

**Command Phase**  
Every AI unit recovers and gains 1 Dodge token. Each wounded AI unit recovers 1 health.

**Action Priority**

- 1) Move
- 2) Attack
- 3) Objective
- 4) Standby

**Move Priority**

- 1) Spot CDR
- 2) Spot Low Health
- 3) Objective

**Attack Priority**

- 1) CDR
- 2) Lowest Health

1

**Command Phase**  
Every AI Unit Recovers and gains a surge token.

**Action Priority**

- 1) Objective
- 2) Aim+Shoot
- 3) Aim+Standby

**Move Priority**

- 1) Behind LOS Blocker
- 2) Objective

**Attack Priority**

- 1) Most Dice
- 2) Nearest Enemy

2

**Command Phase**  
All AI Commanders and Operative gain 2 Aim tokens.

**Action Priority**

- 1) Move
- 2) Attack
- 3) Move
- 4) Special

**Move Priority**

- 1) Spot the most enemies possible
- 2) Map Center

**Attack Priority**

- 1) Split Fire - Two Ways
- 2) Biggest Weapon against most Expensive Enemy

3

**Command Phase**  
All AI Troopers gain an Aim Token.

**Action Priority**

- 1) Special
- 2) Move
- 3) Attack
- 4) Move

**Move Priority**

- 1) Friendly CDR
- 2) Enemy CDR
- 3) Nearest Enemy

**Attack Priority**

- 1) Highest potential dice pool among enemies

4

**Command Phase**  
All Commanders and Operatives gain Arsenal 2 and the following weapon:



**Action Priority**

- 1) Move
- 2) Special
- 3) Attack
- 4) Move

**Move Priority**

- 1) Energy Deployment Zone
- 2) Spot Nearest Enemy

**Attack Priority**

- 1) Most Expensive Enemy

5

**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 Priority**

- 1) Aim+Attack
- 2) Move
- 3) Standby
- 4) Recover

**Move Priority**

- 1) Engage a melee with nearest enemy
- 2) Map Center

**Attack Priority**

- 1) Special Forces
- 2) Lowest Health

6

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

**Action Priority**

- 1) Move
- 2) Special
- 3) Attack
- 4) Move

**Move Priority**

- 1) Objective

**Attack Priority**

- 1) Vehicle
- 2) Most Health

7

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

**Action Priority**

- 1) Objective
- 2) Aim + Attack
- 3) Recover
- 4) Dodge

**Move Priority**

- 1) Objective

**Attack Priority**

- 1) Closest Enemy

8

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

**Action Priority**

- 1) Move
- 2) Special
- 3) Objective
- 4) Standby

**Move Priority**

- 1) Friendly CDR
- 2) Nearest Enemy

**Attack Priority**

- 1) CDR
- 2) Nearest Enemy

9

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

**Action Priority**

- 1) Special
- 2) Aim + Attack
- 3) Move
- 4) Standby

**Move Priority**

- 1) Hide behind LOS Blocking Terrain
- 2) Friendly CDR

**Attack Priority**

- 1) Vehicle
- 2) CDR
- 3) Nearest Enemy

10