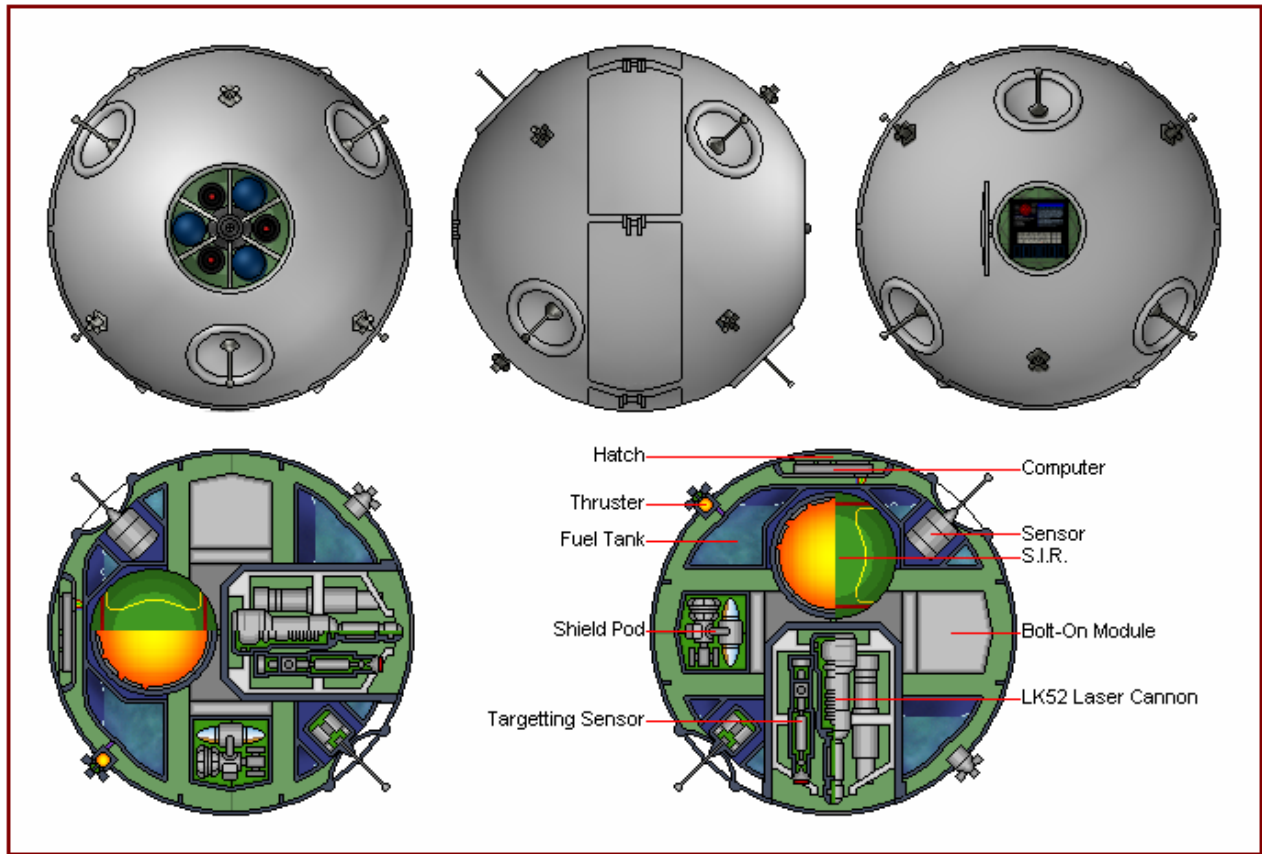


**TOTAL DEFENSE**



**TOTAL SECURITY**



## LORONAR TYPE 16 AETHER DEFENCE UNIT

Cost: Base Unit 12,000  
 Length: 2 meters  
 Scale: Character  
 Crew: N / A  
 Pass.: N / A  
 Cargo: Up to six modules  
 Cons.: Six Years  
 Hyp/: N/A  
 HypBkp.: N/A  
 Navicom: N/A  
 Mano: 0D  
 Space: 1  
 Atmos.: N/A  
 Hull: 8D (4D)  
 Shields: 0D

Sensors:  
 Passive: 50 / 0D  
 Active: 30 / +2D  
 Focus: 1 / +1D

**Weapons:**  
 Reactor Overload  
 Range: 1 / 3 / 6  
 Damage: 12D / 8D / 4D (8D / 4D / N/A)

**LK51 Laser Cannon**  
 Arc: Turret  
 Space: 1-8 / 16 / 25  
 Atmos.: 100-800 / 1.6Km / 2.5K  
 Damage: 8D (4D)

**Droid Skills**  
 Mine Pilot: 4D+1  
 Starship Gunnery: 4D+1  
 Sensors: 4D+2  
 Communications: 4D  
 Security: 3D+2

\*Starfighter scale stats in red

# LORONAR TYPE 16 AETHER DEFENSE UNIT

The Loronar Type 16 Aether Defense Unit is a medium sized defense platform designed to provide aether volume authority at an affordable price.

The basic system features a custom Intellex 502j processor system orchestrating six SubTerrex navigation node, six Taim & Bak integrated 'PureVoice' communications and 'PerfectClarity' passive sensor array nodes. Command access is secured by encrypted twelve digit hexadecimal codes. Incorrect access initiates a category one self destruction event. Once authorized the user may access a variety of software modes for the unit, plus provide detailed commands to any of six sub-modules.

Main power is provided by a type three LSIR unit, fed by twin high capacity fuel banks, each designed to seal as a failsafe. The LSIR is designed to provide terminal aggressive capabilities by force fueling, causing a catastrophic hypermatter release. Initiation to core breach occurs in four to six standard seconds.

The basic system is fitted with six passive sensor arrays providing total coverage with detection rated at 5% false positive at a range of 400 kilometers, and 1% false positive within 100 kilometers.

The sensor receiver heads are both retractable, allowing the unit to be handled without risk of damage, and contain the communications antennae.

Manoeuvring is performed by six clusters of ion thrusters, each fed from the primary fuel tanks.

The unit's waist area features six bays for the installation of modules. These modules each dock with compatible connectors for power, data and fuel. Each module features, where necessary, a dedicated sub-processor.

Modules include;

## **T16M1 – Shielding System**

This basic unit allows the main computer to power up a shield generator when exposed to enemy fire.

Cost: 5,200 +1D Shields

## **T16M2 – Fuel Tank**

This allows an additional fuel capacity for extended operations.

Cost: 300 +1 Year additional Consumables.

## **T16M3 – Jammer**

This basic unit allows the main computer to power up a wideband signals jammer when exposed to enemy fire.

Cost: 4,000 +1D To Difficulty to Hit

## **T16M4 – Active Stealth**

This unit monitors incoming sensor pulses and generates counter signals through the main communications antennae.

Cost: 6,400 +1D To Difficulty to Detect, -1D To Own Sensors rolls

## **T16M5 – Bomblet Pod**

This unit allows the mine to open the module's door, instigate a high speed equatorial rotation, and deploy 326 small contact explosives in either a spiral pattern or pulse fired in a direction. Standard software for this module permits a fire order only when targets are detected within 200 meters of the mine itself, though this can be modified by the user. When firing the bomblets, the mine may not maneuver to fire its main weapon.

Cost: 3,100

### **Spiral Mode**

Missile Weapons: 3D

Range: 1 / 2 / 3

Damage: 7D / 4D / 2D

Ammo: 1

For three rounds following a miss, the mine user may roll a D6 to see if the drifting bomblets may hit another target, *if* there is one in range. For the first round, a 4 or higher will hit. The second round, 5 or higher will hit, on the third round a 6 will hit. On any round a 1 will indicate that another mine (if any) has been hit.

### **Pulse Mode**

Missile Weapons: 3D

Range: 1 / 2 / 3

Damage: 7D / 4D / 2D

Ammo: 6

Rate: 1 'shot' per round.

The standard weapons system on a Type 16 is a LK51 medium laser cannon. This is housed in a cradle, along with three blaster gas tanks and three Siep-Irol URY15 EMS active targeting sensors.

These sensors each emit highly coherent energy pulses on a rotating frequency and generate ranging and target movement data. This is fed off to the main processor for a firing solution on a majority report policy.

Upon receiving a firing solution, the main weapon will discharge, taking power directly from the reactor.

Also available is a weapons caddy, which consists of a duralumin frame with adjustable fixing arms, and a wide range of power and gas adaptors capable of fitting 90% of category D through H energy weapons. Loronar offer a discount to users who opt not to purchase the main weapon of 2,400 credits.

Weapons Modification Caddy

Cost: 300

