

WILLEMSTAD GAZETTE

NEWS FOR THE LAZY NAVAL ACTION PLAYER



NAVAL ENSIGN OF THE RUSSIAN EMPIRE:
THE CURRENT TOP DOG.

Russia continues to dominate the Caribbean

GREGORY RAINSBOROUGH

11.01.2020

On the 14th day of the 1st month in the Year of our Lord 2020, the Russian Empire continues to dominate the Caribbean as it has done so for months.

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All hell broke loose on Monday the 13th January

Bloody Monday

GREGORY RAINSBOROUGH

13.01.2020

Sunday the 12th January saw the most port battles set in a single day by so many participants since release. A total of 16 port battles were set prior to maintenance on the 13th January. SNOW fired the first shots for Haulover at 14:47pm and finished at 2:06am. To the surprise of much of the War server, the Spanish have begun open hostilities against the Russians flipping Key West, Las Tortugas and Cayo Vacas. It is unknown whether the pirate attack against Rio Seco was co-ordinated with the Spanish, but they set their PB at Rio Seco shortly after the Spanish ports at 18:27.

The pirates either through luck or co-ordination also flipped Saint-Nicolas threatening the newly acquired British possessions on the Western side of the island.

What is clear is that the British and Russian alliance is still working towards undoing recent Swedish gains over the past fortnight with a coordinated assault on their ports. Multiflips rarely achieve long term goals and only provide some respite, they do not break nations, only provide breathing room for defending nations. It is unlikely in the long term that it will bear much fruit but a fun pack day if you have yellow in your flag!

▲ Port battles		
Haulover	VP	01/13/2020 14:47
[SNOW] vs [SUNFC]		
Key West	RS	01/13/2020 17:01
[VOX] vs [REDS]		
Las Tortugas	RS	01/13/2020 17:59
[SH] vs [REDS]		
Cayo Vacas	RS	01/13/2020 18:14
[LIBRE] vs [REDS]		
Rio Seco	RS	01/13/2020 18:27
[MERCY] vs [SHOCK]		
Saint-Nicolas	RS	01/13/2020 18:46
[RHB] vs [LAMA]		
Corrientes	RS	01/13/2020 18:59
[KRAKE] vs [VOX]		
Manataca	RS	01/13/2020 19:34
[SHOCK] vs [SH]		
Cabo Rojo	RS	01/13/2020 19:47
[BF] vs [HRE]		
Conttoy	RS	01/13/2020 19:52
[REDS] vs [PURG3]		
Mugeres	RS	01/13/2020 19:53
[AINC] vs [PURG3]		
Bluefields	RS	01/13/2020 19:57
[CRED] vs [MOOSE]		
Gasparilla	RS	01/13/2020 20:25
[SHOCK] vs [SH]		
Mimbres	RS	01/14/2020 00:19
[VSC] vs [VOX]		
La Anguila	RS	01/14/2020 00:44
[MRGA] vs [ABR]		
Casigua	VP	01/14/2020 02:06
[SNOW] vs [REDS]		

16 Port Battles over 12 hours

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The Beacons Are Lit! Sweden sails to aid of besieged ally and saves the day

GREGORY RAINSBOROUGH
13.01.2020

Maracaibo is one of the most important areas in Dutch waters. It is home to crafters, carebears and traders, it is considered one of the most important ports in the Dutch nation. Russian sources indicate that the offensive is punishment for being impertinent and the Dutch Admiralty refusing to accept their fate as vassals of the Russian Empire.

At the final hour before Maracaibo, Dutch chances of keeping control of the port of Maracaibo stood on a knife edge. The Dutch screening fleets were positioned at the entrance to the Bay. A few French and Swedes joined them in the hopes of fighting off the evil of our time. At the final hour, word was received that a taskforce dispatched from La Mona would shortly arrive. Due to Russian tardiness this taskforce which was due to arrive late, in fact overtook and blocked any Russian advance on Maracaibo.

There was some confusion among the less experienced Dutch screeners which led to some problems in the main battle which didn't help the Swedish screeners. A downwind tag and seasoned Russian ships assured them victory, but the Swedish held them long enough that the Dutch could secure the port of Maracaibo for another day.



The Pampatar Beacon. The chain of beacons starting at Maracaibo was eventually spotted at San Juan



Some Dutch players were somewhat negative about the chances of the Dutch nation in holding Maracaibo



Redii inspiring the fleet. Knowing the Russians could not be beaten, Swedish ships heroically sailed to their end to help their beleaguered ally.

RVR SUMMARY

RvR Roundup

GREGORY RAINSBOROUGH
14.01.2020

The results are in now for Bloody Monday! Of the 16 ports that were attacked 5 ports changed hands. 3 were lost by Spain, 1 to Prussia and the other 2 to Russia. Sweden of the 4 port battles lost only 1 at Conttoy and the Dutch took Casigua from Russia. Spain's losses were predictable against the day fleet but they had some success against the Russians at night who they firmly stomped at La Anguila. Hopefully this won't cause them to move to another nation in order to avoid the Spanish at night.

The Prussians seem to want to remain neutral in the larger conflict between Russia and the anti-Russian coalition, focusing their attention solely on Spain. This may cause Spain to move towards the Allied powers but that is yet to be determined. The Prussian position is perfectly reasonable, as they plan on setting up their new shipyards in the Santo Domingo region, which has insufficient protection from La Mona where any nation could punish them for joining either side in the conflict.

Cabo Rojo saw an impressive turnout from Sweden's allies and enemies. The French successfully prevented the Russian entry into Cabo Rojo while the Dutch annihilated the Danish fleet that was screening for the Russians.

DUTCH FOREIGN POLICY

Efforts to secure borders

GREGORY RAINSBOROUGH
14.01.2020

By encouraging their NPG vassals to attack the Dutch in the East the Russians accidentally created a force that can now flip them in the night and secure border ports. This fleet today secured Casigua and will most likely secure Cojoro tomorrow. The Russians will have therefore made no net gains against the Dutch this week.

A big thank you to all Dutch players this week from the Dutch Admiralty. Without you, the Russians might have seen their devious plans come to fruition but by unifying and working together we have made friends across the Caribbean and driven the Russians back. The Dutch Admiralty would like to thank our Swedish and French allies for helping us and we hope that our efforts yesterday go some way to repaying the debt we owe you. The Dutch don't like being in debt, it costs money.

OPINION

Spanish Flu

GREGORY RAINSBOROUGH

14.01.2020

The author while wishing the Spanish the very best in their war against Russia does fear that their actions against Russia are somewhat premature. The Spanish decided on Sunday to start a war that some have dubbed potentially “the shortest way in Naval Action history”. This view is shared by many senior RvR leaders who tried to talk them out of the action for fear of shattering this emerging power before they’d properly got the foundations of their nation settled. This coupled with a renewed Prussian offensive on Corrientes means that the recently acquired territories

may be lost and all progress since release unravelled. Nations are not destroyed in port battles, they are destroyed in the blame games and disputes that follow such losses. Morale is a key indicator of whether this occurs but sustained losses usually causes nations to implode and collapse.

Prussia with LAMA will have a renewed sense of purpose and a will to create offensive port battles against the Spanish. The Spanish saw mixed success yesterday with some losses to the Russian day fleet. After midnight these gremlins decided to smash VCO at La Anguilla. VCO were so bruised they decided to no show at Casigua.



La Anguilla PB which saw the Spanish spank the Russian night fleet



Spain, left pictured with Russia, right.

SPANISH FOREIGN AFFAIRS

Ramifications at Remedios

REDS dictate to Spanish clan FNI who they can be friends with

GREGORY RAINSBOROUGH

14.01.2020

The Russians despite completely encircling the Spanish seemed surprise at the outbreak of hostilities between Russia and Spain on the 13th January. The Spanish seal has barked and finally bitten the Russians in outrage at the continued occupation of the Islamorada island chain (historically always part of Spain but occupied by the Russians for months now). REDS sought to escalate the confrontation with Spain by telling FNI who they could have on their friends list. REDS diplomats demanded that FNI to remove any clans from their friends list that have attempted to liberate their islands. The cost of not giving in to this ultimatum will be an attempt by the Russians on the Spanish crafting port of Remedios, the primary crafting port for the vast majority of the Spanish nation.

STATE OF THE NATION

Past week of Dutch RvR

GREGORY RAINSBOROUGH

14.01.2020

After a long absence a small contingent of Wooden Overlords (WO) players have once again remerged from hibernation. Six members have been spotted online on a regular basis so far. The Dutch night fleet, already more organised thanks to their efforts in the East welcome these new additions to the night fleet.

Maracaibo was defended and an attempted pushback begun against the Russians in the West. Dutch players

have overwhelmingly been supportive in continuing the war against the Two Towers of Russia and Britain.

On the 13th SNOW failed to take Haulover due to the clever positioning of the forts by Admin and the patience of the British fleet. In the early hours of the 14th January, a Dutch fleet retook the port of Casigua after a short occupation by Russian forces.



Unity Brings Strength

MAJOR CHANGES

Development Plans Update

ADMIN

14.01.2020



Naval Action has been placed into a Steam's Best of 2019 Hall of Fame by Valve and was named one of the best releases from Early Access (by revenue)

Here are the plans for the next 1st Half of 2020.

Please propose things that you consider critical that fill the new content rules described below or edit your old posts and link them there.

Under way

- Transferred from 2019 2H. **New player mission**
 - New player experience is finishing its development. This mission will rework the starting couple of hours for all new players and will show some of the best features from the start (including large line fights in heavy ships) as it was happening in the early sea trials.
- New ships
 1. Redoutable - Imported ship
 - (this month subject to Valve Approval)
 2. Implacable - crafted ship
 - (this month)
 3. Wrecker - crafted ship
 - (February)
 4. HMS Victory Classic Edition - Admiralty Gift ship
 - 1st half of 2020
 5. Rotterdam - Combat Indiaman
 - 1st half of 2020
 6. Gross ventre refit will return this or next month
 7. Pandora will become available on Steam for purchase
- Low cost edition
 - Low cost edition is long overdue and will be developed and shipped in 2020. It bring a lot of new faces into the game and will increase gameplay quality for all owners.

- Upgrades, Combat model, damage and penetrations tuning
 - New upgrades (crafted and looted)
 - Cannon, upgrades
 - Battle sails and wind curve rebalance
 - Hull leeway which will make looting much easier
- New rewards for main battle activities
 - PVP Leaderboard rewards
 - Better patrol rewards
 - Solo patrol rewards improved
 - Port battle missions with rewards

On skills and progression and rules for new content (promised in 2h of 2019)

- We have **cancelled** work on changes in progression, current skill book rework, and perks for the following reason
 - Changing anything players already have causes immense negativity as it is taking something away from them.
 - Features made for new players can feel that they are done at the expense of old players, who feel they are unfair to the existing community (people who supported the game before), So even if the new progression is amazing it could feel like a robbery for old players even if it is better.
 - Thus...
- We will only add new content if it fulfills the following rules
 1. It must solve a specific problem of the majority or reduce negative outcome for the majority.
 2. It must be beneficial for **both** new and old players
 3. It must not take anything away that players worked hard to get.
 - One example for a skill tree that fulfills the above mentioned rules could be a **Bravery Skill Tree**
 - Bravery skill tree gives benefits and bonuses to crew when fighting outnumbered
 - Bravery skill tree levels up when fighting outnumbered
 - These two things reduce negativity for the majority as everyone is ganked from time to time and everyone would love to get higher chance to sink someone in those situations

On new content

Overall we feel like our hands are tied with the current content. Even positive changes like the PVP 20 Min balancer was very hated, really hated by many initially. Now - many months later it is universally accepted by most pvp players. Its not perfect, not the best but a lot better than anything we had before. Such changes cause a state of uneasiness and beta feel and should not happen when the game is already released.

As a result our focus will only be on to following priorities

- New ships
- New missions, events, rewards, and activities
- Quality of life improvements
- Removal of toxicity from community communication
- Some improvements in AI

(continued)

On moderation

Moderation systems in game will need to change drastically to promote friendly community. Current system of in game chat moderation is slow and inadequate.

- Developer's assigned moderators were causing claims of bias and negativity. As a result moderation will probably move to the community.
- Moderation could be done by
 - voted player representatives who will moderate their nation in all chats (help, nation and global)
 - clan leaders and officers who will be able to moderate their clan members in all chats
 - reports on players will come to player representatives and clan leaders by mail
 - clan leaders will receive some motivation for taking action on the reports on their members
 - The systems are going to be worked on this year. meanwhile please use report and ignore for people whose style you do not like

On AI

One important area neglected for a very long time will be Artificial Intelligence. The NPC Ships will learn new tricks and skills

- Will position better for broadsides
- Will learn to chase and escape better (useful for player fleets and auto-escapes during disconnects)
- Will choose targets better and focus fire better
- Will sail better closer to land
- And some other improvements like better operation as a group

AI improvements become possible as Game Labs as a company continues work on *Ultimate Admiral: Age of Sail* strategy game, and this year will also start work on a new single player focused game with first person view from deck - *Sea Legends* - about smugglers and privateers in the Mediterranean and North sea. This research will be shared and will greatly benefit the improvements of quality of PVE combat in Naval Action.

Overall - we have a great 2020 ahead of us. If you want something added to the plan feel free to do it in comments. **Please stay on topic** when discussing issues. Remember that all feature proposals and changes proposals must fit the 3 point framework

1. It must solve a specific problem of the majority or reduce negative outcome for the majority.
2. It must be beneficial for **both** new and old players
3. It must not take anything away that players worked hard to get.



Random Fun Fact:

The YUCCA is an ideal houseplant as it grows quite large and requires little care in terms of watering as it can survive several weeks without water.

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