

Command Phase

Every AI unit recovers and gains 1 dodge token. Each wounded AI unit recovers 1 health.

Action

1) *Move*

2) *Attack*

Priority

3) *Objective*

4) *Standby*

Move

1) *Spot CDR*

Priority

2) *Spot Low Health*

3) *Objective*

Attack

1) *CDR*

Priority

2) *Lowest Health*

Command Phase

Every AI Unit Recovers and gains a surge token.

Action

1) Objective

2) Aim+Shoot

Priority

3) Aim+Standby

Move

1) Behind LOS Blocker

Priority

2) Objective

Attack

1) Most Dice

Priority

2) Nearest Enemy

Command Phase

All AI Commanders and Operative gain 2 Aim tokens.

Action

1) *Move*

2) *Attack*

Priority

3) *Move*

4) *Special*

Move

1) *Spot the most*

enemies possible

Priority

2) *Map Center*

Attack

1) *Split Fire - Two Ways*

Priority

2) *Biggest Weapon against most Expensive Enemy*

Command Phase

All AI Troopers gain an Aim Token.

Action

1) Special

2) Move

Priority

3) Attack

4) Move

Move

1) Friendly CDR

2) Enemy CDR

Priority

3) Nearest Enemy

Attack

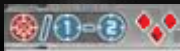
1) Highest potential dice

Priority

pool among enemies

Command Phase

All Commanders and Operatives gain Arsenal 2 and the following weapon:



Action

1) Move

2) Special

Priority

3) Attack

4) Move

Move

1) Enemy Deployment Zone

Priority

2) Spot Nearest Enemy

Attack

Priority

*1) Most Expensive
Enemy*

Command Phase

Reveal one order token - That unit may immediately perform 1 free attack against the closest enemy unit. Re-shuffle order token afterward.

Action

1) Aim+Attack

2) Move

Priority

3) Standby

4) Recover

Move

*1) Engage a melee with
nearest enemy*

Priority

2) Map Center

Attack

Priority

1) Special Forces

2) Lowest Health

Command Phase

The Most Expensive AI unit gains an Aim token, a Dodge token, Relentless and Critical : 2 until the end of turn.

Action

1) Move

2) Special

Priority

3) Attack

4) Move

Move

Priority

1) Objective

Attack

Priority

1) Vehicle

2) Most Health

Command Phase

All AI Commanders make an additional attack action at the end of their activation.

Action

1) Objective

Priority

2) Aim + Attack

3) Recover

4) Dodge

Move

Priority

1) Objective

Attack

Priority

*1) Closest
Enemy*

Command Phase

Every AI unit Recovers and all AI Vehicles gain an Aim token.

Action

1) *Move*

2) *Special*

Priority

3) *Objective*

4) *Standby*

Move

Priority

1) *Friendly CDR*

2) *Nearest Enemy*

Attack

Priority

1) *CDR*

2) *Nearest Enemy*

Command Phase

This round, AI units gain +1 maximum range to all weapons

Action

1) *Special*

2) *Aim + Attack*

Priority

3) *Move*

4) *Standby*

Move

1) *Hide behind LOS
Blocking Terrain*

Priority

2) *Friendly CDR*

Attack

1) *Vehicle*

Priority

2) *CDR*

3) *Nearest Enemy*