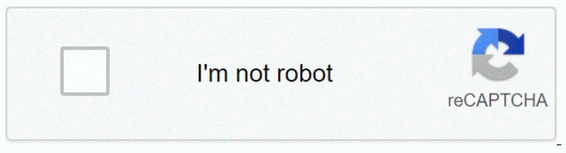
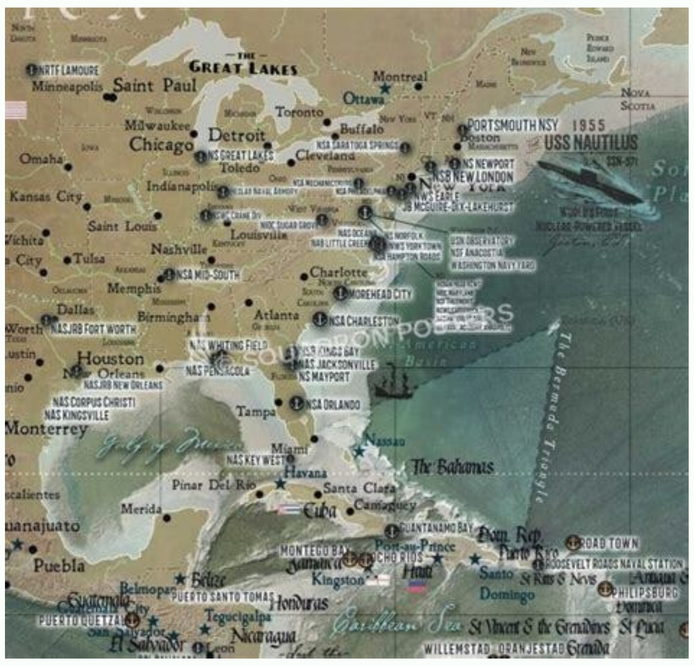


I am not robot!

Naval action resource map.

Reset and Clear Everything Distance: Bearing: ETA: **Map Instructions** 1.
Enter top speed. 2.
Enter wind direction (in degrees). 3. Choose ship type.

Click two points on the map. 5.
For wind, ensure a whole number divisible by 15. **Trip Data** View trip information in the upper left of the map, including: * Distance * Heading * Starting wind * Ending wind * Time to complete **Multiple Legs and Continuing Trips** 1. Place multiple legs or separate trips on the map. 2. Change wind for each leg. 3. For continuing trips, enter ending wind from previous leg before adding new waypoints. **Additional Map Resources** Explore various community-created maps with features like: * Pan and zoom functionality * Dynamic compass lines for navigation * Port search by name * Form for submitting corrections Port Selection: Property Deep water, Shallow water Available to all, Green zone, AI Conquest mark (1, 3) Port owner (Nation, Clan) Port battle Time set by port owner Port capture Fixed date range (Today, Yesterday, This week, Last week) Free date range Select Spanish port owning clan Zoom in on map Port-au-Prince's port battle zone: Two large join circles (Join outside outer circle as an attacker, inside inner circle as a defender) Three capture circles Two square forts indicated in red Two towers indicated in green Select goods from menu item 'Select good' Producing ports indicated by green circles Consuming ports indicated by red circles Indicates the area from where you can open-world teleport to a deep-water port. Select 'Teleport area' in group 'Show layer' from menu item 'Settings'. Zoom into map Area where from you can open-world teleport to Islamorada: Buildings Modules Recipes Recipe ingredients Woods Naval Action Map: A full-size, lossless map of the world can be found here. Warning: 2.87 MB size! An interactive map is available here. New Player Guide: I've posted a new guide (on Steam) which answers many questions facing new players. It includes sections on: First Steps Basic Guidance on Port/Sea screens and the Map Combat and Sailing Levelling Making Money Which ships to use Evaluating Ships Recommended builds for current meta Equipping ships Solo vs Clan play DLC content analysis/ranking/etc.
Game Information: Are there any up-to-date sources for information, e.g. gunnery penetration, etc? I've been using NAmap but it's no longer accurate and much of the created content is outdated and worse than useless!



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