|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| USA | 6Tw12 5Tw14 | 5Tw14 Ten14 | 4Tr14 4Tw16 | none | {BC3Tr12} | 3Tr16 | 3Tr16 Ten16 |
| Japan | BC3-4Tw14 | 6Tw14 | 6Tw14 4Tw16 | none | {BC3Tr12} | 3Tr18 3Tr12 | 3Tr12 3Tw20 |

USA shall build at least two of each design (6Tw12/5Tw14/Ten14/4Tr14/4Tw16), of course by other rules, only two of the 16” designs can be built in the LW1 period.

Japan has the option to build ships with 3Tw20 at the Start of Hostilities, but it will not be possible to retrofit the Twin 20” Turret to a ship with Triple 18”. It is unlikely that these monsters would be completed during the war, so if players would like to see them in action, then the Japanese player may be allowed with the agreement of the majority of the players to re-arm the 3Tr18 with 3Tw20.

With the agreement of the majority of the players, these dates for 18” and 20” can be bought forwards one year, including the Japanese 20”. If this is done then any Japanese 18” PL designs complete 6 months earlier than they would otherwise, and Japan can lay down the 20” design six months before Start of Hostilities – the tonnage placed into them must be accounted for in the PL build.

All W1 and EIT BB and BC may be fitted with single 3”, 4” or 5” AA guns without shields, except for America which only has 5”AA. During the LIT Period these may be replaced with twin DP or AA mounts of the same calibre in turrets or without shields, but note that this will start to add to the Topweight and Ballast for the ship. XXXX