

# Na-V6-M3700 "AEGIS" Active Missile Guardian/Interception Suite

Finalized on the eve of [YE 38](#), the [NAM](#) "AEGIS" Active Missile Guardian/Interception Suite was designed in order to provide the small craft of the [Navy](#) and the [Marines](#) with a supplemental addition to the venerable [PLA](#) point-defense system.

## History

Created by [NAM's Aerotech](#) division as a modernized equivalent of the additional countermeasures possessed by the N-F/A 01, the Na-V6-M3700 "AEGIS" Active Missile\* \* Guardian/Interception Suite is intended to augment preexisting [point-defense weaponry](#) by reducing the number of targets the aforementioned system has to contend with, thus allowing for greater efficiency (and, more importantly, chances of *survival*) in the frantic chaos of battle.

## Specifications

### General Information

- Designer: [Nepleslian Arms and Munitions](#)
- Manufacturer: [Nepleslian Arms and Munitions \(Aerotech\)](#)
- Name: "AEGIS" Active Missile Guardian/Interception System
- Nomenclature: Na-V6-M3700
- Type: Warhead Guidance Countermeasure
  - Purpose: Anti-Missile

### Performance Information

#### Hyperspace-Tap Flare Launcher

- Damage: [Tier 3](#)
- Range: 5,000 meters (~3.107 miles)
- Rate of Fire: 5×3 charges/second<sup>1)</sup>
- Velocity: 1 km/s
- Payload 75 charges, self-replenishing

#### Anti-Radar Chaff Projector

- Range: 325 meters (~0.202 miles)
- Rate of Fire: 2 charges/second
- Payload 12 charges/launcher<sup>2)</sup>

## About the Active Missile Guardian/Interception Suite

As one can probably ascertain from the above section, the AEGIS is actually composed of two different active protection systems, specifically the *Hyperspace-Tap Flare Launcher* and the *Anti-Radar Chaff Projector*; each are described in further detail below.

### Hyperspace-Tap Flare Launcher

The Hyperspace-Tap Flare Launcher, as implied by its name, relies on the reactor(s) of its host vessel to generate the requisite amounts of hyper-energy. Upon activation (via the ship's [AI](#) or manual control), the Launcher's internal mechanisms siphon off some of the previously-mentioned energy, stabilize it into smaller packets of extraordinarily hot plasma, and launch the final product - the "Flare," so to speak - from emitters located on the craft's stern and sides in hopes of confusing the heat-seeking sensors of hostile missiles.

### Anti-Radar Chaff Dispenser

The Anti-Radar Chaff Dispenser, in contrast, requires *far* less power for its vastly simpler operation - though does so at the cost of having a finite supply of ammunition. Like its counterpart, the Dispenser can be activated either by computer or by hand and dispenses its payload from launchers located on the vehicle's sides and/or stern; unlike its counterpart, the Anti-Radar system merely functions by expelling small soda-can-sized canisters. Once deployed, the chaff canisters travel a short distance; upon reaching a predetermined distance, they detonate in a cloud of radar-confusing material - hopefully disrupting the sensor locks of incoming warheads as a result.

## OOC Notes

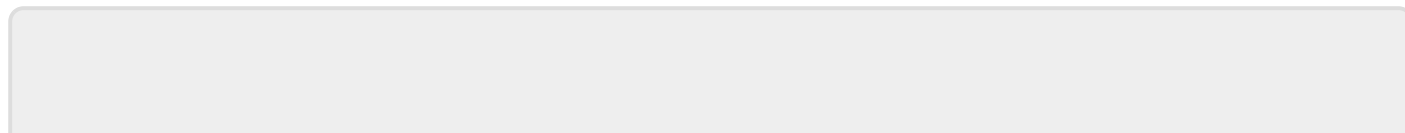
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<sup>1)</sup>

(5 bursts of 3 charges) per second

<sup>2)</sup>

Vehicles tend to have 2-7 launchers (amount varies by size and/or function of vehicle)



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