

ORDER: AI ACTIVATION REFERENCE



ENGAGED

- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy. The following characters have special considerations:
 - **Carnage:** If adjacent to a Carnage or Thrall, use Bloodthirst. Otherwise, use Horde Assault if possible.
 - **Fallen:** Use Absorb Life.
 - **Thrall:** Use Sacrifice if an enemy is injured.
- **Horrid Maw all characters and Cannibalize:** Use Horrid Maw to make Close Combat attacks against all adjacent characters. Use Cannibalize if possible.
- **Nethergate Thrall adjacent to Enemy:** If the Nethermancer does not already have a Thrall, use Nethergate to place a Thrall next to the highest value enemy engaged with the Nethermancer.
- **Terrify highest value Enemy:** Use Terrify on the highest value enemy within Weapon Range and in line of sight.
- **Transfer Life weakest Enemy, highest value Ally:** Use Transfer Life on the weakest enemy in Weapon Range and line of sight. Heal the highest value injured Ally.
- **Withdraw and Charge injured Enemy:** If engaged enemy is not injured and there is an injured enemy within Move, withdraw from Close Combat and Charge the injured enemy. A character will not withdraw if injured or adjacent to two or more enemies.
- **Withdraw and Move to Enemy engaged with Ally:** If engaged enemy is not injured and there is an enemy within Move that is adjacent to an ally, withdraw from Close Combat and Move adjacent to the enemy and ally. 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.
- **Withdraw if injured:** If injured, withdraw and Move to within Weapon Range and line of sight of the closest Nethermancer. If no Nethermancer is present, withdraw one space and then get orders.

INJURED

- **Move away from Enemies:** Move away from as many enemies as possible, but stay within Weapon Range and line of sight of Thrall.
- **Move to within closest Nethermancer's WR:** Move to within the Weapon Range and line of sight of the closest Nethermancer.

ORDERS

- **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:
 - **Abomination:** Move to the closest group of enemies that it can engage. Try to be adjacent to Thralls and Carnages if the Abomination has Cannibalize. Use Horrid Maw.
 - **Carnage:** Move to the closest enemy with preference to an enemy that is adjacent to an ally. Move adjacent to the ally if the ally is a Carnage or Thrall, and the Carnage has Bloodthirst.
 - **Fallen:** Use Charge and then Absorb Life.
- **Nethergate:** If the Nethermancer does not already have a Thrall, use Nethergate to place a Thrall as close as possible to the enemy nearest the Nethermancer.
- **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.
- **Support:** Move to the closest engaged Abomination or Carnage. Move adjacent to the Abomination or Carnage and engage enemy.
- **Terrify:** Move to the closest enemy until the enemy is within Weapon Range and line of sight. Use Terrify.
- **Transfer Life:** Move to within Weapon Range and line of sight of the closest injured ally and enemy. Use Transfer Life. If no ally is injured, move to within Weapon Range and line of sight of the closest ally.

SPECIAL CHARACTER NOTES

- **Nethermancer [Heal Priority]:** Interrupt any orders if within Weapon Range and line of sight of an injured ally and an enemy. Use Transfer Life on the enemy and injured ally. Then get new orders.