

ARMOURY

The base has a large and comprehensive armoury. You can get any weapons you need, from machine guns and sniper rifles to missile launchers and field artillery, as well as plenty of grenades and explosives. You've even got exotic weapons and ammo, like gold rounds for Cybermen and chemical sprays to drive off the Slitheen.

Effect

You can get any weapons you need easily. Without this Trait, your base has only a limited number of conventional firearms and other equipment - more than enough for normal operations, but not if you're besieged.

[good](#), [base](#)

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