# Russia

## Introduction

The Russian designs are based on the Dreadnoughts in the Russian Navy, with a few exceptions every ship in this Nation have four positions for their mounts – AQSX. This means no superposed turrets with a very few exceptions, but they do have more guns than most other Nations – they just don’t have such good angles to fire over. The Q and S mounts can only fire over 90 degree angle centred on the beam on either side of the ship.

I have designated them as Q and S so that they could be placed between the Bridge and First Funnel or aft of the First Funnel (Q), and either forward of the Last Funnel or between the Last Funnel and the Aft Superstructure. In the case where there is only 1 or 2 funnels, these two mounts can in theory be placed alongside each other but they still can’t be superposed over each other. Turrets can only be superposed in the SDr and AC case and when DP are added to the centreline in the PLT period.

Where Triple turrets are specified, Twin could be used instead if desired. Only the turrets actually used in designs up to the PLT period may be used in WW2 ships unless new mounts are designed. For example if Tr7 are used in EIT CAs then Tw7 can’t be used during the war unless the new mount is designed first.

## Battlewagons

The SDr ships (if any are built) will have Tw12 in AX and Tw8BL or 10BL in QS. If the secondary turrets are 8” there can be one extra turret of the same calibre superposed over the QS mounts, giving 4x12 and up to 8x8BL or 4x10BL on the broadside. Tertiaries are the usual 5x6” in casemates which will be affected by bad weather as they are quite low in the ship. Other guns are available too for this, in 5”, 4” and 3” calibre which are also available as AA guns and later on DP. Ship speeds are generally 18 knots.

EDr are Battleships with 4Tw12 which can be freely upgraded to 12.7” though these would not have been done in the EIT period XXXX time during the war. Ship speeds are generally 21 knots. Casemates are as SDr.

MDr are Battleships (or Battlecruisers at 24 knots) with 4Tr12 which can freely be upgraded to 12.7” after Start of Hostilities, Casemates as before.

LDr and EW1 are the same though the BC speed increases to 27 knots. The EW1 ships will have their guns upgraded to 12.7” during the LIT period.

MW1 and LW1 ships are similar but will have 4Tr14, and two of the LW1 ships could have 4Tw16. LW1 ships could have Si5QF in shields on the weatherdecks instead of a Casemate.

LIT BC (if allowed) could be 4Tr12 (that can’t ever be upgraded to 12.7”) but could be 30 knots.

PLT ships could be 4Tr16 with BB up to 30 knots and BC up to 33 knots.

LIT and later ships may have Tw5DP superposed above the Q and S mounts (not the A and X), they may also have other Tw5DP arranged either side of the Bridge, the Funnels and the Aft Superstructure up to the weight allowed for the ship tonnage.

## Cruisers

AC are similar to the SDr with Tw10BL in AX and Tw8BL in QS and a Casemate of 6” as normal. Alternatively replace each Tw8BL turret with a pair of superposed Tw6QF turrets. Speeds are generally 21 knots but may exceptionally be 24 knots.

There are no CA6 or CL6 designs.

CA1 can be built as a CA1R and converted to a CAFR or CAAR XXXX

CL1 can be built as a CL1R and converted to a CLAR.

EIT CA are Tr7QF in AQSX with wing mounted Tw5AA or Tw4AA up to the weight allowed.

LIT CL are Tr6QF in AQSX with wing mounted Tw5DP or Tw4DP up to the weight allowed.

PLT CL are the same though a Tw5DP or Tw4DP can be superposed above Q and/or S.

EW2 CAA can be Tr5DP in AQSX possibly with a superposed Tw5DP over Q and S. Note, the rules allow a maximum of 12 Medium DP firing into each broadside but the Russians may add 4 more to make up for their poor firing arcs.

EW2 CLA can be Tr4DP in AQSX possibly with a superposed Tw4DP over Q and S. The rules allow for a maximum of 14 Light DP firing into each broadside but the Russians may add 4 more to make up for their poor firing arcs.

MW2 Cruisers can include Tw6DP or SADP once these designs are complete

LW2 Cruisers can include Tw6Auto in AQSX with Tw3Auto superposed and in wing mounts.

## Destroyers

The Destroyer layout is also AQSX with singles if necessary, but is otherwise similar to other Nations. 5” and 4” guns may be mounted in Twin or Single shields in QF or AA or DP when the latter becomes available. 3” in all three types are also available for DE and TB and MB if necessary.

## Carriers

Carrier options are either Option 2 or 3, using 5DP on the larger carriers and 4DP on the VL and VE.

## Submarines

Submarines are as normal, with Large submarines added as per standard rules.

## Wartime Armament

Russia can design a Tr5DP after Start of Hostilities for use in the superposed Battlewagon position or it could be used in AQSX on CAA with possibly Tw5DP superposed over QS although that would be a bit of an overkill. Similarly a Tr4DP can be designed after Start of Hostilities.

Russia can design the usual 18”, 20”, etc mounts after Start of Hostilities using the usual rules, and all the normal 6DP, 6SADP, 3SADP, 6AutoDP and 3AutoDP at the appropriate time.