“Light Autocannon”

Weapon tier 0

Effect none

Pro: pierces light ray energy shield. Medium fire rate

Con: low damage needs physical ammo and needs manual reload

Desc: An old 30mm Autocannon

“Light Chain cannon”

Weapon tier 1

Effect: overdrive speeds up fire rate for 5 seconds

Pro: pierces reinforced light ray energy shield. High fire rate

Con: low damage needs physical ammo. Overheats when overdrive is active

Desc: An obsolete rotating 6 barreled autocannon is prone to overheating when overdrive is active

“Low energy laser”

Weapon tier 1

Effect: none

Pro: pierces light particle energy shield medium damage

Con: low fire rate needs to recharge after 30 shots can’t pierces ray energy shields

Desc: A low powered laser normally used by fightercraft

“Lock on semi active missiles”

Weapon tier 1

Effect: none

Pro:medium damage. Pierces reinforced light ray energy shields

Con: missiles can be shot down. Gunner has to keep the target in a circle around the crosshair. Only one missile at a time

Desc: an old outdated anti-fighter missile