AOF - SOLO & CO-OP RULES v3.2.0

General Principles

Solo & Co-Op Rules: These rules give players a way to play solo or co-op against AI controlled armies.

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

The Armies: To ensure that playing against the AI is fair, we recommend creating a set of 3-6 balanced army lists, and then randomly determining which will be used by the AI and which will be used by the players.

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

AI Deployment: When deploying armies, the players must deploy their entire armies in a random deployment zone first. Then AI units are randomly divided into 3 groups of equal size (as far as possible). To deploy, divide the table into 3 sections along the AI's deployment zone table edge, and number them 1, 2 and 3. For each group roll a D3 to determine which section its units deploy in, re-rolling if all 3 groups would deploy in the same section. Then deploy one random unit at a time in its section, as close as possible to the nearest objective, and outside of difficult and dangerous terrain (unless the unit has strider or flying).

Challenge Bonus: Optionally players may give the AI a bonus as a challenge. If at the beginning of a round the AI is holding as many objectives as the players, then all its units get +1 to hit rolls until the end of the round, and if it's holding less objectives, then its units get +1 to defense rolls on top of that.

AI Decision Trees

Unit Types: Before the game begins you need to classify each unit into one of 3 unit types, which all behave differently.

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 starting, divide the table into 3 different sections along the AI's deployment zone 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 with an eligible unit, going clockwise. Then roll a die to randomly determine which unit from that section is activated.

Shaken Units: Shaken AI units are only activated after all non-shaken AI units 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, objectives count as under the AI's control if the AI already seized them, or if more non-shaken AI units than enemy units are within 3" of it. When AI units move to seize objectives, they must be placed within 3" of the objective so that they are as close as possible to their next objective or target.

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 must always try to move away from the closest enemy unit just enough to still be in range to shoot at them.

Shooting: AI units always shoot at the nearest valid target, prioritizing units that haven't activated yet. If the nearest target is in cover but there is another valid target in the open, the AI must prioritize the target that is in the open.

Melee: AI units always charge the nearest valid target, prioritizing units that haven't activated yet, and they must always strike back when charged.

Terrain

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

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

Dangerous Terrain: AI units only ever move into dangerous terrain if an objective is inside of it, or if they have a special rule that ignores its effects. Else they must always move around it.

Special Rules

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

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.

AP: AI units with AP weapons always target valid enemies with the best defensive value first.

Caster: AI units always cast spells after moving (before attacking), selecting a random spell by rolling D3+X, where X is their caster level. If there is no valid target for that spell, or they don't have enough tokens to cast it, they must cycle through the list until there is a valid spell, or else don't cast anything.

Counter: AI units with Counter are always activated after all other friendly non-Counter units in their section have been activated.

Deadly: AI units with Deadly weapons always target single-model units with Tough first, and units with Tough second, prioritizing those with the lowest total remaining Tough value.

Entrenched: AI units with Entrenched must deploy in the highest position with most line of sight of the table as possible regardless of distance from objectives. If they are in range of enemies, they always use Hold actions and shoot.

Flying: AI units with Flying treat difficult and dangerous terrain as open terrain when making decisions.

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

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

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 upgrades second, prioritizing those with the most expensive upgrade.

Strider: AI units with Strider treat difficult terrain as open terrain when making decisions.

Transport: When using transports, the AI must always place random units in each, trying to fill up its 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.