



SIGHTING

A *change course order* can be given at the activation of the formation if:

- an enemy formation is *spotted*;
- a battle is being fought
- the formation receives the effect of an *Event* card.

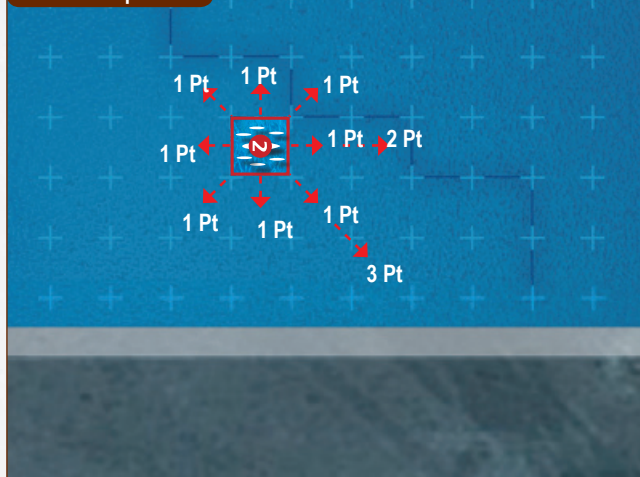
Only in these cases it will be possible to modify the position of the *Checkpoint* markers, while it will be not possible to modify the *Destination* markers until that destination will be reached: only then it will be possible to assign at the formation, or part of it, a new destination (only if not specified in other way by the campaign rules).

Course change



In the example, the red 2 formation sighted the blue 3 formation that is hunting her. The sighting allows red 2 to change its route to escape.

Movement points



In the example the red 2 formation can move in one of the adjacent squares spending one movement point, +1 per every following square horizontally or vertically. To reach a second diagonal square it will have to spend 3 movement points.

Sighting formations

During a campaign the involved formations move on fixed routes that represent the orders of the high command. Admirals were not allowed to vary these orders unless the happening of particular situations or events.

The sighting of an enemy formation was one of those events.

For this reason in **Settemari** the way that a formation can sight another one is of great importance.

There are two ways a formation can *spot* another one: by *proximity* and by *air recon*.

Proximity sighting

In the proximity sighting it's not necessary that the formation markers are in contact: a formation can spot another formation when it's in an adjacent *tactical square*, or at the distance of one *tactical square* if the formation comprises units equipped with radar. The sighting is **never** automatic: it's necessary to roll a dice that keeps in count the size of the biggest units of the involved formations.

The formation trying to *spot* another has to roll a d12 and score a value equal or inferior to the sum of the biggest unit of every formation.

Example: let's suppose that the red unit 1 and the blue unit one are at a proximity sighting distance: the red 1 unit contains a battleship (4 structure point) while the blue 1 unit contains a light cruiser (2 structure point). Both formations roll 1d12: the formation who scores a value equal or lesser than 6 (4sp + 2sp) will spot the other formation.

NB: in case of sighting with a radar the unit to be considered will be the one with the highest *Structure Point* equipped with a radar. In this case, the spotted player will not have to reveal the composition of its formation to the enemy.

The owner of the spotted formation will be forced to declare to the enemy the type of the biggest unit and the number of the units composing the formation.

If scenic elements are present between the 2 formations (islands, headlands...) the two formations cannot spot each other, even with the radar.

If a formation was involved in a battle and sustained damages to units that are not *sunk* in battle, in the immediate following turn of

Speed of formations

Speaking of speed, the two measurements that we have to consider are the distance and the time to cover that.

As per the time, **Settemari** considers a *game turn* as 6 hours, with the succession of day and night.

As per the space, the gaming deck is divided in *tactical squares*, each one measuring 30 square miles: every formation will move Of a number of *tactical squares* equal to the maximum movement points available for the turn.

As it's easy to guess, not all ships had the same speed, that can be influenced by several factors as fuel consumption, weather conditions and so on.

To represent the movement of the formations on the gaming deck it's assumed that every battle unit will keep a speed equal to two third of her maximum speed, while the auxiliary units will proceed at their maximum speed, because they are units built to perform long routes and had greater fuel supplies.

Every formation receives a number of *movement points* equal to one tenth of the speed of the slowest unit, rounded to the nearest fraction (per example, 12 knots equals to 1 movement point, 16 equals to 2).

Moving of one *tactical square* costs 1 movement point horizontally, vertically or diagonally; in the last case, the second consecutive movement will cost an additional movement point.

If the formation has not enough residual movement points and it still desires to move diagonally in the following turn, it's assumed that it can use its residual point in the following movement.

GENERAL RULES