

A guide to World of Warships currencies.

Preface

I have seen a lot of people make questions about doubloons, conversion, FXP and so on, and despite being a DD main I have grinded every single line on this game and own multiple freemiums and so on. So I decided once again to help people by making this quick guide to your resources, how plentiful they are and the best ways to spend them either as a new or an old player.

Experience Resources

Ship XP

What is it?

Ship XP is the first resource you will be introduced to. This resource is the amount of **Experience Points** for a particular ship you own.

Ship XP is also used to **progress your daily container rewards**. Every set amount of thresholds you will earn a container of your choice, up to 3 can be earned this way.

How to earn?

You can earn Ship XP by playing a ship and scoring points in battle by doing damage, capturing, taking hits etc. **You can only earn Ship XP for the ship you are playing.**

Ship XP is calculated by the **Base XP** you earn from a game, this is the number that shows on the team scoreboard, not on the match end screen.

Since ship XP is used for the **daily containers**, it's not a bad idea to use some XP boosters if you can't play that much that day so you don't miss on coal.

The thresholds are 2K XP, 12.5K XP and 37K XP.

How to spend?

You can spend Ship XP to unlock **modules** for this ship (aka upgrades, terrible wording by Wargaming) and increase it's combat efficiency. Usually only **tech tree** ships can unlock modules as premiums already come in their top configuration or have optional modules.

If you have enough Ship XP, you can unlock the next ship in the tech tree, be aware that some ships need **specific modules** to be researched first before unlocking the next one, usually the hull.

Recommended uses

Ship XP is only good for unlocking ships and modules.

Where not to spend

You can use **doubloons** to convert Ship XP into *Free XP*. **This is not recommended, please don't waste your doubloons.**

How can I earn more?

You can increase your Ship XP by performing well in a battle and getting more base XP. You can also increment your income for Ship XP by installing a **bonus package**. Depending on the tier, you might get +10%, +50% or even +100% extra XP per game.

You can also use **economic modifiers** which will boost your XP on top of those mentioned above.

Free XP

What is it?

A separate pool from your Ship XP that you can use either as Ship XP for any ship you own or to exchange for different resources, albeit a bit indirectly (See Research Bureau) or as Captain XP.

Ship XP also plays a role in the **Research Bureau**.

How to earn?

Free XP is calculated as 10% of the **Base XP** you earned for the current game. That means if you scored 2000 XP and your Ship XP modifiers boost that to 6000 XP, your Free XP without any modifiers becomes 200 FXP.

How to spend?

Every time you want to use Ship XP for either a new ship or a module, if you don't have enough, a prompt will ask you if you want to use Free XP. **This prompt will always appear as if you had enough Ship XP, so double check every time you will unlock a new ship or module!!**

Recommended uses

Use Free XP to unlock upgraded modules, this will allow you to always play tech tree ships in their optimal configuration.

Alternatively if you are a fairly experienced player and you have unlocked **The Research Bureau** you can use FXP to reset the Harugumo line (or another cheap line) and use FXP to stack the seasonal bonuses.

Where not to spend

If you are a new player **do not skip lines**. Meaning if you have a T6 ship and you are 50k Ship XP short of the next ship (A T7), please don't waste your XP, you will need the experience both from playing the T6 ship and Free XP is best used to unlock upgraded modules, as some stock ships (ships without any upgraded modules) are very hard to play and are basically playing the same ship you wanted to skip but at a tier higher.

Avoid spending FXP to convert into **Captain XP** as captain XP is earned at x10 times the amount compared to FXP. (XP -> CXP is 100%, XP -> FXP is 10%, even with full bonuses you get more CXP than FXP)

How can I earn more?

Increasing your battle performance to get more base XP increases Free XP. You can also apply **bonus packages** and **economic bonuses** to earn more.

You can use **Premium ships** which have a baked in bonus package with a bonus to Free XP to earn more than with tech tree ships. The higher the tier both the larger the amount of base XP you can earn and the better the multiplier that comes in their bonus package.

You can also convert **Ship XP** from multiple ships to Free XP with **doubloons**, however, doubloons are hard to come by and the rate at which the conversion is made is quite terrible so avoid doing this.

Commander XP

What is it?

Commander XP or CXP is used to level up captains from **Level 0 up to Level 21**. Every level a captain earns a single **Commander Point** which are used to learn skills that will improve or change your ship in a significant way.

Elite Captain XP is earned from the CXP a **Level 21 Commander** earns or 5% from a regular Commander

How to earn?

CXP is received at a rate of 1:1 from **Base XP**. Which means without any bonuses if you earn 1000 BXP you earn 1000 CXP.

Elite Commander XP is only earned from **Level 21 Commanders** which maybe from ships you own or from event ships (which are then removed from your account but you keep the ECXP)

You can also earn ECXP from any commander as 5% of what that commander earned that game.

Remember you can put your tech tree captains into your premium ships free of charge and retraining.

By dismissing commanders , you can spend a certain amount of credits to convert some of the CXP into ECXP , using credits you can get up to 25% of the ECXP and with dubs, the full amount.

You can also convert FXP into ECXP at a rate of 1:1 but it's a terrible idea considering FXP is harder to obtain.

How to spend?

Captain XP is automatically added to the commander and once it levels up, it gains 1 point to spend on commander skills, you don't need to use that point as soon as it unlocks, you can (and you will need) to save those points to pick 2,3 and 4 point skills.

You can use ECXP in the Commander Skill Select screen to boost the commander to a higher level (It is a flat level increase, you can only spend the amount needed for the next level) or to retrain him (like above, you can only spend the required amount for retraining).

A commander on **Retraining** is a captain that was moved from a **tech tree** ship to another tech tree ship and needs to earn a significant amount of CXP to finish retraining. While on retraining most commander Skills are inactive or have their effects halved if they are commanding a tech tree ship and all of their CXP is used to level up the retraining so they earn no levels. They can move freely between **Premium Ships** and have no penalty but all their CXP earned will still go for retraining.

Finally ECXP is used to reset Commander Skills, you get all the points back and none of the skills are chosen, allowing you to select again if you were not comfortable with your previous selection. Cost scales with Commander Level.

Recommended uses

Since CXP is added automatically, the best use for ECXP depends on the amount of Level 21 Captains you own.

If you own a single commander with a high level, focus on only using your ECXP to retrain if you own no premium ships of that nation, otherwise use it to boost your captain to Level 21 but only if he is on a tech tree ship you will play a lot without moving him, preferably a tier 10 ship.

If you own multiple Level 21 commanders already, you can be more liberal with your ECXP usage, mostly you will use it to avoid retraining on high level captains and from time to time boost some captains to level 10 or 16.

If you really need to reset a commander, use ECXP .

Where not to spend

Avoid using ECXP to boost Level 0-9 commanders to Level 10, those levels are grinded quite fast and you can buy Level 6 commanders for a couple of **credits**.

While it's not bad to not follow the guidelines in the section above, as both benefit you, avoid leveling up a commander to 21 points if you have a low amount of ECXP and if you are still not at T10 on that line, because retraining commander get more expensive with the higher their level.

How can I earn more?

Very much like Ship XP, Commander XP can get its own Economic bonuses and bonus Packages. It's a lot easier to get more of it because unlike FXP, you get 100% out from your base XP.

Alternatively play a lot of special events like the Halloween ones or the Star Trek one which have Level 21 commander for use on their event-specific ships, as such you will earn directly Free Captain XP.

Permanent Resources

Credits

What is it?

Credits are awarded to players when a game ends. They are used to buy tech tree ships and modules, along many other things.

How to earn?

You earn credits at the end of every battle. Since ships have a fixed fee + ammunition cost, you might earn less of what is said at the Game End screen, check the 4th tab on the right for more information on your credit balance at the end of the game.

Credits are rewarded for the amount of % damage you deal to enemy ships.

How to spend?

Credits are spent automatically every time you finish a game, ships have a fixed resupply and repair cost. **You can't modify this cost in battle.** If your ship didn't take any damage or if you got sunk, the cost will be the same.

There is also a cost for every armament you fired but this cost is mostly irrelevant, fire at will.

Credits are also used to buy new tech tree ships and to buy upgraded modules.

You can also buy upgrades for your ships, these come in up to 6 slots and each slots have an upgrade with rising costs, starting from 250k to 3 million credits. These are different from modules because premium ships come with none equipped and you can buy for them.

You can also use credits to buy **Combat Flags**, these flags offer combat bonuses to any ships you equip them to. Buy them at the armory or set them to auto-resupply.

Finally you can use them to buy **Camouflages**, these offer no tactical advantage whatsoever but are tied to customization.

Recommended uses

Use credits solely to buy new tech tree ships, upgrade modules, upgrades and only buy flags for use in **Ranked** mode.

Where not to spend

Avoid spending them on camouflages if you are a new player as these are sometimes as expensive as a T8 or T9 ship.

How can I earn more?

By doing more damage to low maximum HP and higher tier ships you can earn many credits.

Economic bonuses and bonus package exist to boost your credit income, plus **Premium Ships** besides including a bonus package, have a **baked in credits bonus**. The higher the tier, the better the bonus, though T9 premium ships have the best bonus.

Finally, **Premium Ships** have a halved resupply cost.

Doubloons

What is it?

Doubloons are the **Premium Currency** for World of Warships.

These are mainly used to buy premium ships, premium time, loot boxes, bundles and so on.

How to earn?

You can buy them in the premium shop for real money. There are bundles which include credits and Premium Time or you can buy any amount you specify.

You can earn a steady amount of doubloons by playing **Ranked Battle**, starting from the Bronze league, at 12 and 15 wins you will get 200 doubloons, plus 200 more for ranking out and 200 additional ones in silver or 200 in gold **every two weeks** for an almost total of 600 from Bronze, 1000 silver and 1400 in gold (assuming you reach rank 1 every time)

You can also earn them from specific containers most of which have a low chance of giving out doubloons.

Finally you can get doubloons as compensation for some premium containers that give ships if you own all the ships in the container.

How to spend?

There are multiple ways to spend doubloons.

Inside the armory you can exchange them for premium ships, premium containers, bundles, special items and dockyard phases.

On the port you can exchange **Ship XP** to **Free XP** using **doubloons** but this is not recommended, you can also turn doubloons into credits which is also not recommended.

On the equipment and exterior tab, you can buy permanent camouflages for doubloons and resupply signal flags with doubloons.

You can also demount upgrades for 25 doubloons instead of selling them (they are always sold at a 50% credit loss and **Unique Upgrades** and **Special Upgrades** are very hard to get back)

In port you can buy Premium Time for doubloons.

Also in port in the **Battle Pass** section you can use 2500 doubloons to unlock the premium track of the pass, this one besides the many economic rewards may include other resources, special camos and premium ships (Usually T5-T7 ships)

Finally you can use doubloons to buy port slots if you don't have any remaining when you buy a new ship (A prompt will appear) or use doubloons to fully retrain a captain or use them to buy a 10 point captain, those are not recommended.

Recommended uses

Use your doubloons exclusively to buy premium ships or permanent camouflages (not the ones at the bottom with basic patterns, these can be bought for credits instead if you really want them) but be aware permanent camouflages offer nothing but a customization option.

Every 6 months a single 25% off coupon for doubloon ships is renewed, you can't stack it so use it in 6 months or lose it.

During December you are given 4 coupons that expire in 2 weeks. These are for doubloon ships and go for 10%, 15%, 20% and 25% off.

During November the Black Friday event is live, a lot of special ships denoted **Ship B** will be sold at a flat 25% discount, this is the same discount the 6 month coupon gives.

Only buy removed premiums, those include Massachusetts, Alaska, Jean Bart and Asashio.

The other ships are almost always available and if you buy a Black ship, there is a chance its regular version might drop from **Supercontainers**.

If you own any Special or Unique upgrades, use doubloons to not sell them as some of these can be hard to come by.

In the armory you can find **Seasoned Commanders** which have some added in bonuses to their skills, it's not a bad idea to buy some of these. They are represented in the armory with a Star★ next to their name and cost 1500 doubloons.

My recommendations:

USA: Doe Brothers. Both get enhanced Grease the Gears and Gun Feeder, good for heavy cruisers and BBs.

IJN: Suzuki brothers. Enhanced Survivability Expert, good for any class. Enhanced Emergency Repair Specialist, it's good on any ship as well.

UK: David Beatty: Grease the Gears, Consumable Specialist, Consumable Enhancements, almost good on any class.

France: Charles-Henri Honoré. Enhanced Adrenaline Rush and Grease the Gears, good for any class.

Pan Asia: Róng brothers: Enhanced Demolition Expert and Survivability Expert, just amazing for CLs.

Dutch: Ruyter brothers: Enhanced Demolition Expert and Focus Fire Training makes them good for both lines of cruisers.

You can get only two of each seasoned commander with a corresponding brother you can get with **coal**.

When a Dockyard is available you can use doubloons to buy Dockyard stages, before completing enough missions to get to Stage 2, you can buy the starter packs, one is cheap and offers you like a 30% discount per phase to buy enough phases to earn the rest of the Dockyard rewards (including the ship) for free! The second bundle is more expensive and gives you usually 10 stages to either get the ship faster or to stop grinding the later stages.

After that you can buy individual dockyard stages but this is not recommended unless you are close to completing the ship.

You can use them to buy random, consecutive or admiral bundles but some of these are very expensive or involve gambling, so I highly suggest staying away from these.

Where not to spend

Avoid using doubloons to convert **Ship XP** into **FXP**, the rate is incredibly bad, also avoid using them to convert to credits.

Avoid demounting upgrades that are bought with credits, as those credits can be earned back easily and buy the upgrade instead.

Avoid buying commander slots, here is a **fast tip to get more commander slots for free**: when your reserve is full (you can recruit lvl0 commanders) if you are about to get a commander from an event or the armory, **you will be given a slot for free**.

Avoid using doubloons to buy Port Slots, while these don't come as often as I'd like, consider selling a tech tree ship you won't play anymore to make space for new ships.

Do not use doubloons to retrain captains, reset their skills or to buy 10 point captains (in the captain recruitment screen) as all of these can be done with FCXP.

Do not buy the permanent version of the standard camouflages, if you want these so badly, use credits as credits are easier to come by.

Don't buy premium time, there are multiple ways to get free premium time (in tiny amounts though)

Do not buy the Premium Containers, most of these go for coal (in their non-premium version) and coal is way easier to get than doubloons.

Avoid the random bundles and special containers from events since it's gambling and I do not condone falling into WG predatory practices. **Spend with caution**.

How do I earn more?

By opening your wallet or playing constantly ranked.

During the game's anniversary and Christmas, Wargaming holds events which allow you to obtain **Supercontainers** and **Santa's Gift Containers** for free.

These have a chance of dropping Doubloons but to obtain them you need to have a large number of ships, preferably high tier ships which give more chances and tokens to exchange for such containers.

Every year there are multiple coupons on Doubloon items that get reset which you can take advantage of.

Every anniversary of you joining the game, it gives you a 25% off coupon to buy a bundle in the premium shop for real money.

Every year on your registered birthday, the game will give you a 100% cashback doubloon coupon, this means that on any purchase you make on the premium shop for real money, you get 100% back as doubloons.

Doubloons are very hard to come by if you don't spend a lot of money into the game, so please save them dearly, if you come into a dilemma whether to spend them or not, likely you are better off saving them.

Save your doubloons! Focus instead on getting a large number of them to buy high tier premium ships and dockyards.

Coal

What is it?

Coal is a resource you can get by choosing More Coal Containers. It's mainly used to buy special upgrades and premium ships.

How to earn?

Coal is earned through multiple ways.

You can choose from your daily containers the More Coal Containers. These have a guaranteed 400 coal delivery and a chance of an additional 400 and another 400 extra coal if you get lucky. This is the best value for your containers, because the Try Out Your Luck containers only give 1 reward and it can be only 300 coal.

You can get coal from **Brawls** missions, by playing a bunch of brawls you can earn coal in groups of 1k for a total delivery of 10k.

Finally every year during the Christmas event you can get small amounts of coal by playing or exchanging rewards for ships tier 5-7.

How to spend?

Coal is spent on the armory for multiple items.

You can exchange coal for **Premium Ships**, all from different tiers, every 6 months there is a coupon for **Coal/Steel** ships that gives a 25% discount, if you are still short of the best coal ships or not earning enough steel yet, you can try and use the coupon to get a coal ship or two.

Coal is also spent on **Special Upgrades** which boost some **consumables** effectiveness.

Flags are also available for those but since credits are easier to come by, use credits instead.

Recommended uses

Use them exclusively to get premium ships as you can get a lot of ships for free by just opening coal containers.

If you are a new player, I highly recommend to grind to tier 9 and get a Premium T9 ASAP so you get a decent credit farmer.

Suggestions for good T9s are Groningen, Azuma, Tulsa, Iwami and Kearsarge.

Special upgrades are also unique to this resource but if you are new don't get these yet unless you need it for a ship you really like, preferably a premium ship.

In the armory you can find **Seasoned Commanders** which have some added in bonuses to their skills, it's not a bad idea to buy some of these. They are represented in the armory with a Star★ next to their name and cost 35k coal.

My recommendations:

USA: Doe Brothers. Both get enhanced Grease the Gears and Gun Feeder, good for heavy cruisers and BBs.

IJN: Suzuki brothers. Enhanced Survivability Expert, good for any class. Enhanced Emergency Repair Specialist, it's good on any ship as well.

Pan Asia: Róng brothers: Enhanced Demolition Expert and Survivability Expert, just amazing for CLs.

Dutch: Ruyter brothers: Enhanced Demolition Expert and Focus Fire Training makes them good for both lines of cruisers.

You can get only two of each seasoned commander with a corresponding brother you can get with **doubloons**.

You can also buy **Unique Commanders**. These on top of enhanced skills have **special talents** which give powerful buffs, these go for 175k coal.

My recommendations for those are:

UK: Andrew Cunningham. He is good for any class because one of his talents give +1 consumable upon sinking two enemy ships.

Europe: Jerzy Świrski. He gets enhanced Adrenaline Rush which is good enough, but his talent which boosts torpedo reload speed for every 8 torpedo hits makes him a good pick on the Halland line and Jäger.

Günther Lütjens: A must have for secondary BBs, his talent boosts secondary battery reload.

Nikolay Kuznetsov: He is the most broken commander. His +1 consumables talent procs on First Blood and his second talent activates automatically when you are almost sunk.

Finally you can also purchase special collection containers that give **Unique Commanders** when completed or in some cases **Premium Ships**.

The best method to get those commanders is to buy the amount of elements you get per container that hypothetically would give you the complete collection without getting dupes. Open all then buy the remaining ones with the same method. Always counts your dupes and once your dupes give you enough elements to complete the collection, you stop.

The average amount of coal per collection varies a lot so feel free to look for them.

These are the collections that give commanders or ships, all of them recommended.

Battle of Paso de Patria: Joaquim Marques Lisboa (Pan America)

Finest Hour: Conrad Heilfrich (Dutch)

Battle of Somme: **IX Somme**

The Age of Sa Zhebing: Sa Zhebing (Pan Asia)

Italian Destroyers: **VI Leone**

Always Courageous: **V Oklahoma** (Not recommended)

Dunkirk: Bert Dunkirk (UK, Seasoned Commander, not unique, kind of expensive)

Resolute and Rapid: Luigi Sansonetti (Italy)

Vive la France: Jean-Jacques Honoré (French, Seasoned Commander, not unique, kind of expensive)

If you have an overstock of **coal** you can wait for the **Trade In** event and basically exchange **coal** (at a huge loss) for doubloons (doubloon ships)

Where not to spend

Avoid using coal to buy flags, credits are better for those.

How do I earn more?

Pick always the More Coal containers, it's the only guaranteed way to get coal daily. The other containers are mediocre at best.

Play brawls, lots of them, you get coal milestones for a specific number of victories (they don't need to be consecutively)

During Christmas, you get coal for every tier 5-7 ship you own.

Finally some events have some coal specific missions like the ones with the experimental ships.

Coalis one of the resources used in the Salvage for Victory events.

Steel

What is it?

Steel is a limited resource used almost only to get a special selection of steel ships.

How to earn?

Steel is rewarded by playing ranked battles, clan battles and through the Christmas event.

Battle pass gives Steel in both tracks, though it's usually not worth the doubloons to buy the premium track.

Dockyards can give extra steel if you buy a lot of phases, any excess "phases" you earn through missions give a bit of extra steel, not very recommended since you get so little (400).

How to spend?

Steel is spent at the armory on its own section tab.

You can also exchange steel for coal if you don't have enough coal but this is a terrible idea.

Steel is one of the resources used in the Salvage for Victory events.

Recommended uses

Use Steel exclusively to buy steel ships.

Every 6 months you get a single 25% off coupon for **Coal/Steel** ships, this is the best use of the coupon as you can save a lot of steel instead of coal, provided you can consistently earn 24k steel every 6 months.

Steel can also be used on the Will of Steel event to get new Steel ships, though they will be at a flat 30k-32k steel depending on the bundles with no chance to use the coupon.

Where not to spend

Don't exchange coal for steel, it will always be a terrible deal.

Steel can be used to buy a T10 Made of Steel + T10 Bonus Package but it's also a terrible idea.

How do I earn more?

Keep playing ranked, just by playing Bronze (Which is usually T6-T8) you can get 600 steel + an extra 200 for getting to rank 1.

Join a clan and get into Clan Battles, it's not always available but it's a good steel income to almost double your steel earnings.

Save your steel only for steel ships, and use the coupon to get a discount every 6 months.

Also if you are starting to get more credits, don't sell T8-T9 ships as they give steel in the Christmas Event.

Join a clan with bonuses to Steel income, you get like 10% extra steel but it really adds up.

Premium Time

What is it?

Premium Time are 24 hours that give premium time, this means you get 50% more XP, FXP, CXP and Credits per battle.

You can also activate an extra 3rd mission in the campaigns section.

How to earn?

You can buy premium time with real life money or doubloons.

Certain containers can give out Premium Times, usually Supercontainers, Santa's Gifts and Tactical Containers.

By completing collections you can get some premium time.

Battle pass and dockyards can give up to a week of premium time.

The newsletter gives 1 day of premium each patch cycle.

Finally by playing **Clan Battle** you can get up to 30 premium days.

How to spend?

Premium days are spent automatically **as soon as you acquire them and do not stop**. This means they get consumed even if you are not playing.

Premium Days are one of the resources used in the Salvage for Victory events.

Recommended uses

Where not to spend

It's impossible to stop or freeze Premium Time. You can choose when you activate it though, so activate when you are going to be able to play a lot.

How can I earn more?

Besides the methods listed above, near November/December there is a deal that gives 360 premium days for half the price, both in real money and doubloons.

Research Points

What is it?

A special resource obtained from resetting lines and grinding them back again.

Research Bureau is unlocked after Researching 3 tier 10 ships.

RP is one of the resources used in the Salvage for Victory events.

How to earn?

Navigate to the tech tree, go to the Tier 10 of a line you have fully researched and below it you will see the reset logo. Click on it to get the option to reset the line, ships (and upgrades) are sold and the line is reset to 0.

How to spend?

On the Research Bureau section of the armory.

Recommended uses

Use RP to get special premium ships.

If you have a tier 10 tech tree that you play so much, look into its Unique Upgrade (Or legendary module) to see if it's interesting to you. Then you can exchange it for RP.

Where not to spend

The Research Bureau section includes some bundles with flags, this is a really, really bad trade so avoid it.

Don't buy Unique Upgrades for ships you don't know or you are not sure if you will enjoy it. Also never sell UUs, instead demount them for Doubloons.

How do I earn more?

You can just reset a line you like and regrind it the normal way.

But if you have a lot of free XP and you don't use it often, every 3 months the RB will give a single X2 bonus for resetting a line. Most people use this to save on credits and unlock Harugumo, reset (no need to buy the ship) and repeat every 3 months, this is because the Harugumo line takes around 650k XP to research so it's the cheapest line by XP standards.

Community Tokens

What is it?

A resource obtained by various Community events and the Recruiting Station, spend on various items.

How to earn?

Play the PTS (Public Test Server) active for a couple days every patch to test new mechanics.

Invite new or returning players via the Recruiting Station, active recruits give you points every sunday depending on how many games they played.

Link your account to Twitch and watch streams to get drops which include Community Tokens.

Link your account to Discord and participate in various events.

How to spend?

Check the Naval Community in the armory.

On the top left part of the screen in your port click your name and click on Recruiting Station.

Recommended uses

The best use for these are the Premium T7 containers, these give a random Premium T7 ship you don't own, next are the T5 ones and next the Supercontainers to raise your pity.

You can then go for the camouflages which are special and then pick the T2-T4 containers.

On the Recruiting Station it's not a bad idea to pick the 5k containers, they have a low chance of giving you a T8 ship.

Finally you can buy some of the elements for the King of the Seas collection which upon completion, gives a T7 premium ship container.

Where not to spend

Avoid spending all the tokens in camouflages, especially since some are quite expensive.

It's not worth it to spend it on Signal Flags, credits are easier to come by.

How do I earn more?

Participate in those events! Check the portal, sometimes there are events going on that give some of those for free.

Temporary Resources Sinks

Some resources can be spent in temporary events and others ask you for a large amount of those.

Auctions

Auctions use a wide variety of resources but the most consistent one is the usage of credits to get Early Access Superships.

Granted it's been a while since the last auction or superships but if you are a new player I recommend to stay away from these.

Sometimes there will be special auctions to get coal for an absurd amount of credits or FXP for coal. I suggest to not get involved into those unless you know what you are doing.

Steel Will

An event centered around the usage of Steel.

You can get special camouflages for Steel Ships and usually they add a couple of new Steel ships, they go for their full price + an extra 2k which also gives a Made of Steel Camouflage.

You can't use your coupon on those new ships, unless WG adds an special coupon exclusive to the event.

As of writing this guide (July 2025) there is an upcoming Steel Will event that will sell **IX Valparaiso** for steel during December.

Salvage for Victory

A very unique event that will allow you to exchange **Premium Time, Coal, Steel** and **Research Points**, for ships and unique milestones.

The event works with a large meter that gets filled by pouring in resources, Coal and Premium Time not only are less valuable by filling slightly the meter but also they have a hard cap on how many you can use, both Steel and RP fill the bar faster and have no limit.

By clearing specific milestones for the meter you can get Premium Containers, Camouflages and even ships.

The last iteration of the event gave Kitakami as the final reward but included ships like Elli, Ferruccio and Defence.

Special Missions

On two occasions a set of missions on a Web Adventure unlocked the ability to exchange resources to get **IX Jäger** and **X Brisbane**.

You could buy an unlimited amount with Doubloons but you could also spend a little of your **Coal, Steel, Credits** and **Free XP** for a limited amount of those tokens.

Trade in

A special event which allows you to trade ships for Doubloon ships.

The ship you trade in is sold at ½ of its Doubloon value and this amount is discounted from the ship you plan to get, if your amount exceeds the value of the ship you want, you get it for free but you don't get back the remaining Doubloons.

Temporary Resources

Early Access Tokens

These are used to unlock Early access ships, usually you can get enough for free to unlock the T6, T7 or T8. To unlock the rest you will need to spend Doubloons.

This is not recommended.

Wishing Wharf Tokens

A random bundle type of rewards in which you purchase tokens to play the loot machine, you can usually get low value rewards but there is a low chance to “hit the jackpot” and get an event item (usually a ship)

There is a pity system but it's so stretched out you need to spend up to \$500 just to get a guaranteed item.

It's not recommended to spend into the Wishing Wharfs.

Event Tokens

Tokens for specific events that you can get for free by completing missions.

Usually they are used to unlock thematic camos or captains, but also on sequential bundles or random bundles that can have premium ships.

Once again you can buy more for doubloons but I highly discourage doing this because it's tied to random drops and those have very low rates.

Progress Bar Tokens

Tokens obtained for free that fill up a bar that contains rewards, these are not spend and you instead reach milestones to unlock rewards.

These come included in bundles with other stuff for doubloons or for real money and once again, it's not worth getting more.

Web Event Tokens

These are obtained through completing web events which give you these or you can use doubloons again for random bundles or direct purchase.

Not recommended to spend into those.