Advance Wars AI Notes

\* Note that users may provide AI assistance to units and CO’s to help shape the decision making process more.

# AI Setting

* Enemy AI is controlled in two sectors: offense and aggressive.
  + Offense: Favors buying stronger units more often. Opposite is Defensive, which favors buying more units more often.
  + Aggressive: Favors pushing forward more often. Opposite is Passive, which favors taking less risks and keeping back.
* There are 3 stages for each of these settings, totaling 9 different outcomes

# Deciding on what to buy

* Compare each unit’s stats with CO’s stats. Focus on buying units that the CO is good with, namely those that give an attack/defense bonus.
* There should be enough capturing units on the field at all times. If in relatively good condition (not being forced to defend an area), check number of capturing units—if low, consider buying some to replenish the lack of them. Cheaper cost will be considered the most, however, splurging on more pricy units can be made depending on the situation. For example, high movement units are highly considered under safer conditions. Stronger units only considered when threat is high. Keep 3-6 on the field unless under dire circumstances.
* Consider the types of units the enemy has. After seeing which units these are weak against, consider buying those that deal high damage to them.
* Splurging and building in numbers depends on the AI setting.
* Units that can supply are bought when enough units are deployed, like 10 or so. Those that can transport should be considered early on as well.

# How to Move Units

* All units should try to move as far as it can if there is no direct harm.
* Indirect units should consider moving last, especially if no targets are in range. Indirects should stay close to other units, preferably direct combat units, positioning themselves away from enemy harm.
* Direct combat should have no trouble moving around the map. Get them where they need to go. If considering to attack a target, try checking for best terrain defense. Also, be sure to factor in staying out of enemy range and calculate how vulnerable the unit will be if placed at this location. Sometimes, the best spot is to choose the no terrain tile if it means avoiding an indirect attack.
* Capturing units should capture whatever they are capturing. No exceptions. These units should always be finding the next building to capture. Consider capturing the furthest property first (forces the unit to move its maximum distance). Buildings that can deploy units are a higher priority. HQs are the highest priority. Silos should only be considered if enemy threat is present/enemy unit can launch silo on next turn.
* Transport units only if speed or necessity. Load damaged units on transports if retreat must be made for the transport as well. Game should pre-determine if terrain crossing transports (Landers and T-Copters for example) will be necessary; this can be done by scanning the map for buildings or enemy units that cannot be accessed by normal means (which will usually mean if a Tank can’t roll up to this spot on its own). Try carrying two units if it can.
* Repair if too damaged. If no threat, consider halting for repairs before moving forward, especially if not grouped up with nearby units.

# Determine what to attack

* Direct units should factor in all possible targets within its range. Calculate projected damages. The one that gives the most bang for its buck is highly considered (high damage, little counter damage). Check if attacking this unit is favorable—i.e. lack of retaliation from neighboring units. If this attack is capable of destroying the enemy unit, check other direct units and see if this new hole provides new options.
* Indirects should attack first. If anything is within range, choose the one that appears to be the highest threat and does the most damage (threat + damage = rating score). If indirect is not properly protected, consider moving unit instead. Thus, it is best to not make attacks yet if all the direct units are moving away from it.