

	State Transition Table--FSM				
Current State	Transition Condition	Next State			
Patrol	Health   Fuel < 35	Scavenge			
Patrol	Target Distance < 52	Pursue			
Patrol	If Enemy Base < 52	Base Attack			
Patrol	If consumable < 52	scavenge			
Pursue	Health   Fuel < 35   Ammo < 3	Scavenge			
Pursue	Target Distance < 25	Attack			
Purse	Target Lost	Patrol			
Attack	Health < 35	Retreat			
Attack	Fuel < 35   Ammo == 0	Scavenge			
Attack	Target Lost	Patrol			
Attack	Target Distance > 30	Pursue			
Retreat	If enemy ! visible	Scavenge			
	D EnemyH < D TankH	Get Health			
Scavenge	Enemy visible & Fuel > 45 & Health < 30	Retreat			
Scavenge	Health & Fuel >= 50 & Ammo > 5	Patrol			

Base Attack	Ammo == 0	Scavenge			
Base Attack	Ammo fired == 3    ! Base	Patrol			
Base Defend	No enemy at base	Patrol	!!!!!! Can we access info of our abse? (health?)		