

Command name	Description
IDLE	Do nothing.
BUILD_WORKER	If the base is idle, build a worker.
BUILD_BARRACK	Move a worker (gathering or idle) to an empty place and build a barrack.
BUILD_MELEE_ATTACKER	If we have an idle barrack, build an melee attacker.
BUILD_RANGE_ATTACKER	If we have an idle barrack, build an range attacker.
HIT_AND_RUN	If we have range attackers, move towards opponent base and attack. Take advantage of their long attack range and high movement speed to hit and run if enemy counter-attack.
ATTACK	All melee and range attackers attack the opponent's base.
ATTACK_IN_RANGE	All melee and range attackers attack enemies in sight.
ALL_DEFEND	All troops attack enemy troops near the base and resource.