

Universal Medium Tank

The Universal Medium Tank was created by the [Iron Company](#) as a means to provide their second-line formations with additional firepower and act as a backbone unit of armored formations in the event better equipment is either too cost ineffective or unavailable.

About the Universal Medium Tank


The Universal Series of Vehicles are intended to provide armored support to second and third-line units or serve as the backbone of frontline formations for Company Units when better units are unavailable or impractical. It is also sold on the open market to give most commands a simple, cost-effect system to equip their troops with. The Universal Medium Tank is meant to fill the roll of a front-line tank when needed.

The tank has the traditional layout of the main gun and twin machineguns-one in a ball turret, and one mounted co-axially with the main gun. However, it does mount a pair of single-shot hardpoints for missiles to provide an emergency punch should it be necessary. The main gun can be elevated to 26 degrees, and depressed to negative 5 degrees. In terms of mobility, it is fairly average; clocking in at 48kph, and lacks neutral steering. While it does lack sophisticated electronic packages, it does have a simple targeting computer that can track up to 10 targets each as well as basic infrared and night vision. The armor is the company standard of composite plating with monoplate laminate with an Electromagnetic screen; though export models lack the laminate and shield system. However, models produced during the creatheal war lack even the basic electronics package, shielding, and switching the composite armor for rolled homogenous steel.

The tank uses a Thermobaric Combustion Engine to provide power; this engine can run on most combustible materials, however, proper fuel is recommended in order to avoid the wrath of fieldsmiths having to replace an engine shortly after maintenance.

(What the vehicle is intended to do, along with a brief summary of its capabilities and weapons setup)

Key Features

The tank's primary advantages are its simple construction, unsophisticated hardware, and ease of maintenance. While the main gun is a little underpowered by the standards of the sector-a 7.6cm cannon(76mm)-multiple types of ammo can be used to increase its overall effectiveness. It also boasts a simple ECM suite to cut down on emissions, as well as smoke and chaff launchers. Some models also have an  [electromagnetic screen](#) to increase defensive capabilities against Directed Energy Weapons.

History

Development of the Universal Medium Tank was originally started not in Valhalla or even the Aveen Expanse, but rather when the Grandmaster found himself stuck in Kikyo. Short on funds and attempting to rebuild the company the tank was designed to fill his coffers with the necessary funds as well as provide-albeit this version would be slightly more advanced-his forces with a relatively simple and cheap backbone vehicle until such a time as better combat vehicles could be produced. However, after being abruptly transported back to his home universe this tank became the primary ground vehicle until the Myrmidon heavy tank, which was designed to take over the Vanguard-a Pre-Schism Company superheavy tank-could be fielded in sufficient numbers. During this time, the UMT's primary model was fielded-equipped with composite armor and a basic electronics package including a rudimentary targeting computer it was by Valhallan standards a decent tank, though somewhat compromised by its less than optimal ergonomics. Nevertheless, it served its role, albeit rather ignobly, until the Myrmidons hit full production. After that, the unit was regulated to a wide variety of second-line units or to cohorts unable to obtain or support the new vehicle due to logistics issues.

For nearly two years, this tank was an uncommon sight on the battlefield save for garrison units or rear line areas. And it would seem that it would continue to fade into memory, as production of the vehicle slowed to a near crawl-the production line mainly focusing on spare parts to keep the existing models running, and a bare handful being produced each year to replace any combat losses. This would change when throughout the [Craethel War](#)-during opening stages much of the company's production and infrastructural was prioritized for destruction, including a number of the facilities that produced the Myrmidon. With the losses in manufacturing capability, the UMT factories were quickly switched to full-on production to meet both combat and logistical needs. While the original vehicle initially required around 6500 man hours when produced in a factory or around 20 minutes in a nanofabrication unit, cost-cutting measures included removing the monoplate laminate, switching the armor to rolled homogeneous steel, and removing the majority of the electronics equipment reduced man hours to 3000-but resulted in a low-quality tank with low survivability.

Long story short, this tank is a bean counter's wet dream-it is built with cost-effective, off-the-shelf components-it is easy to repair from a technician's stand point-but if you have to get into one it's recommended you keep your arse away from the front line and try to find somebody more threatening to hide behind. It became available in [YE 43](#).

Rivals (OPTIONAL)

This tank has no direct rivals.




Appearance

A crude, ugly, boxy tank with a sloped frontal hull and a boxy turret. A ball turret is located on the hull of the tank, and a vent is on the top deck of the vehicle. The viewports are located along the copula with a

periscope mounted on top of the turret with lights mounted on both the front and the back of the tank.



Statistical Information

| Universal Medium Tank | |
|-----------------------|---|
| Year Introduced | Full Production YE 43 . |
| Class/Nomenclature | IC-W2-1A (Current Production Version) |
| Designers |  Iron Company , Albert Steiner |
| Manufacturer |  Iron Company |
| Fielded By |  Iron Company |
| Weight | 35000kg |
| Production | Mass Production |
| Pricing | Starting at 7500KS ¹⁾ |

- Crew: 5(driver, navigator/radio operator, loader, gunner, commander)
- Maximum Capacity: 5
- Passenger Capacity: Up to 8 people can ride on top of the tank
- Width: 9.2 Ft
- Height: 10 Ft

Speeds

- Ground speed: 48kph
- Range: 300 miles
- Lifespan: 30 years, realistically- about six months if one is fortunate and hasn't been blown into a

pile of scrap metal in their first deployment-no implied warranty.


Damage Capacity Stats

[DRv3 Tier](#) (UMT-1 Standard, Unshielded): [Light Anti-Mecha](#)

Shields(UMT-2: Shielded Variant): [Light Anti-Mecha](#)

(UMT-3: Low Quality): [Heavy Anti-Armor](#)

Interior

The Universal Medium Tank's interior is...cramped to say the least. The driver sits towards the front of the tank in an armored steel chair-gear shift is located beside him with a steering stick and pedals located directly in front of him, the navigator beside him operating the radio and ball turret-the main turret is a three-man type-with gunner, loader and commander all located here. Commander rests on the turret ladder, with access to the periscope as well as viewports along the cupola, 8 in total. Located in the floor is the main ammunition storage capable of holding an additional 40 shells. Located towards the rear is the engine compartment, as well as a [Fire Extinguisher](#)  on the left and right side.

Located in the turret are the cannon, loading mechanism, machine gun located coaxially with the cannon, and a turret basket capable of holding 20 shells for the gun. A first aid kit is also located in the turret and beside the drive. Hatches are located on the top of the turret, a hatch to access the engine compartment and a "hatch" is located in front of the drive which is closed during combat operations.

Weapons Systems

- [7.6 cm Sunderer Cannon](#): [Heavy Anti-Armor](#), though can change based on payload.
- x2 Modified [GP-1 Assault Rifle](#)(Belt-Fed): [Medium-Anti Infantry](#)
- X2 Hard Points: Dependant on mounted weapons

Onboard Systems Descriptions

The Universal Medium Tank features an onboard radio system effective up to 30 miles, a basic targeting visual targeting computer with infrared and night-vision able to track up to 10 targets at once out to 3000 meters. It also has a backup optical sight effective out to 3 miles. The vehicle while able to be environmentally sealed, does not have onboard life support save for an oxygen tank located in the engine compartment to keep the motor running, so crews will need to rely on personal air tanks during hostile environment operations.

The engine is a traditional combustion engine, albeit running off the principle of [Thermobarics](#), prolonging fuel burn in the combustion chamber and reducing the amount of fuel necessary to run the tank. The Universal Medium also possesses a 30-gallon fuel tank, getting roughly 10 miles a gallon. While not great fuel economy, it gets the job done. The engine in addition to possessing an electric starter is also equipped with a port to crank-start the engine if the batteries are dead. Power amplifiers are used to power shield generators, if available, though both take up additional room.

Cargo Capacity

The tank has enough space for the crew, their equipment, and supplies such as food, water, spare oxygen tanks, a few spare parts for the engine, and ammunition.

Standard Equipment

The tank comes standard with x2 [Fire Extinguisher](#) s, x2 First Aid Kit and a crank starter. Additional equipment/ammo is assigned on a mission-by-mission basis.

OOC Information

[Commissar Farzi](#) created this article on 2022/11/11 10:31. Art by [Commissar Farzi](#)

Approved by [Wes](#). ²⁾

| Products & Items Database | |
|---------------------------|------------------------------|
| Product Categories | vehicles |
| Product Name | Universal Medium Tank |
| Nomenclature | IC-K1-1A |
| Manufacturer | Iron Company |
| Year Released | YE 43 |
| Price (KS) | 5 ,000.00 KS |

¹⁾

7500(UMT-1), 10,500KS(UMT-2), 5000ks (UMT-3)

²⁾

Approval Thread: <https://starmy.com/roleplay-forum/threads/universal-medium-tank.70853/>

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