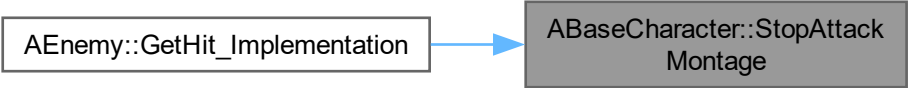


AEnemy::GetHit_Implementation



```
graph LR; AEnemy[AEnemy::GetHit_Implementation] --> ABaseCharacter[ABaseCharacter::StopAttack Montage];
```

ABaseCharacter::StopAttack
Montage