

A1-35 Creniya Light Tank

Designed in ER 232 and refitted in ER 584 and then again in ER 786, the A1-35 is currently the primary tank used by the [Neshaten](#) military for ground based operations, although the Creniya differs greatly from what the Neshaten had created originally, the tank was manufactured quickly to help overcome the harsh environment of their world – one which threaded vehicles have a hard time navigating.

About

The A1-35 is a lightly armed, and lightly armoured tank but also quick and manoeuvrable. It was designed to be easily maintained with roughly every part of the tank capable of being removed and replaced within a mere few minutes. The tank wasn't intended for stand-offs and instead designed to use its speed and manoeuvrability to overcome enemies and to get behind them, it's right at home in forested or urban environments, where it can use the natural environment to its advantage.

Because it's a light tank, its armor plating was not designed to give it a long survival time, but because the armor is slopped, ballistic rounds have a chance of either bouncing or sliding off depending on the angle that it's hit. Its main source of firepower is its plasma turret, while its secondary source are its two tri-mounted laser cannons located on the left and right of the turret. The tank wasn't designed for the [My'leke](#), so it's only usable by [Shukaren](#).

History

The A1-35 was designed back in the early Era of Restart to help with the defence of towns and cities that had sprung up on Nesha Prime, due to the wildlife often getting in the way or wreaking havoc with equipment. The A1-35 was designed originally with non-lethal weaponry, which proved to be very effective against the wildlife and helped protect the citizens from attack. It was refitted in ER 584 with a plasma cannon and two tri-mounted laser cannons, as the Neshaten had begun to think about heading back into space and knew that they'd need a weapons platform that could deliver the type of answer they'd want to deliver to anyone who attacked them.

It was designed from the start to not only be fast, but also, manoeuvrable. It was later refitted in ER 786 with the IDT system, to help give the driver and gunner more freedom to pilot the tank and operate the turret.

Appearance



Looking slightly boxy, the A1-35 has a slanted front section with more slanting toward the tanks turret. Protruding armor pieces can be seen all around the tank, from the front and sides but not the rear. Its side section has equipment compartments where soldiers can place extra weapon or other items to be used in combat, while the back of the turret is another area where equipment can be placed, but this would limit the turret so only equipment that doesn't impede the turrets movement is usually placed there. Just under the equipment carrier is the tanks anti-gravity engine.

Located toward the front as two anti-gravity devices, located just under the forward area, which helps stabilise the tank when moving forward, two additional anti-gravity 'fins' are located toward the rear, which gives additional stability to the tank.

The turret is angled with slanted armor pieces, this is the location of its plasma cannon and on the sides are the two tri-mounted laser cannons. On top of the turret are two hatches, one meant for the tanks commander and another for the tanks driver and gunner.

Statistical Information

Class: Ne-K3-1A Type: Light Battle Tank Designers: Cre'niya Seca'nova and Lui've'na Cres Manufacturer: [Kingdom of Neshaten](#) Organizations: [Kingdom of Neshaten](#) Length: 6.0 Meters Width: 5 Meters Height: 3.7 Meters Speed: 120 KPH. Crew: Driver, Gunner, Commander Cost: Not for sale.

Damage Capacity

Hull: 20 ADR Shields: 10 (Threshold 3)

(See [Damage Rating \(Version 3\)](#) for an explanation of the damage system)

Interior Description

Turret

The turret houses the tanks main plasma cannon; it's also where the gunner and commander reside. The insides are taken up mostly by the cannons plasma charger, the targeting systems, and the gunner's station. It's not cramped, but there isn't much room to move around either. There is a control station that the commander can utilise for operating the turrets two tri-mounted turrets, otherwise, both turrets are computer controlled and can be set to target specific objects. There are two hatches that give access to the turret.

Hull

The hull is where the driver of the tank sits, his access into the drivers area is through the tanks toward forward armor sleeves, which can be removed to present a hatchway within. The tanks engine is located rear right beside the reactor.

Weapon Systems


Primary Weapon System(s)

Mark 1 'Magma' Plasma Cannon

The plasma cannon is the A1-35's primary weapon, it's provides a powerful frontal attack.

Mark One "Magma" Plasma Cannon

Location: Main Turret Purpose: Anti-Armor, Anti-Personnel Damage: Tier 8 or Tier 9, Medium Anti-Mecha

or Heavy Anti-Mecha ( **Fix Me!** : Staff needs to determine which) Range: 25,000 Meters
Rate of Fire: 1 Shot every ten seconds


Secondary Weapon System(s)

Mark One Tri-mounted Laser Turrets (2)

The tri-mounted Laser Turrets are the tanks main anti-personnel weapons, intended to clear way enemy infantry or even mines or other types of ordinance that might in the way. It can also be set up to fire on enemy missiles.

Mark One Tri-Mounted Laser Turret

Location: Main Turret, Sides. Remote Operated or AI Controlled Purpose: Anti-Personnel, Anti-Ordinance

Damage: Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-Armor ( **Fix Me!** : Staff needs to determine which) Range: 7 Kms Rate of Fire: 8 Shots per second.

System Descriptions

Hull

The tanks hull is designed out of titanium to give its strength, while the armor is made out of [Crynatorium](#) to give it a slightly reflective appearance. The armor sleeves that can be placed onto the tank itself are also made out of Crynatorium but 'can' be made out of the tougher, more durable, and expensive, [Energized Crynatorium](#).

Power

Powered by a vehicle sized [Lunebaren Reactors](#), the reactor provides the power needed to operate the tanks electronics and anti-grav units. This reactor requires one medium sized power crystal, or one high-energy power crystal.

Propulsion

The A1-35 is propelled on anti-gravity fields, the devices that generate these fields are located two forward and two rear. The fields cause the tank to lift up to two feet off the ground, to a maximum of eight feet. The anti-grav units can be overloaded to allow the tank to lift up to a maximum of twelve feet for a limited period of tank.

Electronics

The tank has several systems to help do its job.

Sensors

The tank is equipped with several on board sensors, including proximity and spatial sensors. The spatial sensors are compatible with the tanks IDS, which gives the driver the ability to see all around the tank and improve his ability to drive it. The sensor's actual range is greatly reduced, giving it only a ten kilometre maximum range over those used on starships, however, this range can be augmented with more A1-35's in the area.

IDT

While found usually on starships and stations, a miniaturised version of the IDS, or [Interactive Display System](#), was created and installed on the A1-35 when it was refitted in ER 776. The system operates out of a visor helmet that must be worn in order to give the gunner or driver the ability to see around their tank. Like with the sensors, the IDT system can be augmented depending on how many tanks are in the area.

Targeting and Fire Control

The targeting system used by the tank can either be AI controlled, allowing the main turret to track targets by itself and fire when a target gets into a certain range or be manually controlled. It can track up to six targets, with information ranging from heading, velocity, and vehicle type. The system also has an IFF that will detail the location of friendly units.

Communications

Equipped with laser and radio communications, the communications system also has encrypted communications so crews can speak with their commanding officer and coordinate strikes and offensives.

Shields

The tank is equipped with an Electromagnetic Shield that helps protect it from plasma and energy based weaponry.

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