

Ship Weapons

Weapons are used by the primary and secondary weapon systems of ships to launch beams, missiles and projectiles at other ships during combat to deal damage. The equipment slots for weapons are always in the same orientation as the cockpit of the ship. Compared to Turrets the angle of rotation of weapons is limited to an arc in front of the ship however they have a greater damage output at the cost of poorer heat management. Weapons assigned to the primary weapons system will try to automatically follow the selected target while those assigned to the secondary weapons system will try to follow the cursor. Torpedo Launchers can only be mounted on weapon slots.

What ships can equip weapons is determined by their [role and size class](#).

- [Beam/Gun Forward Weapons](#)
- [Beam/Gun Turrets](#)
- [Missile Weapons](#)