FAQ

Quick fix:
Troubleshooting Resolution Problems
To find the NBS preferences configuration file on your computer:

On Windows, Linux, and OS X, preferences are stored in the NBS file within the user's home directory:
%UserProfile%/.prefs/NBS

On Windows10, look for the NBS file in:
C:\Users\yourusername\.prefs

NBS is a configuration file, you can delete it and it will be recreated correctly.
Restart the game. Your resolution issues should be resolved.

- **What are the campaign objectives?**
  If you are on the Allies' side, your task is ensuring the necessary and uninterrupted flow of resources between the ports.
  These resources rapidly decrease as time passes and with the unfolding military situation on land.
  This means sending convoys and protecting them with your Task Forces.

  If you choose the Axis side, your task is to track down and sink as many convoys as possible to prevent them from reaching their destination.

  In other words: if you play blue you need to send ships (loaded with stuff) from the USA to the UK.
  If you are red you need to disrupt the blue convoys.

  Upon direct contact between ships, the game switches into Battle mode.

- **I noticed that when the ships fire, all the shells go directly onto the targets.**
  It only looks like that but not all the shells go directly onto the target. If you zoom in the battle screen you might see the shells that miss the target.
  It is much easier to spot this effect when you fire and trace torpedoes.

- **Is it possible that if the conditions are right a destroyer could sneak up and get close enough to another ship to then torpedo it?**
  Yes, it is quite possible, just like in real life.

- **If my ship was sunk and the battle ends, will the game go automatically to the results screen?**
  No - you can still look around for enemies or abort the battle screen by hitting the Back button.

- **What do Tog and Sep mean?**
  Tog and Sep are related to when the guns fire.
  Tog - waits till all guns are loaded and fires all at the same time in a salvo. This gives better accuracy and is more powerful when hitting the target;, doing more damage.
  Sep - fires each gun seperately as soon as it's loaded. No waiting for another gun to be loaded.
  In summary, Tog is slower but more effective, Sep is faster but less effective.

- **What do the red and green lights in fire control mean?**
  1st light RED (load status): on - loading / off – loaded.
  2nd light RED (turret status): on - turret cannot fire (moving turret, looking for a target, tilted ship) / off - turret ready.
  3rd light GREEN (target status) on - turret ready - enemy traced / off - no current target.

  A turret can fire with both RED lights off and the GREEN light on, meaning guns loaded, turret status ok and target acquired. :

  Manual setting - hit the fire button to fire guns.
  Auto setting - the turret will fire automatically if conditions are right.

  [Sometimes a green light is on but a target is too far or ship is tilted so the gun is loaded but you cannot fire. Also if your turrets are set to Tog, the turret will wait for other turrets before firing]

- **After a while in battle, the enemy ship stopped firing at me. Why did this happen? Did the enemy assess that I was damaged enough, or was it being merciful in allowing me to abandon ship?**
  The enemy could stop firing at you because:
  - It has been damaged
  - It could assess that you were damaged enough
  The enemy will not stop to allow you to abandon ship! The game does not allow abandoning ship, so if the ship is sunk all hands sink with her (or you can imagine at least some of them being rescued).

- **What do the weather and sea conditions mean for gameplay? Does weather affect visibility and shell/range finding/targeting accuracy?**
  Yes, the game absolutely does model these factors.
  You can see the weather conditions when you go to Campaign - Option - weather.
  Then scroll map (magnify) till you see the description.

- **What is the Shipyard?**
  It is the 3rd element of the game in addition to battles and campaign.
  It allows you to build and launch any ship. You can use that ship in a battle as well as in campaign.
  This is a great feature for players who want to use their national navy ships (e.g. Polish players can add Polish ships). and many players like to play using custom ships.

- **What does Production plan mean?**
  Ships will appear in the port on the production date.
  Once available, they can be used in the game.

- **I cannot expand the Logbook window.**
  Grab the window edge and drag it.

- **How is time set in the game?**
  In battle editor/tools the time can be set as GMT or local.
  When you move the map in the editor, the time changes to refflect the time zome of the present location.

- **Key functions:**
  Shift - pause
  C - centre map
  L - lock map
  N - next ship
  P - previous ship
  W - weather map view

- **Waypoint settings**
  "unloading" - war material will be unloaded (must be set up in a destination port)
  "loading" - war material will be loaded in departure port (it takes time so task force will not start moving straight away)
  "fuel/ammo" - refill fuel and ammunition in ports (can be set in both departure and destination ports)
  "repair" - ship will repair in the port, both departure and destination.