**Albion Using Nations**

# 1.0 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 ships. 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 11” 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. They didn't always succeed.

The Albion designs are much more likely to resemble the previous designs than the British designs, 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.

# 2.0 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 as a twin 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 5.5” 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 unless specifically allowed by the rules below, but instead 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.

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 CA1 (CA1H) and CL1 (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. 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.

## 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 chapter. Otherwise all 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 they should to all other Battlewagons and Cruisers.

# 3.0 Map

For Albion, the Five Turret Design and Hibernia the standard Map and rules will be used for those Nations.

# 4.0 Specifics

## 4.1 Battlewagons

SDr AQXTw11P~T~(Si11 or Tw9.2) in the late period, in the early period P~ and T~ don’t exist. These ships may be built with up to 21 knots maximum speed. Albion does not have the SDr era Dreadnought design. Note a player could not 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. XXXX when are SDr de-mothballed could they have the mid turret replaced before the war? Proly not, de-mothballed in LIT and the mid turret replacement is an EIT option.

EDr period is AP~QTXTw11 XXXX with 5.5” 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 5.5” 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 5.5” 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 AQTYXTw13. 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 27 knots (this is another case where the Albion design team were caught out and didn’t increase speed when Britain did), 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 XXXX assumed 30 knots so no need to reduce armour in designs?. Battlecruiser designs are AYXTw15 or Ten13 at up to 30 knots. The Battlecruiser RAS designs are AYXTw16 or ABYXTw15. As with the British designs, Battlecruisers with AXTw15 or AXSi18 are also possible but will be converted to EVL in the EIT era XXXX in MW1 period or only LW1 period? 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, this will not be converted in the EIT era to a EVL like the MW1 15” BC with the same layout.

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.

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.

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 Tw12 or Tr12 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).

Hibernia could also place one 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.

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 24 knot Battleship with ABYXTw16, a 30 knot Battlecruiser with AYXTw16 and Reduced Armour and two 27 knot Battleships with ABYXTw15 and two 30 knot Battlecruisers with ABYXTw15 and Reduced Armour. The two 27 knot Battleships could also be replaced with 24 knot Ten15 designs if preferred.

## 4.2 Cruisers

Albion cruisers are as follows:

Only two of the Middle AC period can be built, the other two AC must be from the earlier period. 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. If CL1D or CL1E are chosen they will have 5.5 instead of 6” and add one single mount on the centreline. XXXX

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. CA6 could also be built. Maximum speed is 33 knots. A RAS design of AYXTw9.2QF is also available.

LIT are Ten5.5 with up to 3Tw4DP per side. CL6 could also be built, as could ABYXTw5.5. 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.

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.

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).

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.

## 4.3 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.

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. Hibernia may also add a fifth 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.

## 4.5 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 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 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.

## 4.6 Carriers

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

## 4.7 Submarines

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

# 5 Completion

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

Carriers 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).

Albion Using Nations may only mount PomPoms as AAA in Octuple mounts on Battlewagons and Quads on Cruisers and smaller. Both Twin and Single mounts are also available for all ships.

When 3SAAA mounts become available and 3pdr, 6pdr and 9pdr, Albion Using Nations may design these in both Twin and Single mounts. No AAA mount with mm in the name may ever be mounted. 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.

# 6 Table

There are no other miscellaneous rules to describe.