

**Auto-rifle**

Primary weapon

Cost: 2

Weight: 1

R: 15/30

FP: 2

C: 1

**Hatchet**

Primary weapon

Cost: 2

Weight: 1

R: Melee

FP: 2

C: -

**Gatling Gun**

Primary weapon

Cost: 3

Weight: 2

R: 12/24

FP: 4

C: 2

traits:

Innaccurate

**Grenade Launcher**

Primary weapon

Cost: 3

Weight: 2

R: 10/20

FP: 3

C: 2

traits:

Arcing fire

Blast

**Handgun**

Primary weapon

Cost: 1

Weight: 1

R: 10/20

FP: 1

C: -

**Laser Blade**

Primary weapon

Cost: 4

Weight: 1

R: Melee

FP: 4

C: 2

traits:

Laser

**Laser Rifle**

Primary weapon

Cost: 3

Weight: 2

R: 10/30

FP: 3

C: 2

traits:

Laser

**Missile launcher [arm]**

Primary weapon

Cost: 2

Weight: 1

R: 15/30

FP: 2

C: 1

traits:

Missile

**Riot Rifle**

Primary weapon

Cost: 3

Weight: 1

R: 12/24

traits:

FP: 2

Blast

C: 2

**Rotor Blaster**

Primary weapon

Cost: 3

Weight: 1

R: 10/30

traits:

FP: 5

Innaccurate

C: 3

**Shotgun**

Primary weapon

Cost: 2

Weight: 1

R: 8/16

traits:

FP: 2

Staggering

C: 1

**Sledge Fist**

Primary weapon

Cost: 4

Weight: 2

R: Melee

traits:

FP: 5

Staggering

C: 2

Innaccurate

**Sniper Rifle**

Primary weapon

Cost: 5

Weight: 2

R: 30/40

traits:

FP: 3

Precision

C: 2

**Messer Gun**

Primary weapon

Cost: 3

Weight: 2

R: 5/20

traits:

FP: 4

Cannon

C: -

Innaccurate

**Assault Sheild**

Primary weapon

Cost: 4

Weight: 2

traits:

An ARMS with this  
equipment gains an  
additional 3 HUL

**Railgun**

Primary weapon

Cost: 6

Weight: 2

R: 30/80

traits:

FP: 5

Staggering

C: 3

### Shot Anchor

Primary weapon

Cost: 4

Weight: 1

**R:** 10/15 **traits:**

**FP:** 2

**C:** 1

If both attack dice hit, move the attacking model into base contact with the target.

### Auxiliary Boosters

Support weapon

Cost: 4

Weight: -

**traits:** this ARMS can spend an additional energy point at the start of its movement to increase its movement speed by 5cm

### Enhanced Comms

Support weapon

Cost: 2

Weight: -

**traits:** friendly ARMS may use this craft's target locks

### Flares

Support weapon

Cost: 2

Weight: -

**traits:** spend one energy to remove one lock on token from this ARMS

### Light Defence Guns

Support weapon

Cost: 2

Weight: 1

**R:** 5/20

**FP:** 2

**C:** 1

### Laser Rangefinder

Support weapon

Cost: 5

Weight: -

**traits:** you may measure the distance too and from this ARMS at any point

### Heat Sink

Support weapon

Cost: 4

Weight: 1

**traits:** this ARMS ignores one heat token for the purpose of overheating

### Missile Intercept System

Support weapon

Cost: 2

Weight: -

**traits:** reduce the FP of incoming missile weapons by one

**Missile Pack**

Support weapon

Cost: 3

Weight: 2

R: 10/30

traits:

FP: 3

Missile

C: 1

**Shock Rocket**

Support weapon

Cost: 2

Weight: -

R: 5/15

traits:

FP: 1

Staggering

C: 1

**Micro Rockets**

Support weapon

Cost: 2

Weight: -

R: 10/20

FP: 2

C: 1

**Archduke-tyrant system**

Secondary weapon

Cost: 4

Weight: -

**traits:** instead of secondary weapons this arms can mount an additional set of arms with 2 additional primary weapons. In addition this craft can use 4 primary weapons per turn.

**Bazooka**

Secondary weapon

Cost: 3

Weight: 1

R: 10/30

traits:

FP: 3

Blast

C: 2

Innaccurate

**Broad Spec Radar**

Secondary weapon

Cost: 4

Weight: 1

traits:

this model doubles the number of target locks it can make.

**Defence Turret**

Secondary weapon

Cost: 4

Weight: 2

R: 10/20

FP: 3

C: 2

traits:

this weapon can target models outside the front arc

**Dual Laser**

Secondary weapon

Cost: 6

Weight: 2

R: 15/30

FP: 3

C: 2

traits:

This weapon may be fired twice per combat phase

**Grenade Cannon**Cost: 4  
Weight: 3Secondary weapon  
**R:** 15/30    **traits:**  
**FP:** 3       Cannon  
**C:** 2       Arcing fire  
              Blast**Heavy Gattling Gun**Cost: 5  
Weight: 3Secondary weapon  
**R:** 15/25    **traits:**  
**FP:** 5       Innaccurate  
**C:** 2**Howitzer**Cost: 7  
Weight: 5Secondary weapon  
**R:** 40/50    **traits:**  
**FP:** 6       Innaccurate  
**C:** 3       Cannon  
              Blast  
              Arcing Fire**Howitzer**Cost: 7  
Weight: 5Secondary weapon  
**R:** 40/50    **traits:**  
**FP:** 6       Innaccurate  
**C:** 2       Cannon  
              Blast  
              Arcing Fire**Laser Cannon**Cost: 6  
Weight: 5Secondary weapon  
**R:** 15/45    **traits:**  
**FP:** 5       Laser  
**C:** 3       Cannon**Long Range Radar**Cost: 4  
Weight: 1Secondary weapon  
**traits:**  
This model doubles its target lock distance and can maintain target lock without line of sight**Missile Launcher**Cost: 3  
Weight: 2Secondary weapon  
**R:** 20/40    **traits:**  
**FP:** 3       Missile  
**C:** 2**Multi-Axis Booster**Cost: 5  
Weight: 4Secondary weapon  
**traits:**  
bulky  
This model increases its flying and boosting speed by 5cm

**Rail Cannon**

Secondary weapon

Cost: 10

Weight: 5

R: 20/80

traits:

FP: 10

Cannon

C: 4

**Rocket Launcher**

Secondary weapon

Cost: 3

Weight: 2

R: 10/20

traits:

FP: 3

Blast

C: 2

**Sniper Cannon**

Secondary weapon

Cost: 7

Weight: 3

R: 50/60

traits:

FP: 5

Cannon

C: 3

Precision

**Thruster Pack**

Secondary weapon

Cost: 3

Weight: 1

traits:

bulky

This model increases its flying speed by 3cm

**V-Feild Projector**

Secondary weapon

Cost: 10

Weight: 5

**traits:** bulky, when hit by an attack, this model may spend any number of energy points to discard one point of damage per energy

**Vertical Launcher**

Secondary weapon

Cost: 4

Weight: 3

R: 25/50

traits:

FP: 4

Missile

C: 2

Arcing Fire