Loose concepts:

\* Ignore obstacles unless they are about to be interacted with.

\* if an obstacle will be interacted with modify behavior based on swerving logic.

\* two states, engage and flee.

\* in flee state focus on escaping via either hyperspace or board edge with a secondary priority of reducing damage taken.

\* in engage state focus on destroying enemy ships with a priority on dealing damage when above half points and a priority on reducing damage while still getting a shot when below half points.  
\* when a ship reaches a quarter health remaining they will swap states from engage to flee if able.

\* a ship behaves differently depending on if it is moving before or after it’s target.

\* there are 5 range bands the AI cares about: 0-1, 2, 3, 4-6, >6

\* the AI cares about target’s facing only if the target has not yet moved.

\* the AI’s movement behavior cares which arc its target is in (all official arcs are checked plus rear bullseye).

\* the AI is always First Player (moves and shoots first when initiative is the same).

#### Sequence of Activation Procedures

**Select Target**

**Choose Maneuver**

**Check for Swerve**

**Preform Maneuver**

**Preform Action**

#### ALGORITHM: *Select Target*

If ( State = Engage ){

If ( Locking & LockedShip.range <= 3 ){

Target = LockedShip

}else

}