

[Guide] Damage Types

File Name	Wiki Name	Effect	In game/Comment
DMG_Kinetic	Kinetic	Decr. Health/Shield	{Unnamed}, Kinetic Most single target projectiles
DMG_Burn	Fire	Decr. Health/Shield	Fire, Plasma
DMG_Heat	Heat	Incr. Temperature	Heat, Fire
DMG_Fire	Fire + Heat 100%/100%	Decr. Health/Shield Incr. Temperature	{Unnamed}, Fire
DMG_Freezing	Frost	Decr. Health/Shield	Frost, Freeze Exclusive to the Cryo Cannon
Dmg_Cold	Cold	Decr. Temperature	Cold, Cryo, Freezing power
DMG_Ice	Frost + Cold 100%/50%	Decr. Health/Shield Decr. Temperature	{Unnamed} Mentioned in the Snowball OC files, but not used.
DMG_Electric	Electric	Decr. Health/Shield	Electric, Plasma
DMG_Explosive	Explosive	Decr. Health/Shield	Explosive, Plasma
DMG_Physical	Melee	Decr. Health/Shield	{Unnamed}, Melee
DMG_Poison	Poison	Decr. Health/Shield	Acid, Poison, Neurotoxin
DMG_Radiation	Radiation	Decr. Health/Shield	Radiation
DMG_Disintegrate	Disintegrate	Decr. Health/Shield	{Unnamed} See You in Hell and Temperature Shock
DMG_Thorns	Thorn	Decr. Health/Shield	Used for the Thorn perk
DMG_Falling	Fall	Decr. Health/Shield	Fall damage
DMG_NoOxygen	Suffocation	Decr. Health bypass Shield	Suffocation Used in low O2 missions
DMG_InternalDamage	Internal	Decr. Health	{Unnamed} micro-explosives OCs
DMG_EventExplosion	Nanite	Damage Tritilyte Shard Decr. Health/Shield	{Unnamed} Nanite Bomb in the Tritilyte Crystal Machine event.
{none}	Typeless	Decr. Health	More of a bug, when there is no damage to default to.