Archer AI in Combat

Key Information

Mechanic Name:	**Mechanic Type:**
Soldier Class Combat AI	

Design Last Updated:	**Designer Info:**
Jul 31, 2025	Jacob (sleebyweeby) ▾

Status:

Implemented ▾

Description

This doc contains information regarding the purpose and behavior of the Archer 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 archer class is designed to be the 'generic' ranged enemy class that players find themselves up against. As such, as a player, it should be relatively easy to predict their

behavior.

Consistent Features with Universal AI

The archer class should share these behaviors and checks with the 'Universal AI' once the Soldier 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
        - An exception could be made if enemies can apply status effects
    - **Cover:** Can I attack this target while also standing in/behind beneficial terrain/cover

Unique Features

Unlike melee units, archers can attack player units from much further away. This means that it will be easier for them to maintain defensive positions. Their AI should reflect this.

The archer turn behavior process (if it cannot down any player units):

1. Am I in defensive terrain/a defensive position already?
   If no, go to 'Alternatively', if yes, continue

2. Can I attack my target from a point further away **AND** stay in defensive terrain?
   If yes, move there and take the shot

   If no, stay put and take the shot

Alternatively
1. If not in defensive terrain, can I attack my target from a defensive position/defensive terrain?
   If yes, move there and take the shot

If no,

2. Move to the furthest point away from their 'best target' and take the shot

The archer class is designed to force the player to take aggressive positioning. Players will likely be forced to give up defensive terrain in order to reach archers that may be attacking them from afar. That being said, positioning in and around terrain should still be an effective method to approach an archer.

Abilities

Overwatch:
If unit has >= 1 AP remaining, and unit is within X distance of a player unit, use ability

Engineer Info

Last Updated in Engine:	Engineer Info:
N/A	Zach (zachtier) ⏷