



The logo features a blue shield with a white anchor in the center, set against a white background. Below the shield, the words "WORLD OF WARSHIPS" are written in a bold, blue, sans-serif font. Below that, the word "BLITZ" is written in a much larger, bold, blue, sans-serif font, with a slight 3D effect.

WORLD OF WARSHIPS BLITZ

WORLD OF WARSHIPS BLITZ: A CV Guide
27th November 2019

[ANGRY] IceSeasons

This document serves as a comprehensive guide to those who are interested in the offensive and defensive strategies and doctrines of an aircraft carrier in World of Warships Blitz. It shares common and critical knowledge on the approaches taken by CVs during battles, and the necessary countermeasures to act against them in the holistic battlefield.

As of the time of this writing, IceSeasons is a 62% win-rate CV player who has achieved around 500+ battles to date, with an MVP rate of 19% and a destruction ratio of 2.58.

“The engine of the Panzer is a **weapon** just as the main-gun.”

-Heinz Guderian

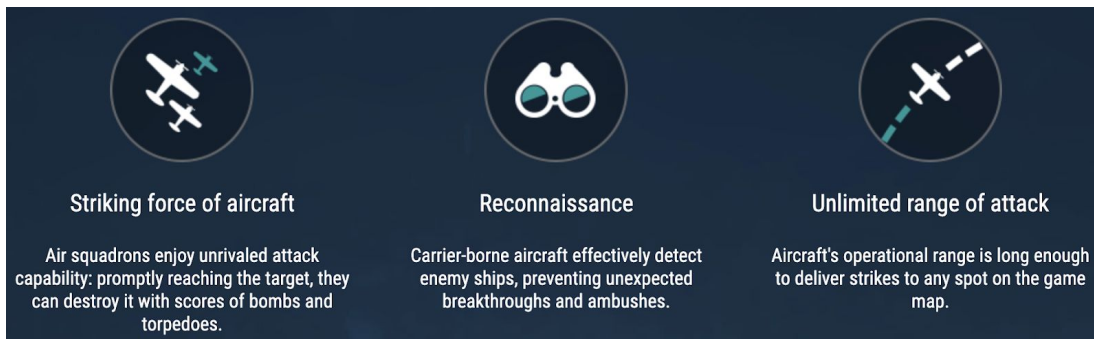
TABLE OF CONTENTS

Chapter I: Introduction to CV Gameplay	3
Chapter II: CV Basics - Attacking and its variants	5
Concept 1: Attack Prioritization	7
<i>Debate: To launch them simultaneously or to keep it as it is?</i>	8
<i>Debate: CV Sniping</i>	11
Concept 2: Strafing	13
<i>Personal Opinion: Fighters</i>	14
Chapter III: CV Gameplay - Your playstyle	15
Concept 3: USN vs IJN	15
<i>Debate: CV is OP</i>	16
Concept 4: Aggressive and Defensive Gameplay	18
<i>Personal Opinion: Distracting</i>	20
Chapter IV: CV Tactics - Efficiency and Application	21
Concept 5: Game Modes and CVs	21
<i>Debate: Should CV capture zones?</i>	22
Concept 6: Enemy Predictions and Motivations	23
Concept 7: Situational Awareness	24
<i>Personal Opinion: To attack or not to attack?</i>	29
Concept 8: Communication and Teamwork	30
Concept 9: Anti-Aircraft Fire	31
Chapter V: Conclusion	33

Chapter I: Introduction to CV Gameplay

Before we begin, I would first like to congratulate you for taking the time to read this guide in your spare time. I often imagine that people who play this game in their time want to relive the historical experiences faced during the 20th century, and to play a “strategic chessboard” against other players in the huge battlefield. This game is radically different than World of Tanks, as it sets off the bold tangent that patience is of virtue in this game, and that **the strategist will always beat the tactician** on the run. This game will not only test on your own individual skill and responses to varying events but also about teamwork - and what you can do (and cannot do) through situational awareness in this game. There are a few ground rules in the art of the carrier, although how you choose to apply these concepts is of no matter; there are always multiple right answers in a game.

First off, before we start, it is important that you understand that there are different modes and gameplays in the world of aircraft carriers. CVs **typically** start from Tier IV onwards, and your CV tech tree (IJN / USN) can have a significant disparity for you to overcome. Early-IJN CVs (Tier IV - VIII) tend to be fairly reliable and can outclass a USN CV in its entirety, but late-USN CVs can dominate its IJN counterparts and can even prove to be a challenge for a player wrestling for control in the air war. Any route is fine for now since the most important thing about CV gameplay is not about the statistics and “which is better IJN or USN??” talk, but rather **your style of gameplay** in a naval war. I have played IJN carriers throughout my battles, but that’s because how I tend to play (always on the move, torpedo preference, aggressive stance) does not fit into USN carriers quite nicely.



Now, how I generally tend to characterize the main goals of an aircraft carrier is this:

- **You cannot direct a battle yourself, but rather you influence it;**

As a CV, you do not hoist the largest naval artilleries in this game - but rather what you are presented with is a unique and 3-D form of warfare, something most warships fail to possess. With your power, you can exert your influence everywhere to change the greater outcome of the battle - be it sinking a destroyer at the start of the game, or saving a friend from certain doom from an enemy warship.

- **Protect your allies, give clear orders and recommendations (second opinions);**
Part of your job as a CV is to also provide aerial protection from enemy air attacks and to predict the enemy's agenda before they do yours. Standing from a bird-eye view, you see the battlefield as a game of chess and give recommendations to your allies to accomplish the greater mission here.
- **Prioritize which goes first: situational awareness and order of battle;**
Another difficulty in the game of CV is to have a strong sense of situational awareness. Do not focus on sending your torps and bombs to the enemy if the enemy is able to do the same to you, or that if an enemy destroyer is sneaking up to you or even that the enemy AA is strong and can hamper your attack. Understand what is happening in the battlefield, and give priority: the enemy destroyer sneaking his way up to the base, or the losing battlefield between both battleships?
- **Provide early reconnaissance to your allies to formulate a battle plan.**
The sooner a CV is able to provide reconnaissance to his friends and to track their movements, the better the enemy is able to target, pinpoint and to anticipate what the enemy has in store for them. Remember that even a perfectly sound plan can fail if we do not even know where the enemy is from the beginning.

The ideal aircraft carrier in a battle is not one who deals the most damage or kills in a game; that anyone is capable of doing the same if the enemy is dimwitted. Rather, **the ideal aircraft carrier is one who can anticipate enemy movements, communicate effectively as a team member, provide optimal damage deliverance and fighter deterrence along with appropriate situational awareness and concealment strategy.** Damage is subjective given the circumstances presented and the skill of the enemy - *would you rather say that if an inexperienced and experienced player can deal 80K damage each in a bot / easy match, are they both skilled?* - but rather to ensure that even definite kills are given to your friends to chase down the greater goal (firing at a healthy ship instead of sinking a damaged one): which is to hamper the overall integrity and structure of the enemy defenses.

Lastly, I want to talk about how CV gameplay changes radically with tiers:

Tiers	CV Gameplay
IV - VI	Simple bombers and torpedoes. Fighters are non-existent here as enemy AA is weak. Build upon your fundamental skills if this is right for you.
VII - VIII	Bombers and torpedoes will be plentiful here, the basics of multitasking will start to complicate itself and fighters will prove to add another dimension of challenge to your game. Know your AA well to thrive amongst novices.
IX - X	Seasoned players roam in these streets. Fighters will be more tactful, with surface support and AA firepower. Flying over enemy ships is death. Your planes can't be everywhere at once, so prioritization is key.

Chapter II: CV Basics - Attacking and its variants

Even the most strongest CV players in this game are expected to know how to launch the torpedoes effectively, to anticipate the enemy's trajectory and to prioritize which targets to attack from. Luckily, there is always one carrier, a minimum of one battleship and a task force of destroyers and cruisers for you to choose from. **How they are positioned and where they are shooting at, however, will be of great importance in prioritizing where your planes should go.**

Before we begin, let's start out with the types of aircrafts available within aircraft carriers:

- **Fighters**

Fighters are available from Tier VI onwards and they can attack only enemy planes. The most optimal way to use them is to disrupt/intercept the enemy carrier's planes and do reconnaissance on the map given their incredible speed. Their HP generally represents the number of fighters left within a squadron, so it's always wholly advisable to keep them in full HP in the event of a surprise attack (since individual planes dish out their own respective attack value). The ideal fighter is one who can intercept enemy bombers before they attack friendly ships or engage/strafe the enemy fighters so that your aerial bombers remain unharmed during the journey.

- **Torpedo Bombers**

Torpedo bombers are your primary damage dealers. These torpedo bombers are what strikes the fear of enemies: for they are so scary that everyone is running away from them hoping that they are intended for someone else. Each torpedo bomber carries 1 torpedo and while they deal much less damage and range than a destroyer's torpedoes of the same tier, they make up for it with the element of surprise in their favor. The ideal torpedo bomber is one who is able to use aerial torpedoes to launch immediate surprise attacks that leave little time for the enemies to react and to be the product of naval predatory trajectory. Torpedoes often deal flooding on enemy ships with a chance of ~15%.

- **Dive Bombers**

Dive bombers are not as powerful as torpedo bombers, but what they lack in damage, they make up for it with simplicity. Dive bombers are automated in the game and each dive bomber carries 1 bomb. The ideal dive bomber is one who can harass and instigate further damage to enemy warships, particularly destroyers, with fires and module breakdowns. Bombs often deal fires on enemy ships with a chance of about ~25 - 60%.

Now that we have covered the basics of the "how-to" aircraft carrier, we now turn our attention to the types of ships available to us in a standard battle. There are four types of classifications for warships: **destroyers, cruisers, battleships** and lastly, **aircraft carriers**.

- **Destroyers (DD)**

Fast and nimble, destroyers are small and agile targets that have the greatest maneuverability and they often launch torpedoes as their main form of attack. All warships fear the destroyer alone, for he himself can decimate a ship or two if left unchecked. The destroyer, however, suffers from poor naval artilleries and structural integrity, which makes them vulnerable to heavy naval artillery fire or torpedoes.

- **Cruisers (CA / CC / CL)**

Cruisers are jacks of all trades, masters of none. Sacrificing torpedo capacity and speed, they make up for it with stronger artilleries and hull structure. It is often said that a cruiser is fit for any mission, no matter how difficult it can be. Combined with a mixture of battleships and destroyers, they form the most formidable task force with them serving as the “backbone”.

- **Battleships (BB)**

With its greatest artilleries in the game capable of inflicting significant citadel damage to enemy ships, the battleship is a large warship that can deal massive amounts of damage through its artilleries and anti-aircraft fire alone. They are able to soak up considerable amounts of damage and serve as the “tank” in naval warfare, although this comes at the expense of their maneuverability.

- **Aircraft Carriers (CV)**

It is said that no battlefield is beyond the reach of an aircraft carrier, and nothing remains truer than this. The aircraft carrier adds a sophisticated dimension of naval warfare that requires a good learning curve, and they help to “influence” battles through bombs and torpedoes. While useful from afar, they are often victims of destroyer aggressions due to the number of team points gained if sunk.

Considering the fact that we have covered most of the general basics of this game, let’s now discuss further on the subject of **launching torpedoes** on these types of warships. Why? That’s because knowing how to launch your torpedoes effectively is a critical skillset towards becoming a useful and effective CV for your team. Once you’ve learned how to correctly launch (and damage) your torpedoes, it is a sure-win guarantee that you will receive commendations from your teammates for your outstanding gameplay. Now, let’s discuss these scenarios:



When firing torpedoes, it is extremely important for the CV to have a **rough but accurate gauge** of the enemy’s speed and his AA power. Spending time circulating around a DD is not the same as that of a BB, and you will likely suffer more casualties from the latter.

Therefore, in such a scenario (against a BB), you want to ensure that the bow of the enemy's ship is **just right at the border of your green cone** (it might be divergent for regular players, but for P2W ships it's convergent - but no matter, principles are still the same!) **when you are about to launch your torpedoes**. Ensure that there is also some **buffer time** for your torpedoes to travel since you will also need to account for enemy ships taking a different trajectory which can affect the angle of how your torpedoes are headed towards. You can refer to the picture on the first page to get an ideal illustration of what torpedoes should be headed towards.

Upon launching the torpedoes, you will begin to notice that as the torpedoes are being launched, **there is no way for the battleship to evade these torpedoes for sure**. Depending on the situation of the battle, it can mean a major inconvenience or even a decisive death to the enemy. You want to make sure that **torpedoes are launched at the correct timing** where it is not too late (center of the ship is in the cone as torpedoes are launched) and not too early (the ship is not in contact with the border when torpedoes are launched). Regardless, upon launch, this set will be guaranteed a hit and you might even cause flooding damage (if the enemy ran out of tool kits). Consider practicing this in AI mode and try to get as many ships as possible.



Now, consider that you have **two torpedo sets**, and you want to launch them simultaneously. As you can see in the picture on your left, it looks like the second torpedo set has yet to arrive to attack. No biggies, **most of CV players play like this because it's the most convenient way** of doing so. But what if it is a destroyer or even a cruiser? Let's look at this below.

Concept 1: Attack Prioritization

We now turn our attention to **attack prioritization**, the next best concept right after launching your torpedoes correctly. As a CV, you are expected to support whatever you can possible with the ongoing engagement between both sides. However, there are so many things going on at once, so what do you do and who should you even attack?

The **golden rule of carriers**, which cannot be broken, is as follows:

Destroyers > Cruisers > Battleships = Carriers

The first enemy you should be targeting at is not the first thing you see when you do reconnaissance, nor is it sniping the enemy CV who is on the other side of the map (which trust me, **you are giving the enemy a victory** because you have to travel that **far** to reach him), but rather it is the **destroyers and the cruisers** you should be after first. These nasty little things that people love to play as are literally mini pillboxes that require aerial bombardment, and it is your job to weaken these little fellas good enough so that the rest of the surface fleet can deal with these rascals.

Now *why* - you might be asking - "*should I even bother to hit destroyers and cruisers? They are just too darn small and I always miss!*" **That's the point of you learning how to launch a torpedo effectively, ya dummy.** When you launch your torpedoes, you must take into account the enemy's speed, predictions, and its course as well, before making the final move and launching torpedoes against it. These fellas might be hard to hit, but they pack **a huge punch** by having torpedoes of their own **which can deal a whole lotta damage to your own battleships**. Simply because you are in the home front doesn't mean that you can ignore whatever your team is struggling to deal with. After all, think of it as a math test: do you think you can ace an exam if you leave all of the difficult questions unanswered?

Of course, that being said, that's not to say that you should **always aim for destroyers and cruisers all the time**, but be prepared to change your priorities whenever possible. We will discuss the topic of situational awareness in the later chapters, but be prepared to help out a teammate in need if the destroyer-cruiser situation doesn't look too threatening to your teammates just yet. Remember that in attack prioritization, **you need to focus on the objective of the game**: which is to either defeat the enemy team / defend your base (please don't attack the enemy base...) / capture the area. Focus on the bigger picture here, and you will surely win in due time.



When handling destroyers/cruisers based on the situation shown above, it is always advisable to **give some leeway to their speed and size** if possible. Refrain from being too overly-specific or “tunnel vision” on the destroyer itself, because it isn't the only thing required to assure enemy victory. Given their capabilities, they are able to respond much quicker than you might anticipate.

Debate: To launch them simultaneously or to keep it as it is?

That being said, there seems to be agreeing consensus that grouping up your torpedo bombers can yield effective results on the



1 point · 8 hours ago

Clustering your torpedo bombers can help you yield devastating results, especially against destroyers. Use the return button to do so.

Reply Give Award Share Report Save

battlefield. While grouping up your torpedo bombers **can definitely** save you some time as well as reduce AA exposure, **one calculated move from the enemy destroyer** will mean that **all of your torpedoes are wasted**. I generally like the idea of launching my torpedoes **consecutively**, because that means that while the enemy destroyer can miss one of my own sets - **it will behave erratically** or even to your favor as there is another looming torpedo set just right above itself. **Keep the pressure on the enemy destroyer**, and eventually, it will either have to give in (take damage, lose time) or retreat (lose strategic ground, give time for friendlies to capture). Of course, this is up to your own interpretation and way of gameplay - so really, there are no wrong answers here. Just be flexible with what you do.

A few good recommendations when dealing with enemy destroyers are these:

- **Give some distance between launching them and the destroyer approaching them**
It will be difficult for sure, as the destroyer will have time to respond to your incoming torpedoes - but altering its course **away** from strategic grounds is also considered as a victory just as you are striking them. Remember, not all the best players strike their torpedoes successfully.
- **Consider the enemy's predictions and its motivations**
Now this is something that is overlooked; too many times CVs missed their targets because they thought that the enemy destroyer was headed "that way" but U-turned instead. Consider for a moment in the shoes of that destroyer you are about to attack: **what are you trying to do here?** If it is to secure a zone, maybe you might want to do some predictions and aim along or near the borders of the zones. We will discuss this more in detail at the later chapters.
- **Consider the time and moment for it**
Another factor that is overlooked. Destroyers have human players behind them too and they can sometimes be overwhelmed with "tunnel vision", that is to say - they chase down a burning allied ship because they want to "secure the kill". Too many destroyers love to do the "flanking method" and as a result, they fall victim of their own goals as they overextended themselves or they have missed a critical aspect in the battle. A destroyer that is engaging in battle near friendly lines is **less likely to be able to effectively dodge torpedoes** than a destroyer that has just recently left the enemy base ready to secure the capture zone.
- **Even if you miss, communicate**
Destroyers are small, we get it. They are fast, nimble and sometimes they do the most unpredictable things that leave you squirming. No worries about that. If you ever chance upon a troublesome destroyer that you cannot deal it yourself, **communicate to the rest of the team via the (!) ping** to inform your teammates about the developing situation. Remember, it takes a team effort to bring about victory for everyone - so don't fret when the enemy has destroyers, because you also have destroyers on your end as well. Just make sure your team **gets the message properly**.

Another concept in attack prioritization is to **keep an eye out for any imminent threats** right before the battle starts. It may sound ridiculous, and indeed it may very well be, but knowing who you are up against and what league they are at can have a **huge impact on gameplay** because you know which enemies mean **serious trouble** and those that do not. Remember: attack prioritization means that you will need to keep an eye out on which battles are strategically critical, so know your enemies and know yourself.



Look at the battle screen shown above. It might not seem much, but here's how I process this battle screen accordingly:

Observation	Deduction
Enemy CV is a golden ship, a Kaga . He is in Legend League.	Legend League does not equate to battle experience and strategy since it only involves how many battles this player has played in this season and is not conclusive of his gameplay . If you want a more accurate version, take his winrate / ranked winrate along with a few factors and consider them. The Kaga has no fighters - so I can expect full aerial superiority. My strategy against him is to target his torps.
Notable fleet names (not exceptional) such as [TF_21].	Fleet tags can be an indicator of the player's skill and prestige. Generally, if a player is in a prestigious fleet, it is always advisable to prioritize him out first . Call it "CV loves me", I don't care, but it is a fair chance to say that he has some battle skill for him to join such a fleet.
Enemy destroyer holds the title of [Rear Admiral], which is	Not as strong as an indicator compared to fleet tags, but titles play a smaller role in evaluating a player in general.

quite prestigious.

Displaying fancy purple or even golden titles may seem awesome as you show off your titles to the enemy, but what it really means is that **you stand a chance to be targeted often** for showing decent skill in earning that title. That's why I like to keep my title as [Beginner]. :P

Debate: CV Sniping

Posted by [24 days ago](#)

Carrier etiquette

Does everyone not realize that it's a common courtesy to your opposing teams carrier not to target each other in the first minute? All it does is neutralize each carrier and take each other out of the battle while limiting the points each of you will score.

I've seen several carriers go after each other right off the jump. Why even have carriers if they're just going to kill each other in 30 seconds anyways?

Posted by [2 days ago](#)

tips for low tier CVs

Okay I've said it before and I'll say it again: if you are a low tier CV, targeting the enemy CV the whole damn game isn't going to help your team in any way if they're getting utterly demolished. And it's always the Bogue. ALWAYS. Anytime I see I'm playing against a Bogue, I always assume I'm going to have dive bombers and torpedo bombers on my behind the whole game.

Posted by [Jack of All Trades, Master of None](#) [2 days ago](#)

To the CV players that do nothing except attack the enemy CV the entire game and refuse to support your team...

You are THE WORST. I hope you know that. I've been in all circumstances involved. When I first got CVs, I did it, and got promptly sunk by DDs I refused to acknowledge. So I stopped. Now, at T6, I've been on a team with a CV who does so, its angering not getting support. I've been on the team of the CV being attacked, its angering to know that I may not have air support during the battle. I've been the attacked CV. Its angering to know that there's nothing you can do except hope they stop, use your fighter(s) to defend yourself, and keep trying to support your teammates. So stop doing it. It's not a good tactic, it makes everyone hate you, and there's not really a point. If you actually play, you can sink more than one ship, without retaliation. Sorry for the rant everyone, but if you do this, please tell me why.

On another note, I finally got the IJN Fusō

Looks like the Blitz community is fervently sick of CV snipers. Oh boy.

CV sniping, as to how and why it originated in the first place, is the act of using your planes to **deliberately attack** the enemy CV in the first coming minutes of the round. Not that I don't

exactly know why would you want to fly from one corner of the map to another to score bombs and to disrupt the enemy, but consider the following when you **do CV snipe**.



Have you ever considered how much of an irritant you are CV sniping while my team is demolishing your defenses and capturing the zone?

Here are the reasons why CV sniping is bad:

- **It makes you look like a fool**
No kidding on that. Your teammate will groan and sigh at you **as you deliberately fly your planes over potential destroyers, and over enemy AA fire** just to deliver a measly amount of torpedoes and bombs on my carrier. I often get a good laugh at this; sometimes I spend some time practicing my torpedobeats by tricking the enemy CV into releasing his torpedoes too early / too late. Nevertheless, expect some really angry responses in world chat berating you and your useless Kaga for not helping the team.
- **You essentially give up the team mission here**
Your team's mission is to capture the zone, defeat the enemy ships and acquire enough points such that your team can win. CV sniping does none of that. Defeating a carrier isn't going to be enough to obtain "Mission Accomplished" - not if the surface fleet is demolishing your friends just because **you won't prioritize your attacks properly**. Also, I did sink after repeated attacks by the enemy Kaga - but I still won the game in the end, so what did you achieve?
- **Flying all this way for... what?**
This is what gets me. The enemy CV is located behind enemy lines. If you consider to CV snipe and to disregard everything else, essentially you are also disregarding the **great lengths and distance it will take for you to travel from one end of the map to another to bring damage deliverance**. So while you are busy CV sniping, I was busy flying nearby killing off any nearby destroyers and cruisers lurking around.

Concept 2: Strafing

Now that we have discussed the concept of attack prioritization, let's hop on to the third most important gameplay aspect: **strafing**. I'd admit: I'm not a good strafing myself, and I often have to sacrifice my fighters in return for considerable damage (although I am sure this will bite me hard). However, strafing is still a critical aspect of the game if you want to gain air superiority because it will mean two things:

1. **You have complete reign in the air war and can easily counter enemy aerial attacks; and**
2. **You can defend your own aerial attacks from enemy interceptors with little to no damage.**

That being said, strafing is still a critical aspect within the game itself - and it is important that you know how to properly deal with enemy fighters in order to deal the most optimal damage deliverance to the enemy team. I don't really have many examples of a good strafing technique (and even if I had that, it will either be in a Saipan, an OP carrier to begin with, or a pretty boring demonstration), so here are some general guidelines in dealing with enemy fighters.

- **Consider each CV fighter's health and attack stat**
Each CV has a statistic for its fighters in general. Consider Tier VIII for example, with the Enterprise having weaker fighter attack and HP than the Shokaku if compared one-to-one. In such a scenario, you will need to find the most optimal strength to deal with the enemy fighters, be it through numbers or tactics.
- **Launch an attack with your fighters going beyond where the enemy fighters are located**
This will be tricky. Often at times, your fighters may be locked on them as soon as they reach "close contact" with the enemy fighters. Your objective here is to **fly as close as to the enemy fighters in order to catch their attention** (and lock down their fighters), while at the same time **flying far enough that your own fighters won't be caught by this "intrusion" and fly directly towards the enemy fighters.**
- **When you see the enemy fighters locked onto your own, immediately return back to CV**
Some may argue that pressing the return to CV button is a risky option, considering that it may lead to an accidental retrieval (and release of enemy fighters). However, time is of precious resource here, and if you don't plan your route quickly - you lose your competitive advantage and may have to fight the enemy on unfavorable grounds. As such, if your fighters are far away from the CV, consider sending them back immediately before plotting their new flight plan over friendly battleships.

- **Send your chased fighters to a friendly AA zone and knock 'em out**
Battleships and cruisers are your best friends here. Warships such as the North Carolina, Kii, Worcester and other notable mentions here are exceptionally good in dealing with enemy aircraft and can wipe them out alone. Sending these enemy fighters to their graves as quickly as possible should be the objective here since the enemy CV **will have time to launch their own attacks on your surface fleet as your fighters are in engagement.**

Personal Opinion: Fighters

While there are some notable uses for fighters as a form of deterrence against enemy aerial attacks along with reconnaissance - I generally prefer to use my fighters aggressively. Generally, if both fighters are in an aerial engagement, that means that there is literally **no aerial defense for everyone**, including destroyers as well. This is a huge no go for me, so what I usually like to do with my fighters is to **send a message of deterrence** and to also **target selectively: most notably on torpedo bombers**. I generally leave bombers alone (although I know USN CVs are better in their bombs, I know), but that's simply because of the fact that their attacks are purely by chance and doesn't have the "fear factor" towards destroyers (everyone will get the bombs, no doubt - but whether you get the torpedoes is up to your skill to dodge them).

As such, take this with a pinch of salt on my approach with fighters and play as you feel most comfortable with that. Fighters can also be used as a form of AA meatshield (sending fighters to soak up enemy AA, while dive bombers and torpedoes make their run for it). It's difficult to find a proper channel or description of what I use my fighters for, but I am sure many CV players out there also face the same dilemma other than just strafing and counter strafing whenever possible.



Chapter III: CV Gameplay - Your playstyle

Now, this is where things get interesting. You see, no two individuals are the same. Put them in an aircraft carrier and ask them to win the game, and you will notice that despite the very same advice you've given to them: they play differently with radically different approaches and strategies. Why is that? Shouldn't CVs have a clear-cut answer like battleships: by simply shooting at what's in front of them, concealing themselves and aiming for the citadels?

There are many different approaches when playing an aircraft carrier. Some like to angle their torpedoes in such a way that it is unusually effective, while others love to play on the go and always on the move. You will often see people asking for help in "battling with a Saipan / Lexington / Midway" because they aren't too adept at its gameplay. Furthermore, we are also not mentioning how people are interpreting the uses of the dive bomber, torpedo bomber and fighter - even when they are all the same in quantity.

Within Blitz, there are only two carrier lines at the time of this writing: USN (United States) and IJN (Japan). Both of them have their strengths and weaknesses, and it's not just the difference between the Stars and Stripes along with The Rising Sun. USN CV dive bombers **are known to be stronger** compared to IJN CV dive bombers and can cause **a higher fire chance** than their Japanese counterparts, while IJN CV torpedo bombers **are more painful and plentiful** as compared to their USN counterparts. What is exactly the difference between these two, and what is suitable for me?

Concept 3: USN vs IJN

<p style="text-align: center;">United States Navy</p> 	<p style="text-align: center;">Imperial Japan Navy</p> 
+/- Moderately good fighters	+ Good fighters
++ Excellent bombers	+/- Moderate bombers
+/- Moderate torpedoes	+ Good torpedoes
+/- Decent speed	+ Fast speed
+ Good plane HP	+/- Moderate plane HP
- Terrible concealment	+/- Decent concealment
+/- Decent survivability	- Bad survivability

Consider now for a moment about the differences between the USN CV line and the IJN CV line, and ask yourself: **which kind of player fits me the most?** A good CV player knows his preference of one over the other, not because he wants to win more or such: but rather because his style of gameplay fits that of the carrier line as compared to the other. It is therefore extremely important to understand what kind of player are you exactly when playing either route.

Through my observations, those who play USN CVs are, but not always:

- Decent to skilled players, given that the learning curve is lower;
- Preference for convenience over micromanagement;
- Preference for careful and conservative approaches; and
- Provides good aerial support to friendly teams due to better management.

Through my observations, those who play IJN CVs are, but not always:

- Skilled players, given the increase in the number of attack units to play;
- Preference for micromanagement over convenience;
- Preference for risky and dangerous approaches; and
- Provides optimal damage deliverance given appropriate skill level.

I can't give you the best appropriate ship to your own gameplay, but what I can advise you to do is to **practice with a CV you are comfortable with, and grow with it.** Top players often implement radical yet effective strategies on their gameplay because they are comfortable with what they are able to do and what they cannot do. Once you can understand yourself in knowing what ship fits you the most, you will be able to fully optimize your experience and gain knowledge as to how to properly play a CV. You can read the stats of the CV in-game to get a better understanding of not just yourself and the ship, but also what the enemy does and can do.

Debate: CV is OP

Posted by

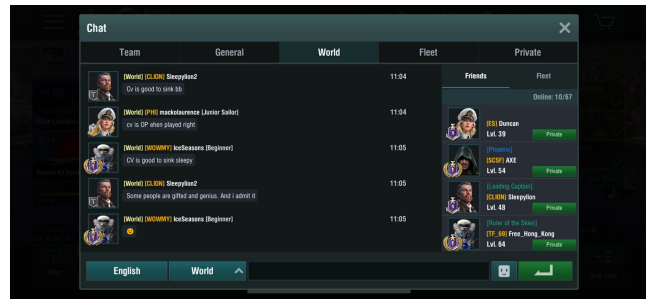
Tea Bote 9 months ago

When you play CV and you check your karma

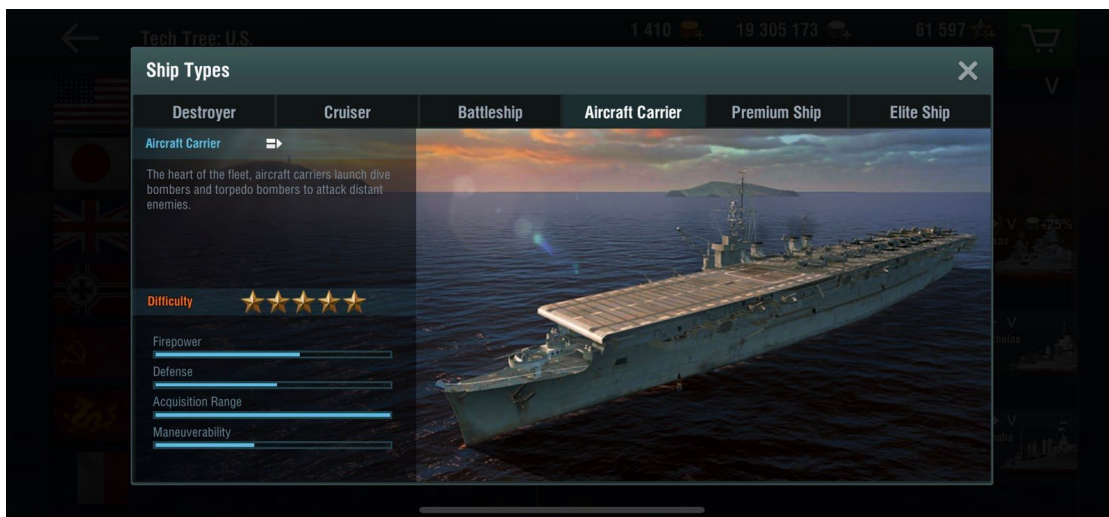
Media



Some members within the WOWS Blitz community generally feel that aircraft carriers are way too OP in gameplay, most notably in the lower tiers - with some even calling for the complete removal of carriers as a whole. While their sentiments (anti-CV boomers) are not really shared by all, my only suggestion for them is **to try playing the carrier and to play the game in a new perspective rather than DD / CL / BBs.**



CVs are warships with **excellent potential** if used optimally to achieve their objectives. As stated earlier in my idea of an ideal carrier, an ideal CV player is one **who can provide the element of unpredictability within the game** - precisely why the unlimited range - on the enemy while juggling the elements of **torpedo/bomb deliverance, concealment strategy, situational awareness, and fighter deterrence all at once**. It's not that easy to send correct your torpedoes to the enemy destroyer and trying to strafe the enemy fighters while moving at the most optimal position based on concealment strategy - and if you encounter a CV who is capable of juggling all of them at once, you've probably met an experienced player entirely different to your own.

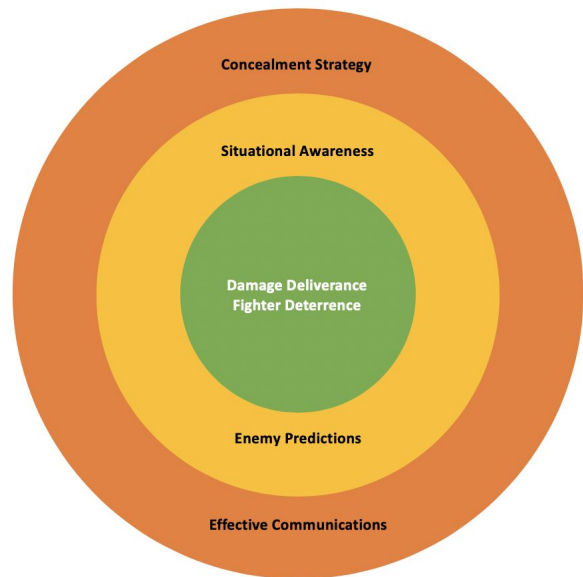


CVs have the highest **learning curve** among all four types of warships (with cruisers being the easiest to learn) simply because **it is hard to learn and even harder to master**. You will need to devise a strategy for different types of enemy CVs you will encounter (an enemy Saipan is **radically** different to that of an enemy Kaga) and not just that, you will also need to anticipate and counter the enemy's CV strategy against you as much as you can - all the while ensuring **optimal damage deliverance** towards the enemy. It's a no wonder why there are some CVs out there who focus way too much on fighter superiority, whilst neglecting the greater part of the game: which is **damage deliverance**. That's why all CV players are generally good players, whilst not all good players are generally CV players.

Concept 4: Aggressive and Defensive Gameplay

Previously, we have talked about the goals of what an aircraft carrier should be capable of doing: **enemy predictions, effective communications, optimal damage deliverance, fighter deterrence, situational awareness and concealment strategy.** Now, we will discuss more your way of implementing them: your own gameplay.

Like a game of chess, there is no one most correct way of winning a game. Similarly, there are always CV players who like to take opportunistic calculated moves whilst others love charging into battle within the frontlines as much as they can. Both are not wrong in the end if you win, but there is always a set of guidelines for both of these approaches to fall back on (see above).



3 points · 1 day ago
I like going in circles to keep myself flexible and less likely to get torped, press the left or right turning button before going into plane mode.
I would reevaluate this strategy a little. If you push up with your tanky ships, getting you closer to the targets. You reduce the flight time of your aircraft and therefore, increase the amount of sorties you can send. You also have the added protection of the big boys and their AA.
Reply Give Award Share Report Save

Aggressive gameplay within a CV is described to be a form of offensive gameplay, with the CV going alongside with nearby BBs and CLs to conduct offensive operations. The main rationale is that this reduces **flight time**, which makes **damage per time** significantly higher while juggling capturing and conceal.

Defensive gameplay, on the other hand, is the art of taking calculated moves in **consideration of enemy predictions** and attacking conservatively without too much damage on the allied side. The main rationale behind this is that **concealment** is more important due to unexpected scenarios.

Carrier 1 point · 1 day ago
Typically when I just stay in the area of the cap I do just fine both damage and planes shot down. While there isn't a stat for planes shot down I avg 65k in my Taiho (565 battles). But when I see the opportunity I do try to move forward to assist a bit better.
Reply Give Award Share Report Save

As stated earlier, there are no right or wrong answers when playing the CV in your matter of gameplay. However, you must consider **what kind of player you are**, and your preferential approach towards the enemy during battles. For example, **IJN CVs** typically fare better in aggressive gameplay as supposed to **USN CVs**, primarily because of better concealment and stronger torpedoes. Defensive gameplay is generally preferred for USN carriers such as Midway and Lexington, precisely because it is risky for them to be on the frontlines during battle.

Generally, no matter how you play aggressively or defensively at the end of the day - one of the key motivations of the CV is **to remain undetected at all costs**. Generally, a detected CV will mean that you will be targeted more often than others because you carry the element of unpredictability and surprise with your unlimited range - and not to mention, the 90 points that you are carrying for the team. As a result, **keeping enemies out of that white dashed circle** (if you look closely to the diagram to the right, you will see a bigger white dashed circle with my ship at the center of it - that's your **detection circle**) is of greatest importance to a CV. CVs that are spotted don't remain long in the battlefield, remember that.



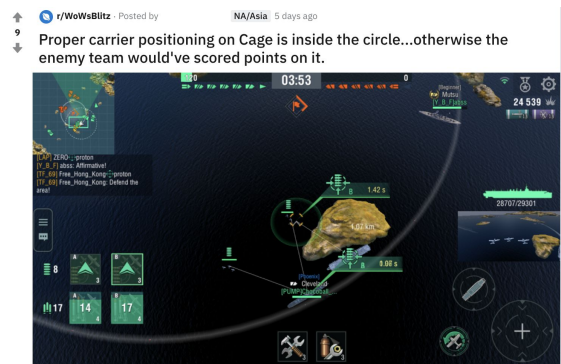
Here are some tips you can do to keep ships out of the **detection circle**, regardless of your aggressive or defensive approaches with CVs:

- **Keep a safe distance from the enemy, but not from your friends**

“Keep your friends close, and your enemies closer” may seem like nice rhetoric to place here, but this does not always apply in the World of CVs. Generally, as a good rule of thumb, **refrain from being in the frontlines** where enemy shells hit hard the most. You want to make sure that enemies are just nicely near the borders of your detection circle, yet not too close that it does not give you any opportunity at all to react if a destroyer suddenly dashes towards your frontlines.

- **Rocks and natural obstacles are your best friend**

I cannot **emphasize this enough**. Rocks and natural obstacles are literally the best friends to a CV. They provide excellent concealment (if it's high enough) and allows you to stage offensive operations near frontlines while enjoying maximum concealment. Any CV that does not take advantage of its natural obstacles - but instead runs to the back corner of the map to escape detection - is **not a good CV player**. Remember that you also need to juggle the main goals of a CV always!



- **Keep a lookout for the hidden “fog of war”:** *just because you don't see it, doesn't mean it isn't there*

We get it, you fly your planes to one side of the map, and you see that there isn't anything there. Next moment and you realize you've been sunk by an enemy destroyer from where - that area you've searched before?! It is always advisable to have a

contingency plan in where you are at since your screen **will always be at the enemy frontlines**, meaning that you won't have enough time to look at your home front often. As such, I always like to **move along in the team's direction, angle my ship in such a way that makes it difficult for enemies to attack** and to **predict enemy movements wherever possible** from your own reconnaissance. Remember, don't take things for granted just because it isn't there in the first place.

- **Only fire your main guns if you have to**

Now let's say that you found an enemy destroyer with active enemy forces nearby, and your planes are en route towards attacking that lil' destroyer. You think to yourself: "*Hey, maybe I should use my main guns to fire at the destroyer!*". You do that and in the next subsequent seconds, **literally everyone is firing at you**. How is it possible? Well, firing your main guns **will increase your detection circle dramatically**, and it will mean enemy ships that weren't able to detect you initially will now have the opportunity to detect where you are. The best suggestion to your use of the main guns is to **only use them if there are no nearby enemy forces available**, because really - dealing shells to that enemy destroyer in the name of higher DPM is a laughable excuse.

Personal Opinion: Distracting

In one of my earlier [Reddit posts](#) on how to play CV effectively, I stressed the importance of distracting the enemy and diversifying their firepower along with a series of targets. As a CV, you generally tend to have a lot of HP until late-round, where you will either be chasing the last remnants of the enemy forces or be chased down yourself. Regardless, you can consider putting yourself out there to gain **short-term strategic goals** while distracting the enemy (capturing the area or etc). We will discuss more about this in the next chapter.

In conclusion, there is no right or wrong way of playing your preference for CVs. Not everyone is suited to be the best CV player in the world, and it sure as hell is true that there is no singular correct answer in approaching CV. The best approach when using CVs is to understand **what kind of player you are from the start**, and choosing the correct ship (USN vs. IJN) for your style of gameplay. After all, that's how to effectively utilize your CV optimally, right?

However, if you intend to be a decent and useful CV player for your own team, it is best that CV players, in my honest opinion, know how to effectively juggle between **offensive and defensive gameplay**. If you are capable of reading the battlefield properly and know how to place your bombs and torpedoes where you need them to be - then really, there is not much difference between offensive and defensive gameplay at the end of the day. Ultimately, you conform the battlefield to your own terms (along with a good team!) - and that is what the best CV players are good at.

Chapter IV: CV Tactics - Efficiency and Application

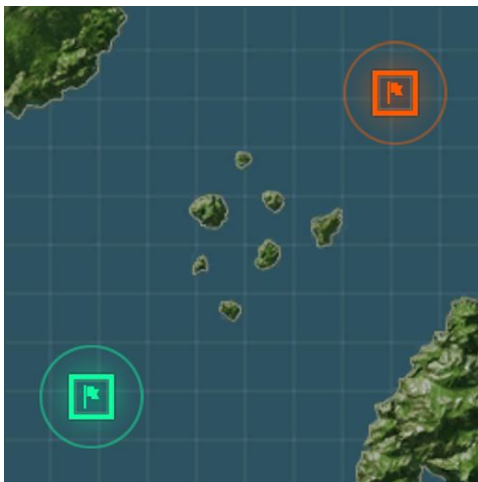
Great job - you've now learned how to launch torpedoes and bombs properly, how to prioritize your attack targets, understanding what kind of player you are and what CV best suits you and your gameplay (and that of the enemy as well via his CV). You dive right into Blitz and wham, the enemy CV does something "out of this world" and you've lost. How the hell did he do that?

Welcome to the World of Tactics, where greater minds prevail and the best triumph over those who are meek. This chapter is not for the faint of the heart, as it does rely upon on macro aspects on the battlefield (how effective your team members, strategic goals etc.). This is where your own interpretations and strategies are born from what you've learned, and how you best utilize your CV in the ever-changing nature on the battlefield. In this chapter, we will cover the aspects of enemy predictions and motivations, your choice as a CV and the overall strategic game which you want to win.

In a normal game between players, there are only two types of gameplay, with two variants in a type. They are "**capture the base**" and "**capture the zones**", with its variants being capturing a single zone (Golden Channel / Cage) or multiple zones (A, B, C and D). These maps bring about different motivations of the enemy, **so it's best that you not just understand the ideal positions of the enemy**, but also **what the enemy hopes to achieve during this game**.

Concept 5: Game Modes and CVs

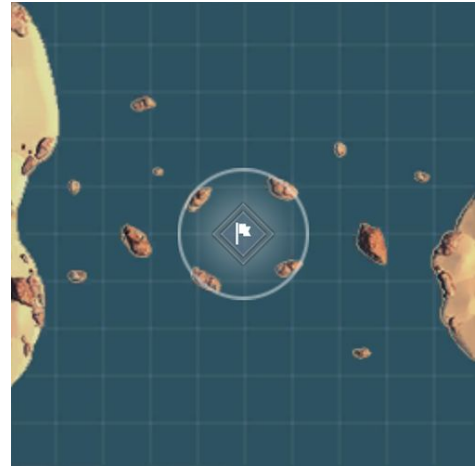
As stated earlier, there are two different types of game modes: **capture the base** and **capture the zone(s)**. Both game modes are pretty similar: just get your own ships to that designated area and boom, that area is secured with time. It may seem easy for battleships, destroyers and cruisers for you to follow, but for a high priority target such as a CV, there are some things that you should understand in order to optimize your CV:



In **capture the base** (encounter mode), CVs are ill-advised to head towards the enemy base for capture because for you to win: **you will need both your own base and the enemy base to be under your control**. Ships will, therefore, **need to remain in the friendly base** in order to assure victory - which is why most of the time, games like this end with complete annihilation.

For CVs, you can leave the friendly base to commence on offensive operations, but make sure to **make the best use of natural obstacles** and to keep a safe distance (not at the back corner of the map) from enemy lines, for they **will be heading towards your direction to capture your base**.

In **capture the zone** (domination mode - singular), CVs are advised to **capture the zone** while taking **extra precautionary measures to maintain concealment**. This is because in this game mode, enemy forces will be heavily concentrated in one area (unlike in encounter, where the only concentration you will see is **within their own bases**) in order to capture the zone. As there is only one zone available, capturing it is **strategically critical to winning the game**. The points you get from sinking ships will never amount to the points obtained from this zone.



CVs are therefore advised to target enemy destroyers and any fast-paced targets **as soon as possible**. Whoever captures the zone first, despite parity later, will get points.

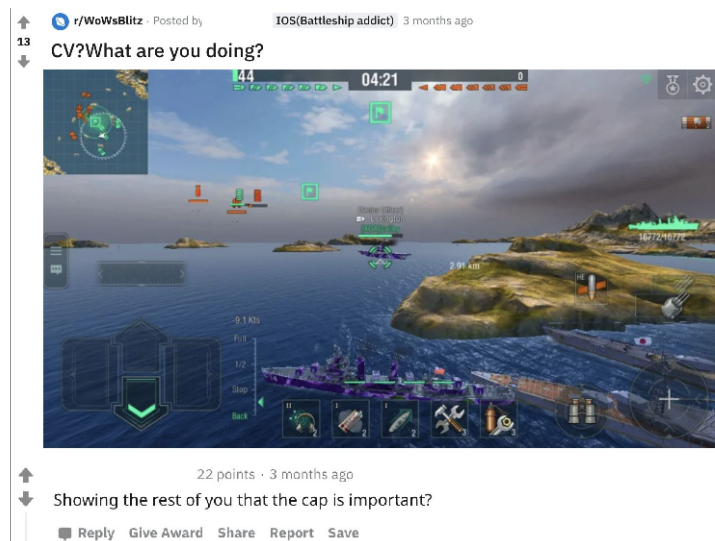


In **capture the zones** (domination mode - multiple), there will be multiple zones for you to capture and it is **very likely you will get two at the start of the game**. Enemy forces will attempt to **defend their own zone while attempting to invade your own**. For a CV, it is quite improbable (yet not impossible) for you to capture zones here. The enemy will be dispersed among these zones, although small amounts of concentration exist.

CVs are advised to **make full use of their situational awareness** and assist the weaker flank while **targeting enemy destroyers**. Battleships are particularly vulnerable in this mode since the split of two flanks means more vulnerability towards destroyer torpedoes.

Debate: Should CV capture zones?

There seems to be agreeing consensus nowadays that CVs should be used to capture the zone (singular), although it remains up for debate whether the same can be said to be true for multiple capture zones. Truth be told, CV capturing is a very **risky move**: one wrong move from your own end and you literally give the enemy 90 free points to enjoy upon. It's no wonder why some people shy away from offensive gameplay.



However, one must also not discount the fact that capturing zones is of **strategic importance**, and that by securing zones early - you allow your team to gain points, **even if the enemy is in parity with you within the zone**. Remember that in all of these game modes mentioned, you can win in two ways: destroy the enemy fleet (tactics over strategic) or by points (strategic over tactics). A good answer to whether CV should capture the zone or not is to **assess the situation correctly**: will it be dangerous for the CV to operate within the zone if there are active enemy forces nearby? This is also not to mention the possibility of **enemy destroyers** which can wreak havoc to the overall strategy in your gameplay. Consider this next time when you choose to charge into the zone area or sit behind the frontlines.

Concept 6: Enemy Predictions and Motivations

It is often said that if you are a good CV player who knows his battle well and fights well, then the enemy will be as easy as “reading a book”. Truth be told, not everyone plays with this philosophy in mind - so that makes things even easier to predict.



“If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle.”

— Sun Tzu, The Art of War

As a CV, **predicting where the enemy intends to go** is just as important as situational awareness. For you see, situational awareness is simply the **perception of environmental elements, the comprehension of its meaning and the prediction of its future status**. This is extremely critical as your role as a CV, as you will be required to anticipate what the enemy intends to do during battle. This is also the reason why game modes were discussed in the previous concept above: simply because we can understand how the enemy plays and what factors motivate them to do so. This is especially useful against **enemy destroyers**.



Consider the enemy destroyer and where it is headed towards. What can you tell from this?

From this standpoint, you need to understand some of the key enemy motivations in their game:

- **Capturing strategic zones**

As you can see easily in the illustration shown above, that enemy destroyer's key motivation was to move towards to capture zone C. By understanding where the destroyer is headed towards, you can start to devise important battle-plans to score torpedo hits on the destroyer.

- **Attacking allied ships**

Sometimes, enemy ships travel to a specific destination in order to lay their torpedoes effectively against your own allied ships. Enemy destroyers typically love to chase battleships and carriers, so you can launch your torpedoes ahead of them in order to either distract them from their main objectives or land critical hits on the destroyer itself.

- **Taking up a defensive approach**

This is most commonly seen in capture the zone (domination - singular) mode. Enemy ships will sometimes stay docile and fire within a distance if they feel comfortable. This can be due to their unique strategic position (within the zone area, or near their own base) and the overwhelming allied force on the other side of the map. This can prove to be deadly for your planes though, as anti-aircraft can knock out an entire squadron if you are not careful. We will discuss more about this in Anti-Aircraft Fire in the later chapters.

- **Self-preservation**

Sometimes, the enemy is beaten but shall return again at a later time. This statement is no truer than within Blitz itself. Damaged enemy warships will take the "fight-or-flight" approach in which, if they fail to incapacitate our friendlies, they will choose to flee instead to buy time. Depending on the strategic importance, you can choose to end this charade immediately (saving your team's time but diverting firepower away) or let them run (demoralized enemy: likely will not engage next time).

Overall, predicting the enemy's movements and understanding their motivations goes hand in hand well with attack prioritization. The rationale behind this is that only by using both of them effectively on the battlefield, you will be able to prioritize effectively which requires your most attention. After all, with an unlimited range as an aircraft carrier, your planes cannot be everywhere at once, right? This brings us to the final topic of discussion in a combat CV: **situational awareness**.

Concept 7: Situational Awareness

The most critical part and juncture where all of your theories are being put into practice: situational awareness is of **utmost importance** to a CV. Fail to recognize that, and the whole game will be lost at the start. This is where your very own teammates can have an influence on your actions itself, and this is how as a CV, you try to shape your team's actions and read the enemy's lines. But first, where do I even begin?



Remember this chart that I've shown you back in the first chapter? Now let's look at this again with what we've learned. From this, you can tell that the **enemy Kaga, Admiral Hipper and the Akatsuki** is going to have a significant impact on the enemy team while the **allied Saipan and Helena** and to a lesser extent, the **Bismarck** will have a significant impact on the allied team. Now, let's take this information and apply it to the battlefield.

Scenario: *Allied Helena is on the chase of a damaged enemy Kaga, allied Bismarck is requesting support in a losing battle with the enemy Hipper and the enemy Akatsuki seems to be approaching an allied strategic zone critical for team victory...*

Now, consider your options here. With your limited planes in a minute, you can either:

- A. Support the Helena's attacks to destroy the enemy Kaga**
- B. Support the Bismarck's retreat by attacking the enemy Hipper**
- C. Buy time by attacking enemy Akatsuki to prevent capture**

*** Do note that if you do not pick the other options, the most likely and probable situation will occur (Kaga destroyed, Bismarck destroyed, zone fallen to enemy hands).*

What would you choose? Given this simplified situational awareness illustration as shown above, some of you here might choose to alternate between option B or C. Option A looks fairly redundant here - since the Helena is managing fine on its own and doesn't *really* need the help to attack the Kaga after all. Option B and C looks very probable on its own, since the loss of the Bismarck will mean **a full 80 points penalty** along with **the loss of an allied ship**, which compels our moral obligations to help out our own friendlylies, while the latter will mean **an enemy destroyer on the loose** and the **loss of a strategic zone**. It is completely rational for a player to pick option B or C, depending on "circumstances" here.

Now, I want you to imagine this exact same scenario, except in points weightage.

Now, consider your options here. With your limited planes in a minute, you can either:

- A. Support the Helena's attacks to destroy the enemy Kaga (+90pts if helped)**
- B. Support the Bismarck's retreat by attacking the enemy Hipper (0 pts if helped)**
- C. Buy time by attacking enemy Akatsuki to prevent capture (-36 to +36 pts if helped)**

*** Do note that if you do not pick the other options, the most likely and probable situation will occur (Kaga destroyed (+90), Bismarck destroyed (-80), zone fallen to enemy hands (~ -36)).*

Now, it looks like Option A and B are the most feasible in terms of points, although Option A doesn't look as enticing given that our inaction will still result in the destruction of the enemy Kaga. If we let the allied Bismarck fall under the Admiral Hipper's attacks, it will definitely deliver a fatal blow to our team structure. This only leaves us with a **net positive option**, either +54 points (if B was chosen) or -26 points (if A was chosen). Option C is subjective based on the CV's skill and the time taken to destroy the enemy Akatsuki. From this rationale, we can tell that option B is the most rational answer - and that attacking the enemy destroyer first shouldn't take precedence. However, consider the next plausibility:

Now, consider your options here. With your limited planes in a minute, you can either:

- A. Support the Helena's attacks to destroy the enemy Kaga (0 or +90 pts)**
- B. Support the Bismarck's retreat by attacking the enemy Hipper (-80 or 0 pts)**
- C. Buy time by attacking enemy Akatsuki to prevent capture (-36 or +36 pts)**

*** Do note that if you do not pick the other options, the situational outcomes will be left by chance (50% chance of sinking the Kaga, 50% chance of sinking the Bismarck, zone fallen to enemy hands (~ -36)).*

A pretty difficult choice now, right? Sinking the enemy Kaga or helping out the allied Bismarck is now **left up to chance now**, which is usually how Blitz games normally operate on. We now have to consider the rationale whether **is the risk worth it to save the Bismarck, or to destroy the enemy Kaga?** It looks more rational to still pick Option A, since 90 points gained from sinking the Kaga is always more than the loss of 80 points by our lost Bismarck, which will give us the final number of either +54 or -26 points thanks to Option C. But perhaps choosing the route of inaction may be best suited when dealing with the situation between Option A and B?

After all, choosing Option C also seems like a good bet as well, since we effectively rule out the inevitable -36 points penalty on our team, while leaving the Kaga and Bismarck up to their fates: +90 (Kaga sinks, Bismarck lives), +10 (Kaga and Bismarck sinks), 0 (Kaga and Bismarck survives), -80 (Kaga lives, Bismarck sinks). This is **not inclusive of the consequences of Option C**, which we can give a variable of around +36 if **full and proper defenses were enacted to prevent the enemy Akatsuki from capturing the zone**. Given the 75% chance [+126, +46, +36, -44] that choosing Option C will result in a net positive outcome, it seems really

rational to choose **Option C** (75% chance of a positive outcome) as compared to **Option A** (50% chance of a positive outcome) and **Option B** (50% chance of a positive outcome). Compare this to your previous answers in the first two questionnaires. Are they radically different from what you have said here now? From this perspective, destroying the destroyers first **really looks like a rule true to its name**, aye?

If we want to make things even more interesting, let's include the concept of a player's skill capability. Now, looking back at the battle screen and see the ships I've set out. Doesn't that Bismarck look a bit inexperienced compared to the rest?

Now, consider your options here. With your limited planes in a minute, you can either:

- A. Support the Helena's attacks to destroy the enemy Kaga** (0 or +90 pts)
- B. Support the **noob** Bismarck's retreat by attacking the enemy Hipper** (-80 or 0 pts)
- C. Buy time by attacking enemy Akatsuki to prevent capture** (-36 **to** +36 pts)

*** Do note that if you do not pick the other options, the situational outcomes will be left by chance (50% chance of sinking the Kaga, **80%** chance of sinking the Bismarck, zone fallen to enemy hands (~ -36).*

Now this is where we take **the capability of your team players**. We have seen them before, good teammates and trashy teammates. I want you to actualize the Bismarck now to be one of the most **relatively trashiest player** you have seen playing in this game. Now consider this, if you still pick Option C; you are **absolutely certain to lose the Bismarck, along with its strategic value** (or what's left of it, given that it is a bad player) **in your team**. This pushes the scenarios [Kaga lives / sinks, Bismarck sinks] to be **more probable now**, and it really boils down to either getting +10 points or -80 points. Yikes.

If that isn't enough, consider the fact that for Option C, **full and proper defenses cannot be enacted by the CV to deter the enemy Akatsuki from capturing the zone** due to the **introduction of the CV skill capability**. Now, if you pick Option C, you will get a randomized chance of getting between -36 points to +36 points, and that is worth mentioning **that if you don't pick Option C** - you are guaranteed to take the -36 points penalty for sure. So really: it looks like a randomizer game from -116 to +46 points, with a 50% outcome on the first set. That looks disgusting, right?

If you pick Option B, you are guaranteed to write off the 80 points penalty, which means either getting +90 points or 0 points. Considering the enemy Akatsuki situation (you will lose -36 points), you will either get +54 points or -36 points at the end of the day, 50% chance. Compare that to taking Option C: now **which principle sounds better?**

I will finish this illustration off with the final introduction and aspect to this game: **team points allocation**.

The battle is drawing to an end with the final minute. Allied team has scored only 592 points while the enemy team has scored 636 points. The game counts down...

Now, consider your options here. With your limited planes in a minute, you can either:

- A. Support the Helena's attacks to destroy the enemy Kaga** (0 or +90 pts)
- B. Support the Bismarck's retreat by attacking the enemy Hipper** (-80 or 0 pts)
- C. Buy time by attacking enemy Akatsuki to prevent capture** (-36 **to** +36 pts)

*** Do note that if you do not pick the other options, the situational outcomes will be left by chance (50% chance of sinking the Kaga, 50% chance of sinking the Bismarck, zone fallen to enemy hands (~ -36).*

Now this is starting to look like a Blitz game! Consider yourself now in a disadvantage with the enemy at a +44 points lead above you. You only have a minute left to settle the score once and for all, what will you do? Choose an option before you proceed.

If you've picked Option A, you will guarantee a +90 points win for your team, leaving the Bismarck up to chance [0 or -80] and taking on the -36 points penalty from the Akatsuki zone [-36]. This leaves us to the final conclusion of the outcome of +54 points or -26 points, a 50% chance of net positive. With a +54 points able to cover the deficit of the 44 points lead, **there is a 50% chance of your team winning the game.**

If you've picked Option B, you will cancel off the -80 points penalty to your team, leaving the enemy Kaga up to fate [+90 or 0] and taking on the -36 points penalty from the Akatsuki zone [-36]. This leaves us to the final conclusion of the outcome of +54 or -36 points, a 50% chance of net positive. With a +54 points able to cover the deficit of the 44 points lead, **there is a 50% chance of your team winning the game.**

If you've picked Option C, you will get a randomizer value between -36 to +36 points, (50% chance of net positive, 50% chance of net negative) while leaving the Kaga and the Bismarck to their fates [+90, +10, 0, -80]. Regardless of whether you have managed to hold off the zone from enemy capture and all, there will still be an initial 50% chance of your team winning the game **simply because the third outcome, 0 points** (Kaga and Bismarck lives), **means that a +36 points gain will not be enough to cover the deficit.** This brings the randomizer value to the first two initial outcomes: +90 (Kaga sinks, Bismarck lives) and +10 (Kaga and Bismarck sinks).

Should the Bismarck lives, victory is assured at once. This forms the first outcome being a team victory (+25% chance secured). However, we will now look at the second scenario (Kaga and Bismarck sinks), and consider the remaining 34 points deficit in order to be filled. Given that **+3 points is given for every 5 seconds you hold the zone**, it means that you must **hold the zone for a full minute (60 seconds) for you to cover the deficit.** However, this is based on the most perfect scenario - you manage to deter the destroyer from capturing the zone in the

first place - and that if there are any mishaps in your part, **you effectively cause a loss to your team**. Considering the factors between a destroyer and a carrier, and that the carrier must be able to hold the zone for 60 seconds continuously, the odds of that happening is effectively close to ~5% or such. Therefore, **it is more likely that you will not get the perfect score and will get somewhere between the two values**. As a result, **there is a ~30% chance of you winning** if you choose Option C.

Personal Opinion: To attack or not to attack?

As carriers, situational awareness is of paramount importance as shown in the illustration above. What I have mentioned earlier is simply the “watered-down” version of the Blitz gameplay itself as a CV player. We **haven’t considered the idea of multiple battles happening at once, enemy counter strategies** and even the concept of **the butterfly effect**: where the destruction of a small allied ship will have drastic consequences in the later stages of the game. As such, when placed in such a situation as an aircraft carrier - you have to make very tough decisions and choices which you might not even be aware yourself.

As a result, sometimes it is often best to play a CV alongside with **very capable squadron members that you know you can rely upon**. It is often known that most battle victories come from **an effective squadron**, as they are known for how they manage their own resources and firepower effectively. Recall in the Introduction where I’ve stated that **aircraft carriers cannot direct battles themselves, instead they influence it**: aircraft carriers are **extremely team-dependent** and by only having a solid team behind, you can assure victory for the rest of your games. It is also the reason why many people love to target the carriers so much: **precisely because they provide an element of unpredictability and surprise with their unlimited range**.

Ultimately, this form of judgement cannot be taught or replicated easily as a textbook operation. However, I want to show you this illustration to prove that **no two carriers think the same**. It’s the reason why we have debates between offensive and defensive gameplay alongside the fact that some tactics with fighters, torpedo bombers and dive bombers are generally best suited for specific circumstances. For example, **I can suggest to you a tactical advantage by teaching you how to use your fighters to aim for torpedo bombers the most, simply because they carry the most damage** - however, team victories are never won alone by the number of torpedo bombers you have shot down, but rather by **destruction** or by **points** - the latter which can only be achieved **by strategic means**. ***And strategy requires everyone to play their part in order to assure mission success.***

Remember: **the strategist will always beat the tactician**. Play well and compensate for your own teammates’ weaknesses. Don’t blame them just because they are bad; winrates exists **because it serves as a gauge on how correct you can assess a situation accurately, and how you can compensate for your team**. Look at [my CV post in Reddit](#), notice how many of the commentators are telling me to “hit return to carrier” for enemy destroyers or enemy fire, but it’s still a victory. ***Remember that tactics are not everything, as the enemy suffers similarly.***

Concept 8: Communication and Teamwork

This brings us to the compensatory topic towards the seventh concept: **communication and teamwork**. As an aircraft carrier, you won't always know everything in the battlefield despite having a pristine situational awareness and concealment strategy. Waters on the frontlines are not the same as that of the home front, which are more calmer and easier to navigate. In a team, regardless of whether you know your teammates or not: **make an initiative to be a useful team member within the team**, and if possible to **take up the opportunity to be the team leader** through effective communications and teamwork.

An effective team is one that can **relay messages effectively to the team of a developing crisis and situation** and **give instructions and recommendations to your teammates on the general team consensus and direction** while **considering your team's recommendations and instructions on you in the greater team effort**. As a CV, you will often receive pings for aircraft support from your teammates. Understand that with your unlimited range, your presence can always be a factor within the game itself. Make sure to assess the situation correctly, and to provide appropriate feedback and response towards the recommendation.

You will be expected to do the following from your teammates:

- **Reconnaissance requests**

As a CV, be ready to receive the occasional ping of an aircraft on the deep open sea. That generally means that this area needs to be aerially searched by a nearby aircraft unit, and you will need to dispatch planes to that vicinity to do a thorough search of the area. Reasons behind these requests is due to the possibility of unknown enemy forces present in the area, along with the possibility of a fleeing carrier **or** a dangerous destroyer nearby.

- **Aerial support (torpedoes / bombs) requests**

The most frequent ping you will always receive as an aircraft carrier is the ping on an enemy ship (or on their own, but that means they need planes). This means that they want you to start commencing aerial attacks on these targets in order to soften up their defenses and allow for some time for the allied flanks to recover. **Do not let these requests go unanswered**; it often means that there is a **strategic importance behind this area** that requires your attention and most of the time: ***it is a losing battle that requires your help.***

- **Relaying information of potential dangers**

The aircraft carrier is perhaps one of the best ways to ping information where needed. Saw destroyers with your fighters? Ping them with a (!). Need your allied forces to concentrate fire? Ping the enemy target with a crosshair ping. Want to state your

intentions? Use the aircraft ping yourself! **Relaying information is very critical, if not essential, in winning a game**, because effective communication depends on it and you need everyone in your team to be on the same page before you can proceed on to your operations.

- **Warning / sending messages to teammates of their position**

Now, let's just say that one of your more inexperienced friendly ship has gone off-course and has experienced "tunnel-vision" in chasing a damaged enemy warship to the edges of the map. Or let's say that one of your friendlies has gone too far from friendly lines and is becoming increasingly difficult to support him and his offensive operations. Use the (!) ping on the delinquent and inform them to stand down! It might not mean much, and they might even ignore it, but chances are - you are informing them from a different perspective that things can go wrong here. I always find that using the (!) followed by a <Spread Out!> option leaves team members to know what is effectively happening, and what they should do. This is especially most effective among trusted squadron members.

Concept 9: Anti-Aircraft Fire

The final chapter: anti-aircraft fire! This is the chapter where after all of the CV tactics you have learnt, the enemy finally gets a chance to send a counter-strategy to your own planes! But alas, you can still formulate a counter-counter-strategy to their plans in order to ensure mission success! In this final chapter, I will be discussing about the aspects of enemy anti-aircraft fire, your own allied sides, and what you can do during an anti-aircraft fire.

Anti-aircraft fire are **most prominent among carriers and battleships**. Generally, they have their **primary AAs** which deals the most damage and their **secondaries AAs** which deals lesser damage. All warships generally have anti-aircraft equipment, but it is the reason why battleships and carriers are often left last during CV offensive operations - they are too darn bulky and they incur plane losses. The more enemy BBs and CV are near together within a vicinity, **the greater the AA effect on your planes** - which can be detrimental to your long-term overall strategy in this game.

Anti-aircraft fire is one of the sole reasons why when firing bombs or torpedoes: it is always **generally advised to do them fast and quick**, with no turnabouts and all. That's because the longer your planes spend over enemy AA fire, the more planes you get to lose. Taking long routes might seem to be a cheaper solution here, but it is hardly advised because of the small size of the map along with the fact that your choice of target might even be situated within a heavy enemy AA zone.

This is also not to mention that not all warships have the same AA firepower. Terrifying warships such as the Kii, Worcester and others are a **huge threat to planes from the beginning**, and nothing will shit a CV even further than the thought of 3 Worcesters clamping together spitting

on your precious little planes (and leaving you in a timeout with a demolished squadron). Regardless, there are several tactics to this and how to deal with them appropriately. When dealing with enemy AA flaks and firepower:

- **Aim for lonely enemy warships**

This should be a no-brainer. When you see a heavy enemy AA forming within the battlefield, the first question you should be asking yourself is: **are there any enemy warships nearby?** Most of the time, destroyers and cruisers like to be “lone wolves” since their speed outpaces that of battleships and destroyers, although this will come at a significant cost since it means that you will be able to attack these little guys freely without any AA interference. Just be mindful of the developing situation, since a cluster of enemy BBs + CV will not only mean aerial deterrence, but also superior firepower against your own surface fleet.

- **Send fighters first, dive bombers second, torpedo bombers last**

Another interesting tactic that you can try yourself if you like. Whenever you encounter extremely strong AA fire, you can always send fighters to the enemy AA to **soak up damage** and to **distract the enemy fighters nearby**. This will mean the ultimate loss of your fighters if you keep this up (and it will!), but it will ensure optimal damage deliverance to the enemy which can be great for your friendlies! Just be sure to send dive bombers right before the torpedo bombers, because dive bombers are RNG based and are basically a hit-and-miss game.

- **Conjugate your planes into one fighting force**

Another interesting tactic - you can simply choose to merge all of your planes into one “fighting area” and send them all into the enemy AA. This will mean that you will lose a squadron or two, depending on the enemy’s AA capabilities - but it will also mean that you won’t be sending your planes one at a time; something that is easy for the enemy to chew on. This will take some practice, but once mastered by using the return to CV button during flight (and going back to your destination), you can be sure to launch your bombs and torpedoes without delay or even much AA resistance!

- **Launch from a distance**

Now this might sound counterintuitive. Why would you want to launch your torpedoes from a distance when you effectively give time for the enemy to react? Generally speaking, if you launch your torpedoes way too close to the enemy in general: your planes will be exposed to AA fire for longer periods of time. Given that only BBs and CVs possess great AA firepower and are generally slow (with CVs having to manage a lot of things at once), you can perhaps consider sending your torpedoes at a distance so as to reduce your AA exposure. Of course, make sure that your damage deliverance is not affected, or this will surely come back and bite you off definitely.

Chapter V: Conclusion

In conclusion, CVs are not monsters that can never be learnt. Practice it often, and even the most novice players can learn to master the CV greatly. The CV has one of the hardest learning curves in Wows Blitz, but it is precisely because of this learning curve which exposes you to different perspectives to this game which is commonly not seen within a destroyer, cruiser or battleship. Give it a shot, and see how it goes!



And for novice players who want to look for the “best approach on how to deal with XXX CV”, please try to formulate your own plans from your own experience. Sure, watching YouTube videos can be fun to see how to directly apply a concept into use - but nothing can really change how you fundamentally play a CV at the end of the day. In the end, playstyles of CV are really up to the individual’s interpretation and application of concepts, and there isn’t really much one can do about it except to reflect on their actions.

This guide I’ve written above was based on the experience I’ve seen for myself along with the advice of several CV experts during my time in the Asia server. The top players of this game are generally good CV players, precisely because they know what to anticipate and they have a very strong fundamental and judgement skills when interpreting and evaluating a situation. This does not, however, mean that a fish cannot climb a tree - practice it long enough, and even though there will be some people who are naturally more gifted than others, the game of a CV will absolutely change your perspective of how you see this game as a whole.

I will be ending this guide here. Thank you for taking the time to read this and be sure to leave some comments on possible feedback and interpretations to this guide and concepts. I am usually available in the Asia server, so I hope that I will have a chance to see you all there! :)

~ END ~