PRIORITIZED AI RULES

For Five Parsecs from Home.   Version 0.9. 10/8/2021

WHAT IS THIS?

I find the AI rules/suggestions on pp. 42-43 of Five Parsecs from Home a bit confusing. Sometimes a rule that suggests a figure always does something when possible seems to conflict with another such rule, or rules that seem to be the highest priority for a figure appear in the middle of the given rules or at the end. I understand that this is not an issue for most players of this game, who see the existing AI rules as entirely adequate to determine the actions of their enemies. I am also not intending to change any of these rules or suggestions, just rearrange them to make them more precise and in priority order so they work better with my own brain. I suspect there are a few players out there that might appreciate the same restructuring.

USING THESE RULES

The suggested actions, or "rules" for each AI type below are listed in what I see as the priority order, according to the text in the rulebook. Note that this is not necessarily the order they are presented in the rulebook. Most of these AI rules (except the last in each section) include a condition that must be met for that rule to apply (enemy in line of sight, or within a specific distance, etc.) These are just restatements of the conditions expressed in the rules as written.

To determine the movement and action of an enemy figure, start with the first rule and see if the condition is met. If so, take the action described in the rule and ignore the rest. If the condition does not apply, try the next rule. The final rule will always apply if none of the others do. Note that some rules are complex and even if the top condition applies, the figure may not be able to take the action because of terrain, etc. – these rules will state when they're not working and say to ignore them – in this case, move on to the next rule.

NOTES ON AI RULES

Combat Skill: This does not include bonuses for melee weapons or pistols.
Cover: When these AI rules designate that a location or figure is in cover, this means the location must provide cover from ranged attacks from *all* enemies or completely block their line of sight.
Enemy Figure: When these AI rules refer to an enemy figure, they are referring to a player's figure – the enemy of the figure using the AI rules.
Nearest Enemy: For "Advance" rules and ranged attacks, the nearest enemy is the enemy that is closest for ranged attacks (ignoring difficult terrain, etc.). For "Charge" rules, the nearest enemy is the one the requires the least movement to reach.
Terrain Feature: The *Defensive AI (D)* refers to enemies "within the same terrain feature." This is any enemy on or within the terrain feature or in base contact with it. For example, any enemy in, on, or touching a building, or on or touching a hill or bridge.
Stunned Figures: stunned figures will skip over any "Charge" rules in their list, but otherwise will make the specified move, or make a ranged attack if no movement is specified.

CAUTIOUS AI (C)

AIMED SHOT
If the figure is in cover and has an enemy in line of sight and in range
Make an aimed ranged attack against the easiest target to hit.

CAUTIOUS ADVANCE
See conditions below.
Move up to full speed to a cover location that is in line of sight and within range of an enemy. If there are multiple such locations, move to the one farthest from any enemy yet still in range of at least one enemy. If no such location exists, move to a cover location closer to the player's edge of the map. Make a ranged attack, if possible, against the easiest target to hit. If the figure cannot advance into any of these locations, Ignore this rule.

REMAIN IN PLACE
Do not move or attack.

AGGRESSIVE AI (A)

HEAVY AIMED SHOT
If the figure has a heavy weapon and there is an enemy in line of sight and in range.
Make an aimed range attack against the easiest target to hit.

AGGRESSIVE CHARGE
If an enemy is within 12 inches and has equal or lower Combat Skill.
Move as far as possible, including Dashing if that gets closer, to get as close as possible to the nearest enemy with an equal or lower Combat Skill and enter a Brawl if possible. Make a ranged attack, if possible, against the enemy that is easiest to hit.

COVERED ADVANCE
If an enemy is in line of sight.
Move at least half movement to the position that is closest to the nearest enemy, in cover, in line of sight of that enemy, and closer to the nearest enemy than the current location. If this is not possible, move to a position that is as close as possible to the nearest enemy and in line of sight. Make a ranged attack, if possible, against the enemy that is easiest to hit.

AGGRESSIVE ADVANCE
Move as far as possible, including Dashing if that gets closer, toward the nearest enemy to enter a Brawl. Make a ranged attack, if possible, against the enemy that is easiest to hit.

TACTICAL AI (T)

CLEAR SHOT
If the figure is in cover and an enemy that is not in cover is in line of sight and in range.
Make an aimed ranged attack against the easiest target to hit.

TACTICAL CHARGE
If enemy with lower combat skill can be reached in one move.
Move to brawl with the nearest enemy with a lower combat skill.

OUTFLANK
If within 12 inches and line of sight of an enemy that is in cover.
Find the nearest flanking point – a location that is in cover and has line of sight to the nearest enemy and from which the enemy has no cover. If there is no such flanking point, ignore this rule. Move to the flanking point. If the flanking point cannot be reached, move at least half speed to the point closest to the flanking point that provides cover. If there is no such covered location within movement range, move full speed to get as close as possible to the flanking point. Make a ranged attack, if possible, against the enemy that is easiest to hit.

SQUAD ADVANCE
If a friendly figure that has already moved this round is within 12 inches and is closer to the player edge of the map.
Move to the cover location that is closest to the player edge of the map and within 3 inches of a friendly figure and is closer to the player edge of the map than the current location. If no such cover location exists, move up to full movement to the point that is closest to the player edge of the map and still within 3 inches of a friendly figure and closer to the player edge of the map than the current location. If no such location exists, move as close as possible to the nearest friendly figure that is closer to the player map edge.

Note: the Squad Advance and Outflank rules are where I did the most interpretation, limiting the range of squad cohesion to 12 inches and deciding that staying with the squad and flanking are more important than staying in cover at all times.

TACTICAL ADVANCE
See conditions below.
Move at least half movement into the cover position that is closest to the player map edge. If this isn't possible move at full speed to get as close as possible to the player map edge. If already at the player map edge, ignore this rule.

REMAIN IN PLACE
Do not move or attack.

RAMPAGING AI (R)

HEAVY AIMED SHOT
If the figure has a heavy weapon and there is an enemy in line of sight and range.
Make an aimed range attack against the easiest target to hit.

RAMPAGING CHARGE
Move as close as possible to the nearest enemy, Brawling if possible. Use Dash if that gets closer. Make a ranged attack, if possible, against the easiest enemy to hit.

DEFENSIVE AI (D)

DEFEND TERRAIN
If enemies with lower Combat Skill are within the same terrain feature.
Move toward the nearest enemy in the terrain feature with a lower Combat Skill and Brawl if possible. If possible, make a ranged attack against the enemy that is easiest to hit.

REINFORCE TERRAIN
If enemies are within a nearby terrain feature (within 6 inches).
Move into a location in cover within the nearby terrain feature that is in line of sight of enemies. If that is not possible, move into a cover location as close as possible, or in the nearby terrain feature. If that is not possible, move as close as possible to the nearby terrain feature.

AIMED SHOT
If the figure is in cover and has an enemy in sight and in range
Make an aimed ranged attack against the easiest target to hit.

DEFENSIVE ADVANCE
See conditions below.
Move to a location that is in cover and line of sight of an enemy and is as far from the nearest enemy as possible while still in range. If this is not possible, move to a location that is closest to the player's map edge, but in cover and not past the midline of the map. If this is not possible, and this figure is not already in the cover location closest to the center of the map, move them toward the cover location that is closest to the center of the map. If the figure is already at the cover location closest to the center of the map, ignore this rule.

REMAIN IN PLACE
Do not move or attack.

BEAST AI (B)

BEAST CHARGE
If an enemy can be reached within two moves.
Move as close as possible to the nearest enemy that is also within 2 inches of a friendly figure and enter a Brawl if possible. If there is no such enemy, move as close as possible to the nearest enemy and enter a Brawl if possible. Dash in either case above if it gets closer to the enemy. Make a ranged attack, if possible, against the enemy that is easiest to hit.

BEAST ADVANCE
See conditions below.
Move to the location closest to an enemy that is in cover, within 2 inches of a friendly figure, and is closer to an enemy than the current location. Make a ranged attack, if possible, against the enemy that is easiest to hit. If none of the above locations exists, ignore this rule.

WILY ADVANCE
Move at least half movement to a position in cover that is closer to the nearest enemy than the current location. If this is not possible, move to the position that is as close as possible to the nearest enemy. Make a ranged attack, if possible, against the enemy that is easiest to hit.

GUARDIAN AI (G)

GUARDIAN AIMED SHOT
If the enemy that the guarded figure attacked last with a ranged attack is within range and line of sight.
Make an aimed range attack against the enemy last attacked by the guarded figure.

GUARDIAN BRAWL
If the enemy that the guarded figure attacked last with a Brawl can be reached in one move.
Move to Brawl the enemy last attacked by the guarded figure with a Brawl.

GUARDIAN ADVANCE
If the guarded figure is on the map.
Move to the closest point in cover and within 3 inches of the guarded figure, dashing if it gets the figure closer to that point. If that is not possible, move as close as possible to the nearest point within 3 inches of the guarded figure, dashing if it gets the figure closer. Make a ranged attack, if possible, against the enemy that is easiest to hit.

AGGRESSIVE REVENGE
Since the guarded figure is no longer on the map, switch this figure to the Aggressive AI (A) from now on. Choose their action for this turn using the Aggressive AI (A).