* **Defensive Tank AI FSM**
  + **States**:
    - **Patrol**: Tank moves within a predefined area.
    - **Alert**: Tank detects an enemy and prepares to engage.
    - **Engage**: Tank actively targets and attacks enemies within range.
    - **Retreat**: Tank moves away from enemies to a safe distance.
  + **Transitions**:
    - **Patrol to Alert**: Enemy detected within detection range.
    - **Alert to Engage**: Enemy within firing range.
    - **Engage to Retreat**: Tank health drops below a certain threshold.
    - **Retreat to Patrol**: Tank reaches a safe distance from enemies.
* **Offensive Tank AI FSM**
  + **States**:
    - **Advance**: Tank moves towards the nearest enemy.
    - **Attack**: Tank fires at the enemy when in range.
    - **Reposition**: Tank moves to a better position for attack.
    - **Retreat**: Tank retreats if overwhelmed.
  + **Transitions**:
    - **Advance to Attack**: Enemy within firing range.
    - **Attack to Reposition**: Tank needs a better angle or position.
    - **Reposition to Attack**: New position achieved and enemy still within range.
    - **Any state to Retreat**: Tank health drops below a critical threshold.
* **Sniper Tank AI FSM**
  + **States**:
    - **Snipe**: Tank searches for a target and engages from a distance.
    - **Fallback**: Tank moves away from enemies that get too close.
    - **Reposition**: Tank changes position to maintain distance and line of sight.
    - **Idle**: Tank waits when no viable targets are detected.
  + **Transitions**:
    - **Idle to Snipe**: Enemy enters detection range.
    - **Snipe to Fallback**: Enemy enters close proximity.
    - **Retreat to Reposition**: Tank reaches a safe distance.
    - **Reposition to Snipe**: New position obtained with a clear line of sight.
* **Ambush Tank AI FSM**
  + **States**:
    - **Ambush**: Tank hides in a concealed position, waiting for an enemy to approach.
    - **Strike**: Tank attacks suddenly when an enemy enters the ambush zone.
    - **Evasion**: Tank retreats and repositions if the enemy detects and counters the ambush.
    - **Re-evaluate**: Tank decides whether to continue the ambush or switch to a Defensive Tank AI FSM
  + **Transitions**:
    - **Ambush to Strike**: Enemy enters the ambush zone.
    - **Strike to Evasion**: Enemy detects and retaliates.
    - **Evasion to Ambush**: Safe distance achieved from enemies.
    - **Any state to Re-evaluate**: Conditions change, or timeout occurs without engaging.