**Scandinavia**

# 1.0 Introduction

The Scandinavian Nation, or to be more precise the Scandinavian and Low Countries Nation is one with up to four separate countries. As designed the main Nation taking 1/3 of each budget plus any leftover is Sweden which historically was the most powerful of these four countries, but any Player may choose which country takes which role. Historically the second country and taking less than or equal to 1/3 of each budget is The Netherlands. The remaining countries are Norway and Denmark, each taking up to 1/6 of each budget. However if a Player was say a Belgian they could replace either Sweden or Netherlands with their country, or any other combination of Northern European or Scandinavian countries that the Player desires.

# 2.0 Options

The Nation has four options, first they must decide whether they are going to use German Using Nations weapons or Prussian Using Nations weapons – all four countries must all use the same weapons. Then they must decide if they are going to select Semi-Dreadnoughts, Pocket Battleships, Armoured Cruisers, Heavy Cruisers and Light Cruisers or the Mini ships option. Either way The Netherlands (or The Netherlands replacement), shall select Battlecruisers, Heavy Cruisers and Light Cruisers, they may not use Semi-Dreadnoughts or Armoured Cruisers after the Semi-Dreadnought period. All three of the Scandinavian countries must make the same decision. The possible Semi-Dreadnought and Armoured Cruiser designs are restricted compared with normal ships of this type both in speed and armament regardless of which period they are built in, but all of them will cost half their tonnage.

Any of the four countries may take the restricted Semi-Dreadnought and/or Armoured Cruiser, in the Semi-Dreadnought period, regardless of whether the three Scandinavian countries chose Mini ships or not. All four countries may also take Pocket Battleships from the Inter-Treaty period onwards.

If the Scandinavian countries choose the Semi-Dreadnought/Pocket Battleship route then I would suggest that the Nation is probably a Minor one due to lack of speed, if they chose the Mini Ships route, they could well be a Major Nation, though the smaller number of guns on each ship will make it more difficult to obtain hits using my rules.

When building ships in the Early WW1 and Mid WW1 period, at least 8 mini equivalent ships must be built – a Netherlands Battlecruiser counts as two mini ships. Semi-Dreadnoughts in later periods weigh less than Mini Ships (they get half tonnage cost), so the 6 mini equivalent ships of the three Scandinavian countries in the Early WW1 and Mid WW1 is equivalent to 9 Semi-Dreadnoughts. The Norwegian and Danish Navy must each build 2 mini or 3 Semi-Dreadnought ships in each of the Early WW1/Mid WW1 periods and the Swedish Navy must build 4 mini or 6 Semi-Dreadnought ships in each of these periods.

# 3.0 Map

The Netherlands has all three islands on one half of the western chain of islands (either in the northern hemishpere or the southern one but not both). The island nearest the centre of the iris on this line and the island nearest the pole are both 50 miles radius as in the case of the Neutral islands with one port to the north and south of the island. The central island is instead a 100 mile island which is the same as the large Neutral island with four ports and a capital. They have the equivalent of 4/3 rds of a port spread across the eight ports on these three islands as they see fit, except that all the BY(Battleship Yards) and SY(Submarine Yards) are on the 100 mile island. The Netherlands Ports and Capital are larger than a 100 mile island would normally have and smaller than a 200 mile island (the equivalent of an area 1/3 the size of that on a 200 mile island.

Sweden has two 100 mile islands with ports (the same size as the Netherlands ports) to the North, South and either East or West as appropriate. These two islands are laid out side by side in an east-west direction, joined by a single port between them. This port has entrances at the north and south and is also owned by Sweden, so Sweden has 8 ports and may allocate 4/3rds of the facilities across these 8 ports. To the north and south of the join between these two islands is a 50 mile island attached to both the larger islands by another port, both of which have entrances to the sea and to the internal sea (a curved triangular shape between the islands) leading to the port between the 100 mile islands. I would recommend the north 50 mile island is Norway and the island to the south is Denmark. The 50 mile islands have a third port to the north and south respectively and may each spread 2/3rds of a port equivalent across these three ports. The whole structure is 200 miles wide (plus the width of the port) but less than that to the north-south direction. The capital on the western 100 mile island is for Sweden and the capital on the eastern 100 mile island is jointly owned by Norway and Denmark.

The railway lines on each island are joined to the next either by high bridges over the port entrances or through a tunnel under the port.

To balance up for the loss of three neutral 50 mile islands the mid island on the eastern chain opposite the Netherlands 100 mile island, is also a 100 mile neutral island with a full set of 8 neutral battlewagons, etc as for the other 100 mile neutral island to the far west of the iris.

# 4.0 Options

## 4.1 In an All Minor Nation Campaign

If an All Minor Nation Campaign is being run, the Scandinavian Nation with Mini Ships option would be too powerful for the other Minor Nations (it is close to some of the weaker Major Nations), the following changes should be made:

* No Mini Battleships are allowed for any country.
* All Danish and Norwegian Mini Cruisers (both Heavy and Light) should either mount single mounts of the specified calibre for that era or twins of the next smaller calibre. I would recommend that this was also restricted to AX and that either Q or Y may not be allowed.
* All Danish and Norwegian Mini Cruisers (both Heavy and Light) should mount no more than two guns in the casemate or in turrets per side.
* All Danish and Norwegian Mini Cruisers should use the speed for that type in the previous era. In the Early Dreadnought era they should use the speed for Semi-Dreadnought era (there are no Semi-Dreadnought era Mini Ships).
* An example for Mid WW1 would be a Mini Battleship with AXSi15 or AXTw12Lo with 2Si150 per side at 21 knots for Norwegian and Danish ships mounting German guns.

# 5.0 Specifics

## 5.1 Semi-Dreadnought Rules

If the Scandinavian countries opt to use Semi-Dreadnoughts and/or Armoured Cruisers in all periods then their speeds and armament are restricted to the values in the table below. Pocket Battleships follow the normal rules. Main guns are shown in the table below.

Swedish and The Netherlands Semi-Dreadnoughts up to the Inter-Treaty period (Semi-Dreadnought period only for The Netherlands) may only mount casemates with 3x150mmQF

Norwegian and Danish Semi-Dreadnought up to the Inter-Treaty period may only mount casemates with 2x150mmQF

Swedish and the Netherlands Armoured Cruisers up to the Inter-Treaty period (Semi-Dreadnought period only for The Netherlands) may only mount casemates with 3x105mmQF (note this is not 150mm, it is the smaller 105mm also known as 4.1”).

Norwegian and Danish Armoured Cruiser up to the Inter-Treaty period may only mount casemates with 2x105mmQF (note this is not 150mm, it is the smaller 105mm also known as 4.1”).

From the Inter-Treaty period onwards these casemates may be replaced by the same number of turrets mounting a Si150mmQF or a Tw105mm of any type.

All three countries may build standard Pocket Battleships from the Inter-Treaty period onwards and Sweden may build any number of Light Cruisers of the Gotland type from start of the Late Inter-Treaty period onwards regardless of the decision to take Semi-Dreadnought and Armoured Cruiser or not.

With this option, Pocket Battleships and Light Cruisers may be built in the Early Inter-Treaty period and Heavy Cruisers and Light Cruisers in the Late Inter-Treaty and Post London Treaty period.

If desired, Semi-Dreadnoughts can be built with Cruiser budgets in the Inter-Treaty period as well as Armoured Cruisers and any of the other cruiser types.

## 5.2 Mini Ship Rules

If the Scandinavian countries opt to use Mini Ships then they may only build Mini Battleships, (NOT Mini Battlecruisers, as only the Netherlands can build Battlecruisers), Pocket Battleships, Heavy Cruisers and Light Cruisers from the Early Dreadnought period onwards. The only exceptions are (the following are full sized ships):

- any of the German or Prussian Heavy Cruisers can be built using the Heavy Cruisers budget

- any of the German or Prussian Light Cruisers can be built using the Light Cruisers budget

- Sweden and The Netherlands may each build one Anti-Air Heavy Cruiser in the Post London Treaty period, though they may independently opt to replace it with two Anti-Air Light Cruisers (ie they can have 2xAnti Air Heavy Cruisers or 1xAnti-Air Heavy Cruiser+2xAnti-Air Light Cruisers or 4xAnti-Air Light Cruisers between them)

- Norway and Denmark may each build one Anti-Air Light Cruiser in the Post London Treaty period.

- The Netherlands can only build full sized ships, but the cruisers are restricted (see below) and they cannot build Semi-Dreadnought battleships or Armoured Cruisers after the Semi-Dreadnought period. Their Battlecruisers are the same as the Battlecruiser for either Germany or Prussia in each period (whichever set of weapons are selected), though a 3xTriple mount layout can also be used from the Early WW1 era onwards using the appropriate calibre (not 16” until the Post London Treaty onwards though, only Tw16 may be mounted in the Late WW1 era, and lighter guns in the Late Inter-Treaty era). The Netherlands had designed a Battlecruiser before WW1 with three Triple 11” guns in ABX.

- Sweden can build Light Cruisers of the Gotland design in the Late Inter-Treaty period as well as or instead of Mini Light Cruisers.

All Mini Battleships may have up to 3xSi150mm in casemates or turrets per side from Late WW1 period onwards.

All Mini Heavy Cruisers, Mini Light Cruisers may have up to 3xSi105mm in casemates or turrets per side (from the Late WW1 period onwards). During the WW1 period one of these may be an AA weapon, in the Inter-Treaty and later periods all of them may be AA weapons and once DP mounts have been designed all of them may be DP.

Note there is a “V” gun layout (5 guns) for the Mini Ships where an optional fifth main gun is mounted as a single in either Q position or Y position. If the Y position is used for this position then an extra AA mount cannot be added in the Post London Treaty period at the rear of the ship (B turret may still be added in this case). Post London Treaty Mini Battleships and Battlecruisers may add a Tw105AA in both B and Y (assuming Y is not already occupied) and Mini Heavy Cruisers and Light Cruisers may add a Si105AA in these positions.

In the Late WW1 period only 16 guns of either 16” or 15Lo may be mounted in total, leaving the remaining ships with up to five guns of either 15” or 14Lo using the “V” rules above. Mini Heavy Cruisers and Light Cruisers mounting German guns may also use the “V” rules as described in the table below.

To calculate the tonnage of AAA for these Mini ships, multiply the tonnage of the ship by two and halve the weight of allowable tonnage of AAA.

## 5.3 The Netherlands

Regardless of the Scandinavian decision to build Semi-Dreadnought or Mini Ships, The Netherlands may only build Battlecruisers or Pocket Battleships with the Battlewagon budgets and Pocket Battleships or full sized Heavy Cruisers or Light Cruisers with the Cruiser budgets. The Battlecruisers will be the same as the German or Prussian Using Nations of the same period. If they build the restricted cruiser designs laid out below then they may build the ships with three knots more than the standard cruiser speed for German or Prussian Using Nations. They may build the cruisers to the equivalent designs for German or Prussian Using Nations but do not get the option to add 3 knots to that design.

From the Late WW1 period onwards, The Netherlands may also build Battlecruisers with 3 Triple mounts of the appropriate gun but not the 16”/15Lo calibre in the Late WW1 period. It is recommended that the third mount be in Y rather than B.

In the Post London Treaty period The Netherlands may build Spharcruezer with AYXTw150 and 2Si9pdrAA per side plus AAA or a Ten150 gunned design though neither designs are eligible for the 3 knots extra speed.

The restricted cruiser designs that can add an extra 3 knots are all seven gun ships with Twins in AYX and a Single in B. Heavy Cruisers would carry 7.5”QF and Light Cruisers would carry 150mm. If building restricted cruisers, The Nethernlands may also set the speed of their Battlecruisers to be the same.

## 5.4 Destroyers

The destroyers for all countries are as the German or Prussian Using Nations standard designs, or actual destroyers built by that country in that era. Each country should have the appropriate portion of the total number of divisions/squadrons – note do not assign part of a division or squadrons to a country. Exception – there may be one division with two Danish destroyers and two Norwegian destroyers.

Apart from DAAHS described elsewhere, this Nations mothballed destroyers can be modified to any of the designs in the German or Prussian Using Nations as appropriate. After the Start of Hostilities (1st January 1940), if WVL (a WW2 built Light Carrier) are built then an extra DAAHS can be modified for each.

## 5.5 Carriers

Sweden and The Netherlands each have 1EVF, 1EVL, 1LVF, 1LVL and 1PVL

Norway and Denmark each have 1EVF, 1LVF and 1PVL

XXXX check that this is the correct number of carriers

In addition if the Scandinavian countries choose to use Semi-Dreadnoughts instead of Mini Ships then add an extra two EVL to the fleet – these can be assigned to any of the four countries, but don’t get any extra DAAHS.

Due to the fact that there are more VL in this Nation than normal (to allow a reasonable balance across the four countries) there are less AA guns than normal on the carriers. To make up for this add 6 DAAHS as described elsewhere to the fleet – one should be assigned as a permanent AA protector to each of six of the EVL or LVL (players choice as to which these they are assigned to). The extra two EVL do not get an extra DAAHS as described here nor do the PVL.

## 5.6 Submarines

This Nation only has standard submarines as described elsewhere, split them up into the specified ratios, after the start of the war special submarines may be built, and they have access to German/Prussian special submarines at the appropriate time.

# 6 Completion

Because of the size of these vessels, those Semi-Dreadnoughts, Armoured Cruisers and Mini Ships will complete in pairs. Where the rules state that one Battlewagon or Cruiser will complete, in this case two will complete. A slip for example will be the standard size and two ships built on the same slip one behind the other. Completion Docks and Dry Docks will also be the same size as normal allowing two ships to complete in each at the same time. Full sized ships such as Battlecruisers, Heavy Cruisers, Light Cruisers, Light Carriers, Light Cruisers of the Gotland design and Destroyers etc will complete singly and in the normal way.

The two lightest Dutch Battlecruisers and one Pocket Battleship may be completed during the Late Inter-Treaty period (the Battlecruisers are a Late Inter-Treaty design and the Pocket Battleship is a Post Late Treaty design). Treat the rest of the Dutch Battlecruisers as if they were Battleships for completion purposes. Similarly if there are any Mini Battlecruisers waiting to be completed in the Post London Treaty period then treat each pair of Mini Battlecruisers as a single normal Battleship for completion purposes.

In addition if there is only enough tonnage left for a single Mini Battleship once all other ships have been designed (including one Pocket Battleship) then a second Pocket Battleship may be built which will complete after Start of Hostilities – this will be a Swedish one and the first Pocket Battleship will be a Dutch one. The second Pocket Battleship can complete at any point in the order of ships completing and doesn’t have to be the first one.

# 7 Centralised Fire Control

A CFC/RFC system can never be developed by this Nation.

# 8 Table



Some of the designs above are marked with a “V”, these allow for a fifth gun on the design. The extra Single may be mounted either in the Q position (between the Bridge and rearmost funnel) or superposed in the Y position though note that if it is mounted in Y then the optional Y secondary armament cannot be mounted there from the Post London Treaty period onwards.

Notes:

Remember you can always use an older design or lighter calibre

If using German guns in Armoured Cruisers after Late WW1 then replace Tw6.7Lo with Tw8

If using Semi-Dreadnoughts/Armoured Cruisers then you can build Pocket Battleships and Light Cruisers in Early Inter-Treaty and Heavy Cruisers & Light Cruisers in the Late Inter-Treaty, Semi-Dreadnoughts and Armoured Cruisers can be built with Cruiser Budgets in the Inter-Treaty period, Mini ships cannot be built in any period

If using Mini Battleships then Scandinavians can only build Pocket Battleship, Heavy Cruisers, Light Cruisers from the Early Inter-Treaty period and Heavy Cruisers (not mini) in Post London Treaty period onwards

Sweden can always build Light Cruisers of the Gotland design in the Late Inter-Treaty period onwards regardless of what other decisions are made.

In the Post London Treaty period for Mini ships add B (and Y if not already used) which may be Si150 or Tw105 of any appropriate type, eg DP when it is available

Armoured Cruiser Norwegian casemates are 3x105QF

Armoured Cruiser Swedish casemates are 3x150QF

Semi-Dreadnought Norwegian casemates are 2x150QF

Semi-Dreadnought Swedish casemates are 3x150QF

Casemates are replaced with turrets/shields in the Early Inter-Treaty period onwards any of which may be Tw105AA

The Netherlands may build Heavy Cruisers as standard but may restrict them to a max of 7x7.5QF (BSi, AYXTw), Light Cruisers may be 7x150 in the same layout

Ships using these restricted armaments (in the line above) may be built with an extra 3 knots, and PLT onwards may be SPh with AYXTw150 with 2Si9pdrAA per side and AAA as per its weight

The Netherlands may also build Ten150 in the PLT period

Sweden and The Netherlands may each build one Heavy Anti-Air Cruiser in the PLT period but can replace it by 2xLight Anti-Air Cruisers

Norway and Denmark may build one Light Anti-Air Cruiser each in the PLT period

"V" armament is AXTw with an optional Si in either Q or Y, note if Y is used an extra turret cannot be added in the PLT at the rear

"V" armament can only be used on all Mini ships

"V" armament can by used on Swedish Mini Battleships in the second era that the same calibre is used in and third era, Norway/Denmark can use the same calibre in a “V” arrangement

So Sweden could have a V16 in the Early WW2 and Denmark/|Norway in Mid WW2

In Late WW1 period only 16 guns of 16" or 15Lo may be mounted, other ships built in this period may mount 5 guns of the next lower calibre using the "V" rules

The Historical designs are to show what was actually built

Pocket Battleships for all countries are up to 27 knots with either 2 Triple 11” (which can be converted to Twin 15” as per the standard German/Prussian rules) or 2 Triple 8.2” or 2 Quadruple 6.7” for Prussian designs. Secondary armament is a mix of Si150 and Tw105AA to the maximum weight allowed.

If using the restricted Netherlands rules, it could be 2 Triple 8” at 30 knots.