

Equipment Expansion pack

This document contains raw code, check [this spreadsheet](#) for a better visual representation.

Note: this document will be out of date most of the time, basically because it's easier to edit the spreadsheet than changing the code and also because the spreadsheet is easier to understand. So, go check the spreadsheet, there is a link up there.

[Ranged weapons](#)

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Ranged weapons

```
package classes.Items.Guns
```

```
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;
```

```
    public class AcidLauncher extends ItemSlotClass
    {
```

```
        public function AcidLauncher()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "A.Launcher";
            this.longName = "FRM-5ac rocket launcher";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```

        this.description = "an acid-launcher";
        this.tooltip = "This simple dumbfire rocket launcher is loaded with special projectiles;
rockets full of a extremely corrosive synthetic acid, designed to deal with the thoughtest
armors available.";
        this.attackVerb = "fire";
        attackNoun = "rocket";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 33000;
        baseDamage.kinetic.damageValue = 10;
        baseDamage.corrosive.damageValue = 20;
        baseDamage.addFlag(DamageFlag.EXPLOSIVE);
        this.attack = -2;
        this.critBonus = 7;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class AcidRifle extends ItemSlotClass
    {

        public function AcidRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Acid R.";
            this.longName = "acid rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));

```

```

        this.description = "an acid firing rifle";
        this.tooltip = "A custom made weapon; gas operated and capable of delivering acid
filled glass capsules at high speed, over long distances. This weapon was built to engage
targets with organic armor without harming the target.";
        this.attackVerb = "shoot";
        attackNoun = "acid capsule";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 9500;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.corrosive.damageValue = 16;
        this.attack = 3;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

```

```

package classes.Items.Guns
{

```

```

    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class AcidSpray extends ItemSlotClass
    {

```

```

        public function AcidSpray()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Acid Spr.";
            this.longName = "acid sprayer";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an acid sprayer";

```

this.tooltip = "A common tool for pest control turned improvised weapon. The backpack is filled with corrosive acid, making it a deadly close quarters weapon. However, added weight from the backpack reduces mobility.";

 this.attackVerb = "spray";

 attackNoun = "acid";

 TooltipManager.addTooltip(this.shortName,this.tooltip);

 this.basePrice = 15500;

 baseDamage.corrosive.damageValue = 20;

 this.attack = 7;

 this.critBonus = 0;

 this.defense = 0;

 this.shieldDefense = 0;

 this.shields = 0;

 this.sexiness = 0;

 this.evasion = -5;

 this.fortification = 0;

 this.version = _latestVersion;

 }

}

}

package classes.Items.Guns

{

 import classes.Engine.Combat.DamageTypes.DamageFlag;

 import classes.Engine.Combat.DamageTypes.TypeCollection;

 import classes.GLOBAL;

 import classes.GameData.TooltipManager;

 import classes.ItemSlotClass;

 import classes.StringUtil;

 public class AcidThrower extends ItemSlotClass

 {

 public function AcidThrower()

 {

 super();

 this._latestVersion = 1;

 this.quantity = 1;

 this.stackSize = 1;

 this.type = GLOBAL.RANGED_WEAPON;

 this.shortName = "Acid-thr.";

 this.longName = "acid-thrower";

 TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));

 this.description = "an acid-thrower";

 this.tooltip = "This mechanical device is designed to project a stream of pressurized acic over a long distance. Its design is based on that of the standard flamethrower, but

modified to use acid compounds instead of flammable liquids. The heavy backpack hinders movement considerably.";

```
        this.attackVerb = "spray";
        attackNoun = "acid stream";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25750;
        baseDamage.corrosive.damageValue = 25;
        this.attack = 8;
        this.critBonus = 0;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = -7;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class AegisLightMG extends ItemSlotClass
    {

        public function AegisLightMG()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Aegis MG";
            this.longName = "aegis light machinegun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an aegis light machinegun";
            tooltip = "A military-grade squad automatic weapon, the Aegis is a high-tech solution to front line offense and defense. Equipped with a huge box of ammunition, the user can send a withering hail of bullets down range and generate a hardlight shield around the weapon\'s muzzle, creating moving point of cover in whatever direction he or she is firing.";
```

```

        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25000;
        this.attack = -5;
        baseDamage.kinetic.damageValue = 24;
        baseDamage.addFlag(DamageFlag.BULLET);
        addFlag(GLOBAL.ITEM_FLAG_POWER_ARMOR);
        addFlag(GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 15;
        this.sexiness = 0;
        this.critBonus = 6;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class AntimatterRifle extends ItemSlotClass
    {

        public function AntimatterRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "A-M.Rifle";
            this.longName = "Anti-matter rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an insane weapon";
            this.tooltip = "This weapon fires a projectile containing 20 nanograms of anti-matter; if
you remember you basic physics, that accounts for ... not much actually. Who would use

```

something as expensive and hard to manufacture as anti-matter for such an underwhelming result?"

```
        this.attackVerb = "shoot";
        attackNoun = "projectile";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 75000;
        this.attack = 0;
        baseDamage.burning.damageValue = 10;
        baseDamage.kinetic.damageValue = 10;
        baseDamage.electric.damageValue = 10;
        baseDamage.addFlag(DamageFlag.EXPLOSIVE);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Apollo extends ItemSlotClass
    {

        public function Apollo()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Apollo P. Rfl.";
            this.longName = "Apollo plasma rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```

        this.description = "a plasma rifle";
        this.tooltip = "Named after an ancient Terran deity; the Apollo is one of the best plasma
rifles currently available to civilians. A nice piece of fine Terran craftsmanship, known for its
reliability and durability.";
        this.attackVerb = "fire";
        attackNoun = "thermal beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 42350;
        this.attack = 6;
        baseDamage.burning.damageValue = 32;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ArcCaster extends ItemSlotClass
    {

        public function ArcCaster()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "ArcCast.";
            this.longName = "arc caster";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));

```

```

        this.description = "an arc caster";
        this.tooltip = "A big, bulky hand cannon charged with a JoyCo hovercar battery, the Arc
Caster projects a stream of electricity that can burn through shields, armor, and flesh with
equal ease. A skilled user can cause the caster's stream to arc between multiple targets,
making it a favored weapon for crowd control situations.";
        this.attackVerb = "shock";
        attackNoun = "electric arc";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 6800;
        this.attack = 2;
        baseDamage.electric.damageValue = 14;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class AutoShotgun extends ItemSlotClass
    {

        public function AutoShotgun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "CF22 Shtgn.";
            this.longName = "CF22 automatic assault shotgun";

```

```

        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a fully automatic shotgun";
        this.tooltip = "One of the best military shotguns available in the market. The CF22
offers outstanding firepower combined with an impressive rate of fire and a large drum
magazine. It's high moddability and adaptability has made this shotgun a very popular
piece of equipment, as it can be quickly converted from a roomsweeper to a shot-mid range
assault rifle by simple exchanging barrel, muzzle and ammo.";

```

```

        this.attackVerb = "shoot";
        attackNoun = "buckshot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 33560;
        this.attack = -4;
        baseDamage.kinetic.damageValue = 31;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 8;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class Avenger extends ItemSlotClass
    {

```

```

        public function Avenger()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Avngr SMG";

```

```

        this.longName = "Avenger submachinegun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a modern SMG";
        this.tooltip = "The Avenger SMG is well known for featuring a high capacity magazine
and unparalleled rate of fire on a compact and efficient package, albeit at the cost of range
and quality materials.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 8500;
        this.attack = -1;
        baseDamage.kinetic.damageValue = 17;
        baseDamage.addFlag(DamageFlag.BULLET);
        itemFlags = [GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS];
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class BioplasmaRifle extends ItemSlotClass
    {

        public function BioplasmaRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Biopl. R.";

```

```

        this.longName = "Ozaeni bio-plasma rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a living weapon";
        this.tooltip = "Bio-plasma rifles are a family of anti-armor living weapon; the Ozaeni
being the standard issue stain of the Crossian military. Bio-plasma rifles fire a searing hot
organic acid; if the armor doesn't melt by the extreme temperatures, the highly corrosive acid
will bore through what's left of it.";
        this.attackVerb = "shoot";
        attackNoun = "bio-plasma";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 40250;
        baseDamage.corrosive.damageValue = 16;
        baseDamage.burning.damageValue = 16;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.attack = 7;
        this.critBonus = 5;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = -18;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class BlackLight extends ItemSlotClass
    {

        public function BlackLight()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;

```

```

        this.shortName = "B.Light";
        this.longName = ""Black Light" ultraviolet laser rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a "Black Light" ultraviolet laser rifle";
        this.tooltip = "A newer piece of spinarran thermal weapons technology. This military
grade weapon packs an incendiary blast of ultraviolet light that will give someone a whole lot
more than a sunburn.";
        this.attackVerb = "shoot";
        attackNoun = "purple-black laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 27000;
        this.attack = 5;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 25;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Blizzard extends ItemSlotClass
    {

        public function Blizzard()
        {
            super();
            this._latestVersion = 1;

```

```

        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Blizzard";
        this.longName = "'Blizzard' cryothrower";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a cryogenic weapon";
        this.tooltip = "The 'Blizzard' is a retrofitted device originally designed to cool down
starship reactors and modified to be used as a weapon. It's a devastating piece of
technology; the mere thought of using this on a living being just gives you the chills.";
        this.attackVerb = "fire";
        this.attackNoun = "blast";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 40500;
        this.attack = 10;
        baseDamage.freezing.damageValue = 31;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Blowgun extends ItemSlotClass
    {

        public function Blowgun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Blowgun";
        this.longName = "blowgun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a poisonous blowgun";
        this.tooltip = "A primitive wooden blowgun with poison tipped darts. It's nicely
decorated, with carefully painted wood carves representing a hunting scene, a few leather
strips and a several feathers and other small hunting trophies hanging from its tip.";
        this.attackVerb = "shoot";
        attackNoun = "poison dart";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 475;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.poison.damageValue = 7;
        this.attack = 0;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class BoltActionRifle extends ItemSlotClass
    {

        public function BoltActionRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;

```

```

        this.shortName = "Myr AT Rfl.";
        this.longName = "myr anti-tank rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a bolt-action rifle";
        this.tooltip = "An ancient design by terran standards, this rifle actually packs a
surprising wallop. Built by myr and designed to kill the tank-ish, resilient troopers, too, this
weapon is a bit terrifying - to use. Using rounds designed for heavy steel guns to poke holes
in tanks, it generates more recoil than two limbs can handle. You might be able to carry it
around and crack off a few shots, but there's a good chance you won't hit anything.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 15300;
        this.attack = -7;
        baseDamage.kinetic.damageValue = 20;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = -4;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Boomerang extends ItemSlotClass
    {

        public function Boomerang()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;

```

```

        type = GLOBAL.RANGED_WEAPON;
        shortName = "Boomerang";
        longName = "boomerang";
        TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
        description = "a boomerang";
        tooltip = "Boomerangs are simple, primitive thrown weapons, a skilled user can make it
return back to him after hitting a target. This one is a simple double-wiinged boomerand
carved out of a pice of wood; it's been carefully polished, painted and decorated. Its previous
owner would proably miss it.";
        TooltipManager.addTooltip(shortName,tooltip);
        attackVerb = "throw";
        attackNoun = "boomerang";
        basePrice = 850;
        baseDamage.kinetic.damageValue = 8;
        baseDamage.addFlag(DamageFlag.CRUSHING);
        attack = -1;
        critBonus = 1;
        defense = 0;
        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class BothriocRifle extends ItemSlotClass
    {

        public function BothriocRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;

```

```

        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Both.Rifle";
        this.longName = "bothrioc rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a bothrioc rifle";
        this.tooltip = "This well-worn gun looks something like an old-earth lever action rifle,
chambered in a magnum pistol cartridge meant for close range blasting through the armored
chitin of the myr races. The weapon has been cared for exceptionally well, despite the
obvious signs betraying its age.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 4100;
        this.attack = 4;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 14;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Chaingun extends ItemSlotClass
    {

        public function Chaingun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "EX9-A1";
        this.longName = "EX9-A1 chaingun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a chaingun";
        this.tooltip = "Chainguns are chain driven machineguns or autocannons which don't
rely on the explosive force of their ammunition cartridges to provide a continuous stream of
fire, making them highly reliable, as a misfire will not jam the weapon, and highly versatile as
the firing speed can be adjusted at will, although they are also rather bulky.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 35820;
        this.attack = -5;
        baseDamage.kinetic.damageValue = 32;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 10;
        this.evasion = -3;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Chancellor extends ItemSlotClass
    {

        public function Chancellor()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Chancellor";
        this.longName = "The Chancellor";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a laser rifle";
        this.tooltip = "This rifle has been heavily modified with top tier internal components,
some even seem to be prototypes. Its external casing is also customized, it looks incredibly
fancy and flamboyant with lots of golden and silver motives over white metal. Definitely the
weapon of a rich spoiled brat.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 28630;
        this.attack = 4;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 26;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Chironex extends ItemSlotClass
    {

        public function Chironex()
        {

```

```

    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Chiro.";
    this.longName = "Chironex scourge";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a living weapon";
    this.tooltip = "Scourges a family of living weapons, rifle-like in appearance, they fire
large organic spikes filled with powerful toxins and acids. The Chironex is the standardized
strain of the scourge family and sees extensive use by the Crossian military, although
exports of this weapon are heavily restricted compared to other living weapon families, the
main reason being this weapon is considered cruel and inhumane.";
    this.attackVerb = "shoot";
    attackNoun = "venomous spike";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 37900;
    baseDamage.kinetic.damageValue = 8;
    baseDamage.poison.damageValue = 15;
    baseDamage.corrosive.damageValue = 12;
    baseDamage.addFlag(DamageFlag.PENETRATING);
    this.attack = 4;
    this.critBonus = 9;
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.evasion = 0;
    this.fortification = -15;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Crucifer extends ItemSlotClass
    {

```

```

public function Crucifer()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Crucifer";
    this.longName = "Crucifer spitter";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a living weapon";
    this.tooltip = "The Crucifer is an organism vaguely resembling a gun. This little fella only
needs a bit of your delicious internal fluids and it will happily fuction as a living breathing acid
spitting gun.";
    this.attackVerb = "shoot";
    attackNoun = "acid";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 4760;
    baseDamage.poison.damageValue = 6;
    baseDamage.corrosive.damageValue = 9;
    this.attack = 3;
    this.critBonus = 3;
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.evasion = 0;
    this.fortification = -5;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Cryolizer extends ItemSlotClass
    {

```

```

public function Cryolizer()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Cryolizer";
    this.longName = "cryolizer";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a freeze ray";
    this.tooltip = "A cryolizer is an advanced piece of technology designed for
unconventional warfare. It fires an energy beam capable of quickly dissipating al heat from
the target, freezing it solid. It would be hard to resist the urge of telling people to chill every
time you shoot at them. ";
    this.attackVerb = "shoot";
    this.attackNoun = "energy beam";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 43500;
    this.attack = 1;
    baseDamage.freezing.damageValue = 34;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 7;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
    attackImplementor = CombatAttacks.FZRAAttackImpl;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class CryoRifle extends ItemSlotClass

```

```

{

    public function CryoRifle()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Cryorfl.";
        this.longName = "Cryorifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a cool weapon";
        this.tooltip = "A custom made weapon; gas operated and capable of delivering glass capsules filled with liquid chemical compounds at near 0 kelvin. A curious weapon for sure; it could prove useful against cold-blooded creatures.";
        this.attackVerb = "shoot";
        attackNoun = "cryo-capsule";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 14200;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.freezing.damageValue = 16;
        this.attack = 3;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class CustomLP17 extends ItemSlotClass

```

```

{

public function CustomLP17()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Custom LP-17";
    this.longName = "custom LP-17 laser pistol";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "Kiro's customized LP-17 laser pistol";
    this.tooltip = "This customized Reaper Armaments LP-17 is a sleek, trimmed down
version of the civilian-bought model. This particular version is stacked with an extended
magazine, heat sink and a top-mounted holographic sight keyed to a half-trigger pull: in
effect, making the weapon highly accurate and rapid-firing. A perfect solution for boarding
parties and close quarters entanglements, packing the power and accuracy of a carbine
while leaving one hand free to wield a melee weapon.";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.attackVerb = "shoot";
    attackNoun = "laser beam";
    this.basePrice = 810;
    this.attack = 3;
    baseDamage = new TypeCollection();
    baseDamage.electric.damageValue = 1;
    baseDamage.burning.damageValue = 6;
    baseDamage.addFlag(DamageFlag.LASER);
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 3;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;

```

```

import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class DartRifle extends ItemSlotClass
{

    public function DartRifle()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Dart Rifle";
        this.longName = "dart rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a dart rifle";
        this.tooltip = "This gas powered dart rifle is capable of firing darts, full of lust inducing
drugs, at high speed. Whoever thought this was a good idea is definitely a pervert.";
        this.attackVerb = "shoot";
        attackNoun = "dart";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 7700;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.drug.damageValue = 22;
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.attack = 2;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class DildoZooka extends ItemSlotClass
{

    public function DildoZooka()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "D.Zooka";
        this.longName = "Dildozooka";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a dildozooka";
        this.tooltip = "What the...? This homemade "weapon" is basically a long plastic tube
with a gas compressor attached. Apparently, it fires large dildoes at and incredibly high
speed, it even has a magazine capable of hosting five dildoes at a time. It doesn't seem very
effective as a weapon, but it will certainly surprise unaware enemies.";
        this.attackVerb = "shoot";
        attackNoun = "dildo";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 1500;
        this.attack = -5;
        baseDamage.kinetic.damageValue = 5;
        baseDamage.tease.damageValue = 5;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_STUN);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 100;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;

```

```

import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class DragoonLr extends ItemSlotClass
{

    public function Dragoon2()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Dragoon FT.";
        this.longName = "fine-tuned Dragoon laser rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a laser rifle";
        this.tooltip = "The internal components of this Dragoon laser rifle have been upgraded
or replaced by one with higher quality and they've been carefully calibrated to operate at
peak efficiency.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25900;
        this.attack = 5;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 24;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{

```

```

import classes.Engine.Combat.DamageTypes.DamageFlag;
import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class DragoonBf extends ItemSlotClass
{

    public function DragoonBf()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Dragoon BF.";
        this.longName = "Dragoon laser rifle with beam focuser";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a laser rifle";
        this.tooltip = "This Dragoon laser rifle has been outfitted with a beam focuser, which
narrows and condenses the beam considerably while decreasing its wavelength; this result
in a beam with high penetration capabilities.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 23800;
        this.attack = 5;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 23;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.PENETRATING);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

```

```

}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class DragoonGe extends ItemSlotClass
    {

        public function DragoonGe()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Dragoon GE.";
            this.longName = "Dragoon laser rifle with gamma exciter";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser rifle";
            this.tooltip = "This Dragoon laser rifle has been outfitted with a gamma excite, which
sends radiation bursts along the beam, increasing the kinetic energy of particles near the
path of the beam, which can result in spontaneous combustion.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 28500;
            this.attack = 5;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 23;
            baseDamage.addFlag(DamageFlag.LASER);
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 3;
            this.evasion = 0;
            this.fortification = 0;
        }
    }
}

```

```

        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class DragoonLr extends ItemSlotClass
    {

        public function DragoonLr()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Dragoon LR.";
            this.longName = "Dragoon laser rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser rifle";
            this.tooltip = "A short rifle designed by the Leithan military to be used on the move
without sacrificing accuracy or performance, for that purpose, it's equipped with
gyrostabilizers. It's a well rounded weapon, balancing accuracy, fire rate, firepower and
reliability.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 22000;
            this.attack = 5;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 23;
            baseDamage.addFlag(DamageFlag.LASER);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
        }
    }
}

```

```

        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class DrakeRevolver extends ItemSlotClass
    {

        public function DrakeRevolver()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Drake rvlr.";
            this.longName = "Drake laser revolver";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser revolver";
            this.tooltip = "A powerful laser pistol that operates like a revolver, with single shot,
disposable power cells on a revolving drum magazine.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 8750;
            this.attack = 2;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 16;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
        }
    }
}

```

```

        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class EagleHandgun extends ItemSlotClass
    {

        public function EagleHandgun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "E.Handgun";
            this.longName = "eagle handgun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an eagle handgun";
            this.tooltip = "[altTooltip EagleHandgun]";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.attackVerb = "shoot";
            attackNoun = "shot";
            this.basePrice = 600;
            this.attack = 0;
            baseDamage.kinetic.damageValue = 7;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 2;
            this.evasion = 0;
            this.fortification = 0;

```

```

        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ElectricLauncher extends ItemSlotClass
    {

        public function ElectricLauncher()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Elect.R.L.";
            this.longName = "CTL-3 electric rocket launcher";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a rocket launcher";
            this.tooltip = "The CTL-3 is a standad rocket launcher loaded with a modified payload,
a small electric capacitors, capable of discharging all its energy and affecting several targets
in a medium sized area.";
            this.attackVerb = "fire";
            attackNoun = "rocket";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 36850;
            this.attack = 0;
            baseDamage.electric.damageValue =35;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 5;
            this.evasion = 0;
            this.fortification = 0;

```

```

        this.version = _latestVersion;
    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Electrogun extends ItemSlotClass
    {

        public function Electrogun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Electrogun";
            this.longName = "electrogun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an electrogun";
            this.tooltip = "A fairly simple device, it takes the base-design laser pistol and instead
uses to shoot out a lightning-inspired shock at your opponents! It leaves them with a fat
burnt mark all the same, too. It's best used against shields.";
            this.attackVerb = "shock";
            attackNoun = "lightning bolt";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 3200;
            this.attack = 0;
            baseDamage.electric.damageValue = 12;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 4;
            this.evasion = 0;
            this.fortification = 0;
            this.version = _latestVersion;

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Electrolaser extends ItemSlotClass
    {

        public function Electrolaser()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Electrol.";
            this.longName = "electrolaser";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an old electrolaser weapon";
            this.tooltip = "Electrolaser technology is an old type of technology which uses a low
powered laser to form an electrically conductive laser-induced plasma channel; a powerful
electric current is sent down this plasma channel and delivered to the target. While
electrolaser offer higher range than standard arc-casters, they require a suitable atmosphere
and are very easy to disrupt. Overall, their many flaws overshadowed their virtues and
electrolasers never became as popular as arc-casters.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 17450;
            this.attack = 5;
            baseDamage.electric.damageValue =21;
            baseDamage.burning.damageValue = 1;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
        }
    }
}

```

```

        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ElectronZapper extends ItemSlotClass
    {

        public function ElectronZapper()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Electron Z.";
            this.longName = "electron zapper";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an arc-caster";
            this.tooltip = "Everyone's favourite arc-caster model, compact, powerful and of course
effective. Having trouble with those pesky shields? No more! with the Electron Zapper, no
shield will be able to resist your electric charms. Electron Zapper a product by Reaper
Armaments \n\n -Electron Zapper comertial description";
            this.attackVerb = "shoot";
            attackNoun = "electric arc";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 34620;
            this.attack = 7;
            baseDamage.electric.damageValue = 33;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;

```

```

        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ElectroRifle extends ItemSlotClass
    {

        public function ElectroRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Elect.Rfl.";
            this.longName = "electro-rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an electro-rifle";
            this.tooltip = "A custom made weapon; gas operated and capable of firing what looks
like a small cilinder with two shap pins attatched; it's labeled shock-round. An ingenious
solution to overcom the range limitation of modern electric based weapon.";
            this.attackVerb = "shoot";
            attackNoun = "shock-round";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 9500;
            baseDamage.kinetic.damageValue = 1;
            baseDamage.electric.damageValue = 16;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.attack = 3;
            this.critBonus = 1;

```

```

        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class EmmysSalamanderPistol extends ItemSlotClass
    {

```

```

        public function EmmysSalamanderPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "E's Pistol";
            this.longName = "tweaked Salamander Pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "Emmy's Salamander Pistol";
            this.tooltip = "Built with gunmetal gray barrels, gleaming crimson handgrips, and
polished white accents, the Salamander line of weapons from KihaCorp cut an impressive
figure for those lucky enough to afford them. The strength of their incandescent beams falls
just short of military grade, allowing them to be sold as hunting and personal defense
weapons to the greater populace. Salamander Pistols lack the superior optics of their
long-barreled counterparts, but their lighter size and ease of use can make it easier to land
the occasional lucky shot in a fight.\n\nEmmy fitted it with a smart-linked scope that can
interface with almost anything - even the microsurgeons in your blood.";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            this.basePrice = 17750;

```

```

        this.attack = 2;
        baseDamage = new TypeCollection();
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 21;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class EmmysSalamanderRifle extends ItemSlotClass
    {

        public function EmmysSalamanderRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "E's Rifle";
            this.longName = "tweaked Salamander Rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "Emmy's Salamander Rifle";
            this.tooltip = "Built with gunmetal gray barrels, gleaming crimson handgrips, and
polished white accents, the Salamander line of weapons from KihaCorp cut an impressive
figure for those lucky enough to afford them. The strength of their incandescent beams falls
just short of military grade, allowing them to be sold as hunting and personal defense

```

weapons to the greater populace. The rifles come equipped with high-tech holoscopes for greater accuracy in the field.\n\nEmmy fitted it with a hotshot energy supply, replaced the regulator contacts, and gave it a better muzzle. It should make it a little easier to land criticals.";

```
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        this.basePrice = 17750;
        this.attack = 5;
        baseDamage = new TypeCollection();
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 21;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class EmmysSalamanderRifle2 extends ItemSlotClass
    {

        public function EmmysSalamanderRifle2()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
```

```

        this.shortName = "E's S.R.";
        this.longName = "Salamander Rifle sniper conversion";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "Emmy's best Salamander Rifle";
        this.tooltip = "Built with gunmetal gray barrels, gleaming crimson handgrips, and
polished white accents, the Salamander line of weapons from KihaCorp cut an impressive
figure for those lucky enough to afford them. The strength of their incandescent beams falls
just short of military grade, allowing them to be sold as hunting and personal defense
weapons to the greater populace. The rifles come equipped with high-tech holoscopes for
greater accuracy in the field.\n\nEmmy swapped the barrel out for a longer one, but only
because she also sprung for a better emitter and focusing crystals. It should put a little more
range on rifle than the standard model.";

```

```

        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        this.basePrice = 17750;
        this.attack = 7;
        baseDamage = new TypeCollection();
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 21;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

```

```

}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class Entropy extends ItemSlotClass
    {

```

```

public function Entropy()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Entropy";
    this.longName = "LM19 "Entropy" kinetic decelerator";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a freeze ray";
    this.tooltip = "The LM19 is a weapon comisioned by the Ausar military for
unconventional warfare. It's capable of slowing down the movement of atomic and subatomic
particles causing the target to literally freeze on the spot. \n\nOtiginally, this device was
concieved as a research tool, but it didn't take long before the military requested a
weaponized version. \n\nIt looks like one of those freeze rays wielded by mad scientists and
supervillains in comics books and holovids; One would need to be truly despicable to use
this on a living being.";
    this.attackVerb = "shoot";
    this.attackNoun = "energy beam";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 21000;
    this.attack = 3;
    baseDamage.freezing.damageValue = 19;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 3;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
    attackImplementor = CombatAttacks.FZRAttackImpl;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class Extinguisher extends ItemSlotClass
{

    public function Extinguisher()
    {
        super();
        _latestVersion = 1;
        quantity = 1;
        stackSize = 1;
        type = GLOBAL.RANGED_WEAPON;
        shortName = "Extinguisher";
        longName = "fire extinguisher";
        TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
        description = "a fire extinguisher";
        tooltip = "It's just an standard handheld fire extinguisher. It's full of freezing chemicals
to deal with plasma fires or cool down conduits in an emergency. It could proably be used
as an improvised weapon ... maybe?";
        TooltipManager.addTooltip(shortName,tooltip);
        attackVerb = "spray";
        attackNoun = "icy chemicals";
        basePrice = 3000;
        baseDamage.freezing.damageValue = 8;
        attack = 10;
        critBonus = 0;
        defense = 0;
        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAttackImpl;
    }
}

package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class FalcoSniper extends ItemSlotClass
{

    public function FalcoSniper()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Falco Sniper";
        this.longName = "Falco sniper rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a sniper rifle";
        this.tooltip = "A high end military sniper rifle meant for extremely long range
engagements thanks to its bullpup design and its 30mm armor piercing ammunition. While
long range sniper rifles are on the process of being replaced by the more powerful railguns,
some weapon companies still dare to produce anti-material rifles like the Falco.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 38100;
        this.attack = 8;
        baseDamage.kinetic.damageValue = 34;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class Flamer extends ItemSlotClass
{

    public function Flamer()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Flamer";
        this.longName = "flamethrower";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a flamethrower";
        this.tooltip = "A modern flamethrower. It projects a constant stream of ignited
flammable liquid compounds and has a noticeable range, albeit it can't compete with
standard long range weapons. They are rarely used as weapon by modern militaries,
because there are several alternatives like incendiary rockets or plasma weapons, but it's
still employed by mercenaries, pirates and private military contractors.";
        this.attackVerb = "spray";
        attackNoun = "stream of flames";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 17700;
        this.attack = 12;
        baseDamage.burning.damageValue = 18;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = -6;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;

```

```
import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;
```

```
public class FlintLasp extends ItemSlotClass
{
```

```
    public function FlintLasp()
    {
```

```
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Flintl. Las. P.";
        this.longName = "flintlock laser pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a modded laser pistol";
        this.tooltip = "Weapon modding is a fairly popular activity among gun aficionados. This
```

laser pistol has been customized to look like an ancient flintlock pistol and not just a simple pistol, it bears white wood parts, while the metal parts are either silver or gold, finely adorned with intricate filigrees. The barrel is jet black, adorned with a golden symbols all the way to the muzzle, meanwhile, the cock of the gun has the shape of a majestic eagle, with the beak acting as a fake flint piece.";

```
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 1500;
        this.attack = 0;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 7;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
```

```
    }
```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class FlintlockPistol extends ItemSlotClass
    {

        public function FlintlockPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Flintlock P.";
            this.longName = "flintlock pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an old timely flintlock pistol";
            this.tooltip = "An early form of pistol. Flintlock weapons are one of the first types of
firearms, commonly found through the history of most civilizations. While modern societies
have no real use for flintlock weapons, they are still sought as antiques and museum pieces.
However, flintlock weapons are still used by many primitive civilizations around the galaxy.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 100;
            this.attack = -5;
            baseDamage.kinetic.damageValue = 2;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 1;
            this.evasion = 0;
            this.fortification = 0;
            this.version = _latestVersion;
        }
    }
}

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class FreezeRay extends ItemSlotClass
    {

        public function FreezeRay()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Freeze R.";
            this.longName = "LM22 "Freeze Ray" kinetic decelerator";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a freeze ray";
            this.tooltip = "The LM22 is an experimental weapon; an upgraded version of its
predecessor the LM19. Like the LM19, it also operates by slowing down the movement of
atomic and subatomic particles. As an experimental weapon, its reliability is a bit lower than
that of the finished product.";
            this.attackVerb = "shoot";
            this.attackNoun = "energy beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 29500;
            this.attack = 2;
            baseDamage.freezing.damageValue = 25;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 2;
            this.evasion = 0;
            this.fortification = 0;

```

```

        this.version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class FreezeRay extends ItemSlotClass
    {

        public function FreezeRay()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "Freeze R.";
            longName = "LM22 "Freeze Ray" kinetic decelerator";
            TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
            description = "a freeze ray";
            tooltip = "The LM22 is an experimental weapon capable of slowing down the
movement of atomic and subatomic particles causing the target to literally freeze on the
spot. Otiginally, this device was concieved as a research tool, but it didn't take long before
the military requested a weaponized version. It looks like one of those freeze rays wielded by
mad scientists and supervillains in comics books and holovids; One would need to be truly
despicable to use this on a living being.";
            TooltipManager.addTooltip(shortName,tooltip);
            attackVerb = "shoot";
            attackNoun = "energy beam";
            basePrice = 27500;
            baseDamage = new TypeCollection();
            baseDamage.freezing.damageValue = 25;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            attack = 3;
            critBonus = 3;
            defense = 0;
        }
    }
}

```

```

        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Fulminator extends ItemSlotClass
    {

        public function Fulminator()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Fulminator LS.";
            this.longName = "Fulminator laser shotgun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser shotgun";
            this.tooltip = "Laser shotguns are highly complex and compared to projectile based
shotguns, not as powerful, but they make up for their predictable spread pattern, longer
range and faster firing rate. The fulminator is one of the few laser shotguns on the market
and it's considered one of the best laser shotguns performance wise.";
            this.attackVerb = "shoot";
            attackNoun = "laser spread";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 18900;
            this.attack = -1;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 22;
        }
    }
}

```

```

        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Thermalizer extends ItemSlotClass
    {

        public function Thermalizer()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Fusion Gun";
            this.longName = "fusion gun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a fusion gun";
            this.tooltip = "Fusion guns fire a stream of uncharged subatomic particles, which are
subsequently primed by a series of radiation waves and ignited by a laser, causing a beam
of pure energy to manifest out of thin air. The weapon is far from using actual nuclear fusion
to operate, but the nickname stuck and it was quickly trademarked by the gun's designers";
            this.attackVerb = "fire";
            attackNoun = "thermal beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 44250;

```

```

        this.attack = 4;
        baseDamage.burning.damageValue = 34;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class FZRFireSuppressionSystem extends ItemSlotClass
    {

```

```

        public function FZRFireSuppressionSystem()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "FZR FSS";
            longName = "FZR Fire Suppression System";
            TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
            description = "an FZR Fire Suppression System";
            tooltip = "Usually found on starships for fighting fires in zero-grav situations, the FZR
Fire Suppression System fires a spread of cooling chemicals used to suppress blazes on
space stations or ships. Despite its intended use, this tool has often been used as a
makeshift freezing weapon. With its large spread, it's unlikely you'll miss your target with an

```

FZR in hand, though its large size and cumbersome back-mounted chemical pack may slow you down more than a fair bit.";

```
    TooltipManager.addTooltip(shortName,tooltip);
    attackVerb = "shoot";
    attackNoun = "blast";
    basePrice = 25000;
    baseDamage = new TypeCollection();
    baseDamage.freezing.damageValue = 22;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    attack = 10;
    critBonus = 0;
    defense = 0;
    shieldDefense = 0;
    shields = 0;
    sexiness = 0;
    evasion = -7;
    fortification = 0;
    addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    version = _latestVersion;
    attackImplementor = CombatAttacks.FZRAttackImpl;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class GatlingLaser extends ItemSlotClass
    {

        public function GatlingLaser()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "GtIng. Lsr.";
            this.longName = "gatling laser";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```

        this.description = "a gatling laser";
        this.tooltip = "Unlike rotary guns, gatling lasers can fire from each cannon individually,
however, the firing cycle alternated between cannons to reduce the overall heating of the
weapon. Although, it's possible to fire all six cannons at the same time if you override the
safety protocols.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.AddTooltip(this.shortName,this.tooltip);
        this.basePrice = 30000;
        this.attack = -4;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 27;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        addFlag(GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = -3;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class GaussBow extends ItemSlotClass
    {

        public function GaussBow()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;

```

```

        type = GLOBAL.RANGED_WEAPON;
        shortName = "G. Bow";
        longName = "Gauss bow";
        TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
        description = "a Gauss bow";
        tooltip = "A modern compound bow with two small electrical engines attatched to the
pulleys and a powerful electrogmagnet on the arrow rest. This weapon is not something you
can find on the market, it appears to be a heavily modified compound bow to bring it up to
standard with modern kinetic guns.";
        TooltipManager.addTooltip(shortName,tooltip);
        attackVerb = "shoot";
        attackNoun = "arrow";
        basePrice = 28500;
        baseDamage.kinetic.damageValue = 27;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        attack = 5;
        critBonus = 4;
        defense = 0;
        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class VanquisherRifle extends ItemSlotClass
    {

        public function GaussRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Gauss R.";
        this.longName = "Gauss rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Gauss rifle";
        this.tooltip = "The Gauss rifle or coilgun is a projectile accelerator; It uses a series of
electromagnets to accelerate a solid ferromagnetic projectile at extremely high speeds
without the use of chemical propellants. The weapon is rather bulky, has a low fire rate and
requires the user to wear a battery backpack, however, it pack a nasty punch and it's
capable of piercing through spaceship grade armor plating.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 39700;
        this.attack = 0;
        baseDamage.kinetic.damageValue = 35;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 11;
        this.evasion = -8;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Goovolver extends ItemSlotClass
    {

        public function Goovolver()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Goovolver";
    this.longName = "MK.VII Goovolver";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a goo-launching revolver";
    this.tooltip = "JoyCo's premiere less-than-lethal self-defense weapon, the Mk. VII
Goovolver is a compact, brightly-colored gun loaded with bulky capsules. When fired, the
weapon launches a small 'rocket' capsule at a target, shattering harmlessly on impact but
releasing a small Galotian hybrid species. The freshly delivered creature will sexually
stimulate the target until submission occurs.\n\nA small label on the side of the barrel
indicates that the Galotians are not harmed by the process.";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.attackVerb = "shoot";
    attackNoun = "goo";
    this.basePrice = 4280;
    this.attack = 0;
    baseDamage.tease.damageValue = 18;
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 0;
    this.evasion = 0;
    this.fortification = 0;
    addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
    this.version = _latestVersion;
    this.attackImplementor = CombatAttacks.GoovolverAttackImpl;
}

protected function rand(max:Number) : Number
{
    return int(Math.random() * max);
}

protected function randomString(... args) : String
{
    return args[this.rand(args.length)];
}

public function randGooColour() : String
{
    return
this.randomString("green","cerulean","blue","emerald","teal","crimson","red","pink","purple","violet",
"yellow","silver","copper","gold","amber","orange","rose","lavender","peach");
}

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class GrenadeLauncher extends ItemSlotClass
    {

        public function GrenadeLauncher()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "G.Launcher";
            this.longName = "RM-20c grenade launcher";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a RM-20c grenade launcher";
            this.tooltip = "The RM-20c is a military grade, airburst grenade launcher rifle, a slick
and lightweight version of old timely grenade launchers, armed with a wide variety of 20mm
smart grenades, capable of dealing with hostiles in multiple types of situations, from clearing
a room full of armed hostiles to non-lethal crowd control. Currently loaded with HEAB
rounds. ";
            this.attackVerb = "shoot";
            attackNoun = "grenade";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 15300;
            this.attack = -1;
            baseDamage.burning.damageValue = 10;
            baseDamage.kinetic.damageValue = 10;
            baseDamage.addFlag(DamageFlag.EXPLOSIVE);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 6;
            this.evasion = 0;
            this.fortification = 0;

```

```

        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class GryvainiCarbine extends ItemSlotClass
    {

        public function GryvainiCarbine()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Gryvaini C.";
            this.longName = "Gryvaini laser carbine";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser carbine";
            this.tooltip = "A Gryvaini military standard issue laser carbine. An outstanding piece of
equipment, powerful, reliable and accurate, although its rate of fire is a bit slow.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 9600;
            this.attack = 3;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 17;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 3;
            this.evasion = 0;

```

```

        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class GunLancep extends ItemSlotClass
    {

        public function GunLancep()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Gun-L.";
            this.longName = "gun-lance";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hybrid weapon";
            this.tooltip = "Gun-lances are a rare combination of spear and slugthrower. They are
mainly ceremonial weapons, rarely used in real combat as they're not as accurate as a rifle
nor reliable as a spear. This one has been carefully ornated with golden metal plates with
motiffs of what appears to be an eagle-like bird of prey; several withe tassels adorn the shaft
of the weapon and five beautiful silver feathers hang from the stock of the gun.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 9650;
            this.attack = -2;
            baseDamage.kinetic.damageValue = 18;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 4;

```

```

        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HammerCarbine extends ItemSlotClass
    {

        public function HammerCarbine()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hammer C.";
            this.longName = "hammer carbine";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hammer carbine";
            this.tooltip = "A questionably civilian-legal modification of the popular Hammer pistol,
the Hammer Carbine features a folding stock for greater accuracy, an expanded magazine,
and a three-round burst trigger mod, greatly increasing damage-per-hit over its smaller
cousin.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 5000;
            this.attack = 3;
            baseDamage = new TypeCollection();
            baseDamage.kinetic.damageValue = 14;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;

```

```

        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HammerPistol extends ItemSlotClass
    {

        public function HammerPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hammer Pstl.";
            this.longName = "hammer pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hammer pistol";
            this.tooltip = "Nick-named 'The Hammer' by the backwater law enforcement agencies
that rely on it. This handgun is as reliable as they come. It utilizes a standard point and shoot
interface, though the trigger is a little sensitive.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 2000;
            this.attack = 0;
            baseDamage = new TypeCollection();
            baseDamage.kinetic.damageValue = 9;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;

```

```

        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HandFlamer extends ItemSlotClass
    {

        public function MyrFlamer()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "H.Flamer";
            this.longName = "handheld flamethrower";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a handheld flamethrower";
            this.tooltip = "A civilian, handheld, gas powered flamethrower. Technically a gardening
and pest control tool, but it can also be used as a deadly short range weapon. ";
            this.attackVerb = "spray";
            attackNoun = "stream of flames";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 9000;
            this.attack = 8;
            baseDamage.burning.damageValue = 14;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;

```

```

        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Harbinger extends ItemSlotClass
    {

        public function Harbinger()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Harb.";
            this.longName = "Harbinger railgun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a railgun";
            this.tooltip = "Railguns are magnetically operated weapons, not unlike coilguns. A duo
of parallel rails of opposite charge, exchange electric currents using a conductive armature
as an intermediary, this exchange pushes the sliding armature housing the projectile,
propelling it at extremely high speeds. This is a standard low powered railgun used as a fire
support weapon.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 37000;
            this.attack = 4;
            baseDamage.kinetic.damageValue = 33;
            baseDamage.addFlag(DamageFlag.PENETRATING);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;

```

```

        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HardlightBow extends ItemSlotClass
    {

        public function HardlightBow()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "HL Bow";
            longName = "hardlight bow";
            TooltipManager.addFullName(shortName,StringUtil.titleCase(longName));
            description = "a hardlight-stringed bow";
            tooltip = "A popular choice among wealthy sport-hunters across the galaxy, this bow, as
the name would suggest, features a hardlight bowstring that is capable of changing tension
and draw-strength based on its user's wishes. Along with its sleek, high-durability design and
weightless bow-string, this weapon uses SmartShoot™ arrow tips that project their own shaft
and fletching, and can change shape based on the archer's needs";
            tooltip = tooltip + ".";
            TooltipManager.addTooltip(shortName,tooltip);
            attackVerb = "shoot";
            attackNoun = "arrow";
            basePrice = 22500;
            baseDamage = new TypeCollection();
            baseDamage.kinetic.damageValue = 22;
            baseDamage.addFlag(DamageFlag.PENETRATING);
            attack = 3;

```

```

        critBonus = 0;
        defense = 0;
        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HardlightRifle extends ItemSlotClass
    {

        public function HardlightRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hardlight R.";
            this.longName = "hardlight rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hardlight rifle";
            this.tooltip = "A rifle equipped with several internal hardlight emitters, capable of firing a
hail of solid hardlight slugs at close range. It boast a decent amount of firepower and has an
outstanding rate of fire and has the pinpoint accuracy and lack of spread found on laser
weapons, although it's range is very limited.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 31250;
            this.attack = 7;
            baseDamage.kinetic.damageValue = 29;

```

```

        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HarpoonGun extends ItemSlotClass
    {

        public function HarpoonGun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Harpoon";
            this.longName = "harpoon gun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a harpoon gun";
            this.tooltip = "A modern harpoon gun designed to face even the most ferocious aquatic
beasts and pierce the thickest hides, plates and scales alike. It features a miniaturized
industrial-grade gas compressor and a set of electrical engines which makes this fishing tool
pack a nasty punch. It also doubles as a climbing tool.";
            this.attackVerb = "shoot";
            attackNoun = "arrow";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 4000;
            baseDamage.kinetic.damageValue = 13;
            this.attack = 2;
            this.critBonus = 2;
            this.defense = 0;

```

```

        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Helios extends ItemSlotClass
    {

        public function Helios()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Helios";
            this.longName = "'Helios' plasma beam cannon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma beam weapon";
            this.tooltip = "An impressive piece of modern plasma technology. The 'Helios' is
capable of firing a constant stream of concentrated plasma thanks to its patented magnetic
constrictors; a feat of cutting edge engineering. ";
            this.attackVerb = "fire";
            attackNoun = "plasma beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 45000;
            this.attack = 8;
            baseDamage.burning.damageValue = 35;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);

```

```

        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HellfirePistol extends ItemSlotClass
    {

        public function HellfirePistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hell. P.";
            this.longName = "'Hellfire' laser pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a gorgeous looking laser pistol";
            this.tooltip = "A new product from KihaCorp. This laser pistol looks marvelous; with smooth curves and a black synth-leather handle, adorned with a bright black and crimson pattern resembling scales. The body of the pistol is painted with a cracked semi-solid lava pattern which almost gives the impression that there is real magma contained inside. The barrel of the gun is painted to resemble a torrent of black and green flames, as if they were erupting from a volcano.";
            this.attackVerb = "shoot";
            attackNoun = "green laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 32500;
            this.attack = 3;

```

```

        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 28;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 2;
        this.critBonus = 6;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HellfireRifle extends ItemSlotClass
    {

        public function HellfireRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hell. R.";
            this.longName = ""Hellfire" laser rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a gorgeous looking laser rifle";
            this.tooltip = "A new product from KihaCorp. This laser rifle looks like a piece of art;
with smooth curves and a black synth-leather handle, adorned with a bright orange-red
filigree; the entire rifle is painted black and features several led illuminated lines flowing from
the power cell hatch, forming an intricate pattern and ending on the barrel. \n\nThe barrel
looks like a curvy cone with a cut tip, split in two by the emitter; both halves are painted to

```

look like the head of a demonic-looking dragon, with bright-green eyes and a stream of flames coming out of its mouth.";

```
        this.attackVerb = "shoot";
        attackNoun = "orange-red laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 32500;
        this.attack = 6;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 28;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 2;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Hirudo extends ItemSlotClass
    {

        public function Hirudo()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hirudo";
            this.longName = "Hirudo devourer";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```

        this.description = "a living weapon";
        this.tooltip = "A living weapon; a lab grown genetically modified organism. The Hirudo
series of living weapons is an improved strain derived from the Lampetra series; it offers a
noticeable increase in range and firepower, and like many of its sisters, it's capable of
healing its host when properly fed. ";
        this.attackVerb = "launch";
        attackNoun = "tendrils";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 33500;
        baseDamage.kinetic.damageValue = 17;
        baseDamage.corrosive.damageValue = 13;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        baseDamage.addFlag(DamageFlag.VAMPIRIC);
        this.attack = 5;
        this.critBonus = 6;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = -13;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HoldoutHP extends ItemSlotClass
    {

        public function HoldoutHP()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Holdout H.P.";

```

```

        this.longName = "holdout hammer pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a modified holdout hammer pistol";
        this.tooltip = "Based on an old Earth favorite, this modified holdout pistol was
custom-built by Dr. Anno Dorna. Compact, easy to hide, and exceptionally accurate, this gun
can really punch a hole for a weapon its size thanks to a proprietary armor-piercing round. It
has an integrated suppressor and laser sight. ";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 2500;
        this.attack = 1;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 10;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HoldOutPistol extends ItemSlotClass
    {

        public function HoldOutPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Hld.Pistol";

```

```

        this.longName = "hold-out pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a hold-out pistol";
        this.tooltip = "[altTooltip HoldOutPistol]";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "shot";
        this.basePrice = 350;
        this.attack = 0;
        baseDamage.kinetic.damageValue = 6;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HuntingCrossbow extends ItemSlotClass
    {

        public function HuntingCrossbow()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "H.Xbow";
            this.longName = "hunting crossbow";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a modern hunting crossbow";
            this.tooltip = "Crossbows are still used by hunting aficionados all over the galaxy, they
are cheap, lightweight, stealthy and you can usually recover the arrows after firing. The basic

```

design hasn't changed in millennia, but of course, modern technology has improved upon that design; from pulleys, to holo-scopes, hardlight strings, even a drum magazine and miniaturized electrical engines for fully automatic experience.";

```
        this.attackVerb = "shoot";
        attackNoun = "arrow";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3200;
        baseDamage.kinetic.damageValue = 11;
        this.attack = 2;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Icer extends ItemSlotClass
    {

        public function Icer()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Icer";
            this.longName = "icer";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a cool weapon";
```

```

        this.tooltip = " Icers are one of the first cold based weapons ever designed; modified
pistols that fire micro-grenades filled with cryogenic fluids.";
        this.attackVerb = "shoot";
        attackNoun = "cryo-nade";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 6700;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.freezing.damageValue = 12;
        this.attack = 1;
        this.critBonus = 3;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Iridomyrmex extends ItemSlotClass
    {

        public function Iridomyrmex()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Iridomyrmex";
            this.longName = "Iridomyrmex swarmer";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";

```

this.tooltip = "Swarmer are living hives which carry dozens of symbiotic drones inside. An swarmer can fire a small blob of pheromones which serves as a signal for the drones to attack the target.";

 this.attackVerb = "unleash";

 attackNoun = "the swarm";

 TooltipManager.addTooltip(this.shortName,this.tooltip);

 this.basePrice = 13650;

 baseDamage.kinetic.damageValue = 8;

 baseDamage.poison.damageValue = 12;

 this.attack = 1;

 this.critBonus = 6;

 this.defense = 0;

 this.shieldDefense = 0;

 this.shields = 0;

 this.sexiness = 0;

 this.evasion = 0;

 this.fortification = -7;

 this.version = _latestVersion;

 }

 }

}

package classes.Items.Guns

{

 import classes.Engine.Combat.DamageTypes.DamageFlag;

 import classes.Engine.Combat.DamageTypes.TypeCollection;

 import classes.GLOBAL;

 import classes.GameData.TooltipManager;

 import classes.ItemSlotClass;

 import classes.StringUtil;

 public class JunkShotgun extends ItemSlotClass

 {

 public function JunkShotgun()

 {

 super();

 this._latestVersion = 1;

 this.quantity = 1;

 this.stackSize = 1;

 this.type = GLOBAL.RANGED_WEAPON;

 this.shortName = "Junk Shtgn";

 this.longName = "junk shotgun";

 TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));

 this.description = "an improvised weapon";

```

        this.tooltip = "An improvised shotgun made of scrap metal and parts that clearly don't
belong together and were never meant for a gun. Still, it's better than nothing.";
        this.attackVerb = "shoot";
        attackNoun = "scrapshot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 300;
        this.attack = -4;
        baseDamage.kinetic.damageValue = 5;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = -1;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class JusticarCarbine extends ItemSlotClass
    {

        public function JusticarCarbine()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Justicar C.";
            this.longName = "Justicar carbine";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a Justicar carbine";
            this.tooltip = "A carbine conversion of the dreaded Justicar pistol, it shares the same
type of ammunition but its design focuses on balancing range, accuracy and rate of fire.";

```

```

        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 19760;
        this.attack = 4;
        baseDamage.kinetic.damageValue = 21;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class JusticarPistol extends ItemSlotClass
    {

        public function JusticarPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Justicar P.";
            this.longName = "Justicar pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a Justicar pistol";
            this.tooltip = "A powerful high caliber pistol designed to maximize stopping power over everything else, for that purpose, the Justicar pistol fires its own special type of ammunition. A minor drawback for such an outrageous amount of firepower.";
            this.attackVerb = "shoot";

```

```

        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 17860;
        this.attack = 1;
        baseDamage.kinetic.damageValue = 21;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class JusticarRifle extends ItemSlotClass
    {

        public function JusticarRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Justicar R.";
            this.longName = "Justicar rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a Justicar rifle";
            this.tooltip = "After the commercial success of the Justicar pistol and its carbine
modification, a rifle variant was the next logical approach. The result however, was not as
popular, while the Justicar rifle offered a tremendous amount of firepower, to much fire rate
and magazine capacity were sacrificed in exchange for accuracy, which made the rifle

```

perform similarly to many rifles already available on the market while still having the drawback of using custom ammunition.";

```
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25230;
        this.attack = 7;
        baseDamage.kinetic.damageValue = 24;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class KhansArcCaster extends ItemSlotClass
    {

        public function KhansArcCaster()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Khans AC.";
            this.longName = "modded arc caster";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an arc caster once owned by a doctor Khan";
            this.tooltip = "A big, bulky hand cannon charged with a JoyCo hovercar battery, the Arc
Caster projects a stream of electricity that can burn through shields, armor, and flesh with
equal ease. A skilled user can cause the caster's stream to arc between multiple targets,
```

making it a favored weapon for crowd control situations.\n\nThis ones been on the receiving end of a few modifications by its previous owner.";

```
        this.attackVerb = "shock";
        attackNoun = "electric arc";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25200;
        this.attack = 4;
        baseDamage.electric.damageValue = 25;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LaserCannon extends ItemSlotClass
    {

        public function LaserCannon()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Laser Cannon";
            this.longName = "laser cannon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser cannon";
```

```

        this.tooltip = "Laser cannons are usually mounted on vehicles and ship, however,
smaller, shoulder versions exist as anti-armor weapons meat for infantry soldiers.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 33200;
        this.attack = 3;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 29;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 7;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LaserCarbine extends ItemSlotClass
    {

        public function LaserCarbine()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Laser C.";
            this.longName = "laser carbine";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));

```

```
        this.description = "a laser carbine";
        this.tooltip = "The Reaper Mk.5 Laser Carbine once served as the Terran-Space Coalition's service rifle, and remains very popular with paramilitaries and security forces on the frontier. Produced with an integrated holographic scope and digital heads-up display, the Reaper Mk.5 is a sturdy, balanced rifle suitable for a variety of combat scenarios.";
```

```
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3800;
        this.attack = 2;
        baseDamage = new TypeCollection();
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 11;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
```

```
}
package classes.Items.Guns
```

```
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;
```

```
    public class LaserDrill extends ItemSlotClass
    {
```

```
        public function LaserDrill()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
```

```

        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Laser Drill";
        this.longName = "laser drill";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a laser drill";
        this.tooltip = "It's a mining laser drill. Useful for drilling holes into rock ... or people.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3000;
        this.attack = 0;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 9;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LaserMusket extends ItemSlotClass
    {

        public function LaserMusket()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;

```

```

        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Laser Musket";
        this.longName = "laser musket";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a modded laser rifle";
        this.tooltip = "Gun modding competitions are held all over the galaxy, some of the
contestants come up with design as ingenious as they are flamboyant. This laser rifle has
been modified to appear like an old timely musket, it's rather simple, but still it's a fine piece
of craftsmanship.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 2000;
        this.attack = 2;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 8;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LaserPistol extends ItemSlotClass
    {

        public function LaserPistol()
        {
            super();

```

```

        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "LaserPistol";
        this.longName = "mark III laser pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a mark III laser pistol";
        this.tooltip = "[altTooltip LaserPistol]";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        this.basePrice = 700;
        this.attack = 1;
        baseDamage = new TypeCollection();
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 5;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LaserPlatform extends ItemSlotClass
    {

        public function LaserPlatform()
        {

```

```

    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "ALWP";
    this.longName = "autonomous laser weapon platform";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a hovering laser cannon";
    this.tooltip = "An anti-grav platform with a mounted laser turret. It lack the VI of combat
drones and needs to be aimed manually with a target designator.";
    this.attackVerb = "shoot";
    attackNoun = "laser beam";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 34000;
    this.attack = 5;
    baseDamage.electric.damageValue = 1;
    baseDamage.burning.damageValue = 30;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    baseDamage.addFlag(DamageFlag.LASER);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 5;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LightningCannon extends ItemSlotClass
    {

        public function LightningCannon()

```

```

{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Lightn.C.";
    this.longName = "lightning cannon";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a ball-lightning cannon";
    this.tooltip = "Ball lightnings baffled scientists from many planes all over the galaxy; an
incredibly powerful electrical phenomena, yet for centuries people were unable to explain its
origin, of course that's ancient history now. Once its origin was determined centuries ago,
it didn't take much for someone to take an attempt at weaponizing the ball-lightning
phenomena; the result was an impressive weapon of massive firepower, capable of dealing
with heavily shielded vehicles and combat mechs. ";
    this.attackVerb = "shoot";
    attackNoun = "ball-lightning";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 31850;
    this.attack = 5;
    baseDamage.electric.damageValue =30;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 4;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class LustRifle extends ItemSlotClass
    {

```

```

public function LustRifle()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Lust R.";
    this.longName = "lust-rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a lust rifle";
    this.tooltip = "A custom made weapon; gas operated and capable of delivering glass capsules filled with some short of pressurized pinkish gas. Judging by the tag on the rifle it seems to be some short of lust inducing pheromone.";
    this.attackVerb = "shoot";
    attackNoun = "gas capsule";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 9500;
    baseDamage.kinetic.damageValue = 1;
    baseDamage.pheromone.damageValue = 23;
    addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
    this.attack = 3;
    this.critBonus = 1;
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class M40Rifle extends ItemSlotClass
    {

```

```

public function M40Rifle()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "M40 Rfl.";
    this.longName = "M40 🔪Bolter🔪 assault rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a M40 🔪Bolter🔪 assault rifle";
    this.tooltip = "The M40 assault rifle, nicknamed 🔪Bolter🔪, is a high caliber fully
automatic assault rifle. Extremely popular among the military, specially those stationed on
fringe colonies and rim worlds. this weapon is incredibly sturdy and reliable, not to mention it
offers a massive amount of firepower.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 26700;
    this.attack = 6;
    baseDamage.kinetic.damageValue = 25;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 2;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class MagnumPistol extends ItemSlotClass
    {

```

```

public function MagnumPistol()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Mag.Pistol";
    this.longName = "magnum pistol";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a magnum pistol";
    this.tooltip = "This is a large-barreled weapon of ancient design. Don't let it's age fool
you - projectile weapon design hasn't changed that much with the passage of time. Big,
heavy projectiles launched at insane speeds do just as much damage now as they did back
then. The kick on this gun makes it a little more difficult to aim than its smaller caliber
brothers.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 3750;
    this.attack = 1;
    baseDamage.kinetic.damageValue = 12;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 3;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Malapterus extends ItemSlotClass
    {

```

```

public function Malapterus()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Malapte.";
    this.longName = "Malapterus shock rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a living weapon";
    this.tooltip = "The malapterus is a rifle-like living weapon strain which launches a long
    electrified tendrils at its target, delivering a powerful electric shock when they make contact.
    Bio-electric living weapons are becoming a quite popular alternative to arc casters thanks to
    their natural immunity to EMPs, strong magnetic fields and lightning rod like
    countermeasures ";
    this.attackVerb = "shoot";
    attackNoun = "electric tendril";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 22100;
    baseDamage.electric.damageValue = 23;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.attack = 6;
    this.critBonus = 2;
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.evasion = 0;
    this.fortification = -9;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

public class MicrowaveGun extends ItemSlotClass
{

    public function MicrowaveGun()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Mic.Gun";
        this.longName = "microwave gun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a microwave pistol";
        this.tooltip = "Microwave weapons are an old pice of technology; orginally developed
for dispersing crowds during riots. The first models were large and needed to be mounted on
vehicles, but nowadays it's possible to find pistol versions with a much higher output power.";
        this.attackVerb = "fire";
        attackNoun = "microwave radiation";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3000;
        this.attack = 10;
        baseDamage.burning.damageValue = 8;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

public class ModdedLr extends ItemSlotClass
{

    public function ModdedLr()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Mod. L.R.";
        this.longName = "modded LR-21 laser rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a modded laser rifle";
        this.tooltip = "This LR-21 has been highly modified, it would be almost unrecognizable
if it weren't for it's characteristic boxy shape. It's been fitted with a foregrip, target designator,
a smart holo-sight, extra capacitors and an extended barrel with improved focusing lens,
making this model quite an improvement over its baseline brothers.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 20000;
        this.attack = 6;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 20;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrAssault extends ItemSlotClass
{

    public function MyrAssault()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr A.R.";
        this.longName = "Myr assault rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr assault rifle";
        this.tooltip = "Assault rifles are the natural evolution of submachineguns. They are
capable of fully automatic fire and use rifle cartridges instead of pistol cartridges offering a
noticeable improvement on firepower and penetration. Both sides managed to develop and
introduce their own versions very recently, making this a modern weapon, at least for Myr
standards.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 7800;
        this.attack = 3;
        baseDamage.kinetic.damageValue = 17;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;

```

```

import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrBazooka extends ItemSlotClass
{

    public function MyrBazooka()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr B.";
        this.longName = "Myr bazooka";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr Bazooka";
        this.tooltip = "A standard shoulder mounted rocket launcher designed by the Myr. It has
an small steel plate shield attached, which offers a bit of protection against incoming fire.";
        this.attackVerb = "fire";
        attackNoun = "rocket";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 10000;
        this.attack = 2;
        baseDamage.burning.damageValue = 9;
        baseDamage.kinetic.damageValue = 9;
        baseDamage.addFlag(DamageFlag.EXPLOSIVE);
        this.defense = 1;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        resistances.kinetic.resistanceValue = 5;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrBow extends ItemSlotClass
{

    public function MyrBow()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr Bow";
        this.longName = "myr bow";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a myr hunting bow";
        this.tooltip = "A large, heavy composite bow made for small game hunting by Red Myr elite, but repurposed for commando action in the Seven Years' War. The bow's arrows are tipped with darts that deliver a potent cocktail of red venom, sedatives, and aphrodisiacs to quickly and quietly debilitate its targets.";
        this.attackVerb = "shoot";
        attackNoun = "arrow";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 2500;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.drug.damageValue = 12;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrFlamer extends ItemSlotClass
{

    public function MyrFlamer()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "M.Flamer";
        this.longName = "Myr flamethrower";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr flamethrower";
        this.tooltip = "Designed to flush enemies out of their bunkers and trenches and as a
psychological warfare weapon. A terrifying weapon for sure, but heavy and highly inefficient.
";
        this.attackVerb = "spray";
        attackNoun = "stream of flames";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 7150;
        this.attack = 7;
        baseDamage.burning.damageValue = 13;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = -7;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrGasser extends ItemSlotClass
{

    public function MyrGasser()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr G.";
        this.longName = "Myr gasser";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr gasser";
        this.tooltip = "A modified flamethrower converted to expell a gaseous form of the red
Myr's venom. An ingenious crowd control weapon.";
        this.attackVerb = "gas";
        attackNoun = "red venom gas";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 15700;
        baseDamage.pheromone.damageValue = 26;
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.attack = 100;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;

```

```

import classes.StringUtil;

public class MyrLmg extends ItemSlotClass
{

    public function MyrLmg()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr LMG.";
        this.longName = "Myr light machinegun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr light machinegun";
        this.tooltip = "A lighter and more compact version of the heavier belt-fed machineguns
usually mounted on trenches and bunkers. It fires smaller cartridges and thus has lower
stopping power, but it's portable and still offers a lot of firepower.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 14000;
        this.attack = -3;
        baseDamage.kinetic.damageValue = 19;
        baseDamage.addFlag(DamageFlag.BULLET);
        itemFlags = [GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS];
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;

```

```

import classes.StringUtil;

public class MyrRifle extends ItemSlotClass
{

    public function MyrRifle()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "M.Rifle";
        this.longName = "myr's leg rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a myr's leg rifle";
        this.tooltip = "This beat up old gun looks something like an old-earth lever action rifle,
chambered in a magnum pistol cartridge meant for close range blasting through the armored
chitin of the myr races. The stock and barrel have been cut down significantly compared to
the similar rifles you've seen in the hands of myr soldiers, but it still packs a punch and is
dead accurate in close quarters.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 11340;
        this.attack = 4;
        baseDamage.kinetic.damageValue = 18;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrRpg extends ItemSlotClass
{

    public function MyrRpg()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr RPG";
        this.longName = "Myr RPG";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr RPG";
        this.tooltip = "This weapon is a simple, dumbfire, rocket-propelled grenade launcher.
It's capable of delivering a highly explosive armor piercing warhead farther than throwing
distance. It's an effective weapon for clearing bunkers and neutralizing armed targets.";
        this.attackVerb = "fire";
        attackNoun = "rocket";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 9000;
        this.attack = -1;
        baseDamage.burning.damageValue = 6;
        baseDamage.kinetic.damageValue = 11;
        baseDamage.addFlag(DamageFlag.EXPLOSIVE);
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrShield extends ItemSlotClass
{

    public function MyrShield()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr SnS";
        this.longName = "Myr riot shield and shotgun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a ballistic riot shield and a shotgun";
        this.tooltip = "A basic ballistic riot shield and a common, old timely shotgun. This gear
seems meant to be used by someone with four arms, it's gonna be hard to use otherwise.";
        this.attackVerb = "shoot";
        attackNoun = "buckshot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 12450;
        this.attack = -2;
        baseDamage.kinetic.damageValue = 19;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 1;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = -4;
        this.fortification = 0;
        resistances.kinetic.resistanceValue = 8;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class MyrSmg extends ItemSlotClass
{

    public function MyrSmg()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Myr SMG";
        this.longName = "Myr submachinegun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Myr SMG";
        this.tooltip = "This primitive submachinegun was developed by the Myr shortly before
the war as a natural evolution from standard machine pistols. It's not very advanced or
reliable, but it can deliver a hail of bullets in a short amount of time and the portability offers
a noticeable advantage in trench warfare.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 6320;
        this.attack = -2;
        baseDamage.kinetic.damageValue = 16;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 6;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class Naja extends ItemSlotClass
{

    public function Naja()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Naja";
        this.longName = "Naja venom rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a living weapon";
        this.tooltip = "Naja rifles are a standard issue living weapon strain for the Cnossian
military and one of the most popular Cnossian exports. Like most living weapons, it'll feed on
its host, although it's been designed to cause only reversable damage. Many consider the
discomfort a good tradeoff for a weapon with high stopping power, that never jams, never
breaks and doesn't require ammo.";
        this.attackVerb = "shoot";
        attackNoun = "venomous spine";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 24850;
        baseDamage.kinetic.damageValue = 2;
        baseDamage.poison.damageValue = 14;
        baseDamage.corrosive.damageValue = 11;
        this.attack = 7;
        this.critBonus = 4;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = -11;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;

```

```

import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class NanDeconstructor extends ItemSlotClass
{

    public function NanDeconstructor()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "N.Decons.";
        this.longName = "Nanite deconstructor";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a nanite deconstructor";
        this.tooltip = "This prototype weapon fires a blob of modified nanobots programed to
eat through both organic and inorganic, heavily armored targets. When used against
unarmored targets, it'll cause debilitating pain, but will only deal minor damage to the outer
layers of the skin.";
        this.attackVerb = "shoot";
        attackNoun = "nanite blob";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 40500;
        baseDamage.corrosive.damageValue = 35;
        this.attack = 1;
        this.critBonus = 9;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;

```

```

import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class Nebula extends ItemSlotClass
{

    public function Nebula()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Nebula L.A.R.";
        this.longName = "Nebula laser assault rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a laser rifle";
        this.tooltip = "Instead of firing a continuous beam of laser, the Nebula fires short bursts
like an automatic rifle, this helps to prevent overheating with a minimal firepower loss.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3500;
        this.attack = 1;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 10;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;

```

```

import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class NovaPistol extends ItemSlotClass
{

    public function NovaPistol()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Nova Pstl.";
        this.longName = "Nova pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a pistol salvaged from the Nova's deck 13";
        this.tooltip = "This primitive laser pistol was a favorite among starbound colonists in the
early days of the planet rush scheme. It lacks the safety features and onboard lockouts that
make modern commercial pistols reliable, but weak. This baby packs a punch, but it lacks
the finesse and precision of more modern builds.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 5000;
        this.attack = 0;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 13;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns

```

```

{
import classes.Engine.Combat.DamageTypes.DamageFlag;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class NovaRifle extends ItemSlotClass
{

public function NovaRifle()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Nova Rifle";
    this.longName = "Nova rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a rifle salvaged from the Nova's deck 13";
    this.tooltip = "Proudly stamped with the Bell-Isle/Grunmann logo, this rifle bears a
vague similarity to the modern Reaper rifles which are a common sight on galactic front
lines. It lacks any of the safety and accuracy updates today's laser rifles have, but it packs a
heavier punch.";
    this.attackVerb = "shoot";
    attackNoun = "laser beam";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 5000;
    this.attack = 3;
    baseDamage.electric.damageValue = 1;
    baseDamage.burning.damageValue = 13;
    baseDamage.addFlag(DamageFlag.LASER);
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 0;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}

```

```

}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Obscuripes extends ItemSlotClass
    {

        public function Obscuripes()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Obscuripes";
            this.longName = "Obscuripes venom pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";
            this.tooltip = "Obscuripes pistols are a living weapon strain designed as sidearms.
Obscuripes pistols offer a respectable amount of firepower on a compact package and they
are not very taxing for the body.";
            this.attackVerb = "shoot";
            attackNoun = "poison spine";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 21750;
            baseDamage.poison.damageValue = 13;
            baseDamage.corrosive.damageValue = 10;
            this.attack = 3;
            this.critBonus = 5;
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.evasion = 0;
            this.fortification = -7;
            this.version = _latestVersion;
        }
    }
}

```

```

package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class OverLaser extends ItemSlotClass
    {

        public function OverLaser()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Overl. Las.";
            this.longName = "Overloaded laser pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser pistol operating in overload";
            this.tooltip = "A common laser pistol tweaked to operate on an overloaded state, which
extra capacitors and spare power coils crudely welded to the barrel of the gun.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 4200;
            this.attack = 0;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 12;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 5;
            this.evasion = 0;
            this.fortification = 0;
            this.version = _latestVersion;
        }
    }
}

```

```

}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ParticleExciter extends ItemSlotClass
    {

        public function ParticleExciter()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Exci.";
            this.longName = "X-01 particle exciter prototype";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a particle exciter";
            this.tooltip = "The particle exciter is a new kind of energy weapon currently under
development. It fires a stream of subatomic particles with the purpose of increasing the
target's molecules kinetic energy, which in turn increases its temperature. This device is
capable of quickly vaporizing water and when used on living beings it can cause severe
burns. The weapon is barebones as it is, with exposed ciscuitry and energy conduits, it looks
like is leaking a bit; seems you snatched it before they could finish mounting the casing. ";
            this.attackVerb = "fire";
            attackNoun = "particle stream";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 38500;
            this.attack = 15;
            baseDamage.burning.damageValue = 29;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = -10;
            this.sexiness = 0;
            this.critBonus = 0;
            this.evasion = 0;
        }
    }
}

```

```

        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Pipegun extends ItemSlotClass
    {

        public function Pipegun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Pipe-Gun";
            this.longName = "pipe-gun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an improvised weapon";
            this.tooltip = "An improvised weapon made with plumbing supplies. many people chose
to craft improvised guns either by need or by hobby, making them a common sight. Crude
and unreliable, but at the same time cheap and easy to manufacture, maintain or replace.";
            this.attackVerb = "shoot";
            attackNoun = "shot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 275;
            this.attack = -2;
            baseDamage.kinetic.damageValue = 4;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = -1;
            this.critBonus = 1;
            this.evasion = 0;
            this.fortification = 0;

```

```

        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaBlaster extends ItemSlotClass
    {

        public function PlasmaBlaster()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Blast.";
            this.longName = "plasma blaster";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma blaster";
            this.tooltip = "A standard shoulder-fired plasma cannon. It's a common anti-armor and
anti-bunker weapon used by many militaries across the galaxy. It fires from a power cell,
which also contains the gases needed to created the plasma, loaded from the back of the
weapon. It's not cheap, but it's fairly superior to classic projectile based anti-armor
weapons.";
            this.attackVerb = "fire";
            attackNoun = "large plasma blob";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 40500;
            this.attack = 5;
            baseDamage.burning.damageValue = 30;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;

```

```

        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaBore extends ItemSlotClass
    {

        public function PlasmaBore()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "PlasmaBore";
            this.longName = "plasma bore";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a spinarran plasma bore";
            this.tooltip = "The mainstay of spinarran infantry, the plasma bore is a heavy plasma
weapon that is designed for short and medium ranged engagements. It fires a fast, fat glob
of boiling plasma that melts or vaporizes bodies and tunnels through rock with equal ease.";
            this.attackVerb = "shoot";
            attackNoun = "plasma blob";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 30800;
            this.attack = -2;
            baseDamage.burning.damageValue = 25;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;

```

```

        this.critBonus = 7;
        this.evasion = -2;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaCaster extends ItemSlotClass
    {

        public function PlasmaCaster()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Caster";
            this.longName = "T-65 plasma caster";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a heavy plasma weapon";
            this.tooltip = "The T-65 is one of the most popular plasma weapons sold by Reaper
Armaments. It's portable enough to be carried by a single person and at the same time it can
be hooked to different power sources and act as a powerful vehicle or ship mounted
weapon; all thanks to its adaptable, heavy duty internal componets; thanks to that it can be
used for many task, from infantry support weapon, to mining tool, to ship mounted light
weapon. ";
            this.attackVerb = "fire";
            attackNoun = "plasma blob";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 33700;
            this.attack = 3;
            baseDamage.burning.damageValue = 27;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);

```

```

        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 6;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaLance extends ItemSlotClass
    {

        public function PlasmaLance()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Lance";
            this.longName = "X-01 plasma lance prototype weapon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma lance";
            this.tooltip = "This old piece of technology is one of the first long range plasma based
weapons ever to be developed. Plasma lances fire plasma covered thermal-rods; this
metallic alloy rods maintain the plasma fires until they burn out. This hybrid delivery system
founded the bases of modern plasma weapons. Finding one of the original prototypes in
working condition is quite a miracle, any collector would pay a small fortune for it. ";
            this.attackVerb = "fire";
            attackNoun = "plasma bolt";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 85000;
            this.attack = -1;
            baseDamage.kinetic.damageValue = 1;

```

```

        baseDamage.burning.damageValue = 19;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaPistol extends ItemSlotClass
    {

        public function PlasmaPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Plasma P.";
            this.longName = "plasma pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma pistol";
            this.tooltip = "This black-market plasma pistol has so many modifications that it's
almost unrecognizable.";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.attackVerb = "shoot";
            attackNoun = "plasma ball";
            this.basePrice = 41250;
            this.attack = -1;

```

```

        baseDamage.burning.damageValue = 31;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaSiphon extends ItemSlotClass
    {

        public function PlasmaSiphon()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Siphon";
            this.longName = "plasma siphon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma weapon";
            this.tooltip = "Plasma siphons are modified plasmathrowers and the first attempt at
producing a sustained and controlled plasma beam weapon. The result is a mid ground
between plasma flamethrowers and plasma beam cannons.";
            this.attackVerb = "fire";
            attackNoun = "plasma jet";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 31900;
        }
    }
}

```

```

        this.attack = 4;
        baseDamage.burning.damageValue = 26;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PlasmaThrower extends ItemSlotClass
    {

        public function PlasmaThrower()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Thrw.";
            this.longName = "FPW-35 plasmathrower";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a plasma flamethrower";
            this.tooltip = "The FPW-35 is an attempt to bring flamethrowers up to military standards
using modern engineering. It solves many flaws typically found in liquid and gas operated
flamethrowers like portability and reach. This weapon uses a gas compressor and standard
power cells for basic operations and can accept magnesium powder capsules to increase
the flame's width and a gas tank to increase the flame's temperature or to operate in the
vaccum of space. ";

```

```

        this.attackVerb = "project";
        attackNoun = "stream of plasma flames";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 22600;
        this.attack = 14;
        baseDamage.burning.damageValue = 19;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PoisonRifle extends ItemSlotClass
    {

        public function PoisonRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Poison R.";
            this.longName = "poison rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a poisonous weapon";
        }
    }
}

```

```
        this.tooltip = "A custom made weapon; gas operated and capable of firing glass capsules filled with a poisonous liquid, easily absorbed through the skin. An interesting delivery method, normally, poisons are delivered by dart or gas.";
```

```
        this.attackVerb = "shoot";
```

```
        attackNoun = "poison capsule";
```

```
        TooltipManager.addTooltip(this.shortName,this.tooltip);
```

```
        this.basePrice = 9500;
```

```
        baseDamage.kinetic.damageValue = 1;
```

```
        baseDamage.poison.damageValue = 16;
```

```
        this.attack = 3;
```

```
        this.critBonus = 1;
```

```
        this.defense = 0;
```

```
        this.shieldDefense = 0;
```

```
        this.shields = 0;
```

```
        this.sexiness = 0;
```

```
        this.evasion = 0;
```

```
        this.fortification = 0;
```

```
        this.version = _latestVersion;
```

```
    }
```

```
}
```

```
}
```

```
package classes.Items.Guns
```

```
{
```

```
    import classes.GLOBAL;
```

```
    import classes.GameData.TooltipManager;
```

```
    import classes.ItemSlotClass;
```

```
    import classes.StringUtil;
```

```
    public class PrimitiveBow extends ItemSlotClass
```

```
    {
```

```
        public function PrimitiveBow()
```

```
        {
```

```
            super();
```

```
            this._latestVersion = 1;
```

```
            this.quantity = 1;
```

```
            this.stackSize = 1;
```

```
            this.type = GLOBAL.RANGED_WEAPON;
```

```
            this.shortName = "P.Bow";
```

```
            this.longName = "primitive bow";
```

```
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```
            this.description = "a primitive bow";
```

```
            this.tooltip = "This basic bow is created and used by the natives of Mhen'ga for hunting. It comes with a quiver of stone-tipped arrows. The draw is high enough to do some real damage to an unlucky alien.";
```

```

        this.attackVerb = "shoot";
        attackNoun = "arrow";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 50;
        baseDamage.kinetic.damageValue = 1;
        this.attack = 0;
        this.critBonus = 0;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 5;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PrimitiveCrossbow extends ItemSlotClass
    {

        public function PrimitiveCrossbow()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "P.Xbow";
            this.longName = "primitive crossbow";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a primitive crossbow";
            this.tooltip = "Crossbows are stock mounted bows capable of firing short, steel-tipped bolts. An archaic piece of technology by today's standard, but they are still common weapons on primitive and uncivilized worlds. It's not a match for modern armor, but still, it's not something anyone would like pointed at them.";
            this.attackVerb = "shoot";
            attackNoun = "arrow";

```

```

        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 450;
        baseDamage.kinetic.damageValue = 6;
        this.attack = 1;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PrimitiveMusket extends ItemSlotClass
    {

        public function PrimitiveMusket()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Musket";
            this.longName = "primitive musket";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an old timely musket";
            this.tooltip = "Muskets are low-tech gunpowder weapons, the early ancestors of
modern rifles. It might look like an archaic relic compared to a plasma rifle, but weapons like
these shaped the destiny of many civilizations.";
            this.attackVerb = "shoot";
            attackNoun = "shot";

```

```

        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 250;
        this.attack = -3;
        baseDamage.kinetic.damageValue = 4;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PsyGun extends ItemSlotClass
    {

        public function PsyGun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Psy Gun";
            this.longName = "X-01 psionic warfare weapon prototype";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a psionic weapon";
            this.tooltip = "A prototype weapon developed for psionic warfare. This weapon has a
biological component made of lab grown, genetically modified nerve cells, collected from
many known psionic species. It's capable of delivering a powerful psionic attack at short
range. ";
            this.attackVerb = "fire";
            attackNoun = "psionic blast";

```

```

        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25000;
        this.attack = 0;
        baseDamage.psionic.damageValue = 30;
        baseDamage.addFlag(DamageFlag.PSIONIC);
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PulseRifle extends ItemSlotClass
    {

        public function PulseRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Pulse R.";
            this.longName = "pulse rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a high-tech rifle";
            this.tooltip = "Pulse rifles are a recently developed piece of technology, but they're
already achieving incredible results and show promise of becoming the new standard issue
for militaries all over the galaxy. \n\nPulse rifles are a mix of coilgun, arc caster and plasma
gun; they fire a solid ferromagnetic projectile made of a highly resilient alloy, with a
minuscule, electromagnetic field generator, which holds together a small blob of electrically

```

charged plasma. \n\nBy combining the best of three different types of weapons in one, pulse rifles are effective against most types of targets, from shields to heavily armoured vehicles. ";

```
        this.attackVerb = "shoot";
        attackNoun = "pulse projectile";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 42000;
        this.attack = 6;
        baseDamage.burning.damageValue = 12;
        baseDamage.kinetic.damageValue = 12;
        baseDamage.electric.damageValue = 12;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PunisherPistol extends ItemSlotClass
    {

        public function PunisherPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Punisher P.";
            this.longName = "Punisher pistol";
```

```

        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Punisher pistol";
        this.tooltip = "An illegal pistol with quite a story. Designed on a dare by a group of
gunsmiths and weapon aficionados on the extranet; the result was impressive, surpassing
even the most cutting-edge pistols by the time it was revealed. After the nano-printer
blueprints for its parts were leaked to the public, the UGC issued a ban on the weapon and
tried to erase all traces of it on the extranet, but it was too late. Today it's one of the most
popular pistols among smugglers, pirates and assassins.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 23860;
        this.attack = 3;
        baseDamage.kinetic.damageValue = 23;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PunisherRifle extends ItemSlotClass
    {

        public function PunisherRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;

```

```

        this.shortName = "Punisher R.";
        this.longName = "Punisher rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Punisher rifle";
        this.tooltip = "An illegal rifle modification using pieces from the open source Punisher
pistol. While the rifle base is a common civilian rifle, many of its internal components has
been swapped by those from the illegal Punisher pistol which fires a much larger caliber,
although many of those components need slight adjustments and minor modifications to
operate on a rifle, they still offer unparalleled performance and firepower.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 26100;
        this.attack = 5;
        baseDamage.kinetic.damageValue = 25;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class PyroRifle extends ItemSlotClass
    {

        public function PyroRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;

```

```

        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Pyrorfl";
        this.longName = "Pyrorifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a hot weapon";
        this.tooltip = "A custom made weapon; gas operated and capable of delivering glass capsules filled with flammable liquid chemical compounds and a small pyrophoric pellet, ensuring the liquids will ignite when the pellet makes contact with non-inert gases. An ingenious, but dangerous design; handle with care.";
        this.attackVerb = "shoot";
        attackNoun = "pyro-capsule";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 15500;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.burning.damageValue = 16;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.attack = 3;
        this.critBonus = 1;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class QueensBow extends ItemSlotClass
    {

        public function QueensBow()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Royal Bow";
        this.longName = "royal shard bow";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a royal crystalline shard bow";
        this.tooltip = "A bow made of a strange, semi-flexible crystal found in the deepest
depths of Myrellion and used by the Queen of the Deep Lake. The bow comes with a quiver
of arrows tipped with dark green shards that seem to contain traces of the queen's lusty
venom.";
        this.attackVerb = "shoot";
        attackNoun = "arrow";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3200;
        baseDamage.kinetic.damageValue = 2;
        baseDamage.drug.damageValue = 14;
        this.attack = 2;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Ragefire extends ItemSlotClass
    {

        public function Ragefire()
        {
            super();
            this._latestVersion = 1;

```

```

        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Ragefire";
        this.longName = "Ragefire plasma cannon";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a plasma cannon";
        this.tooltip = "One of the largest kind of portable plasma weapons. The MK XIII plasma
cannon, also know by its comertial name, the ragefire, it's a bulty and heavy plasma cannon
designed to offer a massive amount of searing hot firepower while still being operated by a
single person. It requires the use of a heavy backpack which contains the fuel for the plasma
fire as well as cooling liquids to prevent overheating. You feel the urge to point the end of this
gun at greenskins, whatever those are. ";
        this.attackVerb = "shoot";
        attackNoun = "blue plasma blob";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 44000;
        this.attack = -3;
        baseDamage.burning.damageValue = 33;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 9;
        this.evasion = -7;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class RocketFist extends ItemSlotClass
    {

```

```

public function RocketFist()
{
    super();
    _latestVersion = 1;
    quantity = 1;
    stackSize = 1;
    type = GLOBAL.RANGED_WEAPON;
    shortName = "Rocket Fist";
    longName = "rocket fist";
    TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
    description = "a rocket fist";
    tooltip = "A bizarre weapon. A mech gauntlet which can detach its fist and fire it like a
rocket, the fist is anchored to the gauntlet's base with a nano-tether for quick retrieval. Now
you can finally punch someone in the face without having to walk all the way to him.";
    TooltipManager.addTooltip(shortName,tooltip);
    attackVerb = "punch";
    attackNoun = "rocket fist";
    basePrice = 24600;
    baseDamage.kinetic.damageValue = 23;
    baseDamage.addFlag(DamageFlag.CRUSHING);
    attack = 2;
    critBonus = 2;
    defense = 0;
    shieldDefense = 0;
    shields = 0;
    sexiness = 0;
    evasion = 0;
    fortification = 0;
    version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class RocketLauncher extends ItemSlotClass
    {

        public function RocketLauncher()

```

```

{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "R.Launcher";
    this.longName = "C-600 rocket launcher";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a C-600 rocket launcher";
    this.tooltip = "The C-600 rocket launcher is a laser guided single barrel rocket launcher.
An old piece of technology, commonly sold as surplus to private military contractors. This
mass produced model is portable, cheap, efficient and packs a nasty punch.";
    this.attackVerb = "fire";
    attackNoun = "rocket";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 26000;
    this.attack = 3;
    baseDamage.burning.damageValue = 10;
    baseDamage.kinetic.damageValue = 15;
    baseDamage.addFlag(DamageFlag.EXPLOSIVE);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 3;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class RudimentaryRevolver extends ItemSlotClass
    {

        public function RudimentaryRevolver()
        {

```

```

    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Revolvr";
    this.longName = "rudimentary revolver";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a rudimentary revolver";
    this.tooltip = "Six shots. More than enough to kill anything that moves - a thousand
years ago, if you were some sort of militant savant. These days all this weapon has going for
it is a sense of style and modest reliability. It's hard not to be robust with less than ten
parts!";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 200;
    this.attack = 1;
    baseDamage.kinetic.damageValue = 3;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 1;
    this.critBonus = 2;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class RustedAr extends ItemSlotClass
    {

        public function RustedAr()
        {

```

```

        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Rusted A.R.";
        this.longName = "rusted assault rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a scarred rifle";
        this.tooltip = "It seems that this old and rusty assault rifle has lived its better days, worn
by time and the weather and scarred by numerous battles. Surprisingly, it still works.";
        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 1150;
        this.attack = 2;
        baseDamage.kinetic.damageValue = 9;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = -1;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SaurmorianRifle extends ItemSlotClass
    {

        public function SaurmorianRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "S.Rail";
        this.longName = "saurmorian railgun";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a custom saurmorian railgun";
        this.tooltip = "This matte-black cannon, with its long and heavy barrel and dual
drum-magazine, is a beloved weapon of freelancing saurmorians. Unable to be efficiently
used by the military (to their utter chagrin) and never found whole, these manually
constructed weapons almost always have some sentimental value to their wielders. Though
you may not be able to hold one of these cumbersome things as easily as a saurmorian, you
nonetheless may find yourself capable of using it as an effective weapon.";

```

```

        this.attackVerb = "shoot";
        attackNoun = "shot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 29000;
        baseDamage.kinetic.damageValue = 28;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.attack = -2;
        this.critBonus = 7;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = -5;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

```

```

package classes.Items.Guns

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class SaviciteOrb extends ItemSlotClass
    {

```

```

        public function SaviciteOrb()
        {
            super();

```

```

        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "S.Orb";
        this.longName = "engraved savicite orb";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "an engraved savicite orb";
        this.tooltip = "This polished savicite orb is engraved with a script you can't understand.
It seems to vibrate with an unnatural energy. When you focus hard enough, the orb glows
and floats. ";
        this.attackVerb = "cast";
        attackNoun = "psionic blast";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 13900;
        this.attack = 2;
        baseDamage.psionic.damageValue = 24;
        baseDamage.addFlag(DamageFlag.PSIONIC);
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SaviciteStaff extends ItemSlotClass
    {

        public function SaviciteStaff()
        {
            super();

```

```

        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "S.Staff";
        this.longName = "ornate savicite staff";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "an ornate savicite staff";
        this.tooltip = "This staff seems to be composed primarily of savicite, several large
chucks of polished and engaved savicite, joined together by carved white wooden shafts,
with golden metal plates and black leather straps as decorations. At its tip, there is a large,
polished savicite orb, engraved with a script you can't understand. When you focus hard
enough, the staff seems to react somehow. ";
        this.attackVerb = "cast";
        attackNoun = "psionic blast";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 20000;
        this.attack = 0;
        baseDamage.psionic.damageValue = 28;
        baseDamage.addFlag(DamageFlag.PSIONIC);
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ScavengedSmg extends ItemSlotClass
    {

        public function ScavengedSmg()

```

```

{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Scav. SMG";
    this.longName = "scavenged SMG";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a salvaged SMG";
    this.tooltip = " An old piece of salvaged technology, a rare sight in the wastes. It's
been carefully maintained over the years, quite a lot of years by the looks of it. ";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 700;
    this.attack = -2;
    baseDamage.kinetic.damageValue = 8;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = -1;
    this.critBonus = 0;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ScopedPistol extends ItemSlotClass
    {

        public function ScopedPistol()
        {
            super();
            this._latestVersion = 1;

```

```

        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "S.Pistol";
        this.longName = "scoped pistol";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a scoped pistol";
        this.tooltip = "This compact laser pistol is equipped with a rather impressive scope and
energy cell";
        this.tooltip = this.tooltip + ". It is quite accurate but relatively low-powered";
        this.tooltip = this.tooltip + ".";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        this.basePrice = 350;
        this.attack = 1;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 4;
        baseDamage.addFlag(DamageFlag.LASER);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ScrapRifle extends ItemSlotClass
    {

        public function ScrapRifle()
        {

```

```

    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Scrap Rfl.";
    this.longName = "scrap rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a rifle made out of scrap metal";
    this.tooltip = "Needs sharpen the wits, an old saying, but in the harsh wastes it's a
reality. When all you've got to defend yourself is a bunch of scrap metal and old pieces of
technology, you need to learn to make the most of it. This rifle is the paramount example of
it, bits and pieces salvaged and cobbled together to make a crude, yet effective weapon.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 475;
    this.attack = 1;
    baseDamage.kinetic.damageValue = 7;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = -2;
    this.critBonus = 0;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SecureMP extends ItemSlotClass
    {

        public function SecureMP()
        {

```

```

    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "secureMP";
    this.longName = "Secure MP";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a Secure machine pistol";
    this.tooltip = "The SecureMP is a high-capacity machine pistol with an attached stock
and optics, offering a great deal of firepower in a package that can be easily concealed in a
jacket or briefcase. Because of this, it's become a fast favorite among personal and
corporate security forces.\n\n<b>Special Effect:</b> This weapons light-weight,
easy-to-handle nature greatly increases your ability to hit multiple times with a single
attack.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 5000;
    this.attack = -2;
    baseDamage = new TypeCollection();
    baseDamage.kinetic.damageValue = 13;
    baseDamage.addFlag(DamageFlag.BULLET);
    itemFlags = [GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS];
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 5;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ShieldGun extends ItemSlotClass
    {

```

```

public function ShieldGun()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "Anvil";
    this.longName = "'Anvil' ballistic shield and 'Hammer' pistol";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a ballistic shield and a pistol";
    this.tooltip = "The 'Anvil' ballistic shield is a modern, handheld shield, made with
lightweight, top-grade alloys and equipped with a small shield generator. Designed for crowd
control as well as room breaching operations. The 'Anvil' also comes with a holster for its
counterpart, the 'Hammer' pistol.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 5000;
    this.attack = 0;
    baseDamage.kinetic.damageValue = 9;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 2;
    this.shieldDefense = 0;
    this.shields = 25;
    this.sexiness = 0;
    this.critBonus = 2;
    this.evasion = 0;
    this.fortification = 0;
    resistances.kinetic.resistanceValue = 10;
    this.version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ShockBow extends ItemSlotClass

```

```

{

public function ShockBow()
{
    super();
    _latestVersion = 1;
    quantity = 1;
    stackSize = 1;
    type = GLOBAL.RANGED_WEAPON;
    shortName = "Shock Bow";
    longName = "shock bow";
    TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
    description = "a lightning-slinging shock bow";
    tooltip = "Seen in the hands of game hunters around the galaxy, this compound bow
features a lightweight design made from only the best of synthetic materials, and a sleek
quiver full of electrode-tipped arrows that can deliver a paralyzing shock to targets. With a
robust, reliable design and arrows capable of incapacitating targets, this weapon is perfect
for hunting in the wild, but a skilled archer could easily make it work in a firefight scenario.";
    TooltipManager.addTooltip(shortName,tooltip);
    attackVerb = "shoot";
    attackNoun = "shocking arrow";
    basePrice = 7500;
    baseDamage = new TypeCollection();
    baseDamage.kinetic.damageValue = 3;
    baseDamage.electric.damageValue = 10;
    baseDamage.addFlag(DamageFlag.PENETRATING);
    baseDamage.addFlag(DamageFlag.CHANCE_APPLY_STUN);
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    attack = 2;
    critBonus = 0;
    defense = 0;
    shieldDefense = 0;
    shields = 0;
    sexiness = 0;
    evasion = 0;
    fortification = 0;
    addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
    addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    version = _latestVersion;
}
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;

```

```

import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class Slingshot extends ItemSlotClass
{

    public function Slingshot()
    {
        super();
        _latestVersion = 1;
        quantity = 1;
        stackSize = 1;
        type = GLOBAL.RANGED_WEAPON;
        shortName = "Slingshot";
        longName = "slingshot";
        TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
        description = "a modern slingshot";
        tooltip = "Modern slingshots are made of lightweight metal alloys and synthetic bands
made of resilient elastic polymers with a high tensile strenght. This one comes equipped with
a spring system in the handle, for increased power output, a holo-sight, a laser pointer, a
wrist guard and a foldable arrow rest attachment. High quality, modern slingshots like this
one can be incredibly powerful weapons, although they're tipically used for target practice
and hunting. ";
        TooltipManager.addTooltip(shortName,tooltip);
        attackVerb = "shoot";
        attackNoun = "steel ball";
        basePrice = 3200;
        baseDamage.kinetic.damageValue = 11;
        baseDamage.addFlag(DamageFlag.CRUSHING);
        attack = 1;
        critBonus = 2;
        defense = 0;
        shieldDefense = 0;
        shields = 0;
        sexiness = 0;
        evasion = 0;
        fortification = 0;
        version = _latestVersion;
    }
}
}
package classes.Items.Guns

```

```

{
import classes.GLOBAL;
import classes.GameData.CombatAttacks;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class SlutRay extends ItemSlotClass
{

    public function SlutRay()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "SlutRay";
        this.longName = "slut ray";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a compact 'slut ray' gun";
        this.tooltip = "This tiny, unassuming handgun-like device is designed to be hidden.
When fired at a subject, it causes their mind to be flooded with graphic sexual fantasies,
though they still retain free will. The fantasies can be custom selected by the user or set to
random. Nobody knows how it works; the gun's contents are hidden behind a tamper-proof
black casing.";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "sexual fantasy";
        this.basePrice = 1000;
        this.attack = 0;
        baseDamage.tease.damageValue = 8;
        addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
        attackImplementor = CombatAttacks.SlutRayAttackImpl;
    }
}

```

```

}
package classes.Items.Guns
{
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SlutRayAdvanced extends ItemSlotClass
    {

        public function SlutRayAdvanced()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "A.SlutRay";
            longName = "advanced slut ray";
            TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
            description = "a silvery 'slut ray' gun";
            tooltip = "An advanced slut ray model, designed to project sexual fantasies into the
mind of a target. Incredibly similar to the original model, except this one boasts higher
intensity settings and a wider database of fantasies to draw upon.";
            TooltipManager.addTooltip(shortName,tooltip);
            attackVerb = "shoot";
            attackNoun = "sexual fantasy";
            basePrice = 4000;
            attack = 0;
            baseDamage.tease.damageValue = 16;
            addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            addFlag(GLOBAL.ITEM_FLAG_LUST_WEAPON);
            defense = 0;
            shieldDefense = 0;
            shields = 0;
            sexiness = 0;
            critBonus = 2;
            evasion = 0;
            fortification = 0;
            version = _latestVersion;
            attackImplementor = CombatAttacks.SlutRayAttackImpl;
        }
    }
}

```

```

}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SnovaPistol extends ItemSlotClass
    {

        public function SnovaPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Snova Pstl.";
            this.longName = "Supernova pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser pistol";
            this.tooltip = "An upgraded version of the old timely Nova pistol, it keeps most of the
original design and looks, with the exception of the glaring flaws, but it's built with new
modern components and higher quality materials.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 11000;
            this.attack = 1;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 18;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 4;
            this.evasion = 0;
            this.fortification = 0;
            this.version = _latestVersion;
        }
    }
}

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SnovaRifle extends ItemSlotClass
    {

        public function SnovaRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Snova Rfl.";
            this.longName = "Supernova rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a laser rifle";
            this.tooltip = "Reaper armaments acquired the license to the Nova series of laser
weapons after the Bell-Isle patent expired. The Nova series was fairly popular back on its
day and the new and improved Supernova series became a great commercial success as
well.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 11000;
            this.attack = 4;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 18;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 1;
        }
    }
}

```

```

        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SonicCannon extends ItemSlotClass
    {

        public function SonicCannon()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "Sonic Cannon";
            longName = "sonic cannon";
            TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
            description = "a sonic weapon";
            tooltip = "A shoulder mounted sonic weapon which delivers a directional blast wave of
concussive force, powerful enough to knock down most humanoids. Such power would of
course knock down the shooter to if it weren for the integrated recoil cancelling, very similar
to that found on recoilless rifles.";
            TooltipManager.addTooltip(shortName,tooltip);
            attackVerb = "shoot";
            attackNoun = "sonic blast";
            basePrice = 10730;
            baseDamage.kinetic.damageValue = 18;
            baseDamage.addFlag(DamageFlag.CRUSHING);
            attack = 0;
            critBonus = 5;
            defense = 0;
            shieldDefense = 0;
            shields = 0;
            sexiness = 0;

```

```

        evasion = 0;
        fortification = 0;
        version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SonicGun extends ItemSlotClass
    {

        public function SonicGun()
        {
            super();
            _latestVersion = 1;
            quantity = 1;
            stackSize = 1;
            type = GLOBAL.RANGED_WEAPON;
            shortName = "Sonic Gun";
            longName = "ST-34 sonic pulse weapon";
            TooltipManager.addFullName(shortName,StringUtil.toTitleCase(longName));
            description = "a sonic weapon";
            tooltip = "Sonic weapons were originally designed as an old crowd control method,
capable of inflicting pain and causing minor injuries. Nowadays, sonic weapons are are
much more powerful and compact thanks to modern technology.";
            TooltipManager.addTooltip(shortName,tooltip);
            attackVerb = "shoot";
            attackNoun = "sonic blast";
            basePrice = 3200;
            baseDamage.kinetic.damageValue = 16;
            baseDamage.addFlag(DamageFlag.CRUSHING);
            attack = 1;
            critBonus = 4;
            defense = 0;
            shieldDefense = 0;
            shields = 0;
            sexiness = 0;
            evasion = 0;

```

```

        fortification = 0;
        version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SpitterGun extends ItemSlotClass
    {

        public function SpitterGun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Spitter";
            this.longName = "Ashei acid spitter";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";
            this.tooltip = "The Ashei acid spitter is a small living weapon, about the size of a pistol,
capable of firing acid streams at short range. The Ashei is a simple weapon, yet cheap and
effective, although it does not offer much firepower.";
            this.attackVerb = "shoot";
            attackNoun = "acid";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 750;
            baseDamage.corrosive.damageValue = 8;
            this.attack = 1;
            this.critBonus = 2;
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.evasion = 0;
            this.fortification = -2;
            this.version = _latestVersion;

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SporeLauncher extends ItemSlotClass
    {

        public function SporeLauncher()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Spore L.";
            this.longName = "Psilocybe spore-launcher";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";
            this.tooltip = "A recently designed living weapon family; spore launchers were created
to answer the need for non-lethal crowd control. This particular strain launches a cloud of
psychoactive, lust inducing pheromones, reducing the target's willingness to fight and
soothing aggression. Spore launchers became quite popular among law enforcement as well
as other disreputable individuals, with more nefarious purposes in mind.";
            this.attackVerb = "shoot";
            attackNoun = "spore cloud";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 13500;
            baseDamage.pheromone.damageValue = 25;
            this.attack = 10;
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 0;
            this.evasion = 0;
            this.fortification = -8;
            this.version = _latestVersion;
        }
    }
}

```

```

    }
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class StandardLaser extends ItemSlotClass
    {

        public function StandardLaser()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Stndr. Laser";
            this.longName = "Standard Issue laser rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a generic laser rifle";
            this.tooltip = "The LR-21 is a common, cheap and mass produced laser rifle. It's so
ubiquitous that's been nicknamed the standard issue. It's simple, crude and it's not specially
accurate or powerful, but it's effective, reliable, durable, requires little maintenance and it's
also highly modular.";
            this.attackVerb = "shoot";
            attackNoun = "laser beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 7500;
            this.attack = 2;
            baseDamage.electric.damageValue = 1;
            baseDamage.burning.damageValue = 15;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.LASER);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 1;

```

```

        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.CombatAttacks;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class StasisCannon extends ItemSlotClass
    {

        public function StasisCannon()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Stasis C.";
            this.longName = "stasis cannon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a misterious weapon";
            this.tooltip = "This weapon appears to be of unkown origin. Who could have made this?
a mad scientist? or perhaps a yet to be discovered alien culture. \n\nThe energy core of this
weapon looks like it's self perpetuating, but it doesn't seem to feed the weapon, instead, the
weapon appears to be some short of containment for the core and pulling the trigger only
causes a temporary localized breech in the containment, causing all heat and energy to be
drawn to the opening. \n\nCould this be matter from a cold star? ";
            this.attackVerb = "fire?";
            this.attackNoun = "unkown";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 33700;
            this.attack = 12;
            baseDamage.freezing.damageValue = 28;
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = -10;

```

```

        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
        attackImplementor = CombatAttacks.FZRAAttackImpl;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Stormbull extends ItemSlotClass
    {

        public function Stormbull()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Stormbull S.";
            this.longName = "Stormbull shotgun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a semi-automatic shotgun";
            this.tooltip = "A popular bullpup semi-automatic shotgun with a revolver drum
magazine. Its large shell gauge, combined with the bullpup design provide a good amount of
firepower at close quarters, and the revolving disposable drum magazine ensures the
shotgun will not jam and can be reloaded quickly.";
            this.attackVerb = "shoot";
            attackNoun = "buckshot";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 26220;
            this.attack = -3;
            baseDamage.kinetic.damageValue = 25;
            baseDamage.addFlag(DamageFlag.BULLET);
            this.defense = 0;
            this.shieldDefense = 0;

```

```

        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 8;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class SunFire extends ItemSlotClass
    {

        public function SunFire()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "SunFire";
            this.longName = "SunFire rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a spinarran SunFire rifle";
            this.tooltip = "The mainstay of spinarran infantry, the plasma bore, SunFire variant, is a heavy plasma weapon that is designed for short and medium ranged engagements. It fires a withering stream of plasma bolts from three rotary barrels, enough that some foes may be set on fire.";
            this.attackVerb = "shoot";
            attackNoun = "plasma bolt";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 27500;
            this.attack = 5;
            baseDamage.burning.damageValue = 21;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
            this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
            this.defense = 0;

```

```

        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class TeslaRifle extends ItemSlotClass
    {

        public function TeslaRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Tesla R.";
            this.longName = "Tesla rifle";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an electric-arc weapon";
            this.tooltip = "Electric-arc rifles, also known by their unofficial name, Tesla rifles, after
an old Terran inventor, are short range electric based weapons, capable of firing a directional
arc of electricity. While the original design is fairly ancient, electric-arc weapons became
increasingly popular after personal shields became widespread, as they exploit one of the
shield's main weakness. To this day, they are still one of the best option against heavily
shielded targets.";
            this.attackVerb = "shock";
            attackNoun = "shock";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 12600;
            baseDamage.electric.damageValue = 19;
            baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);

```

```

        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.attack = 4;
        this.critBonus = 2;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Thermalizer extends ItemSlotClass
    {

        public function Thermalizer()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Thermalizer";
            this.longName = "thermalizer";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a thermalizer";
            this.tooltip = "Thermalizers employ a combination of different types of radiation and
subatomic particles to create a literal beam of concentrated heat. While Thermalizers are
extremely powerful, their main drawback is their short range, however, the adaptable beam
amplitude makes them very accurate at such distances.";
            this.attackVerb = "fire";
            attackNoun = "thermal beam";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 35800;
            this.attack = 7;

```

```

        baseDamage.burning.damageValue = 28;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class TheShocker extends ItemSlotClass
    {

        public function TheShocker()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "TheShocker";
            this.longName = "shock pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a shock pistol colloquially called 'The Shocker'";
            this.tooltip = "This gun fires a directed lance of electrical energy, frying shields and
flesh with equal ease. Its limited capacitors prevent it from doing too much damage, but it
still packs quite the wallop.";
            this.attackVerb = "shock";
            attackNoun = "shock";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 1250;
            this.attack = 1;

```

```

        baseDamage.electric.damageValue = 8;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ThrowShield extends ItemSlotClass
    {

        public function ThrowShield()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Warden S.";
            this.longName = "Warden shield";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a throwable shield";
            this.tooltip = "A circular medium-sized metal shield. It's comes with 2 hardlight
emmitters, one attached to the shield and one that can be strapped to the user's wrist. The
hardlight emmitters create a link between eachother, allowing the user to alter the shield's
trajectory mid-flight and to quickly recover it once thrown. The shield mounted emmitter can
also create a sharp hardlight edge for increased lethality or a hardlight cover for another
layer of protection. ";
            this.attackVerb = "throw";
            this.attackNoun = "shield";

```

```

        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 39750;
        this.attack = 0;
        baseDamage.kinetic.damageValue = 21;
        this.defense = 2;
        this.shieldDefense = 0;
        this.shields = 10;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        resistances.kinetic.resistanceValue = 10;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Thunderbolt extends ItemSlotClass
    {

        public function Thunderbolt()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Thunderb.";
            this.longName = "Thunderbolt";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "an arc-caster";
            this.tooltip = "A modern arc-caster with a rifle configuration. An excellet weapon
against heavily shielded targets. The Thunderbolt is a noticeable improvement over older
arc-caster models, it offers longer reach and a miniaturized battery capable of fitting inside a
rifle stock, removing the need to carry around large and heavy batteries; additionally, it
features a small magnetic field emmitter to focus the electric arc, reducing the effectiveness
of countermeasures and increasing accuracy notieably.";

```

```

        this.attackVerb = "shoot";
        attackNoun = "electric arc";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 29150;
        this.attack = 10;
        baseDamage.electric.damageValue =27;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ToxinBow extends ItemSlotClass
    {

        public function ToxinBow()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Toxin Bow";
            this.longName = "toxin bow";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a bow with poisonous arrows";
            this.tooltip = "A simple primitive bow with poison tipped arrows. Poison is a common
            hunting aid and almost all known civilizations have some record of poison usage through
            their history.";

```

```

        this.attackVerb = "shoot";
        attackNoun = "poisonous arrow";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3100;
        baseDamage.kinetic.damageValue = 1;
        baseDamage.poison.damageValue = 10;
        this.attack = 1;
        this.critBonus = 3;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.addFlag(GLOBAL.ITEM_FLAG_BOW_WEAPON);
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class TrenchShotgun extends ItemSlotClass
    {

        public function TrenchShotgun()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Shotgn";
            this.longName = "trench shotgun";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a trench shotgun";
            this.tooltip = "It took you this long to find a goddamn shotgun? It's pretty rudimentary in
design, just a quick and easy breech that you can thumb a pair of shells into. The real quality

```

is what you want to load into it - with a thick gauge, as long as you have enough time to prepare, this'll put the hurt on anything. Just... do it slowly, sausagefingers.";

```
        this.attackVerb = "shoot";
        attackNoun = "buckshot";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3000;
        this.attack = -2;
        baseDamage.kinetic.damageValue = 10;
        baseDamage.addFlag(DamageFlag.BULLET);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class TypeTwo extends ItemSlotClass
    {

        public function TypeTwo()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "T2.Nadion";
            this.longName = "Type 2 nadion particle accelerator";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a type 2 nadion particle accelerator";
            this.tooltip = "A sleek, silver-colored device with a handle; It kinda looks like a remote,
it even has buttons and settings. This small handheld device is capable of firing a high
```

intensity beam of subatomic particles. The desired firepower can be regulated, however, it seems to be stuck at one of the lowest settings.";

```
        this.attackVerb = "shoot";
        attackNoun = "orange beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 6300;
        this.attack = 2;
        baseDamage.electric.damageValue = 6;
        baseDamage.burning.damageValue = 9;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 4;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Typhoon extends ItemSlotClass
    {

        public function Typhoon()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Typhoon HC";
            this.longName = "Typhoon hand cannon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a comically oversized revolver";
```

this.tooltip = "This big boy is an interesting piece of equipment, an oversized revolver that can fire shotgun shells. Of course, the concept of shotgun revolvers is as old as the revolvers themselves. It kicks back like a mule, but offers a lot of firepower on a compact package and it's favored by those species large and strong enough to use it without drawbacks.";

```
    this.attackVerb = "shoot";
    attackNoun = "buckshot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 5120;
    this.attack = -3;
    baseDamage.kinetic.damageValue = 15;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 2;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
```

package classes.Items.Guns

```
{
import classes.Engine.Combat.DamageTypes.DamageFlag;
import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;
```

```
public class Urens extends ItemSlotClass
{
```

```
    public function Urens()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Urens";
        this.longName = "Urens urticator";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```

        this.description = "a living weapon";
        this.tooltip = "Urticators are the living weapon equivalent of shotguns; they fire
hundreds of small urticating hairs on a wide arc. The Urens' toxins are not noticeably
powerful, but this strain is very popular for being cheap and effective. ";
        this.attackVerb = "shoot";
        attackNoun = "urticating barbs";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 3800;
        baseDamage.poison.damageValue = 8;
        baseDamage.corrosive.damageValue = 5;
        this.attack = -1;
        this.critBonus = 6;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = -4;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class VanquisherPistol extends ItemSlotClass
    {

        public function VanquisherPistol()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.RANGED_WEAPON;
            this.shortName = "Vanq. P.";
            this.longName = "Vanquisher pistol";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a Vanquisher pistol";

```

```
        this.tooltip = "The Vanquisher pistol is a powerful semi-automatic pistol designed by  
Reaper Armaments for civilian use. It's very popular among law enforcement officers and  
criminals alike. For a pistol, it offers a huge amount of stopping power.";
```

```
        this.attackVerb = "shoot";
```

```
        attackNoun = "shot";
```

```
        TooltipManager.addTooltip(this.shortName,this.tooltip);
```

```
        this.basePrice = 27230;
```

```
        this.attack = 3;
```

```
        baseDamage.kinetic.damageValue = 26;
```

```
        baseDamage.addFlag(DamageFlag.BULLET);
```

```
        this.defense = 0;
```

```
        this.shieldDefense = 0;
```

```
        this.shields = 0;
```

```
        this.sexiness = 0;
```

```
        this.critBonus = 6;
```

```
        this.evasion = 0;
```

```
        this.fortification = 0;
```

```
        this.version = _latestVersion;
```

```
    }
```

```
}
```

```
}
```

```
package classes.Items.Guns
```

```
{
```

```
    import classes.Engine.Combat.DamageTypes.DamageFlag;
```

```
    import classes.Engine.Combat.DamageTypes.TypeCollection;
```

```
    import classes.GLOBAL;
```

```
    import classes.GameData.TooltipManager;
```

```
    import classes.ItemSlotClass;
```

```
    import classes.StringUtil;
```

```
    public class VanquisherRifle extends ItemSlotClass
```

```
    {
```

```
        public function VanquisherRifle()
```

```
        {
```

```
            super();
```

```
            this._latestVersion = 1;
```

```
            this.quantity = 1;
```

```
            this.stackSize = 1;
```

```
            this.type = GLOBAL.RANGED_WEAPON;
```

```
            this.shortName = "Vanq. R.";
```

```
            this.longName = "Vanquisher rifle";
```

```
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```
            this.description = "a Vanquisher rifle";
```

```
        this.tooltip = "The Vanquisher rifle is a highly accurate, semi-automatic rifle designed by Reaper Armaments for civilian use. It's very popular among hunters and shooting sports aficionados for it's accuracy and reliability.";
```

```
        this.attackVerb = "shoot";
```

```
        attackNoun = "shot";
```

```
        TooltipManager.addTooltip(this.shortName,this.tooltip);
```

```
        this.basePrice = 29810;
```

```
        this.attack = 6;
```

```
        baseDamage.kinetic.damageValue = 29;
```

```
        baseDamage.addFlag(DamageFlag.PENETRATING);
```

```
        this.defense = 0;
```

```
        this.shieldDefense = 0;
```

```
        this.shields = 0;
```

```
        this.sexiness = 0;
```

```
        this.critBonus = 3;
```

```
        this.evasion = 0;
```

```
        this.fortification = 0;
```

```
        this.version = _latestVersion;
```

```
    }
```

```
}
```

```
}
```

```
package classes.Items.Guns
```

```
{
```

```
    import classes.Engine.Combat.DamageTypes.DamageFlag;
```

```
    import classes.Engine.Combat.DamageTypes.TypeCollection;
```

```
    import classes.GLOBAL;
```

```
    import classes.GameData.TooltipManager;
```

```
    import classes.ItemSlotClass;
```

```
    import classes.StringUtil;
```

```
    public class Vindicator extends ItemSlotClass
```

```
    {
```

```
        public function Vindicator()
```

```
        {
```

```
            super();
```

```
            this._latestVersion = 1;
```

```
            this.quantity = 1;
```

```
            this.stackSize = 1;
```

```
            this.type = GLOBAL.RANGED_WEAPON;
```

```
            this.shortName = "Vindicator";
```

```
            this.longName = "T167D Vindicator minigun";
```

```
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```
            this.description = "a minigun";
```

this.tooltip = "The TT67D Vindicator minigun is a military, multi-barrel rotary machinegun. The Vindicator offers a massive rate of fire combined with high stopping power, which makes this weapon ideal for delivering suppression fire or engaging multiple targets. This is a standard fire support weapon employed by many militaries across the galaxy. ";

```
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 32900;
    this.attack = -5;
    baseDamage.kinetic.damageValue = 30;
    baseDamage.addFlag(DamageFlag.PENETRATING);
    addFlag(GLOBAL.ITEM_FLAG_EFFECT_FLURRYBONUS);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 9;
    this.evasion = -5;
    this.fortification = 0;
    this.version = _latestVersion;
}
```

```
}
```

```
package classes.Items.Guns
```

```
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;
```

```
public class WristFlamer extends ItemSlotClass
{
```

```
    public function WristFlamer()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "W.Flamer";
        this.longName = "wrist mounted plasmathrower";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
```

```
        this.description = "a wrist mounted plasmathrower";
        this.tooltip = "The FL35 plasma torch is a gauntlet with a compact wrist mounted
devide, equipped with an air compressor and a miniaturized plasma spray torch, capable of
absorbing and converting atmospheric gases into a stream of hot plasma. Legally, it's
classified as an industrial tool, however, it's easy to modify it to use as a short-range
flamethrower. It's quite popular among smugglers and bounty hunters, because it doesn't
require ammo, just a power source and atmospheric gases, it's cheap and legally, it's not a
weapon. ";
```

```
        this.attackVerb = "project";
        attackNoun = "stream of plasma flames";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 12000;
        this.attack = 9;
        baseDamage.burning.damageValue = 15;
        baseDamage.addFlag(DamageFlag.CHANCE_APPLY_BURN);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
```

```
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;
```

```
    public class WristLaser extends ItemSlotClass
    {
```

```
        public function WristLaser()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Wrist Laser";
        this.longName = "wrist laser";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a wrist mounted laser";
        this.tooltip = "Wrist lasers are usually mounted on power armor as an extra weapon
and tool. However, they are also fairly popular among soldiers and criminals because they
can be used on an emergency without having to raise or unholster your weapon.";
        this.attackVerb = "shoot";
        attackNoun = "laser beam";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 6200;
        this.attack = -1;
        baseDamage.electric.damageValue = 1;
        baseDamage.burning.damageValue = 14;
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        baseDamage.addFlag(DamageFlag.LASER);
        this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class Xiaitermes extends ItemSlotClass
    {

        public function Xiaitermes()
        {
            super();

```

```

        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Xiaiter.";
        this.longName = "Xiaitermes spitter";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a living weapon";
        this.tooltip = "Insectile looking and definitely alive; this strain of living weapons seems
to fit on top a forearm, wher eit can feed on its host blood. As a weapon, it seems to squirt
some short of poisonous acid at a fairly long distance.";
        this.attackVerb = "shoot";
        attackNoun = "acid";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 9950;
        baseDamage.poison.damageValue = 8;
        baseDamage.corrosive.damageValue = 10;
        this.attack = 3;
        this.critBonus = 4;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.evasion = 0;
        this.fortification = -6;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ZhouLingRifle extends ItemSlotClass
    {

        public function ZhouLingRifle()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;

```

```

        this.stackSize = 1;
        this.type = GLOBAL.RANGED_WEAPON;
        this.shortName = "Z.L.Rifle";
        this.longName = "Zhou-Ling Rifle";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a Zhou-Ling Rifle";
        this.tooltip = "Developed by the long-gone Zhu-Rong Incorporated, the Zhou-Ling rifle
is a weapon that condenses water vapor in the air and uses a series of freezing-coils to turn
it into icicles that are launched at high-velocities. Originally rejected from military contracts
due to its limited range, later versions such as this one feature a reservoir that continuously
collects water and a high-pressure gas tank that is able to shoot projectiles farther
distances.\n\nSteeleTech purchased a large reserve of these weapons in the bankruptcy
auctions and recently began liquidating them after your father's passing.";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "shoot";
        attackNoun = "icicle";
        this.basePrice = 17000;
        this.attack = 5;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 9;
        baseDamage.freezing.damageValue = 13;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}
package classes.Items.Guns
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class ZKRifle extends ItemSlotClass
    {

```

```

public function ZKRifle()
{
    super();
    this._latestVersion = 1;
    this.quantity = 1;
    this.stackSize = 1;
    this.type = GLOBAL.RANGED_WEAPON;
    this.shortName = "ZK Rifle";
    this.longName = "ZK rifle";
    TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
    this.description = "a ZK rifle";
    this.tooltip = "The ZK rifle is a fantastic piece of weaponry, heavily modified, of course.
Many with such a rifle choose to give it a name.";
    this.attackVerb = "shoot";
    attackNoun = "shot";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 3800;
    this.attack = 4;
    baseDamage = new TypeCollection();
    baseDamage.kinetic.damageValue = 12;
    baseDamage.addFlag(DamageFlag.BULLET);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 0;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
}

```

Melee weapons

```

package classes.Items.Melee
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;

```

```

import classes.ItemSlotClass;
import classes.StringUtil;

public class Anophelines extends ItemSlotClass
{

    public function Anophelines()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.MELEE_WEAPON;
        this.shortName = "Anophelines";
        this.longName = "Anophelines living weapon";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a living weapon";
        this.tooltip = "This living weapon can conceal itself under the skin of the host's forearm
and when prompted it can extend a long needle-like appendage; which can be used by the
host as a weapon. \n\nLike many of its brethren, it can digest almost anything and heal its
host. This particular strain was designed using a common Terran parasite. ";
        this.attackVerb = "thrust";
        attackNoun = "mandibles";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 10000;
        this.attack = 3;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 10;
        baseDamage.corrosive.damageValue = 7;
        baseDamage.addFlag(DamageFlag.VAMPIRIC);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 2;
        this.evasion = 0;
        this.fortification = -6;
        this.version = _latestVersion;
    }
}

package classes.Items.Melee
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;

```

```

import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class ChainSword extends ItemSlotClass
{

    public function ChainSword()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.MELEE_WEAPON;
        this.shortName = "Chainsword";
        this.longName = "Chainsword";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a chainsaw sword";
        this.tooltip = "It's not unusual to find bizarre weapons while exploring uncharted
territories, but whoever came with the idea of making this chainsaw-sword hybrid deserves
some recognition. Just holding it gives you an urge to fight in the name of some unknown
god-emperor.";
        this.attackVerb = "rip";
        attackNoun = "slash";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 37000;
        this.attack = 2;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 35;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}

package classes.Items.Melee

```

```

{
import classes.Engine.Combat.DamageTypes.DamageFlag;
import classes.Engine.Combat.DamageTypes.TypeCollection;
import classes.GLOBAL;
import classes.GameData.TooltipManager;
import classes.ItemSlotClass;
import classes.StringUtil;

public class DaggerMaw extends ItemSlotClass
{

    public function DaggerMaw()
    {
        super();
        this._latestVersion = 1;
        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.MELEE_WEAPON;
        this.shortName = "Daggermaw";
        this.longName = "Daggermaw living weapon";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a living weapon";
        this.tooltip = "A concealed living weapon. It attaches itself to the palm of the hand and
mimics it perfectly. Once it makes contact with a target its hosts considers hostile it reveals
itself and saps the target's vitality through a complex digestive process and heals its host in
the process; it even works on inorganic targets. \n\nIt's the most recent addition to the
catalog, genetically engineered from a parasitic organism found on a recently discovered
jungle planet. ";
        this.attackVerb = "thrust";
        attackNoun = "mouth";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 25000;
        this.attack = 5;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 12;
        baseDamage.corrosive.damageValue = 10;
        baseDamage.pheromone.damageValue = 5;
        baseDamage.addFlag(DamageFlag.VAMPIRIC);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = -7;
    }
}

```

```

        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class DildoBat extends ItemSlotClass
    {

```

```

        public function DildoBat()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "D.bat";
            this.longName = "Dildo bat";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a dildo bat";
            this.tooltip = "A gigantic pink dildo mounted on a bat's handle. An elegant weapon... for
a more civilized age. It doesn't seem very effective as a weapon, but it will certainly surprise
unaware enemies.";
            this.attackVerb = "slap";
            attackNoun = "slap";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 1000;
            this.attack = 0;
            baseDamage.kinetic.damageValue = 4;
            baseDamage.tease.damageValue = 5;
            baseDamage.addFlag(DamageFlag.CHANCE_APPLY_STUN);
            this.defense = 0;
            this.shieldDefense = 0;
            this.shields = 0;
            this.sexiness = 0;
            this.critBonus = 100;
            this.evasion = 0;

```

```

        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class DragonTalons extends ItemSlotClass
    {

```

```

        public function DragonTalons()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "D.talons";
            this.longName = "dragon's talons living weapon";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";
            this.tooltip = "A genetically modified colonial organism. It covers the arms of the host
and can adopt a wide variety of forms by quickly shifting position and hardening itself; from
sharp claws to a wide variety of blade-like forms. In a pinch it can also become an
impromptu shield.\n\n As a bonus, when not in use it can be stored in an aquarium, where it
will morph into a beautiful, bioluminescent coral-like organism.";
            this.attackVerb = "slash";
            attackNoun = "claws";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 35700;
            this.attack = 3;
            baseDamage = new TypeCollection();
            baseDamage.kinetic.damageValue = 16;
            baseDamage.corrosive.damageValue = 13;
            baseDamage.addFlag(DamageFlag.PENETRATING);
            this.defense = 1;
            this.shieldDefense = 0;

```

```

        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = -15;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class GunLancem extends ItemSlotClass
    {

```

```

        public function GunLancem()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "g.-lance";
            this.longName = "gun-lance";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hybrid weapon";
            this.tooltip = "Gun-lances are a rare combination of spear and slugthrower. They are
mainly ceremonial weapons, rarely used in real combat as they're not as accurate as a rifle
nor reliable as a spear. \n\nThis one has been carefully ornate with golden metal plates with
motifs of what appears to be an eagle-like bird of prey; several white tassels adorn the shaft
of the weapon and five beautiful silver feathers hang from the stock of the gun.;
            this.attackVerb = "thrust";
            attackNoun = "spearhead";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 5200;
            this.attack = -2;
            baseDamage.kinetic.damageValue = 18;
            baseDamage.addFlag(DamageFlag.PENETRATING);

```

```

        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class Lampetra extends ItemSlotClass
    {

```

```

        public function Lampetra()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "Lampetra";
            this.longName = "Lampetra leecher";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a bloodsucking weapon";
            this.tooltip = "This lab grown, genetically modified organism is a living weapon. It
attaches itself to the host's blood vessels on the wrist and acts as a symbiotic weapon. \n\nIt
can eat almost anything and when properly fed it can release a torrent of healing enzymes
into the host's bloodstream. ";
            this.attackVerb = "thrust";
            attackNoun = "mouth";
            TooltipManager.addTooltip(this.shortName,this.tooltip);
            this.basePrice = 33000;
            this.attack = 1;
            baseDamage = new TypeCollection();

```

```

        baseDamage.kinetic.damageValue = 15;
        baseDamage.corrosive.damageValue = 12;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        baseDamage.addFlag(DamageFlag.VAMPIRIC);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 5;
        this.evasion = 0;
        this.fortification = -10;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class Narcine extends ItemSlotClass
    {

```

```

        public function Narcine()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "Narcine";
            this.longName = "Narcine electro-skin";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a living weapon";
            this.tooltip = "A colony of ameboid microorganisms. They hide under their host's skin
and act as an organic weapon, capable of delivering powerful directional electric shocks.
\n\nThey come stored in a plastic cylinder with a metallic bottom half and a switch. The
user's manual informs you that moving the switch to the ON position will attract the
organism, forcing it to detach from the host.";
            this.attackVerb = "touch";

```

```

        attackNoun = "shock";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 9300;
        this.attack = 3;
        baseDamage.electric.damageValue = 17;
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 1;
        this.evasion = 0;
        this.fortification = -6;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class Omnitoool extends ItemSlotClass
    {

```

```

        public function Omnitoool()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "HL.omnitoool";
            this.longName = "Hardlight omnitoool";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a hardlight omnitoool";
            this.tooltip = "This device is an adventurer's best friend. This cool looking gauntlet
hosts several miniaturized hardlight projectors and an internal computer. \n\nIt's capable of
producing almost any tool on demand, simply using hardlight, from a hammer, to a
screwdriver, to a sharp blade for self defense";
            this.attackVerb = "slash";

```

```

        attackNoun = "slash";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.basePrice = 30000;
        this.attack = 5;
        baseDamage = new TypeCollection();
        baseDamage.kinetic.damageValue = 30;
        baseDamage.addFlag(DamageFlag.PENETRATING);
        baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
        this.defense = 0;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 3;
        this.evasion = 0;
        this.fortification = 0;
        this.version = _latestVersion;
    }
}
}

```

```

package classes.Items.Melee

```

```

{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

```

```

    public class StunBaton extends ItemSlotClass
    {

```

```

        public function StunBaton()
        {
            super();
            this._latestVersion = 1;
            this.quantity = 1;
            this.stackSize = 1;
            this.type = GLOBAL.MELEE_WEAPON;
            this.shortName = "S.baton";
            this.longName = "stun-baton";
            TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
            this.description = "a stun-baton";
            this.tooltip = "A simple, yet effective non-lethal melee weapon. Favored by law
enforcers, private security contractors, prison guards and bodyguards. \n\nThis stun baton is

```

made of a highly resistant and conductive metal alloy and can also be used like a typical baton without damaging it.";

```
    this.attackVerb = "hit";
    attackNoun = "hit";
    TooltipManager.addTooltip(this.shortName,this.tooltip);
    this.basePrice = 570;
    this.attack = 1;
    baseDamage = new TypeCollection();
    baseDamage.kinetic.damageValue = 5;
    baseDamage.electric.damageValue = 3;
    baseDamage.addFlag(DamageFlag.ENERGY_WEAPON);
    this.addFlag(GLOBAL.ITEM_FLAG_ENERGY_WEAPON);
    baseDamage.addFlag(DamageFlag.CHANCE_APPLY_STUN);
    this.defense = 0;
    this.shieldDefense = 0;
    this.shields = 0;
    this.sexiness = 0;
    this.critBonus = 2;
    this.evasion = 0;
    this.fortification = 0;
    this.version = _latestVersion;
}
}
```

Accessories

```
package classes.Items.Accessories
{
    import classes.Engine.Combat.DamageTypes.DamageFlag;
    import classes.Engine.Combat.DamageTypes.TypeCollection;
    import classes.GLOBAL;
    import classes.GameData.TooltipManager;
    import classes.ItemSlotClass;
    import classes.StringUtil;

    public class HardBuckler extends ItemSlotClass
    {

        public function HardBuckler()
        {
            super();
            this._latestVersion = 1;
        }
    }
}
```

```

        this.quantity = 1;
        this.stackSize = 1;
        this.type = GLOBAL.ACCESSORY;
        this.shortName = "HL.buckler";
        this.longName = "wrist mounted hardlight buckler";
        TooltipManager.addFullName(this.shortName,StringUtil.toTitleCase(this.longName));
        this.description = "a wrist mounted hardlight buckler";
        this.tooltip = "This small device can be worn on your wrist. When activated, it projects a
flat circle of solid hardlight. Extremely useful when combat gets too personal.";
        TooltipManager.addTooltip(this.shortName,this.tooltip);
        this.attackVerb = "null";
        this.basePrice = 2000;
        this.attack = 0;
        this.defense = 1;
        this.shieldDefense = 0;
        this.shields = 0;
        this.sexiness = 0;
        this.critBonus = 0;
        this.evasion = 0;
        this.fortification = 0;
        resistances = new TypeCollection();
        resistances.kinetic.resistanceValue = 10;
        this.version = _latestVersion;
    }
}
}

```

Armor

Shields

Drones

Consumables