Attachment

**Cooling system** : 20% firerate for weapon, immune from stun

**Rainbow bullet** : cast a random elemental effect when bullets collide with enemies

**Electronic coil :** 25% chance to cast a lighting after score a hit

Small shield generator : Generate a shield that can protect 1x1 area. Cooldown 20s when broken down

**Double Laser muzzel :** 25% chance to shot additional laser after score a hit

**Toplo chip :**

-Increase damage

-Force turrets to attack Bosses first

**Ryzen chip :**

-Increase firerate

-Force turret attack support Enemies first

**Scope :**

-Increase accuracy

Abundant magazine : reduce

**Aquamarine stone** : reduce enemy firerate and movement speed