

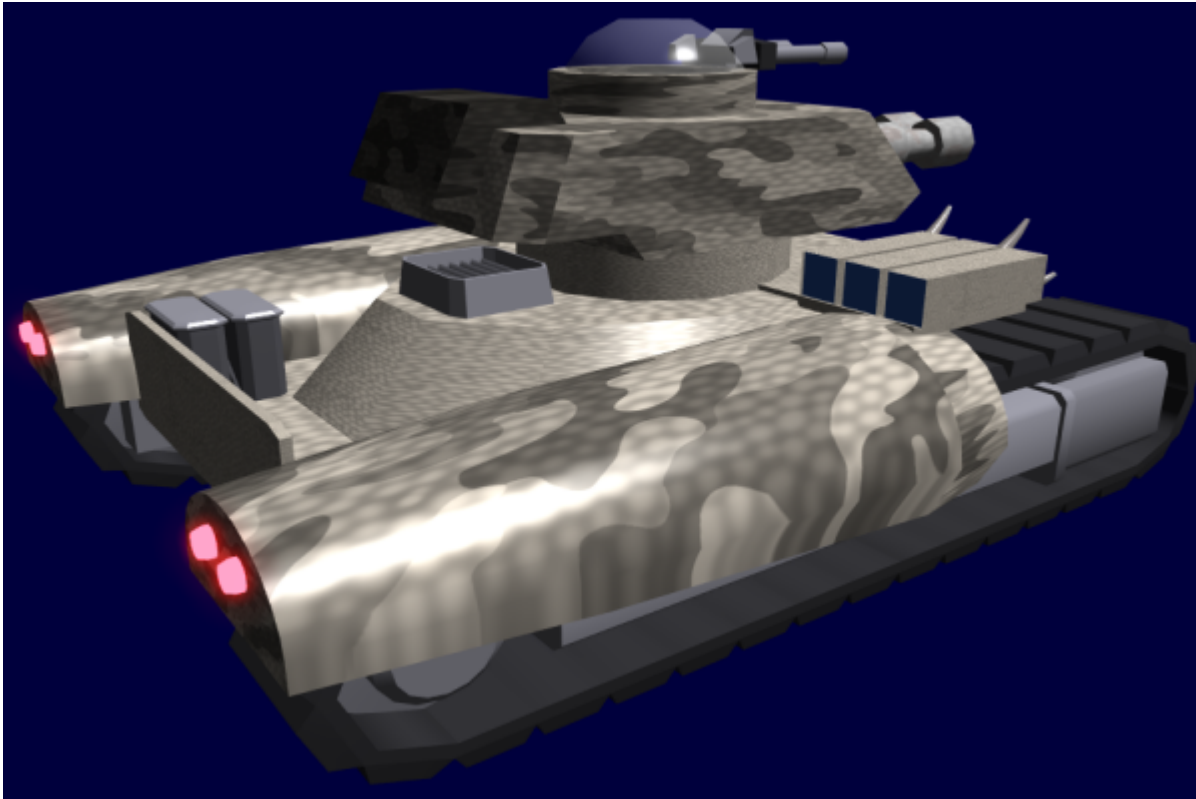


# NMX Light Tank (Type 31)

The [YE 31](#) NMX Light Tank was developed early in the [Second Mishhuvurthyar War](#) as a fast vehicle for assaulting enemy ground installations and light vehicles like the [Type 30 Surface Terrain Vehicle](#).

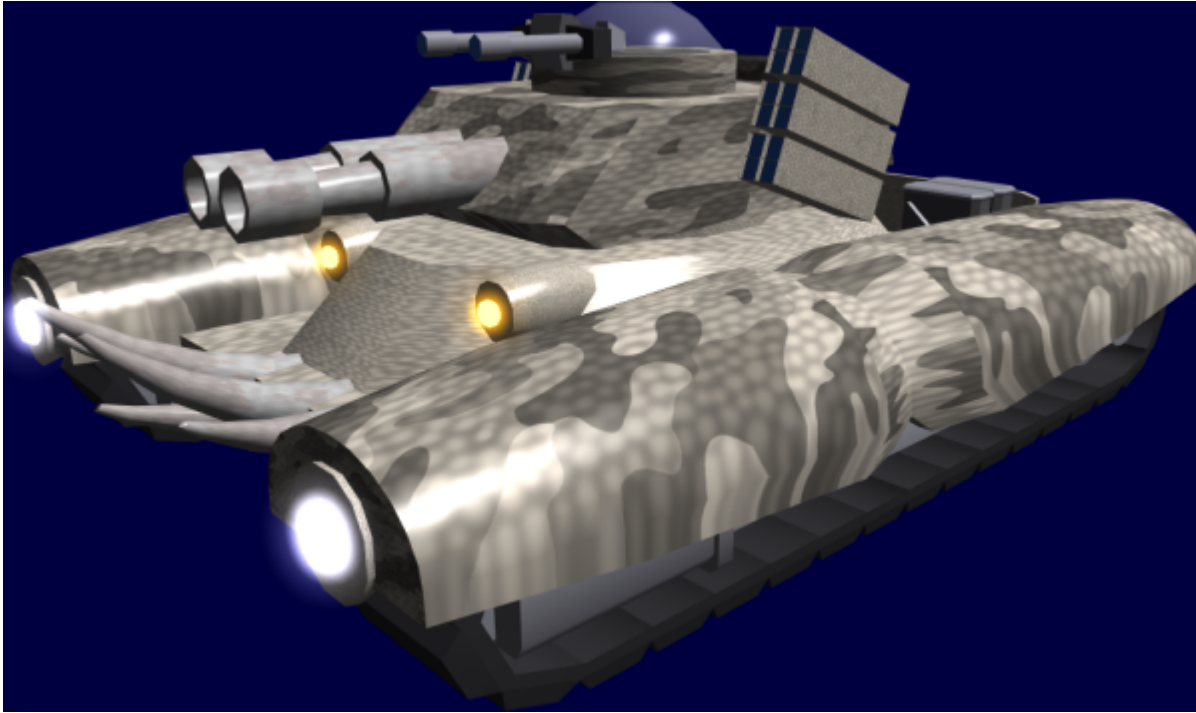


- [Yama-Dura](#) Armor (16 SP)
- [Transparent Durandium](#) Viewing Bubble (separated from the main compartment by an armored hatch)
- Dual Main Plamsa Turret (Tier 7 or Tier 8, Light Anti-Mecha or Medium Anti-Mecha (  **Fix Me!** : Staff needs to determine which))
- Remote-Operated Rapid-Fire Turret (Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor (  **Fix Me!** : Staff needs to determine which))
- Hardpoints (1 on each side) can be mounted with:
  - Missile Launchers (24 missiles)
  - Sensor Drone Launchers
- Standard NMX Sensor Systems
- Can be remoted operated by NMX starships, or manually operated.
  - 2 humanoids (driver and gunner) can manually operate. Seats are in the rear of the turret.
  - Alternatively, a brain-slave type Mishhuvurthyar can operate as driver from the main body.
    - Typical configuration is two humanoids as gunners and a brain-slave driver.
- Tusks for ramming infantry
- Cargo bed in rear.



## Type 31A

The Type 31A is slightly slower due to additional armored shields over its forward treads. It also moves the missile launchers to the turret, which is lowered. The 31A model replaced the original Type 31, but the older tanks are currently more common and will be used until they are all destroyed, with the 31A replacing them.



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