

From: Alberto OC
Sent: Mon, 12 Feb 2024 22:26:28 +0100
To: rtw3contest@gmail.com
Subject: Category 1 and 2 For CA and CL

Here are the images and descriptions for the contest. If something was not correct or appropriate, I could respond with the appropriate change. There is considerable tech variation, and the largest fleet size from a 1900 start till the 1960 in which the screenshots are taken.

Ship design - 1960

Turret arcs: 33

Ship type: CA - Heavy cruiser

Class name: Haguro

Displacement: 20000

CA7/4

Freeboard: Normal

Speed: 30

Horsepower: 89,336

Engine priority: Normal

Belt: 7

Belt coverage: Normal

Belt extended: 3

Upper belt: 0

Deck: 3

Deck extended: 0

Conning tower: 7.5

Turrets: 8

Turret top: 2.5

Secondary guns: 2

Armour scheme: All or nothing

Torpedo defence: 4

Accommodation: Spacious

Complement: 1,233

Colonial service:

Additional armament: Graphics

Topdoes:

Flight installations:

Catapults:

Missile launchers:

Radar and electronics limit:

Topside load and capacity: 188 of 189

Save and finish

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Torpedo defence: 4

Accommodation: Spacious

Complement: 1,233

Colonial service:

Additional armament: Graphics

Main guns:

Calibre: 10

Quality: 1

Gun data:

Position: 4

A - Forward: 4

Y - Aft: 4

B - Forward superimposed: 4

X - Aft superimposed: 4

Secondary guns:

Calibre: 4

Number: 14

Quality: 2

Guns / turret: 2

weight: 493

Rounds per gun: 374

weight: 328

DP

F - Port wing, 2 guns

H - Port midships wing, 2 guns

J - Port wing, 2 guns

K - Starboard wing, 2 guns

L - Starboard midships wing, 2 guns

G - Starboard wing, 2 guns

Turret era: Late dreadnought

Sponson radius: 6

Asymmetric secondary mounts: Auto place

Tertiary guns:

Calibre: 3

Number: 0

Quality: 2

Guns / turret: Casemat

weight: 0

Autoloader:

Rounds per gun: 379

weight: 0

DP:

Turret era: Dreadnought

Sponson radius: 0

Medium and light anti aircraft guns:

Light AA guns: 2

weight: 2

Medium AA guns: 4

weight: 33

AA directors: 1

weight: 28

HAA factor: 48

Topside load and capacity: 188 of 189

Save and finish

CA Haguro, the new class meant to replace the current aging refitted classes fighting the USSR and UK alliance axis. While still able to engage with 10in armament to deal with medium to low

threats. SSMs to deal with more high threats and SAMs to help offset the massive carrier disparity. Long range to still be able to project force and defend overseas colonies.

Ship design - 1960

Ship type: CL - Light cruiser

Class name: 0i

Displacement: 3300

Speed: 32

Horsepower: 44,802

Engine priority: Speed

Belt: 1

Belt coverage: Normal

Deck: 1

Turrets: 0

Secondary guns: 0

Amour scheme: All or nothing

Torpedo defence: 0

Accommodation: Spacious

Complement: 346

Colonial service:

Weight: 521, Cost: 1,714

Weight remaining: 6

Time, monthly cost: 20, 855

Topside load and capacity: 96 of 95

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Speed: 32

Horsepower: 44,802

Engine priority: Speed

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Turrets: 0

Secondary guns: 0

Amour scheme: All or nothing

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Complement: 346

Colonial service:

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Weight remaining: 6

Time, monthly cost: 20, 855

Topside load and capacity: 96 of 95

Save and finish

The Oi class light cruiser is the smallest design to cheaply produce an output more blockade points to stop a USSR-UK alliance axis. The new design will heavily rely on its missile armament with SSMs for heavy ships and a SAM system to help on the massive carrier disparity at the present moment. In order to have the space to displace the amount of missiles it sacrificed on other characteristics, so the overseas empire of the Rising Sun future will hang on the effectiveness of these missile systems of the new era.