Fallout®

WASTELAND WARFARE

AI HANDBOOK

OVERVIEW

Fallout: Wasteland Warfare can be played with a solo player against an AI opponent or with multiple players working co-operatively as a 'team' against the AI. This handbook offers information and advice on how to get the most out of the AI, and will cover:

TABLETOP AND VIDEOGAME 'AI'

In the *Fallout* video games, AI are computers and robots like ZAX or the synths. In *Fallout: Wasteland Warfare*, the term AI refers to the game mechanics that makes decisions for the models controlled by the game. Neither should be underestimated.

- **Setting the AI** – Advice on how to set the AI's objectives when making your own scenarios.
- **Creating an AI Force**
- **AI Scenarios** – 3 new, ready-to-play, standalone, AI scenarios using just the 2-player Starter Set.

SETTING THE AI

The AI is designed to cope with many tasks and situations, and you can use it to create interesting scenarios to play against. The most important elements are the AI's settings: its **Objective**, and the **Subject** of that objective.

The AI scenarios in the *Campaign Handbook*, as well as the scenarios in this *AI Handbook*, give some examples of what the AI can achieve. This section will explain some of the ways to unlock the AI's potential. First, we'll look at the four Objectives – **Defeat**, **Go To**, **Use**, and **Protect** – before considering how to combine these Objectives.

*Note that the Objective and its Subject will be written as follows: **Objective [Subject]**. For example, if the AI is to kill the enemy leader, meaning the Objective is 'Defeat' and the Subject is the enemy leader, then this will be written as '**Defeat [Enemy Leader]**'.*

OBJECTIVES

Objective: Defeat

When given the Defeat Objective, the AI will try to destroy whatever the Subject is, or move towards a position from where it can destroy the Subject. The Subject for this Objective can be a model or any object; plus, there can be one or multiple Subjects.

So, an AI that wants revenge on the burning down of their crop fields (even if it is mistaken identity as you were never near their fields last Thursday at 9pm with a lit torch, honest) wants to wipe out your whole settlement, their Objective would be **Defeat [Any enemy]**. An AI that wants to take out just your tech guy would have an Objective of **Defeat [the Tech model]**. An AI can target a sub-set of your models too with an Objective like **Defeat [Any Mutant Hound]**.

Even though a model has the Defeat Objective, remember that they will only attack the Subject specifically if their matrix tells them to perform the Objective (*O*) Response. If the model is performing the Attack (*A*) Response, then the model will attack whoever/whatever their priority list determines.

Objective: Go To

This Objective purely moves a model – it will not attack or take any other action along the way, only move towards the Subject.

Multiple, sequential 'Go To' Objectives with different Subjects can be used to give the AI a **route** to follow, which can even form a repeating loop or patrol route.

Want to break into the factory guarded by Super Mutants? Give them a sequence of **Go To [Next checkpoint]** where each checkpoint is the next corner of the building so they will patrol around it. They need a rule that tells them when to stop patrolling and when to respond to intruders too, so their Objective changes when they witness any trigger – at which point their Objective is **Defeat [Any enemy model that any of the SM's have seen during this or last round]**. Not only does that let the Super Mutants attack any infiltrators, but you now have an AI that potentially can be duped with a distraction. (See 'The Break-in' scenario later in this handbook for an example.)

Objective: Use

If you want the AI to go to and use an item, the 'Use' Objective will achieve both – an AI model executing the 'Use' Objective will use the Subject if it can, or will Move closer to it, if it is not near enough to Use it.

EXAMPLES OF SIMPLE AI SETTINGS

A lot can be achieved with a single AI setting. Below are the AI settings for some typical scenarios:

- Hacking — **Use [Computer Terminals]**
- Wipe out — **Defeat [Any model]**
- Revenge — **Defeat [Specific model]**
- Cripple factory — **Defeat [Single power controller]**
- Free captives — **Use [Gate control]**
- Scavenge — **Use [Searchables]** (Interact to pick up / Use Expertise if required)
- Repel attack — **Protect [Self]**
- Flee — **Go to [Exit: Off one specific side of battlefield]**

Use can be applied to many different activities: hacking computers, lockpicking and searching, as well as picking up and setting down objects, turning machinery on or off, talking to contacts, looking at Investigation Markers, placing explosives, and so on.

Depending on the context, Use can require a Use Expertise Action and roll (such as picking the lock to a door), or can just require Interacting with an item (such as picking-up a document), or can even be performed from a distance (such as looking at an Investigation Marker). Remember: a model can Interact with an object if they are in base-to-base contact with it **and** they are not engaged.

Objective: Protect

The Protect Objective employs the Defend (*D*) Response, which will attack the greatest threat or will move to be close to the Subject, so that it can then attack the threats.

To assess the greatest threat, a model performing Defend judges who it would attack **if it were in the position of the model it is defending**. Therefore, each model uses its own target priority list to assess who it views as the greatest threat (which already factors in its aggression, natural behaviour and who it can best defeat). As a result, not every model will do the same thing even if standing in the same position and defending the same model against the same potential threats.

DIFFERENT AI SETTINGS WITHIN THE SAME FORCE

Different models in the same AI force can have different AI settings: one model, which carries an item, may have a different Objective compared to those that are protecting the model carrying the item.

*Example: Most of the AI Super Mutant force have the AI setting of **Defeat [Any grain store]**, whilst the Enslaved Techs with them have the AI setting of **Use [Locked Safes]**.*

As a result, the Super Mutants try to destroy the winter's food supply in the warehouse, whilst the Techs try to steal the valuables that are locked away – how will you allocate your efforts to stop both of these threats?

The difference can even be just down to the Subject, such as some AI models having the Objective **Defeat [Sole Survivor]** whilst others have **Defeat [Any Survivor]**.

LIMITS TO COMPLETING AN OBJECTIVE

You can add some limits determining when an Objective is complete. So **Defeat [Any Mutant Hound]** could be complete after removing one hound, or three hounds, etc. rather than when all of them are defeated.

CHANGING OBJECTIVE

An AI's Objective and/or Subject can change during the battle based on various factors. An Objective can change due to a fixed reason, so the AI enters its next phase. This could be based on:

- What the AI has achieved.
  The AI has destroyed three of the five turrets so it will now enter the camp so its Objective changes from **Defeat [Any turret]** *to* **Go To [Weapons store]**.

- What the player has achieved.
  The player has broken through the gate so the AI Brotherhood changes from **Defeat [Any enemy]** *to* **Protect [Generator]**.

- What state the AI is in.
  Half of the AI Survivors have been removed so the rest turn and run changing from **Protect [Supply Wagon]** *to* **Go To [Off Battlefield]**.

An Objective can switch whilst a specific situation is true and return to its original Objective if it is not true.

> *Example 1: The AI is to steal some secret plans so it starts with the Objective* **Use [Plans]**. *As soon as any AI model picks up the plans, the AI switches Objectives – the model carrying the plans changes to* **Go To [Exit point]** *and the other AI models change to* **Protect [Model carrying plans]**. *If the model carrying the plans is removed, so no-one is holding the plans, then the AI models all revert to* **Use [Plans]** *until a model picks up the plans.*

> *Example 2: An AI BoS force is trying not to leave any team member behind. The AI has the main Objective* **Go To [Evac point]**. *The AI will win the scenario if they get half or more of their team out. If any AI model falls below 3 Health, any of the AI with 3 or more Health changes their Objective to* **Defend [Nearest friendly model with less than 3 Health]**.

The changes to Objectives can even occur on an individual model basis.

> *Example 3: An AI Field Scribe wants to hack a computer to open the gate, but will only do so if there are no enemies within Blue of the console. In this case, the Field Scribe's Objective is* **Use [Console]** *if there is no enemy within Blue of the console; otherwise,* **Defeat [Any enemy within Blue of console]**. *This is independent of any settings for other AI models.*

SUBJECTS

The Subject can be defined in almost any way. The Subject can be one specific item (the leader), or several specific items (the two doors at the rear of the warehouse), or multiple items (any Searchable). As mentioned above, the Subject can be as narrow as you want too, such as any Mutant Hound, any model carrying explosives, or any explosive barrel within range with an enemy within its area of effect.

The Subject can be dynamic too, so it changes automatically during a scenario, e.g. the nearest Radscorpion, or the car with the least damage, or the Survivor nearest to the exit.

ASSEMBLING AN AI FORCE

An AI force is usually of an equal total Caps value as the player's force (although the scenario itself could affect this).

Each AI model is equipped with its Standard Equipment as shown on its AI card. The AI must be equipped before creating your own force so that the AI models have all the weapons they require.

If your AI force needs a greater value, but you don't want to use more models, you can increase the value of the AI force by equipping one or more AI models with any one or more of the following:

- One item of Armor or Clothing
- One or more Strong Armor Bonus Tokens (cost: 6 Caps each)
- One Mod
- One Chem (and activate it as soon as it may be useful)
- One Food and Drink card to be used when suitably useful.

SCENARIOS

THE MISSILE

One of your settlement's daybreak scavenging parties reports a group of Super Mutants escorting what appears to be a warhead from the Great War. Were that to detonate, it would devastate this entire area. This is the perfect time to strike the slow-moving sled and escort – that missile must not remain in the hands of the Super Mutants.

SPECIAL RULES

AI Settings: **Protect [Missile]**

The Missile's Sled

The missile is on a heavy transport sled – a slow-moving, tracked platform whose engine has been pre-programmed by the Super Mutant's Tech. At the end of each turn, the sled moves Red towards the exit point, taking the shortest passable route, and treating difficult terrain as if it were normal terrain.

If the sled contacts any model, perform Push Back so that the model moves the shortest distance out of the sled's movement that turn. If Push Back will not move a model from the sled's path, it runs them over and the model is removed from the battlefield.

- The sled can be sabotaged by causing it **5 damage**. The sled's **Armour Rating** is **3 physical**, **1 energy**, **X radiation**.
- A successful **Use [Lockpick]** action whilst **Interacting** with the sled will cause the sled 1 damage (with no armor roll).
- The sled counts as Cover, is Impassable, but does not block Line of Sight.

Accidental Detonation

The missile is hit if:

- Any Shooting attacks at targets within Yellow of the sled roll an ⚠X⚠.
- Any Shooting attacks at the sled roll an ⚠X⚠.
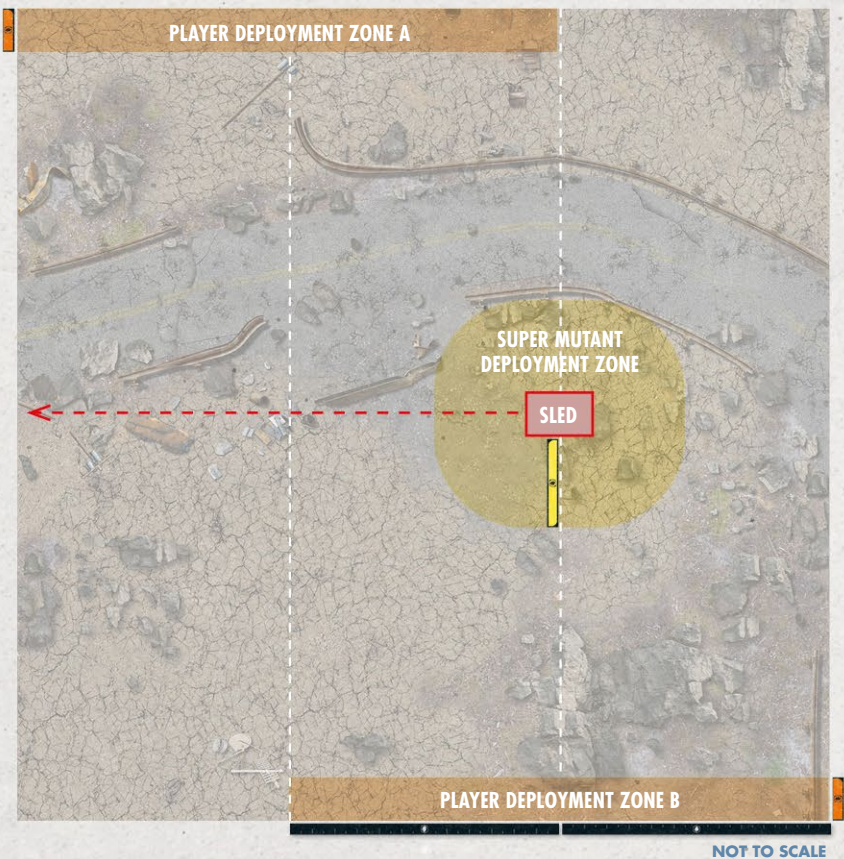- Any area effect damage affects the missile.

(Note that Shooting attacks do not include Close Combat Actions, even if using rifles, pistols, etc.)

When the missile is hit, roll the Armor Dice. If the result is equal to or lower than the total number of times the missile has been hit previously, the missile detonates, the entire battlefield is destroyed, the game ends, and the player loses. (Oops!)

Game Duration: Until a victory condition occurs.

VICTORY CONDITIONS	
Player win	If the sled is sabotaged.
No win	If the missile is detonated.
AI win	If the sled exits the battlefield.

PLAYER DEPLOYMENT ZONE A

SUPER MUTANT DEPLOYMENT ZONE

SLED

PLAYER DEPLOYMENT ZONE B

NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

- Use something to represent the missile sled (preferably around 3cm long and 2cm wide). The missile sled starts with its center Black from an edge of the battlefield. Select a point along the opposite battlefield edge as the missile's exit point.
- Place the Super Mutant force's models up to Yellow from the sled.
- The player may deploy all, some, or none of their models in Zone A during set-up. Any models not deployed in Zone A during set-up will deploy in Zone B at the start of round 2. (This is because it will take time to circle round to the other side without being seen.)

SUGGESTED FORCES

AI (Faction: **Super Mutants**)
- **Brute** with Sledgehammer
- **2 x Super Mutant** with Bolt-Actipn Pipe Rifle and Board
- **2 x Mutant Hound** with Hound Bite
- **Enslaved Tech** with Combat Shotgun

Player (Faction: **Survivors**)
- **Sole Survivor** in T-60 Power Armor with Combat Rifle and Baseball Bat
- **2 x Settlers** with Assault Rifle
- **Dog Meat** with Dog Bite

REPLAYING THE SCENARIO

Try this scenario with a different faction protecting the missile.

THE BREAK-IN

The Super Mutants are up to something: the heavy presence at the abandoned Brotherhood post... the guards pacing patrol routes... something is going on! It can't be coincidence that this happens to be exactly where the central distribution valve is located. The water from the reservoir had flowed to your settlement without issue until it stopped recently – it was thought that maybe the central distribution valve was jammed? Now it appears the valve may have been altered deliberately. A group of Super Mutants just left but are likely to return. The time to strike is now, before they come back.

SPECIAL RULES

A player model can **Interact** with the valve to open the flow of water back to the settlement.

AI Settings: When the scenario starts, the AI patrols the area. Until an AI model is aware of any enemy, do not roll on its AI Matrix but, instead, perform the Objective response using the setting: **Go To [Next marker along patrol route]** (see 'Patrol Routes', below)

Whilst patrolling, Mutant Hounds will limit their Move distance to Yellow.

Patrol Routes

During set-up, some guard routes will be set by placing numbers (Investigation Markers) and/or letters (Searchables). After reaching one marker, the AI will move to the next one on the patrol sequence. The AI model does not need to stop when reaching a route marker. When an AI reaches the final marker along a route, it loops so that the next marker is the first marker of its route. In the example layout, three patrol routes are shown:

- Patrol route 1   1-2-3-4
- Patrol route 2   A-B
- Patrol route 3   E-F-G
- Patrol route 4   4-3-2-1-2-3

When an AI model either (a) is aware of any trigger, or (b) has Line of Sight to a player model within one Awareness length during any of its actions, it ends patrolling. The remainder of its actions for the current turn, and all actions for further turns, are resolved using its AI Matrix as normal with an Objective setting of **Defeat [Any enemy model that any of the SM's have seen during this or last round]**. (This is because the Super Mutants shout to communicate with each other.)

Game Duration: 6 rounds.

VICTORY CONDITIONS	
Player win	If the valve is restored to a working state, and at least half the player's models exit the battlefield off any side.

PLAYER DEPLOYMENT ZONE

NOT TO SCALE

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

The battlefield needs a large structure, or walls suggesting the remains of a large structure; these walls should block Line of Sight. Inside the large structure is a small building containing the valve – this building also blocks LoS.

- **Patrol routes:** The patrol routes should be placed so that the routes cross in places.
- **Super Mutant placement:** Place pairs of models at the start of their routes. Super Mutants with a Mutant Hound each, Brute with the Enslaved Tech, and Settlers together.
- **Player placement:** The player may deploy their models anywhere up to Orange from any battlefield edge.

SUGGESTED FORCES

AI (Faction: **Super Mutants**)
- **Brute** with Sledgehammer
- **2 x Super Mutant** with Bolt-Action Pipe Rifle and Board
- **2 x Mutant Hound** with Hound Bite
- **Enslaved Tech** with Combat Shotgun
- **2 x Settlers** with Assault Rifle

Player (Faction: **Survivors**)
- **Aspirant Goddard** in T-60 with Plasma Rifle and Pipe Wrench
- **Sole Survivor** with Combat Rifle and Baseball Bat
- **Dog Meat** with Dog Bite

REPLAYING THE SCENARIO

Try this scenario with different patrol routes, as well as different quantities and mixtures of AI models.

THE ESCAPED TECH

A distant flicker of movement... you spy a human running towards the ruined buildings before going to ground. Soon, Super Mutants head to the same area, Mutant Hounds sniffing the ground, seeking a trail against the strong northerly wind. A manhunt! Can you find their quarry before they do?

SPECIAL RULES

AI Settings:

In this scenario, the AI settings change between the three phases. The AI starts the scenario at Phase 1.

Phase 1: Searching for the Tech
- Mutant Hounds   **Use [Nearest Investigation Marker]** to reveal the marker.
- Super Mutants   **Protect [Their Mutant Hound]**

During Phase 1, do not roll on the AI Matrix for Mutant Hounds: they perform 🌀 for every Action.

If a Mutant Hound turns over an Investigation Marker revealing the Tech's location, the Mutant Hound barks to alert the Super Mutants: replace the marker with the Enslaved Tech model, and AI settings change to Phase 2. If the marker doesn't reveal the Tech's location, simply remove the marker.

If a player finds the Investigation Marker first, replace it with the Enslaved Tech model, which the player now controls. The unarmed Tech performs only Move actions. While controlled by the player, the Tech will not Move if a Mutant Hound is within Yellow unless a player model is also within Yellow. The Mutant Hounds continue searching (performing Phase 1) unless the Tech passes into the LoS of any AI model, at which point the AI moves to Phase 2.

Phase 2: Tech Discovered
- Mutant Hounds   **Protect [Tech]**
- Super Mutants   **Use (Presence) [Tech]**

During Phase 2, do not roll on the AI Matrix for Mutant Hounds, they perform 🌀 for every Action.

A successful Use Presence by a Super Mutant places the Enslaved Tech back under their sway. The Tech is now an AI model which only performs the 🌀 (no longer under the control of the player, if it was). The AI moves to Phase 3.

Phase 3: Tech Restored
- Mutant Hounds   **Protect [Tech]**
- Super Mutants   **Protect [Tech]**
- Enslaved Tech   **Go To [Exit]**

Investigation Markers

While the Mutant Hounds are the only AI models that can look at the Investigation Markers, the strong wind obscures the Tech's scent, reducing their Awareness to Red while doing so. Calling to the Tech to join them, any Player model can look at
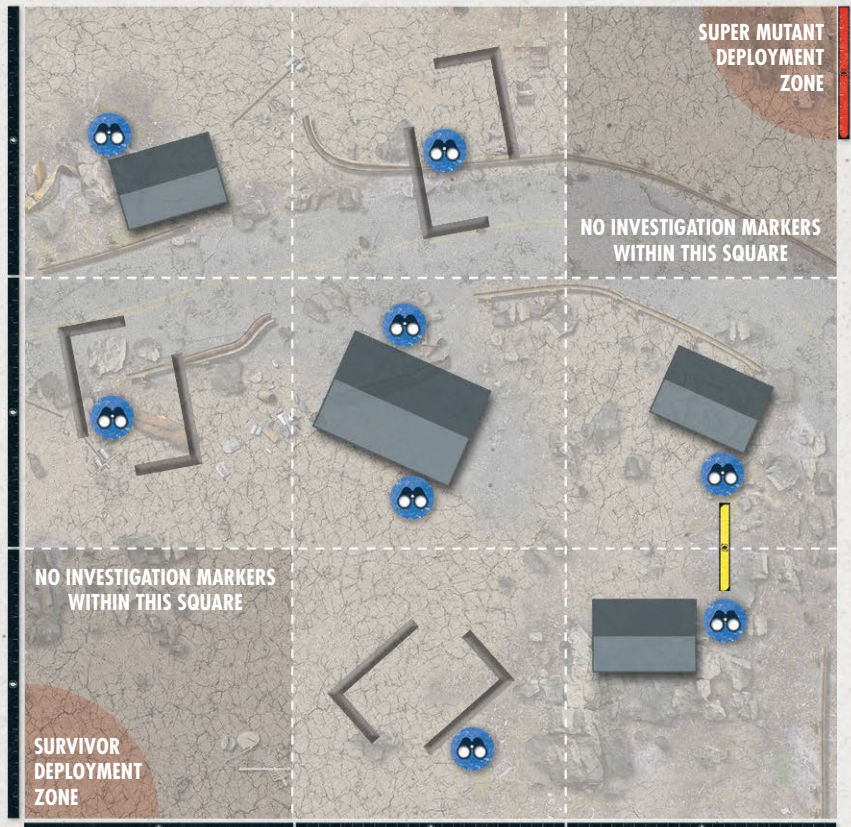
NOT TO SCALE

the markers. However, as they must speak quietly, Player models' Awareness for looking at Investigation Markers is reduced to Yellow.

VICTORY CONDITIONS	
Player win	Player-controlled Tech leaves the battlefield (Phases 1-2).
Player win	All Super Mutants & Mutant Hounds removed (Phases 2-3).
Player loss	Tech is removed.
AI win	AI-controlled Tech leaves the battlefield (Phase 3).

BATTLEFIELD SET-UP

This scenario is played on a **3 feet x 3 feet** (90cm x 90cm) table.

- Forces start up to Yellow from opposite corners of the battlefield,
- Each **Super Mutant** is paired with a **Mutant Hound**.
- The battlefield should comprise various buildings, ruined walls, etc. which break Line of Sight. The Tech is hiding somewhere amongst them.
- Mix **8 Investigation Markers** (7 x blanks and #1), face-down. Spread the markers across the battlefield, with one or two at each building at ground level. No marker should be within the greyed areas (see above); ideally, place them more than Yellow apart. **#1** marks the location of the Tech.
- **Exits:** A model can exit the battlefield at any point on the battlefield edge up to Black from their opponent's starting corner.

SUGGESTED FORCES

AI (Faction: **Super Mutants**)
- **2 x Super Mutant** with Bolt-Actipn Pipe Rifle and Board
- **2 x Mutant Hound** with Hound Bite

Players (Faction: **Survivors**)
- **Sole Survivor** with Hunting Rifle and Baseball Bat
- **2 x Settler** with Combat Rifle
- **Dogmeat** with Dog Bite