

# **TOMB RAIDER NEXT GENERATION**



**DAMAGE ENEMY**

## DAMAGE ENEMY

32: <b>JEEP</b>	Arg1: Range=[-1000 to +1000] Default=150 <Collision shock>
35: <b>SKELETON</b>	Arg1: Range=[-128 to +127] Default=80
41: <b>BADDY_1</b>	Arg1: Range=[-1000 to +1000] Default=15 <Uzi> Arg2: Range=[-1000 to +1000] Default=120 <Sword>
43: <b>BADDY_2</b>	Arg1: Range=[-1000 to +1000] Default=15 <Uzi> Arg2: Range=[-1000 to +1000] Default=120 <Sword>
45: <b>SETHA</b>	Arg1: Range=[-1000 to +1000] Default=200 Arg2: Range=[-128 to +127] Default=250
47: <b>MUMMY</b>	Arg1: Range=[-128 to +127] Default=100
49: <b>SPHINX</b>	Arg1: Range=[-128 to +127] Default=200
51: <b>CROCODILE</b>	Arg1: Range=[-128 to +127] Default=120
53: <b>HORSEMAN</b>	Arg1: Range=[-128 to +127] Default=10 Arg2: Range=[-128 to +127] Default=20 Arg3: Range=[-1000 to +1000] Default=150
55: <b>SCORPION</b>	Arg1: Range=[-128 to +127] Default=120
59: <b>TROOPS</b>	Arg1: Range=[0 to 255] Default=23 Arg2: Range=[-128 to +127] Default=15
61: <b>KNIGHTS_TEMPLAR</b>	Arg1: Range=[-128 to +127] Default=120
65: <b>HORSE</b>	Arg1: Range=[-128 to +127] Default=150 Arg2: Range=[-128 to +127] Default=250 Arg3: Range=[-128 to +127] Default=100
67: <b>BABOON_NORMAL</b>	Arg1: Range=[-128 to +127] Default=70
73: <b>WILD_BOAR</b>	Arg1: Range=[-128 to +127] Default=30
75: <b>HARPY</b>	Arg1: Range=[-128 to +127] Default=10 Arg2: Range=[-128 to +127] Default=100

## DAMAGE ENEMY

- 83: **LITTLE\_BEETLE** Arg1: Range=[-1000 to +1000] Default=1
- 84: **BIG\_BEETLE** Arg1: Range=[-128 to +127] Default=50
- 86: **WRAITH1** Arg1: Range=[-1000 to +1000] Default=<Formula> ExtraFlame=ENABLED
- 87: **WRAITH2** Arg1: Range=[-1000 to +1000] Default=<Formula> ExtraFlame=DISABLED
- 88: **WRAITH3** Arg1: Range=[-1000 to +1000] Default=<Formula> ExtraFlame=DISABLED
- 89: **WRAITH4** Arg1: Range=[-1000 to +1000] Default=<Formula> ExtraFlame=DISABLED
- 90: **BAT** Arg1: Range=[-128 to +127] Default=2
- 91: **DOG** Arg1: Range=[-128 to +127] Default=10  
Arg2: Range=[-128 to +127] Default=20
- 93: **HAMMERHEAD** Arg1: Range=[-128 to +127] Default=120
- 95: **SAS** Arg1: Range=[0 to 255] Default=15 <UZI>  
Arg2: Range=[-1000 to +1000] Default=50 <Grenade>
- 102: **AHMET** Arg1: Range=[-128 to +127] Default=80  
Arg2: Range=[-128 to +127] Default=120
- 104: **LARA\_DOUBLE** Arg1: Range=[-1000 to +1000] Default=1000 <When she dies>
- 106: **SMALL\_SCORPION** Arg1: Range=[-128 to +127] Default=20
- 107: **LOCUST\_EMITTER** Arg1: Range=[-128 to +127] Default=3
- 114: **DARTS** Arg1: Range=[-128 to +127] Default=25
- 117: **FALLING\_CEILING** Arg1: Range=[-1000 to +1000] Default=300

## DAMAGE ENEMY

130: <b>ROLLINGBALL</b>	Arg1: Range=[-128 to +127] Default=8 <When Lara is on JEEP>
132: <b>TEETH_SPIKES</b>	Arg1: Range=[-1000 to +1000] Default=8
134: <b>SLICER_DICER</b>	Arg1: Range=[0 to 255] Default=50
135: <b>CHAIN</b>	Arg1: Range=[0 to 255] Default=75 Arg2: Range=[0 to 255] Default=25
136: <b>PLOUGH</b>	Arg1: Range=[0 to 255] Default=50
137: <b>STARGATE</b>	Arg1: Range=[0 to 255] Default=50 Arg2: Range=[-128 to +127] Default=100
138: <b>HAMMER</b>	Arg1: Range=[0 to 255] Default=150
139: <b>BURNING_FLOOR</b>	Arg1: Range=[0 to 255] Default=1
140: <b>COG</b>	Arg1: Range=[-128 to +127] Default=10
141: <b>SPIKEBALL</b>	Arg1: Range=[0 to 255] Default=150 Arg2: Range=[0 to 255] Default=50
143: <b>FLAME_EMITTER</b>	Arg1: Range=[-128 to +127] Default=7
144: <b>FLAME_EMITTER2</b>	Arg1: Range=[0 to 255] Default=2
145: <b>FLAME_EMITTER3</b>	Arg1: Range=[-128 to +127] Default=5
147: <b>FIREROPE</b>	Arg1: Range=[0 to 255] Default=150
162: <b>SENTRY_GUN</b>	Arg1: Range=[0 to 255] Default=5

## DAMAGE ENEMY

166: <b>FLOOR_4BLADE</b>	Arg1: Range=[0 to 255] Default=20 Arg2: Range=[0 to 255] Default=200
167: <b>ROOF_4BLADE</b>	Arg1: Range=[0 to 255] Default=20 Arg2: Range=[0 to 255] Default=200
168: <b>BIRD_BLADE</b>	Arg1: Range=[0 to 255] Default=100
169: <b>CATWALK_BLADE</b>	Arg1: Range=[0 to 255] Default=100 Arg2: Range=[0 to 255] Default=0 <Blade is within wall>
170: <b>MOVING_BLADE</b>	Arg1: Range=[0 to 255] Default=50
171: <b>PLINTH_BLADE</b>	Arg1: Range=[0 to 255] Default=0 <Blade is within wall> Arg2: Range=[0 to 255] Default=200
172: <b>SETH_BLADE</b>	Arg1: Range=[-1000 to +1000] Default=0 Arg2: Range=[-1000 to +1000] Default=1000
174: <b>ELEMENT_PUZZLE</b>	Arg1: Range=[0 to 255] Default=90
372: <b>FLARE_ITEM</b>	Arg1: Range=[0 to 255] Default=1 <Lara picks up burning flare>
382: <b>STEAM_EMITTER</b>	Arg1: Range=[-128 to +127] Default=2
484: <b>HYDRA</b>	Arg1: Range=[0 to 1000] Default=120 <Hydra hits with its beak>
488: <b>SUB_MARINE_MISSILE</b>	Arg1: Range=[0 to 1000] Default=100
490: <b>FROG_MAN_HARPOON</b>	Arg1: Range=[0 to 1000] Default=120
491: <b>FISH_EMITTER</b>	Arg1: Range=[0 to 1000] Default=5 <Damage of single fish>

