

COATL SMG

A small and compact submachinegun mostly used as a sidearm or main weapon by officers. Often deployed with red-dot sights and a suppressor. It provides adequate firepower, in controllable bursts, while not encumbering the wielder.



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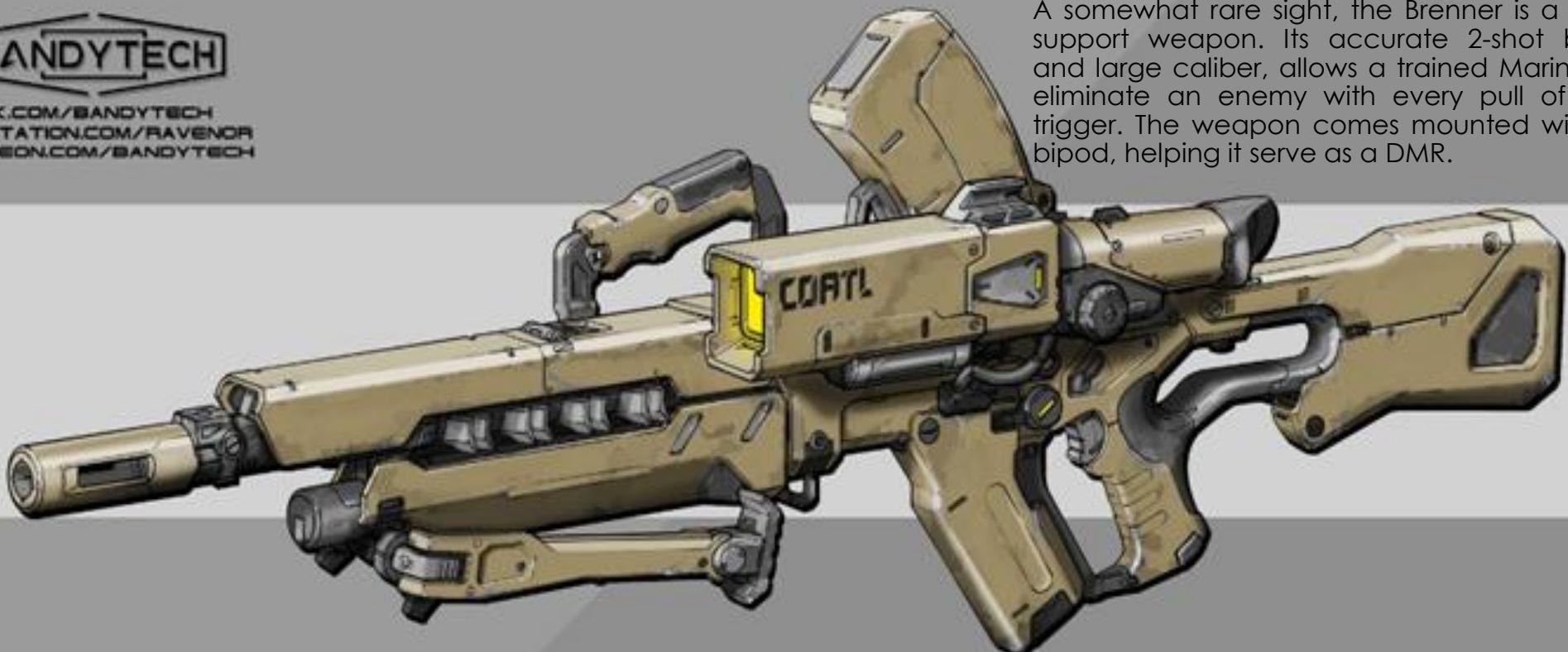
COATL STROMER

This is the main weapon of The Steel Marines. The 45-round storm-drum and high rate of fire allows a Squad of Marines to present the enemy with a wall of lead. A LMG version exists, with a 90-round drum and a heavier bore.

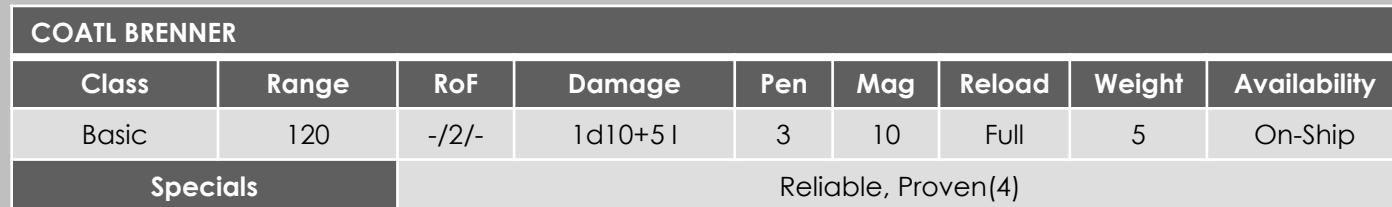


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COATL BRENNER



A somewhat rare sight, the Brenner is a light support weapon. Its accurate 2-shot burst and large caliber, allows a trained Marine to eliminate an enemy with every pull of the trigger. The weapon comes mounted with a bipod, helping it serve as a DMR.



TULA Warden

A Weapon mostly seen in the hands of shipboard safety personnel and enforcers. The small caliber of the bullet and is high rate of fire, makes it ideal for dealing with larger mobs, without doing too much damage.



Class	Range	RoF	Damage	Pen	Mag	Reload	Weight	Availability
Basic	80	-/-15	1d10	0	70	Full	4	On-Ship
Specials		Reliable, Limited(7)[Damage from dice are limited to 7, righteous furies still count but additional dice are d5s]						

Mark Lang

Hammer Armaments RAM Mastiff

Another rarity in the armory, Hammer Armaments Mastiff with Rocket Assisted Monitions. When used in enclosed rooms as found on voidships the sheer concussive of this weapon is equal to that of a Stun Grenade, this is only with the Special RAM rounds.



Class	Range	RoF	Damage	Pen	Mag	Reload	Weight	Availability
Basic	30	S/2/-	1d10+5 I	0	10	2F	5	On-Ship
Specials		Reliable, Scatter						

RAM Rounds								
Class	Range	RoF	Damage	Pen	Mag	Reload	Weight	Availability
Exotic	50	S/-/-	1d10+5 X	4	1	F	5	On-Ship
Specials		Unreliable, Unstable, Target get -20 to dodge. People within 5m of shooter must test +0 toughness or be stunned. Reload cannot be reduced by Rapid reload.						

SS - 11

Also known by the full name Standard Sidearm 11. A Weapon mostly seen in the hands of shipboard safety personnel and enforcers. The small caliber of the bullet and is high rate of fire, makes it ideal for dealing with larger mobs, without doing too much damage.



Known also as the Sasir. What this revolver lacks in mag-capacity and rate-of-fire, it makes up for in stopping power. Proving itself a worthy addition to the SEKI Armaments Arsenal.

SEKI Sonata-1



SONATA-1
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Hammer Armaments Police

The HAP Assault rifle. There is not much to say about this weapon system, other than it is a select-fire, bullpup and can be set up with any add-on equipment, to fit the wielders wishes.

Class	Range	RoF	Damage	Pen	Mag	Reload	Weight	Availability	
Basic	100	S/3/6	1d10+4I	2	30	Full	5	On-Ship	
Specials		Reliable, Proven(2)							



PM.LMG

The Platinum Manufacturing LMG is an oddity to be sure. While its revolving feed mechanism is very complex and limits the rate of fire. It does also completely enclose the system, making it very reliable.

Class	Range	RoF	Damage	Pen	Mag	Reload	Weight	Availability
Basic	100	-/-5	1d10+4I	2	40	Full	10	On-Ship
Specials		Proven(2), Does not misfire						



Montauk Grizzly

Another creation sprung from the mind of Warsmith Montauk. The Grizzly DMR gives the soldier the ability to engage distant targets more accurately than a stand assault rifle, but less so than a proper sniper rifle.



Ironworks Longbow

A proper sharpshooters weapon. Made to deliver a large caliber bullet at the exact spot the shooter wishes. The craftsmen and artisans of the Ironworks were given a simple task and they succeeded. Any soldier who fires this weapon will know, but only a true marksman will understand.

