Explorer tank(personality number 0)- Uses loop patrol. Starts in patrol state, moves to chase when hearing player, chases faster and begins shooting when it player is in sights, flees when either hp is <100 or after being in chase state for a bit it will flee if it still cannot see the player. While resting this tank will flee further if player can be heard.

Sporadic tank(personality number 1)-Uses ping-pong patrol. Starts in patrol state. Will chase player when it sees it but after a random amount of time will decide to flee This tank is not really sure what he wants to do.

Agressive tank(personality number 2)-Uses Loop patrol, rotates on hearing, chases player, stops on sight, fires when in sight. May randomly shoot a row of three bullets in an attempt to shoot the player down. Speed will greatly increase when player is in sights. Will chase the player relentlessly as long as they can hear them.

Quiet tank(personality number 3)- The quiet tank goes through maze until it reaches its final destination.It will stay there unless one or more of the other tanks are low and then it will chase the player if it sees it. Flees at half health. Will Flee further if it can hear player.