

# NAM Assault Mass Repeater AMP-02a

The [YE 41](#) version of the original version that was developed in [YE 35](#), the Assault Mass Repeater AMP-02a is the updated version of one of two weapons initially intended to be used by the original [Aggressor](#) by [Nepleslian Arms and Munitions](#). A big, heavy 12.7mm chaingun firing from six barrels with a massive ammo drum, the AMP-02a has a single role: direct suppressive fire of anyone dumb enough to pop their heads up in front of this thing. The original AMP used its own custom ammunition- the AMP-02a moves to using a cartridge used by other NAM weapons to ease logistics and supply.

## About the Assault Mass Repeater

Intended to fulfill the role of platoon level direct fire support, the AMP-02a is a large scale electromotive chaingun that fires 12.7mm ammunition. Considered to be more precise than other heavy weapon options, the AMP-02a gives pilots and platoon leaders a weapons option that allows them to fix enemies, even in powered armor, in a single place with suppressive fire.

Even so, the AMP-02a is a big, heavy weapon. Any armorsuit that is not the Aggressor has trouble even holding it and another weapon at the same time, much less firing it given the mass of the weapon, it's monstrous recoil, and the large ammo drum it feeds from.

## Nomenclature Information

- Designer: [Nepleslian Arms and Munitions](#)
- Manufacturer: [Nepleslian Arms and Munitions](#)
- Name: NAM Assault Mass Repeater
- Nomenclature: AMP-02a
- Type: Large scale Electromotive Chaingun
- Role: Squad Fire Support Weapon
- Length: 2.5 Meters long
- Weight: 85kg for the weapon itself, 35kg for the ammo drum.

## Appearance

The Assault Mass Repeater is a very large and heavy six barreled electric chaingun. The rear of the weapon is bulky, blocky, and rectangular. The barrels are contained within a metal heat shroud to allow it to be held by an armorsuit.

## Discharge Information

- Muzzle Flash: None
- Retort: A sharp electrical crackle from each individual round drowned out by the loud buzzsaw like

revving of all six barrels rotating.

- Effective Range: 2000 meters in atmosphere.
- Maximum Range: 3000 meters in atmosphere with reduced accuracy due to spread and recoil.
- Rate of Fire: 72 Rounds per Second
- Recoil: Heavy

Ammunition (Or 'Energy Source' if applicable)

- Ammunition: [12.7mm Mass Driver Rounds](#)
- Round Capacity: Roughly 2,500 rounds contained in a built-in drum canister. Drum Canister is exceedingly large- Armorsuits not built to handle it will suffer from balance and carrying issues, only able to carry the AMP-02a.

| 12.7mm Damage Quickchart      |  |
|-------------------------------|--|
| Ammunition                    | Purpose  |
| Solid Slug                    | Tier 4 Light Anti-Armor  |
| High Explosive Armor Piercing | Tier 5 Medium Anti-Armor   |
| Incendiary                    | Tier 3, Heavy Anti-Personnel (to shields), Tier 5 Medium Anti-Armor to armor |

Weapon Mechanisms

- Firing Mechanism: The Assault Mass repeater fires 12.7mm rounds out of six rotating electrically driven barrels- the rounds are launched using electromotive force.
- Loading: Ammunition is fed into the weapon by a linked belt. The belt feeds into a firing chamber that does not rotate.
- Mode Selector: There is a forward and back switch just behind the weapon's chainsaw grip: forward allows the weapon to be fired, back does not
- Firing Modes: The Assault Mass Repeater can only fire on fully automatic.
- Weapon Sight: The AMP-02a has backup iron sights, but is aimed mainly by way of a ["Monoeye" Directional Sensor Suite](#) that links into the parent armor's targeting systems. Because who wants to try shoulder firing this monstrosity?

Pricing

- Assault Mass Repeater AMP-02a: Not for sale.

OOC Notes

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