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| --- | --- | --- | --- |
| Weapon | Body damage | Head damage | Extra info |
| UNARMED | 8.0 | *N/A* |  |
| PIPE | 12.0 | *N/A* |  |
| SCISSOR PIPE | 20.0 | *N/A* | *Down an enemy with custom animations* |
| HATCHET | 20.0 | *N/A* | *Down an enemy with custom animations* |
| MACHETE | 20.0 | *N/A* | *Down an enemy with custom animations* |
| 9MM PISTOL | 20.0 | 60.0 | *Damage reduced by half if distance is bigger than 30 meters* |
| REVOLVER | 35.0 | 70.0 | *Damage reduced by half if distance is bigger than 30 meters* |
| SHOTGUN | 40.0 | 80.0 | *Damage reduced by half if distance is bigger than 30 meters* |
| RIFLE | 70.0 | 100.0 | ***Damage amount isn’t reduced based on distance (!!!)*** |
| ASSAULT RIFLE | 20.0 | 60.0 | *Damage reduced by half if distance is bigger than 30 meters* |
| BOW | 45.0 | 60.0 | *Head damage isn’t detectable yet* |
| BRICK | 10.0 | *N/A* | *Breaks after two/three hits* |
| BOTTLE | 10.0 | *N/A* | *Breaks when hit* |
| MOLOTOV COCKTAIL | 5.0 | *N/A* | *5.0 health points every second (for 15 seconds time)* |
| NAIL BOMB | 85.0 | *N/A* | *85 health points reduced when detonated* |