

**Ting Yuen-Taras Bulba Class Battleship**

Electronics: 5  
Armor: 18

Maneuver: 2  
Screen: 7

Size: 18

**Particle Accelerator Penetration Values:**

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	16	9	7	4	2

**Meson Gun Penetration Values:**

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
14200	6	24	16	7	3

**Target Values:**

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
18	14	9	5

**Point Defense Values (Per Battery):**

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	12	6	8
Fusion Guns	18		8

Jump: 4  
Jump time: 7  
Crew: 294  
Troops: 60  
Power: 4,240  
Mass: 34,900  
Cost: 4,290

Missiles:  
8 ton tubes: 20

Cargo: 873  
Passengers: 20

**Damage Chart:**

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-2	3	4-5	6	7-18	19	20

Number of rolls per hit: 0

Roll for additional damage rolls: 11

**Basic Damage:**

Basic damage number: 1

Roll to increase number by 1: 12

**Missile Values:**

Maneuver: 5  
Control Unit: 5

Defense: 1  
Cost: 2

Size: 6

**Penetration:**

Missile G	6	5	4	3	2	1
Warhead value		9	10	10	11	11

Joint Russo-Chinese project. Ships in class, Celestial Navy: Ting Yuen, Chen Yuen, King Yuan, Lai Yuan. Ship in class, RvZMV: Taras Bulba.

**Bespokoiny Class Destroyer**

Electronics: 5  
 Armor: 0

Maneuver: 4  
 Screen: 0

Size: 15

**Particle Accelerators Penetration Values:**

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	6	9	7	4	2

**Target Values:**

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
15	11	7	4

**Point Defense Values (Per Battery):**

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	12	6	8
Fusion Guns	0		0

Jump: 3  
 Jump time: 3  
 Crew: 44  
 Troops: 0  
 Power: 330  
 Mass: 2,300  
 Cost: 258

**Missiles:**

30 ton tubes: 6

Cargo: 58  
 Passengers: 5

**Damage Chart:**

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-3	4	5-6	7-8	9-11	10-17	18-20

Number of rolls per hit: 2

Roll for additional damage rolls: 2

**Basic Damage:**

Basic damage number: 6

Roll to increase number by 1: 5

**Missile Values:**

Maneuver: 5  
 Control Unit: 4

Defense: 1  
 Cost: 4

Size: 10

**Penetration:**

Missile G	6	5	4	3	2	1
Warhead value		19	20	21	21	22

Ships in class: Bespokoiny, Bystry, Derzki, Gromki, Pylki, Schastlivy. Also used by Celestial Navy. Ships in class: Anshan, Chang Chun, Chi Lin, Fu Chun, Jinan, Xian, Nanjing, Changsha, Kaifeng, Chang Feng, Fu Po, Fei Hung.

## Ningpo Class Corvette

Electronics: 3  
Armor: 0

Maneuver: 2  
Screen: 0

Size: 13

### Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
400	4	7	5	3	1

### Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
13	9	6	3

### Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	6	3	4
Fusion Guns	12		3

Jump: 2  
Jump time: 2  
Crew: 21  
Troops: 0  
Power: 180  
Mass: 600  
Cost: 89

Cargo: 15  
Passengers: 0

### Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1	2	3-5	6-7	8-10	11-20	--

Number of rolls per hit: 4

Roll for additional damage rolls: 2

### Basic Damage:

Basic damage number: 12

Roll to increase number by 1: 5

Unusually strong point defense capabilities mark this as a defensive escort for other ships. Produced for a number of navies from Hudong Shipyard plans. Ships in class in service with the Celestial Navy include: Ningpo, Jinhua, Dandong, Tianshan, Yibin, Shaoguan, Anshun, Jishou, Huangshi, Wuhu, Zhoushan, Siping, Chang De, Shaoxing, Nantong, Wuxi. Ships in service with the RTL include: Ahmad Yani, Slamet Ryadi, Yos Sudarso, Oswald Sihaan, Kasturi, Lekir, Lekui, Jebat, Emilio Jacinto, Apolinario Mabini, Artimio Ricarte, Miguel Malvar. Ships in service with the RZMV: Gornostay, Norka, Pantera, Puma, Rys', Yaguar.

### Korolyov Class Survey Vessel

Electronics : 3

Maneuver: 1

Jump: 6  
Jump time: 3

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
16	12	8	4

Point Defense Values (Per Battery):

Weapon:	Close (1-4)	Medium (5-8)	Batteries
Lasers	4	2	2

Size: 16  
Crew: 40  
Troops: 0  
Power: 20  
Mass: 5000  
Cost: 62

Cargo: 2300  
Passengers: 50

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-5	6-14	15-16	17-18	--	19-20	--

Number of rolls per hit: 1

Roll for additional damage rolls: 8

Basic Damage

Basic damage number: 4

Roll to increase number by 1: 5

Based on a standard 5000 ton merchant design. Treat as a civilian ship for damage control purposes. Three 60 ton landers. Up to 1500 tons of cargo capacity can be reserved for fuel tanks, giving the ship the ability to make jumps covering a total distance of 120 LY.