

**From:** Rye Weaver  
**Sent:** Tue, 6 Feb 2024 00:29:13 -0600  
**To:** rtw3contest@gmail.com  
**Subject:** CONTEST ENTRY - RAMIEL  
**Attachments:** ADDITIONAL\_ARMAMENTS.png, GUNS.png

"Saint Fulk is a distant body orbiting a nondescript red giant. Its human inhabitants know little of Earth - in reality, it's believed to be a myth. Seas of red-hot flames broil with the semiliquid planetary core leaking to the surface - reducing bedrock to molten slag and enabling seismic activity unheard of on Terra Firma. Despite it all, life on Saint Fulk persists and even thrives and her settlers have withstood the crippling disappearance of their prior suzerain the New Order. Technology decayed to barely WW2-adjacent, but survival was secured and now the splintered polities of Fulk seek to fulfill their vision of empire on one another, dispatching squadrons of heavy metal naval vessels to skirmish atop the blazing oceans.

The stars may be closed off, but the spoils of war beckon.

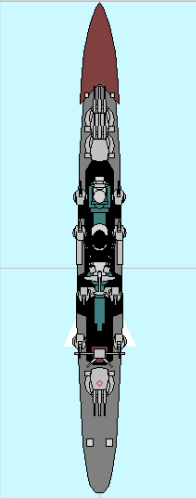
The Ramiel-class is a Commonlaw tungsten-hulled heavy cruiser, serving in the northwestern hemisphere, the Blood Tides. According to Commonlaw doctrine, she's not built to brawl in her weight category but rather to skirmish and last long enough to transmit coordinates to land-bound batteries to train their fire on her adversary. Ergo she prioritizes speed and can disengage in a flash.

She's also equipped with a few features that might seem unusual to us but are completely par the course for Fulk: A brightly-painted ram to pierce through stone fragments hidden beneath the lava waves, a distinct lack of life boats as survivors where she to sink are evacuated by airlift or not all. For example - Atop her rear mast is a catapult for a Cross VZK. prop scout to scan the periphery and if worst comes to worst, throw out anything not bolted down and flee in it's cargo hold. Torpedoes are typically too expensive to heatproof against magma, and are left by the wayside entirely. The Ramiel is likewise more garish than the average Coast Guard skiff, in that she operates in such treacherous 'waters' it's best to be as visible and locatable as possible - one never knows when they might need rescue."

- Longtail

Turret arcs  
Top/misle arcs

30



Fl: X:85 Y:169  
X:35 Y:70

Ship type: CA - Heavy cruiser

Class name: Ramiel

Developed from: [ ]

Displacement: 15000

CAS/K3: [ ]

Freeboard: Normal

Speed: 32

Horsepower: 110,640

Engine priority: Normal

Belt: 8

Belt coverage: Normal

Deck: 1

Deck extended: 1

Conning tower: 5

Turrets: 4

Turret top: 2

Secondary guns: 1

Armour scheme: All or nothing

Torpedo defence: 0

Accommodation: Normal

Complement: 1,020

Colonial service: [ ]

Weight Cost

Hull and fittings: 3,222 11,446

Machinery weight: 4,149 20,052

Magazine box: 2,774

Inclined belt: [ ]

Belt extended: 1 weight 55

Upper belt: 0 weight 0

Deck: 1 weight 777

Deck extended: 1 weight 122

Conning tower: 5 weight 102

Turrets: 4 weight [ ]

Turret top: 2 weight [ ]

Secondary guns: 1 weight [ ]

Total armour: 3,830 11,490

Armament: 14% 2,140 14,770

TPS weight: 0 0

Accommodation space: 632

Incidental costs: 3,080

Total: 14,953 63,468

Weight remaining: 47

Time, monthly cost: 25 2,539

Guns Additional armament Graphics

Torpedoes

Position	Tubes/...	Weight/mount

Mine warfare

Mines (max 0): 0

Minesweeping gear: [ ]

Anti submarine weapons

DC throwers: 0

ASW mortar/rockets: [ ]

Increased DC storage: [ ]

Enhanced sonar system: [ ]

Towed array sonar: [ ]

ASW value: 0

Radar and electronics limit

Radar limit: 2

Weight/cost: 0 0

Flight installations

Seaplane/helicopter hangar: [ ]

Flight deck: [ ]

Air capacity: 2 weight 254 254

Spot value: 2

Flight deck armour: 0 weight 0

Hangar side armour: 0 weight 0

Catapults

Position	Weight
J - Port broadside swivel mo...	20
K - Starboard broadside swivel m...	20

Missile launchers

Position	Number/type	Weight

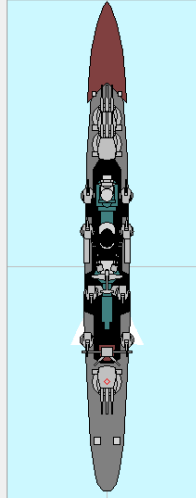
Missile control systems weight/cost: 0 0

Topside load and capacity: 151 of 143

Save and finish

Turret arcs  
Top/misle arcs

30



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X:25 Y:265

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Main guns

Calibre: 10 Quality: 0

Position	Guns/turret	Weight/turret
A - Forward	3	542
Y - Aft	3	542
B - Forward superimposed	3	664

Secondary guns

Calibre: 5 Number: 8 Quality: 1

Guns / turret: 1 weight 171

Rounds per gun: 220 weight 185

Turret era: Late dreadnought

Tertiary guns

Calibre: 3 Number: 18 Quality: 1

Guns / turret: 2 weight 72

Rounds per gun: 220 weight 71

HAA factor: 0

Medium and light anti aircraft guns

Light AA guns: 6 Weight Cost 7 14

Medium AA guns: 12 Weight Cost 38 76

AA directors: 4 Weight Cost 104 208

Topside load and capacity: 151 of 143

Save and finish