A Guide to Pirate PVP

How to avoid becoming Admiral of a submarine fleet

(most of the time)

A collection of advice and information put together by Lyon

Index

Introduction and Disclaimer

This guide was written **specifically** for the Pirate Nation of Roberts and aims to introduce basic as well as relatively complex Player-vs-Player concepts of this game. Too often we have had new and returning players approach us unsure of what to do or how to play, and while we'd like to make the effort of explaining everything in detail, it simply becomes too big of a task to individually explain these concepts to each player. Thus, this guide was born. I should note that this guide was written **for pirates**, whose style of PVP generally differs significantly from nationals. If you're a national player who somehow got their hands on this guide, I should tell you that this while you may find useful information here, you **shouldn't follow my advice without double checking it with older players in your nation**. This guide was **not** written for you. For anyone else, Robert or Antigua pirates, **I strongly recommend you read this guide in proper order and that you do not skip to parts ahead unless you're already super comfortable with the game or have read the whole thing at least once.**

Ultimately this guide's aim is to provide information in a funny but descriptive way and hopefully encourage new and returning players alike to join our fleets. As such and in the proper pirate way, this guide ~~may~~ **will** contain foul language, references to alcohol (mostly rum) and other shenanigans. It will also occasionally refer to Spaniards as Dons, French as Frogs and British as "those damn tea addicts". It is all in the good spirit of nation rivalry in the game and this is in no way meant as a real offense to anyone.

It's also important to note that this is a "Guide to PVP", it is **not** a "Guide to win every single battle all the time herpaderp". **I do not claim this to be the Ultimate Guide for PVP,** instead these are simply lessons I learned by sinking often with my friends at the Robert Pirate nation and by asking more experienced players for their input (often after they sunk me). Always remember that experience plays a huge part in the outcome of battles in this game and there isn't a single, unique formula to winning battles here. However, there are **_in my opinion_**, **certain things you can do which will significantly improve your chances.** So without further delay, let's get started shall we?

Getting Started: Game Options and User Interface

"OH NO, WE'RE STARTING OFF WITH THE BORING STUFF ALREA"-shhhhhhhh. We'll get to cannons and shooting down ships soon enough. But for starters, we need to begin with the interface. There are some things that seem obvious to some players but are in fact, not that straightforward when you're just starting. So we're going to cover **everything.**

Moving Icons Around

First things first, you're going to be needing to move your icons around in order to adjust the interface to your personal preference. So press Esc, go to Preferences->Interface. And you should be seeing something close to this:

You will notice that I have Enable Manual UI Adjustment as well as Enable Manual Toolbar Placement both toggled. **You should too.** This allows you to use your mouse to move any interface element around as you see fit. Different players prefer different places for their interfaces and soon enough you'll find your preferred position as well.

Extra ToolBars

"Lyon why do we need to move the interface around? Don't the game developers know best where we should have it?"
Well I'm glad you askedl. Aren't you loving how this guide is so forward and straight to the point? Well then let me tell you the story of RiBig (This isn't his actual name, I'm sure he wants to remain anonymous).

I had been sailing with this man for weeks, shooting down nationals, flipping ports and often getting ourselves sunk in the process. Until one day, in casual conversation I realized he had never moved his interface around! And here I was asking myself why…

...and then it hit me. A cannon ball, I mean. Woke up in the harbour 2 hours later to a big ass headache and a sudden realization: For some mind boggling reason that was beyond me,

the developers hadn't made the Extra Toolbars a default thing! There were actually people out there fighting with less toolbars than they should! "I must add this to the guide!" I thought, and here it is:

Still under preferences->interface, scroll down a bit more and you'll find these checkboxes. Check. Check check check. **ALL OF THEM.**
And suddenly you'll find yourself with 4 extra toolbars you can use for skills and other stuff. This is **extremely important**. And because some nice lad told you in the section above how to move the interface around, you can now place these wherever you want! Personally, I like mine like this:
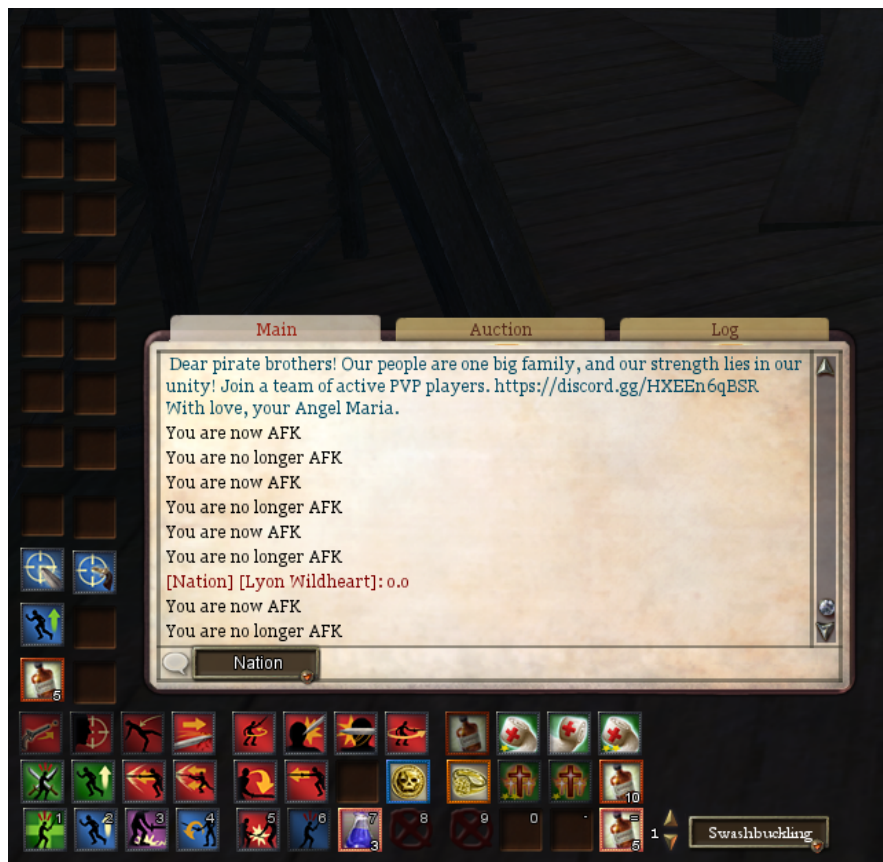
But wherever you decide to place yours is entirely up to you. Just make sure you instinctively know where they are.

Landing Avatar Hits

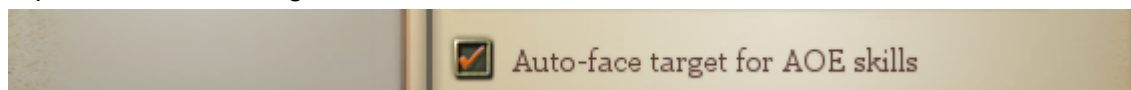This one is quite simple. If you ever got boarded by an infamous ping ghost, you'll know how annoying it is when these players with high ping just seemingly teleport around and become impossible to hit during avatar combat. So here's the solution:

Still under Preferences->Interface, this checkbox will guarantee your pirate turns to hit whatever you're targeting when you use AoE attacks.

Placing Skills

Now that you have your toolbars set it's time to organize. We haven't yet covered all the items and skills you can place on the toolbar, but just know that generally it's a good idea to group skills and consumables by what they do so it's easier to find what you're looking for in the heat of battle.

Here are 3 of my ship combat toolbars just to give you an idea. Again you don't have to follow this exactly, but notice how I have all my crew focus skills on the bottom left, my Hull repairs on the bottom right, major debuffs right in the middle, etc. You should try to find the logic that better suits you.

^ The silly Nat's toolbars if you follow this guide properly. Just saying.

Essential Ship Combat PVP Items

Next I'm going to show you a collection of items that you **should absolutely have whenever you go PVP.** Can you do pvp without these items?
Technically yes, but in practice you're much more likely to get demolished if you don't own them. So go get them. **Familiarize yourself with them, and figure out when and how to use them.**
And remember you can place all of these on your new fancy toolbars!

Ship Combat Consumables

These are items which get consumed after using them. But they're extremely important and you should always have these with you. Search the Auction House, ask you friends, ask your society members, I don't care. **Get them.** Note that especially in Matthew and Gibara's Junk Merchants there are lots of bottles you can get and that may not be covered here. I covered the essentials only. **All bottles go into personal inventory, the rest you need to carry on your ship.**

- **Admiral's Overhaul, First-Rate**
  - "Oooh but Lyon, can't I use hull patches inste"-**NO.** If you're PVPing, you use Admirals. These are **essential**. A well used Admiral is the difference between coming back from the brink of sinking to help your teammates again or...well, just sinking. So unless your childhood dream was to captain a submarine, you **want Admirals.**

- **Mast Brace, First-Rate**
  4
  - Same as Admirals, but to repair sails. Have it just in case. **But note that this shares a cooldown with Admirals. You'll be able to use one or another, but not both.**

- **Gunpowder, First-Rate (Coarse-Grained)**
  115
  - If you were a silly nat you'd have to worry about other gunpowders. Us pirates? We want **Damage**, so First-Rate Gunpowder (Coarse-Grained) is what we use. "But does 7.5% extra damage really make a difference?" **YES.** Yes it does. I cannot tell you how many times we lost because we got **this close** to sinking a guy who ran away damaged only to come back fully repaired later to bite us in the ass in that same battle. Get your powders, and use them.

- **Expert Carpenter**
  10
  - This fellow repairs 30% of armor and structure damage. **But it has a long ass cooldown.** You'll generally only be able to use one during a fight and he repairs very slowly. So you don't want to wait until you're at half structure to use him. **Shares cooldown with all Experts including Sailmaster.**

- **Expert Sailmaster**
  10

- ○ Repairs 10% sails, but it **also** gives **extra speed and turn rate.** If you're running for some reason, don't hesitate to pop one. **Shares cooldown with all Experts including Carpenter.**

-

  Sharp's Blackout Stout
  6

 - ○ This bad boy **triples** your morale recovery rate. Usually you get 2 morale per second. This makes it so that for a short period of time you get 6 per second. If you need morale to apply debuffs fast or for anything really, use it. You get it at Junk Shop guy in Matthew Town, under collection exchange. Gotta trade 1 Gold Goblet and 1 Silver Goblet for it. Worth it 100%.

-
  Professor Herndon's Miracle Elixir
  1
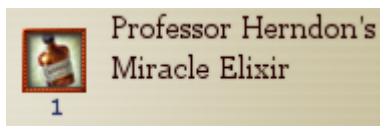
  - ○ Professor Herndon's ~~Miracle Elixir~~ STOP BOARDING ME RUM! It will increase Grapple Defense by 8 and Grapple Offense by 4 for one minute. Great to prevent counter-boardings. Get it at the Junk Merchant for 1 Pouch of Pearls and 1 Pearl Pendant, at Matthew Town.

-
  Hoynes' Hoodlum Hooch
  10
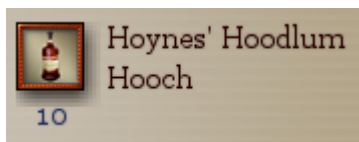
  - ○ Remember when I said in the Gunpowder section up there that Pirates want damage? This increases cannon damage, presumably by getting your crew so drunk they stop caring about their safety and load extra boom powder in the cannons. Get it at Gibara's Junk Merchant for Silver, Gold and Jade plaques, costing 1 of each.

Ship Combat Clickies

'Clickies' are items which **do not** get consumed upon use. You carry these on your ship, and they can save your life. It's very important to have these and there's really no excuse not to have them if you know about them because once you have them you can use them forever. If you don't have these, go get them. There **are other** clickies such as Solomon's Stone that aren't included here, but that one can only be used against NPCs and again I'm covering only the essentials here.
They can also be placed on toolbars, but you need to be carrying them on your ship to use them.

-
  Lucy the Figurehead
  1
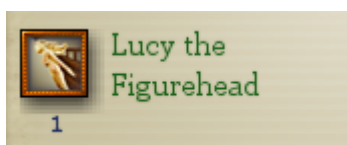
  - ○ Instantly recovers 20 morale. You get it at Golden Lake during a mission chain in which the first quest is called Beating the Brush. While you're there

you might want to complete the fourth and final mission of the chain which is called "Smuggler Dragnet" and will give you 5 bottles of Victory Gin (extra wave in boarding combat when used).

- Lucky Albatross
  - Instantly recovers 120 crew. Remember that having low crew can give you heavy penalties, so this is a life saver. To get it, have at least indifferent reputation with the British East India company and go to Port Royal's Company Office to greb the mission "Regarding that Freight" from Evans McCreedy. The second mission of that mission chain will net you the Albatroz.

- Surgical Kit
  - Increases your maximum crew by 10% and gives you +10 crew for 2 minutes. This is great to avoid getting your crew wrecked, but won't help you much if you're already decrewed. At Golden Lake find the Town Boss and accept the mission "The New Breed". Complete that mission and the one after it in the chain for the Surgical Kit.

- Sonia's Dissertation
  - This sexy item increases your ship speed by 5%. One of my favourites which you can grab at the Academie Nationale in Point-a-Pitre. Find a guy named Theo Alexandre in there, get the mission Hot Topics and complete that chain. Then find Sonia Cabrero in the tavern and do her missions. Eventually you'll have to go back to Theo Alexandre to move the chain forward. This should be 5 level 27-30 ship combat missions and then a final level 40 mission called "Sonia Cabrero's Presentation" which you get from Zoe Franche at the Academie.

- Bronze Balls
  - Having Bronze Balls is a requirement to sail with Robert's Pirates. If you don't have them, you might as well abandon ship.

- Bronze Round Shot 3817
  - Additionally you'll also need Bronze Cannon Balls. "Can I use heavy sho-"-NO. You can't use Heavy Round Shot. Bronze shots are **essential** because again we're looking to **maximize damage**. Most societies make their own and they're relatively cheap so get them or ask for them.
  - Heavy Rounds are ok for fleeting, not ok for PVP.

-
  - **NOT ESSENTIAL.** These are great for 1v1's **but you shouldn't be using them in group fights. Stick with bronze.**

- Demast Shots
  - Long range demast shot. Have it, used to shred the sails of running enemies
  - Mid range demast shot, 450-100 yards
  - Short range demast shot, <100 yards. These will **obliterate** enemy sails if fired at point blank range.

Essential AVcom PVP items

WIP

Avcom Consumables

WIP

Avcom Clickies

WIP

AvCom Fighting Schools

WIP

Fencing

Dirty Fighting

WIP

Florentine

WIP

Brawler

WIP

Pirate Classes and Skills

There are 2 Pirate classes in the game, Buccaneer and Cutthroat. We'll go into detail for each one of them in the following sections, providing advice on ships to sail and skills.

It's important for you to notice that most players use this:
[Cutthroat - Pirates of the Burning Sea (000webhostapp.com)](#)

To plan their skill builds. Recommended builds will have a code, which you copy-paste here after selecting the appropriate career (Cutthroat or Buccaneer of course!):

Skill-Code: CT-
00000000

If you already have a build and want to reset it, you can get a **Career Skill Respec** from the guy downstairs at Fort Vasseur in Tortuga. Use it, then talk to your respective career trainers to grab the skills you want.

Cutthroat

Ships to Sail

- Adventure Frigate
  - The Adventure is, by all accounts, the best PVP Frigate in the game without Bronze Cannons. It packs a punch, it is solid and it's also maneuverable. However, it is also quite expensive. In order to get an Adventure you must trade 50 Marks of Victory and 50 Marks of Trade for the Adventure Refit in Kidd's office. Then you need to get a Hector deed and trade both the Hector Deed and the Refit for an Adventure Deed also at Kidd's Office.

- Hades Frigate
  - The Hades is every Cutthroat's wet dream. It's only *slightly* worse than the Adventure and yet it is much, much cheaper. It doesn't require any marks or

refits and you can build them directly or buy them from someone who does. It's a very solid PVP frigate and the most optimal ship for Cutthroats in terms of benefit/cost. **If you're a Cutthroat, sail a Hades.**

●

Common Builds

Buccaneer

Ships to Sail

- Adventure Frigate
  - The Adventure is, by all accounts, the best PVP Frigate in the game without Bronze Cannons. It packs a punch, it is solid and it's also maneuverable. However, it is also quite expensive. In order to get an Adventure you must trade 50 Marks of Victory and 50 Marks of Trade for the Adventure Refit in Kidd's office. Then you need to get a Hector deed and trade both the Hector Deed and the Refit for an Adventure Deed.

- Hector Frigate
  - More maneuverable than the Adventure but also more frail and packing weaker guns. Hector is a budget option for Buccaneers who want to participate in PVP but can't afford to risk Adventures.

Common Builds

Say hello to the Great Ship Fitting meta

Fodderboy (one of PotBS's developers) insists many players aren't even using fittings. So I figured this section was quite important.
Are you using Fittings, my lad/lass?
…
No?
Oh. Oh, okay then. Let's get to fittings.
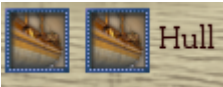
Frigate fitting

I *might* do a guide for fitting rates later, but since I don't want to encourage Pirates using those ships in PVP unless we're winning so much we're actually getting bored, you get a guide to fit frigates instead. The meta is **really** simple, and you can thank the lack of ship variety for that.

Sails, Guns and Hull Fittings

These are **permanent** and the only way to remove them is either by sinking and losing them or throwing them away.

-
    - Huge Runner's Rigs x 2
        - Remember you need to **go fast**. Fit runner's rigs to go fast, or fall behind **and get left behind.**
-
    - Huge Einar One Eye's Devastating Guns x 1
        - Hello hello sexy Einars! Big damage buff! You take an accuracy penalty but **who needs accuracy when you're supposed to be brawling and shooting them inches away from their faces anyway?** You literally can't miss that much or at all from the distance you're supposed to be shooting from as a pirate anyway.
    - Huge Speed Gun Rig
        - Solid Reload bonus, comes in handy.
-
    - Huge Double Planked Armor
        - Huge Double Planks, assuring you don't get 1 shot since 2013. You can combine one of these with Heavy Flank, **but always have at least one Double Planked Armor.**
    - Huge Heavy Flanked Armor
        - A solid alternative to having 2 Double Planks is having 1 Heavy and one Double. **Never have 2 Heavy Planked equipped tho, the defense penalty isn't worth it.**

General Mods

Keep in mind that _**you don't lose these even if you sink.**_
The following are the **best** general meta mods:

- Victor's Armor 2
    - **Very** good mod, get it at Kidd's Office for 5 Citations of Conquest.
- Prototype Cannons 3
    - +2 Accuracy, **+12% damage? Yes please.** Get them at Kidd's Office for Marks.
- Discordant Reinforcement 3
    - Stronk armor mod, big resistance. Get it for marks at Kidd's office.

Ship Combat for Pirates

The first thing you need to know about ship combat is that it depends **heavily** on the ship you're sailing (well, duh) as well as which ships the enemy is sailing. There is an immense difference between sailing a frigate and sailing 3rd-1st rate which can only be truly understood by sailing both kinds of ships in PVP.

This however, isn't a Ship Combat guide. It's a Ship Combat guide **for pirates**. Because pirates excell at close range brawling, have insane turn rates and absolutely broken close range debuffs, the most natural ship for pirates to sail are frigates. Fast, maneuverable, deadly. A good Pirate will abuse their turn rate to put a National's single broadside DPS to shame. Why wait for reload when you can just turn and shoot your other broadside? Not only does this spike your DPS to ridiculous levels, but it also allows you to distribute the damage you take… but more on that later.

Do keep in mind that while Frigates are the most natural kind of ship for pirates to sail, this doesn't mean you can't make Rated Ships work. Remember, this guide **presents you the easiest and most straightforward solutions to play to your strengths as a Pirate**, but a battle will **always** depend on things like Players Experience, Ships, Map, Items you have and don't have, and even Luck to an extent.

During these types of discussions with other players you will always hear the "Oh, Pirates can make Rates work! You just have to X, or Y…Pirates can Linefight, you just need to..." etc. Are these players wrong? Well many times yes, but not necessarily. As explained above this game has way too many variables for me to provide you with a winning formula.

I am providing you with the best ways to play to a pirate's strength and maximizing your chances of winning. This doesn't mean other players haven't won using different concepts. If your opponents are absolute n00bs, you can linefight and win as a pirate really easy. This simply means that **in my opinion, it's generally easier to win against competent enemies if you play in the way shown below.**

Holy Trinity of PVP

If you can only learn 3 things from this guide, learn these.

Rule nº1 : *"ONLY BRING SHIPS YOU CAN AFFORD TO LOSE"*

This rule is **extremely** important. If you can't afford to lose a ship, **don't bring it. Get something else instead.**
Because if you're afraid of losing your ship, you'll be afraid of commiting to the battle. Which will put your team at a disadvantage, will get your teammates killed and then will get **you killed.**
We'd rather have a fighter sailing an Hector than a coward sailing an Adventure.

PVP battles are risky. There's a **real chance** you'll sink, especially playing as a pirate. But if you turn coward and stay behind because you're afraid of losing your ship, there's a **real chance _everyone_ will sink** because they're now at a numerical disadvantage.

Rule nº2 : _"GO FAST"_

In the very typical way of the Pirate, keep in mind that:
"Whoever falls behind, _gets left behind._"
The entire fleet will **not** turn around and sacrifice an important maneuver because of a single individual.

So my friend...
Whatever you do, _**do it FAST!**_
Call in Discord for PVP? _**COME FAST!**_
We're charging? _**Charge FAST!**_
Someone asked for a debuff on an enemy? _**Debuff FAST!**_
Someone needs a block! _**BLOCK FAST!**_
Debuffed enemy needs to be spiked into oblivion? _**Spike. FAAAAAAAAAAAAAST!**_

Such is the way of the pirate, such is the way of any decent pvper. Time _**matters**_ in this game. So whatever you do, do it **fast.**

Rule nº3 : *"COMMS __AREN'T__ OPTIONAL FOR PVP"*

Be on comms. Generally we use discord, so find out the discord link and join discord.

Commands will be given in battle and while you could ask us to type the plan in game chat, plans change according to enemy actions **and you can't reasonably expect leaders to lead while typing, or people to perform well in the battle while transcribing orders to chat.**

Get. On. Comms.
You don't need a mic to speak. You just need to **BE THERE AND __LISTEN__.** Listen to commands, follow orders and you'll perform well as a group.

"Oh but you don't need comms you just need to use your brain"
There can be as many as 24 people fighting in a single side of a Port Battle. **Of course** it's important to use your brain, but expecting 24 monkeys to coordinate, work well together and follow a plan just because you're telling them to use their brains **is an insane and unrealistic expectation. Get on comms to know what the hell is going on. _BE ON DISCORD FOR ALL PVP._**

PS: If for whatever reason you don't know what Discord is or how to access it, **ask in nation chat.** There will usually always be someone on to guide you through this process and I assure you it's really easy.

Introduction to Ship Combat - Basic Concepts

Before we get into more complex maneuvers and whatnots, there are a few concepts you should familiarize yourself with.

"But Lyon, these are way too many concepts to memorize"

Look, I'm not asking you to memorize these, I'm asking you to read them for now, and come back here if you hear them again and don't know what people are talking about.

Memorizing will come naturally with time. What, you think the so called "vet players" sat down at the library for a semester to take a course in PotBS? Bruh, some of them can barely even read. So don't worry about memorizing, I'm not gonna quizz you on this. Altho if I do and you fail, we'll hang you.

But really tho, just read these for now. You'll see how understanding them now is less important than memorizing them. Plus some of them are **super basic crap, like...**

- Stern and Bow
  - Stern is the back of your ship. Most fragile part on every ship. Bow is the front. You'll listen to these concepts often, so make sure you know which is which.

- Arcs
  - The area where you need to have an enemy on in order to shoot your cannons.

- Broadside
  - Used to refer to the action of shooting **all of your cannons** in a single side of your ship. Got cannons loaded and an arc on the enemy? Shoot. That's a broadside.

- Spacebaring
  - Just pressing space to shoot without using any skills.

- AltFire
  - **The action of pressing Alt and clicking a half-reloaded battery to shoot half that battery's cannons.** Very useful to finish off enemies running for a block. The game tutorial doesn't tell you about this, but I do o:
- CtrlClick
  - **Ctrl+Click any item or tool on your toolbar and that skill will be used as soon as it's available again. <u>Important for Wolf Pack Skills.</u>**

- DPS
  - Refers to Damage Per Second, and it's literally that. It's usually the amount of damage you can inflict per second with the cannons on one of your ship's sides. Heavily influenced by reload, gun poundage and ammo as well as skills, obviously. A ship with high DPS will force enemies to use repairs sooner, and the longer the battles goes on for, the greater this advantage becomes. **As a Pirate, you can immensely boost your DPS by turning and shooting the other broadside instead of waiting for reloads.**

- Spike Power
  - Spike Power is the amount of damage you can inflict in a **single full broadside.** This **does not** take reload into account. Spike Power can be extremely important in a PVP battle. <u>Even if you take forever to reload</u>, ships with **High Spike Power** can just **delete enemies** if well coordinated, delivering such a devastating blow that they'll have no time to repair before they effectively classify as submarines. The higher a ship's cannon's numbers and poundage, the higher the Spike Power.

- DPS vs Spike Power
  - It's important to note the difference between these two. DPS and Spike Power are both extremely important but fundamentally different concepts.

- ○ Think of DPS as a ship draining your health fairly quickly over the course of a battle by shooting and reloading really fast. And think of Spike Power as a ship just obliterating your armor in a single broadside, but taking a long time to reload and shoot again.

- ○ A practical example of one vs the other would be a Centurion vs an Alexander. The Centurion has a higher Spike Power, which means it'll cause high damage with each shot. However an Alexander has an insane DPS which means over time, the Alexander will actually cause more damage because it reloads and shoots faster. So the smart thing for the Alexander to do would be use a Survival Skill to tank a Centurion's broadside and then keep shooting. While the smart thing for the Centurion to do would be to time its shots and spike skills properly to avoid defensive skills and make every shot count.

- Block
  - ○ Blocking a player means placing yourself between that player and whoever is shooting at them. This is a **very important skill to learn.** More on it below.

- Line
  - ○ A Line is pretty self explanatory: It's a group of ships sailing in a line. A Line allows for easy blocks and makes sure everyone has Arcs on the enemy players. Lines can be more or less compact depending on the space between each ship.

- Charge
  - ○ Ah yes, a Pirate's best tool. Charging means pointing your bow at the enemy (preferably the enemy stern) and going **fast** at them. There are different types of charge and we'll go into more detail later, but for now know that charging means racing towards your opponent until you can smell the crap in their pants.

The Colors of the Wind (by Pocahontas)

No Pocahontas, you cannot.

Which is why it is **extremely important,** *especially for pirates,* <u>*to get the wind.*</u>

You'll notice this section is small, but it's still a section because THE WIND IS JUST THAT IMPORTANT. DON'T IGNORE IT.

The first step to any successful pirate battle is **getting the wind.**
This means **making sure the enemy is in the direction of your green or at worse yellow wind.**
If the initial maneuvering your leader is calling for doesn't seem to make sense, consider that they might be trying to take wind from the enemy. Having wind allows you to dictate many terms of a battle, and having it is often the difference between winning or getting absolutely demolished.

In practice, **Getting the Wind** on someone, means reaching this position:

You'll notice that if I want to sail towards Larry Wall I have **green wind** while if he wants to sail towards me and close distance he has **red wind**.

Whoever has the wind controls the battle, controls the distance from the enemy, and <u>can show different broadsides faster.</u> The Wind guarantees maneuverability advantage and for Pirates that means a lot.

If you've been paying attention you'll remember that **Pirates excel at close range.** This means that you need to **get within close range.** And to control the distance and get close, <u>**you need the wind.**</u>

Frigates VS Rates, which should Pirates be sailing?

I have been asked this question a MILLION times.

Whenever Pirates bring frigates to a battle and things go poorly there's *always* that **one guy** who goes "We should just bring bigger ships, they're more durable and have more firepower!"

This is a temptation for many newbie pirates and even for some veterans. Look, the answer here is simple. **Bring frigates.**

99.9% of the time, Frigates are **a better choice** for Pirates. There are **some specific situations** where bringing Rates as a Pirate can be a valid option, for example if you're defending on the Havana Harbour Map in a port battle. But these situations are very specific and generally people will **tell you** to bring rates for specific scenarios.

If you bring Rated ships to a battle, one of 2 things will happen:
1. Your enemy will also bring Rated ships, which means this will turn into a line battle which **again, nationals are better at.** If they're competent, you get demolished.

2. Your enemy will bring Frigates which means they'll outspeed you and if they're smart they'll stay at 400ish yards away, applying debuffs to you **because they can,** and eventually killing you. They also enjoy accuracy and reload buffs which you don't have. In the meantime you'll struggle to apply decent debuffs since most Pirate debuffs can only be applied at close range. And guess what? You're not fast enough to catch them and if you fall for that and try anyway you'll die very quickly. If they're competent, you'll also get demolished.

Also did I not mention enough times just how **utterly and absolutely important** getting the wind is for Pirates? You won't be able to get it as easily on Rates and if the enemy has frigates you won't be able to get it at all.

In addition you'll see further up ahead in the guide that abusing turn rate is one of the strongest tools a Pirate has in their arsenal. If you play rates, you'll be effectively throwing that advantage away. You're a pirate, **play to your strengths and bring frigates.**

Disclaimer: Like I said, there **are** very specific scenarios in which bringing Rates might be a good idea. But this is only **and only** if the enemy **needs to come to you.** And assuming the map favours rated ships. If you're defending in a map like Havana Harbour it is entirely valid to close down the channel with Treasons, Centurions or San Fernandos. But in this case you're **defending** and the enemy needs to get past your line.

Start of Battle: What do I do?

First of all, keep calm. If you have been following this guide so far then that must mean you're in comms which also means there should be someone leading the battle. **Listen to them.**
As the battle starts however, you'll want to click the following things:

-
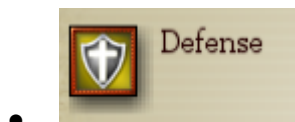
  ○ First click of all. So you don't forget later. Buccaneers get turn rate bonus from this, CTs get more defense. Generally people always have this on since it's a Toggle. You don't want to brawl without this, so keep it on.
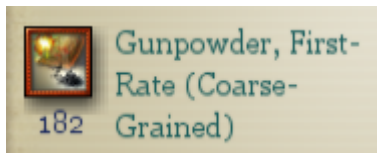
-
  - If you're experienced you won't forget to click this when the time comes. **But if you're new, click it now so you won't forget later.** And keep an eye on its timer so you can click it again when the time comes.
-
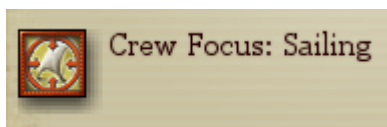 - Massively important skill for Buccaneers. It's a Career Skill so you should have it. This lasts for 5 minutes and has a 5 minute cooldown which means it can be activated again as soon as the effect ends. **Ctrl+Click this and it will re-use the skill as soon as it ends as long as you have morale for it. <u>Do not underestimate the importance of this skill, it's very strong in group fights.</u>**
  - Cutthroats **won't have this**, instead they'll have "Wolf Pack: Hunters" **if** they spec their build for it. Also important, **keep it up in group fights.**
- **OR**
  - Either one or the other depending on what the group is doing. This should be pretty self explanatory but if you're turning focus Maneuver and if you're sailing **go fast** and focus Sailing.
  - **You should keep one Crew Focus up at all time during battle and change depending on what you're doing. <u>Yes, this makes a difference.</u>**

Notable Ship Maneuvers

Hold the Line!

Ah yes, the silly nat's favorite toy. The well known and so often incredibly poorly executed Line Maneuver.

This is one of the most basic maneuvers you can pull in the game: Simply form a line and keep 10-20 yards between each ship while you all sail in the same direction.
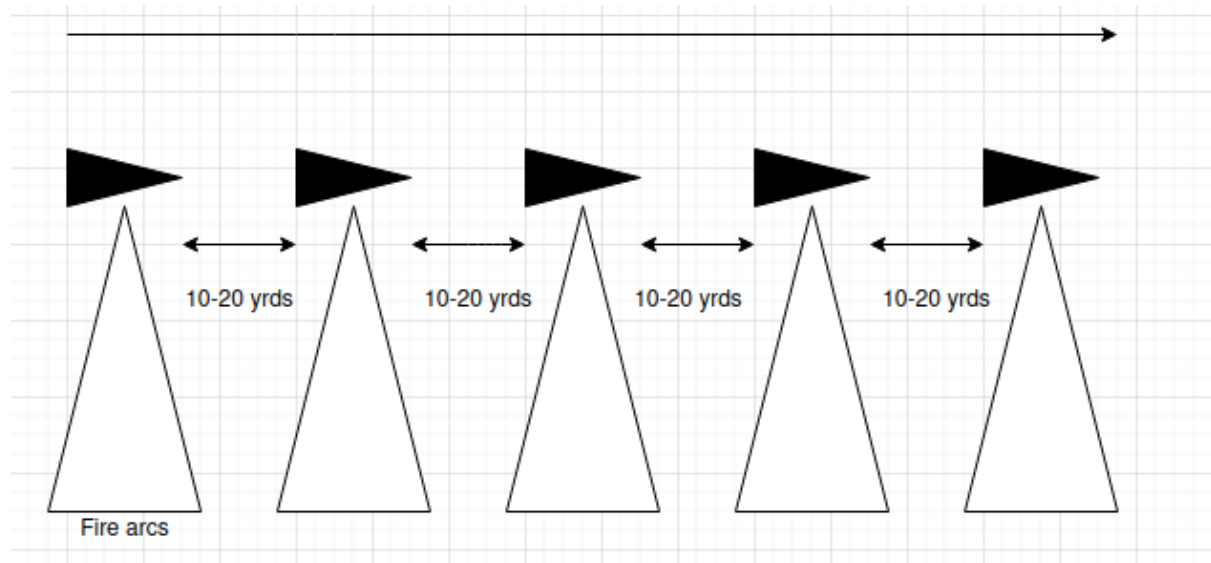
See? **Easy.**
The only thing you need to do in order to pull this off is follow the guy in front of you and make sure you keep a distance of 10-20 yards from him.
Everyone can press B to activate battle sails and go more or less at the same speed.

Supreme Blocking will keep you alive

In this next section we will introduce you to blocking. I've decided to put this section here because blocking is easily demonstrated in a Line Fight, but **blocking is a concept transversal to virtually all tactics and maneuvers and can and should be applied anywhere.**

Here's a scenario you might find yourself in during a battle:
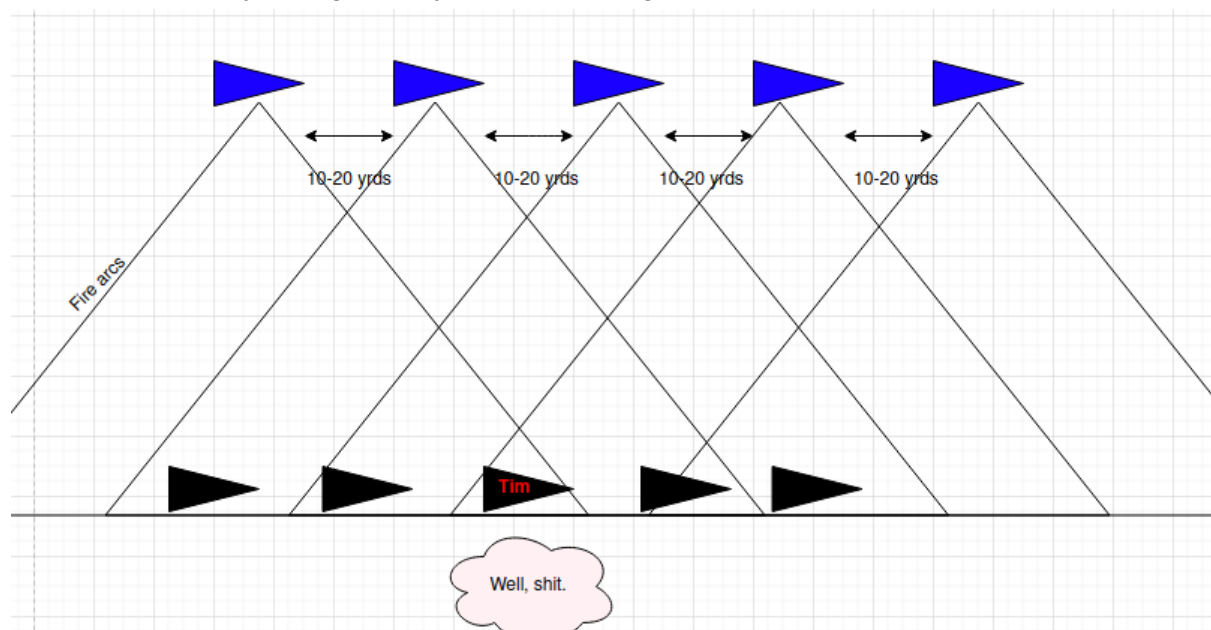
Do you see Tim over there? Tim has found himself within the arcs of 4 enemy ships at the same time(tbh there can be a **lot** more arcs, 4 is a very good scenario). The Frogs shooting at him are, unfortunately, not blind. Tim and his mates didn't read this guide on blocks. See where I'm going?

Well, **Tim is screwed.** And then **Tim's <u>teammates are also screwed because suddenly a 5v5 turned into a 4v5.</u>** Don't be like Tim. Learn to block, read about blocking:

"Lyon! They're shooting me, I'm gonna sink, what should I do?!?!?!?!"
Literally every player who has done pvp for more than a day has been spiked before. This is **normal**, so **stop panicking**. If you're gonna panic every time you get spiked in this game you'll die of a heart attack within the week.
 Here's a step by step of what you should do if this happens to you:
1. Stop panicking.
2. Quickly assess damage. How damaged are you? Are you debuffed?
3. Pop Repairs and Resistance skills
    a. This is where **experience** comes into play. Generally I recommend players to just pop repair skills, Admiral 1st Rates and Carpenters if they're being focused. <u>With time you will learn how many repairs/resistance you need for your specific situation. If you're new tho,</u> **pop everything.**
4. **Ask for a block, stating your name.** Remember when I said comms were important? If you don't have a mic and can't talk you can try to type it out but be advised that by then it might be too late. You should say something along these lines: **"Lyon needs a block. [Insert close by player name] can you drop sails/come block me?"**
5. **Drop sails/position yourself to be blocked**
    a. If Linefighting, drop sails until the guy behind you can block you, and then stay behind your mate while you repair and then get back in line.
    b. ***If you're brawling <u>(and this is important), take some distance while you repair. Come back after you're repaired.</u>***

Blocking in Line

Here's how a block in a linefight should go:
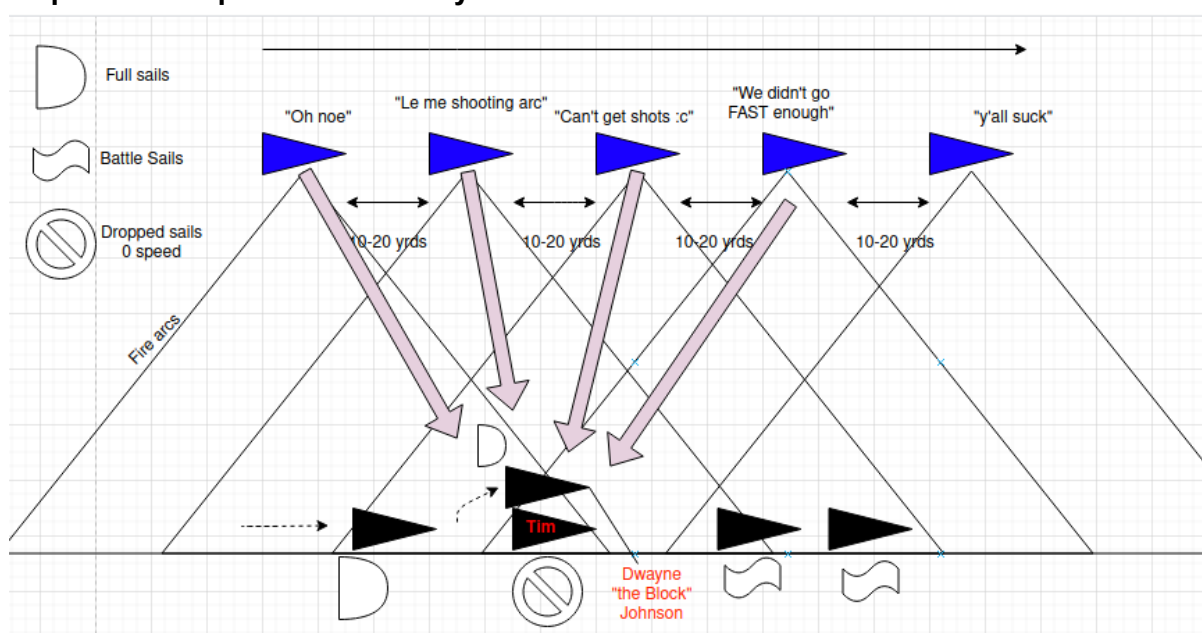
Step 1: Tim gets spiked
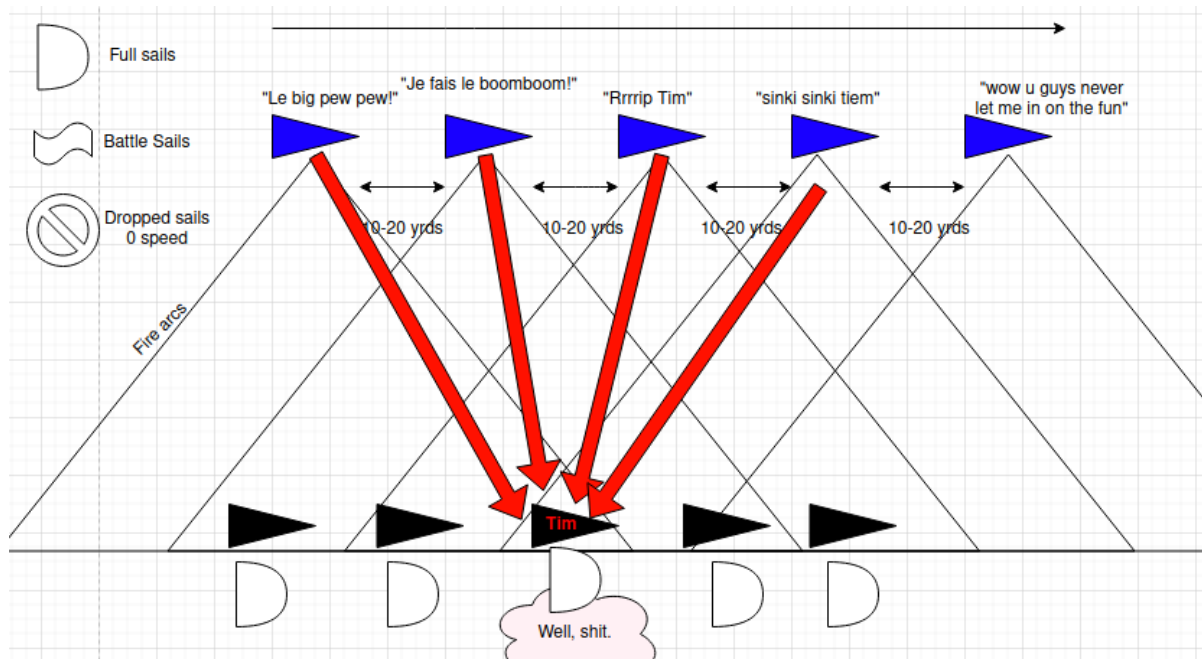
Assuming the Frogs are anywhere near competent, Tim's left side should be looking like this or **worse**:

Hello Tim? Yeah, you need to **pop repairs and possibly resistances ASAP.**
Which means you fellows have **seconds** to execute Step 2.

Step 2: Tim drops sails and Dwayne "the Block" Johnson comes to the rescue

Important stuff about this step:
- Tim dropped sails, allowing Dwayne to reach him faster and block him
- The last guy in line kept going at full speed, **but may need to adjust to keep the 10-20 yards distance between himself and Tim/Dwayne.**
- The 2 guys in front **went battle sails, slowing down to allow Dwayne and Tim to catch up. This is** <u>important</u> **because you'll notice the 2nd guy on the line is also within 4 enemy arcs and might need a block soon.**

Alternatively:
- **The guy in front of Tim drops sails**
- **Tim gets blocked by him.**
- **The 1st guy in line goes battle sails**
- **The back of the line keeps sailing with the 10-20 yards distance in mind.**

Both solutions work, but I only illustrated one because I don't like diagrams *that* much.

Step 3: Adjust the line while Tim repairs, then let Tim back on the line.
Ideally in the 3rd step you wanna work towards this:
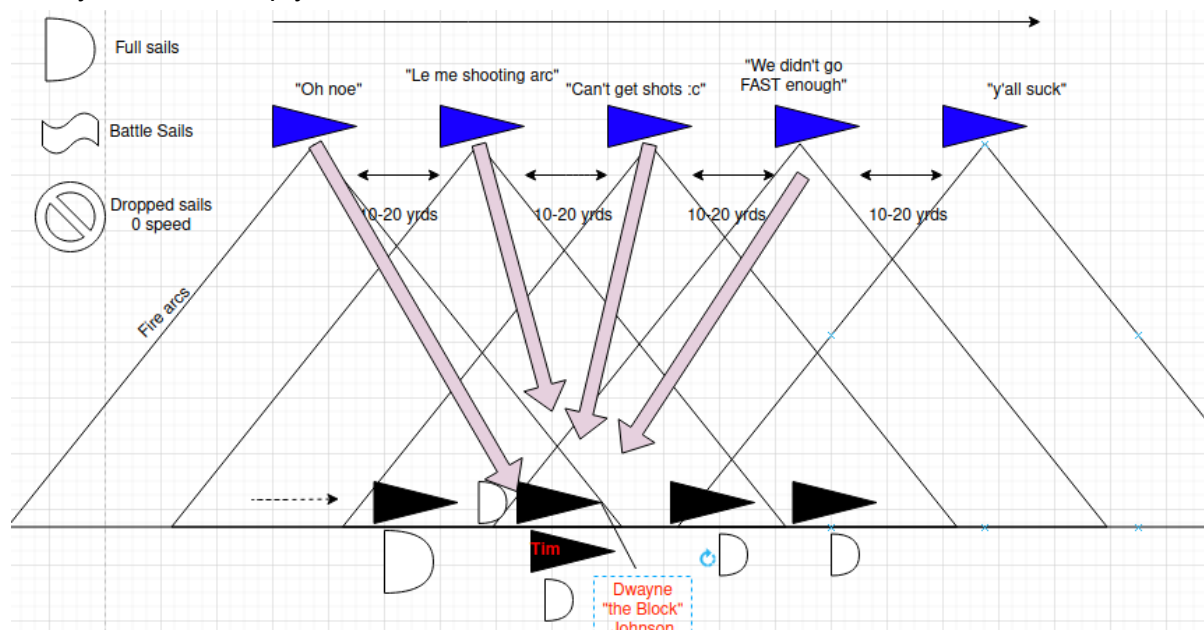
Important stuff:
- Big line adjustment time. A line in disarray makes blocking much harder. You might have saved Tim but if the line is screwed so is the next guy that gets spiked.
- **Tim needs to go full sails and stay behind Dwayne while he repairs**
- After Tim is repaired, let him back in the line. His cannons are important.

Final notes about blocking:
Congratulations, you've learned to successfully block in a line.
Blocking in a Brawl, in a 2v2 or in a 3v3 is more or less the same, **but it might not be as straightforward.** Knowing how to get a block requires situational awareness **and often requires you** <u>**to ask for a block and either move, drop sails, or ask someone to do either of those.**</u> There's a lot going on during a brawl, don't expect your teammates to be

keeping an eye on your health. That's **your** responsibility, and asking for a block in due time is **also your responsibility.**

Direct quote from a PB:

"How did we lose 3 guys and I didn't hear anyone asking for a block?"

Exactly.

The full 180°, putting Tony Hawk to shame

Often while in a line you'll hear commands as "Go full left!" or "Go full right!"

Usually there's a countdown "Get ready to go full left in 3, 2, 1, GO!"

The reason why there is a countdown is because while in a line and performing this maneuver, **it's extremely important that the <u>line turns at the same time.</u>**

Steps:
1. Hear the Command
2. Pop your Crew Focus Maneuver and other Maneuvering skills
3. Turn **fast, 180°.**

Illustration:
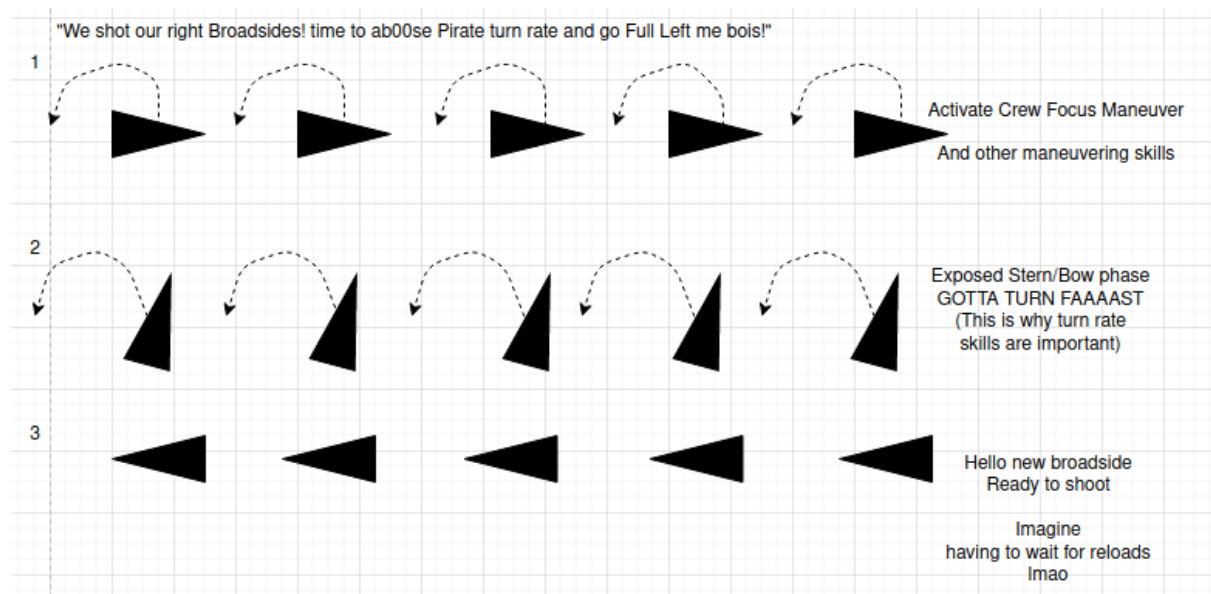
<u>The 10-20 yards distance you keep in a line and turning at the same time guarantees no one bumps each other while turning</u>

The 180° Mixed with Blocking

It might happen during a line fight that 180° turn is called but you're being spiked and taking damage, so you need a block. You can expect a line to provide you a block, but you **can not expect the line to interrupt a maneuver** to get a block, otherwise the whole formation might collapse. A smart thing to do in this case is turn into the **away** from your enemy when your line turns into them, as shown below:

Step 1:
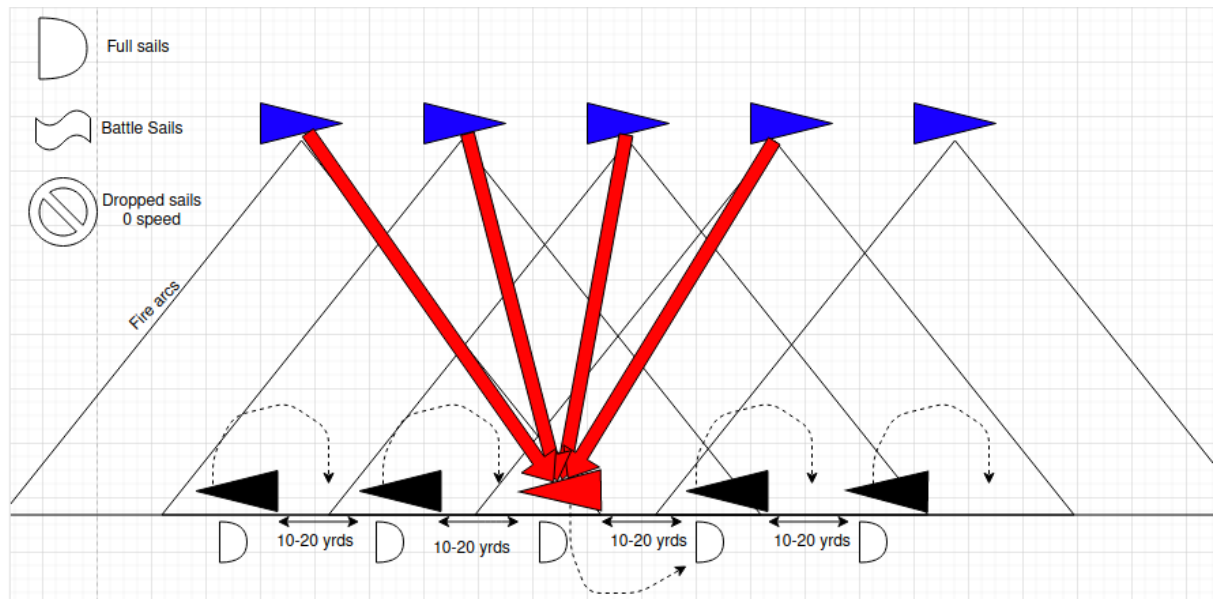
Remember that turning away from your enemy and gaining some distance is a good way to reduce damage taken.
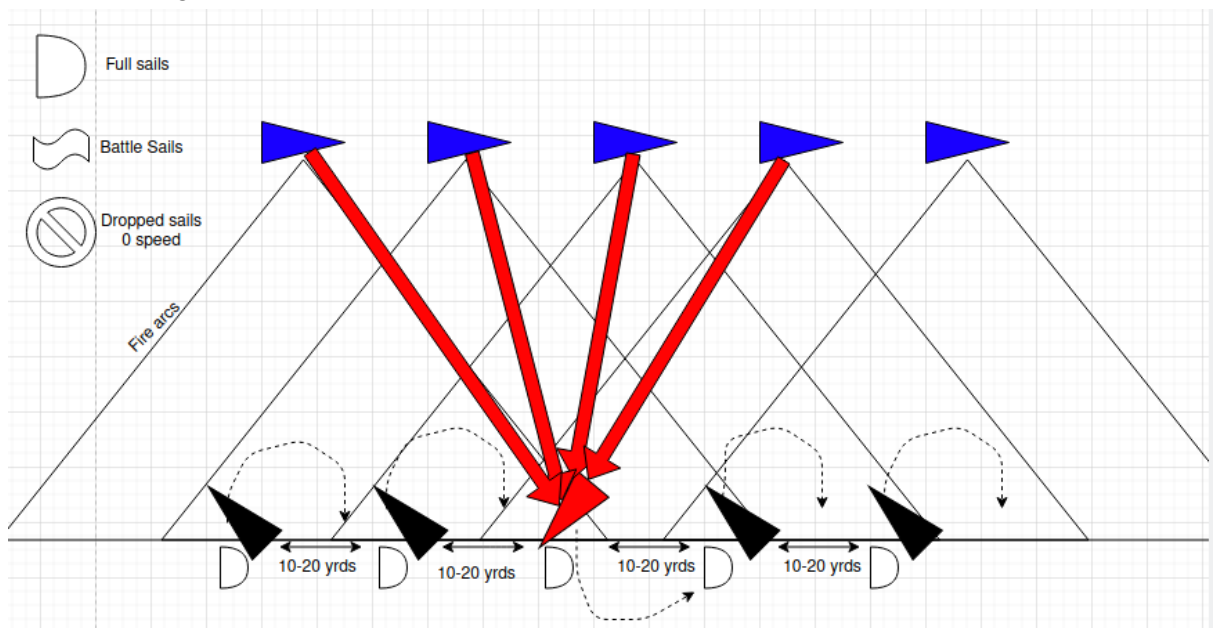
Obviously pop your repairs and resistances if you haven't already! Your stern will be temporarily exposed.
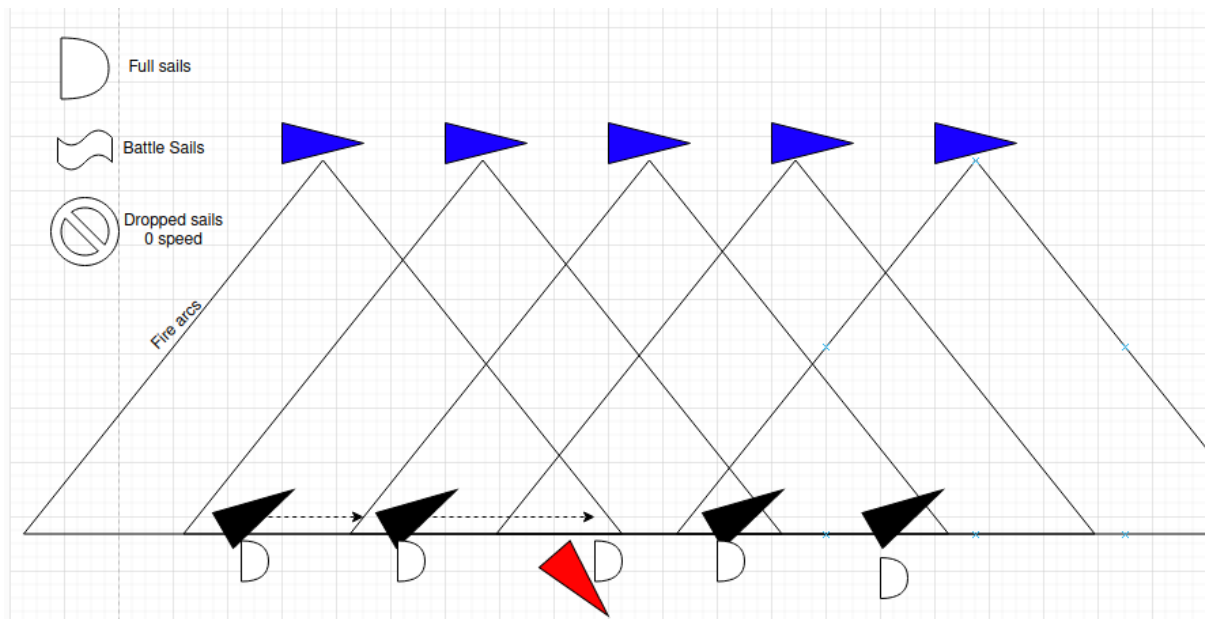
You took distance pop repairs, the line is reformed. From here on it's regular blocking:
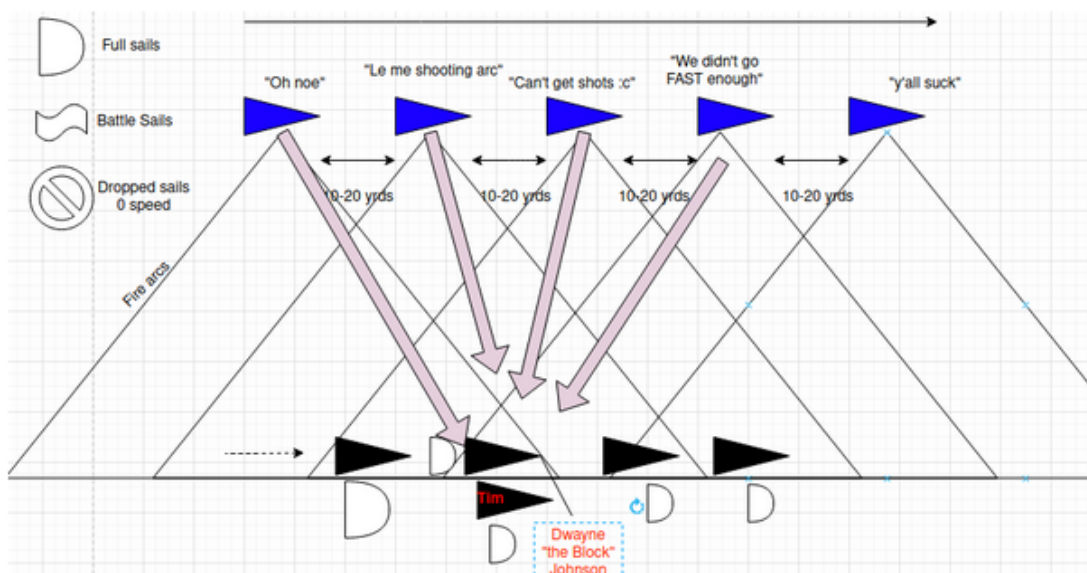
Line fighting

Line fighting is a matter of using your skills correctly (altho pirate skills suck for line fighting). Check the Debuffs section for more information on this. As for Linefighting...

Pros:
- Easy to understand
- Easy to execute
- Guarantees everyone has arcs on enemies
- A distance of 10-20 yards between each ship guarantees easy blocks

Cons:
- Line fighting is generally a distance battle meaning close range skills will be useless

- You're relying on your broadside reload time unless you turn often, and that means **the whole line** needs to turn often.
- **You're a Pirate, your skills aren't built for a distance line fight. If you hadn't realized this by now, go re-read the skills page.**
- **Nat skills <u>are</u> ideal for a line fight.**
- Every national is used to fight like this because they're built to do so. For them, line fighting pirates is line fighting other nats but on easy-mode.
- The natural difference in skills means Pirates will generally be outperformed in this kind of battle.

<u>Note:</u> There is a **lot** more depth to Line Fighting than what I covered here. But this is a guide directed for Pirates so I covered the essentials they should know. If you're a National reading this, **seek further information** on Line fighting as **that** is your specialty.

The Art of CHWARGE, by Sunk Joo

You might have noticed there's a section for "Notable Maneuvers" and now a section for "Charging". That's because for pirates, charging isn't a "notable" maneuver. It's the **ULTIMATE** maneuver, a good charge followed by a strong brawl is **GG Pirates won.**

Always remember that Pirates **excel** at close distance combat, and that the way to close distance in this game is a good charge. Charging the enemy means pointing your bow at them and going straight towards their ship.

Charging can be the doom of any enemy formation, especially lines, and it usually ends up in a brawl (covered further below).

<u>Note:</u> The effectiveness of a charge is **<u>heavily reliant on *EVERYONE* charging.</u>** This will give the enemy more targets to shoot at and hopefully split their fire, but it will also make blocking each other and staying alive much easier. If a charge is called by the commander of the battle and you don't charge **you're effectively killing your teammates.**

"But I don't want to charge and lose my ship…"
I told you to **bring only ships you can only afford to lose.** This is the reason why. If you're playing as a pirate, you need to **accept this:**
<u>Pirates are good in brawls -> Brawls requires close distance -> Closing distance costs damage and possibly ships depending on how good the group is.</u>

Charging 101: Staying Alive

While there are different methods of charging in this game, there is one thing transversal to **all charges: They're costly.** By costly I mean closing in distance and starting a brawl can and most likely will cost your team some damage and even ships depending on how competent the enemy is. Remember when I said Nationals were good at line fighting? That's because they can have a very good damage output even at a distance, which means that you **will** be shot at while charging, and until Pirates can close in and abuse their turn rate to out-dps Nationals in a brawl, every ship in an ongoing charge is fair game.

Generally however, most enemies tend to shoot at the ships leading the charge. So if you find yourself in this position, remember to click your resistance skills:

- ## Buccaneers:
    -
        - Hello Bucc's Get out of Jail Free card! By looking at this skill's name and picture you might be tempted to believe this is a speed skill. It's not. I mean it does give you speed, but above all it's a massive Defense Buff.
        - +10 Defense All, +20% Running and Broad Reach speed, +10%Acceleration, **+25% Damage Resistance**
        - Arguably the **best** defensive skill for Buccs, **do not waste this just to get speed.**
    -
        - Not all Buccaneer common builds spec this skill, but if you're one and you're leading a charge this is also an option. **High 50 morale cost**
        - +20 Defense All, +10% Damage Resistance.
    -
        - **This is a toggle you should have active in battle all the time.**
        - +5 Defense All, +3% Damage Resistance, **+7,5% Turn Rate** (Always remember: **Pirate turn rate abuse master race)** Keep this on.
    -
        - "Lyon, we're charging fast, why do we need Crew Focus Maneuver?"
            - Keep in mind this skill gives you +2 Defense while Crew Focus: Sailing **takes away defense.** So if you're leading a charge, it can be a good idea to toggle this on as you approach the enemy.

- Cutthroats
  -
    - Look at CT's Defense Skill giving Defense, All: +5, Damage Resistance: +7% and **Bow Damage Reduction: +3. <u>Wow, it's almost like CT's are built for leading charges.</u>**
  - **Too Mean to Die**
    - Say hello to this **insane** +50% Damage Resistance CT buff. Makes you **very hard to kill**, but only lasts 30 seconds.
  - **Cheat Death**
    - This will give you +15% Defense All, Damage Resistance **and** turn Rate for 30 seconds. Yo this skill turns you into a **monster** in brawling if used properly. Alternatively this will allow you to survive long enough to turn and expose a healthier broadside to enemy fire.
  - **Sacrifice for Victory**
    - You take a cut of 30% to crew and -30 to Morale but it gives you +3 Defense. Usually this skill is better applied in the actual brawl, but if you have nothing else this can keep you alive until a block comes.

Line Charge

Line charging means charging while in Line formation.

Step 1, Target:
Form a line, decide the target:
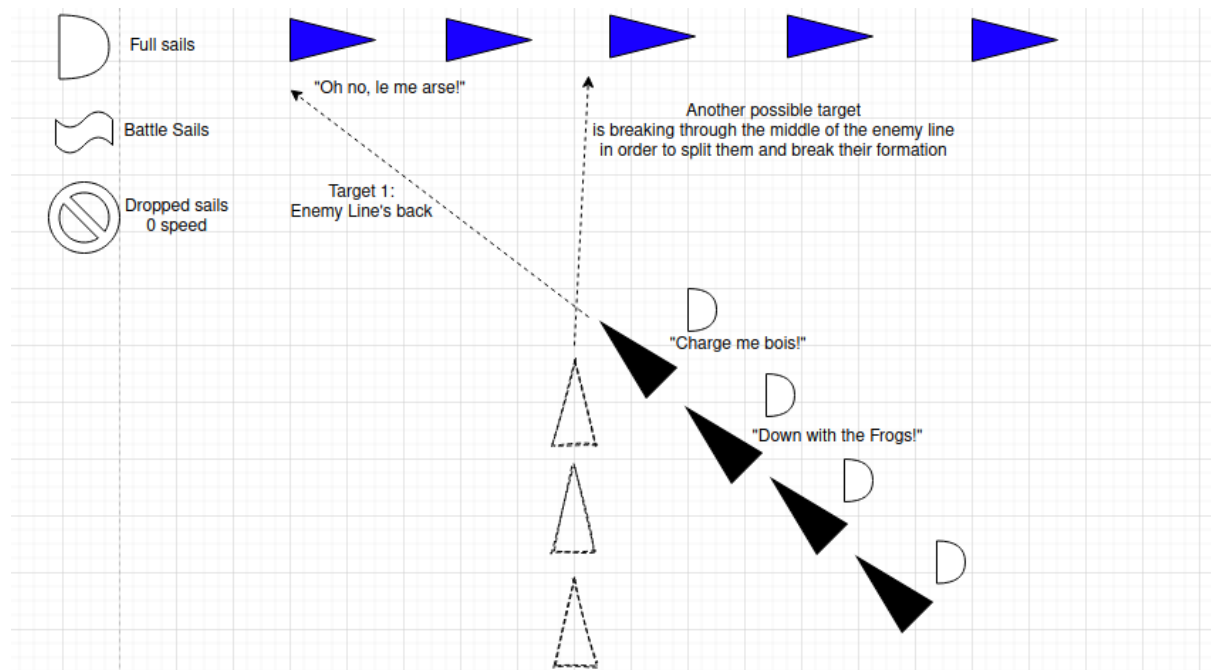
"But Lyon you said we shouldn't make lines!"
No. I said you shouldn't **Line fight.** This isn't the same.

Step 2, Don't die stupidly:
Yes, charges are risky. But you don't need to die stupidly. Here's how blocking in a line charge should go:

1st or 2nd guy in front gets targeted?
Toggle repair skills, resistance skills, and turn away.

Full sails

Battle Sails

Dropped sails
0 speed

You'll notice it is **entirely possible** to both block for your mate **and keep charging**

Red should be using:

Rebuild

Repair Under Fire

Admiral's Overhaul, First-Rate

Red comes to the back of the line while he repairs and then **keeps charging**

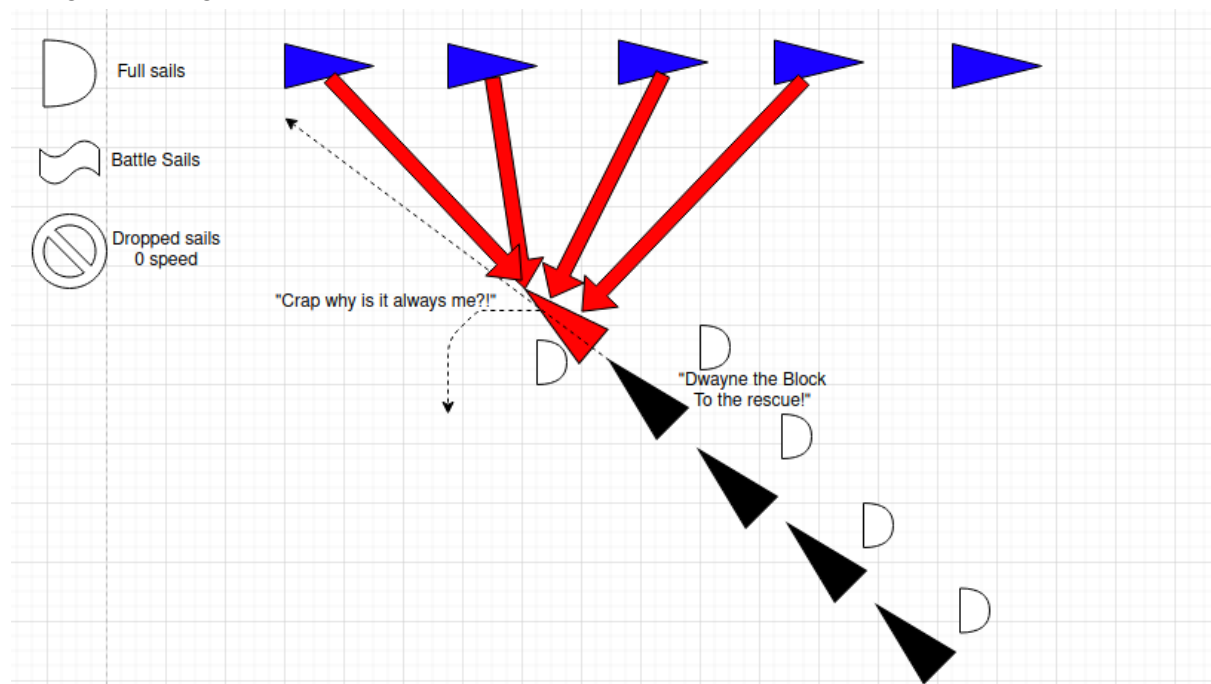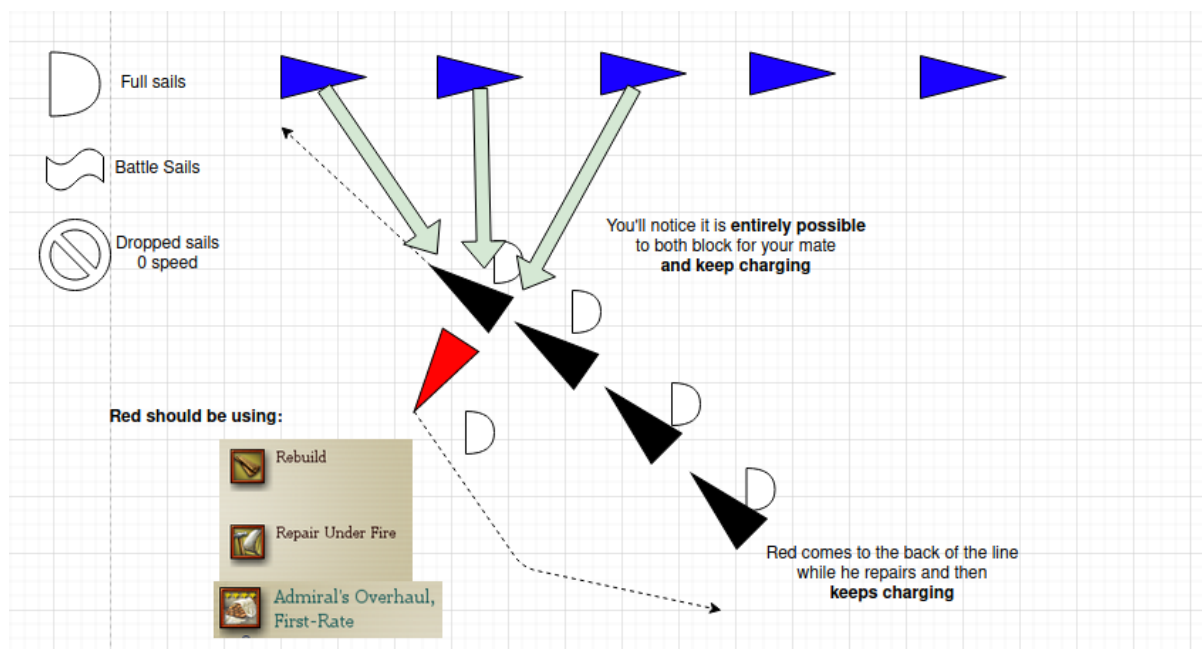The power of the charge comes from the fact that an enemy won't be able to spike everyone before the Pirates get close.

While it can be difficult to keep everyone alive, if this is done right and with proper blocking, **it's entirely possible to not lose anyone at all while charging.**

Step 3, MEGA DEBUFFS:

Apply. Your. Debuffs.

Death's Embrace, Heated Shot, Jugular, ANYTHING.

But don't waste debuffs on already debuffed enemies.

Debuffs can be of two types: **primary or secondary. Primary and secondary debuffs stack**, but *debuffs of the same type won't stack.* Read your skills to know the type of your debuff.

Full sails

Battle Sails

Dropped sails
0 speed

I should have AT LEAST ONE of these on me

Who applies the debuff isn't really important as long as it is applied.
Heated Shot,
Jugular,
Death's Embrace,
Cripple Enemy,
Any of these are good debuffs.

These guys are getting ready to **SPIKE**
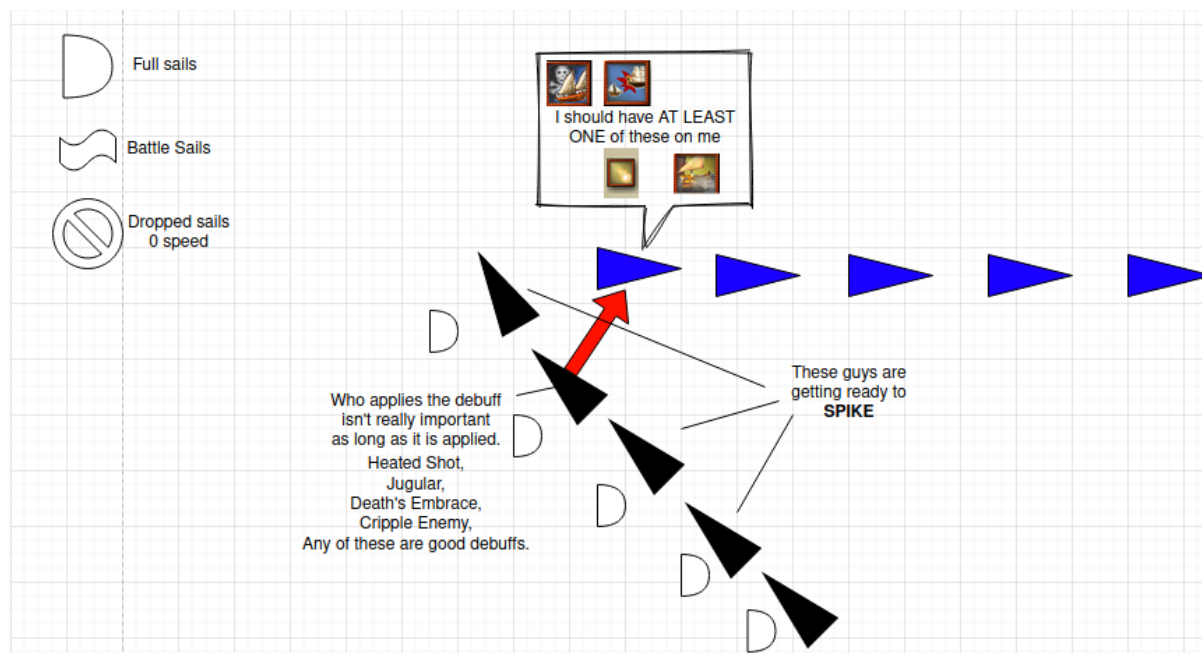
Step 4: Spike

Oh, so the enemy has Death's Embrace on them? SPIKE. Time to shoot them into oblivion, make a submarine out of their ship and **delete the bastard.** If they're smart they'll click resistances, or even try to maneuver so their stern isn't exposed. Doesn't matter. Shoot him. **Click your spike skills. Deadly Force, Overloaded Shot, Shatter Armor.** If it does high damage, **use it.** If an enemy is debuffed then it's time to sink them ASAP. Give them no time to repair, give them no time to block. Spike. **SPIKE FAST.**
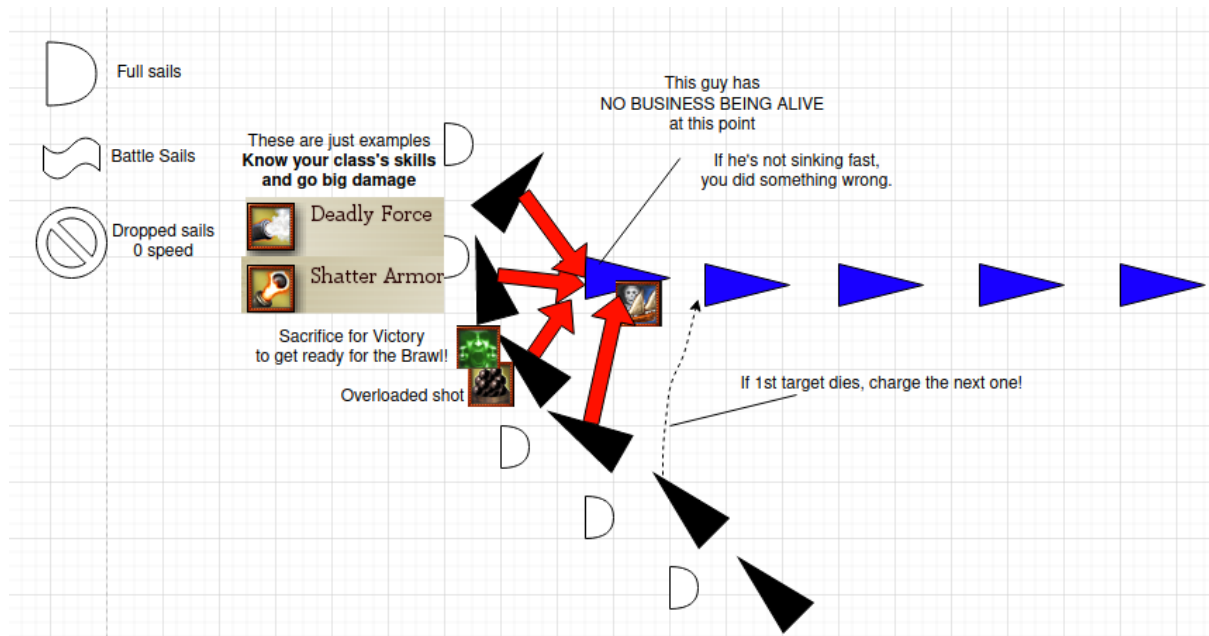
If done right, this can wipe out several enemies in a matter of minutes.

Step 5: Brawl

Congratulations, you have successfully closed distance and if you did things right you should've killed **at least 1, but optimally 2-3 maybe even 4 enemies if it's a large port battle.** Brawl is a section of it own tho, so we'll get there soon.

Line Charge Pros and Cons

Pros:
- Easy to understand.
- Easier application of blocks.
- An organized formation.
- Easy to predict who's going to get spiked while charging.
- Clear target identification and calling.
- Guarantees large number of arcs on enemy ship.
- Ensures kills before brawl starts.

Cons:
- Predictable. You're not going to surprise anyone with a line charge. The only question for the enemy is whether you're going for the back or the middle of their line.
- Charge leads need to be extremely careful to avoid getting obliterated.
- The following brawl isn't a mix of friendly and enemy ships. There's a side with friendly and a site with enemy ships. This makes it easier for enemies to reorganize

and recover from the charge. Even if you split their line in both, it's easy to see where to go for regrouping on two sides of a split line.

Swarm Charge

Let's get this immediately out of the way: Swarm Charge is a chaotic mess that looks more like a random desperate move than an actual maneuver. However, this is **precisely what makes it so good for Pirates.**
Pirates, **especially Cutthroats**, are particularly well equipped to thrive in the chaotic messes that brawls generally devolve into.

Here's what a Swarm Charge looks like:
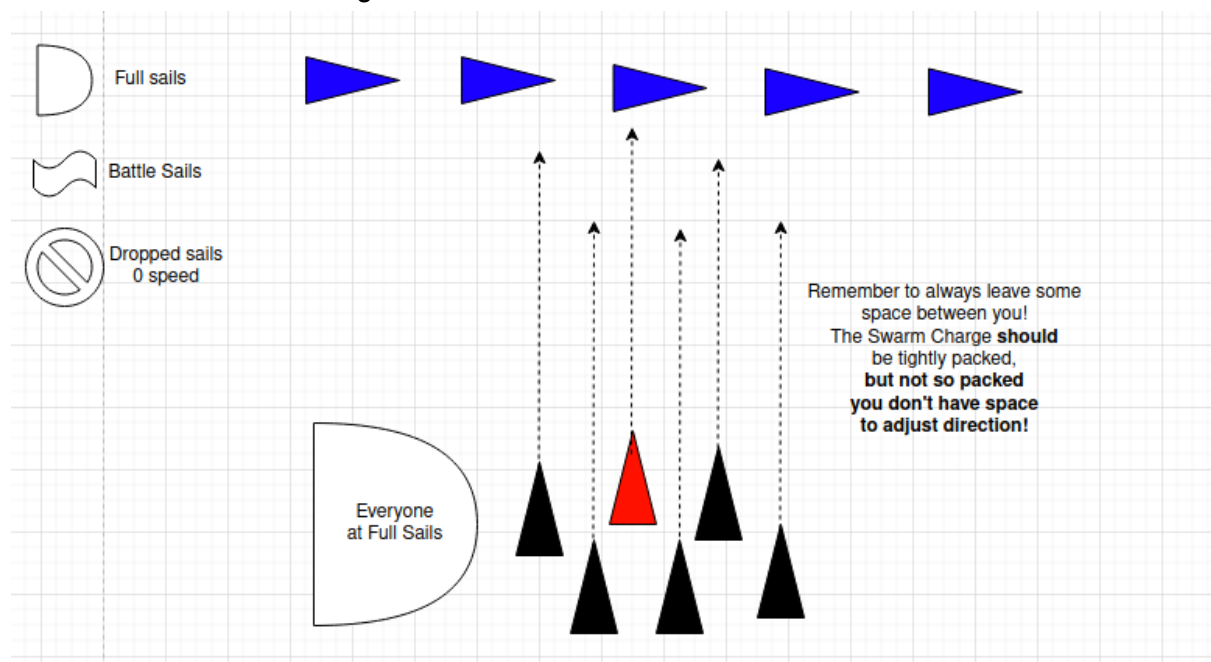
Does it look to you like a messy charge? **Good. That 's the idea.**
Without a clear charge lead, it's easy for nationals to not know who the best target to shoot is. And this is precisely why this charge can be such a phenomenal tool. Sure the best target might be the Red Pirate but...why not any other? It's not like he's obviously leading the charge.

Whether they shoot Red or someone else tho, you can be **sure** the Nationals will shoot *somebody.* So assuming Red gets spiked, what should Red do? **Red should drop sails immediately.**

Full sails

Battle Sails

Dropped sails
0 speed

BLACK
at Full Sails

Cover Red!!!

This need for quick Sail Drop and Blocking
is why it is important to keep some space
between each ship!
If you're too tightly packed, you won't be
able to adjust direction to provide blocks!

Red drops sails so he can be blocked!
Don't forget repairs and resistance skills!
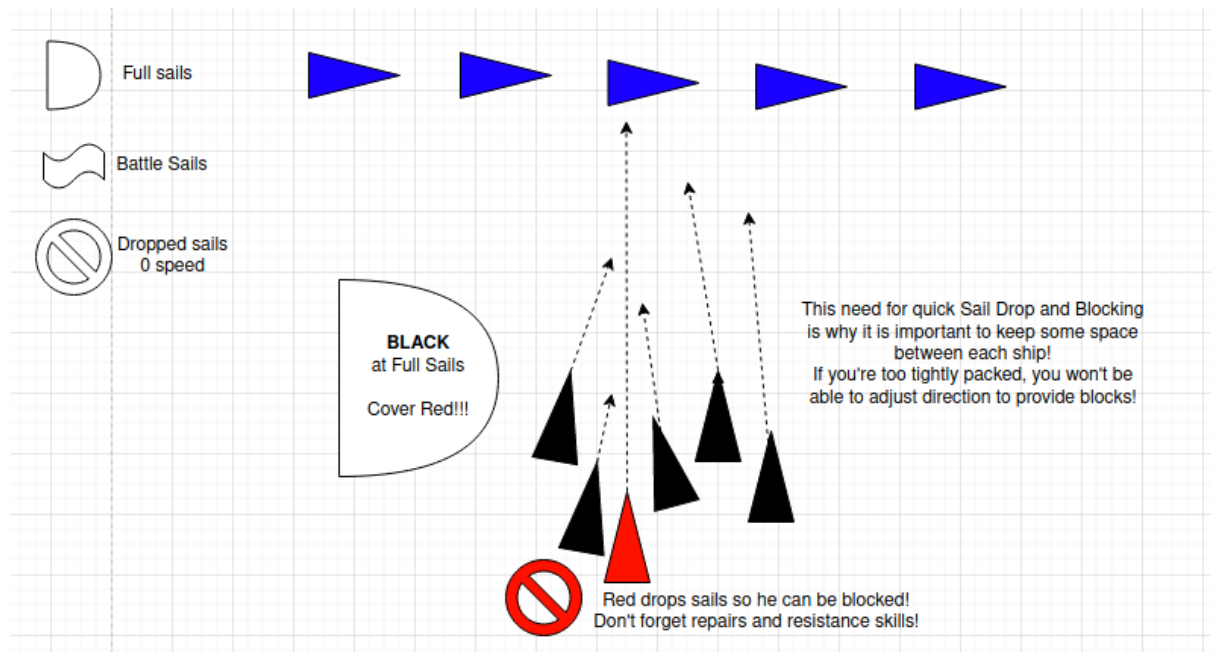
It's important to notice that the swarm needs to **adjust directions to provide blocks.** A single pirate often won't be enough to completely cover a damaged mate, it needs to be **a team effort.**

Additionally just because Red dropped sails that doesn't mean he shouldn't be charging. **As soon as Red is at the back of the swarm the sails need to come up again.** *Commit to the charge.*

Once you hit the enemy line, **the same Debuff and Spike process you applied to Line Charging is applied here.** **Debuff, spike, sink**. It's just generally more difficult.

After the first impact, chaos will follow. And who thrives in chaos? **Pirates do.** See "Brawl" for what to do next.

Swarm Charge Pros and Cons

Pros:
- Extremely unpredictable.
- Hard to react to in an organized manner.
- Requires no line discipline.
- The following brawl is a **complete mix of friendly and enemy ships. Pirates are greatly equipped to thrive in this environment (see Brawls).**

Cons:
- Doesn't guarantee a large number of arcs on the enemy, **but this can be mitigated with proper debuff and spike application.**
- Harder to ensure kills before brawl starts.
- It's generally a mess and requires **high situational awareness.**
- Harder to provide blocks to friendlies

Brawling is an Art

Brawling is by all accounts the thing pirates are best at. It is not by accident that Cutthroats are considered one of the most overpowered class to 1v1 or 2v2 in. It is also not by accident that pirates are extremely strong on the Open Sea.

The first thing you need to know about brawling is that it can *look like* a **complete mess.** But the fact that it *looks like* a complete mess doesn't mean it *is* one. Brawling is all about out-dpsing your opponents **fast**. In a brawl, the side which can slaughter their enemies faster is the winner, end of story. There are no big tactical maneuvers, blocks are incredibly hard to provide (although **possible**), and chances are both sides will lose numbers. However it is precisely in this messy and chaotic environment that the Pirate Nation thrives on. Cutthroat skills are **ideal** for brawling and Buccaneer skills don't fall behind on this.

This is why it's **extremely important to only bring ships you can afford to lose.** Pirates, you **cannot be afraid of brawling. You're built for this.**

Why brawl?

Precisely because brawling can look like such a disorganized mess, many pirates may feel tempted to stray away from it and try to organize a line fight instead. The temptation is there and it's easy to fall into because at first glance line fighting **seems** safer. It's much easier to provide blocks in a line, and if the battle really is going terribly and you're a shameless bastard you can always hide behind your line. But **this is a mistake.**

To such pirates, I say the following:

If you had to pick a sport to beat Mike Tyson at, which sport would you pick? Would you pick boxing? I sure as hell wouldn't, because that man is **built for boxing**, he's a former boxing champion and most likely he would beat the living shit out of me.
But if I have the choice (read: **Wind**), I would pick something like chess. In hopes that the man has taken so many blows to his head over his career that I'll have a significant advantage over him.

We're using the **exact same logic** here. Remember: **Whoever has the wind, has the choice.** Look at your skills, then look at the skills of Nats. Nationals are **built to linefight.** You on the other hand, you're **built to brawl.** So if you want to have an edge over your opponents, **be smart and play to your strength.**

There's a reason why I didn't start this guide with Brawling.

Brawling is the peak of Pirate PVP. It can be incredibly intense and rewarding at the same time, so it's **extremely important** that you apply everything you've learned so far on this guide. **Wolfpacks, gunpowders, etc.** You need to have **all of these things active.**

The Pirate Dance, abusing turn rate to Out-DPS Rates

What I'm about to teach you is something some pirates refer to as the "Pirate Dance".

The Pirate Dance is the act of abusing the incredibly overpowered turn rates of pirate classes to out-DPS even rated ships. There are 3 basic steps and a 4th extra one to a Pirate Dance:

1. Shoot
   a. Pretty simple right? **Wrong.** On the charge section of this guide I taught you how to **apply debuffs, then spike.** This **applies here as well.**

2. Turn **into the enemy**
   a. After shooting, you want to **immediately** turn **into the enemy**. This is where turn rate becomes important, because of your skills and bonuses you can do this **very very fast.**
   b. The reason you want to turn **into** the enemy is because you very much want to **keep closing distance**. If the enemy manages to take distance and reform a line, **you're dead.** Be a shark, once you have a bite on them **do not let go.**
   c. You **don't** have to **always** turn **into** the enemy. Generally it is preferred to do so for the reasons I mentioned in b. But if you're already close, you **can** turn **away** from the enemy as well. Remember, the goal here is to **deliver as much damage as possible, <u>as fast as possible.</u>** You want to get the bastards on your other arc **as soon as possible.**

3. Shoot **your other broadside**
   a. The secret to boosting Pirate DPS to **insane** levels is **you don't wait for reloads.** Blast them with your **other broadside** while your first one is reloading.
4. **KEEP TURNING AND SHOOTING UNTIL EVERY ENEMY IS DEAD.**
   a. **<u>DON'T LET THE ENEMY TAKE DISTANCE.</u>** It's perfectly okay to stop dancing for a while in order to chase down the enemies. Remember charges are costly. If the enemy manages to take distance and reform a line you're in **serious trouble.**

Remember that in a Pirate Dance you're either **shooting or turning.** It is as simple as that. There are no other options, there's no sailing with your arcs on the enemy waiting for a reload, **none of that.** Your guns reload **as you turn.**

Shot your right broadside? Great! Let it reload **as you turn to shoot your left one.**

Allow me to show you exactly why this is important:
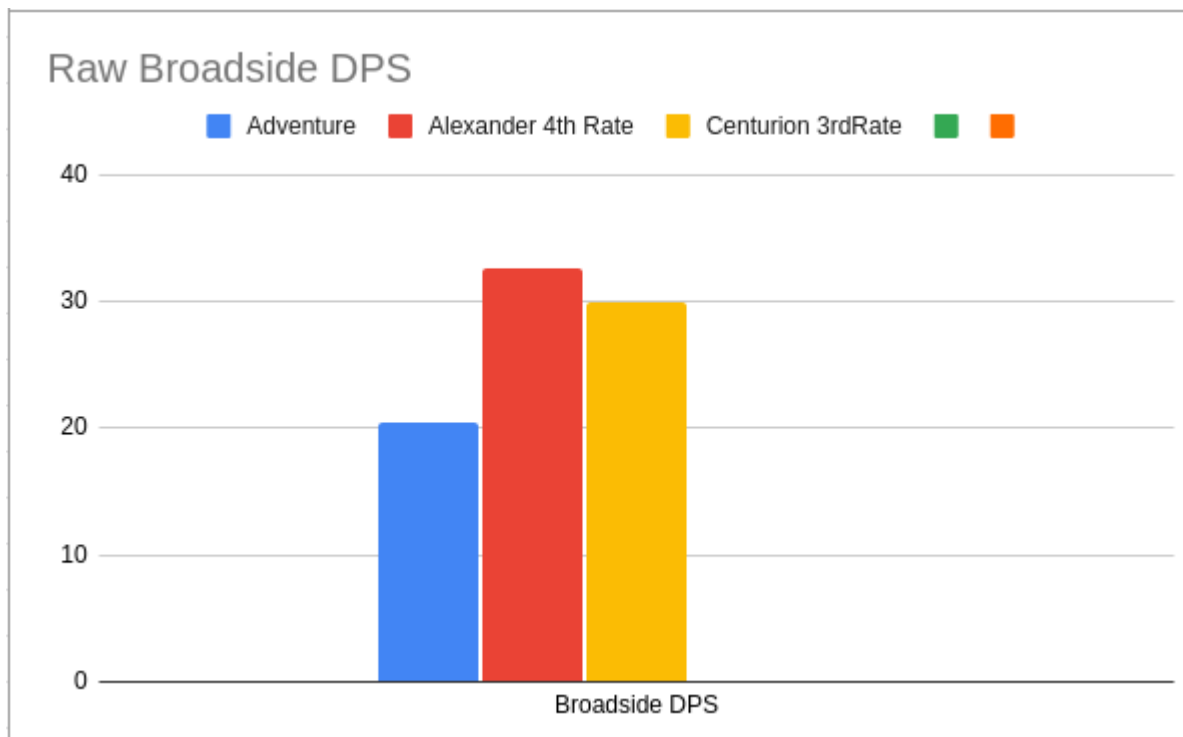
Raw Broadside DPS

This is the Raw **single broadside** DPS of an Adventure compared to an Alexander 4th Rate and a Centurion 3rd Rate.

As you can see, both the Alexander and the Centurion Out-DPS the Adventure. This means **line fighting while waiting for reloads <u>isn't an option.</u>**
However, if you **abuse your turn rate**, the Adventure DPS <u>**effectively doubles.**</u>
Because you see, this DPS math is based on **Reload Time.**
So what do you do in order to Out-DPS these rates? **You don't wait for reloads.**

You're a Pirate. **You can turn insanely fast.** You don't wait for your batteries to reload, you **turn and shoot your other broadside.** The fact is, if you can drop 2 broadsides on your opponent before they reload, you **will outdps and kill them.** And national opponents won't be able to do the same **because they're not built for it.** They will take **forever** to turn in a rated ship and even in Frigates they'll be slower than you because **Pirates have the turn rate buffs.**

The beauty of the Pirate Dance is that the damage output grows **immensely** with the number of Pirates doing this. If 3 pirates do this, you can have **6 full broadsides on an enemy in less than 10 seconds.**

Here is an attempt at describing a practical example:
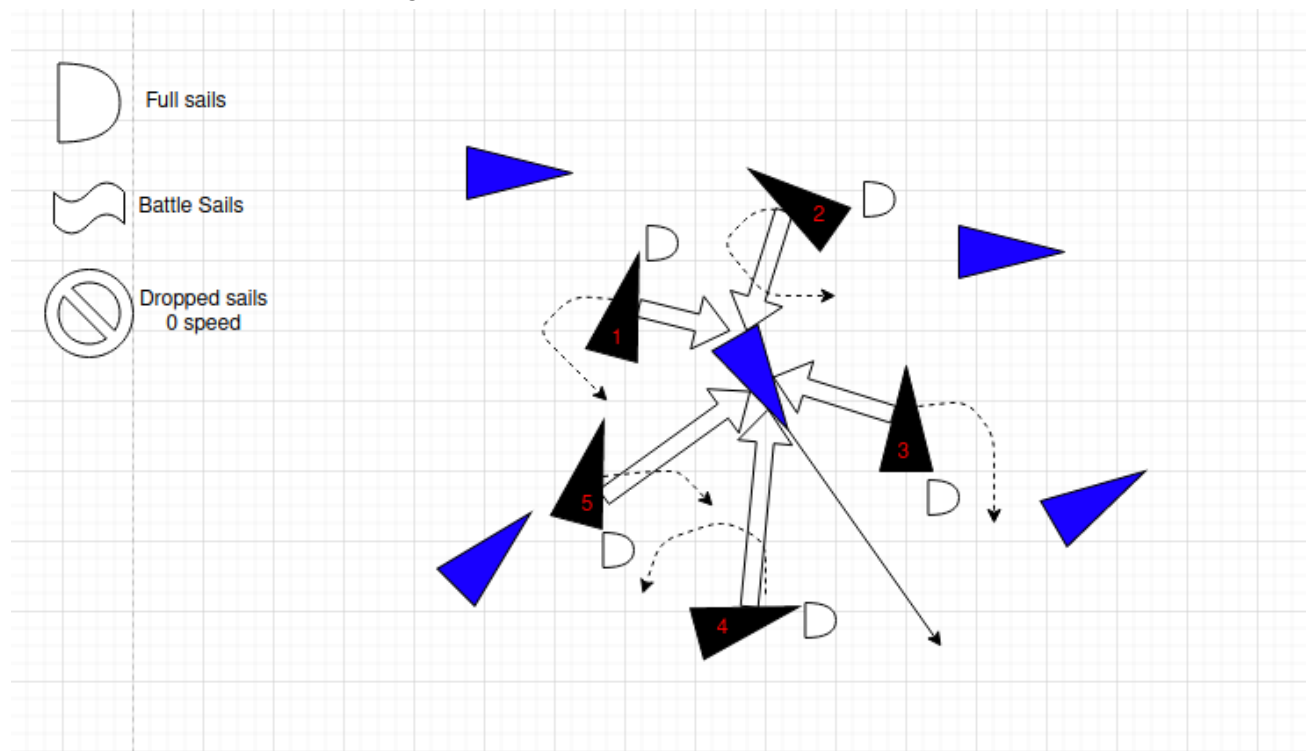
It's hard to put a Brawl into a scheme like this but this is just so you can understand what I'm talking about when I say Shoot, turn, Shoot.

You'll notice I numbered pirates from 1 to 5
1. Shoot and turn **away** from the enemy, because the way the enemy is sailing means if he turns left, his left arc will reach the enemy **faster.** However this will put some distance between 1 and the enemy so 1 needs to be careful to not let the enemy escape.
2. Shooting and turning **into** the enemy, to shoot the other broadside and close distance at the same time. A smart choice.
3. Shooting and turning **away** from the enemy. In this case it's a smart choice because 3's right broadside will reach the enemy faster that way, and considering the enemy is coming towards 3 the distance issue won't be a problem.
4. Shoot and turn **into** the enemy. Considering the way the enemy is sailing, 4's right broadside will be on the enemy **very fast**. Great!
5. Shoot and turn **into** the enemy to shoot again while closing distance on a running enemy.

You have to keep in mind that whichever way you decide to turn is **up to you,** as it is **effectively impossible** for any Admiral to micromanage a fleet like that in the heat of battle. So don't be waiting on someone to tell you to turn left or right. **Once a brawl is on, you need to have autonomy.** But always remember you **need to stay on top of the enemy, and get arcs on them fast.** And by close, I mean **close.** In a brawl it's natural to be within less than 100 yards of your opponent.

You'll also notice that between 4 and 5's path there's a chance they'll collide. This **can** happen during a brawl and that's why you need to **pay attention** to your surroundings! If you need to drop sails to avoid t-boning a teammate, **do it.** It's better to have a *slight* delay on your turn than having 2 Pirates out of commission for 20 seconds because someone got t-boned.

Dancing Skills

There are skills that help you tremendously in brawling. I'm going to list them, and this is the sort of thing you should have active while brawling.

-
  - We meet again, Crew focus maneuver! Look, you're abusing turn rate and this buffs turn rate. You also get extra defense in order to last longer in a brawl. What else could you possibly want? This skill is perfect for brawling.
-