

Anti-Fighter Missile Launcher

In AF 260 ([YE 31](#)), the newest launching systems are now classified into Anti-Ship and Anti-Fighter. Both types work in the same basic principle of using [Unidirectional Gravity Plating](#) around the launch tubes to cold launch missiles into space. Once in space, the missiles engage their drives and begin homing in on their target.

Unlike Anti-Ship Missile Launchers, the Anti-Fighter Missile Launcher has a revolver design to it. Missiles are pulled from the magazine and placed into a cylinder with six chambers. Once filled with the appropriate missiles, the launcher has the ability to rapid fire cold launch six missiles in a span of five seconds. Of course, it takes ten minutes to reload the cylinder, but it enables the Anti-Fighter Missile Launcher to fire more missiles than Anti-Ship Missile Launchers.

Primary Role: Anti-Fighter Secondary Role: Hazard Clearing Average Powered Missile Envelope: 1 Light Minute (17,987,547 kilometers) Initial Launch Velocity: 0.1 c Rate of Fire: Six Missiles per fifteen seconds

Damage Rating Values

Warhead	Damage Rating	Description
Escort Laser Warhead	3 ADR	Standard Anti-Fighter Warhead for Escort Warships, Quarter Light-Second Blast Radius.
Cruiser Laser Warhead	4 ADR	Standard Anti-Fighter Warhead for Cruiser Warships, Quarter Light-Second Blast Radius.
Capital Laser Warhead	4 ADR	Standard Anti-Fighter Warhead for Capital Warships, Quarter Light-Second Blast Radius.
Station Laser Warhead	5 ADR	Standard Anti-Fighter Warhead for Stations, Quarter Light-Second Blast Radius.

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