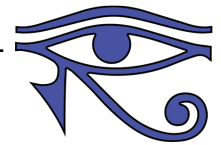


# ECHO: AI ACTIVATION REFERENCE



## ENGAGED

- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy. The following characters have special considerations:
  - **Nether-tech:** Use Nether-technopathy
  - **Psi-blade:** Use Psi-blade
- **Fire Blast best difference of Enemies and Allies:** Place the Fire Blast template on the most advantageous ratio of enemies to allies. Will not attack unless there are more enemies than allies. If the Pyro has Fire Mastery, ignore the presence of allies.
- **Psychic Blast closest Enemy:** Make a Psychic Blast attack against the closest enemy within Weapon Range.
- **Psychic Healing [highest value Ally, Self]:** If within Weapon Range of an injured ally, use Psychic Healing on the highest value injured ally. If there are no injured allies within Weapon Range, use Psychic Healing on self if injured.
- **RC closest Enemy:** Make a Ranged Combat attack against the closest enemy within Weapon Range and line of sight.
- **Withdraw and Move to within closest Psion's WR if injured:** Withdraw from Close Combat. After withdrawing: If injured, Move to within the Weapon Range of the closest Psion. If uninjured, get orders. A character will not withdraw if injured or adjacent to two or more enemies.
- **Withdraw and Move to within WR of closest [injured Ally, Ally]:** If no injured ally is within Weapon Range, withdraw from Close Combat and Move to within Weapon Range of the closest injured ally. If no ally is injured, move to the closest ally. A character will not withdraw if injured or adjacent to two or more enemies.
- **Withdraw if injured:** If injured, withdraw and Move to the closest Psion. If no Psion is present, withdraw one space and get orders.

## INJURED

- **Move to within closest Psion's WR:** Move to within the Weapon Range of the closest Psion.
- **Psychic Healing [highest value Ally, Self]:** If within Weapon Range of an injured ally, use Psychic Healing on the highest value injured ally. If there are no injured allies within Weapon Range, use Psychic Healing on self.

## ORDERS

- **Assault:** Move to the closest enemy until the enemy is within Weapon Range and line of sight. Make Ranged Combat attacks until the enemy is defeated. If the enemy moves out of Weapon Range but a different enemy is still in Weapon Range, switch targets. Otherwise, move after the original target until it is within Weapon Range again. The following characters have special considerations:
  - **Mindbender:** Ignore line of sight requirement and use Psychic Blast.
  - **Nether-tech:** Move after Ranged Combat attacks to deny enemies line of sight if possible.
  - **Psi-blade:** Use Psi-blade.
  - **Pyro:** Use the Fire Blast template on the most advantageous ratio of enemies to allies. Do not attack unless there are more enemies than allies. If the Pyro has Fire Mastery, ignore the presence of allies.
- **Engage:** Move to the closest enemy. Make Close Combat attacks until the enemy is defeated. If the enemy withdraws but is still within Move distance, Move to the enemy. Otherwise, roll a die to get new orders. The following character has special considerations:
  - **Psi-blade:** Use Psi-blade.
- **Healing:** Move to within Weapon Range of the closest injured ally and use Psychic Healing.
- **Objective:** Reference the scenario for specific objective instructions.
- **Precognition:** Use Precognition. Discard the highest value enemy action token and return the other tokens to the bag. If no enemy action tokens are drawn, discard the lowest value ally action token and return the other tokens to the bag.
- **Scavenge:** Move to the closest unclaimed scavenge token and pick it up; roll a die to get new orders.
- **Telepathy:** Move until within Weapon Range of the highest value ally. Give the highest value ally within Weapon Range a free action. If possible, give the ally a Ranged Combat attack or a Close Combat attack. Otherwise, Move the ally toward the closest enemy, until the enemy is within Weapon Range and line of sight. Support the ally until the ally has defeated the enemy.

## SPECIAL CHARACTER NOTES

- **Mindbender [Psychic Tactics]:** Ignore Assault order if no Human or Nether enemies are present. Use Telepathy instead.
- **Nether-tech [Ambush as part of Order]:** Use Ambush while carrying out another order whenever possible.
- **Psion [Heal Priority]:** Interrupt any orders if within Weapon Range of an injured ally. Use Psychic Healing on the injured ally. Then get new orders.