

From: Jon Thompson
Sent: Mon, 5 Feb 2024 19:12:38 -0800
To: RTW3contest@gmail.com
Subject: Re: Tekari class protected cruiser design of 1896
Attachments: Tekari production page 2.JPG, Tekari production page 1.JPG

It was clear that the Yuan Dynasty resented its defeat in the first Sino-Japanese War and were bending all their efforts to preparing for a rematch. Given the neutrality of the British, it was essential to move from foreign built designs to domestic designs. With a solid core of armored cruisers in service and new battleships building in the home yards, it was time to replace the obsolescent hodgepodge of prewar protected cruisers. The Imperial Navy needed a modern design, fast enough to run down its Chinese counterparts and with enough firepower to sink them, and able to screen against the new menace of torpedo boat destroyers. Still lacking good 7" or 8" weapons, the Navy chose a 6" main battery and a 4" secondary battery as the best weapons it could mount on the Tekari class while still reaching 22 knots in a hull with barely adequate armor. The Navy would not have to wait long to see if these new cruisers were worth the yen invested in them.

I often build a design like this in the mid-1890s to deal with the annoying protected cruiser chase scenarios prevalent in wartime.

Ship design - 1896

Turret arcs: 30

Ship type: CL - Light cruiser
 Class name: Tekari
 Developed from: 10% change, Tekari
 Displacement: 6500
 Build at yard: Local yard (11,000)

Freeboard: Normal
 Speed: 22
 Horsepower: 21,894
 Engine priority: Normal
 Propulsion: Coal + VTE
 Belt: 3
 Belt coverage: Normal
 Belt extended: 0
 Upper belt: 0
 Deck: 1
 Deck extended: 0
 Conning tower: 2
 Turrets: 3
 Turret top: 1
 Secondary guns: 2

Weight: 2,027
 Cost: 4,920
 Machinery weight: 1,698
 9,476
 Unit machinery
 536
 Inclined belt
 weight: 0
 weight: 0
 weight: 487
 weight: 0
 weight: 31
 weight: 0
 weight: 0
 weight: 0
 weight: 0
 weight: 0

Total armour: 1,054
 3,162
 Amour scheme: Protected cruiser
 16% Amament: 999
 4,861
 Torpedo defence: 0
 TPS weight: 0
 0
 Accommodation: Normal
 Accommodation space: 358
 Complement: 563
 Incidental costs: 1,320
 Total: 6,392
 24,865
 Weight remaining: 108
 Time, monthly cost: 23
 1,081

Guns: Additional armament | Graphics |

Torpedoes

Position	Tubes/...	Weight/mount
6 - Port broadside (sub)	1	21
7 - Stbd broadside (sub)	1	21

Flight installations

Seaplane/helicopter hangar
 Flight deck
 Air capacity: 0
 weight: 0
 Spot value: 0
 weight: 0
 Flight deck armour: 0
 weight: 0
 Hangar side armour: 0
 weight: 0

Mine warfare

Mines (max 66): 0
 Minesweeping gear: 0
 0

Anti submarine weapons

DC throwers: 0
 Weight: 0
 Cost: 0
 ASW mortar/rockets: 0
 0
 0
 Increased DC storage: 0
 0
 0
 Enhanced sonar system: 0
 0
 0
 Towed array sonar: 0
 0
 0
 ASW value: 0

Radar and electronics limit

Radar limit: 2
 Current radar tech: 0
 Weight/cost: 0
 0

Topside load and capacity: 26 of 73
 Topside load

Save and finish

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Main guns

Position	Guns/turret	Weight/turret
A - Forward	2	146
Y - Aft	2	146
F - Port wing	1	81
G - Starboard wing	1	81
J - Port wing	1	81
K - Starboard wing	1	81
H - Port midships wing	1	81
I - Starboard midships wing	1	81

Secondary guns

Calibre: 4
 Number: 8
 Quality: 0
 Guns / turret: Casemat
 weight: 149
 Rounds per gun: 180
 weight: 60
 DP
 DP

Turret era: Predreadnought
 Sponson radius: 4
 Asymmetric secondary mounts: Auto place

Tertiary guns

Calibre: 3
 Number: 0
 Quality: 0
 Guns / turret: 1
 weight: 0
 Rounds per gun: 220
 weight: 0
 DP

Turret era: Predreadnought
 Sponson radius: 0
 Add mount graphic
 Clear tertiary graphics

Medium and light anti aircraft guns

Light AA guns: 0
 Weight: 0
 Cost: 0
 Medium AA guns: 0
 Weight: 0
 Cost: 0
 AA directors: 0
 Weight: 0
 Cost: 0

HAA factor: 0
 Clear all armament

Topside load and capacity: 26 of 73
 Topside load

Save and finish