

Type 35 Mobile Anti-Aircraft Platform "Jinsoku Yumihei"

Evolving out of the [Type 34 SPAAG](#), the Type 35 "Jinsoku Yumihei" (迅速 弓兵 - Swift Archer) was introduced into service in [ye_35](#) for use by the [star_army_of_yamatai](#) for ground based anti-air protection.

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

About and History

The Type 35 Mobile Anti-Aircraft Platform was created to shoot down enemy aircraft, fighters and high speed power armors to protect allied ground assets. In addition to this, it was made with the ability to provide direct fire to support power armor troops should it find itself unneeded for anti-aircraft duties.

Like many vehicles and equipment pieces, the Yumihei was born out of necessity. After Star Army forces went on the offensive following the turning point that was [battle_of_yamatai](#), it was soon determined that ground forces could not always rely on their supporting fleet to maintain constant air superiority, or even space superiority. Enemy forces would often distract, harass or at the worst case, defeat the ships of the fleet, hampering or eliminating the reliability of anti-air protection. To remedy the lack of anti-air support, the testbed predecessor of the Type 35 MAAP, the Type 34 SPAAG, was hurriedly put into service to evaluate its performance.

Due to the Type 34's success in field trials, further development was done between [origin](#) and [ketsurui_zuibatsu](#), resulting in the Type 35 MAAP, or Jinsoku Yumihei. The vehicle used as many Star Army components and software as possible in its construction, and ended up entirely produced by Ketsurui Zaibatsu to ensure a steady logistical chain that would not be cut off.

It entered general service within the Star Army in the middle of [ye_35](#).

Appearance



Statistical Information

Class: Mobile Anti-Aircraft Platform

Type: Ke-K8-3A

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

Manufacturer: [ketsurui_zuibatsu](#)

Length: 7.5 Meters

Width: 2.8 Meters

Height: 2.5 Meters ¹⁾

Speed: 180 KPH, 112 MPH

Crew: Driver, Gunner, Commander ²⁾

Passengers: 8 Small PA, 10 Personnel ³⁾

Damage Capacity

Hull: [Tier 7](#)

Shields: [Tier 7](#)

Interior Description

Like with other variants of the Armored General Purpose Carrier, the Type 34 Self Propelled Anti-Aircraft Gun, or "Yumihei", has a main compartment that goes from rear ramp, up to the turret bustle where the commander resides. This main compartment is often filled to the brim with ammunition cans or missile packs and other supplies. As a direct result of this, it is just as often incapable of carrying passengers. Overall, and though spacious considering the confines of preceding designs such as tankettes, it is described as 'closely fitted' or 'cozy' for typical Star Army of Yamatai personnel.

The turret bustle, located directly below the turret, is where the commander resides. Inside, the commander's crash seat is supplied with a volumetric command and control system. Primarily, when the turret's ammunition stores run dry, the commander must pass ammunition boxes up to the gunner above to reload, while being wary of empty boxes dropping down as they are discarded by the gunner.

Unlike the other variants of the Armored GPC, the turret itself is manned. The gunner resides within the turret protected by 6 cm of one-way [Transparent Durandium](#) supplemented and enhanced by a volumetric HUD system. The turret itself holds the cans and belts of munitions for the weapons systems, as it does not rely on a long feeding system from down below in the hull - it can swivel quickly to track fast moving objects in the air as a result. Of note is the gunner's seat within the turret, as it swivels up and down along with the guns outside. Additional sensors are located here, within the turret. For ease of maintenance and entry or departure, the canopy may slide forward to open.

The driver resides in a separate compartment a little ways forward of the turret bustle, with an independent volumetric system to ensure fast, safe driving. For all crew members, should the volumetric display system become fully nonoperational, several pairs of goggles are available that will provide visual feed and heads up display.

Weapon Systems

Equipped with an enhanced sensor system and multiple guns, the vehicle is best suited to shooting down fast movers and airborne threats.

Primary Weapon Systems

25mm Automatic Gauss Cannon (4)

A robust and easy to maintain set of weapons, the quartet of 25mm AGCs provides superb firepower for knocking fighters, bombers and power armor out of the sky, slicing apart infantry and buildings with its high rate of fire. The guns are mounted on the sides of the manned turret. To compliment its anti-aircraft duties, a remotely adjustable electromagnetic based choke is added to the ends of the barrels. These serve to select spread patterns when using the recommended, higher velocity fletcher rounds for anti-aircraft duties, and either tighten or spread the rounds out depending on the range of the target. To further effectiveness against aircraft, their aim may be partially or fully slaved to the sensor system and fire control of the vehicle.

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

Location: Remote Control Turret

Purpose: Anti-Armor, Anti-Personnel

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

Range: 10 KM/6.2 Miles, Atmosphere

Individual Rate of Fire: 6 Rounds Per Second

Combined Rate of Fire: 24 Rounds Per Second

Alternate Primary Weapon Systems

PMML Platform (6)

A heavily modified version of the Origin Industries weapon, the Portable Mini-Missile Launcher Platform has been made to have ammunition commonality with SAoY [OAP](#) launchers used with the Mindy and Daisy. This ensures ammunition commonality, and logistical simplicity. In addition to these changes, the case is lined with [Yarvex](#) to help contain the explosion in the case of ammunition cook-off - the explosion will be vented out from the front and back should the missiles prematurely detonate.

Six launchers are set upon the turret, with three at each side to provide a more accurate and precise alternative to the standard autocannons. Due to the configuration of the system, the launch tubes must be reloaded externally.

[portable_mini_missile_launcher_platform](#)

Location: Remote Control Turret

Purpose: Anti-Armor, Anti-Personnel

Damage: [Tier 6](#)

Range: 80 KM/50 Miles, Atmosphere

Rate of Fire: Individual, Salvo

Ammunition: 80 Mini-Missiles (Each)

Secondary Weapon System(s)

Countermeasure Augmentation Pods (4)

Heavily modified, the pre-existing mini-missile launchers in the Star Army of Yamatai's inventory have been remade to be more boxlike and with a larger ammunition capacity than its normal version. The usage of the same munitions remains, ensuring simplified logistics, and the launchers themselves retain a 60% parts commonality with standard calf mounted models, mainly electronics.

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 Systems

Multi-Flare Launcher (1)

Optionally mounted on the rear top of the upper turret and facing up into the air, the 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.

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 turret roof, fire up into the air roughly two meters before detonating, instantly obscuring the tank 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.

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

Designed from the beginning to use [common components](#) belonging to the Type 35 family of ground vehicles, the Jinsoku Yumihei enjoys the benefits of streamlined logistical supply and ease of maintenance.

- [type_35_medium_vehicle_hull](#)
- [type_35_vehicular_electronics_system](#)
- [type_35_vehicular_power_system](#)
- [type_35_vehicular_hover_system](#)
- [type_35_vehicular_defensive_systems](#)

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

Unlike the [Jinsoku Musha](#) variant, the “Yumihei” is built specifically as a defensive vehicle.

It is most useful during instances where orbital and air superiority are not guaranteed, such as active contest for a planet. During general use, the vehicles may typically follow or shadow friendly forces close by, or be stationed at key points rather than being used in an offensive role. As its interior is typically loaded with many cans and belts of ammunition, powered infantry seldom ride within the vehicle. Its primary focus is to shoot down enemy missiles and hostile aircraft which come within range using its four gauss autocannons, or six mini-missile launchers depending on configuration. Despite its dedicated focus, the vehicle may be used to support ground units with its direct fire - unlike other variants however, the gunner is more vulnerable due to being placed within the turret.

Notes

- This page was originally created on 2013/01/31 01:41 by [cadetnewb](#)
- “Swift Archer”

1)

With Standard Hover Height of 30cm/12in

2)

[spine](#) Compatible

3)

No Spare Munitions

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