

Anti-Ship Missile Launcher

Before AF 260 ([YE 31](#)), missile launchers in the Abwehran inventory had been divided by range potential and class of targets. With improved fusion engines for missiles, the newest launching systems are now classified into Anti-Ship and Anti-Fighter. Both types of launchers work in the same basic principle of using [Unidirectional Gravity Plating](#) lined around the launch tubes to cold launch, or launch missiles with their drives inactive, into space. Once out of the vessel, the missiles engage their drives and begin homing in on their target.

Anti-Ship Missile Launchers are specifically designed to launch missiles at other warships. However, each class of vessel has different sized missiles. For example, Capital Ship Missiles are normally six meters in length and carry much larger warheads compared to an Escort Missile at two meters in length and a smaller warhead. While launchers and missiles are different sizes, the abilities of the actually launchers don't vary.

Primary Role: Anti-Ship Secondary Role: Hazard Clearing and Orbital Strikes Average Powered Missile Envelope: 4 Light Minutes (71,950,189 kilometers) Initial Launch Velocity: 0.1 c Rate of Fire: One Missile per ten seconds

Damage Rating Values

Warhead	Maximum Damage Rating ¹⁾	Description
Escort Antimatter Warheads	3 SDR	Heavy Warhead
Cruiser Antimatter Warheads	3 SDR	Heavy Warhead
Capital Antimatter Warheads	4 SDR	Heavy Warhead
Station Antimatter Warheads	5 SDR	Heavy Warhead
Dummy Warheads	0	Decoy Missile
Escort Fusion Warheads	2 SDR	Standard Warhead
Cruiser Fusion Warheads	3 SDR	Standard Warhead
Capital Fusion Warheads	3 SDR	Standard Warhead
Station Fusion Warheads	4 SDR	Standard Warhead
Jamming 'Squealers' Warheads	0	Jamming / Decoy Warhead

¹⁾

Antimatter is Variable

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