

GF - AI Rules v2.1

General Principles

AI Rules: These rules were created to give players a way to play solo against an AI controlled opponent.

Multiple Choices: Whenever there are different choices that seem to be equally correct, roll a die to randomly determine which one is going to be the chosen one.

Preparation

AI Armies: When using AI rules you can either create the AI's army yourself or generate it randomly. To do this first randomly select 1 hero unit, 3 core units and 1 special unit from the army (with duplicates possible), where special units are units that cost 50% or more than the army's standard infantry unit. Then build a battle force of the same size as the game's recommended points value, making sure to equip each unit with either an anti-infantry or an anti-tank weapon upgrade. Repeat this process for as many battle forces necessary in order to reach the total desired points value you want to play with.

Objectives Set Up: When setting up objectives first divide the area of the table where you are allowed to place objectives into 6 equal sections. When it's the AI's turn to place an objective first roll for a random table section, and then place the objective in the center of the section. If that's not possible roll for another random table section and move the objective toward it just enough to be in a valid position, whilst keeping in mind the objective set up rules.

AI Deployment: When deploying armies first divide the table into 3 sections on the long table edge and number them 1, 2 and 3. When it's the AI's turn to deploy a unit first roll a D3 to see which section it will deploy a unit in. Then deploy a random unit as close as possible to the nearest objective, outside of difficult and dangerous terrain (unless the unit has strider or flying). Note that if the AI army won the deployment roll-off you must determine which long table edge it picks as its deployment zone randomly.

AI Decision Trees

Unit Types: Before the game begins you need to classify each unit into one of 3 unit types so that things flow smoothly once you actually start playing.

Hybrid Units: Units that have melee weapons which are better than their ranged weapons count as hybrid units.

Shooting Units: Units that have ranged weapons which are better than their melee weapons count as shooting units.

Melee Units: Units that don't have any ranged weapons count as melee units.

Decision Tree - Hybrid

1. Are there any objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 5

2. Are there any enemies in the way?

- Yes - Charge enemy if possible, else Advance toward objective and shoot if possible, else Rush toward objective
- No - Go to step 3

3. Is the objective in Rush range but not in Advance range?

- Yes - Rush toward objective
- No - Go to step 4

4. If you Advance will any enemies be in shooting range?

- Yes - Advance toward objective and shoot if possible
- No - Rush toward objective

5. Are any enemies in Charge range?

- Yes - Charge enemy
- No - Go to step 6

6. If you Advance will any enemies be in shooting range?

- Yes - Advance toward enemy and shoot if possible
- No - Rush toward enemy

Decision Tree - Shooting

1. Are there any objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 3

2. If you Advance will any enemies be in shooting range?

- Yes - Advance toward objective and shoot if possible
- No - Rush toward objective

3. If you Advance will any enemies be in shooting range?

- Yes - Advance toward enemy and shoot if possible
- No - Rush toward enemy

Decision Tree - Melee

1. Are there any objectives not under the AI's control?

- Yes - Go to step 2
- No - Go to step 3

2. Are there any enemies in the way?

- Yes - Charge enemy if possible, else Rush toward objective
- No - Rush toward objective

3. Are any enemies in Charge range?

- Yes - Charge enemy
- No - Rush toward enemy

Basic Concepts

Activation Order: Before you start, divide the table into 3 different sections on the long edge and number them 1, 2 and 3. When it's the AI's turn to activate a unit, first roll a D3 to see which section it will activate a unit in. If there are no eligible units in that section move onto the next section going clockwise. Then activate the unit from that section nearest to any uncontrolled objective. If all objectives are under the AI's control, then it must activate the unit from that section that is nearest to an enemy unit.

Pinned Units: Pinned AI units are only activated after all non-pinned units in the game have been activated.

Enemies in the way: When the AI units activate, draw a path between them and their objective. Enemy units within 6" of the path count as being in the way (even if they are in the opposite direction).

Controlling Objectives: When making AI decisions, an objective counts as under control if it is already seized, or if there are more other friendly non-pinned units within 3" than enemies. When moving to seize objectives, AI units must be placed within the 3" seize range so that they stay as close as possible to what their next objective or target will be.

Advancing: Shooting and Hybrid AI units that use Advance actions to move toward objectives must always do so whilst also trying to stay as far from enemy attack range as possible. If they are not moving toward objectives they should always try to move away from nearby units just enough to still be able to shoot at them from a safe distance.

Shooting: AI units must always shoot at the nearest valid target. If the nearest valid target unit is in cover but there is another valid one in the open, then the AI must shoot at the target that is in the open instead.

Melee: AI units must always charge the nearest enemy unit, even if it's not in line of sight, and they must always strike back when charged.

Terrain

Cover Terrain: AI units always move into or behind cover terrain, unless it's also difficult terrain and they are moving to an objective. Shooting and Hybrid AI units that are not moving to an objective must stay in cover and shoot, instead of moving away from nearby units.

Difficult Terrain: AI units only ever move into difficult terrain if they are in charge range of a unit inside of it, or if they have a special rule that ignores it. Else they will always move around it.

Dangerous Terrain: AI units only ever move into dangerous terrain if they have a special rule that ignores it. Else they will always move around it.

Special Rules

Army Special Rules: AI units will always use army special rules as soon as they are activated, targeting the nearest valid unit that makes sense.

Aircraft: AI units with aircraft must be deployed on the table edge facing the nearest objective, and always follow the rules for Shooting units. If they move off of the table, then they are placed back on the same spot that they left from, facing the nearest objective.

Ambush: AI units with ambush are always kept in reserve, and must deploy following the AI deployment rules at the start of the second round.

Anti-Air: AI units with anti-air weapons always target enemy aircraft first.

AP: AI units with AP weapons that have strength 3 or 4 always target units with defense 2+ or 3+ first.

Deadly: AI units with deadly weapons always target single-model units with tough first, prioritizing those with the lowest remaining tough value.

Flying: AI units with flying always move through difficult and dangerous terrain.

Indirect: AI units with indirect weapons that are in range of enemies always use Hold actions and shoot.

Psychic: AI units always cast spells after moving but before attacking, selecting a random spell by rolling D3+X, where X is their level. If they have no valid target for that spell they must try to cast the next spell on the list, cycling through the list until they have found a valid spell or they can't cast anything. AI units always target the nearest valid unit, following the guidelines for any special rules that may apply (deadly, sniper, etc.).

Scout: AI units with scout are always deployed after all other units, following the AI deployment rules.

Sniper: AI units with sniper weapons always target heroes first, and models with weapon upgrades second.

Strider: AI units with strider always move through difficult terrain.

Transport(X): When using transports the AI always places a random unit in each, trying to fill up the cargo limit. AI units with transport always activate before their cargo on the first round, and units inside of them must always disembark on their first activation.