COMMAND PHASE

Every AI unit recovers and gains 1 dodge token.
Every wounded AI unit removes 1 wound token.

ACTION PRIORITY

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

MOVE PRIORITY

1.) Spot Enemy ⏶
2.) Spot Lowest Health
3.) Objective

ATTACK PRIORITY

1.) Enemy ⏶
2.) Lowest Health

AI Units will always use ❱ as soon as they can, if the action would provide any benefit.

COMMAND PHASE
Every AI unit recovers and gains 1 surge token.

ACTION PRIORITY
1.) Objective
2.) Aim + Attack
3.) Aim + Standby

MOVE PRIORITY
1.) Hide behind line of sight blocking terrain.
2.) Objective

ATTACK PRIORITY
1.) Largest enemy dice pool.
2.) Nearest Enemy Unit

AI Units will always use ⟫ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

All AI ⏚ and ⏚ gain 2 aim tokens.

ACTION PRIORITY

1.) Move
2.) Attack
3.) Move
4.) ➤ ACTION

MOVE PRIORITY

1.) Spot most enemy units as possible.
2.) Center of the battlefield.

ATTACK PRIORITY

1.) Split attack dice pool between 2 enemy units.
2.) Largest attack pool against the most expensive enemy unit.

AI Units will always use ❯❯ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

All AI ▲ units gain an aim token.

ACTION PRIORITY

1.) ➧ ACTION
2.) Move
3.) Attack
4.) Move

MOVE PRIORITY

1.) Friendly ⌃
2.) Enemy ⌃
3.) Nearest Enemy

ATTACK PRIORITY

1.) Largest potential dice pool.

AI Units will always use ❯ as soon as they can, if the action would provide any benefit.

Command Phase

All AI 🔺 and 🔺 units gain **Arsenal 2** and the following weapon:

⊕ / ① - ② ◆ ◆

Action Priority

1.) Move
2.) ➡ Action
3.) Attack
4.) Move

Move Priority

1.) Enemy Deployment Zone
2.) Spot Nearest Enemy

Attack Priority

1.) Highest post cost enemy unit.

AI Units will always use ❯❯ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

Reveal one order token, that unit may immediately perform 1 free attack against the closest enemy unit. Then re-shuffle order token into the AI order pool.

ACTION PRIORITY

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

MOVE PRIORITY

1.) Engage in melee with closest enemy unit.
2.) Center of the battlefield.

ATTACK PRIORITY

1.) Closest enemy ◤◥ unit.
2.) Lowest Health

AI Units will always use ❯ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

Highest point cost AI unit gains **CRITICAL 2**, **RELENTLESS**, 1 aim, and 1 dodge token.

ACTION PRIORITY

1.) Move
2.) ➡ **ACTION**
3.) Attack
4.) Move

MOVE PRIORITY

1.) Objective

ATTACK PRIORITY

1.) Closest enemy Vehicle unit.
2.) Highest Remaining Health

AI Units will always use ❱❱ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

All AI ⟁ perform 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 Unit

AI Units will always use ❯❯ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

Every AI unit recovers and all AI Vehicle units gain an aim token.

ACTION PRIORITY

1.) Move
2.) ➡ **ACTION**
3.) Objective
4.) Standby

MOVE PRIORITY

1.) Friendly ⏶
2.) Nearest Enemy

ATTACK PRIORITY

1.) Enemy ⏶
2.) Nearest Enemy

AI Units will always use ❯❯ as soon as they can, if the action would provide any benefit.

COMMAND PHASE

All AI units increase their maximum attack range by 1. This only applies to ranged attacks.

ACTION PRIORITY

1.) ➤ ACTION
2.) Aim + Attack
3.) Move
4.) Standby

MOVE PRIORITY

1.) Hide behind line of sight blocking terrain.
2.) Friendly ◢◣

ATTACK PRIORITY

1.) Enemy Vehicle
1.) Enemy ◢◣
2.) Nearest Enemy

AI Units will always use ❱ as soon as they can, if the action would provide any benefit.