specific items to lure the accuracy decrease explo						
Effectspecific items to lure the enemies, when out of combat, if they are within the rangeaccuracy decrease Out of Combat: The Enemy detection bar will resetexplo detorRam Cost32Cooldown (in seconds)10,0010,00Time Needed (in seconds)5,000,20Duration (in seconds)13,0015,00 (5,00 blind, 10,00 lower accuracy)15,00 (5,00 blind, 10,00 lower accuracy)Is TraceableNoYes						
Cooldown (in seconds)10,0010,00Time Needed (in seconds)5,000,20Duration (in seconds)13,0015,00 (5,00 blind, 10,00 lower accuracy)Is TraceableNoYes	onate)		Turn Off / On the camera	the enemy and set it temporarily unusable, after will decrease the accuracy	connected to a local network (specified area) will be detected and visible throughout the	Deal Damage over Time to ar enemy, after being applied it can spread to a max of 4 enemies within a radius (8/sec
Time Needed (in seconds)5,000,20Duration (in seconds)13,0015,00 (5,00 blind, 10,00 lower accuracy)Is TraceableNoYes	1	4	4	4	4	6
Duration (in seconds)13,0015,00 (5,00 blind, 10,00 lower accuracy)Is TraceableNoYes	0	0	0,00	0,00	0,00	3,00
Is Traceable No Yes	0,50	2,00	0,50	0,30	1,00	3,00
	5,00	30,00	infinite	28,00 (x secs for weapon jammed and y secs for lower accuracy	20,00	7,00
Trace Increase 10	No	No	No	No	No	Yes
Target Props Enemies	Props	Props	Props	Enemies	Both	Enemies