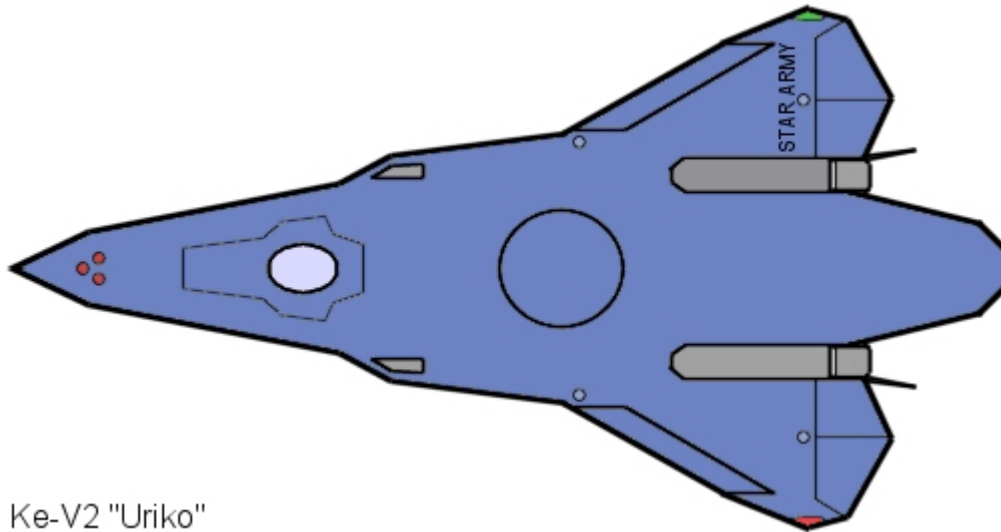


Ke-V2 "Uriko" Anti-Starship Torpedo Bomber

Ketsurui Fleet Yards Ke-V2-1B "Uriko" Torpedo Bomber Star Army Variant



Ke-V2 "Uriko"

As a joint effort between Phoenix Aerospace and [Ketsurui Fleet Yards](#), the Uriko fleet bomber has been a controversial unit in both the militaries of the [Nerimian Confederation](#) and the [Yamatai Star Empire](#). In the Nerimian Confederation, the Uriko is intended to replace the XB-29 Pulsar II bombers that were the primary offensive weaponry of the retired Whirlwind-class carriers. For the Nerimian Defense Initiative, a bomber that could take the fight through deep space directly to enemy warships with a wide array of anti-ship weaponry was the ideal platform. For the Yamatai Star Empire, they wanted a quick-strike unit that could deliver a substantial payload to its target and quickly return to its home carrier for reloading. The Star Army's insistence that the Uriko be outfitted with a 17' torpedo seemed unorthodox to the Confederates, but led to the initial Uriko prototypes being referred to as "torpedo bombers."

In the end, the Star Army version of the Uriko bomber was a much stealthier quick-strike unit, whereas the NDI version as a slower, offensive juggernaut bristling with an array of weapons. Each version of the Uriko reflects each faction's distinct strengths: The Star Army prefers exceptional grace and finesse in the field of battle, using Nekovalkyrja pilots. In contrast, the NDI Spacy prefers to bring to bear overwhelming and merciless firepower upon their enemies, relying on AI systems to do the job. Because the Uriko took such a long time in production, it ended up using Type 27 weapons but Type 26 engines and power systems.

Note: The Uriko was replaced by the [Ke-V5 "Tora" Torpedo Bomber](#) in [YE 30](#).

Government: Nerimian Galactic Confederation Yamatai Star Empire Organization: Nerimian Defense Initiative Star Army of Yamatai Type: Anti-Warship Bomber Class: Ke-V2-1B "Uriko" (Star Army) Designer: Ketsurui Fleet Yards Manufacturer: Ketsurui Fleet Yards Phoenix Aerospace

Crew: 1 Nekovalkyrja [NH-17 Nekovalkyrja](#) or NH-22M (Note: NDI Variant is automated.)

Length: 12 meters (~39 feet) Height: 2.5 meters (~8 feet) Wingspan: 6.75 meters (~22 feet) Mass:

5443kg (12,000 lbs), unloaded.

Speeds: .375c (~112,422 kilometers per second) in 3 seconds (!), 5000c FTL Planetary: Mach 5+ at sea level. (Forcefield-protected)

Range: 250 LY (A little over 18.25 days at max speed) Lifespan: Warranted for 35 years.

Power Systems: Kessaku Electronics Ke-PV-2601ae Aetheric Energy Generator Ketsurui Fleet Yards Ke-PV-2601cs Capacitor

Propulsion: Ketsurui Fleet Yards Ke-EV-2602cq Combined Transluminal Field System Ketsurui Fleet Yards Ke-EV-2602g Gravitonic Engines

Weapons Systems

Ketsurui Fleet Yards W2711 Main Anti-Starship Torpedo (1): An extremely powerful 17.7" torpedo mounted along the underside of the bomber is the Uriko's largest and most powerful weapon. Able to penetrate shields with its own external field, the torpedo is designed for one-hit kills of capital starships. Think of World War Two torpedo bomber aircraft; the Uriko is the modernized version of this role: a battleship-killer.

- Location: Ventral centerline.
- Primary Purpose: Anti-Starship (Heavy).
- Secondary Purpose: Anti-Space Station
- Damage: Extremely Heavy
- Range: 58,800,000,000-mile (94,605,300,000 kilometers, or 1/100th LY)
- Rate of Fire: Not Applicable (Only one).
- Payload One W2711-AS Torpedo may be carried at a time.

Ketsurui Fleet Yards W2712 Cannons (4): An particle-based weapon that utilizes the craft's targeting computer to find out the exact composition of the target and fires a particle blast at the destructive frequency (full out-of-phase) that will significantly weaken or shatter the molecular bonds of the target. The particles have a specific, disruptive effect against enemy energy shields and will cause a localized section to fail for a short period of time. Developed in cooperation with Nerima's CONTRA. Capable of firing forward and up to ninety degrees to the sides and/or top/bottom.

- Location: On either side of bomber, just to the rear of the cockpit. Two dorsal, two ventral.
- Primary Purpose: Anti-Fighter / Anti-Armor
- Secondary Purpose: Anti-Starship
- Damage: Medium/Heavy. Output is estimated 270-11,800 TW.
- Range: 50,000 miles (80,467.2 km)
- Rate of Fire: 2400 Pulses/Min
- Payload Effectively unlimited.

Ketsurui Fleet Yards W2713 Wing-Sheath Missile Launchers (2): The Uriko's wing contain powerful missiles. Protected by thick armor on the wings, the missiles are not revealed until the moment before

firing. This prevents the missiles from being attacked before firing and makes the Uriko more aerodynamic in the atmosphere.

- Location: Wings
- Primary Purpose: Anti-Starship
- Secondary Purpose: Anti-Fighter
- Damage: Medium
- Range: 20,000 miles (32,187 km) (although the missiles can coast long, long distances in space if needed)
- Rate of Fire: Individually, or in volleys of 2, 3, or 5. (Max, of 10, using both)
- Payload: Each wing holds 5 missiles ready and 5 additional missile to be reloaded.

Systems Descriptions

Armor and Stealth Systems

Outer Armor is [Zesuaium](#), a nonporous gray substance which does not conduct any form of electromagnetic radiation, including heat and electricity. It neither bends nor breaks, but will remain in a solid piece. The Uriko's armor is immune to small arms fire, provides excellent resistance to large mounted weapons, good resistance to light starship weaponry, and poor resistance to heavy starship weaponry such as main guns and anti-matter.

Interior: The Uriko's warm insides are composed of soft, smooth synthetics that mold themselves to the pilot's body to fit like a glove. The organic components provide shock absorption as well as augmented strength to the pilot. The interior includes a sophisticated nanotech system that can repair damage to the Uriko's interior. The interior is shielded from heat and radiation, to protect the pilot from the rigors of space travel and atmospheric reentry. Piloting the Uriko is done through a brain monitoring system (built into the helmet). Actual operation of the armor is moderately easy, since it is based on nerve signals sent to muscles. Additionally, most Uriko armors are set up to provide strong stimulus to the pilot's pleasure centers when enemy kills are scored.

Life Support: The cockpit section of the Uriko houses the life support systems of the Uriko, which include the an oxygen supply, and a liquid nutrient supply. The Uriko can support a pilot for up to 3 days before replenishment is needed. If needed, the Uriko can filter outside air to replenish its supply (not usually done until absolutely necessary, though). Oxygen is both supplied for the both to breath (mostly for psychological reasons) and forced through the pilot's skin, much like the way a skydiver does not have to breathe while falling. The Uriko's interior includes a catheter device, keeping the pilots from having to exit the suit to urinate.

Collision Avoidance Lights: Uriko is equipped with green/red wingtip lights and flashing red collision-avoidance lights, which can be turned on and off at the pilot's discretion.

Conformal PSC Device: See: [Psionic Signal Controller](#).

Kessaku Electronics Corporation Compact Integrated Electronics System: See: [Compact Integrated Electronics System \(CIES\)](#).

Combined Field System: The Uriko V2 uses a [Combined Field System](#).

OOC Information

Authored and approved by [Wes](#) on December 2, 2004 ¹⁾

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<https://stararmy.com/roleplay-forum/index.php?threads/ke-v2-1b-uriko-star-army.11274/>

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