TDZ Tabletop Bot for Battletech Alpha Strike

Version 1.2

INDEX

INTRODUCTION

The TDZ Table Top Bot for Battletech Alpha Strike is designed to allow a simulation of a somewhat smart enemy or friend for Battletech Alpha Strike. This adds a possibility to play the game in single player or co-op against a virtual enemy that makes unpredictable movements.

1. BASELINE

The TDZ Table Top Bot for Battletech Alpha Strike is based on situational options which are then chosen at random. A player can choose to add weight to certain preferences as well if he believes his imaginary opponent to have such preferences. This will be explained in 3.
Generally, no matter the situation of circumstance, if a Mech is able to shoot, it will always attempt to shoot. If it moves, it will always move towards the closest target. Should 2 targets be in the same distance, it will move towards the weaker target. Should both be identically weak, a dice roll will decide.
If a bot has the choice between multiple types of cover, it will choose the one closest to the target and it will prefer cover that shields it from mechs that are not its direct target. If multiple covers are possible, each cover gets a dice number which is then rolled.
A bot will consider self-preservation. If the action is "stay" but a player is behind his mech, it will turn the mech until it is no longer behind him.
Generally, a bot will attempt the most direct path to fulfill the action unless it would put him into an obviously bad situation.

2. SITUATIONS

This section will cover the different situations a mech can find itself in and show what the default results can be on d6 throw.

> ! To get the most out of this system you may want to adjust the rules to be more "human". The dice roll will decide the action but not the execution. Make sure that a "move towards an enemy" is a straight path, but not "a mindless straight line towards an enemy". Instead, ensure that risks and terrain are taken into account in a logical way.

2.1 NO LINE OF SIGHT TO ANY OPPONENT

This situation means that a mech cannot directly see any opponent mech. The measure is taken when the mech starts to move. If an opponent has moved into its line of sight in that round, this rule no longer applies. If all opponents have moved out of line of sight, then this rule applies instead.

Roll	Type	Action
1 - 2	PACIFIST	Proceed with caution. Move closer and try to get cover, prefer moving intp cover over using all movement points.
3 - 4	NEUTRAL	Proceed fast. Run closer, go for cover if possible.
5 - 6	AGGRESSIVE	Proceed Aggressively. Move closer without running and get a line of fire at all costs. Prefer shooting position over cover.

2.2 LONG DISTANCE TO NEAREST ENEMY

The mech is too far away to get a good shot, but has a line of sight and can attempt an attack.

Roll	Type	Action
1 - 2	PACIFIST	Close in with cover in mind and without running.
3 - 4	NEUTRAL	Run as close as possible. Distance covered is more important than cover.
5 - 6	AGGRESSIVE	Close in without cover in mind and without running. Getting closer for a better shot is priority over cover

2.3 MEDIUM TO SHORT DISTANCE

The mech must have line of sight and be at medium to short distance to an opponent for this rule to apply.

Fast mech (MV 12" or higher)
Always move to gain the TMM and make it more difficult to get shot. do not move out of line of sight of the most valid target, but do move smart and avoid exposing the mech to too many different attack vectors.

Roll	Type	Action
1 - 3	PACIFIST	Move to new cover.
4 - 6	AGGRESSIVE	Attempt to get behind target.

Slow Mech (MV up to 12")
Stay in cover as long as feasible and focus on steady shots instead of being difficult to hit. Prioritize dealing damage to taking less damage.

Roll	Type	Action
1 - 4	PACIFIST	Stay or move into better cover in 1 inch radius.
5 - 6	AGGRESSIVE	Attempt to move closer but stay in partial cover.

2.4 Behind enemy

Mech has a vantage point (or a possibility for a vantage point) behind another mech. This rule applies for the moment a mech moves. Should the target opponent have moved out of reach in the same round, this rule no longer applies. Should a target opponent have moved into such a position in the ame round, then this rule applies.

Roll	Type	Action
1 - 4	PACIFIST	Mech in partial cover but in line of fire if possible, prefer cover.
5 - 6	AGGRESSIVE	Mech in partial cover but in line of fire if possible, prefer line of fire.

2.5 HIGHLY DAMAGED

A mech has taken tremendous amounts of damage and needs to take cover more than fight back. For typical mechs a critical damage combined with complete loss of armor and a low amount of hit points left on the inner structure (3 or lower) can be considered for this category. for weak mechs a total loss of the armor fulfills this category.

Last mech in lance:

Roll	Type	Action
1 - 3	PACIFIST	Go for partial cover even if that means giving up a shooting position.
4 - 6	AGGRESSIVE	Go for partial cover but maintain shooting position. Attempt to only have a single mech in sight.

Other mechs are left in the lance:

Roll	Type	Action
1 - 3	PACIFIST	Search for nearest full cover. (Break line of sight to all opponents).
4 - 6	AGGRESSIVE	Attempt to have only a single foe in sight.

3. WEIGHING

Not all pilots are the same. If you play against another human, he will change his strategy in accordance with personality, mood and personal agenda. AI-Pilots are much more limited but some form of "human-like" behavior but nonetheless some form of shift in strategy can be simulated by changing experience and aggressiveness.

> **!** You can decide the gameplay style before the game starts or change/adapt it during the rounds. If, for example, you wish to have an opponent who gets increasingly desperate, then add a D6 roll to each beginning round. on a 1, 2, 3 he would become "Aggressive" and on a 4, 5, 6 he would remain calm.

3.1 EXPERIENCE

Simply adjust the Skill level of the pilot. It is highly advisable to ensure a fair balancing to your own mechs.

3.2 AGGRESSIVENESS

A 2nd D6 is rolled along the first one to rebalance the outcome. This can be used to give the opponent a bit of a playstyle deviation:

- High aggression: On a 1, 2, 3, 4 the dice number on the first throw is increased by 1 to a maximum of 6
- Low aggression: On a 1, 2, 3, 4 the dice number on the first throw is reduced by 1 to a minimum of 1

Example: Mech A has an aggressive pilot and is in long distance to the nearest enemy unit. The D6 roll shows a 4. Since the pilot is aggressive it turns into a 5 allowing an aggressive movement without cover.

4. INCREASE DIFFICULTY

To increase the difficulty allow targeting of weak units before closest units and/or disallow aggressive moves that take a mech out of cover.

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