

Alien Syndrome (Wii, PSP)

Weapons Set Feature (Screenshots in same folder)



Type: Projectile

Manufacturer: Kruger & Thompson

Model: Blastcannon



The **10 Gauge Semi-Automatic High Powered Shotgun** packs a powerful punch with short range, but it fires out in a wide cone so it can hit multiple aliens at once. This is a good weapon to use if there are hordes of enemies nearby and you need to clear them all out at once.

[\[blastcannon_01.jpg\]](#)



Type: Explosive
Manufacturer: BlastCorp Inc.
Model: Bomb Launcher

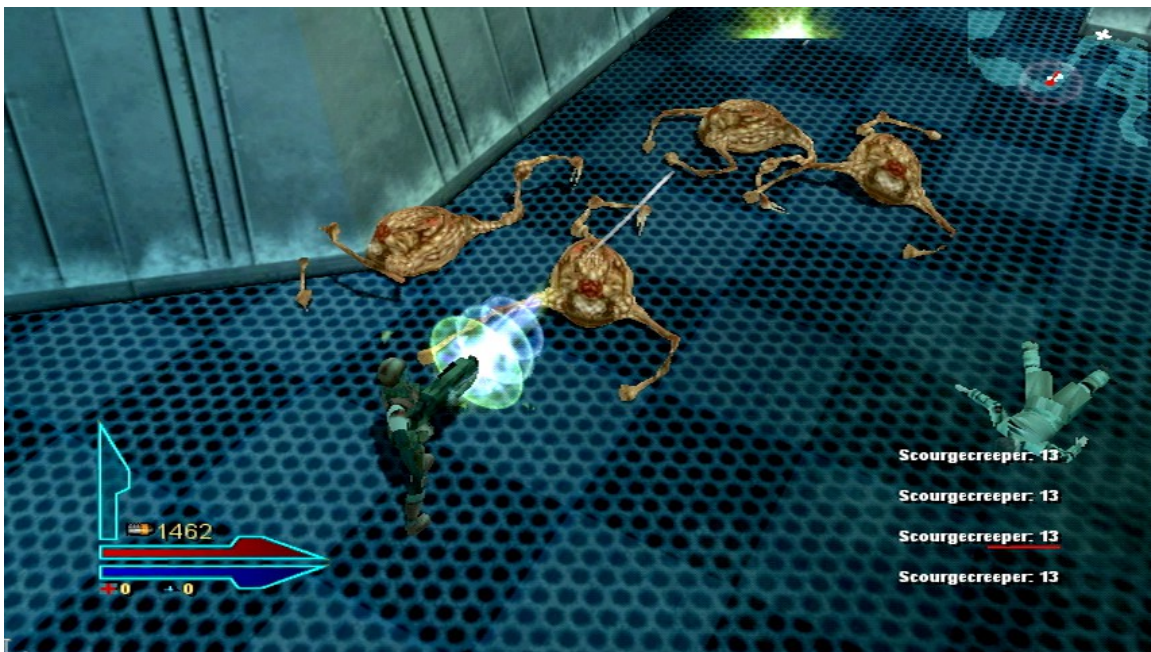


The *BlastCorp Ti-E Isotope Gravity Dispenser* is a Demolitions weapon issued to Earth Command Forces. The bomb launcher fires like an artillery shell that detonates when it lands doing area of effect damage. Because of its artillery like nature, it will not hit things that are nearby but it can shoot over obstacles that other weapons cannot. The bomb launcher is very useful for clearing out entrenched enemies that cannot be attacked with conventional weapons.

[\[bomblauncher_01.jpg\]](#)



Type: Projectile
Manufacturer: Kruger & Thompson
Model: Chain Gun



The *Kruger & Thompson 22mm Heavy Repeater Chaingun* is a Spec Ops issued heavy suppression weapon. This multi-barreled weapon fires powerful and rapid bursts at long range, making it a deadly weapon that can tear through hordes of aliens with ease. Unfortunately, it also consumes ammo very quickly, so it must be used carefully and accurately to be effective. Additionally, it has a charge up period before it can actually fire.

[\[chaingun_03.jpg\]](#)



Type: Incendiary
Manufacturer: PyroBlast Technologies
Model: Firebolt



The **PB-2 Incendiary Plasma Firebolt Gun** fires a small fireball-like projectile that travels great range and does moderate damage to the target. Its larger projectile makes it easier to land a hit than thin projectile weapons like the ballistic types or some of the lasers. The firebolt is a good multipurpose weapon useful in any situation.

[\[firebolt_03.jpg\]](#)



Type: Incendiary
Manufacturer: PyroBlast Technologies
Model: Flame Geyser



The last and most powerful of the flame weapons is the *PyroBlast Tech PB-4 Incendiary Geyser*. It detonates at a medium range from the player. Spectacular gouts of flame shoot up from the floor upon detonation engulfing any aliens in its area of effect for massive amounts of damage. Because of the delayed detonation, it is unsuitable for close quarters combat.
[\[flamegeyser_02.jpg\]](#)



Type: Incendiary
Manufacturer: PyroBlast Technologies
Model: Flamethrower



Spec Ops issue Earth Command Forces *PyroBlast Tech* **PB-1 Flamethrower**. The flamethrower is the base weapon of the flame weapon tree and fires a continuous stream of flames in a cone pattern. Anything caught in the stream will take immediate damage from the active flames and damage over time as it continues to burn. It does moderate damage and is useful for clearing out enemies nearby. Note that its short range makes it unsuitable when aliens are attacking from a distance.

[\[flame_01.jpg\]](#)



Type: Incendiary
Manufacturer: PyroBlast Technologies
Model: Fragmentation Fireball

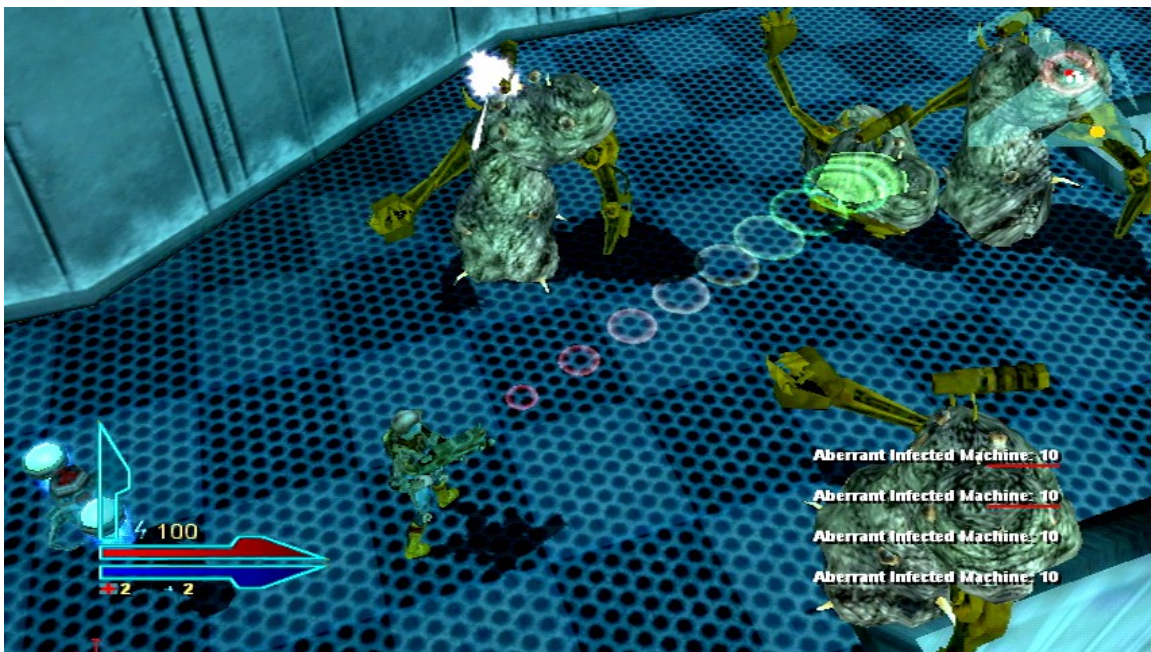


The **PB-3 Incendiary Fragmenting Plasma Fireball Gun** is similar to the Firebolt. It fires a large fireball-like projectile that travels great range and does moderate damage. However, when the fireball hits, it splits into three smaller fireballs aimed at nearby targets. This allows the Fragmentation Fireball to damage a large number of enemies at once.

[\[frag_fireball02.jpg\]](#)



Type: Projectile
Manufacturer: Kruger & Thompson
Model: Gauss Rifle

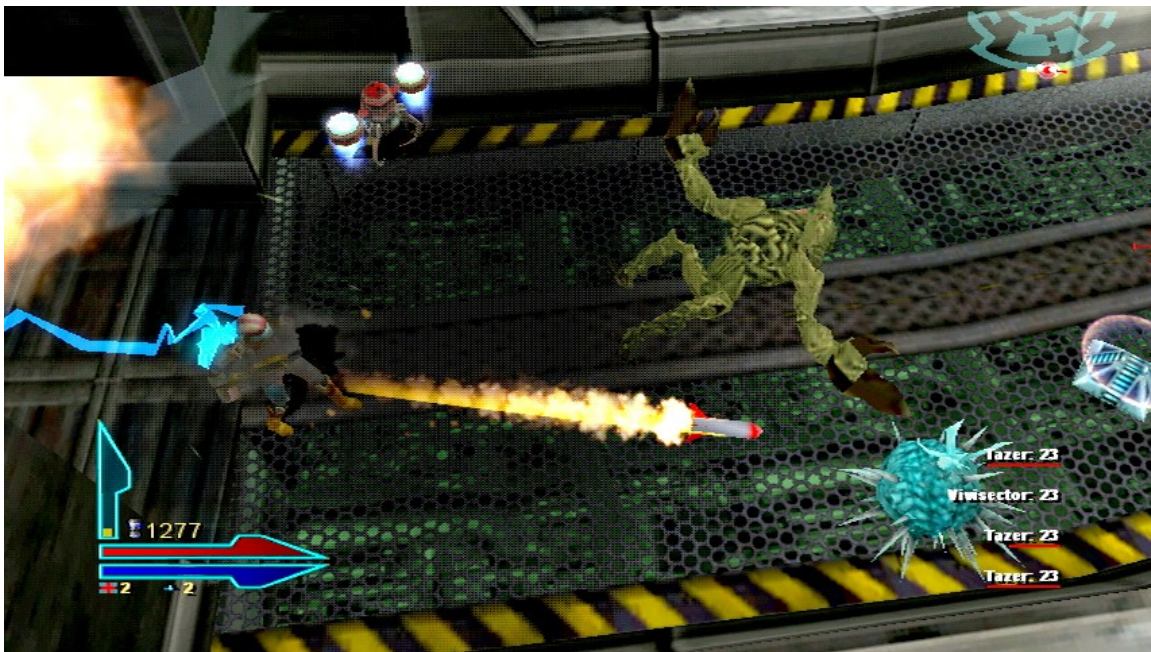


Combat in space and extraterrestrial atmospheres required an alternative to the standard gunpowder based bullets used for centuries on earth. The *Kruger & Thompson 12mm Semi-automatic Magnetic Accelerator Rifle* uses electromagnetic acceleration to launch a single bullet at a lethal velocity.

[\[gauss_01.jpg\]](#)



Type: Explosive
Manufacturer: BlastCorp Inc.
Model: Missile Launcher



The *BlastCorp DX-1 Homing Missile Launcher* fires a large rocket with limited ability to track its target. Once the homing missile acquires a lock, it will follow the enemy until it detonates. The missile's guidance system is good enough that only the quickest and most agile of aliens will be able to avoid it. Its homing capability requires less skillful aim, making it a good fire and forget weapon.

[\[h_missile_01.jpg\]](#)



Type: Energy
Manufacturer: LazTech Industries
Model: Laser Rifle



The **X-d 99 Impulse Laser** by *LazTech Industries* is the standard issue Earth Command Forces assault rifle. A classic weapon from the original Alien Syndrome, it fires laser beams with long range but low damage. Energy usage is very low, allowing it to be fired for long durations.
[\[laser_01.jpg\]](#)



Type: Explosive
Manufacturer: BlastCorp Inc.
Model: Mine Layer



Demolitions issue the *BlastCorp Xv-10 Proximity Detonating Mine Layer* to Earth Command Forces. The mine layer is a useful defensive weapon. It detonates when an enemy steps on it, doing area of effect damage. A limited number of mines can be laid out at any one time, and the mines also have a limited duration after which they self detonate. This weapon can form a useful barrier for offensive or defensive purposes.

[\[minelayer_03.jpg\]](#)



Type: Projectile
Manufacturer: Kruger & Thompson
Model: Nanobot Swarm



Covert Ops issues Earth Command Forces the *Kruger & Thompson Submicron Nanobot Swarm Launcher*. Like a swarm of angry bees, the nanobots travel from target to target, dealing massive damage to anything they touch. The swarm can be a bit unpredictable, however, as it cannot be aimed at any one particular target; the nanobot swarm will choose its own target to attack. Because of this, the weapon can be difficult to use when a specific target is required. The swarm lasts for a short duration and it does its damage over time. It can be fired and forgotten so it requires less skill and can be used in combination with other weapons.

[\[nanobotswarm_03.jpg\]](#)



Type: Energy
Manufacturer: LazTech Industries
Model: Dispersion Laser



Special Earth Command Forces use the **X4-d 01 Quad-Trajectory Impulse Dispersion Laser Rifle** crowd control rifle. It fires an array of lasers in a wide cone, doing moderate damage at long range. This gives the Dispersion Laser the best coverage in the game. It is most useful when there are aliens surrounding you as it allows you to hit multiple targets at once.

[\[dispersionlaser_01.jpg\]](#)



Type: Explosive
Manufacturer: BlastCorp Inc.
Model: Quantum Ripper



The most powerful explosive weapon, the *BlastCorp Xw-74 Quantum Ripper*, fires a magnetically enclosed quantum singularity. High powered electrical discharges damage any nearby enemies as the main projectile moves, allowing it to deal large amounts of damage to all enemies along its flight path. Woe to any enemy that actually gets hit by the quantum singularity itself.

[\[quantumripper_01.jpg\]](#)



Type: Energy
Manufacturer: LazTech Industries
Model: Reflect Laser



Elite Earth Command Forces are equipped with the **XS-d 89 Supercharged Ionic Deflection Impulse Laser** assault rifle. It fires laser beams with very long range and high damage, but unlike the laser rifle, the reflect laser will reflect off of walls and other obstacles, allowing it to bend around corners, shoot into rooms, and damage aliens without exposing you to their line of fire.
[\[reflectlaser_02.jpg\]](#)



Type: Energy
Manufacturer: LazTech Industries
Model: Sonic Blast



The *LazTech S19 Sonic Pulse Rifle* is a ground support rifle. It fires a sonic pulse that does minimal damage, but can knock an enemy back and stun them. It is an area of effect weapon that can affect multiple targets with each blast. Some targets may be immune to the knock back and/or stun effects of this weapon, particularly boss monsters. It is primarily effective when you are facing overwhelming odds and need a chance to break away or whittle down the opposition while they are stunned.

[\[sonic_02.jpg\]](#)