Al System for Star Trek Attack Wing

Optimized for Playing Federation Fleet Ships against Klingon/Romulan/Cardassian/Borg Ships V 1.3 (9/5/2017)

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Content:

General Rules

Klingon: Al Card Vor'Cha Class (generic Klingon ship movements)

Romulan: Al Card D'Deridex Class, Al Card Valdore Class, Al Card Bird of Prey Class

Cardassian: Al Card Galore Class, Al Card Keldon Class

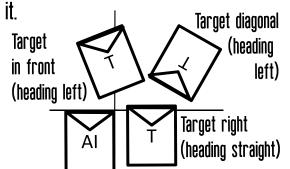
Borg: Al Card Borg Sphere & Tactical Cube and Al Card Scout Cube (for new movement rules and firing range 2 limit)

Rules and Al 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.
- Il Planning phase
- 1. Choose movement of human ships on dials
- 2. Determine mov. table cells of Al ships
- a) Choose target ship as described on card
- b) Determine target position & heading:
 Draw lines along the two Al 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



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.

approaching

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Target AI T

c) Determine range: Use firing range ruler.
III Activation phase

Follow Captain initiative until Al'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

\$\times\$ \times\$ target heads left, take \$\times\$.

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 Al movements, still use the Al 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).

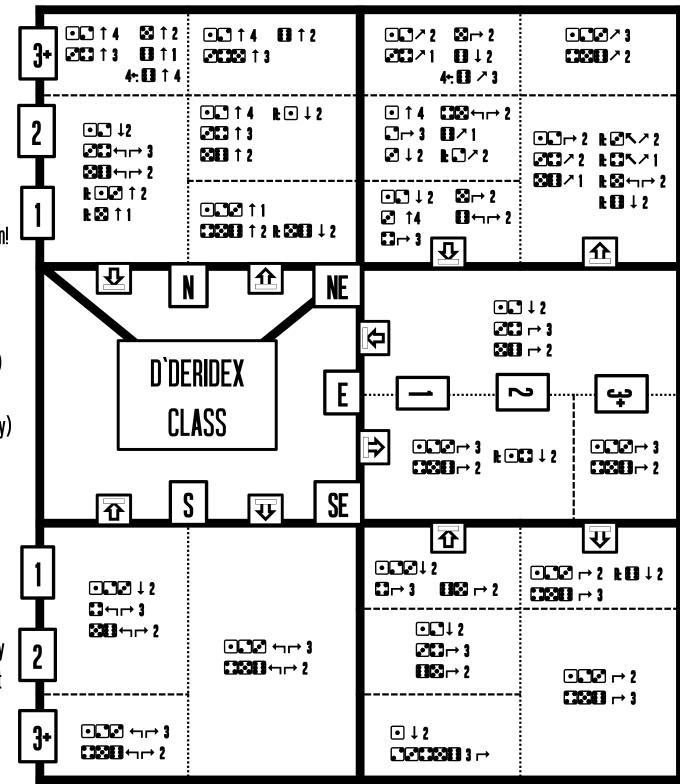
2. Apply actions: Choose actions according to hierarchy on the Al card. Apply target lock to target ship of movement. Reactivate systems only if sensible (e.g. advanced weapons system only when cloaked).

IV Combat phase

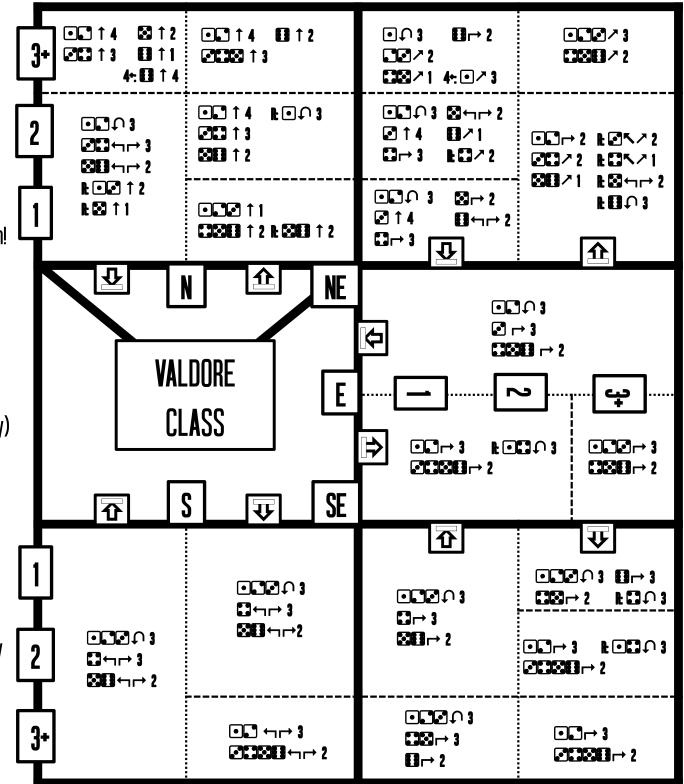
Chose nearest ship as target. If tie, choose the weaker one (less shields, then less hull). Maximize hit points when choosing weapon; apply target lock to reroll when <=50% hits. When defending, maximize evades. Apply any upgrade if sensible.

I Planning: Select Target & Movement Cell 1. Nearest enemy in arc at range 1-3	3+ □□↑4 ≅↑2 □□↑3 □↑1 4:□↑4	□ □ ↑ 4 □ □ ↑ 2 □□□ ⊠ ↑ 3	୍ରା ଶ	●■② / 3 ■◎ ③ ■ / 2
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 Apply critical damage actions Perform standard actions apply sensor shift (if cloaked & if necessary to get shot) reenable disabled weapons/systems acquire target lock (if not done already) cloak (if no shot & remaining hull > 2) evasive action (if enemy can shoot) apply special actions Perform free actions as above 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 	VOF CL (Generi	VOR'CHA CLASS (Generic Klingon) CLASS (Generic Klingon)		ا به ا ا به ا ا به ا
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- 6. apply special actions
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 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 		DON E SE		→ 3 B → 2
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.	1	●■②←→ 3 ■◎■←→ 2	① ↑ 5 □ ↑ 4 ② → 3 □⊠⊞ → 2	↓ •••• 2 ••••• 3
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I Planning: Select Target & Movement Cell **○**□□ ↑ 4 **□** □ ← → 2 **□□**□**□** ← → 3 **⊠目** ↑1 R**□**←→4 Choose nearest enemy 4- 1331 1 4 II Activation: Roll D6 and select movement **□**□□ ↑ 3 from cell. If card offers two movements $\square \downarrow 2 \quad \mathbb{R} \square \square \longleftarrow \rightarrow 1$ and target heads straight, choose straight **□⊠**←→1 **□**←→3 •• ↑2 R•↓2 • ↑3 movement. $\Pi \downarrow 1$ **⊠**←→2 III Action (choose if condtions apply) **□**←→1 **⊠⊞** ←→ 2 4 1. Remove 1 aux energy - no further action! ひ NE 2. Apply critical damage actions **□** 1 **2**23←1 3. Perform standard actions 1. If no enemy shot & critical damage: BORG regenerate SCOUT CUBE 2. reenable disabled weapons/systems **○** ↑ 1 3. acquire target lock (if not done already) **2**3 → 1 4. if enemy can hit: evade SE む Ŧ 5. if shot possible: sensor scan ① 6. apply special actions •• → 2 **□□** 1 4. Perform free actions as above **2**2 ← 1 ••••1

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