**French**

# 1.0 Introduction

This Nation is built on the French designs, but allowing them the same economic performance that other Nations such as Britain and American so that they have a comparable fleet. Initial Ironclad designs are suggestions to build two Decker Ironclads such as the Gloire (XXXX) leading on to the pre-dreadnoughts with single 13.4 in AX and Single 10.8 XXXX in R~ and then on to the first Quad turrets. From this point onwards all designs will be using Quad turrets though I feel that the larger calibres probably wouldn’t be superposed because of the ship being top heavy so the PLT layout of AQ or AX is more likely. Cruisers will take longer to get to Quad turrets and of course the Destroyers never get there as it would make the ships too wide.

Amazingly France developed a Tr6DP, a Qu5.1DP and 57mmAAA prior to the war XXXX but I can’t find any record of them actually being used in battle. These designs below make more use of these new developments to further differentiate this Nation from others.

# 2.0 Options

## 2.1 Normal French Designs based on their ships with Quadruple turrets.

## 2.2 A series of designs based upon the Lozenge concept fashionable in the late 1800’s.

The French Navy chose many designs, primarily for Battleships with what is known as a Lozenge gun layout – one Si heavy gun in AX and another Si heavy (but potentially lighter) gun amidships on both sides – what I call R~ in my rules. The theory was that three guns could fire in any direction including forward or aft. In practice once the ships were built they found that blast effects from the mid guns caused a lot of damage to superstructure and fittings, however if the ship was in severe danger of being sunk for want of damaging their opponent I can well see the captain ordering the offside gun to fire regardless of the damage it would do to his ship. My sequence of designs initiated from this premise is laid out in the specifics below.

# 3.0 Map

This solo major Nation uses the standard Map and rules relating to it.

# 4.0 Specifics

## 4.1 Battlewagons

### 4.1.1 Normal Quad Designs

SDr mount Tw12 in AX with a secondary armament wing mounted of Si12 or Tw9.4BL or Tw7.6BL or Tw6.7BL (players’ choice) to the maximum weight allowed. A Casemate may contain 6QF or 5.1QF, or 3.9QF. Speed is 18 knots.

EDr mount Tw12 in ABYX with similar Casemates. All at speed 21 knots.

MDr mount Tw12 in ABR~YX with similar Casemates.

LDr mount Tw13.4 in ABR~YX with similar Casemates.

EW1 mount Qu13.4 in AB with similar Casemates.

MW1 may be Battlecruisers at 27 knots or Battleships at 21 knots with a similar armament or adding a third turret in Q or X.

LW1 may be Battleships at 21 knots with Qu15 in AB, or Qu13.4 in ABQX with 5.4QF or 5.1QF in single shields on the weatherdecks instead of the Casemate. Optionally enough tonnage may be moved to the EIT period to allow two ship of up to 35,000 tons with Qu16 in AQ or AX.

This Nation can move enough tonnage from the PLT period to the LIT period to build two Battlecruisers with Qu13 in AB and Tw5.1DP in CYX and others on the wings (either singles or twins XXXX).

PLT Battleships can be ABQu15 or AQ or AXQu16 up to 30 knots – see below for discussion on DP.

### 4.1.2 Lozenge Designs

SDr mount Tw12 in AX with one Si12 or Si10.4 XXXX or Tw9.4 or Tw7.6 or Tw6.7 in R~ (players’ choice) to the maximum weight allowed. A Casemate may contain 6QF or 5.1QF, or 3.9QF. Speed is 18 knots.

EDr mount Tw12 in AR~TX with similar Casemates. All at speed 21 knots.

MDr mount Tw12 in AR~YX with similar Casemates.

LDr mount Tw13.4 in ABR~YX with similar Casemates.

EW1 mount Tw13.4 in ABR~YX with similar Casemates.

MW1 may be Battlecruisers at 27 knots or Battleships at 24 knots with the same gun layout.

LW1 may be Battleships at 24 knots with Tw15 in ABR~YX 5.4QF or 5.1QF in single shields on the weatherdecks instead of the Casemate. Up to two ships may be armed with 16” guns but missing the B turret. Battlecruisers up to 27 knots would have the same gun layout but missing the B turret (and the Y turret in the case of the 16” design).

This Nation can move enough tonnage from the PLT period to the LIT period to build two Battlecruisers with Tw13 in AR~YX and Tw5.1DP in BZ (both superposed) and others on the wings (either singles or twins XXXX).

PLT Battleships can be ABR~YXTw15 or ABR~YXTw16 up to 30 knots – see below for discussion on DP. Battlecruisers would loose the B turret and have up to 33 knot speed.

Note in all of these designs the B and/or Y turrets may be removed to save weight (B first then Y) but not the R~ turrets.

In the PLT period Tw5.1DP can be superposed above the highest forward and aft main turret and along the sides or singles. Lozenge Designs may not use Tr6DP or Qu5.1DP in any design.

## 4.2 Cruisers

### 4.2.1 Normal Designs

AC mount Tw9.4BL in AX with a secondary armament of Si9.4BL or Tw7.6BL or Tw6.7BL (players’ choice). Speed of 21 or 24 knots.

Standard CA1, CL1, CA6 or CL6 may be built with 8” or 6”.

EIT CA may be built with 4Tw8 or 3Tr8 with Tw3.9AA.

LIT CL may be built with 4Tw6 or 3Tr6 with Tw3.9AA or DP.

PLT CA may be built with ABQu8 and DP armament as below.

PLT CL may be built with ABQu6 and DP armament as below.

EW2 CAA may be built with AYXTr6DP using Tr57mmDP as secondaries and Si57mmDP as Heavy AAA and 20mm as LightAAA.

EW2 CAA may also be built with AXQu5.1DP using Tw5.1DP or Singles as secondaries.

LW2 period CAA may add a fourth Tr6DP in B, or a third Qu5.1DP in Y or use Auto mounts.

### 4.2.2 Lozenge Designs

AC mount Tw9.4 in AX with a secondary armament of Si9.4 or Tw7.6 or Tw6.7 in R~ (players’ choice). Speed of 21 or 24 knots.

CA1 Si8ABR~ZYX with Y superposed and circa six 3.9”QF secondaries (3 per side) at 30 knots

CL1 ditto but 6” guns

CA6 Tw8AR~X with twoTw3.9AA XXXX and speed

CL6 Tw6AR~X with twoTw3.9AA XXXX and speed.

EIT CA Tw8ABR~YX with two or three Tw3.9AA and 33 knot speed.

LIT CL Tw6ABR~YX with two or three Tw3.9AA or DP and 33 knot speed.

PLT CA may be built with the same main gun layout as EIT CA and DP armament as below.

PLT CL may be built with the same main gun layout as LIT CL and DP armament as below.

EW2 CAA may be built with ABR~YXTw5.1DP and Si57mmDP as Heavy AAA and 20mm as LightAAA.

EW2 CLA may be built with ABR~YXTw3.9DP with the same AAA.

LW2 period CAA and CLA may add an extra turret in C superposed above B (including SADP guns) or use Auto guns with the EW2 layouts.

## 4.4 Destroyers

The destroyers for this Nation will have the standard layout for the normal designs but will always have a single mount in R~ position for the Lozenge option. 5.1QF in both Twin and Single mounts are available as are 3.9 in QF or AA mounts in the EIT period or DP in the LIT period. 5.1DP don’t become available until the PLT period. SADP designs become available during the MW2 period and Auto designs in the LW2 period as normal for other Nations. Torpedo Tubes may be any legal 21” mount and DC and ASDIC is as appropriate for the period.

## 4.5 Mothballed Destroyers

This Nation uses the American Mothball Destroyer rules as there is not a lot different between the 5” and the 5.1”, though the light designs will use the British rules replacing 4” with 3.9”. XXXX American Light are they 4” or 5”? DAA should use Tw3.9DP (XXXX either British or American designs) for the normal design. The Lozenge design will be ABR~YXSi3.9QF as built replacing that with DP for the DAA design and they may replace the BR~Y mounts with DP for the LRE design and only one of those three location with DP in the SRE design.

## 4.6 Carriers

The large Carriers have Tw5.1DP and the VL and VE have Tw3.9DP.

## 4.7 Submarines

Submarines may any standard Light or Medium design or the Surcouf design (SSS) at the appropriate times.

# 5 Completion

Two of the PLT ships can be built as Battlecruisers complete in the LIT period as described above – no veto by other players is possible on this decision. All other ships complete as per the normal rules taking into account the BC built (if they are). A PB may be built to soak up otherwise unused tonnage.

If 18” and larger guns are developed they may be built into Quad turrets if this Nation already has Qu16, but these may not be superposed under any circumstances (so use AQ or AX mounts as desired by the player). Tw18 and larger may be designed for the Lozenge option which use the same gun layouts as before.

For Normal Option, DP for PLT ships is complicated. If a ship has main guns in AB or AQ then DP may be mounted in both X and Y (superposed above X) as well as on the wings in single or twin mounts (depending on ship size and period). If a ship has main guns in AX then DP may be mounted in BY (superposed over AX) as well as in the wing positions.

Also for Normal Option, if Tr6DP are carried on a Battlewagon then a maximum of 3 may be mounted (4 in the LW2 period). These turrets may be mounted in B or Y (both superposed) or X or X~ (two mounts side by side) or Z~. Note if mounted in Z~ they will be the same height as X. Any combination is possible, for example Y and X~.

Also for Normal Option if Qu5.1DP are carried on a Battlewagon then a maximum of 3 may be mounted (4 in the LW2 period) in the same way that the Tr6DP are mounted.

France (and ADL) are the only Nations allowed a mixed DP/AA armament prior to Auto guns becoming available. Any French ship may mount a mix of DP (and or AA) if they are of different calibre. On the real Jean Bart Tw3.9AA were mounted as well as the larger DP, though I would have expected them to be DP, unless they felt that carrying more AA ammunition was more important than their ability to engage Destroyers.

These two Nations are also the only Nations that can develop 6SADP with 3.9SADP and Auto versions of both of those (other Nations must develop a 3” with their 6”). France has no smaller gun than the 3.9” other than the 57mm. The Tr57mm is considered to be a DP weapon (and may replace any 3.9DP mount on either option), and the Si57 is a HeavyAAA weapon which can also be used by either option.

# 6 Any other Rules

The French 12” guns may theoretically be rebored to 12.7” during the EIT period (not the SDr, EDr, MDr, or LDr) or during the war. Note, this didn’t happen in reality.

Before the war standard French AAA was 37mm Heavy with 13.2mm Light, from the PLT period onwards Si57mm Heavy and 20mm Light guns can be added.

Lozenge Option ships may not remove the R~ mounts to classify as “removing a centre turret”. All of their ships must always keep those mounts and it is not allowed to remove the wing mounts on SDr or any other period to add AA or DP mounts. For the designs post SDr era where Tw mounts are in R~ these must always be the same calibre as the AX mount but in LRE/SRE or any destroyer these could be DP instead of QF. Cruisers and larger must fit QF matching their main calibre in that location but may fit DP guns below that QF mount if desired (the QF mount would be superposed to fire over the DP mounts - they must always be clear to fire forward or aft). If other ships are built such as Q ships or AMC/AAMC they must always include either Si or Tw R~ mounts. All Lozenge wing mounts may fire beyond 5 degrees from the fore and aft line without damaging the ship, ie from 5 degrees to 175 degrees and 185 degrees to 355 degrees. If they fire directly fore or aft (within that 5 degree arc) they add 1/10th of their normal damage to their own ship rounded up to the nearest half point. XXXX add similar damage to ne (narrow echalon) and we (wide echalon) ships but the angle is 10 or 15 degrees XXXX. Also cross deck firing.