

OCTET LAUNCHER

Trench defense against a drone swarm

Don't chase them one by one. A net of defense. A wall against swarms.



Forward trench line. Swarm inbound. Octet launchers already on the berm.

A trench cannot outshoot a swarm

A dismounted position — sandbag berms, fighting holes, a few cameras, rifles — is built to hold ground against people. A cheap drone swarm is built to ignore that. Ten, twenty, forty airframes arrive together. Each one is a poor target. Together they are faster than any rifleman can select, aim, and fire.

Chasing them one by one is the failure mode. The first few shots may hit. The rest of the swarm is already inside the wire.

VOLUME

The inbound is a formation, not a single FPV hero shot.

TIME

From visual cue over the desert to the berm is seconds, not minutes.

GEOMETRY

Rifles point at one airframe. The swarm occupies a volume of sky.

COST

The attacker spends plastic. The defender cannot spend a missile on each one.

Eight tubes on a rotating mount



The octet launcher is the trench's organic wall: eight net-launch tubes on a powered azimuth / elevation mount, emplaced on the berm or immediately behind it.

ARRAY

2 × 4 tubes. Density first. One salvo can cover a pack, not a point.

MOUNT

Full-traverse base. The sky over a trench is 360 degrees.

EFFECT

Large capture net — stop a cluster in one throw instead of one shot.

SAFETY

Non-powder intercept next to people in a fighting position.

PAIRING

Two or more octets on a line so the second wall covers what the first does not.

A net of defense, not a scoreboard

The correct answer to a swarm is not a better marksman. It is a volume weapon that treats the inbound as a cloud. The octet throws a wall. What flies into the wall is finished together.

DON'T CHASE THEM ONE BY ONE.

Rifle logic. One sight picture, one airframe, one miss, and the rest are through.

A NET OF DEFENSE.

One throw occupies a patch of sky. Several airframes share the same fate.

A WALL AGAINST SWARMS.

Two or three octets on a berm become a line, not a point defense.

The sky fills before the rifles can choose



From the fighting position the swarm is already a formation. The octet in the foreground is the first wall. A second launcher sits on the next berm. The trench does not need every soldier to become an anti-air gunner. It needs the mount that is already looking at the same piece of sky.

Employment rule: cue the octet first. Rifles are the cleanup, not the plan.

One throw takes the pack



The net opens in front of the formation. Several airframes are inside the same sheet before they can split. That is the whole argument for eight tubes and a large capture web: the defender buys volume, not precision against a single rotor.

- 01** First tube: the lead cluster on the threat axis.
- 02** Follow-on tubes: the splitters and the second wave.
- 03** Second octet on the line: anything that flies around the first wall.

The swarm is on the sand, not in the trench



Captured airframes drop in the open ground short of the berm. The position stays intact. Soldiers stay on the line instead of running a one-by-one air war over their own heads.

That is the measure of success in this scenario: not a tally of individual kills, but a trench that is still a trench when the sky is empty again.

Give the trench a wall. Stop asking it to be an air force.

An octet launcher does not make a sandbag line into a brigade air-defense battery. It gives that line the one thing it did not have: a way to treat a swarm as a swarm. Eight tubes, a rotating mount, a net that occupies sky. Cheap inbound. Cheap answer. Fast enough to finish before the wire is crossed.

LAYER	OWNS	FAILS ALONE
Rifles	Single airframe	Loses the race to the rest of the pack
One interceptor	One axis	The swarm splits around it
OCTET ON THE BERM	A patch of sky	The wall the trench can actually man

- Don't chase them one by one.*
- A net of defense.*
- A wall against swarms.*