



## TACTICAL SUPPORT

In a naval campaign not only battle units and naval forces were involved but also a whole series of support units and installations that were used to support and assist the combat units.

### Support units

Support units are supply ships, tankers, repair ships and troop transporters.

#### Supply ships

Supply ships were units equipped with machineries and depots able to replace or create air squadrons for allied ships. During a campaign these units are given 3 *Construction Points*: spending these the supply ship can:

- replace a recognition plane of a unit which lost it (1 point for every plane)
- replace a squadron of an aircraft carrier which was lost in combat (3 points per squadron)
- change the type of a squadron of an aircraft carrier (except for typological restriction and coherently with the aircraft types available in the campaign time frame) at a cost of 2 points per squadron.

The *supply ship* can perform a supply task on a ship belonging to its *formation* or to a *formation* in a range of 3 sectors from the supply ship's formation.

#### Tankers

Tanker resupplied units allowing them to keep greater speed and enlarge their endurance.

*Formations* comprising tankers can move at the maximum speed of the slower unit (tanker's speed is not considered).

#### Repair ships

*Repair ships* were special units equipped to repair ships in high seas or in improvised harbours.

Repair ships have 3 construction points: for every spent point a unit can roll 1d6 to repair a permanent critical: the dice roll has success with 4 or more.

The spent point is lost for the rest of the *campaign*.

#### Troop transporters

If one or more troop transport is present in the fleet the player can occupy and use an enemy harbour as an allied one.

### Land installations

In *Settemari* land installations are all those construction on the land that can have a tactical value, taking part in the battles as active units or as targets, and a strategic value, being locations with peculiar features and abilities.

We will have:

- Ports and harbours (they differ for equipment and size)
- airports
- fortresses
- armoured trains
- industries

### Ports and harbours

Both are installations that can support naval units, but with different functionalities.

#### Ports

Ports are installation with a certain size, able to recover and replenish all the units, from battleships to submarine.

On the map they will be shown as point on the shoreline, and every time that a formation will stay in the tactical square that contain a port for some turns it can repair sustained damages, replenish torpedoes and aircraft units.

- If the formation stays for one turn torpedoes, recognition planes and aircraft squadrons will be replenished and restored.
- For every further turn of staying in that tactical square a critical damage can be repaired (while in navigation only structure point can be recovered).

During a battle it will not be possible to decide to bombard a port unless it's specifically stated in the campaign rules.

In this case the instruction of the campaigns will specify on the tactical board which structures and objectives are to be destroyed to render inoperative the port

#### Harbours

Harbours are smaller ports with limited abilities: In game terms they are considered as ports with the following limitations:

- they cannot perform repairs, but the ships can try to recover structure points as if they are in navigation;
- they can replenish torpedo stocks and recognition aircrafts, but not aircraft squadrons;
- they have their own recognition planes and can be the base of torpedo boats (both factors will be specified in the mission rules).

#### Airports

As in *Admiral*, in *Settemari* airports are considered as standing aircraft carriers and can take part in battles following the already specified rules.

Generally speaking an airport is not part of a formation, but is considered as a formation itself.

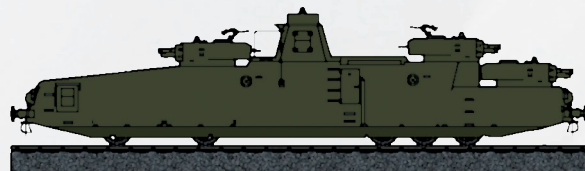
In some missions it can be specified that it can act in conjunction with harbours or other structures, creating a sort of land formations.

#### Fortresses

In *Settemari* fortresses will act in tactical terms only during a battle: they will not be indicated on the map along coastlines, but the mission rules will specify which strategic points can use their offensive capabilities.

#### Armoured trains

In *Settemari* armoured trains will take part only in tactical terms during a battle: they will not be indicated on the map along coastlines, but the mission rules will specify which part of the coast line they will patrol.



#### Industries and similar installations

In *Settemari* industries and similar installations are simply objectives.