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*: Transfer all incoming fire to a different dimension, then launch them back to your enemies. The more damage absorbed, the less the ability lasts, and when reaching the absorption limit you take all the damage yourself. Uses ammo.

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. Uses ammo. Lasts 7 seconds.

**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.