

SOTERIA-I + NET IT QUAD

Layered protection of a deep-ocean containership

A large escort platform holds the air picture. A quadrotor carrying Net It finishes the last tens of meters off the hull — where a missile is the wrong tool and a rifle is too late.



SOTERIA-I on the quarter of a loaded containership, open ocean.

A ship at sea is a moving tank farm

A deep-ocean containership is a high-value, low-agility target: thousands of boxes, a thin crew, no organic air defense, and days between ports. The threat is no longer only another ship. It is a cheap airframe launched from a skiff, a second vessel, or a shore that was never in visual range. The last hundred meters to the stack or the bridge are empty.

STACK

Containers are the cargo and the fuel load. A hit starts a fire you cannot leave.

BRIDGE / STERN

Control and propulsion live in two small boxes on a very long hull.

WAKE

The approach corridor is obvious. So is the fact that nothing sits in it.

LAW / CREW

A warship answer next to a merchant hull is often the wrong political and safety tool.

The ship needs what the tank farm needed: something that sees the approach from above, and something that stops it short of the hull without putting a blast next to cargo.

Escort picture + last-meter net

SOTERIA-I is the airborne escort. The Net It quadrotor is the interceptor that can fly down into the last pocket of air beside the hull. One finds. One finishes.

SOTERIA-I

Escort / overwatch

Holds a station off the quarter or beam at escort altitude.

Owens the air picture around the ship — sea, wake, and the low inbound that the bridge cannot see over the stack.

Cues and releases the quadrotor. Does not dive onto the hull itself.

Same platform logic as the tank-farm orbit: a moving high point over a thing that cannot dodge.

NET IT QUAD

Close intercept

Small quadrotor with a Net It / NET THROWER payload under the airframe.

Flies the last tens of meters the large escort should not occupy.

Throws an open capture net at a single FPV or a tight pair — the ship's last personal barrier.

Recoverable to SOTERIA-I or to the ship. Reload is a fresh net head.

SEE

SOTERIA holds the track

HAND OFF

Quad leaves the rail

STOP

Net It at the hull

On the quarter — the ship is no longer alone



SOTERIA-I takes a loose escort station off the containership's quarter. From that seat it sees the wake, the stack, and the low air that a bridge lookout loses against sea clutter. It is not there to land on the boxes. It is there so the ship owns an air picture it never had.

- 01 Hold the track. Do not break orbit to chase a single small airframe into the boxes.
- 02 Release the Net It quadrotor when the inbound commits to the hull.
- 03 If a second inbound appears, keep the picture — the quad is the closer, not the escort.

The same net, now on a rotor



Net It does not change role when it leaves the soldier's hands. It is still the last personal barrier — a high-pressure air-cartridge net head, now slung under a quadrotor that can fly the pocket SOTERIA-I should not occupy: beside the stack, off the bridge wing, down the wake.

PAYLOAD Black tube + square orange NET THROWER head. Same family as the handheld system.

SHOT Open capture net. One airframe or a tight pair. Not a missile next to cargo.

RECOVER Back to SOTERIA-I or to a deck team. Reload is a fresh head.

Inbound off the starboard bow



T-90 s SOTERIA-I, on the quarter, holds a small low airframe inbound off the starboard bow. The bridge has not yet separated it from sea clutter.

T-40 s The quadrotor leaves the escort. Net It is live. SOTERIA-I stays on the picture.

T-8 s The inbound commits to the stack. The quad throws. The net takes the airframe short of the hull.

T-0 Wreckage is in the water, not in the boxes. The ship does not alter course. The escort resets the racetrack.

Each layer owns a different failure

LAYER	OWNS	FAILS ALONE
Ship lookout / radar	Horizon and surface	Loses a low airframe against the sea
SOTERIA-I	Air picture around the hull	Too large to finish at the stack
NET IT QUAD	Last tens of meters	Blind without the escort cue
THE PAIR	See + stop off the hull	The gap that used to sit on the boxes

This is the tank-farm pair moved onto water. SOTERIA-I is still the moving high point. Net It is still the last barrier. The quadrotor is only the way to put that barrier next to a hull that has no berm and no soldier on a rooftop.

- STATION** SOTERIA-I off the quarter — never between the inbound and the sun if it can help it.
- POCKET** Quad flies the stack / bridge / wake. The large escort does not.
- SAFETY** Non-powder net next to cargo and a civilian crew.
- COST** The inbound is cheap. The pair has to stay cheap enough to keep on every transit.

From a naked stack to a ship that can see and stop.

SOTERIA-I and the Net It quadrotor do not make a merchantman into a destroyer. They close the specific hole that now kills ships the same way it kills tank farms: a cheap airframe, a short warning, and nothing organic between the water and the cargo.

Escort for the picture. Quad and net for the last meters. Same pair as the shore. New geometry: a hull that cannot hide and a crew that cannot fight an air war.

LINE *See it from the quarter. Stop it off the hull.*

LINE *SOTERIA-I finds it. The Net It quad ends it short of the stack.*

LINE *Non-powder capture next to cargo — the ship stays on course.*

LINE *The last personal barrier, now airborne.*

Unclassified demonstration study

Subject: Layered protection of a deep-ocean containership

Imagery: SOTERIA-I escort · Net It quadrotor payload and intercept