

# Uandl



Universal artificial non decisive Intelligence  
A decision matrix usable for pretty much any miniature skirmish wargame

This Document is meant as an aid for the fellows which play for themselves a lot and need a way to play their miniature skirmishers without an opponent at hand.

The decision matrix on the following page can be applied to pretty much any miniature skirmish game out there. It does require, however, a minimum of thinking and deciding for the opponent by the solitaire player:

Lots of fighters for skirmishers come with skills, abilities or equipment allowing for special actions.

Examples:

- Some super shoes which let a unit run faster on a successful skill check.
- A scope giving an attack bonus in exchange for an action.
- Command skills allowing you to distribute your actions among allied units.

It is up to the player to decide, when and whether the use of those skills makes sense and when and whether it would make sense for his opponent to use such a skill in the current situation he is in.

(Hence the “non decisive” part of this A.I.)

The Decision Matrix on the next page is relatively simple:

For each action of one of opposing force's units start with the first question. As soon as you can reply “Yes” to such a question, do what is written there. If you reply with “No”, proceed with the next question (unless you are at the final question, where you just move a unit).

If at any point your mind tells you something along the lines of “wait, this would not make any sense at all for this unit”, you have already made your decision for a better action for the unit in question. In that case overrule the Decision Matrix and make whatever you just deemed the better option.

Throughout this document, the term “Unit” is used. “Unit” describes anything from a single model up to a formation of models – the matrix works for either.

Enjoy!

**Kai**



# Decision Matrix

Does the unit suffer from a condition?

Yes: Try to get rid of the condition if possible. If impossible, proceed with next question.

No:

Is the unit within reach to influence\* a hostile or an allied unit?

Yes: Influence that unit as good as possible!

No:

Does the unit benefit from not moving?

Yes: Do whatever benefit this unit gains from not moving.

No:

Is there a player's unit (or in case of a supporter: an allied unit) within line of sight (but out of reach)?

Yes: Move\*\* as close as possible towards that unit

No:

Is there at least one mission objective for this scenario?

Yes: Move\*\* towards the nearest mission objective.

No:

Is there at least one allied unit within 2 movement actions' reach?

Yes: Move\*\* towards the nearest allied unit.

No: Make one random move\*\*.

\* Influence:

This can literally be anything to alter a state a unit is in. Most of the time this will be a simple attack. Sometimes this will be the use of a skill. Sometimes this will be a skill used along with an attack or a supportive skill buffing a teammate – anything goes. Decide for yourself, what is the best option for the opposing unit in the current situation.

\*\* Move:

For a random move roll 1D6:

On a 1 the unit does not move at all but remains in position.

On a 2-5 the unit moves up to that many units of movement (cm, inches, stick lengths, ...) into the direction the 1-face is showing. If this would move the unit off the gaming area, move into the direction the 6-face is showing instead. If this, too, would move the unit off the gaming area, move it directly away from the corner the unit is in.

On a 6 the unit moves towards the nearest unit, no matter whether friend or foe.

For a random move, always consider using cover as good as possible as advantage. Let a unit rather move less inches but remain in cover instead of having it move into the open where it is gunned down without efforts.

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