

Brute AI in Combat

Key Information

Mechanic Name:

Brute Class Combat AI

Mechanic Type:

Design Last Updated:

Aug 7, 2025

Designer Info:

Jacob (sleebbyweeby)

Status:

Implemented

Description

This doc contains information regarding the purpose and behavior of the Brute 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 Brute class is designed to be a glass cannon melee class with powerful offenses. With access to a self-buff, and a desire to bonk the frailest player unit in a conflict, Brutes serve

the role of ignoring defensive formations that the player may rely on. In addition Brutes have access to the dash action.

Player Counterplay



- Brutes have lower than average defenses
- Enra can keep the Brute from moving with 'Enroot'
- Xochi can force a target to attack her with 'Hi There!'
- Enroot will increase characters' defense which affects Brute targeting
- Brutes don't attack unless they can reach the frailest player unit

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

Instead of ‘normal targeting’ Brutes are forced to move towards and attack the player’s unit with the lowest defenses (enra unless she’s enrooted?) when aggroed. An exception is made if the Brute cannot pathfind to said unit.

Movement

Same as ‘Shortest path to target’ except that the target is always the unit with lowest defense. If the Brute cannot reach its target and has already applied ‘War Cry’, the unit will spend its turn dashing towards said target.

Abilities

War Cry [Whetbone]

Once activated, the brute’s unique ability gives a 50% boost to its own attack power. This buff lasts for 2 enemy turns. The buff gets removed if the Brute hits 0 Hp, or receives the ‘Broken Resolve’ status effect.

Dash

Works the same as the player's variant.

Engineer Info

Last Updated in Engine:

N/A

Engineer Info:

Zach (zachtier) ▾