

Large Armory

Normally located near "Marine Country", the Large Armory is used to contain most of the vessel's heavy infantry weaponry and powered armor. To do this, the Large Armory is divided into five separate compartments on three different decks.

On Small warships, there's only a single Large Armory. The larger the warship, the more Large Armories on board.

Deck Layout

The Large Armory is divided into three decks with one compartment on the first/second decks and three on the third deck.

Deck 1 - Check-in and Firing Range

The Check-in room is a small compartment with a desk right next to a hatch that leads to the firing range. There is also a small ladderway that leads down to the Second Deck.

In the Firing Range, a line of ten stalls can be found for testing weapons or just practicing. The range can be set up for a variety of scenarios such as hanging paper targets, pop-up humanoid targets, or even pop-up humanoid targets with obstacles. The walls of the firing range are 1 meter thick [Durandium Alloy](#) with bullet-resistant padded covering them. These pads are normally replaced every Abwehran Week.

A [Abwehran Fire Suppression Locker](#) and a [First Aid Station](#) are located near the entrance.

Deck 2 - Preparation Room

With multiple small elevators devoted to moving equipment, the Preparation Room is a large compartment devoted to outfitting a platoon's worth of infantry at once. This is normally located on the same deck as the [Standard Hangar Bay](#) or [Abwehran Standard Shuttle Bay](#).

A [Abwehran Fire Suppression Locker](#) and a [First Aid Station](#) are located near the entrance.

Deck 3 - Storage

This level has three armored compartments used to store weapons and munitions. Each one is interconnected with heavily reinforced airlocks similar to the [Standard Airlock](#). This is normally located on the same deck as the [Standard Abwehran Cargo Hold](#). Both the Storage Deck and [Standard Abwehran Cargo Hold](#) are connected with the same reinforced airlocks.

Ammunition Storage

A small compartment that contains ammunition for heavy infantry weapons and Power Armor Weaponry. This compartment only contains a small personnel elevator leading to the Preparation Room and a small corridor between heavily armored storage units. These storage units slide out to enable armorers to grab the necessary munitions needed to outfit infantry.

Equipment:

- 100 x Cases of 5000 13x37mm Tungsten-Carbide Sabot
- 100 x Cases of 5000 13x39mm Ball ammunition
- 100 x Cases of 5000 13x39mm Explosive Slugs
- 100 x Cases of 5000 13x39mm Rubber Shot
- 100 x Cases of 5000 13x39mm Spike ammunition
- 100 x Cases of 5000 7mm Ball ammunition
- 100 x Cases of 5000 7x12mm Explosive Slugs
- 100 x Cases of 5000 7x12mm Rubber Shot
- 100 x Cases of 5000 7x12mm Spike ammunition
- 50 x Cases of 2000 20x40mm Concentrated Plasma
- 50 x Cases of 2000 20x40mm Explosive ammunition
- 50 x Cases of 2000 20x40mm Flechette Shells
- 50 x Cases of 2000 20x40mm Spike ammunition
- 50 x Cases of 75 Arrow Rocket Propelled Munitions
- 50 x Cases of 75 Spike Railgun Propelled Munitions
- 50 x Cases of 75 Railgun Propelled Grenades
- 50 x Cases of 75 Shriek Railgun Propelled Munitions
- 50 x Cases of 75 Riot Control Gas Munitions
- 50 x Halfpack¹⁾-style Nuclear Batteries for Powered Armor Energy Weaponry
- 50 x Cases of 2000 Nuclear Batteries for Laser Rifles
- 20 x Cases of 3000 20x90mm Concentrated Plasma Slugs
- 20 x Cases of 3000 20x90mm Explosive Slugs
- 50 x Cases of 3000 20x90mm Spike munitions
- 20 x Cases of 200 50x200mm Concentrated Plasma Slugs
- 20 x Cases of 200 50x200mm Explosive Slugs
- 50 x Cases of 200 50x200mm Spike munitions
- 20 x Cases of 1000 MM-01-HE High Explosive Micro Missiles
- 20 x Cases of 100 MM-01-EMP Electro-Magnetic Pulse Micro Missiles
- 5 x Cases of 100 MM-01-FU Fusion Micro Missiles²⁾
- Space for handheld powered armor weapon munitions

'Morgue'

The largest of the three storage compartments, the 'Morgue' is a Power Armor storage facility. Capable of handling an entire Heavy Weapons Company of Armor (plusspares), the Morgue stores each armor in its own hermetically-sealed, sliding compartment.

Equipment:

- 50 x Space for [Jäger Heavy Infantry Armor](#)

Weapon Storage

Built similarly to the Ammunition Storage compartment, the Weapon Storage compartment contains heavy infantry weapons and power armor weaponry.

Equipment:

- 20 x [LANCE Launchers](#)
- 50 x [MDR-08 Battle Rifles](#)
- 20 x [MDS-01 Squad Automatic Rifles](#)
- 20 x [MDR-07 LRAM Rifles](#)
- 100 x [GIR-01 Gauss Rifles](#)
- 50 x [LIR-01 Laser Rifles](#)
- 20 x [FIC-01 Flechette Cannons](#)
- 20 x [20mm Gatling Gauss Cannons](#)
- 20 x [50mm Gauss Cannons](#)
- 20 x [10mm Infantry Laser Cannons](#)
- 20 x [Micro Missile Launchers](#)

Personnel Requirements

Note: Personnel are listed on a per shift basis.

Total Personnel: 5

- Deck 1: 2
- Duty Quartermaster: 1 NCO
- Armorer: 1 Enlisted
- Deck 2: 3
- Armorer: 1 NCO and 2 Enlisted
- Deck 3: N/A

¹⁾

half backpack

²⁾

uninhabited worlds only

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