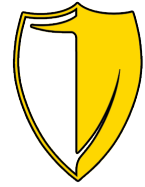


# SoL: AI ACTIVATION REFERENCE

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## ENGAGED

- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy. The following character has special considerations:
  - **Tempest:** Use Weapon Expert.
- **Command beast within WR:** Give a Waste Dragon within Weapon Range and in line of sight a free action. If possible, give a Waste Dragon a Close Combat attack. Otherwise, Move a Waste Dragon toward the closest enemy.
- **Heal [highest value Ally, Self]:** If adjacent to an injured ally, use First Aid on the highest value injured ally. If there are no adjacent injured allies, use First Aid on self if injured.
- **Withdraw and Move to closest Sentinel if injured:** Withdraw from Close Combat. After withdrawing: If injured, Move to the closest Sentinel until adjacent to the Sentinel. If uninjured, get orders. A character will not withdraw if injured or adjacent to two or more enemies.
- **Withdraw and Move to closest [injured Ally, Ally]:** Withdraw from Close Combat and move to 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.

## INJURED

- **Heal [highest value Ally, Self]:** If adjacent to an injured ally, use First Aid on the highest value injured ally. If there are no adjacent injured allies, use First Aid on self.
- **Move to closest Sentinel:** Move to the closest Sentinel.

## ORDERS

- **Beast Master:** Move until within Weapon Range and line of sight of the closest Waste Dragon. Give the Waste Dragon within Weapon Range and in line of sight a free action. If possible, give the Waste Dragon a Close Combat attack. Otherwise, Move the Waste Dragon toward the closest enemy. Support the Waste Dragon until the Waste Dragon has defeated the enemy.
- **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:
  - **Dragoon:** Use Trample if possible. Move to the closest enemy, perform a Close Combat attack and then move away from the enemy if the enemy's Close Combat is higher than their Ranged Combat.
  - **Tempest:** Use Weapon Expert.
  - **Waste Dragon:** Use Charge.
- **Enhance:** Only use if Battle Cry or Forced March is not already in effect. If at least one ally is within Weapon Range, roll one die. If the result is 1-5, use Battle Cry. If the result is 6-10, use Forced March.
- **Heal:** Move to the closest injured ally and use First Aid.
- **Objective:** Reference the scenario for specific objective instructions.
- **Readied:** Move to the highest value ally within Move. If no ally is within Move, Move to the highest value ally.
- **Scavenge:** Move to the closest unclaimed scavenge token and pick it up; roll a die to get new orders.
- **Switch Enhance:** Only use if Battle Cry or Forced March is already in effect. Switch between Battle Cry and Forced March.

## SPECIAL CHARACTER NOTES

- **Dragoon [Trample as part of Order]:** Use Trample while carrying out another order whenever possible.
- **Sentinel [Heal Priority]:** Interrupt any orders if adjacent to an injured ally. Use First Aid on the injured ally. Then get new orders.
- **Sentinel [Protect Allies]:** When adjacent to an injured ally, the Sentinel will use Protect Allies.
- **Tempest [Counterstrike]:** Use Counterstrike when possible.