

GENERAL PRINCIPLES

Solo & Co-Op Rules: These rules give players a way to play solo or co-op against AI armies.

Multiple Choices: When there are different choices that seem to be equally correct, roll a die to randomly determine which one is going to be the chosen one.

PREPARATION

The Armies: To ensure that playing against the AI is fair, we recommend creating multiple balanced army lists, and then randomly determining which will be used by the AI and which will be used by the players.

Objectives Set Up: When setting up objectives first divide the area of the table where you are allowed to place objectives into 6 equal squares. When it's the AI's turn to place an objective first roll for a random square, and then place the objective in the center of the square. If that's not possible roll for another random square and move the objective toward it just enough to be in a valid position, whilst following the mission's objective set up rules.

AI Deployment: When deploying armies, the players must deploy their entire armies in a random deployment zone first. Then AI units are randomly divided into 3 groups of equal size (as far as possible). To deploy, divide the table into 3 sections along the AI's deployment zone table edge, and number them 1, 2 and 3. For each group roll a D3 to determine which section its units deploy in, re-rolling if all 3 groups would deploy in the same section. Then deploy one random unit at a time in its section, as close as possible to the closest objective, and outside of Difficult and Dangerous terrain (unless the unit has either Strider or Flying).

Challenge Bonuses (optional): Players may give the AI any of the following bonuses:

- When it's the AI's turn to activate a unit, it gets to activate D3 units instead
- If the AI is tied with the players for objective control or VPs, then all of its units get +1 to hit rolls
- If the AI is losing for objective control or VPs, then all of its units get +1 hit rolls and +1 to Defense rolls

PLAYING THE GAME

Activation Order: Before starting, divide the table into 3 different sections along the AI's deployment zone edge, and number them 1, 2 and 3. When it's the AI's turn to activate a unit, first roll a D3 to see which section it will activate a unit in. If there are no eligible units in that section, move onto the next section with an eligible unit, going clockwise. Then roll a die to randomly determine which unit from that section is activated next. Shaken AI units only activate after all non-shaken AI units have activated.

Shooting: AI units always shoot at the closest valid target, prioritizing units that haven't activated yet. If the closest target is in Cover but there is another valid target in the open, the AI must prioritize the target in the open.

Melee: AI units always charge the closest valid target, prioritizing units that haven't activated yet, and they must always strike back when they are charged.

Terrain: AI units must always try to end their move into or behind Cover terrain if possible, moving around Difficult and Dangerous terrain. AI units only move into Difficult or Dangerous terrain if there is an objective inside of it, if they are in charge range of a unit inside of it, or if they have a special rule that ignores its effects.

SPECIAL RULES

General Special Rules: AI units must always use their special rules as soon as they are activated, targeting the closest unit that makes sense.

Ambush: AI units with Ambush must always be kept in reserve, and must always deploy at the start of the second round.

Blast: AI units with Blast weapons always target multi-model units first, and single-model units second.

Caster: AI units always cast spells after moving, selecting a random spell by rolling D3+X, where X is their caster level. If there is no valid target for that spell, or they don't have enough tokens to cast it, they must cycle through the list until there is a valid spell, or else don't cast anything.

Deadly: AI units with Deadly weapons always target single-model units first, and multi-model units second.

Indirect: AI units with Indirect weapons that are in range of enemies always use Hold actions and shoot.

Relentless: AI units with Relentless that have weapons that are in range of enemies always use Hold and shoot.

Scout: AI units with Scout must always be deployed after all other units, following the AI deployment rules.

AI DECISION TREES

Whenever it's the AI's turn to activate a unit, follow these steps:

1. Is this unit within 3" of an objective that is not controlled by the AI?

- Yes - Go to step 2
- No - Go to step 3

2. Is any enemy in range to shoot/charge without moving this unit over 3" away from the objective?

- Yes - Advance and shoot closest, or charge closest
- No - Hold position

3. Is there any objective not controlled by the AI that has no non-Shaken AI units within 3" of it?

- Yes - Go to step 4
- No - Go to step 5

4. If you move towards the objective, will any enemy be in range to shoot/charge?

- Yes - Advance towards objective and shoot closest, or Charge closest towards objective if you can deal more damage than with shooting
- No - Rush toward objective

5. Is any enemy in range to shoot/charge?

- Yes - Advance and shoot closest, or charge closest
- No - Rush toward closest objective

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