Galactic Horizon Long Range Striker Missile

The Long Range Striker is a specialty missile designed in YE 40 by Galactic Horizon alongside several others in an effort to produce a substantial choice of munitions for use with various launchers. Each missile is a flat grey colour, has a white nosecone to differentiate it from other missiles, a pair of quadruple fins (one can be found on the missile's tail, while the other is just below the nosecone), and a double fin located halfway up its body.

Its primary function is to provide long-range artillery support or precision strikes on high-value targets. With a noticeably larger range and high speed than the original Galactic Horizon Mini Missile, the Striker aims to deliver more damage from the safety of long distances and has an initial area of effect of roughly forty meters - which is followed by a powerful shockwave that travels outwards from the impact site.

The Striker's tracking systems are not flexible and it cannot change course mid-flight, however, they are quite precise - as the missile will impact within a ten-meter radius of the designated target. The tracking system is fed information about the surrounding atmospheric conditions (if present), the expected flight time, and the intended trajectory by the launch platform; this information is then processed by the Striker's onboard guidance system, which makes microscopic adjustments during the missile's flight to ensure the aforementioned accuracy.

This missile is classified as a Class 2 Missile within the Galactic Horizon Munitions list.

Stats

The following is a list of basic statistics for the Long Range Striker Missile.

- Purpose: Tier 9, Heavy Anti-Mecha
- Area of Effect: 40mMissile Length: 1m
- Damage Description: High-Yield Explosive
- Effective Range: 1500km
- Max Speed (Atmosphere): Mach 5
- Muzzle Blast: A large plume of blue/white smoke.
- Recoil: Substantial; not for use with shoulder-fired launchers.
- Energy Source: High-efficiency combustion
- Price: 2 500KS per missile.

OOC Notes

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