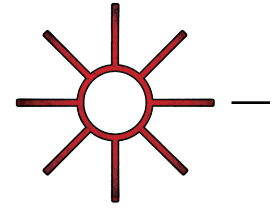


FREEMEN COALITION: AI ACTIVATION REFERENCE



ENGAGED

- **CC weakest Enemy:** Make a Close Combat attack against the weakest engaged enemy.
- **Heal [highest value Ally, Self]:** If adjacent to an injured ally, use Medkit/Combat Medic on the highest value injured ally. If there are no adjacent injured allies, use Medic/Combat Medic on self if injured.
- **RC closest Enemy:** Make a Ranged Combat attack against the closest enemy within Weapon Range and line of sight.
- **Rocket Launcher closest enemy that will not affect Allies:** Make an Area Attack with the Rocket Launcher against as many enemies as possible that are within Weapon Range. Do not take this action if the Rocket Launcher could affect allies, even after shifting the Rocket Launcher template.
- **Withdraw and Move to closest [injured Ally, Ally]:** Withdraw from Close Combat and move to the closest injured ally (and Combat Medic if possible). 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 Medic if injured:** Withdraw from Close Combat. After withdrawing: If injured, Move to the closest Medic until adjacent to the Medic. If uninjured, get orders. 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 (or within Move distance with Combat Medic), use Medkit/Combat Medic on the highest value injured ally. If there are no adjacent injured allies, use Medic/Combat Medic on self.
- **Move to closest Medic:** Move to the closest Medic until adjacent to the Medic.

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:
 - **Grenadier:** Ignore line of sight, targets the most enemies possible, will not use the Rocket Launcher if an ally would be affected.
 - **Scout:** Move after Ranged Combat attacks to deny enemies line of sight if possible.
- **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 the closest injured ally and use Medkit/Combat Medic.
- **Inspire** Move until within Weapon Range and line of sight of the highest value ally. Give the highest value ally within Weapon Range and in line of sight 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.
- **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

- **Medic [Heal Priority]:** Interrupt any orders if adjacent to an injured ally (or within Move, if Combat Medic). Use Medkit/Combat Medic on the injured ally. Then get new orders.
- **Scout [Ambush as part of Order]:** Use Ambush while carrying out another order whenever possible.