l: <b>0</b>		1		2		3		4	
10		18		32		90		225	
	10	<u> </u>	15		25		50		70
$(\circ)$	16	(0)	18.6	(	21.3		26.6	(	60
	10		10		10		10		10
				40		100		190	
can shoot at			damage		20		35		50
all enemy typ	pes		range	<b>1500</b>	18.6		21.3		26.6
			reload		6.6		5.3		4
can no				50		115		150	
longer			damage		35		75		150
shoot at			range		21.3		24		29.3
flying enemi	es		reload		13.3		13.3		13.3
		20		40		100		250	
d	lamage		20		30		50		70
	ange	$\mathbf{O}$	24	$\mathbf{f} \circ \mathbf{f}$	26.6	100	33.3	100	45
	eload	C/1	10		10		10		10
	_		l	50		130		325	
can only			damage		40		60		120
shoot at			range	$( \bigcirc )$	18.6		24	$\mathfrak{m}$	40
flying enemie	es		reload		13.3		13.3		13.3
area damage	9	35		50		115		350	
		<del>7 %</del>	15	17 D.	20	17 D	50	17 D.	80
	, l	00	13.3	10-01	16	$\sim$	18.6	$\sim$	24
weakens			10	80	10	130	10	220	10
enemies			damage		x1.2	130	x1.5	220	x2.0
in range			range	(2000)	14	(777) I	16	(70°5)	20
liirange			Tange		14		10		20
slows down				35		00			
enemies						90		180	
in range				7 E.S.		90		180	
			range	O	14	<b>60</b>	18.6	180	24
			range speed	<b>②</b>	14 x0.8	<b>9</b> 0	18.6 x0.7	180	24 x0.6
		40		<b>(</b>		<b>②</b>		<b>②</b>	
	lamago I	40	speed	50	x0.8	90	x0.7	190	x0.6
d	lamage	40		<b>(</b>		<b>②</b>		<b>②</b>	
d	lamage	40	speed	<b>(</b>	x0.8	<b>②</b>	x0.7	<b>②</b>	x0.6
d	lamage	40	speed	50	x0.8	90	x0.7	190	x0.6
	lamage	40	speed	<b>(</b>	x0.8	<b>②</b>	x0.7	<b>②</b>	x0.6
improves	lamage	40	x1.25	50	x0.8	90	x0.7	190	x0.6
	lamage	40	speed	50	x0.8	90	x0.7	190	x0.6
improves all nearby	lamage	40	x1.25	50	x0.8	90	x0.7	190	x0.6
improves all nearby	lamage	40	x1.25	50 40	x0.8	90	x0.7	190 175	x0.6
improves all nearby	lamage	40	x1.25	50 40	x0.8	90	x0.7	190 175	x0.6

cost damage range reload