Finite States:  
Idle,  
Patrol,  
AttackEnemy,  
FindCover,  
CollectConsumables, (Health, Ammo, Fuel)  
DefendBase,

Rule variables that will switch between states:  
Bool IsFiring  
Bool IsDestroyed  
Float GetHealth  
Float GetAmmo  
Float GetFuel  
List<GameObject> getMyBases  
Dictionary<GameObject, float> GetBasesFound  
Dictionary<GameObject, float> GetTargetsFound  
Dictionary<GameObject, float> GetConsumablesFound

Rules:  
***Idle*** – when it starts and when it kills all tanks  
Patrol – GetTargetsFound = 0, GetConsumablesFound = 0, GetFuel > 50, !DefendBase  
AttackEnemy - GetTargetsFound > 0, GetFuel > 50%, GetHealth > 50%, GetAmmo > 50%   
FindCover – GetTargetsFound > 0, GetFuel < 50% or GetHealth < 50% or GetAmmo < 50% (ONLY if it’s in AttackEnemy state)  
CollectConsumables – depends on FindCover state or Patrol state  
DefendBase – if the base health is under 20% and is being attacked by an enemy tank,

(Kamikaze Tank always attack no matter what)

(Resourceful tank that always checks for consumables)