All-Terry Class Mecha Tank

Designed in YE 44 and completed later in YE 45, the '*All-Terrain Masterclass True Heavy Mechanized Battle Tank But Bigger and Better*' is a take at a mechanized warfare platform by the Shasta No Sekai corporation. The *All-Terry* takes all the pros and cons of both mechs and tanks and mix-matches them to no apparent benefit to either platform.

⚔**All-Terry**⚔	
Class:	Medium
Role:	Urban Assault
Faction:	
Tier:	Medium Mecha
Nomenclature:	Sw-Tw-2m
Price:	Not For Sale[1]
Contract Price:	7,000 DA[2] per week[3]

About the All-Terry

The bastard-child of two excavators in a drunken tryst with a Deathcrawler Auto-Tank; The *All-Terrain Masterclass True Heavy Mechanized Battle Tank But Bigger and Better* is the corporation's attempt at a platform built around a weapon concept considered at the time too unwieldy to field, the 'All Terry' is built on four high-torque armored tread platforms to not only provide movement capability but also stabilize the mech itself.

Quite possibly the most maneuverable platform of the corporation the 'all-terry' can move on both an X and Y axis simultaneously due to its treads being in four different directions making it able to maneuver on the open ground better than either a mech or tank. The mech can also move more naturally like other mechs by walking or by using its treads.

History

The All-Terry class mecha tank was developed in YE 44 as a fusion of traditional tank design and more mobile mecha practices. The goal was to create a versatile ground combat platform capable of overcoming various terrains and obstacles. By combining the stability and load-bearing capacity of tank treads with the maneuverability and adaptability of articulated legs, the All-Terry aimed to bridge the gap between tanks and mecha by the corporation.

Extensive testing and fine-tuning were conducted to overcome engineering challenges and optimize the hybrid locomotion system. The resulting tank showcased superior mobility, allowing it to negotiate uneven surfaces, climb steep slopes, and navigate urban environments with ease. Its successful performance during field trials saw it more widely developed and fielded in YE 45.

Key Features

The all-terry is a highly-mobile weapons platform first and foremost. It relies entirely on its main weapon and its axis of movement to take down targets that might otherwise pose a threat to it.

Appearance

Considerably larger than a normal tank the all-terry looks very much like a quadrupedal oversized tank turret with four offset ground tracks for legs. Visibile ERA panels cover its most immediate mass while a large, lengthy rectangular weapons shroud protrudes from the chassis as its main weapon. Smaller weapons dot its surface such as macromissile bays, a top-mounted pulse laser, as well as a traditional tankers hatch.
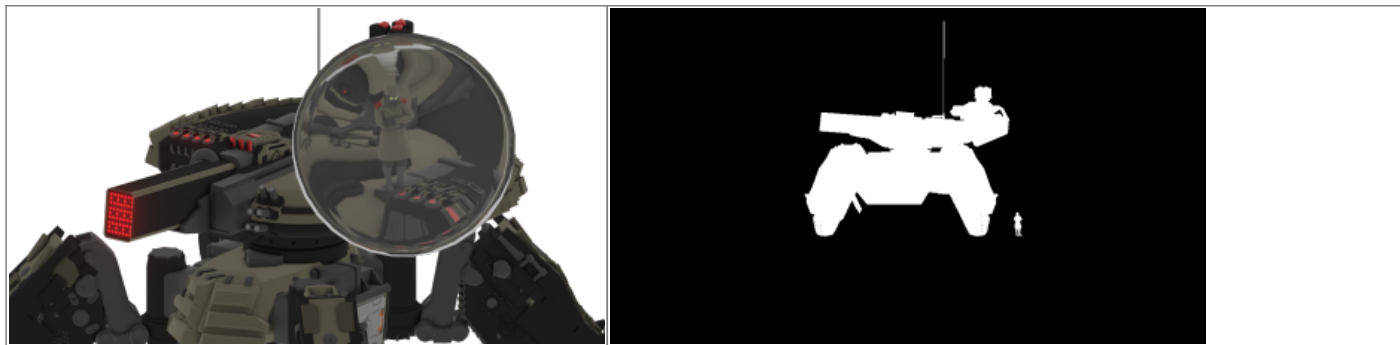
Statistical Information

- Organization: Shasta No Sekai
- Type: Urban Flanker
- Class: Medium
- Designer: Terror Wolf Project
- Manufacturer: Shasta No Sekai
- Contract Price: 7,000 DA per week.[4]

- Crew: One pilot
- Maximum Capacity: One
- Passenger Capacity: Zero

- Width: 4.9m (16 foot at its widest point)
- Height: 5.5m (18 feet tall)

Speeds

- Ground speed: 117.6 km/h. (72 m/ph)

- Range: 322 km
- Lifespan: One deployment before refit/repair.

Damage Capacity

See Damage Rating (Version 3)

- Body: T-8 Medium Mecha
- Shields: Zero, no Shields.

Entering and Startup

The all-terry contains a standard Shastas' World Mech Cockpit with everything it entails from terminals to the in-house Fairy AI assistant. The rest of the interior of the mech is practically non-existent for its size. Because of this the entry and exit of the mech are fairly simple.

Unlike most SNS mecha, however, the all-terry is scaled from the side and entered through a tanker-style top hatch into the cockpit which is entirely encased in armor.

The startup process is also fairly simple requiring only the company-issued Fairy to be inserted into the electronics of the cockpit much like a simple key-fob where it will then manually startup the mech remotely and begin diagnostic procedures and simulated testing before she gives the all-clear or advising of any detected issues. In which case the mechs navigation, controls, and weapons will unlock and be released to the pilot.

Shutting down is just the same with requiring the mech to be in a stationary position where the AI can safely stop all systems and cut power from the battery banks and weapons until the mech is safely inset and will usually not allow the remote unlocking of the fuselage until the AI has been removed to ensure the mech can not be too easily stolen.

Weapons Systems

The All-Terry is built around a bulky laser-storm assault battery as its primary weapon. While not a one-trick pony the mech relies heavily on this weapon for most scenarios. Secondary weapons a medium missile bay and one Light weapon hardpoint

Primary:	Laser Storm
Purpose:	Ungoverned assault weapon
Damage Rating (Version 3):	T-10 Light anti-starship
Location:	Offset Turret.

Secondary:	Medium Missile
Purpose	Guided rocket
Amount:	Five
Damage Rating (Version 3):	Variable
Location:	A covered bay off-center of the fuselage

Onboard Systems Descriptions

Armor

The mech boasts a standard Durandium Alloy armored frame that protects the mech's main armor in its entirety with the exception of the the inner joints which is significantly more vulnerable than the rest of the armor and the interior joins semi-exposed under the thigh and shin armor. The exposed joint, however, is still reinforced to significant small arms damage and fire and is complemented by not only these segments of armor but the entire mech being coated in an anti-beam coating to give it limited defense under fire against beam, laser, energy, and even aetheric damage until the coating is worn off by damage in those areas.

The mech is, however, still susceptible to high damage kinetic and explosive-based damage that penetrates its armor and still lacks any form of shielding.

Emp Hardening

The mechs armor is treated with specialized functions to shield the mech and its systems from electromagnetic pulses or weapons that would otherwise shut it down. Such functions include using a faraday lining of conduction to shield electronic systems from damage or shutdown, connecting electronic systems to a ground in the feet of the mech in order to dissipate EMP energy, installing filters on power and data lines to block high-frequency electromagnetic energy, upgrading electrical devices to divert and suppress high-voltage transients surges caused by EMPs, and hardening the energy cell container core to protected against emp pulses.

Reactive Armor

The mech has layers of reactive armor plates across its surface that when detecting incoming large projectiles such as missiles, rockets, plasma gouts, aether pulses, large caliber weapons, etc. detonate outwards a charge that can be detonated to absorb energy from incoming attacks. The reactive armor also releases a cloud of micro-filament reflective durrandium flakes reminiscent of glitter that while not easily distinguishable at a distance lower the damage of energy weapons by absorbing the energy and diverting it somewhat, breaking laser-based locking systems targetting the mech, and break its profile in IR and FLIR systems to confuse followup attacks by missile or energy lock-on systems.

Ablative Armor

The mech has an outer layer of ablative armor that is designed to wear away under attack, absorbing energy and protecting the underlying structure. It consists of a layer of Durandium Alloy that is treated to burn away and erode when hit by a projectile at a controlled rate. The ablative armor can protect the underlying structure by dissipating the energy of an incoming projectile over a larger area, reducing the amount of damage that can be inflicted.

Fairy Ai

The mech contains a Fairy Ai artificial intelligence assistant.

The Mech contains a Shastas' World born and raised *Fairy AI*. The AI itself is housed deep within the core of the mech and draws negligible power from its batteries. The fairy itself controls many of the sub-systems of the mech while also helping its pilot with:

- minute adjustments to the aim of the weapons
- reading digital maps
- monitoring of radio signals and communications
- monitoring the position of the mech
- communicating with other fairies in other mechs
- controlling swift drones
- deploying and controlling the mirage system

Power Bank

Deep within the mech and under the cockpit seat houses a massive battery bank of Hyper Cells that power the mech without the need for combustion-based fuels. These batteries, linked to alternators to keep them holding their charge through the movement of the mech itself only power the mech and its most basic systems by default but can be drawn from to power weaponry on-demand in an emergency at the risk of cutting operation time from the mech through their usage or by powering related energy-dependent systems.

The mech has a backup rack of hyper cells that come online and can power the mech for its final hour of operation time. But have a secondary use that they can be ejected from the mech above and behind it and detonated to create a kind of dangerous *flashbang* effect around it with a massive and bright explosion that can also severely damage or kill individuals or armor near the mech but risks damage to the mech as well.

Sensors

Basic scanning is capable by the mech with a built-in package for discovering distant signatures of vehicles, armor, aircraft, powered armor, starships, aether signatures, etc. at a significant range and detail and can be viewed on any of the mech's cockpit screens.

An inline GPS system is also installed coupled with the radar and ladar and the mechs optics can easily mark enemies and landmarks alike and keep them tracked. But is also capable of expanding even further when paired with the mechs drones to create an incredibly detailed area map.

Likewise for electronic defense, an electronic defense system is installed that contains passive Radar Warning Receivers, Laser Warning Receivers, and infrared warning sensors to alert the pilot to incoming threats. Active defenses include two Laser Dazzlers, anti-radar chaff, thermal flares, as well as radar-

jamming equipment to complement the sensor suite to allow the fairy or pilot to deploy active countermeasures on demand.

Life Support

When in less-than-ideal conditions the mech has basic heating and cooling systems as well as recyclable air exceeding twelve hours of reserved oxygen. Fire extinguishing systems are included with a small personal scale Fire Extinguisher 🔗 in the cockpit that is sometimes even fully charged.

An emergency escape system is also linked to the cockpit in the form of the cockpit bolts exploding outwards and ejecting the pilot's seat much like a standard aircraft ejection seat. This system also saves the fairy which is housed in the pilot's seat but may not save the pilot from hazardous conditions such as a lack of air or extreme heat.

Mirage Camoglague System

The Mech contains a Shastas' world Mirage camouflage System. This system, much like the Fairy Ai's nanites that make up its avatar and clothing the *Mirage* is a camouflage system of the very same AI-controlled nanites in six large twenty-gallon tanks. Each tank, when deployed, ejects all of its nanites to create a cloud of optical camouflage around the mech that mimics closely to Yamatais' common volumetric capabilities. When stationary it can mimic things such as scenery, bushes, flora, debris, etc. And even more advanced projections such as fire, plasma, light, and so forth and can project from the inside of the cloud an outside perspective or holes in it to allow optics to see through.

The Mirage system can also be used semi-offensively as a faux weapon by mimicking things such as fire, projectiles, and even people like infantry or weapons. The system is controlled by the AI and can be used within 100 feet of the mech for other vehicles or actions as well. The short life of the nanites, however, means when they aren't linked together with others to create optical camouflage they will quickly die within less than a minute.

Maintenance and Repair

Due to the quality of materials and labor shortages on assemblies from high fatalities, the mech is often subject to a constant need for repair and maintenance after each engagement and without such is liable to break down from minor system failure to a catastrophic machine and weapons failure. It is recommended to never run the mech past its detailed operations time and never to avoid pre-flighting the mech or performing the necessary preventative maintenance on it to avoid unnecessary loss of life.

OOC Notes

Charmaylarg created this article on 2023/02/07 16:23.

Approved by wes here

Products & Items Database	
Product Categories	mecha
Product Name	All-terry mecha tank
Nomenclature	Sw-Tw-2m
Manufacturer	Shasta No Sekai
Year Released	YE 45

[1]

Contact an SNK representative to negotiate

[2]

3,500KS

[3]

Per-Mech

[4]

Per Mech