* If: player in Sight
  + If: cover from players in sight && (Players grouped in front of enemy || low health of units || units not in cover)
    - Move to cover
    - Defend/Overwatch if pip left
  + If: <3 player unit in sight
    - If: Players units are grouped closely && cover to flank up to them.
      * One unit use all movement to flank
      * One unit uses pip to overwatch
      * One unit uses pip to attack (separate who do I attack section)
    - If: cover from players available nearer players
      * Move to said cover
    - If: other cover with possible better hitChance
      * Move there
      * Shoot
    - If: hitChance > 50%
      * Shoot
    - Else:
      * Overwatch
  + If: players can see all of enemy troops
    - If: players units can see all enemy troops
      * If: cover from players available behind current position
        + Use movement to take this cover
        + Overwatch if pip remaining
      * Else:
        + If: cover available to side

If: cover available both sides

One enemy use both pips to move one way

Two enemy move one then overwatch

* + - * + Else

Enemys move to best cover to the side with cover

Overwatch if pips left

* Else: (assuming the enemies activate like in XCOM only when seen initially)
  + If: Cover in direction of players avg. last seen location
    - Move
    - Overwatch/defend if pip left
  + Else:
    - Spread units
    - Overwatch said units