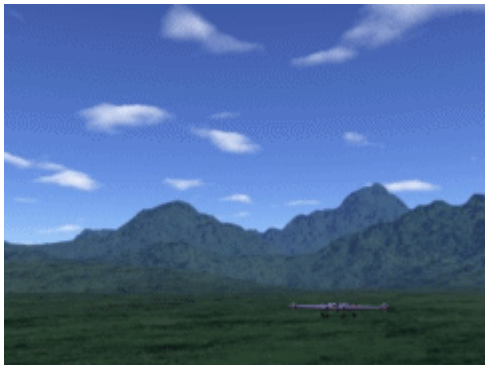
Ke-V7 "Ginga" Bomber

About the Ginga Bomber

The Ke-V7 Bomber, nicknamed “Ginga” (銀河, “Galaxy”) is a ground-and-carrier-based interstellar bomber and transport aircraft developed by Ketsurui Fleet Yards in YE 31 for use by the Star Army of Yamatai, originally in raids against the Mishhuvurthyar. These strategic bombers are designed to fly significant distances away from a carrier or static installation, and deliver intense amounts of firepower to major enemy structures or starships.



Key Features

The Ginga's key features and abilities are:

- Durandium Alloy Airframe with Yamataium plating
- Dual powerful vectoring engines
- Complete reaction-control suite
- SPINE connections in piloting, gunnery, and bombing seats as well as manual control for each.
- Standard running lights
- Retractable, reinforced landing gear
- Wings, Flaps, and Canards for atmospheric flight
- Compact Integrated Electronics System (CIES) and Standard Sensors Package
- Ejection Seats
    - Type 31A Survival Kit, Type 31C Sea Survival Kit, or Type 31C Medical Kit (Two per seat, chosen by mission parameters)
- There is an on-board variation of the Star Army fabricator designed to produce specifically bombs and torpedoes while the craft is away from a resupply point. On-board materials storage units allow the vehicle to manufacture hundreds of additional munitions, given time.
    - It may take up to half an hour to fully replenish the bomber's munitions.
    - The fabricator is also capable of being used to resupply any escorting fighters, however mounting munitions to them mid-flight is not recommended.
- A bomb/torpedo bay capable of carrying up to 24 bombs or torpedoes at any given time.

Appearance



The Ginga strategic bomber has a somewhat atypical elongated fuselage, centered upon the craft's wings. A majority of the craft's volume is taken by its wings, which are attached to a significant amount of the bomber's length. The wings are triangular, but spread out to a significant distance rather than the typical low-width profile of other triangular wings. The ends of the wings have small, oblong capsule-like structures which support the hardpoints for weapons or extra equipment. On top of the main body of the bomber is a small oblong extension which houses the cockpit.



Mission Specialization

- Air support against power armor, enemy vehicles, and bunkers for planetary conflicts
- Interstellar torpedo attacks against starships

Statistics and Performance

The following is the general statistics and performance data on the Ke-V7 Ginga.

General

- Organization: Star Army
- Class: Ke-V7-1B
- Type: Strategic Bomber
- Designers: Ketsurui Fleet Yards
- Manufacturer: Ketsurui Fleet Yards
- Crew of 2 pilots, 3 gunners, a bombardier, and one flight engineer (typically a technician) (total of 6)
- Additionally, there are two seats in the cockpit for passengers.

Dimensions

- Length: 30 meters (98.43 feet)
- Width: 60 meters (196.85 feet)
- Height: 5.25 meters (17.22 feet)

Propulsion and Speeds

- Continuum Distortion Drive: Approx. 5000c / ~0.57 ly/h
- A Hyperspace Fold Drive: 262,980c (0.50 ly/m), specially designed to support moving up to six starfighters as escorts as well as itself.
- Sublight Engines: Approx. 0.375c (112,422 km/s) in a vacuum –
- Atmospheric Speed: Approx. 4692.24 km/h (Mach 3.8) at Full Military Power –
- Range: Indefinite, Life Support module lasts three months with a full crew and escorts.
- Lifespan: Approx. 25 Years with proper maintenance.
- Refit Cycle: As Needed

Damage Capacity

See Damage Rating (Version 3) for an explanation of the damage system.

- Tier: 9

Barrier Systems

Using the Integrated CFS Array system, the Ginga uses a total of twelve CFS arrays to project a conformal, defensive CFS barrier around the bomber. This system also doubles as the standard FTL device when powered as well as a secondary movement device for inertia-less maneuvers and VTOL. Due to the CFS bubble's precise shielding, the bubble is also used to make precise movements while in atmosphere without major use of the primary control surfaces.

The barrier's array of emitters have been split into fore and aft sections, to improve the craft's defensive effectiveness while approaching and retreating from an enemy with the correct management of power.

Interior

- There is a standard exit hatch on the port side of the craft just below the front of its “wing”, which leads directly into the interior of the munitions bay. The munitions fabricator is found towards the front of the bay.
- A small ladder near the front of the munitions bay leads to the cockpit, where the pilots, gunners, technician, bombardier, and passengers primarily reside during operation. This ladder may be retracted during flight to isolate the cockpit from the relatively exposed munitions bay.

Weapons Systems

- Twelve Tier 8 (Medium Anti-Mecha) Ke-V9-W3300 Turbo Aether Cannon, giving overlapping coverage of the entire craft for defensive fire
- The munitions bay in the craft's center is capable of holding and deploying the following munitions:
    - Up to twenty-four Tier 12 (Heavy Anti-Starship) Ke-Z1 Series Anti-Starship Torpedoes

    - Up to twenty-four Tier 12 (Heavy Anti-Starship) Ke-Z2 Strategic Aether Bomb
    - The munitions are stored in six racks of four each. Small hook-like insertions can be triggered to delay release in between racks if necessary, or released for an entire rack to release its payload at once. Torpedoes are given a small electronic signal from the storage rack to prevent them from being launched inside the main body of the craft to prevent unintentional self-destruction.
- Additional wing-based hardpoints are capable of supporting up to two Tier 9 (Heavy Anti-Mecha) Type 31 Dual-Cannon Turrets or four additional Tier 8 (Medium Anti-Mecha) Ke-V9-W3300 Turbo Aether Cannon

Onboard Systems

- An on-board variation of the Star Army fabricator designed to produce specifically bombs and torpedoes while the craft is away from a resupply point. On-board materials storage units allow the vehicle to manufacture hundreds of additional munitions, given time.
    - It may take up to half an hour to fully replenish the bomber's munitions.
- Compact Integrated Electronics System (CIES) and Standard Sensors Package
- A small Aether generator supplies the necessary power to the vehicle's systems.
- The bomber may be fitted with a small life support module capable of supporting a full crew and passengers for up to three months continuously; This is typically not required except on longer missions.

Cargo Capacity

The Gingas bomber's munitions bay can be modified to store cargo, whcih is often loaded and unloaded from the bottom. In this state, it is often incapable of bombing a target, but can ferry a moderately small amount of cargo around.

Standard Equipment

The Gingas bomber contains a small Fire Extinguisher in the cockpit, as well as two in the munitions bay by default. A small compartment mounted above the ladder in the cockpit contains a first-aid kit. There are additionally small compartments on the inside of the munitions bay which contain tools and spare parts for basic in-flight repairs.

OOC Notes

Art Credit: Unknown

Article Author: Arbitrated

Article was approved on September 27, 2017 by META_mahn

Star Army Logistics	
Supply Classification	Class B - SMALL CRAFT

Products & Items Database	
Product Categories	small craft
Product Name	"Ginga" Bomber
Nomenclature	Ke-V7
Manufacturer	Ketsurui Fleet Yards

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=stararmy:small_craft:ke-v7_ginga_bomber

Last update: **2023/12/21 01:02**