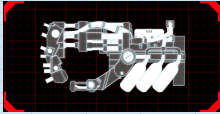


Sort of added (HRG Blast Brawlers, for Support)

HRG Static Stingers



"When you can't decide whether you want to feel like Zeus and hurl some powerful lightning bolts at Zeds, or simply punch them in the face."

CLASS: Gunslinger
 PRICE: 1500
 WEIGHT: 7
 DAMAGE (PRIMARY): 150 EMP
 DAMAGE (BASH): 100 Bludgeon
 FIRE RATE: 180 RPM
 PENETRATION: 0
 MAG SIZE: 12
 SPARE AMMO: 84
 RELOAD (NORMAL): 2 sec
 RELOAD (ELITE): 1.6 sec (same animation, just sped up)
 FIRE MODES: Fullauto

The Static Stingers, modified to slowly, but fully automatically shoot out strong electric projectiles with primary fire from the "knuckles" of the fists (holding the fists forward similar to how the Blaster EDARs shoot).

You can aim (same fist forward animation as when firing, but with some minor zoom) and like most weapons, it has to reload (using the "dense blood" animation).

Can block with Altire.

Bash is the regular double bash punch, with better bash damage than most ranged weapons.

ROLES:

- 1) Slowfiring heavy hitter with unique damage type (slowest of all Gunslinger-specific weapons actually)
- 2) Also, is technically (and uniquely so) dualwield ONLY!
- 3) Offers a uniquely strong bash-damage too

HRG Raffica(s)



"The bent is strong in this / these gun(s)!"

CLASS: Gunslinger
 PRICE: 325 (650 dual)
 WEIGHT: 2 (4 dual)
 DAMAGE: 25 Handgun
 FIRE RATE: 900 RPM (1500 RPM dual)
 PENETRATION: 0
 MAG SIZE: 21 (42 dual)
 SPARE AMMO: 168 (336 dual)
 RELOAD (NORMAL): 2.17 / 2.13 sec (3.09 sec dual)
 RELOAD (ELITE): 1.53 / 1.23 sec (2.41 / 2.26 dual)
 FIRE MODES: 3-round burst

The 0mm pistol (single and dual), modified to have a 3-shot burstfire, bigger magazine and a lot more spare ammo.

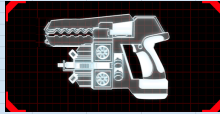
The reduced ammo for the single version is just an idea which I think could be a thing for all of the game's dualwieldable pistols (not just these ones), to make single pistol versions a little less extreme in regards to ammo-per-weight ratio.

Also, just to clarify: This weapons counts as an entirely separate weapon from the regular 0mm(s), it does not count as an upgrade to it/them.

ROLES:

- 1) Offers a 3-shot burst weapon for Gunslinger, something it doesn't have already

HRG Dawnbreaker



"A certain Mr. Clarke would probably love to get his hands on one of these awesome plasma cutter pistols!"

CLASS: Gunslinger
 PRICE: 1100
 WEIGHT: 4
 DAMAGE: 120 Slash
 FIRE RATE: 195 RPM
 PENETRATION: 6
 MAG SIZE: 10
 SPARE AMMO: 90
 RELOAD (NORMAL): 0.7 - 2.5 sec
 RELOAD (ELITE): 0.55 - 1.9 sec
 FIRE MODES: Semiauto

This is the "Welder" weapon(s)! Shoots horizontally aligned plasma(s) "stick" like projectiles, with a rather noticeable width to them and quick traveltime (similar to the Plasma Cutter in the Dead Space game series, much to its protagonist Isaac Clarke's liking). Can only be singlewielded.

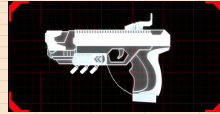
This pistol also doesn't reload like other guns: it restores ammo into the gun from the ammo reserves PASSIVELY, even when the gun is holstered! If you are not firing for 0.5 seconds, it restores 1 ammo from the reserves into the gun every 0.2 seconds (so a total reload time from empty, including the delay, is 0.5+2.0 = 2.5 seconds). With elite reloads these times are reduced: the initial delay is only 0.4 seconds, and ammo reserves is then 1 ammo per 0.15 seconds, for a total max reload time of 0.4+1.5 = 1.9 seconds.

ROLES:

- 1) Has a wider projectile than normal
- 2) Duals slash-damage
- 3) Passively reloads its magazine, even while holstered

Added, more or less (HRG Disruptor)

HRG Nova Pistol



"A beefy and flexible plasma pistol. Altire toggles firing modes, letting you choose between a highly piercing plasma beam, or a more deadly plasma bolt."

CLASS: Gunslinger
 PRICE: 1750
 WEIGHT: 6
 DAMAGE (BEAM): 70 EMP
 DAMAGE (BOLT): 140 EMP
 FIRE RATE: 343 RPM (beam), 210 RPM (bolt)
 PENETRATION: 4 (beam), 1 (bolt)
 MAG SIZE: 20
 SPARE AMMO: 180
 RELOAD (NORMAL): 2.25 / 2.07 sec
 RELOAD (ELITE): 1.69 / 1.2 sec
 FIRE MODES: Semiauto (both beam and bolt)

OTHER: The plasma bolt mode costs 2 ammo per shot.

The HM-Tech-101, modified to become a powerful plasma pistol. Only singlewieldable.

Altire toggles between two firing modes.

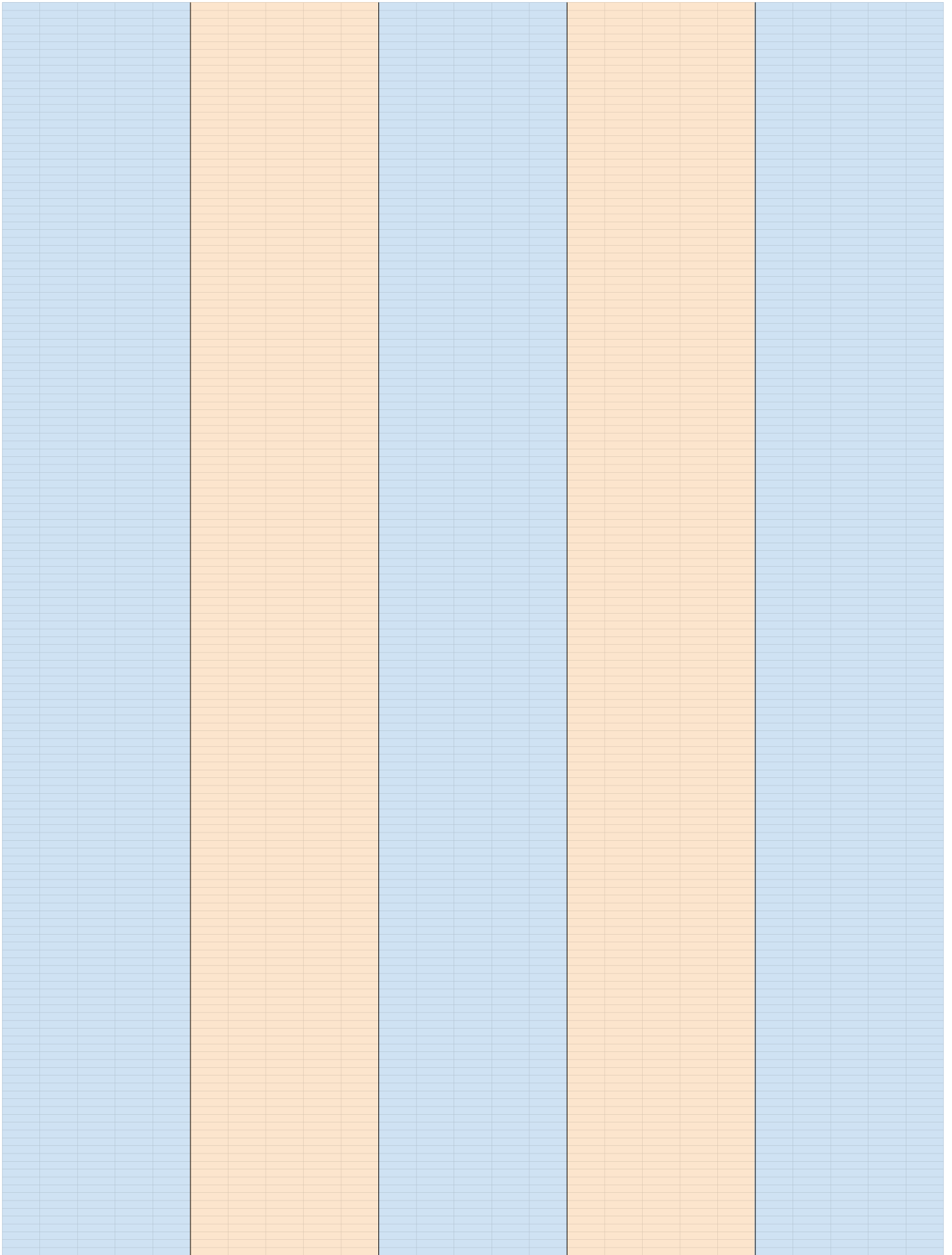
* Mode 1 = Plasma beam - A Hiscan plasma beam, with a rather high RoF, good penetration and low ammocost (just 1 ammo per shot), with normal damage

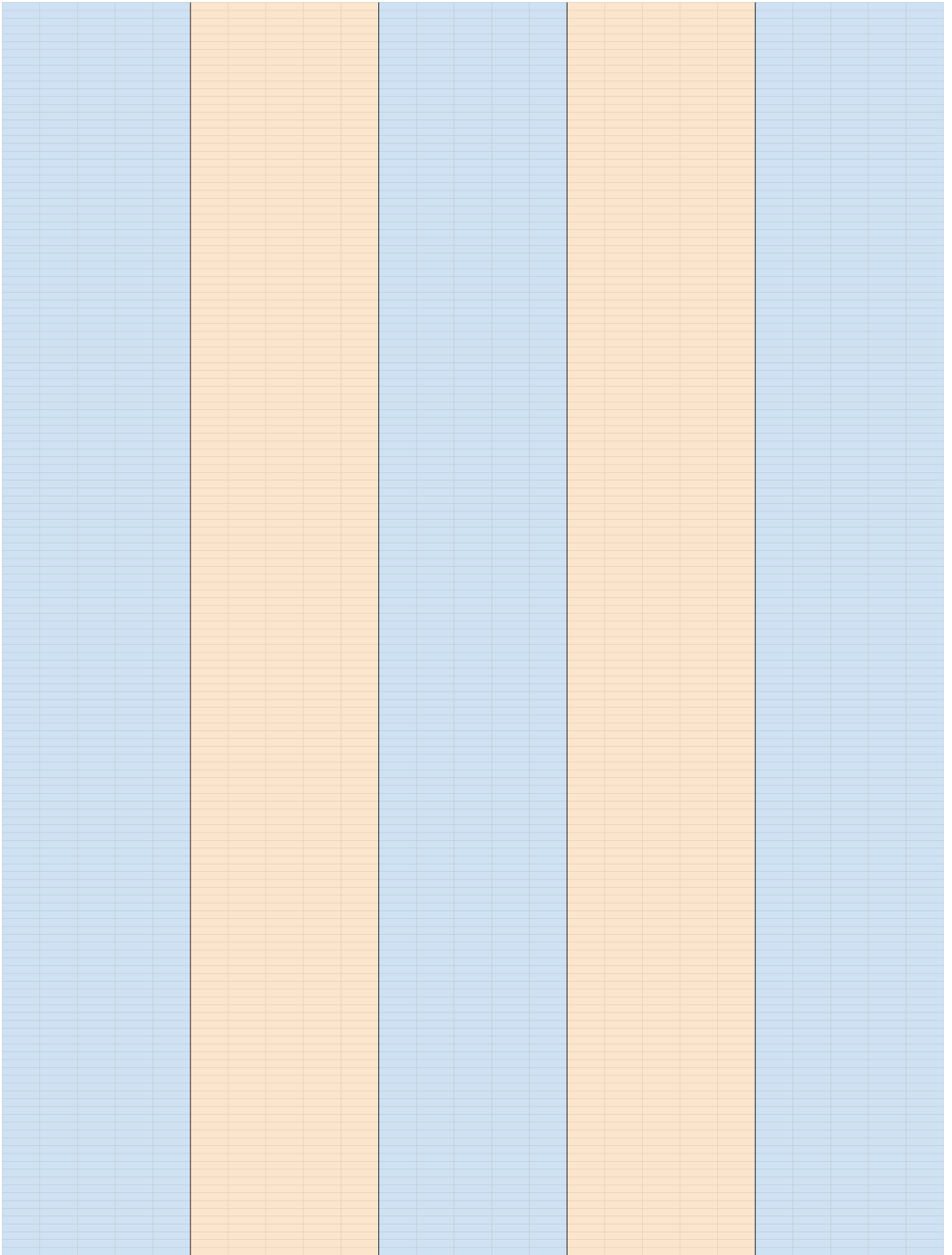
* Mode 2 = Plasma bolt - A projectile shot with higher damage, but lower RoF, less penetration, costs 2 ammo per shot, while also having a projectile travel (although still very quick).

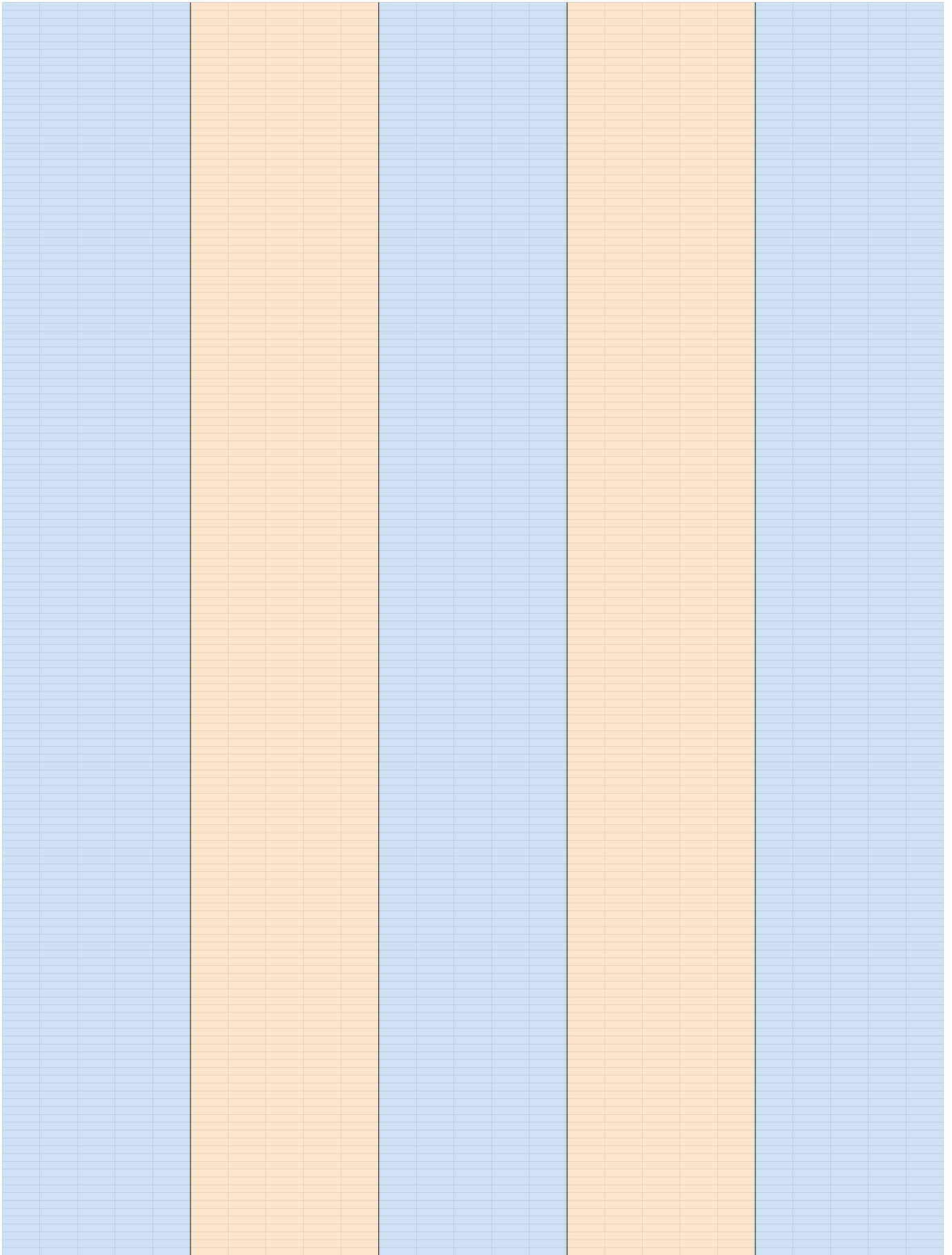
So the beam is spammier, generally better for trash enemies, longer range fighting and stacking "Rush 'em Up", while the bolt is more about achieving higher DPS and is thus better at bursting down the bigger enemies.

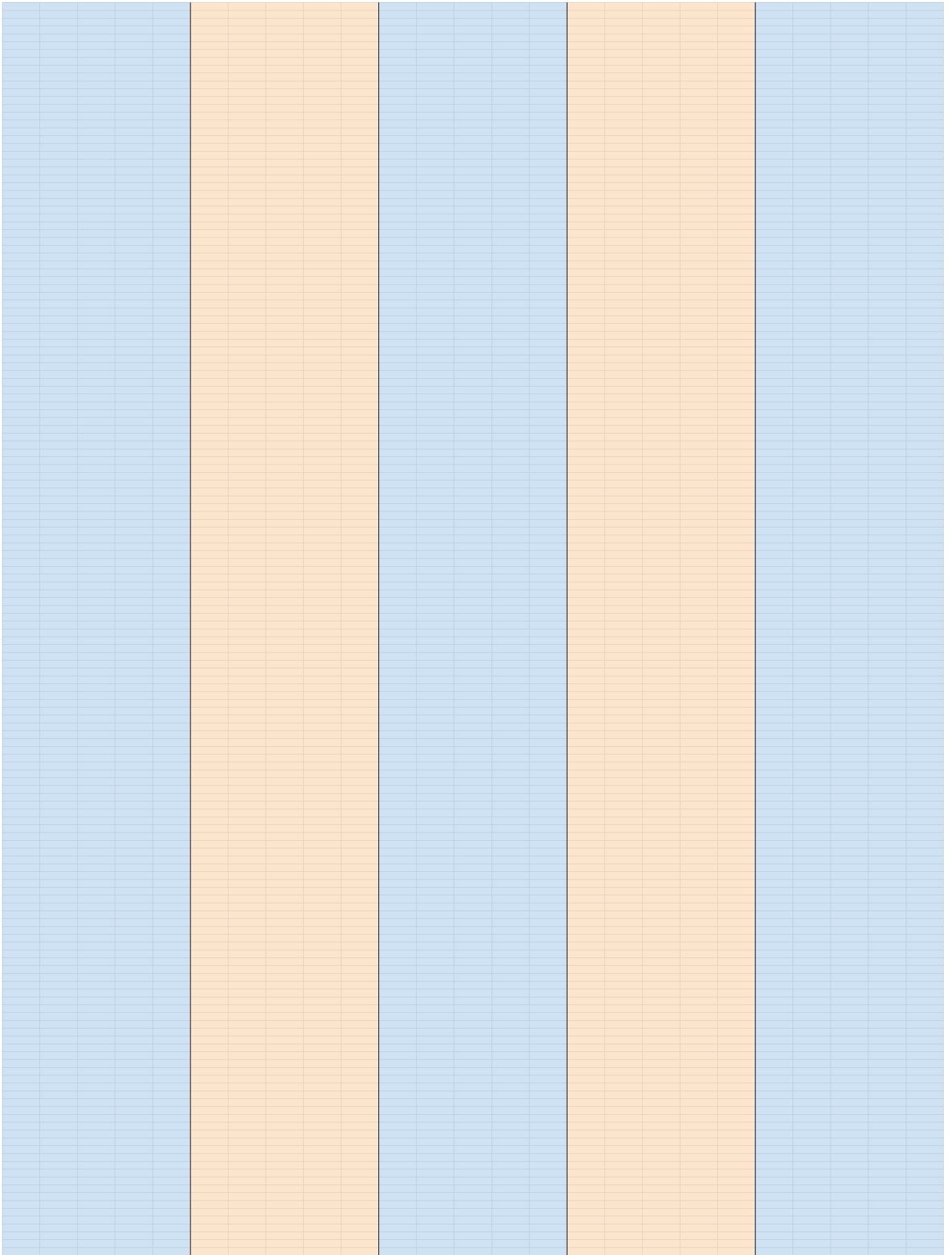
ROLES:

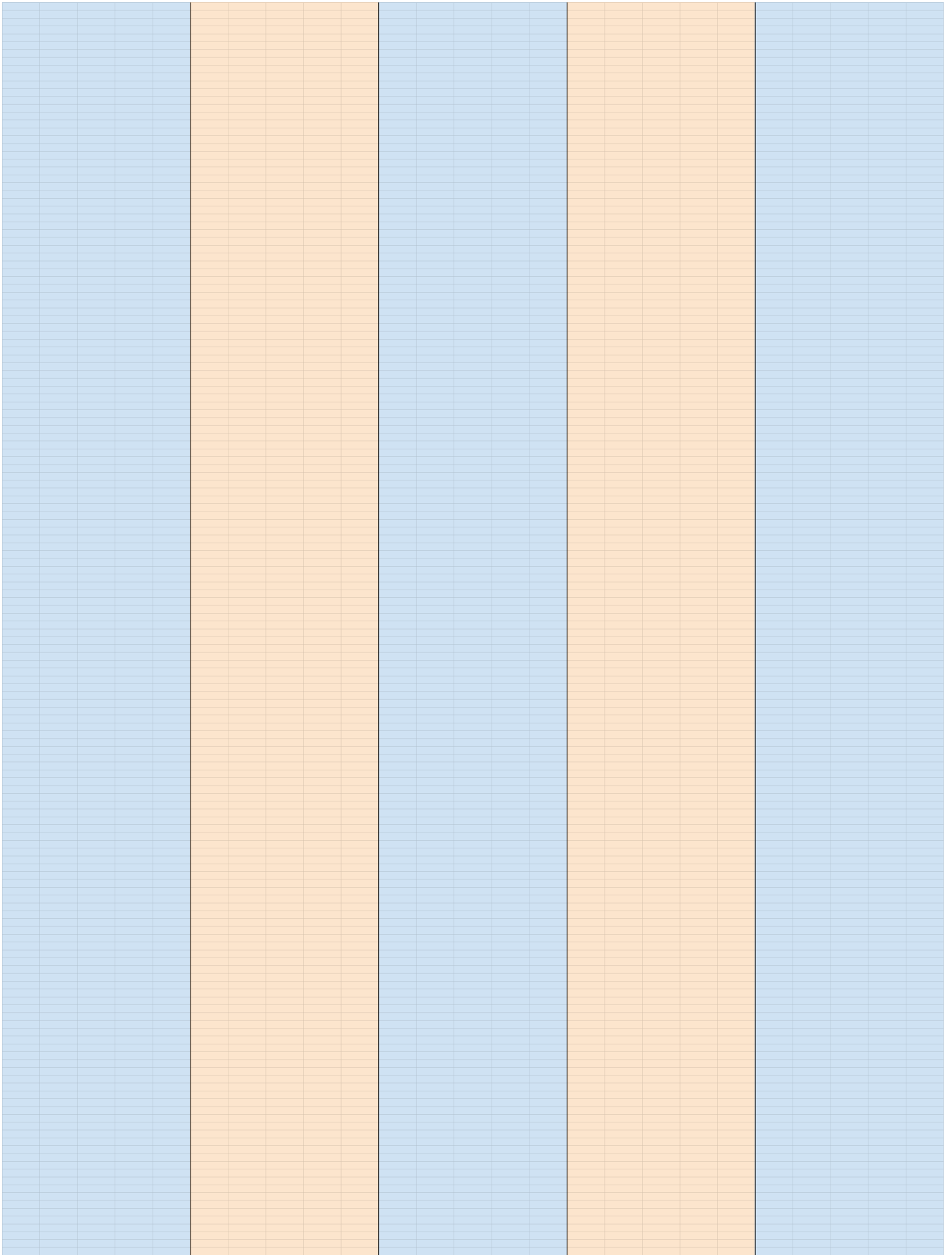
- 1) Reverses the "single vs dual" feel, in that the higher DPS mode (which is usually the dualwielded form for other pistols) is the SLOWER firing mode
- 2) Uniquely allows bullet-economy management on the fly by switching modes

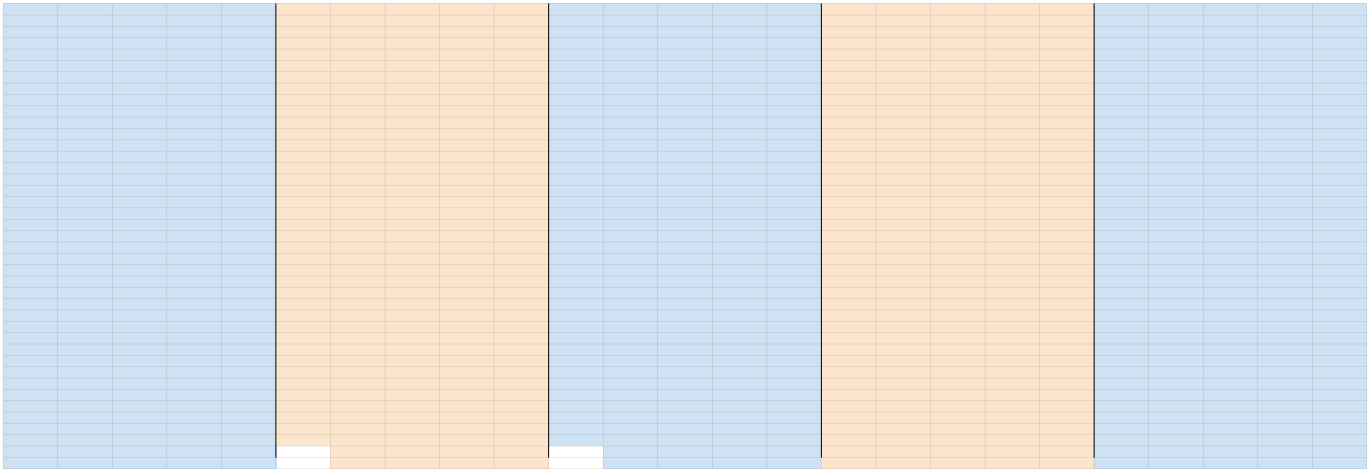












HRG Riot Shocker



"Keep the crowd buzzing with this electro-slap shotgun"

CLASS:	SWAT
PRICE:	1000
WEIGHT:	6
DAMAGE:	100 shotgun (direct impact) + 60 EMP (AoE, 3.5 meter radius, no falloff)
FIRE RATE:	600 RPM (Effective with pumping: 140 RPM)
PENETRATION:	0
MAG SIZE:	12
SPARE AMMO:	96
RELOAD (NORMAL):	2.24 / 3.06 sec
RELOAD (ELITE):	2.12 / 2.78 sec
FIRE MODES:	Dual semi pump action (like the HZ12)
OTHER:	The AoE also has some decent EMP power

The HZ12, modified into using electrifying slugs. Each slug, aside from dealing direct damage, also causes a small EMP AoE on impact which can cause the EMP incapacitation.

ROLES:

- 1) Allows a very different attack style for the SWAT (dual semi pump...)
- 2) Grants access to Shotgun and EMP damage in one go, new to SWAT
- 3) Can cause EMP incapacitation, unique to the SWAT

Addon! (HRG Bastion)

HRG Phalanx



"You want to shoot lots of Zeds? Or be a frontline shield for your allies? Because this gun lets you do both!"

CLASS:	SWAT
PRICE:	1500
WEIGHT:	8
DAMAGE:	30 SMG
FIRE RATE:	900 RPM
PENETRATION:	0
MAG SIZE:	75
SPARE AMMO:	600
RELOAD (NORMAL):	3.60 / 4.12 sec
RELOAD (ELITE):	2.98 / 2.89 sec
FIRE MODES:	Fullauto
SHIELD:	
DAMAGE REDUCTION:	60%
AMMO USE:	1 energy per damage reduced
MAG SIZE:	100 energy
SPARE AMMO:	Indefinite
RECHARGE TIME:	12 sec to full, 1 sec delay after blocking damage

The Stoner, with a much smaller barrel, utilizing pistol munitions, a boxmagazine (instead of ammo-belt-box) and a shield-gadget attachment. Aside from the SMG damage type and the values changed as seen above, this also gives the gun practically 0 recoil - also note the quicker reload and lighter weight.

The shield-gadget is a device you can toggle on/off with altfire to project a frontal energy shield, giving similar protection as the G18+Shield. However, this shield runs on rechargeable energy (similar to heatstarts), but also offers a slightly higher mitigation against damage. The shield will automatically toggle off when it runs out of energy, if you start sprinting or if you switch to another weapon.

ROLES:

- 1) Similar to the G18+Shield, offers a protective shield...
- 2) ...but with upsides (mitigates for more) and downsides (requires managing an energy meter)
- 3) Different from the G18+Shield, you can get the protection without needing to aim down sights (another upside), but puts emphasis on a separate function by needing to use altfire for it, similar to blocking/carrying with Berserker (another downside)

Kinda added (HRG Stunner has the same overall shooting mechanics)

HRG Quasar



"The future is now! Can both shoot plasma bullets and stunning plasma shockwaves"

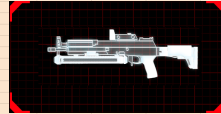
CLASS:	SWAT
PRICE:	1750
WEIGHT:	6
DAMAGE (PRIMARY):	46 EMP
DAMAGE (ALTFIRE):	100 EMP
FIRE RATE:	550 RPM (primary), 70 RPM (altfire)
PENETRATION:	0 (primary), 10 (altfire)
MAG SIZE:	40
SPARE AMMO:	320
RELOAD (NORMAL):	2.88 / 2.5 sec
RELOAD (ELITE):	1.85 / 1.5 sec
FIRE MODES:	Fullauto (primary), semiauto (altfire)
OTHER:	Altfire costs 10 ammo per shot and has decent stunpower

The HMTech-201, bulked up and now utilizing plasma energy instead of regular bullets. Primary fire shoots plasma bolts in a relatively slow fullauto, but with rather high damage and in EMP damage type. Altfire shoots a medium range shockwave cone with mild pushback and moderately powerful stunpower, but costs 10 ammo per shot.

ROLES:

- 1) Offers a powerful high-end DPS weapon for SWAT
- 2) Also offers a stunning attack, also to the perk's Flashbangs (but not as powerful in the incapacitation effect as the Flashbangs)
- 3) The altfire also grants a new attack style in and of itself

HRG Piranha



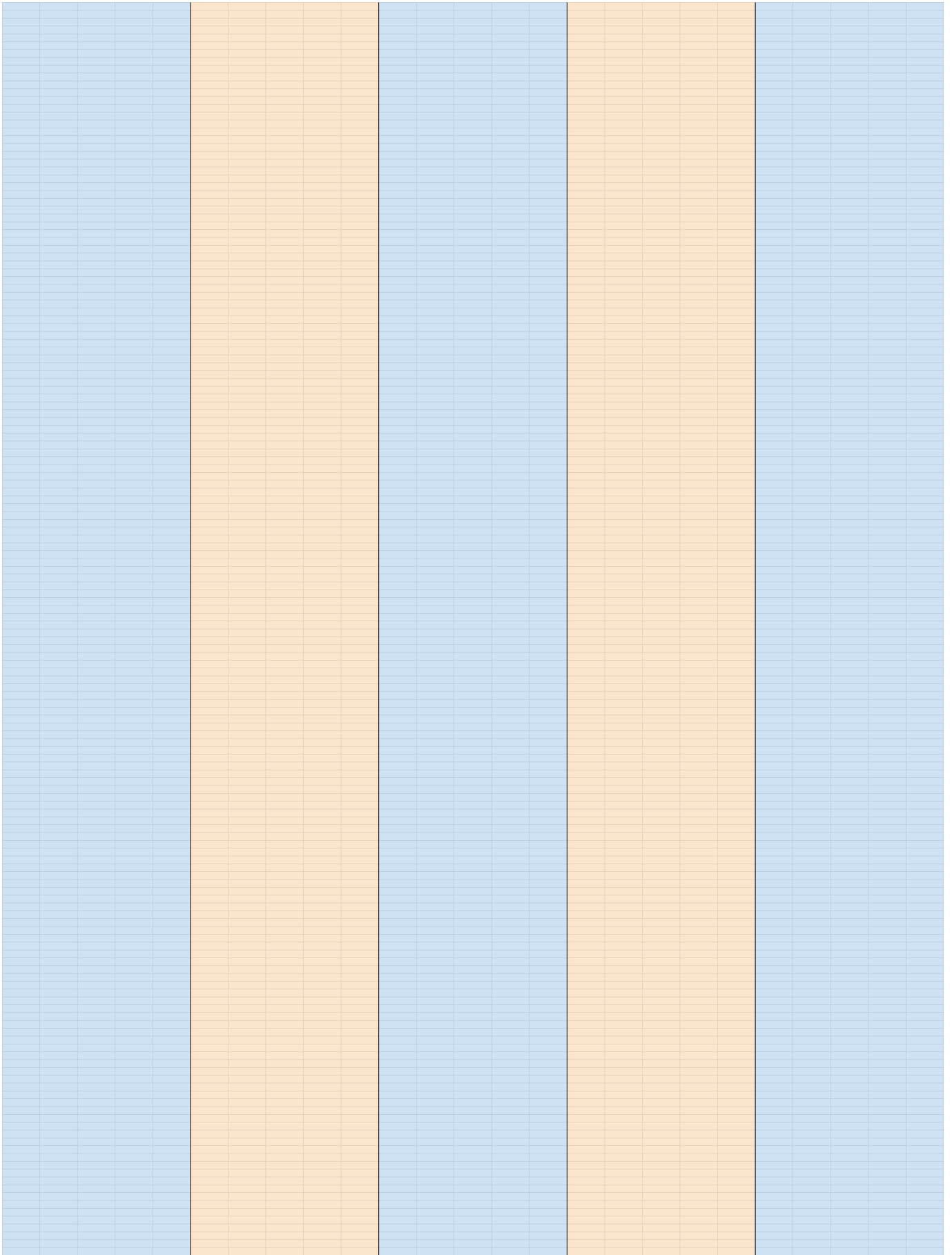
"Basically the definition of a bullet hose, quickly chewing through Zeds and your ammo alike"

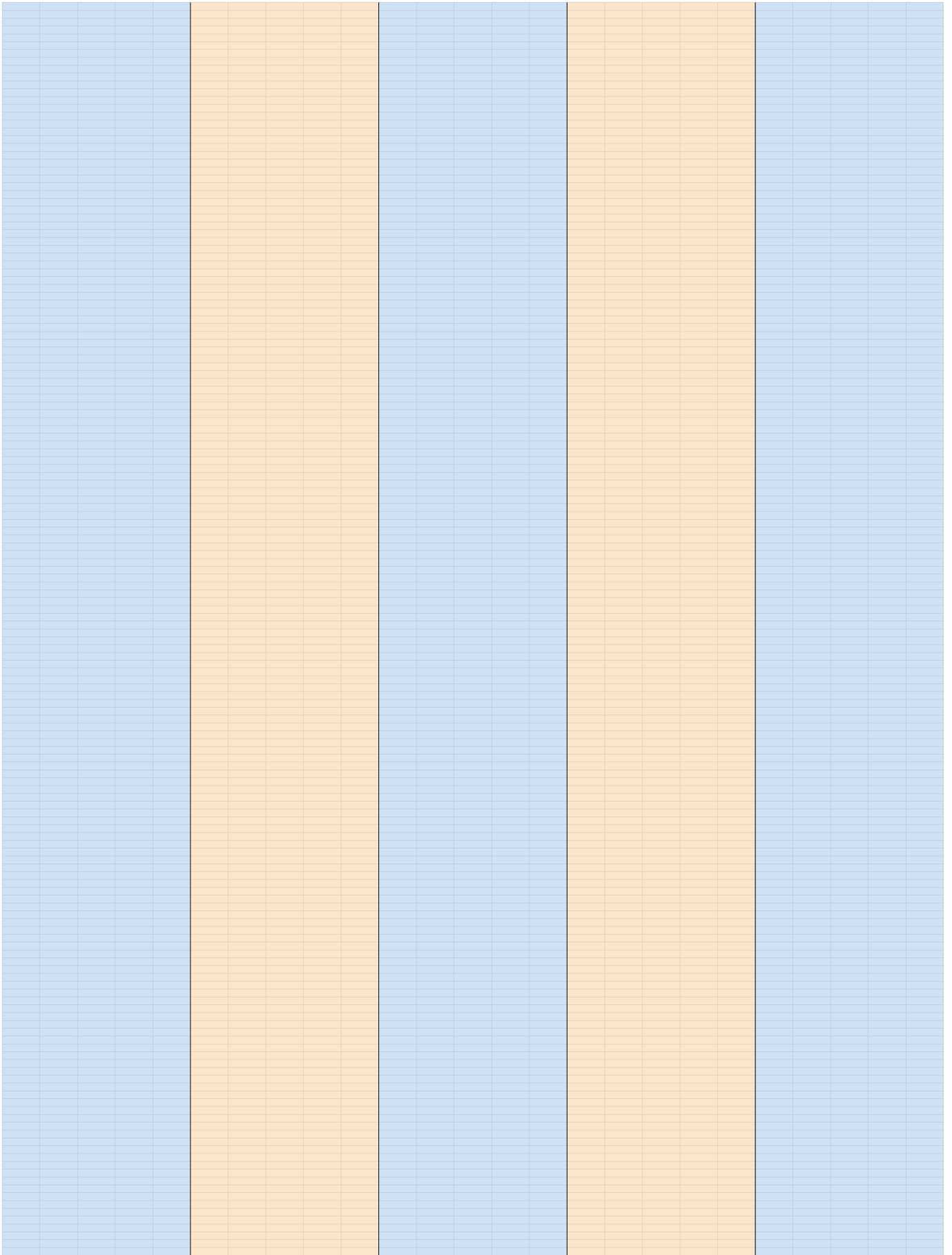
CLASS:	SWAT
PRICE:	1100
WEIGHT:	5
DAMAGE:	20 SMG
FIRE RATE:	1300 RPM (both auto and burst)
PENETRATION:	1
MAG SIZE:	80
SPARE AMMO:	800
RELOAD (NORMAL):	-2.5 sec
RELOAD (ELITE):	-1.8 sec
FIRE MODES:	Fullauto, 5-round burst

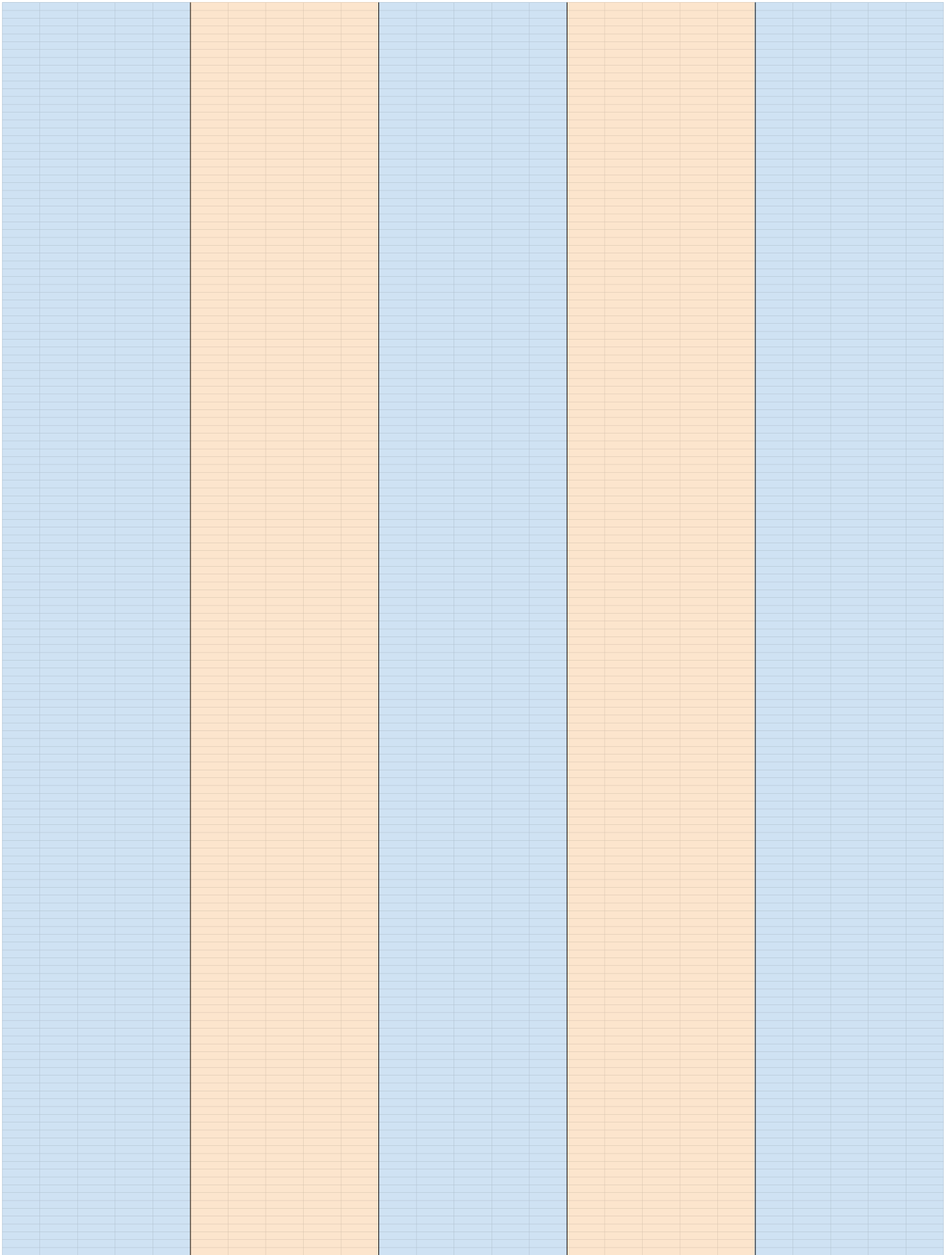
The M12, heavily modified into a pistol caliber bullet hose, getting a shorter barrel and utilizing a tubemagazine (similar to the PP-19 Bizon). Can shoot in rapid fullauto or superquick 5-round bursts. While each individual bullet is on the weaker side of things, it has plenty of bullets to shoot and a very high RoF, along with some penetration.

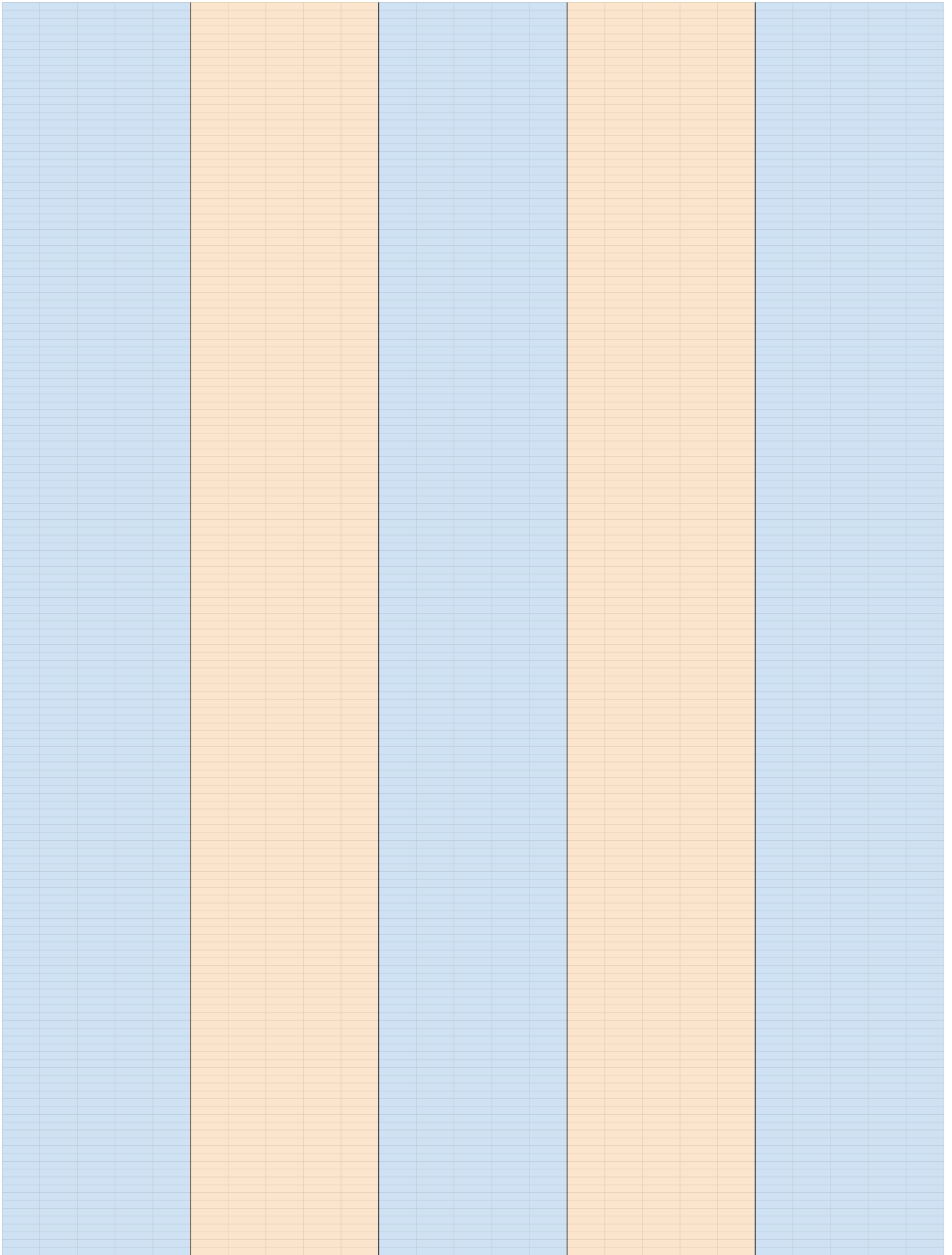
ROLES:

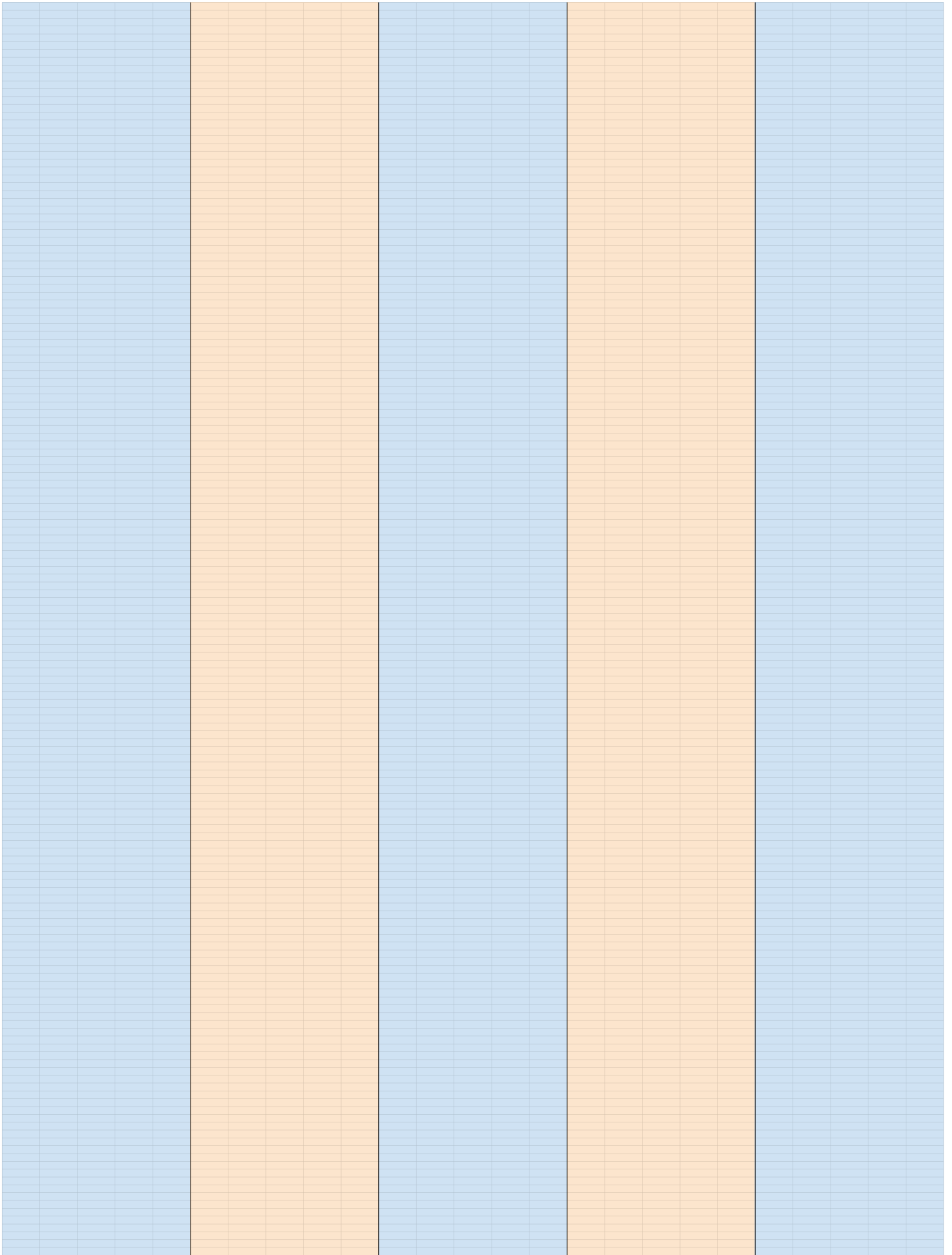
- 1) An extremely rapidfire weapon, taking the SWAT's weapon niche to the extreme
- 2) Similar to the HRG Halgun, it offers penetration (first SMG damage with penetration)
- 3) 5-round burst attack is a unique first to both the SWAT and to the game

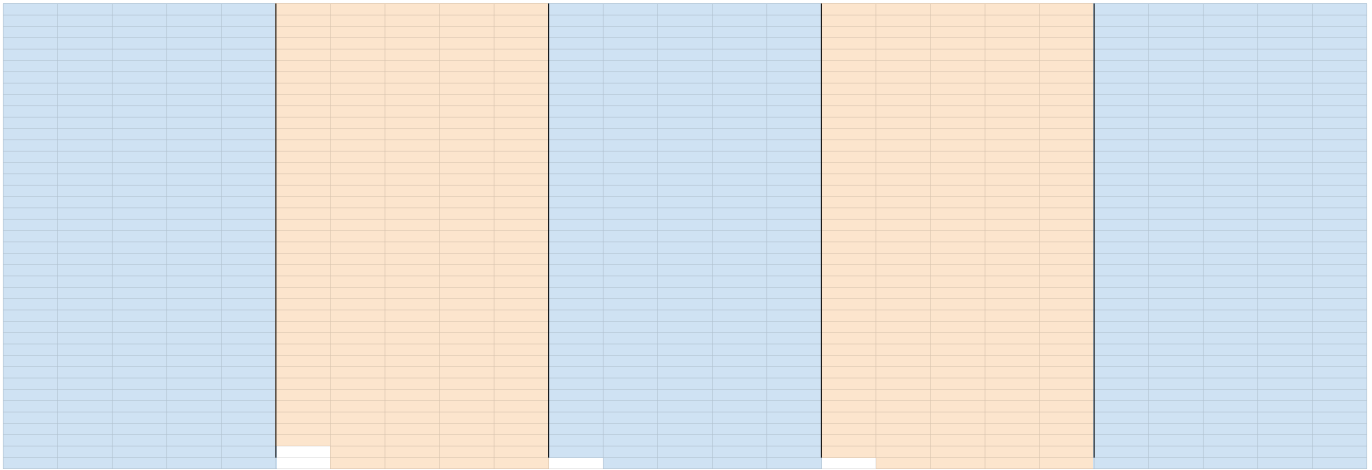




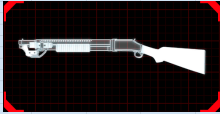








HRG Polaris



"Cool as ice. Chill your enemies to the bone with this ice lance launching beast of a weapon!"

CLASS: Survivalist
 PRICE: 1200
 WEIGHT: 6
 DAMAGE: 225 Freeze (impact) + 10 Freeze (AoE, 4 meter radius, no falloff)
 FIRE RATE: 87 RPM
 PENETRATION: 0
 MAG SIZE: 6
 SPARE AMMO: 48
 RELOAD (NORMAL): 1.67 + 0.55 sec
 RELOAD (ELITE): 1.28 + 0.36 sec
 FIRE MODES: Semiauto (pump-action)
 OTHER: Applies the Snare affliction in the entire AoE.

The Dragonbreath, modified to shoot a big "ice lance" projectile instead. The ice lance deals heavy damage on a direct hit, but also causes a moderately sized by explosion around the impact zone, which causes all enemies caught in the (thus including the main target of an ice lance as well) to be afflicted by the Snare incapacitation effect (i.e. slowed down by 30%). Both the ice lance and the ice explosion causes moderate amounts of Freezing affliction as well.

ROLES:

- 1) Offers a slow, heavy-hitting, specific weapon to Survivalist
- 2) Also brings a relatively unique Snare-effect (at least unique to Survivalist)
- 3) Can provide AoE freezing (although not as effective as the HRG Ragnarok)

HRG Ragnarok



"They say Ragnarok would start off with a terribly harsh winter, ending all life on earth. Maybe they were referring to this chilling gun?"

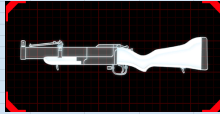
CLASS: Survivalist
 PRICE: 1500
 WEIGHT: 7
 DAMAGE (PRIMARY): 30 Assault Rifle + 10 Freeze
 DAMAGE (ALTFIRE): 25 Freeze (AoE, 5 meter radius, linear falloff)
 FIRE RATE: 580 RPM (primary), 20 RPM (altfire)
 PENETRATION: 0
 MAG SIZE: 40 (primary) + 1 (altfire)
 SPARE AMMO: 300 (primary) + 7 (altfire)
 RELOAD (NORMAL): 2.37 sec (primary) + 3 sec (altfire)
 RELOAD (ELITE): 1.58 sec (primary) + 3 sec (altfire)
 FIRE MODES: Fullauto (primary), semiauto (altfire)
 OTHER: Both primary and altfire have freezing power on their attacks, altfire more so. Altfire passively reloads on its own, taking 3 seconds (unaffected by elite reloads) to recharge for a new shot, even when the gun is holstered.

The HWTech-301, modified to fully automatically shoot accurate and freezing singular "Toxic" projectiles on primary fire, or launch cryo grenades on altfire. Primary and altfire attacks use separate ammo. Furthermore, primary fire needs reloading like normal, but alternate fire simply has a cooldown between its shots (utilizing an additional energy-meter, similar to headstarts, to display when it's ready to fire again, which is ALSO visualized with a bar-indicator on the side of the gun).

ROLES:

- 1) "Assault rifle with grenade launcher" is definitely a first
- 2) Grants cryo grenades to the Survivalist (although not as Freezing as Sharpshooter)
- 3) The grenade launcher reloads in a unique way, being cooldown based rather than reload-based.

HRG Sludge Lobber



"Bringing the literal dry work to the battlefield. Yuck."

CLASS: Survivalist
 PRICE: 1100
 WEIGHT: 6
 DAMAGE: 150 Ballistic Impact (direct impact) + 100 Toxic (AoE, 8.5 meter radius, linear falloff) + 0.3x Toxic DoT (4 sec, 0.5s interval)
 FIRE RATE: ~22 RPM (32 RPM (normal vs elite reload))
 PENETRATION: 1
 MAG SIZE: 29
 SPARE AMMO: 29
 RELOAD (NORMAL): 2.37 sec (+0.3 sec reload delay)
 RELOAD (ELITE): 1.58 sec (+0.3 sec reload delay)
 FIRE MODES: Semiauto
 OTHER: Spawns sludge pools around the impact zone. Enemies walking over sludge can not sprint and are slowed down by 30%. Sludge pools last for about 4 seconds.

The MP7, utilizing munitions with a chemical compound instead. When the grenade explodes, it creates a gaseous explosion and multiple huge globs of sludge which fall down on the ground, forming sludge pools which linger there for a while. Any enemy caught in the initial explosion or walking over the sludge pools become heavily poisoned, and move slowly while passing the pools, including forcing sprinting enemies to stop their sprint. Every half second which an enemy lingers in a sludge pool, it has its DoT refreshed as well.

ROLES:

- 1) Provides a unique area-denial weapon, using Toxic damage
- 2) Uniquely halts sprinting enemies

HRG Persuader



"Lighting fire with fire, with this tiny little Zed-conversion device!"

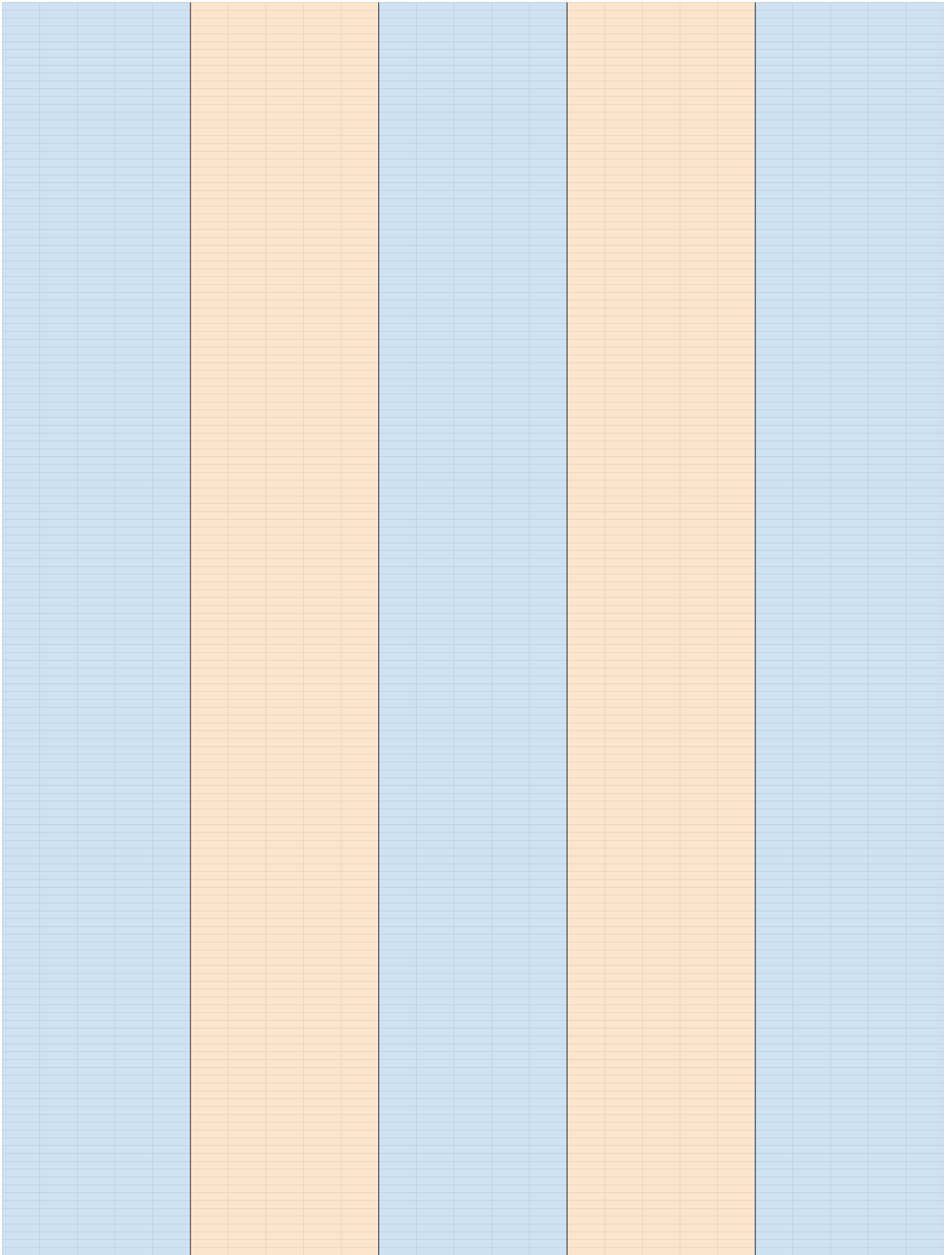
CLASS: Survivalist
 PRICE: 650
 WEIGHT: 1
 DAMAGE: 300 Toxic + 1x Toxic DoT (5 seconds, 0.5s interval)
 FIRE RATE: 6 RPM
 PENETRATION: 0
 MAG SIZE: 100
 SPARE AMMO: 300
 RELOAD (NORMAL): 10 sec
 RELOAD (ELITE): 10 sec (unaffected by elite reloads)
 FIRE MODES: Semiauto
 OTHER: Costs 100 energy to inject into an enemy, persuading it to fight for the players for 20/10/10 seconds (small/medium/big enemy). Recharges like the regular syringe, but has finite reserve energy.

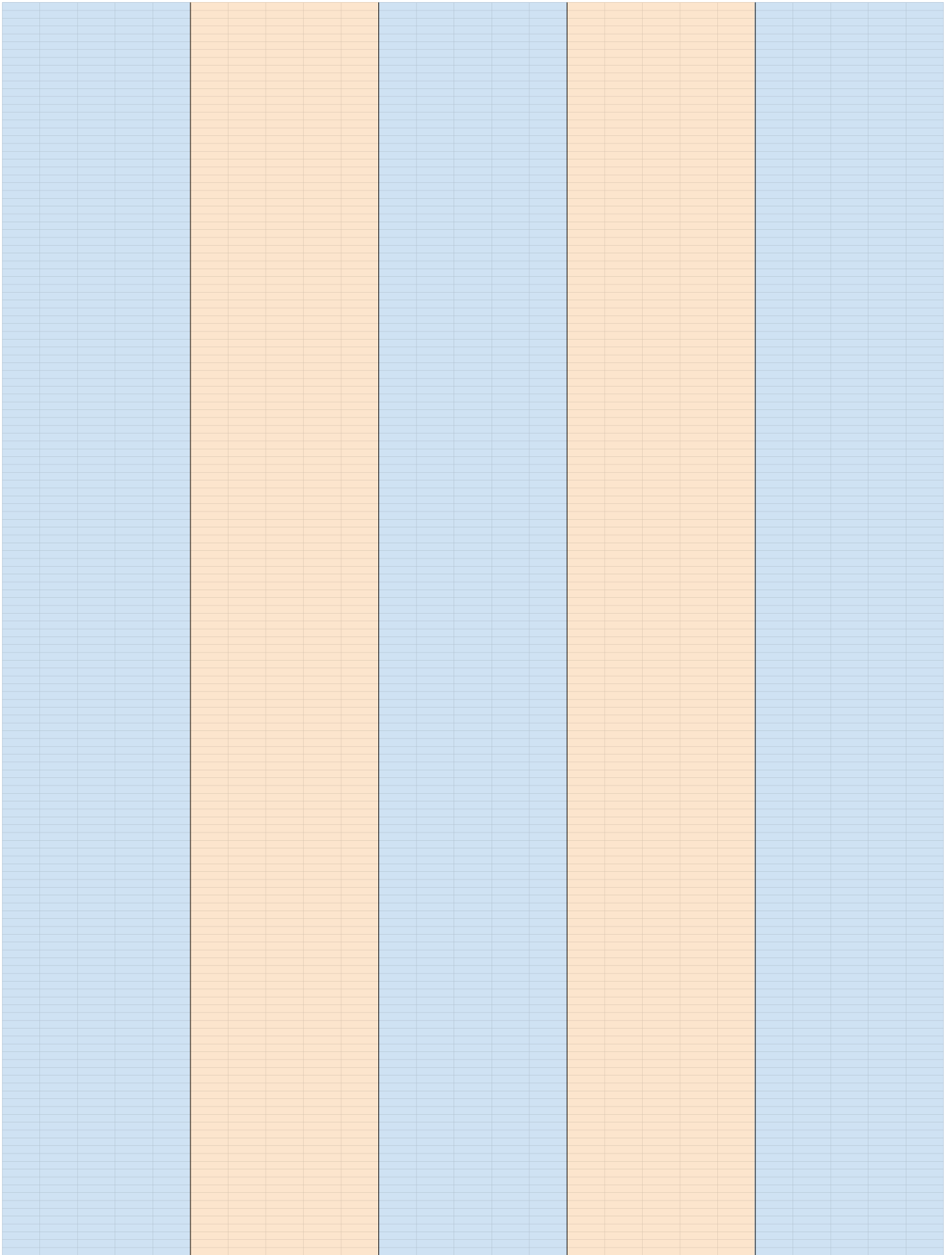
The Syringe, but made for offensive utility. Injects a chemical into a non-boss enemy, causing them to glow with a green aura and forces them to ignore players and attack Zeds instead. During this "persuasion", they can still take damage from all sources, but ignore all incapacitation effects. After the persuasion-effect ends, the enemy is stunned and suffers an instance of heavy Toxic damage and DoT (its listed damage), and during this DoT time, they cannot be persuaded again. The weapon runs on energy, BUT a finite amount.

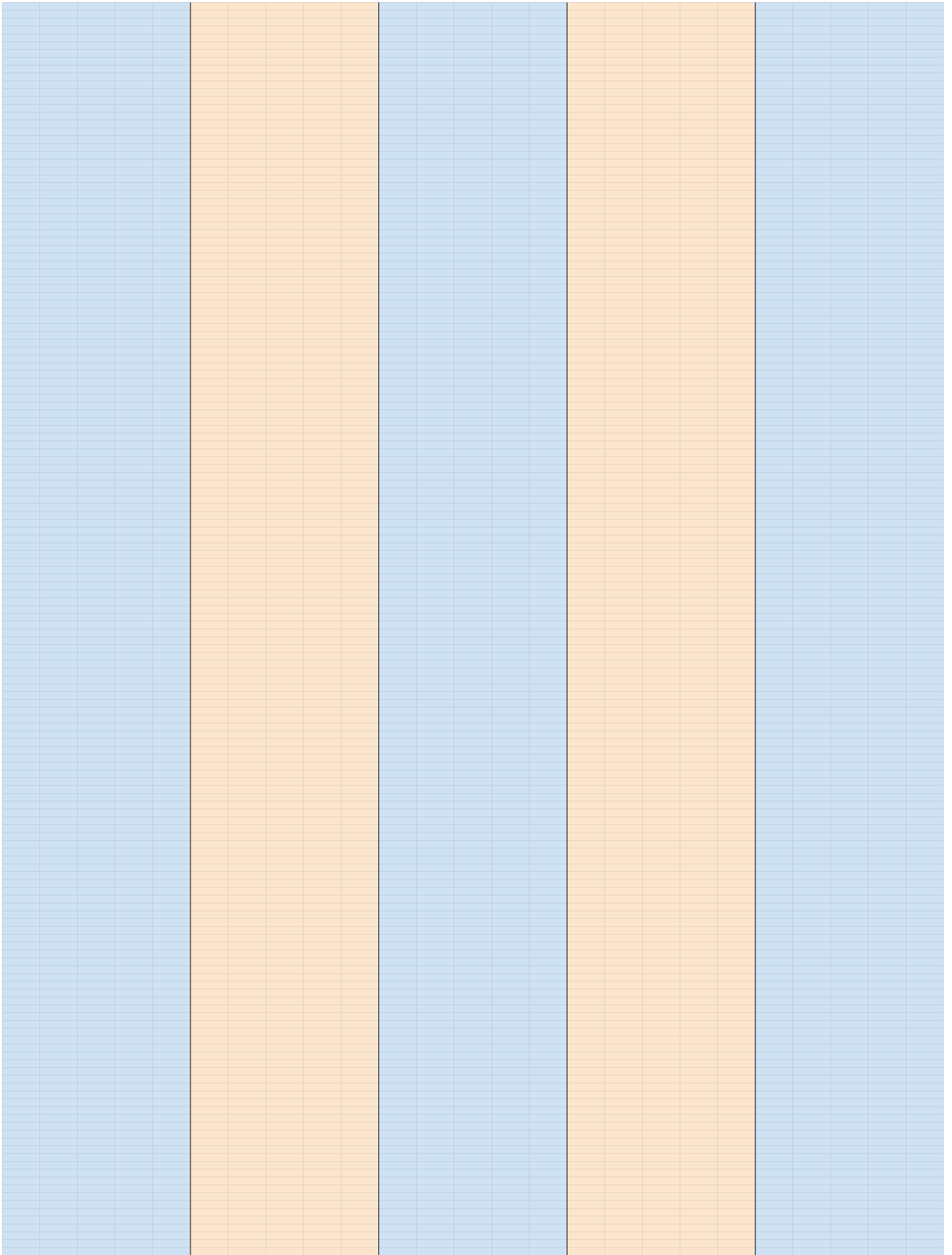
Note that it cannot be affected by magazine-, reload- or ammunition as well.

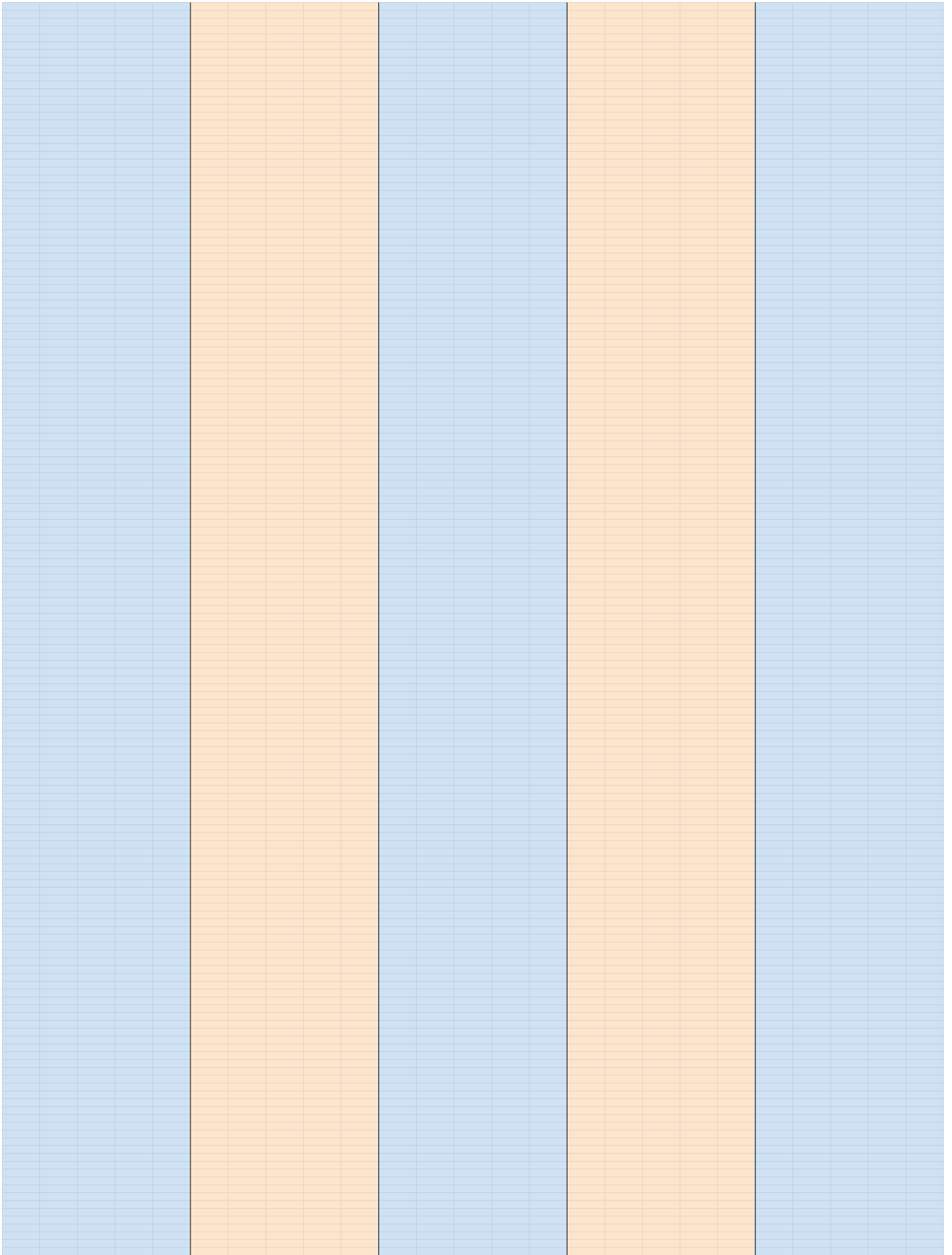
ROLES:

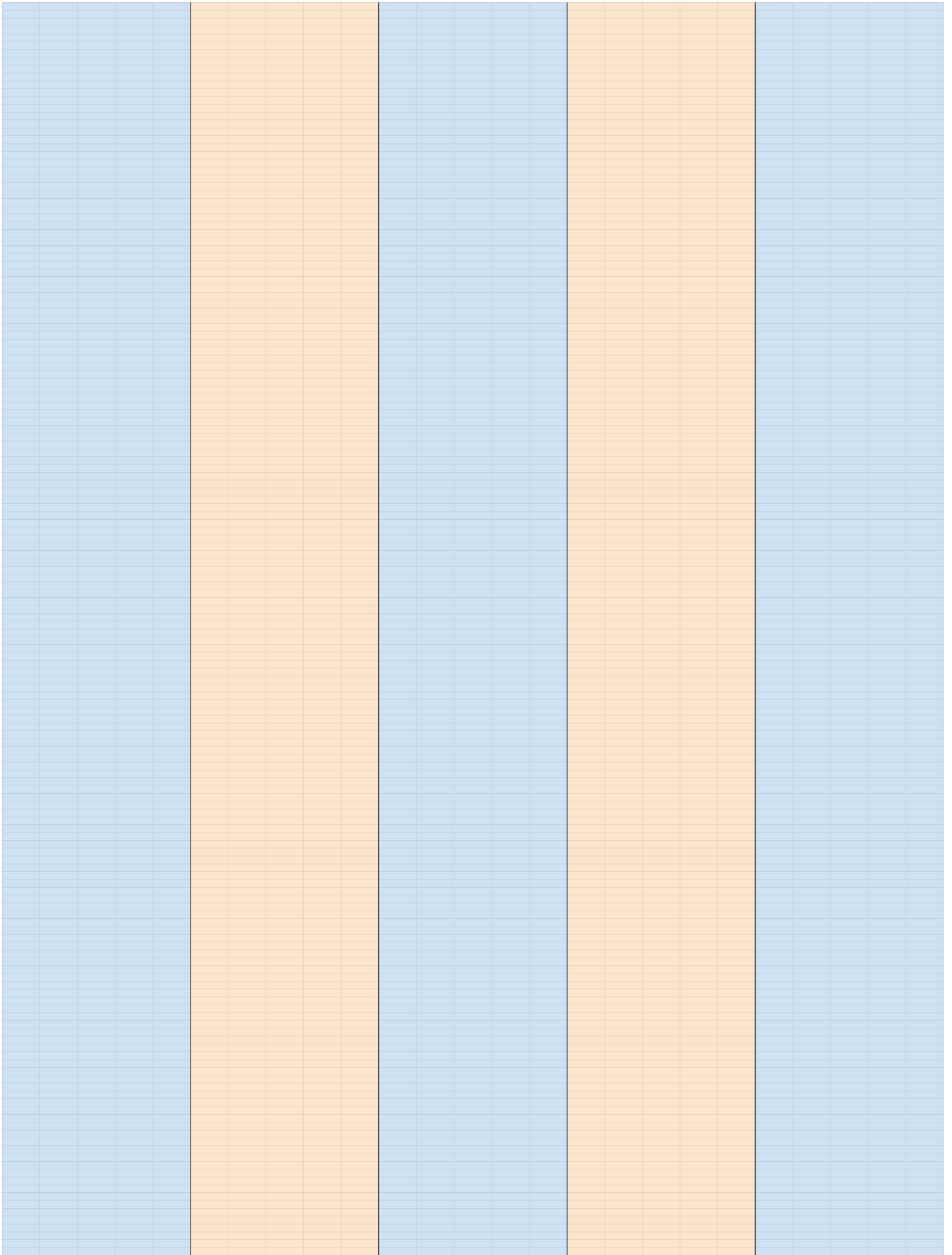
- 1) Very uniquely provides the first tool to enforce infighting, and a safe version of it too
- 2) New lightweight option
- 3) NOTE: Probably overpowered? Maybe remove the whole "won't attack allies" to the persuasion bit?

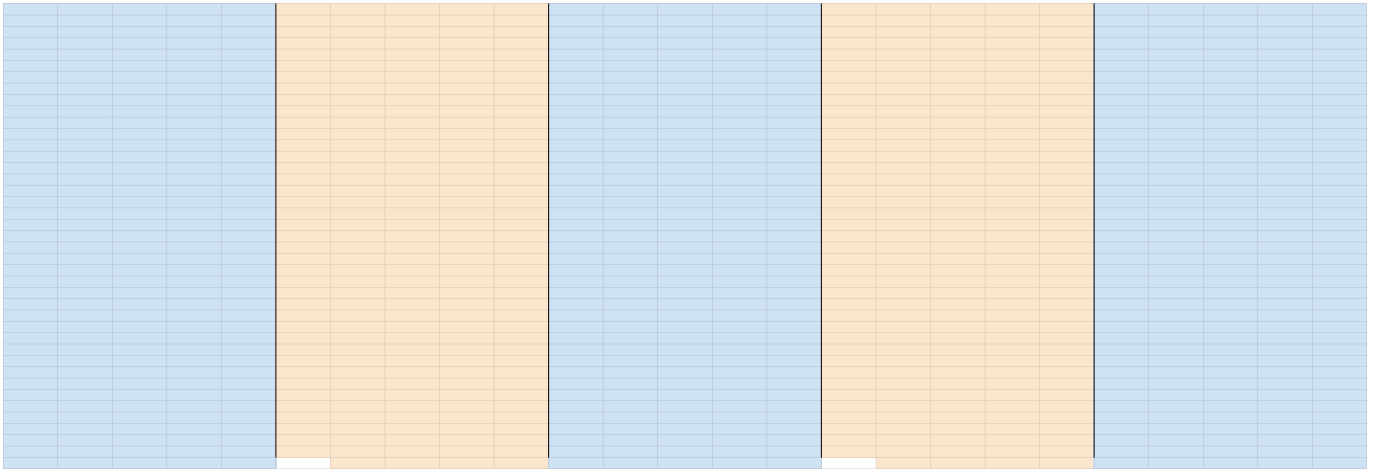




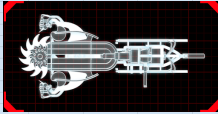








HRG Incinerator



"This sinister gun kinda brings the kitchen to the battlefield, as it is you roast and dice the Zeds as you please. Bring your own apron!"

CLASS: Firebug
 PRICE: 1500
 WEIGHT: 9
 DAMAGE (PRIMARY): 180 Slash + 0.2x Afterburn (1.7 sec, 0.4s interval)
 DAMAGE (ALTRFIRE): 23 Fire + 0.7x Afterburn (1.7 sec, 0.4s interval)
 DAMAGE (BASH): 75 Slash + 1.1 Afterburn (1.7 sec, 0.4s interval)
 FIRE RATE: 90 RPM (prim.) / 857 RPM (altfire), 66 RPM (bash)
 PENETRATION: 4 (primary), 0 (altfire)
 MAG SIZE: 6 (primary) + 400 (altfire)
 SPARE AMMO: 30 (primary) + 0 (altfire)
 RELOAD (NORMAL): 2.68 sec (primary)
 RELOAD (ELITE): 2.14 sec (primary) (same animation, sped up)
 FIRE MODES: Semiauto (primary), Fullauto (altfire)
 OTHER: Altfire's flamethrower attack has about 85% of the range of the regular Flamethrower weapon.

The Incinerator, grimy modified to launch burning blades with primary, and has a shorthair intense flamethrower on altfire AND on the ambution (so, you can't aim down sights with this weapon). The two firing modes use different ammo, and altfire does not need to reload (just like the regular Incinerator). Compared to the regular Incinerator, it generally carries more ammo and the ammo is cheaper. As for the primary fire, it has a slightly bigger magazine, the blades ignite enemies if pierce through and leaves groundfire on every bounce (including its final landing), but the blades cannot be picked up and have much less direct damage. Bash also ignites enemies.

Can not parry/block (or should it, on altfire?)
 ROLES:
 1) Offers a high-end flamethrower, with its damage/lytes (Fire, rather than Microwave) more focused on killing small enemies (boosting on Firebug's main strength)
 2) Allows some flexible targeting, with its blades likely being decent at medium-size enemies
 3) Ammo management being important. Utilizing the blades for longer range and the flamethrower for shorter range might be necessary to not run dry of one or the other
 4) Unique igniting bash-attack

HRG Firefall



"Scorches the earth, no matter what. Always spawns fire underneath. Zeds feel when you shoot them, for that ultimate burning sensation"

CLASS: Firebug
 PRICE: 1500
 WEIGHT: 8
 DAMAGE (PIERCE MODE): 100 Rifle (Impact) + 0.25x Afterburn (1.7 sec, 0.4s interval)
 DAMAGE (EXPLOSIVE MODE): 35 Rifle (Impact) + 40 Fire (AeF, 3 meter radius, no AoE) + 0.625x Afterburn (1.7 sec, 0.4s interval)
 FIRE RATE: 180 RPM (both modes)
 PENETRATION: 4 (pierce-mode), 0 (explosive mode)
 MAG SIZE: 12
 SPARE AMMO: 108
 RELOAD (NORMAL): 3.01 / 2.68 sec
 RELOAD (ELITE): 2.19 / 2.03 sec
 FIRE MODES: Semiauto (both modes)
 OTHER: Groundfire duration: 2.5 sec for pierce-mode / 1 sec for explosive mode.

The FN FAL, modified to only shoot in semiauto with reduced rate of fire, reduced magazine and less spare ammo, but uses a more powerful and specialized incendiary ammo, with two different bullet-options, toggled with altfire:
 1) Pierce-mode: Gives the bullets high penetration power, high damage and always spawns groundfire underneath struck enemies (also spawns groundfire to fall down if the bullet hits a wall, door etc. and if falling the ground too of course)
 2) Explosive mode: Causes the bullet to explode in a moderate fiery AoE on impact, also causing groundfire to land in the entire area and underneath every struck enemy. However, the damage is lower and while the groundfire's size is generally a bit bigger, it doesn't last as long as it does in pierce-mode.

ROLES:
 1) Provides a longer-range Firebug option that hits a bit harder
 2) Adaptive playstyle with its "pierce vs explosion" modes
 3) Reinforces the groundfire mechanic heavily, in its own manner

HRG Salamander(s)

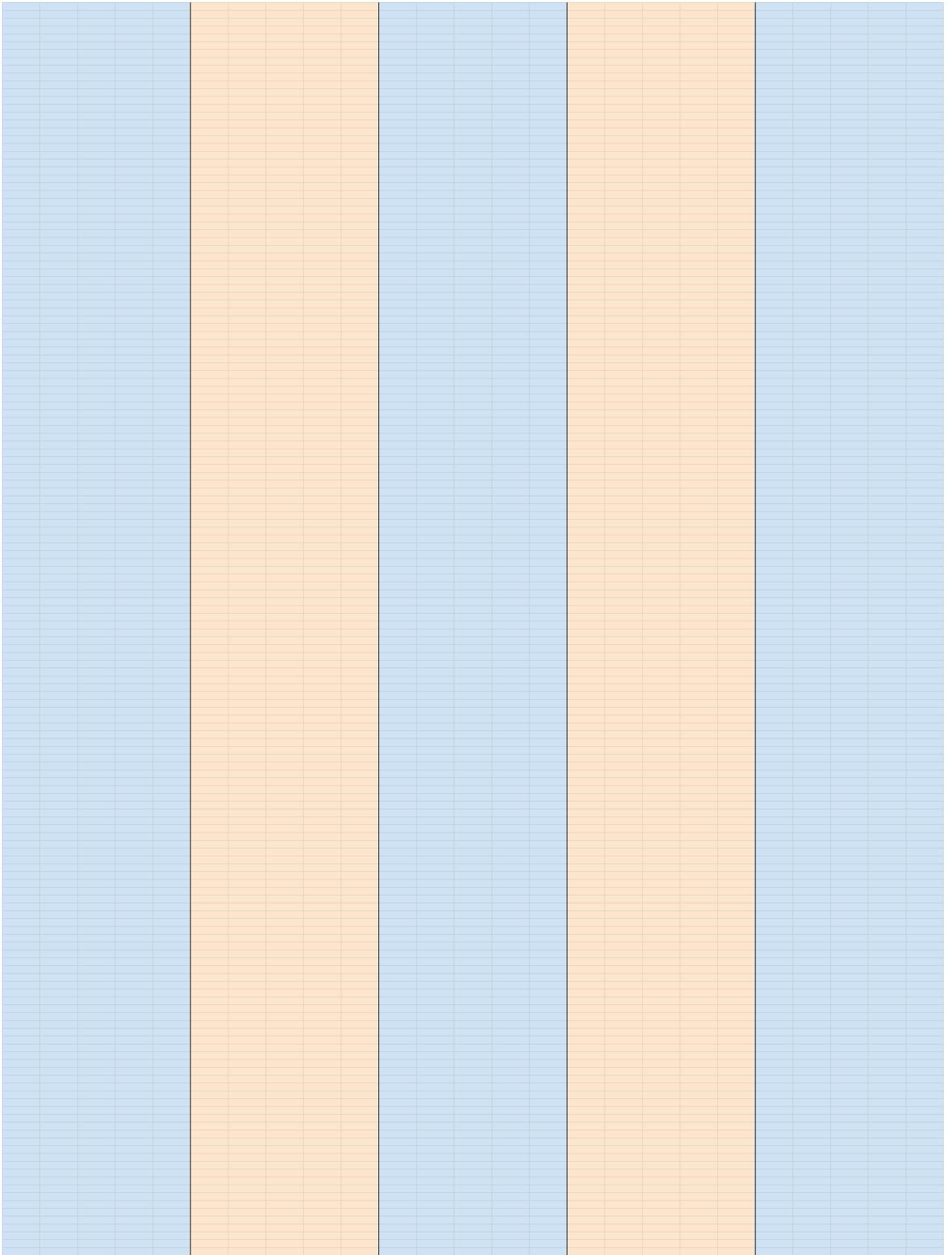


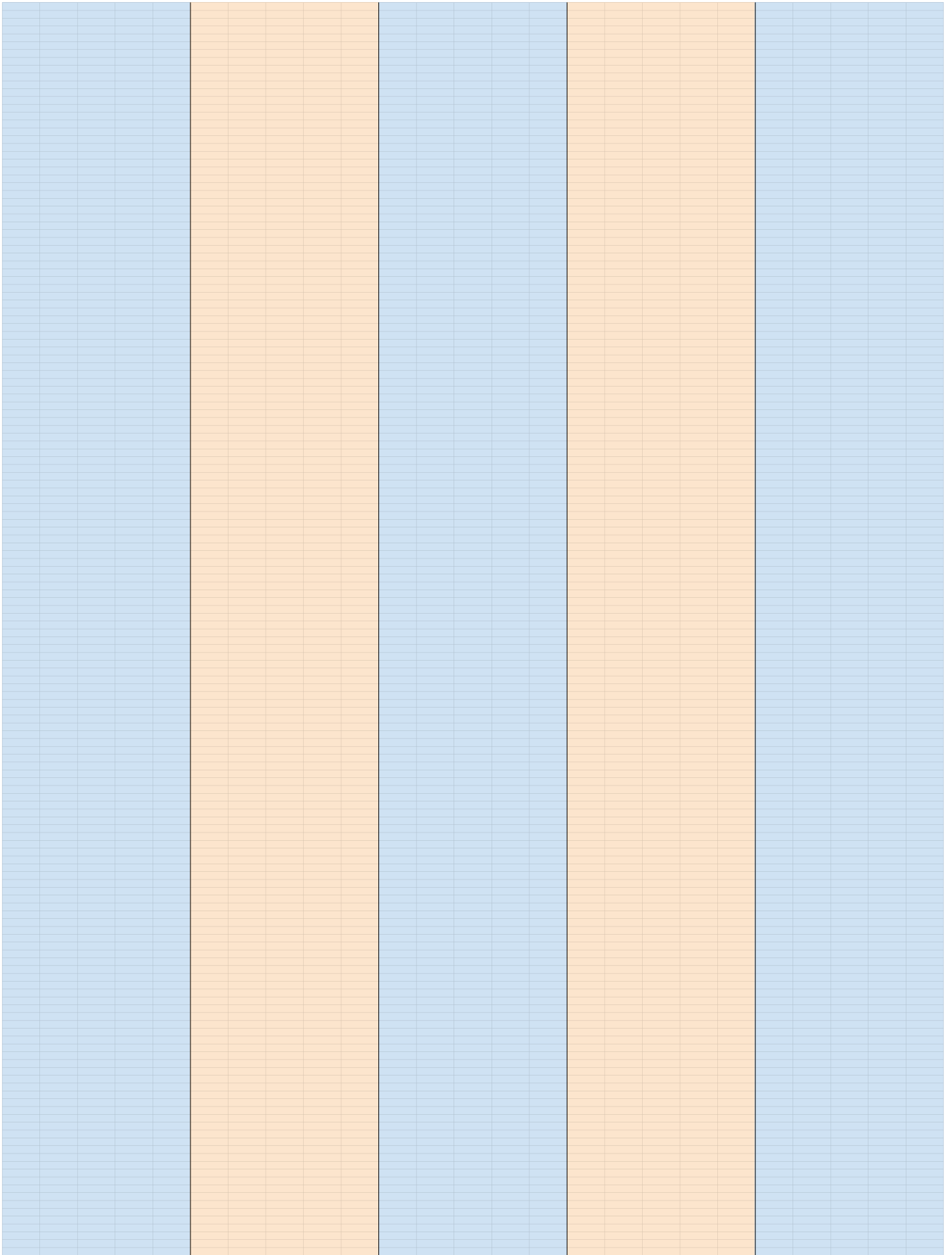
"Each pull of the trigger chucks a trio of fiery projectiles. You know, just like real Salamanders do!"

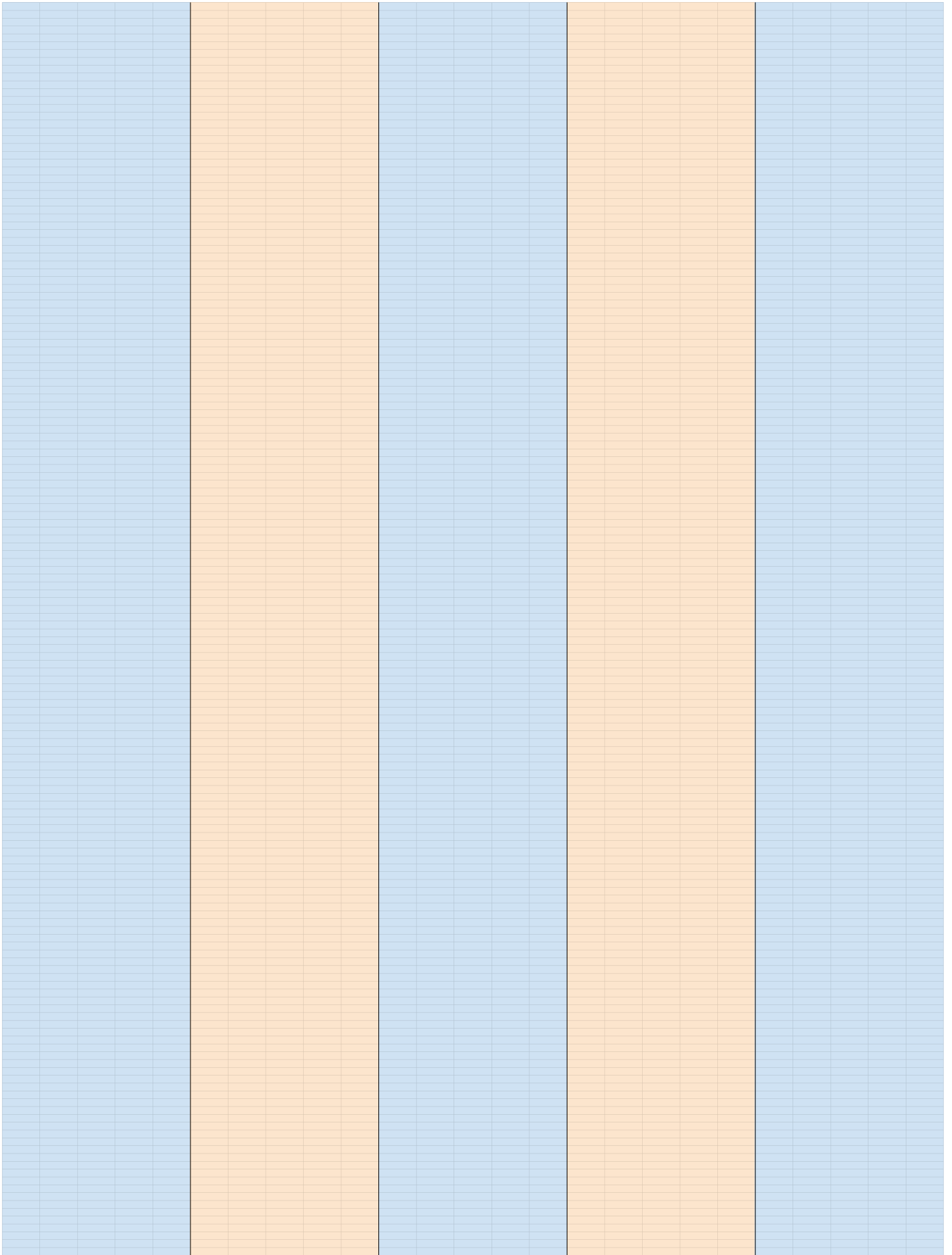
CLASS: Firebug
 PRICE: 500 (1000 dual)
 WEIGHT: 3 (6 dual)
 DAMAGE: 3x 25 Shotgun (Impact) + 0.64x Afterburn (1.7 sec, 0.4s interval)
 FIRE RATE: 240 RPM (384 RPM dual)
 PENETRATION: 0
 MAG SIZE: 7 (14 dual)
 SPARE AMMO: 63 (126 dual)
 RELOAD (NORMAL): 2.29 sec (2.97 / 2.58 sec dual)
 RELOAD (ELITE): 1.34 / 0.81 sec (2.24 / 1.84 sec dual)
 FIRE MODES: Semiauto

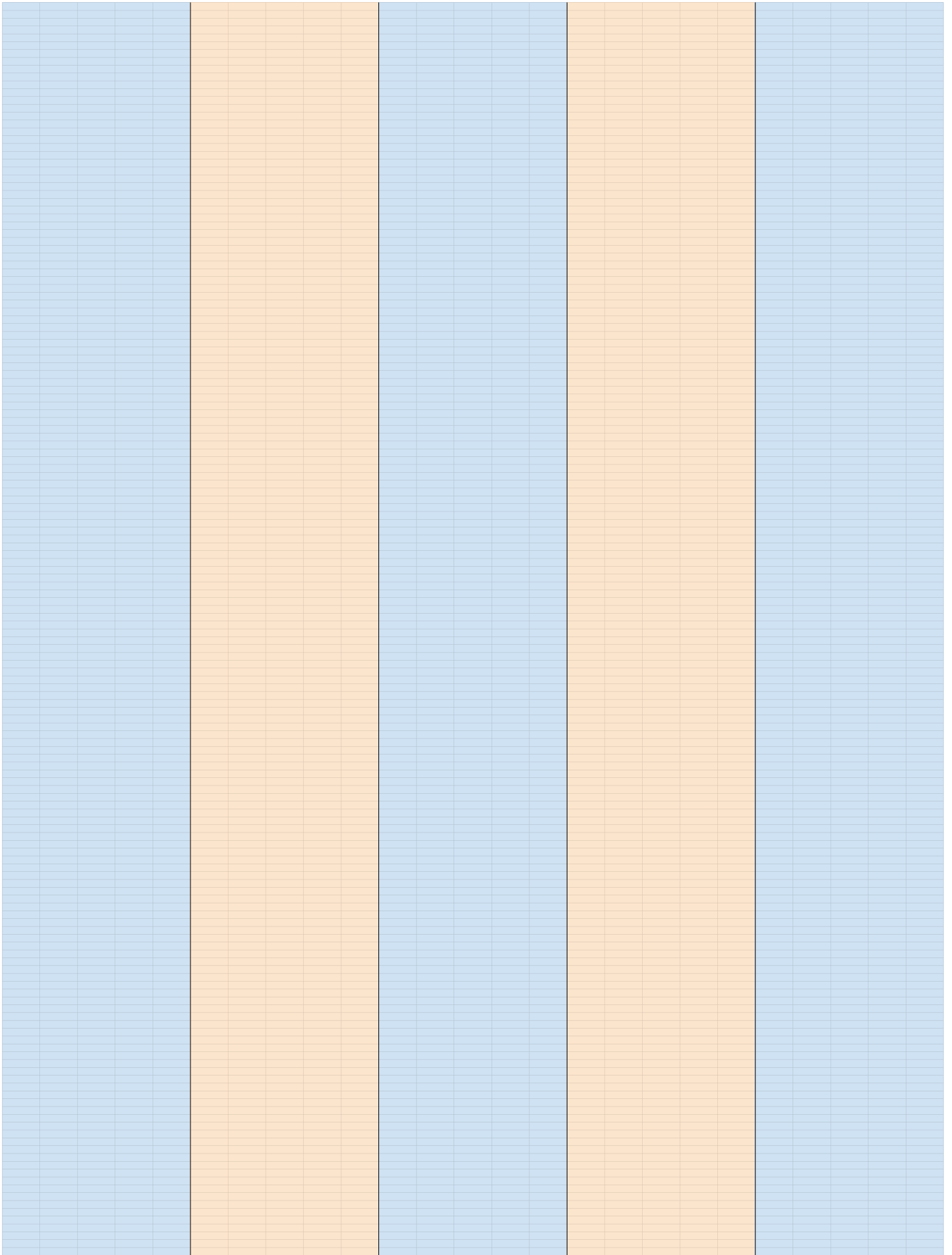
The M1911, made a bit chunkier and now semiautomatically shooting a trio of fiery "pellets" on each triggerpull, acting like an incendiary mini-shotgun of sorts. Can be dualwielded.
 The reduced ammo for the single version is just an idea which I think could be a thing for all of the game's dualwieldable pistols (not just these ones), to make single pistol versions a little less extreme in regards to ammo-per-weight ratios.

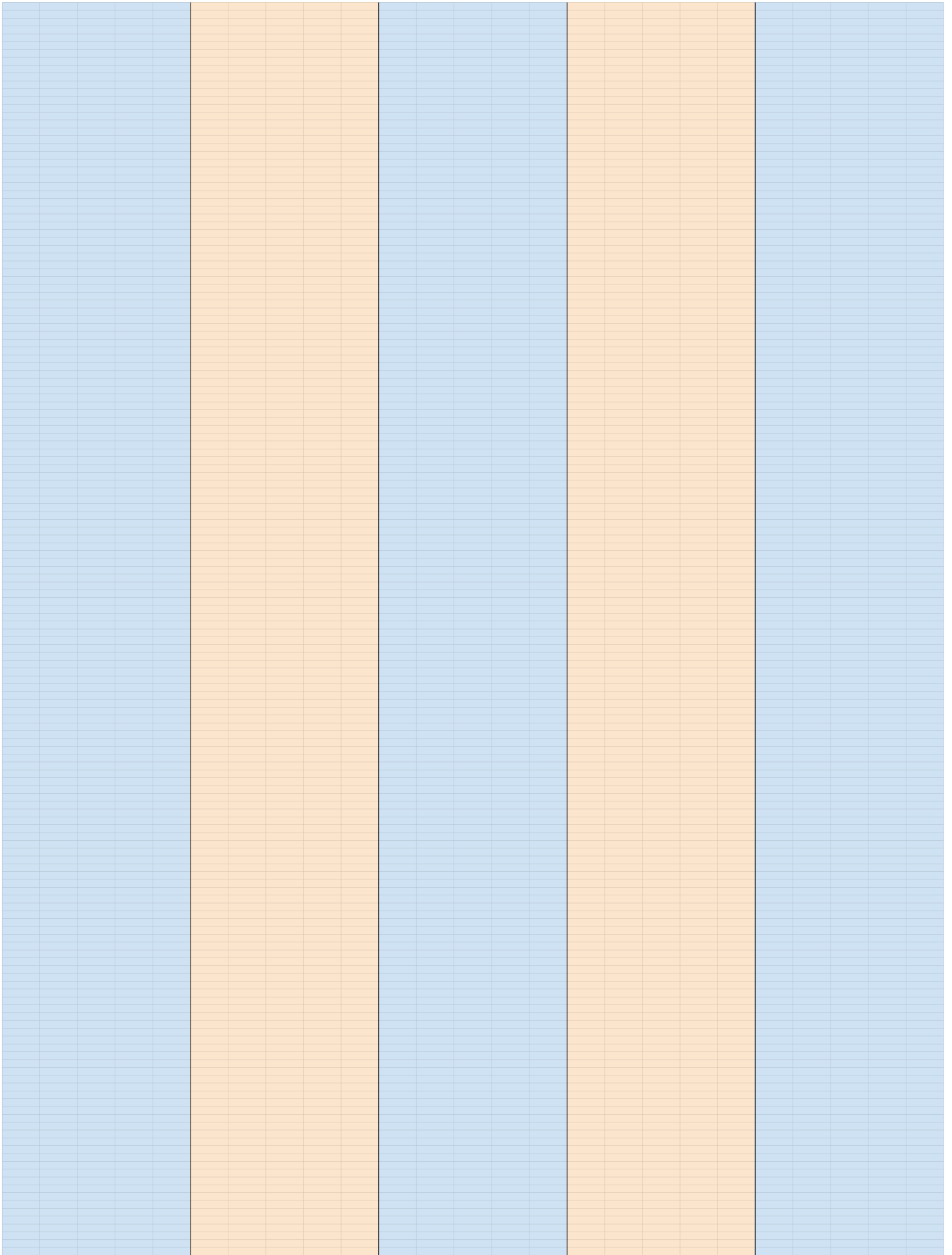
ROLES:
 1) An intermediate choice, sitting between the Dragonsbreath heavier attack and Spittfire's spammer attacks.
 2) Similarly, intermediate choice in regards to accuracy vs power. More accurate but weaker than Dragonsbreath, but less accurate and more powerful than the Spittfire

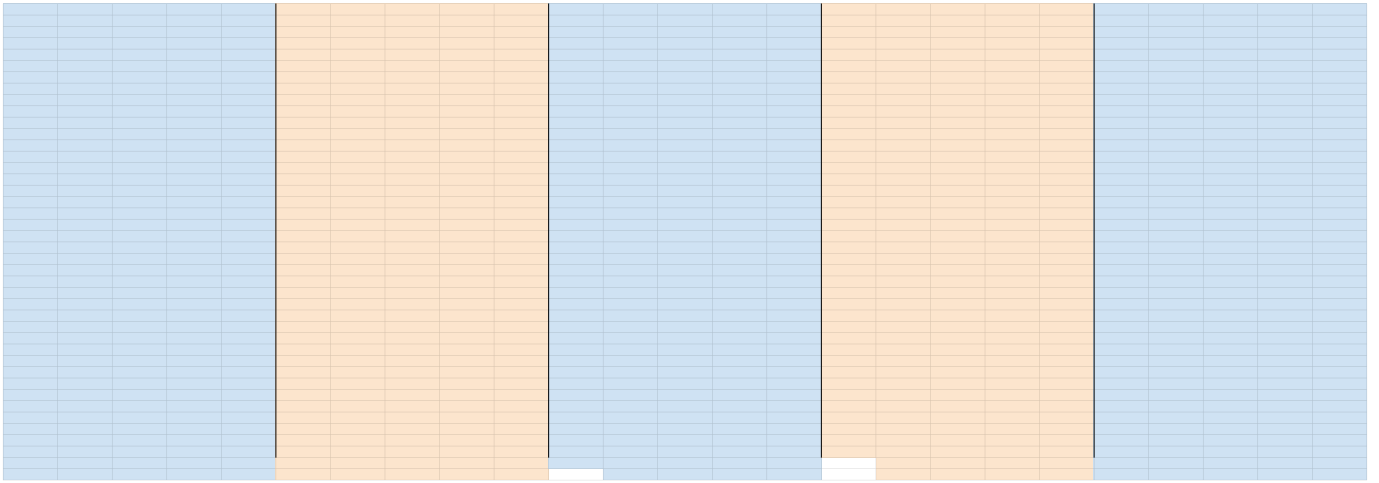




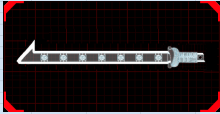








HRG Gorefeast



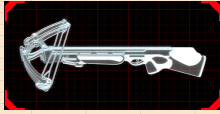
"Now you can munch on the Zeds for once! Well, sorta!"

CLASS: Berserker
 PRICE: 1600
 WEIGHT: 6
 DAMAGE (LIGHT): 75 Slash
 DAMAGE (HEAVY): 155 Slash
 DAMAGE (BASH): 50 Piercing
 DAMAGE (BLOCK/PARRY): 20 Slash
 FIRE RATE: 128 RPM (right), 60 RPM (heavy), 62 RPM (bash)
 OTHER: Blocking enemy attacks hurts the enemy too. Heals 1 health on every successful hit, block or parry. Heals 1 additional health if you also get the killing blow with the Gorefeast. All these healing effects fully stack with the Vampire perk skill.

The Gore Shiv, modified to have a full length blade and grim flintsteel devices on its blade. Each successful attack, block or parry restores 1 health to the wielder, as well as 1 additional health on hit. Fully stacking with the Vampire perk. In addition, blocking deals a bit of bodydamage to the assailant as well. Uses the same animations as the Road Redeemer.

ROLES:
 1) Grants the Berserker a more sustain-based self-healing weapon (in contrast to the Hemoclobber's burst-healing)
 2) Uniquely has offensive blocking power

HRG Crosscut



"This is the kind of weapon which gets invented when you are fascinated by boomerangs..."

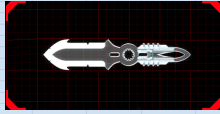
CLASS: Berserker
 PRICE: 1100
 WEIGHT: 6
 DAMAGE: 175 Slash (tapfire), 350 Slash (fully charged shot)
 FIRE RATE: -45 RPM (tapfire), -20 RPM (fully charged shot)
 PENETRATION: 4
 MAG SIZE: 1
 SPARE AMMO: Infinite
 RELOAD: 0.1 sec (upon blade return)
 FIRE MODES: Semiauto, charge shot
 ENERGY: 20 energy (tapfire), 40 (fully charge shot)
 AMMO USE: 100 energy
 MAG SIZE: Infinite
 SPARE AMMO: Infinite
 RECHARGE TIME: 20 sec to full

The Crossbow, heavily modified. No longer has a scope and looks a bit bulkier underneath, now holding its new magnetic apparatus. It now launches wide blades (similar to the Eviscerator) instead of crossbow bolts. The blade quickly "boomerangs" back to the gun a short moment after being launched, capable of dealing damage on its return path too.

While this gives it infinite ammo, as well as no need to reload, it runs on rechargeable energy (similar to healing darts) and the blade also needs to return to be able to shoot with it again.
 Tapping the fire button launches the blade at a short/moderate distance with moderate damage, costing 20 energy. Charging the attack hold the fire button for up to 2 sec, then release to launch) allows the blade to go up to about 3 times further and with up to about 3 times the projectilespeed, along with up to 2x the damage, but this costs up to 40 energy to shoot.
 Energy recharge is on the slow side of things (20 seconds for the full 100 energy, but quickened by melee attackspeed bonuses).
 Note that, programming-wise, the boomeranging effect probably needs a safeguard to prevent the blade back if it for some reason can't return to the shooter within a few seconds, to prevent "ability-to-shoot"-glitches.

ROLES:
 1) Gives the Berserker a ranged weapon with a melee feel to it.
 2) While it uniquely has unlimited ammo for a ranged weapon, it still has a rather lengthy time between available attacks if used quickly, making it not so brandead

HRG Leech Blades



"No actual leeches were harmed in the making of these voracious throwing blades"

CLASS: Berserker
 PRICE: 650
 WEIGHT: 1
 DAMAGE: 150 Piercing (Impact) + 60 Bleed DPS for 2.5 sec (for a total of 150 Bleed damage)
 FIRE RATE: 90 RPM
 PENETRATION: 9
 MAG SIZE: 0
 SPARE AMMO: 1
 RELOAD (NORMAL): 0.3 sec
 RELOAD (ELITE): 0.2 sec
 FIRE MODES: Semiauto (throw)

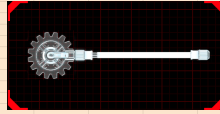
OTHER: If thrown onto an enemy, spawns a blood globule in its feet. Blood globule lasts up to 120 seconds and heals for 15 health if a player walks over to pick it up.

The Lawn Mower Blade, modified to be a double-edged throwing knife, with the handle now housing an ampule with strange chemicals. Primary fire throws the blade, while aim lets you aim with a little bit of zoom. Bash button punches with the fire hand. While the blades can be picked up if you miss, they have 0 penetration, meaning that if you do throw it into an enemy, the blade is unretrievable.

If they strike an enemy, not only do they deal rather high instant damage (Piercing) and a damage-over-time effect (Bleed), it also causes the bleed status (like the Hemogoblin and HRG Vampire) and creates a big glob of blood at the struck enemy's feet, which anyone in your team can walk over to pick it up and heal 15 health. Ought to be equipped in slot 1.
 Has a very quick switch speed (both to and from).
 Note: Just like any other weapon, it still occupies its weight when all knives are thrown. Think of it as their belt/holder still taking place. This allows you to regain ammo from ammoboxes. Support players to restore ammo for this weapon as well.

ROLES:
 1) Gives the Berserker a ranged weapon, which also has its own melee feel to it.
 2) Allows the Berserker to heal in a unique way, for himself and/or allies.

HRG Clockwork



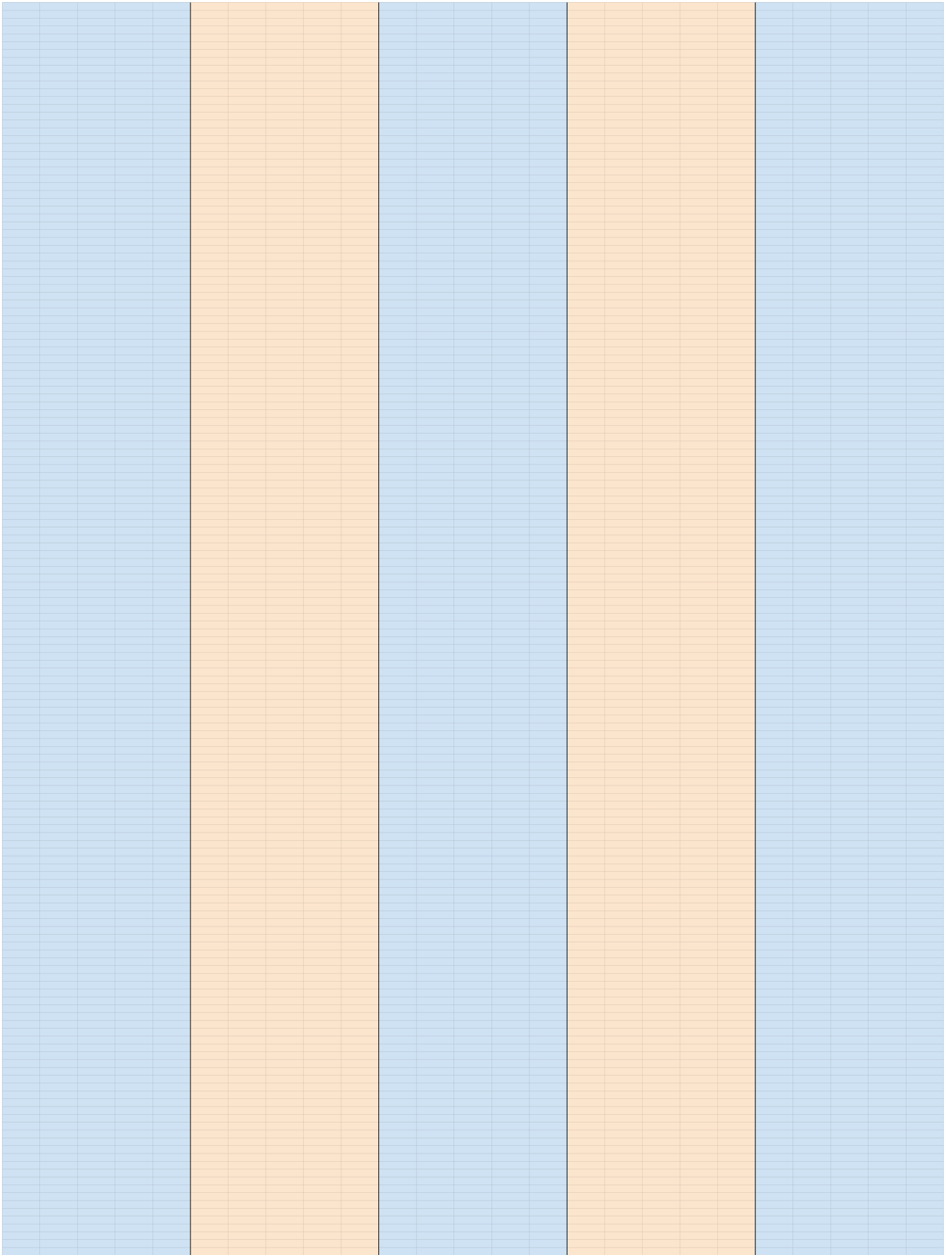
"Lets you bonk the Zeds on their heads, up close and personal. Or from a bit of a distance, if you want."

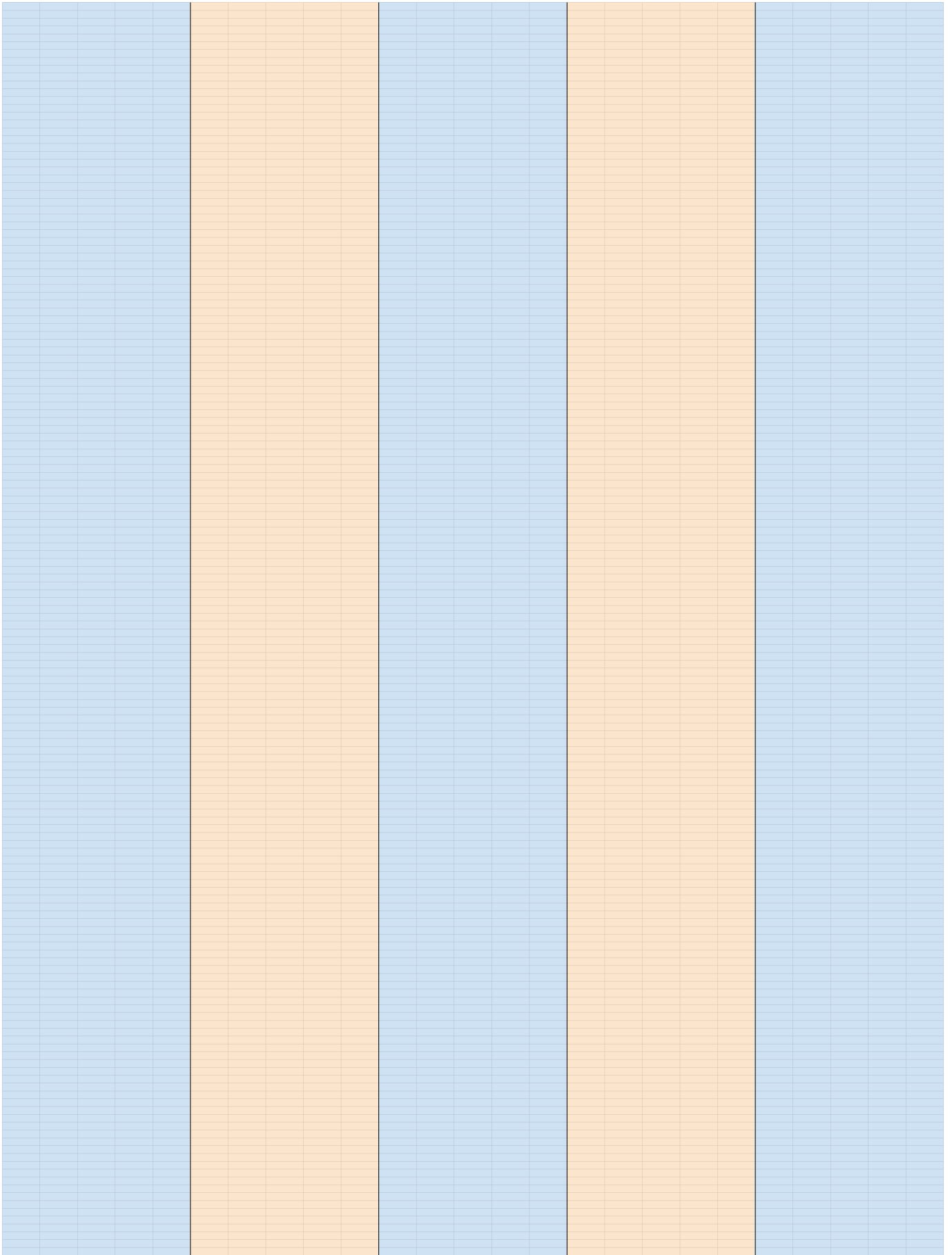
CLASS: Berserker
 PRICE: 1600
 WEIGHT: 7
 DAMAGE (LIGHT): 120 Bludgeon
 DAMAGE (HEAVY): 175 Bludgeon
 DAMAGE (BASH): 60 Bludgeon
 FIRE RATE: 96 RPM (right), 55 RPM (heavy, normal), 35 RPM (heavy with gear-launch), 84 RPM (bash)
 PENETRATION: 6 (heavy attack's gear launch)
 OTHER: Toggle gear-launch on/off with the reload-button

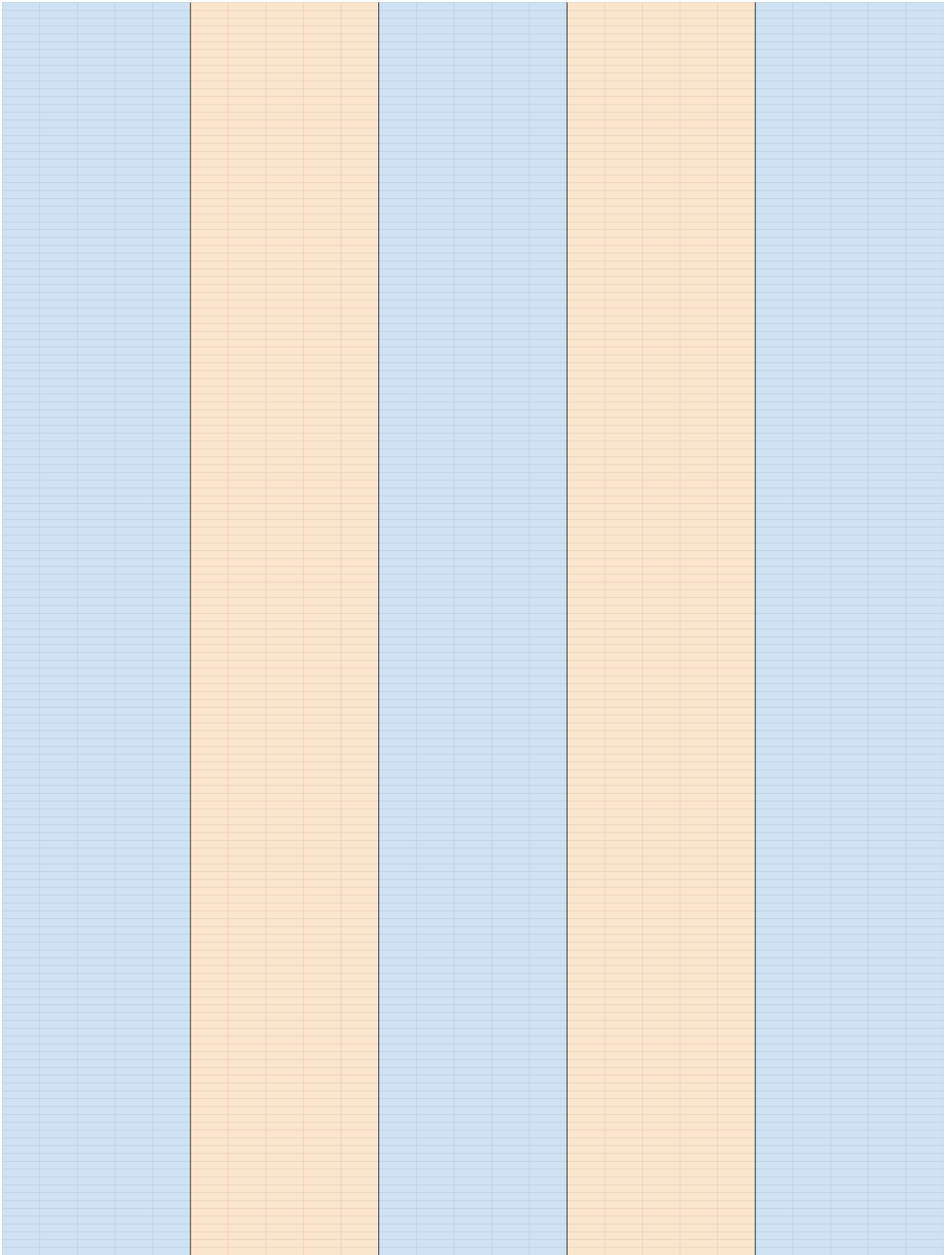
An amalgam of the Gear (the pickup item from mission objectives) and the Crowel, combined into this unique hammer-like contraption.
 Light attacks swings the weapon like a normal melee weapon.

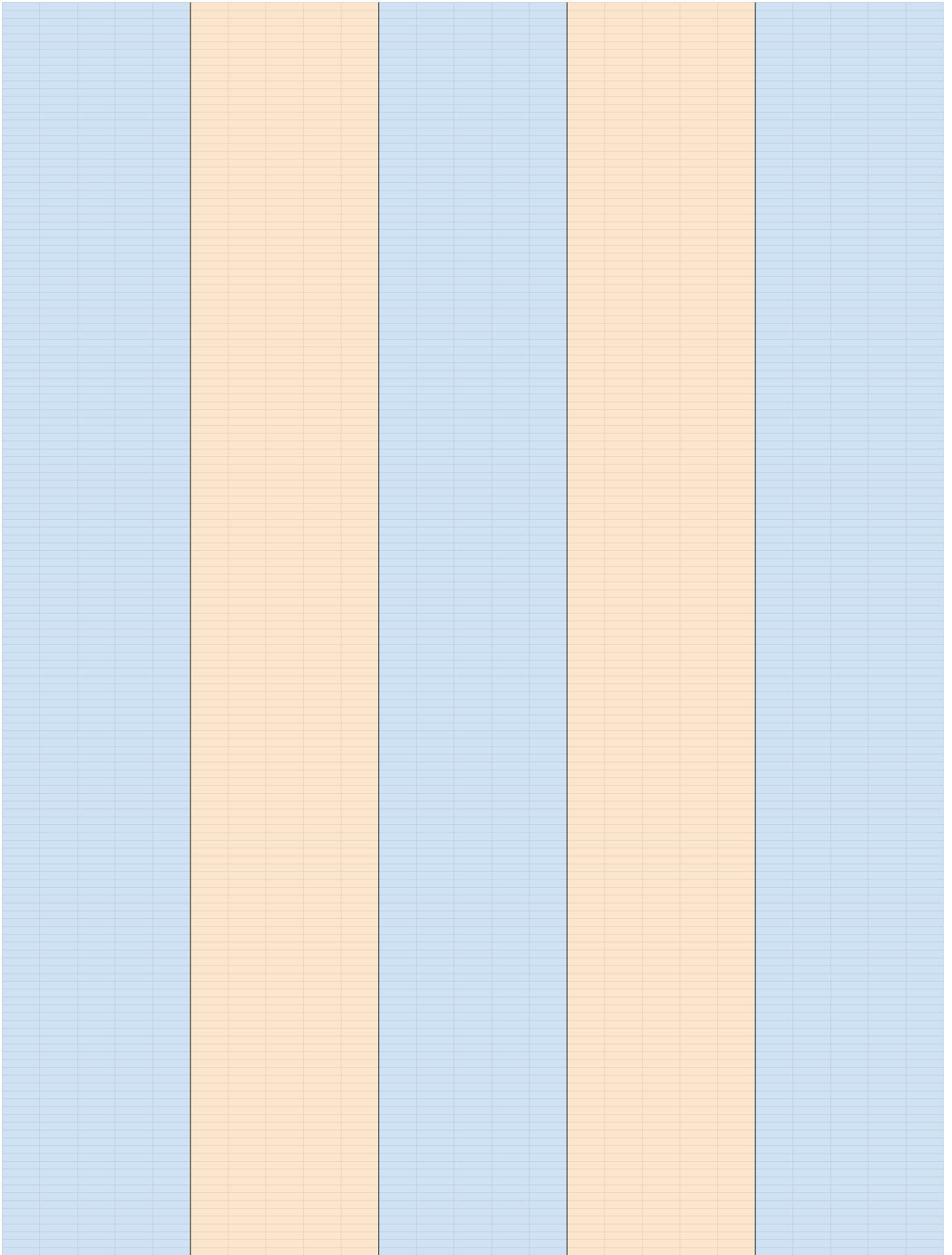
However, swing with its heavy attacks either attack like normal heavy attacks OR its swings also disconnects the gear and launches the gear forward a short distance, then quickly flying back to the weapon to reattach itself again (giving the gear a bit of an arc to its flight path, due to being launched as part of the melee swing)
 This allows you to strike with a bit of a safety distance, but launching the gear like this comes at the cost of not swinging with it as fast.
 Whether launch the gear on heavy attacks or not is toggled on/off with the reload-button. Uses similar attack animations as the Fire Axe.

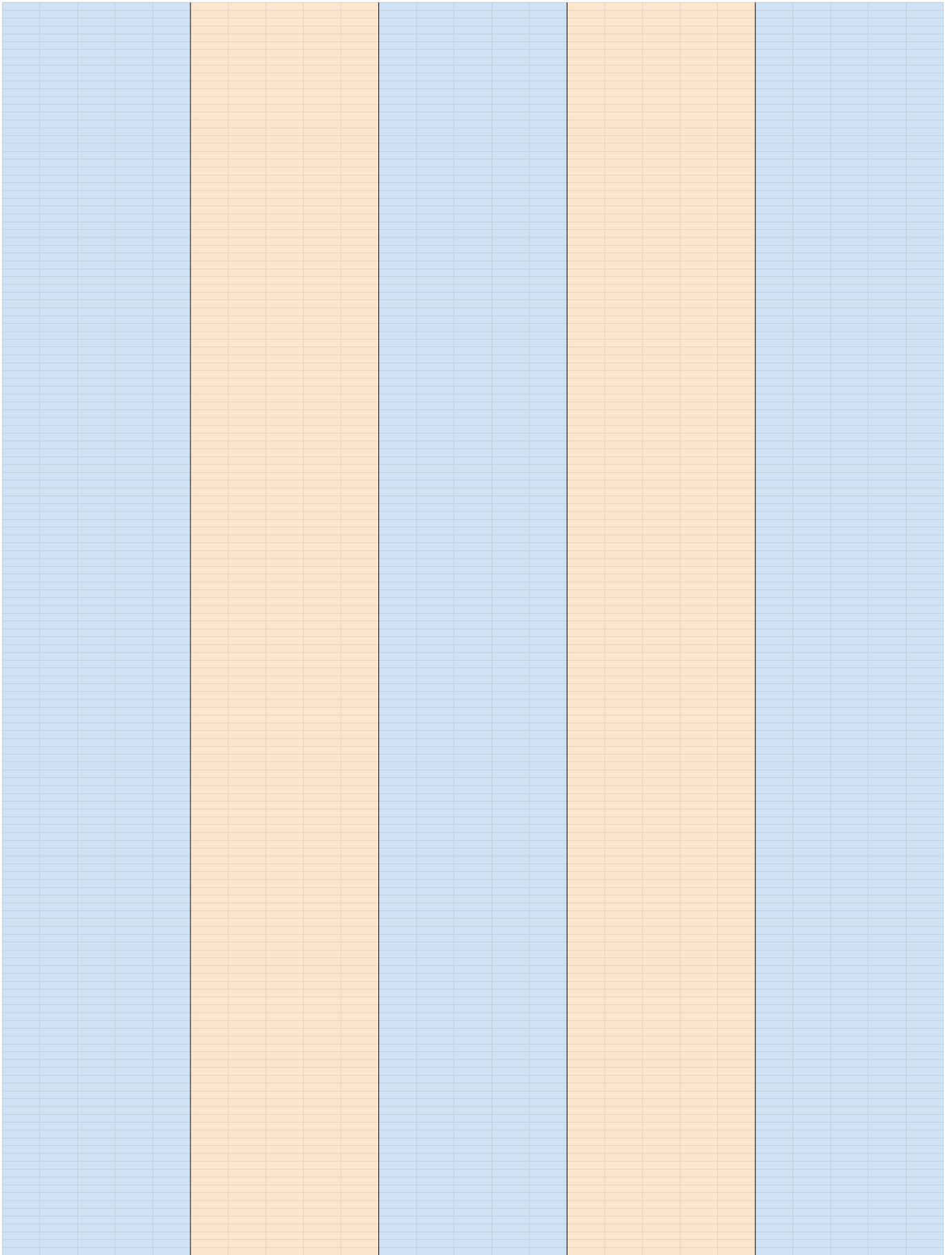
ROLES:
 1) Gives the Berserker a meleehybridized hybridized melee weapon, in a very unique way
 2) Its ability to switch between melee and "range-ier" attacks on demand with the reload-button is something 'd like to see expanded upon for other existing Berserker weapons
 (For example: Toggle explosions on/off for Hemoclobber and Pulverizer, rather than needing to reload, give the Static Striker some kind of EMP/shockwave attack on the reloadbutton etc. There's a lot of room for unique options by expanding that reload-button function on especially the Berserker weapons)

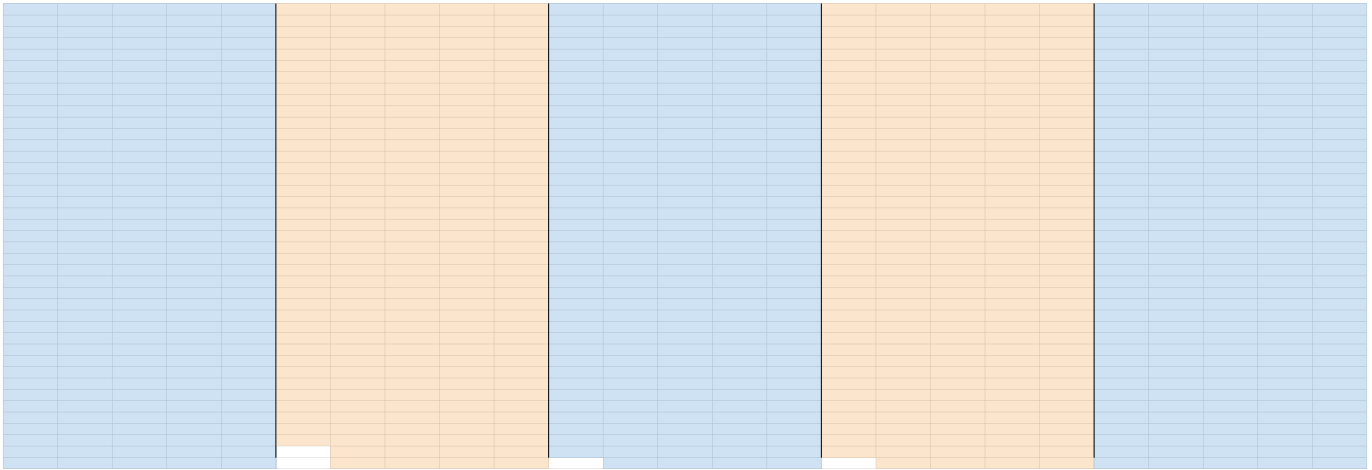












HRG Severance Rifle



"When your LMG needs more power, rather than speed. Oh, and some dual flash-loading ammunition for maximum gore!"

CLASS:	Commando
PRICE:	1500
WEIGHT:	7
DAMAGE:	80 Slash
FIRE RATE:	300 RPM
PENETRATION:	3
MAG SIZE:	30
SPARE AMMO:	240
RELOAD (NORMAL):	2.32 / 2.24 sec
RELOAD (ELITE):	1.68 / 1.7 sec
FIRE MODES:	Fullauto, semiauto

The M14 tweaked into a slowfiring, heavyhitting fullauto assault rifle, with a bigger magazine. Slashing damage type (that causes some rather gory kills) and nice penetration power. Its ACOG scope is also swapped for a red scope instead, for better close and midrange aiming. Can be toggled between fullauto and semiauto with altfire.

The Flamethrower, heavily modified. Now uses liquid metal instead of flammable but

With its unique modification, it solidifies the liquid metal into rapidly launching small

metallic balls, which bounce on impact and deal Bludgeon damage.

Altfire allows you to toggle between two firing modes: Either shoot with a basic but

rapid fullauto, or shoot with a slower fully automatic "shotgun swarm" mode, which

shoots 10 projectiles each time (and costing 10 ammo per shot too).

ROLES:

1) Grants bouncing bullets for Commando

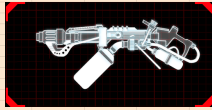
2) The ability to use a shotgunlike attack would definitely be something new to the

Commando (not too misleadingly), if you "not Commando" the altfire could of course

be removed

3) Bludgeon damage, another new damage type for the Commando to utilize

HRG Bullet Hell



"Spits lots and lots of metallic balls all over the place, bouncing around and causing 2x0s with ease"

CLASS:	Commando
PRICE:	1100
WEIGHT:	7
DAMAGE (AUTO):	25 Bludgeon
DAMAGE (SWARM):	10x 25 Bludgeon
FIRE RATE:	960 RPM (auto), 120 RPM (swarm)
PENETRATION:	0 (it bounces)
MAG SIZE:	75
SPARE AMMO:	450
RELOAD (NORMAL):	2.57 sec
RELOAD (ELITE):	1.93 sec
FIRE MODES:	Fullauto, 10-shot swarmshot (also full auto)

OTHER:

Swarm-mode launches 10 projectiles at once,

which also means it costs 10 ammo per shot.

With its unique modification, it solidifies the liquid metal into rapidly launching small

metallic balls, which bounce on impact and deal Bludgeon damage.

Altfire allows you to toggle between two firing modes: Either shoot with a basic but

rapid fullauto, or shoot with a slower fully automatic "shotgun swarm" mode, which

shoots 10 projectiles each time (and costing 10 ammo per shot too).

ROLES:

1) Grants bouncing bullets for Commando

2) The ability to use a shotgunlike attack would definitely be something new to the

Commando (not too misleadingly), if you "not Commando" the altfire could of course

be removed

3) Bludgeon damage, another new damage type for the Commando to utilize

HRG Oculus



"This powerful energy rifle takes scouting to the next level, allowing you to highlight enemies through walls!"

CLASS:	Commando
PRICE:	1750
WEIGHT:	8
DAMAGE:	57 EMP
FIRE RATE:	450 RPM
PENETRATION:	0
MAG SIZE:	35
SPARE AMMO:	270
RELOAD (NORMAL):	2.63 / 2.91 sec
RELOAD (ELITE):	1.97 sec (?)
FIRE MODES:	Fullauto

SCANNER:

100 energy per use

MAG SIZE:

100 energy

SPARE AMMO:

Infinte

RECHARGE TIME:

20 sec to full

The Helios Rifle changed into a laser pulse rifle, with its altfire being a unique scanning

module. Primary fire fully automatically, albeit rather slowly, shoots a thin blueish

laser beam with good damage. Altfire emits a large scanning radial energy pulse,

travelling through walls - all enemies hit by the scan's pulse (including invisible ones)

are highlighted and visible through walls for a moderate period of time. The altfire's

scanner uses rechargeable energy (similar to headsets), but uses 100% of its energy

on use and is rather slow to recharge.

ROLES:

1) Emphasizes the Commando's "scouting" role with the unique scanning device

2) EMP damage. Another new damage type for Commando.

HRG Accelerator



"Wind up this lethal rifle to wind down your stress levels."

CLASS:	Commando
PRICE:	1500
WEIGHT:	7
DAMAGE (AUTO):	35 Assault Rifle
DAMAGE (POWER):	105 Assault Rifle
FIRE RATE:	240 - 1000 RPM (auto), 150 RPM (powershot)
PENETRATION:	0
MAG SIZE:	60
SPARE AMMO:	420
RELOAD (NORMAL):	2.24 / 2.36 sec
RELOAD (ELITE):	1.75 / 1.8 sec
FIRE MODES:	Windup fullauto, semiautomatic powershot

OTHER:

Takes around 8 bullets to reach max RoF when in

fullauto mode. Powershot mode costs 3 ammo

per shot.

The Kiss modified into an advanced assault rifle with a much longer barrel. Has slow

RoF initially, but gains a lot of RoF the more it is continually fired (and the RoF bonus

is not gradually when not firing, but rather quickly).

Can toggle to a semiautomatic power shot mode with altfire, which shoots 1 heavier

round, dealing 3x damage, but also costing 3 ammo per shot.

Overall, the gun also has relatively low recoil in auto mode, which helps with its

sporadic fire rate.

ROLES:

1) No weapon has a "windup" firing mode, making it unique to both the Commando

and to the game as well

2) The powershot alternative gives Commando a "Sharpshooter"-esque option too

HRG Subjugator



"Dominates the battlefield with bullets which contain more bullets inside!"

CLASS:	Commando
PRICE:	1500
WEIGHT:	8
DAMAGE:	50 Assault Rifle (bullet) 3x 30 Assault Rifle (strapped)
FIRE RATE:	550 RPM
PENETRATION:	0 (2 for Strapped)
MAG SIZE:	25
SPARE AMMO:	300
RELOAD (NORMAL):	2.4 sec
RELOAD (ELITE):	1.7 sec
FIRE MODES:	Fullauto, semiauto

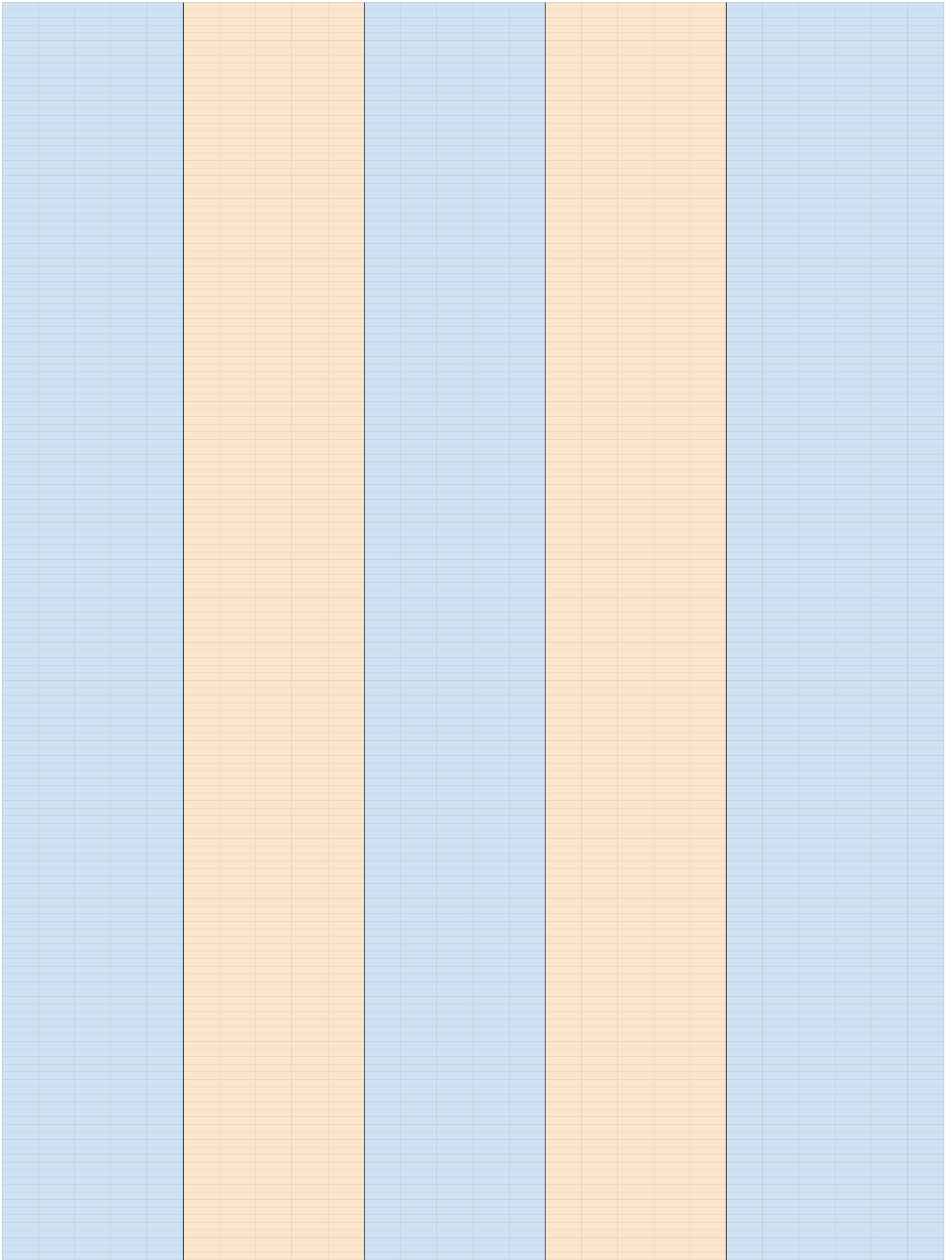
OTHER:

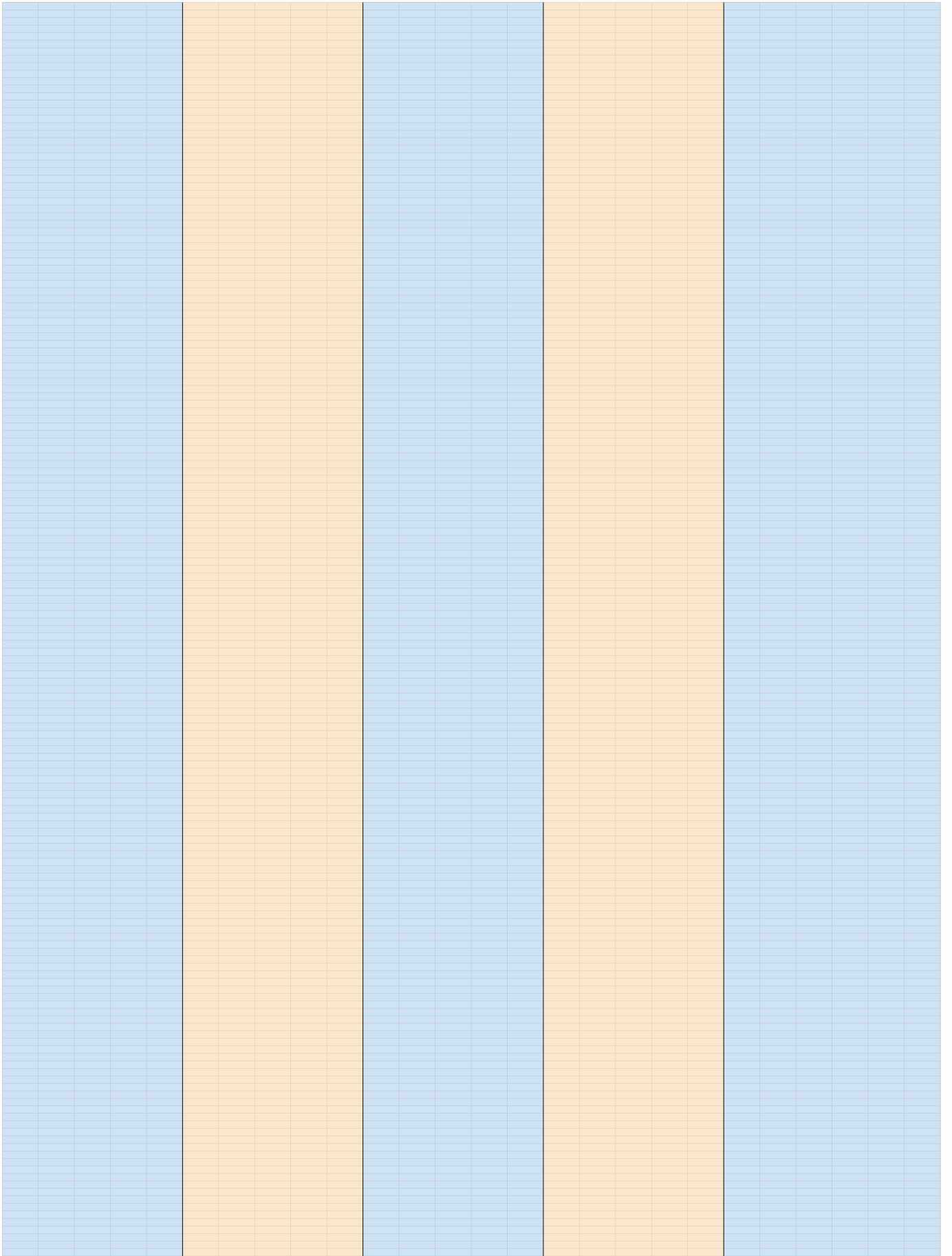
The AA12, instead shooting modified bullets, with "strapped"-like strapnel upon impact.

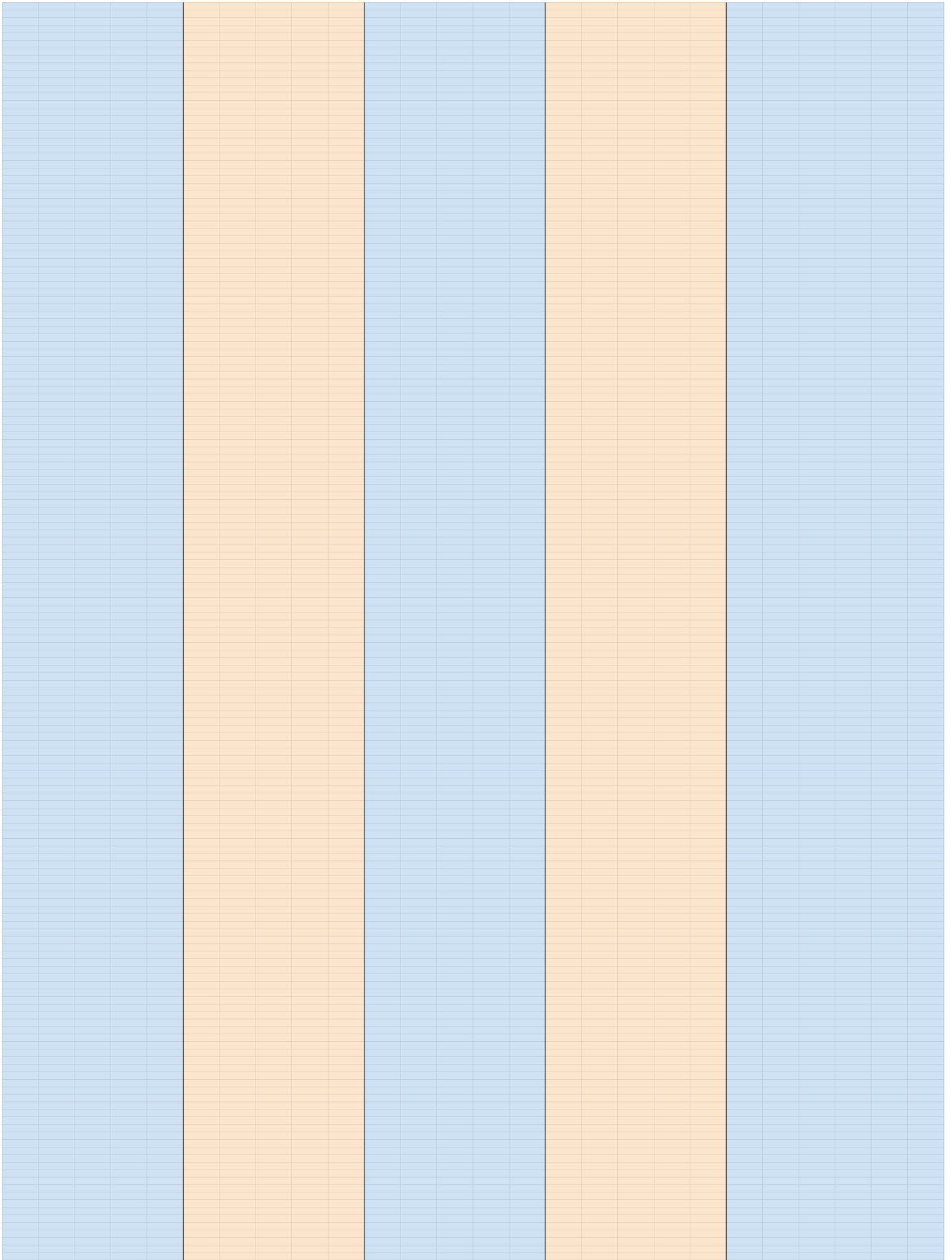
Reloads faster and is lighter weight than the regular AA12 as well.

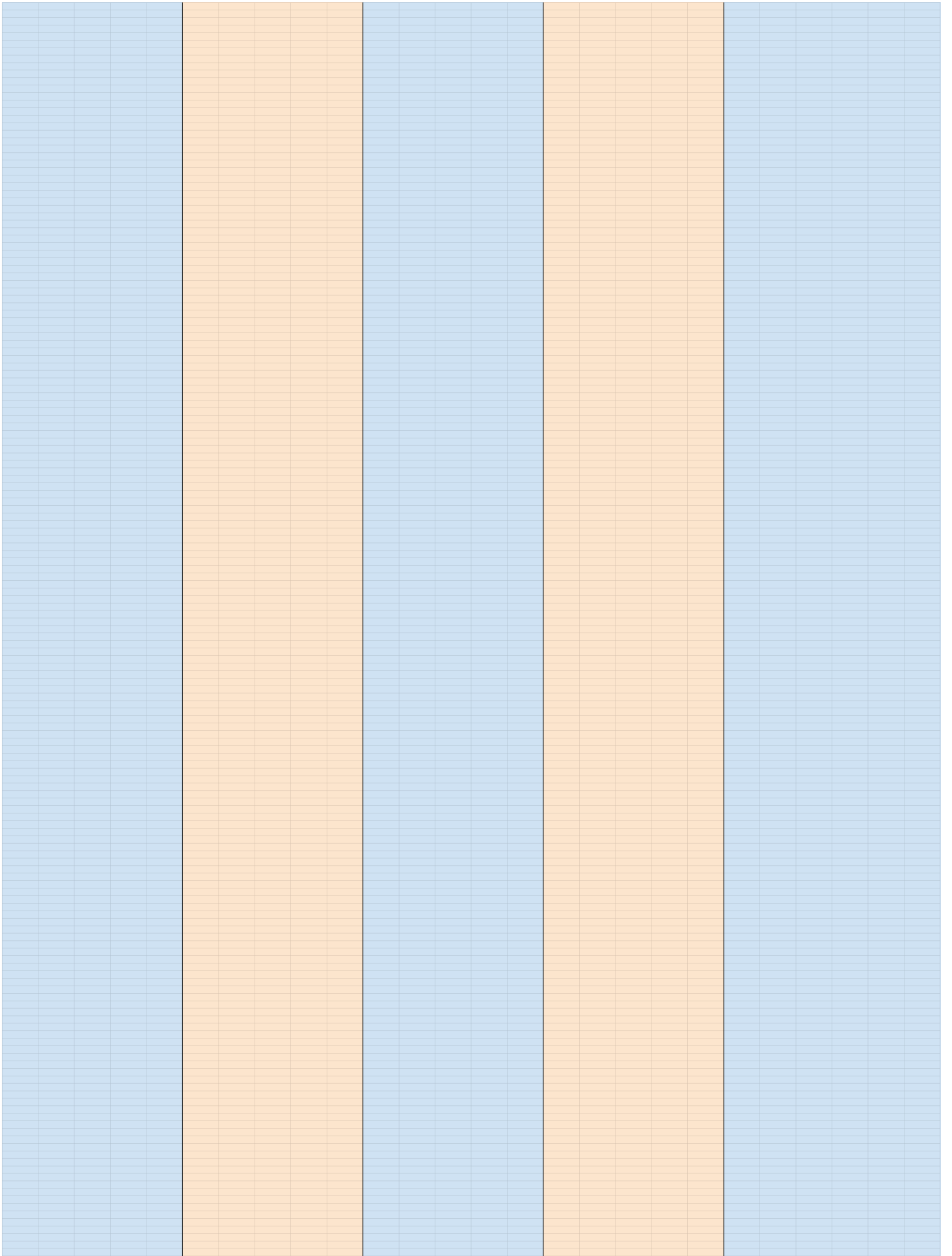
ROLES:

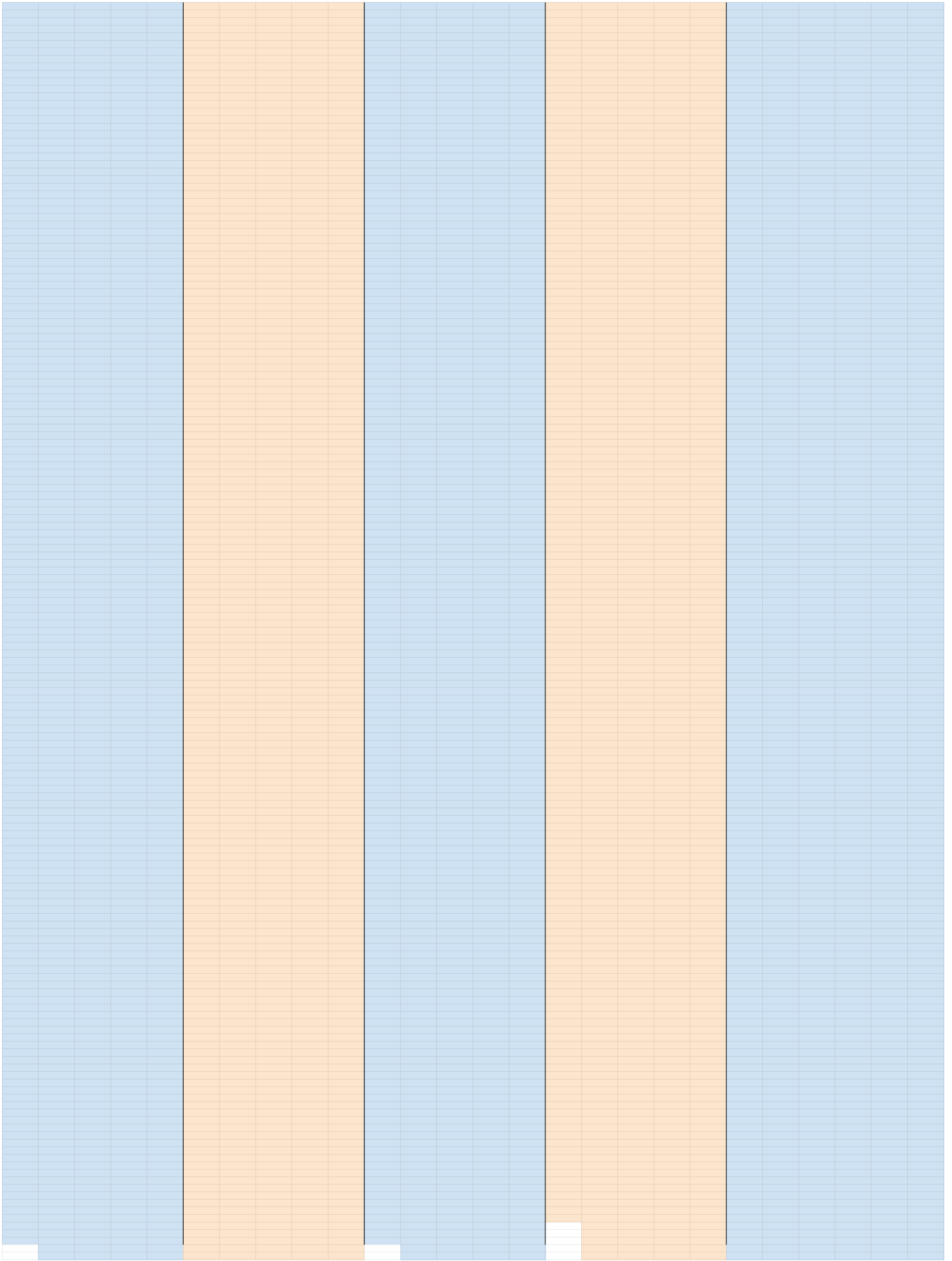
1) Lets the Commando also back in the Rifle-in-strapped galore, but in its own main damage type











HRG Demogoblin



"Tricks and traps, in an explosive gun form"

CLASS: Demolitionist
 PRICE: 1200
 WEIGHT: 7
 DAMAGE (PRIMARY): 50 Ballistic Impact (direct impact) + 90 Explosive (5 meter radius, exponential falloff)
 DAMAGE (ALTRFIRE): 50 Ballistic Impact (direct impact) + 90 Explosive (5 meter radius, exponential falloff)
 FIRE RATE: 240 RPM
 PENETRATION: 0
 MAG SIZE: 7
 SPARE AMMO: 98
 RELOAD (NORMAL): 2.28 sec
 RELOAD (ELITE): 1.71 sec
 FIRE MODES: Semiauto (both primary and altrfire)

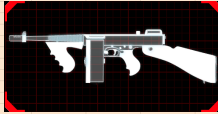
OTHER: Altrfire's shots sticks to surfaces, have a 1 second arming time, and detonates when an enemy gets within its explosive range. Max lifetime of altrfire shots is the entirety of a wave, and max 14 can be placed at once per player. Shooting more altrfire shots after that detonates the oldest one immediately.

The Demogoblin, modified to launch small explosive dart-rockets instead. Primary fire shoots them with instant detonation, while altrfire shoots them to detonate on enemy proximity, after they have stuck onto something first for at least 1 second (so that an enemy, a welded door, the floor etc.) letting you use them as small landmines, basically.

ROLES:
 1) Gives the Demolitionist an intermediate-power weapon, something it lacks, as the HR-25 is weak, but then the rest are all rather highpower weapons after that. Only the MSF-M303 really offers something akin to that, but its more on the lower damage for its bullets, still
 2) Gives the Demolitionist another trap-option, aside from the C4 and welding doors

Addolt (HRG Tommy Boom)

HRG Tombstone



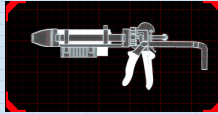
"Redefines the Tommygun's street sweeping legacy with a loud bang. Actually, with lots of loud bangs!"

CLASS: Demolitionist
 PRICE: 1100
 WEIGHT: 7
 DAMAGE: 15 Ballistic Impact (direct impact) +40 Explosive (2 meter radius, linear falloff)
 FIRE RATE: 450 RPM
 PENETRATION: 0
 MAG SIZE: 25
 SPARE AMMO: 150
 RELOAD (NORMAL): 2.24 / 2.95 sec
 RELOAD (ELITE): 1.8 / 2.31 sec
 FIRE MODES: Fullauto, semiauto

The Tommygun, modified with smokeless, explosive bullets. While it gains AoE power compared to the regular Tommygun, it loses a lot of rate of fire, magsize and spare ammo.
 It basically functions like a fullauto, single-pellet HRZ5, if you will.
 Altrfire allows you to toggle between fullauto and semiauto.

ROLES:
 1) Gives the Demolitionist a self-defence weapon on the "lower damage but spammiest" spectrum. Hopefully not too rolebreaking?

HRG Crash n' Boom



"This homemade rocket launcher brings some serious life to the party with its cascading and firework-like explosions"

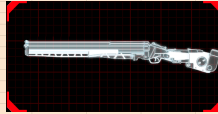
CLASS: Demolitionist
 PRICE: 750
 WEIGHT: 5
 DAMAGE: 180 Ballistic Impact (direct impact) + 6x 30 Explosive (5 meter radius, exponential falloff)
 FIRE RATE: 120 RPM
 PENETRATION: 0
 MAG SIZE: 2
 SPARE AMMO: 30
 RELOAD (NORMAL): 2.28 sec
 RELOAD (ELITE): 1.88 sec
 FIRE MODES: Semiauto

OTHER: Its 6 explosions all occur over 0.9 seconds, with the location of each explosion being slightly shifted from the initial impact location, at random (to simulate that "firecracker" kind of feel for the explosions)

The Caulk n' Burn, modified to launch the canisters entirely! The canisters are now a bit more rocket-like in appearance, and they cause decently high direct damage and 6 firework-like explosions around the impact zone. Functions as an early-game, light-weight rocket launcher, along with a unique explosive flair.

ROLES:
 1) Gives the Demolitionist a straightfiring early-tier explosive weapon
 2) Focuses a bit more on its impact damage as a strength, especially for an early tier weapon
 3) Its firework-like explosions is a new playstyle, for sure

HRG Sidewinder

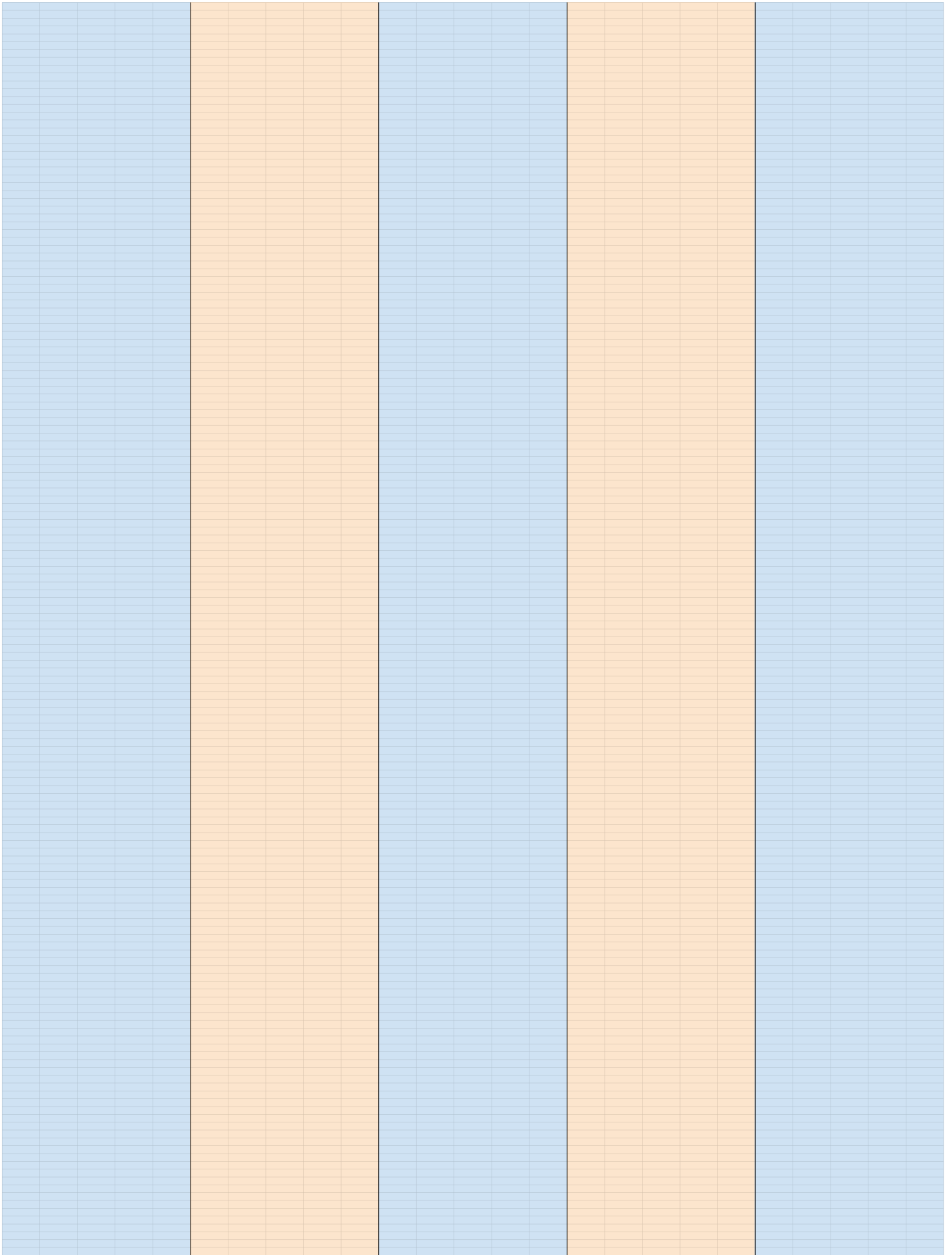


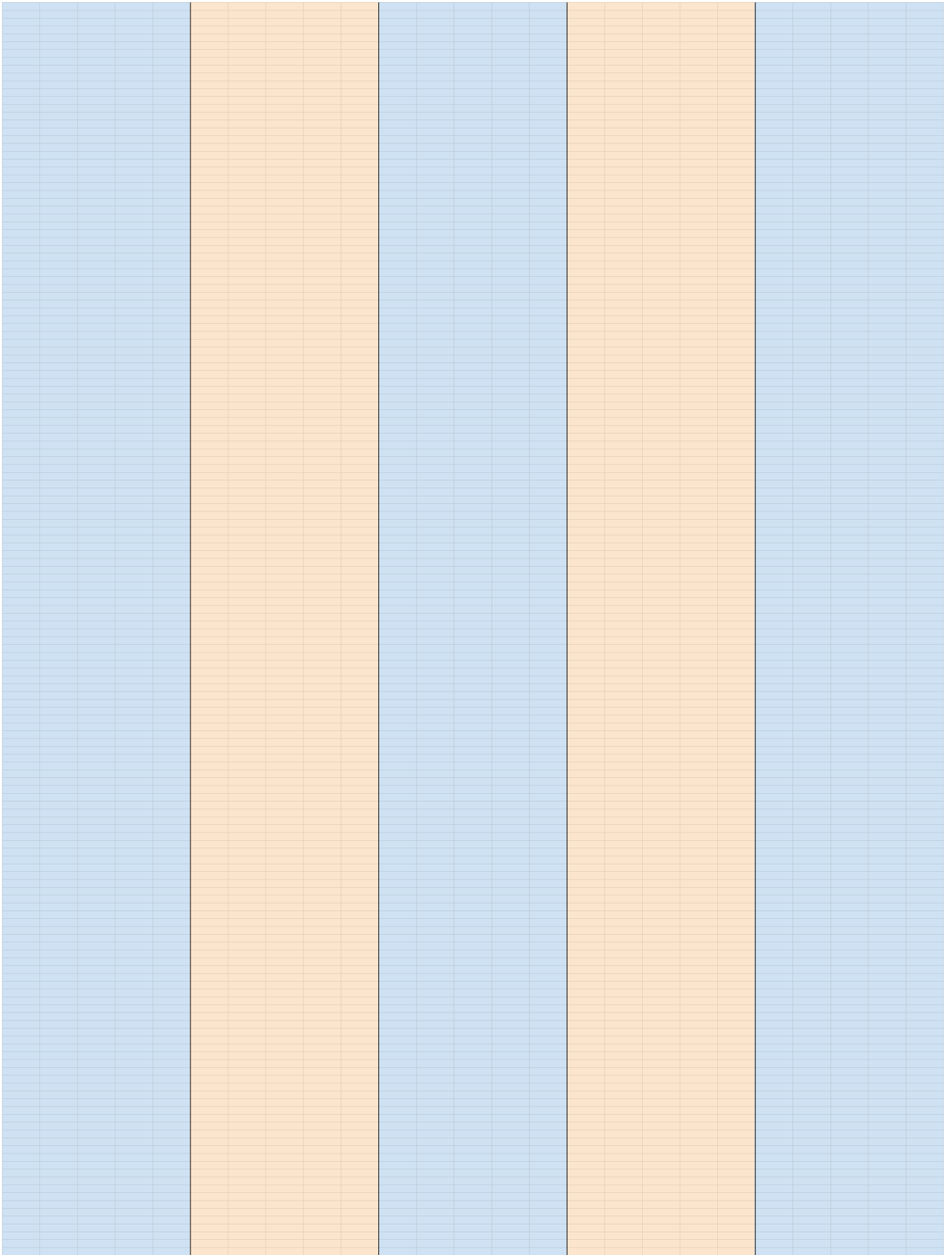
"A handheld 4-barreled missile launcher. Yup, that's as great as it sounds!"

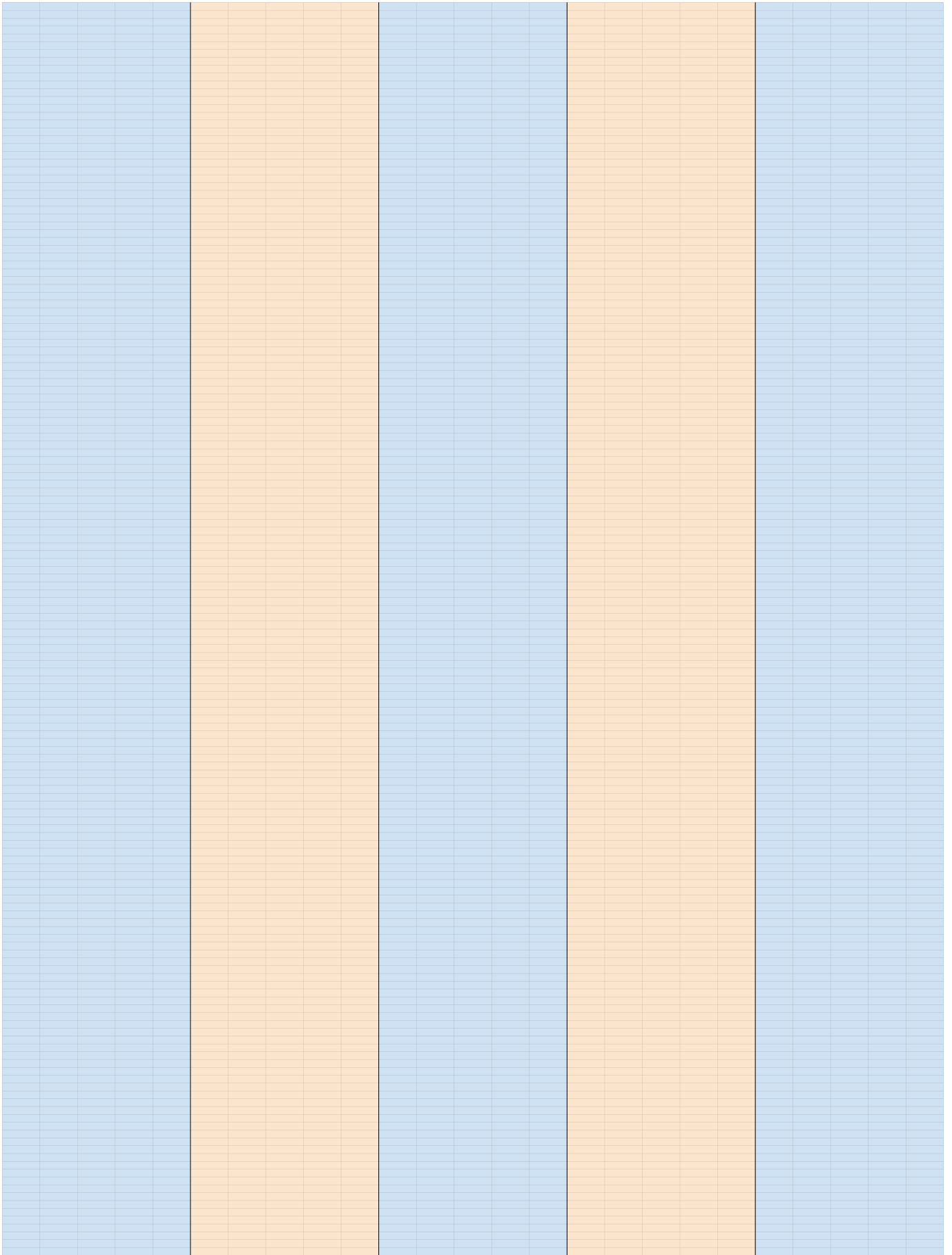
CLASS: Demolitionist
 PRICE: 1750
 WEIGHT: 9
 DAMAGE: 150 Ballistic Impact (direct impact) + 250 Explosive (5 meter radius, linear falloff)
 FIRE RATE: 240 RPM
 PENETRATION: 0
 MAG SIZE: 4
 SPARE AMMO: 40
 RELOAD (NORMAL): 2.21 sec
 RELOAD (ELITE): 1.85 sec
 FIRE MODES: Semiauto (primary), quadshot (altrfire)

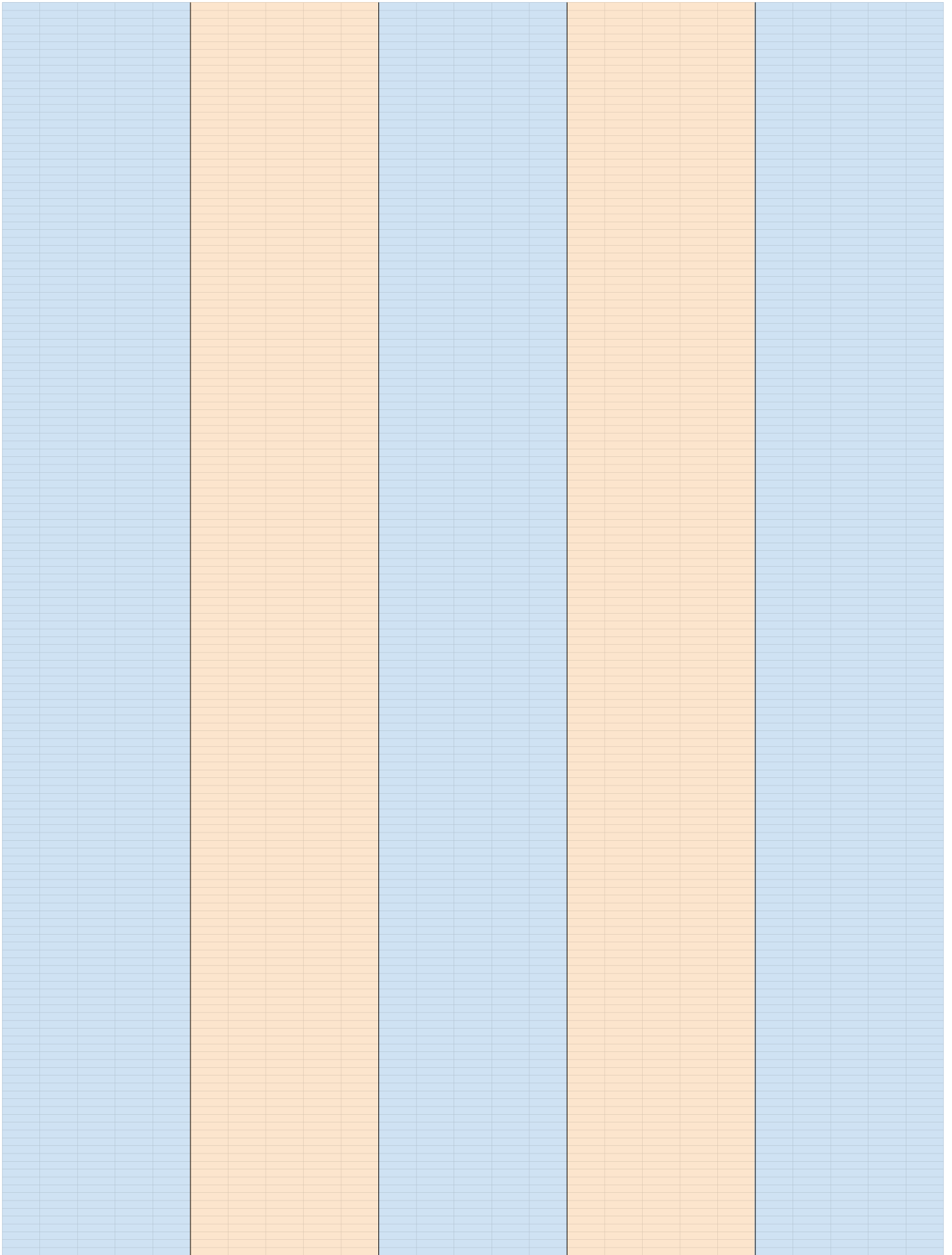
The Doomstick, with a slightly shorter barrel and using small, accurate missiles as its munition. Primary fire launches 1 missile at a time, while altrfire launches all 4 shots at once (or however many remains loaded).

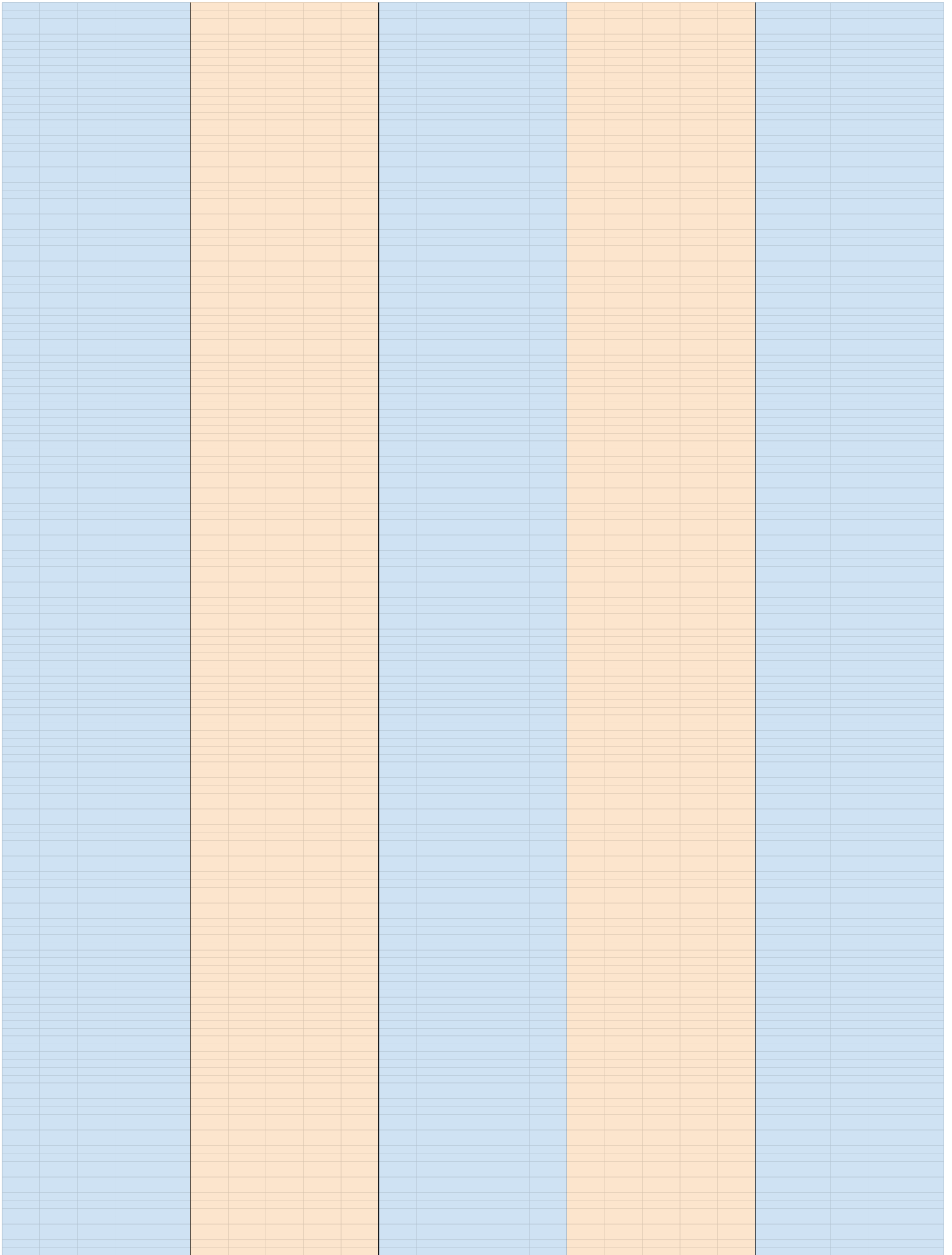
ROLES:
 1) Gives the Demolitionist a bit of a hybrid feel between the spammiability of the MS2 and the burst power of the RPG-7

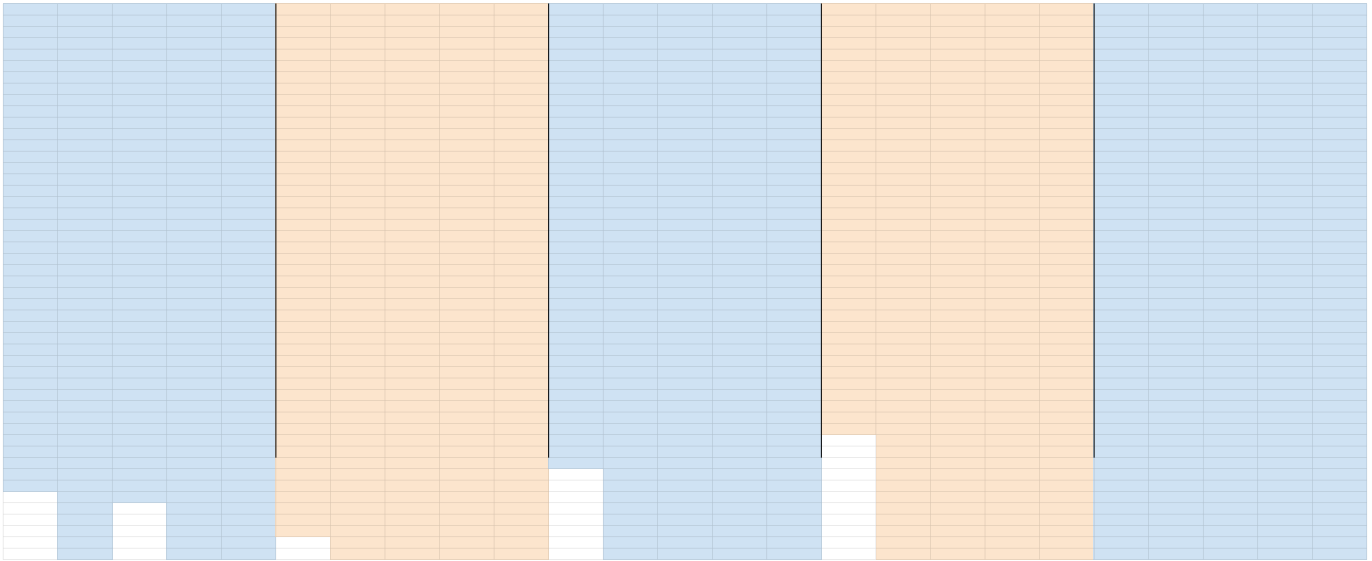












HRG Lionheart



"A simple but effective marksman rifle, perfect for self-defence and long-range attacks alike."

CLASS: Sharpshooter
 PRICE: 750
 WEIGHT: 6
 DAMAGE: 50 Rifle
 FIRE RATE: 350 RPM (semi-auto), 400 RPM (burst)
 PENETRATION: 1
 MAG SIZE: 30
 SPARE AMMO: 180
 RELOAD (NORMAL): 3.12 / 2.77 sec
 RELOAD (ELITE): 1.93 / 1.92 sec
 FIRE MODES: Semi-auto, 3-round burst

The L86 modified with a longer barrel and made burst and semi-auto only. While it has less RoF, less ammo and is a bit heavier, it has Rifle-type damage, a 5k more power per shot and gains penetration.

ROLES:
 1) Gives the Sharpshooter a much needed self-defence weapon for the earlier rounds
 2) First Sharpshooter weapon with burstfire

HRG Killshot



"A battle rifle's flexibility combined with the power of a sniper rifle, in this high-tech railgun-esque rifle"

CLASS: Sharpshooter
 PRICE: 1500 (or 1750?)
 WEIGHT: 8
 DAMAGE: 90 Piercing (tapfire), 450 Piercing (charged shot)
 FIRE RATE: 240 RPM (tapfire), 50 RPM (charged shot)
 PENETRATION: 1 (tapfire), 5 (charged shot)
 MAG SIZE: 25
 SPARE AMMO: 125
 RELOAD (NORMAL): 2.57 sec
 RELOAD (ELITE): 2.24 sec
 FIRE MODES: Semi-auto (tap or charge)

The Killswat, modified to shoot with superheated metal slugs instead. Tapping primary fire shoots basic, hitscan "bullets" Holding primary fire quickly charges up the attack, and upon reaching the max charge, it immediately fires a stronger shot (so, you can't "hold" the charged shot), which is also ever so slightly "thicker" and a whole bunch more penetrating, but costs 5 ammo

Note of reference: If you've played Apex Legends in the older days, The Havoc Rifle with Selectfire (which no longer exists, RIP) is basically identical in firing style and speed to the Killshot's charge function.

ROLES:
 1) Grants the Sharpshooter a hybrid weapon between the M14 and the Railgun, but without copying either of them. The M14 is faster, lighter and with better penetration than this gun's spamshots, while the Railgun hits harder than this gun's chargeshots. But this gun has the flexibility of being similar to both.
 2) Can alter its zoom-levels

HRG Thunderbird



"The Thunderbird, a mighty mythological creature, truly was the inspiration for this shocking pistol."

CLASS: Sharpshooter
 PRICE: 1200
 WEIGHT: 4
 DAMAGE: 110 EMP (bullet), 30 EMP (per bounce-beam)
 FIRE RATE: 180 RPM
 PENETRATION: 1
 MAG SIZE: 6
 SPARE AMMO: 60
 RELOAD (NORMAL): 2.07 / 2.09 sec
 RELOAD (ELITE): 1.84 / 1.79 sec
 FIRE MODES: Semi-auto

OTHER:
Kills generate 1 electric beam, which bounces over to hurt an enemy within 8 meters of the killed target. Headshot kills with the Thunderbird generates 2 of these beams, both of which can strike the same target.

The Desert Eagle, made more high-tech. Shoots strong and volatile energyshots (like a hitscan beam). If you kill an enemy, or if it dies within 1 second of being shot by the Thunderbird, it causes the energy to bounce over to damage the nearest enemy if it is within range - causing 2 of these bouncebeams if the Thunderbird die a headshot kill (and both of these beams can bounce over to the same enemy). It also gets a red dot sight, but has increased weight.

Only singlewcase.

ROLES:
 1) Gives the Sharpshooter another generalist-ish gun, but with more direction towards a crowdcontroller, due to its bouncebeam mechanic.
 2) Rewards headshots uniquely, by giving more crowdcontrol towards other targets

HRG Ballista

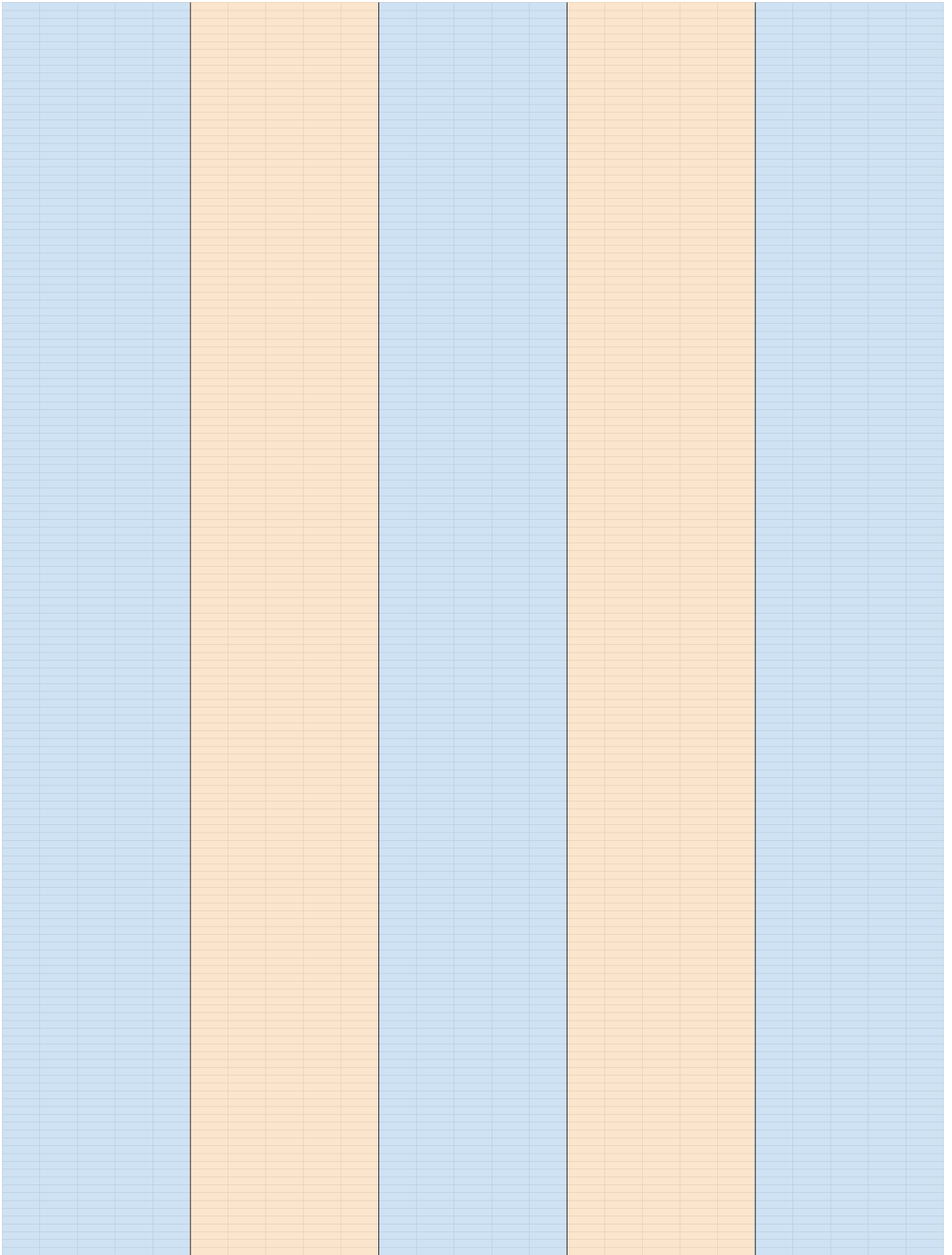


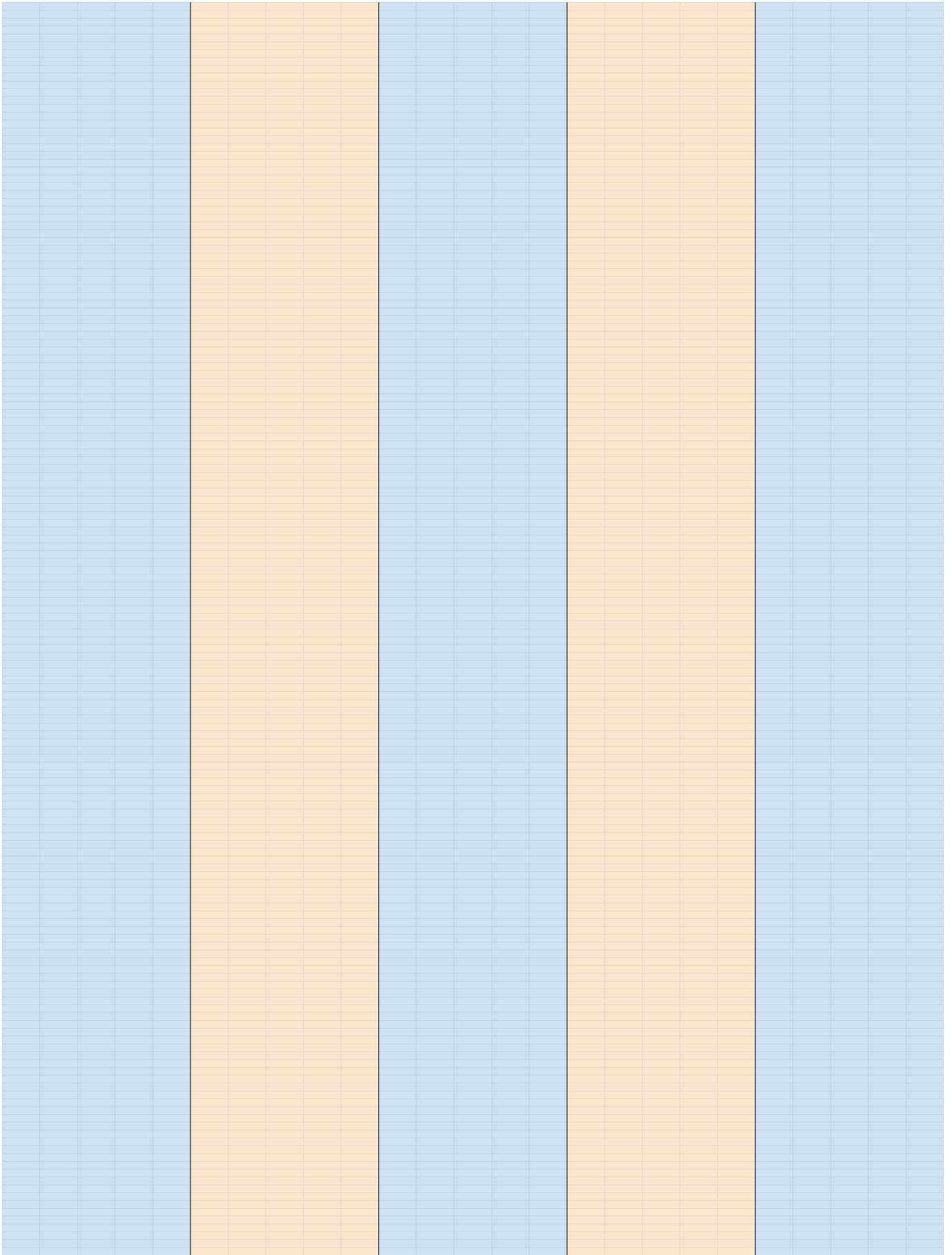
"A modern take on the ancient Ballista - using rocket fuel to power up this nasty javelin-launcher"

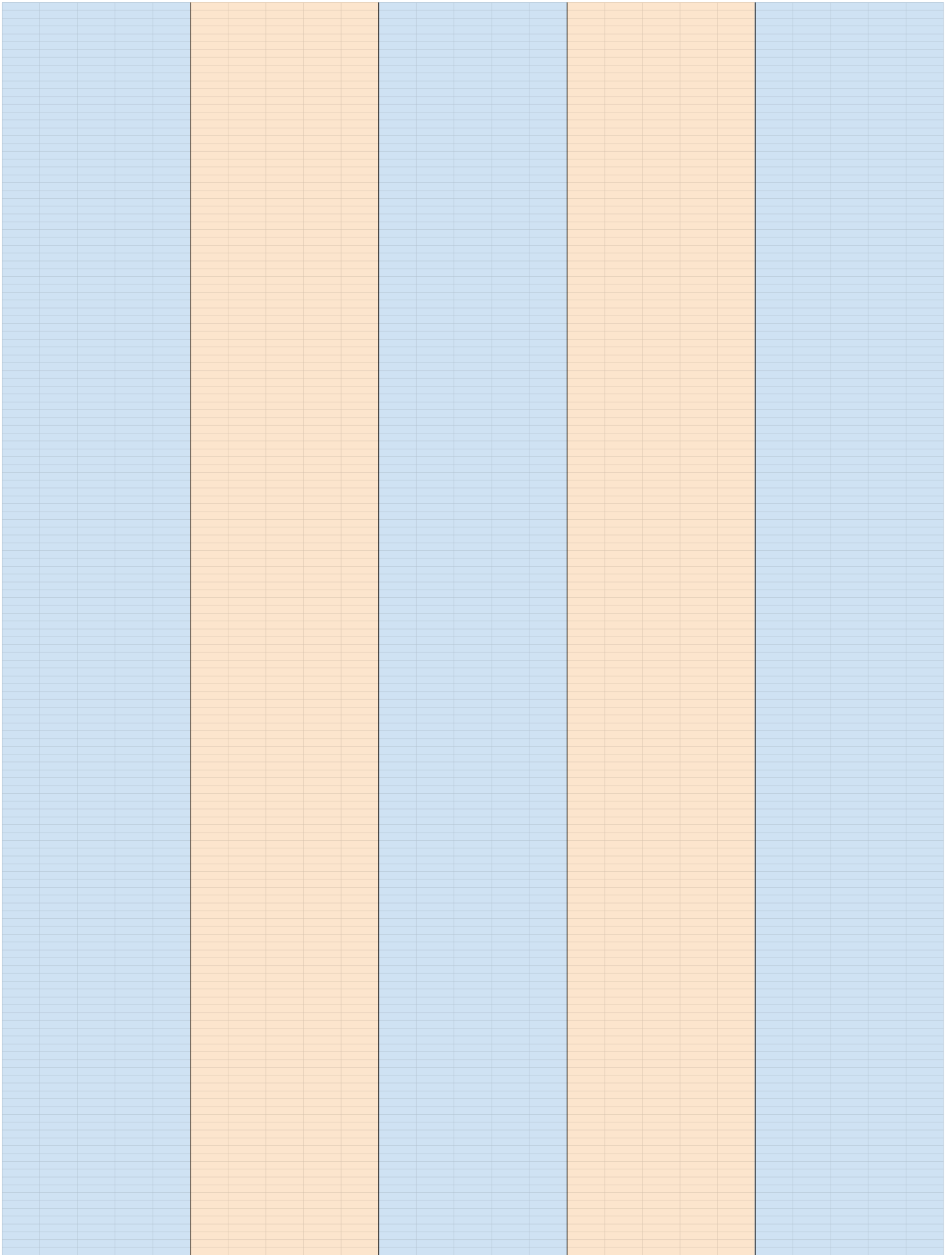
CLASS: Sharpshooter
 PRICE: 1200
 WEIGHT: 8
 DAMAGE: 465 Piercing (spear), 400 Bludgeon (corpse collide)
 FIRE RATE: 28 / 36 RPM (normal vs elite reload)
 PENETRATION: 0 (spear), 6 (corpse)
 MAG SIZE: 1
 SPARE AMMO: 34
 RELOAD (NORMAL): 1.59 sec (+0.4 sec reload delay)
 RELOAD (ELITE): 1.19 sec (+0.4 sec reload delay)
 FIRE MODES: Semi-auto

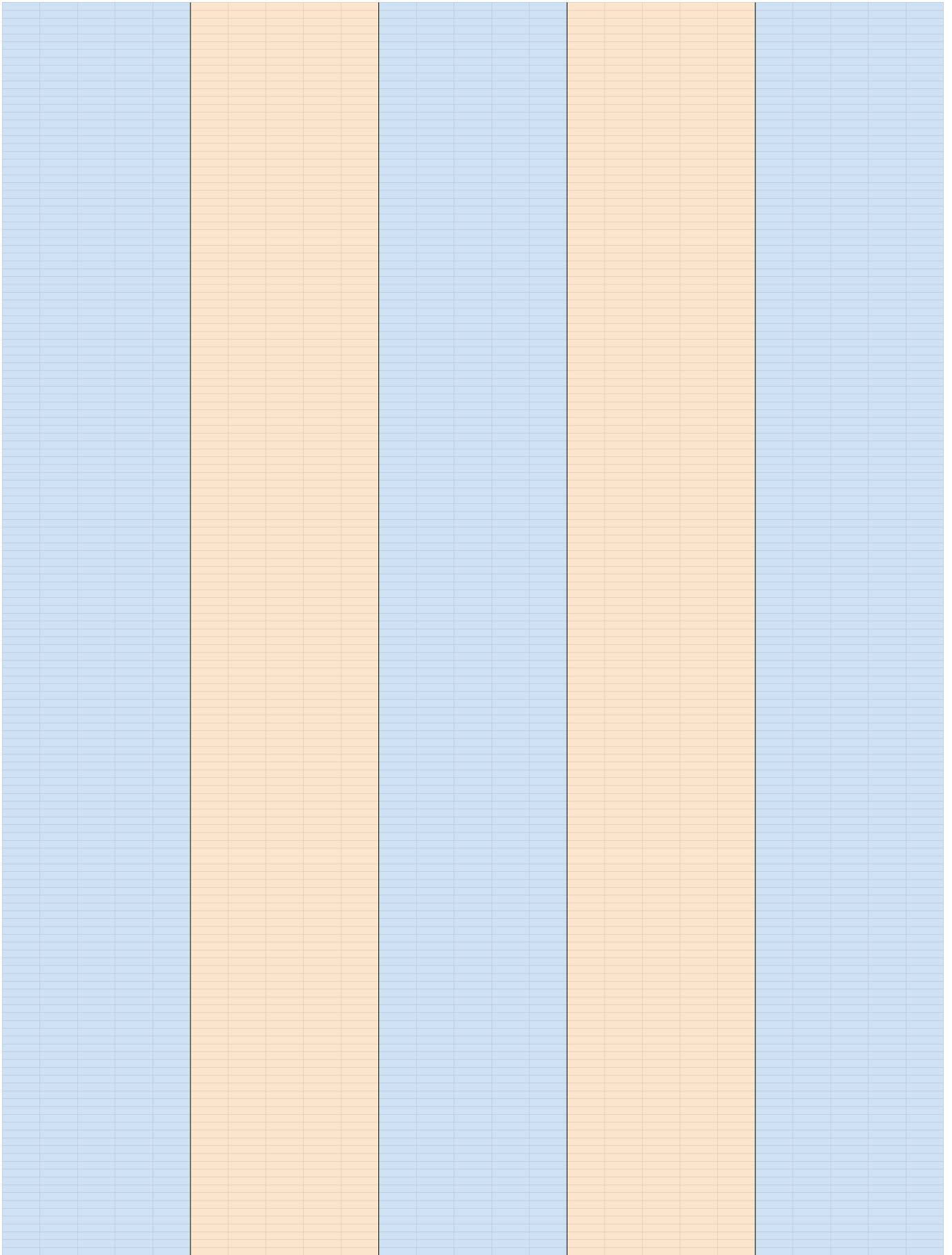
The RP10-7 launching big rocket-propelled spears instead of rockets. On top of having heavy direct damage, it also has very high pushback, stun and knockdown power: if the enemy is killed by the spear, it will be heavily ragdolled (similar to the Seal Squall) and its body will hurt enemies it might collide with. The corpse can collide for damage up to 6 times, following Penetration-rules.

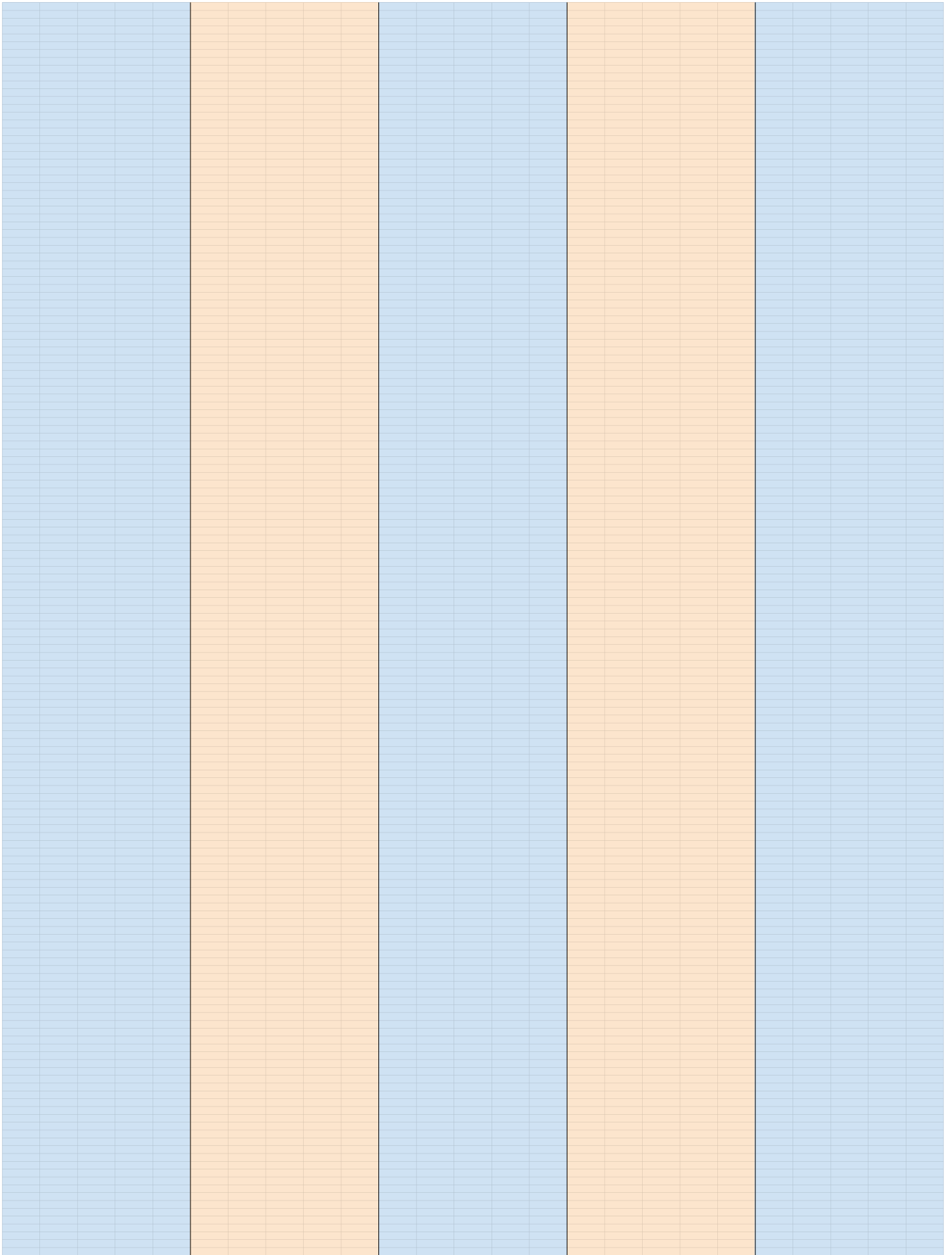
ROLES:
 1) Gives it a powerful incapacitation weapon, with its big pushback, stun and knockdown power: perfect to stall big enemies while also dealing big damage to them.
 2) Utilizes corpses for "penetration" damage, which would be a first in KF2

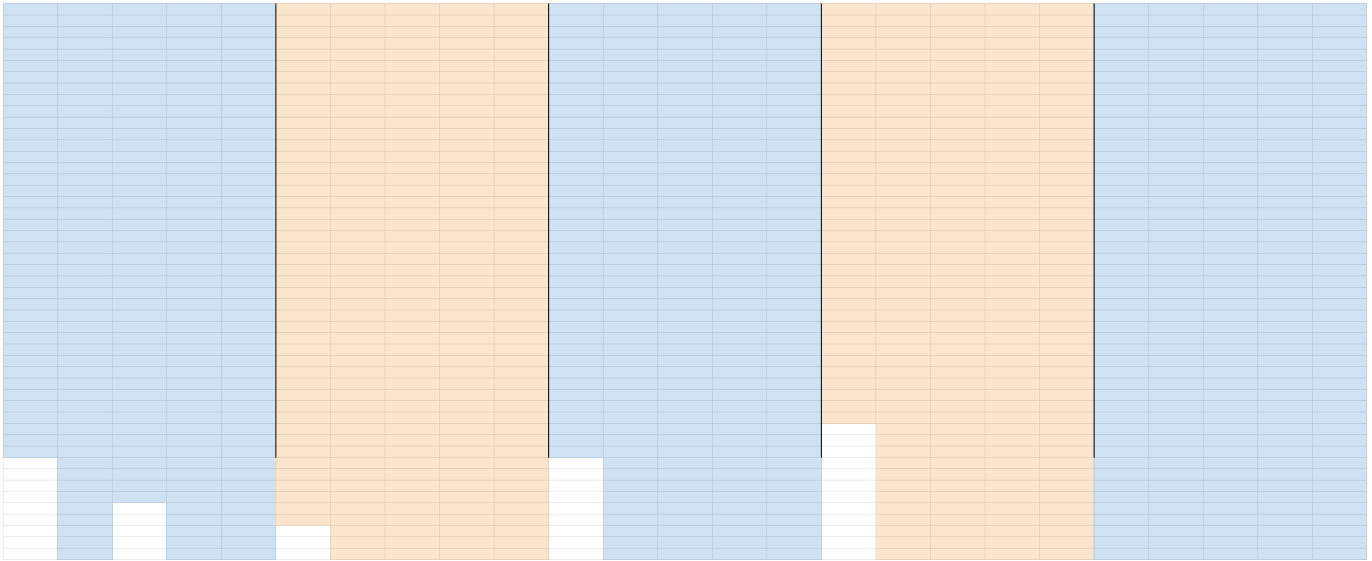












HRG Spreadfire



"Pop multiple heads at once with this horizontally spreading shotgun!"

CLASS:	Support
PRICE:	650
WEIGHT:	5
DAMAGE:	5x 30 Shotgun
FIRE RATE:	150 RPM
PENETRATION:	2
MAG SIZE:	10
SPARE AMMO:	70
RELOAD (NORMAL):	1.19 + 0.46 sec
RELOAD (ELITE):	0.76 + 0.26 sec
FIRE MODES:	Semiauto (level-action)

OTHER: Its spread is almost entirely horizontal
The Centrefire, modified into using shotgun shells. Spreads its pellets almost entirely horizontally, giving it a unique and rather reliable headshotting potential - but deals less total damage per shot than most other shotguns.

ROLES:
1) Gives the Support a bit of a longer-range and/or better headshot alternative

HRG Cassiopeia



"Plasma shotgun. Two words that sound so sweet together, don't you think?"

CLASS:	Support
PRICE:	1500
WEIGHT:	7
DAMAGE (PRIMARY):	5x 65 EMP
DAMAGE (ALTFIRE):	5x 65 EMP
FIRE RATE:	100 RPM
PENETRATION:	2
MAG SIZE:	6
SPARE AMMO:	60
RELOAD (NORMAL):	2.9 / 2.56 sec
RELOAD (ELITE):	1.58 / 1.77 sec
FIRE MODES:	Semiauto (both primary and altfire)

OTHER: Altfire's shots travel very slow, and stick to surfaces (ground, welded doors etc), with their max lifetime being the entirety of a wave. Max 20 altfire projectiles can exist per player at once. Shooting more altfire shots after that removes the oldest ones immediately.

The UMP, modified into a powerful, slow, semiautomatic plasma shotgun. Shoots 5 plasmas in a moderately wide W-formation (the width between them being affected by Tight Choice, yes) - hence its name Cassiopeia, the constellation with a W-esque shape. Alternate fire shoots in the same manner, but with the projectile speed being VERY slow, but the altfire also makes the projectiles have a very long lifetime, which includes not being removed upon hitting environment. This allows them to stick to the ground, walls, and maybe more interestingly, welded doors! Due to that, you can use altfire as a "trap" attack if you wish.

For example, shoot some of them on a welded door, then once the door is broken or unwelded, the plasmas will continue their path forward and damaging anything behind that door. Or just shoot them on the floor and let enemies walk over them. Note that these stick projectiles still follow penetration rules, losing damage every time a new enemy touches them.

ROLES:
1) Emphasizes the welding potential with its "trap"-like altfire
2) Its altfire allows for some different tactics, not just for traps
3) EMP damage is new to the Support
4) Grants a slower but, magfed, heavyhitting shotgun (Closest to this is the HCL2)

HRG Breaching Talon



"If a bunch of nails won't do, how about a cluster of small spears?"

CLASS:	Support
PRICE:	1200
WEIGHT:	7
DAMAGE:	4x 40 Shotgun
FIRE RATE:	200 RPM
PENETRATION:	4
MAG SIZE:	12
SPARE AMMO:	96
RELOAD (NORMAL):	2.78 / 2.62 sec
RELOAD (ELITE):	2.07 / 1.91 sec
FIRE MODES:	Semiauto

OTHER: Each spear deals 25% damage to doors, but only if the doors are welded

The SCAR, modified into a semiautomatic shotgun of sorts. It launches 4 small "spears" on each shot, which not only have great penetration power and a rather narrow spread, but they can also break welded doors.

This makes it perfect to combine with weapons like the HRG Cassiopeia, Demolitionist door traps and other similar AOE weapons, as well as being useful for making quick emergency escape routes through otherwise welded doors blocking your path.

ROLES:
1) Can breach doors quickly, which is a first for a non-grenade option
2) Gives another fast(er) semiautomatic shotgun option over the MM, but is more sustain-based than bursty. The MM shoots faster and harder, but has shell-by-shell reload and overall a long reload from 0 to max mag. The Breaching Talon shoots slower and weaker, but reloads the magazine in its entirety and has a deeper mag as well

HRG Corsair



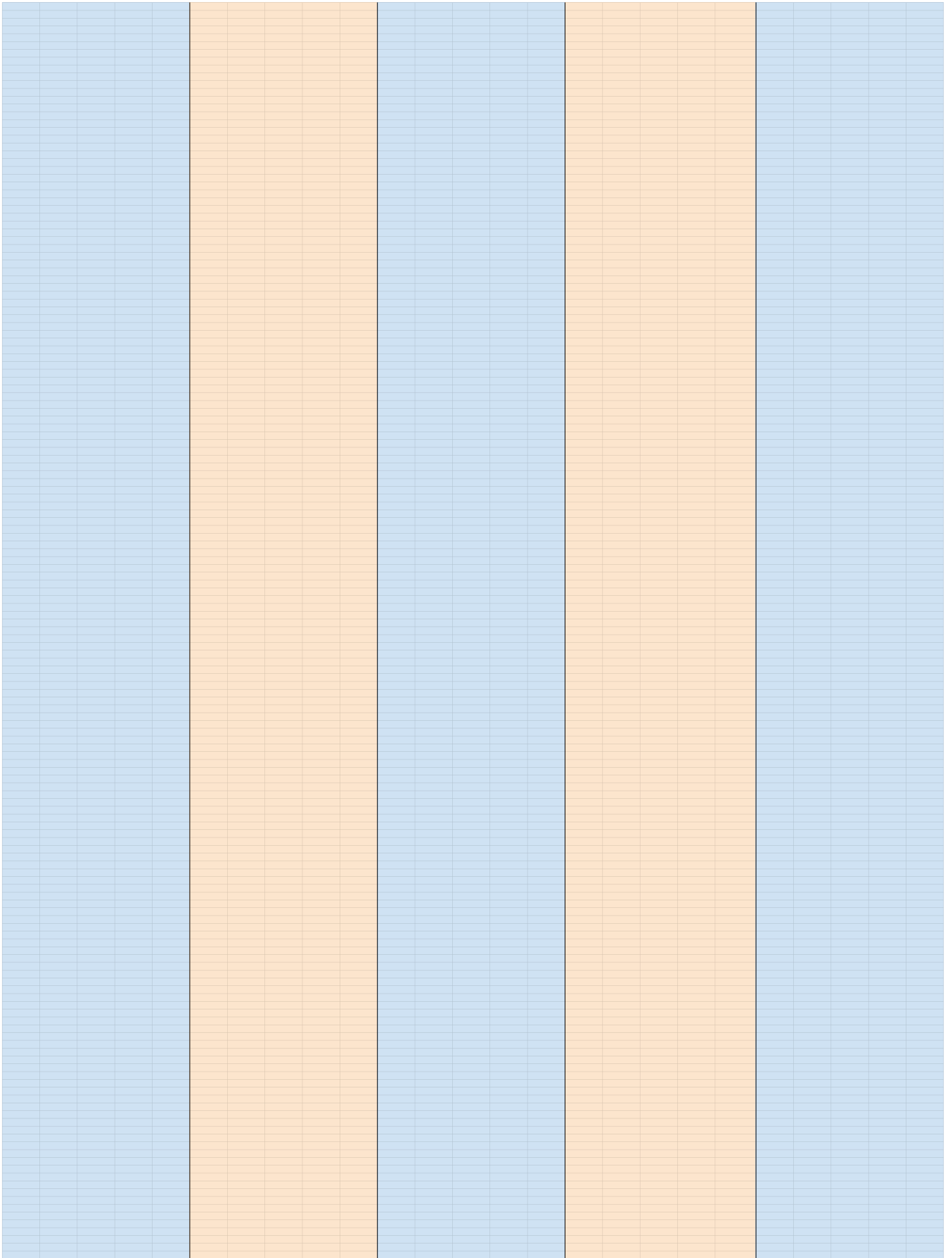
"Yarr! If you feel like you need the broadside barrage of a pirate ship, use this kraken of a shotgun!"

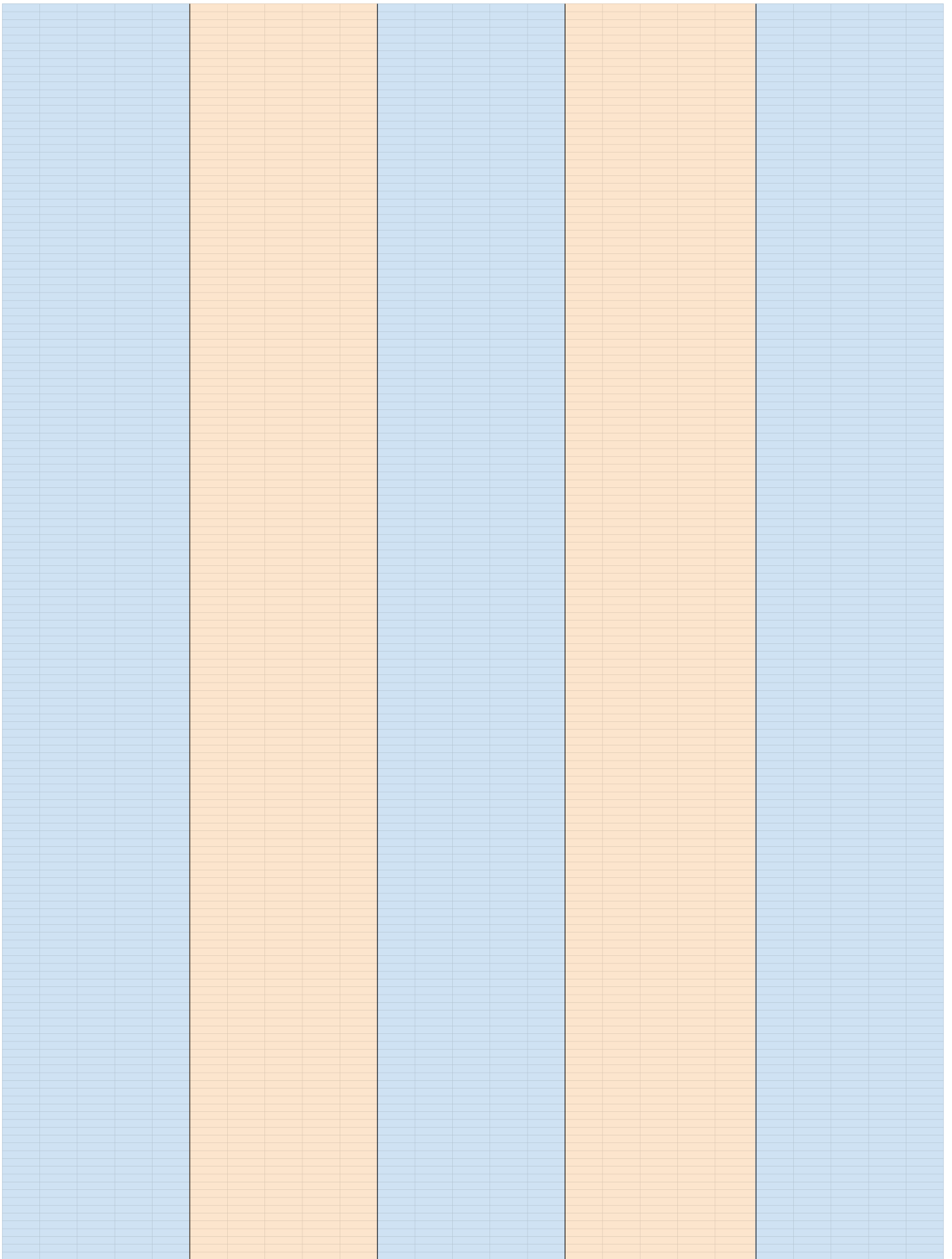
CLASS:	Support
PRICE:	1750
WEIGHT:	9
DAMAGE:	25x 40 Shotgun
FIRE RATE:	22 / 27 RPM (normal vs elite reload)
PENETRATION:	4 (+2 bounces each)
MAG SIZE:	1
SPARE AMMO:	24
RELOAD (NORMAL):	2.63 sec (+0.5 sec reload delay)
RELOAD (ELITE):	2.15 sec (+0.5 sec reload delay)
FIRE MODES:	Semiauto (both-action)

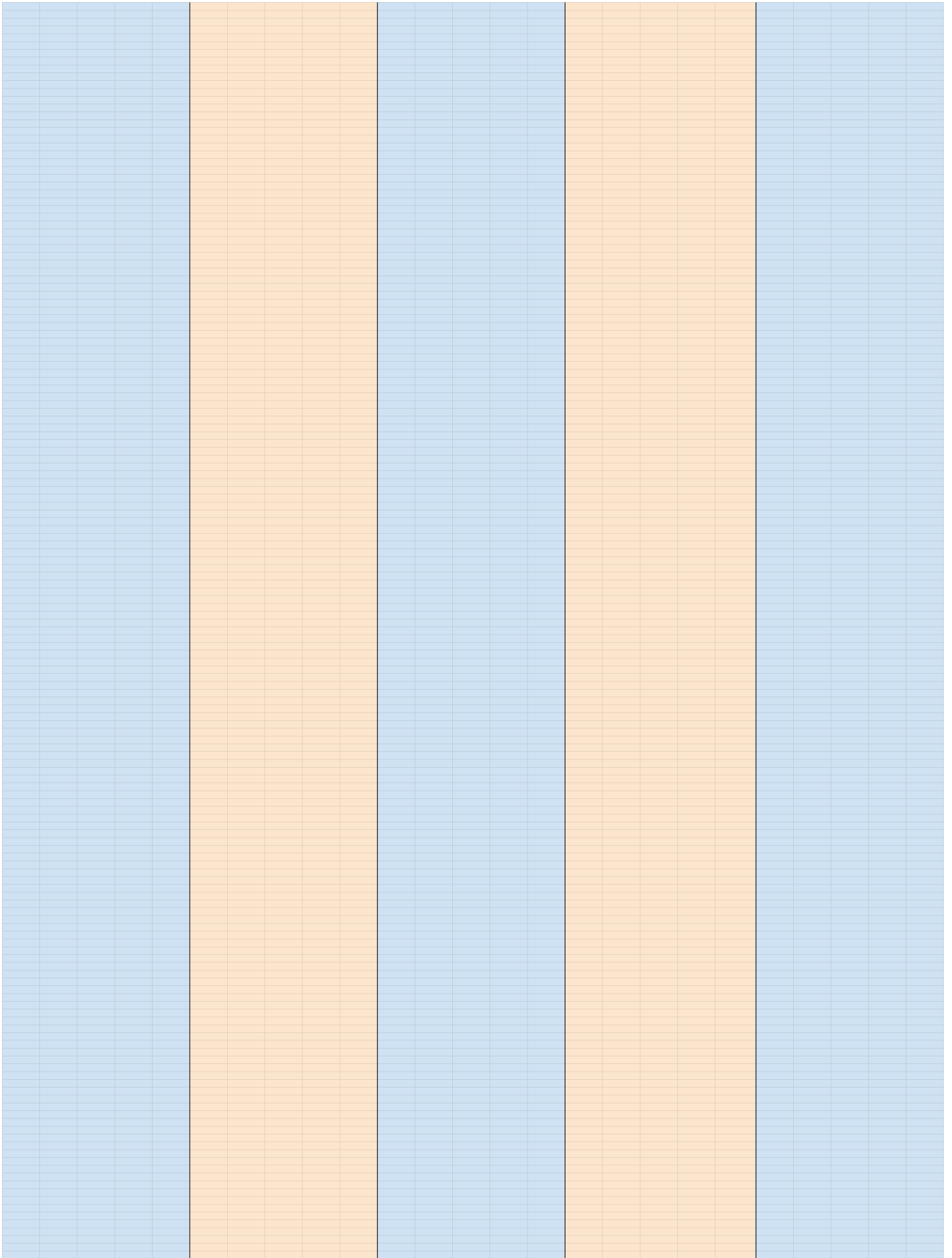
OTHER: The MR9, modified into using massive shrapnel shells instead, along with trading its big scope for a simpler red dot scope due to its shorter engagement range. Each of these shells contain a lot of shrapnel (25 each), with high spread, penetration and can also bounce a few times in the environment.

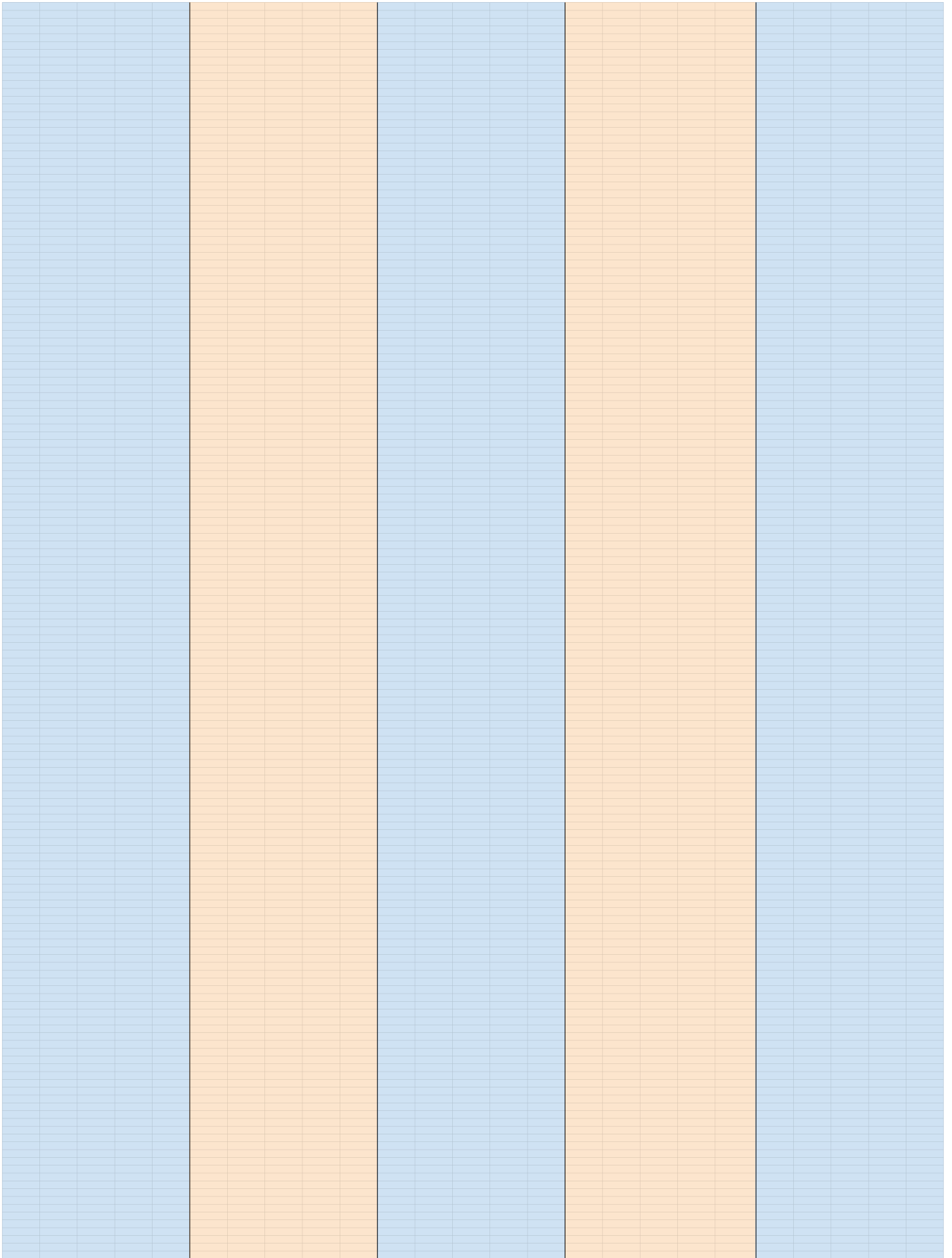
This makes for a weapon not only suitable for close range big-game-hunting, but also as an occasional hallway deanser.

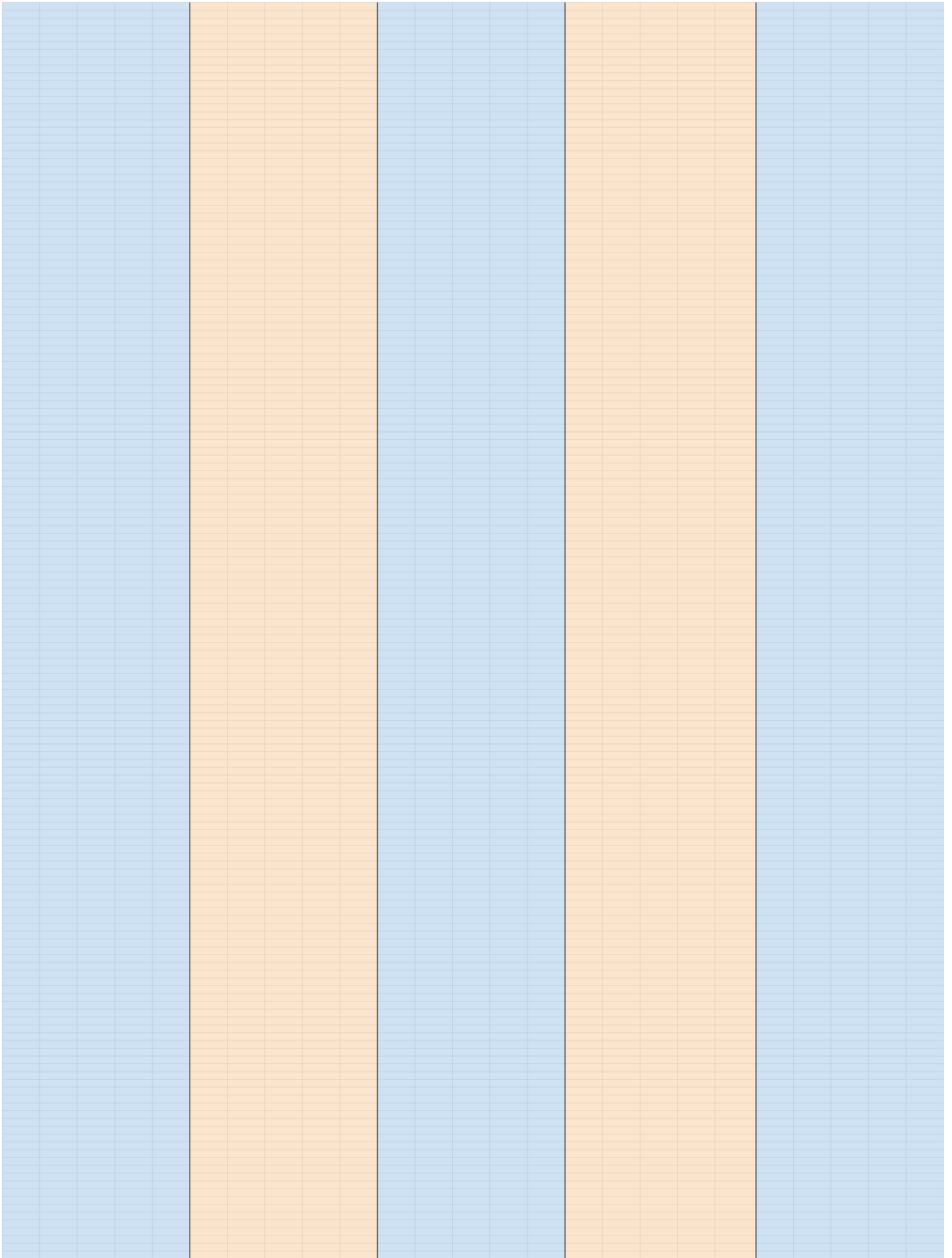
ROLES:
1) Gives the Support a "INSTANT WALL OF LEAD" option, more shrapnel than even the Doomstick!

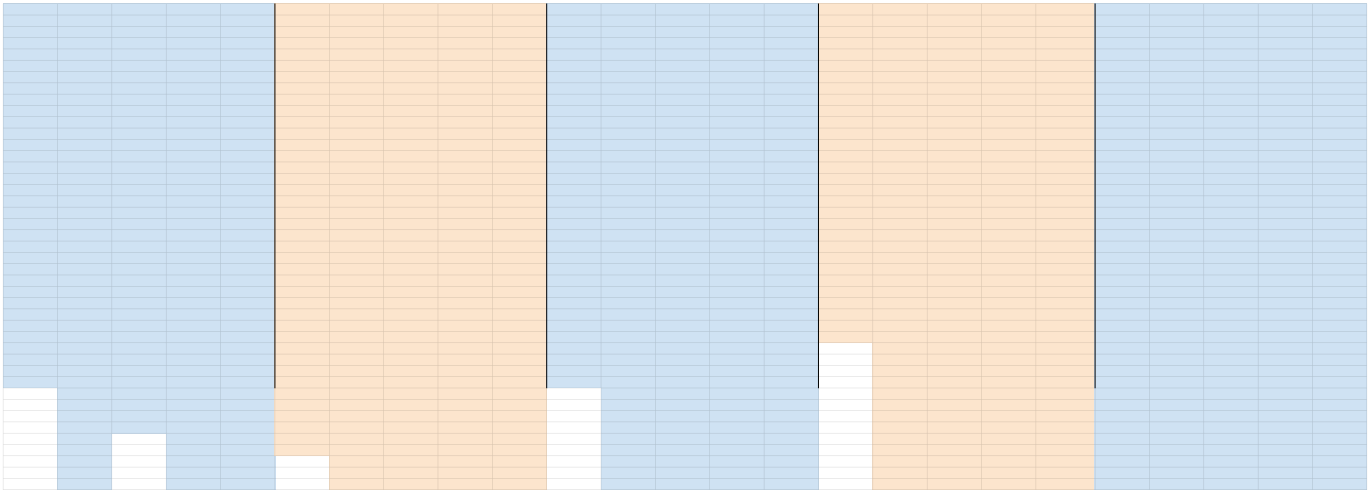




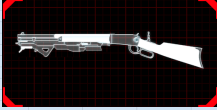








HRG Windcatcher



"Let's your allies catch their breath... and Zeds to catch some pain."

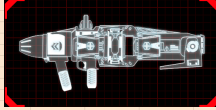
CLASS:	Medic
PRICE:	1000
WEIGHT:	6
DAMAGE:	80 Rifle + 55 Slash
FIRE RATE:	150 RPM
PENETRATION:	4
MAG SIZE:	12
SPARE AMMO:	84
RELOAD (NORMAL):	1.04 + 0.45 sec
RELOAD (ELITE):	0.96 + 0.38 sec
FIRE MODES:	Semiauto (lever-action)
HEALDARTS:	
HEAL AMOUNT:	20 health
AMMO USE:	40 energy
MAG SIZE:	100 energy
SPARE AMMO:	Infinite
RECHARGE TIME:	10 sec to full

The Winchester, modified to use the prototype "windcatcher" bullet, along with getting a healing dart attachment on it.

The windcatcher bullets not only give the bullets more penetration, but also produces a thicker "soothing wind" effect in the bullet's wake, dealing some additional Slash-damage to anything caught by it (making it somewhat similar to the Beluga Bear, but in a slightly smaller area).

- ROLES:
- 1) Gives the Medic a "sharpshooter" option, which has bullet-by-bullet reloading too. (in contrast to the closest equivalent, the Hemogoblin's magreload), which would really come in handy by being able to interrupt your reload midway to heal someone!
 - 2) Has a semi-unique attack (it's somewhat similar to the Beluga Bear, but travels way faster, and not as big in its effect)
 - 3) Gives both Rifle and Slash damagetypes to the Medic

HRG Healtx



"What does explosives have to do with healing? Usually nothing, but this gun combines them for a perfect blend of offense and defense!"

CLASS:	Medic
PRICE:	1500
WEIGHT:	9
DAMAGE:	100 Explosive + 15 healing (3.5 meter radius, no falloff)
FIRE RATE:	171 RPM
PENETRATION:	0
MAG SIZE:	6
SPARE AMMO:	84
RELOAD (NORMAL):	2.96 sec
RELOAD (ELITE):	2.44 sec
FIRE MODES:	Semiauto

The Seeker, modified to shoot highly advanced gaseous microcrockets, with its visually non-obscuring explosions, which heal allies while producing harmful shockwaves against Zeds, dealing explosive damage to them.

After toggles on/off whether it will home in on allies or not when you aim at them (both for hipfire and when aiming down sights).

- ROLES:
- 1) Gives a similar role as the Mine Reconstructor, being an AoE healing-damage hybrid but a bit more bursty
 - 2) Gives Explosive damage to the Medic

