

Soldier AI in Combat

Key Information

Mechanic Name:

Soldier Class Combat AI

Mechanic Type:

Design Last Updated:

Jul 31, 2025

Designer Info:

Jacob (sleebbyweeby) ▾

Status:

Implemented ▾

Description

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

behavior.

This class AI will likely be the closest in similarity to the ‘Universal AI’

Consistent Features with Universal AI

The soldier 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
 - ~~Can I attack this target while also standing in/behind beneficial terrain/cover~~

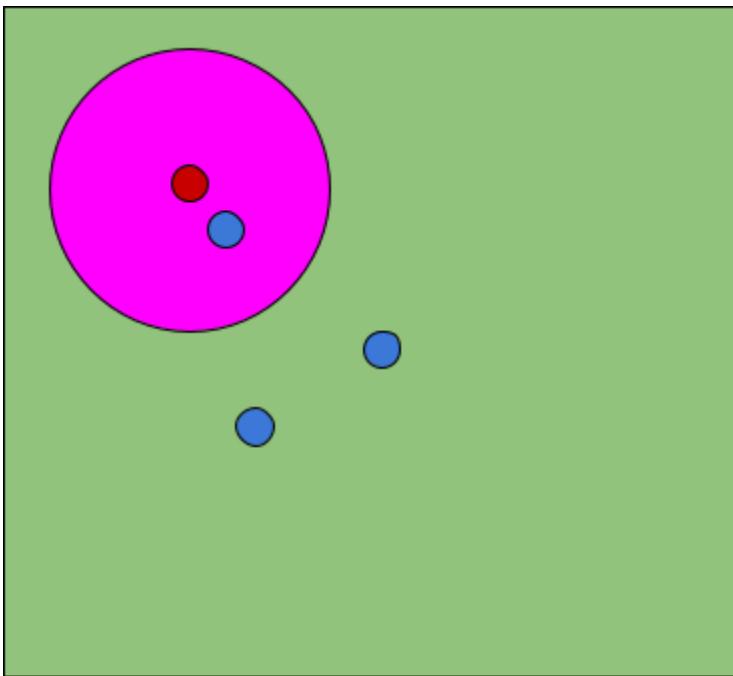
Unique Features

Despite being designed to be the simplest enemy type, the soldier class does have some unique features that separates it from the Universal AI.

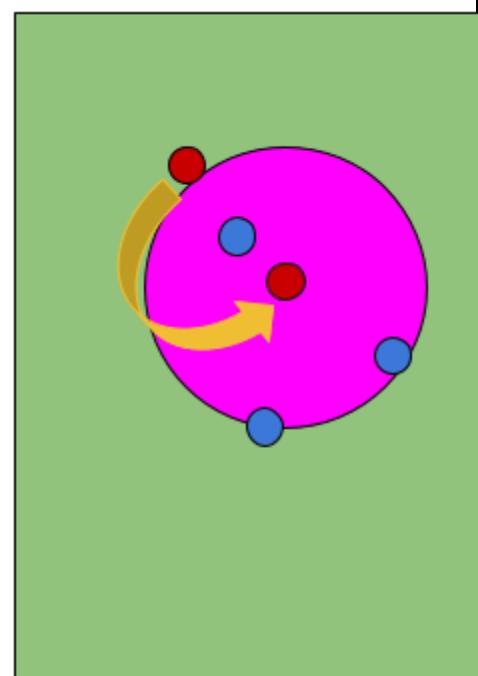
The soldier class is also designed to ‘slow’ the player down and prevent their characters from accomplishing other objectives that may be present on the map (things like reaching a destination, reaching a boss, running away from another unit, etc.). They want to stop all of the player’s units from progressing.

Soldiers are designed to threaten/be in range of as many player units as possible, if they can. This behavior should expose them on the player’s turn, but it should also encourage the player to deal with the enemy immediately as the soldier should ideally be in range of the player’s weaker units. **However, if they are able to make an attack against a player unit they will prioritize attacking.**

Example:



Before



After

In this example, the enemy soldier, who was in range of one unit, saw they could make an attack on said unit, while also simultaneously moving to a position where they could threaten the other player's units on their following turn.

This is the quintessential soldier turn.

The player is now forced to deal with this soldier immediately, or they're forced to move their squishy backline units away from the soldier's threat range.

Abilities

The soldier class does not have any unique abilities it can activate. The soldier only has access to universal abilities that all other units have.

Engineer Info

Last Updated in Engine:

N/A

Engineer Info:

Zach (zachtier) ▾