

## Quick-Start Step by Step

This solo mode optimizes the bot's AI with supply management, rational use of Blitz/Assault, and legal checks for retreats. Follow this flow:

1. Check supply and recover Disrupted units.
2. Use the Turn Choice Table (with supply card cushion) to determine the main action.
3. Move according to the Priority Movement Table, using hexside planning and Rommel Bonus.
4. If there is combat, follow the Fire Table and original targeting rules.
5. Apply the Retreat Table with prior legal checks.
6. Reveal cards played by the bot according to the original real/dummy ratio.
7. Repeat until both players pass or the victory condition is met.

## 1. Introduction and Bot Philosophy

The bot prioritizes:

- Maintaining supply lines.
- Concentrating forces for decisive blows.
- Capturing key bases and fortresses.
- Avoiding running out of supply without results.

It is inspired by a military mindset: advance with an advantage, withdraw when there is no option, and cut off the enemy's supply.

### 2.1 Turn Choice Table (with cushion)

- 1) Immediate victory or total enemy supply cut this turn? -> Blitz if at least 3 real cards remain after paying; otherwise, Offensive.
- 2) Need two moves to close an encirclement/key position before fighting? -> Offensive (MMC) if at least 2 real cards remain after paying.
- 3) Advantage  $\geq 1.5:1$  or critical fortress? -> Assault (MCC).
- 4) Fortress capture without high risk or logistical advance? -> Basic (MC).
- 5) If nothing applies or you drop below the cushion, Pass (and use legal Withdrawal if it improves lines).

### 2.2 Priority Movement Table

Priorities:

1. Capture enemy base.
2. Cut enemy supply.
3. Isolate and encircle enemy groups.
4. Capture viable fortress.
5. Unite scattered forces.
6. Withdraw units without supply.

Extra rules:

- Hexside Planning: use Blitz to reset limits and insert more units; Offensive to position before combat.

- Rommel Bonus: only for cut/encirclement/objective; prohibited in retreats.

## 2.3 Fire Priority Table

1. Apply mandatory targeting.
2. If there is a choice:
  - Break the defense of the hex.
  - Eliminate low CV units.
  - Prevent retreat.

Reminder: artillery fires first.

## 2.4 Retreat Table (with legal checks)

Retreat if:

- Out of supply and cannot recover it.
- Enemy has  $\geq 2:1$  CV and it is not a fortress.
- Cannot inflict significant damage.
- Holding position compromises another critical area.

Legal checks:

- 1) All units must be able to trace a Supply Line to retreat.
- 2) If there are uncovered Disrupted units, retreating will rout them; assess if it is worse than fighting.

## 3. Difficulty Variants

Standard: follow tables as is.

Aggressive: reduce cushion to 2 real cards for Blitz and 1 for Offensive; Assault with 1.25:1 in final months.

Conservative: never Blitz except for immediate victory.

## 4. Narrative Example of a Bot Turn

Situation: Axis Bot in May 1941, 6 real cards.

1. Supply: all in order.
2. Choice: advantage in Tobruk but not fortified -> Basic (MC).
3. Movement: Group from Derna to Tobruk, another in reserve.
4. Combat: Prioritize fire against defenses blocking entry.
5. Result: Tobruk captured.

## 5. Illustrative Opening Example (Axis - April 1941)

Initial situation:

- Forces in Agedabia and Jebel el Matar.
- Tobruk and eastern coast in Allied hands.
- Initial hand: 6 real cards; +2 for Buildup.
- Objective: concentrate forces towards Tobruk or cut the coast.

Matrix (first 2 turns):

Turn 1: Hand  $\geq 5$  real -> Offensive (MMC); Regroup towards Agedabia and Jebel el Matar.

Turn 2: Hand  $\geq 4$  real and Tobruk not fortified -> Blitz (MC+MC) if cushion  $\geq 3$ ; otherwise, Basic.

Notes:

- If Tobruk is strong, cut coastal supply.
- Rommel Bonus on coastal movement for early cut or siege.
- If the month ends quickly, continue prioritizing concentration on the coast next month.

## **Disclaimer**

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