Albion Using Nations

# Introduction

Albion is yet another variation on British designs based on questions about where Britain would have gone if they followed the Alexandra/Temeraire designs. The senior officers of this great rival of Britain felt that the best method for cruising was to use sails, and only allowed a maximum bunkerage for two and a half hours at maximum speed on their late 19th century ironclads. Also the third British option called variously Hibernia, Caledonian or several other names may use these guns/mounts and rules if preferred.

Their ironclad ships would stop on seeing an enemy (they assumed that Britain would always attack), lower the sails and some of the masts (the ships would be brig rigged to clear the guns) then start the engines and engage under power. The designers had also felt that a 12” gun weighed too much for a sailing ship after the terrible loss of HMS Captain. The existing ships armed with 11” had proven successful though so they chose that as their main calibre. The ship following Temeraire replaced the 10” guns with a single 11” per side, and later designs added a third barbette between the masts but reducing the box battery to only two guns keeping the 5 gun broadside. Eventually the barbettes were twinned and hooded and the box battery replaced with a Casemate of initially 2 a side and later 4 Si5.5.

Note that another consequence of selecting 11” guns when facing an enemy with 12” or larger guns was that their penetration was not as good and hence they tried to keep their speed at 3 knots faster than Britain to allow them to get closer to penetrate. They didn't always succeed.

The Albion designs are much more likely to resemble their previous designs than the British designs which changed haphazardly and erratically, adding more and more 11” to the ships as time goes on. From the LDr period they may replace their 11” guns with 13” in a lesser number, but must also reduce either their armour or speed (known as RAS – Reduced Armour Speed). If they take the heavier calibres from the LDr period onwards then they have to either reduce their armour or speed compared to what they would be if they took the lighter and more numerous guns.

Note, Albion, whilst based on British designs do not follow the British rules and have their own rules as laid out here, though some of the rules are the same. These will be pointed out at the appropriate time.

Options

***2.1 Albion***

The main rules apply to Albion. Possible designs are described below. Casemates are 5.5” for all ships with single 5.5” in shields on the weatherdecks in the LW1 period, or twin or triple 4” on the weatherdecks in the MW1 period Battlecruisers. From the LDr period, if the larger calibre is chosen then all ships are limited to a maximum of 4 turrets on the centreline XXXX, though Triples may be used in AX for a Ten gun design. EIT Battlewagons may not be built – the 16” design is available with twins during the LW1 period. PLT and later may use Tw5.5DP or any other mount designed during the war in CZ breaking the 4 centreline turret rule for Battlewagons only – Cruisers must replace BY with their DP if they want centreline DP.

If an Albion ship has an odd number of mounts they will generally be AYX to reduce Topweight and to allow them to let Britain chase them until they got themselves into the position that they want before using their superior speed to close. This is especially true of their 3xTw5.5” armed destroyers which will always be AYX – ABX would be far too top heavy and would probably capsize in anything other than the lightest of weather.

***2.2 Five Turret Option***

If preferred instead of a four turret centreline design from LDr onwards, a five turret design can be chosen (ABQYX). All Battleships must follow this design with Twin turrets in all positions as must all Cruisers and Destroyers (which will be singles). Battlecruisers may be four turret, either AQYX or ABYX but can never have 3 turrets. Designs that are earlier than LDr may have more turrets but may never have less than 5 pointing to one side.

Triple turrets of any calibre may not be developed under any circumstances, but instead of the Tr5.5SADP a Tw5.5Auto may be developed at the same time that Britain can develop the Tw6Auto.

***2.3 Hibernia etc***

The rules for Hibernia, etc depends on whether they choose to follow the British rules or the Albion rules for their guns. The British rules for Hibernia, etc are in the document on the British Using Nations, this document only includes rules for Hibernia, etc. using Albion guns.

If they choose to follow the Albion rules, then they follow all the Albion Using Nations rules apart from the mounts from EW1 onwards. The mounts will be Quad mounts in either AX or AQ position – player’s choice, but once the choice has been made all ships must use the same layout. Calibre will be 13” in EW1, 15” in MW1, 16” in LW1 (a maximum of 16 such guns) to EW2, 18” in MW2 and 20” in LW2. Note, Hibernia do not have to use the RAS rules if they choose to use the Albion rules, but will base their speed on the British rules for the same period.

Cruisers will be Qu7.5 in EIT, Qu5.5 in LIT and either later on. CA6 or CL6, could be built with Triples in AX/AQ. Standard British CA1H and CL1O (note not the CL1C, CL1D and CL1E) may be built and converted as normal. Earlier designs follow the Albion designs for those periods (SDr, EDr, MDr and AC). DP mounts may be fitted in BY from the PLT period if the main guns are in AX or BYX if the main guns are in AQ.

Note while these main turrets could in theory be mounted in AB, this would make the ship very top heavy and would also be very similar to the designs being built by France, I would therefore suggest that this Nation should not build the turrets in AB. It would also give an aggressive Hibernia a huge advantage being able to fire all 8 guns at an enemy they were closing with. I have always wondered if the French designers built their ships with all the main guns forward to force their captains to be more aggressive.

Only Battlewagon and Cruiser types built from the EW1 period onwards will use the AX/AQ quad mount layout, all other ships including CAA, CLA and Destroyers will use the standard British designs (except no 4.5”, 4.7” or 5.25”). It would be possible to build a Destroyer using the Tr4 mount from the Repulse and Renown in AX or AQ, but it would make the ship much wider than normal and I would suggest that speed would be limited to 33 knots like the Destroyers with Heavy DP guns. In the EW2 period after designing a Tr4DP a similar ship with AXTr4DP and possibly YTw4DP could be built if the Nation chose AX instead of AQ. Such a ship would also only have 3 guns at the fore end so would be inferior to a ships with ABYXTw4 unless they opted to use the follow me tactic, in which case they would be superior.

***2.4 18” Theme***

This theme suggested by the Furious uses 18” guns instead of the LW1/EIT 16” guns. All of the rules relating to the LW1/EIT Battlewagon main guns follow the section in the British Using Nations document. Other rules follow the normal Albion Using Nations rules.

Note, if this theme is used, the RAS rules must apply to the 18” gun mounted ships as well as all other Battlewagons and Cruisers.

***2.5 Slow Fleet Option***

As a Slow Fleet, all Albion Using Nations get four 16” gunned ships as they can have faster than 21” from the MW1 era onwards, but they don’t need to use the RAS rules, except for the five turret option.

Both the Albion Nation and Hibernia, etc have 32 guns of 16” calibre in this option which is the same as a lot of the other Slow Fleets. The Five Turret option however will have 40, to balance this they will have to obey the RAS rules, either reduce their speed to 18 knots or more likely reduce their armour.

Otherwise the ships obey all the standard slow fleet rules as far as the speeds go and the relevant Albion rules as far as guns and layout are concerned. Note however that the major difference between Albion and the other Nations is their speed.

Map

For all Albion Using Nations options the standard Map and rules will be used for those Nations.

Specifics

## 4.1 Battlewagons

### Albion Battlewagons

SDr AQXTw11P~T~(Si11 or Tw9.2) in the late period, in the early period P~ and T~ don’t exist leaving just six main guns. These ships may be built with up to 21 knots maximum speed. Albion does not have the SDr era Dreadnought design. Note a player cannot opt to build three Si11 a side instead as they already have the Twin on the centreline in Q position. They are also restricted to the number of AA/DP they could fit on the wings if replacing the Casemate as if they had 3 wing turrets. As SDr are de-mothballed in the LIT era, they cannot have the mid turret replaced before the war.

EDr period is AP~QTXTw11 XXXX with 4” guns in the Casemate and a speed of 21 knots. Also there is a Battlecruiser design, dropping the T mount, with a speed of 24 knots. This is one point where they were caught out by Britain’s increase in speed from 18 to 21 knots and didn’t speed up again until the MDr period.

MDr period is AP~QTYXTw11 with 4” guns in the Casemate and a speed of 24 knots. A similar Battlecruiser design is also available, dropping the T mount from the Battleship design for this period with a speed of 27 knots.

LDr period, assuming that these ships are allowed in the campaign would be ABQTYXTw11 with 4” in the Casemate and a speed of 24 knots. Battlecruisers would drop the T mount as before and have a speed of 27 knots. A RAS version (Reduced Armour or Speed) is also available with AQYXTw13, dropping the Y turret for a Battlecruiser at 27 knots.

EW1 period Battleship would be the same as the LDr period but the RAS version would be ABQYXTw13 with 5.5” in the Casemate. Battlecruisers would also be the same but with a RAS version of AQYX or ABYX. If a total of four Battlecruisers of this type are built in the LDr and EW1 period then the fifth and later Battlecruisers may, if the player wishes, replace the Q turret with a B turret. If no LDr ships are allowed, then assume that 3 were built in that period so the second BC built in EW1 may have B mount instead of Q.

In the MW1 period, due to a superb spying success, Albion discovered that Britain planned to build some of their next class of ships at 24 knots and decided to increase their own speed again to 27 knots. The Player may elect to build ships at any speed up to the maximum allowed for that period in any period. The standard MW1 design is Ten13 (ie AXTr13+BYTw13, or if preferred the player may opt for ABQYXTw13 as the Five Turret Option) with 5.5” in the Casemate and a speed of 27 knots. The RAS version is ABYXTw15 or ABYXTr13. Battlecruisers may be ABYXTw13 with 5.5” in the Casemate and 30 knots and the RAS version is AYXTw15 or Ten13. Battlecruisers could mount Tr4, Tw4 and/or Si4 on the weatherdecks instead of the Casemate from the MW1 period onwards.

LW1 period is ABYXTw15 with Si5.5 in shields and a speed of 30 knots, if armed with 13” guns the ship could have up to 13 guns with a Tr13 in Q. The RAS version could be ABYXTw16 (only 2 of these ships are allowed) or Ten15. Battlecruiser designs are AYXTw15 or Ten13 at up to 33 knots. The Battlecruiser RAS designs are AYXTw16 or ABYXTw15. As with the British designs, Battlecruisers with AXTw15 or AXSi18 are also possible in the MW1 era but will be converted to EVL in the EIT era. If two LW1 BC are built with 6x16” guns then a third LW1 BC can be added that only has AXTw16 to bring the number of 16” guns up to 16 similar to the MW1 BC with 2Tw15, this will not be converted in the EIT era to a EVL.

LIT period if allowed may be up to two Battlecruisers. Also one Pocket Battleship bought forwards from the PLT period may be built. These could be armed with a myriad of mounts, I have suggested for Albion and Hibernia that the PB could be AQ or AXQu9.2 or Qu7.5. The Battlecruisers could add another such mount – probably AYX for Albion or even two (ABYX), but are more likely to be Tw11 or Tr11 or Tw13 in the same layout as their larger battlewagons. Both PB and BC could have any speed up to 33 knots, the secondary armament for the BC would be Tw4DP on the wings (no superposed centreline DP XXXX as it is really a LIT design), but the PB could mount Tw5.5DP in BY (and or X if an AQ main armament is selected) with Si5.5DP on the wings up to the maximum allowed for the weight of the ship, or 12 barrels firing into one broadside whichever is the lower as it is really a PLT design that has been completed just before Start of Hostilities.

The PLT period Battleship designs are AYXTw16 or ABYXTw15 with a speed of up to 30 knots. RAS designs are Ten15 or AYXTr16. Battlecruisers would be AYXTw15 at 33 knots with the RAS designs being ABYXTw15 or AYXTw16. Tw5.5DP may be mounted one forward superposed above the highest mount and another aft with more on the wings to the maximum allowed by the weight of the ship (12 barrels per side maximum).

XXXX EW2 etc

The RAS rules are as follows. Either the Armour of the ship or the Speed must be reduced if the higher gun power is selected. If Armour is reduced then the maximum armour sum (Belt+2xDeck thickness) must be lowered by 3”. If Speed is chosen instead of Armour then the maximum speed allowed to the ship is 3 knots lower than specified above. It is not possible to reduce a bit of the armour and a bit of the speed as speed steps are in multiples of 3 knots. If the RAS designs are chosen then some ships in each period may be RAS reducing Armour, some RAS reducing Speed and some reducing Gun Power (ie using the standard designs). They would all be of different classes. For example in the LW1 period a 27 knot Battleship with ABYXTw16, a 33 knot Battlecruiser with AYXTw16 and Reduced Armour and two 30 knot Battleships with ABYXTw15 and two 33 knot Battlecruisers with ABYXTw15 and Reduced Armour. The two 30 knot Battleships could also be replaced with 27 knot Ten15 designs if preferred.

### Hibernia Battlewagons

The Hibernia, etc designs from EW1 onwards are all Quads in AX or AQ.

Hibernia (but not other Albion Using Nations) may move enough steel to the EIT period to build a maximum of two ships up to 33500 tons each. The Hibernia design is AX or AQQu16. These designs may have any secondary used before, or may have Tw6 in turrets such that no more than 6 barrels may fire into either broadside.

Hibernia PLT designs could also place one Tw5.5DP in X if they build their ships with AQ mounts. The limit on the number of barrels firing into a single broadside for heavy DP is 12 so wing turrets could be reduced – just three per side in the case of Hibernian designs with AQ.

### Five Turret Battlewagons

Where the Five Turret Option is chosen and the above rules describe 4 Tw15 or 4Tw16, then these same designs may be used. A Ten15 would be ABQYXTw15 though, similarly a 13 gun ship would be AQXTr13+BYTw13, the only time that Triple turrets may be used for the Five Turret nation.

## 4.2 Cruisers

4.2.1 Albion Cruisers

Albion cruisers are as follows:

Only two of the Middle AC era can be built, the other two AC must be from the EAC era. MAC is AQXTw9.2 and P~T~Si9.2 in the wings (or P~T~Tw7.5). The Hibernia designs are the same if they choose Albion rules.

The Earlier AC (EAC) design has no wing turrets. Both AC designs may have 5.5 in the Casemate to the maximum allowed by other rules and may also mount two guns in shields on the weatherdecks on both sides of the ship.

CA1 are likely to be CA1H which can all be converted according to the various other rules.

CL1 are likely to be CL1O (not CL1C, CL1D or CL1E) which can all be converted according to the various other rules.

CA6 are AYXTw7.5QF with 2Si4AA or 2Tw4AA per side.

CL6 are AYXTw5.5 with the same secondaries.

EIT are Ten7.5QF with the up to 3Tw4AA based on the weight of the ship. Maximum speed is 33 knots. A RAS design of AYXTw9.2QF is also available.

LIT are Ten5.5 with up to 3Tw4DP per side. ABYXTw5.5 could also be built. Maximum speed is 36 knots. A RAS design of AYXTw7.5QF is also available.

PLT are similar to the EIT or LIT designs but the B and Y mounts could be replaced with Tw5.5DP. Si5.5DP can also be wing mounted.

No CAA or CLA may be built by Albion though Hibernia could build them without wing mounts if desired.

The RAS rules are that either Armour Sum must be reduced by 6 XXXX or Speed by 6 knots or you could reduce Armour Sum by 3 XXXX and Speed by 3 knots.

4.2.2 Hibernian Cruisers

Hibernian standard cruiser designs have the same AQ or AX Quad main mounts with Tw4AA or DP mounts in BY and possibly X as well as the wing mounts. Hibernian PLT mounts may place Tw5.5DP in BY or BYX if using an AQ layout with singles on the wings.

Remember that Albion and Hibernian cruisers up to and including the PLT period are limited to 10,500 tons XXXX (this does not apply to the AC).

## 4.3 Destroyers

### 4.3.1 Albion Destroyers

When Albion first built Torpedo Boat Destroyers they chose a design with a Si4 in A and 2-3 Si3 aft, as the First World War progressed they increased this to ASi5.5 and 2-3Si4 – see the Mothballed ships below. The concept was that the heavy gun could cause massive damage to enemy torpedo boats closing with them though the gun was considered too slow against crossing targets, hence the more numerous lighter guns aft to deal with crossing targets.

The EIT design was ABYXSi4 or ABYXSi5.5 or ABTYXSi5.5 or ABYXTw4 or AYXTw5.5 with two Quint 21” TT and a speed of up to 36 knots for the 4” armed ships or 33 knots for the 5.5” armed ships.

LIT designs allowed DP versions of these designs with PomPoms according to the weight of the ship (Albion may never mount any AAA with mm in the name).

Appropriate ASDIC and Depth Charges are available for all Destroyer designs.

All of these mounts could be shields or turrets though all would be the same on the same ship.

4.3.2 Hibernian Destroyers

Hibernian EIT destroyers could have AQ or AXTr4QF (the same guns as Renown) and after the Start of Hostilities if the Tr4DP is designed these could be used as well. If an 8 gun ship was desired in the EW2 period, then a Tw4DP could be mounted in Y position. The same is not true in the EIT period as DP are unavailable in that period and all ships must just have two mounts on the centreline in their usual layout. If Hibernia builds destroyers with AQ or AXTw4 or 5.5, they may also add a single mount either before or aft of the Torpedo mounts (if they choose the Albion rules). Hibernia may choose to build any of these options or any combination up to all of them in any period.

# Mothballed Destroyers

Because Albion has neither 5” nor 4.7” guns they cannot build MBH or MBM the same as other Nations. Instead they have a Si5.5 in A and 3Si4 aft in Q or T and YX. The only differences between these two ship types is that the MBH are built to Standard Build and carry an additional 36 tons of fuel compared to the MBM which is built to Medium Build (and hence is slightly shorter). The same conversions are available to Albion (and this version of Hibernia) as to other Nations, they are just built a little differently.

Both Albion and this Hibernia may build two DAAHAl as described elsewhere in the PLT period (actually completing in the LIT period), they also get one DAALAl per month at the end of each month for the first 14 months of the war as described elsewhere.

# Carriers

It is suggested that Option 1 (British) is used for the Carriers, though the Player is free to choose whichever Option they prefer.

# Submarines

The standard submarines may be built as per the normal rules. In addition SSX can be built at the appropriate time if desired.

# Completion

Completion of PLT designs is as per the normal rules laid out elsewhere.

Carriers built under the Albion Using Nations rules, completing at the Start of Hostilities may be delayed to fit Angled Flight Decks at the reduced cost. XXXX Of the other Nations, only British Using Nations may do this, all other Nations must wait until XXXX before Angled Flight Decks can be fitted.

Albion may not build CAA or CLA in any period, but may put Tw5.5DP in BY and Si5.5DP on the wings from the PLT period onwards.

Hibernia may build up to 3 CAA in the PLT period (without wing turrets).

Tr4DP and Tr5.5DP may be designed after Start of Hostilities and be used by Albion in AX on Cruisers and in other locations on other ship types as described elsewhere.

4SADP and 5.5SADP may be designed as described elsewhere at the specified time (including Triple and Single mounts) and 4Auto may be designed later on. No 5.5SAuto or 6DP of any type may be designed, but 5.5SADP and 4Auto may be mixed on ships larger than a destroyer. Tw5.5DP or larger may only be mounted on the centreline on Cruisers. Destroyers may only mount 4SADP or 4Auto (probably singles). Note the five turret option may build 5.5Auto but not Tr5.5DP as described above.

Octuple PomPoms may only be mounted on Battlewagons, Quads may be mounted on Cruiser sized ships or larger. Nothing larger than a Twin may be mounted on a Destroyer sized vessel or smaller.

Both Twin and Single mounts are also available for all ships as desired.

No AAA mount with mm in the name may ever be mounted on an Albion Using Nation. When 20mm are added to designs, replace this with the same number of PomPoms, for each 40mm or 37mm added replace this with 2 PomPoms.

# DP, SADP and Auto rules

Albion Using Nations get XXXX Tw5.5DP for their PL designs and may build up to four barrels of 5.5DP per month during 1940. This increases by one barrel a month on the 1st day of the 1st month of each subsequent year, so 5 barrels in 1941, 6 in 1942, etc.

They may design a Tr5.5DP from Start of Hostilities and/or Tr4DP, and may design a Tw5.5SADP and/or Tw4SADP at the appropriate time. Once the twin is complete the triple and singles may also be designed in either order. At the appropriate time a Tw4Auto may be designed followed by the triple and single in either order. Albion Using Nations may never at any time design a 5.5Auto except for the Five Turret option which cannot design any of the triple mounts.

When 3SAAA mounts become available and 3pdr, 6pdr and 9pdr, Albion Using Nations may design these in both Twin and Single mounts.

# Build Weight

The back story for all of these options is that with the loss of the Americas in the early 19th century, the rest of the British Empire began to fragment and argue internally. The Colonies consisting of the Jewel in the Crown (India), Canada, Australia, New Zealand and South Africa and some of the minor Nations such as Gibralter and the Falklands Islands inspired by the East India Company were the first to leave, followed by the islands in the Pacific Ocean (the Pacific Sphere of Influence – PSI). Eventually in 187 XXXX between launch of Alexandria and Temeraire Britain herself spilt forming Albion, Caledonia, Hibernia and Gwynedd XXXX. What was left of Britain – the Home counties and the Midlands and Anglia was still known as Britain or England. My concept of Albion is that it is the northern industrial counties of Yorkshire, County Durham, the powerhouse of shipbuilding Northumberland, Cumberland and Westmoreland with possibly Lancashire as well. They could equally be Bristol and the West Country again with the shipbuilding powerhouse of Devon and possibly Somerset and Dorsetshire. Or they could be a combination of both of those areas. Hibernia is Ireland in its entirety including Belfast as their prime shipbuilding area, Caladonia is Scotland with the Clyde as its prime shipbuilding area, and Gwynedd is Wales, though note that in ancient times parts of Scotland were also known as Hibernia and Alba (possibly a corruption of Albion). This means that these Nations are even closer to the North Sea than Britain so they should definitely be Heavy Build weight. Other names could equally apply to these Nations, my concept of Albion for example matches to a large degree the old area known as the Dane Law and the Bristol lead area is not hugely different from Mercia and Wessex. On the Albion map you could imagine the ports on the southern pole could be Hong Kong, Shanghai and another port in the same area, similarly the ports in the northen pole area could be West Indies ports such as Kingston, Jamaica. Under this scenario, I could imagine the Large Player Island as being Lancashire based on the great rivalry between Yorkshire and Lancashire. Note Northern county Albion would be much more likely to release their slaves earlier than Britain or an Albion based on Bristol which may still have slaves as it was the prime slave trading area in Britain. Because the Albion Admirals believed in a sailing fleet rather than a coastal steaming fleet (because of their long distant colonies in China and the West Indies) they chose more of the old wooden walled steam powered fleet than what remained of Britain and of the modern ships only those that were proven sailors such as Alexandria and Temeraire (the latter was still under construction when the Nations parted). Britain had all of the turreted ships and some of the sailors. There has always been a rivalry between Britain and Albion since the split and the two see each other as opponents, though Albion is much closer to the other ex-British Nations, especially Caledonia, their nearest neighbour and equally put down by the southerners, and Hibernia as a lot of that population moved to Albion after the potato famine.