

Macromissiles

The *macro* missile is a mid to long-range munitions system designed by [Shasta No Sekai](#) in [YE 40](#) for use in its mechs and drones. The macro missile shares many similarities with the common *minimissile* platform used by many different groups in the [Kikyo Sector](#). So common in fact that many macro missiles may appear to contain half filed off product codes or corporate logos from their hodge-podge manufacturing, often incorporating spent or salvaged minimissiles to create each macromissile.

Missile Types

Each macromissile type is devoid of a common size, weight, or common denominator to their description due to their scrap-built style manufacturing. What they do share however is a common *flare* look when in flight and a low radioactive signature due to each missile being detailed in the corporate famous [Star Paint](#); Making each missile become a bright flare of light¹⁾ like a tracer but upscaled several orders of magnitude to represent a miniature sun.

They are also, of course, each radioactive and contaminate anything they make contact with.

Sunburst

A standard macromissile replaced with [Star Paint](#). The missile detonates four meters before its target, coating it in the highly radioactive and illuminating substance that not only makes everything coated in the star paint easier for other targeting systems to acquire and keep their lock but also visibly illuminates them like a miniature sun on even the brightest of days and especially at night like a flare(sans any actual flame, and does not get any dimmer over time.)

The star paint is also in such large quantities *lethally* radioactive. And will burn and blister skin within minutes, hospitalized within hours, and kill within days. It is not easily washed off and its radioactive signature will permanently scar anywhere it is coated for years as it sinks into the soil, bedrock, buildings, water, etc. of the surrounding area.

- [Damage Rating](#): T-1 light anti-personnel(radioactive)
- Damage Description: Covers a large area in radioactive star paint that makes targets easier to acquire with targeting systems and makes them stand out in any environment. Deals damage via radiation; Burning and blistering within minutes, hospitalizing within hours and potentially killing within days.
- Effective Range: 1,600m (1 mile)
- Muzzle Velocity: 1,350mps (Mach 3.9)
- Energy Source: Combustion

Mirage

A standard macromissile with its payload replaced by the same holographic nanites used in the [Fairy AI](#) and the [Pathfinder Class Mech](#). Create a cloud of optical camouflage around the impact site 40x40x40 square foot wide that mimics closely to Yamatais' common volumetric capabilities. When stationary it can mimic things such as scenery, bushes, flora, debris, etc. And even more advanced projections such as fire, plasma, light, and so forth and can project from the inside of the cloud an outside perspective or holes in it to allow optics to see through.

The nanites are controlled via the nearest Fairy AI remotely and do not impede movement or weapons fire both in and out of it.

- [Damage Rating](#): T-0
- Damage Description: Covers a 40x40x40 square foot area in holographic camouflage nanites.
- Effective Range: 1,600m (1 mile)
- Muzzle Velocity: 1,350mps (Mach 3.9)
- Energy Source: Combustion

High Explosive

A standard macromissile containing a fully charged [macro cell](#) for a payload. Unlike a conventional, HE styled explosive the HE macromissile damages with an *energy* based explosion which replaces shrapnel and concussive force with a hyper-lethal wave of expanding energy from the destination energy source which deals energy-based, radiation, and heat-based damage where other deal kinetic and concussion.

- [Damage Rating](#): T-3 heavy anti personnel(explosive), T-1(radiation)
- Damage Description: Creates an explosion of energy from a detonating energy cell.
- Effective Range: 1,600m (1 mile)
- Muzzle Velocity: 1,350mps (Mach 3.9)
- Energy Source: Combustion

Shieldbreaker

A standard macromissile with its payload replaced by a high-powered but short-lived laser system designed to damage, drain, or tax shields by activating a powerful laser that focusses on multipole spectrums of energy at a single point one meter before impact. The [Energy Cell](#) that powers the laser drains near-instantly and retains no remaining power when destroyed to create any kind of explosion, leaving any additional damage from the kinetic force of the missile.

- [Damage Rating](#): T-2 medium anti-personnel(kinetic), T-3 heavy anti personnel(laser against armor), T-5 medium anti-armor(laser against shields)
- Damage Description: Covers target in lethally radioactive marking paint. Can blister and burn skin within minutes, hospitalized within hours, kill within days.
- Effective Range: 1,600m (1 mile)
- Muzzle Velocity: 1,350mps (Mach 3.9)

- Energy Source: Combustion

EMP

A standard macromissile with its payload replaced with a simple EMP style device. Scrambles, disables, or destroys sensitive and unshielded electronic devices ranging from armors and optics to vehicles and electronic-based payloads. The payload detonated three-meter before impact to cover a wide area of effect.

- **Damage Rating:** T-0(EMP), T-1 light anti-personnel(radiation). T-2(kinetic)
- **Damage Description:** Damages or disables unshielded electronics large and small. Temporarily decreases effectiveness or scrambles shielded electronics.
- **Effective Range:** 1,600m (1 mile)
- **Muzzle Velocity:** 1,350mps (match 3.9)
- **Energy Source:** Combustion

Cluster

An HE style macromissile but with its macro cell replaced with a three dozen **meso cells** that blanket a small area in dozens of small but effective energy-based detonations. The payload releases five meters before it would otherwise strike a target and releases the detonating energy cells in a forty-five-degree angle cone to cover a wide but effective area in munitions.

- **Damage Rating:** T-2 medium anti-personnel, T-1 light anti personnel(radiation)
- **Damage Description:** Covers a 45-degree cone in front of the missile five meters before impact in detonative meso cells.
- **Effective Range:** 1,600m (1 mile)
- **Muzzle Velocity:** 1,350mps (match 3.9)
- **Energy Source:** Combustion

Anti-Armor

A standard HE macromissile with an added SABOT style penetrator that is propelled through armor via the internal energy cells detonation.

- **Damage Rating:** T-6 heavy anti-armor
- **Damage Description:** Sends an AP style SABOT penetrator through armor.
- **Effective Range:** 1,600m (1 mile)
- **Muzzle Velocity:** 1,350mps (Mach 3.9)
- **Energy Source:** Combustion

Flyswatter

A specialized high-velocity macromissile made for chasing down agile and maneuverable craft such as

powered armor, and high-speed space fighters. The payload itself contains a standard energy cell that detonated one meter before impact, propelling twelve long, short-lived EMP emitting spikes that cripple flying craft long enough that they will often crash, and aims to do the same to powered armor if the spikes have not killed or fatally injured the pilot.

The flyswatter macromissile is highly maneuverable and can keep up with the most agile of targets. In the case that it does lose its target due to terrain, teleportation, etc. It can re-acquire its target so long as the firing mech or drones fairy keeps a lock on the targets new location.

- **Damage Rating:** T-5 medium anti-armor²⁾
- **Damage Description:** Sends 12 durrandium spikes with a short-lived EMP emitter on the end that each last for 45-60 seconds.
- **Effective Range:** 3,218m (2 mile)
- **Muzzle Velocity:** 2,058 (Mach 6)
- **Energy Source:** Combustion

OOC Notes

[Charmaylarg](#) created this article on 2020/06/10 18:20.

- Approved by [Andrew](#) on 2023/01/09.³⁾

¹⁾

even at night

²⁾

The tier is a formality for DRv3 sake. Fighters and the like are always high tier at like 7-9 but obviously don't have the armor of a tank so IC this macromissile should do damage to them just fine. In fact any explosive hitting anything fragile like a fighter would likely kill it... Not that this will ever likely be used for PVP.

³⁾

<https://stararmy.com/roleplay-forum/threads/shasta-no-sekai-flyswatter-mech.69839/>

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