Screechers

e5m1_spear\generated\decls\md6def\md6def\characters\monsters\zombie_tier1\base\zombie_tier1_berserk.md6.decl

> Additional FxConditions must trigger

```
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_back/head_v1.md6an
im" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
```

□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_01.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_02.md6a
nim" {

```
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_03.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
```

□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_04.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}

```
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_06.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
```

```
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_07.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
```

```
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_08.md6a
nim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
			soundevent ""
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
			frame 0.0000
			row 0
			fxCondition_t FX_CINEMATIC_MP_1
		}
		event "ae_stopFX" {
			frame 45.0000
			row 3
			fxCondition_t FX_START_DEATH_1
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_09.md6a
nim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
```

□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_10.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}

```
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_11.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
```

□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_12.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1

```
	}
	event "ae_stopFX" {
		frame 45.0000
		row 3
		fxCondition_t FX_START_DEATH_1
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_13.md6a
nim" {
	event "ae_applyBuffModifiers" {
		frame 1.0000
		row 17
	}
	event "ae_soundNoSkip" {
		frame 1.0000
		row 18
		soundevent ""
	}
	event "ae_startFX" {
		frame 1.0000
		row 19
		fxCondition_t FX_CINEMATIC_20
	}
	event "ae_soundNoSkip" {
		frame 0.0235
		row 1
		soundevent "play_zombie_alert_screech"
	}
	event "ae_startFX" {
		frame 0.0000
		row 0
		fxCondition_t FX_CINEMATIC_MP_1
	}
	event "ae_stopFX" {
		frame 45.0000
		row 3
		fxCondition_t FX_START_DEATH_1
	}
}
```

```
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_14.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_15.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
```

```
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_16.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
```

□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_17.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"

```
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_18.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
```

□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_19.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_20.md6a

```
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_21.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
```

```
		row 18
		soundevent ""
	}
	event "ae_startFX" {
		frame 1.0000
		row 19
		fxCondition_t FX_CINEMATIC_20
	}
	event "ae_soundNoSkip" {
		frame 0.0235
		row 1
		soundevent "play_zombie_alert_screech"
	}
	event "ae_startFX" {
		frame 0.0000
		row 0
		fxCondition_t FX_CINEMATIC_MP_1
	}
	event "ae_stopFX" {
		frame 45.0000
		row 3
		fxCondition_t FX_START_DEATH_1
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_22.md6a
nim" {
	event "ae_applyBuffModifiers" {
		frame 1.0000
		row 17
	}
	event "ae_soundNoSkip" {
		frame 1.0000
		row 18
		soundevent ""
	}
	event "ae_startFX" {
		frame 1.0000
		row 19
		fxCondition_t FX_CINEMATIC_20
```

```
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
			frame 0.0000
			row 0
			fxCondition_t FX_CINEMATIC_MP_1
		}
		event "ae_stopFX" {
			frame 45.0000
			row 3
			fxCondition_t FX_START_DEATH_1
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/moving_forward/hit_front/head_23.md6a
nim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
			soundevent ""
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
```

□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_01.md6
anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3

□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/lower_body_inplac
e_02.md6anim" {
□□□event "ae_applyBuffModifiers" {

□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_01.md6
anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""

```
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
			frame 0.0000
			row 0
			fxCondition_t FX_CINEMATIC_MP_1
		}
		event "ae_stopFX" {
			frame 45.0000
			row 3
			fxCondition_t FX_START_DEATH_1
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_back/upper_body_inplac
e_01.md6anim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
			soundevent ""
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
```

□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_01.md6anim
" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0

```
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/chest_in_place_0
1.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
```

```
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_01.md6anim"
{
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
			soundevent ""
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
			frame 0.0000
			row 0
			fxCondition_t FX_CINEMATIC_MP_1
		}
		event "ae_stopFX" {
			frame 45.0000
			row 3
			fxCondition_t FX_START_DEATH_1
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/gut_inplace_01.m
d6anim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
```

```
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_01.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
```

□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_arm_in_plac
e_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1

```
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_01.md6a
nim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
```

```
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/left_leg_inplace
_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
```

```
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_01.md6
anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_arm_inplac
e_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
```

□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_01.md6
anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19

```
		fxCondition_t FX_CINEMATIC_20
	}
	event "ae_soundNoSkip" {
		frame 0.0235
		row 1
		soundevent "play_zombie_alert_screech"
	}
	event "ae_startFX" {
		frame 0.0000
		row 0
		fxCondition_t FX_CINEMATIC_MP_1
	}
	event "ae_stopFX" {
		frame 45.0000
		row 3
		fxCondition_t FX_START_DEATH_1
	}
}
anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/right_leg_inplac
e_01.md6anim" {
	event "ae_applyBuffModifiers" {
		frame 1.0000
		row 17
	}
	event "ae_soundNoSkip" {
		frame 1.0000
		row 18
		soundevent ""
	}
	event "ae_startFX" {
		frame 1.0000
		row 19
		fxCondition_t FX_CINEMATIC_20
	}
	event "ae_soundNoSkip" {
		frame 0.0235
		row 1
		soundevent "play_zombie_alert_screech"
	}
```

```
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_front/upper_body.md6an
im" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
```

□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
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□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/lower_body_inplace_01.md6anim" {

```
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
			soundevent ""
		}
		event "ae_startFX" {
			frame 1.0000
			row 19
			fxCondition_t FX_CINEMATIC_20
		}
		event "ae_soundNoSkip" {
			frame 0.0235
			row 1
			soundevent "play_zombie_alert_screech"
		}
		event "ae_startFX" {
			frame 0.0000
			row 0
			fxCondition_t FX_CINEMATIC_MP_1
		}
		event "ae_stopFX" {
			frame 45.0000
			row 3
			fxCondition_t FX_START_DEATH_1
		}
	}
	anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_inplac
e_01.md6anim" {
		event "ae_applyBuffModifiers" {
			frame 1.0000
			row 17
		}
		event "ae_soundNoSkip" {
			frame 1.0000
			row 18
```

```
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
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□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_left/upper_body_01.md6
anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
```

```
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
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□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_01.md
6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
□□□}
□□□event "ae_startFX" {
□□□□frame 0.0000
```

```
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/lower_body_inpla
ce_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
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□□□□soundevent ""
□□□}
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□□□event "ae_soundNoSkip" {
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□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
```

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□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_01.md
6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
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□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
□□anim
"md6/characters/monsters/zombie_tier1/base/motion/death/stationary/hit_right/upper_body_inpla
ce_01.md6anim" {
□□□event "ae_applyBuffModifiers" {
□□□□frame 1.0000
```

```
□□□□row 17
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 1.0000
□□□□row 18
□□□□soundevent ""
□□□}
□□□event "ae_startFX" {
□□□□frame 1.0000
□□□□row 19
□□□□fxCondition_t FX_CINEMATIC_20
□□□}
□□□event "ae_soundNoSkip" {
□□□□frame 0.0235
□□□□row 1
□□□□soundevent "play_zombie_alert_screech"
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□□□event "ae_startFX" {
□□□□frame 0.0000
□□□□row 0
□□□□fxCondition_t FX_CINEMATIC_MP_1
□□□}
□□□event "ae_stopFX" {
□□□□frame 45.0000
□□□□row 3
□□□□fxCondition_t FX_START_DEATH_1
□□□}
□□}
```

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