

# Manchurian Space Forces OrBat

By Robert Montgomery

## Manchurian Star Navy - 2304

Manchuria is one of the great world powers on Earth. Manchuria has a sizable space navy, but being a Tantalum poor power most of their ships are older and slow. Prior to and after the Central Asian War the Chinese Arm had major problems with pirates and the MSN was incapable of dealing with them effectively, until recent years.

In the Central Asian War Manchuria was pitted against France, Russia, and Japan. The war was going well for Manchuria on Earth, until the Japanese entered the war, but in space it was another story. The Manchurian Star Navy was forced into an interstellar guerrilla war, Manchuria could not fight the allies in a stand up battle as their ships were older designs and were clearly out-matched. By the end of the war the allies had captured or destroyed 1 Chein Lung DD, 4 Tunghu FF, and 6 Punyuang fighters. The French at one point succeeded in interdicting the entire Chinese arm, by seizing a couple of systems. The MSN made itself felt though by raiding and hitting civilian shipping. France, Bavaria, Russia, and Japan lost many merchants during this time and the MSIF was constantly hunting these ghosts. Despite these successes the merchant raiding was still more of an annoyance than a threat.

In the wake of the Central Asian War, Manchuria was faced with the poor shape of their Star Navy. The Manchurians began their restructuring by performing a second mid-life upgrade of the Chein Lung II class Patrol Destroyers and they designed a number of new ships to replace the Chein Lung and Tunghu's who were clearly past their prime. The first ship to enter service following the CAW was the Shih Huang-ti (Emperor) Class Heavy Cruiser; these ships introduced in 2290, are a wonderful addition to the MSN and have allowed the formation of 4 battlegroups centered on them. The second of the new ships were the Bejiang (City) Class Fleet Frigate also introduced in 2290, designed as a fast escort for the new Shih Huang-ti Heavy Cruisers. The third new ship to enter service was the Xinjiang (Province) Class Patrol Cruiser, these ships introduced in 2293 are designed to replace the Chein Lung class DD, this ship is very good and on a ton for ton basis it is equal to any ship. The fourth and newest design is the Lungchen class Patrol Frigate, this ship is a replacement for the Tunghu Patrol Frigate. Service life extension upgrades were designed for the Tunghu PF, the venerable Punyuang fighter, the Fantan, and Glowworm missiles.

Just as seemed Manchuria was forming a fleet worthy of a great power the Kafers hit the French arm with a vengeance. Manchuria refused to send ships to aid the French, the sting from the CAW was too recent. Manchuria kept a close watch on the war and almost sent ships when it appeared the Kafers would break though at Beowulf and assault Earth, but when the Kafer fleet was stopped, Manchuria along with the rest of Humanity let out a sigh of relief.

Determined not to enter a conflict out-matched again, the MSN studied every battle report and recording they could lay their hands on. The result was four new ships the Ch'ing Dynasty class BC, the Manchukuo class CVG, the Lungchen class FF, and the Type 4 fighter, along with a upgrade for the Tunghu PF, the venerable Punyuang fighter, the Fantan, and Glowworm missiles.

Manchuria is currently using a large number of US and German designed weapons; these nations while not allied with the Manchurians use the Manchurian animosity towards France as leverage. France has filed a complaint with the Manchurian government for the illegal coping of the LL-2 submunitions dispenser and its warheads.

Manchuria has stepped up their efforts to mine the small Tantalum discovery on Chengdu. This deposit while small compared to most star faring nations; would result in a 20% increase in Manchuria's Tantalum.

The Manchurian Star Navy is divided into Fleets and Planetary Defense Squadrons.

Fleet	Base of Operations	Ship	Class
1st Fleet	Sol	Ch'ing	Ch'ing BC
		Manchukuo	Manchukuo CVG
		Bejiang	Bejiang FF
		Tiajin	Bejiang FF
		Taiyuan	Bejiang FF

		Ha'erbin	Bejiang FF
		Ji'nan	Bejiang FF
		Fushan	Bejiang FF
		Qiqihar	Bejiang FF
		Yumen	Bejiang FF
		Baotou	Bejiang FF
		Shijiaxhuang	Bejiang FF
		Wusuli	Wusuli CVE
		Yalu	Wusuli CVE
		12xPunyuang II	Punyuang II
		20xPunyuang	Punyuang
		Chein-Tsu	Chein-Tsu Freighter
		Bai-Long	Chein-Tsu Freighter

Fleet	Base of Operations	Ship	Class
2nd Fleet	Epsilon Indi - Chengdu	Shih Huang-ti	Emperor CA
		K'ang-hsi	Chein Lung III PD
		Yingtian	Chein Lung III PD
		Hebei	Xinjiang DD
		Dandong	Tunghu IV PF
		Anshan	Tunghu IV PF

Fleet	Base of Operations	Ship	Class
3rd Fleet	Delta Pavonis - Cold Mountain	Daoguang	Emperor CA
		Kuming	Chein Lung III PD
		Jian	Chein Lung III PD
		Liaoning	Xinjiang DD
		Qinghai	Xinjiang DD
		Maoming	Tunghu IV PF
		Xian	Tunghu IV PF

Fleet	Base of Operations	Ship	Class
4th Fleet	Tiraine - Tunghu	Jiaqing	Emperor CA
		Pingxiang	Chein Lung III PD
		Gansu	Xinjiang DD
		Jilin	Xinjiang DD
		Nei Menggu	Xinjiang DD
		Heilong	Tunghu IV PF

		Xian	Tunghu IV PF
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<b>Fleet</b>	<b>Base of Operations</b>	<b>Ship</b>	<b>Class</b>
5th Fleet	Sol	Guangxu	Emperor CA
		Xiamen	Chein Lung III PD
		Xiujiang	Xinjiang DD
		Heilongjiang	Xinjiang DD
		Shanxi	Xinjiang DD
		Yiben	Tunghu IV PF
		Hailung	Tunghu IV PF
		Huayin	Chein Lung II PD
		Jiangdong	Chein Lung II PD
		Shiaying	Chein Lung II PD
		Nantong	Chein Lung II PD
		Changde	Chein Lung II PD

<b>Fleet</b>	<b>Base of Operations</b>	<b>Ship</b>	<b>Class</b>
1st Planetary Defense Squadron	Tau Ceti - Kwangtung	Linsi	Lungchen FF
		Sipeng	Tunghu IV PF
		2xPunyuang	Punyuang Ftr
2nd Planetary Defense Squadron	Zeta Tuscanae - Syuhlahm	Paicheng	Lungchen FF
		Xiaguan	Tunghu IV PF
		2xPunyuang	Punyuang Ftr
3rd Planetary Defense Squadron	Hunjiang Outpost	Solun	Lungchen FF
		Nanchong	Tunghu IV PF
		2xPunyuang	Punyuang Ftr
4th Planetary Defense Squadron	Epsilon Eridani - Dukou	Lupeh	Lungchen FF
		Nanning	Tunghu IV PF
		2xPunyuang	Punyuang Ftr
5th Planetary Defense Squadron	DM+1 4774 Outpost	Hailar	Lungchen FF
		Changchun	Tunghu IV PF
		2xPunyuang	Punyuang Ftr
6th Planetary Defense Squadron	Serurier Outpost	Lunchen	Lungchen FF
		Qingdao	Tunghu IV PF

The 1st Fleet is the rapid reaction force of the MSN. If the MSN commits to the Kafer war the 1st Fleet will bear the brunt of the fighting. The remaining fleets are largely defensive forces, thier mission is to hold till the mighty 1st can arrive.

## Ch'ing Dynasty class Battlecruiser

The Ch'ing Dynasty was designed in the wake of the 1<sup>st</sup> Kafer War, the level of warfare and the destruction that followed shocked Manchuria. The Ch'ing Dynasty was designed with the Kafers in mind, but this doesn't mean Human forces were ignored. She is the 1<sup>st</sup> Manchurian ship to have a fusion power plant and it uses a new Stutterwarp design, to increase speed. She also has an advanced hull masking system.

To date (2304) the Ch'ing Dynasty is the only ship of this class, the Hsia Dynasty has been laid down, but Manchuria suffers from a severe Tantalum shortage and was forced to purchase the Tantalum from Australia at an outrageous price, it doubled the cost of the Stutterwarp drive.

The Ch'ing forms the core of the 1<sup>st</sup> fleet, its purpose is to move quickly up the Chinese arm in the event of a conflict and reinforce the nearest Fleet or Squadron. Because it will form the nucleus of the MSN in any conflicts it has extensive flag facilities.

Design Date: 2301

Laid Down: 2302

Launched: 2304

### Performance

Warp: 3.00 Mass: 24500 tons Power Plant: 250mw Fusion Stutterwarp: 160mw Old Military

Fuel: 1000 tons (5 refills for small craft) Crew: 665 (24 Bridge, 14 Flag, 64 TAC, 37 Engineering, 20 Small Craft pilots, 10 Small Craft Techs, 475 Marines, 21 Medical)

Cargo: 3600 cubic meters Life Support: 180 days, Comfort: 0 Cost: 579.13 MLv w/o Small Craft, Drones, or Missiles

### Ship Status Sheet

Move: 6 Radiated: 6(7) Radial Reflected: 12 Lateral Reflected: 13

Radial Profile: -1 Lateral Profile: +1 Screen: 5 Armor: 7

Targeting Computer: +2

### Sensors

Active 15 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

### Weapons

Jack Turrets 3x: Facing 1,5,6 x2+1

Jack Turrets 2x: Facing 1,5,6 x1+1 dbl.

Jack Turrets 2x: Facing 1,5,6 x3-2 dbl.

Jack Turrets 3x: Facing 1,2,3 x2+1

Jack Turrets 2x: Facing 1,2,3 x1+1 dbl.

Jack Turrets 2x: Facing 1,2,3 x3-2 dbl.

Jack Turrets 2x: Facing 2,3,4 x2+1

Jack Turrets 1x: Facing 2,3,4 x1+1 dbl.

Jack Turrets 2x: Facing 2,3,4 x3-2 dbl.

Jack Turrets 2x: Facing 6,7,8 x2+1

Jack Turrets 1x: Facing 6,7,8 x1+1 dbl.

Jack Turrets 2x: Facing 6,7,8 x3-2 dbl.

Jack Turrets 2x: Facing 4,5,6 x2+1

Jack Turrets 1x: Facing 4,5,6 x1+1 dbl.

4xLL-2 anti-missile sub-munition dispensers (5 shots for each)

4xLHH-637 anti-ship sub-munition dispensers (4 shots for each)

4 Missiles bays with 6xFantan II missiles in each (total 24)

40xTTA's

4xPunyuang II class fighters in 4 bays

6xType-16 Assault Shuttle mounted externally  
2xJA-77M sensor drones in 1 bay

#### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, 4xEngineering, 4xComputer  
TAC: Active Sensors, Passive Sensors, 40xFire Control, 10xFlight Control, 10xRemote Operators  
Flag: Admiral, 6xStaff, 7xCommunications

Hull Hits: 544 using CRF  
Power Plant Hits: 130  
Damage Control: 6 teams (18)

## **Manchukuo class Fighter Carrier**

In late 2302 a Kafer scout ship made it to the Sol system, The MSN had been trying to interdict all traffic into the system, but was finding itself stretched to the limit by the lack of patrol craft. The Manchukuo was designed to solve this problem; with 20 Punyuang's on board the Manchukuo can patrol a vast area of space.

Design Date: 2302  
Laid Down: 2303  
Launched: 2304

#### **Performance**

Warp: 1.97 Mass: 17050tons loaded Power Plant: 50mw Fission Stutterwarp: 25mw New Military  
Fuel: 2500 tons (5 refills for small craft) Crew: 175 (16 Bridge, 34 TAC, 40 Small Craft Pilots, 20 Small Craft Techs, 39 Engineering, 15 Marines, 6 Medical)  
Cargo: 1300 cubic meters Life Support: 180 days, Comfort: 0 Cost: 131.49MLv w/o Small Craft, or Drones

#### **Ship Status Sheet**

Move: 4 Radiated: 3(6) Radial Reflected: 15 Lateral Reflected: 12  
Radial Profile: 3 Lateral Profile: 2 Screen: 0 Armor: 4  
Targeting Computer: +2

#### **Sensors**

Active 16, Passive 0, Navigation, Deep System, and Gravitational

#### **Weapons**

Tower Turrets 2x: Facing 1,2,3,4,5 x1 dbl.  
Tower Turrets 2x: Facing 2,3,4,5,6 x1 dbl.  
Tower Turrets 2x: Facing 3,4,5,6,7 x1 dbl.  
Tower Turrets 2x: Facing 4,5,6,7,8 x1 dbl.  
Tower Turrets 2x: Facing 1,2,3,7,8 x1 dbl.

2 Missiles Packs with 8xFantan II missiles  
10xTTA's  
20xPunyuang II class fighters in 4 bays  
1xType-16 Assault Shuttle mounted externally  
1xJA-77M sensor drones in 1 bay

#### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, 2xEngineering, 2xComputer  
TAC: Active Sensors, 10xFire Control, 20xFlight Control, 2xRemote Operators

Hull Hits: 292  
Power Plant Hits: 60  
Damage Control: 6 teams (19)

## **Emperor Shih Huang-ti Class Heavy Cruiser**

By 2300 the Emperor class has 4 ships in her class; they are the Emperor Shih Huang-ti, Emperor Daoguang, Emperor Jiaqing, and the Emperor Guangxu. This ship was designed in the wake of the Central Asian War and represents the finest of Manchurian naval design of that period.

These ships use Chein Lung hulls as they are retired, the hull is stripped, and refurbished, then the new Emperor components are installed, this lowers the cost of these ships by two counts the hull is very inexpensive and the Tantalum from the Chein Lung is recycled for the next Emperor. For every Emperor laid down one Chein Lung is retired.

### **Performance**

Warp: 1.35 Mass: 17000 tons Power Plant: 120mw Fission Stutterwarp: 10mw Old Military  
Fuel: 180 tons (10 refills for small craft) Crew: 225 (20 Bridge, 7 Flag, 34 TAC, 88 Engineering, 2 Small Craft pilots, 2 Small Craft Techs, 65 Marines, 7 Medical)  
Cargo: 207 cubic meters Life Support: 180 days, Comfort: 0 Cost: 139.68 MLv

### **Ship Status Sheet**

Move: 3 Radiated: 4(7) Radial Reflected: 9 Lateral Reflected: 10  
Radial Profile: -1 Lateral Profile: +0 Screen: 4 Armor: 4  
Targeting Computer: +1

### **Sensors**

Active 13 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

### **Weapons**

Jack Turrets 2x: Facing 1,7,8 x2+1 dbl.  
Jack Turrets 2x: Facing 1,7,8 x1+1 dbl.  
Jack Turrets 2x: Facing 1,7,8 x3-2 dbl.

Jack Turrets 2x: Facing 1,2,3 x2+1 dbl.  
Jack Turrets 2x: Facing 1,2,3 x1+1 dbl.  
Jack Turrets 2x: Facing 1,2,3 x3-2 dbl.

Jack Turrets 1x: Facing 2,3,4 x2+1 dbl.  
Jack Turrets 1x: Facing 2,3,4 x1+1 dbl.  
Jack Turrets 1x: Facing 2,3,4 x3-2

Jack Turrets 1x: Facing 6,7,8 x2+1 dbl.  
Jack Turrets 1x: Facing 6,7,8 x1+1 dbl.  
Jack Turrets 1x: Facing 6,7,8 x3-2

Jack Turrets 1x: Facing 4,5,6 x2+1 dbl.  
Jack Turrets 1x: Facing 4,5,6 x1+1 dbl.  
Jack Turrets 1x: Facing 4,5,6 x3-2.

2xLL-2 anti-missile sub-munition dispensers (5 shots for each)  
2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)  
4 Missiles bays with 3xFantan II missiles in each (total 12)  
20xTTA's  
1x Type 16 class Assault Shuttle mounted externally  
1xJA-77M sensor drone in 1 bay

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, 3xEngineering, 3xComputer  
TAC: Active Sensors, Passive Sensors, 20xFire Control, 2xFlight Control, 8xRemote Operators  
Flag: Admiral, 6xCommunications

Hull Hits: 552 using CRF (1176)  
Power Plant Hits: 160  
Damage Control: 15 teams (44)

## **Chein Lung Class III Patrol Destroyer**

The Chein Lung class was built in large numbers, but only 7 Chein Lung III's still serve in the MSN, they are the K'ang-hsi, Kunming, Jiujiang, Pingxiang, Xiamen, Yingtan, and the Jian.

The Chein Lung III class patrol destroyer was upgraded following the CAW to this standard. The Chein Lung II has long been the heavy punch of the MSN for nearly two decades, this ship will be relegated to convoy escort and anti-piracy duties as the Xinjiang class relieves it from fleet duty.

The post-CAW upgrade included and improved main computer improving stutterwarp efficiency, replacing the old 15mw MHD with 2 new American designed 10mw MHD's, installing improved targeting computers, replacing the old lasers with new EA-122 lasers, adding a magnetic sling for a JA-77M sensor drone, use of the Fantan II missile, improved sensors, and in the late 90's submunitions were added to increase the punch of the ship.

This ship is going to be retired over next decade or so, and an Emperor Heavy Cruiser and Xinyang Destroyer will replace each one retired.

*(Writers notes: In order to accurately design these ships I had to reverse engineer the known Manchurian ships, and they don't jive. In order for the reflected signatures and profiles to work the hull of the Chein lung had to be made of L.P. Synthetic and have a volume of 17098 cubic meters, but this increased the weight of the ship to 14915 tons, about 4000 tons overweight, which almost the weight of the hull. If I make the ship 10932 tons as is stated in the Star Cruiser rules, all the stats are dead on to the original rules, but there are no hull materials that will match that weight and reflective properties, so the ship now weighs more.)*

### **Performance**

Warp: 1.41 Mass: 14700 tons Power Plant: 2x10mw MHD New Military Stutterwarp: 10mw Old Commercial

Fuel: 9000 tons Crew: 51 (12 Bridge, 14 TAC, 6 Engineering, 17 Marines, 2 Medical)

Cargo: 200 cubic meters Life Support: 60 days, Comfort: 0 Cost: 113.608MLv Refit cost: 29.606MLv w/o Missiles

### **Ship Status Sheet**

Move: 3 Radiated: 1(4)/2(5) w/both PP operational Radial Reflected: 7 Lateral Reflected: 8

Radial Profile: -1 Lateral Profile: +0 Screens: None Armor: 4

Targeting Computer: +1

### **Sensors**

Active 10 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

### **Weapons**

Masked Turrets 2x: Facing 1,2,7,8 x1+1

Masked Turrets 2x: Facing 1,2,3,8 x1+1

Masked Turrets 2x: Facing 4,5,6,7 x1+1

Masked Turrets 2x: Facing 3,4,5,6 x1+1

2xLL-2 anti-missile sub-munition dispensers (5 shots for each)

2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)

2 Missiles bays with 4xFantan II missiles in each (total 8)

1xJA-77M sensor drone mounted externally

8xTTA's

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 8xFire Control, 2xRemote Operators

Hull Hits: 168 (per SC)

Power Plant Hits: 44

Damage Control: 1 team

## **Chein Lung Class II Patrol Destroyer**

The Chein Lung class was built in large numbers, but only 5 Chein Lung II still exists and these ships are mothballed awaiting scraping and reuse of their hull. The ships could in event of war reenter the MSN in short order. The ships are the Huayin, Jiangdong, Shaixing, Nantong, and the Changde.

*(Writers notes: In order to accurately design these ships I had to reverse engineer the known Manchurian ships, and they don't jive. In order for the reflected signatures and profiles to work the hull of the Chein lung had to be made of L.P. Synthetic and have a volume of 17098 cubic meters, but this increased the weight of the ship to 14915 tons, about 4000 tons overweight, which almost the weight of the hull. If I make the ship 10932 tons as is stated in the Star Cruiser rules, all the stats are dead on to the original rules, but there are no hull materials that will match that weight and reflective properties, so the ship now weighs more.)*

### **Performance**

Warp: 1.27 Mass: 14400 tons Power Plant: 15mw MHD Old Military Stutterwarp: 10mw Old Commercial

Fuel: 9000 tons Crew: 51 (12 Bridge, 14 TAC, 6 Engineering, 17 Marines, 2 Medical)  
Cargo: 136 cubic meters Life Support: 42 days, Comfort: 0 Cost: 45.15MLv w/o Missiles

#### **Ship Status Sheet**

Move: 3, (2 if firing weapons) Radiated: 2(5) Radial Reflected: 6 Lateral Reflected: 8  
Radial Profile: -1 Lateral Profile: +0 Screens: None Armor: 4

#### **Sensors**

Active 10, Passive 6, Navigation, Deep System, and Gravitational

#### **Weapons**

Turrets 2x: Facing 1,2,7,8 x1

Turrets 2x: Facing 1,2,3,8 x1

Turrets 2x: Facing 4,5,6,7 x1

Turrets 2x: Facing 3,4,5,6 x1

2 Missiles bays with 4xFantan missiles in each (total 8)

8xTTA's

#### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 8xFire Control, 2xRemote Operators

Hull Hits: 168

Power Plant Hits: 40

Damage Control: 1 team

## **Xinjiang Class Heavy Patrol Destroyer**

To date the Xinjiang class has 9 ships in her class built with another launched every year ; they are the Xinjiang, Gansu, Heilongjiang, Jilin, Liaoning, Hebei, Shanxi, Nei Menggu, and the Qinghai. This ship was designed to replace the Chein Lung class in the wake of the Central Asian War.

The Xinjiang is a well-rounded ship with excellent endurance, and strong Marine presence, the perfect ship for the long duration missions that the Chinese arm demands. Ironically the design is modeled on the French big ship concept.

The Xinjiang uses an efficient dual power plant design that uses the 25mw fission PP when traveling, when the ship enters combat it starts the 15mw MHD to provide power to the lasers. This also provides redundancy in case of PP failure. The ship carries 100 hours of fuel for the MHD and 10 refuels for its small craft.

#### **Performance**

Warp: 1.84 Mass: 12325 tons Power Plant: 25mw Fission, and a 15mw MHD Old Military

Stutterwarp: 25mw Old Commercial Fuel: 2662 tons

Crew: 180 (16 Bridge, 16 Tac, 30 Engineers, 8 Small Craft pilots, 4 Small Craft Techs, 100 Marines, 6 Medical)

Cargo: 1000 cubic meters Life Support: 800 days, Comfort: 0

Cost: 47.231MLv w/o Small Craft, Drones, or Missiles Small Craft Cost: 89.425MLv Combat loaded: Small Craft: 4xType

16 Assault Shuttle, 1xJA-77M Sensor Drone

#### **Ship Status Sheet**

Move: 4 Radiated: 2(5)/3(7) on 2 PP Radial Reflected: 8 Lateral Reflected: 9

Radial Profile: -1 Lateral Profile: +0 Screens: none Armour: 5

Targeting Computer: +1

#### **Sensors**

Active 13 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

#### **Weapons**

Masked Turrets 2x: Facing 1,2,7,8 x1+1

Masked Turrets 2x: Facing 1,2,3,8 x1+1

Masked Turret 1x: Facing 2,3,4,5 x1+1

Masked Turret 1x: Facing 5,6,7,8 x1+1

Masked Turret 1x: Facing 1,6,7,8 x1+1

Masked Turret 1x: Facing 1,2,3,4 x1+1

2xLL-2 anti-missile sub-munition dispensers (5 shots for each)

2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)



2 Missiles bays with 5xGlowworm II missiles in each (total 10)  
8xTTA's  
4xType 16 Assault Shuttle  
1xJA-77M Sensor Drone

#### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, 2xEngineering, 2xComputer

TAC: Active Sensors, Passive Sensors, 8xFire Control, 4xRemote Operators

Hull Hits: 95 using CRF

Power Plant Hits: 30 Fission, 40 MHD

Damage Control: 5 teams (15)

## **Bejiang Class Fleet Frigate**

To date the Bejiang class has 10 ships in her class built with another launched every 15 months; they are the Bejiang, Tiajin, Taiyuan, Ha'erbin, Ji'nan Fushan, Qiqihar, Yumen, Baotou, and the Shijiexhuang. This ship was initially designed as fast reinforcements for any fleet in need, with its long endurance and high speed it can rush to the scene of a fleet or colony in need, but since the launching of the Ch'ing class Battlecruiser they have been transferred to act as escorts for the Battlecruiser. The Bejiang is the first ship designed by the Manchurians to ship to ship combat only, all others have troops and are designed for any mission, these are pure ship killers.

#### **Performance**

Warp: 3.00 Mass: 3030 tons Power Plant: 15mw Fission, 15mw MHD NM Stutterwarp: 15mw New Mil Fuel: 270 tons (sufficient for 30 hours of MHD use)

Crew: 50 (14 Bridge, 14 Tac, 20 Engineers, 2 Medical)

Cargo: 55 cubic meters Life Support: 180 days, Comfort: 0 Cost: 93.851 MLv.

#### **Ship Status Sheet**

Move: 6 Radiated: 2(5) Radial Reflected: 7 Lateral Reflected: 8

Radial Profile: -2 Lateral Profile: -1 Screens: none Armour: 4

Targeting Computer: +2

#### **Sensors**

Active 13 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

#### **Weapons**

Masked Turret 1x: Facing 1,2,7,8 x1+1

Masked Turret 1x: Facing 1,2,3,8 x1+1

Masked Turrets 2x: Facing 2,3,4,5 x1+1

Masked Turrets 2x: Facing 5,6,7,8 x1+1

Masked Turrets 2x: Facing 1,6,7,8 x1+1

Masked Turrets 2x: Facing 1,2,3,4 x1+1

2xLL-2 anti-missile sub-munition dispensers (5 shots for each)

2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)

2 Missiles bays with 5xGlowworm II missiles in each (total 10)

8xTTA's

#### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, 2xComputer

TAC: Active Sensors, Passive Sensors, 8xFire Control, 2xRemote Operators

Hull Hits: 76 using CRF

Power Plant Hits: 22 Fission, 30 MHD

Damage Control: 3 teams (10)

## **Lungchen Class Destroyer**

To date the Lungchen class has 8 ships in her class built with another launched every year till there are 20; they are the Lungchen, Hailar, Lupeh, Solun, Paicheng, Linsi, Xian, and the Hailung.

The Lungchen was designed to take the place of the Tunghu as the patrol ship of the Chinese arm, it is a well-rounded ship with good endurance, and the perfect ship for the long duration's that the Chinese arm missions demands.

The Lunchen will be the primary Space Lanes of Commerce patrol ship for the MSN. She is required to have enough firepower to take on heavily armed pirates, long endurance, and will likely be the first ship at the seen of any trouble along the Chinese arm.

### **Performance**

Warp: 1.96 Mass: 4000 tons Power Plant: 20mw Fission Stutterwarp: 10mw Old Commercial Fuel: 250 tons  
Crew: 100 (16 Bridge, 14 Tac, 14 Engineers, 4 Small Craft Pilots, 2 Small Craft Tech., 47 Marines, 3 Medical)  
Cargo: 43 cubic meters Life Support: 550 days, Comfort: 0 Cost: 35.835 MLv w/o Small Craft, Drones, or Missiles Cost: 65.297MLv

### **Ship Status Sheet**

Move: 4 Radiated: 2(5) Radial Reflected: 6 Lateral Reflected: 8  
Radial Profile: -2 Lateral Profile: +0 Screens: 0 Armour: 4  
Targeting Computer: +1

### **Sensors**

Active 13 w/Redundant, Passive 10 w/Redundant, Navigation, Deep System, and Gravitational

### **Weapons**

Jack Turret 1x: Facing 1,2,8 x1+1  
Jack Turret 1x: Facing 2,3,4 x1+1  
Jack Turret 1x: Facing 6,7,8 x1+1  
Jack Turret 1x: Facing 4,5,6 x1+1  
Jack Turret 1x: Facing 1,2,3 x1+1  
Jack Turret 1x: Facing 1,7,8 x1+1  
2xLL-2 anti-missile sub-munition dispensers (5 shots for each)  
2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)  
2 Missiles bays with 4xGlowworm II missiles in each (total 8)  
8xTTA's  
2xType 16 Assault Shuttle

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, 2xEngineering, 2xComputer  
TAC: Active Sensors, Passive Sensors, 8xFire Control, 1xRemote Operators, 1xFlight Controller

Hull Hits: 48 using CRF  
Power Plant Hits: 26 Fission  
Damage Control: 2 teams (7)

## **Tunghu IV Class Corvette**

The Tunghu frigate has been the mainstay of the Manchurian fleet for over 60 years; the ship class will soon be reduced to corvette to reflect its new role in the expanding Manchurian fleet. Weighing in at only 2000 tons it was never really frigate caliber and was often forced to group into squadrons in order to overwhelm pirates. This ship has a number of problems, such as if the active sensors are used they draw so much power that the ship is rendered immobile and unable to shoot, if the ship shoots its laser its speed slows to 1.27 warp (3 movement). To date 22 Tunghu's have been built, with 12 still in service with MSN, they are the Anshan, Nanning, Changchun, Qingdao, Dandong, Siping, Maoming, Yibin, Shaoguan, Xiaguan, Nanchong, and the Heilong.

These ships had their fourth upgrade following the CAW and the improvements included the replacement of the powerplant with 2 newer designs, adding redundant arrays to the sensors, improving the targeting computers, upgrading the lasers to American EA-122's, and the use Glowworm II's.

These ships will supplement the Punyuangs in the colonial defense role. The fighters have long made it difficult for anyone to enter their zone of control (within 6 hours of the planet), but this left the outer regions open for interdiction or pirate activities. With Tunghu's acting as short range carriers, hauling out a squadron and acting as their fire support as well as tanker. This will make Manchuria's colonies more secure from predication than ever before.

*(Writers notes: In order to accurately design these ships I had to reverse engineer the known Manchurian ships, and they don't give. In order for the reflected signatures and profiles to work the hull of the Tunghu had to be made of Synthetic and have a volume of 2911 cubic meters, but this increased the weight of the ship to 2110 tons, about 600 tons overweight. If I make the ship 1412*

tons as is stated in the Star Cruiser rules, all the stats are dead on to the original rules, but there are no hull materials that will match that weight and reflective properties, so the ship now weighs more.)

### **Performance**

Warp: 1.91 (1.52 in combat) Mass: 1750 tons Power Plant: 2x4mw MHD Old Military  
Stutterwarp: 4mw Old Commercial Fuel: 800 tons  
Crew: 40 (12 Bridge, 10 TAC, 12 Engineering, 4 Marines, 2 Medical) Cargo: 100 cubic meters  
Life Support: 21 days, Comfort: 0 Cost Upgrade: 4.367MLv Cost New: 14.936MLv

### **Ship Status Sheet**

Move: 3 sensors active & lasers firing, 4 Radiated: 1(4) Radial Reflected: 6 Lateral Reflected: 7  
Radial Profile: -2 Lateral Profile: -1 Screens: None Armor: None  
Targeting Computer: +1

### **Sensors**

Active 13 w/Redundant, Passive 10 w/Redundant, Navigation, Deep System, and Gravitational

### **Weapons**

Turret 1x: Facing 5,6,7,8 x1+1  
Turret 1x: Facing 1,2,3,4 x1+1  
2xLL-2 anti-missile sub-munition dispensers (5 shots for each)  
2xLHH-637 anti-ship sub-munition dispensers (4 shots for each)  
2 Missiles bays with 3xGlowworm II missiles in each (total 6)  
2xTTA's

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer  
TAC: Active Sensors, Passive Sensors, 2xFire Control, 4xRemote Operators

Hull Hits: 4

Power Plant Hits: 11

Damage Control: 2 team (6)

## **Tunghu III Class Corvette**

The Tunghu III frigate has been completely retired by the MSN, but the model is still in service with other nations.

*(Writers notes: In order to accurately design these ships I had to reverse engineer the known Manchurian ships, and they don't jive. In order for the reflected signatures and profiles to work the hull of the Tunghu had to be made of Synthetic and have a volume of 2911 cubic meters, but this increased the weight of the ship to 2110 tons, about 600 tons overweight. If I make the ship 1412 tons as is stated in the Star Cruiser rules, all the stats are dead on to the original rules, but there are no hull materials that will match that weight and reflective properties, so the ship now weighs more.)*

### **Performance**

Warp: 1.89 Mass: 1810 tons Power Plant: 4mw MHD Old Military  
Stutterwarp: 4mw Old Commercial Fuel: 800 tons  
Crew: 31 (12 Bridge, 9 TAC, 3 Engineering, 1 Medical) Cargo: 500 cubic meters  
Life Support: 21 days, Comfort: 0 Cost: 10.57MLv

### **Ship Status Sheet**

Move: 0,3,4 Radiated: 1(4) Radial Reflected: 6 Lateral Reflected: 7  
Radial Profile: -2 Lateral Profile: -1 Screens: None Armour: None  
Targeting Computer: None

### **Sensors**

Active 13, Passive 10, Navigation, Deep System, and Gravitational

### **Weapons**

Turret 1x: Facing 5,6,7,8 x1  
Turret 1x: Facing 1,2,3,4 x1  
2 Missiles bays with 3xGlowworm missiles in each (total 6)  
2xTTA's

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer  
TAC: Active Sensors, Passive Sensors, 2xFire Control, 3xRemote Operators

Hull Hits: 4

Power Plant Hits: 11

Damage Control: 1 team

## **Wusuli class Escort Carrier**

The Wusuli class Escort Carrier was designed after battle of Beowulf in the 2<sup>nd</sup> Kafer War, small ships such as fighters often meant the difference between defeat and victory. The Manchurian general staff thought the fighter complement for the 1<sup>st</sup> fleet was too small. Two (the 2<sup>nd</sup> is the Yalu) Chein Tsu blockade-runners were converted into light carriers, each carries 4 fighters. Their use is primarily to repair and refuel of fighters. During combat the ships are to proceed as far from the fighting as possible and count on the fleets to support her fighters. These ships are being replaced with a dedicated fighter carrier the Manchuria class.

*(This ship required extensive redesign; it is a broken design. First I had to replace the 20mw MHD with 20mw Fission, this was required because I couldn't get the 4 week fuel supply in a ship capable of warp 8 empty. Even using Fission PP it ends up priced about right.)*

Design Date: 2296

Laid Down: 2297

Launched: 2299

### **Performance**

Warp: 2.59 Mass: 4760 tons Power Plant: 20mw Fission Stutterwarp: 20mw Old Military

Fuel: 880 tons (10 refills for small craft)

Crew: 46 (12 Bridge, 6 TAC, 14 Engineering, 8 Small Craft pilots, 4 Small Craft Techs, 2 Medical) Cargo: 475 cubic meters

Life Support: 180 days, Comfort: -2 Cost: 36.69 MLv w/o Small Craft, Drones, or Missiles

### **Ship Status Sheet**

Move: 5 (6 with fighters off) Radiated: 5 Radial Reflected: 5 Lateral Reflected: 5

Radial Profile: -1 Lateral Profile: +0 Screen: 0 Armor: 0

Targeting Computer: +2

### **Sensors**

Active 5, Passive 10, Navigation

### **Weapons**

2xGrape Shot Anti-Missile sub-munition dispensers (24 shots for each)

2xTTA's

4xPunyuang class fighters in 4 bays

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 2xFire Control, Flight Control

Hull Hits: 33 using CRF

Power Plant Hits: 26

Damage Control: 2 teams

## **Punyuang Class Fighter**

The mainstay of Manchurian colonial defense, these ships produced in large numbers, are a very effective fighter and still can hold its own with most other fighters. By far the most numerous (36) ship in the MSN.

Following the Central Asian War the Punyuang was modified to carry a Big Clip Anti-Ship sub-munition, vastly improving the fighter offensive punch and extending its service for quite a while.

### **Performance**

Warp: 2.79 w/o Big Clip, 2.72 w/Big Clip Mass: 190 tons w/o Big Clip, 205 tons w/Big Clip

Power Plant: 3mw MHD Old Military Stutterwarp: 1mw Old Military

Fuel: 21.8 sufficient for 12 hours Crew: 2 Life Support: 12 hours Comfort: 0 Cost: 12.592MLv

### **Ship Status Sheet**

Move: 5 (6 after missile launch) Radiated: 1 Radial Reflected: 4 Lateral Reflected: 4  
Radial Profile: -3 Lateral Profile: -2 Screens: None Armour: 2  
Targeting Computer: +1

#### **Sensors**

Active 7, Passive 6, Navigation

#### **Weapons**

Turret 1x: Facing 1,2,8 x1  
1xBig Clip Anti-Ship Sub-munition  
1xTTA's

#### **Crew Hits**

Bridge: Captain, Weapons Officer

Hull Hits: 4 using CRF

Power Plant Hits: 8

Damage Control: None

## **Punyuang II Class Fighter**

Following the Kafer war the MSN decided to extend the life of its fighters by instituting a Service Life Extension Program. This program involves a complete overhaul of the craft. The MHD turbine is replaced by a new, smaller and lighter unit, the old Stutterwarp is recycled and replaced by larger, new 3mw design, a new targeting computer is installed, the passive sensors are upgraded to a range 7 light-second unit, a new American EA-122 Laser, and it is modified to carry and fire the Big Clip submunition.

Currently 2 Punyuang's a year are being converted to A's. Currently 4 serve aboard the BC Ch'ing, and the remaining 8 are based with the 1<sup>st</sup> fleet.

#### **Performance**

Warp: 3.67 Mass: 252tons Power Plant: 4mw New Military MHD with Thrusters Stutterwarp: 3mw Old Military  
Fuel: 21.8 sufficient for 12 hours Crew: 2 Life Support: 12 hours, Comfort: 0 Upgrade Cost: 12 MLv, New Cost:  
20.925MLv

#### **Ship Status Sheet**

Move: 7 (6 if firing the laser with sensors active)  
Radiated: 3 Radial Reflected: 3 Lateral Reflected: 4  
Radial Profile: -3 Lateral Profile: -2 Screens: None Armor: 2  
Targeting Computer: +2

#### **Sensors**

Active 7, Passive 10, Navigation

#### **Weapons**

Turret 1x: Facing 1,2,8 x1+1  
1xBig Clip  
1xTTA's

#### **Crew Hits**

Bridge: Captain, Weapons Officer

Hull Hits: 4 using CRF

Power Plant Hits: 7

Damage Control: None

## **Chein Tsu (Stalhammer) Class Freighter**

This is being produce under license by the Manchurians. Its purpose in the MSN is to act as blockade runner and deliver critical supplies to units' cutoff from the homeland. The MSN has 5 in service.

*(This ship required extensive redesign; it is a broken design. First I had to replace the 20mw MHD with 20mw Fission, this was required because I couldn't get the 4 week fuel supply in a ship capable of warp 8 empty. Even using Fission PP it ends up priced about right.)*

### **Performance**

Warp: 3.46 empty, 2.76 w/2565 tons of cargo Mass: 3930.5 full Power Plant: 20mw Fission  
Stutterwarp: 20mw New Military Fuel: none Crew: 22 Life Support: 28 days, Comfort: -2 Cost: 33.89 MLv  
Crew: 22 (5 Bridge, 1 TAC, 14 Engineering, 2 Medical)

### **Ship Status Sheet**

Move: 7 (6 if loaded) Radiated: 5 Radial Reflected: 3 Lateral Reflected: 4 Radial Profile: -1 Lateral Profile: +0 Screens:  
None Armour: none Targeting Computer: none

### **Sensors**

Active 5, Navigation

### **Weapons**

None

### **Crew Hits**

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer  
TAC: Active Sensors

Hull Hits: 33

Power Plant Hits: 13

Damage Control: 1 team

## **Fantan II and Glowworm II Missiles**

The new Fantan II and Glowworm II missiles will eventually replace both the Fantan and the Glowworm. The biggest advantage of upgrading missiles are, all existing ships can use newer missiles, and it is far more inexpensive to upgrade and existing missile than design and build completely new missiles.

Due to the lack of Tantalum, new missiles are rebuilt from old missiles, unfortunately this has slowed production, but the fleet still converts 50-75 a year. Furthermore because Manchuria lacks the Tantalum reserves of the larger space powers, she has designed her new missiles to make use of submunitions, this allows the Manchurians to collect the missiles after a battle and reuse them, the only downside is that it requires controlling the system and the missiles require a complete overhaul to refurbish, but at least the Tantalum is not lost.

The MSN has 182 Fantan's and 164 Glowworm's in service. They expended 59 missiles in the Central Asian War. Because of the Tantalum shortage, Manchuria has a full load on board each ship and 23 additional missiles for replacements. These are all with the 1<sup>st</sup> Fleet.

A special version of the Chein Tsu (Stalhammer) has been designed as a mobile missile repair/conversion depot.

## **Fantan II**

### **Combat Performance**

Movement: 6 Radiated Signature: 1 Radial Reflected Signature: 1 Lateral Reflected Signature: 1

Radial Profile: -4 Lateral Profile: -4 Hull Hits: 1/1/1 Power Plant Hits: 1/1

Armament: one 5x2 sub-munition Active Sensors: None Passive Sensors: 10

### **Design Characteristics**

Warp Efficiency: 2.96 Power Plant: 0.1mw Old Military Fuel Cell Stutterwarp: 0.1mw Old Military

Fuel: .54 tons (12 hours) Mass: 16tons

Length: 7 meters Diameter: 1.5 meter Price: 3.85MLv

### **Missile Pack**

Missiles per pack: 4 Mass of Pack, empty: 7 tons Mass of Pack, Loaded: 71tons Volume of pack: 70m3

Surface Area of Pack: 25m2 Reflective Signature: 25 Price of the Pack, Empty: 159,000 Lv

Price of the Pack, Loaded: 15.559MLv

### **Bays for Fantan II**

Mass per Missile - unloaded: 31.5 tons loaded: 47.5tons Volume per Missile: 31.5m3 Exit port for Missile: 4.5m2

## **Glowworm II**

### **Combat Performance**

Movement: 6 Radiated Signature: 1 Radial Reflected Signature: 1 Lateral Reflected Signature: 1  
Radial Profile: -4 Lateral Profile: -4 Hull Hits: 1/1/1 Power Plant Hits: 1/1  
Armament: one 5x1 sub-munitions Active Sensors: None Passive Sensors: 10

#### **Design Characteristics**

Warp Efficiency: 2.86 Power Plant: 0.05mw Old Military Fuel Cell Stutterwarp: 0.05mw Old Military  
Fuel: .27 tons (12 hours) Mass: 8.8 tons  
Length: 5 meters Diameter: 1 meter Price: 3.24MLv

#### **Missile Pack**

Missiles per pack: 5 Mass of Pack, empty: 12 tons Mass of Pack, Loaded: 56 tons Volume of pack: 30m3  
Surface Area of Pack: 20m2 Reflective Signature: 15 Price of the Pack, Empty: 120,000 Lv  
Price of the Pack, Loaded: 16.32MLv

#### **Bays for Glowworm II**

Mass per Missile - unloaded: 10 tons loaded: 18.8 Volume per Missile: 10m3 Exit port for Missile: 2m

## **JA-77M Sensor Drone**

The Argentinian JA-77 was selected as the new sensor drone for the MSN in 2283. The MSN had a few modifications made to it. Advanced Hull Masking was added to improve stealthiness, as was an advanced synthetic hull, also Manchurian sensors were installed as they are more efficient. The powerplant was replaced with a new military design. The current MSN inventory includes 31 JA-77M's.

#### **Combat Performance**

Movement: 7 Radiated Signature: 0(3) Radial Reflected Signature: 1 Lateral Reflected Signature: 1  
Radial Profile: -2 Lateral Profile: -3 Hull Hits: 1/1/1 Power Plant Hits: 1/1  
Armament: none Active Sensors: 10 Passive Sensors: 10

#### **Design Characteristics**

Warp Efficiency: 3.30 Power Plant: 3mw New Military MHD Stutterwarp: 1mw Old Commercial  
Fuel: 16.2 tons (9 hours) Mass: 85 tons Length: 8 meters Diameter: 4 meter Price: 6MLv