

# Naval Battles Simulator

## Campaign tutorial, v1

### Campaign objectives:

#### Axis objectives.

Use your submarines and warships to stop supplies to Great Britain and leave them with no resources to continue fighting the war.

Focus on cutting the flow of war materials supply.

Avoid battles with allied warships and fleets.

Attack convoys with surface raiders and submarines.

#### Allied objectives.

Great Britain's survival depends on outside supplies.

Norfolk, New York, Halifax, and Bombay are the ports where you obtain war materials.

Load your convoys there and send them to supply war materials to British ports and Malta.

Attack submarines and Kriegsmarine raiders which will try to sink your convoys and cripple your war economy.



Main Window / Campaign list

## **Campaign name**

Enter a new campaign name

## **Day, Month, Year**

Date when campaign starts, currently not active, set as a default date 1/9/1939 – beginning of WWII

## **Side**

Side of the conflict which you control  
Axis (red) / Allies (blue)

## **Gunter port**

Gunter's departure port. Gunter is a "background" character whose story is told through letters to his family .  
When Gunter joins the war, he enters a battleship at this port.  
From that point Gunter is independent and you cannot control him, but you can read his letters to learn about his fate.

## **New Campaign**

Creates a new campaign, you can see it listed on the left hand side.  
Choose the created campaign from this list and click Select to start game

## **Back / Select / Delete**

Back - Select – start game / Delete – remove campaign

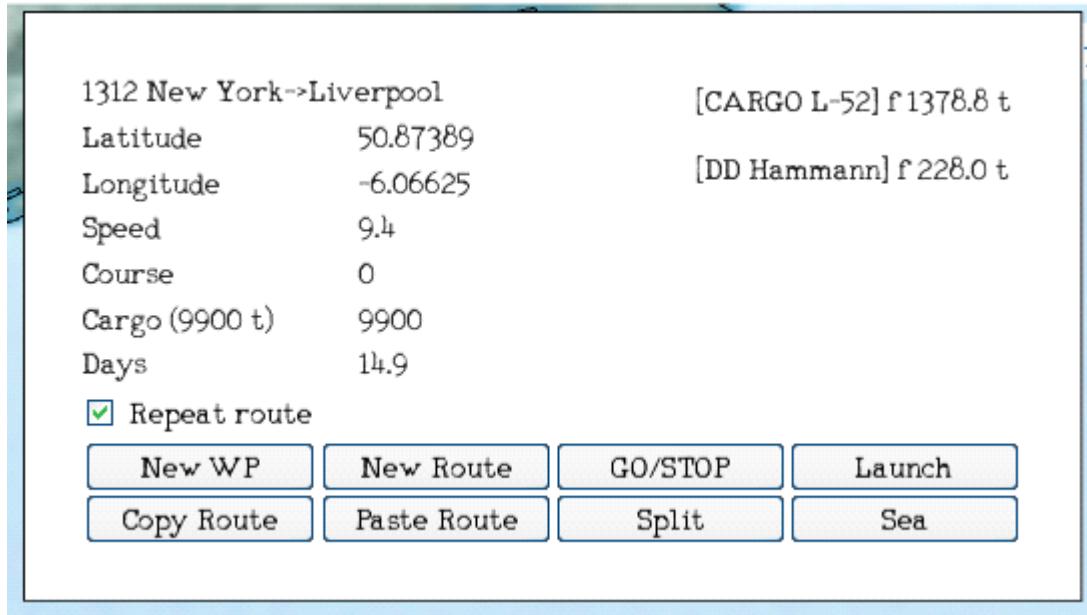
## **Tips!**

In the campaign game folder , you can find saved maps from battles in png. format  
For example:  
"c:\Users\MAPC Xeon\NBS\desktop\NavalBattleSimulator-  
desktop\campaign\AGunGib\fffff2cfb6a97400x1.ed748dcf7dfep50x1.97eb25fa0c735p1.png  
"

You might want to use these to create an AAR for a battle or simply to analyse the tactics used.

## Inside the campaign

### Task Force Window



### TF name

Task force parameters (Position by longitude and latitude, speed, course).  
Cargo (here 9900 t) showing full cargo capacity (in brackets) and current load in tonnes.  
Days shows the number of days at sea  
Task force composition: the top right corner shows the ships in the TF. Here it shows an L-52 cargo freighter and a destroyer, DD Hammann.

### Repeat route

Tick this box for the TF to repeat its route in a loop

**New WP –** Click this button once to enter and again to exit the Add Waypoint mode



### New Route

Click this button to remove the previous route. Now you can create a new route

### GO/STOP

Starts and Stops taskforce movement  
(useful for when you might want to wait for night time to sneak to a target, for example)

## **Launch**

The Task Force starts from its departure port. When you set the route, the starting point is in the port where your Task Force is located. The first waypoint (in port) has the Wait attribute, which holds the TF in place. When you finish setting the route, say after 15 waypoints, you don't have to go back to the starting port and change the Wait attribute on the first waypoint as the Launch function will do it automatically.

### **Important Note:**

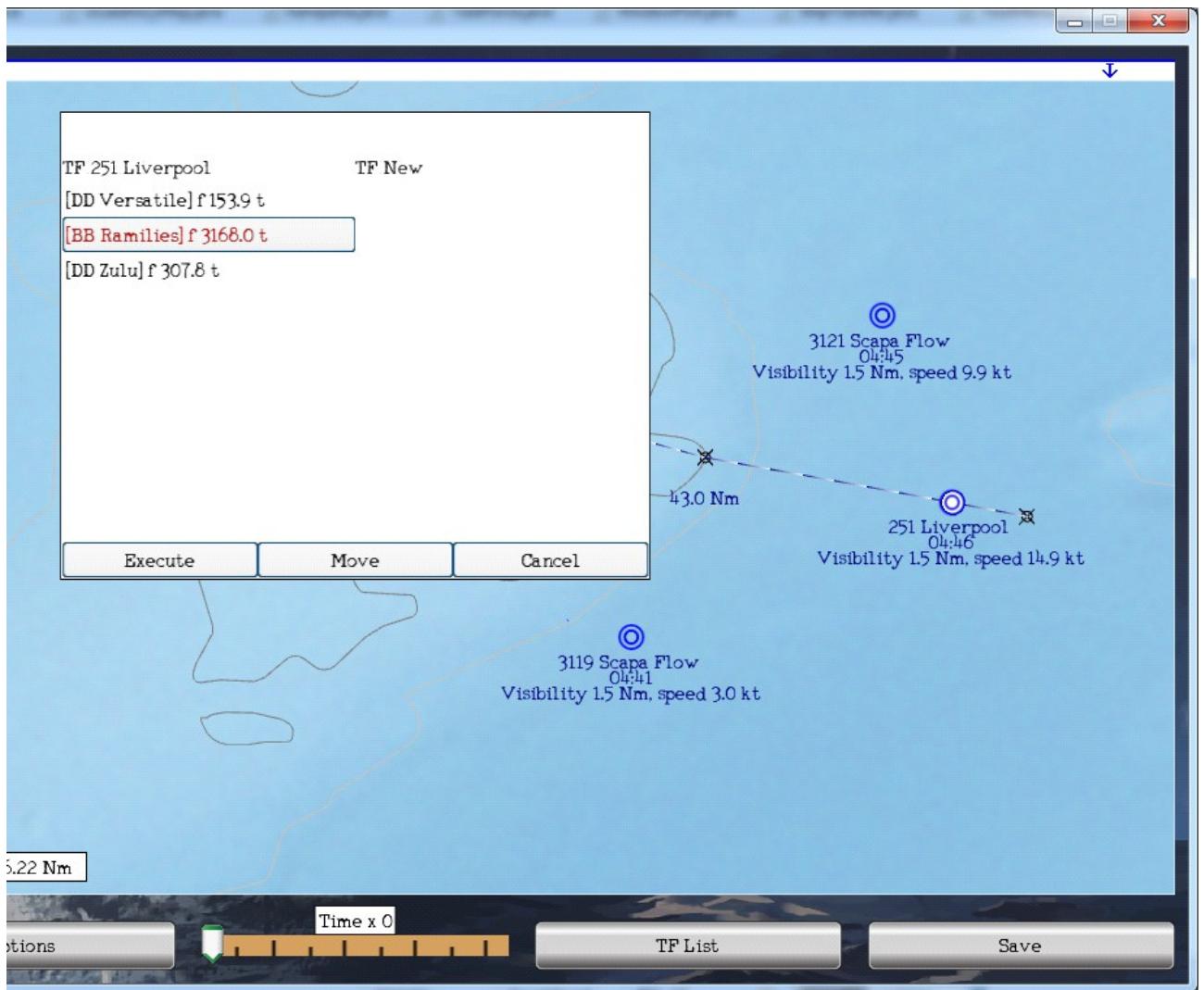
Departure from port always takes several hours after pressing the Launch button.

## **Copy /Paste Route**

Copies the route from the given Task Force and allows you to use it for another, for when you want send several small convoys along the same route  
The routes should be compatible, i.e. start and end in the right place.

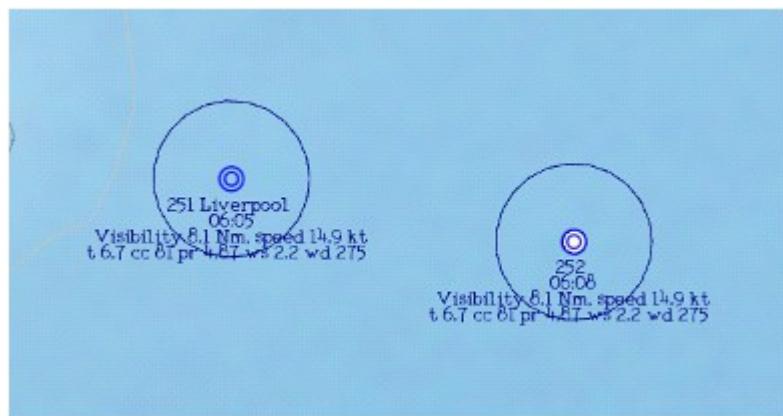
## **Split**

Split Task Force into smaller TFs



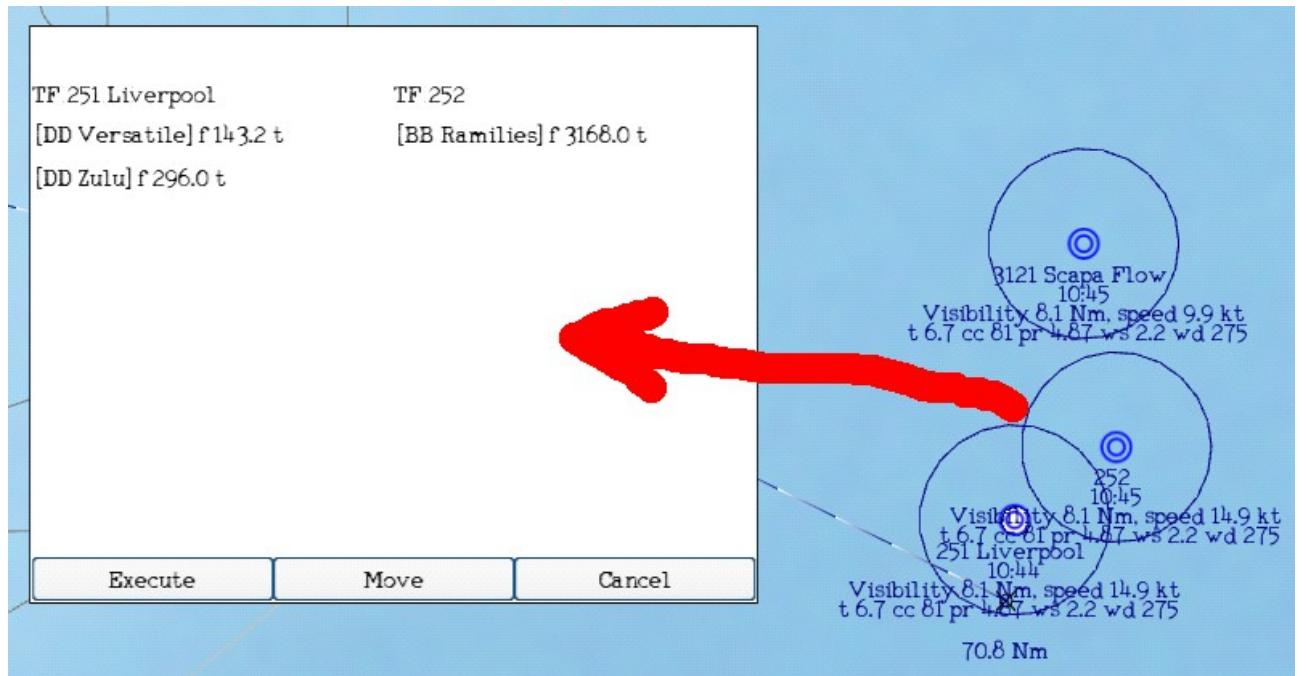
## Window Split

- |         |                                      |
|---------|--------------------------------------|
| Move    | Moves the ship to the new Task Force |
| Execute | Executes your ordered transfers.     |
| Cancel  | Cancels orders                       |



## Join

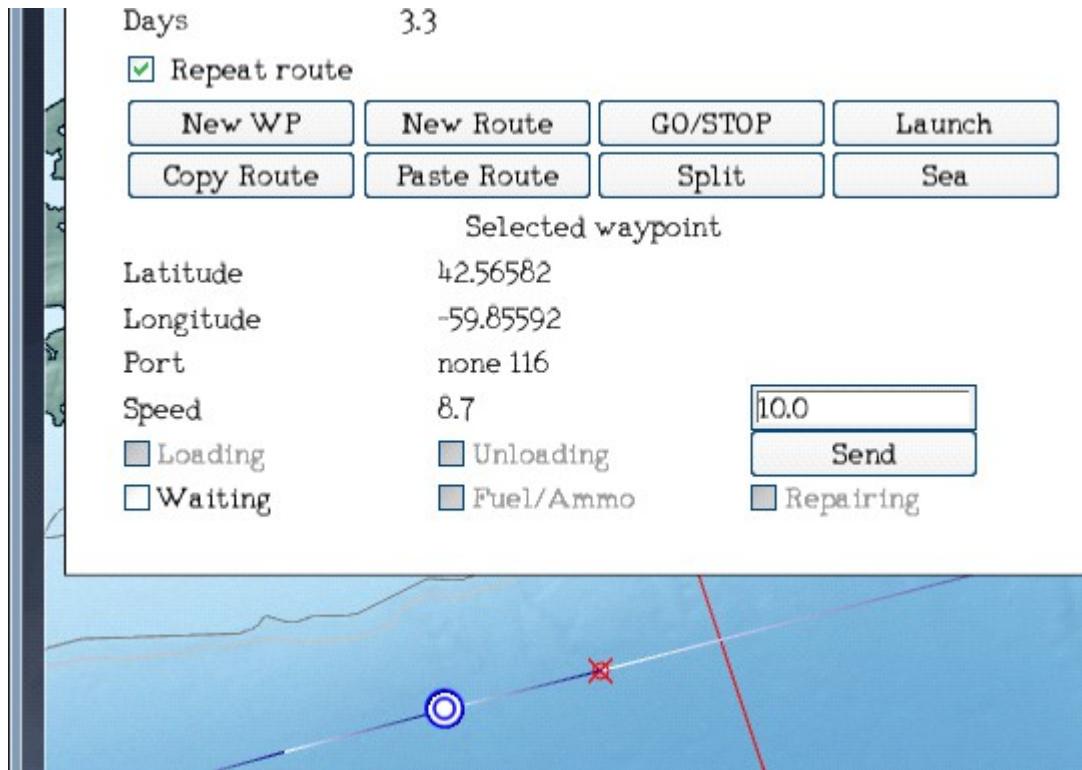
Joins Task force - task forces need to be close to each other.



## Sea

Shows ships from your Task force on the map.  
You can view it, check it, sink (remove).

## Selected Waypoint



## Latitude and Longitude

Shows the waypoint position.

### Port

If a waypoint is set at a port the port name is visible here.

### Speed

Speed set after passing a waypoint

## Input window+button Send

Use this to set speed in the waypoint. This can be used to speed up or slow down your TF for any reason, such as to close on an enemy at a given time

### Loading / Unloading (set in port only)

For cargo ships in a port you can set loading and unloading war materials.

### Fuel/Ammo (set it in a port only)

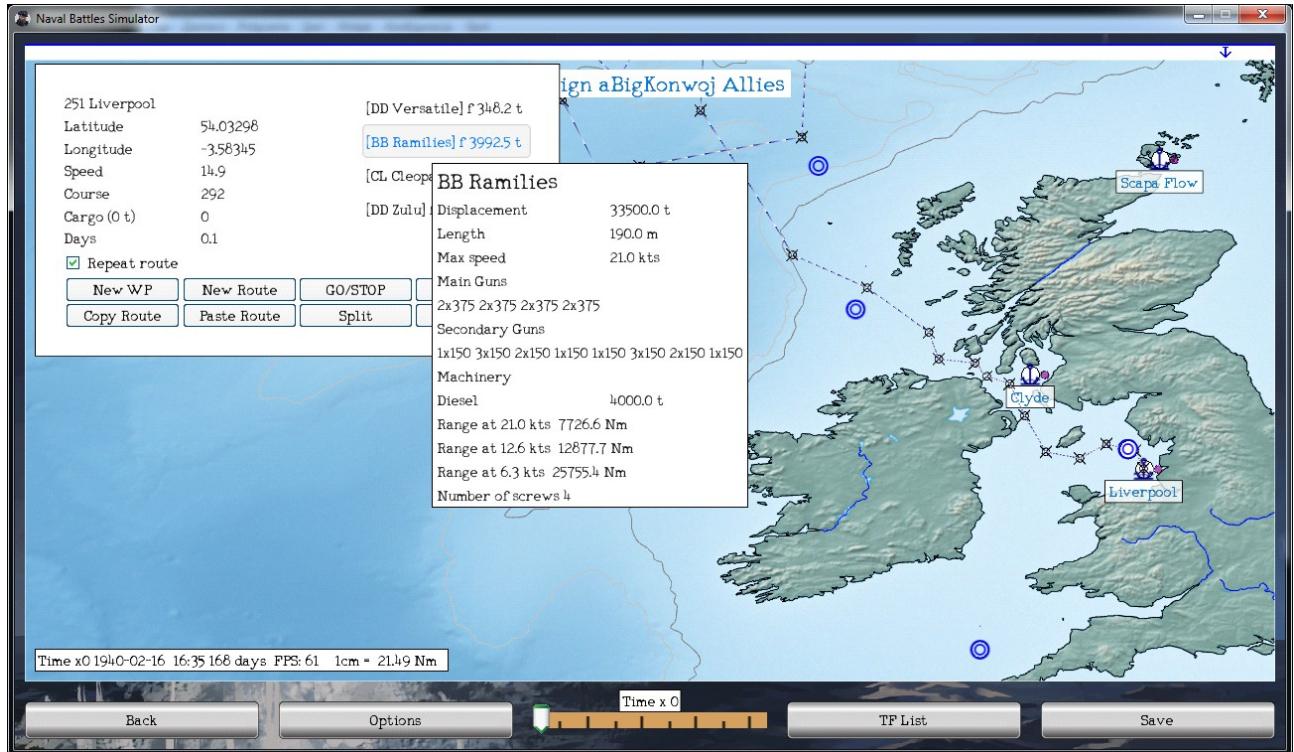
This allows the basic service of warships by restocking fuel and ammunition.

### Repairing (set it in a port only)

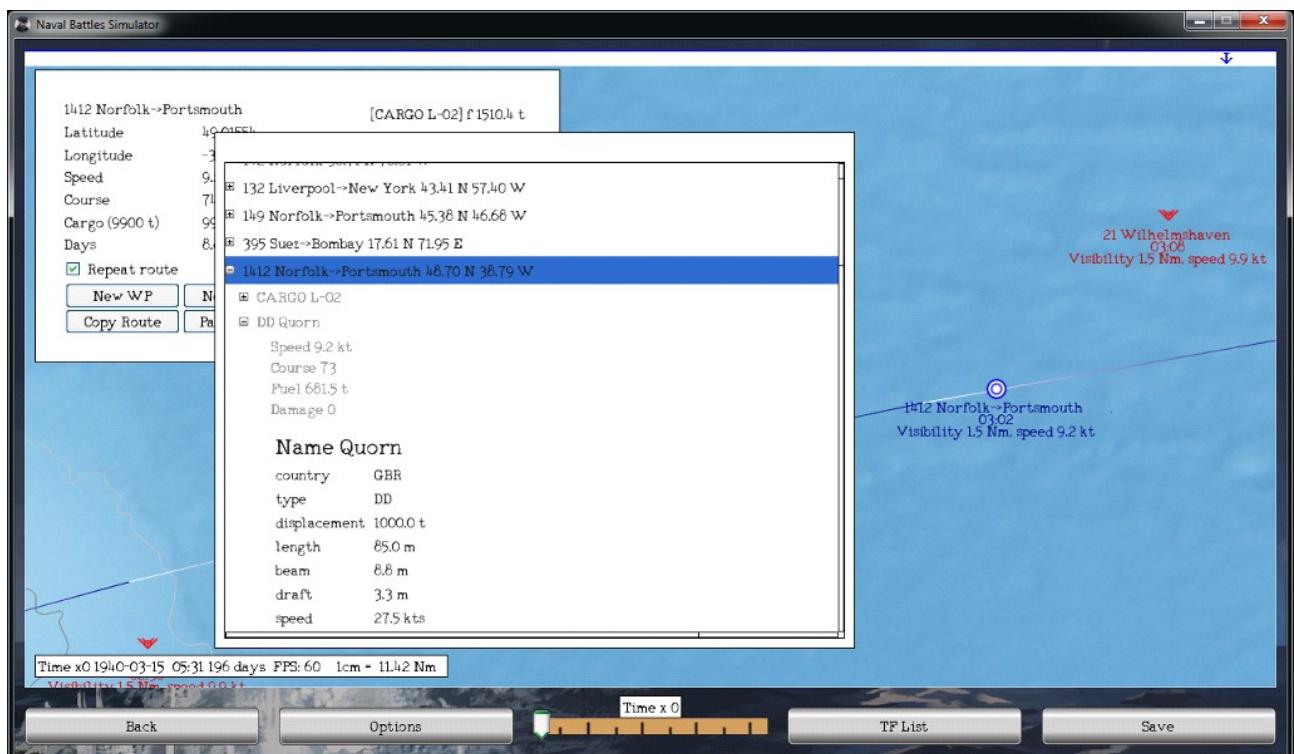
Repairs damage received in battles.

## Tip!

To view ship parameters, hold the mouse cursor over the selected ship



## TF list ( button )



## TF list

This is the list of all Task Forces and the list of ships included in each TF and their parameters. Double click on the name of the Task Force to sets the selected TF to the center of the screen (it is often hidden by the window, you may need to move the map

## Disable the TF List window

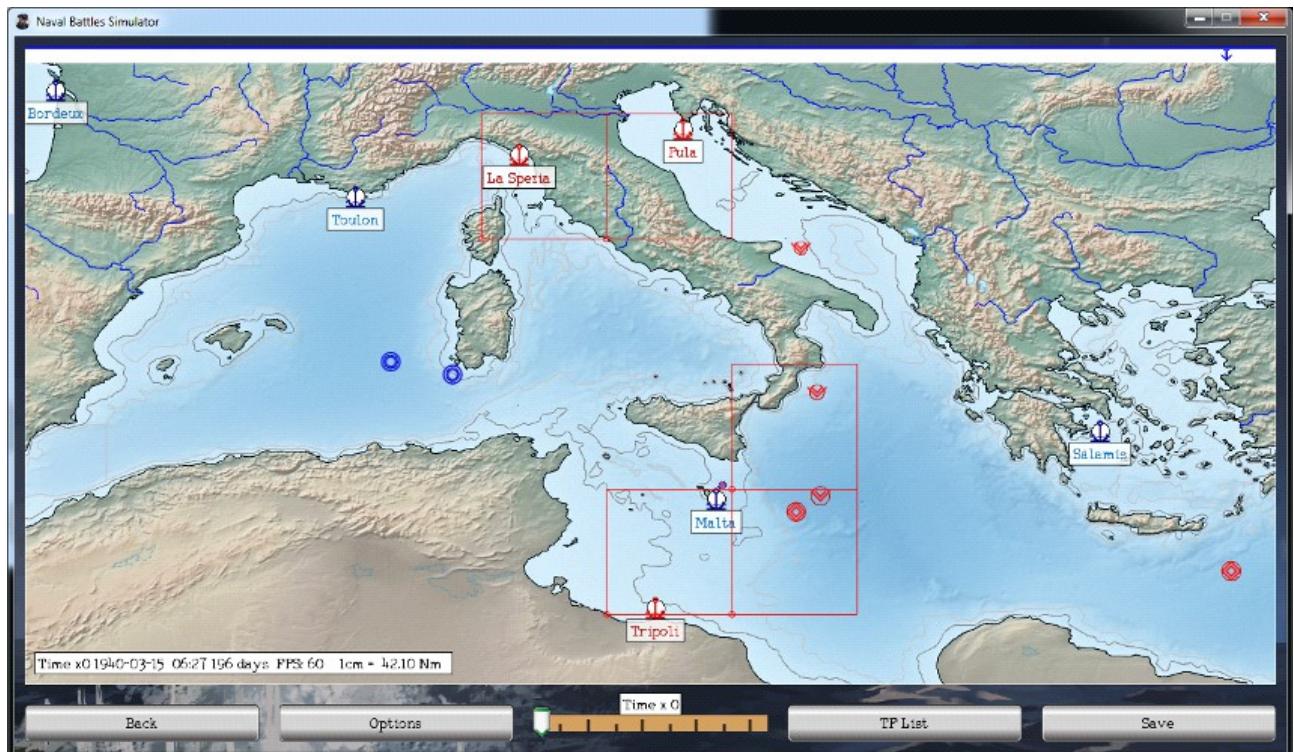
with a second click on the TF List button

## Options button - Campaign options

**Autosave** – If set, the game will autosave your campaign before a battle.

## Intelligence Service

If activated will send you occasional reports with known data about enemy movements, which comes from reconnaissance, spies in ports and other sources. It includes a list of all known Task Forces and a list of ships included in each TF and their parameters, including type and tonnage.



The red square on the map indicates the region in which enemy activity was recorded. This information will remain available as long as enemy ships are in a given sector long enough to indicate their presence.

## **Radio and Volume**

Volume of the radio music and speech in the game

## **Automatic battles**

The computer will resolve the outcome of a battle based on the composition of TFs involved.

## **CPU vs CPU**

The computer will manage the strategic layer of the game, creating TFs and allowing you to take control of battles when they occur.

## **All visible**

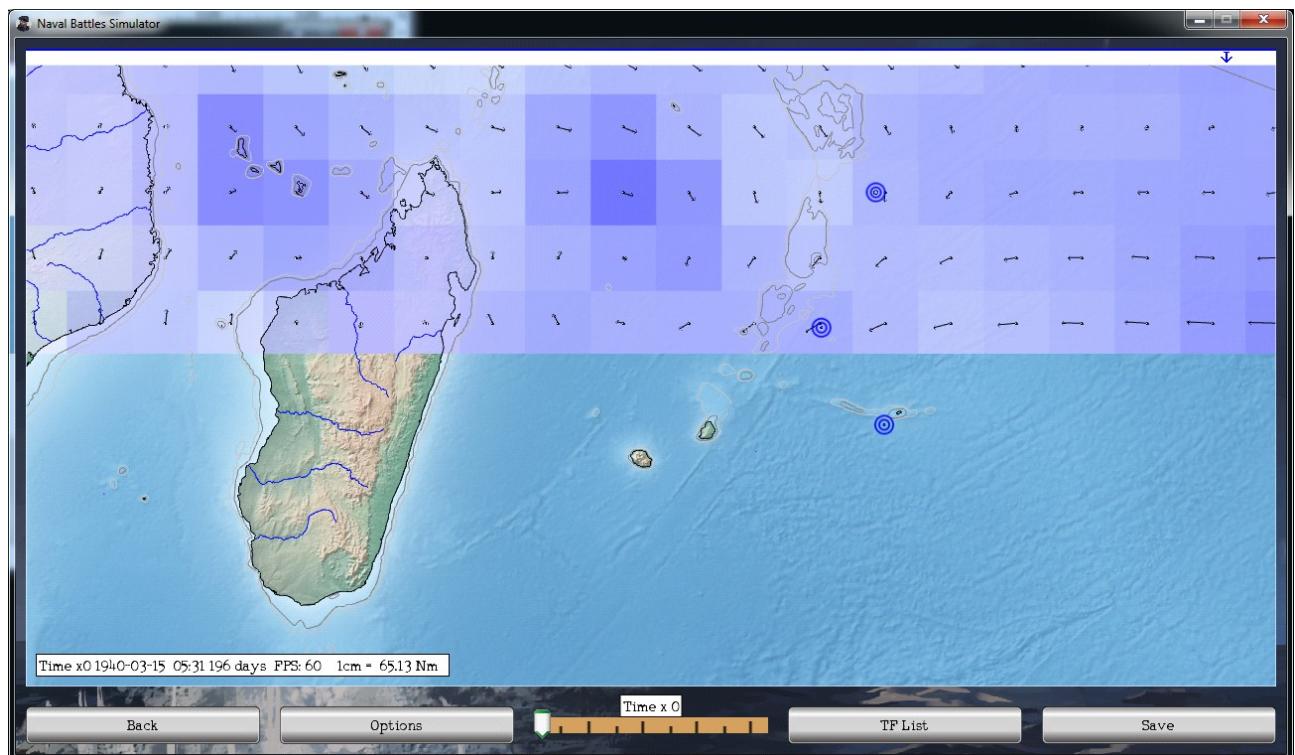
This disables fog of war, but is a developer mode only, sorry ;(

## **Show curtain**

Will reveal or hide the curtain, where events from the timeline (both historical and letters relating to the character's story) will be shown.

## **Weather**

This button allows the weather conditions to appear on-map.



## Weather influence on the game

In-game weather data covers the whole world.

The weather is mapped to 12 months of standard climate cycles (fully compliant with 1980 weather data).

Every month is different. This reflects the variability of the seasons during a campaign.

Arctic convoys can benefit from the polar night, and the battles occur in an environment consistent with the weather pattern.

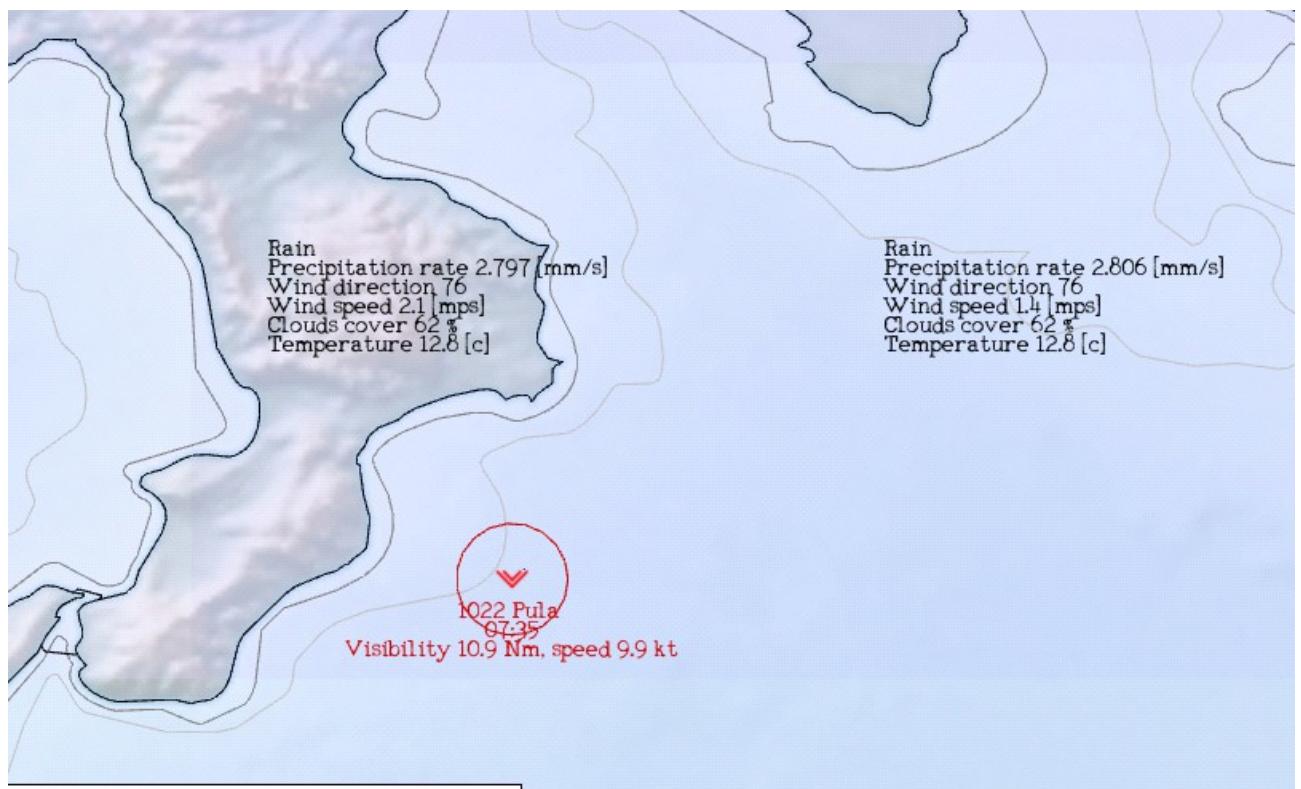
Weather affects visibility. In bad autumn weather, visibility drops to just a few nautical miles, in hot clear summer conditions visibility can reach 16 NM.

It is important to pay attention to weather and visibility conditions if you want to get somewhere unnoticed/undetected.

The movement of the sun in the sky as shown by the moving day/night zones corresponds to actual data. Visibility at different times of the year around the world corresponds closely to real-life conditions.

Where there are periods of high rainfall (monsoons), these are also present in the game and have an impact on the gameplay (visibility).

In bad weather or in poor visibility conditions it is easier to slip through the convoy unnoticed.



## Detailed weather data

This is available when the map is enlarged and the Weather option is turned on  
Weather Data is the whole world divided into 180x90 cells.

The data shows:

Type of precipitation if present: Rain or Snow (snow limits visibility more than rain)  
Precipitation intensity in mm/s

Wind direction by absolute bearing.

Wind speed in metres per second (smoke moves on the map with wind speed).

In light winds, you will see smoke from funnels or smoke screens move slowly,  
in strong winds you will see them move and disperse faster).

Cloud Cover, percentage coverage of the sky with clouds.

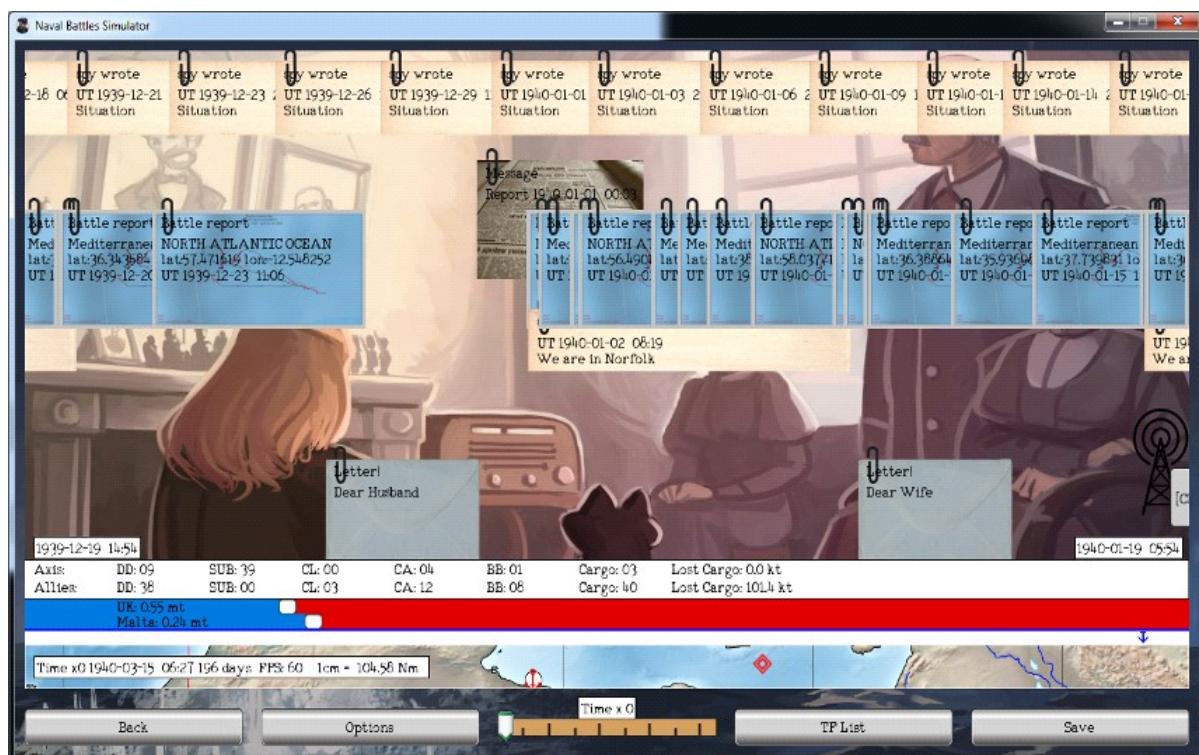
Temperature in degrees Celsius.

Weather data are averaged to generate for weather conditions in battles.

## Map

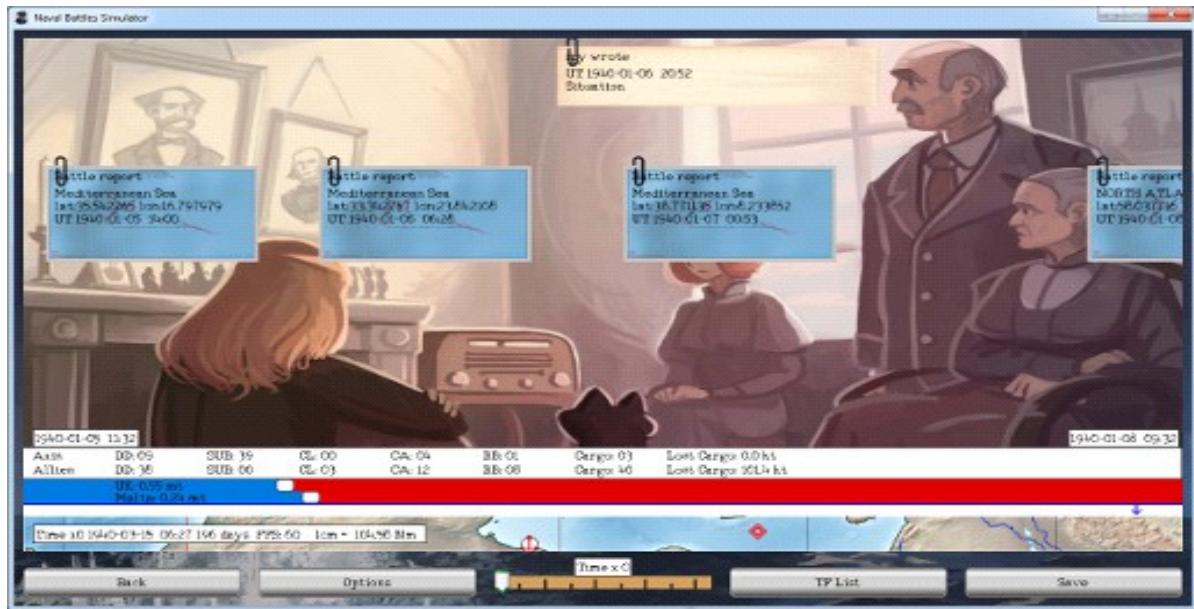
The map is an accurate representation of the whole world with an accuracy (or  
'resolution' of approximately 2.5x2.5 km. Therefore there may be inaccuracies at the  
edges of narrow straits.

## Timeline (curtain)



## Record of events occurred during the campaign

Use the mouse cursor to slide the Tim line to the left and right (back and forth in time)



Using the mouse scroll you can change the scale / zoom the Timeline



## Black paper clip

Opens and closes the various reports shown on the Timeline:

Information about battles fought, along with battle maps.

Battles in Automatic battle mode, taking place virtually, are shown on the map only as the point where the battle happened.

Battles fought out by the player contain more detail on the maps

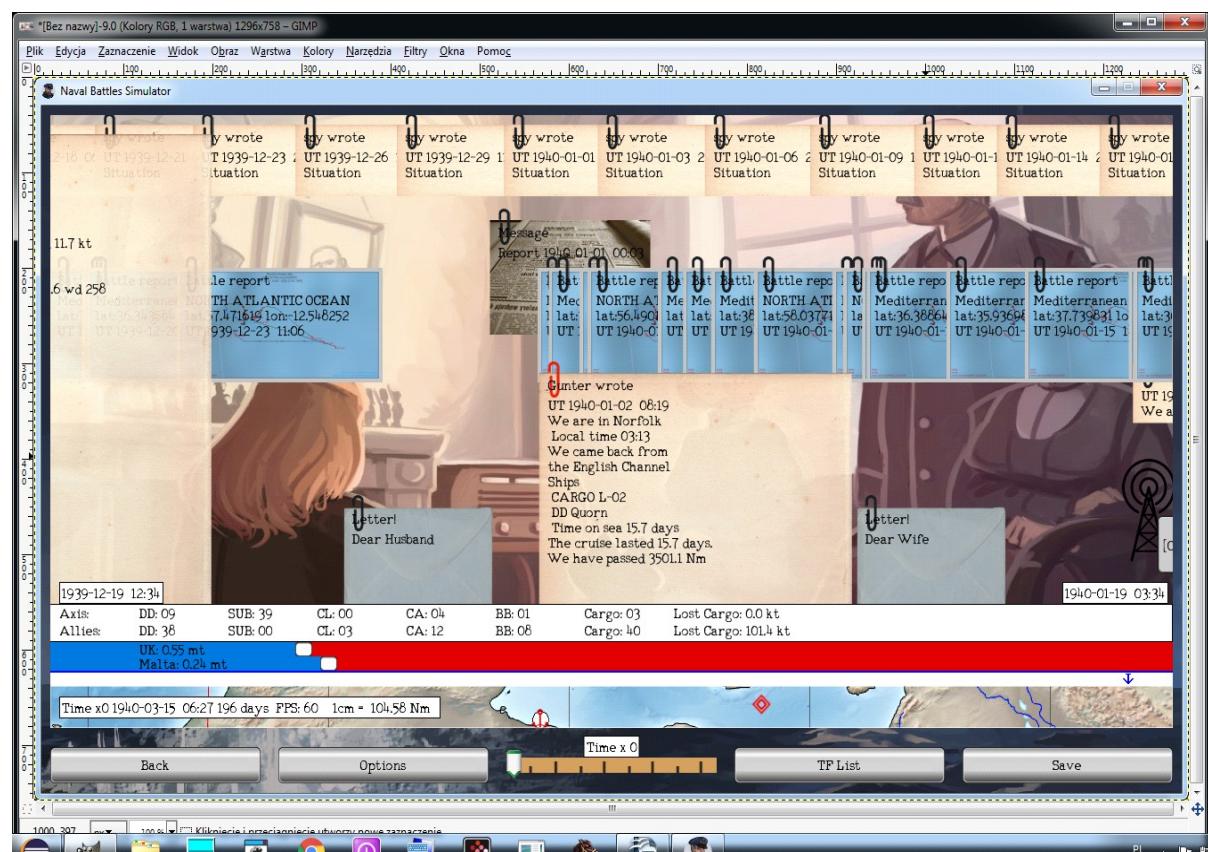
## Spy wrote

Information provided by spies, not the same as reports from the Intelligence Service.

This is additional intel data, and does not depend on the frequency of staying in the sector to be activated.

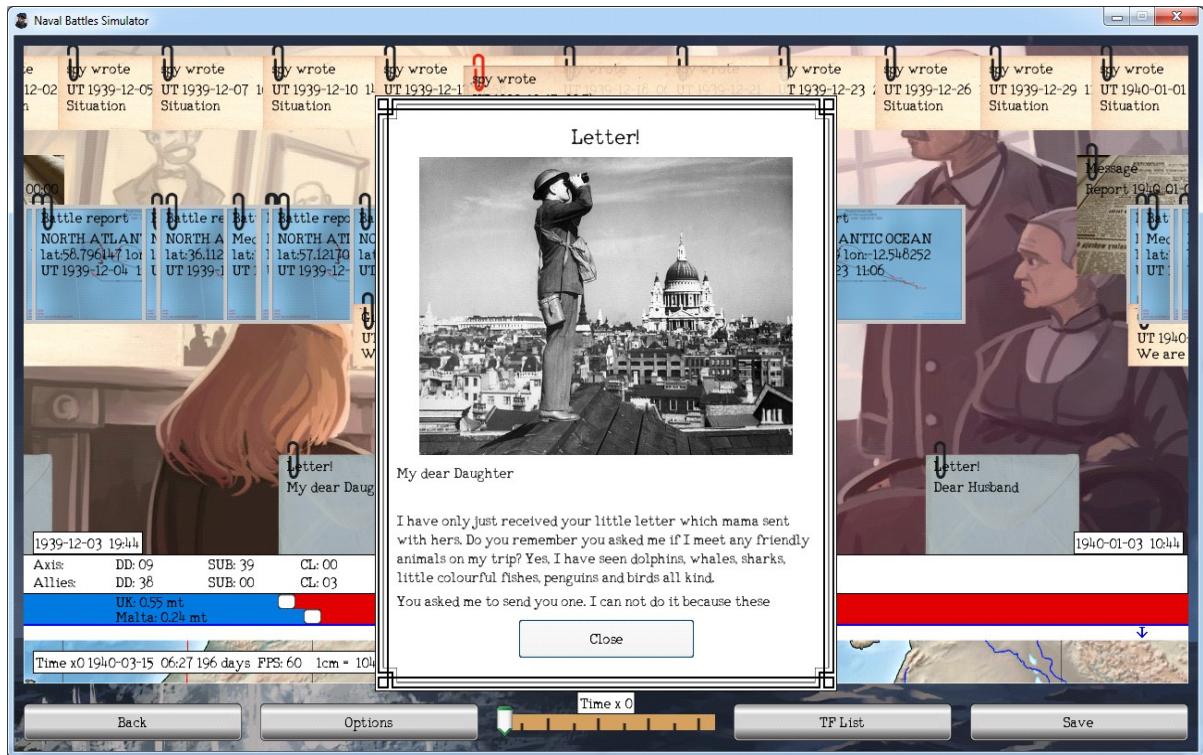
## Gunter wrote

Gunter, sailing on various ships, after returning to port, sends a letter to his wife and family. He also receives mail from them.

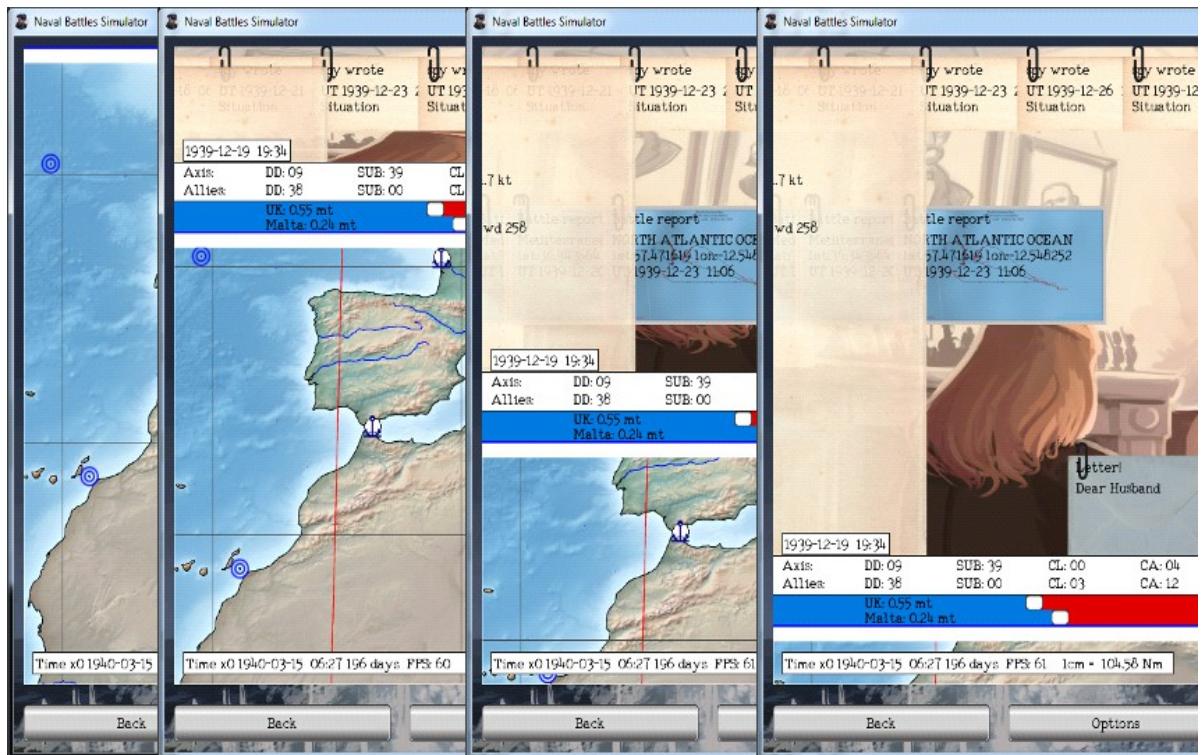


## Letter

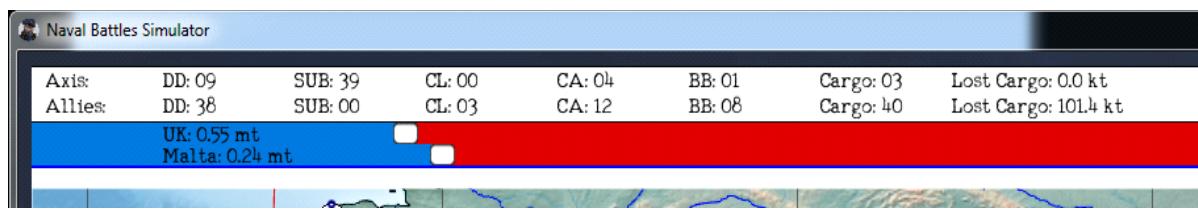
Letters written by Gunter to his wife and family



We move the curtain using white bar, you have to click it and drag it up and down



## Information about campaign progress



Information shown for each side on the number of ships sunk in each class, and the loss of war material in kilotonnes (thousands of tonnes).

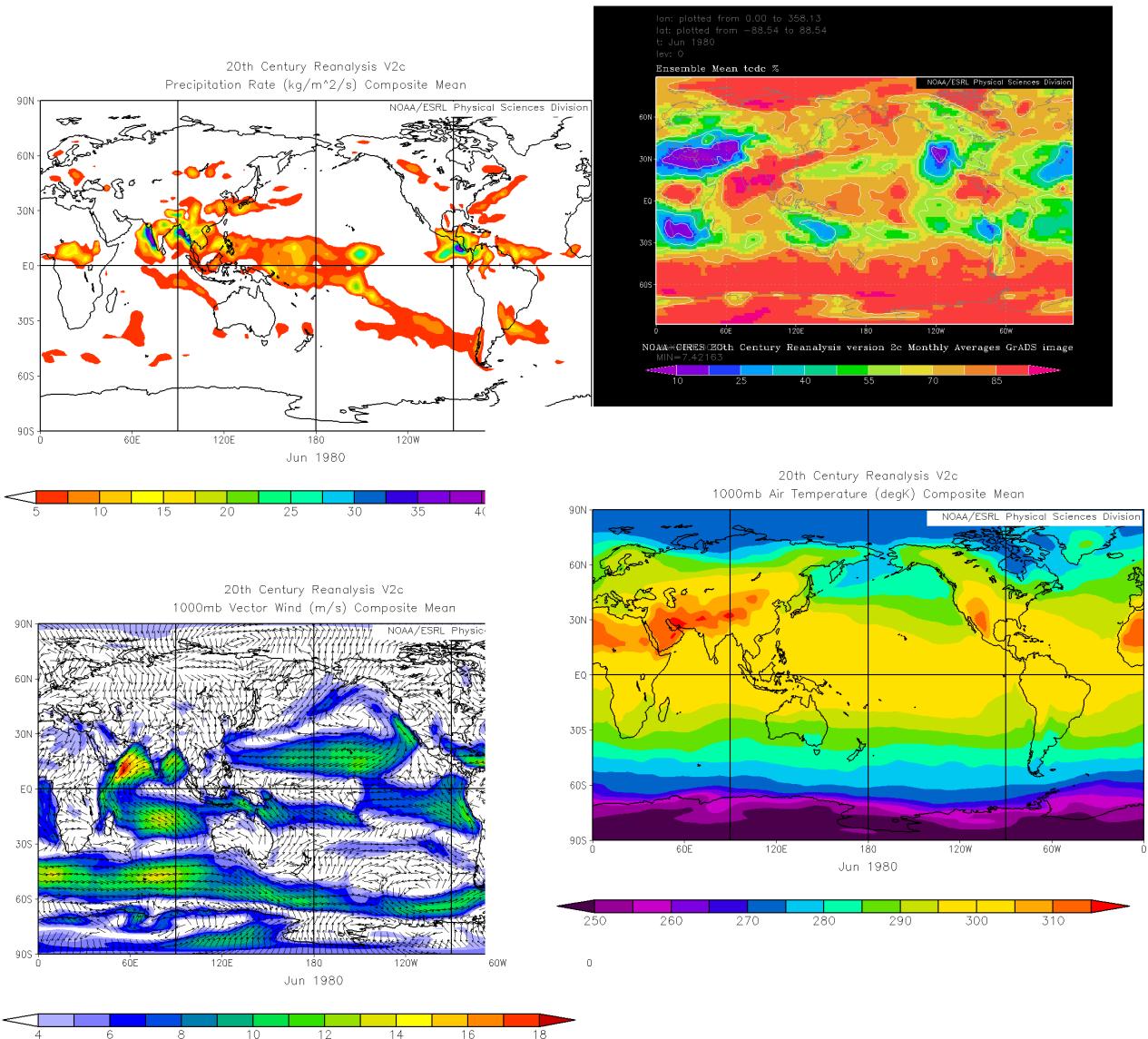
### Blue progress bar

This shows the means reserves of war material needed for the continued survival of Great Britain, Malta, and later the USSR

For example, when when the blue progress bar reaches zero in Malta, the island's defences will fall and Malta becomes an Axis possession.

This means that material loads in the UK will now be higher. You will need more material for the UK to continue in the war. When Britain's blue bar reaches zero, the game is over, the Allies have lost and the Axis have won.

When the USSR reaches zero, I don't know what happens ;-)



**Elements of weather based on June**  
according to 20th Century Reanalysis Monthly Composites  
<https://psl.noaa.gov/cgi-bin/data/composites/plot20thc.v2.pl>