AI System for Star Trek Attack Wing

Optimized for Playing Federation Fleet Ships against Klingon/Romulan/Cardassian/Borg Ships

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Content:

General Rules

Klingon: AI Card Vor`Cha Class (generic Klingon ship movements)

Romulan: AI Card D`Deridex Class, AI Card Valdore Class, AI Card Bird of Prey Class

Cardassian: AI Card Galore Class, AI Card Keldon Class

Borg: AI Card Borg Sphere & Tactical Cube and AI Card Scout Cube (for new movement rules and firing range 2 limit)

Rules and AI cards inspired by Josh Derksen`s „Heros of the Aturi Cluster" X-Wing Campaign:

http://dockingbay416.com/campaign/

These unofficial fanmade rules are not affiliated with, nor endorsed by, the Wizkids.
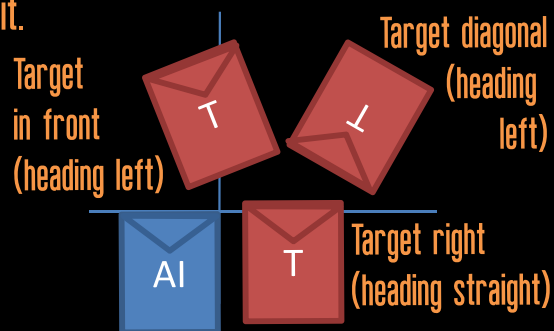
I Building the AI fleet
  1. Maximize hit & evasive upgrades.
  2. Avoid special action upgrades.
  3. Use generic ship classes if specific ship does not provide hit/evasion upgrades.

II Planning phase

1. Choose movement of human ships on dials

2. Determine mov. table cells of AI ships

a) Choose target ship as described on card

b) Determine target position & heading: Draw lines along the two AI ship's base's edges that face the target ship. If the target's base touches one line, it is in the line's sector (e.g. N). If it touches no line, it is between the line's sectors (e.g. NE).If target is in western sectors, choose movement from eastern panels and mirror it.

Target in front (heading left)

Target diagonal (heading left)

Target right (heading straight)

b) Determine target direction: Draw a line along the front of the target ship's base. If the AI ship is in front of the line (the pin of the AI ship's base) the target is closing, else it is fleeing.

Target approaching

Target fleeing
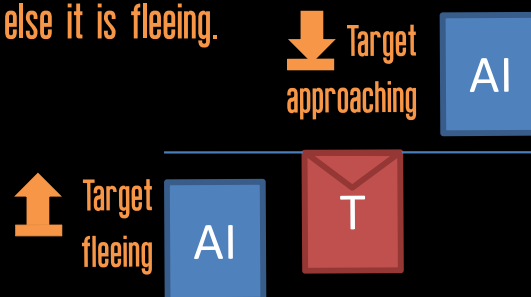
c) Determine range: Use firing range ruler.

III Activation phase

Follow Captain initiative until AI's turn

1. Throw D6 and apply movement from predetermined panel: If target's distance is >3, use 4+ movements. If target can do reverse, use R: movements. If card requires two movements, choose by target's relative heading or random if straight (+-5°), e.g. card says ↩↪ & target heads left, take ↩.

a) Avoiding obstacles: If an obstacle is in the movement path, replace the chosen movement by one that is +-45° and/or +-1 distance to optimally avoid the obstacle. The ship must have the replacement movement on it's dial. If this still does not suffice, the ship hits the obstacle and standard obstacle rules apply. If the border is in the path, set the ship parallel to the border.

B) Damaged ships: If critical damage limits AI movements, still use the AI card and D6 to determine movements but then choose the most similar movement possible with the damage (the closest simple movement to turn about and reverse is a left/right turn).

2. Apply actions: Choose actions according to hierarchy on the AI card. Apply target lock to target ship of movement. Reactivate systems only if sensible (e.g. advanced weapons system only when cloaked).

IV Combat phase

Chose nearest ship as target. If tie, choose the weaker one (less shields, then less hull). Maximize hit points when choosing weapon; apply target lock to reroll when <=50% hits. When defending, maximize evades. Apply any upgrade if sensible.

AI Card VOR`CHA CLASS

I Planning: Select Target & Movement Cell

1. Nearest enemy in arc at range 1-3
2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
   1. apply sensor shift
      (if cloaked & if necessary to get shot)
   2. reenable disabled weapons/systems
   3. acquire target lock (if not done already)
   4. cloak (if no shot & remaining hull > 2)
   5. evasive action (if enemy can shoot)
   6. apply special actions
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means (apply upgrades and use target lock to reroll if <=50% hits).

VOR`CHA
CLASS
(Generic Klingon)

Movement reference grid with direction indicators (N, NE, E, SE, S and opposite arrows), range bands (1, 2, 3+), and dice-roll movement options shown as icons with arrows and numbers.

AI Card D'DERIDEX CLASS

I Planning: Select Target & Movement Cell

1. Nearest enemy in arc at range 1-3
2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
   1. apply sensor shift
      (if cloaked & if necessary to get shot)
   2. reenable disabled weapons/systems
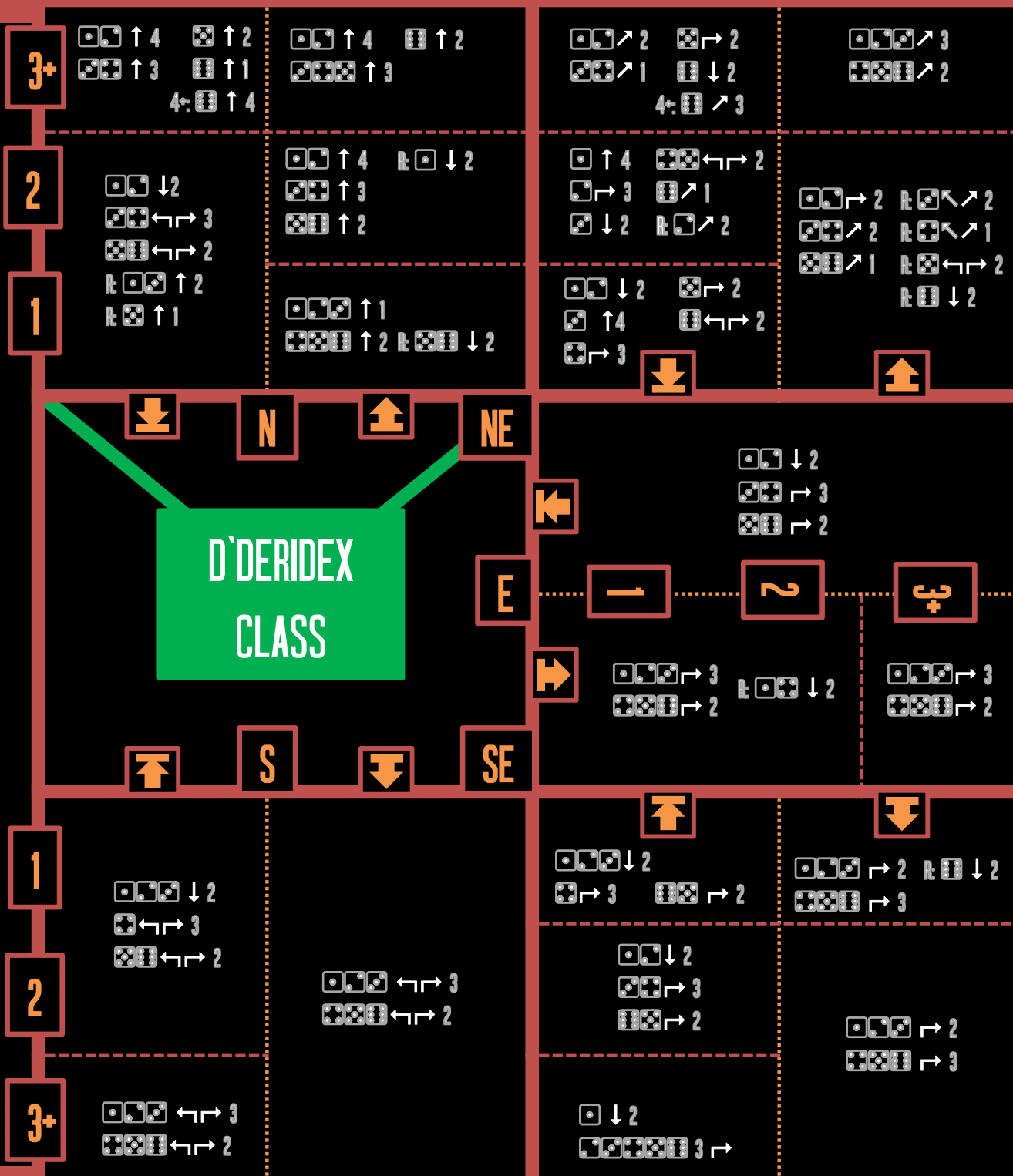   3. acquire target lock (if not done already)
   4. cloak (if no shot & remaining hull > 2)
   5. evasive action (if enemy can shoot)
   6. apply special actions
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means (apply upgrades and use target lock to reroll if <=50% hits).

D'DERIDEX CLASS

AI Card VALDORE CLASS

I Planning: Select Target & Movement Cell

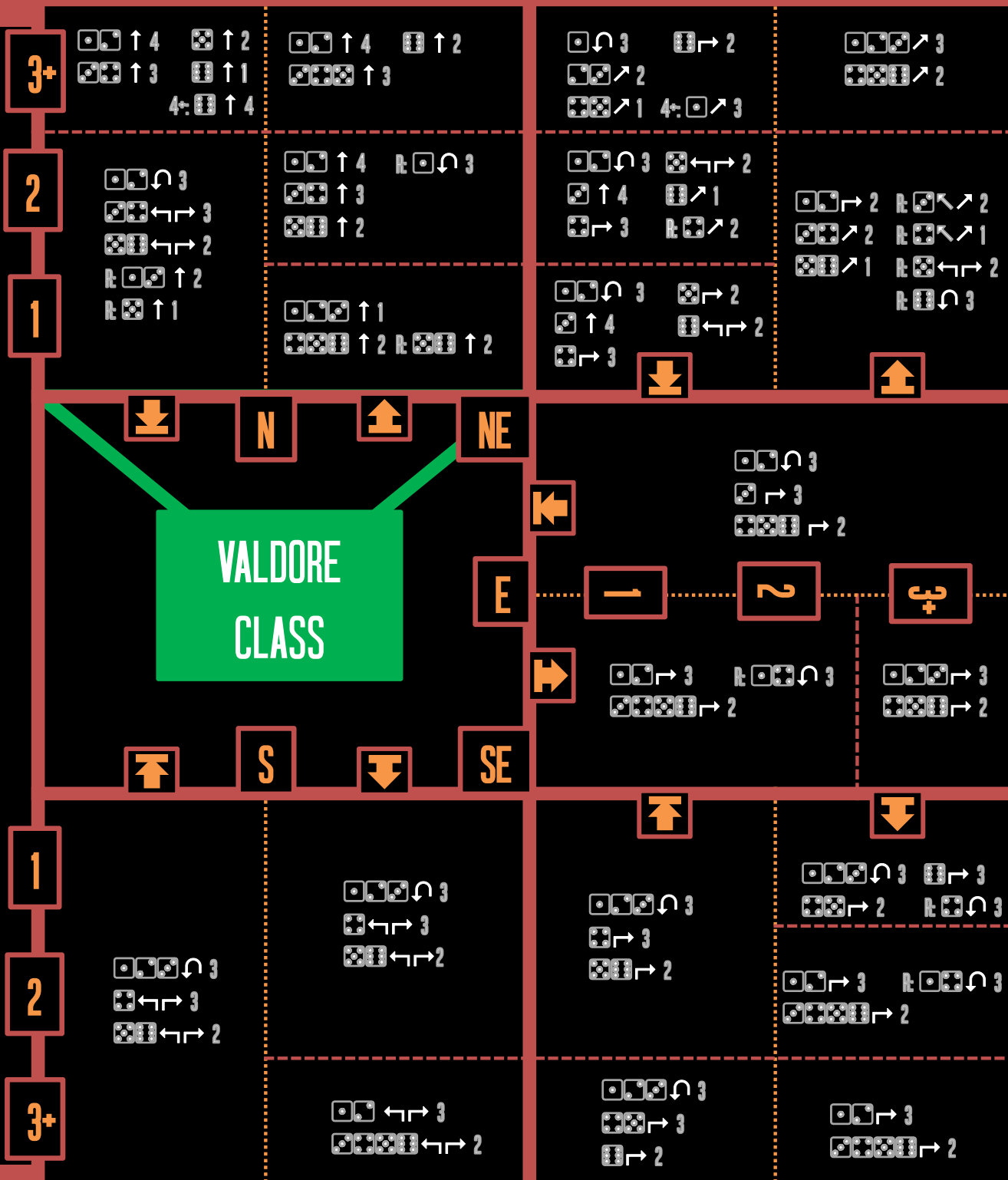1. Nearest enemy in arc at range 1-3
2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
   1. apply sensor shift
      (if cloaked & if necessary to get shot)
   2. reenable disabled weapons/systems
   3. acquire target lock (if not done already)
   4. cloak (if no shot & remaining hull > 2)
   5. evasive action (if enemy can shoot)
   6. apply special actions
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means (apply upgrades and use target lock to reroll if <=50% hits).

VALDORE CLASS

BIRD OF PREY CLASS

AI Card

I Planning: Select Target & Movement Cell

1. Nearest enemy in arc at range 1-3

2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!

2. Apply critical damage actions

3. Perform standard actions

  1. apply sensor shift
    (if cloaked & if necessary to get shot)

  2. reenable disabled weapons/systems

  3. acquire target lock (if not done already)

  4. cloak (if no shot & remaining hull > 2)

  5. evasive action (if enemy can shoot)

  6. apply special actions

4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means (apply upgrades and use target lock to reroll if <=50% hits).

BIRD OF PREY CLASS

N   NE   E   S   SE

3+   2   1

AI Card GALORE CLASS

I Planning: Select Target & Movement Cell

1. Nearest enemy in arc at range 1-3

2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!

2. Apply critical damage actions

3. Perform standard actions

  1. reenable disabled weapons/systems

  2. acquire target lock (if not done already)

  3. if enemy can hit: evade

  4. if shot possible: sensor scan

  5. apply special actions

4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means (apply upgrades and use target lock to reroll if <=50% hits)..

GALORE CLASS

N NE E SE S

3+ 2 1 1 2 3+

AI Card KELDON CLASS

I Planning: Select Target & Movement Cell

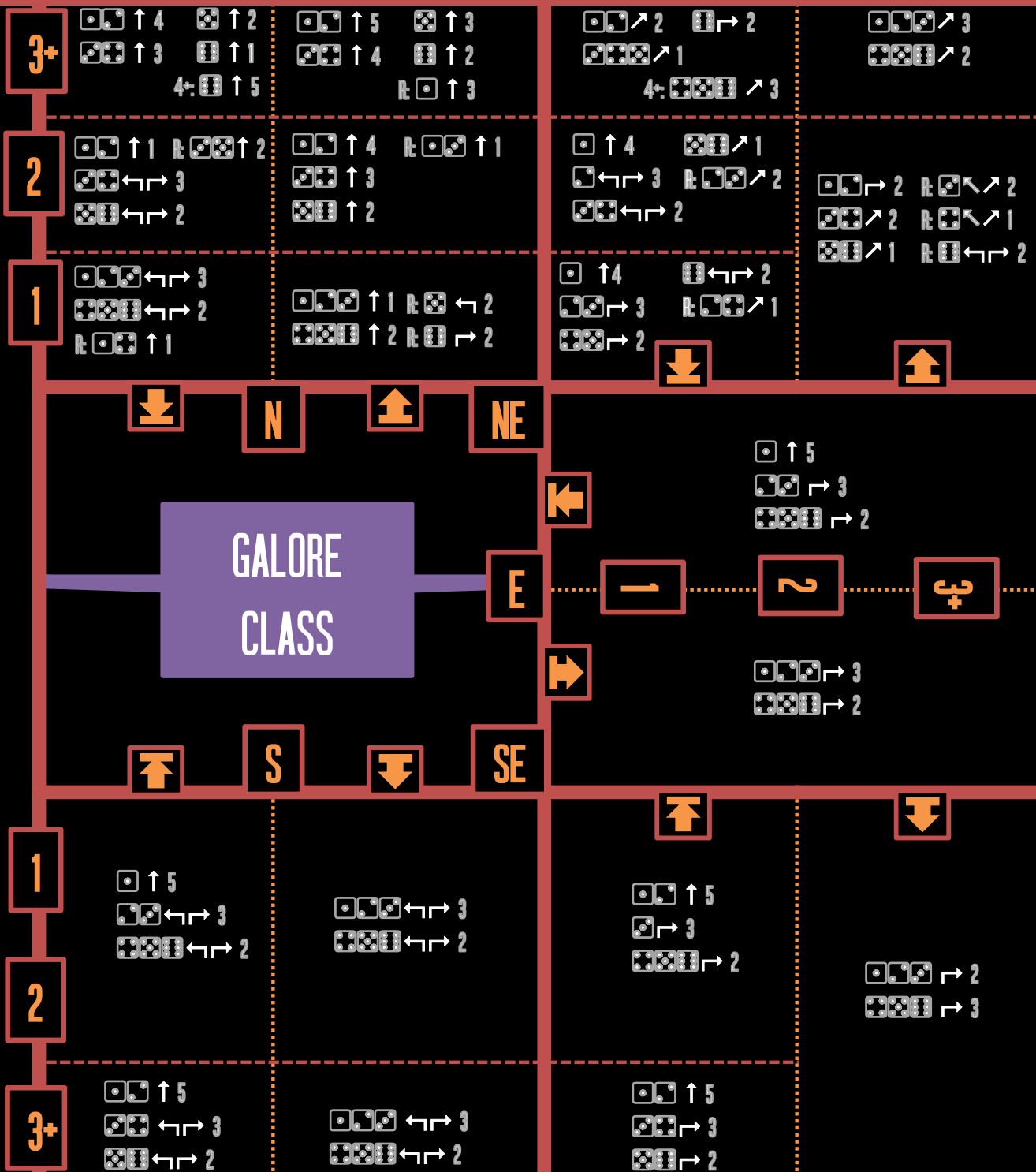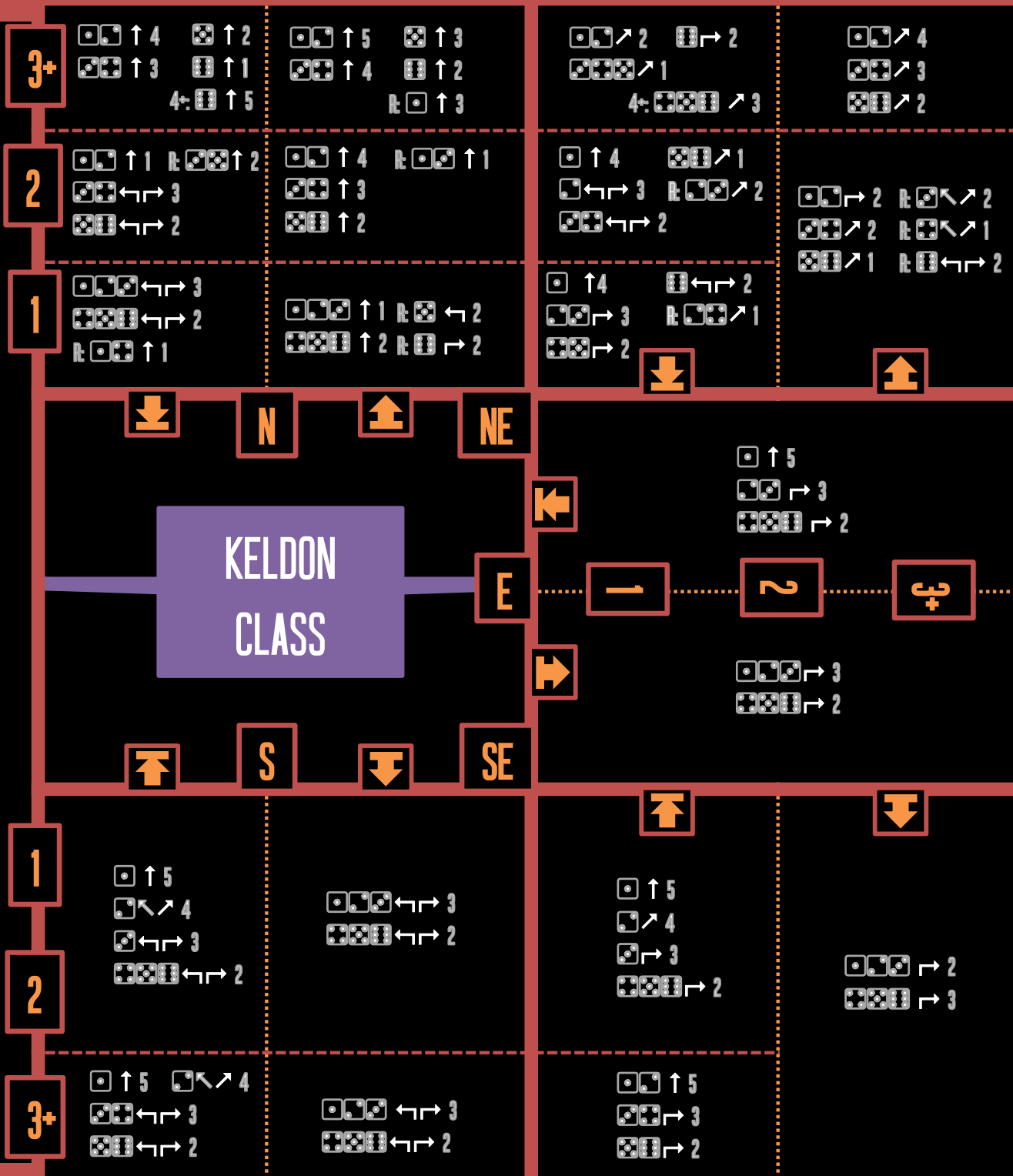1. Nearest enemy in arc at range 1-3
2. Nearest enemy

II Activation: Roll D6 and select movement from cell

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
   1. reenable disabled weapons/systems
   2. acquire target lock (if not done already)
   3. if shot possible: BS
   4. if only enemy can hit: evade
   5. apply special actions
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy in arc. Choose your strongest active weapon. Max hit points by any means: apply upgrades; apply BS token if dice show BS, then use target lock to reroll if <=50% hits.

KELDON CLASS

Directional movement table with cells: 3+, 2, 1 (top), N, NE, E, S, SE, and compass arrows, plus range indicators 1, 2, 3+.

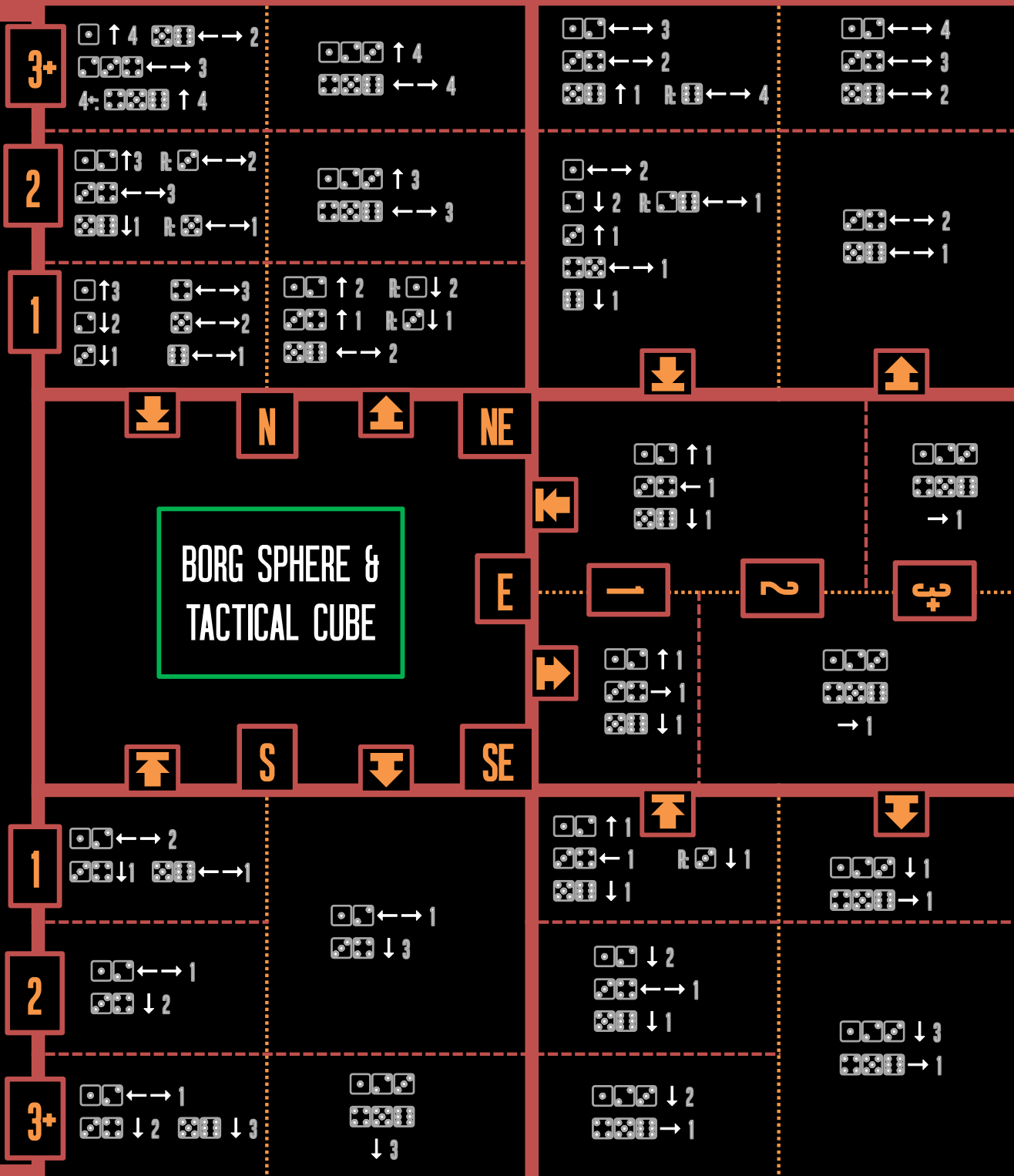# AI Card BORG SPHERE

I Planning: Select Target & Movement Cell

Choose nearest enemy

II Activation: Roll D6 and select movement from cell. If card request left & right spin, but target heads straight, instead of choosing randomly, choose straight movement.

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
    1. If no enemy can hit & critical damage: regenerate
    2. reenable disabled weapons/systems
    3. acquire target lock (if not done already)
    4. if shot possible: sensor scan
    5. apply special actions or regenerate
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy. Choose your strongest active weapon. Max hit points by any means: apply upgrades and use target lock to reroll if <=50% hits. Split attack to enemies in R1.

BORG SPHERE & TACTICAL CUBE

Navigation: N, NE, E, SE, S

Movement direction cells: 1, 2, 3+

AI Card BORG SCOUT CUBE

I Planning: Select Target & Movement Cell

Choose nearest enemy

II Activation: Roll D6 and select movement from cell. If card offers two movements and target heads straight, choose straight movement.

III Action (choose if condtions apply)

1. Remove 1 aux energy – no further action!
2. Apply critical damage actions
3. Perform standard actions
   1. If no enemy shot & critical damage: regenerate
   2. reenable disabled weapons/systems
   3. acquire target lock (if not done already)
   4. if enemy can hit: evade
   5. if shot possible: sensor scan
   6. apply special actions
4. Perform free actions as above

IV. Attack phase: Reselect target: shoot at nearest enemy. Choose your strongest active weapon. Max hit points by any means: apply upgrades and use target lock to reroll if <=50% hits.

BORG SCOUT CUBE

Direction markers: N, NE, E, SE, S, and arrows (up, down, left, right)

Movement cells labeled 1, 2, 3+ surrounding the central BORG SCOUT CUBE, each containing dice results with movement arrows and values.