

Enemy Behavior INFO Card (4.72x3.15 inches) Cut out the top row and bottom row. Fold each in half. Will fit into the same card sleeves as the Enemy Behavior Cards.

Enemy Standards:

- 1) Enemies will fulfill the requirements of each separate action in the fastest/shortest possible way, with no regards to other enemies, optimal effect, or to their own next action(s).
 - a) This means, when moving from outside of range and/or LOS, enemies will always seek the fastest route to the nearest square from which they gain range and/or LOS.
- 2) When placed/activated by global effects/conditions, enemies go in the order **Red 1-8, Yellow 1-8.**

Enemy Priorities:

- 1) Enemies consider diagonal moves and ranges as further than straight moves or ranges. If both players are the same number of squares away, the enemy takes the route with the fewest diagonal moves or targets the player from which the straightest LOS can be drawn.
- 2) If the EBC priority (e.g., Nearest, Most distant, Least shields) has more than 1 qualified player use "Last activated player" as tiebreaker.

The Enemies Turn:

- 1) The enemy takes its turn after a player's turn and the mission check.
- 2) The enemy always goes first after a Mission Update.
- 3) If **Red** and **Yellow** enemies are on the board, they alternate turns (both do not move or attack during the same enemy turn). Flip the Enemy Behavior Card (EBC) over for the other color at the start of their turn (except their 1st turn).
- 4) The first time the enemy takes their turn, if both the red and yellow enemies are on the board, the campaign book will specify which color enemy goes first (typically red goes first).
- 5) If either **Red** and **Yellow** are not on the board, do not flip the EBC over. The one color enemy (either **red** or **yellow**) activates on each enemy turn since the other color is not on the board.
- 6) Enemies do not perform actions like opening doors or attacking explosives, unless specifically stated in the mission's conditions.
- 7) The top row of enemy actions on the EBC apply to the lowest numbered enemy of that color. The second row to the 2nd lowest. Sometimes the 3rd row (!) also applies.
- 8) There usually are more enemies with 3 or 4 players, but only 2 per color activate on an enemy turn.

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