

Memoir 44 solo AI

Draw 2 command cards. Select the card that activates the most units. Discard the other.

When selecting units to activate, first roll a D6 to determine HQ's strategy for this turn: 1-2=defensive, 3-6=offensive.

Select units using the priority decision tree below that corresponds to the HQ strategy. Place an activation cube next to each unit selected.

Move each activated unit according to its orders below, then remove its activation cube. If a unit is able to attack after movement, place an *attack* cube next to it as a visual reminder of which units can attack after all moves are completed.

Defensive unit selection and move orders in order of priority:

1. Units in close assault with an enemy unit that has one or two models. Hold
2. Units in open terrain. Move to best cover, towards objective or enemy if possible
3. Understrength units in cover. Move away from enemy units if can remain in cover
4. Units in cover that can remain in cover while moving toward an objective. Move toward objective, remaining in cover
5. Units in cover that can attack an enemy unit. Hold
6. Units in cover that can remain in cover while moving toward player units. Move
7. Any other units. Hold

Offensive unit selection and move orders in order of priority:

1. Units in close assault. Hold
2. Units that can move into close assault and attack. Move into close assault
3. Units in open terrain that can attack an enemy unit with more dice by moving. Move towards enemy
4. Units that can attack an enemy unit without moving. Hold
5. Understrength units. Move to cover (toward player unit if possible)
6. Any other units. Move toward closest and weakest enemy (to cover if possible)

Units with an attack cube now attack. If multiple targets are available to a unit, attack the enemy unit with which they can roll the most dice.

When using Flight Plan rules:

- If no plane is yet out, when AI plays a section card, roll a die. If a star is rolled, AI brings on a plane.
- If the player army brings on a plane, the AI will do so on their next turn.

Campaign:

A campaign will consist of 5 linked scenarios, or a preset campaign from the campaign books.

If a scenario is lost, it must be replayed until victory is accomplished. Prior to the start of each scenario, the player must roll on the event table below, using a number of event dice equal to the total cumulative number of losses up to that point in the campaign.

Resolve all dice in order per the table below. If there are no units for a particular die roll, treat the die as a grenade. For random choices, roll a D3 to determine which section, then a D6 to select the unit in that section, counting from back to front.

Infantry	Player chooses one infantry model to remove
Armor	Player chooses one armor model to remove
Star	Player chooses one artillery model to remove
Grenade	Randomly choose one model of the highest-value full-strength unit to remove
Flag	Randomly choose one unit to retreat one space