

| Character | Health |
|-----------|--------|
| Player | 100 |
| Minion | 20 |
| Spawner | 200 |
| Tank | 400 |

Description

| Weapon | Functional Specification |
|-------------|--|
| Pistol | Low fire rate, low damage and medium range. High accuracy but not as high as the rifle. |
| Shotgun | Best for close combat. Short range, high dropoff, high spread, medium fire rate, low accuracy. |
| Rifle | Highest damage and furthest range. Low fire rate and high accuracy. |
| Gatling gun | Low damage, very high fire rate and some spread. Medium accuracy for medium ranges. |

Attributes

| Weapon | Fixed Capacity | Capacity | Liquid Per Round | Damage | Shots Per Round | Firing Speed | Damage/Second | Reload Time | Spread | Recoil Amount | Damage Dropoff | Charge Time |
|-------------|----------------|----------|------------------|--------|-----------------|--------------|---------------|-------------|--------|---------------|----------------|-------------|
| Pistol | 15 | 600 | 40 | 5 | 1 | 0.42 | 11.90 | 1.2 | 0.02 | 1.4 | 0.6 | 0.0 |
| Shotgun | 6 | 600 | 100 | 3 | 15 | 0.80 | 56.25 | 2.3 | 0.06 | 2.6 | 0.4 | 0.0 |
| Rifle | 10 | 600 | 60 | 25 | 1 | 1.50 | 16.67 | 1.6 | 0.008 | 2 | 0.9 | 0.0 |
| Gatling Gun | 100 | 600 | 6 | 3 | 1 | 0.05 | 60.00 | 3.1 | 0.05 | 0.83 | 0.7 | 0.7 |

| Damage | 2 units | 4 units | 8 units | 16 units |
|-------------|---------|---------|---------|----------|
| Weapon | | | | |
| Pistol | 4.0 | 4.0 | 3.0 | 2.0 |
| Shotgun | 2.0 | 2.0 | 1.0 | 0.0 |
| Rifle | 24.0 | 23.0 | 22.0 | 21.0 |
| Gatling gun | 2.0 | 2.0 | 2.0 | 1.0 |