














	The Raptor Aircraft Itself Damage: 15 per Frame of Contact Attack Rate: 1x Hits per 1 Frame DP9S = 3,150 Inf:1 - Cost:Damage	9,999,999 Credits Airborne ★ Ground ☆ Structures ☆
	MG21C Reaver Twin Machine Guns Damage: 1 per Shot (Always Equipped) Attack Rate: 2x Shots per 2 Frames DP9S = 210 57:1 - Cost:Damage	12,000 Credits Airborne ★ Ground ★ Structures ★
	CBU-80 Guillotine Megabombs Damage: 50 per Blast to All Targets (Single Use) Attack Rate: 1x per 70 Frames (Limit 5) DP9S = 150 215:1 - Cost:Damage	32,250 Credits Airborne ★ Ground ★ Structures ★
	AIM-31 Mauler Air/Air Missiles Damage: 4 per Shot Attack Rate: 2x per 10 Frames DP9S = 168 378:1 - Cost:Damage	63,500 Credits Airborne ★ Ground ☆ Structures ☆
	Firestorm Plasma Cannon Damage: 2 per Shot (Always Equipped) Attack Rate: 1x per 10 Frames DP9S = 42 1,876:1 - Cost:Damage	78,800 Credits Airborne ★ Ground ☆ Structures ☆
	MK-133 Bombs Damage: 5 per Shot (3x3 Insta-Kill vs. Structures) Attack Rate: 1x per 30 Frames DP9S = 35 2,806:1 - Cost:Damage	98,200 Credits Airborne ☆ Ground ★ Structures ★
	AGM-26L Banshee Air/Ground Missiles Damage: 20 per Shot Attack Rate: 2x per 20 Frames DP9S = 420 262:1 - Cost:Damage	110,000 Credits Airborne ☆ Ground ★ Structures ★
	DM1R Psycho Dumbfire Missiles Damage: 4 per Shot Attack Rate: 2x per 10 Game Frames DP9S = 168 864:1 - Cost:Damage	145,200 Credits Airborne ★ Ground ★ Structures ★

	Micro-Missiles Damage: 2 per Shot (Always Equipped) Attack Rate: 2x per 4 Frames DP9S = 210 836:1 - Cost:Damage	175,600 Credits Airborne ★ Ground ★ Structures ☆
	AARL-1201 Scatterpack Missile Pod Damage: 4 per Shot Attack Rate: 2x per 5 Frames DP9S = 336 610:1 - Cost:Damage	204,950 Credits Airborne ★ Ground ☆ Structures ☆
	TH19 Thor Auto-Track Mini-Gun Damage: 1 per Shot (40% Miss Rate vs. Bosses) Attack Rate: 1x per 1 Frames DP9S = 210 (126 vs. Boss) 1,194:1 - Cost:Damage	250,650 Credits Airborne ★ Ground ★ Structures ☆
	Power Disrupter Damage: 1 per Shot (Stops Enemy from Attacking) Attack Rate: 1x per 2 Frames DP9S = 105 2,864:1 - Cost:Damage	300,750 Credits Airborne ★ Ground ☆ Structures ☆
	OD55 Odin Laser Turret Damage: 5 per Shot Attack Rate: 1x per 6 Frames DP9S = 175 2,930:1 - Cost:Damage	512,850 Credits Airborne ★ Ground ☆ Structures ☆
	RX1 Tsunami Pulse Cannon Damage: 5 per Shot Attack Rate: 1x per 3 Frames DP9S = 350 2,071:1 - Cost:Damage	725,000 Credits Airborne ★ Ground ★ Structures ★
	MSIL-ATLAS Deathray Damage: 6 per Frame (Beam Lasts for 4 Frames) Attack Rate: 1x per 7 Frames DP9S = 720 1,319:1 - Cost:Damage	950,000 Credits Airborne ★ Ground ★ Structures ☆
	CAL-10 Eclipse Twin Lasers Damage: 10 per Frame (Beams Last for 4 Frames) Attack Rate: 2x per 7 Frames DP9S = 2,400 729:1 - Cost:Damage	1,750,000 Credits Airborne ★ Ground ★ Structures ☆