

Type 35 General Purpose Carrier "Jinsoku Ro"

Heavily modified, the Type 35 GPC "Jinsoku Ro" is a further development of its provisional predecessor, the [Type 34 AGPC "Ro"](#) - discarding the wheeled propulsion system for a state of the art hover system, the Jinsoku Ro is highly agile and mobile.

It is known officially as the "Type 35 General Purpose Carrier" as well as as "Jinsoku Ro" (迅速驢 - Swift Donkey).

As of [ye_40](#), this vehicle is no longer utilized by the [star_army_of_yamatai](#).

About and History

Intended as a fast moving, armed and fully enclosed general purpose vehicle, the Type 35 General Purpose Carrier was made to safely and expediently move a wide assortment of things. This includes both armored or unarmored personnel as well as various supplies and munitions. As a result of being a logistical vehicle however, it was not intended to fight, and is only armed for the purposes of self defense. Instead, it relies on its escorts or accompanying power armors for protection.

As its predecessor gained favorable reviews and feedback from the logistics and supply personnel assigned to test it, work was put into producing the Jinsoku Ro. Intended to be fully mass produced, the vehicle used many design elements from the Type 34, featuring a low production cost due to technological simplicity and component commonality with its variants. Working in collaboration with Origin Industries, the original makers of the Type 34, Ketsurui Zaibatsu was able to acquire a new hull design to meet the Star Army of Yamatai's specifications.

In accordance with these, the successor to the Type 34 was made as a hover vehicle rather than a traditional tracked or wheeled design typically used in most vehicles. The hull was made to be far more angular as well, to promote bounces and ricochets off of the vehicle's relatively thin armor. Numerous other small changes were made as well, to include cargo racks between the spaced side armor and hull, as well as modular bars on the top of the rear deck for passengers riding on top to grasp, or tie additional equipment and supplies to.

By [Mid-Year 35](#), the Type 35 General Purpose Carrier "Jinsoku Ro" was completed, with Ketsurui Zaibatsu producing the vehicles for the Star Army of Yamatai with the hull and weapon designs licensed from Origin Industries.

Appearance



Statistical Information

Class: General Purpose Carrier

Type: Ke-K8-1A

Designers: [origin](#), [ketsurui_zuibatsu](#)

Manufacturer: [ketsurui_zuibatsu](#)

Length: 7.5 Meters

Width: 2.8 Meters

Height: 2.5 Meters ¹⁾

Speed: 200 KPH, 125 MPH

Crew: Driver, Gunner, Commander²⁾

Passengers: 10 Small PA, 12 Personnel

Damage Capacity

Hull: [Tier 7](#)

Shields: [Tier 7](#)

Interior Description

The main compartment of the Type 35 GPC stretches from the vehicle's rear ramp to just behind the commander's station and is primarily used as a passenger or cargo area. It is of modular layout, and as such, can have seats removed to allow the vehicle to be adopted for a variety of roles besides carrying personnel or Power Armored infantry. These alternate roles may include serving as a mobile field ambulance, command center or a food, munitions and supply hauler. Inside the main compartment are a variety of locations for the storage of weapons, ammunition and equipment.

Though spacious for typical Star Army of Yamatai personnel, it is described as 'closely fitted' or 'cozy' for individuals inside typical Yamataian power armor.

Beyond the main compartment is the crew compartment. This consists of the commander's station, forward of the main compartment and to the left - it consists of a comfortable crash seat with quick release harness and a volumetric command and control system. To the right of the commander is the gunner's station which includes a highly compact turret basket, complete with a belt of ammunition that links to an ammo box underneath the crash seat. This ammunition belt runs out of the ammo box and up along the gunner's right side into the remote controlled gun directly overhead. Unlike the commander and gunner, the driver receives his or her own compartment forward of the two. It has a reclined crash seat and volumetric view system.

A 360 degree volumetric view system is used to provide the entire crew with high visibility and situational awareness. Should this system become fully nonoperational, several pairs of goggles are available that will provide a backup visual feed.

Weapon Systems

Though modestly armed, the vehicle sports numerous countermeasure launchers and may be loaded with more powerful ammunition.

25m Automatic Gauss Cannon (1)

Used primarily for self defense, the single 25mm Autocannon is capable of fending off power armored infantry or knocking large holes into the side of buildings with its armor piercing, explosive ammunition.

[OI-M3-W3302 25mm Automatic Gauss Cannon](#)

Location: Remote Turret, Right of Gunner's Cupola

Purpose: Anti-Armor, Anti-Personnel

Damage: [Tier 5-6](#), Munition Dependent

Range: 10 KM/6.2 Miles, Atmosphere

Rate of Fire: 6 Rounds Per Second

Countermeasure Augmentation Pods (6)

Heavily modified versions of preexisting mini-missile launchers in the Star Army of Yamatai's inventory, the CAPs' primary difference is large capacity than its normal version. Ammunition used is the same, ensuring simplified logistics, and even the electronics components are mostly just extended versions of preexisting components.

[Countermeasure Augmentation Pods](#)

Location: Strategic Hull Points

Purpose: Defensive Countermeasure Systems

Damage: None

Range: 80 KM/50 Miles, Atmosphere

Rate of Fire: Individual, Salvo

Ammunition: 25 Mini-Missiles (Each)

Optional Weapon(s)

Multi-Flare Launcher (1)

Optionally mounted on the rear top of the upper hull and facing up into the air, this modified CAP fires flares. These serve to provide either visible light or infrared illumination on the battlefield. In addition, they may also fire numerous signal flares as well, provided the rounds are loaded. The launcher is typically positioned on the left side of the hull roof. As with the CAPs present by default on the vehicle,

the MFL is a heavily modified version of the standard units used on power armors, using specialized but easy to produce ammunition.

Countermeasure Augmentation Pods

Location: Hull Roof, Rear Left

Purpose: Multi-Spectrum Illumination

Damage: None

Range: 80 KM/50 Miles, Atmosphere

Rate of Fire: Individual

Ammunition: 25 Mini-Missiles

Multi-Spectrum Smoke-Chaff Launchers (1)

Another optional piece of equipment, the MSSC Launchers serve to instantly generate smoke and chaff to break weapons locks. The missiles, typically located at the rear right of the hull roof, fire up into the air roughly two meters before detonating, instantly obscuring the vehicle in Smoke and Chaff. The smoke visually conceals the vehicle as the cloud rapidly billows out, and also prevents most sensors from getting a lock or detecting the vehicle itself. As with the Multi-Flare Launcher, the Multi-Spectrum Smoke-Chaff Launchers are cost effective derivatives of preexisting launcher systems with low-complexity rounds.

Countermeasure Augmentation Pods

Location: Hull Roof, Rear Right

Purpose: Multi-Spectrum Illumination

Damage: None

Range: 80 KM/50 Miles, Atmosphere

Rate of Fire: Individual

Ammunition: 25 Mini-Missiles

Vehicle Systems

Serving as the basis of several specialized vehicles, the Jinsoku Ro has high [component commonality](#) with its variants.

Hull and Armor

As with its predecessor, the hull on the Jinsoku Ro consists of interlocking pieces of [ADNR](#) encased and reinforced with [Durandium Alloy](#) to save weight yet provide strength. This configuration provides ample structural integrity, as the more malleable material provides some degree of give, preventing shattering, while the harder material makes up for the softer material's lack of hardness and in turn assists in

preventing deformation.

Meanwhile, the armor plating itself consists of **Yama-Dura** plates laminated with 2mm of **Durandium Alloy** for the outer coating. These armor plates are mounted to the hull using a modular, easy on and off system, allowing for expedient repairs to damage done. As with the hull plates, the armor plates interlock with one another for additional rigidity and strength. The interlocking plates have a seamless appearance at the joints due to the use of self sealing polymer for cosmetic purposes. In addition, a good portion of the side armor is externally mounted and spaced, to prematurely disperse or detonate explosives and energy attacks - projectiles are abraded and made to tumble by this very same layout, reducing their effective penetration.

Improvements in interior layout and the omission of a conventional suspension system for a hover system has made space savings, freeing up more room for cargo or passengers. For utility uses, a powered winch with durandium tow cable and hook are attached to the rear of the armored hull for various uses. As an added bonus, the spaced armor on the sides have racks integrated in between the armored hull and outer armor plates, allowing for the carrying of additional goods and supplies.

Shields and Defensive Systems

Using the same shield and defensive systems as the Type 34, the Jinsoku Ro uses a Graviton-Magnetic defensive field for protection against firearms. These fields are semi-conformal, partially taking on the rough form of the vehicle itself with roughly 10in/25cm between the inner edge of the field and the hull of the vehicle on average.

NBC Protection Systems

The nuclear, biological and chemical protection systems allow the vehicles to completely seal up and either filter air from the outside, or recycle internal atmosphere for up to 3 days before the catalytic converter expires. In the case of contaminated air getting inside the cabin, the NBC systems also have an emergency 'flush' mode where it goes into overdrive, rapidly blowing out contaminated air and replacing it with uncontaminated atmosphere to decontaminate the interior. In addition, the system can seal itself against the vacuum of space, and re-pressurize the cabin up to 4 times off its own air supply.

Variable Voltage Defense System

An electrical current may be safely run through the outer hull of the vehicle, as the interior is fully insulated - this helps to prevent boarders and other hostiles from leaping aboard the GPC. Depending on the setting, personnel may be incapacitated or outright carbonized. For safety reasons, the system must be manually activated by the crew members inside.

CPS Control Device

A Conformal Psionic Signal Control Device had been added and serves to protect the crew and a conformal area around the vehicle from being affected by psionic anomalies or attacks. The device prevents direct mental assault on the crew members inside, as well as subversion, intrusion and direct control. In addition, psionic based attacks are often disrupted or dissipated altogether upon entering the conformal field emitted by the system.

Propulsion

Discarding the wheels of its predecessor, the Jinsoku Ro uses a simple and robust graviton based hover system.

The system functions by interfacing with a planet's - or any object with mass - gravitational field and pushing against it. This produces lift for the vehicle, keeping it floating off of the ground at all times. In order to move, the vehicle simply 'shifts' itself in reference to the center of gravity produced by the mass below it. As a result, the vehicle itself has unique handling characteristics and is capable of strafing from side to side in addition to adjusting its height. When not in active use, the vehicle will still float in a stationary position, having 'locked' itself to the graviton well, but may land to completely shut down.

Thanks to its hover system, the vehicle can accelerate to its top speed very quickly. At the same time however, they themselves are prone to 'sliding'. Despite this shortcoming resulting from the nature of the hover system, the vehicles will still coast to a stop depending on how fast it was going previously. This is due to inbuilt automatic braking systems to give the vehicle a better 'feel' in regards to handling. In addition, a small portion of the hover system is visible under the vehicle, and though armored, can be damaged or destroyed, reducing the efficiency of the hover system.

Power

A trio of fusion reactors rigged in a clover leaf pattern supplies all the electrical power the Type 35 GPC needs in order to function, providing power for the motors, computer systems and sensors. For convenience of those inside the vehicle, there are several electrical outlets available for use located throughout the interior.

For the Star Army of Yamatai, the Type 35 was made to also be capable of utilizing the very same micro-fusion reactors found within the M6 Daisy Power Armor's [Heavy Fusion Thruster Pack](#) as well as the power systems from the [M9 TASHA](#) as they are identical. These are easily removed and interchangeable with the reactors found standard in the vehicle, promoting parts commonality. However, the Daisy's reactors are anemic in power output even when put into the clover configuration together, and most often result in a 50% reduction in top speed, acceleration, and shield regeneration when the standard reactors are replaced with such a trio.

Electronics

As with its provisional predecessor, the Jinsoku Ro uses the [Armor Integrated Electronics System \(AIES\)](#),

as well as several common, standard parts already in the Star Army's inventory. This includes components from the [M9 Tasha](#) for its numerous electronics systems. This has the added benefit of both logistical simplicity, as well as parts commonality between the two. In addition, the version of the AIES used is modified to better suit the needs of a ground vehicle.

Sensors

The AIES reliably detects electromagnetic activity, scalar emissions and tachyon particles in addition to the traditional visual sensors present. A sensor sub-suite is also dedicated to detecting aether usage and aether based systems.

The primary sensors the Type 35s are relatively visible, and though they may 'button up' with sliding armor plates, a slit will still be vulnerable. In the event that the primary sensors go down, the full 360 degree volumetric video feed to the crew will be cut, and a more limited system will activate in its place. For the commander, the combined secondary and tertiary systems consists of a ring of eight volumetric panels affixed in a floating ring over the commander's head, which acts like traditional glass periscopes in a cupola. This ring of periscope panels may be grasped and pulled down to head level, and will return to position upon being given a nudge upwards.

The very same goes for the driver and gunner. For the gunner, the main difference is a small volumetric gunnery panel. However, should even that fail, an eyepiece and face rest are available for use to aim and fire the gun. Meanwhile, the driver's three view panels behind the head are located forward and above, acting as rear view mirrors - in typical operation of the backup systems, the driver leaves these 'volumetric periscopes' lowered. Should these fail, the usage of wired goggles would be necessary.

Targeting and Fire Control

The Targeting and Fire Control of the Jinsoku series can track up to 24 targets with detailed information such as heading, velocity, type and energy signatures. An additional 50 targets or objects of interest can be tracked with IFF alongside position and orientation. The AIES also provides excellent fire control for the weapons mounted, allowing them to be used to their fullest by compensating for atmospheric density, gravitational pull of the planet, rotation of the planet, the air's humidity, wind heading and so on.

Communications

The typical AIES on the Type 35s have systems for hyperspace, laser and radio, but being mounted on a wheeled vehicles and tanks not meant to be hurtling through space, designers saw fit to remove hyperspace communication capacities. Both laser and radio communications systems remain on board, though cut down to specifications better suiting its role on a planet's surface. Thanks to the TASHA's components the Type 35s all boast loudspeakers which complement their preexisting audio sensor systems.

Variants

- [type_35_armored_combat_vehicle_jinsoku_musha](#)
- [type_35_mobile_antiaircraft_platform_jinsoku_yumihei](#)
- [type_35_mobile_gun_system_jinsoku_majo](#)

Out of Character Information

This area is meant to hold information that is out of character in regards to the characters and setting.

Usage Guide

The Jinsoku Ro was intended as both a cheaper and more durable choice to solving logistical needs in the Star Army of Yamatai in comparison to vehicles such as the [Yusou Type 33 Grav-APC](#).

Overall, the vehicle is intended to serve as an armored personnel and supply carrier, bringing personnel or power armors from one location to another with speed and some measure of protection. Besides moving various personnel, the vehicles are also well capable of hauling ammunition, food and supplies of various uses inside its armored hull. It is not meant for front line use, but instead is best used in secondary roles where enemy activity still sporadically occurs on occasion, due to either small groups slipping through the front lines, or those that come out of hiding to attack. Ideally, they are used to resupply frontline troops in no-fly or contested airspace which flight capable transports cannot safely operate in. Further adding to its utility is the added weight load the vehicle can take - combined with its winch system, it may tow immobilized vehicles. Additional equipment allows for the vehicle to also serve in expanded roles, such as combat engineering, mine sweeping or mobile command center.

Combat

In most circumstances, the Jinsoku Ro will only have contact with the enemy when transporting their captured equipment and POWS, or when attacked while in a transport or supply convoy.

The Type 35's autocannon is useful for repelling attacking PA to some degree, but can be loaded with plasma rounds to better its self-defense capabilities. Due to its non-combative role, the vehicle is to usually flee when enemies are present, allowing its escorts to fight them off. Though lacking in firepower in comparison to its usual assortment of escorts, the vehicle was intended as a logistical supply vehicle first and foremost, with the most internal capacity - and speed. In more active combat areas, the vehicle is meant to keep to safe distances and shadow friendly units, serving as a mobile supply point for allied combat vehicles and powered infantry using weapons with bulky ammunition such as the [50mm Shoulder Gauss Cannon](#) and mini-missile launchers.

Due to its close proximity to powered infantry, it is common for them to carry medical supplies, with more specialized regiments or units being medvacs or even field infirmaries.

Notes

- This page was originally created on 2013/01/31 01:02 by [cadetnewb](#)
- All the Type 35 ground vehicles I've made - including the tank - are meant to receive updates as time goes on, the first being a 'high speed mode' which allows them to travel at a faster pace, but with main weapons disabled as a tradeoff; better camouflage will also be needed. A good timeframe would be Mid-Year 36

1)

With Standard Hover Height of 30cm

2)

[spine](#) Compatible

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=stararmy:vehicles:type_35_general_purpose_carrier_jinsoku_ro&rev=1527023056

Last update: **2023/12/20 22:48**

