PvP Strategy Guide by Sharksbait

Basic Tactics-Find your enemy's strengths and avoid them. Find your enemy's weakness and exploit them.

Strengths

-unpredictability: You cannot predict a human reaction as well as a programs

Fire your cannons more if there might be a possibility of hitting your opponent. This will mean that you will need a nearly dedicated gunner. This gunner can help with bilge if necessary, but having 4 other humans or bots and one a human being able to gun are needed on a sloop for a successful PvP.

-intelligence: People tend to be smarter than computers.

Try not to make the mistake of being lured into a trap. When ever possible have a good supply of movement tiles in reserve for a quick retreat.

-size: Bigger boats can cause more damage for ramming, smaller boats have more maneuverability.

When in a bigger ship fake a dead in the water and then ram the bajeezes out of them (ideally take a turn and load your opponent full of cannonballs. If you are in a smaller ship go for the back of the boat and wear them down.

Weaknesses

-Not used to PvP: Most out there are not used to PvP.

To take advantage of this learn to identify the easiest targets, and to minimize danger of damage from harder targets. To do this, begin by reading the Psychology section and then practice.

-The back of ships: Very difficult to retaliate or trap.

When attacking try to get to the back of your opponent. This will give you the opportunity to hit with cannonballs without being attacked and it takes almost an entire turn to put a ship attacking the square directly behind them.

-Takes time to register movements: The server takes time to register movements.

Movements and cannon shots placed at the end of a turn will not get to the other player until the movement has begun. This means that if you want to move without the other person knowing how many moves you are going to make you can plan the moves early and put them in at the last possible time.

Psychology-If you know your enemy you can attack with impunity.

The main type of opponents in increasing order of difficulty

1.The Green Officer-believes that you are a computer.

These players will typically place moves near the end of their turn or does not place moves until you are within. To identify them put 3-4 moves in your slots. Make the moves so that you will be able to get or stay within 2-4 spaces of where you would go if you where going against a brigand. Try to fool them into thinking you are a brigand until you are within firing range, then move so that you can get 2-4 shots into the back or front of the boat. Retreat to mid-range and then attempt to attack again and grapple.

2.Sword Fighter-believes that their sword fighting ability will allow them to win against any opponent

These players will remain in one place thinking that you will grapple them as soon as you can. The strategy for these officers is to go to their back and hit them with everything you have. Give them the full amount possible the first turn you are at their back, but the second turn put the grapple in the last place during the beginning of the turn and then near the end put the other shot slots full of cannons.

3.Yellow Officer-knows you are a player, but does not have much experience with players.

These players will be more knowledgeable about how you will be know movements and know how you will likely move. To confuse them and make their movements less effective give some randomness to your tactics. For example advance for a turn or two and the next turn retreat to safer water. The key in battling these officers is to avoid getting in a situation where they can hit you, but you can not hit them.

4.Merchants-Doesn't want a battle.

These are difficult to win against because they often can withdraw. The only way to get them is to put 2 or more cb's in the boat before they have an opportunity to disengage. This will usually slow them down enough to grapple and beat them.

5.Red Officer-A very knowledgeable and skilled opponent.

These PvPer's are very good at identifying all standard types of players, and they know how to counter them. The best way to win against these opponents is to be more random in your movements (attack, retreat, remain stationary). These will be long encounters and will involve a lot of "dancing" with your opponent. The main key is to get them trapped into a position that if they move you can shoot them, and to make sure they do not get you in that situation.

Additional tips and tricks

-Fire more often than in combat with brigands: Damaging a PvP vessel is more important than damaging a bringand for the sword fight.

-Be more random in strategy from combat turn to combat turn: If you make it impossible for the opponent to know how you are going to move then they can rarely predict when to shot at you.

-Always have enough movement tiles to get out of harm's way before you go in for an attack.