China

There are three options for China, all relating to the en-echelon layout of Chen Yuen.

The first option is for ships of the BBM or BCM type with the guns laid out in the manner of Chen Yuen, two turrets with a pair of short guns in each turret. In the original ship the sister ship had the turrets laid out opposite to each other so that they could attack side by side and attack enemies on both sides of them. I will assume that the Starboard turret is forward of the Port one, but any number of ships laid out in either way could actually be built. The guns in this version must always be short so that they can easily be turned to face the opposite side, and they can be turned to face directly aft on the same side of the ship, so have an angle from about 135 degrees on the opposite side to directly aft on their own side. Note neither turret can fire through the opposite turret. As the guns are short, the Player can use guns of up to 2” larger than USA in the same period. In addition a turret is placed right at the bow and stern, this would generally be a twin 6” until DP become available, in addition further single 6” can be mounted either side behind the funnels. Once DP are available the side single 6” can be replaced by up to 2Si5DP and the bow/stern turrets could be Tw5DP. If short guns are fitted in the secondary positions then add 2” to the secondary. On the SDr the bow/stern and side mounts are Si10 or Si12Sh (all the same) and an extra 2Si6 are fitted between the side and rear Si10, on the other ships 2Si3AA are in these locations. Cruisers are CAM or CLM with Tw10Sh and Tw8Sh respectively and Tw5 replacing the Battlewagon’s 6”. Destroyers are full sized and follow the US designs.

The second option is to move the rearmost turret to the rear of the ship, still on the port side. Both turrets can fire to 45 degrees across the opposite side and all the way back (or forward) of the same side so each turret has a range of 225 degrees. The difference this time is that the guns are of a standard length and will be the same as the US guns of the same period.

The third option is to use standard size Battlewagons or Cruisers and have a pair of turrets with the short guns described in the first option at the rear of the ship as well as the front, thus having four turrets in total. The echelon layouts can be the same at both ends or opposites as the player desires. The secondary/tertiary turrets are as before but matching the number generally available in that period.

Note, when firing guns cross-deck my rules allow for the guns damaging their own ship, especially when they are short guns.

I have designed a first option Battleship for the front cover where I have added a vertical metal sail stretching from the rear of the bridge right back to the rear superstructure, nearly as high as the funnels and incorporating them. In reality the front of the sail would have incorporated a Low Angle Controller (and a High Angle one when appropriate). I have painted the design in the same way that I recently saw a European Le Mans series prototype with a “shark fin” – bright red with the rear in yellow with a flash at the bow, it was pretty impressive and I hope the ship looks as good.

A fourth option might be to move the turrets to the “P~” position between the Bridge and First Funnel, and fitting them as Long guns in a Wide Echelon formation. Because the guns are of the Long type they should be of a smaller calibre than the US guns, maybe 11Lo instead of 12, 13Lo instead of 14, 14Lo instead of 15 and 15Lo instead of 16, etc. Note the secondary and tertiary guns should never be Long, though Cruisers would have 6Lo and 5Lo instead of 8 and 6.