

FAMILY	WEAPON	DAM	RGE	ROF	UNITS	BLURB
PISTOLS	Pistol	LOW	LOW	LOW	BODY	<i>Simplest firearm and [typically] default weapon. Fires ~7 shot burst before reload delay</i>
	Dual Pistols	MED	LOW	MED	BODY	<i>Basically: two times the base type, because two times the base pistols, 'Nuff Said</i>
	Scoped Pistol	HIGH	MED	LOW	BODY	<i>Basically: 'Revolver' with better [DAM] and [RGE] at cost of [ROF]</i>
PREC RIFLES	Hunting Rifle	LOW	MED	LOW	YES	<i>Average rifle, as owned by your neighborhood outdoorsman / Fallout 3 character build</i>
	Semi-Auto Rifle	HIGH	MED	MED	YES	<i>Think AR-15. Ideal for CQC and engaging small[er] groups of zombies / enemy infantry</i>
	Sniper Rifle	HIGH	XTRM	LOW	YES	<i>Ideal for dispatching smaller groups of zombies / enemy infantry at long[er] distance</i>
	Heavy Tactical Rifle	HIGH	XTRM	MED	VEH   DEF	<i>Semi-Auto xor/i.e. Higher ROF Sniper Rifle. Heavy/Bulky: so vehicle/structure only</i>
AUTO RIFLES	Submachine Gun	LOW	LOW	MED	BODY	<i>Note: I might add a 'Dual SMGs' global upgrade that would increase DAM to [MED]</i>
	Fully-Auto Rifle	MED	MED	HIGH	BODY	<i>Think M-16. Ideal for combat / suppressing fire on small to mid sized groups of bodies</i>
	Minigun	XTRM	LOW	CNST	BODY	<i>Minigun Goz Brrrrrr! Note: Might implement 'wind-up' deay; and it has [bad?] spread</i>
	Heavy Machine Gun	HIGH	MED	CNST	VEH   DEF	<i>Fully-Auto Rifle with boosted [DAM] and [ROF]. Heavy/Bulky: so vehicle/structure only</i>
FRAG WEAPS	Shotgun	MED	LOW	LOW	BODY	<i>Pump-Action single barrel (as owned by your neighborhood convenience store owner)</i>
	Combat Shotgun	HIGH	LOW	MED	BODY	<i>Semi-Auto (6-8 rounds / reload delay, as owned by your neighborhood Rooftop Korean)</i>
	2X Barrel Shotgun	XTRM	LOW	LOW	BODY	<i>Double-Barrel (analogous to Doom Super-SG owned by your neighborhood Doom Guy)</i>
	Assault Shotgun	HIGH	LOW	MED	VEH   DEF	<i>Combat Shotgun with boosted [DAM] and [ROF]. Heavy/Bulky: so vehicle/structure only</i>
PROJ WEAPS	Grenade Launcher	PROJ	LOW	LOW	ALL	<i>Simple base version (i.e. longer [ROF] and shorter [RGE] than its successor upgrade)</i>
	RPG Launcher	PROJ	MED	MED	ALL	<i>Improved [ROF] and [RGE] of base type (i.e. enough to more than merit upgrade cost)</i>
	Missile Launcher	PROJ	HIGH	LOW	ALL	<i>Intended for human enemy anti-air/armor, but ironically also good for packs of zombies!</i>
ENERGY WEAPS	Laser Blaster	LOW	MED	HIGH	BODY	<i>Blaster goes [pew! pew! pew!], and analogous to TD-P5JS 'Laser Blaster Tower'</i>
	Plasma Rifle	HIGH	MED	LOW	BODY	<i>'Semi-Automatic' improvement with different VFX (i.e. 'plasma ball' &lt;vs&gt; 'beam rod')</i>
	Laser Burst Rifle	XTRM	LOW	LOW	BODY	<i>'Sniper Rifle' improvement which fires single but powerful and long-range 'beam point'</i>
	Particle Beam Gun	XTRM	LOW	CNST	VEH   DEF	<i>Cuts through enemies like a hot knife through butter. Analogous to TD-P5JS 'Beam Tower'</i>
	Tesla Coil	HIGH	LOW	CNST	VEH   DEF	<i>Shocks enemies (pun intended). And no, EA: you can't claim trademark/IP thereof, silly!</i>
MISC WEAPS	Flamethrower	MED	LOW	CNST	VEH   DEF	<i>No RTS is complete without it. Though be careful: it can also set your units on fire!</i>
	120mm Cannon	HIGH	XTRM	LOW	M1A1 ONLY	<i>Only available as M1A1 Tank primary weapon, serving as Zed Alert's 'artillery' weapon.</i>