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| Current State | Transition | Next State |
| Idle | Game Start | Patrol |
| Patrol | Go To Random Point | Patrol |
| Patrol | Consumable Found | Collect Consumable |
| Collect Consumable | Consumable Collected | Patrol |
| Collect Consumable | Target Found | Attack |
| Attack | No Target or No Base | Patrol |
| Patrol | Base Found && Ammo > 4 | Attack |
| Patrol | Target Found && Ammo > 4 | Attack |
| Attack | Bases Destroyed and Our bases > 0 and ammo > 4 and Health > 40 | Defend Base |
| Defend Base | Target Found | Attack |
| Attack | Bases Destroyed and Our bases > 0 and ammo < 4 or Health < 40 | Patrol |
| Attack | Bases Destroyed and Our bases destroyed and ammo > 4 and Health > 40 | Patrol |
| Attack | Ammo < 4 | Patrol |