

HAV1 Infantry Fighting Vehicle

The HAV1 Infantry Fighting Vehicle is an armored hovercraft used to transport infantry and support them in combat.



About the Ship

Designed to provide fire support for a single squad of infantry, the HAV1 is the first modernized design of armored vehicle produced by [Northern Manufacturing Corporation](#).

Key Features

The HAV1 uses:

- [60mm Gauss Cannon](#)
- [13mm Co-axial Mass-Driver](#)
- [Anti-Armor Missile Launcher](#)
- “Jump” Feature using [Unidirectional Gravity Plating](#)

Mission Specialization

The HAV1 was designed to be specialized in:

- Infantry Transport
- Fire Support

Appearance

A sleek craft with a chassis that angles sharply to a point, the HAV1 was designed to be aerodynamic. However, the vehicle broadens out in the rear into a more rectangular form to enable passenger space to be installed. A small turret is placed on top of the craft and just forward of the Smoke/Chaff Dispensers. This turret contains the barrels and firing mechanisms for the [60mm Gauss Cannon](#) and [13mm Co-axial Mass-Driver](#). A entry hatch is located in the rear of the vehicle.



History and Background

With much of Abwehr's armored vehicles becoming obsolete with its introduction to the known galaxy, the Abwehran Armed Forces have been slow in its R&D processes. This was mostly because of the large demand for advanced starship designs to protect the Empires growing territory as well as the heightened dangers that come with interstellar travel. However, the Khorosovaroloran Occupation and the introduction of the [Vorrecht Main Battle Tank](#) changed that policy.

In the Third Quarter of AF 260 (YE 33). [Northern Manufacturing Corporation](#) announced its first new armored vehicle design is decades. The HAV1 Infantry Fighting Vehicle took the lessons learned from the Khorsovaroloran Occupation and applied them to a design meant for Infantry survival.

Statistics and Performance

General

Class: NMC-HAV1-2601a Type: Infantry Fighting Vehicle Designers: [Kaiserlich F&E](#) Manufacturer: [Northern Manufacturing Corporation](#) Production: Mass-Production (as needed) Fielded by:

- [Assault Legion](#)
- [Schirmherrschaft](#)

Cost per Unit: 240,000 Credits (80,000 KS)

Passengers

Crew: 2 operators are recommended, 1 are required. Infantry: 10 Infantry with Equipment. Maximum Capacity: There are accommodations for 13 people. About 20 people can fit aboard in an emergency, but the ship would be extremely cramped.

Dimensions

Length: 10 meters (~32 feet) Width: 7 meters (~23 feet) Height: 3.25 meters (~11 feet)

Propulsion and Range

Velocity: 100 kph Elevation: 3 meters standard with a Jump Elevation of 50 meters Range: 2 Standard Days constant usage. Lifespan: 5 Abwehrran Years (~20 Standard Years) Refit Cycle: 2 Abwehrran Years (~8 Standard Years)

Damage Capacity

SEE: [Damage Rating \(Version 3\)](#)

- Hull: 12 SP

Inside the Vehicle

The interior of the HAV1 is spartan and lit with dim, ceiling-mounted, LED lighting. With room for its passengers and crew, the hovercraft would probably be considered cramped and uncomfortable for Heavy Infantry¹⁾. There is no paint job in the interior, but there are a few FED consoles connected to external cameras.

Compartment Layouts

Ammunition Storage

Armored Sections located on the sides of the HAV1, the Ammunition Storage sections are designed to protect the passengers from detonation, while allowing the crew to have access to its contents. There is also an auto-loader featured in the Storage Unit that connects to the Turret. The only access to these are from the interior instead of the exterior. However, if a detonation of ammunition occurs, the storage unit was designed much like a shaped charge. This allows the explosion to be directed out and away from the vehicle.

Crew Compartment

The forward section of the HAV1 is devoted to the crew of the vehicle. Sitting side-by-side, the Driver has access to a small window with a retractable armor cover on the left side of the vehicle. The Gunner sits on the right side and can control every weapon from his console.

Infantry Compartment

Though cramped, the Infantry Compartment located in the rear section of the HAV1 is large enough to hold 10 infantry. The Compartment is basically just an empty space with seating along the sides of the compartment for its passengers. Opposite of the large rear hatch is a small entry hatch that leads to the Crew Compartment.

Maintenance Access

Maintenance Accesses are usually just small compartments that allow mechanics to reach critical components without having to take the vehicle apart. These are normally just large enough to stick an Abwehran torso into them without too much discomfort.

Vehicle Systems

Armored Hull and Hull Integrated Systems

The HAV1 IFV is a Durandium-chassis surrounded by a [standard vehicle hull](#) and armored with [Recon Armor](#) to protect it from small arms fire. The structure of the HAV1 is angled in order to cause shells and RPGs to be deflected off its surface.

Computers and Electronics

The HAV1 runs on an old-style [CU-23](#) running a [Vehicle Virtual Intelligence Model](#) of the [Kesslinger Intelligent Operating System](#).

Communications

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

Detection

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

Emergency Systems

The HAV1 comes standard with a manual fire-retardant system that can be activated by a lever inside the Crew Compartment. The fire-retardant system sprays a foam upon critical systems in order to slow the spread or extinguish any fire that may occur. The HAV1 also has an [Abwehram Emergency Med-kit](#) stored in the Infantry Compartment in case of a medical emergency.

Life Support Systems

The HAV1 is capable of operating in hazardous environment and is hermetically-sealed. It also has a small [Recycling and Filtration System](#) to provide its occupants with breathable air.

Power Generation



A series of six [Nuclear Batteries](#) provide the HAV1 with 48 hours of power under constant usage before

they need to be recharged. The HAV1 also comes with two folding Solar Panels than can be used to recharge the batteries during extended deployments.

Propulsion

The HAV1 is propelled upon a series of six [Uni-directional Gravity Plates](#) located upon the bottom of the vehicle. This provides the vehicle with both lift and propulsion. They are also capable of short bursts which allow the vehicle to literally 'jump' to an elevation of 50 meters if necessary.

Weapons Systems

- [60mm Gauss Cannon](#): 1, Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( : Staff needs to determine which) (Spike) or Tier 3, Heavy Anti-Personnel (Canister); 30 rounds each type.
- [Dual-Tube Anti-Armor Missile Launcher](#): 2, Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( : Staff needs to determine which) each Missile; Single Shot (*Optional Attachment*)
- [13mm Co-axial Mass-Driver](#): 1, [Depends upon Ammunition](#); 2000 rounds
- Smoke/Chaff Dispensers: 12, No Damage; Single Shot

1)

Powered Armor operators

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