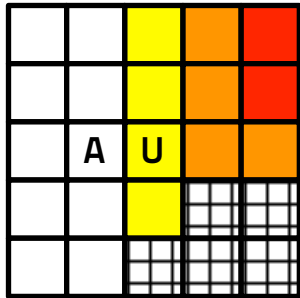
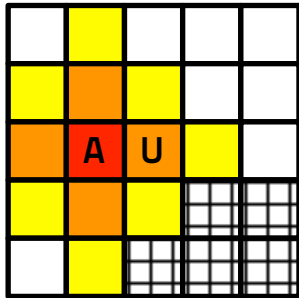


Repulsive



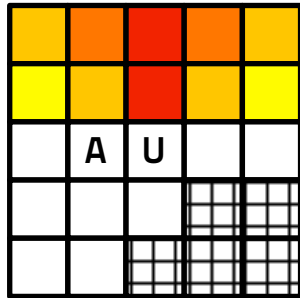
Damage map influence

Repulsive



Allied collision map influence

Attractive



Objective influence

Total fusion (with weights)

