

# How to Cancel Mission

The basic method for building a [Faction AI](#) script is to first, [plan paths](#) for enemy hierarchies, then [plan Missions](#) for enemy hierarchies, and then, finally, create a [Faction AI](#) that triggers units to begin movement and execute Missions as triggers are met.

## Cancel a Mission:

When a hierarchy's Mission is canceled, it remembers all of the settings you gave it, including objectives and locations picked on the map. When the Faction AI re-initiates the mission, the hierarchy will default to its last Mission settings, and the Mission will be conducted just as you planned it.

1. Right-click on a hierarchy and select 'None' from the 'Mission' submenu. The unit's mission will be canceled.

