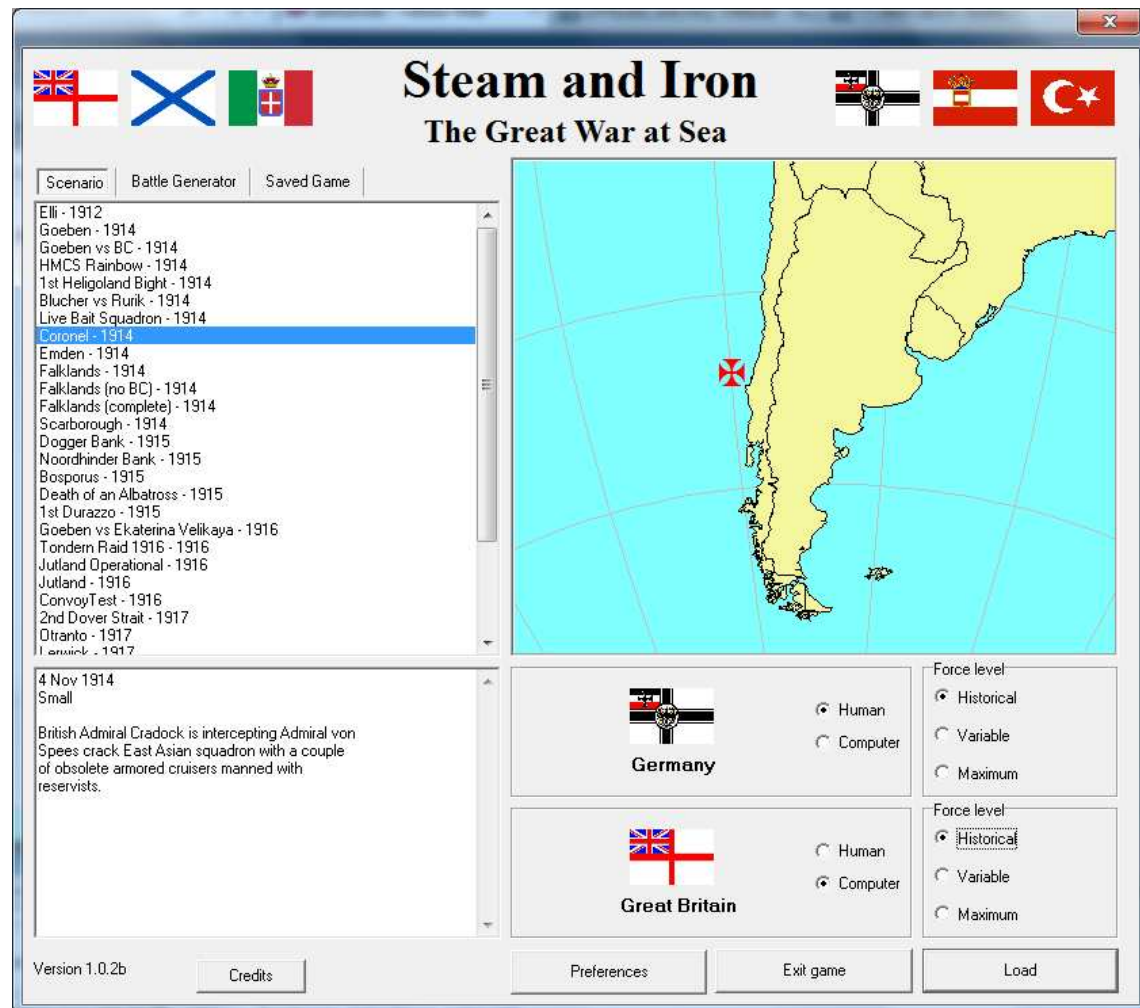


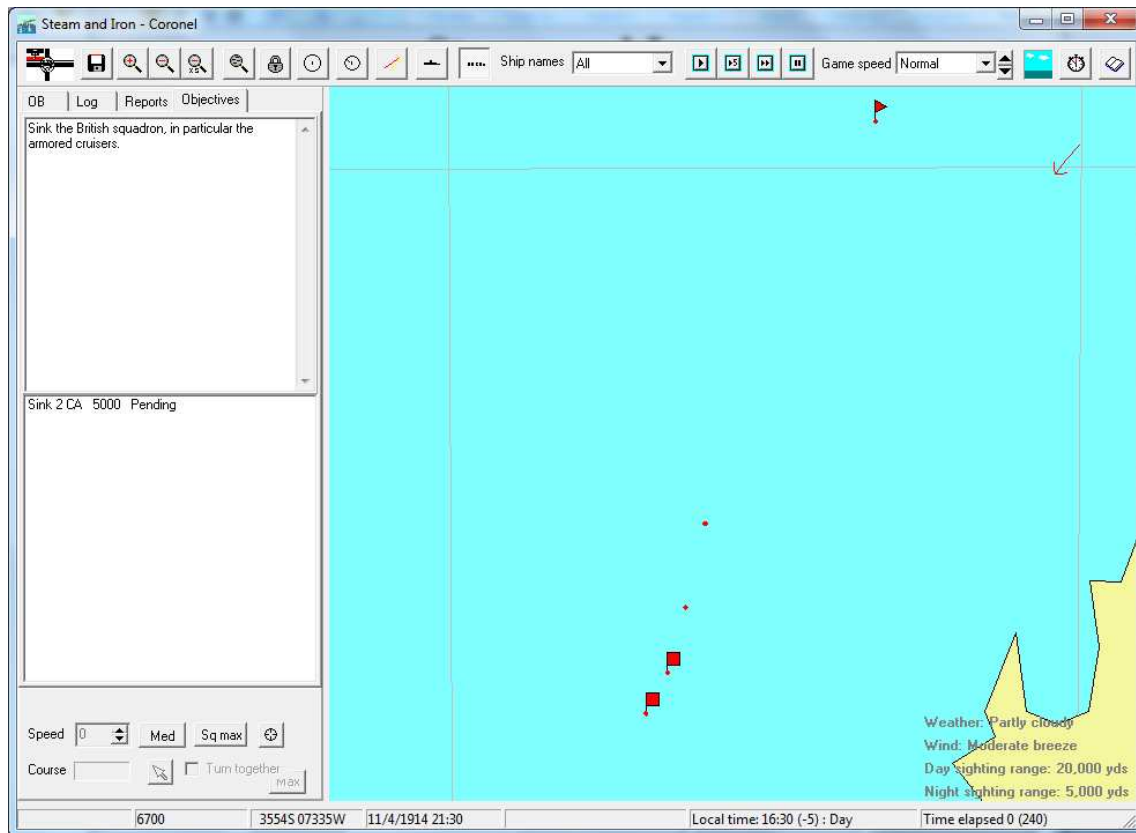
Version 1.10

This tutorial is to help you get started and master the basic commands and functions in SAI. We will play the Coronel scenario on the German side.

In the scenario selection screen, select the Coronel scenario. Make sure the force level is set at historical and that you have selected the German side as player side. Then hit load.

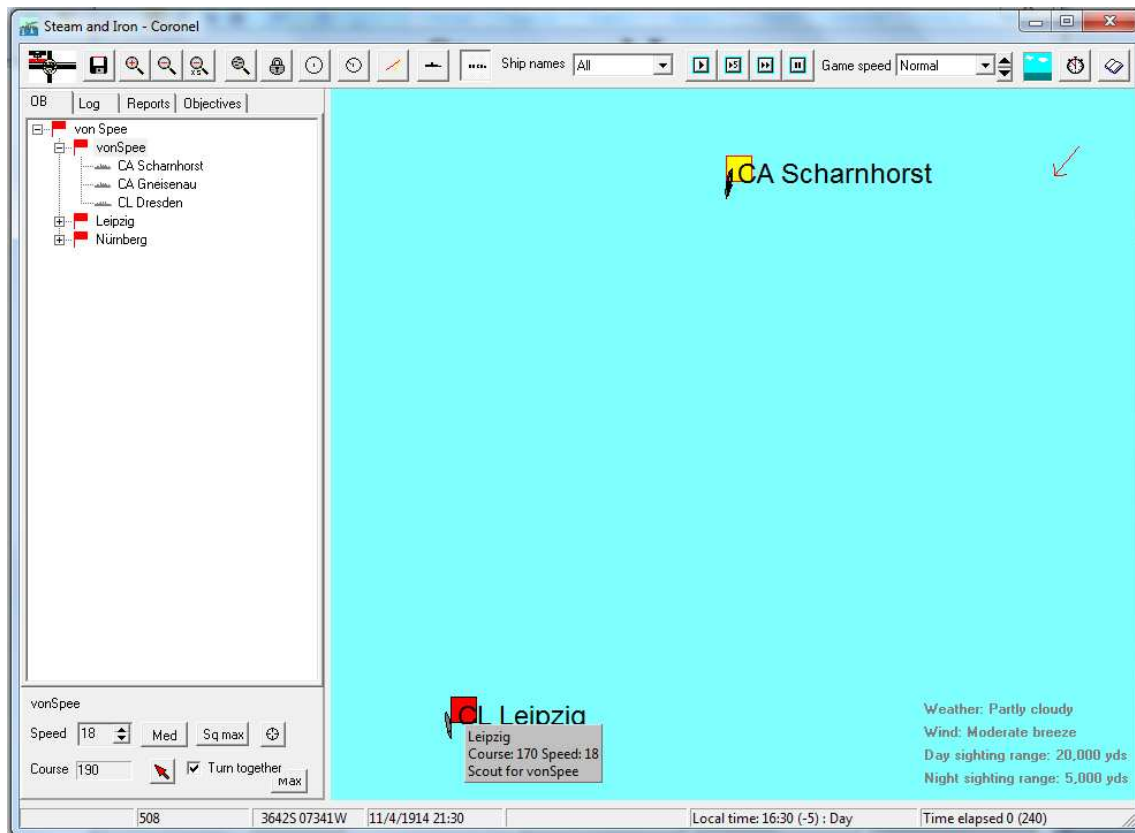


The scenario will start and the map will zoom in to the German squadron off the coast of Chile. It will look something like the screenshot below, depending on your screen resolution. You can maximize the game window to get a better view.

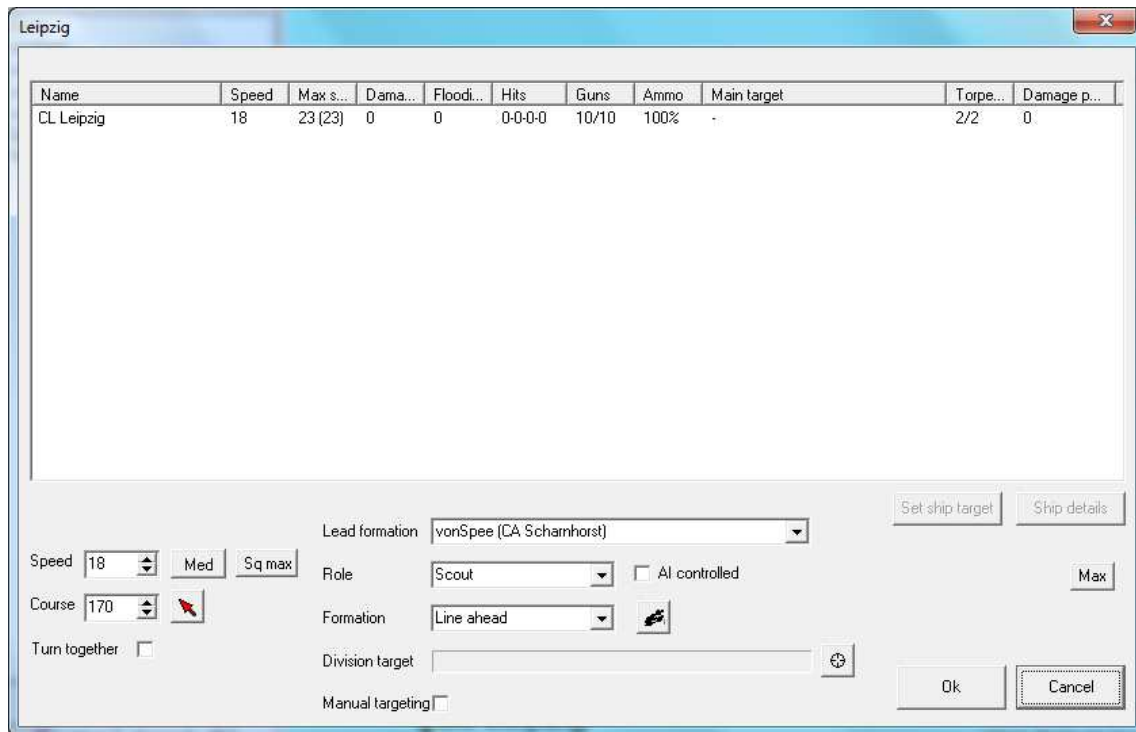


The square flags are divisions under human control, the triangular flags are friendly divisions under AI control. The red dots are your ships on higher zoom level. Before we take a closer look at the forces, you can note that your mission is in the left hand panel. We will get 5000 points for sinking two British armored cruisers. The objective has status “Pending” which means that we have not achieved it yet.

Let’s zoom in a little to see what ships we have. Click and drag a box around your forces in the lower part of the screen with the left mouse button and then release.

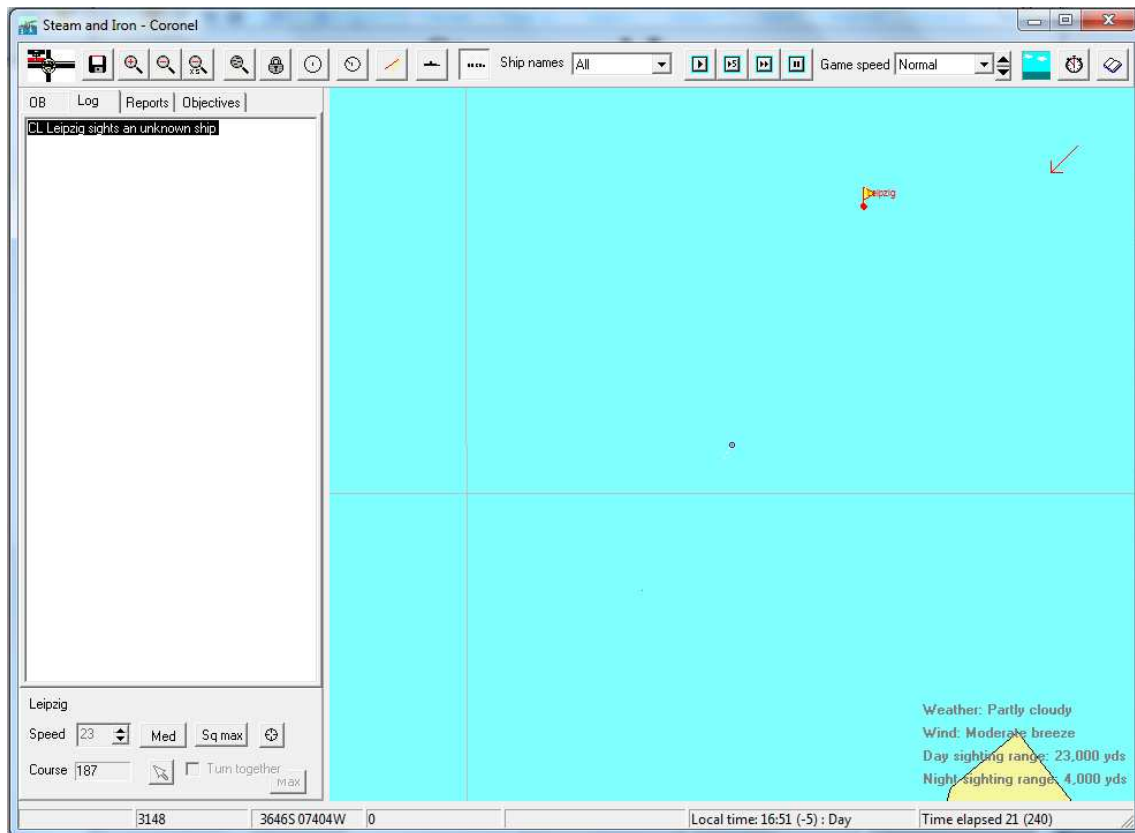


Here is a more zoomed in picture of your forces, with the armored cruiser Scharnhorst and the light cruiser Leipzig visible. If you click the OB tab in the left panel, you will see a tree control with your forces arranged. You can click the pluses to expand the tree and see the ships under your control. If you hold the mouse pointer over a division flag on the map, you will see details about the division and its mission in the popup. The Leipzig division, containing the single ship Leipzig, is scouting for von Spee. That means that it will take station ahead of the main force. Right click on the flag for Leipzig beside the Leipzig to see more details on the division.



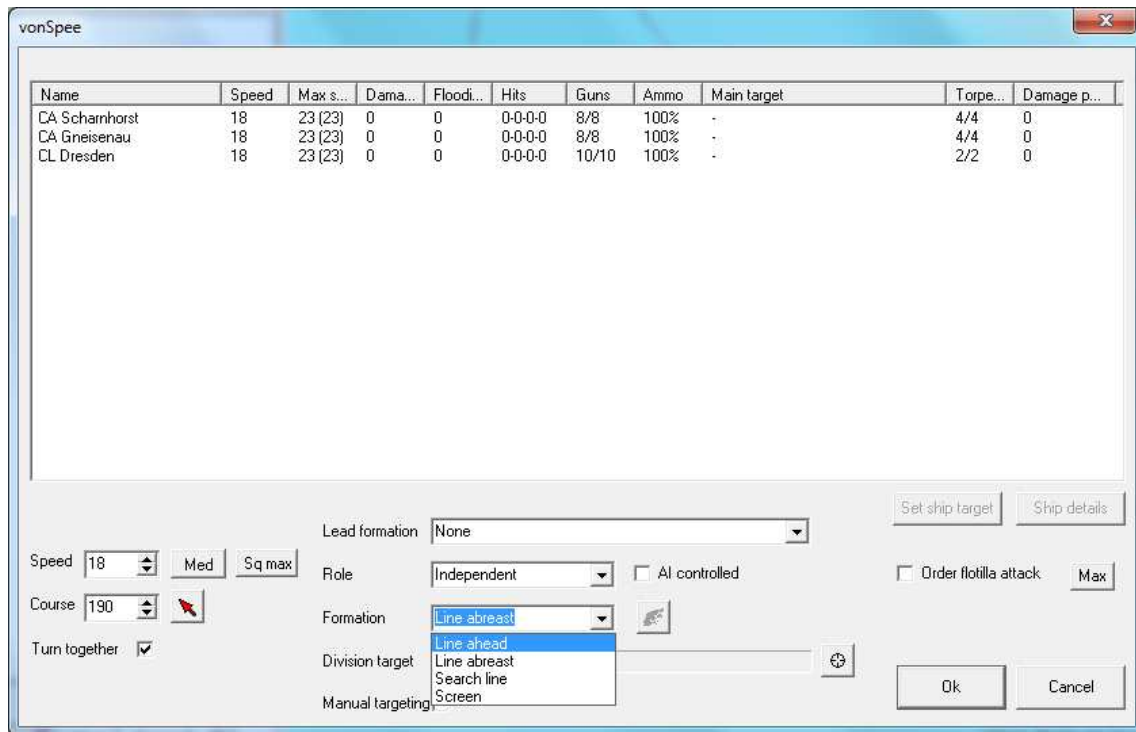
Here you can see a list of the ships in the division and their status. In the lower part of the dialog you can see speed and course for the division, as well as some other information. The role determines how the division will behave under AI control (see the manual on information about the different roles). The lead formation is the formation that the role will relate to, and as previously mentioned, the Leipzig will scout for von Spee, whose flagship is the CA Scharnhorst. Normally a scouting division would have the formation screen, but in this case the Leipzig is alone in the division, so it doesn't matter that she has line ahead formation. We will now make the Leipzig AI controlled so that we don't have to bother about managing that division. Click the checkbox "AI controlled" and hit OK. Note that the Leipzig division now has a triangular flag on the map to denote that it is under AI control.

Now let's get moving and find the British. Von Spee already has orders to move roughly south with the ships in line abreast formation (you can open the division dialog for von Spee to check that if you want). We will leave that as it is. Zoom out a bit using the – button on the toolbar and then press the run 5 button on the toolbar. This will run the game 5 minutes. You will see the Leipzig moving ahead of the Scharnhorst to screen position. Nothing else will happen. Well, we continue until we find something. Press the run button on the toolbar. This will run the game until something happens that pauses the game. It will pause on a new sighting. After another 15 minutes or so, a dialog will appear that informs you that an unknown ship has been sighted. The left panel will shift to the log tab, and you will see an entry that the Leipzig has sighted an unknown ship. Click on the entry to center the map on the newly sighted ship.



We can run the game 5 minutes more to see what happens. We have been running the game on normal, which can feel pretty fast, so lower the speed to slow using the game speed control on the toolbar. Run 5 or ten minutes until we have a better identification on the enemy. We are still beyond gunnery range, so there is nothing to worry about. If you want to check that, you can press the Show gun ranges button on the toolbar. This will show the gun range of ships in the selected division. In 5 or 10 minutes you should get a better identification on the enemy, probably a Bristol class light cruiser.

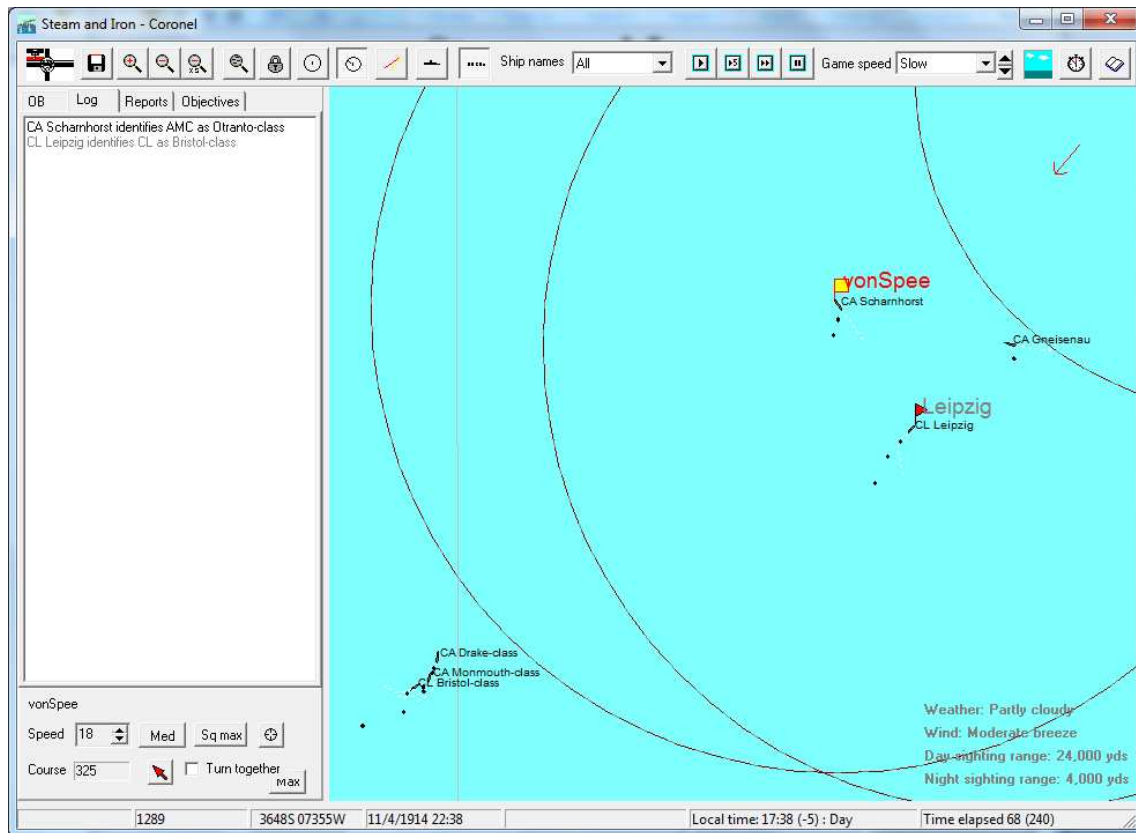
Now that we have found the enemy, we want to concentrate our forces from the search formation we have to a compact battleline. Select the von Spee division and right click on the division flag to bring up the division dialog.



Change formation from Line abreast to Line ahead. Also uncheck the turn together checkbox. This will make the division close up into a battleline. Do not raise the speed yet, as we want the trailing ships to have some speed advantage to be able to catch up and take station in line. We also want our main division to move more to the southwest to cut off the lone British cruiser. Click the red arrow button. This will bring you to the map with the cursor as a crosshair. Click on the map to the southwest of the Scharnhorst. This will bring you back to the division dialog with the new course entered in the course field. Click OK to close the dialog.

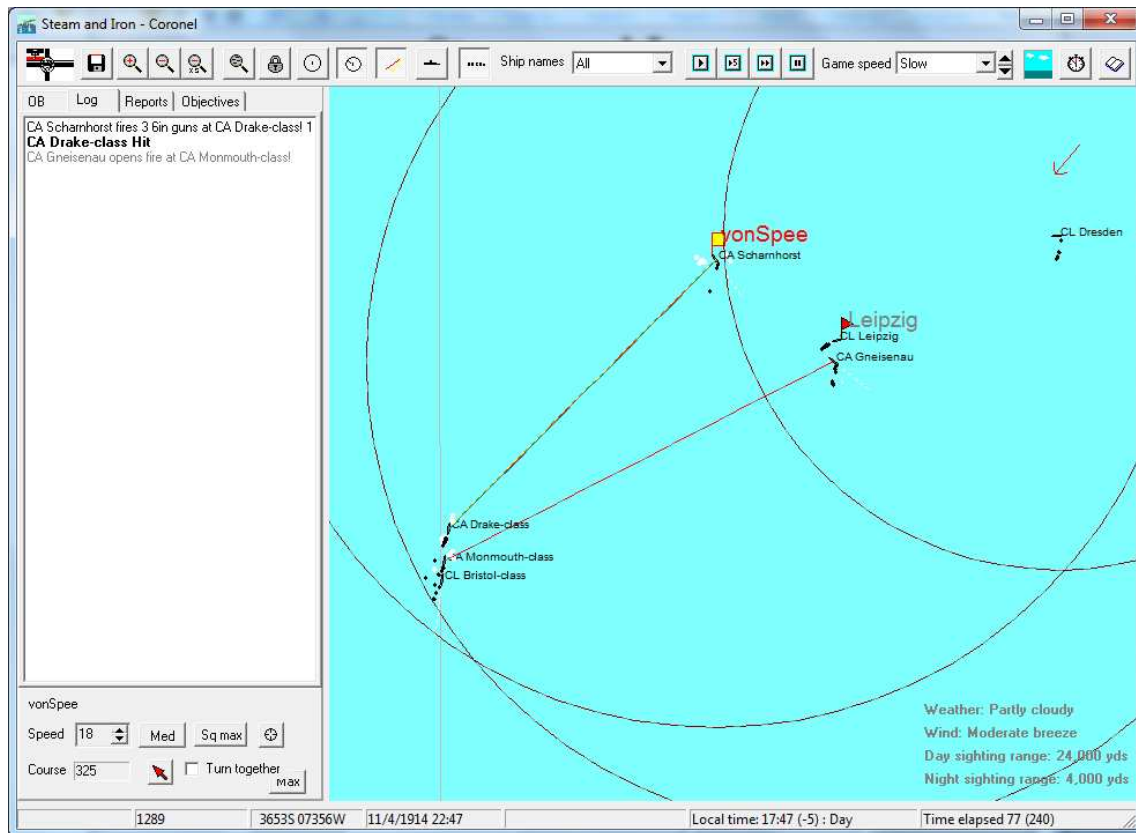
If you zoom out a little and then click run 5 a couple of times you will see that the rest of the ships in the division are hurrying up to take station on the Scharnhorst, but it will take a while. The Leipzig will maintain station ahead and might or might not start to exchange shots with the British cruiser.

Now it starts being difficult to predict exactly what will happen in your game, but you will likely sight a few more British ships. Take your time to zoom in and study the enemy. At this point it might be a good idea to change the course of the Scharnhorst to northwest, to bring the trailing ships in line faster.



If you want to make sure that the Leipzig keeps out of harms way, you can change her role to Support, which will make her take station behind the armored cruisers.

At this point there might be some firing. Ships under fire will have white shell splashes around them. If you want to see who is firing at whom, you can press the Show fire lines button on the toolbar. This will show what the ships in the selected division are firing at in red (yellow for secondary battery fire) and ships firing at them in grey.



In the picture above, the ships have already started to exchange fire. In the real battle, von Spee held the range because he didn't want to engage the British against the glare of the setting sun. If you want to experiment with such tactics, you can select a ship and then press the clock button on the toolbar. This will give you information about when sunset or sunrise occurs.



Note that all times will be in Z time, but here on the west coast of South America we are 5 hours behind. Local time can be seen in the status bar at the bottom of the screen, as well as the time difference.

As the battle have been joined, you should endeavor to keep your ships on a reasonably straight course and make sure your smoke is not blowing towards the enemy, as that will obscure the view of your gunnery officers who are controlling the fire. To see what factors are influencing gunnery, open



the division dialog and then double click on one of the ships in the ships list. This will bring up details about the ship. Then click on the button Details under Main guns.

CA Scharnhorst

GERMAN ARMoured CRUISER  
**SCHARNHORST**  
SCHARNHORST CLASS  
Displacement, 11500 tons

Accuracy report

Target: CA Drake-class  
Range: 10700 yards  
Basic hit chance: 4.70  
Crew quality: 10  
Target size: 0  
Fire control: -10 (Central firing)  
National characteristic: 10  
2 ships firing at same target: -20  
Under fire: -10  
Final hit chance: 3.80

Close

Armour:  
6" Belt (amidships)  
2" Deck  
7" Turrets  
5" Battery  
8" C.T.

Secondary guns

Gun type 6 in  
Secondary guns port 3 (3)  
Secondary guns stbd 3 (3)  
Rounds fired 27  
Hits scored 1  
Hit percentage 3.70  
Rounds left sec 1173  
Target port CA Drake-class  
Target starboard

Tertiary guns

Data

Crew quality 1  
Fire control Central firing  
Point value 25604

Damage

Structure  
Flotation  
Flooding 0  
Heavy hits 0  
Medium hits 0  
Light hits 0  
Torpedo hits 0

Hit details

Main guns

Gun calibre 8 in  
Rounds fired 61  
Hits scored 1  
Hit percentage 1.64  
ROF / gun 0.66  
Rounds left main 659  
Target CA Drake-class  
Hit chance 3.80

Details

Torpedo mounts

Forward (sub) 1 (1)  
Port broadside (sub) 1 (1)  
Starboard broadside (sub) 1 (1)  
Aft (sub) 1 (1)

Torpedo calibre 18 in

Maneuver

Max speed 23/23  
Current speed 18  
Current course 360

Evading ☐

Division

Close

You have now learned the basics in controlling your forces. At this point the battle may take different courses, and I leave you as the master of your own destiny Admiral. Good luck!