**Virus types**

*(All of these are subject to change! If you have better ideas on looks or what they are used for let me know! Any looks that are blank I’m leavening up to art.)*

*Version history:*

* *V1 – initial list*
* *V1.1(11/29/12, 40mins, Robert)- updated info for miner, bug, information thief, d-blocker. Added copy cat passive type.*

**Passive type:** these viruses are used to strengthen your attack viruses and are also used to weaken the systems defenses.

* **Spy**
* ***Look:*** mix between a ninja and a traditional spy
* ***Used for:*** uncover systems defenses and weaknesses.
* **Trojan**
* ***Look:*** initial look is that of a Trojan soldier. When active takes on the appearance and skill of the selected system defense.
* ***Used for:*** building your own defenses to protect your attackers
* **Addy**
* ***Look:*** a pop up window with a random ad on it. Appears in front of attack type defenses. Turns the defense into a drooling zombie (possibly change each defense into something different).
* ***Used for:*** distracting the system defenses for a short amount of time.
* ***Copy Cat***
* **Look:** Cheshire cat (think alice in wonderland) with tech googles and scanner tool.
* **Used for:** copying units into adjacent tiles
* **Cost:** 50 db, Limited by how many rows with fog of war removed.
* **Attack:** none
* **Special:**
* *Copy:* Scans and copies selected unit into an adjacent tile. Does not copy any add-on’s attached to the unit
* **Upgrade:**
* *Overload:* Creates 2 copies of selected unit
* **Miner**
* ***Look:*** scruffy looking miner
* ***Used for:*** Collecting data to spend on buying new viruses. This data is mined from the internet and is different from the data the player is trying to steal from the system.
* ***Cost:*** 1st one free. Each additional = 100 db
* ***Health:*** 0 immortal object
* ***Attack:*** None
* ***Movement:*** None
* ***Special:***
* *Mine –* gather data bytes at a rate of 5 a second, increasing by 1 every 10 seconds to a max of 50 a second.
* *Discover –* Unveils playing field at a rate of 1 row every 3 mins.
* ***Upgrades:***
* *Radar pack-* increase fog of war cleared by 1 row every 2 mins.
* *Jack hammer –* increases base db mined by 5 db and max db a second to 100
* **Roid**
* ***Look:*** back pack with tubes coming out that pump roid liquid into attacker. Changes the look of the attacker to oversized and buff.
* ***Used for:*** buffing your attackers to make them stronger for a brief amount of time.
* **Replicator/Root Kit**
* ***Look:***
* ***Used for:*** duplicating the selected attacker making a new copy of it. This is a cheaper method of making attackers but has long timer.
* **Ghost training**
* ***Look:*** turns virus into a ghost of itself
* ***Used for:*** Makes selected virus immune to defenses for short amount of time.
* **Infestation Swarm**
* ***Look:*** swarm of little bugs
* ***Used for:*** Clouding the selected area from the defenses view.
* **TNT**
* ***Look:*** dynamite strapped to the attackers back.
* ***Used for:*** making the attacker into a living bomb. Turns the zero into a nuke!
* **System link**
* ***Look:*** Links 3 selected viruses together to form………..Virussoraus X!
* ***Used for:*** linking 3 virus types together to make a super virus to wreck havoc on defenses.
* **V fu training**
* ***Look:***
* ***Used for:*** turns selected virus into a V fu (kung fu) master. V fu masters can matrix leap over defenses and have increase dodge to system defense attacks.

**Attack type:** Theses are your bread and butter viruses. Their only goal is to attack attack attack.

* **Zero**
* ***Look:*** Japanese guy with kamikaze headband on.
* ***Used for:*** suicide bomber.
* **Muncher**
* ***Look:*** small spiky and fat. With a big mouth full of sharp teeth.
* ***Used for:*** slowly charges defenses then slowly eats away at it.
* **Spammer**
* ***Look:*** Mini gun turret
* ***Used for:*** long range rapid fire at defenses
* **Worm**
* ***Look:*** coiled worm (not attacking). When its attacking it will just look like something tunneling under the tile.
* ***Used for:*** breaching defenses so you can send invaders behind enemy lines. Tunnel collapses after being used.
* **Slicer**
* ***Look:*** skinny with swords for hands and feet.
* ***Used for:*** cutting away at defenses fast. High damage low defenses.
* **Information Thief**
* ***Look:***Masked criminal
* ***Used for:*** stealing data from the system and bringing it back to base. The player needs to steal all of the systems data to win.
* ***Cost:*** *35db*
* **Health:** 25
* **Movement:** 1 tile a second
* **Attack:** none
* **Special:**
* *Steal:* hacks and steals all data in an information node. Takes 3 seconds to complete and destroys unit once completed.
* **Upgrade:**
* Dash: Increase movement speed to 2 tiles a second
* Stealth: Makes unit invisible and immune to damage for the first 3 seconds after creation.
* **Bug**
* ***Look:*** several different looking bugs
* ***Used for:*** basic attack type slowly walks to defenses and then attacks till destroyed.
* ***Cost:*** 25 db (should be spam able)
* ***Health:*** 10 db
* ***Movement:*** 1 tile every 2 seconds
* ***Attack:***
* Bite – attacks npc defense on tile in front of unit, 1 dmg a second.
* ***Special:***
* Infect – chews away fog of war on tiles moved to (clear only lasts while bug is alive).
* ***Upgrades:***
* Spit – spits poison forward when each tile is reached, adds 1 dmg every 5 sec when applied to npc (causes green hue on npc)
* **Freezer**
* ***Look:***
* ***Used for:*** Area attack that attacks a section of the grid freezing all defenses for a brief period of time. Also can be used “cool down” sections of the firewall to allow attackers behind enemy lines.
* **Parasite**
* ***Look:***
* ***Used for:*** turns the enemy defenses against the system. Only lasts for set amount of time.
* **Re-Direct**
* ***Look:*** Projector that shines an image of a random virus onto selected misdirection section of the gird.
* ***Used for:*** redirects the attention of a selected defense to a different area of the grind for a set amount of time.
* **D Blocker/Meat shield**
* ***Look:*** *TBD*
* ***Used for:*** blocking a selected defense from taking any action in a certain direction.
* ***Movement:*** None, stationary defense
* ***Cost:*** 35 db
* ***Attack:*** None.
* ***Health:*** Base health = 25, upgraded = 50
* ***Upgrades:***
* Health- +25
* Reflect- reflects 25% damage taken back at attacker
* **Zdoc**
* ***Look:***
* ***Used for:*** Virus that specializes in repairing damaged viruses.