DISTRUTTORE:

1. Undefined distance
   1. Player effect
      1. Life=2
      2. Mark=1
2. Undefined distance
   1. Player effect
      1. Mark=1

MITRAGLIATRICE:

1. Undefined distance
   1. Player effect
      1. Life=1
   2. Player effect
      1. Life=1
2. Undefinde distance
   1. Player effect
      1. Life=1
3. Undefined distance
   1. Player effect
      1. Life=1
   2. Player effect
      1. Life=1

FUCILE DI PRECISIONE:

1. More distance
   1. Player effect
      1. Life=3
      2. Mark=1

FALCE PROTONICA

1. Finite distance
   1. Celle effect
      1. Life=1
2. Finite distance
   1. Cell effect
      1. Life=2

RAGGIO TRAENTE

1. Undefined distance
   1. Player effect
      1. Moveyou=2
      2. Life=1
2. Finite distance
   1. Player effect
      1. Moveyou=2
      2. Life=3

VULCANIZZATORE:

1. Finite distance
   1. Celle effect
      1. Life=1
2. Finite distance
   1. Celle effect
      1. Life=1
      2. Mark=1

RAZZO TERMICO:

1. Undefined distance
   1. Player effect
      1. Life=3

RAGGIO SOLARE:

1. More distance
   1. Player effect
      1. Life=1
   2. Cell effect
      1. Mark=1
2. More distance
   1. Player effect
      1. Life=1
   2. Cell effect
      1. Mark=2

LANCIAFIAMME:

1. Cardinal
   1. Player effect
      1. Life=1
   2. Player effect
      1. Life=1
2. Cardinal
   1. Cell effect
      1. Life=2
   2. Cell effect
      1. Life=1

LANCIAGRANATE

1. Undefined distance
   1. Player effect
      1. Life=2
      2. Moveyou=1
2. Undefined distance
   1. Cell effect
      1. Life=1

LANCIARAZZI:

1. More distance
   1. Player effect
      1. Life=2
      2. Moveyou=2
2. More distance
   1. Player effect
      1. Moveme=2
3. More distance
   1. Cell effect
      1. Life=1

FUCILE LASER:

1. Cardinal
   1. Player effect
      1. Life=3
2. Cardinal
   1. Player effect
      1. Life=2
   2. Player effect
      1. Life=2

SPADA FOTONICA:

1. Finite distance
   1. Player effect
      1. Life=2
      2. Moveme=1
2. Finite distance
   1. Player effect
      1. Life=2

ZX-2

1. Undefinite distance
   1. Player effect
      1. Life=1
      2. Damage=2
2. Undefined distance
   1. Player effect
      1. Life=1
   2. Player effect
      1. Life=1
   3. Player effect
      1. Life=1

FUCILE A POMPA:

1. Finite distance
   1. Player effect
      1. Life=3
      2. Moveyou=1
2. Finite distance
   1. Player effect
      1. Life=2

CYBERGUANTO

1. Finite distance
   1. Player effect
      1. Moveme=1
      2. Life=1
      3. Mark=2
2. Finite distance
   1. Player effect
      1. Life=2
      2. Moveme=1
   2. Player effect
      1. Life=2
      2. Moveme=1

ONDA D’URTO:

1. Finite distance
   1. Player effect
      1. Life=1
   2. Player effect
      1. Life=1
   3. Player effect
      1. Life=1
2. Finite distance
   1. Cell effect
      1. Life=1
   2. Cell effect
      1. Life=1
   3. Cell effect
      1. Life=1

MARTELLO IONICO

1. Finite distance
   1. Player effect
      1. Life=2
2. Finite distance
   1. Player effect
      1. Life=3
      2. Moveyou=2

CANNONE VORTEX:

1. Undefined distance
   1. Player effect
      1. Moveyou=1
      2. Life=2
2. Undefined distance
   1. Player effect
      1. Moveyou=1
      2. Life=1
   2. Player effect
      1. Moveyou=1
      2. Life=1

FUCILE AL PLASMA:

1. Undefined distance
   1. Player effect
      1. Life=2
      2. Moveme=2
   2. Player effect
      1. Life