Grunt (Cow)	Melee			Initiate	Ranged			П	Player Controll	er	Dice			
Cruff (COW)			Malura in Engine			_	Value in Engine				Dicc	\/=l	Farra Markinsian	014
Lloolth	Value in Engine	Damage	Value in Engine	Health	Value in Engine	Projectile Damage	Value in Engine		Health \	/alue in Engine 100	Dice Damage	Value 1	Force Multiplier	Cooldown
Health Move Speed	12.25	Die on Contact?	<u> </u>	Move Speed	10	Projectile Count	· ·		Move Speed	20	Dice Count	100		
•	12.25	Die on Contact?	<u> </u>		5		1, linear 100			5		100	60	
Rotation Speed Gravity Multiplie				Rotation Speed		Projectile Speed	Second		Ground Drag	12	Pull		5500	
		-7.75		Gravity Multiplier	10	Fire Every			Jump Force		Slam Shadawa		6000	
		<			Contact Damage	1		Jump Cooldown	0.25	<u>Shotgun</u>		6000		
Amount to Kill Player 100 Dice to Kill 1					Die on Contact?	✓		Air Multiplier	0.9	<u>Fly</u>				
Core Behavior Move toward the players posi				Speed Compared	•	-10	<		Player Height	1.5				
Core Benavior	wove toward the	players position a	at a set speed.	Projectiles to Kill	Player	100		L'	Gravity Multiplier					
	•			Dice to Kill		1								
Charger	Melee			Core Behavior		sight (LOS) with the p	layer, move							
	Value in Engine		Value in Engine		toward the play	yer. If in LOS, attack.								
<u>Health</u>	1	<u>Damage</u>	2											
Move Speed	20	Die on Contact?	\checkmark	Shotgunner	Ranged									
Rotation Speed	5				Value in Engine	е	Value in Engine							
Gravity Multiplie	r 10			Health	2	Projectile Damage	1							
Speed Compare	ed to Player	0	(=)	Move Speed	12.25	Projectile Count	5, spread							
Amount to Kill P	•	50	. ,	Rotation Speed	5	Projectile Speed	100							
Dice to Kill		1		Gravity Multiplier	10	Fire Every	1.5 Seconds							
Core Behavior	Move toward the	e player's position	when			Contact Damage	1							
	movement began for 2 seconds, then wait for 2				Die on Contact?	\checkmark								
	seconds. Repea			Speed Compared to Player		-7.75	<							
				Projectiles to Kill	,	100								
Tank	Melee			Dice to Kill	,	2								
	Value in Engine		Value in Engine	Core Behavior	Maya taward t	he player. If less than	10 unito ouvou							
Health	2	Damage	1	COIC BUILDING	from the playe		10 units away							
Move Speed	10	Die on Contact?	<u> </u>		nom the playe	i, attack.								
		Die on Contact?		0-1										
Rotation Speed	5			Sniper	Ranged									
Gravity Multiplie					Value in Engine		Value in Engine							
Speed Compare		-10	<	<u>Health</u>	1	Projectile Damage	5							
Amount to Kill P	layer	100		Move Speed	8	Projectile Count	5, spread							
Dice to Kill		2		Rotation Speed	5	Projectile Speed	100							
Core Behavior	Move toward the	players position	at a set speed.	Gravity Multiplier	10	Fire Every	2 seconds							
						Contact Damage	1							
						Die on Contact?	✓							
				Speed Compared	d to Player	-12	<							
Sniper				Projectiles to Kill	Player	20								
				Dice to Kill		1								
				Core Behavior	Move toward t	he player. If less than	10 units away							
					from the playe	r, attack.								