Left 4 Dead 2 Replacers

Modding FTW

SHOTGUNS

- [ ] Pump Shotgun (Trenchgun-Like)
- [ ] Chrome (Pump) Shotgun
- [ ] Spaz-12
- [ ] M1014 (Auto/Tactical Shotgun
- [ ] Mac10 (Silenced)
- [ ] UZI
- [ ] MP5 ***(GERMAN ONLY)***

ASSAULT RIFLES

- [ ] M16
- [ ] AK47
- [ ] SCAR/Combat Rifle
- [ ] SIG 556/552 ***(GERMAN ONLY)***

SNIPER RIFLES

- [ ] G3 Sniper Rifle
- [ ] Hunting Rifle
- [ ] Steyr Scout ***(GERMAN ONLY)***
- [ ] AWP-96 ***(GERMAN ONLY)***

SPECIAL GUNS

- [ ] M60
- [ ] China Lake/Grenade Launcher

PISTOLS

- [ ] Desert Eagle (Magnum)
- [ ] SIG P220 Pistol [LEFT HAND]
- [ ] Glock Pistol (Only When Dual Wielding P220) [RIGHT HAND]

MELEE WEAPONS

- [ ] Axe
- [ ] Baseball Bat
- [ ] Chain
- [ ] Cricket
- [ ] Crowbar
- [ ] Frying
- [ ] Golf C
- [ ] Katana
- [ ] Machete
- [ ] Nightstick
- [ ] Combat Knife ***(GERMAN ONLY)***

Weapon Upgrades

- [ ] Laser Sight
- [ ] Incendiar
- [ ] Explosive Ammo
- [ ] Flashlight Replacer/Changer (NOT AN ITEM; LISTED FOR RETEXTURE AS DESIRED)

GRENADES

- [ ] Molotov Co
- [ ] Pip
- [ ] Bile Bomb

USABLE ITEMS

- [ ] Gas Can
- [ ] Ox
- [ ] Propane Tank
- [ ] Fireworks
- [ ] Explosive Barrel

SPECIAL ITEMS

- [ ] Cola
- [ ] Gnome Chompski
- [ ] Scavenge Gas Cans (Orange Default)

FIXED WEAPONS

- [ ] Minigun
- [ ] Heavy Machine Gun
- [ ]

INFECTED

- [ ] Common Infected
- [ ] Boomer
- [ ] Hunter
- [ ] Smoker
- [ ] Tank
- [ ] Charger
- [ ] Spitter
- [ ] Jockey
- [ ] Witch
- [ ] CEDA Worker ***UNCOMMON***
- [ ] Jimmy Gibbs Junior (Racer Uniform) ***UNCOMMON***
- [ ] Fallen Survivor ***UNCOMMON***
- [ ] Clown ***UNCOMMON***
- [ ] Mud Men ***UNCOMMON***
- [ ] Worker (Construction) ***UNCOMMON***
- [ ] Riot Officer ***UNCOMMON***

SURVIVORS

- [ ] Coach ***L4D2***
- [ ] Ellis ***L4D2***
- [ ] Nick ***L4D2***
- [ ] Rochelle ***L4D2***
- [ ] ----------
- [ ] Francis ***L4D1***
- [ ] Bill ***L4D1***
- [ ] Zoey ***L4D1***
- [ ] Louis ***L4D1***

HEALING ITEMS

- [ ] Health Pack/Medkit
- [ ] First Aid Station Wall Moun
- [ ] Defibrillator
- [ ] Painpills
- [ ] Adrenaline

OTHER

- [ ] Main HUD/UI
- [ ] Vending Machines
- [ ] Load Screens
- [ ] Vehicles
- [ ] Main Menu Theme
- [ ] Main Menu Music
- [ ] Credits Music
- [ ] Saferoom Music
- [ ] Rescue Sound(s)
- [ ] Grenade Sounds
- [ ] Item Pickup Sound(s)

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