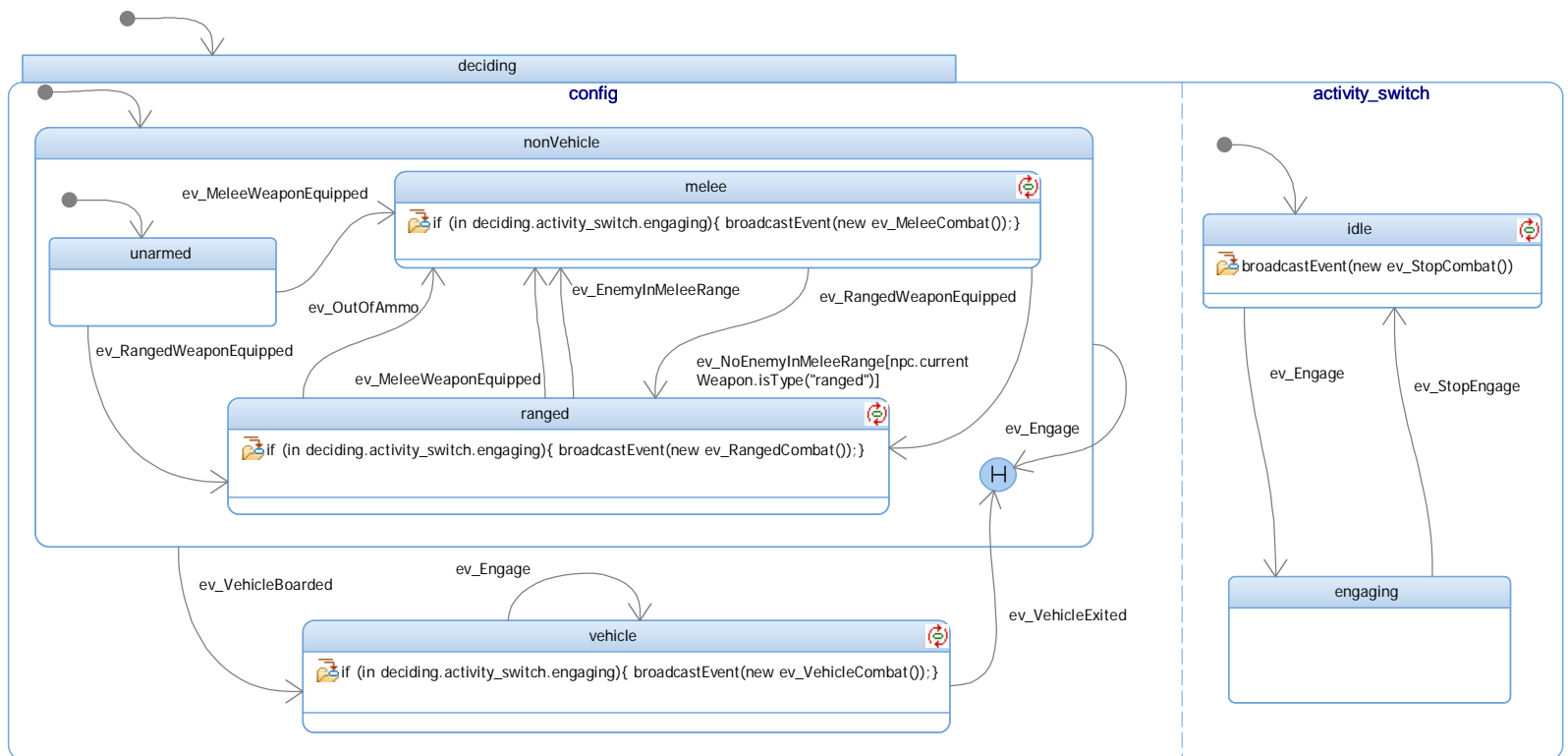
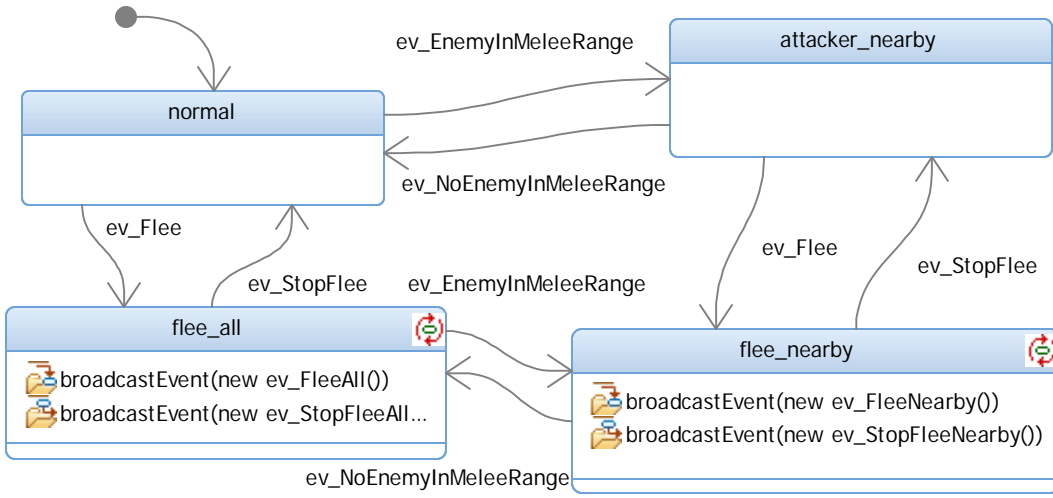
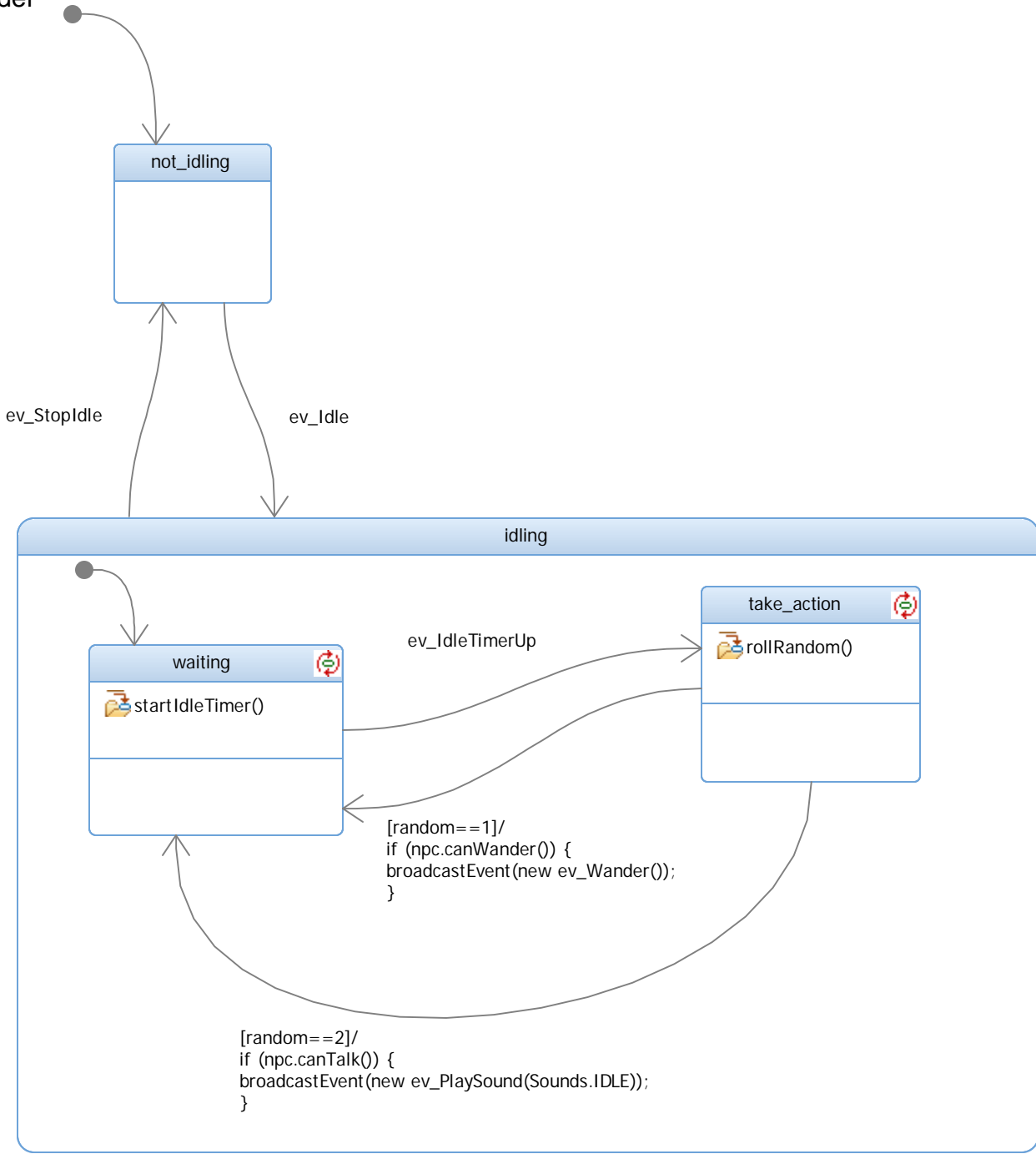


CombatDecider



FleeDecider





SearchDecider

