HALCON

SKYKNIGHT GROUND-BASED MISSILE SYSTEM

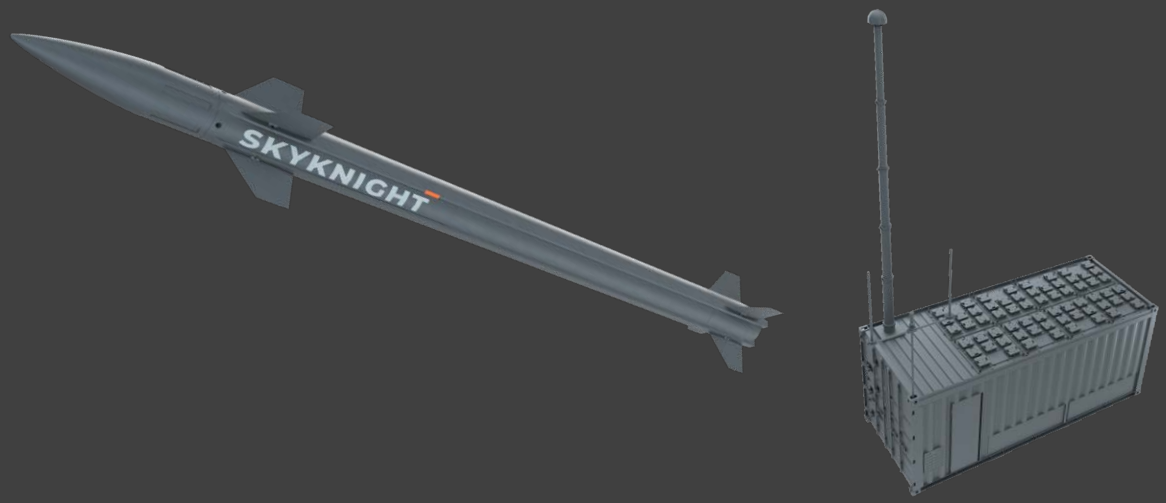
ALWAYS ALERT.
ALWAYS ACCURATE.

AIR DEFENCE MISSILE SYSTEM

The SkyKnight Ground-Based Missile System is a very short- to short-range inner-layer air defence solution that delivers rapidly deployable and comprehensive protection against a broad spectrum of asymmetric and conventional threats.

Fully compatible with Skynex® and other modular air-defence architectures, the system delivers scalable, networked, and all-weather protection for military bases, field formations, and critical infrastructure.

Designed to counter UAVs, loitering munitions, stand-off weapons, rockets, artillery shells, and mortars, the system can track and neutralise up to 80 targets simultaneously, ensuring robust defence against saturation and swarm attacks.



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SPECIFICATIONS

KEY FEATURES

- Simultaneous engagement of up to 20 targets per Missile Launcher Unit (MLU)
- High fire rate (up to 5 missiles/second per MLU)
- Protection for static installations and mobile forces
- Modular and transportable in standard 20-foot containers
- Effective intercept range up to 10,000 m
- Designed for continuous 360-degree protection

SYSTEM COMPONENTS

- SkyKnight Missiles: 64 SkyKnight Missiles per MLU launcher
- SkyKnight MLU
- Skynex® Multi Sensor Unit (MSU): Up to 4 Active Electronically Scanned Array (AESA) Multi-Mission Radar (AMMR) surveillance and tracking radars
- Skynex® Control Node (CN)
- Skynex® Revolver Gun (RG) Mk3 Gun: Up to 4 Oerlikon RG Mk3 with AHEAD airburst ammunition

TECHNICAL DATA

Missile Length	2.2 m	
Missile Diameter	115 mm	
Max. Speed, Mach	> 2	
Max. Range (Missile)	10 km	
Max. Range (Gun)	4 km	
Intercept Ranges (missile), m	Rotary Wing, UAV and CM: 10,000 PGM: 6,000	Fixed Wing: 10,000 / 8,000 RAM Threats: 4,000 m
Intercept Ranges (gun), m	FW/RW: 4,000 Mortars, small UAVs: 1,500	
Navigation	INS, mid-course guidance	
Fuze Type & ESAD	Proximity	
Seeker Type	Radar	
Missile Launch Weight	37 kg	
Warhead Type	HE PFF and Dual Shape Charge	
Warhead Weight, kg	6kg	
Launcher Capacity	64 missiles per launcher	
Target Types	Air targets (Aircraft, Helicopter, UAV/Drone, Cruise Missile, RAM, PGM)	
Missile Launcher and Gun Platforms	Land Based (Launcher)	
Rate of Fire (missile)	5x missiles per second, 20 missiles in flight simultaneously per MLU Up to x 80 missiles in flight at the same time per battery	
Rate of Fire (gun)	1,000 rounds/minute per gun Up to 4 RG Mk3 guns	