Weapon ideas for Vetche Royale

Level 1 weapons

**KE-L**

Description: *Compressed kinetic energy pistol.*

Ammo Capacity: 10

Primary fire: *Kinetic orbs*: Automatic pistol that fires bouncy projectiles.

Mod: *Kinetic energy*: Fire a wave of kinetic energy that knocks enemies far back

Super: *Kinetic bubble*: Launch a big projectile that moves enemies caught in it in its moving direction. It moves through walls.

**Firewall**

Description: *Incendiary shotgun.*

Ammo Capacity: 4

Primary Attack: *Dragon's Breath*: Close-range flame blasts.

Mod: *Incendiary Wave*: Unleash a wave of fire that burns an enemy when in very close proximity. Deals damage over time.

Super: *Napalm Gas:* Blanket wherever you are with a highly flammable gas, detonated by firing at the gas.

**Hamilton P336**

Description: *Advanced tech tactical pistol.*

Ammo Capacity: 14

Primary Attack: *Semi-automatic pistol*: Slow firing low damage pistol.

Mod: *Select fire*: Toggle fire mode to rapid full auto.

Super: *Smart split-barrel*: Lock on to two targets and fire at them simultaneously.

Level 2 weapons

**C-KER 90**

Description: *Belt-fed anti-tank rifle.*

Ammo Capacity: 10

Primary Attack: *Bolt-action sonar rounds*: Fire a large fast arcing projectile dealing high damage.

Mod: *Tracker scope*: Turn the camera to further line of sight. Enemies hit outside of this line of sight are marked.

Super: *Seeker smoke*: Blanket a large area with smoke where the enemy can’t see you but you can see them. Lasts 5 seconds.

**Falcon SLR**

Description: *Rocket powered hunting rifle*

Ammo Capacity: 12

Primary Attack: *Semi-automatic rifle*: Fire bullets at a moderate fire rate with moderate damage.

Mod: *Rocket bayonet charge*: Charge towards an enemy in only one ground direction at high speed and deal high damage with your bayonet upon contact.

Super: *Rocket bayonet overcharge*: Your primary fire is replaced with infinite bayonet dashes that can launch in any direction and through enemies for a short time.

**LiqAK**

Description: *Powerful automatic Rifle*

Ammo Capacity: 25

Primary Attack: *Automatic Fire:* Shoot fast medium-bullets with high recoil.

Mod: *Cargo bolt*: All bullets in the magazine fired at once. Higher recoil. Less damage per shot.

Super: *Heavy Metal*: Ammo Capacity set to 100 and auto-filled with bullets, no recoil and high fire rate. Every shot is fired automatically until empty.

Level 3 weapons

**KE-6H**

Description: *Compressed kinetic energy rifle, predecessor to the KE-L.*

Ammo Capacity: 5

Primary Attack: *Kinetic bomb:* Explosive bouncy projectile that detonates after a couple of bounces.

Mod: *Kinetic implosion*: Retract all roaming bombs into one spot and detonate them.

Super: *Kinetic scatter blast*: Fire a slow projectile that scatters many small low damage bouncy projectiles upon detonation. They can be guided.

**B.I.G Motorizer**

Description: *Motor driven death machine.*

Ammo Capacity: 36

Primary Attack: *Charge-up salvo*: Rapid-6-shot-burst micro missile launcher. Missiles travel harmonically. Needs to be charged up to fire.

Mod: *Thunder pulse*: Use the charge-up motor to generate an EMP beam that stuns enemies.

Super: *Transform*: Transform the weapon up to 3 times to give it upgrades.

1st form: Turbo Engine - No charge-up time and full auto but fire at a slower fire rate that builds up as you fire.

2nd form: Induction Motor - Use Thunder Pulse as you fire.

3rd form: Precision Choke - Rounds travel directly

**SEW-9**

Description: *Electric Missile Launcher*

Ammo Capacity: 1

Primary Attack: *Sphere Missile*: Launch a sphere which follows the cursor. Electric discharge on impact, damaging nearby players.

Mod: *Zoomed missile*: Sphere follows your mouse, and outside camera boundaries. Lasts for 5 seconds.

Super: *Short-Circuiting*: Electric overload. Electric beams stream from the launcher damaging nearby players. Controllable.

Level 4 weapons

**Hadron Railgun**

Description: *Hadron particle cannon*

Ammo Capacity: 100% (uses 10 from inventory)

Primary Attack: *Hadron wave:* Hit-scan constant limited beam. 1% Ammo usage per tick.

Mod: *Devastation beam*: Slowly charge up a powerful single long-range shot. Charging slows you down. Full charge can one-shot-kill an enemy. Damage decays when not charging, high charge on primary fire increase damage tick rate.

Super: *Quantum distortion*: Become invulnerable for 5 seconds. All damage taken charges the weapon.

**3.93 World-Line**

Description: *Space-time manipulator*

Ammo Capacity: 1

Primary Attack: *Wormhole*: Fire an arcing projectile that creates a wormhole on tile impact only. The wormhole lasts for 1 second (half of the reload-speed) and deals damage over time on enemies while slowing them down.

Mod: *Space-time tunnel*: Block all incoming damage for 2 seconds.

Super: *Space-time subordinate*: Fire a projectile that places a copy of yourself in its landing location. The copy auto locks on enemies and fires at them.

**UltraWaveROD**

Description: Transforms energy in the environment

Ammo Capacity: 4

Primary Attack: *ZIQ*: Fires a laser starting in red. Bounces of walls 4 times.

Mod: *Ultra View*: Use all 4 ammo to become invisible for 8 seconds.

Super: *Physical Breakdown*: Freeze all players on screen for 3 seconds.