



Weapons D6 / Feydrakin EchoDefense A

Feydrakin EchoDefense Anti-Armor Cannon

The EchoDefense series weapons were created by the Feydrakin alliance in the deep core. The alliance is a coalition of systems with all variety of alien races living on them. They banded together against the onslaught of the anti-alien prejudice of the empire. Even human worlds in the area joined the alliance and through their combined efforts they repelled the empire. One of the reasons for this was the EchoDefense series weapons.

They use highly concentrated and very powerful sonic waves. They overlap approximately 200 harmonics over each other in a single wave and send them out in bursts where the waves are packed incredibly close together. With a powerful energy source and transmission system it can release this energy in a cone of sonic energy capable of large destruction. Things caught within the blast of an EchoDefense weapon literally shake themselves apart.

The ED-75 was designed actually after the ED-280 as it was easier to work from a large version down in the case of the EchoDefense series weapons. This weapon is much smaller than the ED-280 although it is still rather large.

When Imperials assaulted an alliance world, some of their forces made it through the anti-air batteries. However, they encountered a line of ED-75's. When the ED-75's were fired, even AT-AT's shook themselves apart or took severe damage and people everywhere exploded in a gory mess.

The ED-75 is mounted on a traversing and swiveling mount which can be loaded onto a specialized flatbed speeder for deployment.

Model: Feydrakin Munitions Anti-Armour ED-75 Sonic Battery

Type: Anti-Vehicle Sonic Battery

Scale: Walker

Skill: Blaster Artillery: EchoDefense

Crew: 2

Cover: 1/4

Fire Rate: 1/3

Cost: Not Available For Sale

Availability: 3, X

Body: 2D+1

Ammo: Unlimited

Fire Control: 1D+2

Range: 25-150/900/1.5 km

Damage: 7D+2

Everything within a 45 degree arc of the front is hit with a successful use. Targets within 900 meters of the blast cannot attempt to dodge; targets 901 meters to 1.5 kilometers away may attempt to dodge, though all attempts are at a -1D penalty.

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