**Barbary Coast**

# 1.0 Introduction

Barbary Coast is a Nation unlike any other, there is no option to design your own ships, instead you choose from a set of pre-designed ships (this mostly gives you more tonnage than other nations but the ships are not so survivable). In the second option the number of each type of ship is fixed.

The Nation emulates the pirates that used to cause havoc in the Mediterranean and Atlantic around the North African coast. Their tactics were to swarm the enemy with lots of small agile and generally fast boats.

# 2.0 Options

## 2.1 Submersible Navy

This Nation relies on the enemy not being able to spot most of their ships which are submerged until they get close enough to attack. They however have the disadvantage when surfacing that they cannot switch to steam power quickly or fire their guns.

The Nation has the option of building some non-submersible ships to protect their convoys and have ships carrying torpedo boats (PT boats) in a floodable well aft instead of using aircraft.

This option can only be mixed with a fleet that has no submersibles.

## 2.2 Rendal Gunboat Navy

These ships were generated by the concept used in the Rendal XXXX Gunboats of a single fixed gun that is larger than would normally be found on the type of ship firing directly forward. In this case several Si6 are also added to the designs which may be replaced by Tw4 and TwAA or Tw4DP before Start of Hostilities. The single gun can be elevated to the same angle as any other mount of the same calibre and has a minor adjustment sideways so that the ship may engage any enemy that is within 15 degrees either side of the bow, ie any ship that is crossing its T.

The down side of this Nation is that a huge number of ships will be available, getting all of them to engage the enemy may be difficult – they use a Line Abreast XXXX formation and charge directly at their opponents but the line could be hugely long as the Nation has approximately the same number of guns as their opponent but only one in each ship. The upside is that they will be fairly difficult to penetrate and damage.

To allow them to swamp other Nations, their speed will always be 3 knots above the standard British speed for the period (ignore the Dreadnought in the SDr period). Note the specified ships, such as CA1H, CL1C and Dido below do not have 3 knots extra speed that their other ships have.

This Nation has much simpler systems than other Nations and have no access to aircraft, submarines or torpedoes nor will they have access to tanks or motorised vehicles – see below.

This option cannot be mixed with other Nations as it would allow them to have access to aircraft etc.

# 3.0 Map

For both Barbary Coast Nations the standard Map and rules will be used for those Nations.

# 4.0 Specifics

## 4.1 Submersible Battlewagons

SDr AQXTw11P~T~(Si11 or Tw9.2) in the late period, in the early period P~ and T~ don’t exist. These ships may be built with up to 21 knots maximum speed. Albion does not have the Dreadnought design. Note a player could not opt to build three Si11 a side instead as they already have the Twin on the centreline in Q position. They are also restricted to the number of AA/DP they could fit on the wings if replacing the Casemate as if they had 3 wing turrets. XXXX when are SDr de-mothballed could they have the mid turret replaced before the war? Proly not, de-mothballed in LIT and the mid turret replacement is an EIT option.

EDr period is AP~QTXTw11 XXXX with 5.5” guns in the Casemate and a speed of 21 knots. Also there is a Battlecruiser design, dropping the T mount, with a speed of 24 knots. This is one point where they were caught out by Britain’s increase in speed from 18 to 21 knots and didn’t speed up again until the MDr period.

MDr period is AP~QTYXTw11 with 5.5” guns in the Casemate and a speed of 24 knots. A similar Battlecruiser design is also available, dropping the T mount from the Battleship design for this period with a speed of 27 knots.

LDr period, assuming that these ships are allowed in the campaign would be ABQTYXTw11 with 5.5” in the Casemate and a speed of 24 knots. Battlecruisers would drop the T mount as before and have a speed of 27 knots. A RAS version (Reduced Armour or Speed) is also available with AQYXTw13, dropping the Y turret for a Battlecruiser.

EW1 period Battleship would be the same as the LDr period but the RAS version would be AQTYXTw13. Battlecruisers would also be the same but with a RAS version of AQYX or ABYX. If a total of four Battlecruisers of this type are built in the LDr and EW1 period then the fifth and later Battlecruisers may, if the player wishes, replace the Q turret with a B turret. If no LDr ships are allowed, then assume that 3 were built in that period so the second BC built in EW1 may have B mount instead of Q.

In the MW1 period, due to a superb spying success, Albion discovered that Britain planned to build some of their next class of ships at 24 knots and decided to increase their own speed again to 27 knots. The Player may elect to build ships at any speed up to the maximum allowed for that period in any period. The standard MW1 design is Ten13 (ie AXTr13+BYTw13, or if preferred the player may opt for ABQYXTw13 as the Five Turret Option) with 5.5” in the Casemate and a speed of 27 knots. The RAS version is ABYXTw15 or ABYXTr13. Battlecruisers may be ABYXTw13 with 5.5” in the Casemate and 30 knots and the RAS version is AYXTw15 or Ten13. Battlecruisers could mount Tr4, Tw4 and/or Si4 on the weatherdecks instead of the Casemate from the MW1 period onwards.

LW1 period is ABYXTw15 with Si5.5 in shields and a speed of 27 knots (this is another case where the Albion design team were caught out and didn’t increase speed when Britain did), if armed with 13” guns the ship could have up to 13 guns with a Tr13 in Q. The RAS version could be ABYXTw16 (only 2 of these ships are allowed) or Ten15. Battlecruiser designs are AYXTw15 or Ten13 at up to 30 knots. The RAS designs are AYXTw16 or ABYXTw15. As with the British designs, Battlecruisers with AXTw15 or AXSi18 are also possible XXXX in MW1 period or only LW1 period?.

Where the Five Turret Option is chosen and the above rules describe 4 Tw15 or 4Tw16, then these same designs may be used. A Ten15 would be ABQYXTw15 though, similarly a 13 gun ship would be AQXTr13+BYTw13, the only time that Triple turrets may be used for this nation.

Hibernia (but not other Albion Using Nations) may move enough steel to the EIT period to build a maximum of two ships up to 33500 tons each. The Hibernia design is AX or AQQu16. These designs may have any secondary used before, or may have Tw6 in turrets such that no more than 6 barrels may fire into either broadside.

LIT period if allowed may be up to two Battlecruisers and/or one Pocket Battleship bought forwards from the PLT period. These could be armed with a myriad of mounts, I have suggested for Albion and Hibernia that the PB could be AQ or AXQu9.2 or Qu7.5. The Battlecruisers could add another such mount – probably AYX for Albion or even two (ABYX), but are more likely to be Tw12 or Tr12 in the same layout as their larger battlewagons. Both PB and BC could have any speed up to 33 knots, the secondary armament for the BC would be Tw4DP on the wings (no superposed centreline DP XXXX as it is really a LIT design), but the PB could mount Tw5.5DP in BY (and or X if an AQ main armament is selected) with Si5.5DP on the wings up to the maximum allowed for the weight of the ship, or 12 barrels firing into one broadside whichever is the lower as it is really a PLT design that has been completed just before Start of Hostilities.

The PLT period Battleship designs are AYXTw16 or ABYXTw15 with a speed of up to 30 knots. RAS designs are Ten15 or AYXTr16. Battlecruisers would be AYXTw15 at 33 knots with the RAS designs being ABYXTw15 or AYXTw16. Tw5.5DP may be mounted one forward superposed above the highest mount and another aft with more on the wings to the maximum allowed by the weight of the ship (12 barrels per side maximum).

Hibernia could also place one in X if they build their ships with AQ mounts. The limit on the number of barrels firing into a single broadside for heavy DP is 12 so wing turrets could be reduced – just three per side in the case of Hibernian designs with AQ.

The RAS rules are as follows. Either the Armour of the ship or the Speed must be reduced if the higher gun power is selected. If Armour is reduced then the maximum armour sum (Belt+2xDeck thickness) must be lowered by 3”. If Speed is chosen instead of Armour then the maximum speed allowed to the ship is 3 knots lower than specified above. It is not possible to reduce a bit of the armour and a bit of the speed as speed steps are in multiples of 3 knots. If the RAS designs are chosen then some ships in each period may be RAS reducing Armour, some RAS reducing Speed and some reducing Gun Power (ie using the standard designs). They would all be of different classes. For example in the LW1 period a 24 knot Battleship with ABYXTw16, a 30 knot Battlecruiser with AYXTw16 and Reduced Armour and two 27 knot Battleships with ABYXTw15 and two 30 knot Battlecruisers with ABYXTw15 and Reduced Armour. The two 27 knot Battleships could also be replaced with 24 knot Ten15 designs if preferred.

## 4.2 Submersible Cruisers

Albion cruisers are as follows:

Only two of the Middle AC period can be built, the other two AC must be from the earlier period. MAC is AQXTw9.2 and P~T~Si9.2 in the wings (or P~T~Tw7.5). The Hibernia designs are the same if they choose Albion rules.

The Earlier AC (EAC) design has no wing turrets. Both AC designs may have 5.5 in the Casemate to the maximum allowed by other rules and may also mount two guns in shields on the weatherdecks on both sides of the ship.

CA1 are likely to be CA1H which can all be converted according to the various other rules.

CL1 are likely to be CL1O (not CL1C), CL1D or CL1E which can all be converted according to the various other rules. If CL1D or CL1E are chosen they will have 5.5 instead of 6” and add one single mount on the centreline. XXXX

CA6 are AYXTw7.5QF with 2Si4AA or 2Tw4AA per side.

CL6 are AYXTw5.5 with the same secondaries.

EIT are Ten7.5QF with the up to 3Tw4AA based on the weight of the ship. CA6 could also be built. Maximum speed is 33 knots. A RAS design of AYXTw9.2QF is also available.

LIT are Ten5.5 with up to 3Tw4DP per side. CL6 could also be built, as could ABYXTw5.5. Maximum speed is 36 knots. A RAS design of AYXTw7.5QF is also available.

PLT are similar to the EIT or LIT designs but the B and Y mounts could be replaced with Tw5.5DP. Si5.5DP can also be wing mounted.

No CAA or CLA may be built by Albion though Hibernia could build them without wing mounts if desired.

Hibernian standard cruiser designs have the same AQ or AX Quad main mounts with Tw4AA or DP mounts in BY and possibly X as well as the wing mounts.

Remember that Albion and Hibernian cruisers up to and including the PLT period are limited to 10,500 tons XXXX (this does not apply to the AC).

The RAS rules are that either Armour Sum must be reduced by 6 XXXX or Speed by 6 knots or you could reduce Armour Sum by 3 XXXX and Speed by 3 knots.

## 4.3 Submersible Destroyers

When Albion first built Torpedo Boat Destroyers they chose a design with a Si4 in A and 2-3 Si3 aft, as the First World War progressed they increased this to ASi5.5 and 2-3Si4 – see the Mothballed ships below. The concept was that the heavy gun could cause massive damage to enemy torpedo boats closing with them though the gun was considered too slow against crossing targets, hence the more numerous lighter guns aft to deal with crossing targets.

The EIT design was ABYXSi4 or ABYXSi5.5 or ABTYXSi5.5 or ABYXTw4 or AYXTw5.5 with two Quint 21” TT and a speed of up to 36 knots for the 4” armed ships or 33 knots for the 5.5” armed ships.

LIT designs allowed DP versions of these designs with PomPoms according to the weight of the ship (Albion may never mount any AAA with mm in the name).

Appropriate ASDIC and Depth Charges are available for all Destroyer designs.

All of these mounts could be shields or turrets though all would be the same on the same ship.

Hibernian EIT destroyers could have AQ or AXTr4QF (the same guns as Renown) and after the Start of Hostilities if the Tr4DP is designed these could be used as well. If an 8 gun ship was desired in the EW2 period, then a Tw4DP could be mounted in Y position. The same is not true in the EIT period as DP are unavailable in that period and all ships must just have two mounts on the centreline. Hibernia may also add a fifth single mount either before or aft of the Torpedo mounts (if they choose the Albion rules). Hibernia may choose to build any of these options or any combination up to all of them in any period.

## 4.5 Submersible Mothballed Destroyers

Because Albion has neither 5” nor 4.7” guns they cannot build MBH or MBM the same as other Nations. Instead they have a Si5.5 in A and 3Si4 aft Q or T and YX. The only differences between these two ship types is that the MBH are built to Standard Build and carry an additional 36 tons of fuel compared to the MBM which is built to Medium Build (and hence is slightly shorter). The same conversions are available to Albion (and this version of Hibernia) as to other Nations, they are just built a little differently.

Both Albion and this Hibernia may build two DAAHAl described elsewhere in the PLT period (actually completing in the LIT period), they also get one DAALAl per month at the end of each month for the first 14 months of the war as described elsewhere.

## 4.6 Submersible Carriers

It is suggested that Option 1 (British) is used for the Carriers, though the Player is free to choose whichever Option they prefer.

## 4.7 Rendal Battleships

All Rendal Battleships will be built with a single gun (designated A) mounted firing forwards such that the muzzle is just behind the prow and level with the deck until elevated, the calibre is specified in the table below. As specified above in 2.2, the gun can elevate to the maximum range of its calibre and can engage any target within 15 degrees either side of its bow. In addition as built each Battleship has two single 6” mounted in BC with C superposed and two more in YX, these are all shielded with 3” armour. There will also be four Si6 in each casemate as built. The ships are about the size of a CA1 and flush decked with the bow being at Level 3 (hence are more likely to be impacted by weather effects) and the casemate is also at Level 3. Rendal Battleships will be built with Medium strength.

Half of each class of Battleship (round up) will be upgraded in the EIT period as below and the rest will be upgraded in the LIT period.

The EIT upgrade removes all the 6” guns and the casemate armour, the ship will received Tw4AA in BCYX and three Tw4QF per side in place of the casemate. In the LIT period all these ships also receive one HAC in the Bridge.

The LIT upgrade removes all the 6” guns and the casemate armour and replaces them with BCQ~R~S~YXTw4DP and a single HAC on the Bridge. This means that half of each class has DP in every location and half have a mixed QF/AA armament.

All “Battleships” (the ships are actually Cruisers but replace the Battleships in other Navies) have 7.5” armour in the bow (as they will always attack bow on), 3” in the Gun and Engine area and 2.25” aft with a deck of 4.5” across the length of the ship. The speed is as per the table below. No Battlecruisers may be built.

|  |  |  |  |
| --- | --- | --- | --- |
| Period | Speed | Calibre | Number |
| SDr | 21 | 12 | 8 (8 more mothballed) |
| EDr | 24 | 12 | 32 all mothballed |
| MDr | 24 | 12 | 40 all mothballed |
| LDr | 24 | 13.5 | 40 all sunk |
| EW1 | 24 | 13.5 | 40 |
| MW1 | 27 | 15 | 32 |
| LW1 | 27 | 16 | 16 |
| LW1 | 27 | 15 | 60 |
| PLT | 30 | 16 | 45 |
| EW1 | 33 | 18 |  |
| MW1 | 36 | 20 |  |
| LW1 | 36 | 22 |  |

For those designs described as Mothballed above, none of them have had either the EIT or LIT upgrade and still have all the 6” guns. The LDr ships should be sunk but may be mothballed instead if that option is agreed by all the players XXXX.

## 4.8 Rendal Cruisers

All Rendal Cruisers will be built with a single gun (designated A) mounted firing forwards such that the muzzle is just behind the prow and level with the deck until elevated, the calibre is specified in the table below. As specified above in 2.2, the gun can elevate to the maximum range of its calibre and can engage any target within 15 degrees either side of its bow. In addition as built each Cruiser has one single 6” mounted in B and one more in X, these are all shielded with 1” armour. There will also be three Si6 in each casemate as built. The ships are about the size of CL1 and flush decked with the bow being at Level 3 (hence are more likely to weather effects) and the casemate is also at Level 3. Rendal Cruisers and Destroyers will be built with Light strength.

The CA1 and CL1 designs described below can be upgraded to the standard designs at the appropriate time and don’t follow these rules.

Half of each class of Cruiser (round up) will be upgraded in the EIT period as below and the rest will be upgraded in the LIT period.

The EIT upgrade removes all the 6” guns and the casemate armour, the ship will receive Tw4AA in BX and two Tw4QF per side in place of the casemate. In the LIT period all these ships also receive one HAC in the Bridge. The EIT built Cruisers will be built to the same design as the upgraded ships and do not have to obey the 40x8” rule.

The LIT upgrade removes all the 6” guns and the casemate armour and replaces them with BQ~S~XTw4DP and a single HAC on the Bridge. The LIT built Cruisers will be built to the same design as the upgraded ships and do not have to obey the XXXX 6” rule.

All 9.2” cruisers have 3” armour in the bow (as they will always attack bow on), 1.5” in the Gun and Engine area and 1” aft with a deck of 2” across the length of the ship. The speed is as per the table below. Cruisers built in the EIT period will have half an inch more armour in each belt position and the same deck armour.

All 7.5” cruisers have 2” armour in the bow (as they will always attack bow on), 1” in the Gun and Engine area and 0.5” aft with a deck of 2” across the length of the ship. Cruisers built in the LIT period will have the same belt armour but half an inch more on all locations of the deck.

|  |  |  |  |
| --- | --- | --- | --- |
| Period | Speed | Calibre | Number of Ships |
| SDr | 24 | 9.2 | 14 (14 more mothballed) |
| SDr | 24 | 7.5 | 20 (20 more mothballed) |
| LW1 | CA1H |  | 6 |
| LW1 | CL1C |  | 10 |
| EIT | 36 | 9.2 | 32 |
| LIT | 39 | 7.5 | 112 |
| PLT | Dido |  | 3 (1 with 4.5”) |
| PLT | 39 | 7.5 | 33 |

## 4.9 Rendal Destroyers

Unconverted EIT DH carry one Si6QF in the bow as in the larger ships and BYXTw4.

Unconverted LIT DH are similar but the BYXTw4DP with one HAC on the Bridge and 20 PomPoms (a Quad in C, a Twin in Z and two Twins and three Singles per side.

Unconverted EIT DM carry one Si6QF in the bow and BYXSi4.

Unconverted LIT DM are similar replacing the 4QF with 4DP and adding one HAC on the Bridge and 10 PomPoms (a Twin in CZ and one per side plus one Single.

In the LIT period the EIT destroyers may be converted (and some of the LIT destroyers may be built in the same way) by replacing the Si6 with a Flamethrower (max range 1000 yards fired directly forwards – rules XXXX), adding a Si4AA in Q and adding a HAC in the Bridge and the PomPoms as described for the LIT destroyers. Optionally the Y mount may be converted to an AA. If building these converted designs in the LIT period or later the Q mount is a Si4DP.

The Mothballed destroyers are all as the British MBL with ABQYXSi4 instead of the torpedo mounts. They may be converted to the British DAAL, or the LREL or the SREL at the appropriate times (but replacing any torpedo mounts on the converted ship with a Si4 of any type appropriate to the period). Note this Nation has no MBH or MBM, replace each MBH that other Nations have with 2MBL, and 2MBM with 3MBL.

|  |  |  |  |
| --- | --- | --- | --- |
| Period | Speed | Calibre | Number of Ships |
| EIT | 39 | As above |  |
| LIT | 39 | As above |  |
| PLT | 39 | As above |  |

## 4.9 Rendal Gun Upgrades

At the same time that American Using Nations may design 8SAQF, this Nation may design Si9.2SAQF, Si7.5SAQF and Si6SAQF (the latter for unconverted DD).

At the same time that Albion Using Nations may design 4SADP, this Nation may design Tw4SADP followed by Si4SADP.

This Nation can also design larger calibre guns (18”, 20” etc) at the same time that American Using Nations could design them but only in a single mount.

This Nation may not design any other guns and if they design Missiles or Radar it will be one period later than is standard for other Nations.

This Nation may only produce ships with the basic ASDIC and do not get that until the PLT period (other Nations get it in the LIT period). Rendal Destroyers built in the PLT period also get 60 DC and drop 10 at a time, EW2 destroyers get 90 and drop 15 at a time, MW2 destroyers get 150 and drop 15 at a time and LW2 get 210 and drop 15 at a time. When dropping DC they must be into either one or two (not three) depths.

# 5 Completion

Completion of PLT designs is as per the normal rules laid out elsewhere.

XXXX no carriers? Sort out all below

Carriers completing at the Start of Hostilities may be delayed to fit Angled Flight Decks at the reduced cost. XXXX Of the other Nations, only British Using Nations may do this, all other Nations must wait until XXXX before Angled Flight Decks can be fitted.

Albion may not build CAA or CLA in any period, but may put Tw5.5DP in BY and Si5.5DP on the wings from the PLT period onwards.

Hibernia may build up to 3 CAA in the PLT period (without wing turrets).

Tr4DP and Tr5.5DP may be designed after Start of Hostilities and be used by Albion in AX on Cruisers and in other locations on other ship types as described elsewhere.

4SADP and 5.5SADP may be designed as described elsewhere at the specified time (including Triple and Single mounts) and 4Auto may be designed later on. No 5.5SAuto or 6DP of any type may be designed, but 5.5SADP and 4Auto may be mixed on ships larger than a destroyer. Tw5.5DP or larger may only be mounted on the centreline on Cruisers. Destroyers may only mount 4SADP or 4Auto (probably singles).

Albion Using Nations may only mount PomPoms as AAA in Octuple mounts on Battlewagons and Quads on Cruisers and smaller. Both Twin and Single mounts are also available for all ships.

When 3SAAA mounts become available and 3pdr, 6pdr and 9pdr, Albion Using Nations may design these in both Twin and Single mounts. No AAA mount with mm in the name may ever be mounted. When 20mm are added to designs, replace this with the same number of PomPoms, for each 40mm or 37mm added replace this with 2 PomPoms.

# 6 Table

There are no other miscellaneous rules to describe.