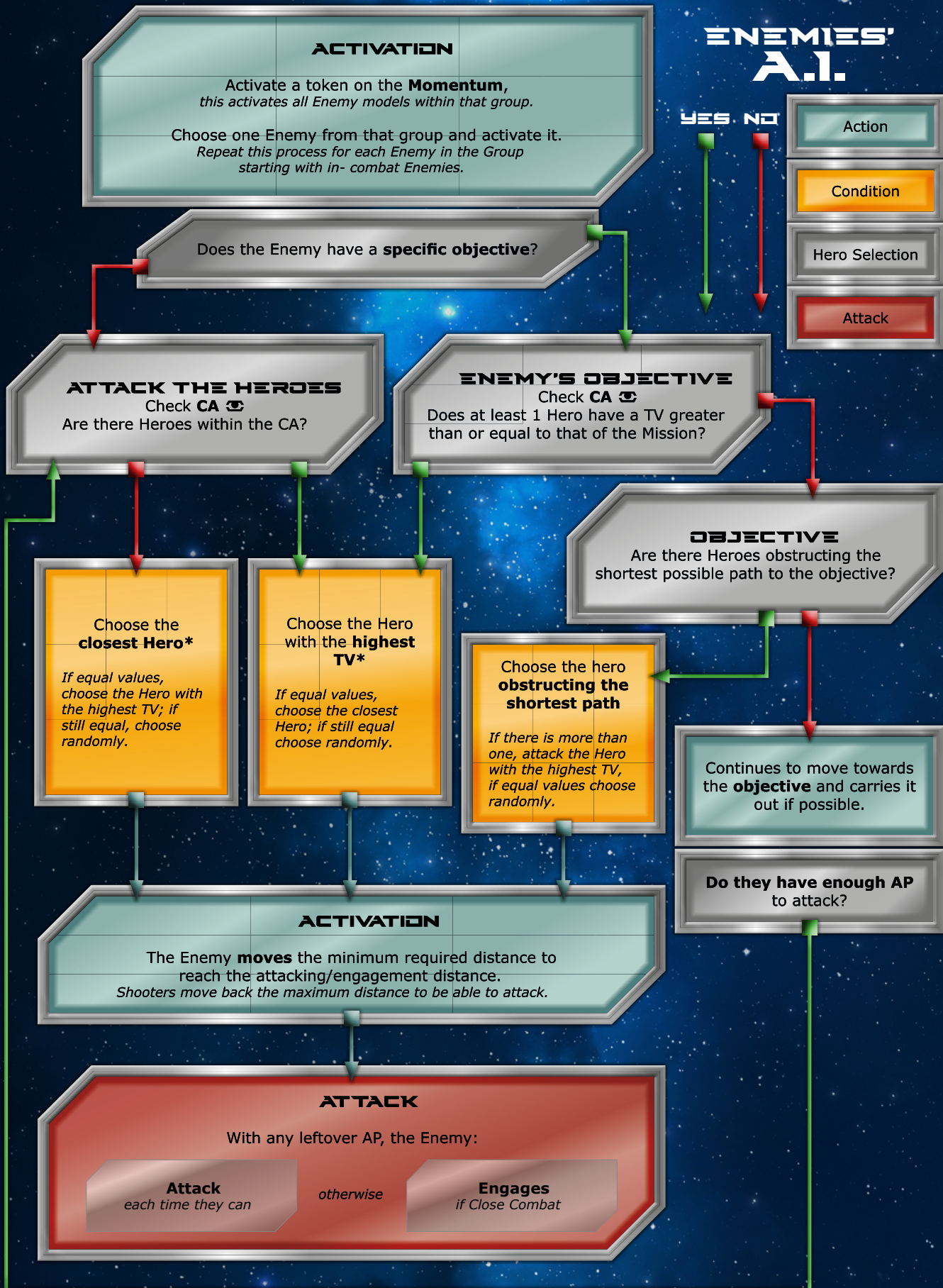


# ENEMIES' A.I.



\* = the Enemy must be able to interact with the Hero, otherwise they ignore the Hero and move on to the next target (e.g. Andromeda on the roof of a container without a ladder cannot be attacked by Enemies on different height level with close combat attacks)

# COLONY SHEET

## CONTROL ROOM

- LV1
- LV2

## INFIRMARY

- LV1
- LV2

## LABORATORY

- LV1
- LV2

## MEDITATION ROOM

- LV1
- LV2

## WORKSHOP

- LV1
- LV2
- LV3

## ARMORY

- LV1
- LV2
- LV3

## WAREHOUSE

- LV1
- LV2
- LV3

## TRAINING ROOM

- LV1
- LV2

### ACHAB

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

- Plan the Scheme
- > Advanced Tactics
- Strategist
- Tactical Support
- Tactical Maneuver
- Hologprojector Bait
- Recon
- > Infiltration
- Charge
- > Furious Charge
- >> Reckless Charge
- Sweep
- Shock Wave
- Concentration
- > Focus On
- Select the Point

#### RESOURCE

- Blue Energy Cell
- Green Energy Cell
- Red Energy Cell
- Medikit

### ALEXANDRA

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

- First Aid
- Resilience
- Reborn
- Clean Status
- > Purify
- Censure
- Endurance
- Improved Endurance
- Strength
- Bleeding
- > Hemorrhage
- Vampire Touch
- Neural Blast
- Brain Damage
- Mental Void
- > Mental Storm

#### RESOURCE

- Blue Energy Cell
- Green Energy Cell
- Red Energy Cell
- Medikit

### ANDROMEDA 2.0

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

- Nail Down
- > Nail Rain
- Barrage
- Shelter
- Vigorous Block
- Counterattack
- Shove
- Headbutt
- Concentration
- > Focus On
- Select the Point
- Body Guard
- > Safe Guard
- Split Fire
- > Shot Down
- Heavy Fire

#### RESOURCE

- Blue Energy Cell
- Green Energy Cell
- Red Energy Cell
- Medikit

### JUKAS

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

- Energy Lash
- > Energy Blow
- >> Mighty Energy Blow
- Energy Transformation
- > Energy Transmutation
- Pyrokinesis
- Pyroblast
- > Pyre
- Psychic Venom
- > Flesh Corruption
- Contagion
- Telekinesis
- Kinetic Blow
- I Believe I Can Fly
- Time Master
- Slow
- Fast

#### RESOURCE

- Blue Energy Cell
- Green Energy Cell
- Red Energy Cell
- Medikit

## WAREHOUSE



ITANIMULLI



ALH-84001



INOTTENIO



KEKKULENIUM



MOTILMOLINA



### NARRATIVE MISSIONS

- A Warm Welcome
- Welcome to the Jungle
- > Temple Raid
- > On Hunt of Stupid Rocks
- Machinations of Doom
- > The Honorable Cult
- > Tribal Initiation
- Evil Inside
- > Take Back Your Destiny
- > The Last Hope

## PRIMAEVUS V AREAS

### DEFCON 4

- The Heaven
- The Rift
- Neptune Lake

### DEFCON 4-3

- Thunder Grave
- Butterfly Bites
- Acid Swamp
- Emerald River
- The Falling Leaves
- The Fortress

### DEFCON 3-2

- Agricola
- Sharp Rocks
- The Three Sisters
- Magma Pool
- Dead Wood
- Lonely Peak

### DEFCON 2-1

- Rapids of Blood
- Valley of the Temples
- Trident
- Howling Wild
- The Stone Garden

### DEFCON 1

- The Scythe
- Hot Spot
- Scilla





# COLONY SHEET

## CONTROL ROOM

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## INFIRMARY

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- LV1
- LV2
- LV3

## ARMORY

- LV1
- LV2
- LV3

## WAREHOUSE

- LV1
- LV2
- LV3

## TRAINING ROOM

- LV1
- LV2

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

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### RESOURCE

- Blue Energy Cell
- Green Energy Cell
- Red Energy Cell
- Medikit

TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

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### RESOURCE

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TOTAL XP: \_\_\_\_\_  
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### RESOURCE

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TOTAL XP: \_\_\_\_\_  
REMAINING XP: \_\_\_\_\_

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### RESOURCE

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## WAREHOUSE



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