

# Starfighter Mini Missiles

Made by [Origin Industries](#) starting in [YE 31](#), Starfighter Mini-missiles serve both a defensive and offensive purpose for almost any starfighter or small craft.

## Stats

Built to fit any budget or mission profile, [Origin's](#) Starfighter Mini-missiles are a multi-purpose design with multiple types available.

- Damage Rating: Variable
- Size: Mini
- Caliber: 66mm x 120mm
- Effective Range: 50 Km Atmosphere, 250,000 kilometers in space.
- Muzzle Velocity: .5c Vacuum, Mach 8 Atmospheric
- Blast radius: 10m
- Proximity Fuse: 1m

Origin Starfighter Mini-missile Damage Quickchart			
Ammunition	DR Tier	Description	Price per 100
High Explosive (Unguided)	Tier 4	Standard rounds, these are proximity-detonated and will only detonate within range of a target	250 KS
Particle Cloud	Tier 0	entirely defensive, these release a high-energy particle cloud, obscuring and confusing sensors and self-guided warheads. These disperse into a 50-meter cloud.	250 KS
Electromagnetic Pulse	Tier 4 <sup>1)</sup>	EMP missiles send out pulses of high-frequency electromagnetic charges causing electronics damage and possible disabling of systems	250 KS
Antimatter (Unguided)	Tier 5	Small antimatter rounds that are proximity detonated. Work by cancelling out matter, causing damage to anything, even Zesuaium.	625 KS
High Explosive (Self-guided)	Tier 4	Same as high-explosive, except self-guided. They will seek out targets and make an active attempt to hit them	500 KS
Antimatter (Self-guided)	Tier 5	same as regular antimatter, except self-guided. These missiles seek out targets and actively attempt to hit them	875 KS

## OOC Notes

[Kai](#) created this article on 2020/03/29 18:02.

- [Approval Thread](#)

<sup>1)</sup>

versus shields and electronics

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