**British Using Nations**

# 1.0 Introduction

British Using Nations includes Britain, Brazil (with special rules), Chile (also with special rules) and Turkey for two thirds of their ships. Also the third British option called variously Hibernia, Caledonian or several other names may use these rules. There is also a five turret theme where all (nearly) designs have five turrets. There is also a theme where all surface guns are mounted in singles, Prussian Using Nations also include this theme.

Britain has over the years been the first Nation to produce many new designs – the first Ocean Going Iron hulled, Iron framed warships, the first Ocean Going Turret Ships, the first pre-dreadnoughts, the first dreadnought (to be completed), the first Battlecruiser, the first torpedo boat destroyers, the first aircraft carriers, the first armoured flight decks, the first angled flight decks (I believe that they came up with the concept but passed it to America who actually completed a ship first), and probably many others that I have forgotten. The downside of all this innovation is that they often haven’t been able to settle on a stable design and some of their designs such as the paper thin armour on the heavy cruisers have been failures – not to mention the original BLR on the Warrior! In the early decades after 1860 there were very few classes of two ships and only one design where 6 ships were built, though even then there were differences underwater between the ships.

The following rules allow for all this bouncing around of ideas.

Note, Albion, whilst based on British designs do not follow these rules and have their own rules, though some of the rules are the same.

# 2.0 Options

## 2.1 Britain

The main rules apply to Britain. Possible designs are described below. Casemates are 3” for Dreadnought, 4” for EDr, MDr and LDr ships and 6” for SDr, EW1 and MW1 ships with options for LW1 – Si5.5 in shields on the weatherdecks, or twin and/or triple 4” on the weatherdecks for MW1 era Battlecruisers. EIT may use Tw6 instead but limited to a maximum of 6 guns firing into either broadside. PLT and later may be Tw5.25DP or any other mount designed during the war.

## 2.2 Brazil

Brazil uses all of the British Rules, but it must fit 7 turrets on each of their ships in positions ABQRZYX, with QR being at the same level as each other or one superposed above the other like Ise, on the centreline, between the funnels and Y being superposed over both X and Z.

Their SDr and AC ships must fit 5 wing turrets each side to give 7 turrets firing into each broadside. PLT ships may fit Tw5.25DP in B and Y leaving only 5 main turrets, note though that the DP cannot fit in either Q or R XXXX. PLT Cruisers may fit Tw4DP in B and Y, or Tw4.5DP if there are enough available. Other ships must fit 7 main gun turrets on the centreline, including the Destroyers which will probably be singles. Battleships should fit twin mounts in all locations, 12” in EW1, 13.5” in MW1, 15” in LW1 to EW2, 16” in MW2 and 18” in LW2, but some supperposed mounts could be singles of the heavy calibre if it is not possible to fit DP. Cruisers may fit twin and/or singles in any of the locations, Destroyers will almost certainly be 7Si4, but could possibly fit a Tw4 in A or X though I feel that is not likely. They could also fit 7Si4.7 on their larger destroyers.

Note that if the ABC consortium is used then both Chile and Argentina use 14” as their intermediate gun and Brazil might use 13.5” – in this case when Brazil is paired with Chile and possibly Argentina, Brazil may also use the 14” gun if desired to give a commanality of ammuntion.

All guns developed during the war may be used in both Brazil and Chile but not Argentina apart from 16” and larger which can be used by all 3 countries.

## 2.3 Chile

Chile uses all of the British Rules, but must fit 5 turrets on each of their ships in positions ABQYX.

Their SDr and AC ships must fit 3 wing turrets each side to give 5 turrets firing into a broadside. PLT battleships may fit Tw5.25DP in B and Y as with Brazil and could fit Triple main turrets in this case or Qu14 in AX with Tw14 in B and/or Y. PLT Cruisers may also mount DP in BY if desired. EW1 Battleships should fit 14”, 15” in MW1, 16” in LW1 through EW2 (This Nation – South America – may fit a maximum of 20x16” in the LW1 period unlike other Nations – only Chile may mount these guns Brazil must mount 15” (instead of 16) and Argentina 14”). MW2 may fit 18” if it is designed and so on. Cruisers should fit Twin in all 5 locations but could fit Singles in BY if preferred. Destroyers are likely to be 5Si4.7.

## 2.4 Turkey

Two thirds of the Turkish fleet by ship type are British Using Nations designs over all the periods. In each group of three consecutive ships Turkey may select which order the ships are built which may be different from one group of three to the next. Note, the consecutive ships need not be in the same period. Out of each three consecutive designs of the same type (Battlewagon, Cruiser and Destroyer) one must be a German design, one must follow the Brazil rules and one must follow the Chile rules (except that the EW1 calibre is 13.5” instead of 14”). The first three Turkish cruisers could be a 7 turret AC, a 5 turret AC and a CA1G, the next three could be a German PB, a 10 gun CA and a 9 gun CL (with AXTw and the rest Singles). The order that the designs are produced in each group of three can vary with each group of three (Battlewagons and Cruisers for example could be in different orders), and the group of 3 need not be in the same period but instead spread over many periods. For example the last Battlewagon in the LW1 period, one built in PLT period (if only one Turkish Battlewagon is built in the PLT period – there will be at least one Greek and one Spanish, possibly two of each) and one in the EW2 period could be classified as a group of three. Note the Mediterranean Nation must select its LW1 16” designs from the Greek and Spanish Navies as they are limited to 8 guns each and all of the British designs for Turkey would give more than this number. It would be possible to build a 16” German BC in the LW1 period with an ABYX layout, if desired – assuming that it could be organised to produce a German design in that period.

## 2.5 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 British rules, then they follow all the British Using Nations rules apart from the mounts from EW1 onwards. The EW1 and later 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 13.5” in EW1, 15” in MW1, 16” in LW1 (a maximum of 16 such guns) to EW2, 18” in MW2 and 20” in LW2. Cruisers will be 8” in EIT, 6” in LIT and either later on. CA6 or CL6, could be built with Triples in AX/AQ. Standard British CA1 (CA1H) and CL1 (CL1C, CL1D and CL1E) may be built and converted as normal. Earlier designs follow the British 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.

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. 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 YTw4DP could be built. Such a ship will also only have 3 guns at the fore end so would be inferior to a ships with ABYXTw4.

## 2.6 Five Turret Theme

In the Five Turret Theme, all designs (with a few exceptions) will have five centreline mounts - ABYX with one mount in either Q or S (where it says Q below, you may use S instead if preferred). Some of the exceptions include EDr which may only have four centreline mounts AQSX, the MW1 ABYXTw15, the LW1 ABYXTw16, EDr Battlecruisers with AQX or ASX, MDr Battlecruisers with AQSX, LDr Battlecruisers ABQX, EW1 Battlecruisers ABYX (the first EW1 BC must be ABQX), MW1 Battlecruisers ABXTw15 with Tr4QF and Si4QF, LW1 Battlecruisers with ABYXTw15 or AXTw15 or AXSi18, LIT Battlecruisers XXXX PLT Battlecruisers XXXX …. MBM with AQYXSi4.7.

## 2.7 Simply Solo Theme

In this Single Mount Theme, all mounts other than DP/AA/AAA must be single mounts and all DP guns on Destroyers and smaller must also be single mounts, all guns are however standard British Using Nations guns. Up to 10 mounts may be placed on each ship depending on the type of ship. Four of these mounts may be on the centreline (AQSX), the other mounts will be placed in a wide en-echelon formation one level above the centreline mounts in Bwe, Rwe and Ywe. In each pair the lead mount may be either on the Starboard or the Port side and the lead mount can vary across the ship and each class. For example in one ship of a class the lead mount in the Bwe could be on the Starboard and another ship of the same class could be on the Port – the actual layout of each ship must be recorded. The lead mount in Bwe can engage targets from 90 degrees off the opposite bow to 45 degrees off the stern on the same side as the mount, which is a 225 degree arc in total. So if the lead mount is on the port side then it can fire 90 degrees on the starboard side as well as 135 degrees on the port side. The rear mount can fire from 0 to 45 degrees on the opposite side to 135 degrees on the same side, it can also fire from 90 degrees off the opposite side to 135 degrees off the opposite side by cross deck firing behind the lead mount. The rear Ywe pair of mounts have the mirror image arc. The centre Rwe pair can each fire from directly forwards to directly aft, the lead mount can also fire from 45 degrees off the opposite side to 90 degrees off the bow, the trailing mount can fire from 90 degrees off the opposite stern to 135 degrees off the opposite side. In addition to these angles, if the ship uses the option to turn towards or away from the target (loosing 3 knots of forward speed in the process) then the mounts gain an additional 45 degrees in the direction that they turn temporarily.

A four gun design will be AX with probably Rwe or Ywe. A six gun design can be ABweYweX, or any other similar combination as long as both mounts are included from each wide echelon pair. An eight gun design can be ABweYweX plus probably Rwe or maybe QS. Any pair can be dropped from the 10 gun design but dropping QS gives probably the best bearings. The ten gun design is obviously all ten mount positions. A nine gun design would also be possible dropping either S or Q.

Speeds may be up to 3 knots faster than British designs of the same period and ship type (to allow the ship to manoeuvre to open up the bearings) up to a maximum of 30 knots for Battleship or 33 knots for a Battlecruiser or 39 knots for a Cruiser or Destroyer. Armour is the same as other British Using Nations ships. If built as a Slow Fleet, this Nation would not be allowed to add the extra 3 knots to the Slow Fleet’s speed. No Carrier or Submarine may add this 3 knot speed advantage, it is specifically limited to Battlewagons, Cruisers and Destroyers (not Destroyer Escorts or MB).

All other ships are as the Standard British Using Rules.

Simply Solo has the same CAA/CLA rules as the standard British Rules, however they may only mount single 5.25” or 4.5” – the only Nation allowed singles of these calibres before the Start of Hostilities. They may mount 8 or 10 single DP on these ships in their regular layout. Twin DP mounts may be used on Battlewagons and on the superposed mounts on PLT Cruisers. If used in a Consortium the other Countries may not use the Singles until they have designed them themselves.

## 2.8 Two by Two

I guess that if you have a one by one theme you should also have a two by two theme. This one has twin mounts in ABYX and Rwe – the latter has the same arcs as the Rwe mounts in the One by One theme.

SDr will be AXTw12 with RweSi12 or Tw9.2 with 6” casemates and 18 knots. A British Using Nations design can replace two of the SDr (leaving 2) with one EDr design but with 3” casemates.

EDr will be ARweXTw12 with 4” casemates and 21 knots

MDr will be ARweYXTw12 with 4” casemates and 21 knots

LDr will be ABRweYXTw12 with 4” casemates and 21 knots

EW1 will be 2 ships with ABRweYXTw12 with 6” casemates and 21 knots, the other 2 may have Tw13.5

MW1 will be ABRweYXTw13.5 with 6” casemates and 24 knots

LW1 will be 2 ships with ABRweYXTw15 with 5.5” on the weather decks and up to 30 knots, the others will be as MW1 but 5.5” and 30 knots.

PLT will be ARweXTw16 with Tw5.25 in BY and the wings up to 30 knots or as the Tw15 design with Tw5.25 instead of Si5.5

BC may be built from the MDr period with one less mount than the BB design (B if it exists or Y otherwise) and 24 knots speed in MDr and 27 knots speed in LDr to MW1 with 33 knots after that.

AC will be AXTw9.2 with RweSi9.2 or Tw7.5 with 6” casemates and 21 knots.

CA1 will be ABRweYXSi7.5 but otherwise as CA1H

CL1 will be ABRweYXSi6 but otherwise as CL1D

CA6 and CL6 will carry the same main armament as CA1 and CL1 but otherwise follow their own rules.

CA may be ARweXTw8 for 8 guns, ARweYX for 10 guns or ABRweYX for 12 guns.

CL are ditto with Tw6

Destroyers are ARweXSi4 or 4.7 for 4 guns or ABRweYXSi4 or 4.7 for 6 guns or ARweXTw4 or 4.7 for 8 guns, later may also be 4.5.

Destroyer escorts are ARweXSi4 or Si3

All other standard British Rules apply, including but not limited to the Carriers and Submarines and the weight limits on Battlewagons and Cruisers.

## 2.9 18” Theme

This theme suggested by the Furious uses 18” guns instead of the LW1/EIT 16” guns. No ship started before 1941.i.1 in this theme may mount 16” guns. The Tw16 mount would have to be designed on or after the Start of Hostilities and would be a Normal design. If a Tr16 mount was designed after Start of Hostilities it would be a Radical design, unless a Tw16 mount was designed first.

This theme may also be used by Albion Using Nations with their lighter guns, but will always use the RAS scheme as their guns are larger than standard for the period. Note Hibernia may not use this theme, nor Simply solo or Two by Two.

The Nation builds ships with the same calibre gun for eight ships before switching to the next calibre, they are in sequence two ships with ABYXSi, followed by two ships with 3Tw (locations depend on period) then four ships with ABYXTw.

SDr period is two ships ABYXSi12 (in shields) plus P~T~Si9.2 (in shields) plus 6” casemates, then two ships AQXTw12 with 6” casemates.

EDr period is four ships AQTXTw12 with 4” casemates.

MDr period is two ships ABYXSi13.5 (in shields), then two ships AYXTw13.5 all with 4” casemates.

LDr if allowed is four ships ABYXTw13.5 with 4” casemates

EW1 period is two ships ABYXSi15 (in turrets), then two ships ABX or AYXTw15 with 6” casemates.

MW1 period is four ships ABYXTw15 with 6” casemates

LW1 period is two ships ABYXSi18 (in turrets), then ONE ship ABX or AYXTw18 with 5.5” shields.

If there is enough tonnage for more ships in the LW1 period they can be any of the previous designs or ABQYXTw15 with 5.5” shields (Albion would be AXTr15/BYTw15).

The next Battlewagon built must be the second ship with 3Tw18 or a Battlecruiser with AXTw18 and the appropriate secondaries. After that four ships must be built with ABYXTw18, then if the 20” gun and single mount has been designed then at least two ships with ABYXSi20 can be laid down and so on.

Note if a Battlecruiser version is required to replace any of the above Battleships then remove the highest mount from the design, eg AYXSi15 in the EW1 period.

If desired this theme may treat the cruisers in the same manner:

AC period two ships with ABYXSi9.2 (in shields) plus P~T~Si7.5 and 6” casemate and two ships with AQXTw9.2 and 6” casemates.

CA1H and CL1C or CL1D or CL1E

CA6 or CL6

EIT period two CA with ABYXSi9.2 followed by four with ABXTw9.2 or AYXTw9.2 (three 9.2 are treated as equivalent to four 8” for the purposes of building ships with 40x8”). If any further CA are built they could be ABYXTw9.2. After that a similar sequence with 11” guns.

LIT CL would be the same layout and number but with 7.5” (three of which are equivalent to four 6”).

I would suggest that if this option is taken Britain cannot build 8” or 6” (other than Tw6Auto at the appropriate time), though they could maybe build a Tr7.5SAQF similar to the American 8” mount.

All other guns and mounts are as the British Using Nations main option for the appropriate period. Speeds and Armour and all other specific rules are also as per the main option of the British Using Nations. CAA for example should be as the main option for British Using Nations.

This Nation will never design the same system as PSI XXXX for ships with small numbers of guns.

# 3.0 Map

For Britain and Hibernia the standard Map and rules will be used for those Nations.

For Brazil, Chile and Turkey, the maps associated with South America or the Mediterranean Nations will be used respectively for those Countries. Any Consortium including one or more of these British Using Nations will use the appropriate Consortium map for the relevant number of Countries.

# 4.0 Specifics

## 4.1 Battlewagons

Because of the many different themes that Britain tried they are all presented here. The Player may select any of these themes at any point after the theme was first used. Hence the Player may decide to build stable themes (all the same type) or may build each period as a different theme, or anything in between, but this does not allow both 18” and 16” gunned ships to be built in the same navy before 1941.i.1 as laid out in the 18” Theme above. Note the main British Using Nations theme allows 18” guns at this date as the gun and a Twin mount for it are Normal designs for British Using Nations.

SDr AXTw12P~T~Tw9.2Q~Si9.2 in the late period, in the early period P~ and T~ were singles with no Q~ (the King Edward VII design, also known as the Wobbly 8). These ships may be built with up to 18 knots maximum speed. In the case of Britain one, and only one, ship may be built in the SDr period with the Dreadnought design AP~TXTw12 with 3” guns in the Casemate and a speed of 21 knots. Other British Using Nations and Albion do not have that design unless explicitly specified. If they choose to build a Dreadnought design then only two late SDr may be built – all other Nations have a potential 4 SDr battleships. Note a player could opt to build two or three Si12 a side instead of the Tw9.2 depending on the maximum weight allowed for the wing mounts.

EDr period is AP~TXTw12 with 4” guns in the Casemate and a speed of 21 knots. Also there is a Battlecruiser design with AQneXTw12 with 4” guns in the Casemate and a speed of 24 knots. All British Using Nations may build these and later designs. (Qne means that there is a pair of en-echelon mounts which are very close together, ie narrow, giving very narrow arcs of fire).

MDr period is AQweYXTw12 with 4” guns in the Casemate and a speed of 21 knots (the en-echelon mounts are wider and give better arcs of fire). A similar Battlecruiser design is also available to the EDr version but with the en-echelon mounts being further apart in the same way as the Battleships.

LDr period, assuming that these ships are allowed in the campaign would be ABQYXTw13.5 with 4” in the Casemate and a speed of 21 knots. Battlecruisers would be ABQXTw13.5 with 4” in the Casemate and a speed of 27 knots.

EW1 period would be the same as the LDr period but 6” in the Casemate instead of 4”. Battlecruisers would be the same as well but 6” in the Casemate. 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 Y 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 Y mount instead of Q.

MW1 period is ABYXTw15 with 6” in the Casemate and a speed of 24 knots (or slower). Battlecruisers may be ABXTw15 with Tr4 in shields and a speed of 30 knots or slower.

LW1 period is ABYXTw15 with Si5.5 in shields and a speed of 30 knots, Battlecruisers may also be up to 33 knots. In addition to previous designs, AXTw15 or AXSi18 are also possible – these three ships eventually became the three EVL. It might be suggested that it would have been better to convert Renown and Repulse to EVF with 45 aircraft as well and complete a second Hood, but that wasn’t what happened.

The premise of this campaign is that the American President Woodrow (XXXX) persuaded the belligerents in WW1 to agree a peace after the Battle of Jutland and before America joined in. Hence Britain and Germany have the opportunity to learn from that battle. Hence Hood is more likely to be built as a Battleship instead of a Battlecruiser as originally designed.

Britain, Hibernia and Chile (but not other British Using Nations) may move enough steel to the EIT period to build a maximum of two ships up to 33500 tons each. Britain may build the Nelson design (ABCTr16), or the G3 design (ABPTr16), or the Albion design given in the next sentence. The Albion design is ABYXTw16, built in the LW1 period . The Hibernia design is AX or AQQu16. The Chile design is ABQYXTw16. All of 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 and/or one Pocket Battleship bought forwards from the PLT period. 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 and can see no reason why Britain and the other British Using Nations couldn’t build the same – Brazil, Chile and Turkey could also have access to 10” and 8” in Quads. The Battlecruisers could add another such mount – probably ABX for Britain or even two (ABYX), but are more likely to be Tw12 or Tr12 in the same layout as their larger battlewagons. You could almost predict a Courageous like Pocket Battleship – would the designers have learnt their lessons?

The PLT period adds ships armed with Qu14 to the mix. Britain was very keen on persuading the other countries to limit the calibre of their ships and built their own this way in the hope of leading by example. If they had succeeded they would have been at huge advantage as they already had 13 ships with 15” and two with 16”. The original design for the KGV was allegedly AXQu14BYTw14 but they removed the Y turret to fit the design into the 35,000 ton limit proposed. In this campaign British Using Nations and Albion are limited to 37,500 tons so please remember when designing these ships that Lion probably won’t fit in unless the speed or armour is considerably reduced. Any of the previous designs could be built but I believe that a practical limit on speed would be 30 knots for Battleships and 33 for Battlecruisers. I can envision, based on previous designs, 2, 3, 4 or 5 Twin turrets, 3 Triple turrets or 2 Quads+1 or 2 Twin, with calibres being 16”, 15” or 14” (possibly even 12” though that couldn’t be rebored to 12.7” during the war). However I feel that 14” is the likely largest calibre to be mounted for the above reasons.

Secondaries would probably be Tw5.25DP for British Using Nations (Albion has their own Tw5.5DP) and one could be placed superposed above the fore and aft turrets for Britain and Hibernia and replace B and Y on Brazilian, Chilean and Turkish designs. 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.

## 4.2 Cruisers

British cruisers are as follows:

AC could have Si9.2 or Tw9.2 in AX and Si9.2, Si7.5 or Tw7.5 in the wings (potentially a mix of these mounts as in HMS Warrior). Brazilian, Chilean and Turkish AC could replace the 9.2 with 10” and the 7.5 with 8” if desired.

CA1 are likely to be CA1H (CA1G for the Turkish German designs) which can all be converted according to the various other rules.

CL1 are likely to be CL1C, CL1D or CL1E which can all be converted according to the various other rules.

CA6 are ABXTw8 with 2Si4AA or 2Tw4AA per side.

CL6 are ABXTw6 with the same secondaries.

EIT are ABYXTw8 with the same secondaries and paper thin armour – possibly only armouring the magazines. CA6 could also be built.

LIT are ABYXTr6 with 2Tw4DP or 3Tw4DP and better armour. CL6 could also be built, as could ABYXTw6.

PLT are similar to the LIT designs but may drop the Y turret or replace it with a Tw4DP. Unlike real life Tw4DP can be mounted in C as well and possibly in Z superposed over a Tr6 in Y.

Brazilian cruisers are more likely to be 7Si8 or 6” but could be AXTw and the rest singles to give 9 barrels. PLT designs could replace BY with Tw4DP, and carry more Twins.

Chilean cruisers are more likely to be Twins in AQX and Single in BY, but could be Twins in all locations. PLT designs could replace BY with 4DP again allowing Triples in the other three locations if desired instead of Twins.

Turkish designs follow the Brazilian and Chilean ones.

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

British Using Nations can also build CAA and/or CLA in the PLT period – see below for more information.

## 4.3 Destroyers

The standard British destroyers were mostly four or five single mounts generally with 4.7QF or 4.7SDP guns or 4QF or 4DP. In five mount designs the central mount was usually before the two sets of Torpedo Tubes (in Q) or aft of them (in T). In addition, some designs had either three or four twin mounts in the same calibres. Quite a few of the LIT designs had the third mount in X elevated possibly to give more room for Depth Charges or to give better field of fire. In four mount designs the fourth mount was often in T at the same height as X and unable to fire over it. The Player is not restricted to this though. All of these mounts could be shields or turrets though all would be the same on the same ship. All ships can have up to two Torpedo mounts, usually Quins but less or smaller would be acceptable and the appropriate ASDIC and Depth Charge fit out. Speeds may be up to 36 knots though 4” armed ships could theoretically be 39 knots.

Brazilian destroyers should have seven single mounts and Chilean destroyers should have five single mounts with the Turkish destroyers being a mix of these two.

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 build standard British destroyers (if they choose the British rules) in any period regardless of choosing to build any with Triple mounts.

Each country in the Mediterranean or South American Nations should have the appropriate portion of the total number of squadrons/flotillas XXXX – note do not assign part squadrons/flotillas to a country.

## 4.5 Mothballed Destroyers

All British Using Nations may build two DAAHB described elsewhere in the PLT period (actually completing in the LIT period), they also get one DAALB per month at the end of each month for the first 14 months of the war as described elsewhere. These Nations’ mothballed destroyers can be modified to any of the designs in the British Using Nations as appropriate.

As South America and the Mediterranean are not complete British Using Nations you might want to limit South America to one DAAHB and 10 DAALB (first two months out of each group of three), and limit the Mediterranean to no DAAHB and 3 DAALB (Months 1, 6 and 11).

## 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, especially for South America (which could select the American Option) or Mediterranean which could select any of the three.

## 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, although the Mediterranean would be restricted to 2/9ths of maximum number of SSX, and South America would be restricted to 2/3rds of the maximum.

# 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 Albion Using Nations may do this, all other Nations must wait until XXXX before Angled Flight Decks can be fitted.

Britain and Hibernia (if using the British Rules) may build up to 3 CAA in the PLT period.

If Argentinian ships are built for South America then Brazil and Chile may each build one CAA.

If no Argentinian ships are built then Brazil and Chile may build one CAA and one CLA each.

Turkey may build a single CAA. In theory, they could build two CLA but as Britain has no CLA design (the 5.25 and 4.5 are too large for a CLA), then it would be necessary to build two German CLA, one as the third ship in a group of three cruisers and the other as the first in the next group of three.

4.5SADP may be designed as described elsewhere at the specified time and 6Auto and 3Auto, these latter two may be mixed on ships larger than a destroyer. 6Auto may only be mounted on the centreline on Cruisers in AX XXXX there were designs to mount more turrets on a larger ship. What about Worcester or are these 6DP? Destroyers may only mount 4.5SADP (probably singles) and 3Auto.

# 6 Build Weight

All British Using Nations options shall use a a Heavy Build weight for Battlewagons and CA with Standard weight for other ships XXXX check MBM/L.