MAN O' WAR™

CORSAIR™

manowarcorsair.com

Captain's Guide

Version 1.0

GAMES WORKSHOP

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Contents

Welcome.

Man O' War: Corsair is a video game of high adventure, naval combat and exploration based on the Games Workshop classic Man O' War table top game.

Sail the seas plundering enemy ships, visiting ports, and trading. Dominate everything in your path with a fleet of ships at your back and watch people flee at the mere sight of you, leaving legends of your deeds in the history books and steel through the hearts of your enemies.

Captain a wide variety of unique sailing vessels, explore and trade whilst combating enemy ships in frantic naval action. There are not only ship's cannons at you disposal; you can control powerful wizards who cast deadly spells, hire sharpshooters to target enemy crew from afar, and command Griffons and other lethal flyers.

As well as sea battles, engaging in boarding actions with enemy vessels sees you walking the deck, blunderbuss in hand, attacking enemy crew. Loot the vessels or sink them, the choice is yours.

Choose your Captain, and buy a variety of unique and deadly ships. Command allies from different races and fight many deadly enemies including:
Orcs, High Elves, Dwarfs, Dark Elves, Skaven, Pirates, Chaos, Sea Monsters and more! Fierce storms, deadly fleets and terrible foes will block your path to ultimate glory.

A captain in Man O' War: Corsair can sail the coast of a huge continent in the Warhammer world. Visiting over 50 ports from Erengrad to Sartosa, the sea is yours to explore.

A heroic adventurer does not only have enemy ships to contend with. The deep and unexplored oceans hold terrifying creatures that few see and live to tell the tale.

These deadly creatures emerging from the deep sea will chill blood and drop jaws in equal measure. The wise would attempt to flee but those brave enough to tackle such creatures will be famed throughout the world.

Here there be monsters....

Installation.

As part of the Steam download process, the game has already been installed on your computer. To start playing the game, read the Getting Started section.

Getting Started.

• Double-click on the Steam application icon. By default this is located in the Applications folder on your computer's hard drive.

• If you are not already signed in, the Steam Login dialog will appear. Enter your account name and password, then select Login.

• The Steam application will launch. Select Library.

• Highlight Man O' War: Corsair in the list of games on the left-hand side of the window, then select Play.

• The Man O' War: Corsair pre-game Options window will appear. Click on the Play button. The game will launch.

• After the loading screens, the Main Menu will appear. Select New Game.

• The Select Difficulty screen will appear. Select a difficulty level. If this is your first time playing, we recommend that you leave the Tutorial checkbox enabled, so that the game will provide instructions as you play.

• Select Start Game.

Man O' War Performance Tips.

The most important things to remember when getting Man O War: Corsair to run smoothly on your computer are your CPU speed, the amount of built-in RAM, the type of graphics card in your computer and the in-game settings you select.

Man O War: Corsair is playable with the minimum specifications listed below, but it will play more smoothly on faster computers with more RAM. If you are dissatisfied with the performance of the game on your computer, there are a couple of things you can do that are likely to improve performance:

- Close all other applications: You are strongly encouraged to quit all other applications before launching Man O War: Corsair – other applications drain resources and slow the overall system performance.

- Clear disk space: Ensure that your main hard disk has plenty of spare disk space.

- Disconnect your second monitor (having an additional monitor connected to your computer may create a drop in performance).

- If you are using a laptop, plug in your charger (running on battery power may create a drop in performance).

In addition to these, there are numerous specific in-game settings you can select to speed up the game.

From the main menu go to options>video. You can set the presets from Fastest to Fantastic.

You can find the current recommended specs at the bottom of this page under System Requirements: http://store.steampowered.com/app/344240/

Uninstalling.

In order to uninstall Man O' War: Corsair, use the following steps:

• Double-click on the Steam application icon. This is usually located in the Applications folder on your computer's hard drive.

• If not already signed in, you need to sign in. The Steam Login dialog will appear. Enter your account name and password, then select Login.

• The Steam application will then launch. You need to select the Library tab.

• In the library, right-click on Man O' War: Corsair in the list of games on the left-hand side of the window, then select Delete Local Content....

• A dialog will appear confirming that you wish to delete all the game content. Select Delete.

Sailing.

This view will centre on the captain, and allow you to aim and fire the ship's armaments and use the spyglass.
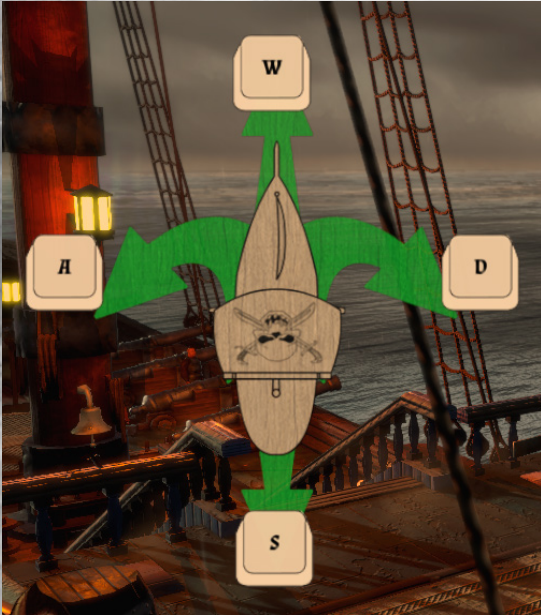
The W, A, S, D keys will allow you to steer your ship. If you run aground press space to push off.

The weather gauge allows you to see what direction the wind is coming from. The different coloured segments highlights the best sailing direction. Sailing into the red zone is sailing directly into the wind.

Next to the weather gauge, is the time dial. This shows you the time of day and allows you to speed up time for long journeys using the + and - keys.

If you tap the G key, you will be able to use the spy glass. The spyglass can give you information about a ship type and how much cargo it has on board.

You can also use the tab key to cycle between enemy ships.

Combat.

Firing Your Ships Guns.

Ships guns in Man O' War: Corsair can be mounted in several different positions depending on the ship type. When you begin a campaign you start with a Corsair. The Corsair has port and starboard firing guns. Essentially guns that fire from the left or right side of the ship. Other ships, such as the Greatship can also fire forwards and backwards. To fire any gun you must move the mouse to turn the camera to face the direction you wish to fire and then follow the instructions below.

1. Press the left mouse button to aim

2. Move the mouse forward and backwards to adjust the range.
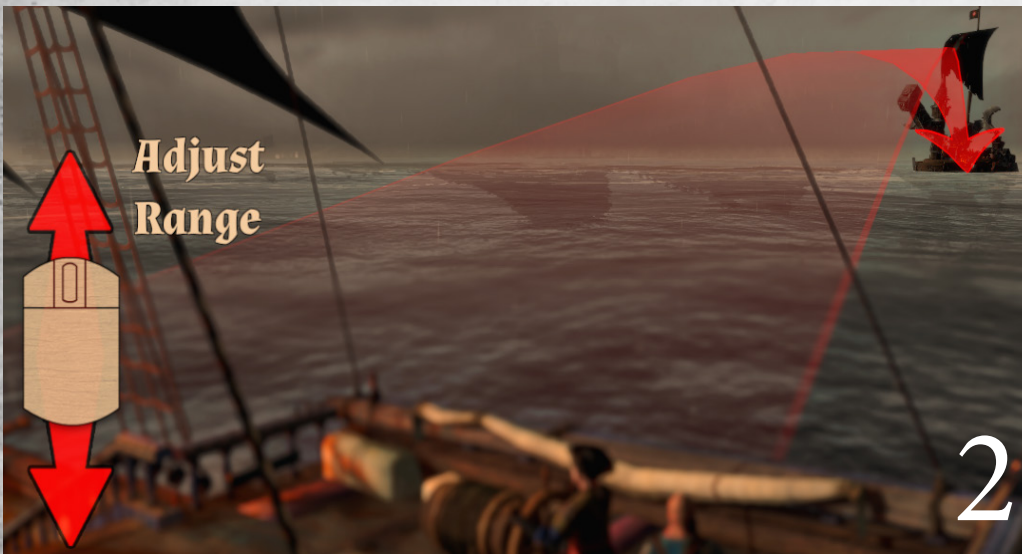
3. Press the left mouse button to fire!

Combat.

Ship Damage.
In the top left of the screen is the enemy ship card. This gives you it's name, captains name, race/faction type (such as Orc or Bretonnian), crew and amount of cargo. In the bottom left is your ship information.

Ship Icons.
The icons above each ship give simplified information about that vessel. A white outline to the faction icon shows the ship is friendly to you, and red signifies a hostile faction. An orange outline shows that the ship belongs to a friendly faction but you have made it temporarily hostile by attacking it or ships of the same faction nearby. If you avoid damaging such ships it will eventually return to being friendly.

Ship Card Damage.
The ship card shows the damage to the current ship. All ships have different areas to damage, sailing ships have sails and in the example on the left the Orc Drillakilla has a paddle wheel instead of sails. If an area on a ship is hit, the section will fill with red until it is destroyed, at which point it will become inoperable. If a ship's below the water line area is fully damaged it will sink.

You can repair your ship in a friendly port or if you're out at sea your ship will repair to 10%, 30% or 50% depending on on what difficulty level you chose at the start.

Boarding.
If you sink a ship you will be able to collect a portion of its cargo, but if you board and kill a ship's crew you can plunder all the cargo on board as long as you have room for it on your ship.

As you approach an enemy ship, press the space bar to start a boarding action. The 2 ships will then clash together and you will automatically gain control of your Captain with weapon drawn.

Using the W,A,S,D keys allows the Captain to walk around the deck.
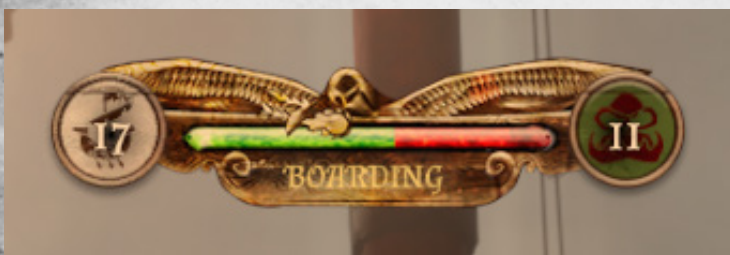
At the top of the screen during boarding is the boarding icon. This shows how many crew are left on each side.

Above each character is a health bar. Green are your crew and red are your enemy.

Hand Weapon / Ranged Combat.

Swapping Weapons
When you let go of the wheel you have the option to switch between 4 weapon slots. You can press, 1,2,3 or 4 to switch, or use the scroll wheel or L key to scroll through weapon slots.

If you press M>Captain>Equip Weapon you can switch weapons between your inventory and person by clicking on the weapon icon.

If a warning symbol appears above an enemy it means they are firing at you and it would be wise to blow them away!

Using A Firearm
Left click fires the Captain's chosen gun and right click aims - moving the camera closer to the target. How close this is depends on weapon type.

Using a Hand Weapon
Left click will swing your weapon and right click will parry or block if you have a shield equipped. The middle mouse button will o a strong attack.

Buying Weapons
There are many different types of weapons available to buy in ports. Some weapons are rarer than others and some are more frequent in certain regions. The Empire is the only place you can buy handguns and Estalia with a rich history of duelists will have more Rapiers.

Some weapons can only be earned through quests or crafted with harvested parts of dead sea monsters. To craft a sea monster weapon you must first kill the monster and take the body part to a craftsperson in a port. Not many ports have the talent to hone a Behemoth horn into a sword, so you'll need to search the ports to find then right person.
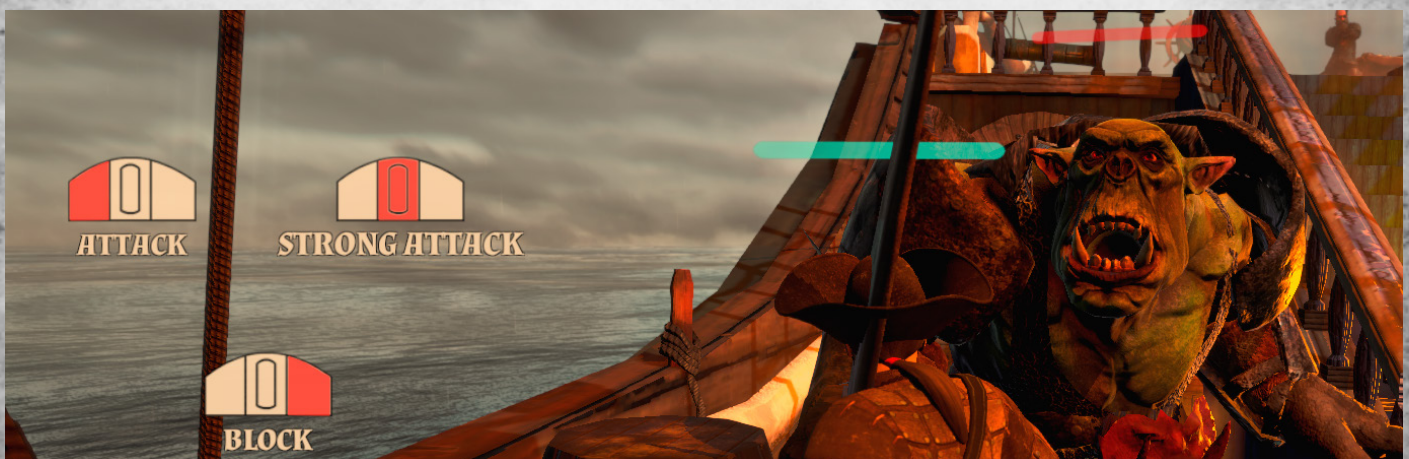
Combat.

Ramming.
If you wish to ram a ship the attacking vessel must sail into an enemy ship as fast as possible! Ships with rams will do significantly more damage to the enemy ship than themselves. Ramming will do below the waterline damage.

Sea Monsters.
There are many types of sea monster in the deep oceans of the Old World and each has it own combat style. A Megalodon will attempt to get close to your ship and bite at it, hoping to sink your ship and devour the crew, while a Behemoth will ram your ship. The Black Leviathan is an enormous beast and it is only advisable to try and destroy it if you have an upgraded ship and gravel in your guts. If not, fleeing at the sight of it is wise.

No matter what type of sea monster you face, it is advised to try and drive them off or kill them with ship cannon fire.
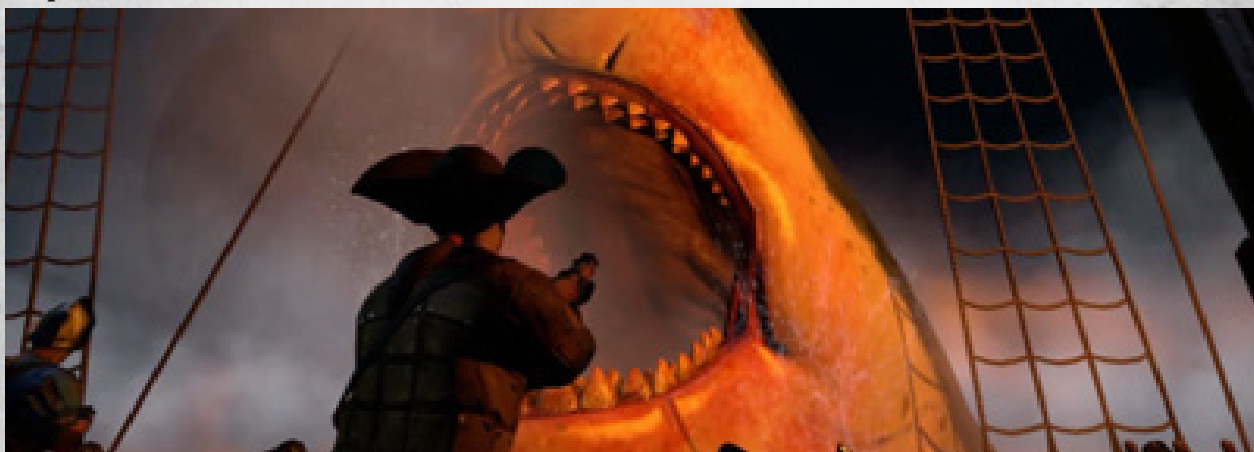
Port Attacks
Each port has at least one defensive tower. The towers are made of stone and take significant damage to destroy. Towers are also narrow targets meaning some of your cannon balls will not hit them. Ships that fire one large projectile such as the Hell-hammer are more effective against towers. If you successfully destroy the towers guns you'll then be able to dock your ship in the port and be given 3 options:

- Loot - Your crew will snatch as much cargo form the docks as they can before the local militia turn up.
- Raze - Your crew will set fire to buildings, destroy goods in ports and drive off the local inhabitants. You will gain nothing but infamy from this act.
- Cannibalise - Your crew will grab parts from the dock and other ships to repair your ship.

Orc ports float out at sea and will always be hostile to you and although Pirate ports start out hostile it is possible to gain favour and trade with them if you start attacking other human factions such as Bretonnians and The Empire.

Crew.

You can cycle between key crew members such as your Captain and Sharpshooter using the Z and X keys. You can also walk around your ship using the W,A,S,D keys when in control of a character.

Crew.

Each ship type has a different maximum crew allowance. It is a good idea to have a full crew to help repel boarders. You are unable to control normal crew members.

Sharpshooters.

You can hire a sharpshooter for your ship. A sharpshooter will stay in the crow's nest and shoot enemies during a boarding action. You can also take control of the sharpshooter at any point. Controlling a Sharpshooter during boarding can be very useful as he gives you a good vantage point from which to shoot enemy crew.

Captain's Cabin.

From your captain's cabin you can plan out your voyage on the map, and if you feel like taking a break from the sailing, set a waypoint and order the First Mate to plot a course.

Crew

The Crew menu lets you manage the day to day affairs of your crew. Most importantly they will need to be paid - you can pay them all at once, or if funds are short only pay your chosen favourites.

If provisions or water are low you can put the crew onto half rations, which will stop them running out but spending too long on reduced rations will still have a negative effect on their morale and performance.

Provisions can be obtained in port, or by converting food cargo (be it captured from vanquished enemies or otherwise obtained).

Water barrels will refill in the rain, or when docking. Boarding and looting an enemy ship will also allow you to top up your water.

You can manage which tasks the crew are assigned to on the ship - if you favour a long range bombardment strategy you might benefit from additional crew on the cannons, however it will come at the cost of ship repairs or maneuvrability. Alternatively, perhaps you'd like your crew ready for boarding at all times, and assign a large number of marines.

Crew that are fortunate enough to serve on your ship for long enough will gain levels, as they do so they can pick up useful skills that help them either with their assigned duties on the ship or in boarding combat. When you combine experienced crewmembers with some improved weapons purchased in port you can build up an impressive fighting force.

Ship
Inspect your cargo and upgrades.

World
Consult your captain's journal on the various factions, creatures, ships and spells encountered on your journey.

Captain
Change your captain's outfit, equip new weapons and spend your skill points.

Quests
View your current quests and a list of completed quests.

Wizards.

You can only hire one wizard per ship. You can hire wizards in ports if you have enough coin and the correct amount of fame / infamy.

You can cycle to your wizard by pressing the Z,X keys. Press R to cycle through the spells the wizard has and hold left click to charge the spell. Once the spell is charged release the left mouse button to cast.

Anti Flyer Weapons.

Most ships can have it's own Anti Flyer weaponry which is unique to each race. In the human campaign you can either have a group of archers on Bretonnian ships, or a modified Hellblaster cannon if you are in an Empire ship. Whatever form your AA takes, it's main job is to attack enemy flyers. AA weapons can be purchased in friendly ports

Flyers.

The races have their own unique flyers. For example, Orcs have War Wyverns, Dwarfs have Gyrocopters, The Empire has Griffons and Bretonnian's have a Pegasus Rider to name a few. Flyers can attack ships, attack other flyers or scout the land and ocean for ships and treasure. You can command a flyer by pressing the C key and giving it an order.

Allies.

You can hire allies in ports. As a human player you can hire an ally from any of the following; Dwarfs, The Empire, Bretonnia, High Elves, Estalia, Tilea, Kislev and Pirates as long as you meet the Fame or Infamy requirements.

To command an ally during combat press the C key to view radial menu and select F leet. From here you can command them to Hit and Run Attack, Follow, Defend Ally, Retreat, Board Vessel, Ram Enemy, Short Ranged Attack, Long Ranged Attack.

Treasure.

Along the coasts of the Old World an adventurer can find wrecks of mighty ships. Some wrecks contain treasure. To search an area press C to bring up the command menu and select search. The crew will begin a sweep of the area. If successful you will find some treasure.

In you frequent a Tavern you may be offered a treasure map, for a small fee of course. Some treasure maps may guide you to small fortunes.

The Map.

Press M to enlarge the minimap into a full scale map of the Old World. In map mode use the scroll wheel to zoom in and out and click and drag to move the map around. You will only be able to view other ships and hazards within a certain range of your ship.
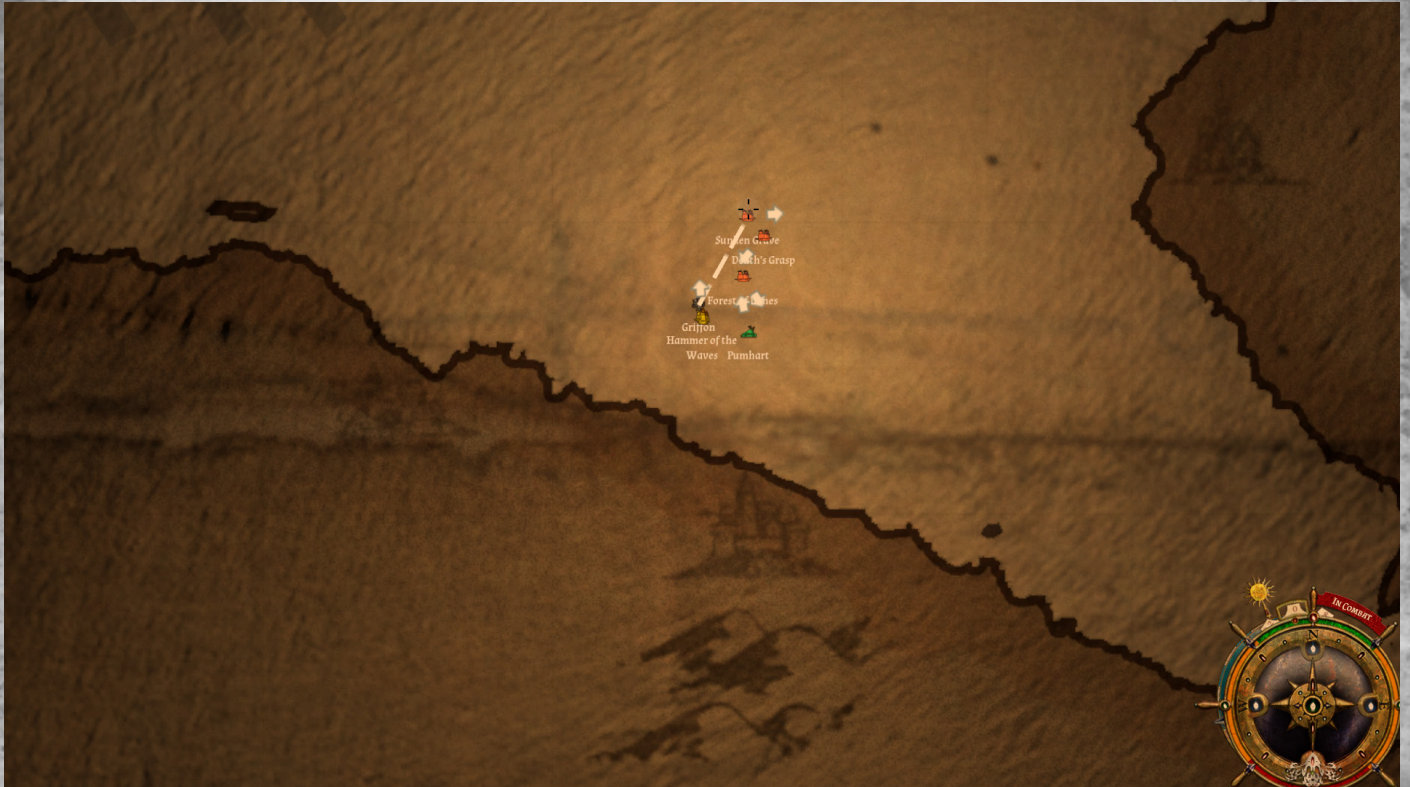
Experience.

Fame and Infamy

Performing certain actions will grant you fame and/or infamy. Completing quests will tend to give you fame, while attacking friendly ships, killing your own crew or other destructive actions will raise your infamy. To hire specific crew members or allies you may need a certain amount of either fame or infamy, otherwise they will not be inclined to join you.

Favour
Favour is a measure of what a given faction thinks about you. If you have poor favour you will not be able to access ports of that faction and they will be more hostile towards you. Neutral/positive favour allows you to enter ports and the faction will be more forgiving. Performing actions against a faction or their allies will lower your favour with them, while doing quests for them or their allies will raise it.

Captain & Crew Level.

As you explore the world, sink enemies, make profitable trades and complete quests you'll gain experience for both your captain and crew. As each character levels up they will gain additional traits that make them more effective and powerful.

Ports.

Each port gives you access to certain facilities. Bigger ports will allow you to buy bigger ships.
To access a port sail up to it's dock and press space bar to enter the town square. You'll then be
able to walk around to find the below.

Ports will allow you to Access:

Tavern
Gain information and maps form locals, passing traders and recruit crew and hire allied captains

Notice Board
You can pick up quests from the notice board to earn some extra money.

Market
Trade your goods here. The number in brackets next to the trade good type shows how many of
that type the port has for sale. On purchasing any goods you will be told the average price you
paid in order to help you get the best price when you choose to sell.

Militray Buildings
You can pick up military missions and bounties from these buildings

Shipyard/ Docks
Warehouse
You can own more than one ship. The Warehouse is where you store them. Some ship types are
more advantageous in certain situations.

Purchase Ship
You can purchase different ship types here. What type depends on faction and size of port. (A shipyard has more variety than docks).

Refit Ship
There are many types of ship upgrades available to refit for your ship.

Repair Ship
Here you can repair any ship damage you may have taken.

Weapons Shop
You can purchase different weapon types here.

Purchase Outfits
Here you can keep up to date with all the latest fashion from the old world.

Recruit Crew
Here you can purchase different crew types.

Hire Allied Captain
Here you can hire Allied Captains.

Menu
Gives you access to all the features of the pause menu (see next page)

Retire
Retiring rich and powerful is the end goal of the game. If you click retire it will tell you what your character does for the rest of their life from that point on.

Attacking Ports.

Attacking Ports
You can attack any port in the old world, even factions friendly to you. Simply attack the gun towers that stand on guard to all ports and once they are destroyed you'll be able to approach the port to dock. Once docked you enter the town square with your crew and attack the locals.

Pause Menu.

The pause menu will allow you to Access:

The main map
> Giving you access to the full scale map of the Old World

Ship Information
> Ship Details
> Weapons
> Upgrades
> Cargo Hold

Captain and Crew
> Captain Detail
> Captain Skills
> Inventory
> Crew

World Information
> This gives you access to information such as the types of ships, monsters and Allies in the world

Quest Log

Load Game

Save

Options
> Gameplay
> Controls
> Video
> Audio

The Campaign.

The world of Warhammer is not known for being a peaceful place, and its oceans are no exception.

Where there is territory to be fought over, the nations of man will do so. Where there is plunder and fighting there will be Orcs and when the powers of Chaos are waxing their horrific legions will spill forth.

Regions

The ocean is split up into regions of control, as you explore the world they'll appear on your map along with information about who controls that region and how strong their grip is on it. If a nation controls a region expect to see its navies patrolling around – if you fancy a spot of piracy be careful if they're nearby!

Human (and human-ally factions like Elves and Dwarfs) have a diplomacy system which controls how they react to other nations. If the diplomatic situation breaks down they'll start attacking each others ships, and eventually declaring all out war.
If two factions are at war, they'll start to launch raids and invasions into the other faction's territory – as ships are destroyed the control of the region is weakened. Weaken it enough and the invading faction can capture the region.

Ports play an important part in this – they provide control to their neighbouring region (increased if they have a good supply of timber, weapons and food for the work crews). In the event that the region a port is in is captured by the enemy they become blockaded, and attacked and possibly even captured.

Chaos, Orcs, Skaven

There are also less diplomatically-inclined factions at work in the world – these are less inclined to bicker and argue over territorial waters and are just here to destroy. Starting with small raids on the ports as time goes on larger forces will come into play. Regions will fall under the control of the invader factions (though it's more of a 'watch out, here be chaos' than a legal border!) and if they get to the ports they'll raze them to the ground.

Orcs are a little different in that if they smash up enough bits of ship in a region they control they'll build themselves a port – mainly so they have somewhere to put all the junk they find on the human ships.

The Player

All of the above will play out by itself, but there's plenty of room to get involved – if you want to start smashing up the Imperial navy you can do that (though maybe invest in a larger ship and hire some allies first). Weaken a region enough and their greedy neighbours, even if currently peaceful, are likely to swoop in and take advantage. Each port now has a military outpost (Imperial ports have a "watch tower", it varies per faction) and here you can pick up diplomatic missions which can help soothe or increase tensions between the various factions. Delivering Kislevite spies to Imperial ports (or vice versa) can quickly escalate their starting hostilities into war.

The military outpost also provides somewhere to hand in pennants for a bounty – each ship kill will reward you with a pennant for its faction, and any port hostile to that faction will pay in gold.

Be careful playing politics though – if the rampaging Orcs and the forces of Chaos aren't resisted you might run short of places to dock, plus all the human ports offer bounties for killing their ships. You'll also find the human nations will find the idea of peace so much more appealing when half the ocean is swarming with chaos.

Custom Battle.

This mode lets you create a customised skirmish between up to four factions. Choose a location to fight over, which factions are allied and which ships are in each fleet. Finally choose your flagship and lead your forces into battle. In this mode you can play as any race or ship.

Chaos Campaign

A captain of a chaos vessel is less concerned with trade, or piracy or even feuds between warring nations - all that matters is the pursuit of power. Your favoured power will grant you boons so long as you continue to bring destruction and chaos to the world. Any sort of destructive action will award you with 'favour' - sinking ships, killing enemy crew in a boarding action and most importantly razing ports to the ground. You can also sacrifice any material goods you find in your voyage, as well as any unruly/disappointing crew.

Once you have amassed enough favour you can request a boon from your patron by visiting the shrine on your ship (the shrine menu is accessible from the Map screen) - here you can petition for whatever additional aid you require on your journey: replacement crew, additional ships for your fleet, anti-flyer weapons, ship upgrades etc.

Some of the rewards will only become available as you get further in your quest, as you create chaos and destruction you will unlock additional boons in the petition screen such as elite crew, ships and even allied help from the other chaotic powers (access to these boons is based on the total favour you have earned in your campaign, whether you have spent it or not).

Note that unlike the southling humans your chaos captain has no friendly ports to dock at for repairs - the only way to repair the ships of your fleet is by the hard work of your crew and by cannibalising the ports that you sack. Cannibalising a port for repair parts will gain you less favour from your patron than the wanton destruction of razing it to the ground, but it may be worthwhile to prolong your conquest.

Your ultimate goal is to cause enough chaos and destruction that your patron will reward you with immortality as a Daemon Prince - to request this, the greatest of boons, you must turn a conquered port into a shrine (choose the "Ascend" option after slaying all of a port's defenders). Be wary however: asking for such a great reward when you have not sufficiently pleased a chaos power may result in a less than pleasant end for your captain.

Short Cut Keys.

Key Function	Primary	Secondary
Forwards	W	Up Arrow
Backwards	S	Down Arrow
Left	A	Left Arrow
Right	D	Right Arrow
Pause Menu	ESC	None
Walk	Shift	None
Cycle Interaction Mode	Z&X	None
Command Menu	C	None
Interact	Space	None
Map	M	None
Cycle Targets	Tab	None
Switch Movement Method	F	None
Spyglass	G	None
Slow Time	+	None
Speed Up Time	-	None
Change Weapon	R	None

Techincal Support.

What do I do if I find a bug?
Please report all bugs found on the bugs forum. Instructions on what info to include to help us fix the bug as quickly as possible can be here: steamcommunity.com/app/344240/discussions/1/

Only owners of the game can access this area.

Who do I contact if I have problems running the game?
If your computer meets the recommended specs at the bottom of this page under System Requirements: http://store.steampowered.com/app/344240/ then contact us at support@manowar-corsair.com

Credits.

James Carroll - Producer
Mark Carroll - Producer
Fraser McCormick - Technical Director

Ben Coombs - Programmer
Philip Brownless - Programmer
George Ing - Programmer
Conor Hendricks - Programmer
Alper Arslan - Additional Programming

Tom Donovan - 3D Artist
Jason Thompson - 3D Artist
Mark Carroll - 3D Artist
Dan Williamson - 3D Artist
Carlos Garcia-Rivera - 3D Character Models, Design &
Textures
Rachel Uzzell - 3D Character Models, Design & Textures
James Carroll - Additional Textures

Matthew Kilford - Sound Engineer and Score
Jason Bush - Crew Voices
Marie Lennon - Crew Voices
Jason Bush, Matthew Kilford, Neil Mercer, Phil Hamer -
Crew Group Voices
Peter Willington - Additional Voices

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Ian Paget - UI Design
Sarah Marr - 2D Art

James Evans - Quest & Character dialogue
James Clements - Quest Logic
Lauren Farwell - Quest Logic

Natalie Griffith - PR
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Andrew Munro
Nic van 't Schip
Michael Ford
Adil Ismail
Ben Whitehead
Neil Clarke
James Clements
Neal Short
Leigh Woosey

Ship Names

adeinarebirth, Advocatus Peregrini, Aitch, Arkady, ArmorDonio, Ashgan1337, Axenar, Bloodbeard, ChosenofTzeentch, Cynath, D.Aric.P, dangerswift, DarkSaber2k, Devil Tiger X, Dezhnyov, Diarmuhnd, Drunk N' Deadly, DT.Price, Elin.finstad, Eric Smith, Etheri, Greybush, Grimenart, Helldiver, HoJu, Hubbärd, Interrupted, Jacek Malicki, Jeremy Nicholas Hescock, Kaze, Kingkess, Kode Egret, kopb, LORDJESSIAH, MANdles, MegapiemanPHD, Normondo, O'Shaserra, Octopusboy, Pally Wal, Princess Skyheart, reloadt2, Ryltair, Sid Kraljevic, Sondre Haugen, Squiblik, stonepaintings, t0ru29d4, The Baron, Thuzar, Toastd, Tom Ato, Torkus, VolticSurge, Weigar, WScarlet