

```
<!doctype html>

<html>

<head>

<meta charset="utf-8">

<title>Weapons</title>

    <style>

        .header {

            background-color: #b3ffb3;

            text-align: center;

            padding: 10px;

        }

        /* Slideshow container */

        .slideshow-container {

            max-width: 1000px;

            position: relative;

            margin: auto;

        }

        /* Caption text */

        .text {

            color: #f2f2f2;

            font-size: 15px;

            padding: 8px 12px;

            position: absolute;

            bottom: 8px;

            width: 100%;

            text-align: center;

        }
```

```
/* Number text (1/3 etc) */
```

```
.numbertext {  
  color: #f2f2f2;  
  font-size: 12px;  
  padding: 8px 12px;  
  position: absolute;  
  top: 0;  
}
```

```
/* The dots/bullets/indicators */
```

```
.dot {  
  height: 15px;  
  width: 15px;  
  margin: 0 2px;  
  background-color: #bbb;  
  border-radius: 50%;  
  display: inline-block;  
  transition: background-color 0.6s ease;  
}
```

```
.active {  
  background-color: #717171;  
}
```

```
/* Fading animation */
```

```
.fade {  
  -webkit-animation-name: fade;  
  -webkit-animation-duration: 1.5s;  
  animation-name: fade;  
  animation-duration: 1.5s;
```

```
}
```

```
@-webkit-keyframes fade {  
  from {opacity: .4}  
  to {opacity: 1}  
}
```

```
@keyframes fade {  
  from {opacity: .4}  
  to {opacity: 1}  
}
```

```
/* On smaller screens, decrease text size */  
@media only screen and (max-width: 300px) {  
  .text {font-size: 11px}  
}
```

```
/* Create three equal columns that floats next to each other */  
.column {  
  float: left;  
  width: 33.33%;  
  padding: 15px;  
}
```

```
/* Clear floats after the columns */  
.row:after {  
  content: "";  
  display: table;  
  clear: both;  
}
```

```
/* Responsive layout - makes the three columns stack on top of each other instead of next to each other */
```

```
@media screen and (max-width:600px) {
```

```
    .column {  
        width: 100%;  
    }  
}
```

```
}
```

```
    * {box-sizing: border-box;}
```

```
body {font-family: Verdana, sans-serif;}
```

```
.mySlides {display: none;}
```

```
img {vertical-align: middle;}
```

```
/* Style the top navigation bar */
```

```
.topnav {  
    overflow: hidden;  
    background-color: green;  
}
```

```
/* Style the topnav links */
```

```
.topnav a {  
    float: left;  
    display: block;  
    color: #f2f2f2;  
    text-align: center;  
    padding: 14px 16px;  
    text-decoration: none;  
}
```

```

        .active {
background-color: #717171;

/* Change color on hover */
.topnav a:hover {
    background-color: #ddd;
    color: black;
}

        .header {
background-color: #b3ffb3;
text-align: center;
padding: 10px;

        </style>
</head>

<body style="background-color:powderblue;">

        <div class="header">

            <h1 style="font-size:75px;">RUST -- Weapons</h1>
        </div>
<div class="topnav">
    <a href="My DW.html">Home</a>
    <a href="weapons.html" target="_blank">Weapons</a>
    <a href="Base Builds.html" target="_blank">Base Builds</a>
    <a href="House Defence.html" target="_blank">House Defence</a>
    <a href="Food and Hunger.html" target="_blank">Food & Hunger</a>
        <a href="Environment.html" target="_blank">Environment</a>
        <a href="Status Effect.html" target="_blank">Status Effect</a>
        <a href="Components.html" target="_blank">Components</a>

```

[Trading](Trading.html)

[Youtubers](Youtubers.html)

</div>

<h3>An overview and weapons in Rust;</h3>

<h10>Weapons are key to survival as they provide the player with basic offensive and defensive capabilities. Players may find weapons in Airdrops and Attack Helicopters, and can also craft them after gathering all the required resources for each weapon. Weapons in Rust have a variety of different applications in different scenarios. Some weapons favor up-close action, whereas others may perform better at a distance. Projectile weapons differ from each other with factors such as accuracy, range, rate of fire and damage.</h10>

<div class="row">

<div class="column">

<h2>Starter Weapons</h2>

<p>Rock

Wooden Spear

Stone Spear

Bow

Crossbow

Waterpipe

Bone Knife

Bone Club

Eoka Pistol

Stone Hatchet

Stone Pickaxe

Nailgun

</p>

</div>

<div class="column">

<h2>Mid-Game Weapons</h2>

<p>Double Barrel Shotgun

F1 Grenade

Hatchet

Pickaxe

Pump Shotgun

Python Revolver

Revolver

Salvaged Icepick

Salvaged Sword

Semi-Automatic Pistol

Semi-Automatic Rifle

</p>

</div>

<div class="column">

<h2>End-Game Weapons</h2>

<p>Assault Rifle

Bolt Action Rifle

Custom SMG

LR-300 Assault Rifle

Longsword

MP5A4

M249

Rocket Launcher

Thompson

Spas-12 Shotgun

<audio controls>

<source src="ak Shoot.mp3" type="audio/mpeg">

Your browser does not support the audio element.

</audio>

The above audio is of an Assault Rifle shooting in-game.

</p>

</div>

</div>

<div class="slideshow-container">

<div class="mySlides fade">

<div class="numbertext">1 / 3</div>

<div class="text">Bolt Action Rifle</div>

</div>

<div class="mySlides fade">

<div class="numbertext">2 / 3</div>

<div class="text">Rocket Launcher</div>

</div>

<div class="mySlides fade">

<div class="numbertext">3 / 3</div>

<div class="text">Hunting Bow</div>

</div>

</div>

<div style="text-align:center">

</div>


```
<script>

var slideIndex = 0;

showSlides();

function showSlides() {
    var i;
    var slides = document.getElementsByClassName("mySlides");
    var dots = document.getElementsByClassName("dot");
    for (i = 0; i < slides.length; i++) {
        slides[i].style.display = "none";
    }
    slideIndex++;
    if (slideIndex > slides.length) {slideIndex = 1}
    for (i = 0; i < dots.length; i++) {
        dots[i].className = dots[i].className.replace(" active", "");
    }
    slides[slideIndex-1].style.display = "block";
    dots[slideIndex-1].className += " active";
    setTimeout(showSlides, 5000); // Change image every 2 seconds
}

</script>

</body>

</html>
```