



Apocalypse Asteroid Mission

Scenery: This mission can be fun, interesting and real need someday. Imagine an asteroid two months collide with Earth.



Conditions: Can be simulated with a ship two Earth months in collision course from the vicinity of Jupiter.

Challenge: Find Mission path interception and destroy using [AA-Missile 0.98](#)

Suggestion: Aiming at the target, used attitudeMFD, Because do not aerodynamic Control missiles in space.
Challenger to find possible career interception and destroy.

The mission requires [Hiperion Deep Space Ship](#) attached Deep Space Ship, AA-Missile 0.98, Attitude MDF, Interplanetary MFD. I.E.A.T.MFD
Using AA-Missile 0.98 Suggestion: Aiming at the target, used attitudeMFD.



This scenery is easy, for testing. Image: needed 4 missiles to destroy Apocalypse asteroid.

Attention! MissileAttachment overwrites the file if you do not want to overwrite MissileAttachmen add to the file, to have missiles available.

```
BEGIN_Hiperion
AIM120_1_POS -25.7 -0.95 1
AIM120_2_POS 25.7 -0.95 1
AIM120_3_POS -0.95 -25.7 1
AIM120_4_POS 0.95 25.7 1
END_Hiperion
```

You can change the thrust and ISP of any spacecraft's Main Engine while the simulation is running. Thrust value for an fusion engine 252500 N typical Vs is. 176000 m/s these values will be saved if the simulation is closed while "I.E.A.T.MFD"