

# Lune'ctre'esss Bomber



## General

Class:	Multi-role Bomber
Type:	Bomber
Designer:	Lune'ctre'esss Uiii'ashe
Manufacturer:	<a href="#">Shukara Armaments and Manufacturing</a>
Fielded by:	<a href="#">Kingdom of Neshaten</a>
Organizations using:	<a href="#">Kingdom of Neshaten</a> , <a href="#">Shukara Volunteer Navy</a>
Production:	Depend on fleet
Price:	288,000 Rn

## Crew

Crew:	1 Pilot, 1 Bombardier, Two Gunners, One Mechanic
Emergency Capacity:	8

## Dimensions

Length:	25 meters
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## Propulsion and Range

Atmospheric Engines:	621 kp/h
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## Durability and Maintenance

Service Lifespan:	thirty years
Refit Cycle:	When needed

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system. These numbers are a combination of the two currently available modules.

Hull:	30
Shields:	30 (Threshold 4)

## General System Components

Superstructure	<a href="#">Dishe'trum</a>
Armor Plating	<a href="#">Cynestran</a> , <a href="#">Crynatorium</a>
Weapon Systems	<a href="#">Os'hane Combat Systems</a>
Landing Gear	<a href="#">Landing Claw</a>
Reactor	2x <a href="#">Lunebaren Reactors</a>
Defense Systems	2x <a href="#">Ta'tagen Field Generator</a>
Life Support	<a href="#">Atmospheric Control Systems</a>

Command Systems	Digital Counter Sign System
<b>Internal Compartments</b>	
Crew	Lune'ctre'esss Crew Module
Bombing	Lune'ctre'esss Bombing Module
<b>Weapon Type</b>	
Check Modules	

The Lune'ctre'esss Bomber was designed by the [Neshaten](#) to serve multiple-bombing roles and was put into service in EE 002.

## About the Lune'ctre'esss

Designed in EE 001, and put into service in EE 002, the Lune'ctre'esss was built to serve as a multi-purpose bombing platform, capable of carrying out a number of different kinds of bombing operations such as high and low altitude and saturation bombings, just to name a few. The Lune'ctre'esss is divided into two separate sections, one being the crew module and the second being the bombing module; the crew module houses the bombers crew while the bombing modules housing the crafts entire payload.

The bomber has two high-powered, medium range, railgun that give it the ability to engage slow moving targets or to serve as a dedicated sniping platform when not actually bombing. The crafts two gravitational engines give it a modest speed and turn radius comparable to that of a heavy assault fighter.

Because of its mission, the Lune'ctre'esss is equipped with heavy armor plating, providing it with increased survivalability during combat.

## Features

This lists the bombers features

- Short to medium range sniping
- Crew ejection module
- High bomb capacity
- Anti-starship cabilities
- Fast, moderate turn radius
- Capable of multiple types of bombing

## Mission Directives

The following is a list of mission directives.

## Saturation Bombing

The Lune'ctre'esss is capable of dropping large payloads of bombs on targets, allowing to cover an area roughly half a mile in radius with bombs, this kind of a bombing method is designed to hit multiple targets in a row and not really intended for precision bombing.

## Low Atmospheric Bombing

Although the Lune'ctre'esss is of a decent size, its profile and hull design allows it to execute low-atmospheric bombing; which means it can fly under the sensors of enemies up to one hundred feet off the ground in an effort to attack targets before a counter-response can be executed. This kind of bombing is used by the navy for attacking targets of opportunity or to reduce the number of an attacking enemies force before a main attack is launched.

## High Atmospheric, Precision Bombing

High Atmospheric Precision Bombing turns the Lune'ctre'esss into an almost stationary bomber, allowing it to drop precision bombs onto specific targets - such as infrastructure or other station assets, not ideal for moving units unless the bomber is equipped with bombs that have a guidance system. Unfortunately this method of bombing makes the Lune'ctre'esss vulnerable to enemy patrols, since once stationary it'll take time to move.

## Anti-Starship Assault

While the bomber always has a small number of anti-starship torpedoes on-board, this particular directive actually means that its entire bombing load is replaced strictly with torpedoes, this changes the bomber from being primarily a ground based assault weapon into one used against starships.

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