

World of Warships New Player Guide

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First steps for New and Returning Players

These are intended to maximise in-game benefits rather than for learning the game.

1. (new accounts only) When creating your account (or shortly afterwards), use the code 'xvoyage' ([link for EU](#), [link for NA](#), [link for Asia](#)). If that doesn't work, 'ImpactForce' might.
2. Use a referral code if you can. Ask a friend, or use these, depending on your server: [NA](#), [EU](#), [Asia](#). It gives you 14 days of premium time and a very good tier 6 ship when you reach tier 6. It works if you haven't played 30 games, or if you haven't played a game for 90 days; it gives you a grace period where you can activate it. This also stacks with step 1.
3. Work through [this website](#) to claim active bonus codes. Set your birthday to December 28th by following [these instructions](#).

When you are in game, you should do the following:

1. Press the + key several times to make your minimap as big as possible. You should be looking at the minimap a lot.
2. Go into settings and enable advanced damage counters.

The Ship Lines to learn with

The normal naming convention is to use the tier ten to name the line, and I will follow that throughout this document.

My recommendation for a new player is to work your way up the Yamato (Japanese Battleship line) to start with. But I would recommend trying all other lines; my default recommendation is to get to tier6, and then branch out into other branches. My recommended lines are:

- For destroyers (DDs): Gearing (torp) and Harugumo(gun)
- For Cruisers (CA/CL): Nevsky or Castilla
- For Battleships and Battlecruisers (BBs): Yamato, Montana
- For Submarines: Balao or U-2501
- Aircraft Carriers (CV): Midway (American)

Following this, I would farm your way to tier 5. Then continue with this guide. The game changes significantly at tier 5 (and to a lesser extent at tier 8), so most mechanics do not really matter

until then. Just remember to always pick coal containers when you unlock them. Please remember, there is no 'best' ship; it depends on which playstyle you enjoy the most.

Use [Yurra's guides](#) to look up the playstyle for any line you are interested in.

How the economy works

There are multiple different forms of currency in WoWs; it can get confusing, but here is a rough guide to how to earn and spend each one. Below is a screenshot of a player's wallet.

All resources:	
Credits	91,919,875 
Doubloons	27,444 
Coal	396,448 
Steel	35,721 
Research Points	20,000 
Community Tokens	28,047 
Free XP	1,603,184 
Elite Commander XP	4,432,220 
Temporary resources:	
La Pampa Tokens	7 
Black Friday Tokens	0 
November Tokens	0 
Star Tokens	10 
King Tokens	1,620 
Leyte Tokens	45 
Steel to Coal rate: 1  = 10 	

Credits

Credits are the simplest form of currency, and it is usually spent on buying ships and training commanders. Despite its simplicity, [most](#) players are credit constrained rather than by any other

resource. Grinding for credits is normal, and do not be tempted to buy the “more credits” daily containers rather than coal.

As you advance up the tiers, your earnings go up, but your costs in a battle go up faster. As a rule of thumb, your net (i.e. after maintenance costs) earnings peak at tier 6 without a premium account, or tier 7 with one. With premium ships, they peak at tier 9 irrespective of premium account status, and farming credits is one of the key reasons to buy premium ships. Tier ten premiums are not technically premium ships; they are special and earn slightly less than tier 8 premiums in my experience, as they do not have an earnings modifier, but cost less in maintenance.

The better you do in a game, the more experience and credits you earn. This is determined by many factors, and the exact mechanics are kept secret by WG, but the following details are known:

- The damage you do is taken as a percentage of the enemy ship's total health pool. Dealing 10k damage to a ship with a maximum health of 100k gives you the same earnings as dealing 1k damage to a ship with a 10k health pool.
- Getting the final blow on a ship is treated as if you did 25% of the health pool in damage, in addition to any damage you have done (it is 10% for XP).
- 'Passive' sources of damage such as secondaries give you reduced earnings.
- You do get credits from shooting down planes.
- Your maintenance does not change depending on how much damage you take. It used to, but it encouraged camping, so it was changed.
- You pay for the ammunition you fire; don't fire your guns randomly.

Please remember that net earnings are gross earnings- expenses. Bonuses to credit earnings such as premium time apply to the gross earnings, so they are more effective than they appear.

Experience (XP, FXP)

Experience is earned the exact same way as credits, apart from a hidden modifier to base xp, that gives you 50% more when you win (this is in addition to the first-win-of-the-day bonus).

You should be aware of how it works, but be aware that XP on elite ships is useless, apart from the fact that it can be converted to FXP by paying one doubloon to convert 25xp. You should not do this; it is a terrible use of doubloons.

Free XP should usually be saved for grinds you are not enjoying, but I recommend saving it while you are new, unless you get really frustrated.

Commander XP

As you are probably aware, commanders have skills, and they need skill points. Elite commander XP is earned when fully trained commanders (21 points atm) earn commander XP. You also earn it randomly through missions. It can be used to level up other commanders. FreeXP can also do this, and so Elite commander XP is strictly worse than Free XP.

Doubloons

Doubloons are the premium currency in WoWs. They can be exchanged for various premium services. I usually recommend premium time for most people. You usually get a selection of ships over time just through playing. There is a section further down on how to spend money, which will go into the details of how to effectively spend/get doubloons.

In addition to using a credit card, there are several other ways of getting doubloons, through ranked and clan battles, but be aware that this is usually for a small amount of doubloons for a lot of play.

Do not EVER accept any gifts from anyone you don't know. If that person does a chargeback, your account will be banned.

Coal and Steel

Coal is a free resource that can be gathered through playing; this is from the daily containers. For new players, you should save coal for a T9 premium ship (Ideally Kearsarge, Groningen, or Azuma). This is because they are the best credit farmers in the game, and it will save you a lot of time. I am aware they are expensive, but the amount of time they save credit farming is high.

Steel is earned through clan and ranked battles. It is a reward for the best players. It can be exchanged for ships like coal, but the ships tend to be more distinctive, and as such, steel is seen as a very valuable resource. Steel can be exchanged for coal in a 10:1 ratio, but you should never do this.

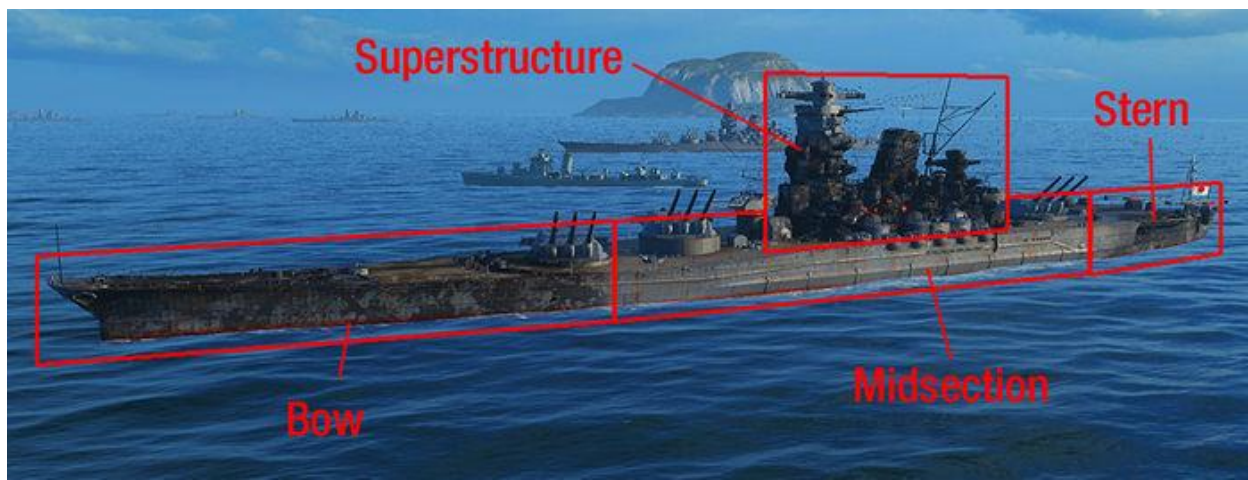
Every six months, a coupon allowing you to buy a coal or steel ship for 25% less refreshes.

Armor/Shell mechanics

This section can be supplemented by looking at the [wiki page](#).

Armor schemes

Ships in WoWs have various armor schemes; they are usually split into: bow/stern armor, superstructure, armored belt, and citadel armor.



- The bow and the stern armor is usually thin. This is entirely dependent on the ship type and the tier.
- The superstructure is thin.
- The midsection is the area between the bow and stern that runs along the waterline. It is the thickest part of the armor.
- The citadel is the armored box inside the ship. Penetrating this will give you a citadel, and the shell will deal a lot of damage.
- Torpedo protection - this is present in some ships around the waterline

It is important to remember that armor being thin does not mean that you should always be aiming there. This will be explained later.

Turtleback armor is when the citadel armor is not vertical, but is angled inwards. This means that it is very hard to citadel at close range, but it is more vulnerable to plunging fire at longer distances.

Please be aware that all ships have different armor schemes and can have weaknesses. Yamato has a particularly infamous one underneath her second turret. Also, some cruisers, particularly at low tiers, have oddly shaped citadels or do not have citadels in the "expected" location below the main guns.

Be aware that only cruisers, battleships, and carriers have citadels.

Shell Mechanics

There are three types of shells in WoWs: AP (armor piercing), HE (High explosive) and SAP (semi armor piercing).

HE is the simplest to explain. The calibre of the gun divided by six (divided by four for German ships) and if it hits armor thinner than that, it does a third of its maximum damage, if it penetrates a citadel, it does all of it. Penetrating the citadel with HE is usually impossible (except against CVs) as HE does not penetrate through multiple layers of armor, so the midsection armor detonates the shell before it reaches the citadel. You usually want to fire HE at the least armored bits of the ship, the bow, stern and superstructure.

SAP is just HE with higher penetration and with a 0% fire chance.

AP mechanics are more complicated. The best explanation I have seen, is [this video](#). I highly recommend watching it. You should be able to understand how and why your AP shells aren't doing much damage, and where to aim. As a rule of thumb, in a battleship, you want to be aiming at the waterline if a ship gives your broadside, and if you are bouncing, you should either switch to HE or shoot at a less well protected part of the enemy warship. You may find the detailed parameters of each ship's AP shells [here](#), but you should be able to get the feel of the ship by playing it.

You should not be firing shells against destroyers usually, the only exception is if you are in another destroyer as you will overpen them most of the time. The time delay on AP shells means that in certain cases, AP shells could explode inside destroyers if you hit them from head on. This was unintended so WG capped the amount of damage destroyers can take from a single AP shell over 254mm at 10%.

In addition, the overmatch mechanic is very important. This is because it will determine if your AP shells will penetrate a ship which is pointing towards you or away from you.



As you can see in the picture, having a ship pointing towards you means that the armored hull of the ship is angled, likely leading to a ricochet, unless you can overmatch it. As shooting the superstructure with AP usually leads to overpens, it is usually a good idea to switch to HE if you cannot overmatch their armor.

Which shell to choose

Against destroyers, the answer is usually HE, the only exception is when you are also in a destroyer and even then, the only time it's viable is when they're significantly angled but NOT enough to ricochet, which is very rare. HE is more reliable even then.

Against broadside cruisers and battleships, usually AP, but make sure you aim directly at the waterline, and try to hit in the middle of the ship, to maximise the chance of a citadel. If you are getting a lot of overpens against a cruiser, switch to HE. In addition, remember that HE can set fires.

Against angled cruisers and battleships, usually HE, which should be fired at the superstructure. The only exception is you overmatch their armor. Be aware there is a fine line between angled and broadside and this varies depending on the ship. Most destroyers should be firing HE most of the time.

SAP on the other hand is mostly dependent on which ship exactly you are playing. But for most ships they are meant to be spammed like HE and only be swapped to AP when you see very flat broadsides, or if the ship is too heavily armored, use HE if you have them.

Basics of Gameplay

The main aim of WoWs is to sink the enemy team or capture points, but within this, there are different roles.

The game is very bad at guiding you on how to improve. Realistically, there is no substitute for watching guides on youtube, which is time consuming. Here are a list of youtubers to check out. I would like to remind you that all youtubers have occasional disagreements with the consensus, so don't treat what they say as gospel.

- [Jingles](#) - Entertaining and watchable, his wows videos are where I learned. Be aware he does not just cover WoWs, and he is not one of the top flight players, that said his analysis of what's going on is top notch.
- [Potato Quality](#) - Great player, but I prefer Jingles personally. But his 'how to' series is worth watching.
- [Sea Lord Mountbatten's guides](#) - A very experienced and knowledgeable player. That said, he is notorious in the community for his 'hot takes' on ship reviews so do not trust his ship reviews, ever - that said, his guides are excellent, you can't go far wrong watching that playlist.
- [G4ngB4r3ng](#) - a highly skilled player (67% win rate over 11k battles) and active in the competitive scene as a (very good) strategist. His videos might be harder to understand than the others, but his "B4sics" playlist does show how to play. Be aware he is more edgy than the others. I would recommend watching the first two and getting a good feel for the basics of the game before watching some of his videos, as he is a far better player than they are.
- [Ichase](#) - Another good player, and these guides could be worth a skim.

The [DevStrike forums](#) also maintain an impressive selection of guides. Stick to the pinned comments. If you would like someone more chill, [MalteseKnight](#) is worth a look.

General Advice

- Please do not worry about ship fitting, just follow [this document](#). You should probably just slavishly follow that document for the first six months or so, or unless you join a clan

which tutors you. Be aware that some of the builds are not updated, and so are out of date, that said, they should be more than enough to learn with.

- Shooting while broadside is a bad idea, it's nearly always worth it to give up your rear guns, to show a smaller (and better armored) target.
- Learning when not to press the R key is a skill. You shouldn't usually extinguish a single fire as a battleship. This is because you will probably be set on fire again within seconds, and also because your repair party (T key) can heal all the damage that comes from a fire or flood.
- Your repair consumable can heal 100% of the damage from a flood/fire, 60% from shell damage, and 10% from citadels. This means that damage from flood/fire can be 'useless' damage, and killing battleships with fire can be challenging.
- If you keep an eye on the minimap, you can usually guess where enemy ships will go after a while.
- If you are ever in doubt about your concealment range, press H.

Battleships

Battleships deal a lot of damage in a broadside. They should be taking the damage for the team, as they have thick armor. Hanging at the back and sniping is not the best way to play battleships, but neither is suiciding into the enemy fleet. In general, groups of battleships have the job of pushing if you outnumber the enemy.

Battleships are generally weak to fire as they burn for 60 seconds, and can be on fire in up to four places at once, although this can (almost always should) be reduced to three with the 'fire prevention' captain skill. They should also be changing direction or speed every 30 seconds or so to avoid torpedoes.

Cruisers (CA/CL)

Cruisers job is to deal damage. Cruisers usual job is one of:

- Killing/driving off destroyers
- Anti air (in theory at least)
- Dealing damage without being shot at in return.

The first of these is the most important, destroyers spot for the enemy team, though some cruisers are better at killing destroyers than others.

Cruisers ideally want to be shooting, but not being shot at, and remember that showing broadside to a battleship is suicide. You should try and make yourself the least appetizing target, this should either be by using smoke to remain unseen (nb enemies can blind fire smoke

to still kill you, but it's harder), being in a group so the enemy team has more targets to choose from or being behind an island.

Destroyers (DD)

Destroyers can be roughly split into two types, gunboat destroyers and torpedo destroyers. Usually, destroyers main job is to spot enemy ships, to do this they have to spot enemy ships, where friendly ships are able to shoot at them. Beyond that, gunboat destroyers specialise in driving away enemy destroyers, and controlling capture circles (though don't rush into the capture circles early game as enemy cruisers can easily sink you).

Torpedo destroyers are more self explanatory, they avoid enemy destroyers and cruisers to launch torpedoes at battleships which are sailing in a straight line.

Also, I would recommend turning your AA off (press P), this is because carrier planes can see the rough location of where you are, and it can make finding you much easier.

Submarines

Submarines are similar to torpedo destroyers, but their main job is to fire torpedoes, that said, there are occasions where it is best not to fire torpedoes and just spot for your team.

Your pings (bound to 1 key), lead to your torpedoes following the ship you hit. Please be aware that whenever you ping, your position (and which direction you are pointing), are shown on the surface, when you ping, you should immediately turn. Ideally, you would fire your torpedoes first, and then ping, to reduce the time your target has to turn away.

You should assume that all torpedoes pointing at a target steaming away from you will miss. That isn't to say they will, but in my experience, hitting anything sailing away from you is a rarity.

I would also be aware that when you have an oil spill, a floating oil patch appears on the surface, which (good) players have learned to watch for, to drop ASW planes on you. This can be cleared by pressing R, but it usually is a waste to do so.

Aircraft Carriers (CV)

Aircraft carrier gameplay is reasonably self explanatory, so I'll give a bullet pointed list of tips to bear in mind. I would however give [these guides](#) a skim.

- You can dodge flack, steer round the black puffs of smoke round enemy ships to reduce damage taken.

- Firing one strike into the sea right after launching reduces the losses you can take.
- With AP bombs, the earlier you release, the steeper the angle of the bombs, so you want to release early to citadel enemy BBs, but usually late for cruisers as you are more likely to hit them.
- Your job is 99% of the time, to rack up as much damage as possible, that said, knowing when that 1% applies can swing a game. If you are racking up a lot of spotting damage (make sure you've turned the HUD counter on), maybe stay spotting. Also, don't go out of your way to place fighters to deter the enemy CV, people complain about it, but your time is usually better spent elsewhere - though there are exceptions, especially late game. Not all damage is created equal, shutting down a destroyer early game can have a game winning impact.
- The Japanese and American lines (Hakuryu and Midway) lines are seen as the strongest, but the Japanese line is harder to use. The Essex line is also sometimes described as beginner friendly, but as it doesn't force you to learn to safeguard your planes, it may make learning other lines harder.
- Make sure you keep an eye on your positioning, too close, and you risk being destroyed, too far and your planes have too long a travel time. Also, you are slow, so if a flank looks like it is going to collapse, you should probably relocate.

Spending money

As a general rule, I recommend against spending much money on WoWs (apart from premium time), you can earn tier 9 premiums from playing the game through coal. If you set your birthday, you get a 100% cashback coupon, which gives you the additional value of the spend back in doubloons - e.g. if i buy a ship for £30, i'll get the ship + £30 of doubloons, or if I had bought £30 of doubloons, I'd get £60 of doubloons. Every year, premium time goes on sale for 12,000 doubloons (instead of 24,000) , so if you buy your doubloons for half price, you get the premium for 75% off, which is why I recommended setting your birthday to 28th of December earlier. Be aware that the exact date changes, but it is nearly always just after christmas day, but it can start early january.

The second thing you could buy is premium ships, I generally recommend against them, as there is not guarantee you will keep playing them, and they could be 'port queens', but here are some recommendations:

Battleships:

- Warspite - two low tier British battleships, Warspite is more heavily armed, both are considered classics. Repulse may be obtained by using a referral code though. Warspite is more heavily armed, Repulse is faster. Click the names of the ships for links for in depth reviews.

- Jean Bart - a tier 9 premium only available on black friday, very fun ship, expensive though.
- Sun Yat sen - a good ship, but expensive.
- [West Virginia '41](#) - a slow ship but with amazing guns, I find her relaxing, but maybe not for a first ship. This is because it is so slow, it requires understanding the minimap and where the action will be.
- Royal Sovereign - good guns, good speed, questionable armor when broadside.
- Massachusetts B - a very good secondary focused ship, only available during black Friday.

Cruisers

- Bayard - a tier 8 French cruiser, high DPM, low armor, but is fun to play and is strong.
- Mainz - an old ship, but a gem.
- Indianapolis - A good heavy cruiser.
- Atlanta - a lightly armored cruiser with small guns, but an insane rate of fire, can be fun, but as it's so lightly armored, it probably shouldn't be a first premium ship.

Destroyers

- Cossack - Very powerful guns for a destroyer, low concealment, and fast cooldown smoke. Not the greatest torpedoes though.
- Proverny - A destroyer with cruiser guns.
- Kidd - A good gunboat, but has bad torpedoes.
- Le Terrible - A French destroyer (this means it doesn't have smoke), but with good guns. It is hard to play, but can be very fun.

Submarines

- There are currently no premium submarines I recommend, apart from U-4501 which is a coal ship.

Aircraft Carriers

- Kaga - a new player friendly CV, with a strong reserve of planes. The default choice.

In addition, WG advertise loot boxes, these should usually be avoided. The contents of the loot boxes are published and can be found [here](#). However, the two best lootboxes are the santa containers and black friday containers. As a general rule, black friday crates are FAR better for new players as they contain a lot of good ships, whereas santa containers have a high chance of dropping a low tier ship. The only downside is they drop black ships which have a B after the name (e.g. Alaska vs Alaska B), so you risk acquiring a duplicate. When there's an Azur lane event, there is often a £6 (\$10) tier 8 premium ship available, which is usually decent.