

How AI use ALM mechanics.

In this note, I will tell you how AI is recruiting units using the mechanics of ALM.

ALM mechanics defines a few simple rules for recruiting units, that "make sure" that the AI follows the established rules. AI is recruit units in a standard way, nothing changes here. But after recruitment each unit, ALM check whether the limit for the recruit unit has been exceeded.

If the limit is exceeded, then the following actions are performed:

1. A search is being made for units that can be recruited in the province where the AI army is currently located. From the resulting list, any unit is randomly selected that will be recruit instead of the unit that "wanted" to recruit AI.
2. If there are no such units, a unit is selected from the list of unlimited units for that race.
3. If the selected AI unit can be recruited, then the rules for updating units that were set by default or set by the player are checked. If there is a unit for upgrade and it can be recruit, the best possible option is recruited.
4. If all limits are exhausted and a list of unlimited units is not set for the that race, the AI don't recruit anything.

The limit check is not performed for all units, there is a list of units that are recruited without checking:

1. Renown regiments
2. Unlimited units
3. Units for which are not specified for recruitment buildings (as example – Empire Elector Count's regiments)
4. Units for which there are limited recruitment mechanics built into the game (as example – Chaos Dwarfs warriors)

There are races in the game for which a full-fledged mechanics of a limited recruitment is implemented. By default, ALM mechanics is disabled for Chaos Warriors, Beastmen and Nurgle. ALM is also not used for rogue factions that are generated by the game during the campaign.

You can independently on/off ALM mechanics for any race using the built-in editor:



You can also disable ALM mechanics for individual units using the built-in editor for set unlimited units.

In conclusion, I should say a few words about the rules for calculating the limit in the ALM mod.

When calculating the limit, the main building of the settlement is not taken into account, even if it allows you to recruit units. Tooltip on unit panel recruitment show you building list which set limit for this unit:



What happens if a unit can only be recruited in the main building? By default, this unit will be considered an unlimited.