attack, flame jet, regenerative plating, or electrical shock) from your toolbar, the ability will trigger simultaneously across *all* active droids that have the appropriate modules installed! Your action will successfully go on cooldown if at least one droid executes it.
- **Combat Toggle Persistence**: We have moved the "Group" and "Ungroup" menu options to the "Droid Options" radial menu, right alongside the "Enable Combat" and "Disable Combat" toggles. Even better, your combat toggle state is now permanently saved onto the pet's control device, so it remembers your preference even after storing and calling your droid!
- **UI Enhancements**: Your UI has been updated! The pet toolbar on your HUD now accommodates up to 3 pets natively (available for both 1080p and 4K resolutions), giving you full visibility of each pet's health and status.
- **Auto-Repair Fixes**: High-level droids will notice a significant improvement in auto-repair modules. Healing now scales properly as a percentage of your droid's maximum health rather than a static amount, making tanky droids much more viable!
- **Combat Logs**: All combat logs and spam from your pets will now correctly relay to your chat window, keeping you informed of everything happening in battle.
- **Passive Droid Improvements**: The "Disable Combat" toggle on your droid's radial menu has been greatly improved. When your droid is in passive mode, it will correctly prioritize passive healing and defensive abilities (like the Droideka Shield and Regenerative Plating) without aggroing targets or entering combat. Offensive abilities (like Flame Jet or Battery Dump) will be safely ignored if you accidentally try to trigger them while combat is disabled. harvesting and sampling capabilities are also perfectly supported and more

reliable for passive droids!

Important: Grouping Restrictions (Solo Only)

The Droid Army mechanic is balanced explicitly for solo play. As a result, there are hard limitations when playing with others:

- You cannot summon more than **1 combat pet** if you are in a group with another player.
- If you currently have 2 or 3 combat pets active and you create or join a group with another player, **all of your active pets will automatically be stored** and you will receive a notification. You will then need to summon your primary pet back.

Enjoy the new multiple pet mechanics and stay tuned for the major Droids Update!

Revision #3
Created 2026-08-13 20:50:19 UTC by Brandon Calabro
Updated 2026-11-11 01:41:33 UTC by claude-bot