CYLON RAIDER SIMPLE MANEUVER SOLO/CO-OP AI by Adam Kuzick

Couple things to note, this is a first draft, it is treating the cylon ships as using a variant of movement from the quick start rules, where it is intended that players use the complete rules.   Over time this will change and incorporate elevation, but currently it is based on playing on a flat surface. I do plan on working on a more in-depth AI, but want something functional right now

STEP 1:   CHOOSE TARGET

- Default is nearest enemy

STEP 2:   DETERMINE RANGE AND ELEVATION OF TARGET (Measured from centre peg to centre peg)

- If the target is on a different level, move one level closer, and do not do an overboost.
- 21+ cm Execute a speed 3 maneuver following an overboost.
- 16-20 cm Execute a High speed maneuver
- 11-15 cm Execute a medium speed maneuver
- 1-10cm Execute a low speed maneuver

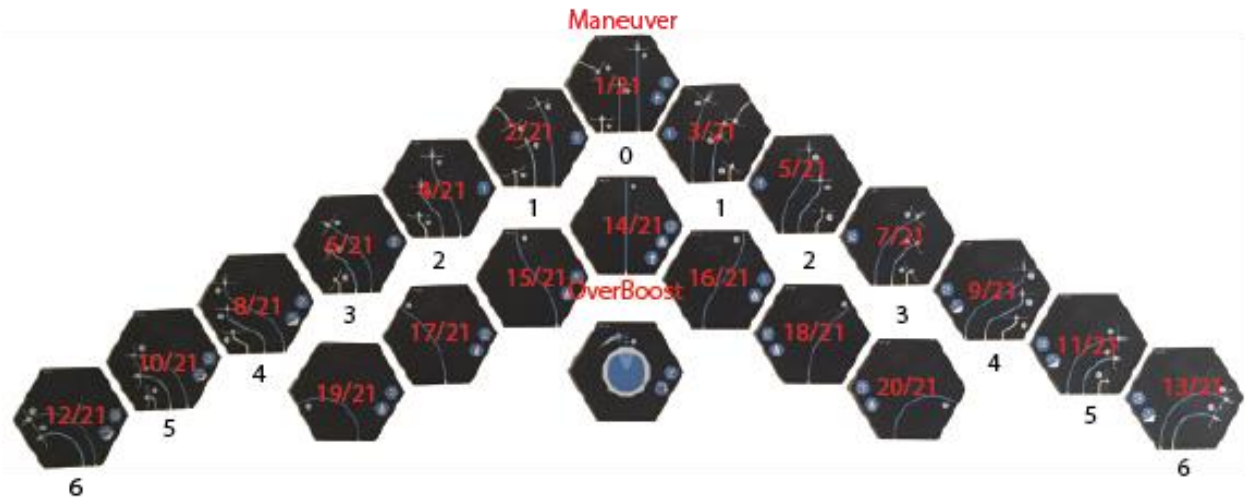STEP 3: DETERMINE VECTOR (see below)

STEP 4: EXECUTE MANEUVERS

STEP 5: ATTACK TARGET

- Nearest Enemy

DETERMINING VECTOR AND SELECTING MANEOUVRES

All movement is based on range determined by the Combat Ruler, and where the enemy is in relation to the Cylon about to execute a manoeuvre.   After you have determined range to target and the speed of maneuvers (including necessary overboost), we have to determine the actual vector. Vector is determined by using the clock position oriented on the activating cylon ships base then drawing a line from the activating cylon to the enemy target. Using the Combat Ruler or a laser level, determined which facing is the closest. Then if on the starboard or right, count clockwise how many positions between 0 and the enemy ship there are, very easy as the clock facing does the counting. So if an enemy is directly right at 24+cm, it would be 3.   Port or Left you just count counter-clockwise.   If an enemy is directly in the front, you don't have to count at all.

Now that we have the vector, and the speed, we choose the maneuvers by consulting the chart below. If the target is 21cm or greater consult the overboost chart first.   The number of positions you counted earlier determine how many along you move on the corresponding side, to a maximum of 3.   Make not of the G value of this card.

Maneuver

1/21   0

2/21   3/21

4/21   1   5/21

6/21   2   14/21   1   7/21

15/21 OverBoost   16/21   2

8/21   3   17/21   18/21   3   9/21

10/21   4   19/21   20/21   4   11/21

12/21   5   5   13/21

6   6

Now, that an overboost is selected we count down the facings again, with the above example of 3 we count 3 positions on the starboard (or right) side and get to a maneuver that has a G value of 2. As we executed an overboost with a G value of 3 already, we can't execute this maneuver so go back until we can select a legal maneuver.   After laying out the maneuvers, ships can attack.   Make note of the kintetic energy of the cylons, I use a small 6 sided die, as this is for any firing modifiers.