Missile (Recoil) — Shield 3

Attack	P	T	dice	Ammo
Single Launch	P2	T2	①②	3 A/S
Multi Launch	P4	T3	③④	
Full Salvo	P6	T4	⑤⑥	L

Note: this weapon cannot attack twice in a row

Disruptor (EMP) — Shield 3

Attack	P	T	dice	Ammo
Scrambler	P1	T2	①②	2 A/S
White Noise	P3	T3	③④	
Static Burst	P5	T4	⑤⑥	M

Machine Gun (Weak) — Shield 3

Attack	P	T	dice	Ammo
Burst	P3	T1	①②	1 A/S
Semi Auto	P6	T2	③④	
Full Auto	P8	T3	⑤⑥	S

Fist (Combo) — Shield 3

Attack	P	T	dice	Ammo
Punch	P2	T2	①②	2 A
Uppercut	P5	T3	③④	
Crush	P1*	T3	⑤⑥	C

*Target is instantly destroyed if result on any attack dice > remaining target HP

Rifle (Sniper) — Shield 3

Attack	P	T	dice	Ammo
Rushed Aim	P2	T3	①②	3 A/S
Careful Aim	P3	T4	③④	
Precision Aim	P4	T5	⑤⑥	L

Flamethrower (Proximity) — Shield 3

Attack	P	T	dice	Ammo
Burn	P2	T1	①②	2 A/S
Flame Burst	P4	T2	③④	
Fire Lance	P5	T3	⑤⑥	M

Energy Whip (Pull) — Shield 3

Attack	P	T	dice	Ammo
Sweep	P2	T2	①②	2 A
Sidelash	P4	T3	③④	
Overhead	P6	T4	⑤⑥	S

Plasma Sword (Parry) — Shield 3

Attack	P	T	dice	Ammo
Forward Stab	P3	T2	①②	2 A
Hack & Slice	P5	T3	③④	
Killing Blow	P6	T4	⑤⑥	C

PPC (Kickback) — Shield 3

Attack	P	T	dice	Ammo
Single Shot	P4	T3	①②	4 A/S
PPC Burst	P6	T4	③④	
PPC Auto	P8	T5	⑤⑥	L

Laser (Accurate) — Shield 3

Attack	P	T	dice	Ammo
Quick Pulse	P2	T2	①②	3 A/S
Laser Blast	P3	T3	③④	
Full Charge	P4	T4	⑤⑥	M

Tower Shield (Wall) — Shield 5

Attack	P	T	dice	Ammo
Shield Bash	P3	T2	①②	4 A
Guard	P0	T1	③④	
Guard	P0	T1	⑤⑥	C

Wing Shield (Reflex) — Shield 4

Attack	P	T	dice	Ammo
Defend	P0	T1	①②	1 S
Defend	P0	T1	③④	
Defend	P0	T1	⑤⑥	-

Mortar (Area) — Shield 3

Attack	P	T	dice	Ammo
Single Shell	P3	T3	①②	4 S
Double Shell	P4	T4	③④	
Carpet Bomb	P5	T5	⑤⑥	M

Note: this weapon cannot attack targets at close range