

# Origin-type Armory

[Origin Industries'](#) Armory is a rather basic compartment. It is a room, which has double layered walls in the event of a malfunction. It contains space for storing a large number of conventional weapons (rifles, pistols, Grenades) and a decent amount of compatible ammunition. Actual amounts stored depends on the size of the individual weapon. Any wishing to enter this room must have permission from either the ship's captain, XO, or Armorer.

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Last update: **2023/12/21 04:21**

