

	<h1 style="margin: 0;">Space Missiles</h1> <p style="margin: 0;">The missiles launched from starships and spacecraft is available in a variety types to suit user needs.</p>	<h1 style="margin: 0;">Missiles</h1>
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MISSILE DESCRIPTION

Model	LongName (Mount) Missile-Size Type Guidance
The basic information required to describe and use a space weapon.	

IDENTIFYING MISSILES

Stage	Missile	-Size	Type	Guidance
	Missile-5X HW			

A Missile is identified separately from the launching Mount, it takes its TL and Mod from its Launching Mount and its C+S from its Guidance System.

Missiles include: projectiles, bombs, deadfall ordnance.

MISSILE TYPES

Missiles are produced in Types SDXENKYZ.

S Slug. Solid metal projectile.

D Deadfall. Solid projectile crafted to survive passage through atmosphere to target.

X Explosive. High explosive charge. Explodes on impact or when very near the target.

E EMP. ElectroMagnetic Pulse to disable electronics.

N Nuke. A nuclear weapon or device.

K Kinetic. Inflicts damage through high velocity impact.

Y Decoy. Appears as SDXENZ (but not KY).

Z Sensor Package. Single-use sensor package.

SPACE WEAPON TYPES- MISSILE

		Size	Types	Guidance
B	MachineGun	1	S	UG
B	Slug Launcher	2	SX	UG
V	Salvo Rack	3	XE	HW OG
Q	Ortillery	4 5 6	D	UG HW
M	Missile	5	XENYZ	OG HW SA DL
N	KK Missile	6	K	OG HW SA DL
R	Rail Gun	6	X	UG HW

MISSILE SIZES

Missiles are produced in Sizes 1-2-3-4-5 to Object Size.

MISSILE GUIDANCE

Missiles guidance systems may be:

UG. UnGuided. No guidance system.

HW. Hardwired (5). Circuits direct missile to the target.

OG. Operator Guided (C+S). Gunner directs missile to the target (must be launched from S=2 or less).

SA. Self-Aware (C+S). Missile is controlled by an on-board self-aware Brain.

DL. Down Loaded (C+S). Missile is controlled by the downloaded personality of the Gunner.

MISSILE TYPES AND EFFECTS

Sz	Missile	Type	Effects (in D)						
			S Slug	D Deadfall	X Explosive	E EMP	N Nuke	K Kinetic	
1	Missile-1	Bullet	S	Pen= 0					
2	Missile-2	Slug	SX	Pen= 1	Pen= 2				
3	Missile-3	Vsmall Missile	SXE	Pen= 2	Pen= 3	EMP= 3			
4	Missile-4	Small Missile	DXE		ME	Pen= 4	EMP= 4		
5	Missile-5	Missile	DXEN		ME	Pen= 5	EMP= 5	ME	
6	Missile-6	Small Craft	XK		ME	Pen= 6			Pen= 6xSp^2
7	Missile-7	Ship	K		ME				Pen= 7xSp^2

Hits inflicted are in D. For example, Pen-1 inflicts 1D Hits Kinetic = Sp = Speed = Space Range of Attack.

ME= Massive Explosion. Missile-6K is a G-Drive powered Small Craft. Missile-7K is an M-Drive powered Ship.

Massive Explosion

R=	Proximity	Sz-1D	Missile Warhead			
			Blast	BFE*	Rad	Burn
0	Direct Hit	5		Vaporized= 100D		
1	Hit	6	90 D	20 D	10 D	30 D
2	Hit	7	40 D	15 D	10 D	20 D
3	Vnear Miss	8	30 D	10 D	10 D	10 D
4	Near Miss	9	10 D	5 D	5 D	5 D
5	Far Miss	10	5 D	1D	1D	1D
6	Miss	11				

* BFE= Bang, Flash, EMP (EMP only with Nukes).

MASSIVE EXPLOSION ADJUSTMENTS

Missiles-4-5-6-7 can inflict Massive Explosion.

Missile-5 is the Benchmark for effects.

Missile-4 inflicts one-tenth damage,

Missile-6 inflicts double damage.

Missile-7 inflicts triple damage

Bang=0 if in space.

Non-Nuke ignore EMP and Rad.

Explosive (not Nuke) inflicts one-tenth damage.

AM Anti-Matter inflicts additional triple damage.

