



OI-Z3D Anti-Air Missiles

The Origin Z3d Anti-Air Missile is an AI guided missile with a large proximity warhead designed to be used for anti-missile work by [Origin Industries](#) in YE 31. The missiles have a diameter of 40 centimeters, and are three quarters of a meter long. The missiles use a plasma warhead wrapped in a pre-fragmented metal casing set on a twenty meter proximity fuse; The missiles do Tier 5 or Tier 6, Medium Anti-Armor or

Heavy Anti-Armor ( **Fix Me!**): Staff needs to determine which) damage in a 60 meter area, decreasing by one ADR for every thirty feet away from that, with no damage being done beyond 120 meters

The missiles are propelled by the [Inline Aether to Plasma Drive](#), propelled out of the launcher and accelerated to forty seven percent the speed of light.

- **Purpose:** Guided Anti-Air Missile
- **Secondary:** Point Defense Missile
- **Damage:** Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!**): Staff needs to determine which) up to 60 meters away from the explosion, Tier 4, Light Anti-Armor from 60 meters to 90 Meters, Tier 3, Heavy Anti-Personnel from 90 meters to 120 meters
- **Range:** 300,000 KM in space, 140 KM in atmosphere
- **Rate of Fire:** Depends on launcher
- **Muzzle Velocity:** .47c, Mach 14 in atmosphere

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Last update: **2023/12/21 00:58**

