South America (AKA ABC)

# Introduction

South America is a Nation consisting of between one and three Countries (player’s choice).

Looking at each category – Battlewagons, Cruisers, Destroyers – and each era – SDr, EDr, MDr, LDr, EW1, MW1, LW1, EIT, etc., there can never be more Argentinean ships complete or building than there are Brazilian and there can never be more Argentinean ships complete or building than there are Chilean. This means that the Argentinean ships must be built as the third in each group of three ships in each category and era and the fourth ship in an era and category must be a British design.

Also the number of Chilean ships in each category should never be more than one more than the number of Brazilian ships, and the number of Brazilian ships should never be more than one more than the number of Chilean ships.

The only exception is for Destroyers as Chile is the only country that can build DD – Brazil and Argentina can build DF. There is no requirement that this nation builds any DF and there is no requirement that it builds DD either. They could build all DF or all DD. This means that the number of Destroyers from one country can far outway the number from others though Argentina can never have more than 1/3 of the total number of Destroyers when viewed across all eras to include the PL era.

Note the groups of three apply to a single category/era combination. For example in the EDr era the BB could be built as Brazil, Chile, Argentina, Brazil. Then in the MDr period the order resets with the first two and fourth being the British designs with the third being an American design.

The Nation was designed as an exercise in building a navy around ships that have a large number of turrets. This may mean that some turrets carry only a single gun to allow for a decent weight of ship or ensure that the ship can carry the armament. This can only be done in mounts B, R and Y even if those mounts aren’t superposed.

The Nation (ie three Countries will have two DAAH that can be modified just before the Start of Hostilities, the CA1 and CL1 that can be modified into various designs during the EIT and LIT periods and the Battlewagons and CL1 that can be rearmed as AA ships in the PLT period (some of which will be complete and some not).

With the exception of special designs like the CL1/CA1/CAF/CAA/etc, all Chilean ships must have five turrets firing into each broadside (3 lighter turrets on both sides for SDr/AC designs for example). Similarly all Argentinian ships must have six and all Brazilian must have seven turrets firing into each broadside.

Note, that although the Argentinian ships are all classified as American Using, unlike the American ships they use a layout of ABQRYX when they have six mounts on the centreline (America would be more likely to use ABQZYX). In the Argentinian (and Brazilian) Battlewagons the R mount is not superposed above Q to reduce the topweight – Argentina tends to use back to back turrets and Brazil both facing forward. PB and smaller ships will have R superposed above Q facing forward to reduce the length at the expense of the topweight.

Note also that despite the large number of mounts on these ships no ship may mount more than 15 guns in the centreline turrets of the largest calibre on the ship. Eg 15x8 on a Brazilian CA, if all 7 mounts are filled with 8” guns they would have to be Twins giving 14 guns on the ship.

Options

***2.1 Brazil on its own as a single country Nation.***

***2.2 Chile on its own as a single country Nation***

***2.3 Brazil and Chile together***

***2.4 All three (Brazil, Chile and Argentina) together.***

***2.5 Add a fourth country from South America with four*** ***mounts*** The choice of country name and designs is left to the player, but the number of guns cannot exceed the number allocated to the other countries (eg 8 guns into each broadside in the EDr era). If a fourth country is added, their design must be the fouth one in each of the category/era combinations, eg the fourth CA in the EIT era. The most obvious Nation to model the fourth country on is Spain because most of Nations in South America speak Spanish and all the Spanish designs have four turrets. I would not suggest allowing any more British or American designs even if they only had four turrets. Other options might be Austria, Russia, Germany or Prussia.

These five choices are the only mixtures available – you cannot have Argentina with Chile or Argentina with Brazil for example or the fourth country with either Chile or Brazil. You could I suppose use the Consortium rules to build a Slow Fleet Chilean/American Consortia but you would only get three heavy calibre armed ships as America can build fast ships in the PL era and the heavy ships would have to be one from one country and two from the other.

***2.6 Slow Fleet Option***

With the standard build for the South American Navy (ABC), at least 2/3rds of each of the ship types will probably be of British origin and hence this navy could have four ships with Heavy Calibre in the LW1 period if they choose the Slow Fleet Option, however the largest number of guns mounted on a ship is 10x16 so the Brazilian and Argentinian countries don’t appear to be elible for this and Chile is at most likely to have three LW1 ships (if Brazil and Argentina have two each). The options to get around this would be to have a 14x15” ship for Brazil (or 2 of them) – the only Nation that is allowed 15” guns on a Slow Fleet, or to include one or two Argentinian BC-ABYXTw16 at 27 knots. I would suggest one “Lexington” is a bit of a waste of a good gun (every other ship in the Navy would be at 21 knots or slower and its armour would allow it to be sunk quite quickly). Two would be better but I think one or two of the 14x15” gunned Brazilian ships would be a better option. Note Argentina has to build six turreted battleships, the only option for four turrets would be the BC option and that is really breaking the rules for the Nation.

Note if the four country option is chosen it is unlikely that there would be more British designed ships than others so it is likely that only three Heavy Calibre gunned ships could be chosen.

***2.7 Other South American Consortia***

It is of course possible under the Consortium rules to design your own South American Consortium, for example Peru (with Spanish rules), Belize (with British rules) and Arundi (with Netherlands rules). You would still need to ensure that they can all use the same Auto guns of course and they can’t also use the Slow Fleet rules because of the Arundi Battlecruisers.

Map

The Map for this Nation will be the standard map for three equal partners (four if a fourth country is added).

Specifics

Battlewagons: in all cases these will be battleships apart from the optional BC in the LIT era and possibly up to two Lexington type BC for Argentina in the LW1 era and one PB to use up tonnage in the PL era.

As this Nation is all about the large number of turrets, I don’t feel that any BC are really appropriate for it, and if a PB is built it must have at least five turrets but may have up to seven probably with smaller calibre guns than other Nations.

In some of the designs below the superposed mounts are specified as singles, this is because using twins would make the ships much larger than the other Nations and leave them little for the LW1 era. On other designs that use twins in these locations the Player may chose to replace them with singles. In all cases the exact number of mounts specified must be used. Singles are specified in superposed locations or as a pair one on each wing opposite each other, though the lists below may override these rules. Note as stated earlier the R mount will not be superposed on battlewagons but may be treated as if they were for the purposes of mounting a single gun.

In all cases on Battlewagons or Cruisers if a design is specified as having Si Superposed main guns then these could be replaced with a Twin DP either when building PL era or later ships or when converting previous ships later in the war. In the case of Brazil in the PL era or later, if the weight of one Single mount is greater than the pair of TwDP then the central Single (in Q or R) may become a Twin main gun. Note, though that there wouldn’t be room to fit an enlarged barbette in older designs – in this case a TwDP could be mounted instead of the central Si if desired bringing the ship down to an 8 gunned one.

***4.1 Chilean Major Ships***

All the EDr ships will need some side mounted turrets because only American Using Nations may fit superposed mounts in that era. The MDr ships may fit a superposed Y turret. All Chilean ships after the MDr era will be built with five turrets with A, B superposed above A, Q amidships, Y superposed above X aft. These will use British guns in all mounts including AA/DP but the intermediate gun will be a 14” instead of a 13.5”.

**4.1.1 Chilean Battleships**

SDr: 2Tw12/2Tw9.2, 1Si9.2 at 18 knots

EDr: AQXTw12/P~T~Si12 at 21 knots

MDr: AQYXTw12/P~Si12 at 21 knots

LDr: ABQYXTw14 at 21 knots

EW1: ABQYXTw14 at 21 knots

MW1: ABQYXTw14 or AQXTw15/BYSi15 at 24 knots or ABQYXTw15 at 21 knots

LW1: ABQYXTw15 at 30 knots or ABQYXTw16 at 24 knots

LIT: {BC-ABQYXTw12} at 27 knots or {BC-ABQYXTw9.2} at 33 knots

PL: ABQYXTw16 at 27 knots (one PB with AQXTr8/BYTw5.25)

EW2: ABQYXTw16 at 30 knots

MW2: AQXTw18/BYSi18 at 30 knots or ABQYXTw18 at 27 knots

LW2: ABQYXTw18 at 30 knots or AQXTw20/BYSi20 at 27 knots

**4.1.2 Chilean Heavy Cruisers**

SDr(AC): AXTw9.2/P~R~T~Si7.5 at 21 knots or AXTw8/P~R~T~Si8 at 24 knots

LW1: ABP~YXSi7.5 could be converted in a similar way to CA1H but with only 5 mounts, optionally A and X could be twins

EIT: ABQYXTw8 at up to 33 knots, ditto up to MW2

LW2: ABQYXTw9.2 at up to 33 knots

**4.1.3 Chilean Light Cruisers**

LW1: CL1C some may be converted to CLAC or similar before Start of Hostilities, Chile doesn’t get access to CL1D or CL1E due to the number of mounts.

LIT: ABQYXTw6 at up to 33 knots Ditto up to MW2 at 36 knots

LW2: ABQYXTw8 at up to 36 knots

**4.1.4 Chilean CAA and CLA**

Because the Country is a British Using Nation they may have one CAA or two CLA started during the PL era. The CAA shall mount 5Tw4.5DP or 5Tw5.25DP and the CLA (if built) 5Tw4DP. Any number of either may be started after Start of Hostilities. All use the stardard five turret Chilean layout.

Note if there are no Argentinian ships in the Navy then both Chile and Brazil get an extra CLA – these can’t be combined so that one of them gets an extra CAA.

**4.1.5 Chilean Destroyers**

EIT: DM ABQYXSi4.7 or DL ABQYXSi4

LIT: DM ABQYXSi4.7SDP or DL ABQYXSi4DP, ditto later but they can use SADP and Auto guns as for British Using Nations.

DE ABQYXSi3DP

***4.2 Brazilian Major Ships***

All Brazilian ships shall be built with seven turrets, five as in the Chilean ships above with R at the same level as Q amidships usually trailing and Z at the same level as X (below Y) with X aft. Some of the earlier Battleships may have Single guns in wing turrets to bring their total up to seven firing into each side. These will use British guns in all mounts including AA/DP. As both the other countries use 14” guns, Brazilian ships may be built with either 13.5” or 14” guns, but not both, at the Player’s choice.

**4.2.1 Brazilian Battleships**

SDr: AXTw12/P~Q~R~S~T~Si9.2 at 18 knots

EDr: ARXTw12/P~Q~S~T~Si12 at 21 knots

MDr: ARYXTw12/P~Q~T~Si12 at 21 knots

LDr: ABRYXTw12/Q~T~Si12 at 21 knots

EW1: ABQRZYXTw12 at 21 knots

MW1: ABQRZYXTw12 at 24 knots

LW1: ABQRZYXTw13.5 or 14 at 30 knots or AQZXTw15/BRYSi15 at 24 knots

LIT {BC-ABQRZYXTw9.2} at 33 knots or {BC-ABQRZYXTw12} at 27 knots

PL: ABQRZYXTw15 at 24 knots (one PB)

EW2: AQZXTw16/BRYSi16 at 27 knots or from 1941.i.1 AQZXTw18/BRYSi18 at 21 knots

MW2: ABQRZYXTw16 at 30 knots or T18 at 24 knots

LW2: ABQRZYXTw18 at 30 knots or Tw20 at 24 knots

**4.2.2 Brazilian Heavy Cruisers**

**XXXX note brazilian cruiser will defo need to have more tonnage than 10000, possibly 12k, others maybe 12k too**

SDr(AC): AXTw9.2 with 5Si7.5 on each side at 21 knots or AXTw8 with 5Si8 on each side at 24 knots

LW1: CA1H which may be converted to any of the standard options prior to the Start of Hostilities

EIT: AQZXTw8/BRYSi8 at 33 knots or ABQRZYXTw8 at 27 knots, Ditto up to MW2

LW2: AQZXTw9.2/BRYSi9.2 at 33 knot or ABQRZYXTw9.2 at 27 knots

**4.2.3 Brazilian Light Cruisers**

LW1: CL1E some may be converted to the AA version before Start of Hostilities

LIT: AQZXTw6/BRYSi6 at 36 knots (BY and possibly R may be replaced by Tw4DP after Start of Hostilities) or ABQRZYXTw6 at 30 knots, Ditto up to MW2.

LW2: ABQRZYXTw6 at 36 knots or AQZXTw8/BRYSi8 at 30 knots

**4.2.4 Brazilian CAA and CLA**

Because the Country is a British Using Nation they may have one CAA or two CLA started during the PL era. The CAA shall mount ABQRZYXTw4.5DP and the CLA (if built) ABQRZYXTw4DP. Any number of either may be started after Start of Hostilities.

**4.2.5 Brazilian Destroyers**

EIT: DH ABQRZYXSi4.7 or DS ABQRZYXSi4

LIT: DH ABQRZYXSi4.7SDP or DS ABQRZYXSi4DP

DE ABQRZYXSi3DP

***4.3 Argentinian Major Ships***

All Argentinean ships (if there are any) will be built with six turrets – A, B, Q, R, Y and X with Y superposed above both X. On battlewagons, R is usually at the same level as Q but back to back with it. Some early ships will have single turrets on the wings to make up the number of mounts. All of these Argentinian ships will use American guns in all mounts including AA/DP.

**4.3.1 Argentinian Battleships**

SDr: AXTw12 with P~R~S~T~Si10 per side at 18 knots

EDr: ABYXTw12 with P~T~Si12 per side at 18 knots

MDr: ABYXTw12 with P~T~Si12 per side at 21 knots

LDr: ABQRYXTw12 at 21 knots

EW1: ABQRYXTw12 at 21 knots

MW1: ABQRYXTw14 at 21 knots

LW1: ABQRYXTw14 at 21 knots

LIT: {BC-ABQRYXTw10} at 33 knots or {BC-ABQRYXTw12} at 27 knots

PL: ABQRYXTw16 at 27 knots

EW2: ABQRYXTw16 at 30 knots, can make use of 18” designs from 1941.i.1

MW2: AQRXTw18/BYSi18 at 30 knots or ABQRYXTw18 at 27 knots

LW2: ABQRYXTw18 at 30 knots or AQRXTw20/BYSi20 at 27 knots

**4.3.2 Argentinian Heavy Cruisers**

SDr(AC): AXTw10 with 4Si8 per side at 21 knots

LW1 CA1A which may be converted to any of the standard designs allowed prior to the Start of Hostilities or afterwards.

EIT: ABQRYXTw8 at 30 knots or AQRXTw8/BYSi8 at 33 knots, ditto up to MW2

LW2: ABQRYXTw10 at 30 knots or AQRXTw10/BYSi10 at 33 knots

**4.3.3 Argentinian Light Cruisers**

LW1: CL1A or CL1D

LIT: ABQRYXTw6 at 33 knots, ditto up to MW2

LW2: ABQRYXTw8 at 33 knots

**4.3.4 Argentinian CAA and CLA**

Argentina may not start any CAA or CLA before Start of Hostilities but may start any standard American CAA or CLA after that date as long as it has six turrets firing into each broadside using Tw5DP

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**4.3.5 Argentinian Destroyers**

EIT: DS ABQRYXSi5

LIT: DS ABQRYXSi5DP

DE ABQRYXSi3DP (note, American Using Nations are not supposed to have access to this gun but there is no other choice if they are to have 6 mounts)

***4.4 Mothballed Destroyers***

Chile and Brazil both receive one DAAHB before Start of Hostilities, and one DAALB will be converted at the start of each month (Chile on odd months and Brazil on even months). Argentina will not 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 using their own country’s rules. Chiliean MB are all MBH with 5Si4.7, Brazilian MBM are 7Si3, Argentinian MBL are 6Si3, all convert as per the standard MB of their host Nation (any twins will be replaced with two singles), regardless of the fact that they won’t match their designated number of mounts.

DAAHChile shall have AQYXSi4DP + BTw9pdrDP

DAAMBrazil shall have AQZXSi3DP + BRYTw9pdrDP

DAALArgentina shall have AQRXSi3DP + BYTw9pdrDP

XXXX check any others to specify?

# Carriers

This Nation may choose any Option or they may choose an Option1 force but with one American EVF and one EVL instead of the British ones, one American LVA instead of a British LVB, and an American PVF instead of a British PVB.

# Submarines

All of these countries get the standard submarines of that country. If desired SSX could be built at the appropriate time but the third one in every three that could be built as an SSX would have to be an Argentinian SSM. Note, only one SSX can be built a year so once the problems are fixed, the first two years would have to be a Chilean and Brazilian SSX (either order) with the third year being the Argentinian SSM.

# Completion

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

# DP, SADP and Auto rules

Chile gets one third, round up, of the British number of 5.25DP and 4.5DP.

Brazil gets one third, round down, of the British number of 5.25DP and 4.5DP.

Argentina gets any number of 5DP that they need.

Chile & Brazil can design a 4.5SADP and a 6”Auto and 3”Auto at the same time as Britain

Argentina can design a 6DP and a 6”Auto and a 3”Auto at the same time as America.

# Build Weight

All these countries are firmly in the Standard Build Weight range, though it could be argued that Chile and Argentina could have Heavy Build Weight designs because of the Magellan Straights. The Player may opt to build any of the countries with Heavy Build Weight if they choose – all ships in that country will have to follow the same build weight rules. My calculations for the number of ships available assumed a Standard Build Weight, going to Heavy may reduce the number of each type of ship.