

Knight AI in Conflicts

Key Information

Mechanic Name:

Knight Class Combat AI

Mechanic Type:

Design Last Updated:

Jan 21, 2026

Designer Info:

Jacob (sleebbyweeby) ▾

Status:

Ready For Implementation ▾

Approved by the Director.

Description

This doc contains information regarding the purpose and behavior of the Knight minion Class and its behavior in Conflicts.

Purpose

This doc covers a class AI. This means that this separate AI is an exception to the rules of the behavior of the 'Universal AI', or it builds off of the existing 'tree'. The specs for the 'Universal AI' can be found [here](#).

Disclaimer:

I am not a programmer and do not know best practice, but the idea for Class AI docs is that an engineer could make a copy of the 'Universal AI' and modify it based on this document to create the AI for each enemy class. This way all of the game's AI shares similar features and decision making processes to keep some consistency between classes of AI (which I think is good because I believe it helps players strategize).

Overview

The Knight class is designed to be a supportive frontline melee class that buffs its allies.

This class should also be the beefiest enemy type. It is slow and deals high damage.

The knight is defined by the **Rally** ability, a heroic warcry that inspires its allies.

Rally

Range: 15m (tunable value)

Target: Friendly Units (excluding the user)

AP: 0

Cooldown: No Cooldown

At the beginning of its turn, if there are any friendly units in range, the knight uses its unique ability, "Rally". Rally costs 0 AP. Rally gives a stat boost to all allies within a set distance of the knight. (A good starting point would be 15m). The buff of Rally lasts for 2 enemy turns. This ability is a one-time 'pulse', meaning that any units in range of Rally still have the buff even if they moved further away from the knight after receiving the buff.

Knights cannot gain the benefit of their own Rally effect, but can be affected by the Rally of other Knights.

Player Counterplay



- A knight cannot be affected by the effect of its own Rally.
- The Knight's buff does nothing if there are no enemies in range of it. The knight cannot choose to move and then Rally, for example.
- Knights have lower movement than other units (easy to isolate them and bully with ranged attacks).
- Enra can keep the knight from moving with Enroot.
- Knights can't use their buff if 'defeated' before they take their first turn.
- Xochi can force a target to attack her with 'Hi There!'
- Knights have high physical defense only (magic damage/negotiating are good options).

Consistent Features with Universal AI

The knight class should share these behaviors and checks with the ‘Universal AI’ once the knight has been ‘Aggroed’. These are:

- **Am I in range:** Do I have a means of attack that can reach a player unit this turn?
- **Shortest path to target:** Move towards closest targetable unit if the unit can move
 - If there are no possible routes to destination act as stationary unit
- **Target Eval:** Are there multiple units I can make an attack against?
 - **Down Unit:** Of the targets available, can I down any of them?
 - **Damage:** Of the targets I can attack, which unit takes the most damage?
 - Do I deal 0 damage to my target? If no, move to the next closest unit
 - **Cover:** Can I attack this target while also standing in/behind beneficial terrain/cover

Unique Features

Method of attacking

Knights follow the exact same process as the ‘Universal AI’ while opting to attack.

Buffing Allies

When aggroed, the knight will check to see if any friendly units are in range. If so, it will immediately use the Rally ability for 0 AP.

If so,

Use Rally ability and continue through the ‘Universal AI’ tree.

If no,

Do not use Rally/ Continue through the ‘Universal AI’ tree.

Knights are designed to amplify the power of the enemies’ action economy; They are more threatening the more allies they have around them. Without any nearby allies they are simply a more beefier version of the soldier with less damage output.

Abilities

Rally

At the beginning of its turn, the knight uses its unique ability, “Rally”. Rally costs 0 AP. Rally gives a stat boost to all allies within a set distance of the knight. (A good starting point

would be 15m). The buff of Rally lasts for 2 enemy turns. This ability is a one-time ‘pulse’, meaning that any units in range of Rally still have the buff even if they moved further away from the knight after receiving the buff.

Knights cannot gain the benefit of their own Rally effect, but can be affected by the Rally of other Knights.

Engineer Info

Last Updated in Engine:

N/A

Engineer Info:

Zach (zachtier) ▾