

Kill Team AI Rules

These are some AI rules which can be used for Solo or Cooperative play. They are mainly pulled and modified from the games *Five Parsecs From Home* and *Starbreach*. They are likely best suited for Open Play or Narrative Play games where players are not looking for a truly “balanced” or competitive game but want to fight an opponent that isn’t just them controlling both sides entirely.

Missions and Objectives

To simplify things, the AI exists only to stop the player from achieving the objectives. Players choosing to play standard missions/tac ops can judge the success of their play using the number of VP they scored during the game

VP Scored	Mission Outcome
0-2	<i>Crushing Defeat. Never speak of this day again</i>
3-6	<i>Objective failed. A costly operation with little to show for it.</i>
7-10	<i>Stalemate. A few gains were made but was it enough?</i>
11 -14	<i>Objective accomplished. The operation goals were successfully achieved.</i>
15+	<i>Heroic Victory. A decisive blow was struck today.</i>

Alternatively, players or enemies could be given very simple objectives similar to the example ones listed in the Open Play section of the core rules.

AI Difficulty Levels

Enemies using the AI system may not always play “optimally”. Thus, players may wish to modify the AI kill team composition to add additional operatives/weapons/equipment if desired.

Hard mode - If an enemy Kill Team is composed of two fireteams, add one additional fireteam. Otherwise, add additional operatives equal to half the normal max number of operatives available rounded down.

Ploys and Command Points

Due to the varied nature of each faction’s Strategic/Tactical Ploys there is no easy “one-size-fits-all” rule for how AI enemies can utilize them. Players can judge for themselves whether the Enemies will make use of any specific Strategic or Tactical Ploys. A general rule of thumb might be that if there is ever a chance a Strategic or Tactical Ploy would have a significant impact on the game, the AI will use it if they have the CP available.

Alternatively, for ease of play players may choose to not allow Enemies to use ploys.

Faction AI

The type of AI that applies to each faction will depend heavily on what models or fireteams that faction brings as well as who they are playing against. For example, Death Guard pox walkers might be played as **Rampaging** while Plague Marines could be played as **Tactical**. Space Marines might normally be played as **Tactical** but against Tyranids might be played as **Defensive**.

What AI types are used can also be modified depending on the mission objectives. Below is simply a list of guidelines as to what AI types could apply to each faction. Players should feel free to modify or change AI type as appropriate.

Faction	AI Types
Veteran Guardsmen	Tactical/Cautious/Defensive
Ork Kommandos	Aggressive
Space Marines	Tactical/Aggressive
Grey Knights	Tactical/Aggressive
Imperial Guard	Tactical/Cautious/Defensive
Ad Mech	Tactical/Cautious/Defensive
Sisters of Battle	Tactical/Aggressive
Custodes	Tactical/Aggressive/Defensive
Chaos Marines	Tactical/Aggressive/Rampaging
Death Guard	Tactical/Rampaging
Thousand Suns	Tactical/Aggressive
Daemons	Aggressive/Rampaging/Beast
Aeldari	Tactical/Cautious/Defensive
Drukhari	Aggressive
Harlequins	Aggressive
Greenskins	Aggressive/Rampaging
Necrons	Tactical/Cautious/Aggressive
Tau	Tactical/Cautious/Defensive
Kroot	Aggressive/Beast
Tyranids	Aggressive/Rampaging/Beast
Genestealer Cults	Aggressive

Cautious

- Cautious enemies will attempt to stay in Cover whenever possible

- Figures with an opponent in sight and range will remain where they are and shoot. Otherwise, they will advance in or behind terrain features trying to establish Line of Sight to opposing figures.

- They will attempt to engage targets at as close to maximum range as possible, and will not advance voluntarily within charge range of opposition.

- As a general rule, they will not enter Close combat and if engaged will fall back unless they have better close combat weapons or abilities

Aggressive

- Aggressive enemies with opponents in sight will advance at least half their move towards them, attempting to remain in Cover if possible.

- Enemies that are unable to see any opposition, or which are within 12", will advance as far as possible towards the nearest opponent.

- If activating in charge range they will charge/fight unless the opponent has better close combat abilities or weapons. If the target is injured they will change regardless

- Heavy weapon figures will not move if they have a Line of Sight to a target.

Tactical

- Tactical enemies will advance, always retaining Cover where possible. They will dash to cross open ground if needed.

- They will attempt to secure key points of the killzone (vantage points, objectives), then will move to outflank and get clear Line of Sight where possible.

- If within charge range of an injured opponent and possessing better close combat abilities/weapons, they will charge and fight; otherwise they will fire.

- Tactical enemies will attempt to remain within 3" of a friendly figure whenever possible.

Rampaging

- Rampaging enemies will move as fast as possible towards the closest opponent, and will always attempt to Charge as soon as possible.

- Rampagers with Heavy weapons will stand still/dash and fire, if in sight of a target.

Defensive

- Defensive enemies will advance to weapons range, but will remain in their initial half of the table, and will remain in Cover or behind terrain whenever possible.

- Once in position, they will fire from those positions, and will charge if opponents enter their terrain features and they have equal or better close combat weapons or abilities.

- If a terrain feature with friendlies has been entered by the player's forces, those within adjacent features will move to reinforce.

Beast

- Beast enemies will always attempt to move as far as possible towards the nearest opponent, while remaining in Cover/concealment.

- They will only break Cover if they can charge an opponent. otherwise they will move to break Line of Sight and maneuver closer.

- When possible, Beasts will attempt to remain within 2" of a friendly figure, attacking the same targets.

Movement:

Enemies will **Move** so as to reach Cover or move into range. An enemy with a **ranged weapon** will fire at a target in LOS. Enemies may instead **charge** and **fight** depending on their AI type. Enemies with leftover AP will dash.

Enemy Targeting

Enemies always fire at the easiest target to hit or most threatening target, and will prefer a closer target to a distant one. In the event targets are equally close, simply pick at random.

Enemy Activation Order

Use the following sequence to determine the priority of which enemies should activate:

1. Enemy in Grave Danger AND a Substantial Threat
2. Enemy in Grave Danger OR a Substantial Threat
3. Enemy with the highest APL value
4. Enemy closest to an opponent.

"Grave Danger" meaning that the models is in danger of being incapacitated (such as a severely injured model or model in charge range of a significant CC threat)

"Substantial Threat" meaning that the model is in a position to do significant damage to an opponents (compared to other models eligible to activate)

Overwatch

Enemies will overwatch using the same activation and targeting priority as normal

AI Deployment in Dropzones

- Aggressive and Rampaging enemies set up in two or three "clusters" with 1" between each figure. All figures will deploy and remain engaging (unless they have weapons/abilities that benefit from being concealed).

- Tactical and Defensive enemies set up in teams divided evenly with 2-3 figures per team. Team members should be 1-2" apart, depending on terrain. Figures will deploy in cover either engaging or concealed depending on their weapons/abilities or the mission objectives. Elite and ranged oriented enemies will prefer engaging whereas horde, short ranged, or CC oriented enemies will prefer concealing

- Cautious enemies are set up in two "groups". Members of those groups should be 1.5-2" apart. All figures will deploy/stay concealed/in cover until they have a line of fire on an opposing figure

- Beast enemies are set up in pairs. Divide the dropzone in 3 roughly equal parts, and place one pair in each, evenly spaced. Each pair should have 2" between figures. Any odd figure left over is set up on its own. All figures will deploy and stay concealed until they have the ability to charge/shoot.