

General AI behavior

In all the missions the AI Movement of all villains play as below (instead of the original movement rules in the end of the round):

After a hero move through a "Line of sight" of a villain: if there is no other hero in the villain area, that villain move up to his speed trying to get to the hero current Area – each villain move only after that hero end his turn.

A hero can make a 'mental check' with the difficulty of the 'action point' of the enemy to try and Move Stealthily (each move action in Line of sight or through Area with a villain), if he succeeds the villain will not follow him. Nor he will do any action in his menace results against that hero.

Any ATTACK make noise and the player must put +1 token on the board that make all "Stealth tests" harder.

If there is +3 on the board the Alarm is raise and all rooms activated immediately (except any auto-activated or Exterior tiles).

And from now on there are no stealth options.

Hero can make Stealth attack by rolling -1 die attack roll and all power dice will be normal: that attack not making sound.

Any Check in "Line of sight" of an enemy destroy the Stealth against him



General AI Effects

Power cards: in the strategy phase put 1 Power card to each active villain. This rule effects any AI hero that act against you in the game. The character gain both power and technique of that card. Boss villain do not use cards instead use the Menace sheet with that Boss villain actions.

If there is a special power that effect specific type of villain attached it to that villain to maximize effect. Any action can be made from the power cards is made after the usual activation of that character.

Tile activation: at the end of each round roll 1 8-sided die to activate traps & reinforcement:

- 0 – Each room activated ONLY if MOST of the heroes is in that room.
- 1 – Each room activated if there is at least one hero in the room.
- 2 – Each room with open door get activated.

Actions & decisions: Each time the AI need to make a choice that choice Make to maximize his abilities and effectiveness.

Reinforcement and position: at the Setup place 2 initiative tokens on the Villains cards and each time you need to choose one or more of them to Deploy or for other reasons, take the villains with initiative on them.

Then move the tokens to the next villains.

You may do this also to lieutenants if you want random lieutenants.

