

# NAM Rapid Launcher Missile System

The NAM Rapid Launcher Missile System is the [SMDIoN's](#) primary minimissile launch system for its power armors and armored vehicles. Composed of a number of individual launch cells, the RLS is a lightweight and flexible system.

## History and Development

From the [NAM miniature missile](#) page,

Since the first powered armorsuits began being used in [Nepleslian Military](#), the miniature missile system, more commonly known as minimissiles, has been a staple piece of equipment for ground operations. Most [Nepleslian Arms and Munitions](#) minimissile systems consist of launcher pods present on powered armorsuits which are able to store and unleash several small, self-locking self-propelled missiles at a time. Swarming tactics at the time were encouraged to ensure contact of missile payloads; the use of single, powerful missiles for infantry combat has been frowned upon as newer, more accurate anti-missile countermeasures have been developed.

Minimissiles are typically about the size of an 8 oz tin can, with all systems included. Because of the small size, minimissiles are suggested for use in close or medium range combat, as propellant stored inside minimissiles do not last very long.

The Rapid Launcher Missile System is a modular piece of equipment, capable of storing differing amounts of the missiles it can carry- Each system is composed of four cells. Each cell is capable of firing every missile in it simultaneously or at a rate determined by the controller. Each cell is capable of storing different amounts of missiles.

- Number of Cells per Launcher: 4
- Missile Launch Rate: All cells can be fired simultaneously, or at any rate chosen by the operator.
- Missile Load per Cell:
  - 6 [NAM DART Minimissiles](#)
    - Primary Purpose: Anti-Shields, Anti-Sensors
    - Secondary Purpose: Disabling small-grade electronics
    - Damage: Tier 1, Light Anti-Personnel; Tier 5, Medium Anti-Armor to armor-class shields
    - Range: 500m in atmosphere, 1,000m in space
    - Muzzle Velocity: .85c <sup>1)</sup>
    - Propellant Reserves: 5 seconds worth.
  - OR
  - 4 [NAM ARROW minimissiles](#)
    - Location: Torso
    - Primary Purpose: Anti-Armor
    - Damage: Tier 4, Light Anti-Armor
    - Range: 500m in atmosphere, 1,000m in space
    - Muzzle Velocity: .85c <sup>2)</sup>

- Propellant Reserves: 5 seconds worth.
- OR
- 3 [NAM BOLT Minimisiles](#)
  - Primary Purpose: Anti-Armor
  - Damage: Tier 6 Heavy Anti-Armor
  - Range: 500m in atmosphere, 1,000m in space
  - Muzzle Velocity: .85c <sup>3)</sup>
  - Propellant Reserves: 5 seconds worth.
- OR
- 9 [NAM TRACER Minimisiles](#)
  - Primary Purpose: Missile Beacon
  - Secondary: Countermeasure, Distraction
  - Damage: Tier 1, Light Anti-Personnel
  - Signal Range: 10 Kilometers LOS, varies depending on atmospheric conditions and electromagnetic interference.
  - Range: 10km
  - Muzzle Velocity: .85c <sup>4)</sup>
  - Propellant Reserves: 5 seconds worth.

## OOO Notes

[Firebrand](#) updated this article on 2019/09/03 16:37.

□ This article is a work-in-progress. Is it not currently approved.

<sup>1)</sup> , <sup>2)</sup> , <sup>3)</sup> , <sup>4)</sup>

constant boosting makes the round lose fuel quickly

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=faction:nepleslia:weapons:rapid\\_launcher\\_system](https://wiki.stararmy.com/doku.php?id=faction:nepleslia:weapons:rapid_launcher_system)

Last update: **2023/12/21 04:24**

