

Enemy Camps - Frame Guide

	Archer	Gunner	Buffed goblin	Lancer	Stone thrower goblin	
Idle	1-4	1-4	1-4	1-4	1-4	
Run	6-9	6-9	6-9	6-9	6-9	
Attack	9-15	10-15	11-14	11-15	11-17	
Hit	16-18	16-17, 1	15-17	17-18, 1	18-20	
Death	18-21	1, 18-20	17-20	1, 19-21	20-25	
RangedAttack	22-24	21-24				
Explanation	1-5 = From frame 1 to 5 (included)					
	10-14, 1 = Fom frame 10 to 14 (included) than frame 1. Such animations can return to starting frame					