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Klinge-Unterbrecher Main Battle Tank

The Klinge-Unterbrecher is *the* Main Battle Tank of the [Abwehram Armed Forces \(AAF\)](#).

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About the Vehicle

Key Features

The Klinge-Unterbrecher is the smallest vehicle that carries a railgun.

Mission Specialization

The Main Battle Tank specializes in Anti-Fortification and Anti-Armor Combat.

Appearance

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History and Background

Though the Klinge-Unterbrecher is the third Main Battle Tank design created by the Northern Manufacturing Corporation, it has been in service for nearly 50 Abwehran years and has been remodeled three times during that period of time. Designed for the need of a Main Battle Tank that could survive the harsh environments of other worlds and barren moons, the Klinge-Unterbrecher is the culmination of nearly a centuries worth of experiments and battle experience. The NMC-MBT-03c is the current model of Klinge-Unterbrecher in use.

Statistics and Performance

Statistical Data

General

Class: NMC-MBT-03c Type: Main Battle Tank Designers: [Kaiserlich F&E](#) Manufacturer: [Northern Manufacturing Corporation](#) Production: Mass-produced Fielded by:

- Weltraumflotte

- Schirmherrschaft

Passengers

Crew: Crewed by Four individuals: a Commander, a Gunner, a Loader, and a Driver.

Dimensions

Length: 10 meters (32.8 feet) Width: 7.14 meters (23.4 feet) Height: 2.86 meters (9.3 feet)

Propulsion and Range

Speeds: 68 kph Range: 10 days travel Lifespan: One year constant use Refit Cycle: Every Year

Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 15 Armor SP
- Shields: N/A

Inside the Ship

Driver's Compartment

A semi-enclosed space built for the driver of the tank, the Driver's compartment is considered a separate facility even though it as a connection to the Turret. From here, the Tank Driver controls all movements of the tank except for turret movement.

Turret

The second compartment of the Klinge-Unterbrecher, the Turret is large enough to hold three individuals and is a lot roomier than previous models due to the use of [Field Emission Display](#) instead of CRTs and LCDS. Controls are even more streamlined with less, yet advanced, control surfaces. The Commander sits closest to the top hatch and controls the two swiveling 60mm Laser Cannons and the two Gatling Gauss Cannons on top via automated control systems.

The Gunner sits more to the front and controls the main gun using a simple and effective targeting computer with a back-up visual system readily available in case of jamming or damage. Sitting next to

him, the Loader is responsible for hand-loading the main gun with a variety of ammunition to chose from.

In the turret itself, there is a back compartment found near the Loader that stores twenty shells. This allows the Klinge-Unterbrecher to fire twenty 120mm shells in a single skirmish of combat. More shells are stored in a separate storage facility located in the rear section of the tank chassis.

Ship Systems

Armored Hull and Hull Integrated Systems

The Klinge-Unterbrecher is built using the [Tri-Layer Armor](#) in combination with standard military [hull](#) and [framework](#).

Computers and Electronics

CU-23 Multipurpose Computer System

A powerful and robust computer system using the [standard military processors](#) connected via [molecular circuits](#) to connect to the various Data Storage and Displays on board.

Detection Systems

- [LADAR Targeting Array](#)
- [Imaging Scanner Package](#)

Communications Systems

- [Radio](#)
- [Planetary Vehicle Laser Communication](#)

Life Support Systems

The Klinge-Unterbrecher utilizes an enclosed environmental system that can allow it to survive in radioactive fallout areas and even air-less moons. The environmental system can sustain four individuals for a maximum of one week.

Propulsion

Uses two Treads powered by four Solid Oxide Fuel Cells.

Weapons Systems

120mm Railgun

The main gun of the Klinge-Unterbrecher is a railgun that can launch various projectiles towards an enemy position. The 120mm Railgun is kept stable via gyroscopes in the turret and is cooled via a liquid nitrogen system. The Railgun's systems run on its own separate Solar Battery and stores enough energy to fire 40 shells. In extreme cases, can-shaped shells can be manufactured and filled with small bits of debris for a scatter shot effect at close ranges.

- Primary Role: Anti-Bunker
- Secondary Role: Anti-Armor
- Damage Rating Value: 6
- Range: 20 kilometers
- Rate of Fire: One round per ten seconds
- Payload 40 various shells

60mm Laser Cannons

Taking the role of secondary weapon, the two 60mm Chemical Laser Cannons are placed on swivel positions on top of each forward tread cover. Each cannon can swivel 180-degrees from forward to rear with the barrel being angle to incline about 20-degrees. Declination, on the other hand, can only be -5 degrees in a forward or rear facing position and -15 degrees when facing the sides.

- Primary Role: Anti-Armor
- Secondary Role: Anti-Personnel
- Damage Rating Value: 4
- Range: 3 kilometers
- Rate of Fire: One pulse per second
- Payload 100 each

Drachenhauch Gauss Gatling Cannon

With two Gauss Gatling Cannons placed on top of the turret section, these weapons take the form of anti-air defense most of the time, but can be used in an Anti-Personnel role when needed.

- Primary Role: Anti-Aircraft
- Secondary Role: Anti-Personnel
- Damage Rating Value: 5

- Range: 6,234 kilometers
- Rate of Fire: 100 rounds per second
- Payload 2000 rounds each

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