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USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET
QUIT_WHEN_TARGET_FLEES_INTERACTION_FIGHT</BehaviourFlags>
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY
MAINTAIN_MIN_DISTANCE_TO_TARGET CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED</
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ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
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STRAFE_BASED_ON_TARGET_PROXIMITY CAN_INVESTIGATE USE_PROXIMITY_FIRING_RATE
ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
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STRAFE_BASED_ON_TARGET_PROXIMITY CAN_INVESTIGATE USE_PROXIMITY_FIRING_RATE
ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
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<CombatMovement>CM_WillAdvance</CombatMovement>
<BehaviourFlags>USE_COVER USE_VEHICLE DO_DRIVEBYS LEAVE_VEHICLES
STRAFE_BASED_ON_TARGET_PROXIMITY CAN_INVESTIGATE USE_PROXIMITY_FIRING_RATE
ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
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<CombatMovement>CM_WillAdvance</CombatMovement>
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STRAFE_BASED_ON_TARGET_PROXIMITY CAN_INVESTIGATE USE_PROXIMITY_FIRING_RATE
ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
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ALLOW_STRAFE_BREAKUP MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
<CombatAbility>CA_Average</CombatAbility>
<AttackRanges>CR_Medium</AttackRanges>
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ALLOW_STRAFE_BREAKUP PREFER_DUAL_WIELD MAINTAIN_MIN_DISTANCE_TO_TARGET
USE_RANGE_BASED_WEAPON_SELECTION</BehaviourFlags>
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COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE CAN_FLANK
USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET</BehaviourFlags>
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COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE
USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE ALLOW_STRAFE_BREAKUP</
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COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE
USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE ALLOW_STRAFE_BREAKUP</
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<BehaviourFlags>USE_COVER USE_VEHICLE DO_DRIVEBYS LEAVE_VEHICLES ALWAYS_FIGHT
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SWITCH_TO_DEFENSIVE_IF_IN_COVER CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED

MAINTAIN_MIN_DISTANCE_TO_TARGET</BehaviourFlags>
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<CombatMovement>CM_DefensiveWillRetreat</CombatMovement>
<BehaviourFlags>USE_COVER USE_VEHICLE DO_DRIVEBYS LEAVE_VEHICLES ALWAYS_FIGHT
COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE
USE_PROXIMITY_FIRING_RATE CAN_FLANK SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER
CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED CAN_CHARGE
PERMIT_CHARGE_BEYOND_DEFENSIVE_AREA ALLOW_STRAFE_BREAKUP
MAINTAIN_MIN_DISTANCE_TO_TARGET</BehaviourFlags>

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<CombatStyleModifier>Gang_Skinner</CombatStyleModifier>
<CombatMovement>CM_WillRetreat</CombatMovement>
<BehaviourFlags>ALWAYS_FIGHT CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED
CAN_CHARGE USE_COVER USE_VEHICLE DO_DRIVEBYS LEAVE_VEHICLES
COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET USE_PROXIMITY_FIRING_RATE
SWITCH_TO_DEFENSIVE_IF_IN_COVER ALLOW_STRAFE_BREAKUP
MAINTAIN_MIN_DISTANCE_TO_TARGET</BehaviourFlags>
<CombatAbility>CA_ProfessionalPoor</CombatAbility>
<AttackRanges>CR_Medium</AttackRanges>
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<FiringPatternThrownInCoverHash>FIRING_PATTERN_THROWN_IN_COVER</
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<BehaviourFlags>USE_COVER USE_VEHICLE DO_DRIVEBYS LEAVE_VEHICLES
STRAFE_BASED_ON_TARGET_PROXIMITY ALWAYS_FIGHT
COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE
USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE ALLOW_STRAFE_BREAKUP</
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COVER_SEARCH_IN_ARC_AWAY_FROM_TARGET CAN_INVESTIGATE
USE_PROXIMITY_FIRING_RATE MAINTAIN_MIN_DISTANCE_TO_TARGET
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE ALLOW_STRAFE_BREAKUP</
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
MAINTAIN_MIN_DISTANCE_TO_TARGET DISABLE_FLEE_FROM_COMBAT
CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED</BehaviourFlags>
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
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CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
MAINTAIN_MIN_DISTANCE_TO_TARGET CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED</
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
MAINTAIN_MIN_DISTANCE_TO_TARGET DISABLE_FLEE_FROM_COMBAT
CAN_FIGHT_ARMED_PEDS_WHEN_NOT_ARMED</BehaviourFlags>
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
TRY_TO_FORCE_SURRENDER CAN_CHARGE WILL_DRAG_INJURED_PEDS_TO_SAFETY
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
DISABLE_RETREAT_DUE_TO_TARGET_PROXIMITY MAINTAIN_MIN_DISTANCE_TO_TARGET
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
DISABLE_RETREAT_DUE_TO_TARGET_PROXIMITY MAINTAIN_MIN_DISTANCE_TO_TARGET
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER MAINTAIN_MIN_DISTANCE_TO_TARGET
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER MAINTAIN_MIN_DISTANCE_TO_TARGET
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
DISABLE_RETREAT_DUE_TO_TARGET_PROXIMITY MAINTAIN_MIN_DISTANCE_TO_TARGET
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CAN_CHASE_TARGET_ON_FOOT USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP
SWITCH_TO_ADVANCE_IF_CANT_FIND_COVER CAN_CHARGE
WILL_DRAG_INJURED_PEDS_TO_SAFETY WILL_CUT_FREE_HOGTIED_PEDS
DISABLE_RETREAT_DUE_TO_TARGET_PROXIMITY MAINTAIN_MIN_DISTANCE_TO_TARGET
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STRAFE_DUE_TO_BULLET_EVENTS CAN_CHASE_TARGET_ON_FOOT
USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP CAN_CHARGE
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STRAFE_DUE_TO_BULLET_EVENTS CAN_CHASE_TARGET_ON_FOOT
USE_PROXIMITY_FIRING_RATE ALLOW_STRAFE_BREAKUP CAN_CHARGE
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Added: 58

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