**DOOMGUY**

1. Shotgun- 2 bullets 15 single target damage each.
2. Plasma Gun- 30 dmg once per round
3. Rocket Launcher- 30 AoE dmg once per game
4. Pistol- 4 bullets 5 single target dmg. Hits First
5. Chaingun- 30 bullets 1 damage each
6. Chainsaw- If Doomguy deals less than 50 dmg in the first round a chainsaw is equipped. 10 dmg Hits First. 20 Dmg if a targeted enemy is below 30 HP.
7. Reload- Reload a weapon to max bullets. Inexhaustible.

**Doomguy starts with all weapons loaded**

**ULT**- 1+2+6 BFG 9000 Deals 30/40/50 single target damage per round used.