Ukraine

# Introduction

The Ukraine Nation has been suggested by events in 2022, the premise is that the force originally consisted solely of ex-Russian designs and was half the size of other Major Nations (making it effectively a Minor Nation). Since the unprovoked aggression, they have since been supplied with equipment by the USA and a coalition of European Major Navies.

An option would be that the supplied equipment was only delivered over a period of time and not immediately available, see below for details.

Options

***2.1 Primary Option***

The main rules apply to a Major Nation version, other options are given below.

Each group of four ships (eg EW1 Battleships) must consist of the following Navies ships in the order specified:

2 Russian Ships

1 American Ship

1 European Ship

The European options are Austro-Hungary, Britain, France, Germany, Italy and the Player must select at least two of these Nations but could select more or all of them. Also specified variants of these Nations could be used instead (but not as well – you can’t have Germany and Prussia for example). If desired Greece, Spain or Turkey could be used. I don’t recommend the Scandinavian Consortium as they already consist of many Nations. I am aware that despite Britain being part of the European continent, it is no longer part of the European Union.

If three Nations were chosen then one ship from each must be included in three consecutive Periods in any order, but note that no two consecutive Periods may contain the same Nation’s ship, except in the case of Destroyers where there are likely to be a large number of divisions. For the purposes of this rule, consider that the LDr ships were built, so if there are only two European Nations, the MDr and EW1 Periods would have the same Nation.

I would strongly suggest that one of the European Nations is Britain, and note that Germany seems reluctant to supply equipment to Ukraine and allegedly hasn’t met their NATO commitment for some time. Also Italy seems to be trying to placate Russia rather than supporting Ukraine.

If Britain is chosen as one of the European Nations and one of the LW1 ships is theirs then they could use HMS Nelson.

Note each Destroyer Division would have one ship from each of the four nations mentioned above, but could have the Divisions reorganised before the game start so that each Division contains identical ships.

***2.2 Minor Nation Option***

It would be possible to build the Nation as a Minor Nation by designing the Nation as in 2.1 above and then removing all of the American and European ships. If this option is taken then the Neutral ships will be those described for the Fictional Fleets game not the Fictional Forces (ie half of the number of ships for the Fictional Forces game), this is regardless of whether the fleet is purely the Minor Nation or it will be reinforced later by America and Europe.

If desired this Nation could be used as a Major Nation with a greater challenge. Then you could add the American and European ships back in at a rate of 1 Battlewagon, 1 Cruiser and 4 Destroyers per week starting at the beginning of the 6th week (ie the first week of the second month). The first ships would be the earliest non-mothballed ship from America, the 7th week would be the most recent European ships, then the 8th week would be the most recent American ships, then the earliest European ships, the 10th week would the 2nd earliest American ships, then the 11th week would be the 2nd most recent European ships and so on.

This would then be followed by the mothballed ships. For the Post London Treaty ships, these would all be delivered at the Start of Hostilities, with all ships already launched. The first two would have 6 months work left to do on them, and the others would have 10, 14, etc months left unless that would mean they weren’t launched. The ships must be able to be towed to Ukraine so they cannot have more work left on them than is necessary to launch them. This means that Ukraine will have their better ships earlier than other Nations but will have a much smaller fleet initially.

***2.3 Less Russian Ships Option***

This is the same as 2.1, except that the Nation starts with less Russian ships and more British ones.

1 Russian Ship

1 American Ship

1 British Ship

1 European Ship (remove Britain from the European list and add a second American Ship to that list)

There could potentially be two American Ships in one Era. You could also add a second Russian ship to get back to the Navy in 2.1 but with slightly fewer Russian ships. You could even have America and Russia as the two European Nations if desired.

***2.3 Slow Fleet***

Ukraine may use the Slow Fleet rules but the number of extra ships will depend on the number of Nations that have fast ships, but it is likely that only one extra 16” ship could be built.

Map

For the Ukrainian Map, this is a standard map except that there are no cliff segments – they are instead sandy segments and the island holds less animals and double the standard amount of crops – they will have no issues feeding their populace.

Specifics

## Once you have selected your Nations, use the rules for those Nations to select the ships for Ukraine.

# Carriers

It is suggested that Option 1 (British) is not used for the Carriers, the Player is free to choose whichever Option 2 or 3 they prefer. All Carriers are of the relevant Nation and carry the aircraft of that Nation.

# Submarines

The standard submarines may be built as per the normal rules. In addition heavy SS for the relevant Nation can be built at the appropriate time if desired.

# Completion

Completion of PLT Russian designs is as per the normal rules laid out elsewhere. For the selected Nations the first two to complete do so after 6 months and the next after 10, 14 etc months, but the ships must be launched before delivery, so if necessary the last few might complete on the same day.

Only Carriers built under the British Using Nations rules, completing after the Start of Hostilities may be delayed to fit Angled Flight Decks at the reduced cost. XXXX

Octuple PomPoms may only be mounted on Battlewagons, Quads may be mounted on Cruiser sized ships or larger. Nothing larger than a Twin may be mounted on a Destroyer sized vessel or smaller.

Both Twin and Single mounts are also available for all ships as desired. Non-British ships will have 20mm instead of PomPoms, or a heavier mount with half the number of guns, eg Quad 40mm or 37mm instead of Octuple PomPoms or Twin 40mm or 37mm instead of Quad PomPom.

# DP, SADP and Auto rules

Use the Russian rules for this – I believe the American Rules are identical. The other Nations have to use their own rules, they may need extra design teams at the appropriate time if they have different calibres – such as the Austro-Hungarian 5.5SADP or the German 105SADP.

# Build Weight

The Build weight will to a degree depend on the extra Nations but I would recommend using Heavy build weight, or maybe Standard. All the Nations should use the same build weight if using my spreadsheet – if using the software I am writing then it should be possible to use the correct build weight for each subordinate Nation in the Consortium.

Note if you look at Russia, they have ships entering the seas north of Norway and Russia, probably the worst in the world, which would definitely require Heavy builds. They also have ships that could exit the Baltic into the North Sea which is already designated as a Heavy Build area. They also have ships which could exit the Black Sea into the Mediterranean which is Medium and ships which could exit into the Pacific which is standard. If you assign a value 4 for Heavy, 3 Standard and 2 Medium this would have a total of 13 and an average of 3 ¼.

America is Standard Build for both coasts so 3.

European Build Weights is Austro-Hungary 2, Britain 4, France 4 (or 2 for a Mediterranean fleet), Germany 4, Italy 2, Greece and Turkey 2, Spain 4. Depending on the number of Nations chosen and which ones the average will vary from 2 to 4. However the final average of all Nations is likely to be nearer 3 than 4 even if Britain and France were selected for example. 2 x 3 ¼ + 3 + 4 =13 ½ for an average of 3 3/8.

You could of course say that Ukrainian ships could only exit into the Mediterranean so they should be Medium Build like the other Navies in that area – your choice, all options are available.

# Armies

These will be standard, but if you are choosing the assistance over time option of 2.2 then initially only Russian trained troops are available and you should add one American Division per week from the 6th week followed by the European Division the following week in the same way that the ships are added. Players option for the type of the Division. To slow down the rate, add a Brigade per week instead.