



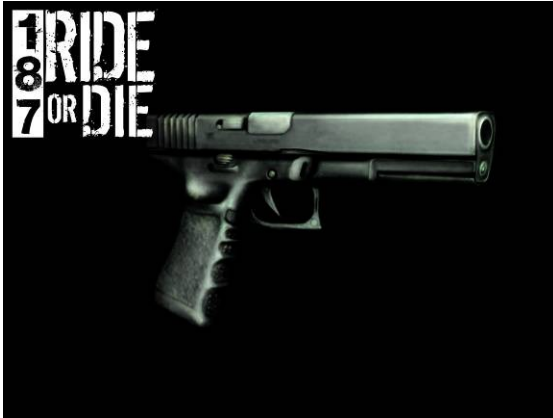
## Weaponry

- 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



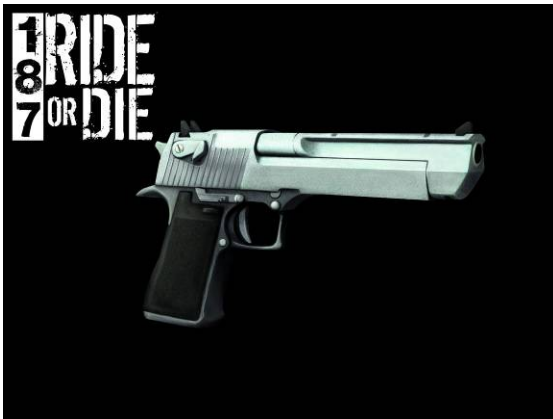
**Rate of fire** : 3 successive bullets per shot (360°)

**Ammo** : 18

**Damage** : 15

**Range** : 40m

**Meca Impact** : (Speed) : -5



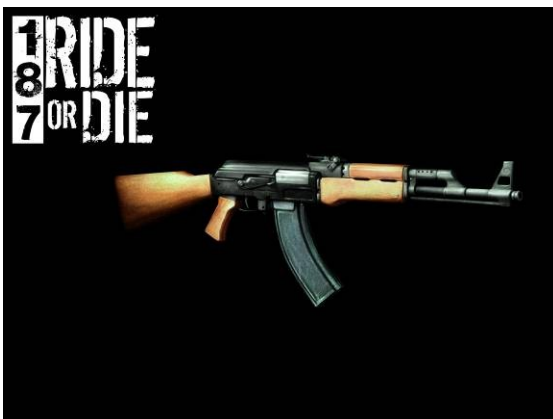
**Gameplay** : One bullet per shot (360°)

**Ammo** : 12

**Damage** : 20

**Range** : 60 m

**Meca Impact** : (Speed) : - 10



**Gameplay** : Burst (360°)

**Ammo** : 30

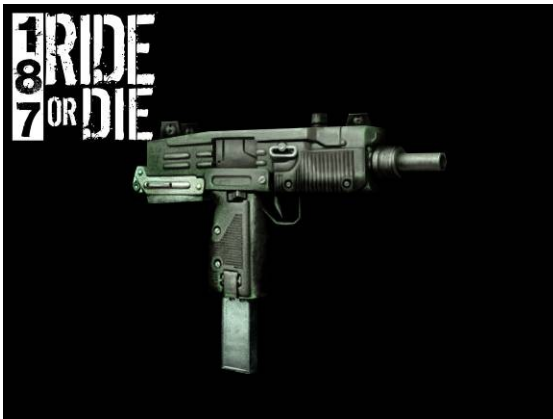
**Damage** : 22

**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