

The NDC ATLR "Turtle 1"

The NDC ATLR affectionately named Turtle 1 is an all terrain, land based vehicle developed by the [Department of Advanced Research and Development](#), but manufactured and produced by the [Department of Engineering](#) in late-YE 41. The vehicle served along side the [Hades](#), [The Centaur](#), and [The Hydra Tank](#). The Turtle is fielded almost exclusively by SABER special forces, though the [Duskerian Legion](#) would have use as well as [Delta Escort Fleet](#).

About the Turtle 1

With its attached twin-linked [S6-TLAC "Cavalry"](#) autocannons and the Paladin shielding system, the Turtle 1 can provide a fire team with weapons support as well as mobility. Since the forces using this vehicle may be required to fight on any world, in a variety of planetary environments, the Turtle is capable of being environmentally sealed, with a breathing system, capable of scrubbing carbon monoxide from the air within the rover.

The armor plating is composed of [Durandium Alloy](#), and [Madite](#) which allows it some durability to withstand high drops, extreme heat cold and rough terrain. The Turtles suspension and propulsion system allow the vehicle to adapt to various terrain, as well as enabling the vehicle to change direction quickly via independently reversible wheels (similar to a tank).

It is equipped with micro-thrusters and a specialized core that allows the Turtle to be deployed in the atmosphere, which limits the ship's exposure to defensive anti-aircraft artillery. It also allows the vehicle to remove itself from difficult terrain.

The Turtle's hull is covered with laser detection arrays, which forewarn the crew of enemy laser-guided ordnance. Ground-penetrating radar allows the detection of anti-vehicle mines and other subsurface anomalies. These will be brought to the attention of the crew by the vehicle's AI

Key Features

Here are the points for means of efficient use of the vehicle.

- Durable armor
- Environmentally sealed
- Capable of atmospheric drops
- Capable of traversing all matter of terrain.
- Capable of recharging shields if struck by lightning, or other sharp discharges of energy.

History

The New Dusk Conclave's Armored Terrain land based Rover was created to provide a fireteam composed of SABER forces an armored transport to get them into combat zones safely. Either in order to aid the legion, or to take down targets that would benefit the NDC. [Department of Advanced Research and Development](#) developed the technology, while the [Department of Engineering](#) began the vehicle construction around the same time, as the [Hades](#), [The Centaur](#), and [The Hydra Tank](#).

Over time when necessary, improvements were made to the Rover, to enhance its usage.

Appearance

The Turtle 1 is a solid black rover type vehicle with a metallic matte black-plated covering to its great hull. There were visible headlights at the forefront of the rover which allowed those within to see outside in a dark environment. The cockpit windows above this, are where the driver and a passenger sit. The vehicle has a six-wheel drive, along with independent suspension for each wheel.



Statistical Information

Here are the stats for this Vehicle

- Organization: [New Dusk Conclave](#)
- Type: All Terrain Armored Personnel Carrier
- Class: BW-ATLR-1c
- Designer: [Department Of Advanced Research And Development \(D.O.A.R.A.D.\)](#)
- Manufacturer: [Black Wing Enterprises](#)
- Production: 100 per month

- Crew: 1 driver
- Maximum Capacity: 9 if only seated, 12 if cramped and several standing.¹⁾
- Passenger Capacity: 8+2²⁾
- Width: 34.5 feet
- Height: 4.5 meters
- Length: 7.7 m (25.3 ft)

Speeds

- Ground speed: 180mph
- Range: Can travel approximately anywhere terrain allows within 4 months without refuel.
- Lifespan: 20 years with regular maintenance; 5 years without maintenance.

Damage Capacity

See [DR](#) for an explanation of the damage system.

- Body: [Tier 7](#), Light Mecha
- Shields: [Tier 7](#), Light Mecha

Interior

The Driver of the Turtle sits at the front on the left-hand side, the seat to the right of them is usually reserved for the navigator and gunner, who is responsible for getting the Rover through any specific areas of combat. Behind the Driver, is a sealed door, which opens up much like those of aircraft in certain pre-spaceflight Species. This allowed for the Rover to properly seal itself against certain environments.

Behind this is where the troop bay is, seats made for every species in mind, from humanoid to Separatists. One row is on each side with the back of the seats facing the walls. The front middle-most seat was reserved for the Gunner, which had a piece of technology that connected to the Geist, which allowed the Gunner to control the Guns above. However, this was changed for a more efficient arrangement of keeping crew positions in the drivers' cabin.

Weapons Systems

There is only 1 armament, which is a Geist controlled weapon, or can be operated remotely via console controls by the co-driver.

- Twin-linked auto-cannon [S6-TLAC "Cavalry"](#) which is a T7 Anti-armor weapon, modified for use on this vehicle. The Auto-cannons are located at the top.

Onboard Systems Descriptions

Below here is all the information regarding internal systems and components.

Computer System

At the core of the Turtle, a whole network of Data crystal-based technology that functions as a processor, handles the vast majority of the ATLR computing needs. With assistance of the onboard AI, sorting all battle data in an efficient manner as needed. An EVE is installed as the battlefield and logistical support, fine-tuning the Rover's systems and targeting for the crew.

Life Support

The interior is temperature-controlled, and more resistant to EMPs thanks to the hull's construction and materials which effectively dissipates electromagnetic radiation more effectively. An interlaced coolant system keeps all the internal systems within acceptable temperature ranges, as well as preventing the crew area from rising too high in temperature. In addition, an anti-fire foam dispersal system is installed to extinguish fires if occurring on-board. Finally, the hull is sealed and has an oxygen recycling system for in case of underwater, or hazardous environments. It's also environmentally sealed to protect the riders from potential hazards

Power

The drive system for the Turtle is independent of the power supply used for its main battery. Two racks of 6 [BW-PC-1A Plasma Core](#) each are used to power the vehicle and its various support systems. These provide it with enough for deployment times longer than just a few days, but extended field use approaching months, would require replacement of the cores. In addition there are capacitors in case the vehicle gets struck by lightning and other large discharges of energy. These absorb the energy, and convert it to into a usable charge, in order to recharge shielding.

Standard Equipment

Within the vehicle is a locker that contains

- Three days' worth of [S6-SR-A Survival Rations Type A](#)
- Three days' worth of water
- A medical kit containing bandages, disinfectant, and gauze

Additionally, there are two overhead compartments which hold the following:

- Three weeks worth of [S6-SR-A Survival Rations Type A](#)
- Three weeks worth of water
- A triage kit with surgical tools, drugs, and mending supplies for closing up the patient after an operation
- Four medical kits³⁾ containing bandages, stims, disinfectant, gauze, and a small vial of medical nanoes
- Two⁴⁾ [BW-6AS "Sickle"](#) with four magazines of ammo for each
- Two⁵⁾ [BW-CP "Shade" compact 10mm Pistol](#) with four magazines of ammo for each
- Left side compartment holds a medium-sized tool kit
- Right side compartment holds a [BW-PC-1A Plasma Core](#), and a pack of three [BW-PC-1B "PowerPak"](#)

OOC Notes

[Charaa](#) created this article on 2020/02/28 11:40. This was created to try and help Jack out a little so that NDC tech can be made.

[Approval Thread](#).

¹⁾

8 seats, 3 standing, and 1 riding passenger in the cabin.

²⁾

ideally 8 seated troops, and 2 cabin operators

³⁾

two in each compartment

⁴⁾ ⁵⁾

one in each compartment

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