With the whole Coronavirus Lockdown thing, a lot of people are struggling to get much tabletop gaming in. Solo gaming’s an option, but I always find it difficult to play both sides in a game, as I tend to favour one side over the other…

So some sort of ‘controlled by the game’ AI is another solution. It won’t give you a ‘proper’ game, as a human opponent will always be less predictable, and have more options available to them. But as a stop-gap measure to keep you rolling dice and moving minis during lockdown, it can be fun!

These rules are very much a test version; they’ll need a lot of playtesting before it can be considered balanced.

So, Artificial Intelligence Warbands… sounds very sci-fi! It’s not, though; I’m making this as simple as possible. Firstly, the game usually requires two players to roll dice at the same time. But I want to remove as much dice-rolling from the AI Warband, and limit the book-keeping as much as possible. From here on, rather than keep saying AI, I’m going to refer to them as The Villains.

So, to simplify The Villains, we’re replacing all the stats with set of numbers, rather than dice. Any time a Villain would need to roll a dice, use the number instead, plus or minus any modifiers as usual. So, if a Villain with Strike 5 makes an Attack, then their Roll would be 5, plus or minus any modifiers for Charging etc as usual.

Instead of choosing The Villains from the usual races chart, we’ve got a single stat block for 30mm based (Small/Medium) models, another for 40mm based (Large) models, and one for 50mm based (Massive) models. These are then given either a Cautious Fighter, Aggressive Fighter, Cautious Hunter, Aggressive Hunter, Cautious Mage or Aggressive Mage ‘Type’, which determines their Skills, Spells and Equipment.
Villains have the Attuned to the Wild ability, so always move their full Move distance, regardless of Terrain.

Villains never Rout.

Villains do not keep track of Wounds; instead, to take them Out of Action, you need to cause more Wounds IN A SINGLE HIT than they have Fortitude. So, a Fortitude 5 Villain would go Out of Action if they suffered an Attack, Shot or Spell that caused 6 or more Wounds in a single hit.

Each time a Villain suffers a hit from an Attack, Shoot or Cast Spell Action that would have caused Wound(s), but is not more than their Fortitude Stat, place a counter of some kind on their profile, to represent a Wound. For each Wound counter on their profile, all of that Villain’s Stats are reduced by 1.

I’d suggest printing each Villain’s profile out and sticking them to card. Either randomly decide which order they Activate in, or just start on the left side of the table and work across.

To decide what Actions they perform, use the flowcharts at the end of this pdf. They perform whichever Action is the first one possible, going from top to bottom. You’ll notice that Mages and Hunters get a chance to make Search Actions, but Fighters don’t. This is intentional.

Making a Villain Warband
I’d suggest trying a 350 penny Warband for The Villains to begin with; each 30mm based model costs 30 pennies, each 40mm based model costs 40 pennies, and each 50mm based model costs 50 pennies. Then add on the cost of the character’s Type (ie Aggressive Fighter +15 pennies). So for example a Large (40mm based) Aggressive Fighter costs 55 pennies. I’d recommend including a Cautious Mage to give The Villains some healing ability.

Hopefully this will give a reasonably balanced game, but I haven’t tested it properly yet... so if you try it and get ripped to bits, let me know, and we can change things!
The Villains Stats

Hopefully this will give a reasonably balanced game, but I haven’t tested it properly yet... so if you try it and get ripped to bits, let me know, and we can change things!

| Small/Medium Cautious Fighter | 40 pennies |
| Small/Medium Aggressive Fighter | 45 pennies |
| Small/Medium Cautious Hunter | 35 pennies |
| Small/Medium Aggressive Hunter | 40 pennies |
| Small/Medium Cautious Mage | 35 pennies |
| Small/Medium Aggressive Mage | 35 pennies |

| Large Cautious Fighter | 50 pennies |
| Large Aggressive Fighter | 55 pennies |
| Large Cautious Hunter | 45 pennies |
| Large Aggressive Hunter | 50 pennies |
| Large Cautious Mage | 45 pennies |
| Large Aggressive Mage | 45 pennies |

| Massive Cautious Fighter | 60 pennies |
| Massive Aggressive Fighter | 65 pennies |
| Massive Cautious Hunter | 55 pennies |
| Massive Aggressive Hunter | 60 pennies |
| Massive Cautious Mage | 55 pennies |
| Massive Aggressive Mage | 55 pennies |

### Cautious Fighter

<table>
<thead>
<tr>
<th>Small / Medium Villain</th>
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**Skills etc**: Strong (1), Sword

### Aggressive Fighter

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**Skills etc**: Strong (2), Sword
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<td>Skills etc</td>
<td>Sword, Bow - 18” range</td>
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<td>Skills etc</td>
<td>Spell: Healing 12” range, Target 3, heals three Wound counters</td>
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<td>Skills etc</td>
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<td>Spell: Eldritch blast 18” range, Target 3, causes d8 Wounds</td>
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### Cautious Fighter

**Large Villain**

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**Skills etc**  Strong (1), Sword

### Aggressive Fighter

**Large Villain**

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**Skills etc**  Strong (2), Sword

### Cautious Hunter

**Large Villain**

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**Skills etc**  Sword, Bow - 18” range

### Aggressive Hunter

**Large Villain**

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**Skills etc**  Strong (1), Sword, Bow - 18” range
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| Skills etc | Spell: Eldritch blast 18” range, Target 3, causes d8 Wounds |

### Cautious Mage

### Aggressive Mage

### Cautious Fighter

### Aggressive Fighter

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**Skills etc**

- **Cautious Hunter**
  - Sword, Bow - 18” range

- **Aggressive Hunter**
  - Strong (1), Sword, Bow - 18” range

- **Cautious Mage**
  - Spell: Healing 12” range, Target 3, heals three Wound counters

- **Aggressive Mage**
  - Spell: Eldritch blast 18” range, Target 3, causes d8 Wounds
SOLO SCENARIO: CAPTURE THE LOOT

There are many ruined towns and villages in the Wilds of Northymbra that are unoccupied but may contain valuable loot. Often a warband will be head out to see what they can find… but bands of rogues and brigands may well have the same idea. Tread carefully!

Terrain
You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Also place three pieces on the table as Objectives; ideally around 50mm or smaller.

Warbands and Deployment Zones
The player sets up their models, within 2” of the table edge of their choice.

The game-controlled warband (we will refer to them as The Villains) will be deployed next. Set-up option A: measure 10” in from the middle of the opposite table edge, and place one Villain. Roll a d8, and place the next Villain a number of inches away equal to the roll of the dice, in the direction the d8 is pointing. If this would place the model in impassable terrain, place them next to it instead. Repeat this for all the Villain characters, always starting from the first Villain placed.

Set-up option B: as above, but always measure from the last Villain model placed, rather than the first. If a model would be placed off the table, place it touching the table edge instead.
**Special Rules**
Take & Hold: Your Warband must try and claim Loot Objectives. To claim a Loot Objective, a model must be in base contact with it, with no Villain models within 3” of the terrain piece, at the end of the Turn.

Ignore the Routing rules for this game; Voluntary Routing is still possible though!

Ignore the usual Initiative process; the player (you!) starts first each Turn.

**Starting the Game**
The player starts first.

**Ending the Game**
The game ends either when one warband occupies 2 more Loot Objectives than the other warband and at least four Turns have been played, and at least three Villains have been taken Out of Action.

**Experience**
+1 Per occupied Loot Objective. If a character is occupying a terrain piece at the end of the battle they receive +1 Experience.
+1 Surviving. If a character does not go Out of Action, they receive +1 Experience.

If you win, you also gain 5d6 Pennies in loot.
A coded message has been cut into five pieces, and hidden around the area; your band must collect all five pieces, and take them to your patron. But The Villains are trying to steal the message out from under your paws...

**Terrain**
You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Five of the pieces should be marked as Objectives; none of them should be less than 6” away from each other.

**Warbands and Deployment Zones**
The player sets up their models, within 2” of the table edge of their choice.

The Villains will be deployed next.
Set-up option A: measure 10” in from the middle of the opposite table edge, and place one Villain. Roll a d8, and place the next Villain a number of inches away equal to the roll of the dice, in the direction the d8 is pointing. If this would place the model in impassable terrain, place them next to it instead. Repeat this for all the Villain characters, always starting from the first Villain placed.

Set-up option B: as above, but always measure from the last Villain model placed, rather than the first. If a model would be placed off the table, place it touching the table edge instead.
**Special Rules**
Collect the Message: Your Warband must try and collect all five bits of the message. The first model to be in base contact with any of the Objectives automatically collects the piece of the message hidden there. If a Villain reaches the Objective first, they claim the piece of message. Any model (player controlled or Villain) that goes Out of Action drops any message sections they were holding, and any other model in Base Contact can pick them up.

You must move off your starting table edge with as many pieces of the message as possible. Once a model has left the table, it may not return.

Ignore the usual Initiative process; the player (you!) starts first each Turn.

**Starting the Game**
The player starts first.

**Ending the Game**
The game ends either when you Rout, or all your models have left the table, or all the Villains have been taken Out of Action.

**Experience**
+1 Four Message pieces. If 4 message pieces are taken off table, all your characters receive +1 Experience.
+2 Five Message pieces. If 5 message pieces are taken off table, all your characters receive +2 Experience.

If you recover all five pieces, your patron rewards you with 6d6 Pennies.
You’ve been caught out in the open, surrounded by the enemy. Night is falling, and a storm is brewing... hold out long enough, and you may escape!

**Terrain**
You should place several pieces of terrain, ideally at least one piece of terrain per square foot – more, if the pieces are small. Also place three small pieces (ideally 50mm or smaller) around 8 inches or so from the centre of the table. These count as Objectives; they don’t matter to you, but the Villains will need them for their Activation chart.

**Warbands and Deployment Zones**
The player sets up their models, with one model at the centre of the table, and all the others within 3” of that model.

Place one Villain close to the centre of each table edge. Then place the others within 3” of them. Whichever table edge has the most Villains counts as their Table Edge for flowchart purposes.
Special Rules
Survive: Your Warband must try to stay alive for 8 Turns.

Ignore the Routing rules for this game; Voluntary Routing is still possible though!

Ignore the usual Initiative process; the Villains start first on Turn 1, and then the player (you!) starts first each subsequent Turn.

Starting the Game
The Villains start first.

Ending the Game
The game ends either when eight Turns have been played, or when all the Villains have been taken Out of Action, or when the player Voluntarily Routs, or is wiped out.

Experience
+1 more than half surviving. If more than half your Warband does not go Out of Action by the end of Turn 8, then they all receive +1 Experience (even the ones that went Out of Action).
+1 Surviving. If a character does not go Out of Action, they receive +1 Experience.
Throughout the flowcharts, whenever the word ‘Hero’ is used, it refers to the player’s (yours!) characters/models. Whenever the word ‘Villain’ is used, it refers to the game-controlled models.

There is a separate flowchart for each of the six different Types (Cautious Hunter, Aggressive Mage etc). Start at the top, and work your way down, performing the first Action possible. They look pretty complicated, but in practice, you’ll find that you use the first two or three options much of the time, and you’ll learn those fairly quickly.

Sometimes the flowcharts will mention shooting or casting spells at the nearest target. This should be ignored if no targets are within range of the Villain’s bow or spell!
The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

Is this model in Base Contact with a Hero?

Yes

Make an Attack Action on the Hero in Base Contact.

No

Does the model’s card have 3 or more Wound markers on it?

Yes

Make a Move directly towards the nearest Hero, and Attack if Base Contact is reached.

No

Is there a (not Hidden) Hero in Line of Sight within 12”?

Yes

Is there an Objective in Line of Sight?

Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible.

No

The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

OATHSWORN

Cautious Fighter

No

Is there a (not Hidden) Hero in Line of Sight within 36”?

Yes

Is there an Objective in Line of Sight?

Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible.

No

Does the model’s card have 3 or more Wound markers on it?

1-2 If there is a Cautious Mage on the table, make one Move towards it. If not, act as below.

5-6 Make one Move towards the nearest Objective.

No

Make a Move towards the nearest visible Hero.

Aggressive Fighter

Ye s; roll a d6

1-4 If there is a Cautious Mage on the table, make one Move towards it. If not, act as below.

5-6 Make one Move towards the nearest Objective.

Yes

Make a Move directly towards the nearest Objective, reaching Base Contact with it, if possible.

1-2 If there is a Cautious Mage on the table, make one Move towards it. If not, act as below.

3-6 Make two Moves towards the nearest Hero.

No

Is there a (not Hidden) Hero in Line of Sight within 12”?

Yes

Is there a (not Hidden) Hero in Line of Sight within 36”?

Yes; roll a d6

1-2 Make one Move towards the nearest Objective.

3-6 Make two Moves towards the nearest Hero.

Does the model’s card have 3 or more Wound markers on it?

Yes

The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

OATHSWORN
The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

Is this model in Base Contact with a Hero?

No

1-4 Make one Move directly away & Shoot nearest Hero. 5  Move towards closest Terrain piece. 6  Make an Attack Action on the Hero in Base Contact.

Yes; roll a d6

Yes

Make a Search Action on the nearest Hidden Hero, then roll a d8 & Move in the direction the dice points, a number of inches equal to the roll.

Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Shoot the most Wounded Hero in range.

No

The model will stand and Shoot the nearest Hero, or if none are in range / LoS, then make one Move and Shoot if possible.

Is there a (not Hidden) Hero in Line of Sight within 12”?

No

1-4 Make one Move directly away & Shoot nearest Hero. 5  Move towards closest Terrain piece. 6  Make an Attack Action on the Hero in Base Contact.

Yes; roll a d6

Yes

Make a Search Action to try & spot the nearest Hidden Hero, then make one Move towards the nearest Objective.

No

Does the model's card have 3 or more Wound markers on it?

Yes

The model will stand and Shoot the nearest Leader, if in range, or the nearest other Hero if not. 4-6  Stand & Shoot the most Wounded Hero in range.

No

Is there an Objective in Line of Sight?

Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Shoot the most Wounded Hero in range.

No

The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

Is there an Objective in Line of Sight?

No

If there is a Cautious Mage on the table, make one Move towards it, then Shoot the closest Hero in range. If not, make a Move towards The Villains' table edge.

Is there a Hidden Hero within 12”?

Yes

Make a Search Action on the nearest Hidden Hero, then roll a d8 & Move in the direction the dice points, a number of inches equal to the roll.

No

Does the model's card have 3 or more Wound markers on it?

Yes

The model will stand and Shoot the nearest Hero, or if none are in range / LoS, then make one Move and Shoot if possible.

No

Is there an Objective in Line of Sight?

Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Shoot the most Wounded Hero in range.

No

1-4 Make one Move directly away & Shoot nearest Hero. 5  Move towards closest Terrain piece. 6  Make an Attack Action on the Hero in Base Contact.

Yes; roll a d6

Yes

Make a Search Action to try & spot the nearest Hidden Hero, then make one Move towards the nearest Objective.

No

Does the model's card have 3 or more Wound markers on it?

Yes

The model will stand and Shoot the nearest Leader, if in range, or the nearest other Hero if not. 4-6  Stand & Shoot the most Wounded Hero in range.

No

Is there a Hidden Hero within 12”?

Yes

Make a Search Action on the nearest Hidden Hero, then roll a d8 & Move in the direction the dice points, a number of inches equal to the roll.

No

Does the model's card have 3 or more Wound markers on it?
The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

Is this model in Base Contact with a Hero?
Yes; roll a d6

1-4 Make one Move away & Cast Heal on the closest Wounded Villain.
5-6 Move towards The Villains’ Table edge.

No

Is there a Wounded Villain in Line of Sight within 12”?
Yes

Make a Search Action on the nearest Hidden Character, then make one Move towards The Villains’ Table edge.

No

Does the model’s card have 3 or more Wound markers on it?
Yes

The Villain stands still and Casts Heal upon themselves.

No

The model will roam randomly. Roll a d8 & make one Move in the direction the dice points, a number of inches equal to the roll.

Is there a Hidden Character within 12”?
Yes

Stand still and Cast Heal at most Wounded Villain within 12”.

No

Is there a Leader in Line of Sight?
Yes

Make a Move towards the nearest Leader, then Cast Spell at the closest Wounded Villain.

No

Is there a (not Hidden) Hero in Line of Sight?
Yes

Make an Attack Action on the Hero in Base Contact.

No

Is there an Objective in Line of Sight?
Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible.

No

Make a Search Action to try & spot the nearest Hidden Hero, then if they are Spotted, Cast Spell at them.

Yes

Does the model’s card have 3 or more Wound markers on it?
Yes

If there is a Cautious Mage on the table, make one Move towards it, then Cast Spell at the closest Hero. If not, Cast Spell at the most Wounded Hero.

No

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Cast Spell at the most Wounded Hero in Line of Sight.

Yes

Does the model’s card have 3 or more Wound markers on it?
Yes

The model will stand and Cast Spell at the nearest Hero, or if none are in Line of Sight, then make one Move and Cast Spell if possible.

No

Is there an Objective in Line of Sight?
Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Cast Spell at the most Wounded Hero in Line of Sight.

No

Is there a Hidden Hero within 12”?
Yes

Make a Search Action to try & spot the nearest Hidden Hero, then if they are Spotted, Cast Spell at them.

No

Is there a Wounded Villain in Line of Sight?
Yes

Make a Move away & Cast Heal on the closest Wounded Villain.

No

Is there a Hidden Character within 12”?
Yes

Stand still and Cast Heal at most Wounded Villain within 12”.

No

Is there a Leader in Line of Sight?
Yes

Make a Move towards the nearest Leader, then Cast Spell at the closest Wounded Villain.

No

Is there a (not Hidden) Hero in Line of Sight?
Yes

Make an Attack Action on the Hero in Base Contact.

No

Is there an Objective in Line of Sight?
Yes

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible.

No

Is there a Hidden Hero within 12”?
Yes

Make a Search Action to try & spot the nearest Hidden Hero, then if they are Spotted, Cast Spell at them.

No

Does the model’s card have 3 or more Wound markers on it?
Yes

If there is a Cautious Mage on the table, make one Move towards it, then Cast Spell at the closest Hero. If not, Cast Spell at the most Wounded Hero.

No

Make a Move towards the nearest Objective, reaching Base Contact with it, if possible. Then Cast Spell at the most Wounded Hero in Line of Sight.

Yes

Does the model’s card have 3 or more Wound markers on it?
The first time you roll a 1 each Turn, complete the Action you’re doing, and then roll a d12 on the Twist of Fate table, which will give The Enemy an unexpected lucky break. Only the first roll of 1 each Turn triggers this, unless you want to make it really hard on yourself, in which case, you can do it for every roll of 1!

1. All Villains have a Block Stat of 8, regardless of Wounds, for the rest of the Turn.
2. All Villains have a Nimbleness Stat of 8, regardless of Wounds, for the rest of the Turn.
3. The next time an Aggressive Fighter takes an Action, they get to make a second Action immediately after.
4. All Hunters make an immediate free Shoot Action at your Leader, even if they are in Base Contact with an enemy model.
5. The next Attack Action made by a Villain gets a +7 bonus.
6. The Villain with the most Wound counters drinks a Healing Potion – remove all their Wound counters.
7. Two more Small/Medium Villains arrive from their Table edge; use whatever Type you have available.
8. Any Spells the Villains cast this Turn cause +3 Wounds (Eldritch Dart), or heal +3 Wounds (Heal).
9. The next Villain to perform a Shoot Action gets a +7 bonus.
10. This Turn, all Villains ignore penalties caused by Wound counters.
11. The next Villain to Block an Attack gets a +7 bonus.
12. All Villains currently in Base Contact with a Hero make an immediate, free Attack Action.

Rolling a 1 is never a good thing… but with this optional rule, it might be even worse than you thought!