NAVAL ACTION GUIDE

by Adoreth

FAQ
- What ship can I sail at my level?

Each ship requires a minimum amount of crew members in order to be used 100% correctly. You can sail any ship you want but you won't be able to sail or fight, properly or at all, in it without the number of crew members it is needed.

Lynx - Full crew size of 40 (Battle rating 5)
Cutter - Full crew size of 40 (Battle rating 20)
Privateer - Full crew size of 55 (Battle rating 20)
Pickle - Full crew size of 55 (Battle rating of 20)
Yacht - Full crew size of 40 (Battle rating 30)
Brig - Full crew size of 120 (Battle rating 25)
NavyBrig - Full crew size of 135 (Battle rating 35)
Snow - Full crew size of 130 (Battle rating 35)
Mercury - Full crew size of 135 (Battle rating 60)
Cerberus - Full crew size of 195 (Battle rating 80)
Surprise - Full crew size of 244 (Battle rating 100)
Renommee - Full crew size of 240 (Battle rating 120)
Belle Poule - Full crew size of 280 (Battle rating of 150)
Frigate - Full crew size of 280 (Battle rating 150)
Pirate Frigate - Full crew size of ??? (Battle rating 160)
Trincomalee - Full crew size of 315 (Battle rating 180)
Constitution - Full crew size of 450 (Battle rating 250)
Bellona - Full crew size of 650 (Battle rating 280)
Pavel - Full crew size of 830 (Battle rating 270)
Victory - Full crew size of 850 (Battle rating 300)
Santisima - Full crew size of 1050 (Battle rating 330)

Rank	XP (Total)	Crew
1	0	40
2	1000 (1000)	60
3	1000 (2000)	120
4	2500 (4500)	150
5	5000 (9500)	200
6	10k (19.5k)	250
7	20k (39.5k)	350
8	50k (89.5k)	650
9	75k (164.5k)	800
10	100k (264.5k)	1100

- What cannons can I equip?

While in a port

HOME **EQUIPMENT** MISSIONS SHOP FLEET SHIPS CRAFT CONQUEST

Long Cannon

- 6pd

LOWER DECK
[8-9]/[5-8]

You can see where you have open
slots for cannons in your ship.
Brackets below the open slot, show gun's class

[Long or Medium cannon Class] / [Carronade cannon Class]
For more in cannons, see further down in this guide.

- How do I take a mission?

When in a port

HOME EQUIPMENT **MISSIONS** SHOP FLEET SHIPS CRAFT CONQUEST

You can undertake
up to 3 missions in
total and up to 1
mission from each
rank in each port.

Orders for First Lieutenant. Rewards: 11816 gold
and 116 XP — REQUEST

Orders for Second Lieutenant. Rewards: 9544
gold and 94 XP — REQUEST

Orders for Lieutenant Commander. Rewards:
14088 gold and 138 XP — REQUEST
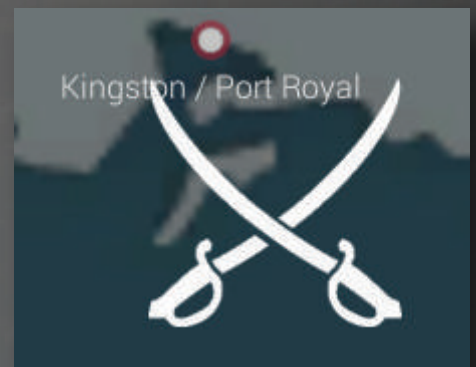
- How do I find my mission?

Seek for this symbol on your map (M)
Using your compass head to where that
mark is on your map and seek for it
in open world.

Kingston / Port Royal

Admiralty Order
Search and destroy order
Rewards: 3000 gold and 100 XP

Enter

- How do I join a battle?
One way is by searching for these symbols in open world and joining.
(**Notice**: Till further notice you can only join these battles
if you are in group with the player inside the battle or
if it has been started by an enemy)

Combat information

Great Britain	1 ship	50BR
VS		
Pirates	1 ship	10BR

Join Great Britain

The other way is by joining fixed pvp battles while in a port

HOME EQUIPMENT MISSIONS SHOP FLEET SHIPS CRAFT CONQUEST

Large Battles	Entry closed. Next event in 00:45:57
Small Battles	Entry closed. Next event in 00:00:57

- What's the best way to make money?

There is no "best" way. To each his own, the game has given you
a plethora of things to do.

Especially later in the game you can do trading, crafting,
trader hunting or just missions.

It is suggested that early on in the game to start with missions.
You'll find better or more interesting things to do later on as you progress

- How do I progress in this game?

In order to progress you need experience (XP)
You gain XP by doing mission and fighting in general.

Do:

Missions
Join PVE battles
(Especially large PVE battles can give you large amounts of XP and gold)
Join PVP battles

- Missions are too hard!

While you're getting the hang of sailing and especially fighting
you may find yourself in trouble many times while missioning.
You will get the hang of how you can be more successful in
battle in time and while taking tips from guides or youtube videos.
But in the meantime you can always hire NPCs to help you out:

While in port

HOME	EQUIPMENT	MISSIONS	SHOP	FLEET	SHIPS	CRAFT	CONQUEST

You can hire up to 5 ships and have active each time up to 2.
Each NPC have a durability of 5.
Meaning they will last up to 5 times being destroyed.
After that, they are lost to Davy Jone's locker forever!

Be advised though, these suckers
will reduce your total XP
from damaging
an enemy and they will
cost you further
as you will need to maintain
them by repairing them.
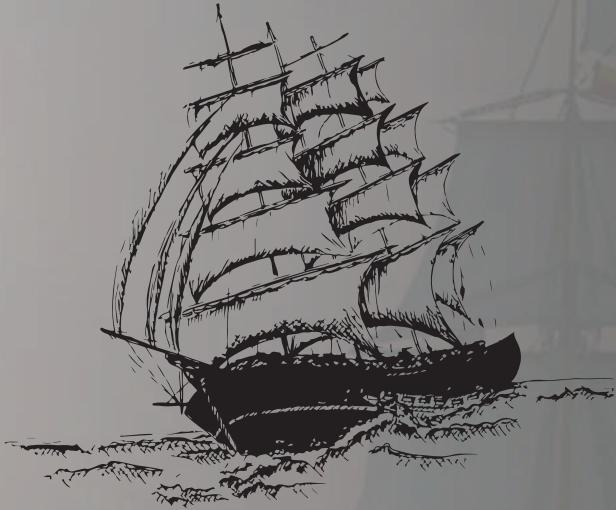You can hire NPCs to your fleet
up until Rank 3.

Ships for hire

Cutter	18 100
Lynx	12 100

Cutter - 6 Guns
Lynx - 4 Guns

There is no forced way to play, you play to have fun
and through this to progress economically and XP wise.
Things above and below in this guide are subject to change
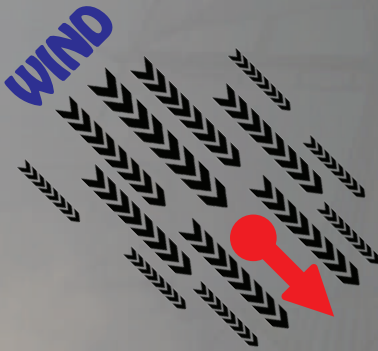as the game progresses and because it is still in early access
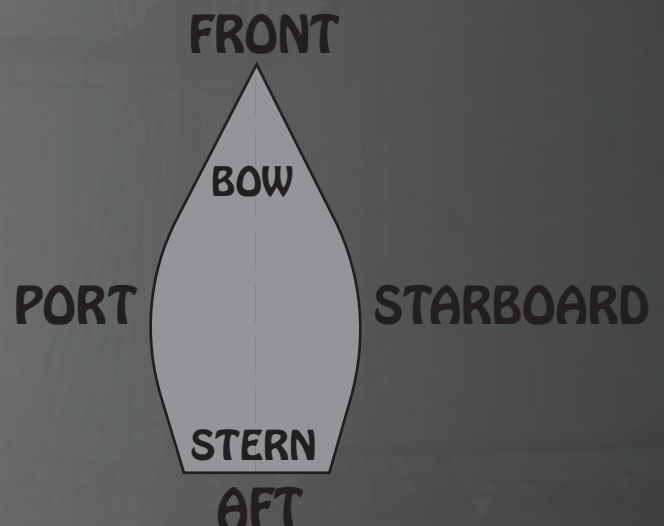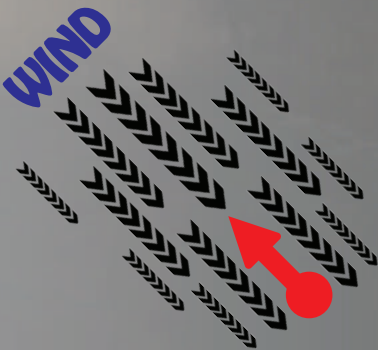
SQUARE RIGGED SHIP

FORE & AFT RIGGED SHIP

Downwind: With the wind

WIND

Upwind: Against the wind

WIND

FRONT

BOW

PORT   STARBOARD

STERN

AFT

Windward (weather):
Towards the origin of the wind
Leeward:
Away from the origin of the wind

Rudder Authority: To be moving so that there is actually water rushing past your rudder in order for it to do anything.

Best Rudder Authority (best turning) is achieved by having your speed about somewhere in the middle of your top speed. Be advised, it varies from ship to ship.
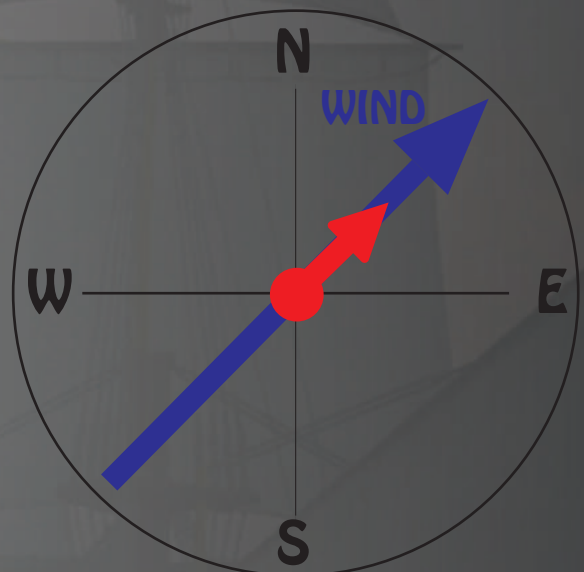
1

POINTS OF SAIL

IN IRONS:
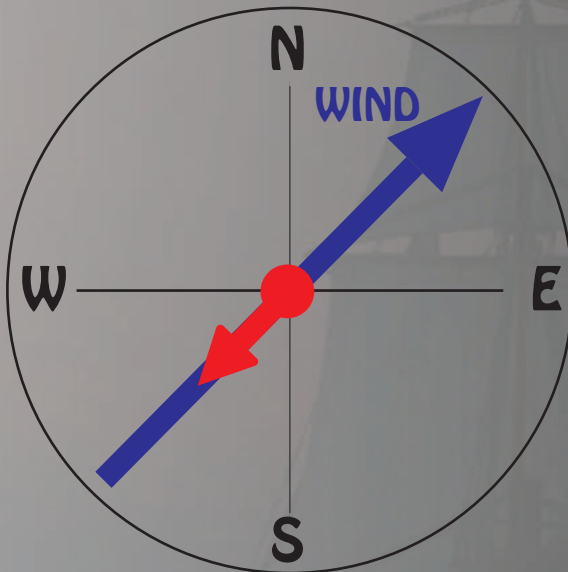
Straight upwind position
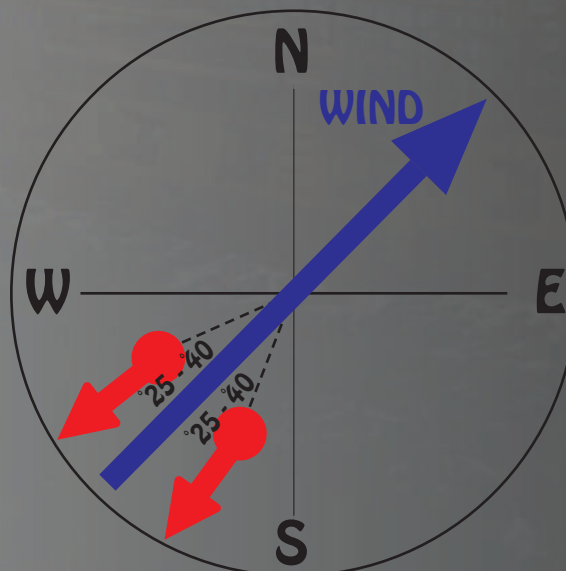
GOOD SPEED: <none>
NO SPEED: <ALL>

RUNNING:

Straight downwind position

GOOD SPEED: Square
MEDIOCRE SPEED: Fore & Aft

CLOSE HAULED:

°25 - °40 from a straight upwind position

DECENT SPEED: Fore & Aft
LOW SPEED: Square

REACHING:

Moving **perpendicular** to the wind

Close Reach
Beam Reach
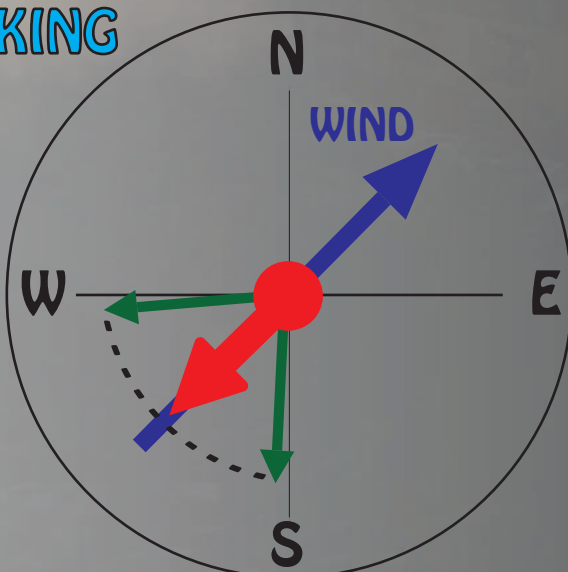Broad Reach

GOOD SPEED:
Close Reach Beam Reach
Fore & Aft

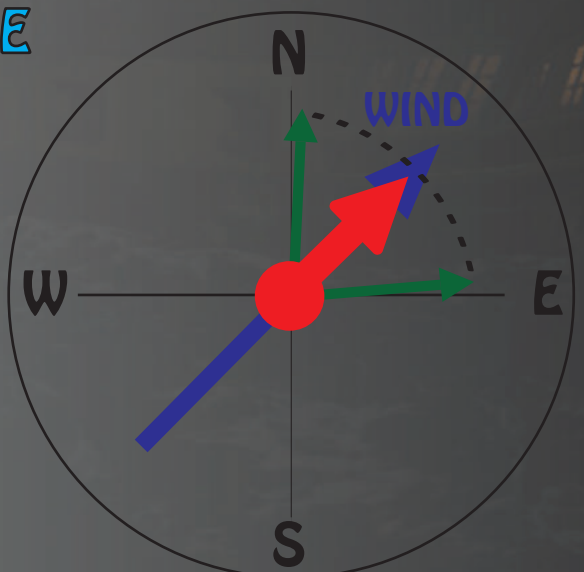GOOD SPEED:
Broad Reach
Square

MANEUVERING:

TACKING

Turning your ship such that the **bow** passes directly from the upwind position.

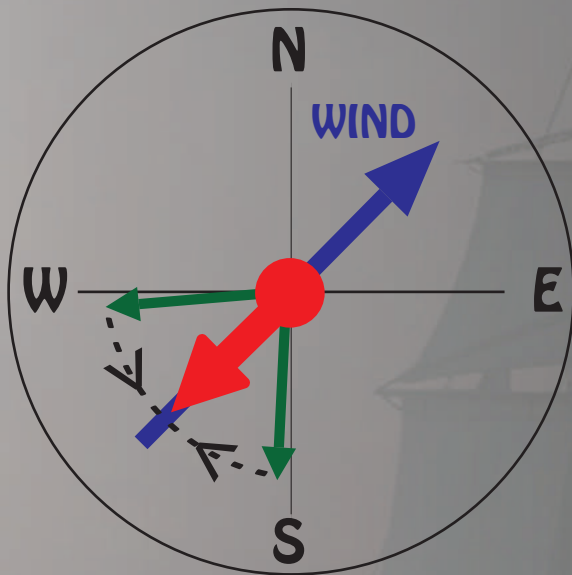**Caution:** Speed is needed else danger of getting stuck in irons!
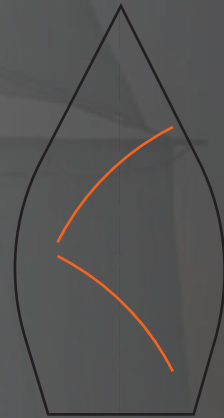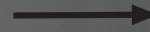
JIBE

Turning your ship such that the **stern** passes directly from the upwind position.

Caution: Be aware which side of the ship is leeward and windward. It will affect accuracy by lowering or rising the ship from a side.
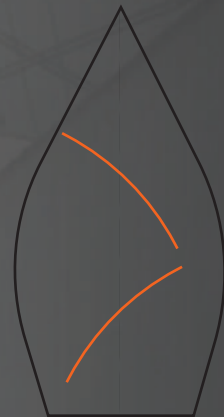
MANUAL SAILING:

N
WIND
W
E
S

When Upwind
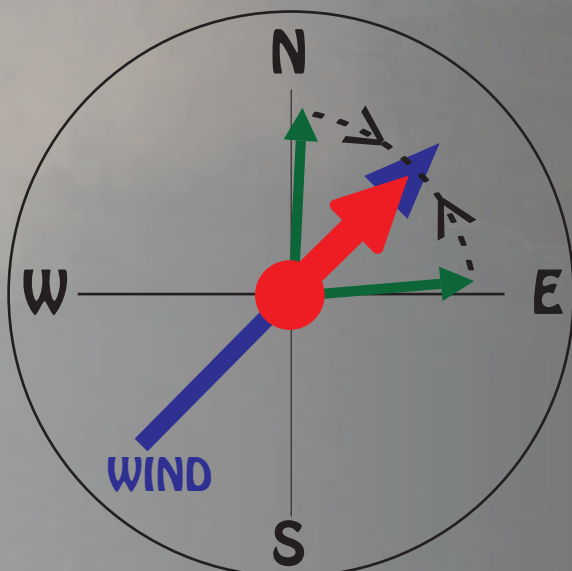
Front mast goes opposite the direction you wish to turn .

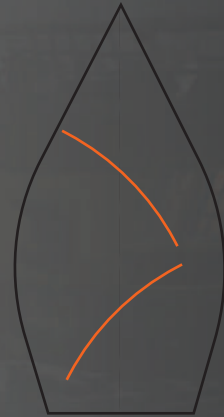Back mast goes towards the direction you wish to turn.

Right Turn

Left Turn

N
W
E
WIND
S

When Downwind
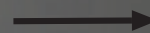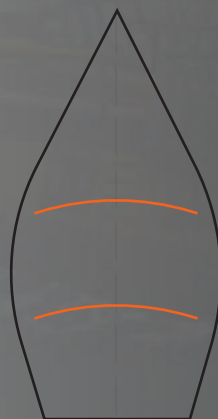
Front mast goes towards the direction you wish to turn .

Back mast goes opposite the direction you wish to turn.

Right Turn

Left Turn

ARMOR:

LESS STRONG

STRONG →   BOW   ← STRONG

PORT   STARBOARD

STERN

WEAK
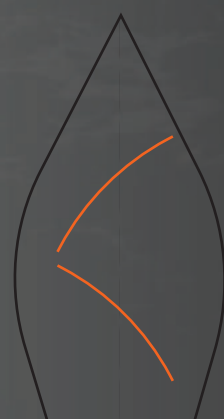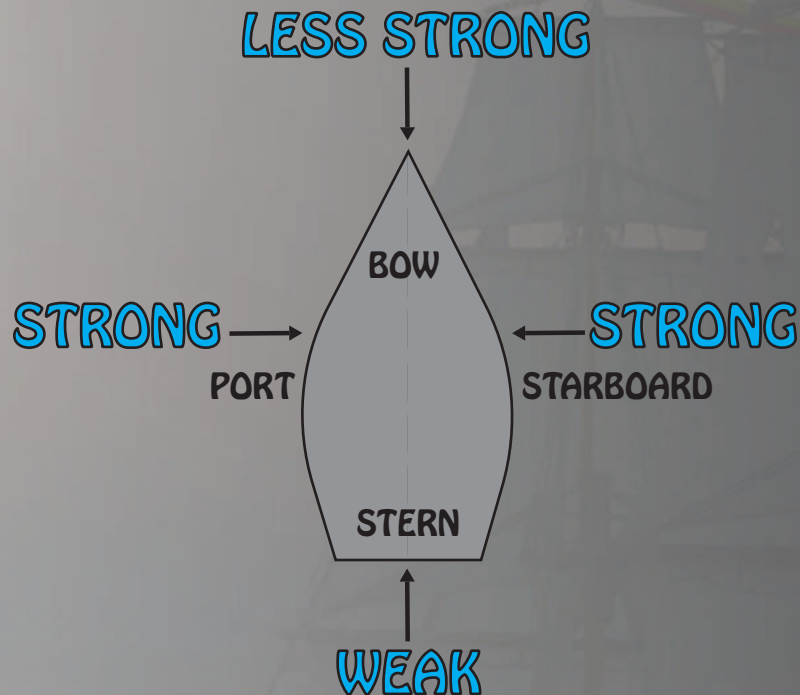
CANNONS:

Taking as granted that the medium cannons are the default guns

LONG
+ RANGE
+ SHOT VELOCITY
- RELOAD TIME

CARRONADE
+ DAMAGE
+ RELOAD TIME
- RANGE

BALL SHOT
Aim at hull
Used for damaging and penetrating the armor and taking down masts

CHAIN SHOT
Aim at sails, spars and rigging
Used for damaging sails

GRAPE SHOT
Aim at deck
Used to kill and injure crew in large numbers
Caution: Due to very little penetration ability, use only when enemy's ship is low on armor

COMBAT:
(Tactics)

Target
You

① HAVING THE WEATHER GAGE
(For small battles or solo)

Sailing constantly downwind behind your target.
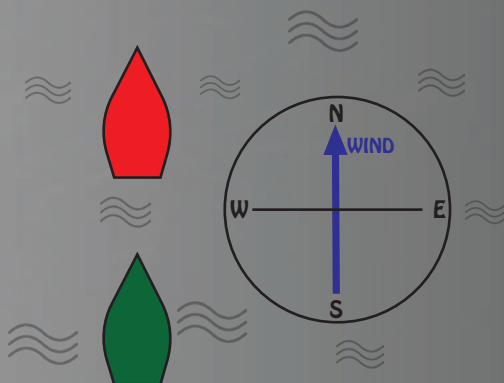
Using Jibe maneuver and firing at the target from both sides.

WIND

N
W   E
S
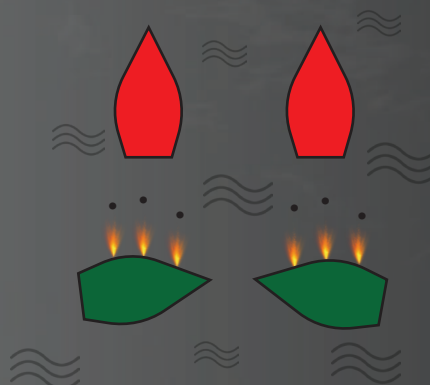
2 — LINE OF BATTLE
(For larger battles)
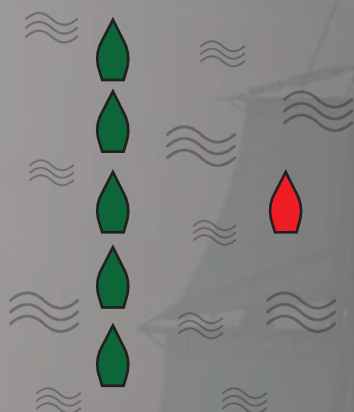
+ Able to offer great amount of damage to target
+ Stern and bow remains protected

- Strong team coordination is needed
- Good leadership is essential

3 — RAKING SHOT

A devastating shot when successfully hitting your target's stern with a broadside
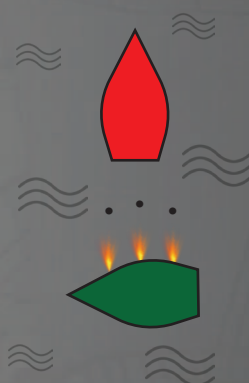
COMBAT:
(Tips)

HEEL (Tilt):

Dependant on wind direction and ship's speed

Ship will tilt on a side and thus increasing or decreasing shooting height

Need to adjust accordingly by:

Changing heading towards or away from the wind, depending on the situation

Reducing speed

Manually changing sails' direction to become more parallel to the wind

Tilting right
thus making straboard cannons
loose range due to being closer to water

Tilting left
thus making port cannons
loose range due to being closer to water

Shots close to waterline have increased possibility of penetration thus causing leak to your target.

SWELLS:
Waves can and will affect combat performance:
Either by moving your ship higher or lower thus forcing for accuracy adjustments.
Or by blocking the way between your cannons and your target.
You need to time your shots for a successful hit.

CONVERGENCE:
While in firing mode cannons will try and converge as closer as possible to where you are aiming but will require some time so it's best to wait a bit before firing for best accuracy.
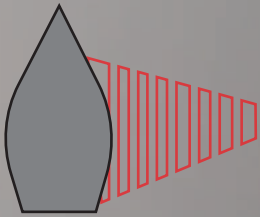
RANGING SHOTS:
While in firing mode:
Fire a single shot first (spacebar) and adjust aim accordingly and when ready fire a broadside for best results.

CANNON FIRE PRIORITY:
According to situation use either front or stern cannon to fire first.
Examples
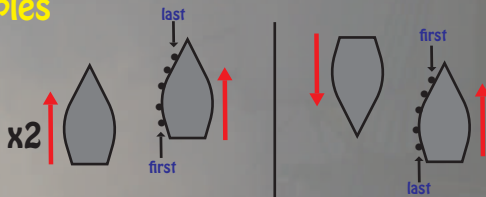
CREW:

SAILING:
+ Speed
+ Maneuverability

GUNNERY:
+ Less reload time
+ Better cannons convergence speed
+ Better cannons convergence degree

SURVIVAL:
+ Repaid speed
+ Better speed on pumping out water and plug leaks
- Gunnery performance
- Sailing performance

REPAIR:

4 bars show your ship's armor.
If you look carefully you will see that they are surrounded
by an outline of a ship, facing right.
As you can see, my ship has badly damaged stern
(a bar disappeared there) and took some other damage.
Numbers indicate how many leaks I have above and below
the waterline on each side.
Red 1 below the line means one leak under the waterline.
Also my pump is somewhat damaged (it is yellow.
Red means "broken").

That means I'd better use repair (first you need to buy them at the town).
Press 5 and select which part needs to be repaired.
Also you can switch to Survival mode (8) to pump out water from
ship's hull (see your low-left corner), repair leaks and extinguish fire.

Source:
http://forum.game-labs.net/index.php?/topic/2533-a-short-guide-for-novices/

BOARDING:

You and target need to be going below 3.5 kn in order for the Grab/Board (G) option to appear

Then a mini game starts. Basically a rock, paper scissor game.
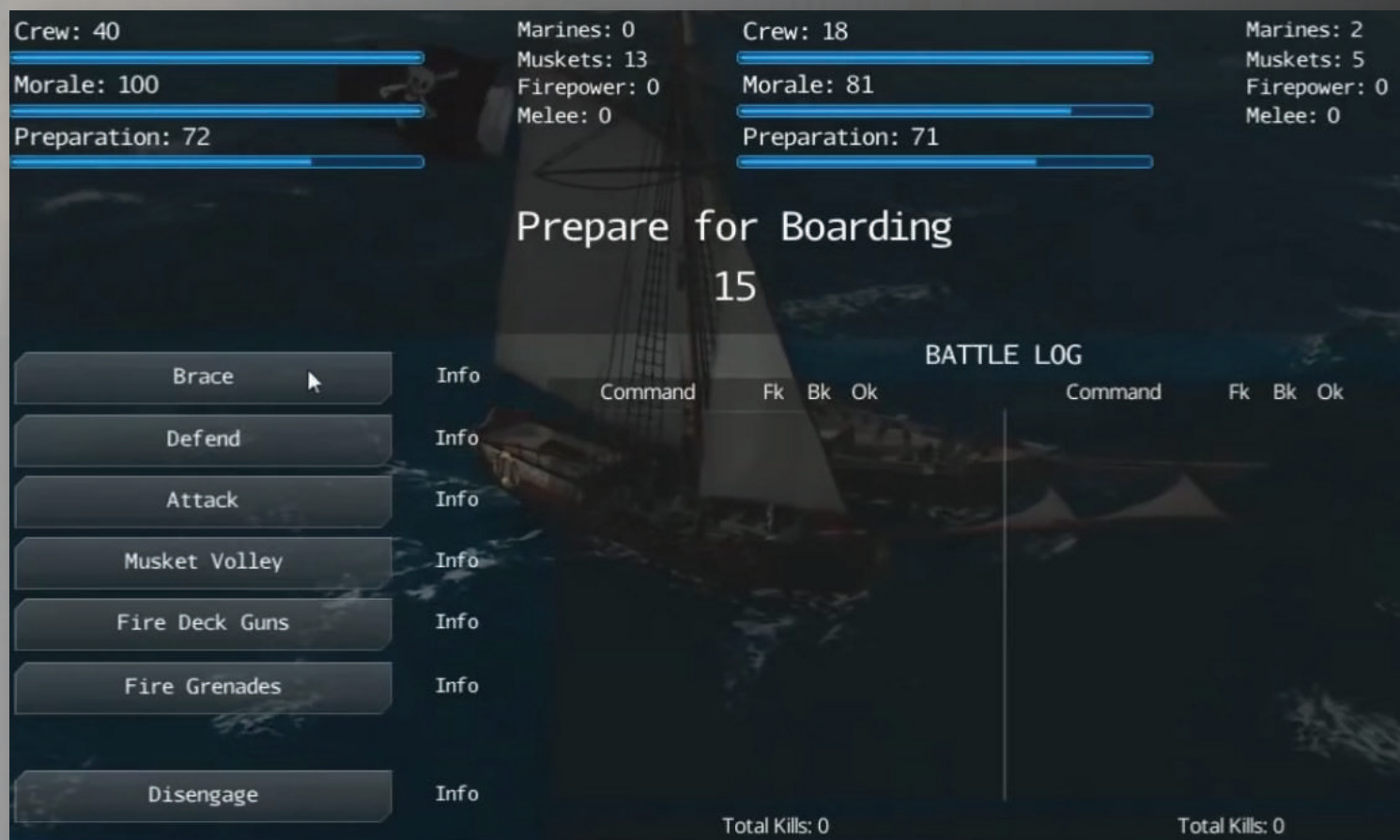
Crew & Marines:
The total amount of men that are participating in the boarding.
Numbers get reduced according to inflicted damage per round.
If all your crew dies, then your ship is captured by the opponent.

Morale:
The starting morale depends on the losses you
have during naval combat.
If during boarding the morale becomes zero, then the ship will
withdraw or surrender, depending on the situation.

Preparation:
The battle starts with the amount of preparation you have built up.
During boarding, preparation is slowly increased per round
and is vital for using the boarding commands.
Every command needs a specific amount of preparation.
If you do not have enough preparation for a command,
it will be unavailable for the round.
Additionally, each time you switch to a new command,
a small amount of preparation is spent which gets
increased a lot at the end of the round.
Hence, you need to wisely use commands in order to keep preparation
high enough to counter the commands of your opponent.

Muskets/Cannons/Melee:
The amount of kills expected for next round categorized according
to the commands selected by you and your opponent.
For example, if you choose command "Musket Volley"
then "Muskets" will have an expected damage calculation,
while "Cannons" and "Melee" will be zero.
These indications help to understand the power of
the commands before they are enabled in the next round.

Battle timer:
Each boarding round has a duration of 15 seconds.
During this phase you can choose the command
to use versus your opponent for the next round.

To be continued...

SCROLL FURTHER FOR CRAFTING GUIDE

CRAFTING
- By HERRICK

You can start crafting as soon as you start the game.
However, to craft anything, you need resources,
and to get resources, you need money. So complete some missions,
build up some experience and gain some gold and then think again about crafting.
It can be daunting, at first glance, so rather than just pick something to
craft at random, think about tackling the building of a ship.
You start at level 0 in Crafting and everybody has access to
two BluePrints (a Lynx and a Trading Lynx) and I shall use the approach
to building a Lynx in what follows. Most of what you see on the screenshots is relevant to level 0,
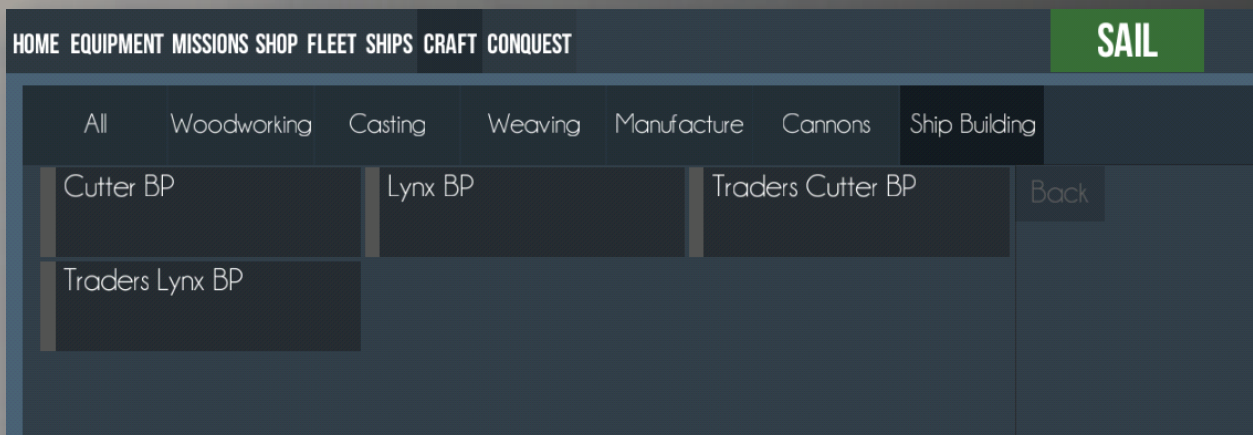although, as I am at level 4 as I write this,
I have two more BluePrints available to me in the 'Crafting -> Ship Building' screen.
From the Home screen in Port, choose 'Craft'
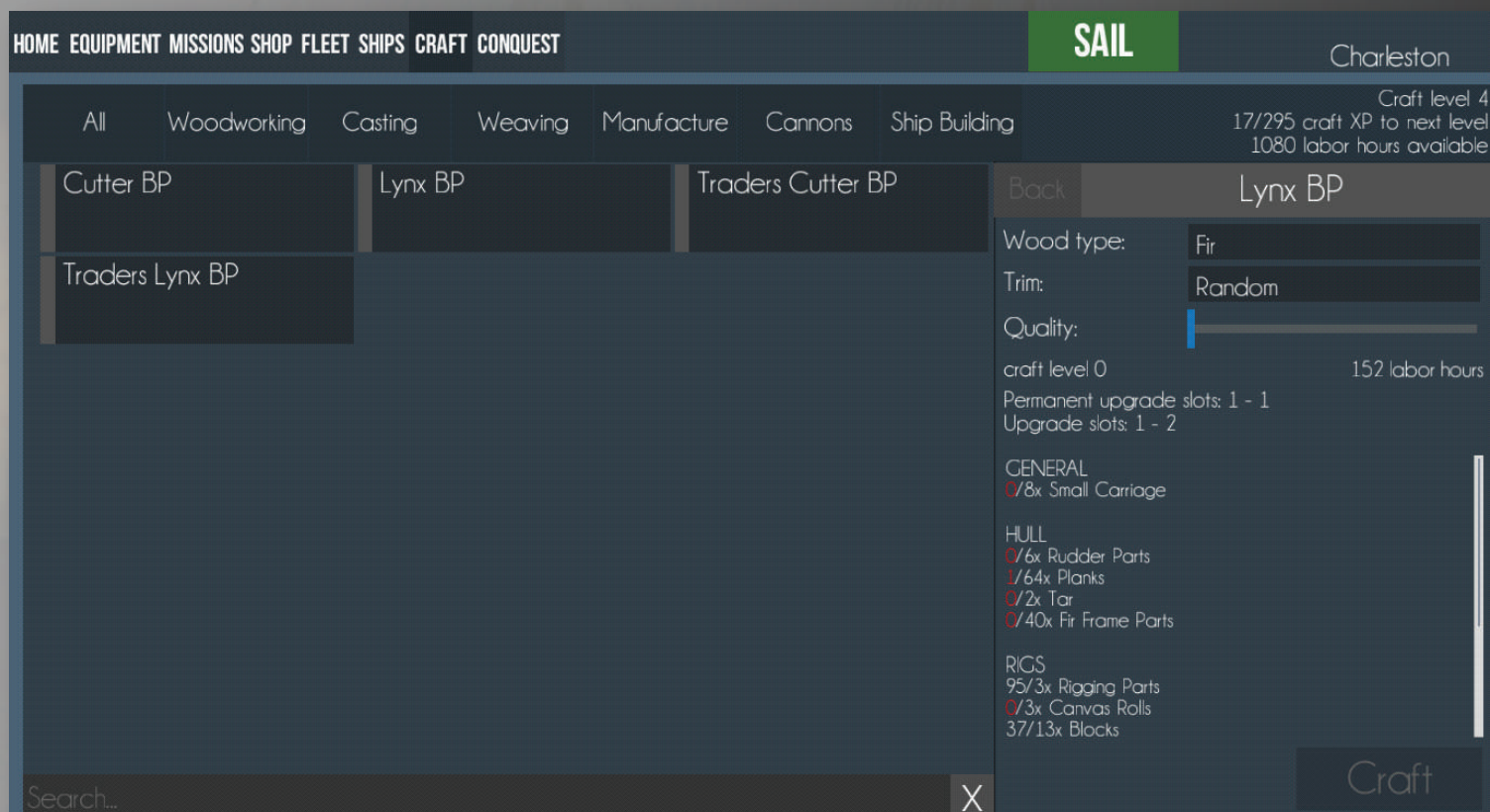

And then, choose 'Ship Building'

And then choose 'Lynx'. Note that the only difference between the Lynx and the Trading Lynx
is the requirement to build Gun Carriages.

If you hover your mouse over the Lynx BP, you will see the following:

HOME EQUIPMENT MISSIONS SHOP FLEET SHIPS CRAFT CONQUEST   **SAIL**

| All | Woodworking | Casting | Weaving | Manufacture | Cannons | Ship Building |

Cutter BP   Lynx BP   Traders Cutter BP   Back

Traders Lynx BP

LYNX BP

requires craft level 0
gives 362 craft XP

PRODUCES
  Lynx

By following through with the building of the ship, you will gain considerable experience
towards raising your crafting level.
Clicking on the Lynx gives you a list of requirements that you have to fulfill
before you can actually craft the ship

HOME EQUIPMENT MISSIONS SHOP FLEET SHIPS CRAFT CONQUEST   **SAIL**   Charleston

Craft level 4
17/295 craft XP to next level
1080 labor hours available

| All | Woodworking | Casting | Weaving | Manufacture | Cannons | Ship Building |

Cutter BP   Lynx BP   Traders Cutter BP   Back   Lynx BP

Traders Lynx BP

Wood type: Fir
Trim: Random
Quality: [====|]

craft level 0   152 labor hours
Permanent upgrade slots: 1 - 1
Upgrade slots: 1 - 2

GENERAL
0/8x Small Carriage

HULL
0/6x Rudder Parts
1/64x Planks
0/2x Tar
0/40x Fir Frame Parts

RIGS
95/3x Rigging Parts
0/3x Canvas Rolls
37/13x Blocks

Search...   X   Craft

In the right hand pane, you will see a list of items that are needed.
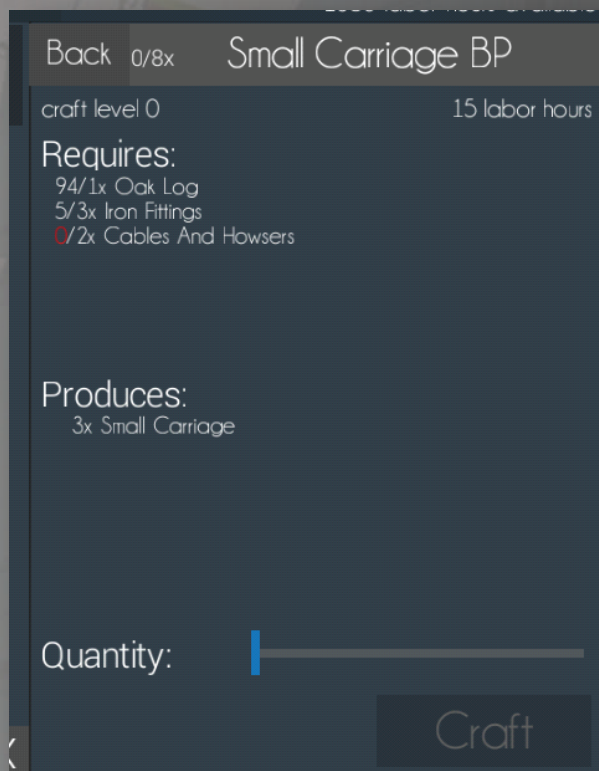You can choose the wood used to build the ship.
(There is a discussion about what benefits the different types of wood offer here:

http://forum.game-labs.net/index.php?/topic/7029-ships-inherent-characteristics/
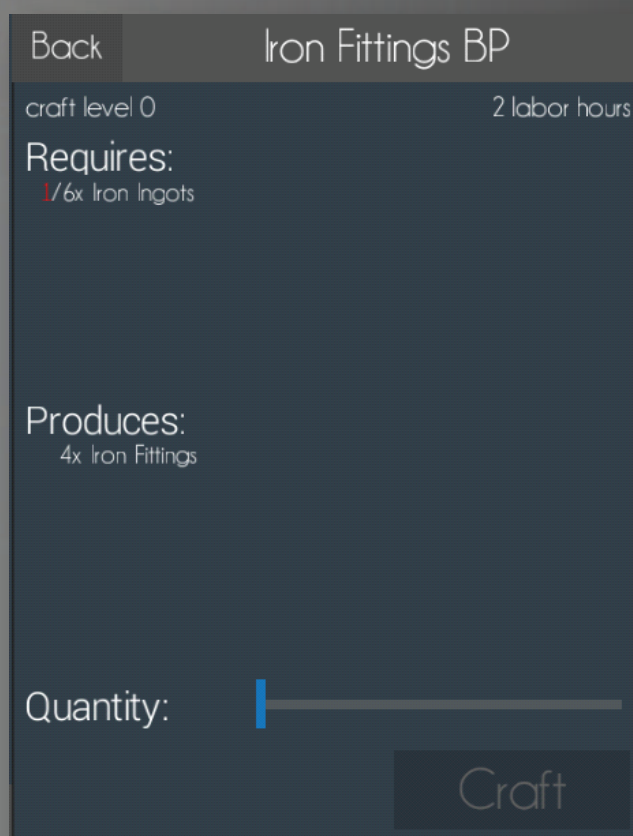
but please note that the different types of wood only refer to the
production of the Frame Parts. You still need Oak for the planking and other things.)

Preceding each item are two numbers. In some cases, the first number is in red, so, for instance,
I can see that at the moment I have 0 Small Carriages (hence the red 0) and I need a total of 6.
Further down the list, you can see that I have 1 oak plank in hand but I need 64 in total.
I have more than enough Rigging Parts and Blocks already.
Let's take a closer look at Small Carriages. If you click on that, you will see the following:

Back 0/8x	Small Carriage BP

craft level 0   15 labor hours

Requires:
  94/1x Oak Log
  5/3x Iron Fittings
  0/2x Cables And Howsers

Produces:
  3x Small Carriage

Quantity:

Craft

Oak Logs is a Resource, so if I did not have enough, I would have to buy the required amount
from the Shop (look in Shop > Resources.). As you can see, I have more than enough in hand.
Iron Fittings are not a resource. You might be able to buy these from the Shop, in Materials.
However, there are two drawbacks to this approach;
the first being that there might not be enough and the second, that they will be relatively
expensive. If I did not have enough Iron Fittings, I would click on the term 'Iron Fittings',
which would take me to the following:

Back	Iron Fittings BP

craft level 0   2 labor hours

Requires:
  1/6x Iron Ingots

Produces:
  4x Iron Fittings

Quantity:

Craft

in the previous screenshot, you can see that I have 1 iron ingot, but I need 6.
Again, Iron Ingots are not a resource,
so I can choose to buy from the shop, or make them myself.
As I am trying to raise my crafting XP, I am going to make them myself.
Click on 'Iron Ingots' and you will see the following:

Back	Iron Ingots BP	
craft level 0		1 labor hour

Requires:
200/2x Iron Ore
90/2x Coal

Produces:
2x Iron Ingots

Quantity:

Craft

At last I have reached the point where I see resources in the pane, so I can buy these (although
I do not need to) and start crafting. Once you have the resources you need, simply click 'Craft'.
You will see that your experience increases while your 'Labor Hours' decreases.

In order to build a Lynx from scratch, you will need the resources seen in the table:
Lynx Fir / Oak / Teak / Live Oak

GENERAL		
8 small carriages		2 Oak Log
6 iron fittings	12 iron ingots	12 iron ore
		12 coal
4 Cables & Howsers		3 Hemp
	1 iron ingot	2 iron ore
		2 coal
HULL		
6 Rudder Parts		2 oak logs
	2 iron ingots	2 iron ore
		2 coal
64 Planks		13 oak logs
2 Tar		2 fir log
40 Frame Parts	(Fir/Oak/Teak/Live Oak)	24 logs
RIGS		
3 Rigging Parts		2 pine logs
3 Canvas Rolls		3 hemp
13 Blocks		1 lignum vitae log
5 Cordage and Oakum		6 hemp
	2 tar	2 fir log
FITTINGS		
8 Cables and Howsers		6 hemp
	2 iron ingots	2 iron ore
		2 coal
9 Iron Fittings	18 iron ingots	18 iron ore
		18 coal
20 Wooden Fittings		12 fir logs
7 Ballast		12 stone block

The above gives the following shopping list:

No Req'd	Item	Est. Cost
51	Oak log	90
36	Iron ore	113
36	Coal	30
18	Hemp	117
16	Fir log	80
24	Teak log	51
2	Pine log	28
1	Lignum vitae	150
12	Stone block	15

The costs are estimates, as it depends on where you do your shopping and how rare those items are at that port. The total estimated cost for building a Lynx from the BluePrints is therefore roughly 15000 gold.
Once made, you can sell it or use it.
When the ship is built, it will be allocated a quality at random.
At some point, as your XP increases, you find BluePrints for other ships that you can then start building.
Don't just build a single Lynx; the game doesn't work like that.
As you keep building, your workers get better and the quality improves.

For more reading see Tommy Shelby's Crafting Recipes:

http://forum.game-labs.net/index.php?/topic/7013-crafting-recipes-excl-ships-modules-recipes-stats/

and http://www.navalactioncraft.com where there is a whole website devoted to the subject!

I hope this helped.