

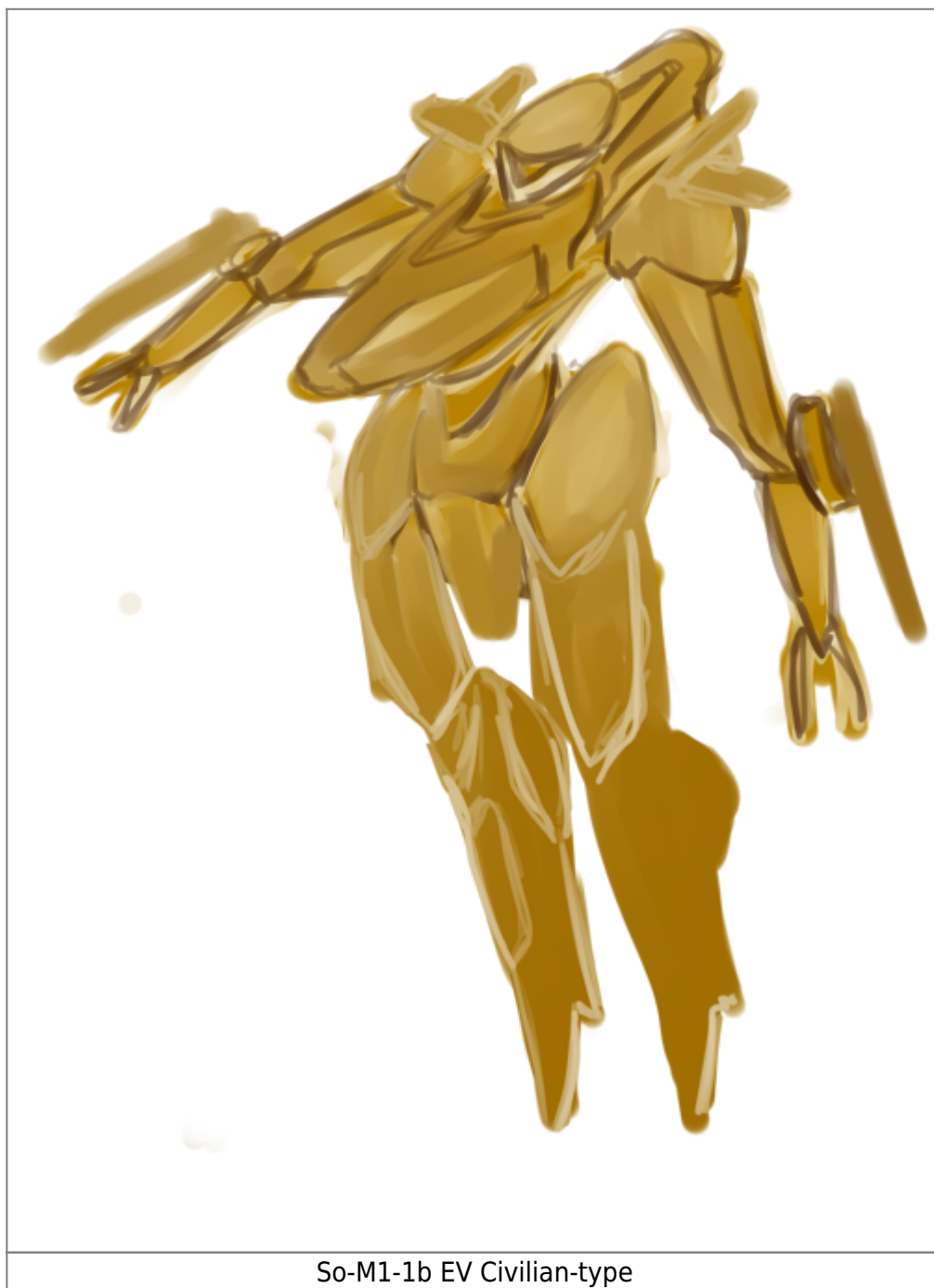
So-M1-1B Erla VANDR Civilian-type

History and Background

The So-M1-1B Erla VANDR Civilian-type is not a new unit or an update of the original, but a downgraded and repurposed version of the original [Erla VANDR](#). As armories and airbases began to fill with outdated So-M1's dating from the [Second Outer System Conflict](#), the first deployment of the original VANDR, many officials wished to normalize their stock and reduce the number of frames in service to a sustainable and equitable number. Mothballed frames that were considered functional enough to spare from recycling were stripped of much of their military fare and converted into two-seater hobby vehicles for retirees and mecha enthusiasts.

The inclusion of the original (albeit retuned for longevity instead of performance and stripped of 'sublight jump' capacity) [MASC Drive](#) and modifiable chassis also made it a popular unit for couriers, and war correspondents for the peacekeeping activities along the rim of the [Iruotl System](#) that continued well into the late [AR 800's](#) and early [900's](#).

Erla means traveler or scout, while VANDR is an acronym for VANguard Deployment Ranger.



So-M1-1b EV Civilian-type

About the EV Civilian-type

Like its parent model, the 1B is fast and maneuverable, but has lessened tactical capabilities because it is not configured for the original rapid pseudo-FTL jumps of the original, and has been stripped of the 1A's extensive arsenal. When deploying its MASC Drive for long range FTL, the 1B needs to deploy fin extensions from the shoulder blades and legs which stabilize its down-tuned drive system, and afford it similar performance by increasing the overall efficiency of the system.

Compared to the original, the ride is smoother and more comfortable, but some afficianados felt that it felt squatter and more topheavy, likely because of the elongated, flatter two-seater cockpit and shorter head.

Statistical Information

Government: [Iromakuanhe Astral Commonwealth](#) Organization: Various Type: Organoid Powered Frame Class: So-M1-1B Erla VANDR, Civilian-type Designer: [Solan Stryards](#) Manufacturer: [Solan Starworks](#) Production: Full Mass Production¹⁾

Crew: 2 [Iromakuanhe](#). Entry port inserts restrict the use of a standard model to [Iromakuanhe](#) pilots only. Maximum Capacity: There is sufficient room and life support resources to keep 4 people alive inside the cockpit. **Appearance: Width: 4.9 Meters Height: 8.7 Meters Mass: 22.3 Tonnes === Speeds ===** Ground speed (Hover): 80 KM/H **Air speed (Flight): Mach 5²⁾** Zero Atmosphere (Flight): .3c³⁾ [MASC Drive](#) (FTL): 500c

Range: 3 Days of FTL (1500 LD, 4.1 LY), 6 Months STL (45 LD) Lifespan: 50 Years

Damage Capacity

Hull: 23 **Shields (VFS): 15 (2) === Pricing ===** Hobby Model (No weapons, lower speeds): 90, 000 KD **Air Show/Survey Model (No weapons): 140, 000 KD** Courier/Correspondent Model: 340, 000 KD

Zaiflar Supercapacitor: 400 KD Biomass Canister: 8000 KD

Interior Descriptions

Cockpit

The cockpit is an elegant, slightly spacious chamber dominated by two large oval chairs with cradled headrests and the surrounding control panels and display screens. Although largely for maintenance, as the main controls are done by a series of interface plugs that are connected directly to the [Iromakuanhe](#) pilot, the option to use an analog screen and traditional telemetry to fly has been made specifically for the 1B. The walls of the cockpit are lined in a golden/orange material with a pearly semi-reflective sheen to it. The indentations for the doors of a pair of storage cabinets built into the walls can be seen a foot from the cockpit on both sides.

Weapons Systems

Main Weapons

(2): So-M1-W1784 "Divine Fist" CIVWS

CIVW (Close-In Variable Weapon) System

Location: Hands Purpose: Anti-Vehicle/Anti-Infantry Secondary: Anti-Shield === So-M1-S1833 "Waver Flail" Defense Rods === The S1833 Waver Flail is a modified version of the Repulsor Burst arrays found on most [Astral Vanguard](#) vessels, comprised of two repulsion rods that can fire off high-energy bursts that can physically knock away solid masses, as well as gasses and liquids, even without a physical medium to conduct the force. In the case of the 1B, it serves as a backup maneuvering device, but also as its main offensive weapon. Although each rod can project individually, optimal force transfer can only be achieved by using them in unison. [Repulsor Burst Field](#) Location: Wrists Purpose: Self-Defense/Maneuvering Secondary: Anti-Projectile Damage: MDR 3, Kinetic (Maximum Setting) Range: 20 Meters Rate of Fire: 20 RPM Area of Effect: 60° Arc Muzzle Velocity: Instant⁴⁾

Shoulder Mounts

The 1b version is not as heavily armed or armored as its military counterpart, and as such, is instead equipped with shoulder racks that allow it to mount systems such as most mecha-sized [lasers](#) or [linear weapons](#), or more sophisticated sensors equipment.

Systems Descriptions

Hull and Hull Integrated Systems

Hull and Chassis

[Aerudirn Armor Colonies](#) + [Organoid-type Substructure](#) **Aerudirn consists of living colonies that grow out into thick, smooth sheets of a high durability, that are have been bred to be resistant to damages from radiation and can charge themselves with an electrostatic field to enforce their surface tension, thereby inhibiting penetration by weaker solid-ammunition weapons. Should the shell be damaged, the colonies underneath, which are dense enough on their own to survive exposure to vacuum can quickly have other sections stretch to accommodate tears, and regenerate completely with enough time. Highly resilient organoid tissues form the remainder of the body, including an endoskeleton, muscles and primitive organs that perform various functions related to keeping the unit and runner alive. The tissues have exceptional toughness compared to those of normal species, and can even survive in vacuum conditions should the entirety of the upper armor layer be destroyed.**

Given the living nature of the organoid, the frame will retain the ability it move it's limbs, even in the event of power failure. Armor Type: Light + None **Structural Points: SP 23 === Life Support ===** *The Erla VANDR's life support functions are tied in directly with the Organoid's natural bioelectrics and life functions, meaning that should power failure occur, these systems will continue to function until the components expire.* **Organoid Integrated Life Support Functions** + **Prajna** The organoid's Prajna glands will fill the cockpit module in the liquid breathing fluid once the pilot has activated the frame, and will withdraw it during the powering down process. The liquid also removes the need to eliminate waste, eat and can greatly assist in the healing process. **So-M1-R0784 KORD System** The KORD (Kinetic Force Diffuser) is an essential system that protects the frame runner from the tremendous G-Forces and shocks the Erla VANDR experiences during both before and after FTL travel and during highly perilous combat maneuvers. It also protects from weapons that kill through kinetic force, in a manner similar to maces against armored troops in ancient times.

Shields

So-M1-S0833 Resistor Barrier Field As a replacement for the frame's powerful space compression-based shields, the 1B instead mounts a lighter and less energy-intensive resistor barrier field, which sheathes the armor in dense electromagnetic and electrostatic fields. It has the capacity to weather penetration by most solid masses, by either enforcing the surface tension of the upper armor or vaporizing projectiles outright, while the tight control of electromagnetic fields offers reliable protection from radiation and most electromagnetic and particle weaponry. Locations: Integral **Shield Points: SP 15 (2)** Bonus: Recharges quickly, not power intensive.⁵⁾ **Runtime: Limited by Power Source Only ===== Power ===== Primary Power ===** **So-M1-G1784 Zaiflar Supercapacitor x6** Zaiflar Supercapacitors are over-sized versions of the power storage units employed by **Solan Starworks** in their small arms designs.

Electronics and Propulsion

Control Systems

(2): So-M1-E0784 VANDR-type Immersion Control Pod w/ Socket for **Civiltech ANIOS or **VCANIOS****

Due to their natural interface abilities, designing a responsive and intuitive control system for an **Iromakuanhe** was relatively easy. This system, know as the Immersion Control Pod, allows easy and natural control of most vehicles, including large units such as powered frames and starships. The Control Pod is the seat component of the cockpit, and is comprised of a rounded chair in which the pilot is most comfortable in a reclining position, and multiple **entry port** plugs. The chair itself is lined in a soft, organic material lined in a highly flexible rubbery skin that is smooth to the touch and has a light golden reflective sheen. It will naturally conform to the user's body, and can even form cushioned indentations for the tips of horns.

Use

To connect with the machine, one must connect the plugs to their [entry ports](#), which can be done manually, or automatically by the organoid. The pilot's senses and ability to move will then quickly begin to fade as they are rerouted to those of the frame, which they will be able to control as extensions of their own bodies. Weapons systems and certain functions may have to be practiced.

Note

Transfer of pain cannot occur because [organoids](#) lack developed tactile senses in most cases, however, the have been uncomfortable sensations reported by pilots when their units lost limbs or took heavy damage, similar to a sort of strong pressure. On very rare occasions, the sensory redirection effect caused by the control module lasts after disconnection from the craft, which will require immediate medical attention.

STL/FTL Propulsion

[So-M1-P1784 Lite MASC Drive](#) ^ **Mobility Information** ^ ^ ^ ^ **Function** ^ **Speed/Distance** ^ **Detectability** ^ ^ **Atmospheric Flight** | **Mach 5** | **Low** | ^ **Zero Atmosphere** | **.3c** | **Low** | ^ **FTL** | **500c** | **Medium** | **=== Communications Systems ===** [So-M1-E1784 Frame-type Communications Package](#)

Location: Torso, Cockpit Pod Includes: * **Laser** * **Radio** * [MASC-Assisted Laser](#) * [MASC-Assisted Radio](#) **=== Sensors ===** [So-M1-E0833 Civilian Frame-type Sensors Package](#)

Location: Head, Torso, Cockpit Pod Includes: * [LADAR](#) * [RADAR](#) [So-M1-E4784 Listening Deveice](#) The Listening Device is a system employed to passively intercept and sample data being transmitted through unsecured methods. It is also a critical component in many important electronic warfare devices, and allows Astral Vanguard starships and vehicles to track the communications of hostile forces. As the unit approaches the source of the transmissions, it becomes increasingly easier to track, until a positive match can be made at a certain threshold.

Location: Head Can Intercept:

- Radio
- Microwave

Specifications		
Medium	Maximum Interception/Detection Range	Tracking Range
Radio	1 200 000 KM	30 000 KM
Microwave	600 000 KM	15 000 KM
Subspace	15 000 KM of Receiver or Sender	5000 KM

Countermeasures

(2): [So-M1-E6784 Regenerative Beacon Flares](#) Location: Rear Hip Pods **Purpose: Anti-Missile, Anti-Targeting Lock** Secondary: Misdirection **Salvo Size: 1, 2 or 3** Damage: MDR 1

Range: 25KM in Atmosphere, 15 000 KM in Space Rate of Fire: 1 salvo every 2 Seconds **Area of Effect: 500M in Atmosphere, 2500 KM in Space Muzzle Velocity: Mach 6 in Atmosphere, .2c in Space Ammunition 24 Missiles** Ammo Replenish: Can refill capacity in hospitable conditions in about 1 hour outside of combat. Any further attempts to refill will require an external source of biomass.

Misc

Internal Storage

There are internal storage compartments within arms reach of the pilot on the left and right, with each roughly 50cm x 25cm x 25cm in size. The civilian version of the Erla VANDR is not sold with any additional equipment in these compartments.

BHS

[Biomass Harvest System \(BHS\)**](#)

OOC Notes

Approved [here](#).

¹⁾

Only as older units are mothballed.

²⁾

4.4 for Hobby Model.

³⁾

.28c for Hobby Model.

⁴⁾

In area.

⁵⁾

GM discretion for shield regeneration. A full recharge of the shields might consume half of one of the Zaiflar packs.

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