*Version history:*

* *V1- initial list*
* *V1.1(11/29/12, 30mins, Robert)- Update info for Nort, Added information nodes.*

**Defenses**: Static defenses that don’t move.

**Fire wall**

* looks: like a wall of fire (color changes depending on system/level)
* used for: blocking low level attacks powered buy anti-virus software nodes
* attack: Damages melee attackers

**Information Nodes**

* **Look:** Mini server banks
* **Used for:** Target of players assult. Can hold data byte bonus or unit/special unlocks
* **Attack:** None
* **Health:** 0, immortal object only destroyed by thiefs
* **Special:**
* *Submerge:* hides underground
* *Bonus:* when thief destroys db bonus or special unlock given to player.

**Anti-virus software nodes**

* looks: A cube with scrolling matrix style numbers on its surfaces
* used for: power nodes that increase the HP of defenses in area
* attack: Area attack that deletes melee class viruses in its range

**Quick Sandbox**

* looks: like a sandbox
* used for: slowing down enemies and revealing hidden enemies
* Attack: slow. Later levels sand sharks swim in biting trapped attackers (slow Dot type damage.)

**Encryption**

* Looks: fog of numbers and letters
* Used for: Fog of war. Masks defenses
* Attack: later levels static electricity bounces around it. Any virus that enters slowly takes damage.

**Gasser**

* Looks: Pole with vents on the sides (several types needed for each gas type)
* Used for: pops out of the ground. Uses a gas that stuns/knocks out viruses
* Attack: different types of gas (stun, knockout, confuse, poison) in different levels

**Zapper**

* Looks: Turret with 2 large barrels
* Used for: Locks on and attacks viruses.
* Attack: Laser fire with lock on reticule on its current target. Fires faster with later levels.

**Mines**

* Looks: sphere with spikes all over it
* Used for: mines on tiles. Destroys whatever touches it. levels
* Attack: explosive. Bigger blast area in later

**Virus Scanner**

* Looks: radar tower
* Used for: Scans field at set intervals. When scan is completed defenses will reformate to compensate for virus layouts and attack high threat targets. (long time between uses.)

**Pop-up Blocker**

* Looks: Large shields with pictures of blocked virus. Only happens after virus scans. Early levels take up one tile, later multiple tiles
* Used for: Blocks whatever type of virus that is pictured on the shield.

**Defenders**: Defense programs that move and attack viruses

**Spiker**

* Looks: Tank that launches spikes into ground
* Used for: Attacking viruses at range.
* Attack: Shoots a large spike into the ground which travels underground till it shoots up under nether target virus.

**Reformater**

* Looks:
* Used for: Re-Programs viruses to work for the system
* Attack: Captures and slowly reprograms viruses then turns them against player

**Nort**

* **Looks:** rank and file soldiers
* **Used for:** Basic defender type seen in all systems
* **Attack:** Laser blaster 1 dmg every 5 seconds
* **Movement:** 1 tile every 6 seconds
* **Health:** 15
* **Special:** None
* **Upgrades**:
* *Full auto:* increase dmg to 2 every 4 seconds
* *Body armor:* increases base health to 25

**mcCafe**

* Looks: Bigger solider with large vat on his back
* Used for: Defense
* Attack: Pours vat of liquid onto tiles. Causes viruses to slide back to furthest tile in row. Upgrades to flaming or electrified liquid that damages virus during slide.

**Data Recycler**

* Looks: looks like the recycle bin icon but with legs and arms.
* Used for: when attacked absorbs the attack, it then sends the attack back. But its attack is weaker.