

Type 1 Swarm missiles

These small missiles, designed by [NovaCorp](#) and integrated into its ships, are made for a mass attack, launching thousand of them. Each one has a complex navigation system on, controlled by the Onslaught AI or [MIKO Electronics Suite](#), or failing that its own, cruder, systems, and as such is usually controlled in complex patterns, and kept in potent tactical formation. Each one carries a 250g anti-matter warhead, although is tipped a perfect diamond spike on the exterior of the shell, allowing for greater penetration ability. Understanding that this weapon would have problems against shields, it tends to explode before contacting with the shields (which would render the missiles useless), so that the energy from the anti-matter reacting with the matter of the missile is inflicted on the shields. Actually only half of this energy hits the shields, due half the energy going in the other direction and being wasted in space (unless you count a very large flash as being a good use of anti-matter, which you could theoretically say). Each missile (each being 0.5 m long by 0.125 m wide), has a shield generator on, which serves two purposes. The first is to make it harder to shoot down, but the second is too allow it to penetrate shields more efficiently, which it does so, configuring its shield frequency to one as similar to the enemies shields as possible. They are launched from special launching pads, unlike those that fire the other missiles, capable of firing the thousands of missiles at high frequency.

Warhead: Swarm **Purpose:** Anti-fighter, anti-ship, mass distraction tactic. **Damage:** 6 Range: 100,000 km

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