* General upgrade:
  + + All dmg 20%
  + + spd 5%
  + + health regen
  + +Accelerating
  + + Gold / sec -> path upgrade
* Path 1: High Speed Gatling (On Open Hp Turret - 40%, Hp base – 20%, Spd + 20%, SubGun dmg + 30%)
  + Penetrating Sub Gun (Dmg to vehicle at \* 50%) -> Skill: \*Name ? (Dmg to humanoid + 100%, dmg to vehicle + 50%, self healing 15%(Upgrade)) cd: TBD
  + Muzzle Velocity ?
  + Ammo Cap, Rld Spd
  + + Spd + accelerating
  + + Fire Rate
  + + Dmg Sub Gun
  + + Dmg Main Gun (Cap at 220% ?)
  + Open Self defend base (?)
* Path 2: Artillery (On Open Hp Turret + 40%, Hp Base + 20%, Spd - 20%, Gain: Tracking Missle – Execute on hit)
  + + Regen -> Skill:Advanced Emergency Fixing (Base + 20%, self + 25%, Double regen for next 25s(?), Dmg next shot + 200%(Upgrade) ) cd: TBD
  + + dmg Missle,
  + - reload time missle
  + + Number of Missle
  + + dmg Main
  + + Rotating spd
  + – rld time Main
  + Open Turret Regen /shotgun(Buckshot) Main(?)
  + + Fire rate Sub (Cap at 7r/s)
* General EndGame:Item/Expensive upgrade/Skill upgrade:
  + Nuke (Clear Screen)
  + Emergency Fixing (Base + 10%, Self + 10%, cd:60s(?))
  + Gatling Skill(For Artillery) - consumable ( -30% spd on duration)
  + Artillery Skill(For Gatling) – consumable ( 70% Effect )
  + Skill Upgrade
  + More Updrage (?) – main stat +1% ?