Updated on 04/05/2020

FAQ & Manual

Quick fix:
Troubleshooting Resolution Problems
To find the NBS preferences configuration file on your computer:

On Windows, Linux, and OS X, preferences are stored in the NBS file within the user's home directory:
%UserProfile%/.prefs/NBS

On Windows10, look for the NBS file in:
C:\Users\yourusername\.prefs

NBS is a configuration file, you can delete it and it will be recreated correctly.
Restart the game. Your resolution issues should be resolved.

- **What are the campaign objectives?**
  If you are on the Allies' side, your task is ensuring the necessary and uninterrupted flow of resources between the ports.
  These resources rapidly decrease as time passes and with the unfolding military situation on land.
  This means sending convoys and protecting them with your Task Forces.

  If you choose the Axis side, your task is to track down and sink as many convoys as possible to prevent them from reaching their destination.

  In other words: if you play blue you need to send ships (loaded with stuff) from the USA to the UK.
  If you are red you need to disrupt the blue convoys.

  Upon direct contact between ships, the game switches into Battle mode.

- **I noticed that when the ships fire, all the shells go directly onto the targets.**
  It only looks like that but not all the shells go directly onto the target. If you zoom in the battle screen you might see the shells that miss the target.
  It is much easier to spot this effect when you fire and trace torpedoes.

- **Is it possible that if the conditions are right a destroyer could sneak up and get close enough to another ship to then torpedo it?**
  Yes, it is quite possible, just like in real life.

- **If my ship was sunk and the battle ends, will the game go automatically to the results screen?**
  No - you can still look around for enemies or abort the battle screen by hitting the Back button.

- **What do Tog and Sep mean?**
  Tog and Sep are related to when the guns fire.
  Tog - waits till all guns are loaded and fires all at the same time in a salvo. This gives better accuracy and is more powerful when hitting the target;, doing more damage.
  Sep - fires each gun seperately as soon as it's loaded. No waiting for another gun to be loaded.
  In summary, Tog is slower but more effective, Sep is faster but less effective.

- **What do the red and green lights in fire control mean?**
  1st light RED (load status): on - loading / off – loaded.
  2nd light RED (turret status): on - turret cannot fire (moving turret, looking for a target, tilted ship) / off - turret ready.
  3rd light GREEN (target status) on - turret ready - enemy traced / off - no current target.

  A turret can fire with both RED lights off and the GREEN light on, meaning guns loaded, turret status ok and target acquired. :

  Manual setting - hit the fire button to fire guns.
  Auto setting - the turret will fire automatically if conditions are right.

  [Sometimes a green light is on but a target is too far or ship is tilted so the gun is loaded but you cannot fire. Also if your turrets are set to Tog, the turret will wait for other turrets before firing]

- **After a while in battle, the enemy ship stopped firing at me. Why did this happen? Did the enemy assess that I was damaged enough, or was it being merciful in allowing me to abandon ship?**
  The enemy could stop firing at you because:
  - It has been damaged
  - It could assess that you were damaged enough
  The enemy will not stop to allow you to abandon ship! The game does not allow abandoning ship, so if the ship is sunk all hands sink with her (or you can imagine at least some of them being rescued).

- **What do the weather and sea conditions mean for gameplay? Does weather affect visibility and shell/range finding/targeting accuracy?**
  Yes, the game absolutely does model these factors.
  You can see the weather conditions when you go to Campaign - Option - weather. Then scroll map (magnify) till you see the description.

- **What is the Shipyard?**
  It is the 3rd element of the game in addition to battles and campaign.
  It allows you to build and launch any ship. You can use that ship in a battle as well as in campaign.
  This is a great feature for players who want to use their national navy ships (e.g. Polish players can add Polish ships). and many players like to play using custom ships.

- **What does Production plan mean?**
  Ships will appear in the port on the production date.
  Once available, they can be used in the game.

- **I cannot expand the Logbook window.**
  Grab the window edge and drag it.

- **How is time set in the game?**
  In battle editor/tools the time can be set as GMT or local.
  When you move the map in the editor, the time changes to refflect the time zome of the present location.

- **Key functions:**
  Shift - pause
  C - centre map
  L - lock map
  N - next ship
  P - previous ship
  W - weather map view

- **Waypoint settings**
  "unloading" - war material will be unloaded (must be set up in a destination port)
  "loading" - war material will be loaded in departure port (it takes time so task force will not start moving straight away)
  "fuel/ammo" - refill fuel and ammunition in ports (can be set in both departure and destination ports)
  "repair" - ship will repair in the port, both departure and destination.

Battle Tutorial:

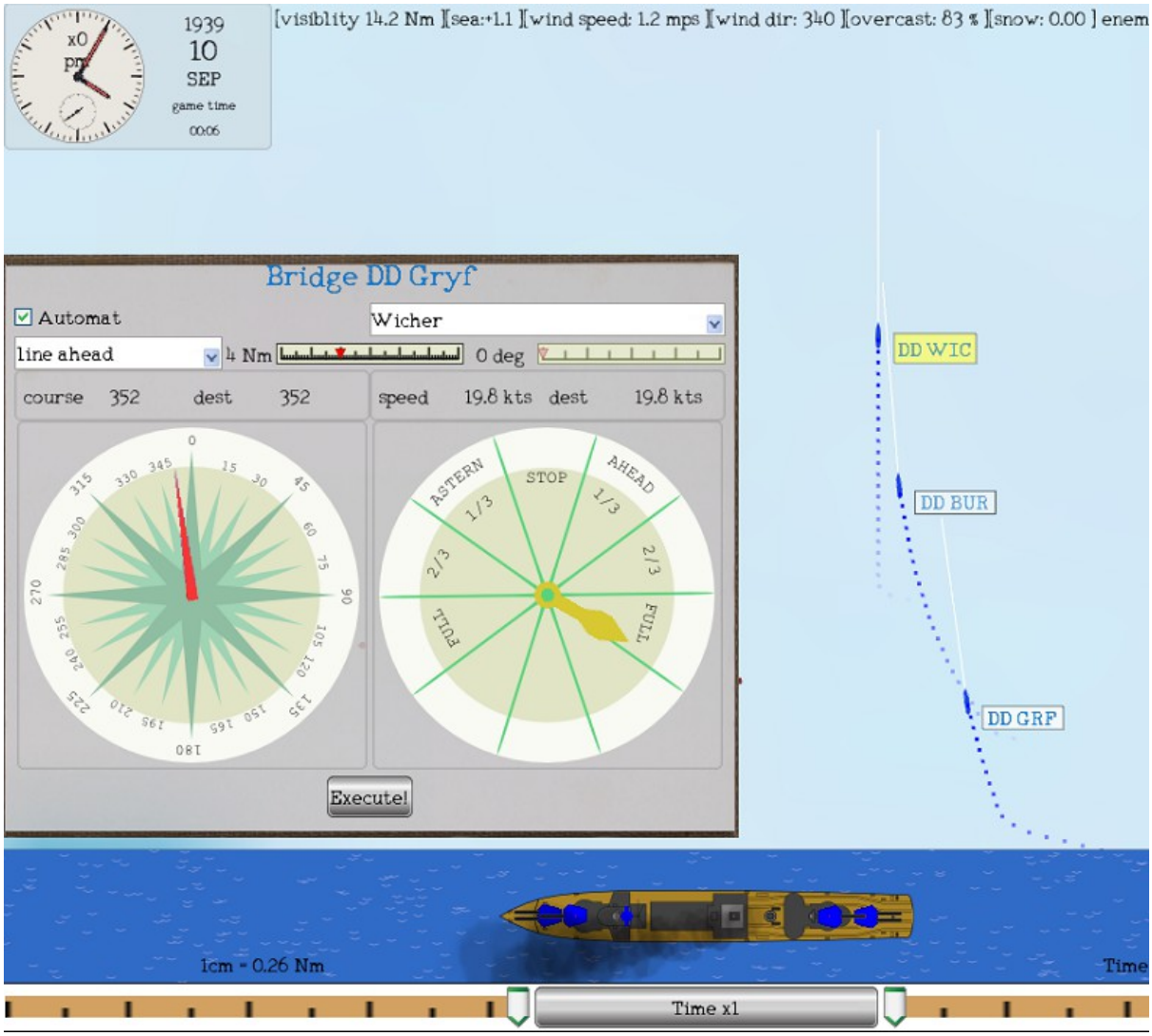
Bridge Station

This is where you give orders for the ship's course and speed.
Choose course by clicking on a compass point. Send speed order via telegraph. Execute to confirm.

Ship Formations

Forming Line Ahead
To form line ahead columns you must have a lead ship. Select a second ship and from the dropdown menu select a ship to be the lead.
Choose line ahead from the formation dropdown menu. Set a distance from the lead ship in nautical miles. Click the Automatic check box.
The second ship will now follow the lead ship at the set distance from the first

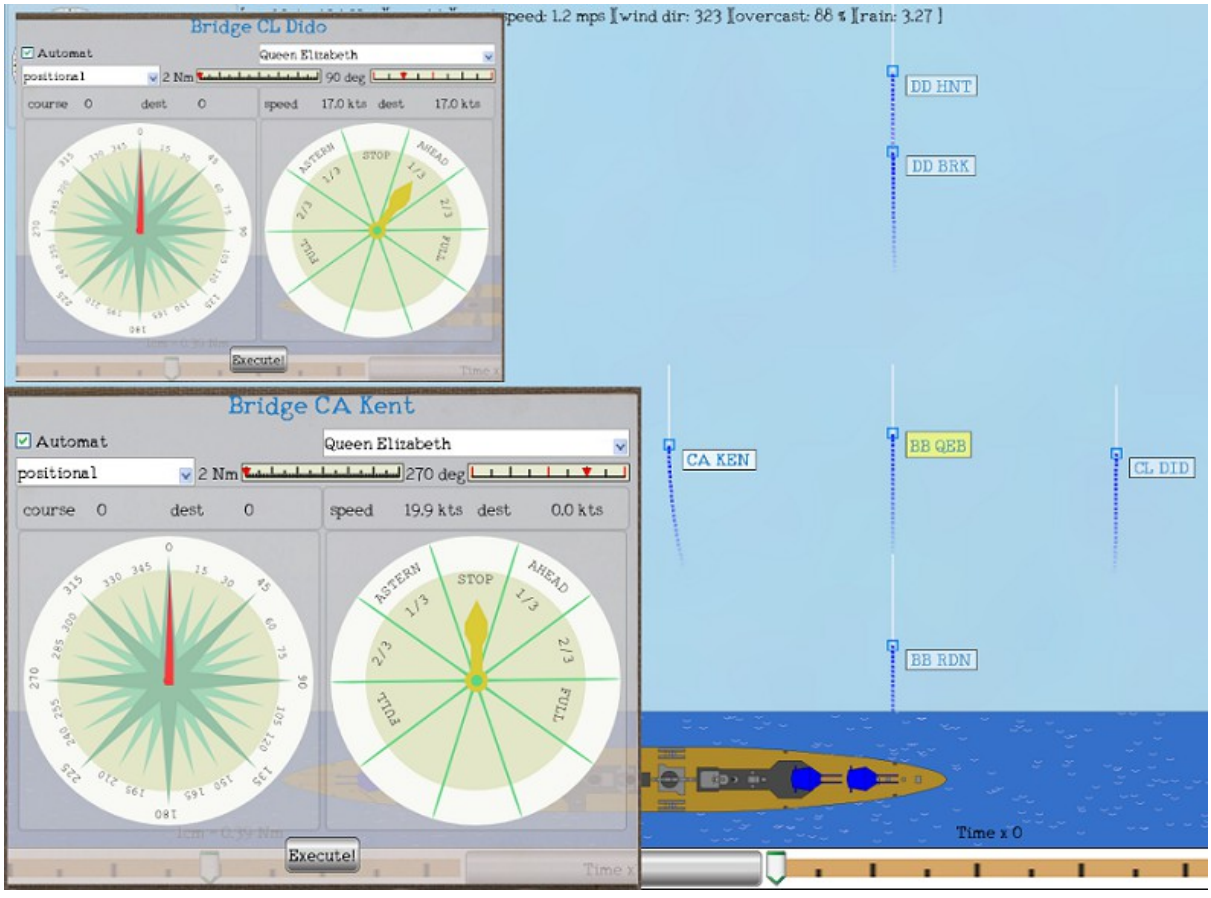
Here we see the DD Gryf following in line ahead from the DD Wicher at a distance of 4NM. At the top right in the ship's information window we see the Gryf is set to follow the Wicher, as indicated by the arrow to her name.
The DD Burza (BUR) is also following the Wicher at a distance of 2 NM (bridge not shown). Thus the 3 ships make a simple line ahead column.



More Complex Formations

More complex formations can be set using the positional dropdown menu.
As before, there must be a ship set as “lead”. Select a ship for the formation, select a lead ship from the dropdown menu, choose positional from the left-hand dropdown menu, then distance in the centre and finally the bearing from the lead ship from the right slider, which indicates 0-360 degrees of bearing.
Click the “Auto” checkbox for the ship to move to the position set.

In this example we see that the CA Kent is set to 270 degrees (direct port) at 2 NM from the BB Queen Elizabeth.
The Bridge insert at the top shows the CL Dido is set to 90 degrees (direct starboard) at 2 NM from the Queen Elizabeth.
Thus Kent – Queen Elizabeth – Dido form a “line abreast” formation spaced at 2 nautical miles.
Meanwhile BB Rodney (RDN) is set to line ahead, following Queen Elizabeth at 2NM.
At the same time DD Hunt (HNT) is set positionally to the Queen Elizabeth at bearing 0, 8 NM distance (8 miles dead ahead) and the DD Berkeley (BRK) is set in line ahead following the Hunt.
The result is a formation in which all ships, directly or indirectly, will form up in relation to the BB Queen Elizabeth. Thus by changing the course of the QEB – let’s call her the “flagship” – all other ships will change course and maintain formation.
Using any combination of line ahead and positional commands, very complex formations can be created and easily moved.
Feel free to experiment with them to see what tactical results you can obtain – that’s what being a commander is all about!



Main gun station

This is where you give orders forthe main guns.
Choose a target from those available on the list. Next to it is information about the target: distance, speed, course.
If the target is outside gun's range the distance will appear in red.

To assign the chosen target press the button on each turret. The target name is displayed.
Choose a gun shell type. AP = armour-piercing shells. HE = high-explosive shells.

AP gives less damage but higher piercing rate.
HE gives more damage but lower piercing rate.
Numbers next to AP/HE shows the number of shells of each type available.

Sep/Tog control - fire separately or together.
Sep - fire each gun as soon as it is loaded. No waiting for other guns to be loaded. Each turret can shoot a separate target.
Tog - all guns on a ship's side fire together once the last one is loaded. The salvo fire is less frequent but more accurate.

Auto - fires automatically at the chosen target.
Manual - fires when the Fire button is clicked.

Damage Station

There are up to three sections representing different decks on board ship:

Lower deck

The lowest deck is the hull below the waterline which can take on water if damaged.
Flooded compartments will cause the ship to tilt (forward and backward) or list (from side to side).
When a section is flooded any equipment located there will lose efficiency. For example a flooded engine compartment will cause the ship to slow.
If the compartment is underwater for too long, it could become completely damaged and unable to be fixed.
The same applies to other ship's systems such as rudder, propeller and so on.

Pumps

If pumps are on manual, you choose the section where you want to put pumps in operation so you can adjust tilt and list.
The reason to have pumps on manual is that you decide what section to pump out first and you can stabilize the ship by prioritizing vital systems.

If pumps are on auto, a pump is activated by the order in which the sections become flooded. When the section is pumped dry, the pump moves to another section.

When any section is pumped dry, repairs are started automatically.

Middle deck
The middle deck is similar to the lower deck but damage is done by fire, not water.

Chimney.
This represents not just the funnel but the complete ventilation system. It ventilates smoke and supplies oxygen to the engine. If damaged, the engine is less effective and the ship will move more slowly.

Power unit.
This consists of the engine as well as the propeller shafts leading to the propellers (screws). If a shaft, for example, is damaged this has an impact on all of the power unit.
A destroyed chimney can affect more than one power unit.

Ammo stores.
If a magazine (ammunition storage) is hit, all remaining shells could explode. If the magazine is empty the resulting explosion will be less destructive.
If the magazine is on fire it will be unable to resupply the turrets with shells.

Upper Deck
The upper deck, like the middle, can be damaged by explosion and fire. If a turret is on fire you cannot use it. If fire control is damaged it will have a strong impact on aim accuracy.

Passive sonar station
This shows the operation of the ship's sonar system, known to the British as ASDIC.

The middle of the circle is the ship's position.
The blue line shows the direction of the ship's bow.
Red lines will show the direction of a noise under the water surface. A longer line represents a louder noise, meaning that the underwater contact is probably nearer.
Noise from the ship's engine and screws makes sonar less effective. Reduce noise by slowing your speed and the sonar system will work more effectively.

Depth charge
The depth charge is a barrel with explosive material used to destroy submarines.
It uses a pressure trigger to detonate the explosives at a set depth.
Set up a depth by clicking Up and Down and then drop a depth charge.
You will have to make your best guess to predict the depth of a target submarine.

Active sonar station
Active sonar emits pulses of sound waves that travel through the water, reflect off the target and return to the ship.
To send an pulse click the Ping button.

Torpedo station

This station controls torpedo attack.
Choose a target and if in range and ship position is correct the light will show green.
Torpedo range is 5.5-6 Nm.
Target correction is adjusted automatically.
Hit the Fire button to launch torpedoes.

Machinery Station

The Fuel Level guage shows fuel remaining on the ship.
The Smoke switch will generate a curtain of smoke which may help you escape if you decide to withdraw from combat.

Submarines

On a submarine there are additional guages showing the electric generator status and battery charging level.
There are also guages showing CO2 and O2 level inside the submarine.
If CO2 levels are too high or O2 levels too low the sub will resurface.
The Pressure guage shows the water pressure on the hull.

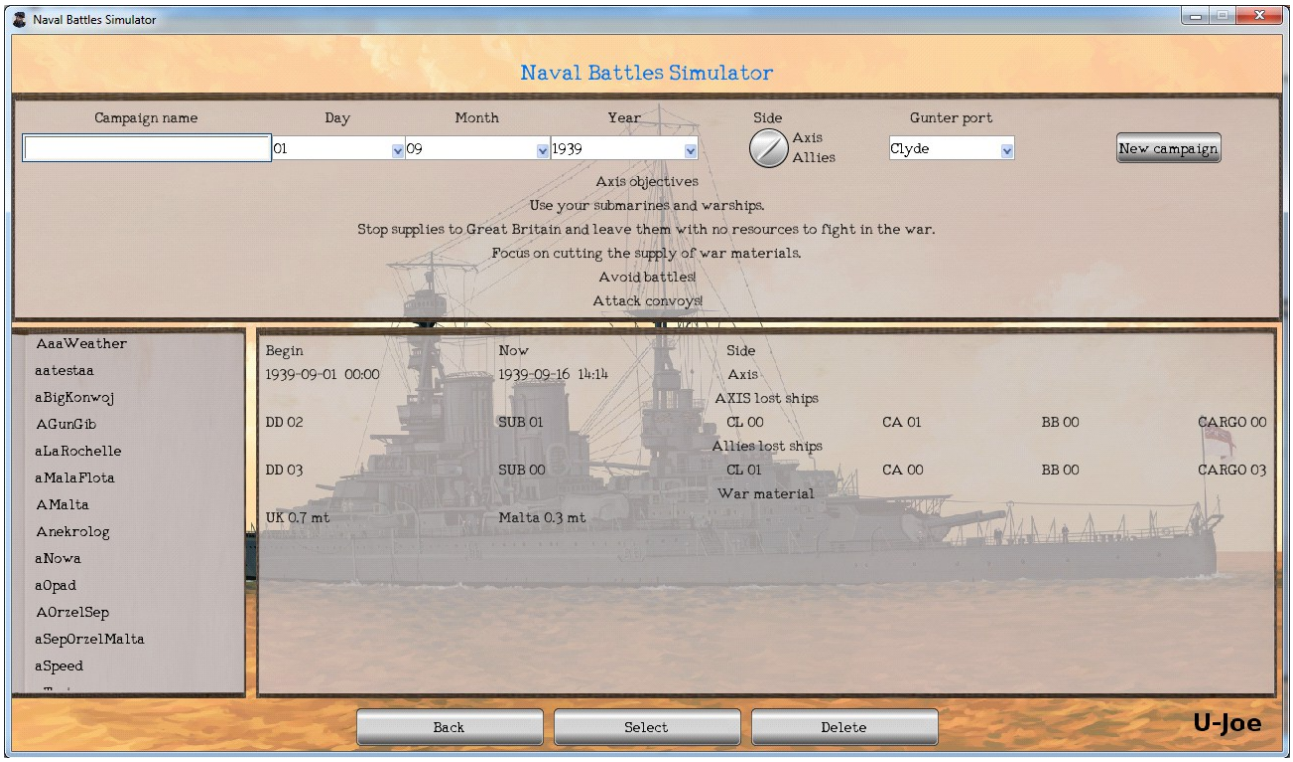
Naval Battles Simulator

Campaign tutorial, v1

Campaign objectives:

Axis objectives.
Use your submarines and warships to stop supplies to Great Britain and leave them with no resources to continue fighting the war.
Focus on cutting the flow of war materials supply.
Avoid battles with allied warships and fleets.
Attack convoys with surface raiders and submarines.

Allied objectives.
Great Britain's survival depends on outside supplies.
Norfolk, New York, Halifax, and Bombay are the ports where you obtain war materials.
Load your convoys there and send them to supply war materials to British ports and Malta.
Attack submarines and Kriegsmarine raiders which will try to sink your convoys and cripple your war economy.



Main Window / Campaign list

Campaign name

Enter a new campaign name

Day, Month, Year

Date when campaign starts, currently not active, set as a default date 1/9/1939 – beginning of WWII

Side

Side of the conflict which you control
Axis (red) / Allies (blue)

Gunter port

Gunter's departure port. Gunter is a "background" character whose story is told through letters to his family .
When Gunter joins the war, he enters a battleship at this port.
From that point Gunter is independent and you cannot control him, but you can read his letters to learn about his fate.

New Campaign

Creates a new campaign, you can see it listed on the left hand side.
Choose the created campaign from this list and click Select to start game

Back / Select / Delete

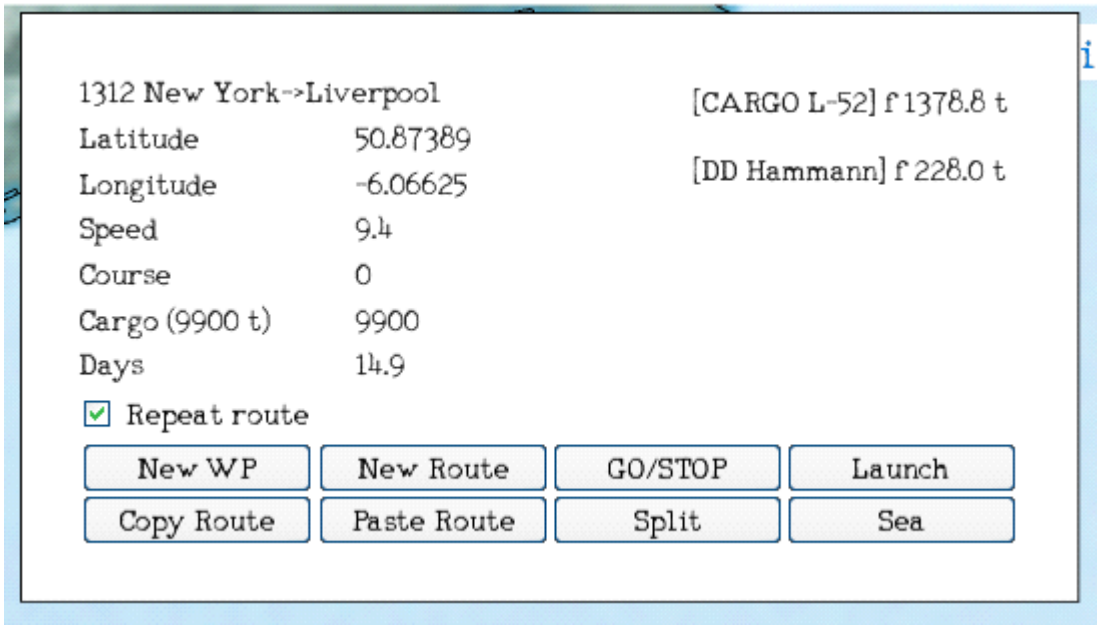
Back - Select – start game / Delete – remove campaign

Tips!

In the campaign game folder , you can find saved maps from battles in png. format
For example:
"c:\Users\MAPC Xeon\NBS\desktop\NavalBattleSimulator-desktop\campaign\AGunGib\ffffff2cfb6a97400x1.ed748dcf7dfep50x1.97eb25fa0c735p1.png
"
You might want to use these to create an AAR for a battle or simply to analyse the tactics used.

Inside the campaign

Task Force Window



TF name

Task force parameters (Position by longitude and latitude, speed, course).
Cargo (here 9900 t) showing full cargo capacity (in brackets) and current load in tonnes.
Days shows the number of days at sea
Task force composition: the top right corner shows the ships in the TF. Here it shows an L-52 cargo freighter and a destroyer, DD Hammann.

Repeat route

Tick this box for the TF to repeat its route in a loop

New WP – Click this button once to enter and again to exit the Add Waypoint mode



New Route

Click this button to remove the previous route. Now you can create a new route

GO/STOP

Starts and Stops taskforce movement
(useful for when you might want to wait for night time to sneak to a target, for example)

Launch

The Task Force starts from its departure port. When you set the route, the starting point is in the port where your Task Force is located. The first waypoint (in port) has the Wait attribute, which holds the TF in place. When you finish setting the route, say after 15 waypoints, you don't have to go back to the starting port and change the Wait attribute on the first waypoint as the Launch function will do it automatically.

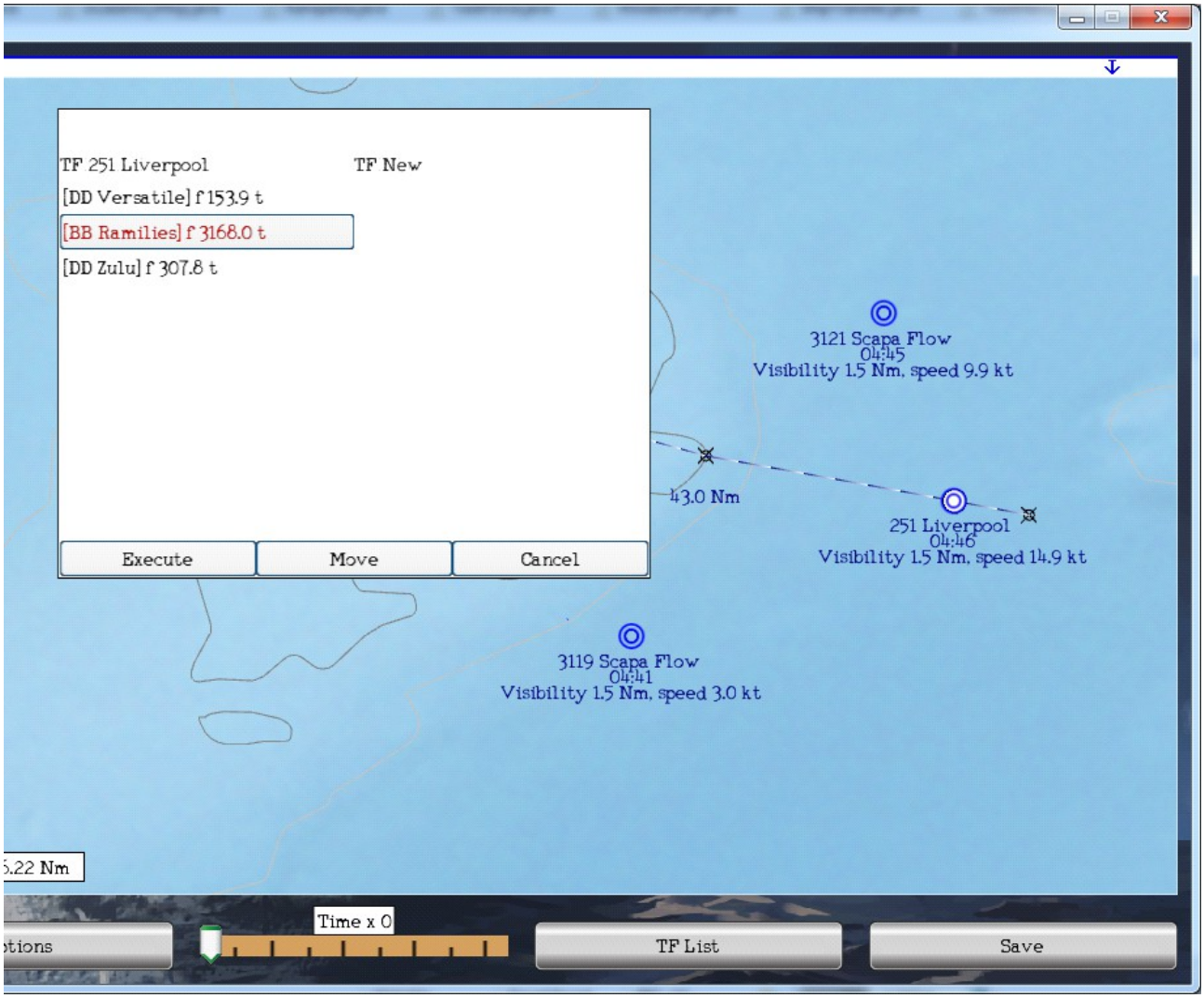
Important Note:
Departure from port always takes several hours after pressing the Launch button.

Copy /Paste Route

Copies the route from the given Task Force and allows you to use it for another, for when you want send several small convoys along the same route
The routes should be compatible, i.e. start and end in the right place.

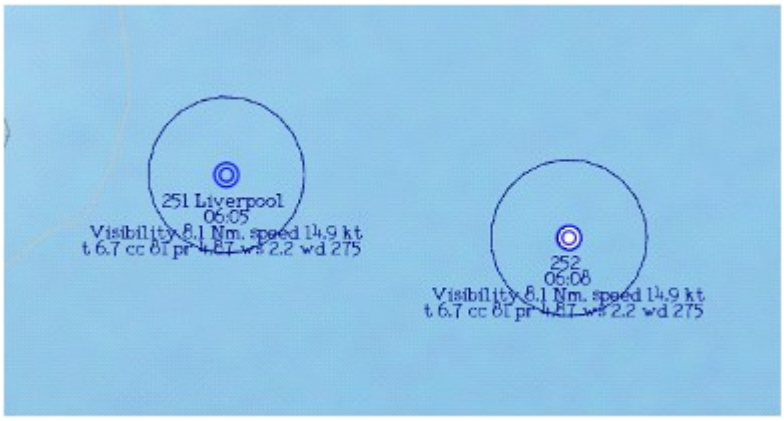
Split

Split Task Force into smaller TFs



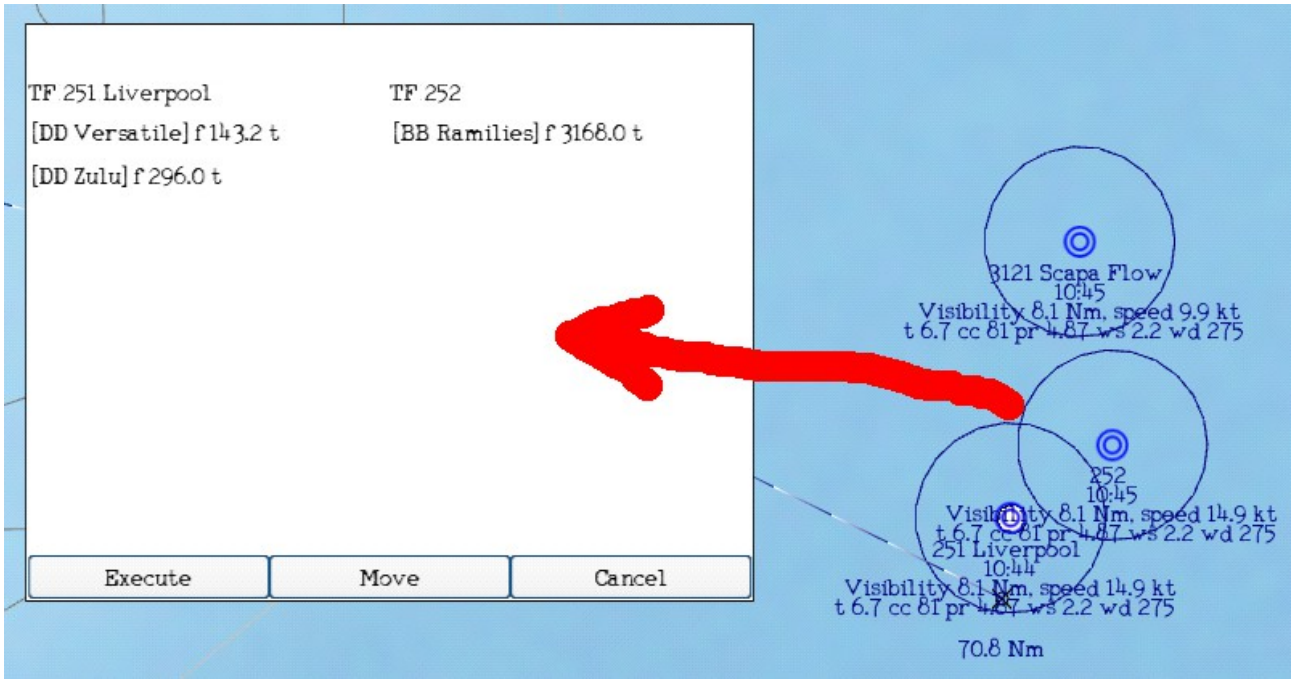
Window Split

Move	Moves the ship to the new Task Force
Execute	Executes your ordered transfers.
Cancel	Cancels orders



Join

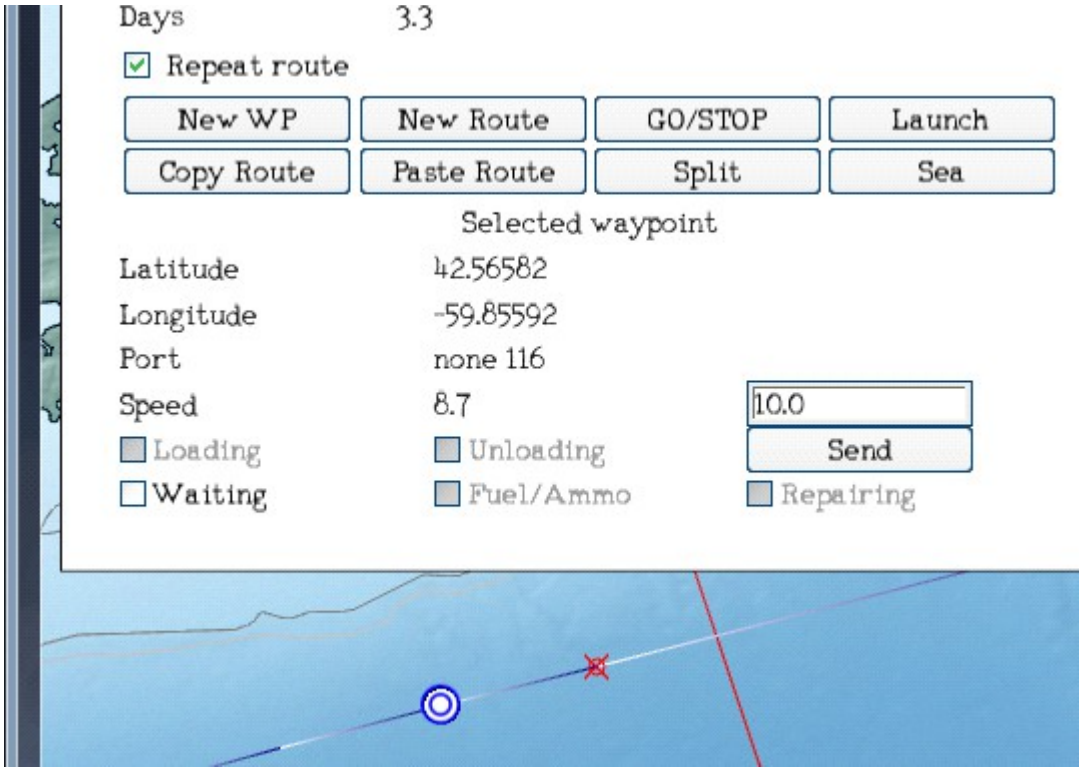
Joins Task force - task forces need to be close to each other.



Sea

Shows ships from your Task force on the map.
You can view it, check it, sink (remove).

Selected Waypoint



Latitude and Longitude

Shows the waypoint position.

Port

If a waypoint is set at a port the port name is visible here.

Speed

Speed set after passing a waypoint

Input window+button Send

Use this to set speed in the waypoint. This can be used to speed up or slow down your TF for any reason, such as to close on an enemy at a given time.

Loading / Unloading (set in port only)

For cargo ships in a port you can set loading and unloading war materials.

Fuel/Ammo (set it in a port only)

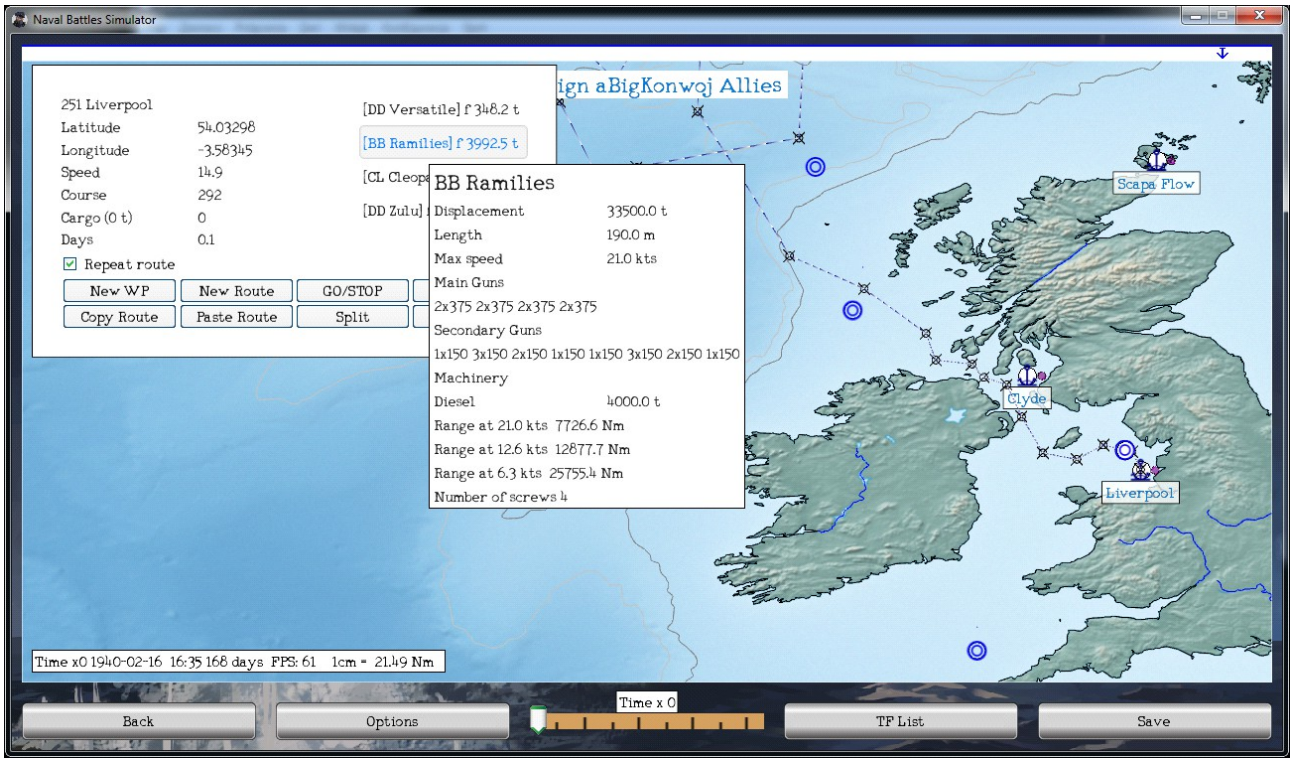
This allows the basic service of warships by restocking fuel and ammunition.

Repairing (set it in a port only)

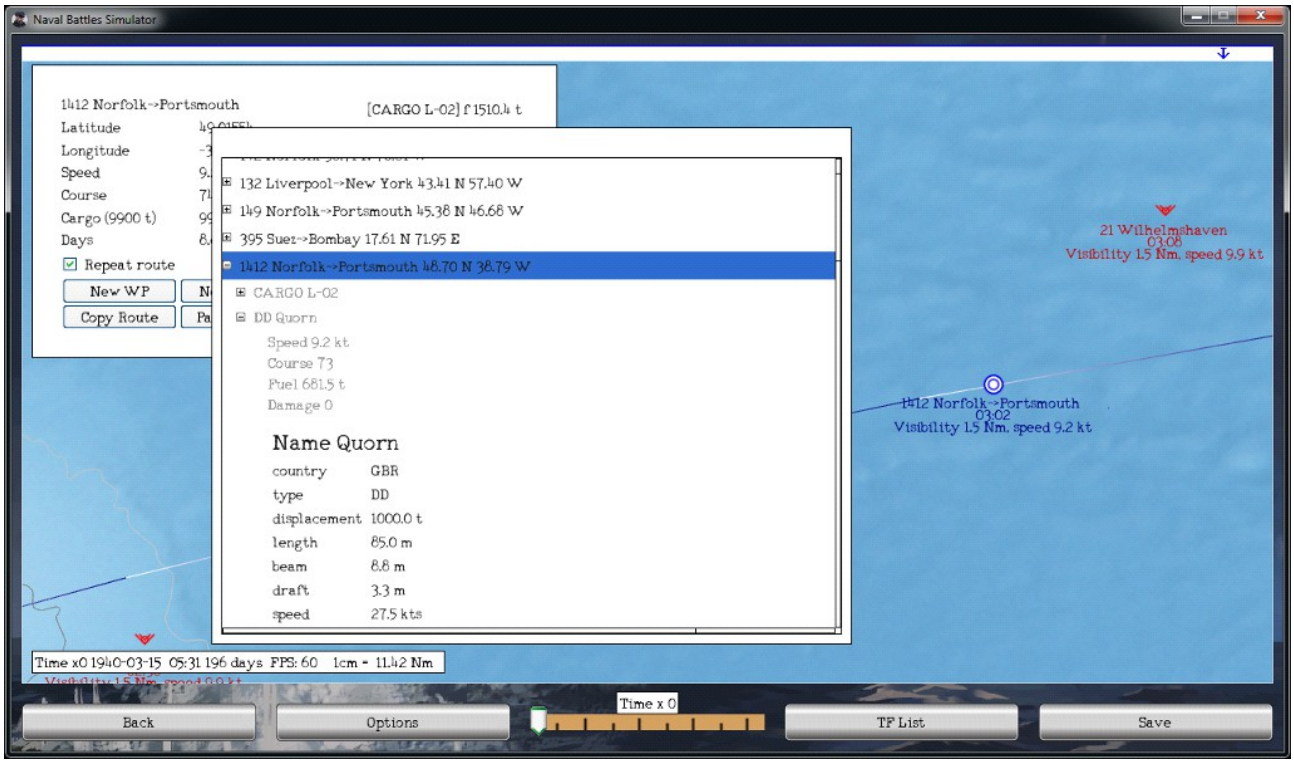
Repairs damage received in battles.

Tip!

To view ship parameters, hold the mouse cursor over the selected ship



TF list (button)



TF list

This is the list of all Task Forces and the list of ships included in each TF and their parameters. Double click on the name of the Task Force to sets the selected TF to the center of the screen (it is often hidden by the window, you may need to move the map

Disable the TF List window

with a second click on the TF List button

Options button - Campaign options

Autosave – If set, the game will autosave your campaign before a battle.

Intelligence Service

If activated will send you ocassional reports with known data about enemy movements, which comes from reconnaissance, spies in ports and other sources.
It includes a list of all known Task Forces and a list of ships included in each TF and their parameters, including type and tonnage.



The red square on the map indicates the region in which enemy activity was recorded. This information will remain available as long as enemy ships are in a given sector long enough to indicate their presence.

Radio and Volume

Volume of the radio music and speech in the game

Automatic battles

The computer will resolve the outcome of a battle based on the composition of TFs involved.

CPU vs CPU

The computer will manage the strategic layer of the game, creating TFs and allowing you to take control of battles when they occur.

All visible

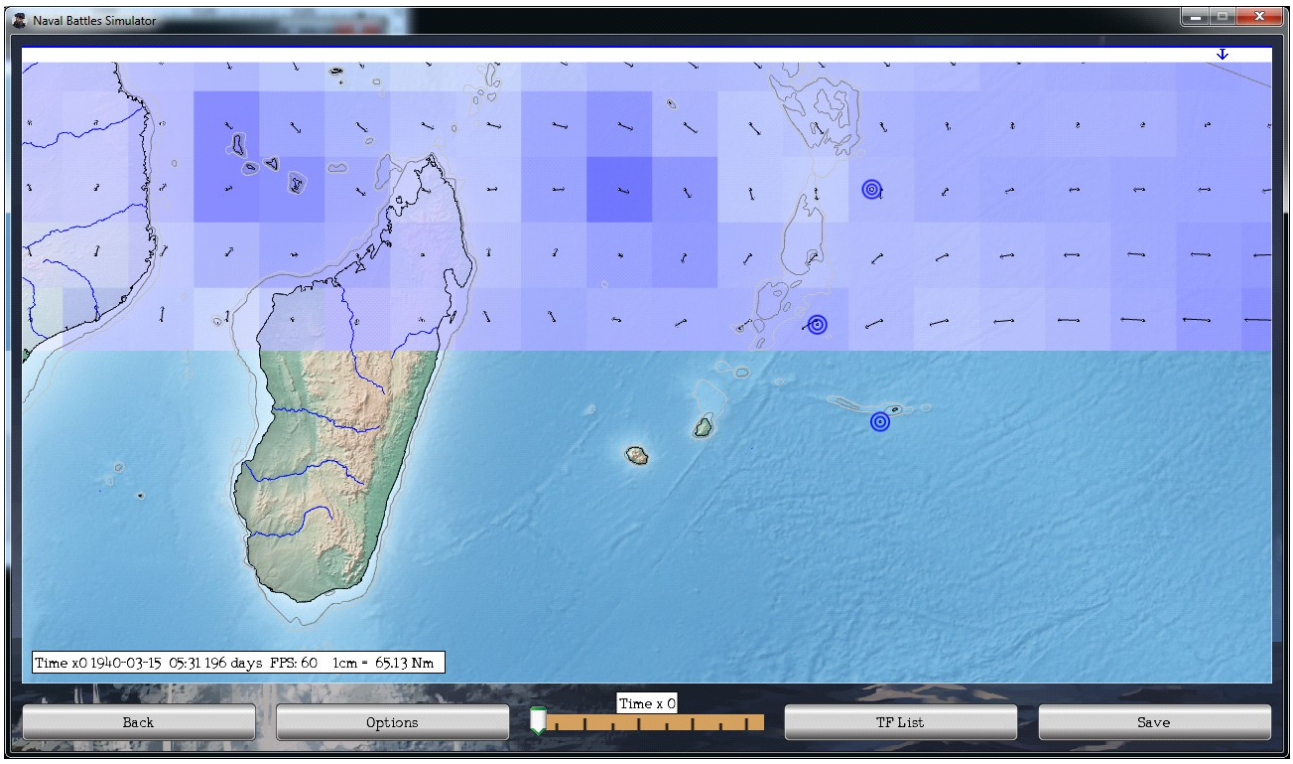
This disables fog of war, but is a developer mode only, sorry ;(

Show curtain

Will reveal or hide the curtain, where events from the timeline (both historical and letters relating to the character's story) will be shown.

Weather

This button allows the weather conditions to appear on-map.

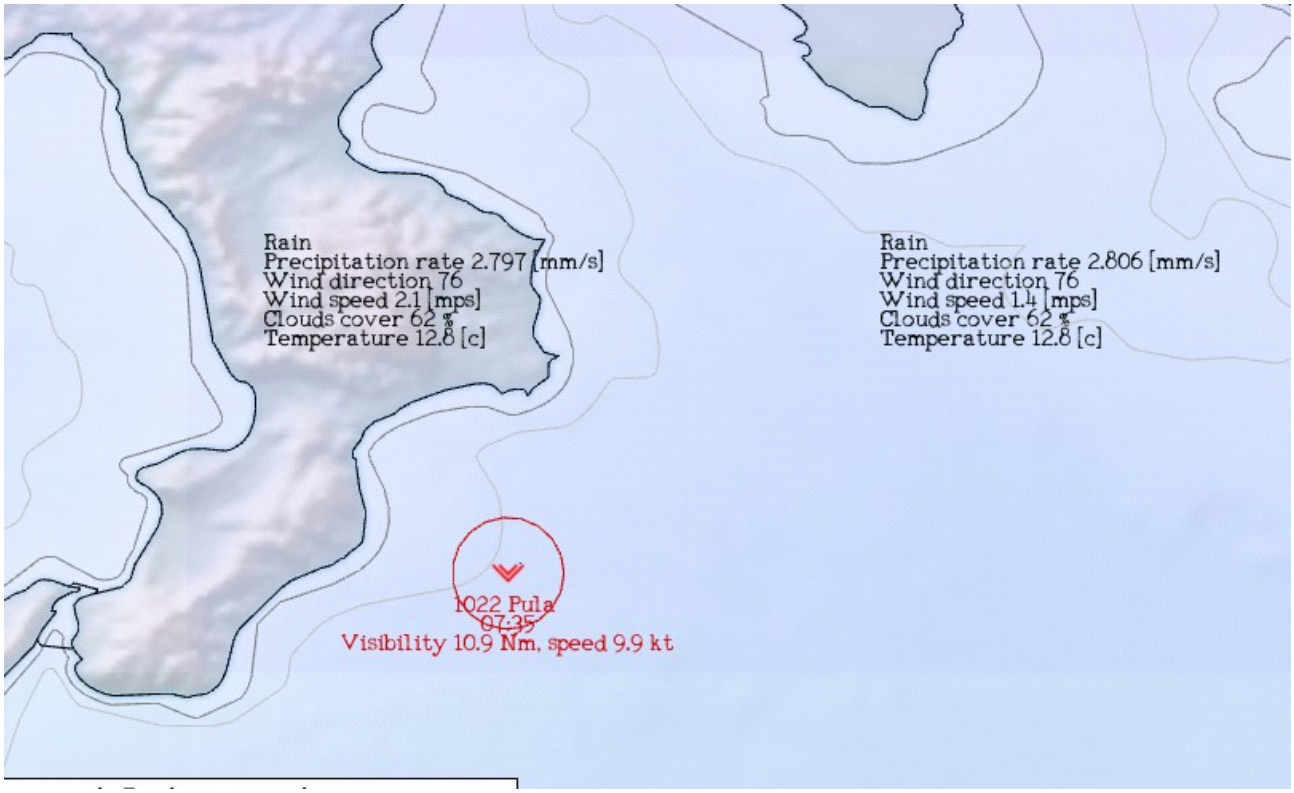


Weather influence on the game

In-game weather data covers the whole world.
The weather is mapped to 12 months of standard climate cycles (fully compliant with 1980 weather data).
Every month is different. This reflects the variability of the seasons during a campaign.

Arctic convoys can benefit from the polar night, and the battles occur in an environment consistent with the weather pattern.
Weather affects visibility. In bad autumn weather, visibility drops to just a few nautical miles, in hot clear summer conditions visibility can reach 16 NM.
It is important to pay attention to weather and visibility conditions if you want to get somewhere unnoticed/undetected.

The movement of the sun in the sky as shown by the moving day/night zones corresponds to actual data. Visibility at different times of the year around the world corresponds closely to real-life conditions.
Where there are periods of high rainfall (monsoons), these are also present in the game and have an impact on the gameplay (visibility).
In bad weather or in poor visibility conditions it is easier to slip through the convoy unnoticed.



Detailed weather data

This is available when the map is enlarged and the Weather option is turned on
Weather Data is the whole world divided into 180x90 cells.

The data shows:

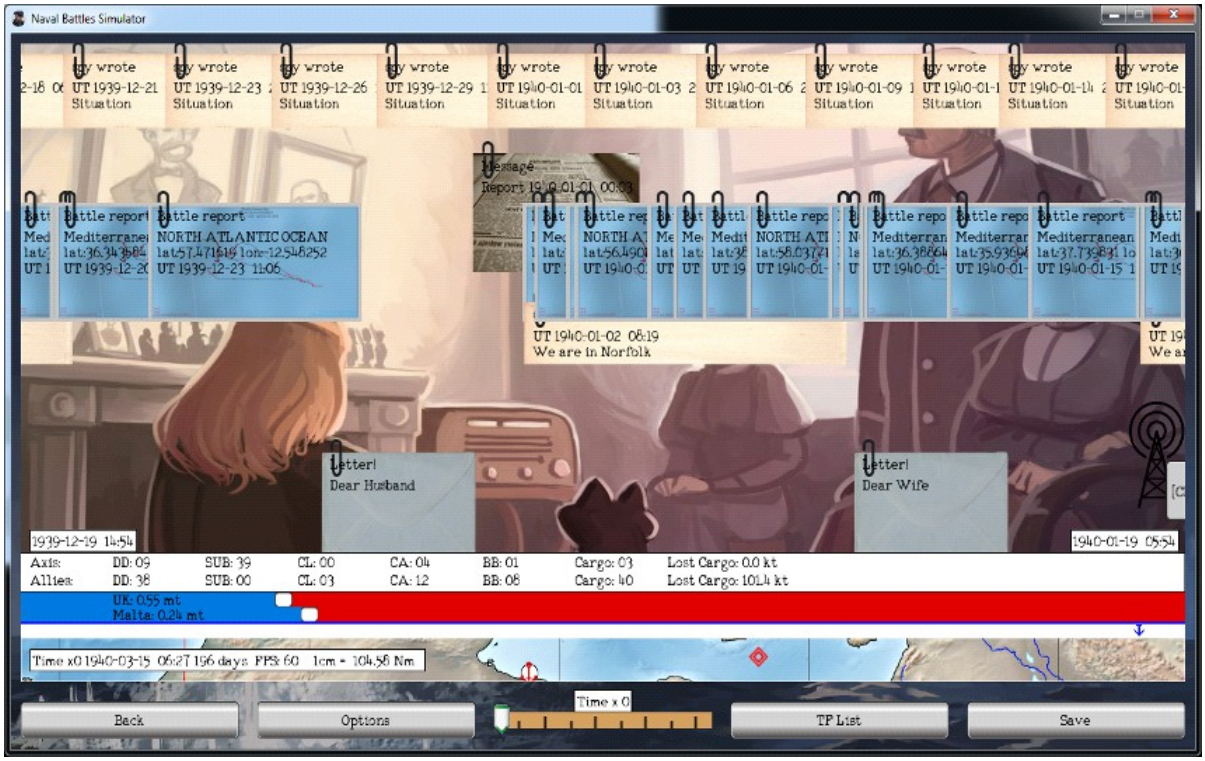
Type of precipitation if present: Rain or Snow (snow limits visibility more than rain)
Precipitation intensity in mm/s
Wind direction by absolute bearing.
Wind speed in metres per second (smoke moves on the map with wind speed.
In light winds, you will see smoke from funnels or smoke screens move slowly,
in strong winds you will see them move and disperse faster).
Cloud Cover, percentage coverage of the sky with clouds.
Temperature in degrees Celsius.

Weather data are averaged to generate for weather conditions in battles.

Map

The map is an accurate representation of the whole world with an accuracy (or 'resolution' of approximately 2.5x2.5 km. Therefore there may be inaccuracies at the edges of narrow straits.

Timeline (curtain)

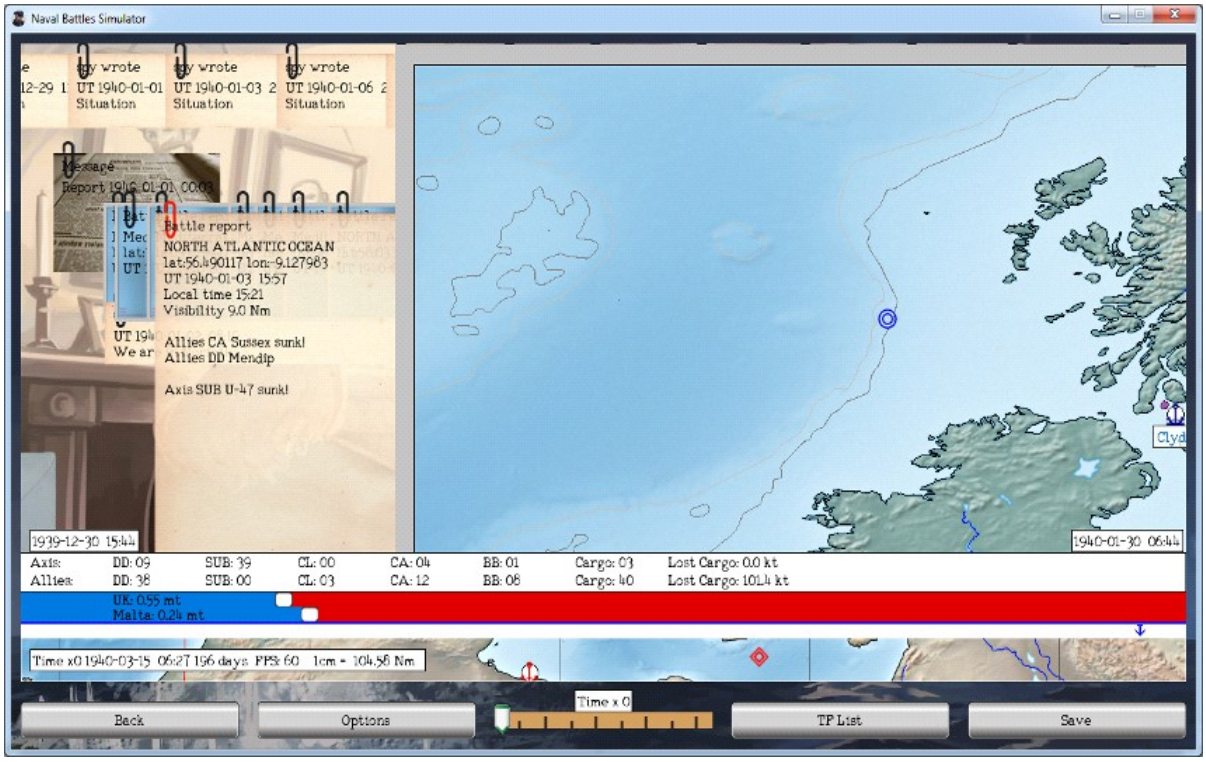


Record of events occurred during the campaign

Use the mouse cursor to slide the Tim line to the left and right (back and forth in time)



Using the mouse scroll you can change the scale / zoom the Timeline.



Black paper clip

Opens and closes the various reports shown on the Timeline:

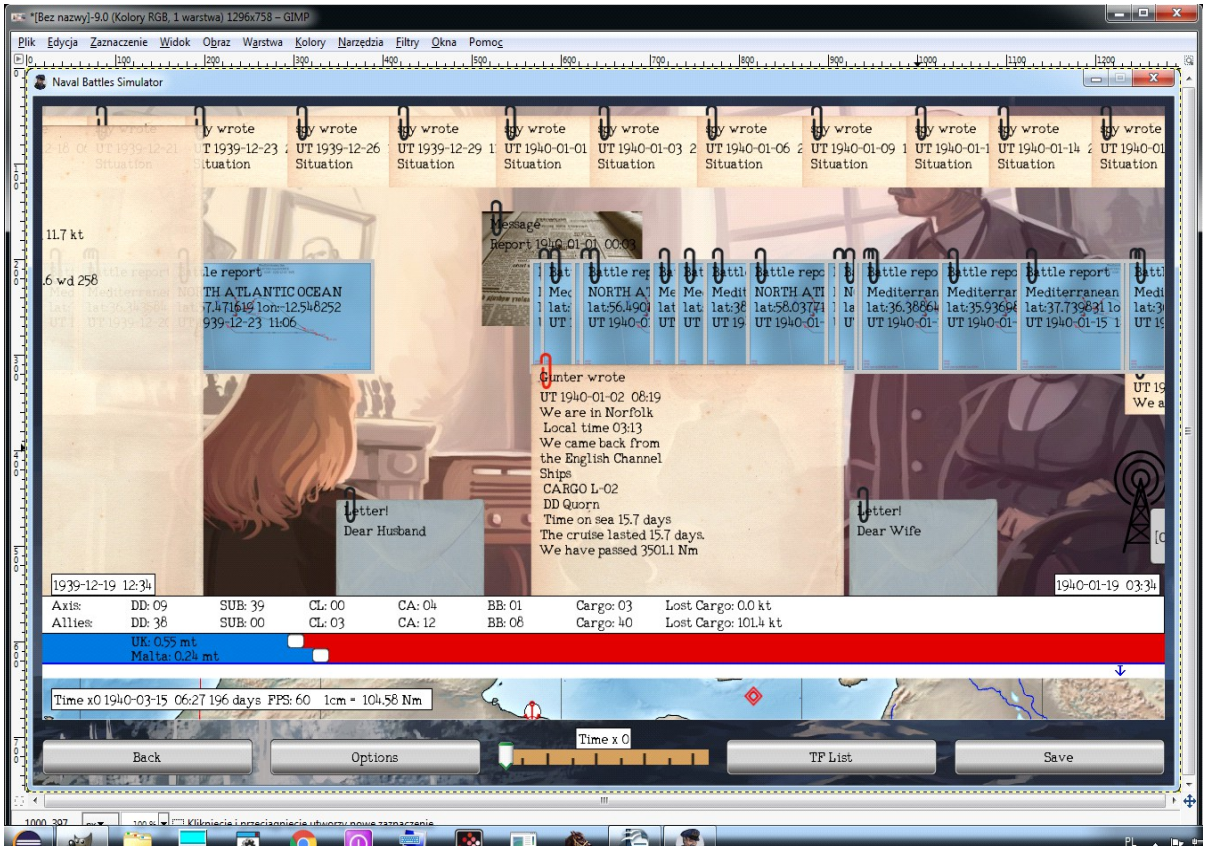
Information about battles fought, along with battle maps.
Battles in Automatic battle mode, taking place virtually, are shown on the map only as the point where the battle happened.
Battles fought out by the player contain more detail on the maps

Spy wrote

Information provided by spies, not the same as reports from the Intelligence Service. This is additional intel data, and does not depend on the frequency of staying in the sector to be activated.

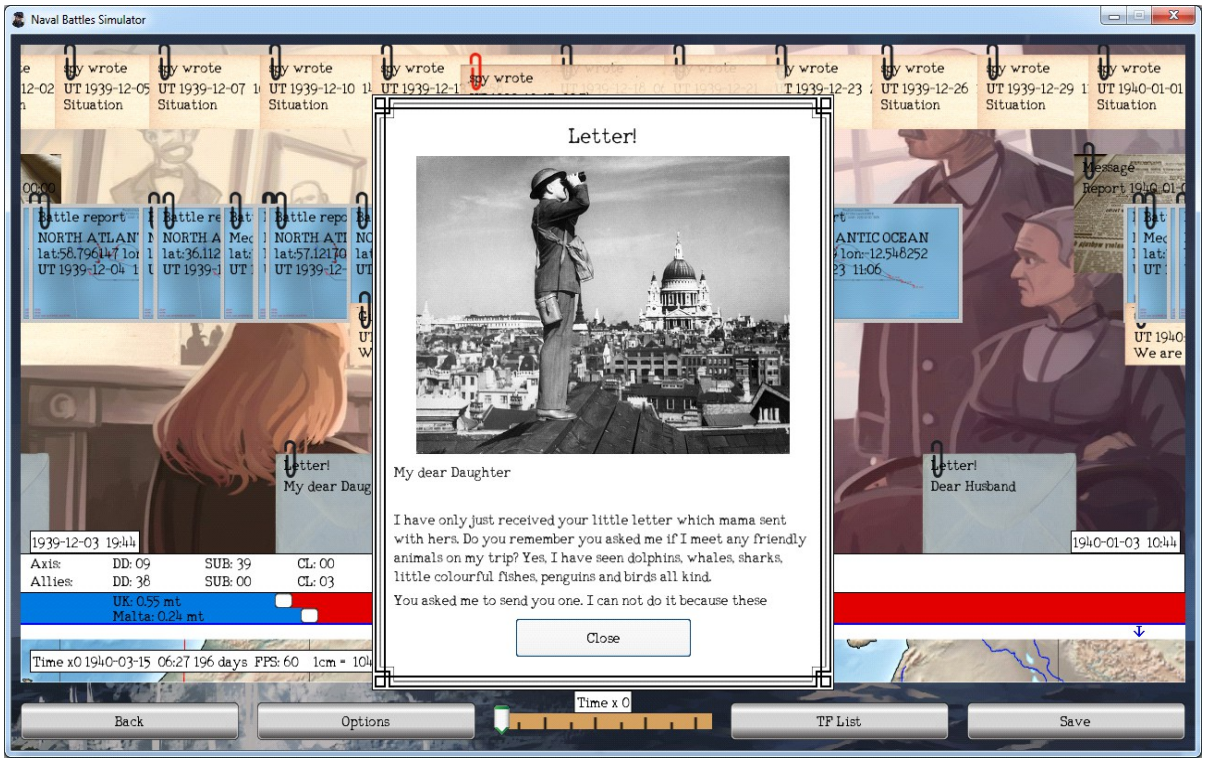
Gunter wrote

Gunter, sailing on various ships, after returning to port, sends a letter to his wife and family. He also receives mail from them.

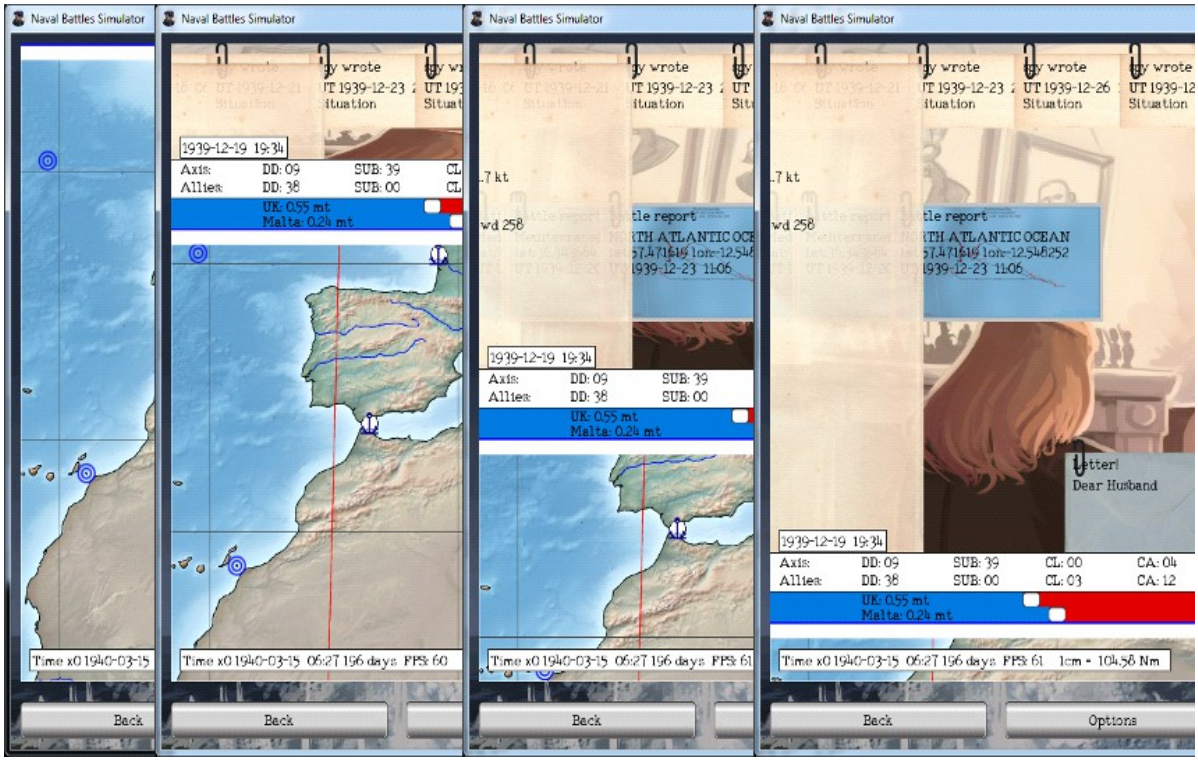


Letter

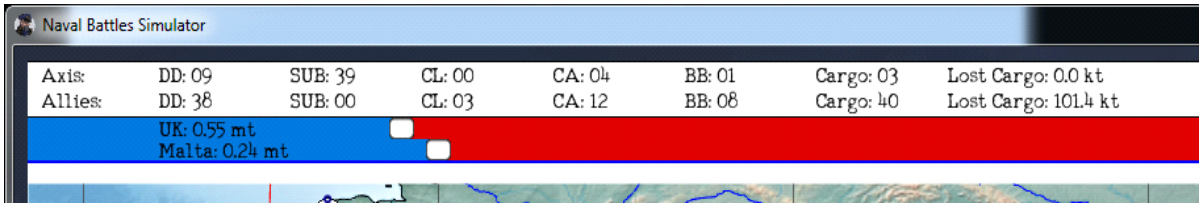
Letters written by Gunter to his wife and family



We move the curtain using white bar, you have to click it and drag it up and down



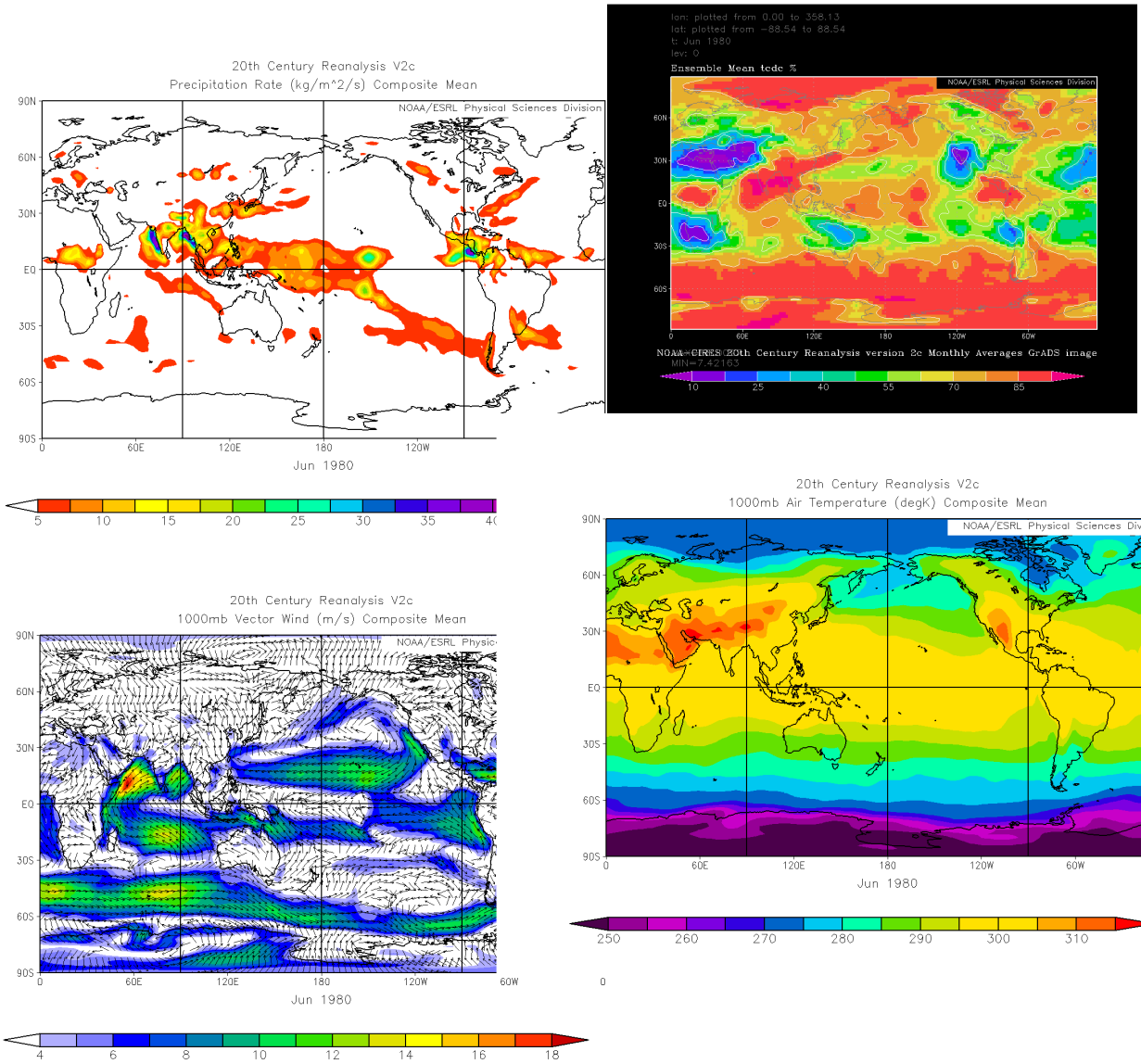
Information about campaign progress



Information shown for each side on the number of ships sunk in each class, and the loss of war material in kiltotonnes (thousands of tonnes).

Blue progress bar

This shows the means reserves of war material needed for the continued survival of Great Britain, Malta, and later the USSR
For example, when when the blue progress bar reaches zero in Malta, the island's defences will fall and Malta becomes an Axis possession.
This means that material loads in the UK will now be higher. You will need more material for the UK to continue in the war. When Britain's blue bar reaches zero, the game is over, the Allies have lost and the Axis have won.
When the USSR reaches zero, I don't know what happens ;-)



Elements of weather based on June
according to 20th Century Reanalysis Monthly Composites
https://psl.noaa.gov/cgi-bin/data/composites/plot20thc.v2.pl