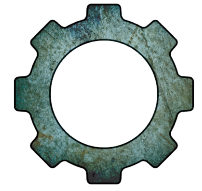


COMBINE: AI ACTIVATION REFERENCE



ENGAGED

- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy.
- **Dual Strike | RC highest value Enemy:** Make a Dual Strike (or Ranged Combat) attack against the highest value enemies within Weapon Range.
- **Flamethrower best difference of Enemies and Allies:** Place the flamethrower template on the most advantageous ratio of enemies to allies. Will not attack unless there are more enemies than allies.
- **RC closest Enemy:** Make a Ranged Combat attack against the closest enemy within Weapon Range.
- **Repair [highest value Ally, Self]:** If adjacent to an injured ally, Repair the highest value injured ally. If there are no adjacent injured allies, Repair self if injured.
- **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.
- **Withdraw and Move to closest HARPI if injured:** Withdraw from Close Combat. After withdrawing: If injured, Move to the closest HARPI until adjacent to the HARPI. If uninjured, get orders. A character will not withdraw if injured or adjacent to two or more enemies.

INJURED

- **Move to closest HARPI:** Move to the closest HARPI.
- **Repair [highest value Ally, Self]:** If adjacent to an injured ally, Repair the highest value injured ally. If there are no adjacent injured allies, Repair 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:
 - **Hellfire:** Use Dual Strike when possible against the weakest characters.
 - **Inferno:** Use the flamethrower template on the most advantageous ratio of enemies to allies. Will not attack unless there are more enemies than allies.
 - **Vanguard:** Use Weapon Sensors.
- **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.
- **Enhance:** Only use if an Enhance ability is not already in effect. If at least one ally (other than a HARPI or Inferno) is within Weapon Range, roll one die. If the result is 1-5, use Enhance Accuracy. If the result is 6-10, use Enhance Range.
- **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.
- **Repair:** Move to the closest injured ally and use Repair.
- **Scavenge:** Move to the closest unclaimed scavenge token and pick it up; roll a die to get new orders.
- **Surveillance:** Use Surveillance. Keep the highest value ally action token and return the other tokens to the bag. If no ally action tokens are drawn, keep the lowest value enemy action token.
- **Switch Enhance:** Only use if an Enhance ability is already in effect. Switch the Enhance ability.

SPECIAL CHARACTER NOTES

- **HARPI [Heal Priority]:** Interrupt any orders if adjacent to an injured ally. Use Repair on the injured ally. Then get new orders.