

UNDAUNTED: NORMANDY

Fan-Made Solitaire A.I. V1.2 (March 2020)

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Major changes highlighted in green.

TERMINOLOGY

OBJ: Objective

TGT: Target

DEF = X-; "a target unit with a total defence of "X" or less"

DRM; "Dice Roll Modifier"

BOLSTER if $d10 + DRM = 1-6$; "Roll a d10 and add the DRM, if the result is 1-6 then do BOLSTER."

SET-UP: Set up the game as per standard rules.

GAMEPLAY

Determine Initiative - From turn 2 onward deal 4 cards to yourself and to the AI player as per standard game. Roll a d10 for the AI Initiative. As per the standard game, your initiative is those of the card played. Discard your player card. Therefore A.I. will always play its turn with at least 4 cards and you with 3 cards but you are aware of AI Initiative value.

Play an A.I. card, following the sequence below, answer the questions roll a d10 + DRM (Dice Roll Modifier) and use the result to decide which action to take.

AI Playing Card Sequence:

Sergeant, Guide, Scout, MG, Sniper, Mortar, Rifleman, Squad Leader, Fog of War. Play first the TEAM A cards then the TEAM B cards and finally TEAM C cards.

SERGEANT

- 1) If no cards left to BOLSTER, use COMMAND otherwise perform 2)
- 2) Is it possible to use BOLSTER to add a counter or have not done BOLSTER yet?
Yes: DRM = -2



BOLSTER if $d10 + DRM = 1-6$
COMMAND if $d10 + DRM = 7-10$

GUIDE

- 1) If no cards left to BOLSTER, use GUIDE otherwise perform 2)
- 2) Is it possible to use BOLSTER to add a counter or have not done BOLSTER yet?
Yes: DRM = -2



BOLSTER if $d10 + DRM = 1-6$

GUIDE if $d10 + DRM = 7-10$

If the result is GUIDE then move (in case of multiple units are eligible then randomly chose one):

- A Rifleman which could enter an OBJ tile
- A unit on a tile with a TGT marker
- An MG/SNIPER which could move to a tile with a higher defence
- A random unit

SCOUT

- 1) Fog of War in AI hand?
 - a) **Yes**: Set **CASE A**, have scouted enough OBJ tiles to win?
Yes: DRM = +4
No: DRM = -3
 - b) **No**: set **CASE B** have scouted enough OBJ tiles to win?
 - i) **Yes**: DRM = +2. If $d10 + DRM$ result is SCOUT perform CONCEAL instead.
Also if on a tile with a TGT marker DRM = -3
 - ii) **No**: DRM = -3



SCOUT	CASE A+B	if $d10 + DRM = 1-4$
ATTACK	CASE A+B	if $d10 + DRM = 5-8$
RECON	CASE A	if $d10 + DRM = 9-10$
CONCEAL	CASE B	if $d10 + DRM = 9-10$

If SCOUT/CONCEAL is not possible, then ATTACK.

RIFLEMAN

1. Would win if control? Then CONTROL!
2. Is it on a tile with a TGT marker
Yes: DRM = -4
No: perform 3)
3. May it control an OBJ tile?
Yes: Then DRM = +6
No: perform 4)
4. May move into an uncontrolled OBJ tile or is it in the Spawn Tile?
Yes: DRM = -3
No: perform 5)
5. May shoot at an enemy with DEF = 5-?
Yes: DRM = +1 and any CONTROL result is used to ATTACK.



MOVE if $d10 + DRM = 1-4$
ATTACK if $d10 + DRM = 5-8$
CONTROL if $d10 + DRM = 9-10$
 (re-roll if not applicable)

If MOVE is not possible, then ATTACK.



SNIPER

- 1) Is it on a tile with a TGT marker
Yes: DRM = -4
No: perform 2)
- 2) Does a TGT with a tot def 7- exist?
Yes: then DRM = +2,
No: perform 3)
- 3) May STALK into a tile with higher defence value and nearest to the tile with the highest VPs?
Yes: DRM = -3 and if **STALK** move into such

tile

STALK if d10 + DRM = 1-4
ATTACK if d10 + DRM = 5-10

MACHINE GUNNERS

- 1) Is it on a tile with a TGT marker
Yes: DRM = -4
No: perform 2)
- 2) Is there an *unsuppressed* enemy Rifleman on an obj tile?
Yes: Then DRM = +3, **target** = Rifleman.
No: perform 3)
- 3) Is it possible to attack an enemy MG/SNIPER/MORTAR which has a tot DEF 8-?
Yes: Then DRM = +3, **target** = MG/SNIPER/MORTAR (in the given priority order)

MOVE if d10 + DRM = 1-2
ATTACK* if d10 + DRM = 3-5
SUPPRESS* if d10 + DRM = 6-10
 (re-roll if not applicable)

If MOVE is not possible, then ATTACK.

*If the **target** is not provided then see the end of Rules for Target selection.

SQUAD LEADER

If A.I. has 2 x Squad Leaders (SL) in hand, play the one in the team with most cards left in the supply and do BOLSTER, then play the second SL.



If INSPIRE makes no sense, use BOLSTER. If no cards are left to BOLSTER, use INSPIRE. Otherwise check the questions below.

- 1) Is it possible to use BOLSTER to add a counter?
Yes: DRM = -3
No: perform 2)
- 2) Is it possible to use INSPIRE to reactivate an MG, Sniper, Mortar, Rifleman or a Scout?
Yes: DRM = +3

BOLSTER if d10 + DRM = 1-6
INSPIRE if d10 + DRM = 7-10

Inspire order: if have **NOT** scouted enough OBJ tiles to win SCOUT/RIFLEMAN/MG/OTHERS otherwise SNIPER/MG/RIFLEMAN/SCOUT/OTHERS

MORTARS

1. If on a tile with a TGT marker
Yes: DRM = -5
No: perform 2)
2. Is the TGT marker placed then set **CASE A**, otherwise set **CASE B**.



MOVE CASE **A+B** if d10 + DRM = 1-2
BLAST* CASE **A** if d10 + DRM = 3-10
TARGET CASE **B** if d10 + DRM = 3-10
 (re-roll if not applicable)

If the action is TARGET then roll a d10 to get the tile where to place the TGT marker based on the highest unit target value (TGTVAL), in case of a tie place it on the tile with the most units:

Units TGTVAL:

SNIPER = 7
MG = 6
MORTAR = 5
RIFLEMAN = 4
SCOUT = 3

Example: Human Player has a Sniper on tile 1A (TGTVAL=7), one MG on tile 10B (TGTVAL=6) and two Riflemen (TGTVAL=8) on tile 3A: you place the Target Marker on 3A.

A.I. GENERAL BEHAVIOUR

ATTACK/SUPPRESS - TARGET SELECTION

MAIN TARGET: If the human player has a Rifleman on an uncontrolled tile and he misses 1 single VP to win, then the AI will target that Rifleman, otherwise use the table below.

ATTACK/SUPPRESS TARGET (TGT) SELECTION *				
SCOUT	RIFLEMAN	SNIPER	MG	MORTAR
Rifleman	Rifleman	Rifleman	Rifleman	See Rules section for MORTAR
Weakest Unit (TOT Defence)	Weakest Unit (TOT defence)	Sniper	Sniper	
		MG	MG	
		Mortar	Mortar	

* = Get the weakest (TOT Defence) target unit from the table, then check if there is another possible TGT whose TOT Defence is at least **2 values lower**. If such a unit exists, that is the final TGT.

Example: AI needs to perform an attack with a Sniper. The human player has a Rifleman with a total defence of 9 and another with a tot defence of 10. AI will target the first Rifleman with a tot defence of 9 unless it is possible to attack any other Player's unit with a total defence of 7 or less.

ACTION BOLSTER

Take cards from

- the pile with a unit counter on it
 - Priority: Rifleman/Sniper/MG/Mortar/Scout (*Designer Advice: I suggest, you pick up the one which makes more sense for the current Scenario situation*)
- the pile with the most cards left.
 - In case of a tie the take first cards from team A, then from team B and finally from team C.

Take all cards from the same pile if possible.

Example: A.I. has 3 piles in the Supply with a unit counter on it

- Rifleman A. 5 cards, 1 counter
- Rifleman B. 5 cards, 1 counter
- Sniper, 3 cards, 1 counter

With a "Bolster 3" action A.I. would take three "Rifleman A" cards.

ACTION MOVE/SCOUT

SCOUTS/RIFLEMAN

Move toward the tile with the highest VPs. When moving Scouts if possible build the path using already scouted tiles (to avoid adding *Fog Of War* cards to AI deck).

Designer Advice: Based on the Scenario, it could make sense to move the Scouts toward two different OBJ tiles, this may happen when both Scouts start from the same tile.

SNIPER/MG/MORTARS

Move toward the nearest tile with a higher defence than the actual one.

ALL UNITS

In case of multiple choices, AI units try to move into the tile with the highest defence. If still more than one tile is eligible to be moved into, then choose it randomly using the d10. If there is more than one tile with the same high VPs, then split the units (Example Team "A" units toward one OBJ tile and Team "B" units toward the other one)

Designer Advice: Alternately, before starting playing the scenario, you may identify 1-2 tiles which have a strategic position (for certain types of unit) based on the scenario configuration and then, during the gameplay, move the units toward such tiles.

HUNKER DOWN

When AI must play a card with no useful actions on it then the action is HUNKER DOWN.

Example: a Squad Leader for Team "B" when all cards/counters for that team have been removed and the supply is empty.