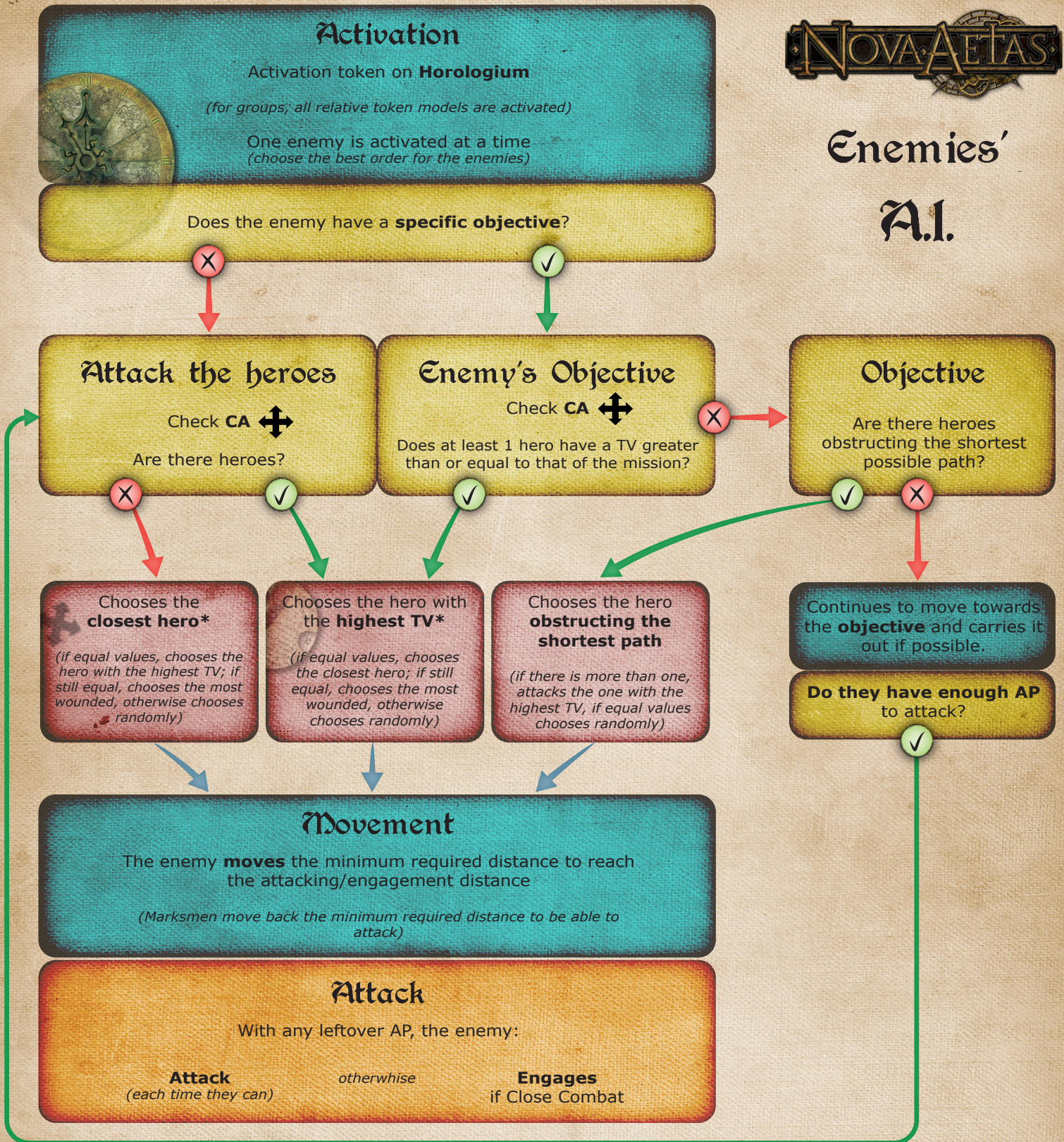


## Enemies' A.I.



\* = the enemy must be able to interact with the hero, otherwise they ignore the hero and move on to the next target  
*(e.g. the scum on the roof of a building without a ladder cannot be attacked by enemies with close combat attacks)*

Key:

