

Heavy Anti-armor Mini-missile

In YE 31, the Star Army fielded its first Heitan cruisers and fightercraft secured more proeminent spacy roles. Initially, the MSAP micro-missile was borrowed from power armor, but was found an inpotent weapon even as submunition for starfighters. A larger guided projectile, meant for missile bays but still compatible with the offensive augmentation pods of power armor, was created as the primary small ordonance for KFY fightercraft to use.

The Multi-purpose Shield and Armor piercing *mini-missile* boasts significantly greater range and can be counter on to reliably take out enemy power armor, probes, and small gun turrets. They are serviceable against light mecha, shuttlepods and small fightercraft. Larger than the micro-missile, 4 of these guided projectiles can fit in a power armor's offensive augmentation pod; usually many more in missile bays.

- Manufacturer: Ketsurui Fleet Yards
- Warhead: Ke-T8-W3101-MSAP Multi-purpose Shield and Armor Piercing.
- Purpose: Heavy Anti-Armor
- Range: 50 miles (80.47 km).
- Rate of Fire: If on power armor, are fired in volleys of 1, 2, or 4 from each pod.

OOO Notes

This page was originally created on 2017/01/13 17:15 by [Fred](#). Its purpose was to help distinguish the smaller ordonance used by armor and mecha after DRv3 placed them in exclusive categories.

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