+ WasTaggedLastTick: bool

    If tagged search for Ditch and take cover for some ticks

+ ChangeStance2(Stance): void

    If enemy if on sight and near go into lay mode

        Wait for enemy if on sight shot like a crazy dude

        When no enemy after some time stand up and go to barrier

+ ExploreBarriers1(): List<Position>

    Try always to stick to barriers

    If low Energy take cover (50) until 100

+ ExploreDitches1(): List<Position>

    If out of ammo and enemy on sight take cover

+ ExploreEnemies1(): List<EnemySnapshots>

    Enemy on sight = Tag

+ ExploreHills1(): List<Position>

    Only sometimes if no enemy was seen for some ticks

        Make a watch turn and move away after immediately

+ ExploreTeam(): List<FriendSnapshot>

    Try to stay together

+ GetDistance(Position): int

+ GoTo(Position): bool

    Try always to stick to barriers

+ HasBeeline1(Position): bool

+ Reload3(): void

    If out of ammo and enemy on sight take cover and reload

    As last action if 3 points remain, reload

        Unless Magazin is full

+ Tag5(Position): void

+ GetCurrentTick(): long