

# GAME GUIDE



ACTION STATIONS





## CONTENTS

About World of Warships

Warship Types

Nations

Battle Types

In-Game Economy

Service Record

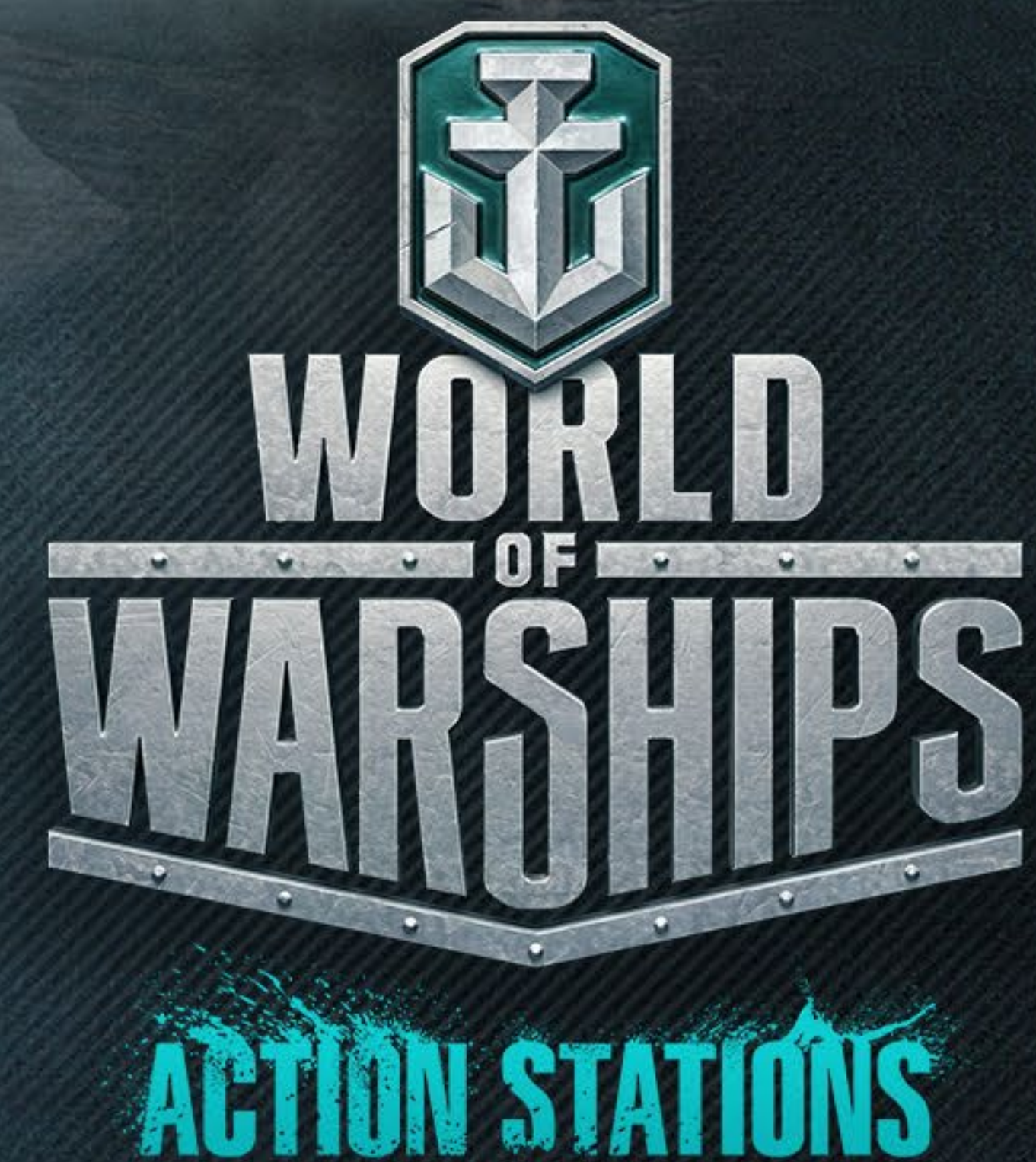
In Action

Battle Outcome

Performance Enhancement

Premium Account

Teaming Up & Chatting



 Click **WORLD OF WARSHIPS GUIDE**  
to go back to Contents from any page.



## ABOUT WORLD OF WARSHIPS

A new star in the Wargaming universe of legendary online games, World of Warships is a free-to-play action MMO that plunges you into intense naval combat of the first half of the 20th century. Enjoy limitless gameplay possibilities with four classes of iconic war vessels, an array of upgrades and improvements and a range of strategically designed maps inspired by real-world locations in the Atlantic, Pacific and Arctic oceans.

In World of Warships, you are spoiled for choice with all the ship models available, with the attention and respect paid to the identity and history of each of the combat vessels. Choose between the speed and stealth of destroyers, endurance and firepower of battleships, manoeuvrability and tactical agility of cruisers or air supremacy and multi-tasking challenge of aircraft carriers. Build and enhance your own naval fleet and employ a wide arsenal of devastating weaponry to gain control of the battlefield and send your enemies to the bottom of the sea.

With both strategy and action at your command, World of Warships is pushing the limits of military arena gameplay in breathtaking ways. Prepare for a totally new combat experience where salt water, fire and steel meet together as you engage in fierce naval warfare like never before!

Take the helm, Commander, crush the enemy and dominate the oceans.

Action stations!







# WARSHIP TYPES

## DESTROYERS

- Renowned for outstanding speed, manoeuvrability and low detectability.
- Generally used to spot and destroy enemy battleships and aircraft carriers.
- Torpedo armament is their key advantage that guarantees a highly effective attack power.
- Destroyers deploy smoke screens to conceal their manoeuvres or hide the location of allies.



## FLETCHER

TYPE:

DESTROYER

TIER:

IX

ENDURANCE

ARTILLERY POWER

AIR POWER

TORPEDOES

ANTI-AIRCRAFT DEFENSE

MANEUVERABILITY

CONCEALMENT

## CRUISERS

- The most versatile warship type in the game.
- Ideal for hunting destroyers and protecting allies from air strikes.
- High manoeuvrability and acceleration allow cruisers to dodge attacks effectively.
- Capable of acting independently, however, a pack of cruisers is a real force to be reckoned with.



## DES MOINES

TYPE:

CRUISER

TIER:

X

ENDURANCE

ARTILLERY POWER

AIR POWER

TORPEDOES

ANTI-AIRCRAFT DEFENSE

MANEUVERABILITY

CONCEALMENT





## BATTLESHIPS

- Notable for unmatched firepower and high endurance.
- Primarily used to destroy enemy ships with main battery fire.
- Heavy armour allows battleships to withstand numerous attacks and dominate on the battlefield.
- Capable of sinking virtually any ship with a single main battery salvo.



### YAMATO

TYPE:

BATTLESHIP

TIER:

X

ENDURANCE

ARTILLERY POWER

AIR POWER

TORPEDOES

ANTI-AIRCRAFT DEFENSE

MANEUVERABILITY

CONCEALMENT

## AIRCRAFT CARRIERS

- Unique warship type that combines action and strategy gameplay.
- Able to carry various types of aircraft, including Dive Bombers, Torpedo Bombers and Fighters.
- Perfect for carrying out devastating squadron attacks from a distance.
- Carrier-borne aircraft excel at detecting the enemy and revealing their disposition.



### LEXINGTON

TYPE:

AIRCRAFT CARRIER

TIER:

VIII

ENDURANCE

ARTILLERY POWER

AIR POWER

TORPEDOES

ANTI-AIRCRAFT DEFENSE

MANEUVERABILITY

CONCEALMENT



## NATIONS

### JAPAN

Available in the Tech Tree:



#### Features:

- Artillery enjoys high firing range.
- Increased chance to set enemy ships on fire when using High Explosive shells.
- Fastest and most powerful torpedoes among the nations, torpedo tubes on high-tier cruisers.



### U.S.S.R.

Available in the Tech Tree:



#### Features:

- Destroyers boast unrivalled top speeds.
- Main battery shells have the best armour penetration at the expense of lower damage per hit.
- Shortest shell flight time to target.



## U.S.A.

Available in the Tech Tree:

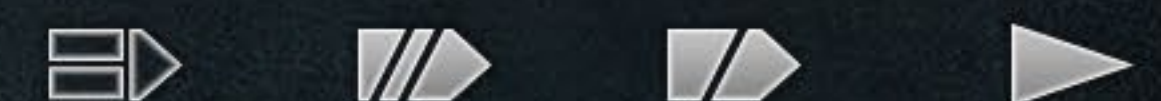


### Features:

- Thick armour around vital areas and extensive anti-torpedo protection.
- Superior anti-aircraft armament and advanced fire control systems.
- Excellent manoeuvrability.

## GERMANY

Available in the Tech Tree:



### Features:

- High firing rates for both main and secondary batteries.
- Unsurpassed artillery accuracy at long range.
- Improved survivability of high tier cruisers and battleships.



## U.K.

Available in the Tech Tree:



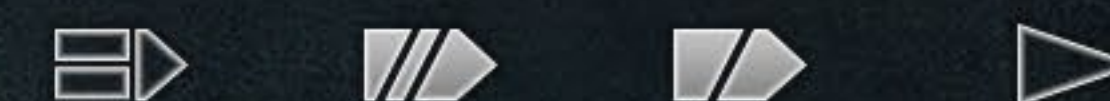
### Features:

- Rapid-firing 152 mm guns and powerful torpedo armament.
- Researchable light cruisers only pack AP shells with unique characteristics.
- Wide selection of ship consumables.

## FRANCE



Available in the Tech Tree:



### Feautres:

- Unparalleled speed.
- Very powerful torpedo armament on low-tier cruisers.
- Long-range guns with great armor-piercing potential.



## PAN-ASIA

Available in the Tech Tree:



### Features:

- Unconventional deepwater torpedoes.
- Improved “Smoke Generator” consumable (4 standard charges and 5 for the Premium version).
- The top-tier destroyer boasts the best concealment parameters among all nations.







## BATTLE TYPES

### CO-OP BATTLE

Team up with other players and fight against a team of bots. Polish your naval skills, master coordinated combat manoeuvres or test your newly acquired warships on AI-controlled opponents!

A team of players battle against an all bot team in an 8 vs. 8 format. Your primary goal is to destroy all enemy warships or capture the base/key areas.



### RANDOM BATTLE

This is where the real fun begins – a classic PvP-style battle that puts your combat skills to the test!

Random Battle features two teams with a maximum 12 warships each. The main objective is to capture the base/key areas or destroy all enemy ships. The players are selected according to the type and tier of warships in the queue.







## SCENARIOS

This battle type embodies the next stage of evolution for Co-op Battles in World of Warships. In Scenarios, you take part in epic naval operations, each offering a unique set of tasks, like saving onshore installations, escorting support vessels, or protecting allies in distress.

Scenarios are conducted with teams of seven players facing waves of AI opponents. This battle type is for Tier V and VI ships only, and becomes available once you reach Service Record level 8.



## RANKED BATTLE

Tired of looking for worthy opponents? Here is your ticket to the World of Warships pantheon of the elite.

Get into a team of seven highly motivated players and square off against opponents who are matched to your skill level. You will start at the lowest Rank and progress by securing victories and gaining Stars.







## CLAN BATTLES



Think you've tried it all? Be ready to bring out your game face for Clan Battles – the clash of the naval titans! To participate, you need to join or create your own clan. Clan Battles are played with Tier X ships in the 7 vs. 7 format, with each team having only one battleship and no carriers.

Win Clan Battles, earn Oil and develop your Naval Base to increase your permanent economic bonuses, and fight for the top positions in the Leaderboard.



## IN-GAME ECONOMY

### ★ EXPERIENCE

Nearly everything you do on the battlefield – destroying enemy warships, assisting your teammates, capturing bases/key areas, etc. – earns you experience points (XP). Experience is used for researching modules, mastering Commander skills and unlocking new ships.

### ★ FREE EXPERIENCE

For successful actions in battle, you also receive a small amount of Free Experience (Free XP) that can be used to research any ship or module in the game. Experience earned on Elite and Premium ships can be converted to Free XP.

### ★ ELITE COMMANDER XP

After a Commander has reached the maximum rank, all subsequent XP earned by this Commander becomes Elite Commander XP. Elite Commander XP can be used to promote/retrain other Commanders or reset already mastered skills.



### 🪙 CREDITS

Credits are earned for participating in a battle and destroying or damaging enemy warships. Credits can be spent on ship maintenance, upgrades, new modules and warships to further advance in the game.

The amount of credits earned in each battle depends on the outcome and your individual contribution.

### 🪙 DOUBLOONS

Doubloons serve as an additional in-game currency that allows for a more comfortable gaming experience. You can use doubloons for purchasing Premium Account, Premium warships and consumables and recruiting a highly trained Commander. Doubloons can also buy additional slots in the port and convert experience to free experience.

You can purchase doubloons for real money and convert them into credits.







# SERVICE RECORD

World of Warships utilizes a unique player levelling system designed to help newcomers smoothly submerge into the complexity of the game mechanics.

You start at level one and are only able to play Co-op Battles against bots at this point.



NEW LEVEL

3

AccountName

716 / 1 250 (until the next level: 534)

NEXT LEVEL Containers

1

2

3

4

5

6

7

8

9

10

11

12 >

WATCH THE VIDEO

Reward for reaching this level

ISSUED

Random Battles

Fight against real players. The matchmaker will create teams randomly. Available in the battle type selection menu.

The more battles you fight and the more experience you earn, the faster you gain access to new in-game features and bonuses, such as alternative battle types, Free XP, Commander skills, credit bonuses, ship upgrades and a host of other things. To check the current state of your Service Record, click **PROFILE**.





IN ACTION

BATTLE!

No time to spare, salty action and explosions galore await!

BATTLE!

Co-op Battle ...

SELECT A BATTLE TYPE



Step 3  
Action stations!

Step 1  
Select your warship.

Step 2  
Select a battle type.







LOADING SCREEN

The main goal of the game is to accomplish a team objective or destroy all enemy ships. However, it is almost impossible to achieve these goals without proper teamwork.

That's why every ship should play her role on the battlefield and contribute to the overall success of the team.

Mission

The team objective and the role of your ship is indicated on the **MISSION** tab of the loading screen prior to a battle.

Team Members

The rosters of allies and enemies are shown on the **TEAM MEMBERS** tab of the loading screen. Inspect them carefully and tailor your tactics to strike in full force on the battlefield.

To gage your strengths and weaknesses, you can compare your ship with any other from the allied or enemy team.

To make a comparison based on key combat characteristics:

- 1. Select **Show my ship**.
- 2. Point to the ship for comparison.

My team				Enemies			
1		V Bogue	○	•	Bogue V		Gracie
2		VI Fuso	•	•	Zuiho V		Smalls
3		V New York	•	•	New Mexico VI		non-Hull 10
4		V Kongo	•	•	Kongo V		Toucan
5		IV Wyoming	○	•	Wyoming IV		Shifter
6		VI Cleveland	•	•	Myogi IV		graby
7		V Omaha	•	•	Cleveland VI		Genie 1
8		V Murmansk	•	•	Omaha V		Nesca 1
9		IV Phoenix	•	•	Omaha V		Nesca 1
10		IV Kuma	•	•	Gremyashchy V		semichip
11		IV Isokaze	•	•	Clemson IV		Academy
12		IV Isokaze	○	•	Isokaze IV		Trinity

SHIP COMPARISON

Place the cursor on another player's ship to compare her with your ship.

☒ Show my ship





BATTLE SCREEN

0

0

0

0

0

0

0

0

Team Lineups & Score

0:0

0

0

0

0

0

0

0

0

Warship Status

I Erie

8900/8900

W

FULL

3/4

1/2

1/4

STOP

FULL

S

Minimap

Ammunition & Consumables

1

2

3

4



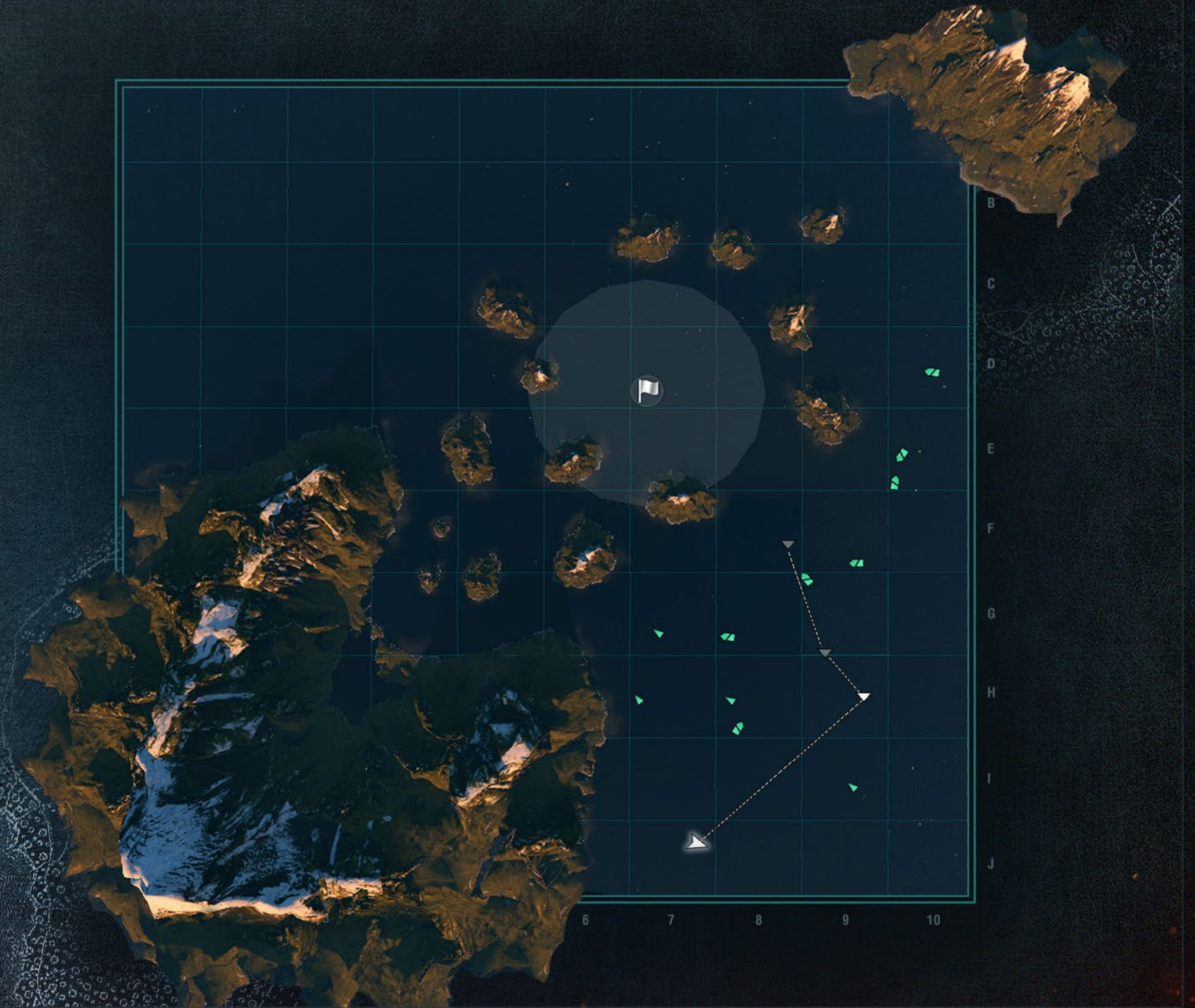


## TACTICAL MAP

Press **M** to bring up the tactical map.

This is the major playing field for all aircraft carriers, enabling them to tackle multiple tactical tasks and inflict heavy damage across several sectors at once.

You can also control your ship with the autopilot mode on the tactical map. By clicking any point on the map, you lay a course for your ship to automatically travel along. To set additional waypoints, hold **Shift** while clicking a spot on the map. You can set up to 5 waypoints.







GAME CONTROLS



Manoeuvring

- W** Speed up / Forward
- S** Speed down / Back
- A** Turn left
- D** Turn right

Aiming and Firing

- Move your mouse to rotate the ship's guns.
- Click to fire a single shot.
- Double-click for a main battery salvo.
- Click and hold for sequential fire.
- Click the scroll wheel to fire and follow the shells with the camera.

Camera and Help

- Shift** Binocular View
- M** Tactical map
- F1** Help menu









BINOCULAR VIEW


Press **Shift** or use the scroll wheel to switch to Binocular View.


You can hold down the right mouse button to look around without rotating your ship's guns. Use the reticle to aim at the target.


Main Battery Status


Ready


1

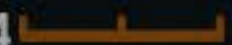
Reloading


2  
-4.95


Aiming at the target

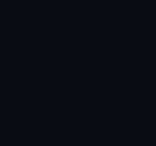
3


Unable to aim at the target

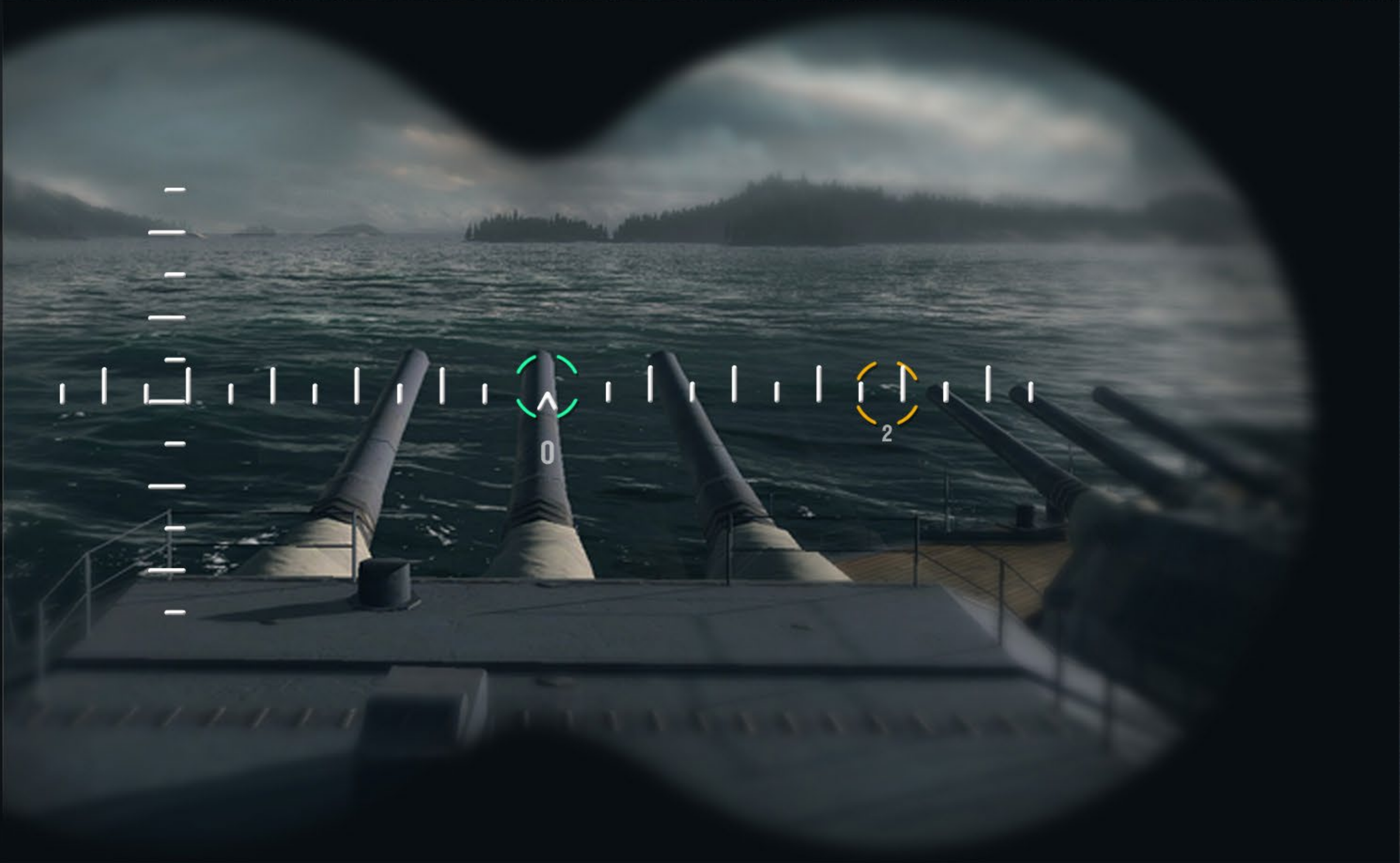
4

Disabled and under repair

5  
-15

Destroyed

5







## TORPEDO LAUNCH

A torpedo is a powerful underwater projectile that can easily cause flooding on the enemy ship it hits. Not all of the ships are equipped with torpedo tubes.

### Torpedo Controls

Press **3** to select the torpedo launcher.

Press **3** again to change the width of the torpedo spread.

Press **X** to calculate the target lead.

### Torpedo Launcher Status



Ready to fire



Reloading



Aiming at the target



The effective range of torpedoes is limited by the minimum and maximum firing distance. Take this into account when planning a torpedo attack.







## BATTLE OUTCOME

Do your best to help the team accomplish battle missions.  
Your efforts are never wasted and are rewarded every game.



### Credits

- Repair warships
- Purchase consumables and camouflage
- Buy upgrades, modules and new ships



### XP

- Research modules for the selected ship
- Master Commander skills
- Unlock new ships in the tech tree
- Move through the Service Record levels



### Elite Commander XP

- Unlock a new Skill level for any non-Elite Commander
- Retrain Commanders, when assigned to a different ship
- Reset all skills mastered by a Commander
- Convert into Free XP using Doubloons



### Free XP

- Unlock any ships in the tech tree
- Research any modules
- Promote any Commander that hasn't reached the highest rank
- Retrain any Commander, when assigned to a different ship
- Reset all skills mastered by a Commander



Elite Commander XP can be accumulated and spent only after the designated Commander reaches the highest rank with 19 Skill points.





## Achievements

Achievements are mostly awarded for exceptional battle effectiveness. Along with achievements you also earn Signals – special flags to decorate your ship and enhance her battle performance or profitability.



## Battle Performance

Your success in various battle activities is indicated by ribbons awarded while battling in real-time and in post-battle results. The ribbons are vital and not just for bragging rights; they help you realize exactly how you are supporting the overall battle efforts.



## Missions & Challenges

Complete various combat missions and challenges to receive additional rewards. You can get new consumables, upgrades, signals, and even a brand new ship just for playing the game!



## Containers

Collect containers by earning XP in battles during the day. Inside containers you can find all kinds of treats: from credits and consumables up to rare rewards like premium ships. You can collect up to three containers a day.



## Campaigns

Campaigns are a set of special missions which you need to accomplish one by one on your way to the ultimate reward. Each mission consists of a number of tasks to pursue in order to continue overall progression. Completing each task awards credits, Free XP, flags, etc., whilst accomplishing a mission grants even heftier profit. And of course, there will be a big reward awaiting all brave and persistent Captains for completing the entire Campaign!





## PERFORMANCE ENHANCEMENT

Enhancements allow you to fine-tune a ship to better suit your playing style. Moreover, well-chosen enhancements can neutralize weaknesses of your ship and intensify her strengths.



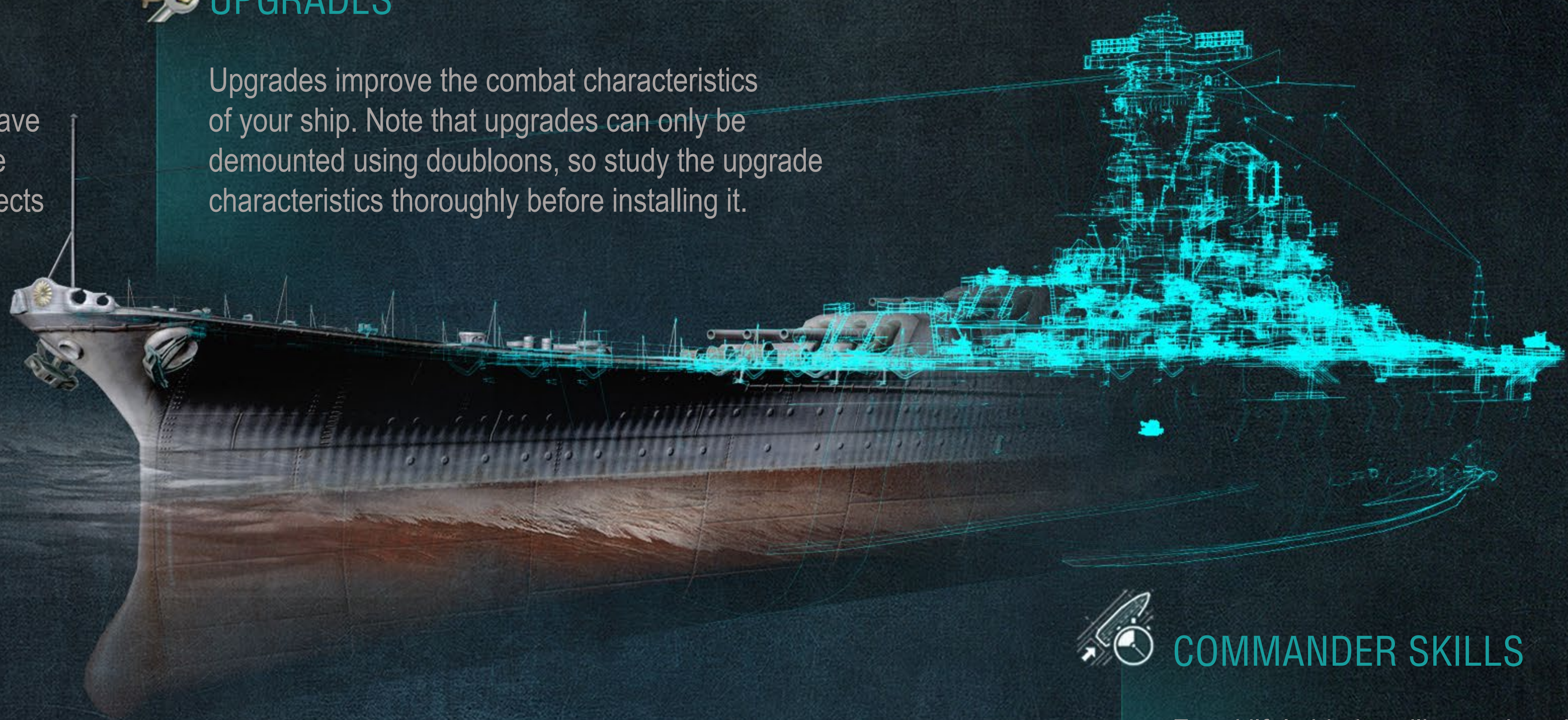
### MODULES

Modules are the backbone of a ship, the integral parts that have a significant effect on her battle performance. Each module affects the ship's combat capability in its own way.



### UPGRADES

Upgrades improve the combat characteristics of your ship. Note that upgrades can only be demounted using doubloons, so study the upgrade characteristics thoroughly before installing it.



### COMMANDER SKILLS

For skilful ship handling and positive outcomes, Commanders receive special points that enable them to choose and master skills, which improve ship parameters and present additional gameplay capabilities.



Permanent enhancements are only acquired once and have an effect in all future battles.





## AMMUNITION

Shells and torpedoes are your main weapon against any adversary. However, tread carefully when selecting an ammo type, as each is designed with a specific purpose in mind.



## CONSUMABLES

Consumables impart your ship with small yet often life-saving advantages and improve her combat qualities after activation.



## SIGNALS

Signals consist of one or more signal flags and are designed to not only decorate a ship, but also tweak her battle performance or profitability.



## CAMOUFLAGES

Camouflages reduce ship detectability during the battle or decrease the accuracy of the enemy aiming at your ship.



Renewable enhancements are only effective for one battle. You can enable auto-resupply to keep the enhancements in future battles.

RENEWABLE







## PREMIUM ACCOUNT

World of Warships is a massive game with a huge variety of iconic ships, tactical diversity and adrenalin-pumping action.

Persevering and constantly improving combat skills will eventually pay off, allowing you to upgrade and buy ships of any type and tier. However, if you are looking for a quicker way to advance in the game, then Premium Account is a safe bet.

Premium account advantages:

**+ 50%**

- ▶ Experience per battle
- ▶ Commander experience per battle
- ▶ Credits earned per battle, as well as a cleaner, nicer-looking port

You can buy Premium Account for one day, three days, a week, a month (30 days), half a year (180 days) or a year (360 days).





## TEAMING UP & CHATTING

### TEAMING UP

An important part of the World of Warships experience is the ability to battle alongside your friends against enemy forces. Playing with friends offers a ton of tactical advantages and considerably impacts the gameplay.

When playing together as a unit, called a Division, you can let your inner strategic genius thrive by carrying out better coordinated attacks, provide a heavy volume of covering fire and generally have more fun.



There are two types of divisions: regular and dynamic. The former created in the Port, while the latter allow you to team up with fellow players in battle.


 Division consists of up to three players.

### CHATTING

You have several means at your disposal for communicating with your friends:

- General Chat
- Group Channel
- Division Chat
- Battle Chat




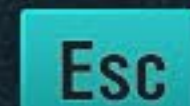
#### In Port

Click  (**Contacts**) in the lower left corner to initiate a private conversation with another player or join/create a group Channel.

Division chat appears right after you have created or joined a Division.

#### In Battle

##### Chat controls:

- |   |                  |
|---|------------------|
|  | Activate chat    |
|  | Send message     |
|  | Select recipient |
|  | Exit chat mode   |





**WARGAMING.NET**

LET'S BATTLE

