

zebedee's Navy jottings

Disclaimer

This document is intended to communicate some of the things that I have come across whilst playing Navy in KnC. It is not a training guide although it may get you to Admiral quicker by avoiding some of the obviously dumb things I've done. Some of the thoughts are intended for HC and WC as a guide to handling Navy. These jottings are in no particular order and are not meant to be followed in sequence.

The game changes from age to age so I can only guarantee the notes are correct on the day I made them. Finally if you do something based on these thoughts and you get killed, don't complain to me, its up to you to use your own tactics in any given situation. The non use, or absence, of your brain in those circumstances is not my problem.

If you disagree with anything here or you want to make an addition I can be contacted via a PM on the forum. I don't guarantee to reply to anything.

Jottings

1. Don't get too attached to any ship, all ships are disposable. If you end up half way across the world from your SOTL, sell it and build another. The time and effort involved in retrieving it will damage your country far more than selling it and building a big ship somewhere else.
2. Only train till you get to Senior Post Captain, after that if you need gold then do a raid on an enemy city. Even the dumbest Snr. Post should be able to build a fleet capable of taking out a 1 fortress city which should keep you in gold for a day or so. To get more XP for your crews shoot enemy ships.
3. Help junior officers. Training with a Frigate will generate gold and experience fast than training with a smaller ship. At Snr. Post or above take a junior officer and his ship with a frigate of yours. Use your frigate to disable a pirate frigate and the junior officer's ship to capture it. The junior officer will now have his own frigate and you will have someone who will add their ship when asked. It gives you a stronger fleet without the expense of using your own ship and crew.
4. HC/WC should not set times for sea born operations before you know what the wind will be doing. It is no use setting a HC message at 22:00 saying you are going to war tomorrow at 12:00 if it involves a transport. There is nothing more demoralising than waiting for a war that doesn't happen, do it enough times and you will lose your activity.
5. Make sure you can get where you want to go in 3 ticks. Getting caught in a 6.5 storm can sink a ship with 100% sails with no warning.
6. If your fleet is caught in a storm and it looks like you will sink, sell any ship you are not on. It makes it easier to rebuild that way.
7. At Snr. Post and above always make sure you have enough gold for a Frigate and a Brig. Starting with this as a minimum fleet you can rebuild very rapidly.
8. The saving of healing turns for a duke account means that a it is very good value for money. If you have enough real world cash buy a duke account, or if you don't then buy a duke account. Just to make sure you get the point, buy a duke account.
9. Communication is important make sure you have an IRC client and know how to get onto your country's channel.
10. Talk to other navy commanders about joint bombardments of coastal armies. If you all arrive at the same tick, the strongest fleet can take out the forts and subsequent waves of ships can bombard the officers. Sitting in a coastal city and being bombarded is unpleasant if you are a land officer.

11. Finding 36 gun pirates is not difficult. For those too lazy or inexperienced to look, start a "Pirate 36s" Thread in "Your Country" and post your sightings to it.
12. "Navy Sucks" or words to that effect are always heard in KnC, usually from people who have a fear of thinking.
13. When planning an invasion in HC/WC, get your navy there first. Its no use spending 2 or 3 ticks to cross an ocean just to find the transport is sunk a square or two from where you planned to attack.
14. Talk to navy in allied countries, you may not be able to attack a particular target on your own but with the help of allied fleets it may be possible.
15. "Navy City Attacks" is a good place to find SOTL to capture/kill. If you look for single fleet attacks on a city, you will always find an injured fleet at the end. If its close go get it.
16. Make sure you always have a home town when you capture, because your existing home town can disappear if it is taken in a war. If you capture a ship, it then has no home town to go to, and ends up floating with no crew and no captain in the middle of the ocean. If in that battle you have the misfortune to be sunk, you may end up in a Port the other side of the world too far away to do anything but sell the captured ship.
17. Don't always look to protect your ships, losing 5 captured pirate frigates to sink/capture 2 SOTL is a good exchange. It will appear as a loss in the stats but will help your country far more than escaping the battle and preserving your ships.
18. The rule that you use your strongest ship against the strongest enemy doesn't always follow especially when transports are being escorted.
19. Try not to make enemies. A good number of the people playing are children and you may find yourself genuinely hated with all the intensity of youth. I've seen a case where the only ammunition used by an attacking commander was grape shot purely to kill a particular commander in game.
20. Remember its 1 powder to 10 balls/grapeshot/chainshot, getting it the wrong way around could have unfortunate consequences.
21. Try to be on the strongest ship in your fleet, getting bounced back to your home port whilst the rest of your fleet is left floating unattended can get the remaining ships captured or sunk.
22. If you are planning a fleet action, before going into battle make a port close to the intended action your home port. If you get sunk you don't have that far to travel to pick up the rest of your fleet.
23. Don't always move at the tick. If you move at say :20 or :50 you will find ships that are out of moves everywhere simply because people are impatient and move when they have the moves. Waiting also give you the moves to run when you have to if something nasty turns up.
24. A fleet of 5 SOTL will be too strong to find battles in a lot of cases, but a fleet of 5 schooners will often find plenty of action.
25. Gun crew take longer to train than sailors, if you put more than 1 crew for every 2 guns the extras get experience for every battle too.
26. I still haven't found a use for corvettes.
27. If you get sunk you don't return to your home port. You return to the last port your officer touched land. That means where you hit "Disembark" and then "Embark"
28. Its probably not a good idea to try it, but I have survived with sails down to 15% running with the wind in a 4.5 storm.
29. If you can't crew a ship don't build it.
30. Don't moan if you lose an Admiral rank because someone has more fleet points, go out and get enough fleet points to get Admiral back.

31. Don't be afraid to speak your mind on navy matters to your HC if you think they don't understand the Navy side of the game. Do it on IRC if possible and not on the ingame forum. Please be constructive. (*Decatur*)
32. The concepts most forgotten by land based HC members are:-
 1. Wind speed and direction and their effects on transports
 2. SOTLS do have a limited number of hull points and can be sunk in lopsided city attacks.
Being told to attack a 5 fort city with 1 SOTL or sailing a SF directly into the teeth of 4/5 storm calls for a tactful negative response. (*Decatur*)
33. Be the navy voice of reason in your nation, the fleet you save may be your own. (*Decatur*)
34. If you become the transport expert in your nation after promoting to Sr Post, you will find many combat opportunities. (*Decatur*)
35. Configure an escort fleet for your transport that is powerful but still below the 0.7 attack threshold for a 28 gun frigate. 2 sloops, a clipper and 2 transports is a configuration that will drive opposing fleets nuts. (*Decatur*)
36. Don't be afraid to attack first while commanding a tranny escort fleet. (*Decatur*)
37. If you need a transport expert in your nation, find an ex-pirate. (*Decatur*)

Acknowledgements

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