

State Transition Table--FSM		
Current State	Transition Condition	Next State
Attack	Low Health >30	Retreat
Retreat	Low ammo >5	Scavange
Scavange	Health == 50	Base Attack
Base Attack	Ammo fired == 3	Base Defend
Base Defend	No enemy at base	Patrol
Patrol	Target Distance >52	Pursue
Pursue	Target Distance > 45	Attack