

AEGIS ORBITAL DEFENSE PLATFORM

Craft: Earth Alliance/Earthforce Aegis Orbital Defense Platform

Type: Automated orbital defense weapons platform

Scale: Capital

Dimensions:

-Length: 100m

Skill: Weapons platform operations: Aegis

Crew: 0 (Automated or controlled from other location)

Crew Skill: Sensors 5D, Capital ship gunnery 5D, Capital ship piloting 2D, Starship gunnery 5D

Passengers: N/A

Cargo Capacity: N/A

Consumables: N/A

Cost: Not available for sale

Hyperspace Jump Engines: No

Nav Computer: No

Maneuverability: 1D

Speed:

-Space: 1

-Atmosphere: N/A

Hull: 4D

Shields: N/A

Sensors:

-Passive: 25/0D

-Scan: 50/1D

-Search: 100/2D

-Focus: 2/2D+2

WEAPONS:

Particle Beam Cannon

Location: Mounted on forward hull

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

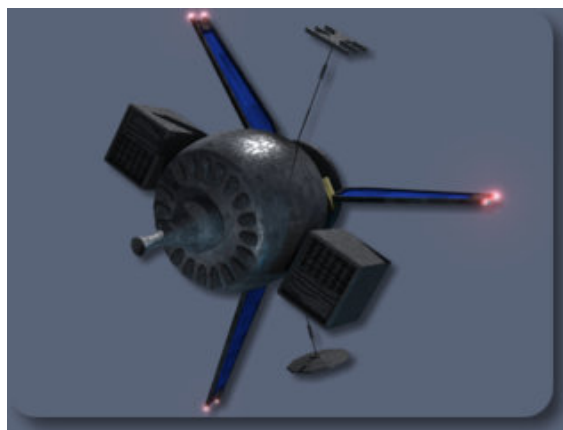
Fire Control: 3D

Range:

-Space: 3-15/36/75

-Atmosphere: 6-30/72/150km

Damage: 9D



Rate Of Fire: 1/4

Heavy Anti-Ship Missile Battery

Location: Mounted in forward hull

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 3D

Range:

-Space: 2-10/20/40

-Atmosphere: 4-20/40/80km

Damage: 8D

Ammo: 15

Rate Of Fire: 1 to 5

2 Light Anti-Ship Missile Batteries

Location: Mounted on hull sides

Fire Arc: Front

Crew: 0 (Automated)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 4D

Range:

-Space: 2-12/30/60

-Atmosphere: 4-24/60/120km

Damage: 6D

Ammo: 96

Rate Of Fire:

-Light Salvo: 1 to 6

-Medium Salvo: 7 to 12 (-1D Fire Control)

-Heavy Salvo: 13 to 18 (-2D Fire Control)

-Full Salvo: 24 (-3D Fire Control, then rotate)

Special: Must use 1 round to rotate battery after every 24 missiles fired.

3 Pulse Cannons

Location: Mounted around hull

Fire Arc: Turret

Crew: 0 (Automated)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Range:

-Space: 1-3/12/24

-Atmosphere: 100-300/1.2/2.4km

Damage: 5D

Rate Of Fire: 3

DESCRIPTION:

The Aegis orbital defense platforms were Earthforce's last line of defence and were a major component in Earth planetary defense grid.

The platforms feature an array of medium and long range missiles as well as an extremely powerful particle beam weapon. On its own, a single Aegis has enough firepower to wipe out the entire eastern seaboard of North America. Collectively, the planetary defense grid has the potential to level up to 40% of the Earth's populated surface using its particle beam weaponry.

Notes

The name of the Aegis is derived from Tim Earls' concept art.

OTHER INFO:

Status: Active (as of Drakh attack on Earth, 2266)

Affiliation: Earth Alliance

Class: Orbital Defense Platform

Crew: Unmanned

Jump Capable: No

Weapons:

-Primary: Particle Beam cannon

-Secondary: Anti-ship missiles, 3 pulse cannons

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text, HTML and logos done by FreddyB

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