SUPREMACY AT SEA
TUTORIAL
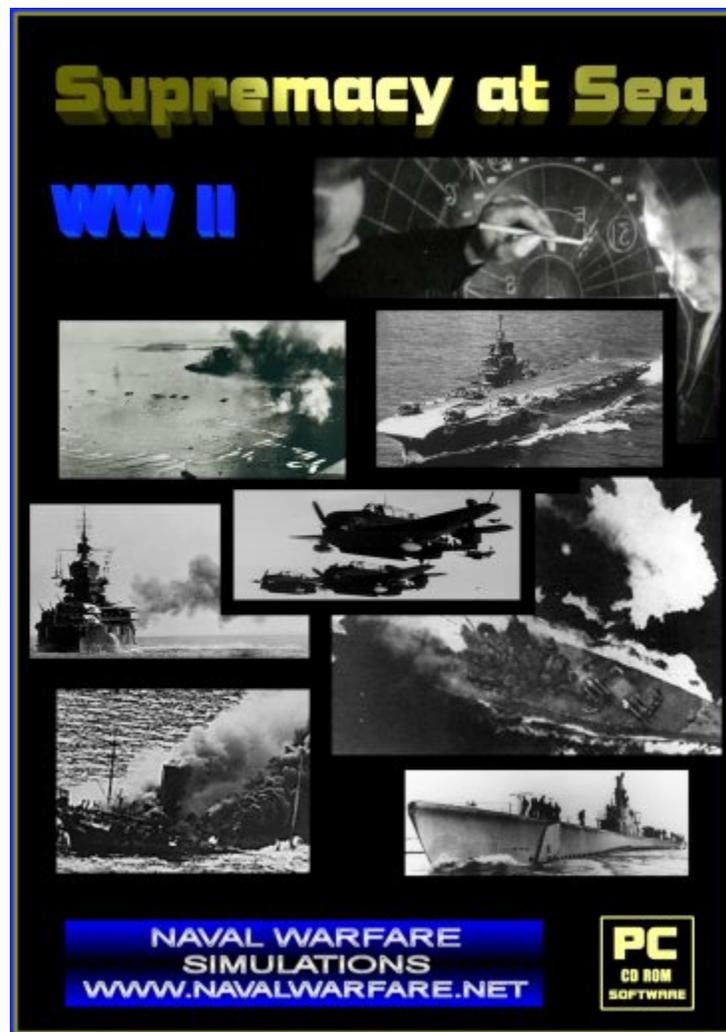
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NAVAL WARFARE SIMULATIONS

Supremacy at Sea - WW2 Tutorial

Note: Complete help is available via the Full Manual .pdf as well as in-game, via indexed help pages as well as context help pages. These help pages are fully hyperlinked.

This manual is a hierarchical structuring of the help pages on the topic 'How to Play a Turn in 5 Minutes', and is provided for those players who like to refer to a printed manual. It is not a replacement for the in-game help, which many users may find more convenient to use.


Table of Contents

How to play a turn in 5 minutes

This overview guides you through playing a turn of the **_Intro_** campaign, which is a simplified, hypothetical Pacific scenario. In this scenario, a turn represents one month of real time.

This quick walk through will get you going in the minimum time. Many screens will be featured only cursorily. Later you can learn how to use the screen information and controls more thoroughly. Almost every screen has a '?' button, usually at the top-right side. Clicking this will bring up context help for that screen. You can use this feature during this walk through any time you want. But be aware that this will extend the time it will take to play the first turn.

You should be at the _Start Screen_:
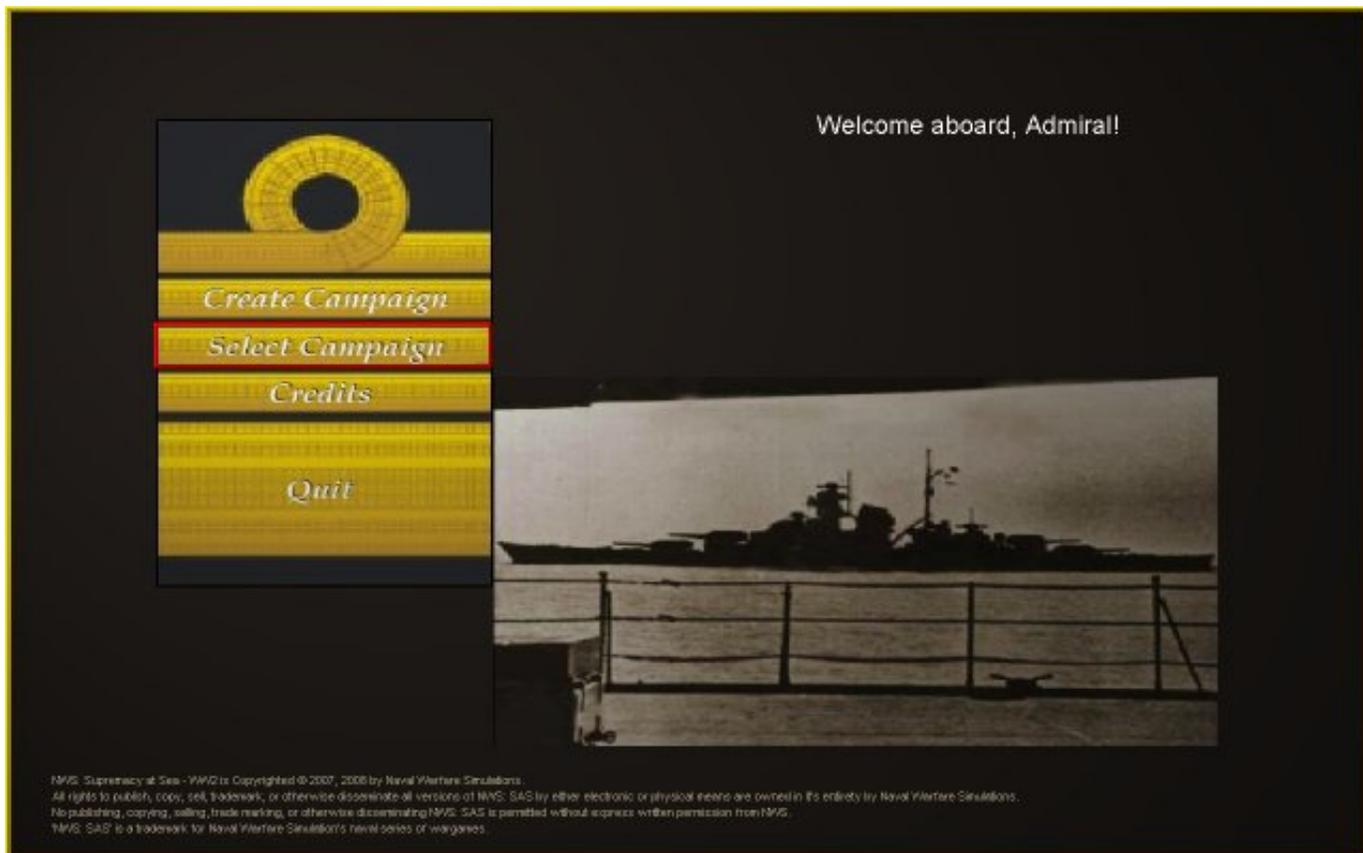
Load the _Intro_ campaign

Move your mouse over the 'Select Campaign' option on the _Start Screen_. The option will now be bordered in red:

Click on the option. A new screen will now appear, where you select the campaign you want to play:


To select the *Intro* campaign:

- Click on 'Intro' in the top-left list, where it says *'1.Choose Game'*.

    You will now see a short description of the *Intro* campaign in a pop-up help page:

SAS Context Help   X

Scenario "Intro"

This is an introductory, hypothetical scenario set in the Pacific - the US vs Japan. It is similar to the full-scale 'Pacific 1' scenario but with much reduced forces and a simplified number of bases to make the scale of play easier for a beginner.

It is designed as a support tool, to be used with the how to play a turn in 5 minutes help page. But you can continue to play the game for as long as you want. Its small scale makes it useful as a practice campaign.

As with all *SAS WW2* scenarios, you can play for either side against the computer, or another player; and you can swap sides at any time during game play. For the US, you play as Alfred Mahan II, a descendant of the greatest US naval strategist of all time; for the Japanese, you carry the name of your grand father, the glorious victor at Tsushima who showed that Japan had truly arrived as a naval power of the first rank.

In the game, the Japanese are at the historical limit of their expansion, but are still pursuing a very aggressive strategy under the influence of Isoroku Yamamoto; so do not be surprised to see a computerised Japanese opponent push for more!

The starting resources are intentionally small - enough to build a navy on each side of a few hundred thousand tonnes - just a quarter to a fifth the historical size.

The odds are rated as "extremely easy" for the US and conversely "extremely hard" for the Japanese, mainly due to America's far superior industrial production, the influence of which will progressively be felt as new ships enter the game.

But the US player can not exactly sit back and do nothing - the Japanese have a very lucrative rade with the Dutch East Indies and Malaya, and if left unimpeded, will also be able to develo resources at a strong rate.

The map size is huge - over 28 million square nautical miles, stretching from the US West Coast to Singapore, and from Brisbane in the south to the Aleutians in the far north.

Both sides start with historical levels of technology. With proper resourcing and focussed priorities by the US, expect to see US developments in radar especially; the Japanese will do well to increase their ASW capabilities. The US should also seek to improve the performance of their torpedoes at the earliest opportunity. The US has better construction techniques and is able to build ships more quickly and cheaply. This is also an area that the Japanese may wish to invest in.

Troops are included in this scenario. The US is set to develop strong amphibious capabilities and forces but it will be a while before combined operations of any strength can be mounted against Japanese positions that are well defended by strong disciplined troops and, for the most part, very well-prepared defences.

Both sides have sizeable air forces; and carrier and land-based air strikes will feature prominently in the many battles to come.

After reading the page, close it by clicking on the 'X' button at the top right of the screen:

- Click on 'United States' in the middle list where it says *'2. Choose Side'*. This selects the United States as the side to play for in this introductory walk-through.
- Click the 'Continue Game' button at the bottom-right of the screen, where it says *'3. Load File'*:

(Use of the separate 'Re-start Game from beginning' option is explained in the full help files).

You are now in your *Admiral's Office*, ready to start the game for the United States. Your *Admiral's Office* is your command centre for giving orders and reviewing information:

Playing one turn of the game involves doing four things in sequence. This help page sequentially takes you through all of them:

1. **Reviewing your current situation**
2. **Building new resources**: infrastructure, ships and - if these are enabled for the current campaign - aircraft and troops
3. **Deploying your ships, aircraft and any troops being transported**, using operational orders that include rules of engagement for your fleets
4. **Running the turn** and, while the turn is being played out, **optionally intervening with hour-by-hour tactical responses**.

Reviewing your current situation

There are three kinds of information available to you:

- Information on the Theatre Map.
- Information in the Briefing Report.
- Information in the Turn Replay.

For this 5 minute walk-through you will learn how to access this information. Later you can learn

how to make use of it.

Theatre Map

To access the Theatre Map, click on the big wall map on the wall of your Admiral's Office. The map will expand to full screen size. It should look like this:
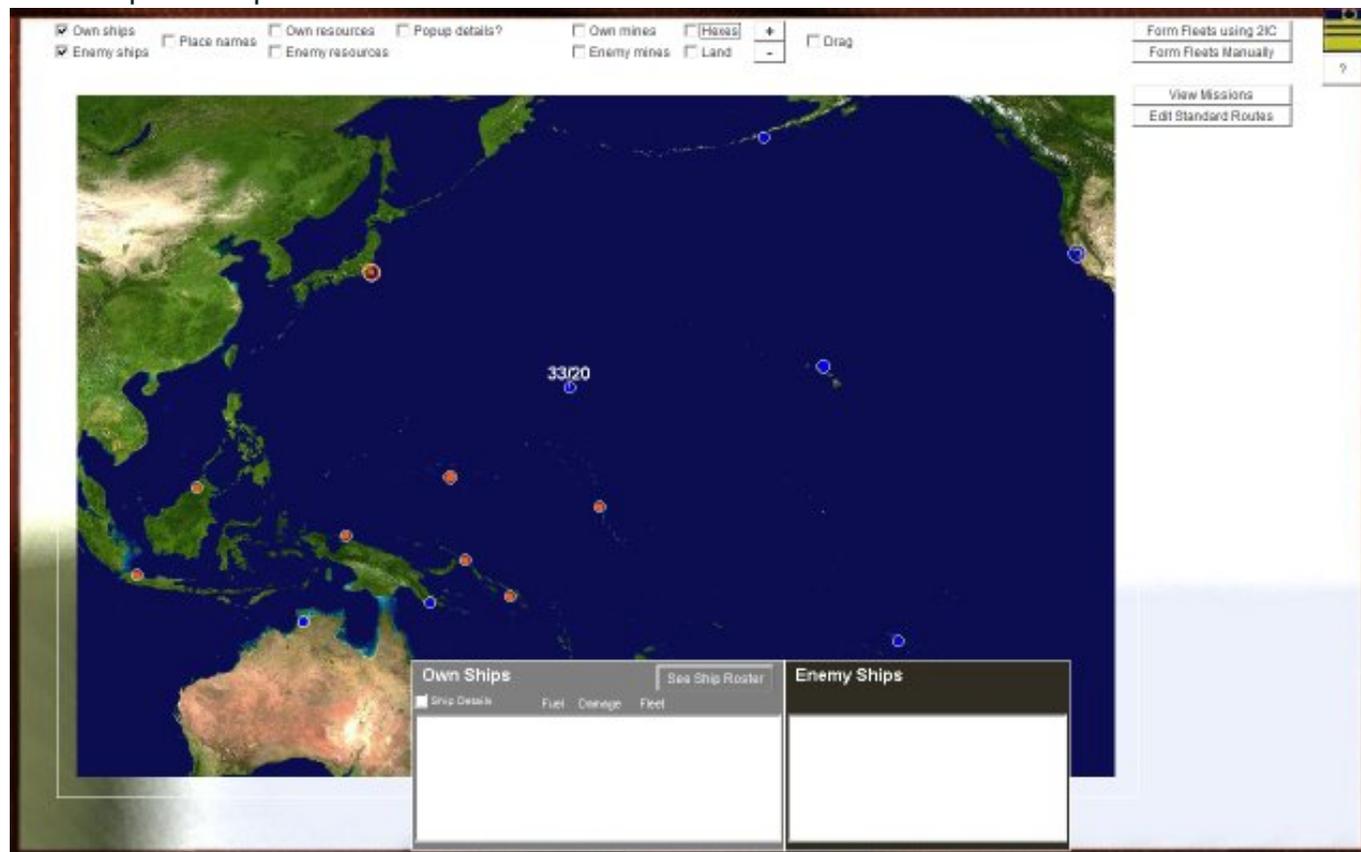
The map shows the geographic location and status of your own fleets and and known enemy fleets and ships, as well as your own and enemy troop and aircraft strengths. You can also see your own minefields and suspected enemy minefields. And you can link to detailed information about the current orders for all of your fleets.

The map includes controls for enabling or disabling the display of various kinds of information.

Close the map by clicking on the top-right *SAS WW2* icon .

Briefing Report

To access the Briefing Report, click on 'Briefings' on the blackboard to the left of your Admiral's Office:

You will see the report open on your desk. It will look like this:
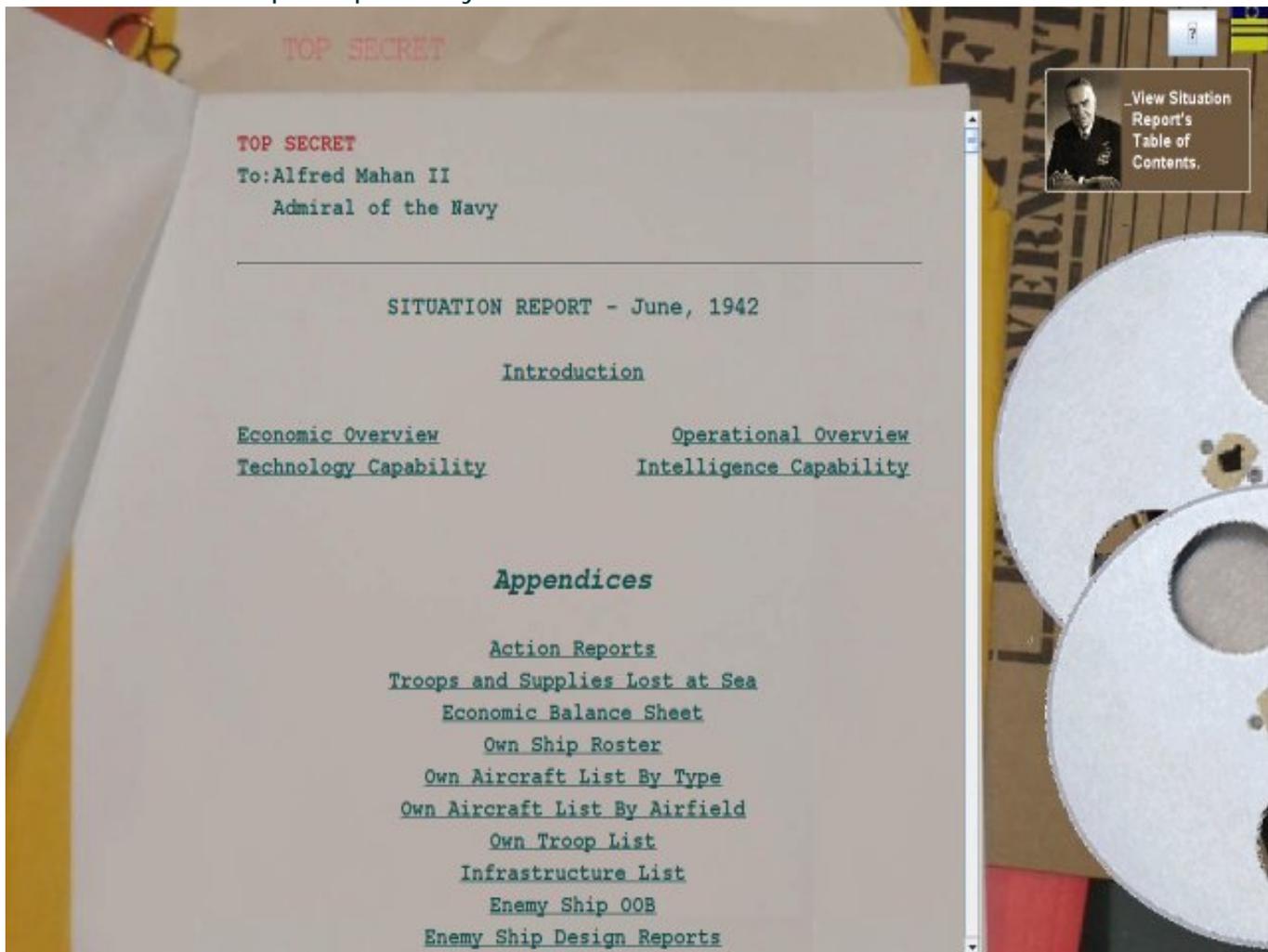
Except for the first turn, the report gives an overview of action from the last turn with links to any battles and summary information on losses of ships, troops and aircraft and a detailed economic balance sheet. Enemy intelligence is also summarised - their technology, current order of battle for their navy, and intel on their ship characteristics. Details of all your own resources - ships, troops, aircraft and infrastructure at your ports and airfields is also provided.

You can jump to sections in the report using the links on the first page table of contents; and you can also just scroll through the report.

Turn Replay

The turn replay is not available at the start of the game. You will see the replay later on in this help guide.

Close the *Briefing Report screen* by clicking on the *SAS WW2* icon at the top-right of the screen. This returns you to the *Admiral's Office*.

Building resources

You can now add to your ships, aircraft, troops and infrastructure by building more.

Automated help is available for all these tasks, so it takes a few seconds only to do all of this if you use the help to the maximum extent.

The recommended order of play is to build in this order:

- Build infrastructure.
- Build ships.
- Build troops.
- Build aircraft.

Click 'Build' on the top-left blackboard:
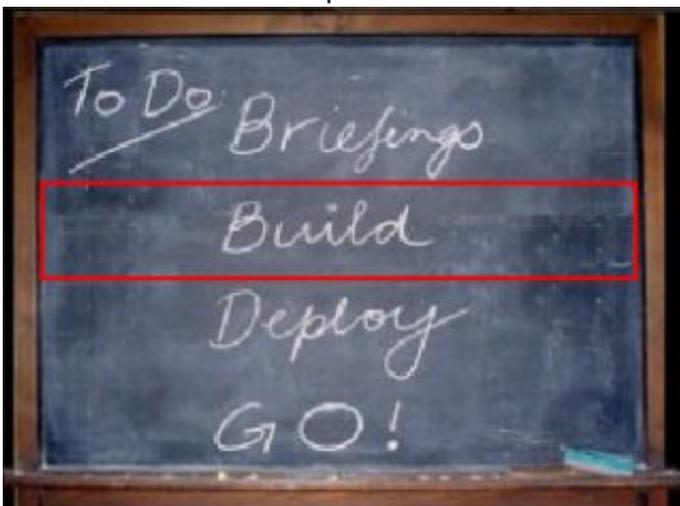
You will now see the *Build Menu* on the blackboard:
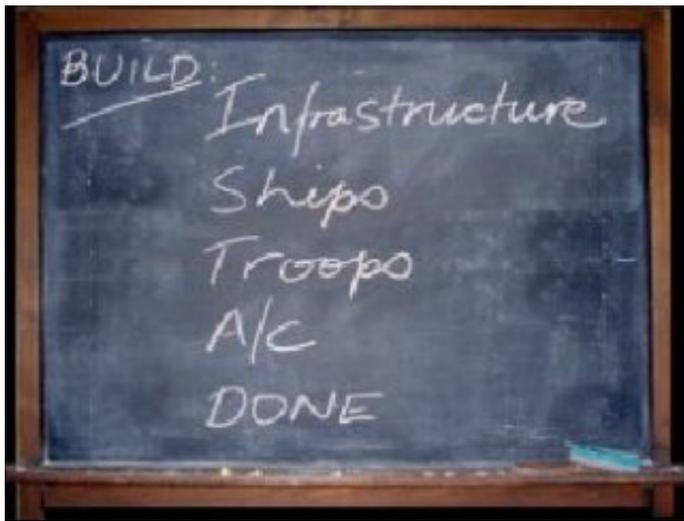
Build infrastructure

Click 'Infrastructure' on the blackboard menu:
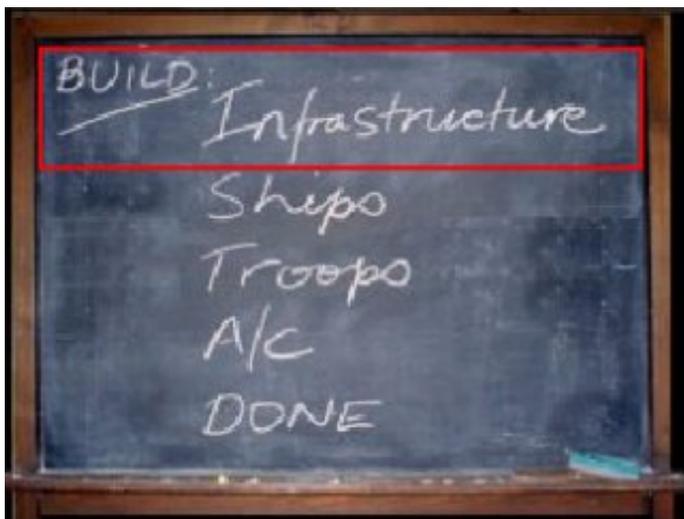
You will now see this screen:

Infrastructure Plan

In accordance with our aggressive strategy, The Budget Director, Admiral Raymond Kimmel, and I have drawn up a proposed infrastructure plan.

It involves investing approximately 20 % of our available funds, leaving the balance for construction of ships, aircraft and troop units.

Do you wish to start with my infrastructure plan? You may of course amend it as you deem necessary.

Admiral of the Fleet William F. Halsey

No	Change Strategy	Yes

Infrastructure means the facilities at each of your ports - dockyards, defences and surrounding airfields as well as the level of industrial development servicing the port. It also includes your training facilities and levels of technology R&D and enemy intelligence.

Your 2IC has planned how many resource points (RPs) to spend on infrastructure, and where to spend them - based on your current 'aggressive' strategy. To see the plan, click the 'Yes' button at

the bottom-right of the screen: | Yes |
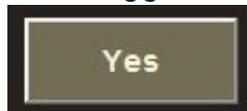
The details of the plan will appear:

BUILD Infrastructure

	?

Remaining RPs 2377

Investments

	RPs to Spend		Current Level	New Level
Naval & Air Training	55		6.0	6.11
Army Training	55		5.5	5.61
Intelligence	75		6.0	6.075
Technology	46	[Priorities]	5.0	5.046
Port Infrastructure	308	(Max RPs spendable = 4350)		

Select a Port

			Current Level	Target Level
San Francisco ▼		Export Industry	0.0	0 ▼
		Domestic Industry	8.0	8 ▼
Resource priority	High ▼	Docks	9.5	10 ▼
		Airfields	10.0	10 ▼
		Defences	8.0	10 ▼

[Clear all Allocations]   [Commit Funds]

You can use this screen to edit any aspect of the plan; but for now, just accept it without amendment by clicking the bottom-right 'Commit Funds' button to lock in the plan:

[**Commit Funds**]
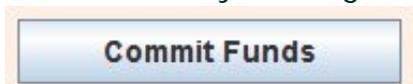
You will be returned to your *Admiral's Office*. The phase of the turn related to building infrastructure is now complete.

Build ships

The *Intro* campaign starts with no ships on the US side so you must build them now. Ships built on the first turn then become available immediately (unless specifically delayed).

The simplest way to build a navy from scratch is to rely (again) on your 2IC. He can select the right types of ships and balance the numbers of battleships, cruisers, escort ships and so on, to suit your overall strategy.

You can vary any part of his plan or do it all yourself and even design your own ships, but for now,

the simplest option will be followed.

Click 'Ships' on the blackboard menu:

You will now see this screen:

Ship Construction Plan

In accordance with our aggressive strategy, The Chief Naval Constructor, Vice Admiral William Earle, and I are ready to draw up a proposed ship construction list that is in accordance with our aggressive strategy.

You can of course amend the plan in any respect.

Do you wish me to draft a ship construction plan for your approval?

If you click 'No', you will see the editor where you can personally select or design ships to build.

Admiral of the Fleet William F. Halsey

No	Change Strategy	Yes

Click the 'Yes' button ▢ **Yes** at the bottom-right of the screen to authorise the

construction of a navy by your 2IC.

After a few seconds, you will see a scrollable list of the ships listed by type:

Close the screen by clicking the top-right 'X' button: [X]. You will now see a screen where you can edit the plan by selecting or designing some of your own ships:

BUILD Ships

1. Select type

Battle
Cruiser
Escort
Merchant
Submarine
Carrier

2. Select class

Montana
Nevada
New Mexico
North Carolina
Pennsylvania
South Dakota

Ship Data:

Class   South Dakota

Name   South Dakota   Get Name

medium Battleship
44819   tonnes (full load)
9   * 16.0 in. guns
13.5 in. side belt
2778 pts strength
27 kts. max speed
15676/14002/6223 nms @ 12/16/24 kts

3. Or set these values...

Size Gun # Calibre Sec. Armour Strength Speed Range

Weeks to commissioning: 0 ▼ Set   Damage: 0 % ▼

Navy List   **Tonnes**

Albacore	Balao Class	fast large Submarine	1801	Build
Charles Lawrence	Bowers Class	medium Destroyer Escort	1650	
Benham	Sims/Benham Class	fast medium Destroyer	2389	
Benson	Benson/Gleaves Class	fast medium Destroyer	2453	
Bogue	Bogue Class		15622	
Bowers	Bowers Class	medium Destroyer Escort	1650	Cancel
Brennan	Brennan Class	slow medium Destroyer Escort	1527	
Brooklyn	Brooklyn Class	fast large light Cruiser	13035	
Cannon	Cannon Class	slow medium Destroyer Escort	1546	View All
Casablanca	Casablanca Class		10247	
Chevalier	Fletcher Class	fast large Destroyer	2934	

Total Tonnage Built: 266629   Finished
Remaining Tonnage To Build: 11085 tonnes

For this quick walk-through, no editing will be done. Just agree to the plan by clicking the 'Finished' button **Finished** at the bottom-right of the screen. You will now be back in your *Admiral's Office*. The build ships phase of the turn is now complete.

Build Troops

The *Intro* campaign starts with some troops on each side, but you can also raise some more. These always start at your home base.

Click 'Troops' on the blackboard menu:
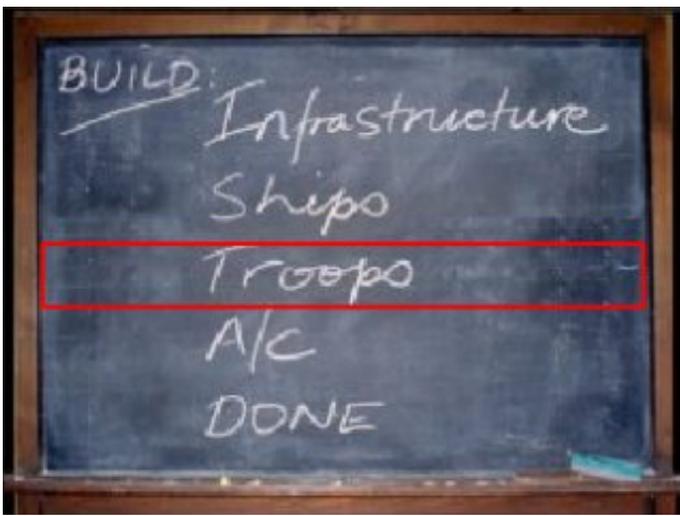
You will then see this screen:

BUILD Troops

[?]

Desired strength as a % of enemy's:	No Limit ▼
% of Budget to spend:	10% ▼
Raising training levels is:	Important ▼
Raising equipment levels is:	Important ▼
Desired ratio of Garrison : Amphib. troops:	60:40 ▼

The plan is to raise 64000 infantry troops.

They will be immediately available at your home port of San Francisco

The cost will be 192 RPs.

In addition, 128 RPs would be spent on improving training and equipment levels for all troops raised in the future.

The total cost would be 320 RPs.

Current Strengths:

	Own Troops:	Enemy Troops:
Troop numbers:	126000	(No estimate available)
Troop combat value:	80200/55800	(No estimate available)
Troop training:	Above Average/Below Average	(No estimate available)
Troop equipment:	Very Good	(No estimate available)

Cancel	Redo	Commit

Again, your 2IC has prepared a plan based on your strategy and various specific attributes. Normally you may want to modify the plan, but for this quick run-through just agree to the plan by

clicking the 'Commit' [**Commit**] button at the bottom-right of the screen. You will now be back in your *Admiral's Office*. The build troops phase of the turn is complete.

Build Aircraft

The *Intro* campaign starts with no aircraft yet available for your carriers and land-based airfields.

Click 'A/C' on the blackboard menu:
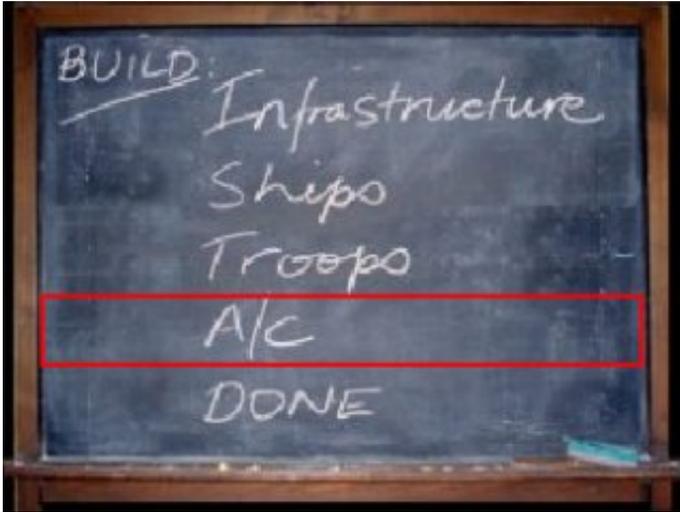
You will now see this screen:
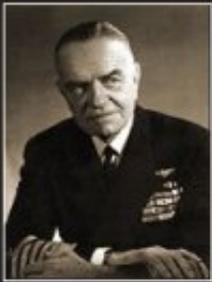
Aircraft Construction Plan

In accordance with our aggressive strategy, the Theatre Commander, Air Forces, Air Chief Marshall Henry Hall, and I have drawn up a proposed aircraft construction list.

Our strategy is to favour bombers of all types: 20% interceptors, 20% escort fighters, 40% bombers of all types and 20% reconnaissance aircraft.

You can of course amend the plan by varying the resources available for production, and also by designating certain aircraft as having production priority.

Admiral of the Fleet William F. Halsey

Change Strategy   View

Your 2IC is ready to plan the construction of new aircraft suited to your overall strategy. (For example, more aggressive strategies favour more bombers). You can change the strategy but for now, click the 'View' button [View] to see the plan:
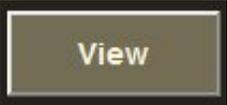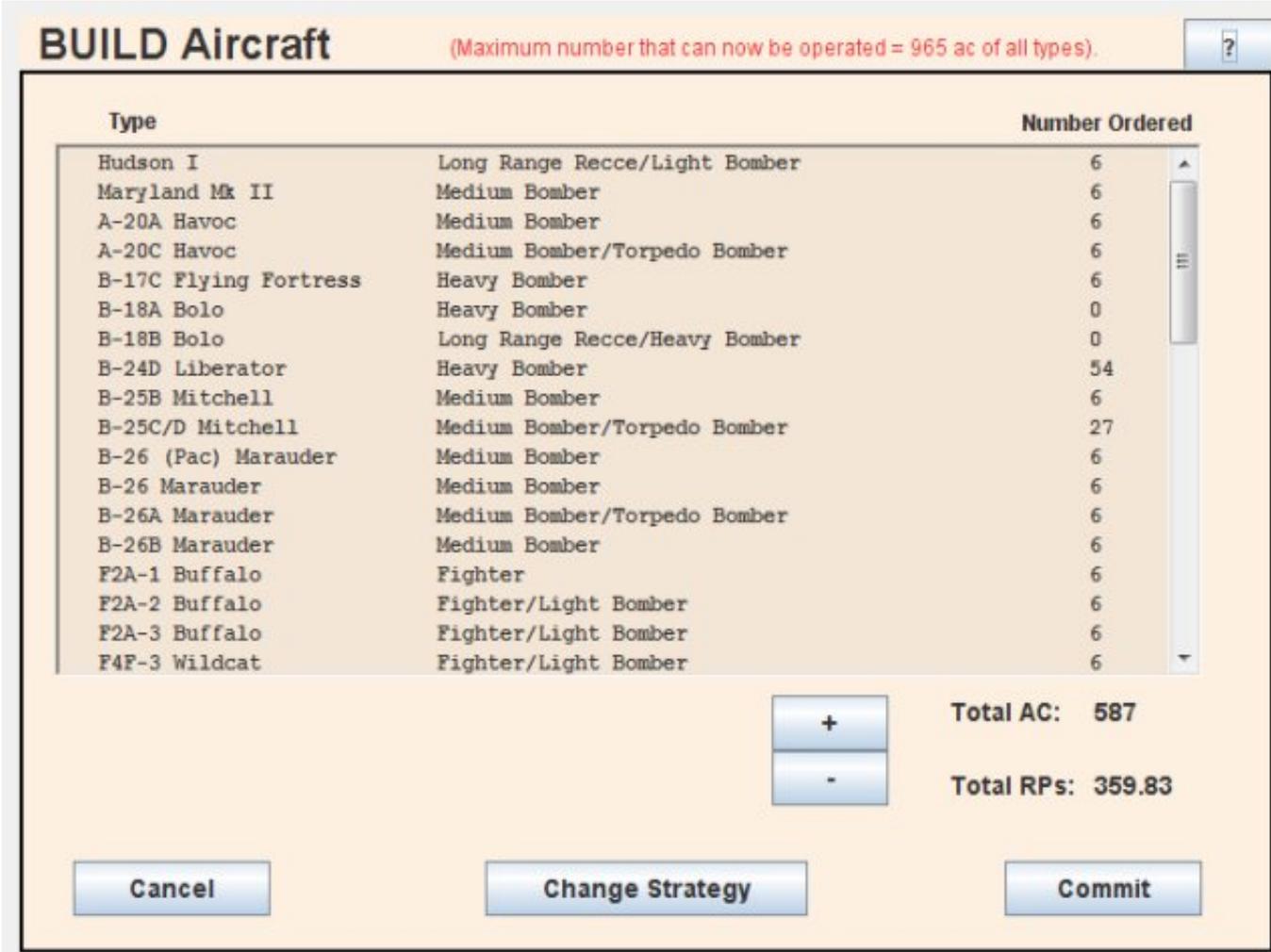
BUILD Aircraft   (Maximum number that can now be operated = 965 ac of all types).   [?]

Type		Number Ordered
Hudson I	Long Range Recce/Light Bomber	6
Maryland Mk II	Medium Bomber	6
A-20A Havoc	Medium Bomber	6
A-20C Havoc	Medium Bomber/Torpedo Bomber	6
B-17C Flying Fortress	Heavy Bomber	6
B-18A Bolo	Heavy Bomber	0
B-18B Bolo	Long Range Recce/Heavy Bomber	0
B-24D Liberator	Heavy Bomber	54
B-25B Mitchell	Medium Bomber	6
B-25C/D Mitchell	Medium Bomber/Torpedo Bomber	27
B-26 (Pac) Marauder	Medium Bomber	6
B-26 Marauder	Medium Bomber	6
B-26A Marauder	Medium Bomber/Torpedo Bomber	6
B-26B Marauder	Medium Bomber	6
F2A-1 Buffalo	Fighter	6
F2A-2 Buffalo	Fighter/Light Bomber	6
F2A-3 Buffalo	Fighter/Light Bomber	6
F4F-3 Wildcat	Fighter/Light Bomber	6

[+]   Total AC: 587

[-]   Total RPs: 359.83

[Cancel]   [Change Strategy]   [Commit]

You can amend the plan by prioritising or restricting certain aircraft or changing the resources spent on aircraft but for now, just accept the plan by clicking the 'Commit' button [Commit ?]. You will now be back in your *Admiral's Office*. The build phase of the turn is now complete.

Now, click 'DONE' on the blackboard *Build Menu*:
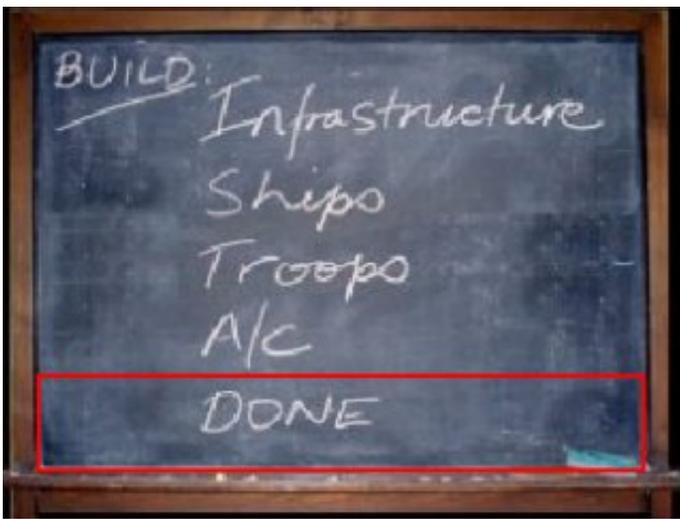
This returns the blackboard menu to the main *To Do* menu:

From here, you can start your deployment tasks.

Deploying resources

Click 'Deploy' on the blackboard *To Do* menu:
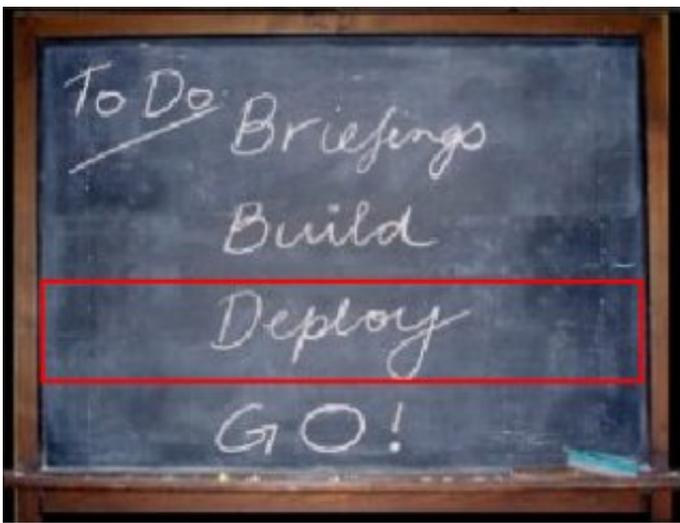
You will now see the *Deploy menu*:

Deploy fleets

SAS WW2 gives you complete flexibility to choose the degree of control you want over this most important task. At the most extreme end, you can manually assign ships to fleets and set the route, rules of engagement and other orders for each fleet. At the most simple end, you can get your 2IC to plan everything for you with one mouse click. And there are many intermediate control options as well.

For this simple guide, you will use your 2IC to plan everything.

Click 'Form Fleets' on the blackboard:

You will now see this screen:

Operational Plan

In accordance with our aggressive strategy, The Chief of Operations, Admiral of the Fleet William Evans, and I are ready to draw up a proposed operational plan, allocating our ships to fleets and determining their missions.

The plan will replace any that I may already have prepared for the current quarter.

Do you wish me to draft an operational plan for your approval? You can of course amend the plan in any respect.

Admiral of the Fleet William F. Halsey

| No | Change Strategy | Yes |

Your 2IC is ready to plan missions for your ships based on your strategy - from cautious patrols and convoys through to more aggressive bombardments, blockades and amphibious assaults. There are fourteen possible mission types. For each mission, the 2IC finds the best target hexes and the most suitable ships and sets up each mission if enough of the right ships can be found.

To authorise your 2IC to prepare the plan, click the 'Yes' button: [Yes] .

It may take a little time for your 2IC to plan all the missions, as there are many factors to consider. During this time, a progress bar and text message updates you on what is happening:

When the plan is complete, details of the planned missions will be listed:

List of Missions [Cancel all unlocked] [Cancel All]   **Selected Mission Details**

Troop Transport ("CF1") **NEW**
  6 naval ships Leaving from Pearl Harbour

Offensive Patrol ("TF1") **NEW**
  12 naval ships Leaving from San Francisco

Convoy ("CF2") **NEW**
  8 ships (inc. 7 merchant ships) Leaving from San Francisco

Sub Offensive Patrol ("SF1") **NEW**
  4 subs Leaving from Pearl Harbour

Offensive Minelaying ("TF2") **NEW**
  4 naval ships Leaving from Pearl Harbour

Defensive Minelaying ("TF3") **NEW**
  2 naval ships Leaving from Pearl Harbour

Sub Defensive Patrol ("SF2") **NEW**
  3 subs Leaving from Pearl Harbour

Ready Reaction ("TF4") **NEW**
  3 naval ships Ready to sortie from San Francisco

You can view the details of any of the missions, cancel any and try again, but for now, just note that that you have some convoy and troop transport missions, some offensive patrols by surface ships and subs, and some minelaying missions. The remainder of your ships are placed in 'Ready Reaction' fleets - available to steam out at short notice to intercept enemy that come close enough.

You can view the route any mission will take, and other mission details, by clicking on it in the left-hand list. Details of the selected mission now appear on the right. The illustration here shows details for the 'Offensive Patrol' by fleet 'TF1':

List of Missions	Cancel all unlocked	Cancel All

Selected Mission Details

Troop Transport ("CF1") **NEW**
6 naval ships Leaving from Pearl Harbour

Offensive Patrol ("TF1") **NEW**
12 naval ships Leaving from San Francisco

Convoy ("CF2") **NEW**
8 ships (inc. 7 merchant ships) Leaving from San Francisco

Sub Offensive Patrol ("SF1") **NEW**
4 subs Leaving from Pearl Harbour

Offensive Minelaying ("TF2") **NEW**
4 naval ships Leaving from Pearl Harbour

Defensive Minelaying ("TF3") **NEW**
2 naval ships Leaving from Pearl Harbour

Sub Defensive Patrol ("SF2") **NEW**
3 subs Leaving from Pearl Harbour

Ready Reaction ("TF4") **NEW**
3 naval ships Ready to sortie from San Francisco

Offensive Patrol "TF1" **NEW** Lock In Cancel

1 Battleship
Iowa
1 Carrier
Essex
2 Cruisers
New Orleans   Cleveland
8 Escorts
Saufley   Radford   O'Bannon   Nicholas
LaVallette   Mayo   Trippe   Mayrant

Leaves port Tuesday, 2nd. of June, 1942, 1 PM

Sailing from San Francisco

Patrolling hexes:
16/15   15/16   14/16   13/19   13/18
13/17

See Map
Total time on patrol = 5 days

Best fleet speed = 24 knots
Average fleet speed = 16.0 knots

Mission completed by Thursday, 25th. of June, 1942, Midday

To view the proposed route on the map, click the See Map link in the details page. You will see the route marked as a series of white crosses, with the actual objective hexes for the mission marked as red crosses:
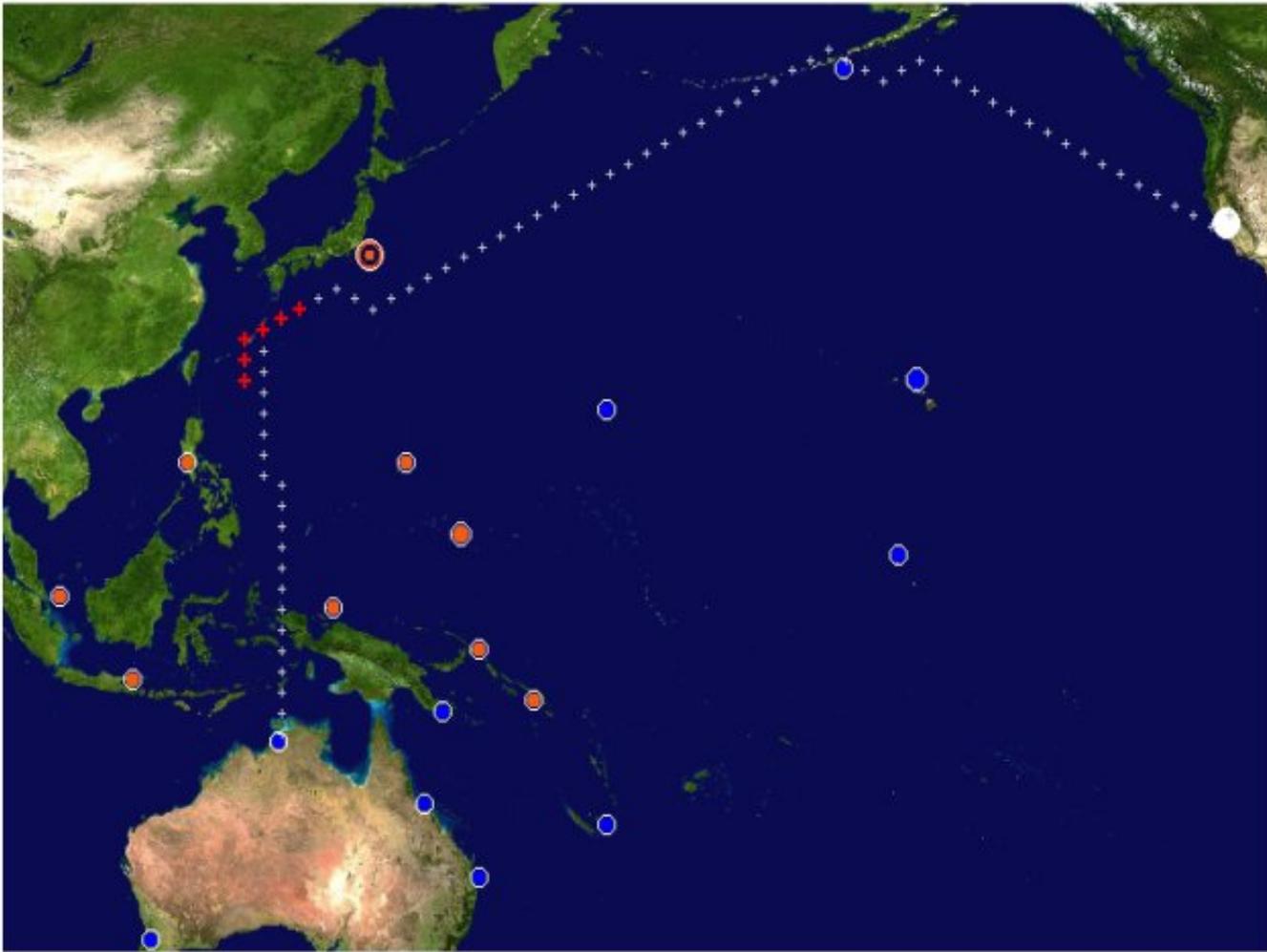
Close the map by clicking anywhere on it.

Now close the List of Missions list by clicking on the top-right 'X' button:

X

The *Theatre Map* is now displayed, and the fleets involved in the missions are shown in a list on the right-side of the map:
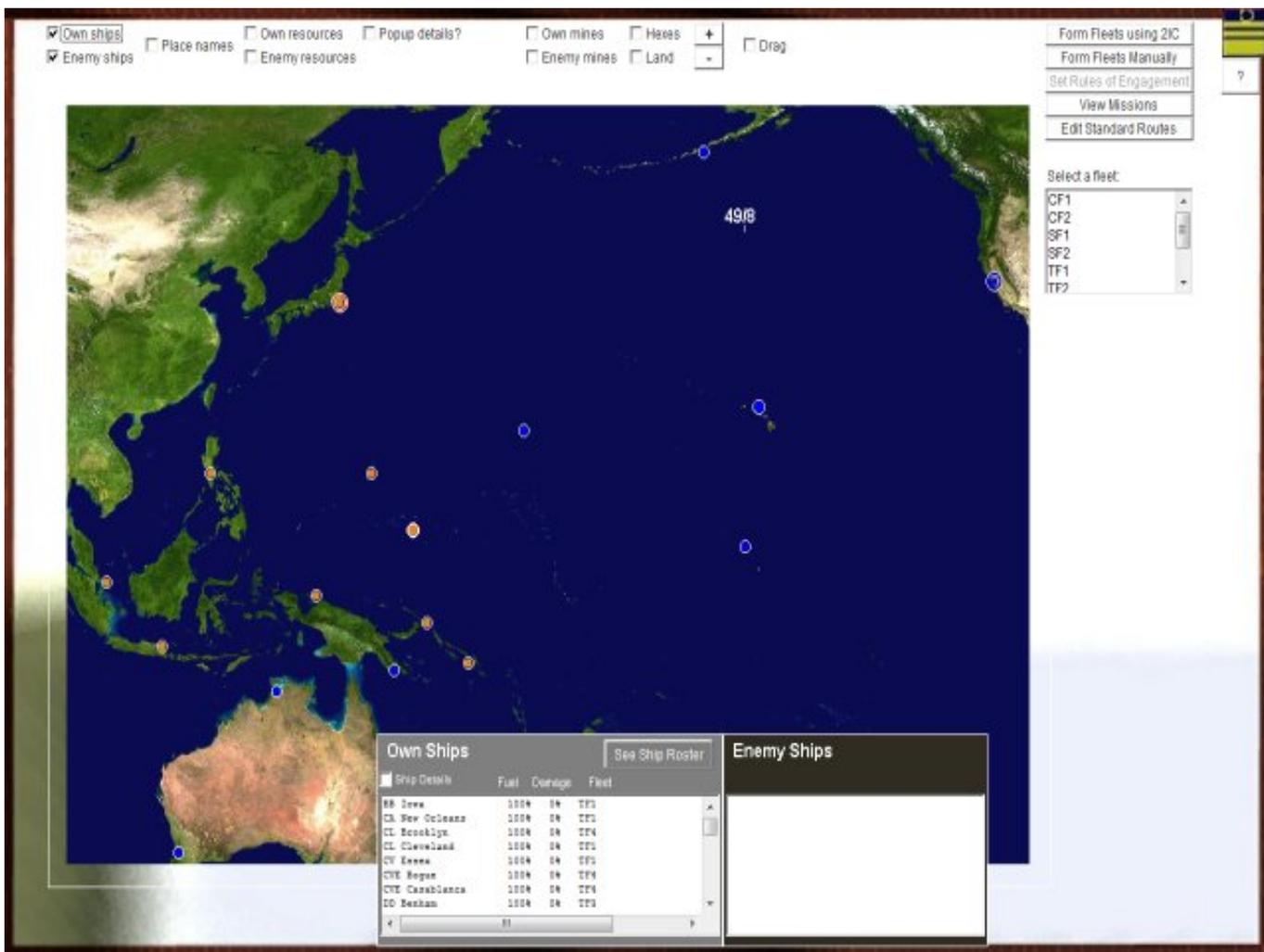
You can select any fleet and see more details of the route path and so on; but for this walk-through, just click the top-right SASWW2 icon to close the map and return to your *Admiral's Office*. You have now completed the task of deploying your fleets (including the transport of any troops to your own ports or to enemy ports to assault them).

Deploy A/C

Your last task before running the turn is to deploy aircraft to your carriers and airfields.

Click on 'Deploy A/C' on the blackboard *Deploy Menu*. You will see this screen:

DEPLOY Aircraft

Aircraft at Airfields

Airfield at San Francisco - 0 total a/c
Airfield at Pearl Harbour - 118 total
  1 * A-20A Havoc
  2 * A-20C Havoc
  4 * B-17C Flying Fortress
  28 * B-24D Liberator
  2 * B-25B Mitchell
  6 * B-25C/D Mitchell
  1 * B-26 Marauder
  2 * B-26A Marauder
  2 * B-26B Marauder
  2 * F2A-1 Buffalo
  1 * F2A-3 Buffalo
  4 * F4F-3 Wildcat
  7 * F4F-4 Wildcat
  13 * F4F-7 Wildcat
  2 * Hudson I
  1 * J2F-6 Duck
  1 * Maryland Mk II
  16 * OS2U-3 Kingfisher
  6 * P-38G Lightning
  1 * P-39K Airacobra
  2 * P-39N Airacobra
  2 * PBM-1 Mariner
  2 * PBM-3D Mariner
  2 * PBY-4 Catalina
  2 * PBY-5A Catalina

Aircraft in Reserve

AC In Reserve - 0 total a/c

☐ Show Selected AC Details

Exit

Aircraft on Carriers

'Essex' - 90 total a/c
  54 * F4F-4 Wildcat
  18 * SBD-5 Dauntless
  18 * TBF/TBM-1 Avenger
'Bogue' - 23 total a/c
  14 * F4F-4 Wildcat
  5 * SBD-5 Dauntless
  4 * TBF/TBM-1 Avenger
'Casablanca' - 27 total a/c
  16 * F4F-4 Wildcat
  6 * SBD-5 Dauntless
  5 * TBF/TBM-1 Avenger

Your 2IC has already planned the deployment of all available aircraft based on the type and number of aircraft you have, and the type and number that can be operated from each of your airfields and carriers.

You can change any of these decisions if you want, but for now, just click the 'Exit' button to agree

to the plan: **Exit**. This returns you to your *Admiral's Office*. Your deployment tasks for the turn are now finished.

So, click 'DONE' on the blackboard *Deploy Menu*:
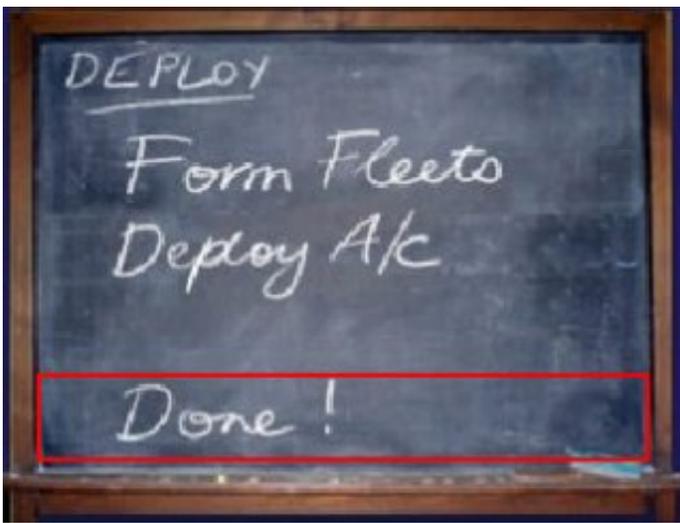
This returns the blackboard menu to the main *To Do* list, where in a moment you will be choosing to run the turn:

Running the turn and making tactical responses

Now that you have finished your build and deploy tasks, you are ready to run the turn.

When you run the turn the computer first calculates all enemy build and deploy orders (if the enemy side is computer-controlled). Then the computer puts your orders together with your enemy's and calculates all the action hour-by-hour.

The calculation includes the very important task of making emergency responses for both sides. Your fleet deployments (and those of the enemy) were made by planning several weeks ahead; but the best laid plans always need minor or major modifications in the face of reality! The enemy may suddenly appear where he wasn't expected. New threats and opportunities arise all the time.

And your fleets may be unable to complete their assigned mission due to damage.

As the calculation progresses you can selectively override the computer's recommended emergency hourly responses for any of your fleets, airfields and airstrikes. But for this walk-through we will keep things simple.

Access the *Run Turn Screen*

On the main *To Do* list, click 'GO!':
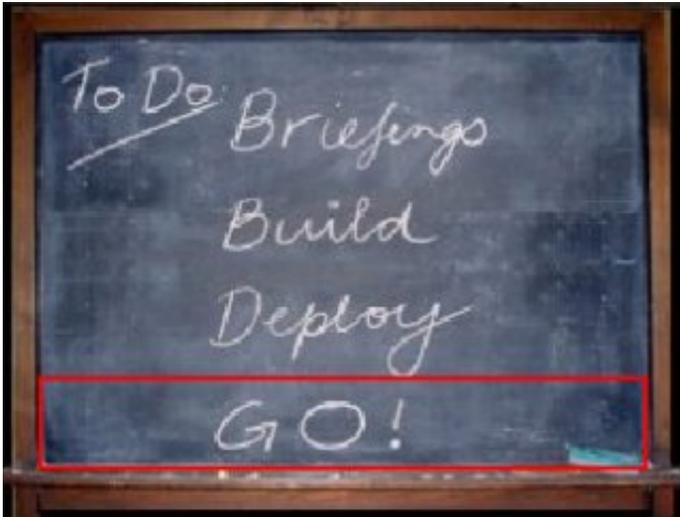
You will now be asked to confirm that you are ready to run the turn:

Are you ready to end your turn?
If you have finished all your moves for this turn, click 'OK'; otherwise, click 'Cancel'

Cancel   OK
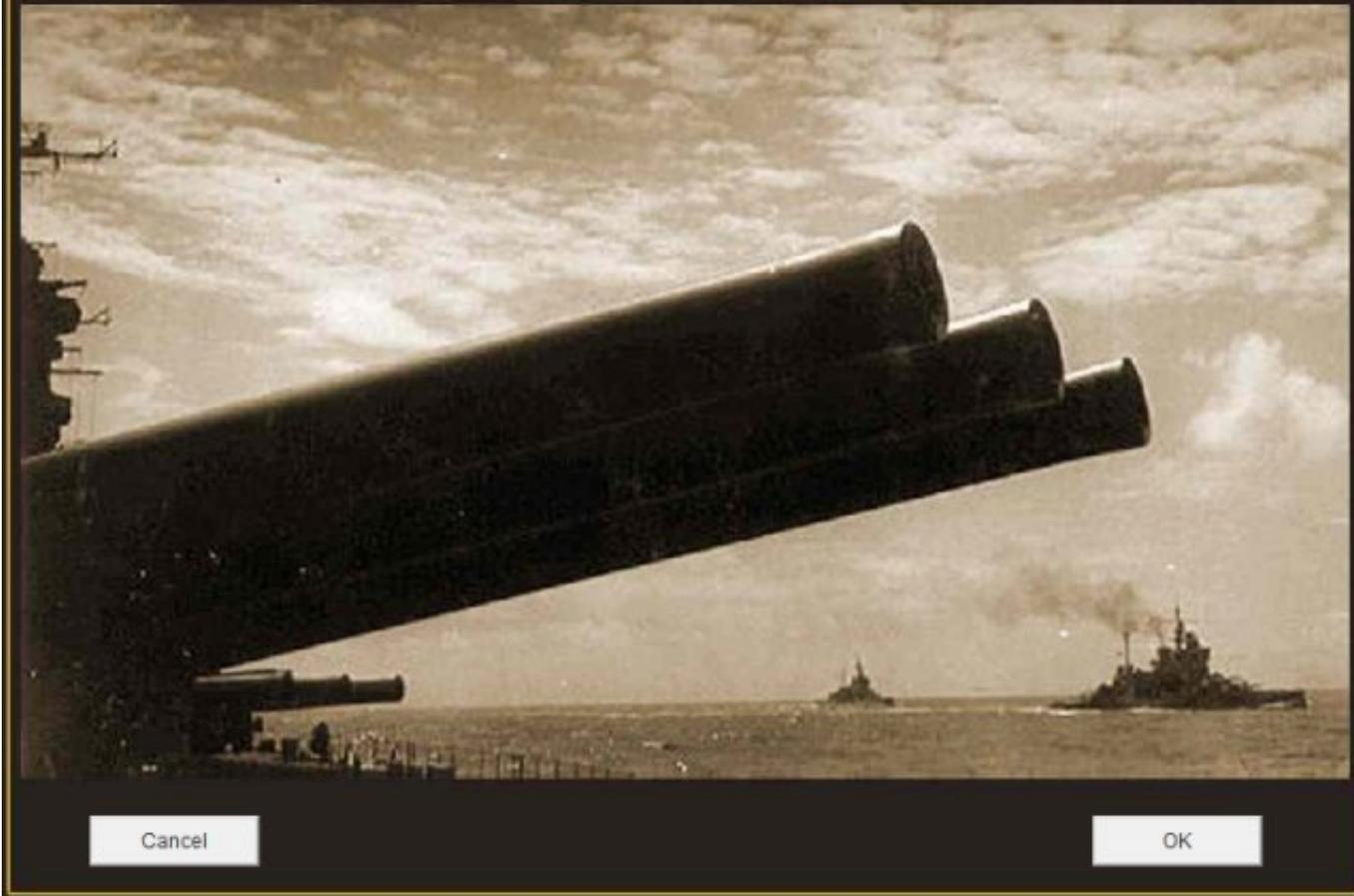
Click the 'OK' button at the bottom-right of the screen.

In the *Intro* campaign, the enemy's first turn moves have not yet been done. You will now see a screen that asks you if you want the computer to make moves for the enemy:

You have completed and saved your moves, but the enemy's moves have not been completed. Do you want the computer to take over the enemy side?
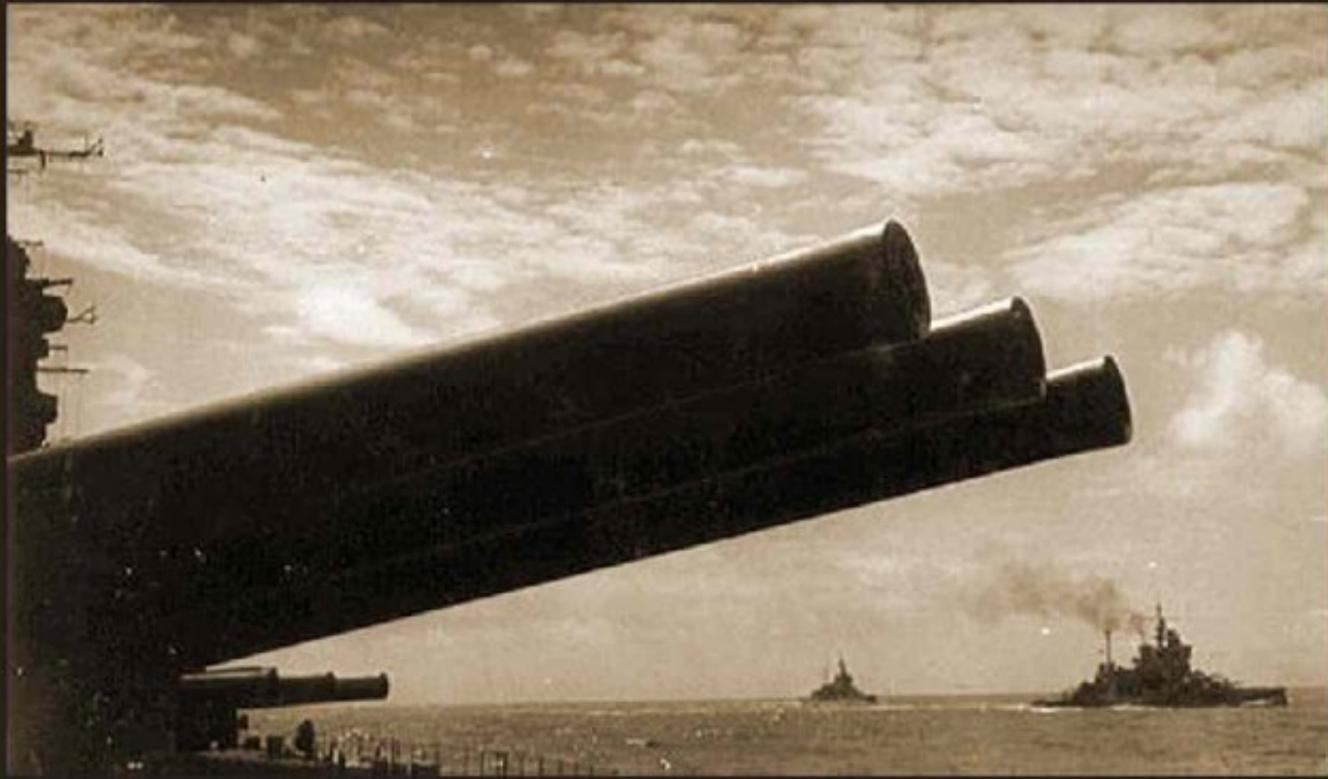
No   Yes

You could click 'No" and wait for another player to make moves for Japan. But for this run-through, and indeed anytime you want to just play against the computer, click 'Yes'.

The computer will now calculate all enemy moves. This may take a little time, but you get progress reports of the calculation:

Calculating moves by Japan...

Photo # NH 73092 Japanese battleship Yamato on trials, 1941
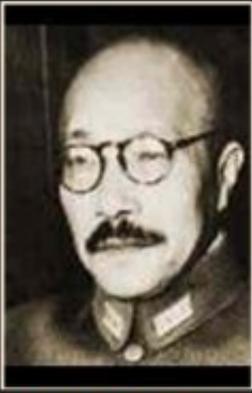
Checking technology advances

Usually the phase that takes the longest is when the computer is forming enemy missions. This may take a little while, so please just wait until it is all finished. The screen will then close automatically, and you will briefly see this screen, telling you that data for the run turn calculation is being prepared:

Please wait while data is prepared for the turn calculator...

After a few seconds, when this is complete, you will see the run turn screen:

Ship Launches   From: William Pratt   Commander, Home Base.

Name	Class	Description	Tonnage (Full Load)
Albacore	Balao Class	fast large Submarine	1801
Charles Lawrence	Bowers Class	medium Destroyer Escort	1680
Chevalier	Fletcher Class	fast large Destroyer	2934
Cleveland	Cleveland Class	fast large light Cruiser	12908
Daniel T. Griffin	Bowers Class	medium Destroyer Escort	1650
Donnell	Bowers Class	medium Destroyer Escort	1650
Ellett	Sims/Benham Class	fast medium Destroyer	2389
Essex	Essex Class		34197
Fletcher	Fletcher Class	fast large Destroyer	2934
Gato	Balao Class	fast large Submarine	1801
Greenling	Balao Class	fast large Submarine	1801
Benham	Sims/Benham Class	fast medium Destroyer	2389
Grouper	Balao Class	fast large Submarine	1801
Growler	Balao Class	fast large Submarine	1801
Grunion	Balao Class	fast large Submarine	1801
Guardfish	Balao Class	fast large Submarine	1801
Iowa	Iowa Class	very fast large Battleship	58184
Jenkins	Fletcher Class	fast large Destroyer	2934
LaVallette	Fletcher Class	fast large Destroyer	2934
Lang	Sims/Benham Class	fast medium Destroyer	2389
Mayo	Benson/Gleaves Class	fast medium Destroyer	2453
Mayrant	Sims/Benham Class	fast medium Destroyer	2389
Benson	Benson/Gleaves Class	fast medium Destroyer	2453

Calculating Monday, 1st. of June, 1942, 1 AM (Hour 1)   0% 385.7 MB   Calculating the current hour

The screen shows a map of the theatre, and some controls at the bottom for running the turn. The calculation is paused at the first hour, awaiting your command to start the hour-by-hour calculation.

The message in the middle normally shows on the first hour - it announces all new ships that are commissioning (becoming available for play) this turn:

Ship Launches   From: William Pratt   Commander, Home Base.

Name	Class	Description	Tonnage (Full Load)
Albacore	Balao Class	fast large Submarine	1801
Charles Lawrence	Bowers Class	medium Destroyer Escort	1650
Chevalier	Fletcher Class	fast large Destroyer	2934
Cleveland	Cleveland Class	fast large light Cruiser	12908
Daniel T. Griffin	Bowers Class	medium Destroyer Escort	1650
Donnell	Bowers Class	medium Destroyer Escort	1650
Ellett	Sims/Benham Class	fast medium Destroyer	2389
Essex	Essex Class		34197
Fletcher	Fletcher Class	fast large Destroyer	2934
Gato	Balao Class	fast large Submarine	1801
Greenling	Balao Class	fast large Submarine	1801
Benham	Sims/Benham Class	fast medium Destroyer	2389
Grouper	Balao Class	fast large Submarine	1801
Growler	Balao Class	fast large Submarine	1801
Grunion	Balao Class	fast large Submarine	1801
Guardfish	Balao Class	fast large Submarine	1801
Iowa	Iowa Class	very fast large Battleship	58154
Jenkins	Fletcher Class	fast large Destroyer	2934
LaVallette	Fletcher Class	fast large Destroyer	2934
Lang	Sims/Benham Class	fast medium Destroyer	2389
Mayo	Benson/Gleaves Class	fast medium Destroyer	2453
Mayrant	Sims/Benham Class	fast medium Destroyer	2389
Benson	Benson/Gleaves Class	fast medium Destroyer	2453

OK, we are ready to run the turn. But before proceeding, a little explanation of emergency tactical responses is needed.

Disabling emergency tactical respnses

Normally, a player may want to control emergency tactical responses during calculation. A player can control the responses of specified fleets, or amend or cancel air strikes from selected carriers and airfields. But for this simple walk-through, you should disable all these options.

To disable emergency tactical responses, click on the 'Options' button at the bottom of the screen:

You will now see the options screen:

Select the messages you want to see:

☑ Ship Launchings	☑ View troops	☑ Bombardments
☑ Enemy Fleet Sightings		☑ Carrier Ops
☑ Emergency Fleet Orders		☑ Emergency Ship Departures
☑ Encounters avoided		☑ Cargo Handling
☑ Surface Battle Reports	☐ Enable sound	☑ Ship Refuelling
☑ Air Strike Reports		☑ Ship Repairing
☑ Sub Battle Reports	☑ Aerial ASW	☑ Minelaying & sweeping

[Edit] ☑ STOP FOR FLEET TAC RESPONSES

[Edit] ☑ STOP FOR LAND AIR STRIKE TAC RESPONSES

[Edit] ☑ STOP FOR CARRIER STRIKE TAC RESPONSES

[OK]

Emergency responses are enabled or disabled using the three tickboxes at the bottom of the screen:

☑ STOP FOR FLEET TAC RESPONSES

☑ STOP FOR LAND AIR STRIKE TAC RESPONSES

☑ STOP FOR CARRIER STRIKE TAC RESPONSES

For this run-through, we want to disable all three types of responses. Later, at your own leisure, you can learn how to use these important options, which greatly add to tactical control. Clear all three tickboxes:

☐ STOP FOR FLEET TAC RESPONSES

☐ STOP FOR LAND AIR STRIKE TAC RESPONSES

☐ STOP FOR CARRIER STRIKE TAC RESPONSES
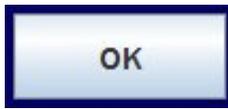
Now click the 'OK' button: **OK** to close the options screen.

Run the Turn!

Now, to start the calculation, click on the '>' button at the bottom-left of the screen: **>**

Make sure you have not clicked the '>|' button: **>|** as this button calculates only *one hour of action at a time*.

The calculation will now run through the full four weeks of action, calculating all fleet and aircraft movements, battles, emergency responses and many other events.

As events occur, messages will appear on screen summarising the event and pointing to its location:

There are over thirty different message types; later, you can learn how to filter out the ones you

are not interested in.

Some events are more important than others of course - such as reports of surface battles, air strikes or submarines encounters. The battle messages have links to detailed reports and, in the case of surface battles, full shell-by-shell action replays! Do not be concerned at this stage about following all the action. Later you can learn how to slow down or pause the calculation. In any case, all of the action is fully replayable at your leisure in the turn replay, which you will see soon. And the action is also summarised in the *Briefing Report*.

As the turn is calculated, the progress bar updates. Your fleets move on the map. Event messages of various kinds quickly flash before you. The current hour being calculated is shown at the bottom of the screen:
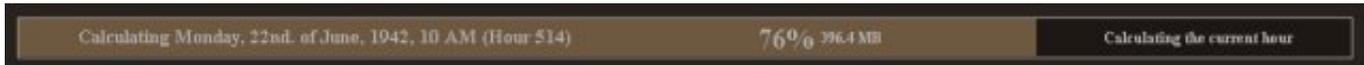
As the calculation progresses you can freely **zoom in or out and drag** the map around, and turn hexes on or off. You can pause the calculation at any time or slow it down. These features are best left for your later experimentation. For now, just let the calculation complete at maximum speed.

The calculation should take around a minute on a reasonably fast computer. If it takes significantly longer than this - say 4 minutes or more - then your computer specification may be too low for optimum gameplay. But there are also ways you can maximise performance with your existing hardware. You can consult the **trouble shooting** help page at any time if needed.

Replaying the turn

When the calculation is finished, a message will appear asking you to wait while the files are saved:
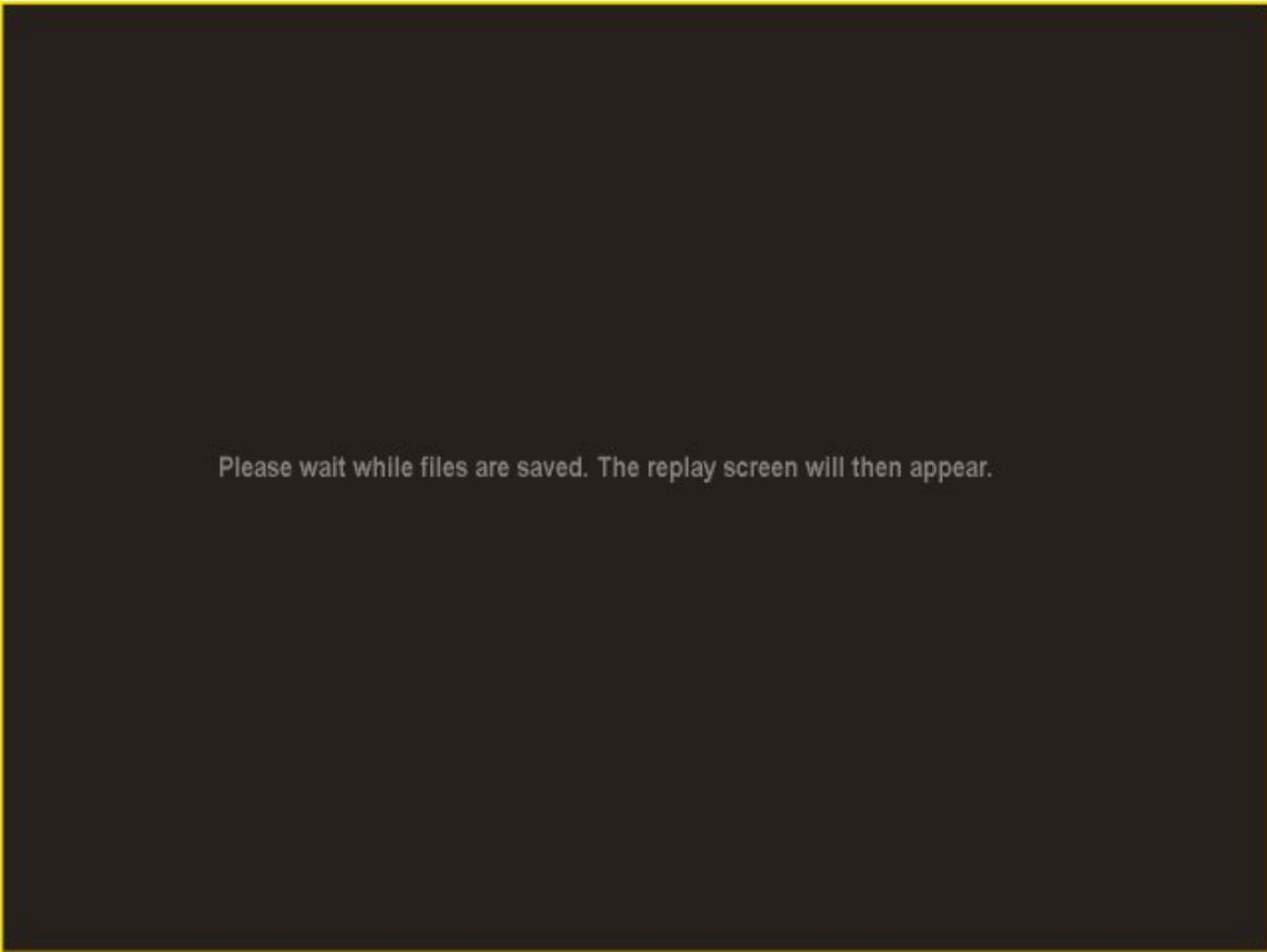
Please wait while files are saved. The replay screen will then appear.

After a few seconds, the replay turn screen will then appear. It looks very much like the run turn screen but with a few more controls:
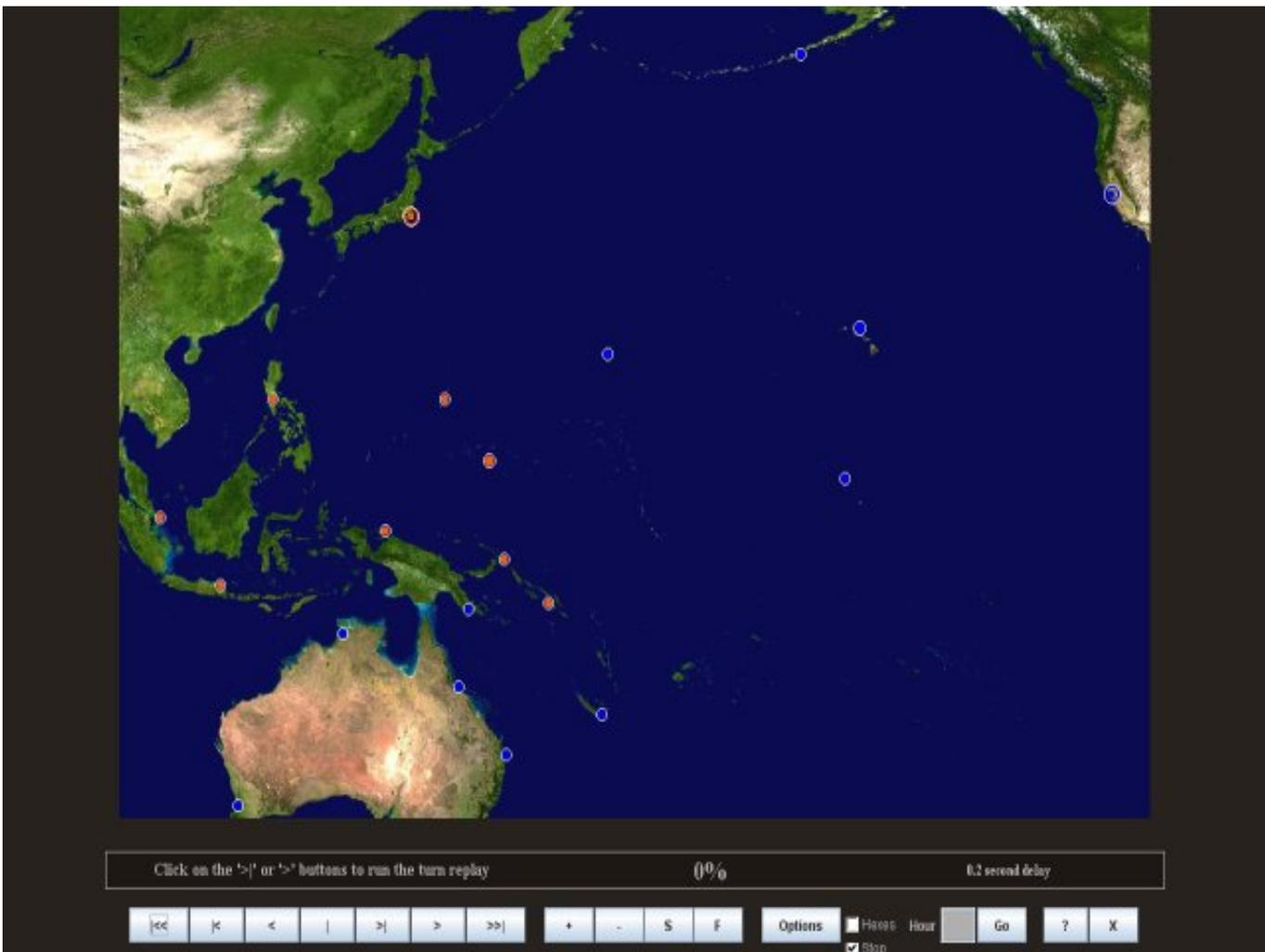
The replay is paused waiting for you to start it. Use the '>' or '>|' controls to move the replay forward either continuously or an hour at a time. The '>>|' control takes you to the end. The '|<<', '| <' and '<' controls work the same, but in reverse. The '|' button pauses the replay. For an overview of this and other features of the replay screen, see **replay the turn**.

For now, just close the replay screen by clicking on the close button at the bottom-right of the screen:

This takes you back to your *Admiral's Office*.

You can bring up the replay screen again at any time by clicking 'Briefings' on the blackboard *To Do* main menu, and then clicking on the newsreels at the right-hand side of the screen.

Reviewing the Briefing Report

You have previously seen the Briefing Report in this overview, but at that stage, there was no action to report.

If you click on 'Briefings' on the blackboard *To Do* main menu, you will see the Briefing Report as updated for the events of the turn just calculated.

Action reports

In particular, the 'Action Reports' appendix lists all battles of any kind and provides hyperlinks to each battle report.

Go to this appendix now by clicking on 'Action Reports' in the front page table of contents - it is the first Appendix, or else by scrolling through the report:

Appendices
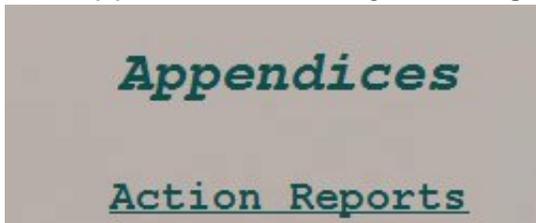
Action Reports

The report should now display the Action Reports appendix. If you have played the *Intro* campaign exactly as instructed, making no emergency tactical responses of your own, the summary should list a variety of actions: one surface battle, an air strike by you and your enemy, a submarine encounter, a surface bombardment and one instance of damage from enemy mines:

ACTION REPORTS

Summary:

One Surface Battle	See report
One own air strike	See report
One enemy air strike	See report
One submarine encounter	See report
No concluded land battles	
No land battles still in progress	
No own surface bombardments	
One enemy surface bombardment	See report
No damage to enemy ships from own mines	
1 + reports of damage from enemy mines	See reports
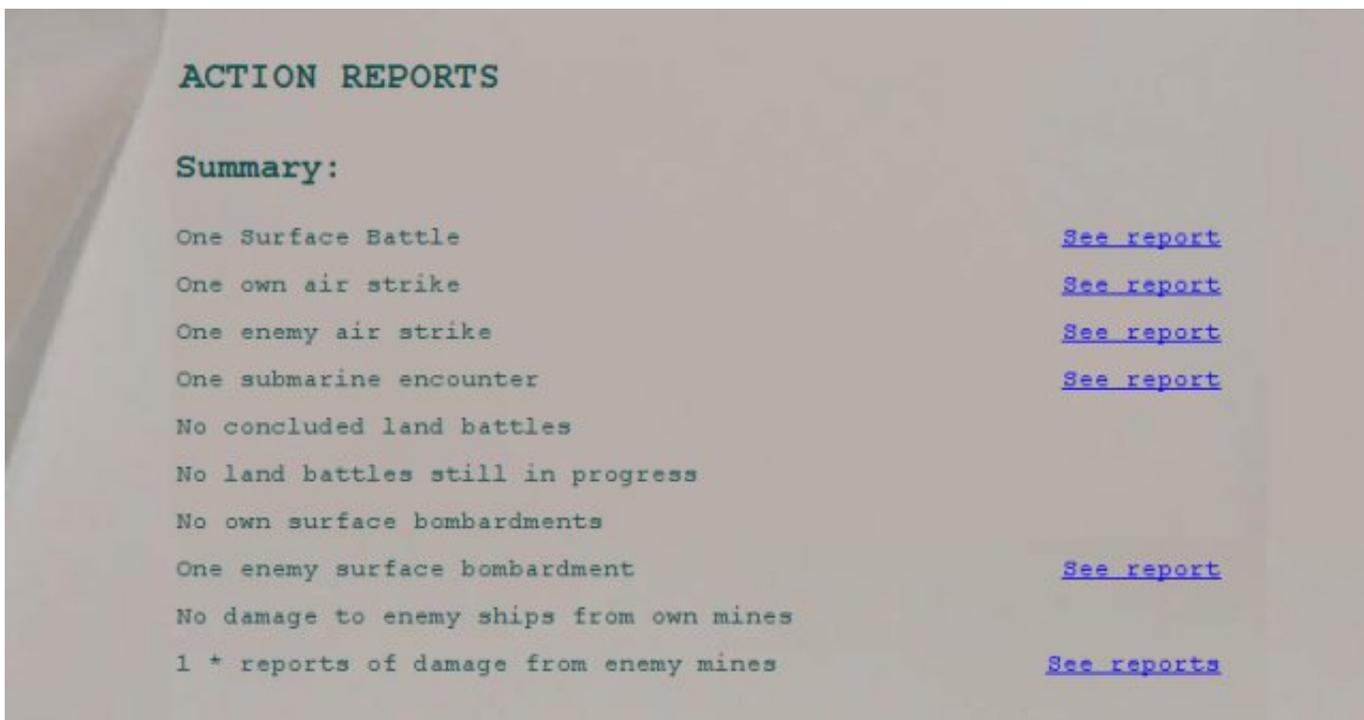
Summary report of a surface battle

If you click on the 'See report' hyperlink, adjacent to where it says "One surface battle", you will jump to the 'Surface Battles' section of the Action Reports. Here, any battles are listed in more detail:

Surface Battles

Battle of United States, Sunday, 21st. of June, 1942

Started 2 PM in Hex 64/10   See the report

Now click on the 'See the Report' hyperlink adjacent to where it says 'Battle of United States...'. You will see summary results of the battle:

Help is available on how to interpret the information on the summary. But for now, just be aware that the summary graphically displays battle damage for all ships.

Replay a surface battle

Best of all is the unique feature that allows you to replay the entire battle, shell-by-shell. Simply click on the 'Replay battle' button at the top-right of the screen: [Replay battle]. You will now see

this screen:
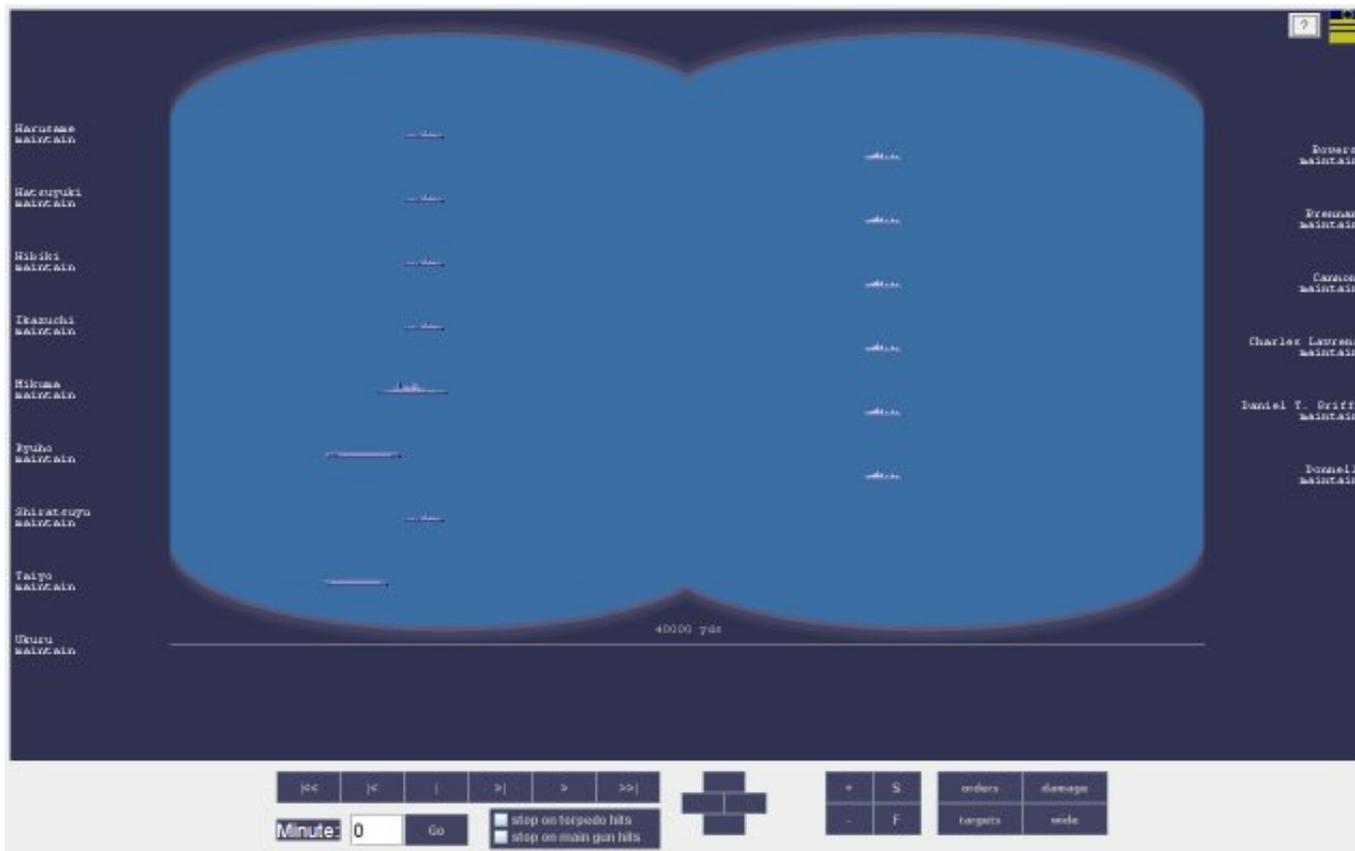
The screen has many controls for re-playing the battle forward or backwards at varying speed, zooming in and out, and optionally stopping on main gun or torpedo hits. You can view the ships changing target and movement orders and watch as damage of varying kinds accumulates on each ship.

For this walk through it is suggested that you simply close the screen by clicking on the *SAS WW2* icon at the top right side. Later you can explore this screen in more detail. Now click again on the *SAS WW2* icon at the top-right side of the battle summary screen to close it. You should now be back viewing the Briefing Report Action Reports appendix.

Summary reports of other actions

The Action Reports appendix should also have links to the other battles: two airstrikes and a submarine engagement. If it is not immediately visible, scroll through the Briefing Report until it is:

Own Air Strikes

Battle of Gulf of Papua, Monday, 22nd. of June, 1942

Started 11 AM in Hex 21/34   See the report

Enemy Air Strikes

Enemy strike on Port Moresby

Started 4 PM in Hex 24/34   See the report

Submarine Attacks

Battle of United States, Saturday, 20th. of June, 1942

Started 1 PM in Hex 63/13   See the report

Follow the links to see similarly presented summary reports on these battles. You may note that while the two air strikes were rather inconclusive, the submarine engagement was not - four allied merchant ships being sunk by Japanese submarines:

Battle Results — Battle of United States, Saturday, 20th. of June, 1942

Started 1 PM in Hex 63/13 Lasted

Ripples, light breeze (4-6 knots), mostly dry with patches of light drizzle, some high and medium level cloud. Very good visibility
Opening range: 13301 m.
Own fleets: [CF2]
Enemy fleets: [SF1]

Own: Ships:	sup. struc. damage (* 10%)	hull damage (* 10%)	flooding (* 10%)	speed lost (* 3 kts)	Turret hits	Ammo lost (* 10%)	repair cost (* 10%)	Enemy Ships:	flooding (* 33%)	speed lost (* 6 kts)	Turret hits
Lang	SUNK	�(red)	▐(blue)	▐(green)		I		▐	I61 Undamaged		
Small Merchant-1	SUNK	▐(red)	▐(blue)	I				▐	I63 Undamaged		
Small Merchant-2	Undamaged								I64 Undamaged		
Small Merchant-3	Undamaged								I67 Undamaged		
Small Merchant-4	SUNK	▐(red)	▐(blue)	I				▐			
Small Merchant-5	Undamaged										
Small Merchant-6	SUNK	▐(red)	▐(blue)	I				▐			
Small Merchant-7	Undamaged										

Small Merchant-6 hit by 1 torpedo from submarine I67
Lang hit by 2 torpedoes from submarine I64
Small Merchant-4 hit by 2 torpedoes from submarine I63
Small Merchant-1 hit by 2 torpedoes from submarine I61
No damage to submarines.

Finally in terms of action reports, the appendix summarises details of an enemy bombardment of Port Moresby, and of damage to the Carrier *Essex* from enemy mines:

Enemy Surface Bombardments

Enemy bombardment in the last turn caused a loss of 2.6 RPs to storages at Port Moresby.

Damage was also done to port infrastructure. Refer to the Economic Balance Sheet appendix, in the Liabilities - Infrastructure, for the total current cost of infrastructure damage to date.
The details of the current infrastructure levels can be found in the Infrastructure List as well as viewed on the theatre map.

Damage from enemy mines

The following ships were damaged by enemy mines in the last turn:
CV Essex is flooded 12% after hitting an enemy mine in hex 15/30.

Remaining Briefing Report information

As well as battle summaries, the Briefing Report summarises your overall economic position, your naval, air and troop losses, provides updated intelligence on the enemy, and much else as well. You can learn how to read the Briefing Report at your leisure later. For now, just close the Briefing Report by clicking on the *SAS WW2* icon at the top-right hand corner.

The End!

You have now reached the end of this 5 minute walk-through. You have made all decisions for a whole turn (being four weeks of real action). And you have then played the turn out, seen the events unfold and learnt a little about the replay screen and the Briefing Report.

From here, it is up to you how deeply you wish to delve in your games. You have seen how easy it is to make all your crucial decisions simply by relying on your 2IC. But when you are ready and interested, you can learn how to take more control in any area: perhaps selecting or designing some ships, or even your whole navy; or taking a more active role in operational orders, using any of the multiple command levels that are possible. During turn calculation, you may want to take hands on control of specified fleets or airfields, determining fleet emergency orders and air strike targets and profiles. You may want to reduce the length of the operational turn to one or two weeks, so that you can direct the war effort in considerable detail. You can also learn to use the Campaign Creator to set up your own campaigns, accepting historical default values or playing with history as you see fit.

All these choices await you, and as explained below, in-built help pages guide you every step of the way.

How to get Help

The game has a rich set of hyperlinked help files to instruct you on every aspect of the game.

See **How to Get Help** for more information.

We at *NWS* hope you enjoy playing *SAS WW2* for many hours. We hope you find it both challenging and very playable.

Good luck Admiral!

Your Admiral's Office

Welcome to your new office. To help you feel at home here, you can see your name plaque on top of the filing cabinet, a picture of the Battleship you commanded before your elevation to be _Supreme Naval Commander_ (or "supreme desk jockey" more like!). And above that is a picture of your leader, who personally has approved your appointment because of the faith he has in your leadership.

You access all main functions from here:

- **Making command decisions** for a game turn.
- **Getting information** to base your command decisions on.
- **Loading and saving files**.
- **Changing game options**.

You can also bring up the **complete help files** for the game. These files are fully cross-referenced and hyperlinked for ease of navigation.

You can exit the office at any time by clicking on the _SAS_ icon at the top right of the screen:

Just remember to save the game first, if you want to be able to come back to where you stopped. (See **Loading and saving files** for instructions.)

Making command decisions

Playing a turn in *SAS* is easy to do. There are two main steps to perform:

- First, you **build** the resources you need - ships, aircraft and troops.
- Then, you **deploy** them to where they are needed, along with their combat orders.

When you have done both steps, you are ready to run the turn.

You access all command functions through the menus on the blackboard at the top left of the office.

The top level menu looks like this:

The build and deploy steps are done by clicking "Build" and "Deploy" on the menu. Follow this **main menu** link for more information.

Getting information

Before you build and deploy, you should be well informed of your situation vis-a-vis the enemy.

SAS gives you easy access to three kinds of information:

- A **briefing report**, showing key economic and other details.
  - Open the report by clicking on "Briefings" on the main menu.
- A full screen **map view** showing you the location of all your resources (and the enemy's also, where known).
  - See the full map view by clicking on the small theatre map on the wall. Shown below is the Pacific Map as it appears on your wall:


- An hour by hour **action replay** from the previous turn, showing you exactly what happened and when.
  - Get to the replay by clicking on "Briefings" on the main menu, and then on the news reels you will see lying on your desk.

Loading and saving files

The filing cabinet to the right of the office has a drawer labelled "Games". Open it to load and save games, or to jump to the screen to create new campaigns.

Click on the drawer to open it:
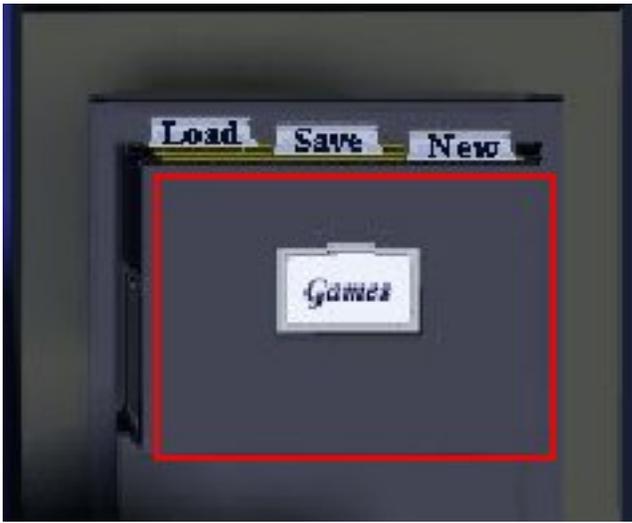
Loading a game

Move the mouse over the "Load"tab to highlight it:

Clicking on the "Load"tab will bring up the screen for **selecting a saved campaign**.

After completing actions on that screen you will return to the office, ready to play the game just loaded.

Saving a game

Move the mouse over the "Save"tab to highlight it:

Clicking on the "Save"tab will save the current game.

When the game is saved, you will see a message confirming the save:

Click on the "OK" button to close the message box.

Saving a game for Play by Email

You can play *SAS* against the computer or against another player.

If playing against another player, you do this by exporting your turn file, when you have finished all your moves. The other player does the same. Then you each give the other your turn file.

To save your file for export, when you are sure you have finished all your moves, simply click on the "Out" tray on your desk:

When the file is saved you will see a confirmation message:

Click the "OK" button to close the message box and continue.

See **Play By Email** for more information on how to send your turn file and receive the other player's file.

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Creating a new game

Move the mouse over the "New" tab to highlight it:

Clicking on the "New" tab will bring up the screen allowing you to create your own new campaigns. See **creating campaigns - an overview**

for more information.

Changing game options

Move the mouse over the filing cabinet drawer labelled "Options" to highlight it:

Clicking on the drawer will bring up the screen for changing game options. See **game options** for more information.

Complete help files

To bring up the complete help files for the game at any time, click on the bookshelf to the left of your Admiral's office:

A screen will appear with a navigation menu on the left and the text of the help files on the right.

Many of the text files are the ones you can also visit using the **context help function.**

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How to Get Help

Apart from this manual, the game has a rich set of hyperlinked help files to instruct you on every aspect of the game.

Context Help

Almost every screen has a '?' button. When you press it, context help for that screen will be shown. The context help is tailored to tell you all that you need to know about the screen - how to read any information and how to use any controls it presents.

Full Help

In addition, there is a complete help guide available by clicking on the bookshelf in your *Admiral's Office*:

The full help guide has a left hand menu to help you navigate. Among other things, it has a 'How to Play' section that tells you all you need to know to harness the full power of *SAS WW2*.

We at *NWS* hope you enjoy playing *SAS WW2* for many hours. We hope you find it both challenging and very playable.

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Credits

Tony Glazebrook: concept, design, AI, programming

NWS Project Designers: Christopher Dean and William Miller

Production and extended concepts: Christopher Dean

Projects assistance and aerial combat mechanics: William Miller

Historical research: William Miller, Kyle Holgate, Ed Rotondaro

Beta testing: the NWS Beta Team, especially Kurt Schofield, Rober Schoneman, Scott Chisholm, Kristian Fischer

Theme music: Jeff Edwards

Map base graphics: Richard Beaudin

DVD Cover Art: Tony Glazebrook, Christopher Dean, William Miller

Help files and user guide: Tony Glazebrook

Thanks are also die to the _NogginSoft.com_ team: (Srinivas Achanta, Garry Glazebrook, Simon Ng, Timothy White) for pre-beta testing and general encouragement. Deborah Yffer and Clare Glazebrook: special project support throughout.

Dedication

This game is dedicated to the memory of Robert James Glazebrook (1925-2006), who served with the RAAF in World War 2 and was an expert aircraft modeller. His model of the Boston was commissioned by the RAAF, and his Airacobra now is on display at the Australian War Memorial.

Acknowledgements

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