

Tavigo'nor Âdornor'te (Missile Launcher)



The following article is currently NOT APPROVED for in-character usage.

Tavigo'nor Âdornor'te were recently added back into the arsenal for [Poku Saeruo Degonjo Tini Poku \(Clan Ships\)](#), when they were added to the [HS-AF1-1c Meqpâ'a Gulvisa \(Prowler Fighter\)](#) in 720CY (YE 11).

About

Tavigo'nori (Missiles) are seen as a weapon best used to wound or harass an enemy. They feature anti-hydrogen warheads, and plasma propulsion. They are not used in atmosphere.

History

The [Poku Saeruo Degonjo](#) stopped using Tavigo'nori (Missiles) shortly after the [Norka \(The Exodus\)](#). Since most missiles had the potential to contaminate the kill, and in some cases ruin some of the contents. In 719CY (YE 10) as part of the work effort for the new generation of [HS-AF1-1c Meqpâ'a Gulvisa \(Prowler Fighter\)](#) the decision was made to reintroduce the them. However, they chose to limit the type of missiles at this time to only small ones intended to be used against fighters and other small craft.

Appearance



Statistical Data

General

Class: Anti-Fighter/Shuttle Nomenclature: HS-V1-W1101 Type: Missile Designers: [Otâmovi Wiy Jael \(Silver Moon Sect\)](#) Manufacturer: [Otâmovi Wiy Jael \(Silver Moon Sect\)](#) on [Poku Movi Vamâqi \(Clan Void Berth\)](#)

Details

- Purpose: Anti-Armor/Anti-Starship
- Damage: 2 ADR per missile
- Range: 500 miles (804.7 km)
- Rate of Fire: Volley of 1, 2, or 4 missiles
- Payload 80
- Speed: 50 miles/sec / 80.4 km/sec

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Last update: **2023/12/21 04:22**

