

Galactic Horizon Tactical Missile

The Tactical Missile is a specialty missile designed in [YE 40](#) by [Galactic Horizon](#) alongside several others in an effort to produce a substantial range of munitions for use with various launchers. The Tactical Missile is less about destructive force and more about intelligent deployment, however, and has a lower damage output than a traditional explosive. The Tactical Missile itself is essentially a standard body with interchangeable payloads and multiple uses that focus more on support than offense.

The Tactical Missile's body is a flat grey colour with a differently-coloured tip depending on the loaded payload; red is for the Incendiary Payload, blue is for the Phosphorus Payload, and yellow is for the Interference Payload. The Tactical Missile has a tri-fin arrangement at its base and another halfway up its body in order to provide in-flight stability and accuracy.

This missile is classified as a Class 2 Missile within the [Galactic Horizon Munitions](#) list.

Incendiary Payload

A simple firebomb-style payload which detonates just before impact, sending a mixture of flammable liquid and volatile gases in all directions before the secondary detonation a split-second later ignites both. Designed with ground combat in mind and to cut off the routes available to foot soldiers, the explosion of the missile is little more than a loud boom as all of the space usually occupied by explosives is instead taken up by the contents of the firebomb. The Incendiary Payload's average area of effect is a circular area with a radius of 10m - but it can spread if flammable substances are present.

This payload only works within atmospheres that contain oxygen or similar gasses.

Stats

The following is a list of basic statistics for the Incendiary Payload.

- **Purpose:** Tier 3, Heavy Anti-Personnel
- **Area of Effect:** 20m¹⁾
- **Missile Length:** 40cm
- **Damage Description:** Area Suppression (fire)
- **Effective Range:** 5km
- **Max Speed (Atmosphere):** Mach 1
- **Muzzle Blast:** A large plume of blue/white smoke.
- **Recoil:** Moderate; approved for shoulder-fired launchers.
- **Energy Source:** High-efficiency combustion
- **Price:** 1 000KS per missile.

Phosphorus Payload

Effectively a long-range smokescreen, the Phosphorus Payload consists of the same compound used in rapid-action smoke grenades: [phosphorus pentoxide](#). The missile has no conventional explosive charge - making its detonation quieter and less destructive - and the smoke expelled is capable of rapidly enveloping an area measuring 20 meters in each direction. While the smoke is not harmful, over-exposure or prolonged inhalation can cause lung and/or skin damage.

This payload works as intended within atmospheric environments and is ineffective in space - as it leaves a small thick cloud no bigger than a small car.

Stats

The following is a list of basic statistics for the Phosphorus Payload.

- [Purpose](#): Tier 1, Light Anti-Personnel
- Area of Effect: 40m
- Missile Length: 40cm
- Damage Description: Area Suppression (covering smoke)
- Effective Range: 5km
- Max Speed (Atmosphere): Mach 1
- Muzzle Blast: A large plume of blue/white smoke.
- Recoil: Moderate; approved for shoulder-fired launchers.
- Energy Source: High-efficiency combustion
- Price: 1 000KS per missile.

Interference Payload

The Interference Payload differs even further from standard explosives than the previous 2 payloads, as it was designed to be a long-range weapon that interferes with communications and sensors. Upon detonation, the payload expels electromagnetic radiation and a multitude of miniature exothermic charges, indiscriminately scrambling communications equipment, various visual sensors (such as those based upon heat or low light), and unprotected digital systems. When used in optimal conditions within an atmosphere, the payload's area of effect is 70m if detonated 30m above the ground; in space, it is recommended to detonate the payload upon contact - as its area of effect is only 20m.

Stats

The following is a list of basic statistics for the Interference Payload.

- [Purpose](#): Tier 1, Light Anti-Personnel

- Area of Effect (Atmosphere): 70m²⁾
- Area of Effect (Space): 20m
- Missile Length: 40cm
- Damage Description: Airburst (electromagnetic and thermal interference)
- Effective Range: 5km
- Max Speed (Atmosphere): Mach 1
- Muzzle Blast: A large plume of blue/white smoke.
- Recoil: Moderate; approved for shoulder-fired launchers.
- Energy Source: High-efficiency combustion
- Price: 1 000KS per missile.

OOC Notes

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1)

Average; can be greater if flammable substances are present.

2)

When detonated 30m above the ground in optimal conditions.

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