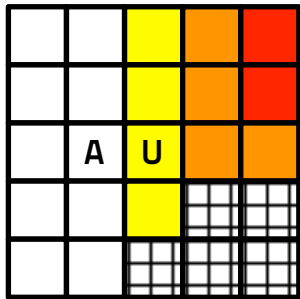
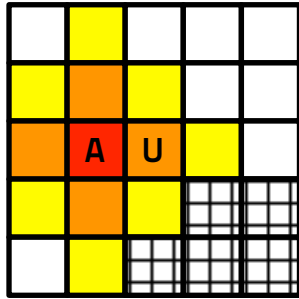


Repulsive



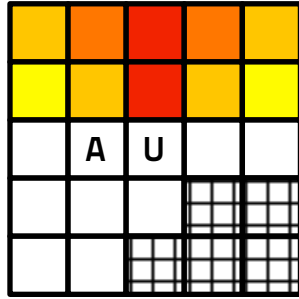
Damage map influence

Repulsive

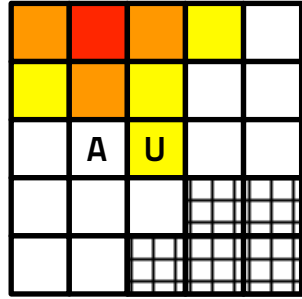


Allied collision map influence

Attractive



Objective influence



Total fusion