

1 Weapons

The weapons in Steel Purge will be the primary source of attacking enemies. Weapons have ammo, but they are only limited to how often the player can shoot at a time before reloading.

1.1 Enhancements from Weapon Parts

As parts for weapons exist in the game, each weapon has three part slots compatible for every weapon no matter what it looks like or what it shoots.

1.1.1 Barrel Mod

The *Barrel Mod* is an attachable enhancement for the weapon which grants it extra effects when the weapon is firing. I.e, the enhancement makes the weapon shoot burning bullets causing enemies to catch on fire after consecutive hits.

1.1.2 Ordinance Mod

This enhancement is essentially an extra weapon attached to the weapon itself. I.e, a flame-thrower attachment. The input action bound to using this enhancement is separate from the primary firing action. In addition, the enhancement uses a different limited resource. Lastly, the *Barrel Mod*'s effects are also applied to the *Ordinance Mod*

1.1.3 Helios Mod

An overall makeover for the weapon that gives it a speciality. This mod cannot be detached, but is applicable to all weapons. The makeover changes its name and gives it a special ability that uses an extensive amount of a specific limited resource.