



TUMBRIL
NOVA



THE LEGENDARY WARRIOR REBORN

When considering armored ground warfare, you'd be hard-pressed to find anyone that doesn't instantly think of the Tumbрил Nova. First entered service during the Second Tevarin War, the Nova was intended to replace Tumbрил's famous DX20 as the new battlefield equalizer, but many would come to know it from the Battle of Koren Pass. On that fateful day in 2605, three Nova tanks held off an entire Tevarin strike team for more than sixteen hours. Though the event would live on through dozens of retellings that would justifiably focus on the brave men and women who refused to back down, it was the Nova's resilience and ferocity that elevated ground combat to another level.

When we purchased the Tumbрил name and their designs, our engineers couldn't wait to dig into the entire line of Nova blueprints and when we asked what kind of changes would be needed to bring it into the modern age, they surprised us all with a simple answer:

Nothing.

There was a purity to the design that seemed to transcend time; something that our teams honored when they started work on the 2948 Tumbрил Nova. They kept the spirit and form of the original, while updating the systems to the technological level that our modern military and security forces have come to expect.

I am very proud to unveil the new face of ground warfare in the 30th century.

T. Naban

TERRENCE NABAN
ACTING CEO
TUMBRIL LAND SYSTEMS



MULTI-TERRAIN APPLICATION

What at first glance may appear to be your average Tevarin War-era military crawler, the infamous Nova is anything but average. Beyond its legendary reputation, it has proven to be a surprisingly versatile beast, capable of high performance in a variety of disparate environs, situations and applications. By complementing the original design's stout, all-weather/all-terrain focus with new systems, tech and refinements, our engineers have created a Nova that not only lives up to the original's name, but pushes it to the next level.

PEACEKEEPER

Despite its size, the Nova is perfectly suited for urban tactical deployment and all manner of preventive applications. Precision controls allow it to navigate tight quarters and maintain mobility with surprising grace. The Nova is also perfect for urban pacification operations, with the sight of this heavy battle tank often acting as a preventative measure in and of itself.

PATHFINDER

Tumbril's original mission was to create vehicles to aide in exploration and surveying, and the Nova honors that legacy. Outfitted with fully integrated environmental analysis systems, our tanks can maintain comprehensive situational awareness that can be instrumental in navigating uncharted or unfamiliar territory, but can also provide a distinct tactical edge should a hostile situation arise.

PROTECTOR

The Nova is a born defender; equally suited for vanguard duty or long-distance sprint operations. The Nova and all its systems are designed to be a valuable reinforcement to established defense systems. Its mobility means that it can quickly and effectively redeploy to provide combat support where needed and its resistance to extreme temperatures mean that the Nova can be posted in any number of environments.

PREDATOR

As good as it is defensively, the Nova is also a born destroyer. It was specifically designed, not only as an evolution of/replacement for the DX20, but also with the express functionality to engage enemies in the air and on the ground. From its inception, the Nova was made to bring down massive Tevarin strike ships while simultaneously engaging a ground element. The Nova is in its element when on the offensive.





A LEGACY OF DEFENCE

HEAVY METAL

The dependable performance that put the Tumbril name on the map all those years ago is once again redefining the industry standard. The original company ethos was built upon the foundation of durability, first and foremost. It seems fitting then that our signature battle tank's design springs organically from its defensive systems and specifications. The Nova is also known for its distinctive shape - a visual paradox on treads - sleek but harsh, heavy but dexterous, beautiful but terrifying.

Of course, down in the trenches it's never that glamorous. In reality, Marines in the second Tevarin war nicknamed the Novas "roaches" because they were "ugly, smelly and damn near impossible to kill." which of course made them invaluable assets in wartime. But, whether keeping the peace or disturbing it in the name of freedom, the Nova owes its reputation largely to its tenacious armor.

Constructed using Tumbril's proprietary CoreLok system, the Nova utilizes composite titanium alloy combined with overlapping layers of composite and depleted-uranium plating to create a formidable barrier that keeps the crew safe and the tank operational.

With highest reverence to the core that the Nova was built upon, our new model has been tastefully reimaged for the 30th Century, bringing a rugged sexiness to the design and implementing cutting-edge proprietary tech that compliments the rock-solid Tumbril foundation.

SHIELDS UP

In addition to the traditional body armor, our Nova tanks come standard with Second Skin shields to add that extra layer of defense, save your paint job some wear and tear and hopefully save you some stress.

COUNTERMEASURES

The Nova tank also comes with additional defensive countermeasures to help protect the crew from incoming missile fire. Four launchers have been positioned around the frame to provide maximum coverage for an even dispersal of both flare and chaff.

OLD SCHOOL FIREPOWER WITH A MODERN EDGE

SLAYER LONG-RANGE BALLISTIC CANNON

The Nova's trademark instrument of destruction, this Size 4 ballistic cannon fires large caliber artillery rounds - available in both standard and explosive - with unmatched accuracy and velocity. Designed to also accommodate ground-to-air engagements, it's easy to see how this weapon earned its nickname "Hell Hammer" in the Second Tevarin War, as Nova gunners were responsible for thousands of confirmed Tevarin kills. The weapon's grim reputation and intimidating size are enough to deter even the most steadfast enemy, but Tumbriel didn't stop at perfect replication. The original design has been painstakingly reworked and fine-tuned with an improved pivot speed, phenomenal heat resistance and a state-of-the-art gunner UI.

SECONDARY REMOTE TURRET

Designed specifically for anti-infantry applications and tracking high-speed targets, the Nova features a secondary remote turret that comes factory standard with a pair of Klaus & Werner's classic CF-227 Panthers, but this mount can utilize any compatible size 2 weapon. Whether you're looking for some more punch or target saturation, this nimble and accurate turret provides 360-degree coverage and pinpoint control for your gunner.

"FIREBUG" ENERGY MISSILE LAUNCHER

Known to the Tevarin as "Wrathfire," this was the weapon that spelled their ultimate doom in the infamous Battle of Koren Pass. After holding off the Tevarin strike team for hours, the intrepid trio of Novas found themselves out of ammunition, still largely outnumbered and with a dwindling power supply. It was then that the somewhat-experimental Firebug weapon system truly shined. These self-charging launchers fired clusters of compressed energy that separated before impact. These multiple detonations proved to be incredibly effective at overloading shields, which wreaked havoc on the Tevarin Phalanx shields and kept the Tevarin forces at bay long enough for reinforcements to arrive. Following suit with the Nova's other weapons systems, the launcher has been reworked for the modern era, allowing for even more speedy and efficient recharging.





HELL IN CALIBAN

2605-03-15_18:17 SET
CRION, CALIBAN SYSTEM

By all accounts, it was meant to be a simple run. Four Nova tanks, part of the Army's Third Armored Division (aka: The Stalwarts), had recently been serviced and were being sent to stress-test the repairs. Operating on a skeleton crew under the command of Captain Nolin Sambosa, the tanks set out from Fort Tanis near the Kendila border, approximately three hours south of Crion.

Their path would take them from the flatlands around the base all the way to the foot of the Uregal mountains. When they finally arrived, the tank team pushed their Novas to the limit, throwing them against the most hostile terrain and abuse they could find.

At this point in the Second Tevarin War, the UEE was facing an elusive enemy. The exact breadth of Corath'Thal's army had not yet been established. The Tevarin warlord was utilizing hit and run tactics to obscure his numbers, opting to strike at unprotected targets to keep the UEE military off-balance and restrict engagements to happen on his terms.

Although Caliban system was on alert like the rest of the UEE, the high Army presence gave the local populace confidence that Corath'Thal would forgo an attack here for an easier target.

Back on Crion, Sambosa and his tanks were a few hours into their tests, attempting to traverse to an extremely remote and treacherous section of the Uregal mountains when they came across a Tevarin strike team, consisting of a dozen fighters, dropships and more than a few hundred footsoldiers, all preparing for a raid.

Sambosa tried to comm for support, but an atmospheric anomaly, coupled with the high mountain passes made communications impossible. The Tevarin attacked, immediately destroying one of the Nova tanks. Sambosa pulled the remaining three back, utilizing a combination of the main ballistic cannon and repeater fire.

They fell back to Koren pass, a partially covered alcove in the mountains that would force the pursuing Tevarin into a single bottleneck on the ground while providing slight protection from the air.

Sambosa positioned the three tanks to maximize their cover and offer visibility on the entrance to the pass and dug in for a fight. Ten hours into the engagement, Gia Venton, a local courier and Naval veteran, was the first person to discern that the rumbles from the mountains weren't thunder, but the sound of a sustained battle. When she discovered what was happening, they managed to get a comm out to Fort Tanis.

By the time reinforcements were able to traverse to the battle, the Nova tank teams had withstood a sustained Tevarin attack for nearly sixteen hours. Although all tanks sustained heavy damage, they notched combined confirmed kills on eight attack ships and 200 Tevarin fighters.

The events of that day would go down in legend among military enthusiasts and launch the Tumbriel Nova into the public consciousness as a vigorous defender on the battlefield.

TOOLS OF THE TRADE

PILOT

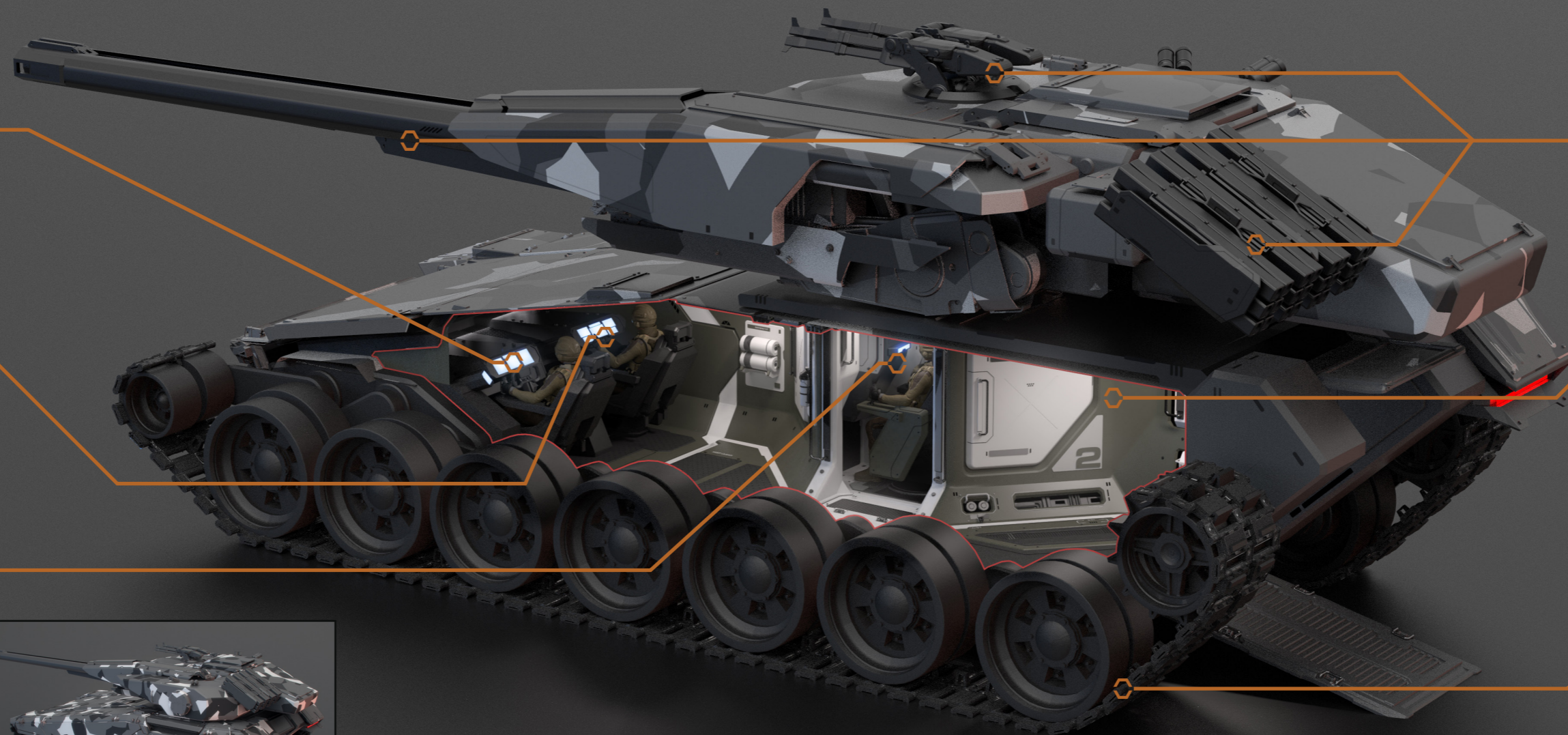
Experience the ultimate in control with our state-of-the-art pilot's station. Featuring multiple, multi-function displays as well as a component control system, your pilot possesses all the tools needed to react quickly and accurately to your situation; whether it's simply navigation or combat, staying true to the rugged functionality you've come to expect from Tumbril.

SUPPORT

The Nova also features a fully-functional support station, capable of augmenting the tank by managing secondary weapons, power allocation, navigation systems and pathfinding. Of course, with the push of a button, the support station can assume the Nova's main controls, should an emergency arise.

GUNNER

If the pilot's station is the brain, then the gunner's station is the fist of the Nova. This station features cutting-edge targeting and diagnostic systems to put the extensive weapon systems completely under your control. Though primarily designed as an offensive seat, the gunner station is capable of adopting support functions in case of an emergency.



* The Nova pictured features the Snowblind paint scheme. Consult your dealer for available liveries.

STATE OF THE ART WEAPONS SYSTEMS

A modern upgrade of an already stalwart and ahead-of-its-time system, the new Nova delivers the most comprehensive ground-based weapons package available. The trademark cannon alone is worth the price of admission, but the secondary energy-based systems and unique compartmentalized approach is what gives the Nova its ultimate edge.

CABIN

Atypical among ground combat vehicles, the Nova features a dedicated main cabin with ample room to get up and stretch, fraternize, or even exercise on those longer missions and expeditions. The entire interior features climate-control as well as a proprietary stabilization system that minimizes internal turbulence.

TRACK

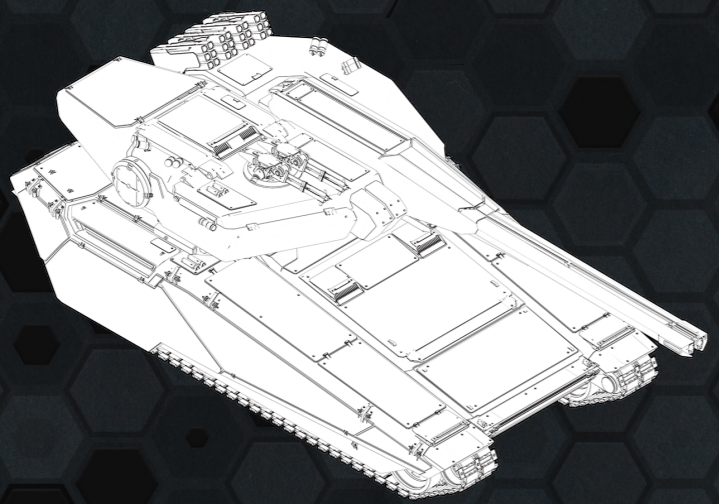
The iconic design was ironclad in 2560 and it remains so today. The mechanical efficiency and environmental adaptability of the wayfarers are unparalleled and Tumbril has recreated it here almost identically. Tumbril has updated the tread material to a new pliable composite to make it equally durable over rough terrain and paved roads.

SCHEMATICS

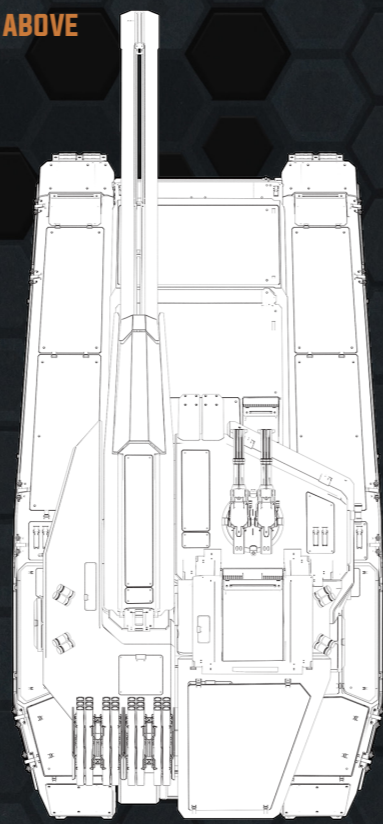
DEFAULT LOADOUT

Item Categories	Military
Default Categories	C
Computers	1x M
Computer Blades	4
Coolers	2x S
Counter Measures	4x TBD
Gravity Generator	1x S
Life Support	1x S
Battery	1x S
Power Plant	1x S
Scanner	1x S
Radar	1x S
Armor	1x Heavy
Shield Emitters	1
Shield Generator	1x S
Manned Turrets	1
Hardpoints	1x S4 Ballistic Cannon 2x S2 Energy Repeater 2x S3 hardpoints (x12 S2 energy missiles on each rack)
Ammo Box	40 (for Ballistic Cannon)
Missiles	S2 TBD Energy Missiles
Seats	3
Stations	3
Paint	TBD

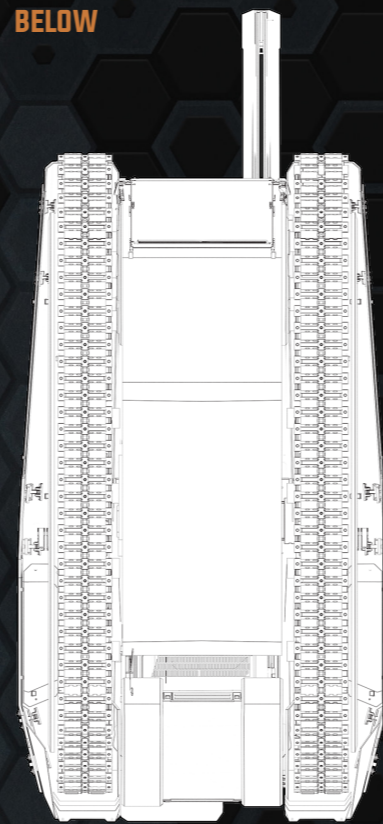
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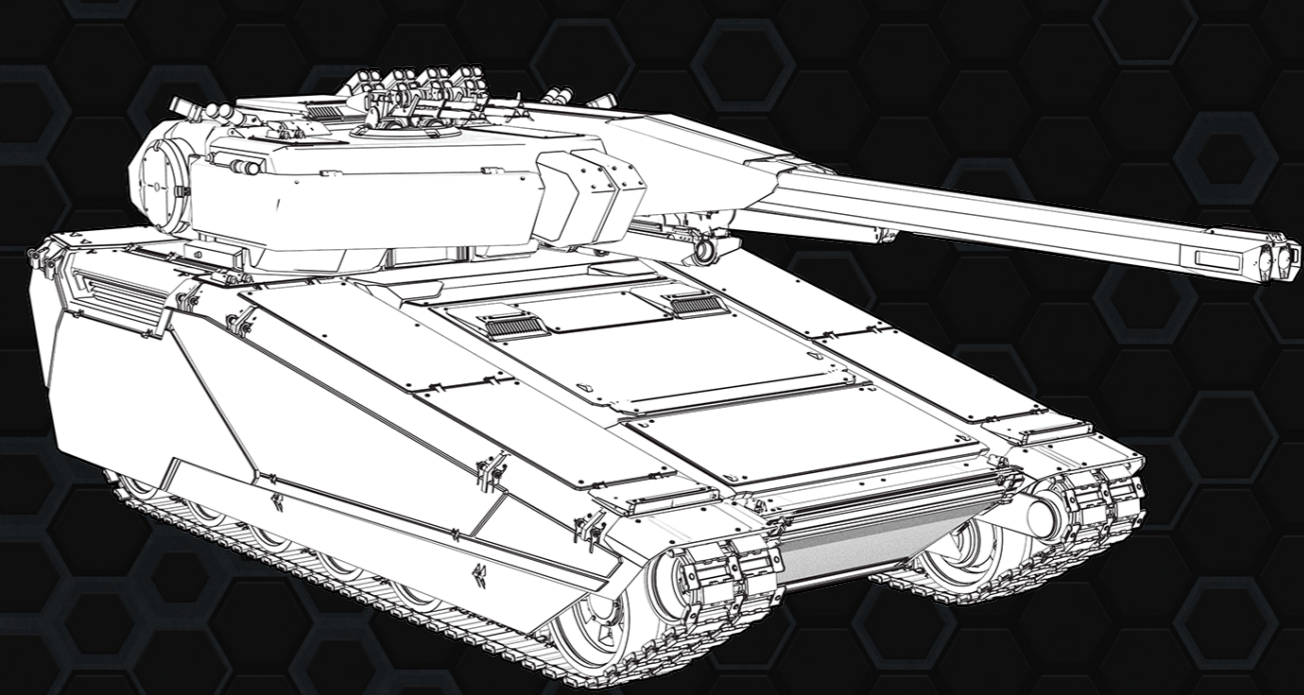
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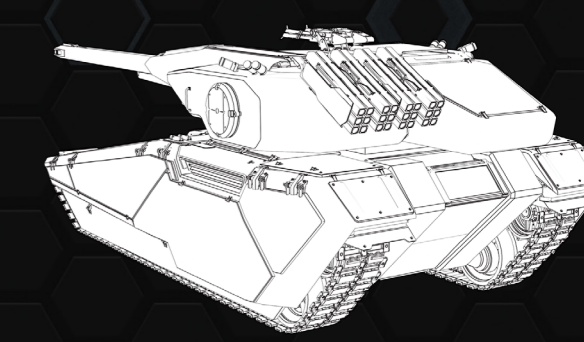
BELOW



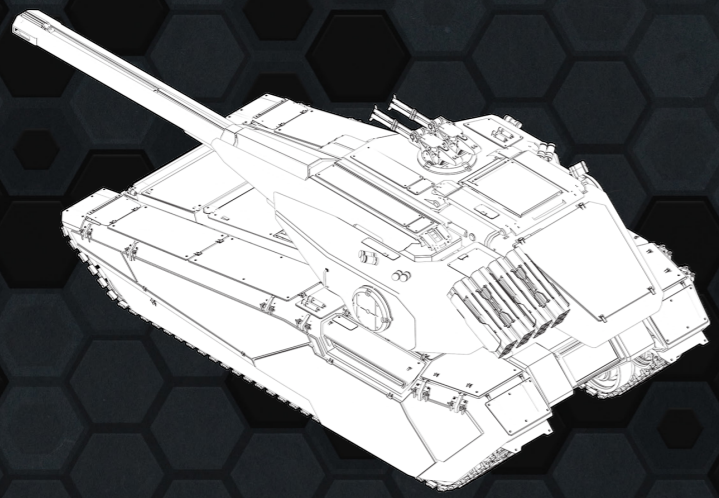
FRONT THREE- QUARTER PERSPECTIVE



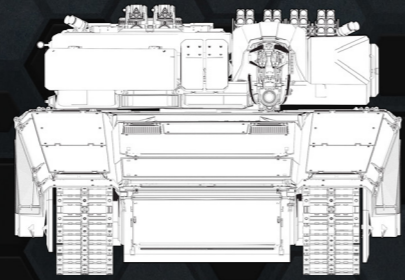
REAR THREE- QUARTER PERSPECTIVE



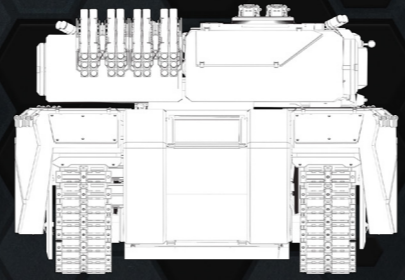
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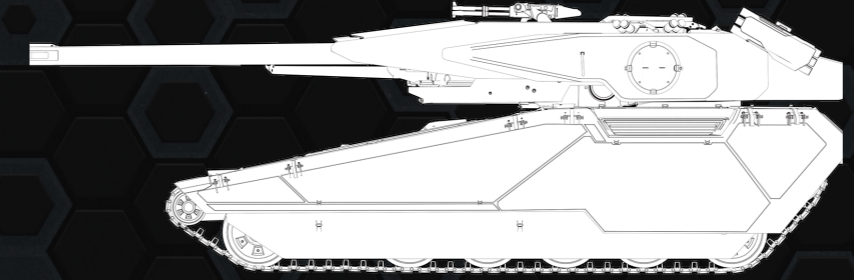
FRONT



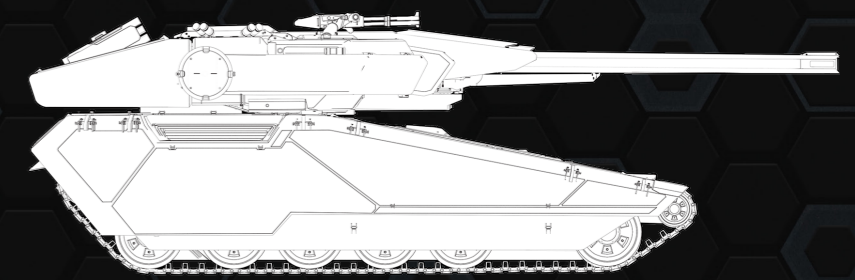
REAR



PROFILE (CANNON-SIDE)



PROFILE



KEY STATISTICS

Manufacturer	TMBL
Cargo Capacity	0 SCU
Focus	Ground
Max Crew	3
Entry Method	Rear Door
Max Speed	20m/s
Role	Tank
Length	16m
Width	7m
Height	5m
Mass	TBD
Radar Type	TBC

TUMBRIL NOVA



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The vehicle depicted herein is undergoing concept and design as of the release of this publication. Specifications and appearance are subject to revision during development.