

# ERTHEN: AI ACTIVATION REFERENCE

---



## ENGAGED

- **Cation Blast most Enemies:** Make an Area Attack with the Cation Blast against as many enemies as possible, but do not target allies.
- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy. The following character has special considerations:
  - **Death Vine:** Will use Constrict.
- **Constrict highest value Enemy:** Use Constrict against the highest value enemy within Weapon Range and line of sight.
- **Heal [highest value Ally, Self]:** If within Weapon Range and line of sight of an injured ally, use Heal on the highest value injured ally. If there are no injured allies within Weapon Range and line of sight, use Heal on self if injured.
- **Shockwave at least two Enemies:** Make an Area Attack with Shockwave, but only if there are at least two enemies that could be affected. Do not use if it will affect allies.
- **Toxic Burst:** Make an Area Attack with Toxic Burst.
- **Withdraw and Move to within closest Geomancer's WR if injured:** Withdraw from Close Combat. After withdrawing: If injured, Move to within the Weapon Range and line of sight of the closest Geomancer. 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 and line of sight, withdraw from Close Combat and move to within Weapon Range and line of sight 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.

## INJURED

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

## ORDERS

- **Alter Earth:** Place two terrain markers within Weapon Range and line of sight. Place Water Terrain on a space with Death Vine or Difficult Terrain on space with a Hellebore if possible. Place Clear Terrain on Elevated Terrain if it would allow Ion Core line of sight to use Cation Blast or Magnetic Force.
- **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:
  - **Death Vine:** Use Constrict.
  - **Hellebore:** Use Toxic Burst to target the most enemies possible.
  - **Ion Core:** Use Cation Blast to target the most enemies possible, but do not target an ally.
  - **Tremor:** Use Shockwave to target at least two enemies, but do not target an ally.
- **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.
- **Heal:** Move to within Weapon Range and line of sight of the closest injured ally and use Heal.
- **Magnetic Force:** Use Magnetic Force against the weakest enemy within Weapon Range and in line of sight. If successful, move the Enemy so that they are engaged with as many allies as possible.
- **Objective:** Reference the scenario for specific objective instructions.
- **Scavenge:** Move to the closest unclaimed scavenge token and pick it up; roll a die to get new orders.

## SPECIAL CHARACTER NOTES

- **Death Vine [Hydro Merge]:** Move into Water Terrain while carrying out another order whenever possible.
- **Geomancer [Heal Priority]:** Interrupt any orders if within Weapon Range and line of sight of an injured ally. Use Heal on the injured ally. Then get new orders.
- **Hellebore [Mechanical Tactics]:** Ignore Assault order if only Mechanical enemies are present. Engage instead.