



Weaponry

- 12 Offensive weapons
- 2 Defensive weapons

Details

BASIC PISTOL:

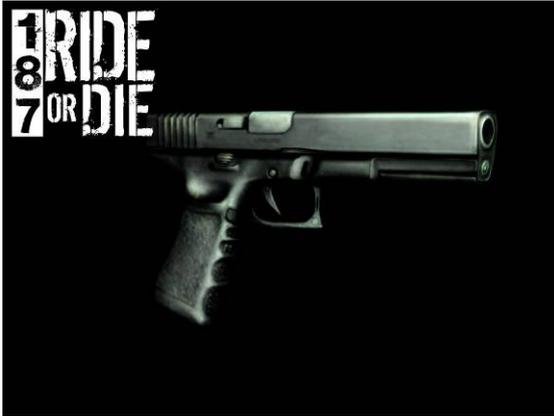
Gameplay : One bullet per shot (only forward and 90° right)

Ammo : Infinite

Damage : 5

Range : 30 m

Meca Impact : None



Rate of fire : 3 successive bullets per shot (360°)

Ammo : 18

Damage : 15

Range : 40m

Meca Impact : (Speed) : -5



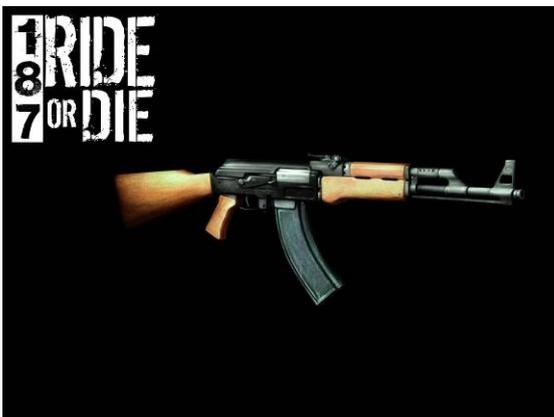
Gameplay : One bullet per shot (360°)

Ammo : 12

Damage : 20

Range : 60 m

Meca Impact : (Speed) : - 10



Gameplay : Burst (360°)

Ammo : 30

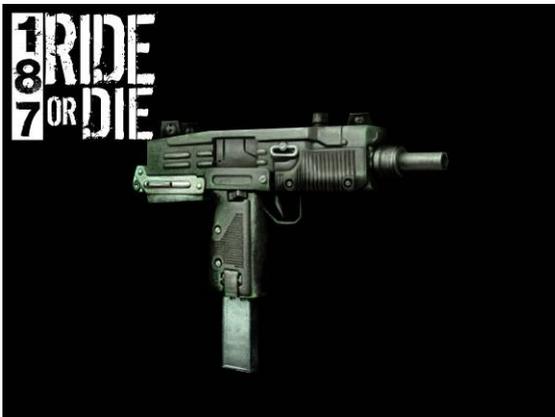
Damage : 22

Range : 100m

Meca Impact : (Speed) : -15



Gameplay : Burst (360°)
Ammo : 30
Damage : 30
Range : 110m
Meca Impact : (Speed) : -20



Gameplay : Burst (360°)
Ammo : 25
Damage : 22
Range : 80m
Meca Impact : (Speed) : -10



Gameplay : Burst (360°)
Ammo : 25
Damage : 25
Range : 100m
Meca Impact : (Speed) : -15



Gameplay : One shot, 5 bullets per shot (360°)

Ammo : 5

Damage : 40

Range : 50m

Meca Impact : (Speed) : -20 ; control loss



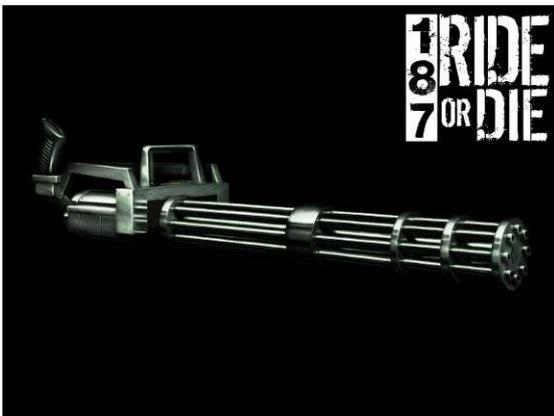
Gameplay : Burst of 3 bullets (360°)

Ammo : 8

Damage : 50

Range : 80m

Meca Impact : (Speed) : -25



Gameplay : One shot (360°)

Ammo : Infinite but overheat can interrupt usage

Damage : 40 on Vehicles, 5 on Homeboy

Range : 100m

Meca Impact : Spins the target vehicle



Gameplay : One shot (360°)
Ammo : Infinite
Damage : 40 on Homeboy, 5 on vehicles
Range : 80m
Meca Impact : (Speed) : -5



Gameplay : One shot (360°)
Ammo : 1
Damage : LETHAL
Range : 100m
Meca Impact : Blows Up The Target

MOLOTOV:

Gameplay : Throw (behind the shooter)
Ammo : 1
Damage : 10 per interaction.
Range : NA
Meca Impact : None

MINE:

Gameplay : Throw (behind the shooter)
Ammo : 1
Damage : 30 when rolled over.
Range : NA
Meca Impact : Loss Of Control