Changelog:

**Abilities -> TraitDefWeaponHitXX.json:**

* All TraitDefWeaponHit profiles between 1 - 10 modified stat: **EffectData []** to reduce Energy, Ballistic, Missile accuracy from 2.5% increase to 1.0% per level up of gunnery stat.

**Ammunition:**

* **Enums -> AmmoCategory.json**
  + Added Ammunition Types: Enums -> AmmoCategory.json
    - Chemical Ammo
    - EMP Ammo (Disruptor Rifle)
    - Impact Ammo (Salvage Rifle)
    - Armor Piercing SRM Ammo (Needs balancing)
    - LRM Frag Missiles (Needs Balancing)
* **Added Ammunition Boxes to game:**
  + Chemical Ammo
  + EMP Ammo
  + Impact Ammo
  + Armor Piercing SRM Ammo
  + LRM Frag Missiles
  + **Case Ammo Boxes for all Types (Pending Insertion)**
* **Added Ammunition definition files:**
  + Chemical Ammo
  + EMP Ammo
  + Impact Ammo
  + Armor Piercing SRM Ammo
  + LRM Frag Missiles
* **ItemCollection\_Ammo**
  + Add Ammo types to Ammo collection. 0 quantity 10 rarity is limitless and always present

**Weapons:**

* New Weapon Types:
  + Energy
    - Chemical Laser Set: Small, Medium, Large, Array. **(Chemical Array needs balancing)**
    - **Disruptor Rifle (EMP Cannon) Needs Balance (Use Snub PPC animation?)**
      * Disrupts Enemy Accuracy
      * Little Damage
  + Ballistic
    - **Salvage Rifle**
  + Missile
    - **Armor Piercing SRM (Needs Balance)**
    - **Cluster Missile (Needs Balance)**
* Existing Weapon Modifications
  + Energy
  + Ballistic
  + Missile
    - Reduce All LRM Accuracy by 3 pips **(Verify Balance)**
* **Add All new weapons to ItemCollection\_Weapons**

**Heatsinks:**

* Prototype Heatsink
  + Testing Purposes only: -900 heat per turn

**Game Constants:**

* CareerDifficultySettings:
  + Increase to score multipliers. No purpose
  + Decrease to Argo Upgrade costs
* CombatGameConstants:
  + ToHitStepValues: Reduce to increase difficulty to miss. Default .05 0.025

**Vehicle Types: (Not yet added)**

* Armor Piercing Missile Carrier
* Cluster Missile Carrier
* Chemical Battery Tank
* Salvage Tank

**AI Behavior:**

* BehaviorVariables
  + Global.json, Global\_Ruthless.json, Global\_Def.json
    - Float\_EvasiveToHitFloor (Decrease from 40.0 to 10.0) Increases CPU alpha strike chance

**Additional Mech Variants:**

**Locust\_LCT-1T**

**Grasshopper\_GHR-5C (Chemical Laser variant)**

**Grasshopper\_GHR-5M (Energy Missile Support)**