CONTROLLING ENEMIES

Control enemies one at a time, starting in the lowest square:
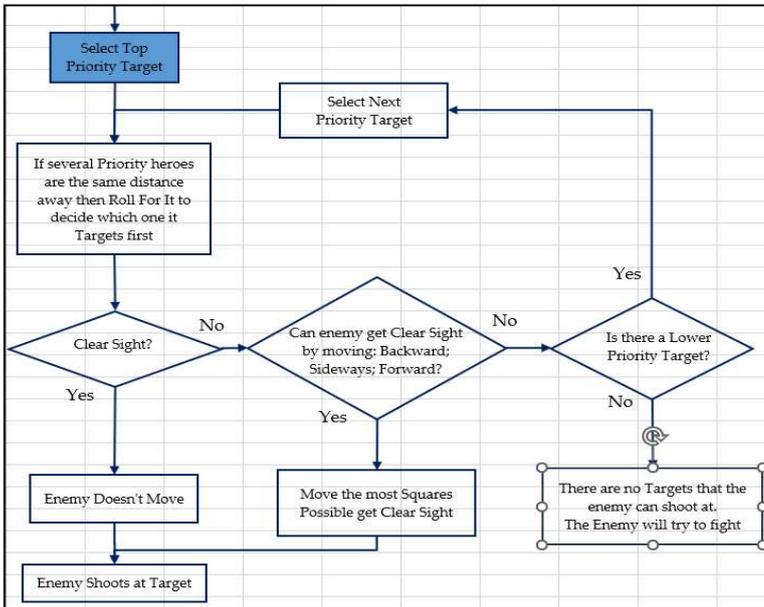
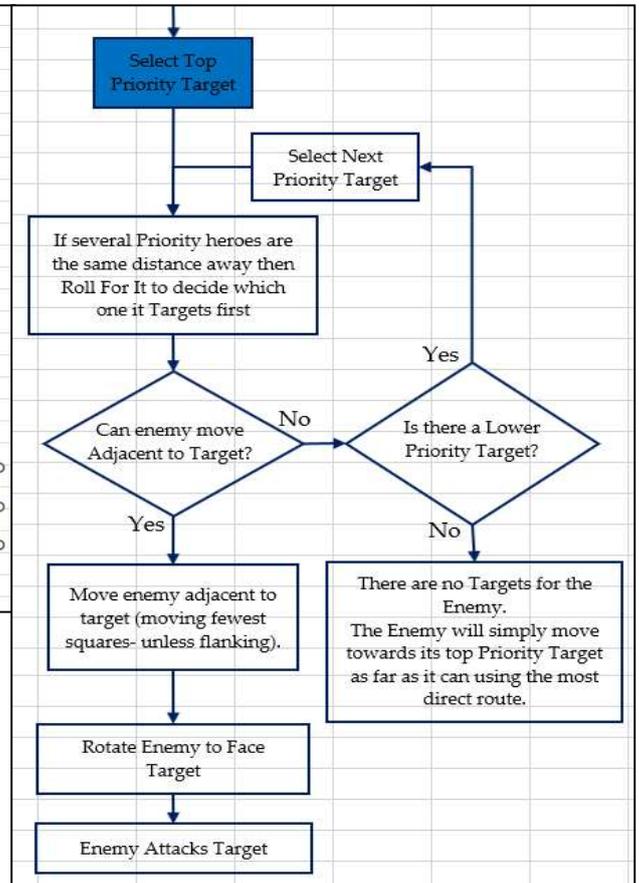| 11	12	13	14	15
6	7	8	9	10
1	2	3	4	5

Each enemy can perform 1 Combat phase, trying in this order:
1) Spell Phase; 2) Shooting Phase; 3) Fighting Phase

Spell & Shooting Phases

Select Top Priority Target

Select Next Priority Target

If several Priority heroes are the same distance away then Roll For It to decide which one it Targets first

Clear Sight? — No → Can enemy get Clear Sight by moving: Backward; Sideways; Forward? — No → Is there a Lower Priority Target? — Yes → Select Next Priority Target

Clear Sight? — Yes → Enemy Doesn't Move

Can enemy get Clear Sight by moving: Backward; Sideways; Forward? — Yes → Move the most Squares Possible get Clear Sight

Is there a Lower Priority Target? — No → There are no Targets that the enemy can shoot at. The Enemy will try to fight

Enemy Shoots at Target

Fighting Phase

Select Top Priority Target

Select Next Priority Target

If several Priority heroes are the same distance away then Roll For It to decide which one it Targets first

Can enemy move Adjacent to Target? — No → Is there a Lower Priority Target? — Yes → Select Next Priority Target

Can enemy move Adjacent to Target? — Yes → Move enemy adjacent to target (moving fewest squares- unless flanking).

Is there a Lower Priority Target? — No → There are no Targets for the Enemy. The Enemy will simply move towards its top Priority Target as far as it can using the most direct route.

Rotate Enemy to Face Target

Enemy Attacks Target

Enemy Tactics

Priority (on Enemy Card)	The enemy will try to shoot at…	Examples Using the Diagram
Shoot Nearest	the nearest Hero. This is the hero that is nearest, by simply counting the number of squares they are apart, ignoring other enemies or Room Contents.	The Enemy's top priority is H1 since he is just 4 Squares away.
Shoot Furthest	the furthest Hero. This is the hero that is furthest away, by simply counting the number of squares away, ignoring other enemies or Room Contents.	The Enemy's top priority is H3 since he is 9 Squares away.
Shoot as Gang	a Hero that has just been shot-at by the previous enemy. This way several enemies can gang-up to target a single hero.	
Shoot New Hero	a Hero that has not already been shot at this round. If all heroes have been shot-at, use the next priority on the enemy card.	
Shoot Random	a random hero. RFI to decide which hero.	

Priority (on Enemy Card)	The enemy will try to fight…	Examples Using the Diagram
Fight Closest	the closest Hero. This is the hero that is easiest to reach, by counting the number of squares to be adjacent.	The Enemy's top priority is H2 since it can move just 3 Squares to be Adjacent.
Fight Furthest	the furthest Hero. This is the hero that is furthest to reach, by counting the number of squares to be adjacent.	The Enemy's top priority is H3 since it has to move is 8 Squares to be Adjacent
Fight as Gang	a Hero that is already adjacent to the most enemies. This way the enemies can gang-up on a hero.	The Enemy's top priority is H4 since he is already Adjacent to 4 enemies.
Fight Individual	a Hero that is not currently adjacent to an enemy	The Enemy's top priority is H2.
Fight Random	a random hero. RFI to decide which hero.	

Moving for Clear Sight (CS) (to Cast Spell or Shoot)

It will move as far away as possible before casting or shooting at a hero. Move the enemy mini in the following order to try to get CS: 1) Backwards (away from the hero), Left, Right, Forwards. If impossible to get CS it will try to fight.

Moving to Fight

Take the shortest route to be adjacent to the hero.

If the nearest adjacent square is occupied, try going clockwise, then anti-clockwise to reach another adjacent square.

	3A	3A	3A	3A	3A	2A	
4		3A	3A	3A	2A	4A	
4	4		3A	2A	4A	4A	
4	4	4	H	4A	4A	4A	
4	4	2	3	1A	4A	4A	
4	2	3	3	3	1A	4A	
2	3	3	3	3	3	1A	

Enemy starting in Square 1 will try to move to Adjacent Square 1;

Enemy starting in Square 4 will try to move to Adjacent Square 4;

Flanking

Enemy starting in Square 1 will try to move to opposite Adjacent Square 1A;

Enemy starting in Square 4 will try to move to opposite Adjacent Square 4A;

Moving to Fight Near Doorways

1) **an enemy will not step through a doorway to stand and fight on the square on the other side, if it will then be adjacent to 3 or 4 heroes. It** will try to move further through so that it is adjacent to just 1 or 2 heroes. If it can't do this it will...

2) instead, try to stop at the doorway to immediately fight a hero that is adjacent

3) finally, if there is no adjacent hero to fight it will step to the side of the doorway

It will never stop in Square X:

Example 1	Wall			Example 2	Wall			Example 3	Wall			Example 4	Wall		
												1	1		
H	H1	3		H	H1	3		H	H1	3		H	1	2	
H	X	2		H	X	2		X	X	2		H	X	X	
H	1	4		1	H2	4		H	H2	4		H	1	3	
1	1			1	1							H	1		

Large Enemies

Moving

When moving, count the Squares moved by its front square.

It can squeeze to move down passages at its normal speed, even though the mini will be wider than the passage.

An enemy can move through a door that is one size smaller than its Size.

It will move the shortest distance to fight its Priority Hero.

Fighting

It can fight in all directions - there isn't a front or back

Its Reach is how many squares away it can fight.

H	H	H	H
H		E		H
H	H	H	H

Fighting Through Doorways

It can only fight heroes in these squares even if its Reach is above 2 - these examples show a single and double doorway: