Name	CUST_TSU_OBJECTS						
	EntityHP	EntityDMG1	EntityDMG2	EntityDMG3	EntityDMG4	EntityDMG5	EntityDMG6
TR1_BEAR	20	200 (StateID = 9)	3 (StateID = 3)	200 (StateID = 6)	400 (StateID = 7)		
TR1_BAT	1	2 (StateID = 3)					
TR1_WOLF	6	50 (StateID = 6)	100 (StateID = 12)				
TR1_RAPTOR	20	100 (StateID = 4)	100 (StateID = 7)	100 (StateID = 8)			
TR1_TYRANNOSAUR	100	1 (StateID ≠ 3)	10 (StateID = 3)				
TR1_LARSON	50	50 (StateID = 7)					
TR1_MUMMY	18						
TR1_PIERRE	70	25 (StateID = 7)					
TR1_LION_MALE	30	150 (StateID = 4)	250 (StateID = 7)				
TR1_LION_FEMALE	25	150 (StateID = 4)	250 (StateID = 7)				
TR1_GORILLA	22	200 (StateID = 4)					
TR1_CROCODILE_LAND	20	100 (StateID = 5)					
TR1_CROCODILE_WATER		100 (StateID = 2)					
TR1_GIANT_RAT_LAND	5	20 (StateID = 4)	20 (StateID = 2)				
TR1_GIANT_RAT_WATER		20 (StateID = 2)					
TR1_CENTAUR_MUTANT	120	200 (StateID = 6)					
TR1_MUTANT_GRENADE		100 (hit)	50 (range hit)				
TR1_WINGED_MUTANT	50	150 (StateID = 4)	100 (StateID = 7)	200 (StateID = 8)			
TR1_MUTANT_BULLET		30 (hit)					

Name	CUST_TSU_OBJECTS						
	EntityHP	EntityDMG1	EntityDMG2	EntityDMG3	EntityDMG4	EntityDMG5	EntityDMG6
TR1_PANTHER	45	150 (StateID = 4)	250 (StateID = 7)				
TR1_SKATEBOARD_KID	125	50 (StateID = 1)	40 (StateID = 4)				
TR1_MR_T	200	150 (StateID = 6)					
TR1_COWBOY	150	70 (StateID = 6)					
TR1_GIANT_MUTANT	500	500 (StateID = 4)	500 (StateID = 5)				
TR2_SPIDER	5	25 (StateID = 4)	25 (StateID = 5)	25 (StateID = 6)			
TR2_CROW	15	20 (StateID = 6)					
TR2_TIGER	20	100 (StateID = 6)	100 (StateID = 7)	100 (StateID = 8)			
TR2_TYRANNOSAUR	100	1 (StateID ≠ 3)	10 (StateID = 3)				
TR2_DOBERMAN	10	100 (StateID = 7)	100 (StateID = 9)	200 (StateID = 8)			
TR2_MASKED_GOON	25	50 (StateID = 7)	50 (StateID = 9)	50 (StateID = 11)			
TR2_RAT	4	20 (StateID = 5)					
TR2_STICK_GOON	27	80 (StateID = 9)	80 (StateID = 8)	100 (StateID = 3)			
TR2_SHOTGUN_GOON	150	50 (StateID = 7)	50 (StateID = 10)	50 (StateID = 8)			
TR2_RIG_WORKER_KHAKI_PANTS	25	150 (StateID = 4)	150 (StateID = 6)	150 (StateID = 10)			
TR2_RIG_WORKER_BLUE_JEANS	20	30 (StateID = 5)	30 (StateID = 11)	30 (StateID = 6)			
TR2_FLAMETHROWER	20						
TR2_FLAME		3 (hit)					
TR2_BARRACUDA	12	100 (StateID = 4)	100 (StateID = 5)				

Name	CUST_TSU_OBJECTS						
	EntityHP	EntityDMG1	EntityDMG2	EntityDMG3	EntityDMG4	EntityDMG5	EntityDMG6
TR2_MERCENARY	45	8 (StateID = 5)	8 (StateID = 10)	8 (StateID = 14)	8 (StateID = 7)	8 (StateID = 8)	8 (StateID = 9)
TR2_MERCENARY_BLACK_MASK	50	50 (StateID = 7)	50 (StateID = 9)	50 (StateID = 10)	50 (StateID = 8)	50 (StateID = 13)	
TR2_EAGLE	20	20 (StateID = 6)					
TR2_MONK	30	50 (StateID = 4)	50 (StateID = 5)	50 (StateID = 6)	50 (StateID = 7)	50 (StateID = 10)	
TR2_YETI	30	100 (StateID = 4)	150 (StateID = 5)	200 (StateID = 6)			
TR2_BIRD_MONSTER	200	200 (StateID = 4)	200 (StateID = 6)	200 (StateID = 11)	200 (StateID = 7)		
TR2_GIANT_SPIDER	40	100 (StateID = 4)					
TR2_SPEAR_XIAN_GUARD	100	75 (StateID = 6)	75 (StateID = 14)	120 (StateID = 16)	75 (StateID = 8)	75 (StateID = 10)	75 (StateID = 12)
TR2_SWORD_XIAN_GUARD	80	300 (StateID = 4)	300 (StateID = 6)	300 (StateID = 11)			
TR2_KNIFETHROWER	60						
TR2_KNIFE		50 (hit)					
TR2_BLACK_MORAY_EEL		500 (StateID = 1)					
TR2_YELLOW_MORAY_EEL		50 (StateID = 1)					
TR5_GUARD_TWO	24	60 (StateID = 3)	10 (StateID != 3)				
TR5_GUARD_THREE	24	60 (StateID = 3)	10 (StateID != 3)				
TR5_GUARD_FOUR	24	60 (StateID = 3)	10 (StateID != 3)				
TR5_ARMED_BADDY_ONE	24	60 (StateID = 3)	10 (StateID != 3)				
TR5_VCI_WORKER	24	60 (StateID = 3)	10 (StateID != 3)				
TR5_ARMED_BADDY_TWO	26	17 (StateID = 3)					