

| | 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 |