



Arsenal (Weapons and Abilities)

DATA TABLE: All stats can be found at BLOCK CLANS-DATA Google Sheet > PLAYER-MAIN

Overwrite Animations: The following values should overwrite the duration of the it uses:

- Reload Duration
- Attack Duration

Weapon

Aa Name	Category	Type	Concept	Animation References	VFX
STEYR-AUG	Primary	Assault Rifle		Two Handed Gun-Standing	
QBZ-95	Primary	Assault Rifle		Two Handed Gun-Standing	
FAMAS	Primary	Assault Rifle		Two Handed Gun-Standing	
AK-47	Primary	Assault Rifle		Two Handed Gun-Standing	
M4 CARBINE	Primary	Assault Rifle		Two Handed Gun-Standing	
M249 SAW	Primary	LMG		Two Handed Gun-Standing	
PKM	Primary	LMG		Two Handed Gun-Standing	

Aa Name	Category	Type	Concept	Animation References	VFX
FN Minimi	Primary	LMG		Two Handed Gun-Standing	
MG3	Primary	LMG		Two Handed Gun-Standing	
MP5-K	Primary	SMG		One Handed Gangsta-Standing	
CZ Scorpion EVO	Primary	SMG		One Handed Gangsta-Standing	
Barrett M82	Secondary	Sniper		Two Handed Gun-Standing	
DRAGUNOV SVD	Secondary	Sniper		Two Handed Gun-Standing	
CheyTac M200	Secondary	Sniper		Two Handed Gun-Standing	
L115A3	Secondary	Sniper		Two Handed Gun-Standing	
Glock 17	Secondary	Handgun		One Handed Gun-Standing	
M1911	Secondary	Handgun		One Handed Gun-Standing	
Remington 870	Secondary	Shotgun		Hunched-Standing	

Aa Name	Category	Type	Concept	Animation References	VFX
Benelli M4	Secondary	Shotgun	—	Hunched-Standing	
RPG-7	Secondary	Heavy Weapon	—	Heavy Weapon-Standing	
Carl Gustaf M4	Secondary	Heavy Weapon	—	Heavy Weapon-Standing	
Chicken Bazooka (Kamikazooka)	Secondary	Heavy Weapon		Heavy Weapon-Standing	
M2 Flamethrower	Secondary	Spray		Hunched-Standing, @M2 Flamethrower VFX	flame.m
Poison Sprayer	Secondary	Spray	—	Hunched-Standing, @Poison Sprayer VFX	
Fire Extinguisher	Secondary	Spray		Hunched-Standing, @Fire Extinguisher VFX	extinguis
Invisibility	Ability	Ability	FX_BC_invisibility.mp4		FX_BC_i
Double Damage	Ability	Ability	FX_DoubleDamage4.mp4		FX_Dout
Teleport	Ability	Ability	FX_teleport2.mp4		FX_telep
Tough Skin	Ability	Ability			

Aa Name	Category	Type	Concept	Animation References	VFX
Shield Orb	Ability	Ability	shield.mp4	@Shield Orb VFX	shield.m
Homing Missile	Ability	Ability	FX_rocket-trail.mp4	@Homing Missile - VFX	
Katana	Melee	Sword		Horizontal Swing	
Hammer	Melee	Hammer	Great-Credentials-Extra-Large-Heavy-Duty-Meat-Tenderizer-Mallet-Meat-Tenderizer-Hammer-Double-sided-Commercial-Grade-Wood-Handle_98a40c0c-1dd8-414d-9408-3544bb144134.91b019470bf7432401b4f19d4dfb8512.avif	Vertical Swing	
Chainsaw	Melee	Chainsaw		Circular Attack	
Bat	Melee	Bat		Horizontal Swing	
Brass Knuckles	Melee	Knuckles		Fist Thrust Attack	
Grenade	Throwable	Grenade		Grenade Throw Animation	
Smoke Grenade	Throwable	Grenade		Grenade Throw Animation, @Smoke Grenade VFX	realistic-vapor-vs-screen-t-backgro-4707.avi
Ink Grenade	Throwable	Grenade		Grenade Throw Animation, @Ink Grenade VFX	
Freeze Grenade	Throwable	Grenade		Grenade Throw Animation	

Aa Name	Category	Type	Concept	Animation References	VFX
Molotov	Throwable	Bottle		Generic Throw Animation	
Electric Trap	Throwable	Trap		Generic Throw Animation	
Rabbit	Perk	Perk	FX_rabbit6.mp4	@Rabbit VFX	FX_rabb
Rage	Perk	Perk	FX_DoubleDamage4.mp4	@Rage VFX	FX_Dout
Unbreakable	Perk	Perk	FX_Unbreakable4.mp4	@Unbreakable VFX	FX_Unbr
Quick Hands	Perk	Perk			
Cowboy	Perk	Perk			
Undying	Perk	Perk		@Undying VFX	

▼ Priority Asset List

Aa Asset	Priority	Type	Family	Column 4
Invisibility	Very High	Ability	Ability	
Explosive Grenade	Very High	Throwable	Grenade	
Brass Knuckles	Very High	Melee	Knuckles	
Uzi	Very High	Secondary	Sub Machine Gun	
RPG 7	Very High	Secondary	Heavy Weapon	
Remington 870	Very High	Primary	Shotgun	
Glock 17	Very High	Secondary	Handgun	
M249 SAW	Very High	Primary	Light Machine Gun	
Dragunov SVD	Very High	Primary	Sniper	
AK47	Very High	Primary	Assault Rifle	
Double Damage	High	Ability	Ability	
Molotov	High	Throwable	Bottle	

Aa Asset	Priority	Type	Family	Column 4
Freeze Grenade	High	Throwable	Grenade	
Baseball Bat	High	Melee	Bat	
Heckler & Koch MP5	High	Secondary	Sub Machine Gun	
Beretta M9A4	High	Secondary	Handgun	
Double Barrel Shotgun	High	Primary	Shotgun	
PKM	High	Primary	Light Machine Gun	
Accuracy International L115A3	High	Primary	Sniper	
M4 Carbine	High	Primary	Assault Rifle	
Homing Missile	Mid	Ability	Ability	
Teleport	Mid	Ability	Ability	
Tough Skin	Mid	Ability	Ability	
Smoke Grenade	Mid	Throwable	Grenade	
Large Hammer	Mid	Melee	Hammer	
Machete	Mid	Melee	Sword	
M203 Grenade Launcher	Mid	Secondary	Grenade Launcher	
M2 Flamethrower	Mid	Secondary	Flamethrower	
P90	Mid	Secondary	Sub Machine Gun	
SIG Sauer P320	Mid	Secondary	Handgun	
Benelli M4	Mid	Primary	Shotgun	
Carl Gustaf M4	Mid	Secondary	Heavy Weapon	
FN Minimi	Mid	Primary	Light Machine Gun	
CheyTac M200 Intervention	Mid	Primary	Sniper	
FAMAS	Mid	Primary	Assault Rifle	
Shield Orb	Low	Ability	Ability	
Electric Trap	Low	Throwable	Trap	
Ink Grenade	Low	Throwable	Grenade	
Chainsaw	Low	Melee	Saw	
Katana	Low	Melee	Sword	
RGM-40 Kastet	Low	Secondary	Grenade Launcher	
Milkor MGL (Mk 1)	Low	Secondary	Grenade Launcher	
TX-41 Sterilizer (Poison Sprayer)	Low	Secondary	Flamethrower	
PPSh-41	Low	Secondary	Sub Machine Gun	
M1911	Low	Secondary	Handgun	

Aa Asset	Priority	Type	Family	Column 4
<u>M72 LAW</u>	Low	Secondary	Heavy Weapon	
<u>MG3</u>	Low	Primary	Light Machine Gun	
<u>Steyr AUG</u>	Low	Primary	Assault Rifle	
<u>Eagle Eye</u>	Very Low	Ability	Ability	
<u>China Lake Grenade Launcher</u>	Very Low	Secondary	Grenade Launcher	
<u>Barrett M82</u>	Very Low	Primary	Assault Rifle	
<u>QBZ-95</u>	Very Low	Primary	Assault Rifle	
<u>Untitled</u>				

Definition: This page showcases all the info regarding the Arsenal of a Player that they can use in ~~X~~ Battle Loop :

- - used to shoot at other targets, consumes
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- - close range powerful attack, no ammo required
- - Grenades or other throwable items that have an AOE effect
- - Special Ability that buffs the user or ally or debuffs enemies
- - Passive Ability that provides a temporary or permanent buff depending on the condition.

Bullets Speed: They should be visible on the screen so that Players can avoid them.

Guns

Variables

- **Damage Fall Off Formula:** $\text{Damage} = \text{Max Damage Per Bullet} \times \max(0, 1 - \text{Distance}/\text{MaxRange})$

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- **(Max) Damage per Bullet:** Damage inflicted by the Current Weapon Equipped

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- **Max Range (m):** How far a Bullet can travel before it disappears.

- **Max Ammo Capacity:** How many bullets the gun can hold at once

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- **Fire Rate (m/s):** How fast the Gun fires, Rounds per minute for each weapon.

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- **Fire Type:** how many bullets are shot at once.

- **Manual** = 1

- **Full Automatic** = 1 (keeps shooting)
- **Semi Automatic** = 3

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- **Bullet Travel Speed (m/s):** how fast the Bullet travels
- **Falloff Start Distance (m):** Range after which damage starts decreasing.
- **Falloff End Distance (m):** Maximum range where damage is at minimum.

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- **Minimum Damage:** Lowest possible damage at maximum range.

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Sniper Rifles

Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
Barrett M82 (M107)	150	10	Instant	60	Semi-Automatic	Mid	3
Dragunov SVD	75	10	Instant	180	Semi-Automatic	Mid	8
Accuracy International L115A3	120	5	Instant	40	Bolt-Action	Mid	12
CheyTac M200 Intervention	200	7	Instant	30	Bolt-Action	Mid	25

Light Machine Guns (LMGs)

Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
MG3	35	100	Fast	1200	Fully Automatic	High	25

Anti-Tank and Heavy Weapons

Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
RPG-7	250 (Explosive)	1	Slow	30	Single-Shot	Massive	26
Carl Gustaf M4	200 (Explosive)	1	Slow	30	Single-Shot	Massive	34
M72 LAW	220 (Explosive)	1	Slow	30	Single-Shot	Massive	46

Rocket Launchers/Bazookas

Weapon	Damage Per Rocket	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
AT4	260 (Explosive)	1	Slow	20	Single-Shot	Massive	45
Stinger Missile	300 (Anti-Air)**	1	Slow	15	Single-Shot (Guided)	Massive	50

Shotguns

Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
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Remington 870	80 (Pellet)	6	Instant	60	Pump-Action (1 Shell)	High	12
Benelli M4	75 (Pellet)	7	Instant	120	Semi-Automatic (1 Shell)	High	22
Double Barrel Shotgun	78 (Pellet)	8	Instant	90	Semi-Auto/Pump	High	32
Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
Glock 17	20	17	Moderate	600	Semi-Automatic	Low	1
Beretta M9A4	21	15	Moderate	600	Semi-Automatic	Low	4
SIG Sauer P320	22	17	Moderate	600	Semi-Automatic	Low	8
M1911	35	7	Moderate	500	Semi-Automatic	Low	15

Submachine Guns (SMGs)

Weapon	Damage Per Bullet	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
Heckler & Koch MP5	25	30	Fast	800	Fully Automatic	Low	4
Uzi	20	32	Fast	600	Fully Automatic	Low	9
P90	22	50	Fast	900	Fully Automatic	Low	11
PPSh-41	18	71	Fast	1000	Fully Automatic	Low	13

Weapon	Damage Per Second (DPS)	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
M2 Flamethrower	50 (Burning)	10 (Seconds)	Moderate	Continuous	Spray	N/A	29
RPO-A Shmel	150 (Explosive/Burn)	1	Moderate	30	Single-Shot	N/A	44

Weapon	Damage Per Grenade	Max Ammo Capacity	Travel Speed (m/s)	Fire Rate (RPM)	Fire Type	Recoil Power	Player Level Req
M203 Grenade Launcher	120 (Explosive)	1	Slow	30	Single-Shot	Massive	15
Milkor MGL (Mk 1)	100 (Explosive)	6	Slow	60	Semi-Automatic	Massive	20
China Lake Grenade Launcher	110 (Explosive)	3	Slow	40	Pump-Action	Massive	30
RGM-40 Kastet	105 (Explosive)	1	Slow	30	Single-Shot	Massive	40

Variables

- **Damage Per Second:** Damage Per Hit/Attack Duration



- **Damage per Hit:** Damage inflicted when the attack connects
- **Attack Duration (s):** How long until the Attack Hurtbox is enabled

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- **Max Ammo Capacity:** How many bullets the gun can hold at once

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- **Max Range (m):** How far a Bullet can travel before it disappears.
- **Fire Rate (m/s):** How fast the Gun fires, Rounds per minute for each weapon.

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- **Fire Type:** how many bullets are shot at once.

- **Manual** = 1
- **Full Automatic** = 1 (keeps shooting)
- **Semi Automatic** = 3

□

- **Bullet Travel Speed (m/s):** how fast the Bullet travels
- **Falloff Start Distance (m):** Range after which damage starts decreasing.
- **Falloff End Distance (m):** Maximum range where damage is at minimum.

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- **Minimum Damage:** Lowest possible damage at maximum range.

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Weapon	Damage Per Hit	Attack Duration (s)	Range (Units)	Attack Type	AOE Effect (Units)	Player Level Req	\$ GANGSTA POINTS Req
Brass Knuckles	10	1	2	Thrust			
Machete	9	1,4	4	Vertical Swing	4	8	100
Baseball Bat	9	1,4	4	Horizontal Swing	4	8	100
Katana	8	1,6	5	Horizontal Swing	5	19	100
Hammer	14	1,9	4	Vertical Swing	4	29	100
Chainsaw	14	1,9	4	Horizontal Swing	4	29	100

Throwables

Variables

- **Throw Strength:** Initial velocity of the thrown object.

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- **Explosion Radius:** Area of effect for explosive damage.

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- **Fuse Time:** Delay before the grenade explodes.
- **Max Throwables:** Limit on how many grenades can be carried at once.

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- **DEFAULT = 2**

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- **Explosion Damage:** different per Type

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Name	Explosion Damage	Travel Speed (m/s)	Radius (Units)	Special Effect	Player Level Req	 MOOL (Gold equivalent), Req
Explosive Grenade	200	Slow	5		1	
Smoke Grenade	0	Slow	10	Release smoke in the RADIUS (makes it hard to see)	8	100
Ink Grenade	0	Slow	8	The screen of the Enemy will be filled 50% with Ink for 10s	12	100
Freeze Grenade	0	Slow	7	Freezes in place enemies caught inside its radius Freeze Time = 4s	20	100

Name	Explosion Damage	Travel Speed (m/s)	Radius (Units)	Special Effect	Player Level Req	 MOOL (Gold equivalent), Req
Molotov	100	Slow	7	Continuous Flames released at impact point for 10s Enemies entering the Fire will take 5 Damage Per Second	5	100
Electric Trap	50	Slow	6	Slows down Enemies caught inside its Radius by 50% Slow Down Time = 5s	23	100

Name	Damage	Radius (Units)	Special Effect	Duration (s)	Cooldown (s)	Player Level Req	 MOOL (Gold equivalent), Req
Invisibility			Turns self invisible Cancels itself if	10	30	1	

			you get hit or attack				
Double Damage			Multiplies Base Damage by x2	5	180	5	100
Tough Skin			Increases Base Defense by x2	10	120	10	100
Teleport			Teleports you to a nearby Ally		45	15	100
Homing Missile	Base Damage = 180 Explosion = 100 Speed = fast	6 explosion	Shoot a homing missile towards the closest enemy in 15m range		150	20	100
Shield Orb			Release a semi-spheric shield at current location HP = 300	10	140	25	100

Perks

Name	Damage	Radius (Units)	Special Effect	Duration (s)	Cooldown (s)	Activation Condition	Player Level Req
Rabbit			Increases Walk Speed by x2	Permanent	0		1
Rage			Multiplies Base Damage by x2			While HP <= 10%	17
Unbreakable			Increases Base Defense by x2			While HP <= 10%	28
Quick Hands			Switch Weapons x2 times faster				36
Cowboy			Reload Weapons x2 times faster				43
Revive			1% chance to revive not die form a hit that may kill you and remain at 1hp				50