

Orbit Jumper Missile System

Designed and put into production during [YE 40](#) by [Galactic Horizon](#) the Orbit Jumper Missile system is designed to be a small system which can be implemented into all classes of ships and can be scaled to fit larger ships.

About the Orbit Jumper

The Orbit Jumper system utilises various methods to track its targets including the standard heat seeking as well as electronic signal locking and organic matter tracking. The system uses only specialty munitions being short mini missiles a little over 20cm in length making them harder to hit and very agile when tracking targets.

The primary mission use of the Orbit Jumper system was intended to be used for anti-fighter/mecha dogfights with small payloads designed to pierce hulls and damage internal systems. This method had proven to be far more effective to disable enemies rather than having to destroy them piece by piece.

Nomenclature Information

- Designer: [Galactic Horizon](#)
- Manufacturer: [Galactic Horizon](#)
- Name: Orbit Jumper Missile System
- Nomenclature: GH-v1-W4000
- Type: Missile
- Role: Anti-fighter/mecha
- Length: 60cm standard length, can be scaled slightly up or down
- Mass: 20kg

Appearance

Designed to fit the wing or hull of a spaceship the Orbit Jumper maintains a low profile and can be easily attached to any ship with the auto-loader attachment requiring additional work to be installed within the ship. For image reference see [Torpedo tubes](#) on a submarine, the orbit jumper is not built into the ship but consists of a tube encased within a shell to provide the means to attach to a ship as well as housing all the internal components.

Discharge Information

- Muzzle Flash: As the missile fires the tube exit will briefly light up fiery orange before the payload exits
- Retort: traditional fwoosh sound of a missile thruster firing

- **Projectile/Beam Appearance:** 50cm long and 10cm diameter missile with a blue flame trail
- Effective Range 100m-800m with speed decreasing from lack of fuel after this distance
- Rate of Fire: if the auto-loader is installed 6per/m or 1per/10sec otherwise 1 missile per tube

Ammunition

- Ammunition [GH Mini Missile](#)
- **Purpose:** Tier 7, Light Anti-Fighter/Mecha
- Round Capacity: 1 per tube, 6 in the auto loader

Damage Quickchart	
(Type/Mode)	Purpose
AP	Tier 7
HE	Tier 6

The primary missile type used in dogfights is AP payloads which are designed to detonate after punching through outer armour and shielding and cause damage to internal components rather than the outer armour.

The secondary type of missile not often used is the HE payload, designed for attacking exposed starships in the late stages of a battle when the armour and shields have already been destroyed.

Weapon Mechanisms

- **Firing Mechanism:** When target lock is established manual ignition is required from the craft pilot
- **Loading:** A folding panel on the top of the missile tube opens to allow either manual or auto loading of another round before it closes sealing the tube and ready for ignition
- **Mode Selector:** Each missile payload is armed when loaded and cannot be disarmed unless the munition is removed from the firing tube or the pilot of the respective craft disengages the Orbit Jumper
- **Firing Modes:** Each system only has 1 tube and is incapable of rapid reload and sustained fire, if compared to handheld weapons it is the bolt action of missile launchers required significantly more time to prepare for the next ignition than a multi-tube system
- **Weapon Sight:** The Orbit Jumper is wired to the pilots HUD if applicable otherwise displayed on ship displays
- **Attachment Hard Points:** With enough space the Auto-loader system can be installed above the missile system to provide multiple rounds before requiring resupply

Pricing

- **Orbit Jumper Missile System:** 6 000KS

Replaceable Parts and Components

- **Tube:** 800KS
- **Casing and shell:** 1 000KS
- **Munition arming system:** 800KS
- **Targeting system:** 1 500KS
- **Extensive internal wiring:** 1 900KS

Optional Attachments

- **Auto-loader:** 2 300KS

Ammunition

Ammo Price Quickchart	
Type	Price (10 Round Box)
AP	8 000KS
HE	5 000KS

OOO Notes

[club24](#) created this article on 2018/04/22 10:04.

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Products & Items Database	
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