

NAM Assault Ordinance Projector AOP-02a

Developed as part of a fleetwide military standardization and upgrade program in [YE 41](#), the [NAM](#) Assault Ordinance Projector AOP-02a is a heavy weapon that fires the newly developed [NAM 'Fang' Multipurpose Guided Missile MGM-01a](#). Intended to arm the upgraded [invader](#), the AOP-02a is a big, indirect fire support and anti-vehicle weapon.

About the Assault Ordinance Projector AOP-02a

Descended from the primary weapon of the ancient [EARTH](#), the AOP-02a is a modernized version of that weapon firing a new missile. While the original version fired semi-guided rockets, the AOP-02a fires the new [NAM 'Fang' Multipurpose Guided Missile MGM-01a](#). Still big, bulky, and low on ammo, the AOP-02a is intended to provide heavy anti-armor and anti-vehicle fire capability to marine units.

Nomenclature Information

- Designer: [Nepleslian Arms and Munitions](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Name: Assault Ordinance Projector
- Nomenclature: AOP-01a
- Type: Homing Missile
- Role: Anti-Vehicle Missile Launcher
- Length: 6 feet
- Weight: 93 kilograms

Appearance

The AOP-02a is a large, heavy weapon- albeit most of its length is taken up by the missile inside of it and the mechanism to feed additional missiles into it. The magazine of the weapon, a dual stack magazine, feeds into the firing tube from above. The handle of the AOP-02a is located near the front, allowing the main bulk of the weapon to rest on an armorsuit's shoulder.

Discharge Information

- Muzzle Flash: Nothing as the missile is initially launched from the tube, followed by a bright glare as the missile's motor kicks in.
- Retort: Nothing, followed by a loud FWOOSH as the missile's motor kicks in.
- Effective Range: 25km in atmosphere, 100,000m(controlled) in space
- Maximum Range: 50,000m in atmosphere, infinite(inertia) in space
- Rate of Fire: 30 Missiles per minute

- Recoil: Heavy, forcing the weapon directly back and up.

Ammunition

- Ammunition: [NAM 'Fang' Multipurpose Guided Missile MGM-01a](#)
- Round Capacity: A standard barrel clip for the AOP holds six missiles in a dual stack vertical magazine.

Missile Damage Quickchart	
Missile	Purpose
WHITE Tungsten Cap	Tier 4, Light Anti-Armor
RED High-Explosive	Tier 6, Light Anti-Mecha
BLUE EM Pulse	Tier 9, Heavy Anti-Mecha to armor grade shields
GREEN Antimatter Warhead	Tier 9, Heavy Anti-Mecha

Weapon Mechanisms

- Firing Mechanism: The AOP-2a launches a fired missile with a short electromagnetic burst. After clearing the barrel, the missile's engine activates.
- Loading: When the barrel is clear, a new missile is dropped into the barrel from above, or pulled in with an electromagnetic loader
- Weapon Sight: The AOP-02a has an integrated ["Monoeye" Directional Sensor Suite](#) to assist with target acquisition, but the fired missiles have their own guidance systems.

Other

Pricing

- AOP-02a: Not for Sale

OOC Notes

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