

Standard Astral Vanguard VANDR Airbase

To assist with standardization and ease the already consuming logistics of employing [organoid](#) VANDR units, Commonwealth engineers devised a highly modularized construction template for all newly-built VANDR airbases, with the exception of those facilities employed by elite units or special operations, which may have more unique architecture and emplacements.

The AVVA does not have any specific strengths or weaknesses as a whole, as each base is meant to be purpose-built and assembled for varying conditions and needs. However, in general, it bears the hallmarks of [Iromakuanhe](#) technology, with a heavy emphasis on non-polluting beam weaponry, advanced shields, fast deployment and a trend towards automation.

Dimensions and Crew Complement

- Type: Standard Ground-base Installation
- Class: Ir-P1-3a AVVA
- Designer: [Iromakuanhe Astral Commonwealth](#)
- Manufacturer: [Iromakuanhe Astral Commonwealth](#)
- Production: Varies per planet for logistical reasons; 20-40 ([Iruotl System](#) core worlds), 1-10 (colonies).
- Appearance: A series of large, smooth and polished art deco buildings riddled with a thin glowing blue lattice. It generally features large courtyards, landing surfaces and launch platforms.

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 40-80 (Areas deep underground may be difficult to bombard.)
- Shields: 40-80 (Threshold 5)

OOO Notes

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