

# Battle Tutorial:

## Bridge Station

This is where you give orders for the ship's course and speed.

Choose course by clicking on a compass point. Send speed order via telegraph. Execute to confirm.

## Ship Formations

### Forming Line Ahead

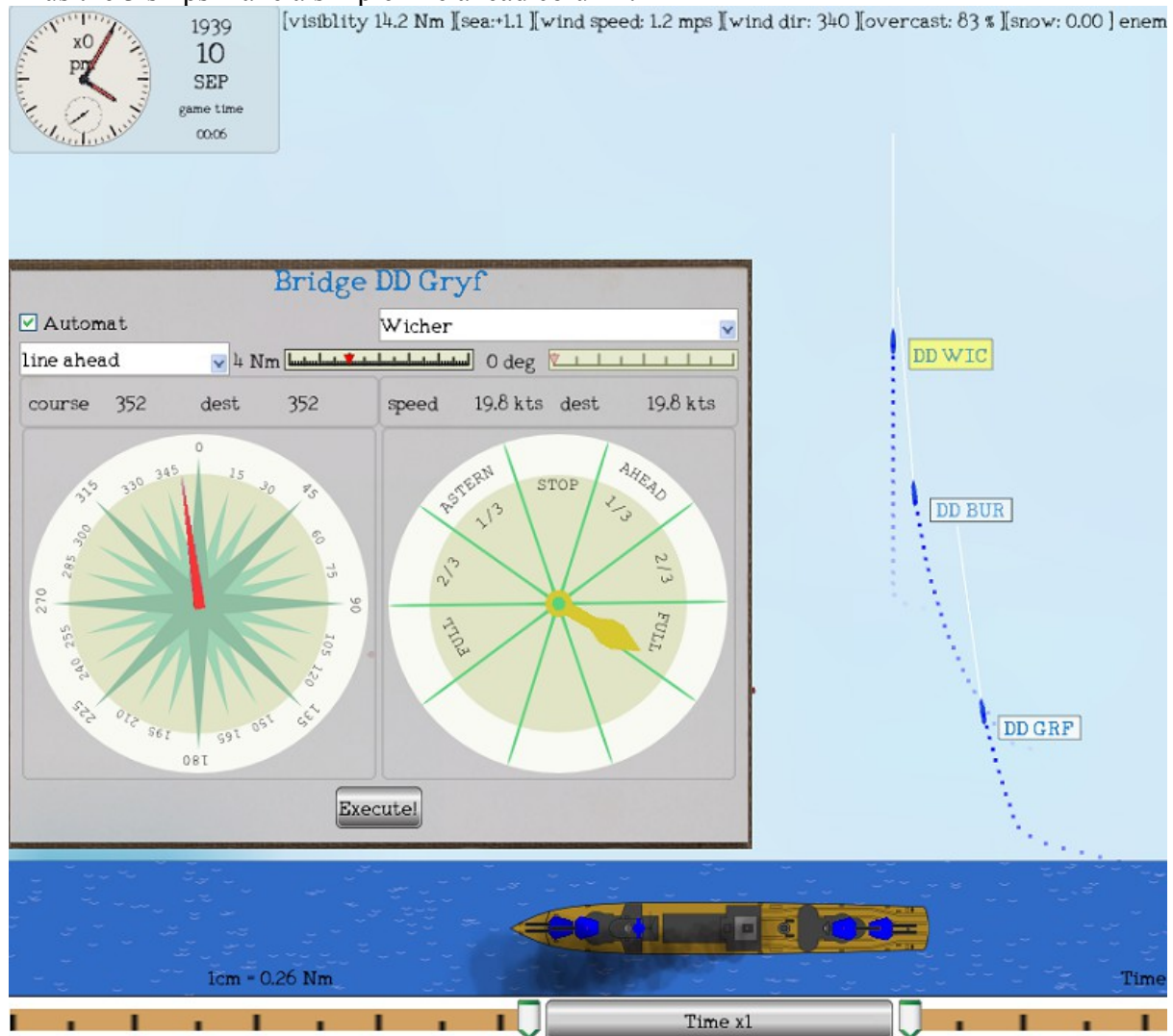
To form line ahead columns you must have a lead ship. Select a second ship and from the dropdown menu select a ship to be the lead.

Choose line ahead from the formation dropdown menu. Set a distance from the lead ship in nautical miles. Click the Automatic check box.

The second ship will now follow the lead ship at the set distance from the first

Here we see the DD Gryf following in line ahead from the DD Wicher at a distance of 4NM. At the top right in the ship's information window we see the Gryf is set to follow the Wicher, as indicated by the arrow to her name.

The DD Burza (BUR) is also following the Wicher at a distance of 2 NM (bridge not shown). Thus the 3 ships make a simple line ahead column.



## More Complex Formations

More complex formations can be set using the positional dropdown menu.

As before, there must be a ship set as “lead”. Select a ship for the formation, select a lead ship from the dropdown menu, choose positional from the left-hand dropdown menu, then distance in the centre and finally the bearing from the lead ship from the right slider, which indicates 0-360 degrees of bearing.

Click the “Auto” checkbox for the ship to move to the position set.

In this example we see that the CA Kent is set to 270 degrees (direct port) at 2 NM from the BB Queen Elizabeth.

The Bridge insert at the top shows the CL Dido is set to 90 degrees (direct starboard) at 2 NM from the Queen Elizabeth.

Thus Kent – Queen Elizabeth – Dido form a “line abreast” formation spaced at 2 nautical miles.

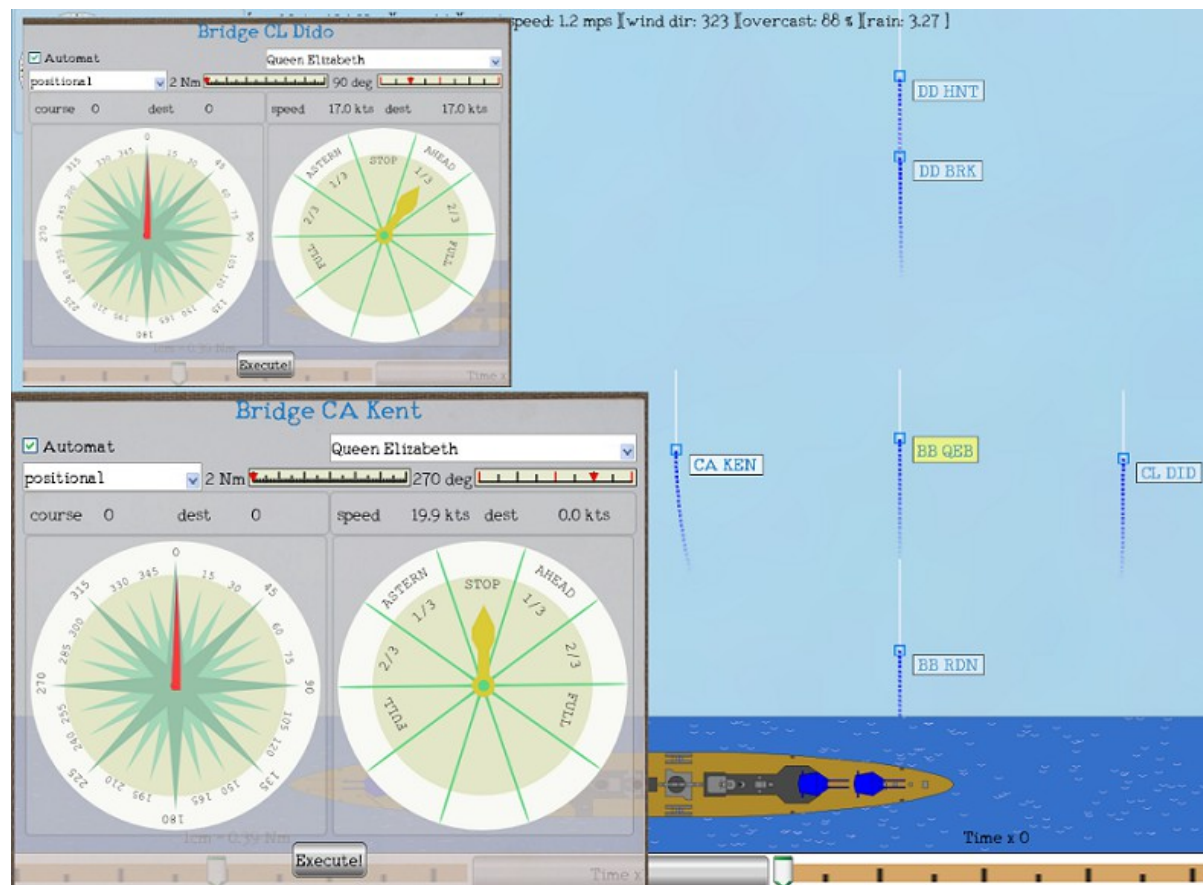
Meanwhile BB Rodney (RDN) is set to line ahead, following Queen Elizabeth at 2NM.

At the same time DD Hunt (HNT) is set positionally to the Queen Elizabeth at bearing 0, 8 NM distance (8 miles dead ahead) and the DD Berkeley (BRK) is set in line ahead following the Hunt.

The result is a formation in which all ships, directly or indirectly, will form up in relation to the BB Queen Elizabeth. Thus by changing the course of the QEB – let’s call her the “flagship” – all other ships will change course and maintain formation.

Using any combination of line ahead and positional commands, very complex formations can be created and easily moved.

Feel free to experiment with them to see what tactical results you can obtain – that’s what being a commander is all about!



## **Main gun station**

This is where you give orders for the main guns.

Choose a target from those available on the list. Next to it is information about the target: distance, speed, course.

If the target is outside gun's range the distance will appear in red.

To assign the chosen target press the button on each turret. The target name is displayed. Choose a gun shell type. AP = armour-piercing shells. HE = high-explosive shells.

AP gives less damage but higher piercing rate.

HE gives more damage but lower piercing rate.

Numbers next to AP/HE shows the number of shells of each type available.

Sep/Tog control - fire separately or together.

Sep - fire each gun as soon as it is loaded. No waiting for other guns to be loaded. Each turret can shoot a separate target.

Tog - all guns on a ship's side fire together once the last one is loaded. The salvo fire is less frequent but more accurate.

Auto - fires automatically at the chosen target.

Manual - fires when the Fire button is clicked.

## **Damage Station**

There are up to three sections representing different decks on board ship:

### **Lower deck**

The lowest deck is the hull below the waterline which can take on water if damaged.

Flooded compartments will cause the ship to tilt (forward and backward) or list (from side to side).

When a section is flooded any equipment located there will lose efficiency. For example a flooded engine compartment will cause the ship to slow.

If the compartment is underwater for too long, it could become completely damaged and unable to be fixed.

The same applies to other ship's systems such as rudder, propeller and so on.

### **Pumps**

If pumps are on manual, you choose the section where you want to put pumps in operation so you can adjust tilt and list.

The reason to have pumps on manual is that you decide what section to pump out first and you can stabilize the ship by prioritizing vital systems.

If pumps are on auto, a pump is activated by the order in which the sections become flooded.

When the section is pumped dry, the pump moves to another section.

When any section is pumped dry, repairs are started automatically.

### **Middle deck**

The middle deck is similar to the lower deck but damage is done by fire, not water.

### **Chimney.**

This represents not just the funnel but the complete ventilation system. It ventilates smoke and supplies oxygen to the engine. If damaged, the engine is less effective and the ship will move more slowly.

### **Power unit.**

This consists of the engine as well as the propeller shafts leading to the propellers (screws). If a shaft, for example, is damaged this has an impact on all of the power unit. A destroyed chimney can affect more than one power unit.

### **Ammo stores.**

If a magazine (ammunition storage) is hit, all remaining shells could explode. If the magazine is empty the resulting explosion will be less destructive. If the magazine is on fire it will be unable to resupply the turrets with shells.

### **Upper Deck**

The upper deck, like the middle, can be damaged by explosion and fire. If a turret is on fire you cannot use it. If fire control is damaged it will have a strong impact on aim accuracy.

### **Passive sonar station**

This shows the operation of the ship's sonar system, known to the British as ASDIC.

The middle of the circle is the ship's position.

The blue line shows the direction of the ship's bow.

Red lines will show the direction of a noise under the water surface. A longer line represents a louder noise, meaning that the underwater contact is probably nearer.

Noise from the ship's engine and screws makes sonar less effective. Reduce noise by slowing your speed and the sonar system will work more effectively.

### **Depth charge**

The depth charge is a barrel with explosive material used to destroy submarines.

It uses a pressure trigger to detonate the explosives at a set depth.

Set up a depth by clicking Up and Down and then drop a depth charge.

You will have to make your best guess to predict the depth of a target submarine.

### **Active sonar station**

Active sonar emits pulses of sound waves that travel through the water, reflect off the target and return to the ship.

To send an pulse click the Ping button.

### **Torpedo station**

This station controls torpedo attack.

Choose a target and if in range and ship position is correct the light will show green.

Torpedo range is 5.5-6 Nm.

Target correction is adjusted automatically.

Hit the Fire button to launch torpedoes.

### **Machinery Station**

The Fuel Level guage shows fuel remaining on the ship.

The Smoke switch will generate a curtain of smoke which may help you escape if you decide to withdraw from combat.

### **Submarines**

On a submarine there are additional guages showing the electric generator status and battery charging level.

There are also guages showing CO<sub>2</sub> and O<sub>2</sub> level inside the submarine.

If CO<sub>2</sub> levels are too high or O<sub>2</sub> levels too low the sub will resurface.

The Pressure guage shows the water pressure on the hull.