

SNIPER

- 1 list of payloads
- Replaces only one position at a time regardless of no. of positions

(Number of Requests = No. of positions \times Attack Requests Sent)

BATTERING RAM

- 1 list of payloads
- Puts the same payload value in all positions at the same time.

(Number of Requests = No. of Payloads Tried)

PITCHFORK

- Separate List of Payloads for Each Position
- Replaces each position with its respective payload
- For Example, at the Same Time,
 - 1st payload from 1st list will replace the first position
 - And, 1st payload from 2nd list will replace the second position

(Number of Requests = Size of the Biggest Payload List)

CLUSTER BOMB

- Can use Multiple Lists of Payloads
- Tries all different combinations of payloads