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# **GameSol-WEAPON NFTs**

# A FEW THINGS TO KEEP IN MIND

- **LEVEL-4** ROBOTS CAN USE LEVEL-3/ 2 WEAPONS AS WELL
- **LEVEL-3** ROBOTS CAN USE LEVEL-2 WEAPONS
- **LEVEL-2** ROBOTS CAN ONLY USE LEVEL-2 WEAPONS

## Color Schematic

<b>FIRE</b>	<b>GREEN</b>
<b>LASER BEAM</b>	<b>CYAN</b>
<b>BULLETS</b>	<b>YELLOW</b>
<b>FIRE CANONS</b>	<b>YELLOW/ OCEAN BLUE</b>
<b>MISSILE</b>	<b>CRIMSON RED</b>
<b>SHOCK WAVES</b>	<b>SKY BLUE</b>

# Categories

<b>GUN</b>	Carbur Firearm, Exploidyro, Godust, Haro, Phusker, Rilem, Semcol, Avalg, Geta, Getator, Hidal, Hydir, Liqas, Rayst, Daekal, Ghornet, Harong, Janket, Lashyd, Thernode, Thusol, Vengle
<b>FLAME THROWER</b>	Grimy, Humbaz, Hydrasl FireArm,
<b>MISSILE LAUNCHER</b>	Akhim, Zinapa, Exomp, Himacie, Impulsulator
<b>ARTILLERY</b>	Pulsepow, Woriom, Calibarton, Hurcan, Oxid Firearm

01

## LEVEL-2



<b>Name</b>	<b>Akhim</b>	<b>Manual</b>
<b>Level</b>	2	
<b>Category</b>	Missile launcher	Metal: Iron
<b>Range</b>	400 meters	
<b>Capacity</b>	4 missiles	
<b>Reload time</b>	10 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• Very serious damage</li><li>• Can traverse over low obstacles</li><li>• A nightmare for slow robots as they cannot evade it</li><li>• Lock-on system means it's extremely hard to miss</li></ul>	<ul style="list-style-type: none"><li>• Homing attribute allows it to hit enemies that have moved slightly</li><li>• Can often hit enemies on the 'head,' evading most robots' physical shields</li><li>• Deals double damage to physical shields</li></ul>
<b>Value</b>	20 SUI	

AKHIM

## Strategy

The Akhim is a close-range (up to 350 meters) light missile weapon, and it can be viewed as the close-range counterpart.

The primary purpose of missile weapons is indirect fire and to harass the enemy. Due to this, the Akhim should be used in the same way, along with its relatively long reload time. While their weapons are reloading, players should use the cover carefully, as your robot is vulnerable.

Whenever possible, players should hide behind cover and retreat if any brawler enemies are approaching close. If possible, you should focus on targets that do not have high health, are capturing beacons, are approaching you, and that is helping your teammates.

Robots equipped with the Akhim can damage most robots significantly. Dealing with significant damage at level 2, any missile built using more than one Akhim can cripple or destroy most light robots in only one or two salvos can severely damage medium or heavy robots as well.

Although heavy robots have more health, being hit with nearly one missile will hardly go unnoticed or be shrugged off. The indirect fire capability and devastating damage mean that most short-range missile builds with multiple weapons can destroy most robots in only 2-4 missiles.

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02

## LEVEL-2



Name	Carbur Firearm	Automatic
Level	2	
Category	Gun	Metal: Aluminium
Range	500 meters	
Capacity	24 energy rounds	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy-based projectiles allows the gun to bypass energy shielding</li><li>• Large damage within a range</li><li>• Quick reload</li><li>• Can lockdown enemies High accuracy - bullets barely spread</li></ul>	
Value	40 SUI	

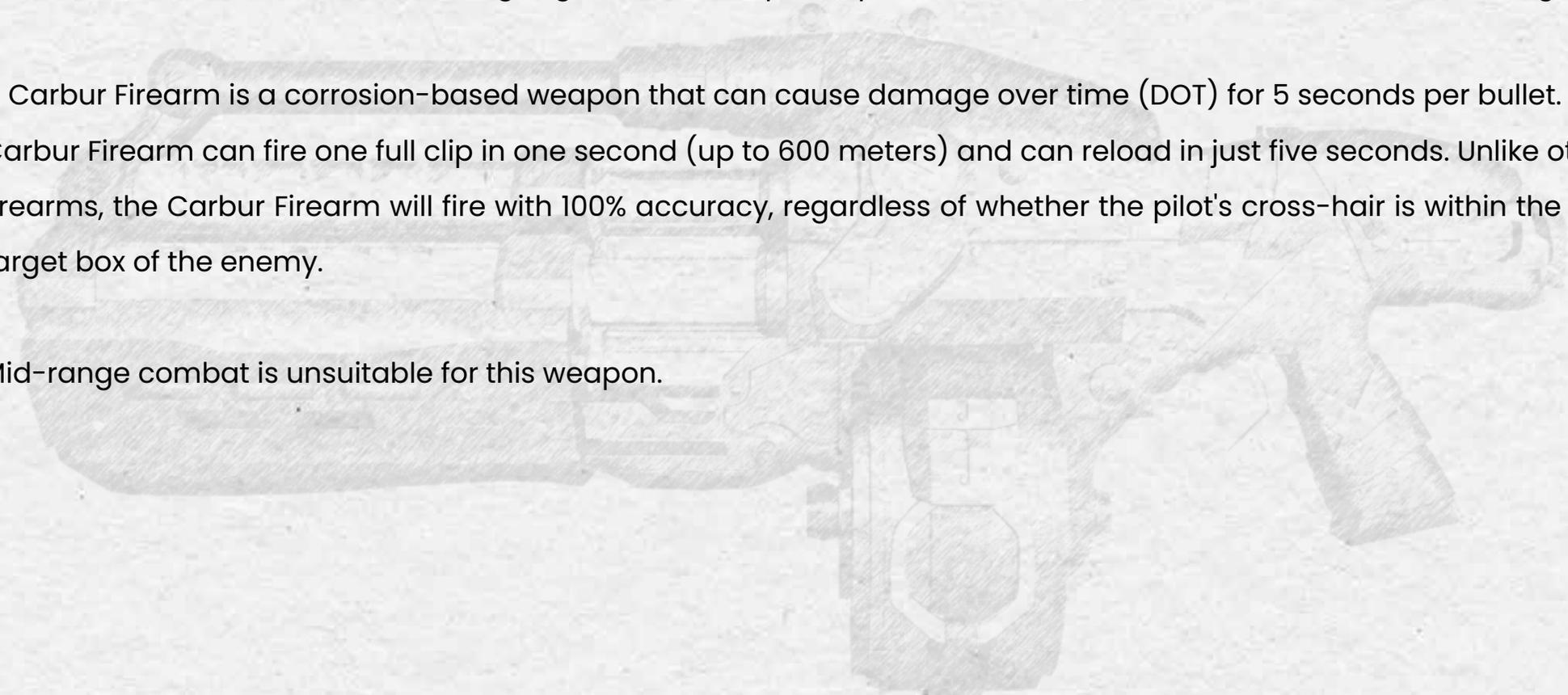
CARBUR FIREARM

## Strategy

The Carbur Firearm is a medium-range light kinetic weapon (up to 500 meters) that deals with corrosion damage.

A Carbur Firearm is a corrosion-based weapon that can cause damage over time (DOT) for 5 seconds per bullet. The Carbur Firearm can fire one full clip in one second (up to 600 meters) and can reload in just five seconds. Unlike other firearms, the Carbur Firearm will fire with 100% accuracy, regardless of whether the pilot's cross-hair is within the red target box of the enemy.

Mid-range combat is unsuitable for this weapon.



03

## LEVEL-2



Name	Exploidyro	Automatic
Level	2	
Category	Gun	Metal: Bronze
Range	600 meters	
Capacity	24 energy rounds (3*8) in one go	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy-based projectiles allows the gun to bypass 'blue' energy shielding</li><li>• Large damage within a range</li><li>• Quick reload</li><li>• Can lockdown enemies</li><li>• High accuracy - bullets barely spread</li></ul>	
Value	40 SUI	

EXPLOIDYRO

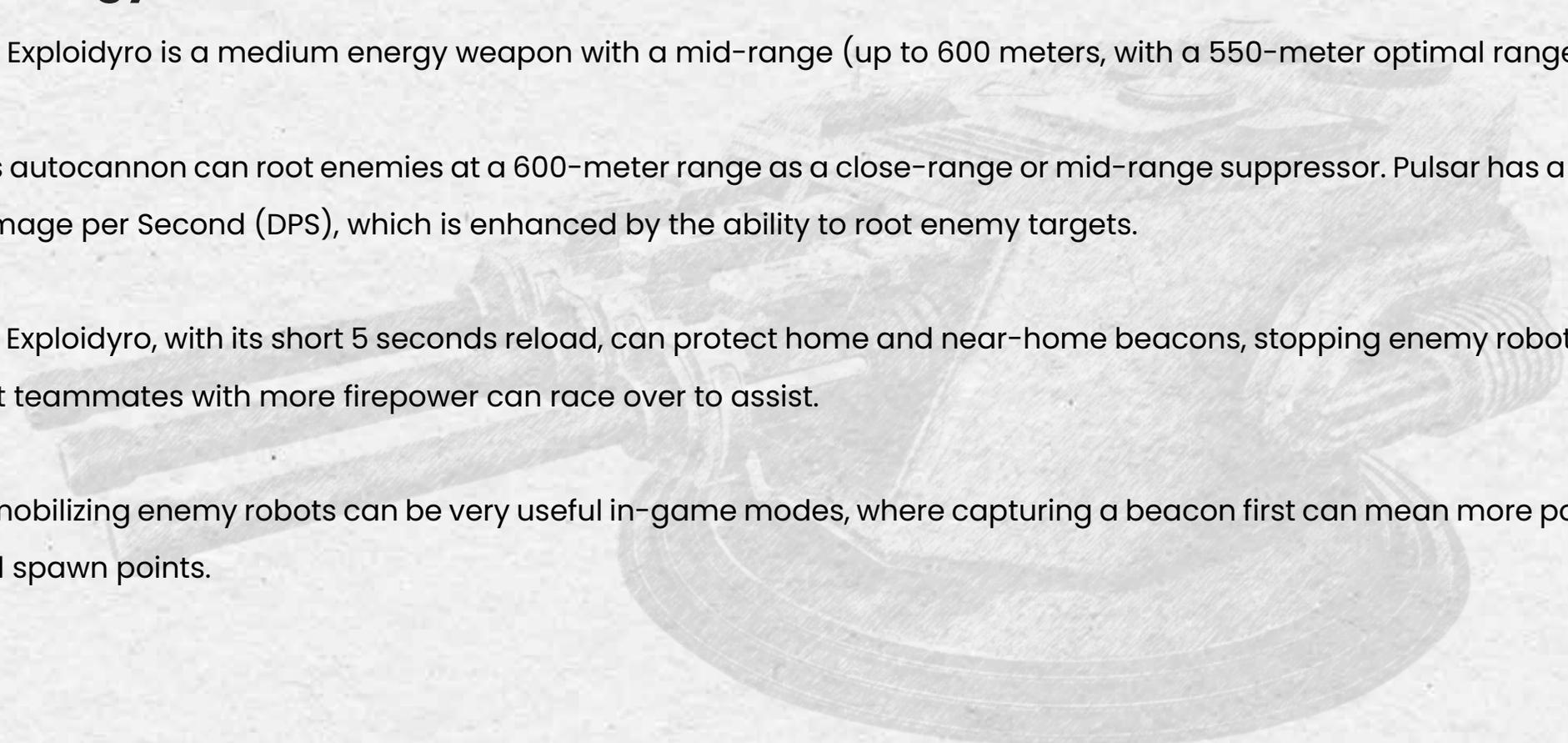
## Strategy

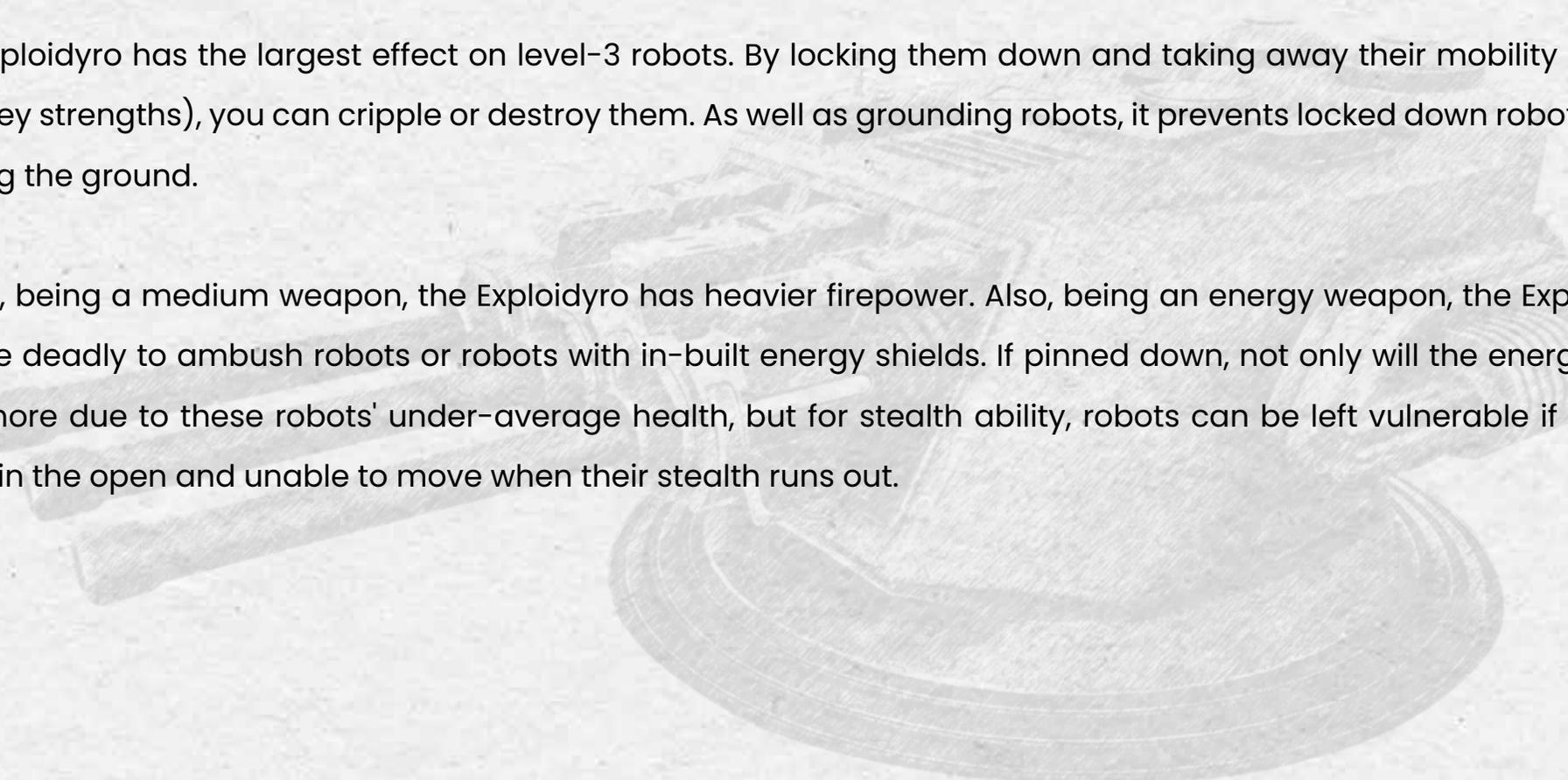
The Exploidyro is a medium energy weapon with a mid-range (up to 600 meters, with a 550-meter optimal range).

This autocannon can root enemies at a 600-meter range as a close-range or mid-range suppressor. Pulsar has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Exploidyro, with its short 5 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

Immobilizing enemy robots can be very useful in-game modes, where capturing a beacon first can mean more points and spawn points.





The Exploidyro has the largest effect on level-3 robots. By locking them down and taking away their mobility (one of their key strengths), you can cripple or destroy them. As well as grounding robots, it prevents locked down robots from leaving the ground.

Finally, being a medium weapon, the Exploidyro has heavier firepower. Also, being an energy weapon, the Exploidyro can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

04

## LEVEL-2



Name	Godust	Manual
Level	2	
Category	Gun	Metal: Aluminium
Range	500 meters	Energy
Capacity	5 energy rounds (5*4)	
Reload time	9 sec	
Specialty	<ul style="list-style-type: none"><li>• Quick rate-of-fire</li><li>• Energy-based projectiles allows the gun to bypass energy shielding</li><li>• Can lockdown enemies Huge damage at close range</li><li>• Reload-while-firing</li></ul>	<ul style="list-style-type: none"><li>• Homing attribute allows it to hit enemies that have moved slightly</li><li>• Can often hit enemies on the 'head,' evading most robots' physical shields</li><li>• Deals double damage to physical shields</li></ul>
Value	20 SUI	

GOODUST

## Strategy

The Godust is a mid-range energy weapon that has 500 meters of optimal range.

In Godust, each projectile adds to the root (lockdown) threshold bar, making it more effective at locking itself down. The root threshold bar of any enemy slowly drains if the projectiles from any root shotgun fail to hit the target previously fired at for a second or longer.

Godust has a high burst DPS and can bypass energy shields. Due to the large horizontal energy arc, multiple targets can be immobilized in one shot. This weapon can be effective against stealth robots when mounted on a lower side hardpoint due to its projectile spread.

Its greatest weakness is that it deals very little damage at its maximum range. As a result, only a small portion of the projectiles hit the target due to their spread, and energy shotguns have an even larger shot spread than their kinetic counterparts. In other words, the player must get extremely close in order to deal their maximum amount of damage.

05

## LEVEL-2



<b>Name</b>	<b>Grimy</b>	<b>Automatic</b>
<b>Level</b>	2	
<b>Category</b>	Flame thrower	Metal: Platinum
<b>Range</b>	400 meters	
<b>Capacity</b>	200 liters of fuel	
<b>Reload time</b>	5 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• Special attribute allows penetration of both physical and energy barriers</li><li>• Good damage when within range</li><li>• Short reload</li><li>• Good for sustained combat</li></ul>	
<b>Value</b>	25 SUI	

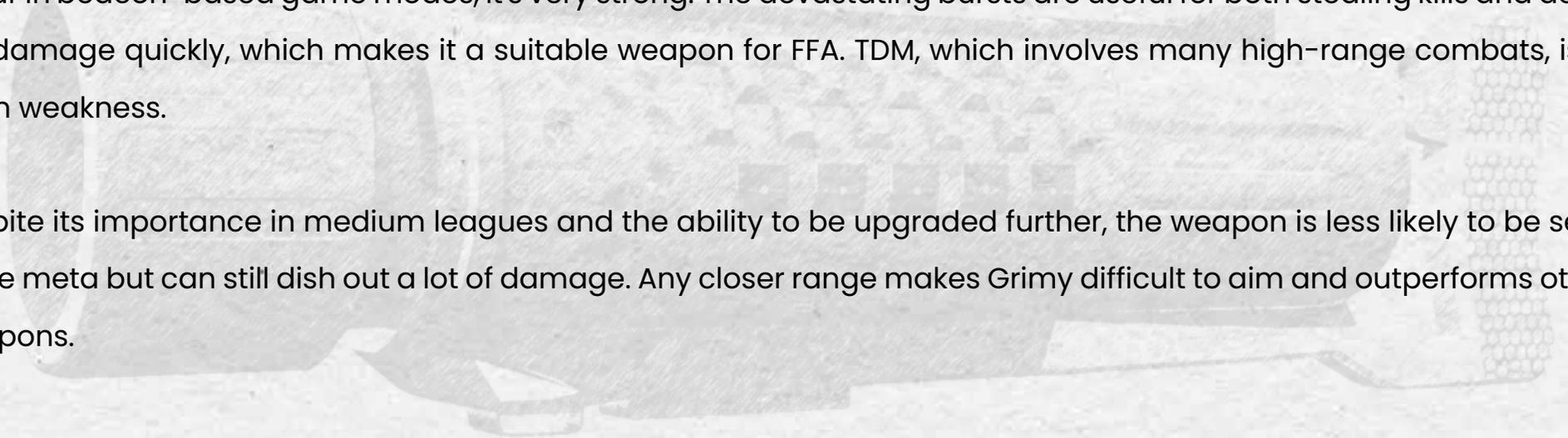
GRIMY

## Strategy

The Grimy is a medium energy weapon close-range (up to 350 meters).

Plasma cannons can be used in early leagues for deadly builds. As a result of the close-range fights that are likely to occur in beacon-based game modes, it's very strong. The devastating bursts are useful for both stealing kills and dealing damage quickly, which makes it a suitable weapon for FFA. TDM, which involves many high-range combats, is its main weakness.

Despite its importance in medium leagues and the ability to be upgraded further, the weapon is less likely to be seen in the meta but can still dish out a lot of damage. Any closer range makes Grimy difficult to aim and outperforms other weapons.



06

## LEVEL-2

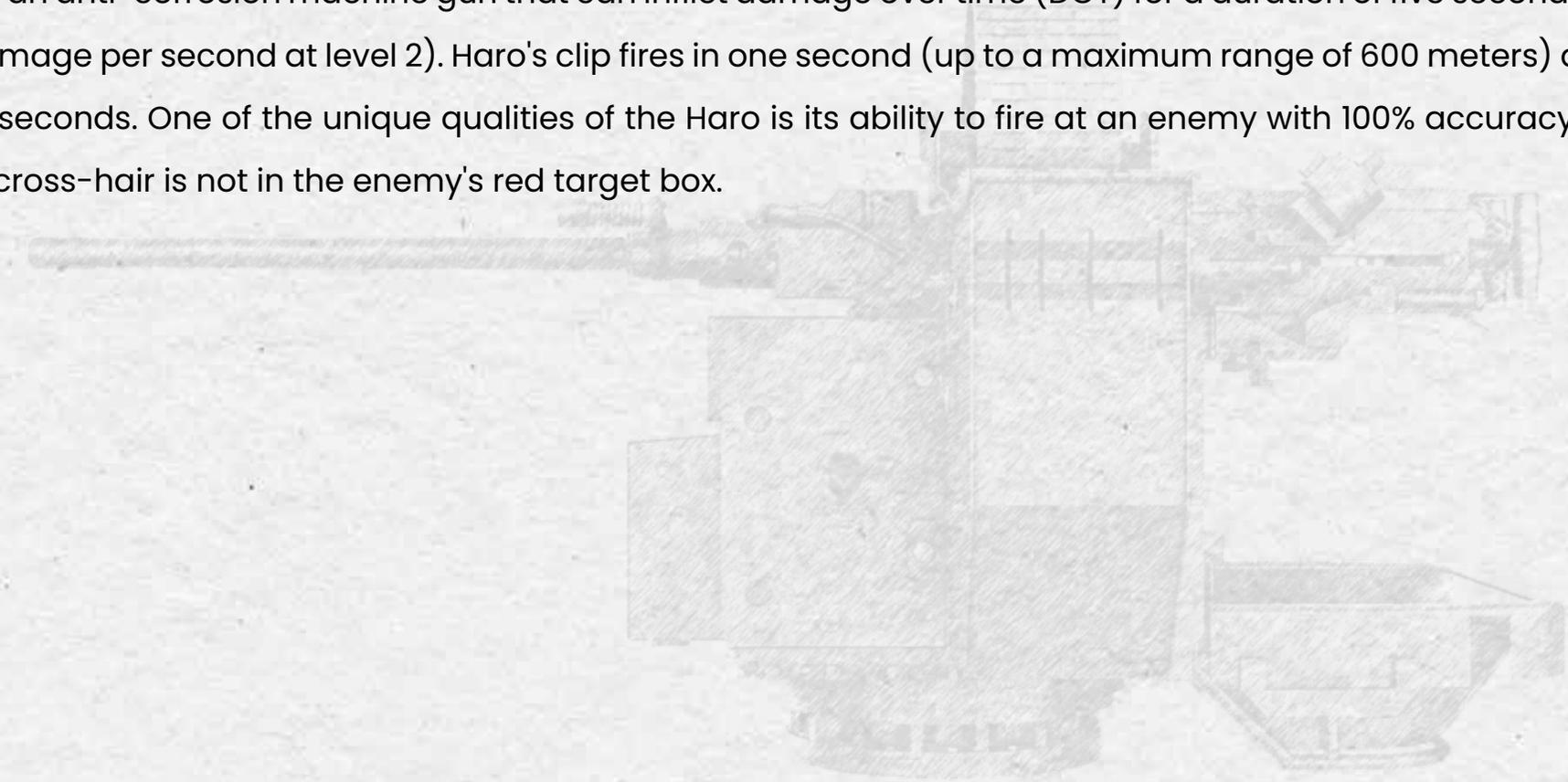


Name	Haro	Automatic
Level	2	
Category	Machine Gun	Metal: Iron
Range	1000 meters	
Capacity	400 charges	
Reload time	4-5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to pierce energy shields</li><li>• Fast projectile speed makes it hard to miss</li></ul>	<ul style="list-style-type: none"><li>• 1000m range allows it to fire from long distance</li><li>• Quick reload</li></ul>
Value	25 SUI	

# HARO

## Strategy

Haro is an anti-corrosion machine gun that can inflict damage over time (DOT) for a duration of five seconds per bullet (40 damage per second at level 2). Haro's clip fires in one second (up to a maximum range of 600 meters) and reloads in 4-5 seconds. One of the unique qualities of the Haro is its ability to fire at an enemy with 100% accuracy even if the pilot's cross-hair is not in the enemy's red target box.



07

## LEVEL-2



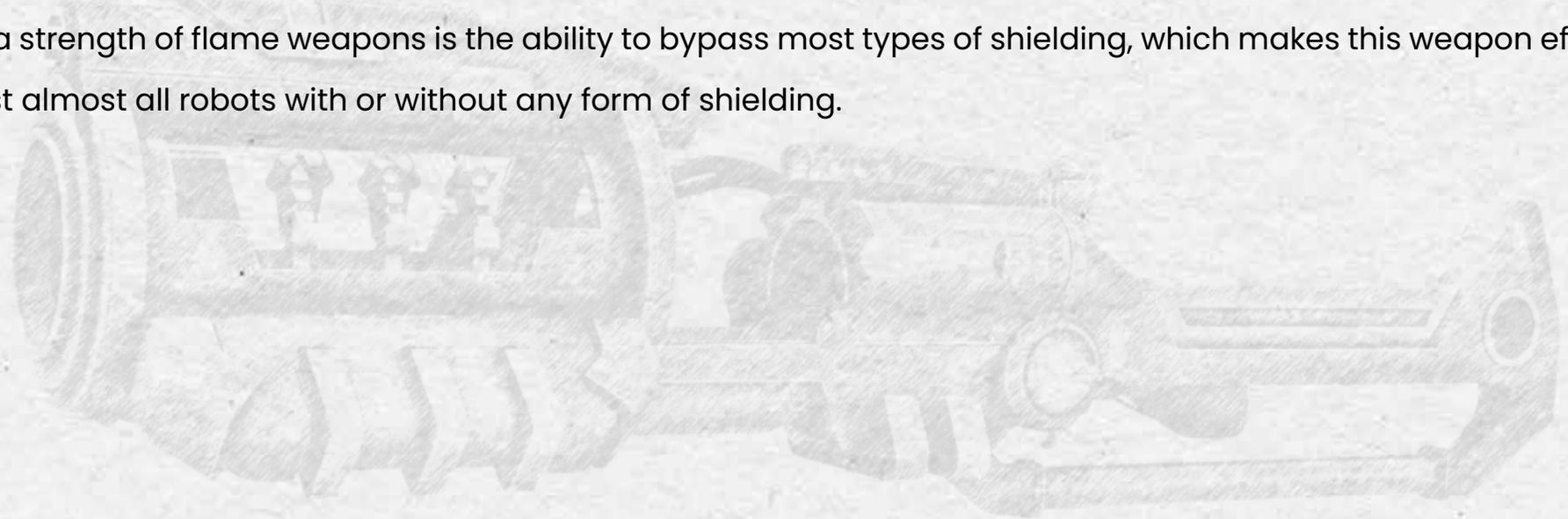
Name	Humbaz	Automatic
Level	2	Fire (Color-Green)
Category	Flame thrower	Metal: Cast-iron
Range	600 meters	
Capacity	8 fireballs	
Reload time	12 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows penetration of energy shields</li><li>• Reloads while firing</li><li>• 600-meter range allows mid-range shoot-downs</li><li>• Quick unload time</li></ul>	
Value	40 SUI	

# HUMBABAZ

## Strategy

This flamethrower has 600 meters range, with a 12-second reload time and the ability to bypass all types of shielding, and has very high DPS for a level-2 weapon.

However, Humbaz is relatively ineffective against fast-moving targets due to slow their projectile speed. On the other hand, a strength of flame weapons is the ability to bypass most types of shielding, which makes this weapon effective against almost all robots with or without any form of shielding.



08

## LEVEL-2



Name	Orkan	Automatic
Level	2	
Category	Missile launcher/ artillery	Metal: Iron
Range	11 missiles at a time	
Capacity	110 missiles	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• Can fire from up to 1100m away, chipping away at the enemy's health from afar</li><li>• Widespread means it is hard for a weapon to miss and can hit multiple robots at once</li></ul>	<ul style="list-style-type: none"><li>• Most effective against slow robots as they cannot evade it</li><li>• Can hit enemies hiding behind cover as missiles land vertically</li></ul>
Value	35 SUI	

ORKAN

## Strategy

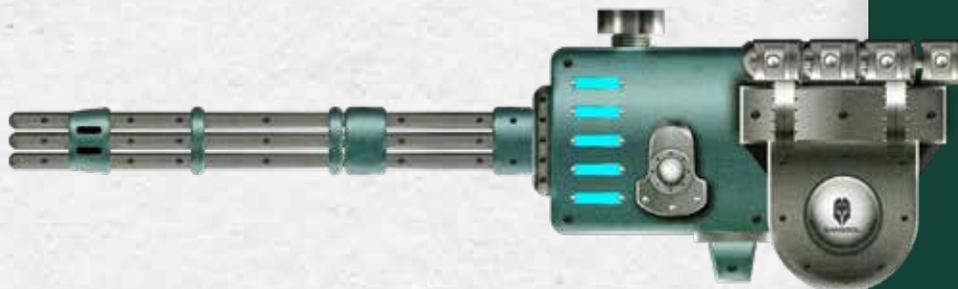
It is a medium-range artillery weapon. The Orkan can fire a spread of 14 rounds at a 11-meter radius point area marked by the cross-hairs on the game screen. No matter what distance it is fired at, the spread of the shots (11-meter radius) is generally the same regardless of its maximum range. As a result of the spread, the Noricum can't deal full damage to the light, medium, or some heavy bots.

It is recommended to fire from a distance of 600-300 meters for accuracy. If equipped with more than one unit, a robot can be used as a mobile artillery platform for long-range bombardment. Due to its way of firing, the Orkan can hit most enemies behind cover unless they are both behind cover and underneath an obstacle.

With less than 600 meters, the Orkan becomes more powerful as its rockets hit their targets shortly after firing, as the arcs become shorter as the enemy gets closer to them.

09

## LEVEL-2



Name	Phusker	Automatic
Level	2	Kinetic
Category	Gun	Metal: Steel
Range	500 meters	
Capacity	180 rounds (3*60)	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• High DPS in close range (300 meters or less)</li><li>• Double damage to physical shields</li></ul>	<ul style="list-style-type: none"><li>• If it fires for 3 seconds straight, it begins to fire at 1.5x the speed</li></ul>
Value	30 SUI	

# PHUSKER

## Strategy

The effective range of Phusker is 200 meters, and the maximum range is 500 meters. At its maximum range of 500 meters, very few bullets will reach the target, greatly reducing its damage. Although it can be lethal at close range, it becomes increasingly inaccurate as the range increases due to bullet spread.

The firing rate of all machine guns can be increased by 1.5x if they are fired continuously for more than 3 seconds. If firing is stopped for more than 1 second or if the ammunition is exhausted, the accelerated state ends.

As one of the first weapons a new player can obtain, it is a very common early game weapon. The Phusker is still very popular in higher leagues because it is an effective shield-breaker, dealing double damage to physical shields, which are very common in robots at higher levels.

10

## LEVEL-2



Name	Pulsepow	Automatic
Level	2	
Category	Artillery	Metal: Iron
Range	500 meters	
Capacity	80 rounds	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• Huge DPS in close range (300m or less)</li><li>• Double damage to physical shields</li><li>• If it fires for 3 seconds straight, it begins to fire at 1.5x the speed</li><li>• Painful damage, especially with its accuracy</li></ul>	<ul style="list-style-type: none"><li>• can rotate vertically for 180°</li><li>• 500m range allows engagement at mid-ranges</li><li>• Defence Mitigation allows partial to the full negation of damage resistance</li></ul>
Value	35 SUI	

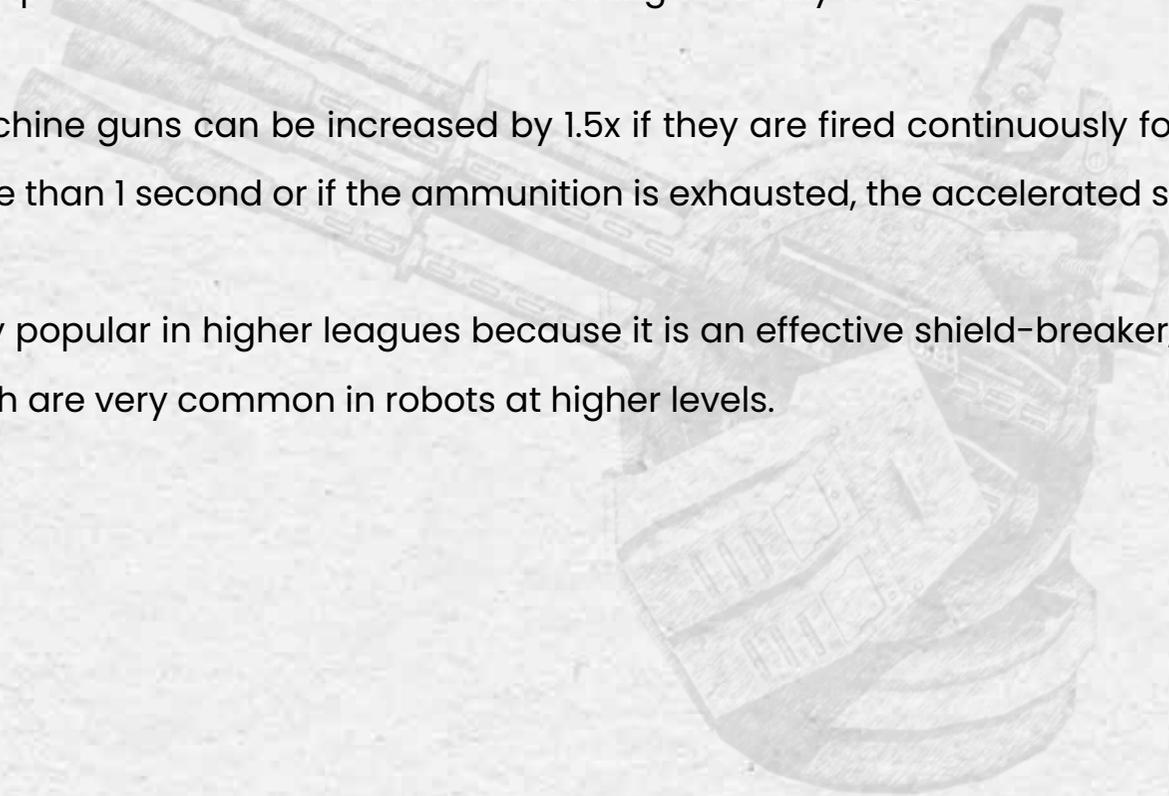
PULSEPOW

## Strategy

Pulsepow has a maximum range of 500 meters that can create huge DPS in close range (300m or less). One of the biggest advantages of Pulsepow is that it can shoot while rotating vertically for 180°.

The firing rate of all machine guns can be increased by 1.5x if they are fired continuously for more than 3 seconds. If firing is stopped for more than 1 second or if the ammunition is exhausted, the accelerated state ends.

The Pulsepow is still very popular in higher leagues because it is an effective shield-breaker, dealing double damage to physical shields, which are very common in robots at higher levels.



**11****LEVEL-2**

<b>Name</b>	<b>Rilem</b>	<b>Automatic</b>
<b>Level</b>	2	Kinetic
<b>Category</b>	Gun	Metal: Aluminium
<b>Range</b>	350 meters	
<b>Capacity</b>	150 rounds	
<b>Reload time</b>	12 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• High DPS in close range (200 m or less)</li><li>• Double damage to physical shields</li><li>• If it fires for 3 seconds straight, it begins to fire at 1.5x the speed</li></ul>	<ul style="list-style-type: none"><li>• Painful damage, even at max range 350m range allows engagement at mid-ranges</li><li>• Defence Mitigation allows partial to the full negation of damage resistance</li></ul>
<b>Value</b>	35 SUI	

**RILEM**

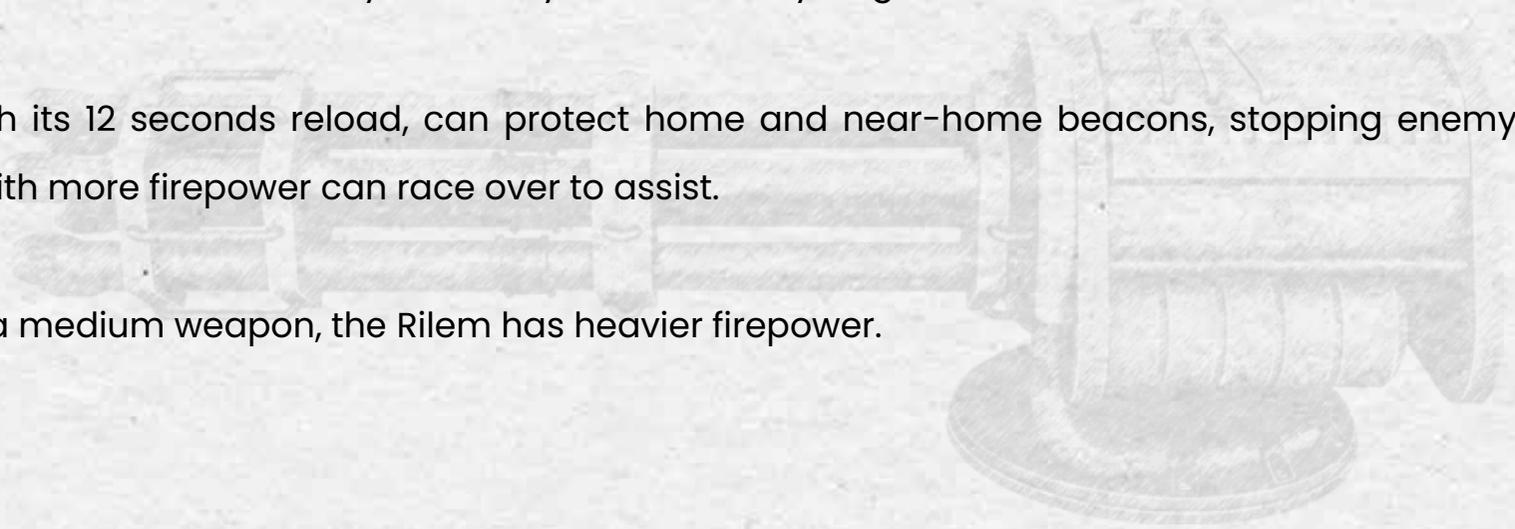
## Strategy

The Rilem is a medium energy weapon with a mid-range (up to 350 meters, with a 200-meter optimal range).

This autocannon can root enemies at a 350-meter range as a close-range suppressor. Rilem has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Rilem, with its 12 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

Finally, being a medium weapon, the Rilem has heavier firepower.



12

## LEVEL-2



Name	Semcol	Automatic
Level	2	Kinetic
Category	Gun	Metal: Steel
Range	500 meters	
Capacity	100 rounds	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• Very serious damage at close range</li><li>• Destroys energy shields easily (can deal significant damage even from a distance)</li></ul>	<ul style="list-style-type: none"><li>• Double damage to physical shields</li><li>• High damage per shot and good rate of fire result in very good DPS</li><li>• Reloads while firing</li></ul>
Value	35 SUI	

SEMCOL

## Strategy

The Semcol is a mid-range energy weapon that has 300 meters optimal range and does serious damage per shot and a good rate of fire results in very good DPS.

In Semcol, each projectile adds to the root (lockdown) threshold bar, making it more effective at locking itself down. The root threshold bar of any enemy slowly drains if the projectiles from any root shotgun fail to hit the target previously fired at for a second or longer.

Semcol has a high burst DPS and can bypass energy shields. Multiple targets can be immobilized in one shot due to the large horizontal energy arc. When mounted on a lower side hardpoint, this weapon can be effective against stealth robots due to its projectile spread.

13

## LEVEL-2

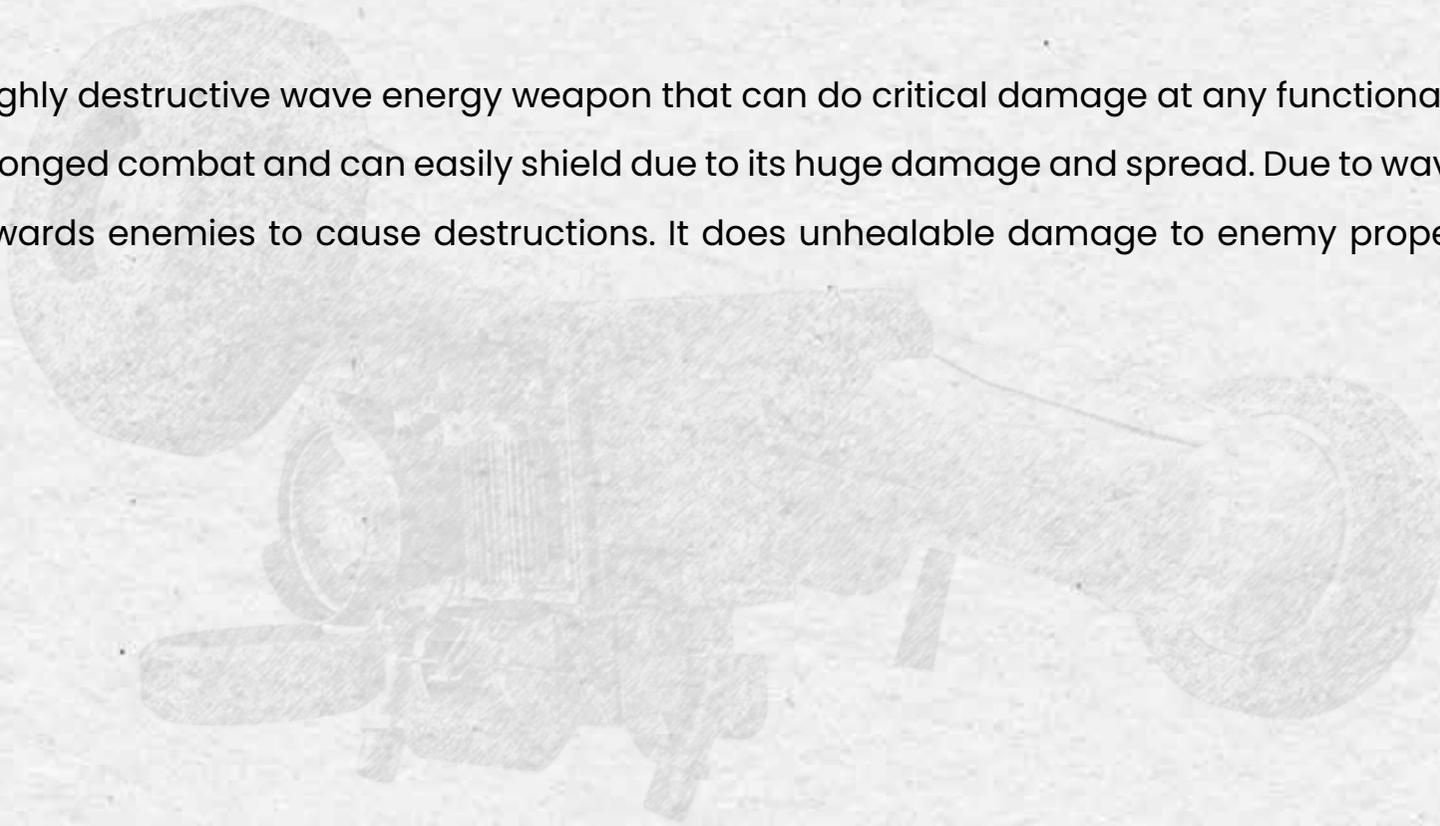


Name	Spiranha	Manual
Level	2	Wave energy
Category		Metal: Iron
Range	100-200 meter	
Capacity	10 rounds	
Reload time	12 sec	
Specialty	<ul style="list-style-type: none"><li>• Critical damage at any functional range</li><li>• Can easily shield due to its huge damage and spread</li><li>• Is effective at prolonged combat</li><li>• Deals unhealable damage</li></ul> Reloads while firing	
Value	25 SUI	

# SPIRANHA

## Strategy

Spiranha is a highly destructive wave energy weapon that can do critical damage at any functional range. It is highly effective at prolonged combat and can easily shield due to its huge damage and spread. Due to wave energy, it sends shockwaves towards enemies to cause destructions. It does unhealable damage to enemy properties and reloads while firing.



14

## LEVEL-2



<b>Name</b>	<b>Woriom</b>	<b>Semi-Automatic</b>
<b>Level</b>	2	Destructive
<b>Category</b>	Artillery	Metal: Iron
<b>Range</b>	400 meters	
<b>Capacity</b>	4 missiles	
<b>Reload time</b>	20 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• High damage</li><li>• Can traverse over low obstacles</li><li>• Slow robots cannot evade it</li><li>• Lock-on system helps with targeting accuracy</li></ul> Homing attribute lets it hit enemies that have moved slightly	<ul style="list-style-type: none"><li>• Can often hit enemies on the upper portion of the bot, bypassing most robots' physical shields</li><li>• Deals double damage to physical shields</li></ul>
<b>Value</b>	40 SUI	

# WORION

## Strategy

It is a medium-range artillery weapon. The Woriom can fire 4 missiles simultaneously at a 25-meter radius point area marked by the cross-hairs on the game screen. No matter what distance it is fired at, the spread of the shots (25-meter radius) is generally the same regardless of its maximum range. As a result of the spread, the Woriom can't deal full damage to the light, medium, or some heavy bots.

It is recommended to fire from a distance of 300 meters for accuracy. If equipped with more than one unit, a robot can be used as a mobile artillery platform for long-range bombardment. Due to its way of firing, the Woriom can hit most enemies behind cover unless they are both behind cover and underneath an obstacle.

With less than 400 meters, the Woriom becomes more powerful as its missiles hit their targets shortly after firing, as the arcs become shorter as the enemy gets closer to them.

15

## LEVEL-2



Name	Zinapa	Automatic
Level	2	
Category	Missile launcher	Metal: Iron
Range	800 meters	
Capacity	Shoot 8 missiles at the same time or simultaneously	
Reload time	3 sec	
Specialty	<ul style="list-style-type: none"><li>• Destroy guarding stations</li><li>• Can fire from up to 800 meters away, chipping away at the enemy's health from afar</li><li>• Can hit enemies hiding behind cover as missiles land vertically</li></ul>	<ul style="list-style-type: none"><li>• Widespread means it is hard for a weapon to miss and can hit multiple robots at once</li><li>• Most effective against slow robots as they cannot evade it</li></ul>
Value	45 SUI	

# ZINAPA

# Strategy

The Zinapa is a medium-range (up to 800 meters) light missile weapon, and it can be viewed as the medium-range counterpart.

The primary purpose of missile weapons is indirect fire and to harass the enemy. Due to this, the Zinapa should be used in the same way, along with its relatively long reload time. While their weapons are reloading, players should use the cover carefully, as your robot is vulnerable. Whenever possible, players should hide behind cover and retreat if any brawler enemies are approaching close. If possible, you should focus on targets that do not have high health, are capturing beacons, are approaching you, and that is helping your teammates.

Robots equipped with the Zinapa can damage most robots significantly. Dealing with significant damage at level 2, any missile built using more than one Zinapa can cripple or destroy most light robots in only one or two missiles can severely damage medium or heavy robots as well.

Although heavy robots have more health, being hit with nearly one missile will hardly go unnoticed or be shrugged off. The indirect fire capability and devastating damage mean that most short-range missile builds with multiple weapons can destroy most robots in only 2-4 missiles.

16

## LEVEL-2



Name	Zinum	Automatic
Level	2	
Category	Laser Can work as shield as well	Metal: Aluminium
Range	300 meters	
Capacity	Infinite	
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>• Energy sphere/dome allows for a 360-degree field of protection from all angles</li><li>• Can shield allies within the radius of the shield</li><li>• Can self-regenerate shield durability</li><li>• Can shoot laser (in spherical manner) if anyone comes near</li><li>• Can soak up excess damage from a non-energy weapon that does more damage than its durability</li></ul>	
Value	40 SU1	

# ZINUM

## Strategy

Zinum gives more protection to bots at the cost of less firepower. When being shot at by kinetic weaponry, an electric blue pattern made up of hexagons (similar to a honeycomb) can be seen illuminating in the direction of where the shot originated from. The shield regenerates 3% of its maximum health every second.

After the shield is depleted by enemy fire to 0 hit points, it needs to regenerate 20% of its capacity in order to reactivate.

As the energy field is rather large (35 meters), Zinum is vulnerable because all bullets hitting the shield will drain it.

The shield can sometimes block more firepower than stated and can shoot a laser (in a spherical manner) if anyone comes near. In addition, the Zinum can hit the enemies under 300 meters range and slow them down.

01

## LEVEL-3



Name	Avalg	Manual
Level	3	
Category	Gun	Metal: Aluminium and copper
Range	1100 meters	
Capacity	30 shots in a single time	
Reload time	11 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to penetrate energy shields</li><li>• 1100-meter range allows it to engage in gunfights without fear of retaliation</li><li>• Charge-based reload-while-firing clip allows it to reload at any given time</li><li>• Great at sustained combat</li></ul>	
Value	30 SUI	

AVALG

## Strategy

The Avalg is a High-range light kinetic weapon (up to 1100 meters) that deals with corrosion damage.

The Avalg is a corrosion-based weapon that can cause damage over time (DOT) for 5 seconds per bullet. The Avalg can fire one full clip in one second (up to 600 meters) and can reload in eleven seconds. Unlike other firearms, the Avalg will fire with 100% accuracy, regardless of whether the pilot's cross-hair is within the red target box of the enemy.

**02****LEVEL-3**

<b>Name</b>	<b>Calibarton</b>	<b>Manual</b>
<b>Level</b>	3	
<b>Category</b>	Artillery	Metal: Iron
<b>Range</b>	600 meters	
<b>Capacity</b>	12 rounds at a time	
<b>Reload time</b>	12 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• Large damage per shot</li><li>• Accuracy is good if aimed well, it won't miss / good aim assist</li><li>• Inflicts Corrosion upon enemies</li><li>• Deals double damage to physical shields</li></ul>	<ul style="list-style-type: none"><li>• Can rotate 180° while shooting (vertically and horizontally)</li></ul>
<b>Value</b>	30 SU1	

**CALIBARTON**

## Strategy

Calibarton has a maximum range of 600 meters that can create huge DPS in close range (300m or less). One of the biggest advantages of Calibarton is that it can shoot while rotating vertically for 180°.

The firing rate of all machine guns can be increased by 1.5x if they are fired continuously for more than 3 seconds. If firing is stopped for more than 1 second or if the ammunition is exhausted, the accelerated state ends.

The Calibarton is still very popular in higher leagues because it is an effective shield-breaker, dealing double damage to physical shields, which are very common in robots at higher levels

03

## LEVEL-3



Name	Canomuz	Manual
Level	3	Destructive
Category	combat	Metal: Iron
Range	100 meters	
Capacity		
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>• Close range benefits to handle nearby robots</li><li>• Can stun the robots and freeze them for 5/10 sec</li><li>• Can destroy properties</li></ul>	
Value	30 SUI	

CANOMUZ

## Strategy

Canomuz is a manual combat weapon with a range of 100 meters. It can handle nearby robots, stun them, and freeze them for 5/10 sec. Also, it can easily destroy properties.



04

## LEVEL-3



Name	Exomp	Manual
Level	3	Explosive
Category	Missile launcher	Metal: Iron
Range	400-1200 meters	
Capacity	15 rockets	
Reload time	15 sec	
Specialty	<ul style="list-style-type: none"><li>• Good splash range, making you able to hit multiple robots at once and hit targets behind cover (in some cases)</li><li>• Good against slow-moving or stationary enemies</li><li>• Bypasses physical shields due to splash damage</li></ul>	
Value	35 SUI	

EXOMP

# Strategy

The Exomp is a high-range (up to 1200 meters) light missile weapon, and it can be viewed as the high-range counter part.

The primary purpose of missile weapons is indirect fire and to harass the enemy. Due to this, the Exomp should be used in the same way, along with its relatively long reload time. While their weapons are reloading, players should use the cover carefully, as your robot is vulnerable. Whenever possible, players should hide behind cover and retreat if any brawler enemies are approaching close. If possible, you should focus on targets that do not have high health, are capturing beacons, are approaching you, and that is helping your teammates.

Robots equipped with the Exomp can damage most robots significantly. Dealing with significant damage at level 3, any missile built using more than one Exomp can cripple or destroy most light robots in only one or two missiles can severely damage medium or heavy robots as well.

Although heavy robots have more health, being hit with nearly one missile will hardly go unnoticed or be shrugged off. The indirect fire capability and devastating damage mean that most short-range missile builds with multiple weapons can destroy most robots in only 2-4 missiles.

05

## LEVEL-3



Name	Geta	Manual
Level	3	
Category	Gun	Metal: Iron
Range	500 meters	
Capacity	60 rounds	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• High DPS in close range (300m or less)</li><li>• Double damage to physical shields</li><li>• If it fires for 3 seconds straight, it begins to fire at 1.5x the speed</li><li>• Large clip</li><li>• Most bullets will catch on to energy shields even from maximum range.</li></ul>	
Value	30 SUI	

GETA

## Strategy

The Geta is a medium energy weapon with a mid-range (up to 500 meters, with a 550-meter optimal range).

This autocannon can root enemies at a 500-meter range as a close-range or mid-range suppressor. Pulsar has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Geta, with its 10 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

Immobilizing enemy robots can be very useful in-game modes, where capturing a beacon first can mean more points and spawn points.

The Geta has the largest effect on level-3/4 robots. By locking them down and taking away their mobility (one of their key strengths), you can cripple or destroy them. As well as grounding robots, it prevents locked down robots from leaving the ground.

Finally, being a medium weapon, the Geta has heavier firepower. Also, being an energy weapon, the Geta can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

**06****LEVEL-3**

<b>Name</b>	<b>Getator</b>	<b>Automatic</b>
<b>Level</b>	3	
<b>Category</b>	Gun	Metal: carbon steel
<b>Range</b>	800 meters	
<b>Capacity</b>	70 rounds	
<b>Reload time</b>	10 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• Can hit the target from afar (800m range)</li><li>• Bullets barely spread, meaning the weapon is still relatively accurate in long-distance battles</li><li>• If it fires for 3 seconds straight, it starts firing at 1.5x the speed</li><li>• Deals 2x the damage to physical shields</li></ul>	
<b>Value</b>	50 SU1	

**GETATOR**

## Strategy

The Getator is a medium energy weapon with a mid-range (up to 800 meters, with a 650-meter optimal range).

This autocannon can root enemies at an 800-meter range as a close-range or mid-range suppressor. Pulsar has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Getator, with its 10 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

The Getator has the largest effect on level-3/4 robots. By locking them down and taking away their mobility (one of their key strengths), you can cripple or destroy them. As well as grounding robots, it prevents locked down robots from leaving the ground. The Getator Deals 2x the damage to physical shields.

Finally, being a medium weapon, the Getator has heavier firepower. Also, being an energy weapon, the Getator can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

07

## LEVEL-3



Name	Halberd	Manual
Level	3	Energy
Category	Combat/sword	Metal: bronze
Range	400 meters	
Capacity	Can hold current for 20-30 sec	
Reload time	4-5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to pierce energy shields</li><li>• Fast projectile speed makes it hard to miss</li><li>• 400-meter range allows it to easily stab within reach</li><li>• Tremendous damage when fully charged</li><li>• High accuracy—if aimed right, will not miss</li><li>• Single swipe attribute allows a robot to minimize exposure time</li></ul>	
Value	20 SUI	

# HALBERD

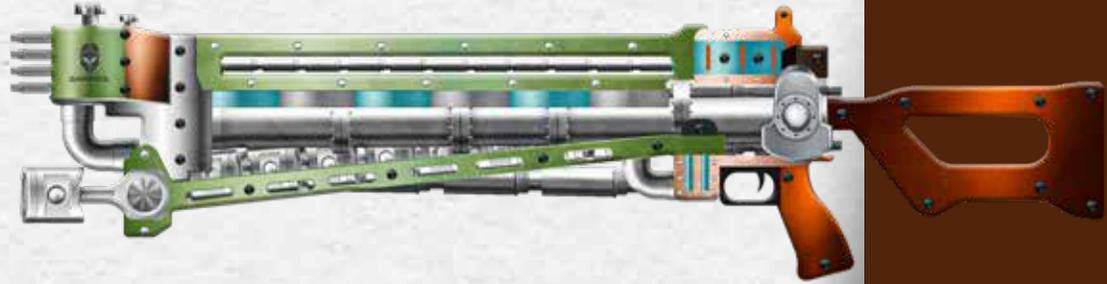
## Strategy

Halberd is a bronze sword used for combat fighting. It can hold an electric current for 20-30 sec. Players can use it in hand combat fighting and can do tremendous damage when fully charged.



08

## LEVEL-3



Name	Hidal	Automatic
Level	3	
Category	Gun	Metal: aluminium and copper
Range	500 meters	
Capacity	200 rounds	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• High DPS in close range (300 meters or less)</li><li>• Double damage to physical shields</li><li>• If it fires for 3 seconds straight, it begins to fire at 1.5x the speed</li></ul>	
Value	35 SUI	

# HIDAL

## Strategy

The Hidal is a medium energy weapon with a mid-range (up to 500 meters, with a 350-meter optimal range).

This autocannon can root enemies at an 800-meter range as a close-range or mid-range suppressor. Hidal has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Hidal, with its 10 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

The Hidal has the largest effect on robots. By locking them down and taking away their mobility (one of their key strengths), you can cripple or destroy them. As well as grounding robots, it prevents locked down robots from leaving the ground.

Additionally, being a medium weapon, the Hidal has heavier firepower. Also, being an energy weapon, the Hidal can be deadly to ambush robots or robots with in-built energy shields.

09

## LEVEL-3



Name	Himacie	Automatic
Level	3	
Category	Missile launcher	Metal: Iron
Range	350 meters	
Capacity	30	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to penetrate energy shields</li><li>• High accuracy damage doesn't decrease the further the target is from the robot</li><li>• High damage per clip</li><li>• Extremely good at sustained fighting</li><li>• Short reload</li></ul>	
Value	30 SUI	

# HIMACIE

## Strategy

The Himacie is a close-range (up to 350 meters) heavy missile weapon, and it can be viewed as the close-range counterpart.

The primary purpose of missile weapons is indirect fire and to harass the enemy. Due to this, the Himacie should be used in the same way, along with its relatively long reload time. The Himacie deals high damage per clip, and it is extremely good at sustained fighting.

Robots equipped with the Himacie can damage most robots significantly. Dealing with significant damage at level 2, any missile built using more than one Himacie can cripple or destroy most light robots in only one or two missiles can severely damage medium or heavy robots as well.

Although heavy robots have more health, being hit with nearly one missile will hardly go unnoticed or be shrugged off. The indirect fire capability and devastating damage mean that most short-range missile builds with multiple weapons can destroy most robots in only 2-4 missiles.

10

## LEVEL-3



Name	Hurcan	Manual
Level	3	
Category	Artillery	Metal: Carbon steel
Range	800 meters	
Capacity	1 round	
Reload time	6 sec	
Specialty	<ul style="list-style-type: none"><li>• High range</li><li>• Damage per shot is high</li><li>• One-shot in the magazine is fired instantly, allowing the user to quickly go behind cover as soon as they fire</li><li>• Double damage to physical shields</li></ul>	
Value	30 SUI	

# HURCAN

## Strategy

Hurcan has a maximum range of 800 meters that can create huge DPS in close range (300m or less). One of the biggest advantages of Hurcan is that it can shoot while rotating vertically for 360°.

The firing rate of all machine guns can be increased by 1.5x if they are fired continuously for more than 3 seconds. If firing is stopped for more than 1 second or if the ammunition is exhausted, the accelerated state ends.

With Hurcan, One-shot in the magazine is fired instantly, allowing the user to quickly go behind cover as soon as they fire.

The Hurcan is still very popular in higher leagues because it is an effective shield-breaker, dealing double damage to physical shields, which are very common in robots at higher levels.

11

## LEVEL-3



Name	Hydrix	Automatic
Level	3	
Category	Gun	Metal: aluminium
Range	1100 meters	
Capacity	30 charges	
Reload time	11 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to penetrate energy shields</li><li>• 1100-meter range allows it to engage in gunfights -without fear of retaliation</li><li>• Charge-based reload-while-firing clip allows it to reload at any given time</li><li>• Great at sustained combat</li></ul>	
Value	20 SUI	

# HYDRIX

## Strategy

The Hydir is a high-energy weapon with a high range (up to 1100 meters, with a 350-meter optimal range).

This autocannon can root enemies at an 1100-meter range as a high-range suppressor. Hydir has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

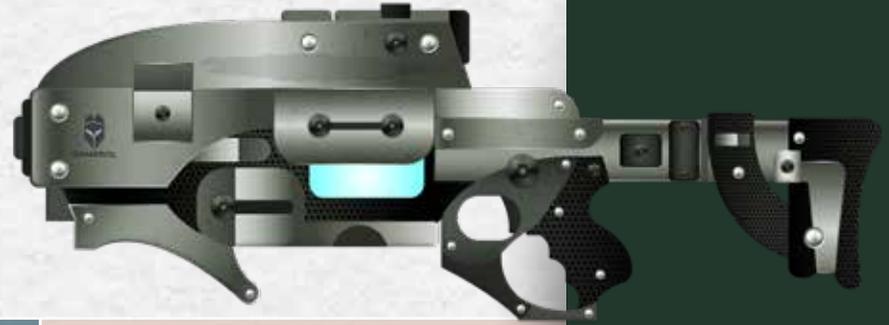
The Hydir, with its 11 seconds reload, can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist.

The Hydir is Great at sustained combat. By locking them down and taking away their mobility (one of their key strengths), you can cripple or destroy them. As well as grounding robots, it prevents locked down robots from leaving the ground.

Additionally, being a medium weapon, the Hydir has heavier firepower. Also, being an energy weapon, the Hydir can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

12

## LEVEL-3



Name	Liqas	Manual
Level	3	
Category	Gun	Metal: titanium
Range	500 meters	
Capacity	Infinite energy round	
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>• Infinite ammunition</li><li>• Energy shells allow penetration of energy shields</li><li>• Considerable sustained</li><li>• Damage Per Second, especially at close range</li><li>• Inaccuracy while overheated allows it to hit enemy robots in stealth (side effect)</li></ul>	
Value	30 SUI	

LIQAS

## Strategy

The Liqas is a medium energy weapon with a close-range (up to 500 meters, with a 350-meter optimal range).

This autocannon can root enemies at a 500-meter range as a high-range suppressor. Liqas has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Liqas can protect home and near-home beacons, stopping enemy robots so that teammates with more fire power can race over to assist.

The Liqas has Infinite ammunition Energy shells allow penetration of energy shields.

Additionally, being a medium weapon, the Liqas has heavier firepower. Also, being an energy weapon, the Liqas can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

13

## LEVEL-3



<b>Name</b>	<b>Oxid Firearm</b>	<b>Automatic</b>
<b>Level</b>	3	Freezes everything it touches
<b>Category</b>	Artillery	Metal: aluminium and copper
<b>Range</b>	300 meters	
<b>Capacity</b>	30-sec freezing waves	
<b>Reload time</b>	15 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• High burst damage</li><li>• Can freeze enemies</li><li>• Can penetrate physical shields</li><li>• Can reload while firing</li><li>• Splash damage</li><li>• Relatively large clip for burst weapons</li><li>• can 360° while shooting</li></ul>	
<b>Value</b>	40 SUI	

OXID FIREARM

## Strategy

It is a medium-range artillery weapon. The Oxid Firearm can fire freezing waves simultaneously at a 25-meter radius point area marked by the cross-hairs on the game screen. No matter what distance it is fired at, the spread of the shots (25-meter radius) is generally the same regardless of its maximum range. It Freezes everything it touches.

It is recommended to fire from a distance of 300 meters for accuracy. If equipped with more than one unit, a robot can be used as a mobile artillery platform for long-range bombardment. Due to its way of firing, the Oxid Firearm can hit most enemies behind cover unless they are both behind cover and underneath an obstacle.

With less than 200 meters in range, the Oxid Firearm becomes more powerful as its waves hit their targets shortly after firing, as the arcs become shorter as the enemy gets closer to them.

14

## LEVEL-3



Name	Rayst	Automatic
Level	3	
Category	Gun	Metal: Aluminium
Range	800 meters	
Capacity	80 rounds	
Reload time	10 sec	
Specialty	<ul style="list-style-type: none"><li>• Can hit the target from afar (800m range)</li><li>• Bullets barely spread, meaning the weapon is still relatively accurate in long-distance battles</li><li>• If it fires for 3 seconds straight, it starts firing at 1.5x the speed</li><li>• Deals 2x the damage to physical shields</li></ul>	
Value	40 SUI	

RAYST

# Strategy

The Rayst is a medium energy weapon with a high range (up to 800 meters, with a 550-meter optimal range).

This autocannon can root enemies at an 800-meter range as a high-range suppressor. Rayst has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Rayst can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Rayst's Bullets are barely spread, meaning the weapon is still relatively accurate in long-distance battles.

The Rayst has Infinite ammunition Energy shells allow penetration of energy shields.

Additionally, being a medium weapon, the Rayst has heavier firepower. Also, being an energy weapon, the Rayst can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

15

## LEVEL-3



Name	Ruplut	Manual
Level	3	
Category	Firearm	Metal: steel
Range	500 meters	
Capacity	Infinite energy	
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>• Steady and relatively fast rate of electricity.</li><li>• Relatively fast projectile speed, a user is not required to lead target.</li><li>• No reload, allowing for no drop in damage per second.</li><li>• Has a longer range</li></ul>	<ul style="list-style-type: none"><li>• Very High Accuracy, this is achieved by a fast projectile speed and good aiming</li><li>• Bypasses energy shields, this trait allows the weapon to excel at taking down energy shielded robots.</li><li>• Unlimited ammunition allows for long periods of sustained fire.</li></ul>
Value	35 SUI	

# RUPLUT

## Strategy

The Ruplut is a medium energy weapon with a medium range (up to 500 meters, with a 350-meter optimal range).

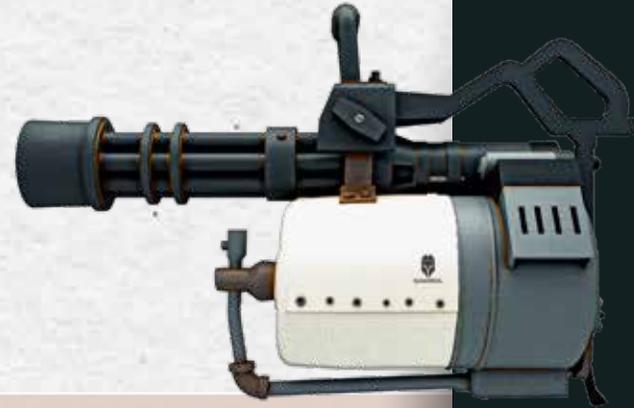
This autocannon can root enemies at a 500-meter range as a high-range suppressor. Ruplut has a high Damage per Second (DPS), which is enhanced by the ability to root enemy targets.

The Ruplut can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Ruplut has relatively fast projectile speed, a user is not required to lead target. The Ruplut has Infinite ammunition Energy shells allow penetration of energy shields.

Additionally, being a medium weapon, the Ruplut has heavier firepower. Also, being an energy weapon, the Ruplut can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

16

## LEVEL-3

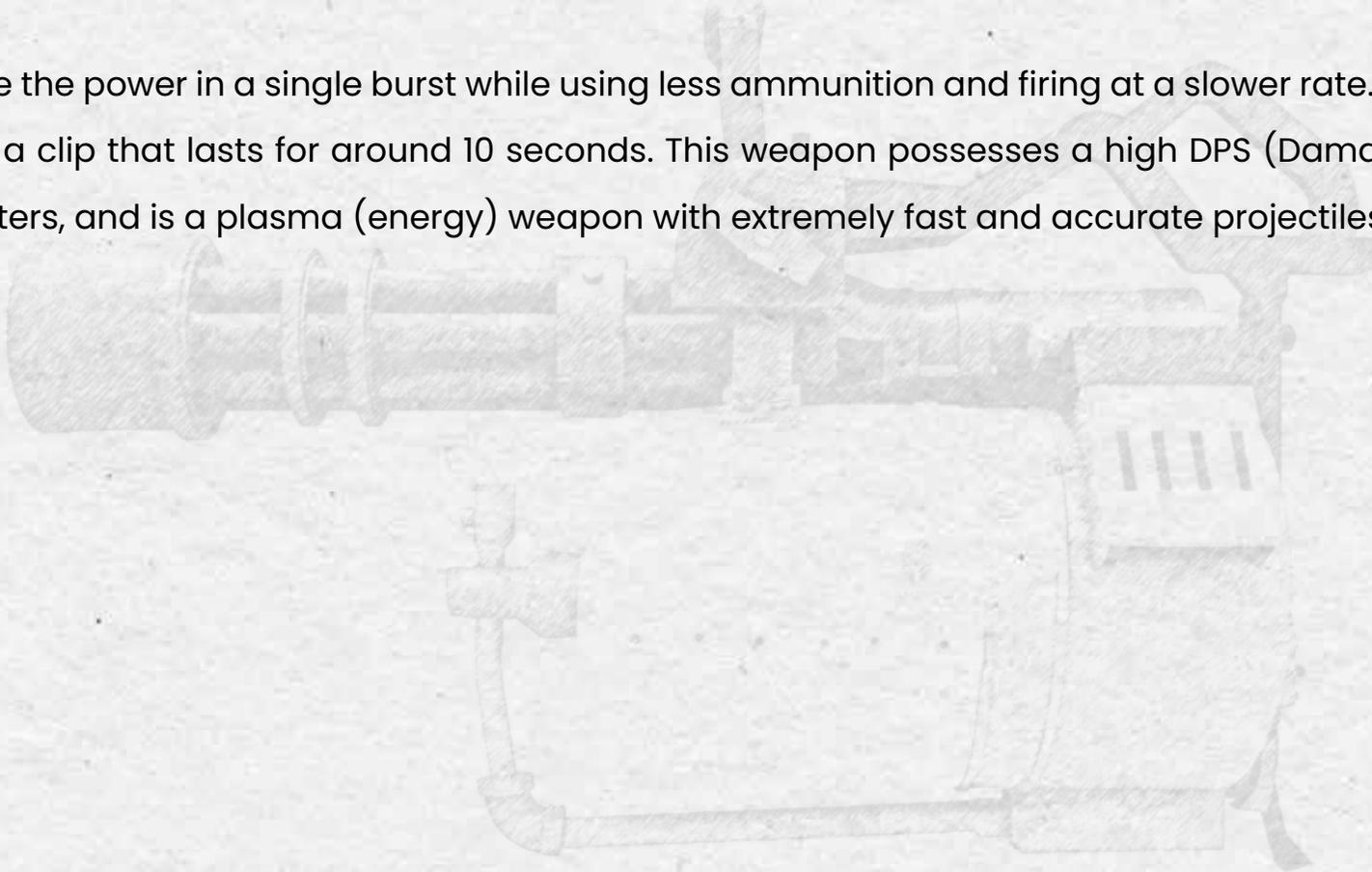


Name	Vorlet	Automatic
Level	3	
Category	Firearm	Metal: Iron
Range	350 meters	Can exceed up to 600 meters if user continuous fires it for 4-5 sec
Capacity	20-sec straight firing	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to penetrate energy shields</li><li>• High accuracy damage doesn't decrease the further the target is from the robot</li><li>• Extreme damage per clip</li></ul>	<ul style="list-style-type: none"><li>• Extremely good at sustained fighting</li><li>• Short reload</li><li>• Very effective against light robots</li></ul>
Value	30 SUI	

# VORLET

## Strategy

Vorlet has double the power in a single burst while using less ammunition and firing at a slower rate. It has a 5-second reload time and a clip that lasts for around 10 seconds. This weapon possesses a high DPS (Damage per Second), a range of 350 meters, and is a plasma (energy) weapon with extremely fast and accurate projectiles.



01

## LEVEL-4

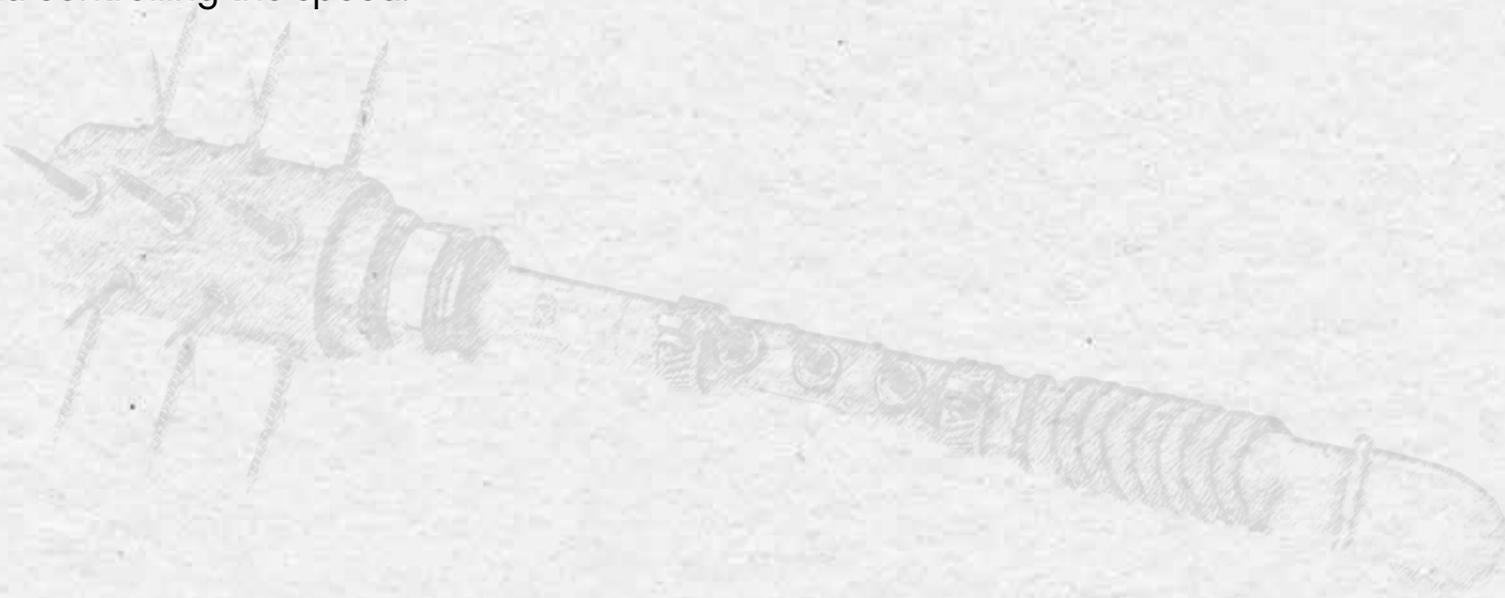


Name	Bigol-W	Manual
Level	4	
Category	Combat	Metal: iron
Range	500 meters	
Capacity	22 Nails at a time	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Can shoot nails rotating.</li><li>• If continued to shoot for 3 sec, speed increases to 1.5</li><li>• Can be used as stick as well.</li><li>• Players can control speed</li></ul>	
Value	30 SUI	

BIGOL-W

## Strategy

Bigol-W is a hand-to-hand combat weapon embedded with iron nails. Players can use it to hit the nearby enemies or shoot nails towards them in a 500-meter radius. Additionally, its head rotates, allowing players to shoot nails using momentum and controlling the speed.



02

## LEVEL-4



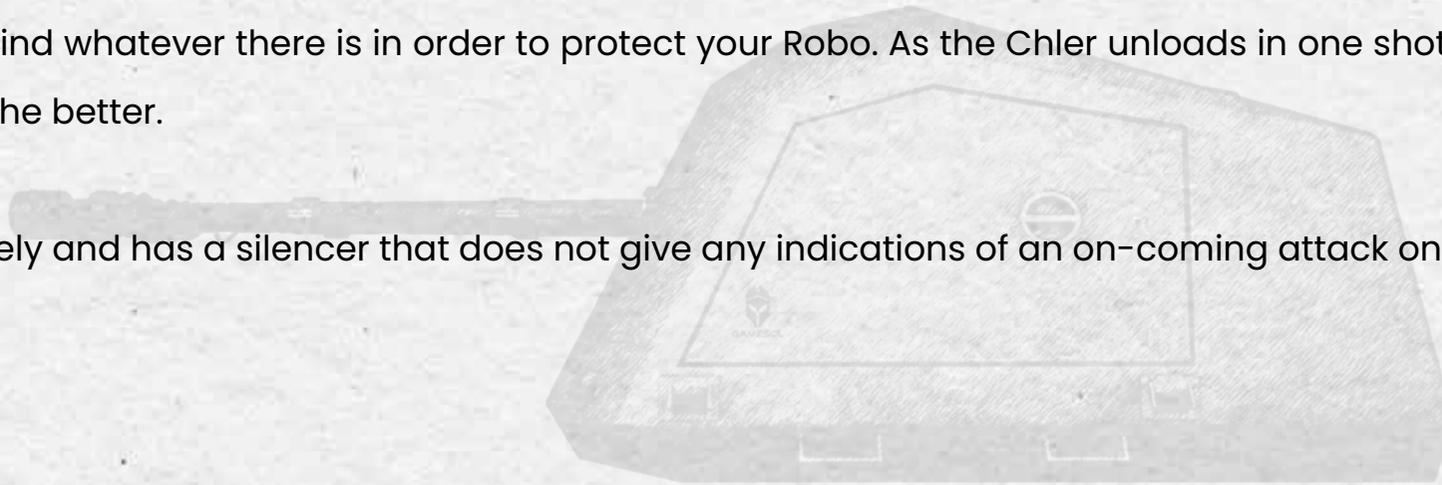
Name	Chler	Automatic
Level	4	Eruptive energy
Category	Grenade launcher	Metal: Iron
Range	500 meters	
Capacity	4 rounds/grenades at a time	
Reload time	5 sec	
Specialty	<ul style="list-style-type: none"><li>• Has silencer</li><li>• can cause massive damage to the surroundings</li><li>• accurate aim</li></ul>	
Value	20 SUI	

CHLER

## Strategy

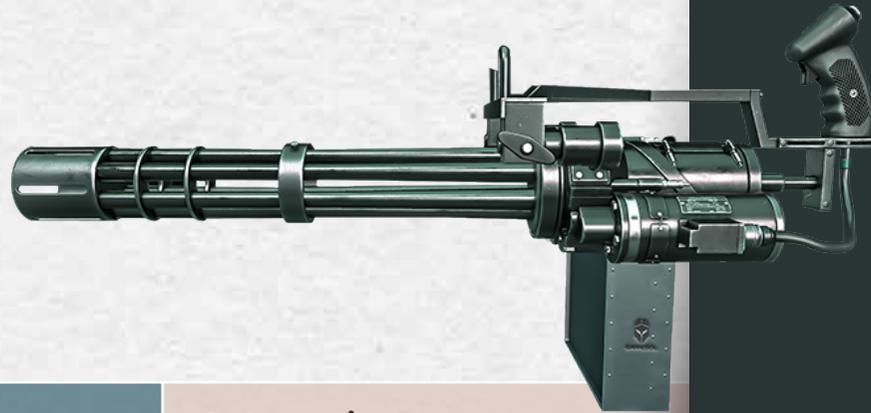
The Chler is a huge, heavy, superheavy Grenade launcher capable of bypassing physical shields. Each rocket deals tremendous damage, and then it reloads for four seconds, which leaves a huge opening for the enemy. For the time being, hide behind whatever there is in order to protect your Robo. As the Chler unloads in one shot, so the faster you get into cover, the better.

It aims accurately and has a silencer that does not give any indications of an on-coming attack on the enemies.



03

## LEVEL-4



Name	Daekal	Automatic
Level	4	Kinetic
Category	Gun	Metal: aluminium
Range	1 KM	
Capacity	24 rounds at a time	
Reload time	4 sec	
Specialty	<ul style="list-style-type: none"><li>• Can pierce through any surface</li><li>• Silent bullets</li><li>• Very high range (1000m)</li><li>• High damage per shot</li><li>• One-shot in the magazine is fired instantly, allowing the user to quickly go behind cover as soon as they fire</li><li>• Double damage to physical shields</li></ul>	
Value	40 SUI	

DAEKAL

## Strategy

The Daekal is a medium energy weapon with a high range (up to 1000 meters, with an 850-meter optimal range).

The Daekal can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Daekal's Bullets are barely spread, meaning the weapon is still relatively accurate in long-distance battles.

The Daekal has Infinite ammunition Energy shells allow penetration of energy shields and does high damage per shot.

Additionally, being a medium weapon, the Daekal has heavier firepower. Also, being an energy weapon, the Daekal can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

04

## LEVEL-4



Name	Ghornet	Automatic
Level	4	Kinetic
Category	Gun	Metal: steel and copper
Range	800 meters	
Capacity	3 magazines at a time	Can shoot up to 3 times constantly (3*3)
Reload time	4 sec	
Specialty	<ul style="list-style-type: none"><li>• Can switch up to laser or fire bullets</li><li>• High DPS in close range (300 meters or less)</li><li>• Good DPS at medium range</li><li>• Double damage to physical shields</li><li>• After 3 seconds of firing it accelerates to 1.5x the speed</li><li>• Reduces energy barriers quickly</li></ul>	
Value	40 SUI	

# GHORNET

# Strategy

The Ghornet is a high-energy weapon with a high range (up to 800 meters).

The Ghornet can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Ghornet has a special ability to switch up to laser or fire bullets.

The Ghornet can shoot up to 3 times constantly (3\*3), allowing penetration of energy shields, and does serious damage per shot.

Additionally, being a medium weapon, the Ghornet has heavier firepower. Also, being an energy weapon, the Ghornet can be deadly to ambush robots or robots with in-built energy shields. If pinned down, not only will the energy bolts hurt more due to these robots' under-average health, but for stealth ability, robots can be left vulnerable if pinned down in the open and unable to move when their stealth runs out.

05

## LEVEL-4

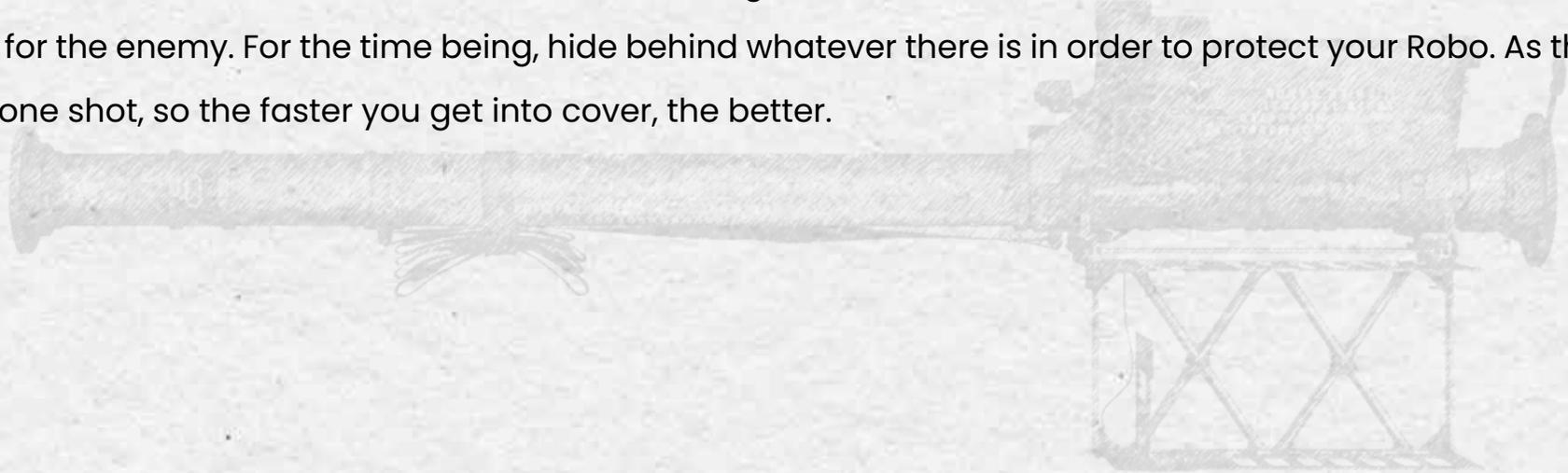


Name	Gsal	Manual
Level	4	Kinetic
Category	Missile launcher	Metal: cast-iron
Range	600 meters	
Capacity	20 rounds (20 missile)	
Reload time	2 sec	
Specialty	<ul style="list-style-type: none"><li>• Can cause massive destructions</li><li>• Can knock off enemies for 15 sec</li><li>• High DPS in close range (300m or less)</li><li>• Double damage to physical shields</li></ul>	<ul style="list-style-type: none"><li>• Painful damage, even at max range</li><li>• 600m range allows engagement at mid-ranges</li><li>• Defence Mitigation allows partial to the full negation of damage resistance</li><li>• One ready after one</li></ul>
Value	40 SUI	

GSAI

## Strategy

The Gsal is a huge, superheavy missile launcher capable of bypassing physical shields, and as such, it should be played as such. Each rocket deals tremendous damage, and then it reloads for four seconds, which leaves a huge opening for the enemy. For the time being, hide behind whatever there is in order to protect your Robo. As the Gsal unloads in one shot, so the faster you get into cover, the better.



06

## LEVEL-4



Name	Harong	Automatic
Level	4	
Category	Gun/ laser	Metal: Iron
Range	1km	
Capacity	Shoot straight laser up to the range	
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>• Can cut through any material</li><li>• Critical damage at any functional range It can easily shield due to its huge damage and spread</li><li>• Is effective at prolonged combat</li><li>• Inflicts damage, which usually cannot be repaired in battle</li></ul>	
Value	20 SUI	

# HARONG

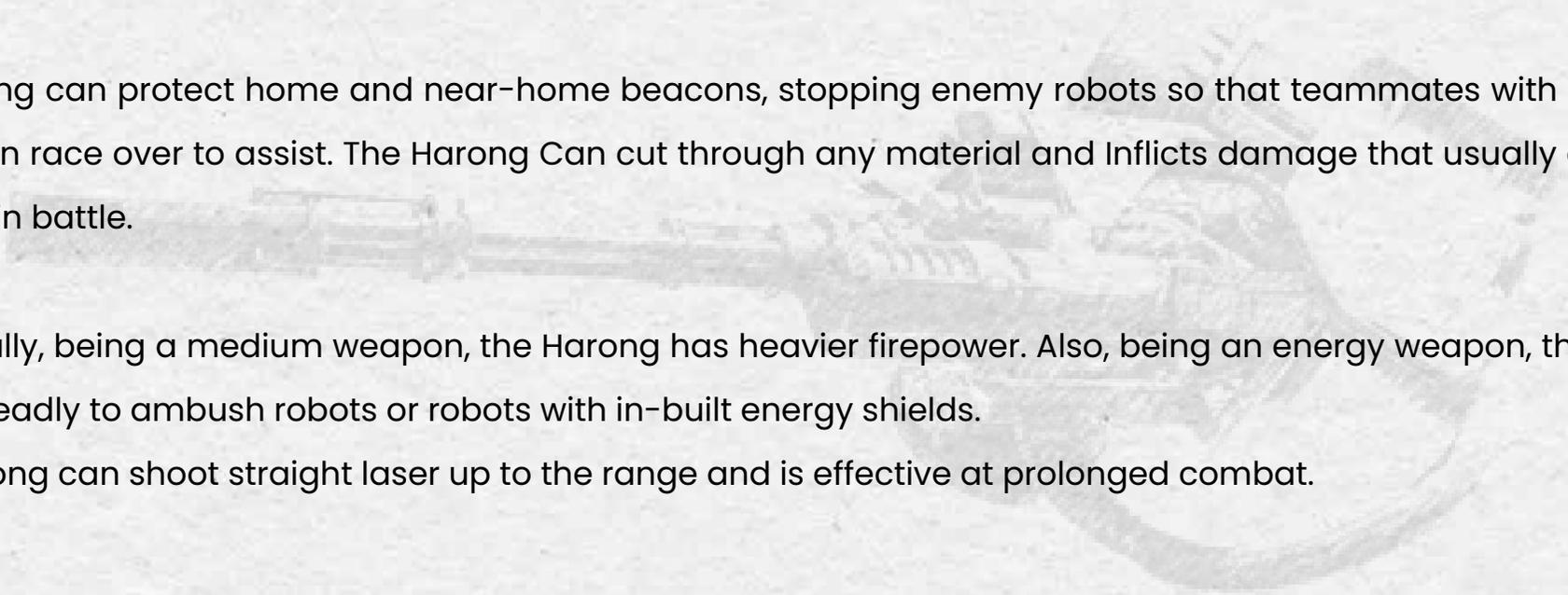
## Strategy

The Harong is a high-energy weapon with a high range (up to 1000 meters).

The Harong can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. The Harong Can cut through any material and Inflicts damage that usually cannot be repaired in battle.

Additionally, being a medium weapon, the Harong has heavier firepower. Also, being an energy weapon, the Ghornet can be deadly to ambush robots or robots with in-built energy shields.

Also, Harong can shoot straight laser up to the range and is effective at prolonged combat.



07

## LEVEL-4



Name	Hydrasl FireArm	Automatic
Level	4	
Category	Flame thrower	Fire-(Green) Metal: iron
Range	700 meters	
Capacity	500 meters	
Reload time	3 sec	
Specialty	<ul style="list-style-type: none"><li>• Throw fire up to 100 meters circumference at a time</li><li>• Destroy/burn everything that comes in contact</li><li>• Splash attribute allows it to penetrate physical shields</li><li>• Quick reload for such tremendous damage</li></ul>	<ul style="list-style-type: none"><li>• Can essentially hit multiple enemies at once with a long splash radius</li><li>• Defence mitigation allows partial to the full negation of damage resistance</li><li>• Can hit enemies behind cover due to splash damage</li></ul>
Value	20 SU1	

HYDRASL FIREARM

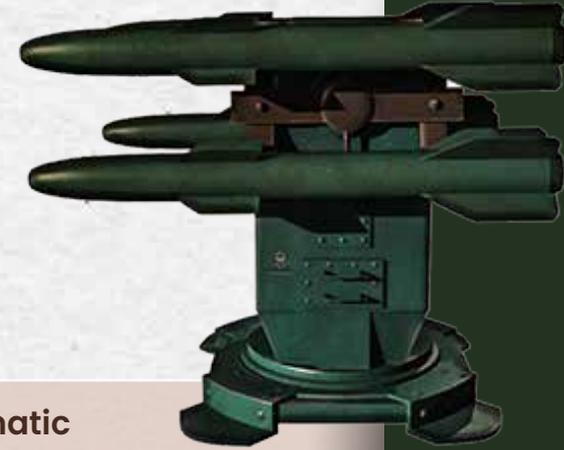
## Strategy

HydrasI FireArm has double the power in a single burst while using less ammunition and firing at a slower rate. It has a 5-second reload time and a clip that lasts for around 10 seconds. This weapon possesses a high DPS (Damage per Second), a range of 350 meters, and is a plasma (energy) weapon with extremely fast and accurate projectiles.

Additionally, Can essentially hit multiple enemies at once with a long splash radius, even if they are hidden behind covers.

08

## LEVEL-4



Name	Impulsulator	Automatic
Level	4	Eruptive energy
Category	Missile Launcher	Metal: iron
Range	1km	
Capacity	Shoot 4 missiles at the same time or simultaneously	
Reload time	3 sec	
Specialty	<ul style="list-style-type: none"><li>• Destroy guarding stations</li><li>• Very serious damage</li><li>• Can traverse over low obstacles</li><li>• A nightmare for slow robots as they cannot evade it</li></ul>	<ul style="list-style-type: none"><li>• A Lock-on system means it's extremely hard to miss</li><li>• Homing attribute allows it to hit enemies that have moved slightly</li><li>• Can often hit enemies on the 'head,' evading most robots' physical shields</li></ul>
Value	50 SUI	

IMPULSULATOR

## Strategy

The Impulsulator is a level-4 heavy missile weapon with a range of 1 KM, and it can be viewed as the High-range counterpart.

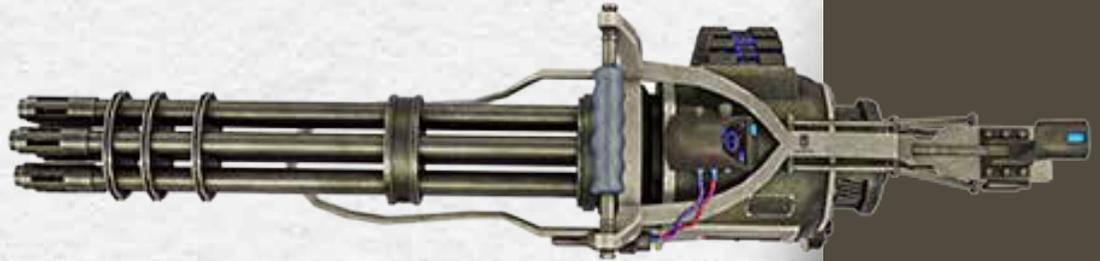
The primary purpose of missile weapons is indirect fire and to harass the enemy. Due to this, along with its relatively long reload time, the Impulsulator should be used in the same way. While their weapons are reloading, players should use the cover carefully, as your robot is vulnerable. Whenever possible, players should hide behind cover and retreat if any brawler enemies are approaching close. If possible, you should focus on targets that do not have high health, are capturing beacons, are approaching you, and that is helping your teammates.

Robots equipped with the Impulsulator can damage most robots significantly. Dealing with significant damage at level 4, any missile built using more than one Impulsulator can cripple or destroy most light robots in only one or two salvos can severely damage medium or heavy robots as well.

Although heavy robots have more health, being hit with nearly one missile will hardly go unnoticed or be shrugged off. The indirect fire capability and devastating damage mean that most short-range missile builds with multiple weapons can destroy most robots in only 2-4 missiles.

09

## LEVEL-4



<b>Name</b>	<b>Janket</b>	<b>Automatic</b>
<b>Level</b>	4	Kinetic/ Explosive
<b>Category</b>	Gun	Metal: carbon steel
<b>Range</b>	800 meters	
<b>Capacity</b>	<ul style="list-style-type: none"><li>• 6 laser bullets at a time/shoot one at a time while rotating</li><li>• Total 360 bullets</li></ul>	Pull the lever to launch all at once (All 6 bullets at one time)
<b>Reload time</b>	4 sec	
<b>Specialty</b>	<ul style="list-style-type: none"><li>• -Extremely good burst damage</li><li>• -Small splash damage radius</li><li>• -Penetrates physical shields</li><li>• -Reloads while firing</li><li>• -Ridiculously large clip</li></ul>	
<b>Value</b>	30 SUI	

# JANKKET

## Strategy

The Janket is a high-energy weapon with a medium range (up to 800 meters).

The Janket can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. The Janket can shoot 6 laser bullets at a time/shoot one at a time while rotating. With its short reload time (4 sec), it can do extremely good burst damage.

Additionally, being a medium weapon, the Janket has heavier firepower. Also, being an energy weapon, the Janket can be deadly to ambush robots or robots with in-built energy shields.

Also, Janket can shoot straight laser up to the range and is effective at prolonged combat.

10

LEVEL-3



Name	Khopesh Sword	Manual
Level	4	Fire (Colour-Green) Metal: Iron
Category	Sword	
Range	Arm length	
Capacity		
Reload time	Not needed	
Specialty	<ul style="list-style-type: none"><li>-Can cut through any material</li><li>-with one click, it can be covered with green fire and get stuff on fire as well</li></ul>	
Value	20 SU1	

KHOPESH SWORD

## Strategy

Khopesh Sward is an iron sword that can attack enemies with fire as well. It is an arm-length combat weapon that can cut through any material.



11

## LEVEL-4

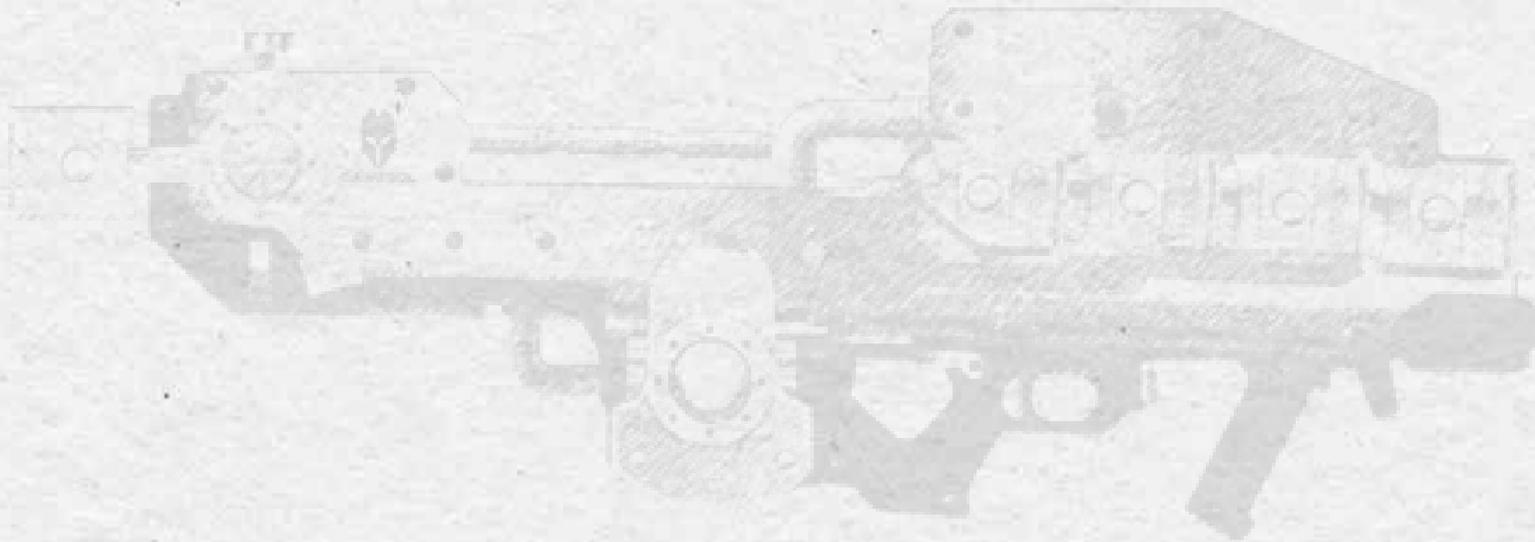


Name	Lashyd	Manual
Level	4	Explosive
Category	Gun	Metal: carbon steel
Range	1 km	
Capacity		
Reload time	3 sec	Single shot
Specialty	<ul style="list-style-type: none"><li>• Shoot fireballs</li><li>• Fast projectile speed makes it hard to miss</li><li>• 1KM range allows it to fire from long distance</li><li>• Quick reload</li><li>• 600-meter range allows it to engage in mid-range gunfights</li></ul>	<ul style="list-style-type: none"><li>• Can essentially hit multiple enemies at once with a long splash radius</li><li>• Reload-while-firing attribute allows it to reload at any given time</li><li>• Can destruct buildings as well</li></ul>
Value	40 SUI	

LASHYD

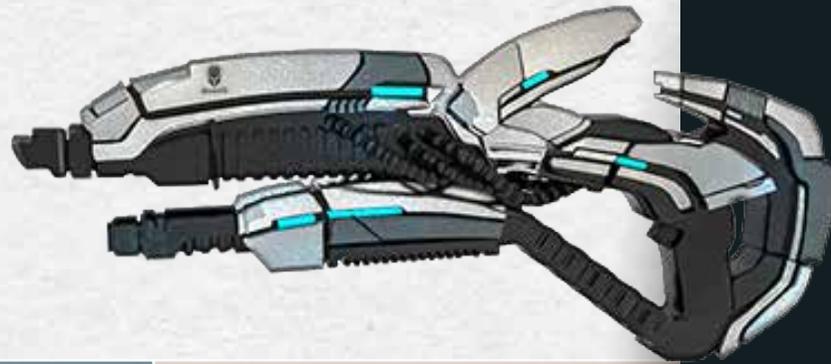
## Strategy

Lashyd is a level-4 fireball gun with a range of 1 KM. Due to its fast projectile speed, it makes it hard to miss the targets and can fire from a long distance. It can easily hit multiple enemies at once with a splash radius and can destruct buildings and other properties.



12

## LEVEL-4



Name	Thernode	Manual
Level	4	
Category	Gun	Metal: aluminium
Range	1100 meters	Single shot
Capacity	10 charges	
Reload time	Instant	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows it to pierce energy shields</li><li>• High accuracy due to fast projectile speed</li><li>• 1,100-meter range allows long-range engagement and sniping</li><li>• Quick reload</li><li>• High damage when fully charged</li></ul>	
Value	30 SUI	

# TERNODE

## Strategy

The Thernode is a high-energy weapon with a high range (up to 1100 meters).

The Thernode can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Its 1,100-meter range allows long-range engagement and sniping.

With its instant reload time, it can do extremely good burst damage and great damage when fully charged.

Additionally, being a medium weapon, the Thernode has heavier firepower. Also, being an energy weapon, the Thernode can be deadly to ambush robots or robots with in-built energy shields.

13

## LEVEL-4



Name	Thusol	Manual
Level	4	
Category	Gun	Metal: aluminium
Range	600 meters	
Capacity	6 bullets at a time	Laser/fire
Reload time	12 sec	
Specialty	<ul style="list-style-type: none"><li>• Energy attribute allows penetration of energy shields</li><li>• Large damage per bullet</li><li>• Reloads while firing</li><li>• 600m range allows mid-range shootdowns</li></ul>	
Value	40 SUI	

THUSOL

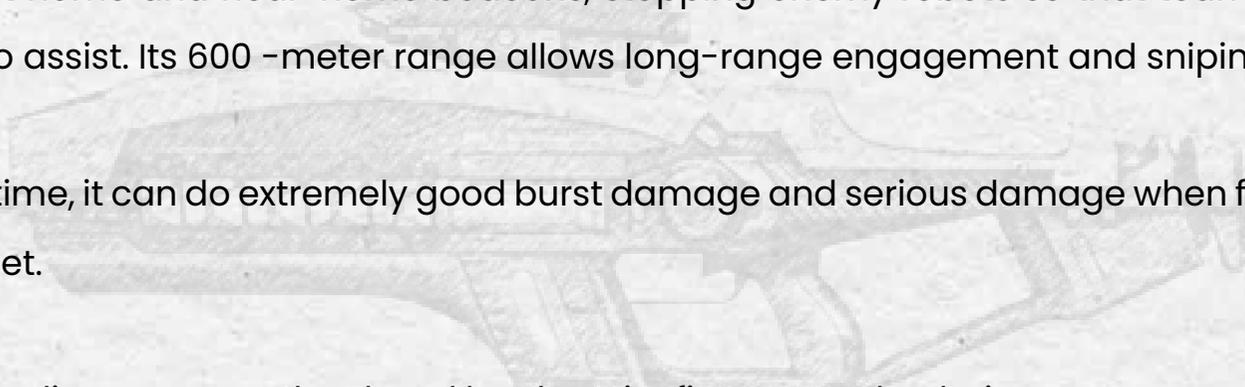
## Strategy

The Thusol is a high-energy weapon with a medium range (up to 600 meters).

The Thusol can protect home and near-home beacons, stopping enemy robots so that teammates with more firepower can race over to assist. Its 600 -meter range allows long-range engagement and sniping.

With its instant reload time, it can do extremely good burst damage and serious damage when fully charged and does large damage per bullet.

Additionally, being a medium weapon, the Thusol has heavier firepower. Also, being an energy weapon, the Thusol can be deadly to ambush robots or robots with in-built energy shields.



14

## LEVEL-4



Name	Vengle	Automatic
Level	4	
Category	Gun	Metal: aluminium
Range	600 meters	
Capacity	8 bullets per round	
Reload time	12 sec	
Specialty	<ul style="list-style-type: none"><li>• Large damage per shot</li><li>• Accuracy is good if aimed well, it won't miss / good aim assist</li><li>• Deals double damage to physical shields</li><li>• 600-meter range</li></ul>	
Value	30 SUI	

VENGLE

## Strategy

Vengle is a highly corrosive kinetic shell-shooter that can obliterate enemy robots from a distance. With a maximum range of 600 meters, any robot wielding Hornets and its counterparts can quickly dispatch any enemy without fear of close-range retaliation.

Commanders must target enemy robots with damage resistance first when using the Vengle. As long as the Vengle user has landed a few rounds on the resistance enemy before it reaches the battlefield, it will be severely damaged, so it will be less of a nuisance for your allies.

