Austria – Italy - Spain

# 1.0 Introduction

I have included these three Nations under one heading because they all have similar guns, they are not however identical so I will ask you to ensure that you use legal guns in your designs as limitations in Excel mean I am unable to check thoroughly. Italy was the first Nation to suggest switching to an all big gun armament (Cuniberti’s design), but Britain and America had already come to the same conclusion and were building ships in secret. As we all know Britain stole a march by using the turrets built for Lord Nelson and Agamemnon to speed the completion of Dreadnought and the rest is history as the saying goes.

In this reality, all three Nations also felt that Condatori and Regolo made better Destroyer Leaders than heavily armed Destroyers – their Destroyers were mostly lightly armed ships.

Note some minor changes have recently been made to bring this countries more in line with other Major Nations.

# 2.0 Options

The separate Nations will each form an option, but specifics for each Nation will be given below, I have chosen to describe Italy first in the specifics section because they were the instigator of the world moving to Dreadnoughts even if they didn’t actually complete a Dreadnought for some time. Note that historically all three Nations were poorer economically than other Nations and slower at building ships. These rules assume that they all have the same economic power and building rate to make things more balanced. I have not lumbered Austria with SDr battleships with 9.4” main guns and 7.6” secondaries – the player may of course choose to follow the historical route if they prefer a challenge.

# 3.0 Map

The Map for both Austria and Italy is the standard map for a single Nation. Spain is part of the Mediterranean Consortium and may be built with 1, 2 or 3 Countries in the Nation and hence shall use the appropriate Map for the chosen number of Countries.

# 4.0 Specifics

## 4.1 Italian Major Ships

4.1.1 Italian Battleships

In the SDr period the Italian Navy may field 21 knot battleships but only if AX are Si12 – the wing turrets may be up to 3 turrets each of which can weigh up to the weight of a Tw8 and must otherwise follow the SDr rules as laid down elsewhere. If they chose to restrict their speed to 18 knots then AX may be Tw12.

In the EDr period they may build similar ships to the SDr period except that the central wing turret is elevated above P and T on each side and may fire over them – note they are not superposed though, there is some distance between the wing turrets which are all Si12. The rules in the paragraph above are true again AXSi12, 21 knots or AXTw12, 18 knots. I would suggest using the same speed as the SDr battleships. Casemates are 3” or 4”.

In the MDr period, AP~R~YX are all Tw12 and the speed is 21 knots with 4” casemates. It was a separate design from Cuniberti, but I doubt that it could have been built on the weight suggested. A single twin turret in R (to give the same layout as Dreadnought) would also be possible replacing R~ but this would not be able to fire fore and aft like the R~ turrets could.

In the LDr period one ship with AXTr12/BQYTw12 can be mounted with speed of 21 knots. Three further ships with Q being a Tr12 or Tr12 can also be built but it is unlikely that LDr ships will take part in the campaign (all were sunk during WW1 in the back history for this campaign).

EW1 period is at least one of the 13 gun LDr design and the rest may be ABQYXTw13.5. 6” casemates may be mounted in all EW1 ships, but speed is still 21 knots.

MW1 period is twelve or thirteen 13.5” guns (player’s choice) or ABYXTw15 still all at 21 knots.

LW1 period is ABQYXTw15 at 24 knots but two ships may be ABYXTw16. Si5.5 on the upperdeck may replace the casemates.

LIT BC if built would probably mount 12” guns in any of the Italian gun layouts and be up to 33 knots.

PLT battleships could be ABQYXTw16 at 27 knots or ABYXTw16 at 30 knots. AXTr16/BYTw16 would also be a possibility at 27 knots. CZ may be Tw5.5DP or Tw5.3DP with further mounts on the wings as in other Navies.

EW2 battleships could be 12 or 13 gun variants using 16” guns at 30 knots.

MW2 battleships could be ABYXTw18 at 30 knots if that turret has been designed.

LW2 battleships could be ABYXTw20 at 33 knots if that turret has been designed.

PW2 battleships could be ABYXTw22 at 33 knots if that turret has been designed.

Note the Italian ships converted from 12” to 12.7” by boring them out in the EIT era were actually designated as MDr ships in these rules. It would be possible to do this in the Italian and Austrian Navies only but only if they also took the option to remove the Q turret and replace it with AA. The ships would then be re-mothballed during the LIT era before the HACs were fitted.

4.1.2 Italian Cruisers

SDr period AC may be AXTw10BL or 9.2BL with any legal wing mount (a maximum of 3 mounts per side), probably mounting Tw8 or Tw7.5 or Si10 or Si9.2. The normal SDr rules apply. Speed may be 21 knots or 24 knots if Singles are mounted in AX and a lighter armament chosen for the wing turrets.

CA1 use the standard 7.5” armed designs

CL1 use the standard 6” designs (probably British rather than American)

CA6 use the standard rules with Tw8

CL6 use the standard rules with Tw6

CA use the standard rules with either 8 (Tw8) or 9 (Tr8) guns.

CL use the standard rules with either 8 (Tw6) or 9 (Tr6)

Condatori (and Regolo when they become available) use the standard rules and are mostly used as destroyer leaders. Each Battle Group may have one division containing only Condatori and/or Regolo, if there is only one Battle Goup then the division may be a squadron.

PLT CA and CL may have C/Z or Y Tw5.5DP or Tw5.3DP with Singles on the wings (CZ in the case of an 8 guns ship and CY in the case of a 9 gun ship). Italian CA and CL must mount QF guns in ABX (and Y in 8 gun ships). An AYX layout would have DP in BZ.

EW2 CAA may have 5Tw5.5DP or 5.3DP or 4.7DP on the centreline (probably ABRYX) and may not mount anything larger than a 9pdr on the wings, nor may they carry torpedoes.

EW2 CLA may have up to 5 Tw4DP XXXX laid out as the CAA with the same restrictions.

LW2 CA may be armed with 9.2 or 10”

LW2 CL may be armed with 7.5 or 8”

## 4.2 Austrian Major Ships

4.2.1 Austrian Battleships

In the SDr period the Austrian Navy are restricted to 18 knot battleships and may mount Tw9.4BL or Tw11Long or Tw12 in AX – the wing turrets may be up to 3 turrets each of which can weigh up to the weight of a Tw8 and must otherwise follow the SDr rules as laid down elsewhere, Tw7.6 could be mounted in the wing turrets if desired or Singles of a larger calibre. I would recommend Tw12 in AX with singles in the wing turrets so as to make the EDr step more logical.

In the EDr period the Austrian Navy placed Tw12 in AP~X and added Si12 in R~T~. Casemates are 3” or 4”.

In the MDr period, the Austrian gun works were the first Nation to build a Triple mount and placed Tr12 in AX , two ships are AXTr12/YTw12/P~R~Si12 with a speed of 21 knots with 4” casemates. The other two ships are the more sensible layout of AXTr12/BYTw12..

In the LDr period ships are ABYXTr12 with 21 knot speed and 4” casemates, but it is unlikely that LDr ships will take part in the campaign (all were sunk during WW1 in the back history for this campaign).

EW1 period is AXTr13.4/BYTw13.4. 150mm casemates may be mounted, but speed is still 21 knots.

MW1 period is ABYXTr13.4 or ABYXTw15 still all at 21 knots.

LW1 period is AXTr15/BYTw15 at 24 knots but two ships may be ABYXTw16. Si5.5 on the upperdeck may replace the casemates.

LIT BC if built would probably mount 12” guns in any of the Austrian gun layouts but could mount 11Long and be up to 33 knots.

PLT battleships could be AXTr16/BYTw16 at 27 knots or ABYXTw16 at 30 knots. CZ may be Tw5.5DP or Tw5.3DP with further mounts on the wings as in other Navies. Despite using similar weapons to Germany on some of their ships, Austria is not restricted to using 105mmAA.

EW2 battleships could be AXTr16/BYTw16 guns at 30 knots or ABYXTr16 at 27 knots.

MW2 battleships could be ABYXTw18 at 30 knots if that turret has been designed.

LW2 battleships could be ABYXTw20 at 33 knots if that turret has been designed.

PW2 battleships could be ABYXTw22 at 33 knots if that turret has been designed.

See also the note under Italian Battleships relating to the 12.7” conversion which would also be possible in the Austrian Navy if they had a Q turret that was removed.

4.1.2 Austrian Cruisers

SDr period AC may be AXTw10BL or 9.4BL with any legal wing mount (a maximum of 3 per side), probably mounting Tw8 or Tw7.6 or Si10 or Si9.4. The normal SDr rules apply. Speed may be 21 knots or 24 knots if Singles are mounted in AX and a lighter armament chosen for the wing turrets.

CA1 use the standard 7.5” armed designs (call them 7.6 but don’t adjust the ship weights)

CL1 use the standard 6” designs (probably British rather than American) (call them 150mm without adjusting the ship weights)

CA6 use the standard rules with Tw8

CL6 use the standard rules with Tw150mm

CA use the standard rules with either 8 (Tw8) or 9 (Tr8) guns.

CL use the standard rules with either 8 (Tw150mm) or 9 (Tr150mm)

Condatori (and Regolo when they become available) use the standard rules and are mostly used as destroyer leaders. They may build divisions or a squadron as per the Italian rules.

PLT CA and CL may have BY Tw5.5DP or Tw5.3DP with Singles on the wings. Austrian CA and CL must mount QF guns in AX but can design Tr5.5DP or Tr5.3DP after the Start of Hostilities for AX.

Austria may not build CAA or CLA in the same way that other Nations do but may mount DP in BY as described above – Tr4DP can also be designed after Start of Hostilities for AX on CL.

Note, Austria gets 4DP instead of 105mmAA.

LW2 CA may be armed with 9.4QF or 10QF

LW2 CL may be armed with 7.6QF or 8QF

## 4.3 Spanish Major Ships

All Spanish ships use a layout (as in Espana) of AX with a wide echelon pair of mounts amidships, either between the Bridge and the Funnels or amongst the Funnels – it makes no difference to the angles of bearing. This is normally designated as ARweX XXXX. The only exception is the CAA below which has two wide echelon pairs one aft of the Bridge and one in front of the Aft Superstructure giving a total of 6Tw4.7DP mounts to a broadside, albeit with some restrictions over what angles they can fire into.

4.3.1 Spanish Battleships

In the SDr period the Spanish Navy are restricted to 18 knot battleships and may mount Tw12 in AX with Si12 or Tw9.2 in the en-echelon positions, giving a possible broadside of 6x12 over a restricted angle. They must otherwise follow the SDr rules as laid down elsewhere,

In the EDr period the Espana design is used with ARweXTw12 at 18 knots, casemates are 3” or 4”.

In the MDr period, the ships are AXTr12/RweTw12 with a speed of 21 knots and 4” casemates.

In the LDr period ships are ARweXTw13.5 with 21 knot speed and 4” casemates, but it is unlikely that LDr ships will take part in the campaign (all were sunk during WW1 in the back history for this campaign).

EW1 period is AXTr13.5/RweTw13.5. 6” casemates may be mounted, but speed is still 21 knots.

MW1 period is ARweXTw15 still all at 21 knots.

LW1 period is AXTr15/RweTw15 at 24 knots but two ships may be ARweXTw16. Si5.5 on the upperdeck may replace the casemates – this is the only case where the Spanish Navy may mount 5.5”, all other ships including CL1 use 6”.

LIT BC if built would probably mount 12” guns in any of the Spanish gun layouts and could be up to 33 knots.

PLT battleships could be AXTr16/RweTw16 at 27 knots or ARweXTw16 at 30 knots. BY may be Tw4.7DP with further mounts on the wings as in other Navies. Note, the Spanish Navy never developed the 5.5DP or the 5.3DP nor can they develop these mounts after the Start of Hostilities.

EW2 battleships could be AXTr16/RweTw16 guns at 30 knots.

MW2 battleships could be ARweXTw18 at 30 knots if that turret has been designed.

LW2 battleships could be ARweXTw20 at 33 knots if that turret has been designed.

PW2 battleships could be ARweXTw22 at 33 knots if that turret has been designed.

4.1.2 Spanish Cruisers

SDr period AC may be AXTw10 or Tw9.2 with Si9.2 or Tw7.5 in Rwe. The normal SDr rules apply. Speed may be 21 knots or 24 knots – this is a lighter armament that most other Nations.

CA1 use the standard 7.5” armed designs – designs such as Hawkins (CA1H) will have the wing mounts en-echelon instead of side by side and lose the central mount.

CL1 use the standard CL1E design but the wing mounts will be en-echelon and they will lose the T mount. Otherwise all stats match the CL1E and it effectively has the same broadside.

CA6 use the standard rules with AXTw8 and RweSi8

CL6 use the standard rules with AXTw6 and RweSi6

CA use the standard rules with either 8 (ARweXTw8) or 10 (AXTr8/RweTw8) guns. Secondary guns are Tw or Si4AA or 4DP guns (depending on the period) mounted on the wings.

CL use the standard rules with either 8 (ARweXTw6) or 10 (AXTr6/RweTw6) guns with Secondaries as for CA.

Condatori use the standard rules and are mostly used as destroyer leaders though no 5.5 or 5.3 guns are available to Spain. They can build Condatori with 8 or 10 by 4.7” in the usual layout (DP in the LIT and later periods though no Tr4.7DP can be designed or built) as well as the 6” options.

They may also build Regolo when they becomes available but the only DP weapon available is the Tw4.7DP.

PLT CA and CL may have BY Tw4.7DP with Singles on the wings. Spanish CA and CL must mount QF guns in ARweX.

EW2 CAA may have AQweSweXTw4.7DP and may not mount anything larger than a 9pdr on the wings, nor may they carry torpedoes.

EW2 CLA may have ARweXTw4.7DP or Tw4DP and may not mount anything larger than a 9pdr on the wings, nor may they carry torpedoes.

LW2 CA may be armed with 9.2” or 10” depending on what was chosen for the SDr era AC

LW2 CL may be armed with 8”

## 4.4 Destroyers

The destroyers for all three Nations are generally lighter armed than most other Nations, probably because the Build Weight of these Nations will generally be Light. Some non-“protypical” Destroyer Leaders are suggested but Condatori or Regolo are expected to fulfil these roles. DP versions of the mounts may be mounted from the LIT period onwards.

4.4.1 Italian Destroyers

Most Italian Destroyers will have 4 or 5 by 4.7”, the general layout will be a Tw4.7 in AX with an optional Si4.7 in Q. Torpedoes can be 3Tr21 or 2Qu21 or 2Qi21 with DC in the appropriate periods and will be fast enough to keep up with the Condatori and Regolo. 4” may be used instead of 4.7” to produce a lighter ship though this is not protypical.

An optional Destroyer Leader could be built though this is not protypical with 6 or 8 by 4.7 or 6 by 5.5 or 5.3. Six gun layouts are AYX and eight gun layouts are ABYX.

4.4.2 Austrian Destroyers

Most Austrian Destroyers will have ABYXSi4.7 or Si4. Torpedoes and speed as for the Italian Destroyers.

An optional Destroyer Leader could be built though this is not protypical with the same characteristics as the Italian Destroyer Leaders.

4.4.3 Spanish Destroyers

Most Spanish Destroyers will have ARweXSi4.7 or Si4. Torpedoes and speed as for the Italian Destroyers.

An optional Destroyer Leader could be built though this is not protypical with 6 or 8 by 4.7. The six gun layout is AXTw4.7 or Si4/RweSi4.7 or Si4 while the eight gun layout is Twins in all four locations.

## 4.5 Mothballed Destroyers

None of these Nations receive converted Mothballed Destroyers before the Start of Hostilities. They may convert Mothballed Destroyers according to the standard rules once they have been de-mothballed after the Start of Hostilities.

The gun layouts for the MBM and MBL should be obvious for each Nation, all mounts are singles with the MBM having 4.7” and the MBL 4”. (ABYX for Italy and Austria and ARweX for Spain). For the MBH with its fifth 4.7” this becomes a little more difficult – Italy shall have a Q mount and Austria and Spain shall fit a Twin in X. They convert in the same way to all other 4.7” and 4” conversions.

## 4.6 Carriers

All of these Nations may choose Option 2 or 3, none of them may choose Option 1. Note, Spain must choose the same Option as Greece and Turkey if all three Countries form the Mediterranean Consortium.

## 4.7 Submarines

All of these Nations get only the standard submarines and no large ones until the time has passed where they may copy large submarines from other Nations.

# 5 Completion

The standard rules relating to completion of PLT designs apply to these Nations.

Austria may not build true CAA or CLA under any circumstances at any time.

# 6 SADP and Auto rules

Italy and Spain follow the American rules to get 6DP, 6SADP and 6Auto with 3Auto at the same times that America does.

Austria follows the Albion rules to produce a Tr5.5DP, Tw5.5SADP, Tr5.5SADP, Tr4DP, Tw4SADP, Tr4SADP and Tw4Auto. Singles of all of these may also be produced after the Twin has been designed. Note there are no 5.5Auto (the TripleSADP fulfils this role) and there is no Tr4Auto XXXX check this.

# 7 Build Weight

With Italy and Austria firmly in the Mediterranean their Build Weight for Battleships and CAs will be Medium, other ships being Light.

Spain has three options, the obvious one with the Country being part of the Mediterranean Consortium would be Medium to match Greece and Turkey. However Spain has an Atlantic coast as well and the Bay of Biscay is probably one of the three worst areas for rough seas along with the North Sea and the Magellan Straights. Hence their Build Weight could also be Heavy or Standard however every Spanish ship must follow the same regime as far as Build Weight is concerned – they may however be different from Greece and Turkey which will always be Medium. This is the only case where ships from one Nation may have different Build Weights. XXXX check!