Timer	Team	Distance	Character state	Character health	Red health	Trap in the field		Behaviour	
X	X	Mid-screen	X	X	X	No		- Block - Advancing guard - Jump backwards	
X	X	Mid-screen	X	X	X	Yes		- Block - Advancing guard	
X	X	Poke-range In-close	X	X	X	X		- Block - Advancing guard	