

# Missiles

## List of Missiles (work in Progress)

- EMP Missile Mk1
- Heavy Cluster Missile Mk1
- Heavy Dumbfire Missile Mk1
- Heavy Dumbfire Missile Mk2
- Heavy Guided Missile Mk1
- Heavy Heatseeker Missile Mk1
- Heavy Smart Missile Mk1
- Heavy Swarm Missile Mk1
- Light Guided Missile Mk1
- Light Heatseeker Missile Mk1
- Light Smart Missile Mk1
- Light Swarm Missile Mk1

## EMP Missile MK1

EMP missiles are especially effective against shields, which may come in useful if you need to knock down the shields of larger ships or stations quickly...or at least more quickly. Keep in mind, though, that it is pretty much useless against hull plating. Switch your EMP missiles out for a different missile type after the shields are no longer a problem!

### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	1MJ
Detonation Output:	0MJ (this is explosive damage, I assume)
Effective Range:	578 km
Max Speed:	57,887 m/s
Max Turning Rate:	10*/s
Max Pitch Rate:	10*/s
Max Vertical Strafe:	9 m/s
Max Horizontal Strafe:	9 m/s
Resources Needed for Manufacture:	10 x Energy Cells, 11 x Missile Components

## Heavy Cluster Missile Mk1

### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	2MJ
Detonation Output:	12,141 MJ
Effective Range:	17 KM
Max Speed:	36 m/s
Max Turning Rate:	0*/s
Max Pitch Rate:	0*/s

Max Vertical Strafe:	0 m/s
Max Horizontal Strafe:	0 m/s
Resources Needed for Manufacture:	30 x Energy Cells, 12 x Missile Components

## Heavy Dumbfire Missile Mk1

Cheap to buy and manufacture, dumbfire missiles pretty much just go in a straight line from where you launch. These can't be jammed by ECM, which is about the only good thing about them, but I have yet to encounter ECM in the game. As a side note, this may be a great tool to use against stations if you are looking for a cheap and easy solution, though I would suggest torpedos are probably much more effective.

### Specifications

<b>Item</b>	<b>Performance Metric</b>
Hull Integrity:	2 MJ
Detonation Output:	3,960 MJ
Effective Range:	21KM
Max Speed:	233 m/s
Max Turning Rate:	0°/s
Max Pitch Rate:	0°/s
Max Vertical Strafe:	0 m/s
Max Horizontal Strafe:	0 m/s
Resources Needed for Manufacture:	7 x Energy Cells, 5 x Missile Components

## Heavy Dumbfire Missile Mk2

Like most of the "HEAVY" missiles, they are more effective against larger targets, and pretty much useless against fighters considering how slow it is. This delivers a bigger payload to the target than it's Mk1 counterpart, plus it has better overall performance. Aside from that, this missile behaves pretty much like its predecessor.

### Specifications

<b>Item</b>	<b>Performance Metric</b>
Hull Integrity:	3 MJ
Detonation Output:	4,320 MJ
Effective Range:	24 KM
Max Speed:	259 m/s
Max Turning Rate:	0°/s
Max Pitch Rate:	0°/s
Max Vertical Strafe:	0 m/s
Max Horizontal Strafe:	0 m/s
Resources Needed for Manufacture:	14 x Energy Cells, 25 x Missile Components

## Heavy Guided Missile Mk1

Like most of the "HEAVY" missiles, they are more effective against larger targets, and pretty much useless against fighters considering how slow it is. The guided variant missile requires you to maintain a lock on the target to successfully deliver the payload to the target.

#### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	3MJ
Detonation Output:	3,520 MJ
Effective Range:	8 KM
Max Speed:	191 m/s
Max Turning Rate:	3*/s
Max Pitch Rate:	3*/s
Max Vertical Strafe:	2 m/s
Max Horizontal Strafe:	2 m/s
Resources Needed for Manufacture:	16 x Energy Cells, 3 x Missile Components, 3 x Smart Chips

## Heavy Heatseeker Missile Mk1

#### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	2 MJ
Detonation Output:	3,592 MJ
Effective Range:	9 KM
Max Speed:	217 m/s
Max Turning Rate:	3*/s
Max Pitch Rate:	3*/s
Max Vertical Strafe:	2 m/s
Max Horizontal Strafe:	2 m/s
Resources Needed for Manufacture:	20 x Energy Cells, 6 x Missile Components, 3 x Smart Chips

## Heavy Smart Missile Mk1

#### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	3 MJ
Detonation Output:	3,378 MJ
Effective Range:	7 KM
Max Speed:	170 m/s
Max Turning Rate:	2*/s
Max Pitch Rate:	2*/s

Max Vertical Strafe:	2 m/s
Max Horizontal Strafe:	2 m/s
Resources Needed for Manufacture:	20 x Energy Cells, 3 x Missile Components, 4 x Smart Chips

## Heavy Swarm Missile Mk1

### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity:	pending
Detonation Output:	pending
Effective Range:	pending
Max Speed:	pending
Max Turning Rate:	pending
Max Pitch Rate:	pending
Max Vertical Strafe:	pending
Max Horizontal Strafe:	pending
Resources Needed for Manufacture:	pending

## Light Guided Missile Mk1

### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity	pending
Detonation Output	pending
Effective Range	pending
Max Speed	pending
Max Turning Rate	pending
Max Pitch Rate	pending
Max Vertical Strafe	pending
Max Horizontal Strafe	pending
Resources Needed for Manufacture:	pending

## Light Heatseeker Missile Mk1

### Specifications

<u>Item</u>	<u>Performance Metric</u>
Hull Integrity	pending

Detonation Output	pending
Effective Range	pending
Max Speed	pending
Max Turning Rate	pending
Max Pitch Rate	pending
Max Vertical Strafe	pending
Max Horizontal Strafe	pending
Resources Needed for Manufacture:	pending

## Light Smart Missile Mk1

### Specifications

<b>Item</b>	<b>Performance Metric</b>
Hull Integrity	pending
Detonation Output	pending
Effective Range	pending
Max Speed	pending
Max Turning Rate	pending
Max Pitch Rate	pending
Max Vertical Strafe	pending
Max Horizontal Strafe	pending
Resources Needed for Manufacture:	pending

## Light Swarm Missile Mk1

### Specifications

<b>Item</b>	<b>Performance Metric</b>
Hull Integrity	pending
Detonation Output	pending
Effective Range	pending
Max Speed	pending
Max Turning Rate	pending
Max Pitch Rate	pending
Max Vertical Strafe	pending
Max Horizontal Strafe	pending
Resources Needed for Manufacture:	pending

Ships and stations are equipped with Dumbfire, Tracker or Torpedo Launchers and use missiles to fire at enemies for heavy damage. Cluster launching (???) - Cluster missiles don't presently seem to differ from Dumbfire. Detach= exists in the script, but simply refers to the heavy swarm missile macro - Arronicus). Tracker missiles home in on targets with EMP, Guided, Heatseeker, Smart and Swarm variants. EMP missiles will temporarily disable the engines of the target.(???)**Sentence explaining what the various sorts do**). Torpedoes are slow-moving and easy to avoid projectiles but deal tremendous damage to targets they do hit making them effective at killing stations and large slow ships.