BATTLE FLEET 2

Getting Started & Tips



Keyboard Controls

- Use the WASD or Arrow keys to move the camera
- "Spacebar" will move the ship or fire a weapon if you have the aiming compass visible.
- "Tab" will select the next ship in the ship order list. Ships that are not visible will not be selected.
- "Escape" will open the Options menu
- "Z" will toggle between zoom levels
- "E/Q" can be used to adjust power level
- "F/R" can be used to adjust angle
- "C" will select the next ship in the ship order list
- "X" will select the previous ship in the ship order list

General Help

- Each ship can move and fire it's weapons once per turn.
- The turn order of a ship is determined by it's Captain's XP level. The higher the XP the earlier in the turn the ship will be able to move.

Movement Help

- Select the MOVE button to give a movement order. Set the direction by dragging on the compass that appears over the ship, set the speed by dragging the power bar below the compass. To reverse, drag the speed to the left, you will see a negative value displayed.

Firing Help

- Select the FIRE button to give a firing order, then select a weapon icon. Drag the compass arrow to aim your weapon, and set the distance of the shot by dragging on the power bar below the compass. Each weapon position can fire in a limited angle. Some weapons can be fired multiple times per turn, some weapons can take a turn to reload. The selected weapon's stats will be displayed in the bottom right of the screen.
- Some weapons can be fired simultaneously to create a devastating barrage. Toggle between Single-Fire and Salvo-Fire using the Salvo toggle button. Salvo mode will fire each weapon once, even if that weapon can be fired multiple times. It will only fire weapons that can fire on the set angle and range. Torpedoes and Depth Charges cannot be salvo fired.
- You can also set the aim by just selecting an enemy ship when the aiming compass is showing. This will set your angle directly at the center of the selected enemy ship.

Misc Help

- Click on the Last Angle or Last Power indicators (top of the screen) to reload those values. This is helpful in quickly adjusting your next shot based on the previous shot.
- Prestige Points are the scoring system of Battle Fleet, you get prestige points for sinking enemy ships. In campaigns Prestige Points are used to build new ships for your fleet and earned from each territory you control every turn.

Submarine Help

- Submarines are armed with 2 forward torpedo tubes, a deck gun and an aft torpedo.
- Destroyers & frigates have depth charges in addition to their regular weapon slots. They can also detect submerged subs within a short range.
- Subs can dive between 3 different depths during their move: Surfaced, Periscope, Max Depth. Each provides advantages and disadvantages affecting movement, detection & weapons. The sub must move in order to change depth and can only change 1 depth level per turn (i.e.: can't go from surfaced to max depth in one turn, has to go to periscope depth first).
- The deck gun can only be fired while the sub is surfaced, and torpedoes can only be used while surfaced or at periscope depth.
- While submerged they will remain hidden from view unless they are either within the sub-detection range of a destroyer or frigate, or within a short range of any ship when at periscope depth.
- Any weapon can damage a sub when surfaced, and inflict partial damage when at periscope depth (plunging fire). Only depth charges can damage a sub at max depth.
- Recon flights can detect subs at any depth.
- At max depth a submarine's speed is reduced.

Strategic Command Cards

Strategic Command Cards are randomly placed around the map. They are floating crates with a yellow highlight. To pick up a command card, simply move one of your ships near the crate. To use the card, press the Command Card button along the top left of the screen, then select the card you want to use (if you have multiple cards). Some cards give you a special action that can be placed on the map, while other cards need to be applied to a specific ship.



Hints & Tips

General Tips

Getting the right distance can be difficult at first, so make sure you use the range circles to help. These circles show distances when you select a weapon. ie: if an enemy ship is on the 2000m circle, you will need to set the shot's power to 2000 to hit. Ensign difficulty level shows 2 circles, one for the selected weapon's max range and the other for the selected weapon's 1/2 range. The other difficulties show only 1 circle at a preset range.



Movement Tips

- Keep in mind that the faster the ship moves, the wider the turn will be. If you want to make a sharp turn, set the power to 50% or less.
- Moving in Reverse is much slower than moving forward.
- Destroyers are the fastest ships in the game.
- Submarines move at a reduced speed when they are submerged at max depth. So it’s best to move them into battle at periscope or surfaced depth so they don’t fall behind.

Firing Tips

- The Angle and Power is set from the actual position of the Turret, not the center of the ship. Keep this in mind when calculating the Angle and Power of another Turret on the same ship. Even if your last shot was a direct hit, using the exact same Angle and Power may not result in a hit. Always adjust for the offset of the Turret on the ship.
- It is useful to maneuver a ship so that it is perpendicular to your target. This way you will have the greatest number of Turrets' firing arcs match the target.
- Find the angle and distance to your target using less powerful weapons like the Standard gun. Once you get the aim right then switch to your more powerful weapons.
- Some weapons need a turn to reload (Heavy turret), so don't waste their shots on range finding.
- Torpedoes have a very small firing arc, so you will need to line up your ship to maximize their effectiveness. Their range is also limited but they do a lot of damage.
- Torpedoes will hit anything in their path, so most of the time you can set their power to max. But if the target ship is parallel to the torpedo’s course there is of course a chance that the torpedo might just barely miss so in those cases it’s good to try to estimate the range because the torpedo might still cause damage if it explodes close to the enemy ship.

Misc Tips

- Don't forget about Strategic Command Cards, these can sometimes turn the tide of a battle in your favor.
- If your ship collides with an island or another ship, you will have to reverse your ship on your next turn.
- When picking captains, sometimes it can be beneficial to take lower XP captains that all have similar XP so that the chance all your ships will move together is higher.