

SOLO PLAY REFERENCE

Priorities

Aggressive

1-2: Attack! - If your Warriors are in Line of Sight, any Heart or Joker activation cards will generate a Fury Action . The Enemy Crew will try to Engage more of your Warriors if possible , rather than outnumbering. Warriors with Ranged Attack Weapons will advance on your Warriors, Engaging rather than reloading.

3-4: Vengeance - If there are Monsters in Line of Sight, Activated Warriors will try to Engage them by Fury, Rush and Barge. The Warriors in this Crew will Engage the nearest Monster that is not Engaged. Furthermore, if any of your Warriors eliminated an AI Crew member as a Casualty during the previous turn, AI Crew in Line of Sight will attempt to Engage or this Warrior if they can, or target them with Ranged or Reach Attacks.

5-6: Forward! - If an Enemy Warrior has an Objective in Line of Sight that is not Captured by their Crew, that Warrior will take action to Capture or Deny it with whatever means are available to it, using Rush or Fury. Models with Shields or Bludgeon weapons will try to Barge/Bludgeon your Models out of Objective Range if possible.

Tactical

1-2: Take them down - If activating a Enemy Warrior with a Ranged or Reach Attack Weapon, they will target your Warriors that have taken Damage. When Warriors in the Crew have the option of Engaging multiple Warriors in your Crew, they will try to Outnumber your Warriors rather than fight separate Contests.

3-4: I'll deal with them - If activating Enemy Heroes they will challenge your Warriors to a Duel if they can. If they Activate with any other card they will try to Engage your Heroes if possible. Any Enemy Warriors that activate after the Heroes will attempt to Move and Engage your Warriors to ensure that their Heroes are not Outnumbered in the Contest.

5-6: Consolidate - When any Enemy Warrior Activates, if their Crew has Captured enough Objectives to win they will either Defend, go on Overwatch, or Engage with Ranged and Reach Attacks only. Warriors will Move only if they can add extra Warriors to Capture or Deny a Objective. If the Crew has not Captured enough Objectives to win, they will Evade, Rush and Barge, taking any Action they can to get as many Warriors into Capture/Deny range of as many Objectives as possible.

AI Flow

1 If the Warrior is Knocked Down. If Activated with Clubs ♣ Model will perform Jump Up - then check the next Action in the AI Flow. If activated with any other Suit it will try to Stand Up, or if in Combat Zone, will Evade and Crawl out of it if possible.

2 If the Warrior is Engaged. If Activating with a Hearts ♥ they will perform Fury. If opponent is higher Martial Skill, or they are Outnumbered and Activating with a Spade ♠, they will perform Defend. Otherwise the Model will Grumble.

3 If the Warrior is in a Combat Zone. If Activating with a Hearts ♥ they will perform a Fury and Engage. If Activating with a Spade ♠, they will perform a Defend Special Action if opponent is higher Martial Skill. Otherwise the Model will Engage.

4 If this Warrior has Captured an Objective. The Warrior will prevent you from Capturing or Denying the Objective. If the Objective is an Item or Object, they will Move it away as fast as possible, performing a Rush if they Activated with a Diamond ♦ . If Objective is immobile, they will get

between your Warriors and the Objective but will stay in range of the Objective. Will Barge if possible (if Diamond ♦). Resolve AI Flow section 6 but remain in range of Objective. If 2+ Friendly Warriors are also Capturing this Objective, the Warrior will ignore this step of the AI Flow.

5 If the Warrior has Line of Sight to an Objective their Crew has not Captured or Denied. They will try to Move into range to do so. If the Fuel Counter has run out, they will Rush if activated with a Diamond ♦ . Any Player Warriors in Line of Sight after this Move will be subject to Range or Reach Attack Actions if possible. Any Enemies that impede the AI Warrior, or prevent them Capturing the Objective will be Engaged. Warriors will try to Drive Back your Warriors out of range of the Objective.

6 If the Warrior has a Ranged Attack or Reach Attack Weapon, they will Move toward the Objective with the least resistance/impediments in their path, if it has not been Captured. At the end of this Move, they will target the nearest unengaged Enemy in Line of Fire.

If there are no viable Objectives, they will target the nearest unengaged Enemy in Line of Fire with the attack, Moving into range if necessary. If no Enemy in Line of Fire, they will Move into Line of Fire, then will perform an Overwatch Special Action if Activated with a Heart ♥ .

Warriors with an unloaded Ranged Attack Weapon will Reload.

7 If armed only with a Close Combat Weapon. If there is an Enemy in Line of Sight that is not Engaged, they will Move toward that Enemy and Engage them if possible. If Activating with a Hearts ♥ they will perform a Fury Special Action. If Activating with a Diamond ♦ they will perform a Barge Special Action, provided they have a Shield.

If the Warrior has no Line of Sight unengaged Enemies, they will Move toward the nearest uncaptured Objective engaging any Enemy Models blocking their path.

If no viable Objective exists, they will Engage the closest Enemy.