

Munnition :

Ammo types are incredibly varied within the MMF. Every family has its own “secret recipe”. This is more or less a tradition in these depraved regions.

Collnard .24 : Collnard .24 is the typical, vanilla bullet of the MMF. With the typical 5.56x45mm measures, this bullet holds 0.24g of **Ragna** within the gunpowder component, allowing it to compact great power in a small package.

Collnard bullets are truly appreciated, and some will wear their very first fired bullet as a necklace. Figures that most are Collnard.

Fugitive Norm : Fugitive Norm bullets are the heavy bullets of the MMF, typically used against well armored foes. With a measurement of 8x7.83mm , these bullets are capable of dealing greater harm to armor, eventually reaching the organs.

Fugitive Jack : Fugitive Jack bullets are the same as Fugitive Norm, but the name is justified with the full **Qura** jackets, hence Norm is for normal bullets, and Jack is for the armor piercing. The best way to use these bullets is to have Jack bullets as the first few rounds, then Norm bullets to finish the job.

Chellse : Chellse bullet are the regular shotgun shells. They are reliable, light weight for their size, even reusable up to 3 times. These shells have no other distinctive features, but they are cheap and effective.

Wheeler 3.1 : Wheeler bullets are used for precise firing, having a rotational chamber, coupled with a higher ratio in Ragna. These bullets have the distinctive feature of superior rotation mid air, allowing for negation of many factors in bullet trajectory. With the additional Ragna, they carry more velocity as well, making them great for long distance attrition fights.

IU Spar : IU stands for Inter-Ulterior, which is a type of bullet chamber containing two blocks, one for the initial projection, the second for the redirection projection. As this would imply, these bullets alter their trajectory mid air with a second explosion. These bullets require specific arms, and need heavy calculus to be effectively used.

Rubber Man : Riot bullets were found to be proportionally effective to the amount of bounce they held. Thus Rubber Man bullets were invented. Each bullet can bounce up to 5 times, allowing it to be used on a stampeding enemy. If one is capable of shooting within the ranks of the enemy, this would cause at least 5 soldiers to stagger. Take into consideration the sheer volume of shots the MMF army outputs, and you have a mad bouncy house disturbing the foe.

Rag Bois : One of the more “friendly firing” variants, Rag Bois are full Ragna compound bullets, making them explode on impact. The effectiveness of these bullets is questionable at best considering the cost of production, and the cost paid in friendly units lost, as well the cost of equipments blown up by mishandling of the bullets. However, they are incredibly fun to fire, so the MMF keeps the product going just for the morale boost.

White Shells : As the name states, these bullets come exclusively in pure white casings, signaling that they are Shock-wave blanks. These bullets are purely for the loud, disorienting BANG, with a hyper muzzle flash that is almost blinding. Their utility varies from beaconing, to pure chaos induction, to crowd control.

Mardu 9.12 : Mardu Shells are the last bullet to use, for they melt the gun once fired. Mardu shells are composed of highly flammable compounds, with no actual alloy tip. Once the primer is struck, a blast of fire is spewed, literally melting the gun, and dousing anybody in a 35 degree cone with hellfire. These bullets are very risky to use, but as a last resort, they do the job exceedingly well.

Magnum Bar : Magnum Bar, or more commonly Mag-bar, are bullets with a distinctive alloy composition of Qura and Fevra metal, then Izen gem, these bullets carry out a distinctive sound once fired, with a muzzle flash shaped like a cross. The composition allows the bullet to have an electrical shock to it, making it excellent against any metal clad opponent. Additionally, these bullets are The ASMR of The MMF. When a soldier reports low morale, they are typically subject to Mag-Bar treatment, which is a full two mags of Magnum Bar to fire. 89.4% report higher morale afterwards, and the rest are typically just feigning depression to have access to more Mag-bars.

Xeno-Mort : Bullets are the main form of currency in The MMF. Xeno-Mort would be the 100 dollar bill. These bullets are audaciously heavy in the hand, and are typically clad in mesmerizing Cryier. Xeno-Mort are heavy ammunition, with impressive range, penetration, and a hearty blast sound. They are the one-ups, the alpha bullets to use against high ranking generals, and any execution is typically carried out with Xeno-Mort Bullets. While they may not be the best bullets amongst the wide range, they are noticeable enough to make them used as currency more often than regular bullets.

Cecel 5.5 : Cecel Bullets are the standard heavy machine gun ammunition. They are as loud as they are powerful, and of course, they exclusively come in belt-fed format, the true magazine according to The MMF troops. Cecel 5.5 Bullets are reliable, and most can be utilized in almost all HMG.

Klajglo 3.8 : Made from a mix of Los-Ember and Almaz, these bullets are meant to penetrate. They are made to make contact and transfer heat to their targets. In Nevermore, magic shields pose a great problem to guns. Klajglo 3.8 is the mad-man solution, for if the shield is scorching hot, the wielder can not wield. If the foe drops his defense, they will be met with a bullet, if not, they will have their arm fuse with metal, in agonizing pain, and they will slowly melt.

Cheating Lads : A bullet to impress the unimpressed, Cheating Lads are bent bullets, allowing the shot to curve around an arc. These shots completely ignore the stalwart act of jumping in front of one's VIP, since they will curve and headshot the bastard, hence the name Cheating Lads, for it truly feels like cheating a shot from nowhere.

Thunder Storm : Of the most terrifying things in Nevermore, MMF Thunder Storm suppress fire is a thing no army recruit ever wants to face. Thunder Storm bullets are individually weak, for they are merely bullets coated in Silpy that causes a weak electric shock, but once a massive amount is fired, a literal thunder storm is formed. And if The MMF is known for something, it's for their ridiculous shower of bullets. Hence, once a battalion starts firing Thunder Storm bullets, the atmosphere changes, and turns into a weather anomaly, causing a Thunder Storm in the enemy's ranks.

As if a wall of metal wasn't scary enough. Now that metal carries a forecast of disaster.

Stalwart 3x2 : While The MMF is typically on the advancing charge, the roles sometimes are reversed. It is at these dastardly hours that the Stalwart 3x2 bullets can shine. They are incredibly small bullets, but ones that can be fed into Rapid Machine guns. What does this exactly mean? It means that The MMF's volume of fire is nearly quadrupled if the enemy dares to enter territory. The mere existence of these bullets throws a monkey wrench in any advancing charge tactics against The MMF.

Fucking Hatred : Snipers in The MMF abandon any hope of keeping their shoulders in their place. The main reason is Fucking Hatred bullets. Coming in with a 17cm x 1.4cm, they are full jackets piercing bullets, meant to leave a gaping hole in whatever meat slab they hit. As the name would imply, the snipers typically curse out the target's name, in full throttle hatred for the pain they are about to induce to the shoulder.

Kurkh 11 : "If it bleeds, it can be killed" manifested into a bullet form. Kurkh 11 are flechette rounds with 11 spikes on the tip. They are typically fired into cornered foes, for the sight of gushing blood makes one's blood pump harder.

Gun List :

Korolev :

Type : Assault Rifle

Class : Traditional

The ol' reliable Korolev. Fully automatic rifle, with a 24-rounds magazine, accommodating small, as well as medium ammunition. It comes with a stable iron sight, and an extendable stock. The handles are made from hardened wood, while the rest is made from an aluminum-iron alloy, allowing it to remain light but robust. There is nothing to note about this weapon, other than the fact that it is cheap, effective, and powerful.

This is the basic weapon used by infantry, and it has many variations to suit any need.

Rotund 3055 :

Type : Shotgun(?)

Class : Traditional

Designed by inmate number 3055, at the Lukashen Prison in the outer edge of Serbia, this makeshift rifle was a creative design. Capable of firing two rounds from two barrels, and with a 12-rounds magazine, this plastic alloy gun is incredibly effective for its cost. Taking less than 10 minutes to produce, and around 80% recyclable, Rotund 3055 is a weapon used when times are low and guns are needed.

This gun can only use small ammo, or low explosives derivatives.

Mirtra 50 :

Type : Assault Rifle

Class : High-Tek

A compact, automatic rifle, allowing for single hand usage. Mirtra 50 has an effective range of 50 meters only, though its design favors quick movement, and direct confrontation. The gun cannot jam due to its gravitational revolving chamber, allowing for the smoothest reload. With less than 1 second to full reload and cock, and a 19-rounds magazine of small ammo, this gun is favored amongst small-time, city bounty hunters.

Hunter :

Type : Sniper Rifle(?)

Class : High-Tek

A magnetic, bolt action rifle, allowing for large ammo to be quickly reloaded. This marksman rifle is all that a true hunter needs to bring to complete a job, for it allows for 8 shots in its magazine. The barrel is the standard bloodline hexagon shape, for greater spin and accuracy. The magnetic bolt allows for quick shot reloading, though it makes an audible cling sound. Some say this is by design, to separate the skillful who only need one shot to kill.

Besil Colnard :

Type : Machine Gun

Class : Traditional

An outlawed gun, for it has been used too many times in public terrorism. This gun is terrifyingly effective for suppress fire, thus terrifyingly effective at mowing down masses. With a 34-rounds magazine of medium ammo, and a full automatic, rapid fire mechanism, this gun can unload the full set in around 1.4 seconds. Overheating is a problem, but for quick murder, this gun is almost unrivaled.

With a full iron build, it is quite heavy, but it can handle quite the beating, especially in incognito transfers.

By “The Guns control and public safety law”, section 4 of the 6 pages sect, merely carrying this gun is grounds for an immediate KOS command.

Sechuin 912 :

Type : Pistol

Class : High-Tek(?)

The common pistol for VIP security guards, Sechuin guns are known to be extremely easy to handle. With an automatic firing pin, the gun can be used to unload the 12-rounds magazine quickly, or tapped to fire single, precise rounds of small ammo. The barrel is weighted to the front, allowing for better recoil management, while not being so heavy that it would impede extended aiming. The gun's handle is made of rough synthesized polymer, granting it great traction and grip in the hand.

Erdog :

Type : Assault Rifle

Class : High-Tek(?)

A 5-rounds burst assault rifle, equipped with a foregrip by default for extra recoil control, and a customizable magazine for different ammo types. This gun started as a military training device, but was quickly converted into a real battle arm after generals fell in love with the ease of handling. Capable of firing all standard sizes of ammo, Erdog became an elite unit's standard armament.

FMG :

Type : Machine Gun

Class : Traditional

A medium machine gun, dubbed Frontier Machine Gun, capable of hosing down a relentless wall of lead, with an 80-rounds box. This machine gun is famous for its horrendous recoil management as the barrel has no air pores, but the rotating barrel allows for incredible heat diffusion.

Frontier guns are a bit of a niche, but they are still well received.

Werentan 2 :

Type : Shotgun

Class : High-Tek

The second iteration of a previously failed pattern of self reloading shotguns, now perfected. This shotgun has two barrels with separate reloading and firing mechanism. Firing the first barrel reloads the second, and firing the second reloads the first. The 6-rounds magazine is gravity-pulled, so it does suffer from a handling constraint, but other than that, this shotgun is stupendous for trench battles.

Honey Trap :

Type : LMG + Shotgun (hidden)

Class : Madmax

In a war of attrition, reloading is dangerous, for any moment not outputting shells is a moment the enemy can use to close the distance. The Honey Trap was made by slum rats and gangs, as a way to combat cocky soldiers that immediately rushed with tactical gear as soon as they heard clips being ejected.

Coming in with a 17-rounds, medium ammo clip, this small machine gun lacks precision and polish, but makes up for it with a hidden shell compartment. Reloading this gun requires the user to take out the switchable barrel, revealing a secondary shotgun pipe, whence the user can fire a last-resort shell. This is used, as the name would suggest, a honey trap, where the user would eject the clip, then wait for the enemy to rush face-first into the barrel.

Ol'Reliable :

Type : Handgun

Class : Traditional

A good old-fashioned 8 bullet mags, medium to large rounds, metallic revolver on the heavy side, with a wooden handle. Often used by most experienced marksmen as an offhand weapon due to its high power, good accuracy, recoil absorption and aesthetic. Its weight makes sustained aiming on the hard side, but the experienced know to aim and fire in less than a moment.

P-4.20.10-X

Type : Assault Rifle

Class : High-Tek

A compact rifle with good weight for handling the P-4.20.10-X, commonly known as the PX rifle, is an advanced fully automatic rifle which uses magnetic technology for smooth loading and firing. Capable of unloading its 50 bullet clips with relative ease and precision. Besides, it's cost, another drawback is the limited bullet caliber it can use, limited to medium rounds.

However, it more than makes up for it with incredible performance. Any security company with their weight in Credits always equips these onto their personnel.

Prophos :

Type : Shotgun

Class : Organic

A weapon, fusion between organic and inorganic material. The core part of the firearm is metallic in nature, yet the barrel, handle, trigger, and others remain mostly inorganic in nature, with a tumorous look, giving it quite the frightening appearance. This shotgun-like weapon, made using research on 'Cores' as the basis, fires a spray of high density bone spikes with acid at high velocity. Its ammunition comes from the very user itself, connecting itself to the user's very Core, it seemingly becomes a part of their body, thus the Core fuels the ammunition. However, the user must be careful not to die at the hands of their own weapon.

Blitzkrieg :

Type : Specialized

Class : High-Tek

Through sheer determination, a cult following rummaging through discarded energy waste was capable of creating a botched reactor. Said battery could hold enough power to launch around 20 or so thunderbolts. Composed of radioactive material, as well as cryogenic magnetic centrifuge motors, this battery is prone to radioactive leaks, as well as hyper nitrogen explosion. However, as it functions, it is a deadly device, for the output is comparable to that of a level 9 acidic cloud thunderstorm.

The fired bolt is guided by 3 coiled pellets, forming the triangular circuit needed to guide the high voltage. The ionizing beam was not intended by design, but a stroke of luck from the broken down equipment, which allowed the electricity to be launched to begin with.

A series of failures, and iterations, ending up with a weapon that could at anytime destroy both the user and the foe. Undoubtedly terrifying for both camps.

Compound Bolt :

Born from the mind of an artist-architect, this bow allows the user to display the wrath of old gods. As the bolt is drawn, the tensor string hits a crux in draw weight, unlocking two magnetized ball bearings. Lifting the arrow, as well as rotating it, the arrow is soon launched, and as it makes contact with the guidance spear, it is inducted with electricity, covering it completely by the end, turning it to a real flying bolt.

This weapon is more of an expression of art. A deadly one.