

# SKCM-C 'Circus' missile

Developed in [YE\\_39](#), the Star Kingdom of Cavalon, the SKCM-C 'Circus' missile is a basic weapon system suitable for use against a wide range of small targets.

## About the Missile

The missile was developed for the [skcs\\_itano](#). The relatively small city of Cavalon opting to produce a missile that is good at one particular thing: defense against small craft, rather than trying to produce a wide range of missiles or a multi-target missile in order to stream line their development process.

The missile itself contains a basic proximity fuse and fragmentation warhead that makes it a threat mainly to small fighter craft, missiles, or small starships. Each missile has its own thermal and radar seeker, as well as enough computing power to autonomously go after a target after being assigned one. The missiles can also follow basic pre-programed flight paths or be given updated guidance in flight from a control ship.

A basic fusion engine provides thrust for the missile.

## Mission Specialization

- Anti-Fighter
- Anti-Shuttle
- Point Defense

## Appearance

The missile has a clear covering on the front over the thermal sight, and a slightly tapered body leading to a bell shaped nozzle at the end. The body is cylindrical, and smooth.



## Statistics and Performance

The Circus is a 4m in length basic anti-fighter missile

## General

- **Class:** 'Circus'

- **Type:** Anti-Fighter
- **Designers:** Star Kingdom of Cavalon
- **Manufacturer:** Star Kingdom of Cavalon
- **Fielded by:** Star Kingdom of Cavalon

## Dimensions

- **Length:** 4 meters
- **Width:** .5 meters

## Propulsion and Range

- **Sublight Engines:** 0.5c

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

**Purpose:** [Tier 9 - Heavy Anti-Mecha](#)

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