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About This Game

Man O' War: Corsair.

Engage in epic naval combat and explore the oceans of the Warhammer world.

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.

Your Quest

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.

Explore and Fight

Captain a wide variety of unique sailing vessels, explore and trade whilst combating enemy ships in frantic naval action.

Boarding Actions

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

Enemies and Allies

Buy a variety of unique and deadly ships. Command allies from different races and fight many deadly enemies. Fierce storms, deadly fleets and terrible foes will block your path to ultimate glory.

Custom Battles

Build your own fleet from any faction in game, and battle it against any foe you choose.

The Old World

A captain in Man O' War: Corsair can sail the coast of a huge continent in the Warhammer world. Visiting over 50 ports from Erengard 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....

Title: Man O' War: Corsair - Warhammer Naval Battles

Genre: Action, Adventure, Indie, RPG, Strategy

Developer:

Evil Twin Artworks

Publisher:

Evil Twin Artworks

Franchise:

Warhammer

Release Date: 19 Apr, 2017

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Minimum:

OS: Windows 7 64 bit

Processor: Intel Core i5 2.6Ghz

Memory: 4 GB RAM

Graphics: GeForce 9800 GT

DirectX: Version 9.0c

Storage: 30 GB available space

English,French,Hungarian,German







I definitely recommend this game. There has been no other sailing game that has the magnificence in this. Not even Blood & Gold has the sailing mechanics where you can walk around on the ship and have a good close 3rd person view of you on the ship along with your crew. I love this game and I am looking forward to more updates and maybe campaigns such as high elves, dwarfs and vampires.

I am going to build a fleet consisting three high elf ships, three dwarf ships along side three empire ships. Together, we will show a united front against the forces of Chaos, the Green Skins and the Dark Elves.. the graphic are very dated but the ship to ship combat is so perfectly Warhammer. buy for the custom battles.. Sureddo Review : Man O' War Corsair - Warhammer Naval Battles

OVERALL - 85V100

+Highly underrated gameplay and mechanics that are extremely fun and easy to grasp. Plays very well with controls and is very easy to get into.

+The life of a ship captain in the Warhammer Fantasy universe is treated very well here. There is a refreshing breadth of content and mechanic systems to enjoy.

-Graphics leave much to be desired for a game made in 2017. A clear lack of focus and passion is evident in the asset developers.

-Some corners were clearly cut when it comes to depth outside of the core gameplay on open water.

GENERAL SCORES

GAMEPLAY - 95V100

+Amazingly and deceptively dynamic mission progression.

+Naval combat is very satisfying and easy to utilize.

+The variety and breadth of activities to partake as player is excellent.

-Graphics and audio are not interesting or up to par for a game of its release time which can dampen gameplay experience.

GRAPHICS - 80V100

+Ship types for Warhammer fantasy factions are varied and fitting for the theme and personality of said factions.

-Graphics for terrain, characters, buildings, water, assets are uninspired and far too generic for a rich and detailed universe like Warhammer fantasy.

-Land is low definition and towns are lacking in expression, sparse, uninteresting.

AUDIO - 50V100

+ Some of the sound effects during battle do well to bring you into the intensity and fear of the progress of a battle.

- Nothing really stands out in the soundtrack it is utterly average.

GAMEPLAY SPECIFIC SCORES

NAVAL COMBAT - 95V100

PHYSICAL COMBAT - 70V100

NAVAL CAREER FACTOR - 90V100

EXPLORATION FACTOR - 80V100

DYNAMIC MECHANICS - 95V100

STATIC MECHANICS - 80V100

Commentary and opinion on gameplay specific factors coming soon.

RECOMMENDATION LEVEL - I Highly recommend this game as an underrated gem IF you enjoy Warhammer Fantasy and also enjoy naval/pirate games. The mixed review score it currently has does not do it justice. This game will also work for you very well if you are uninterested in Warhammer Fantasy but enjoy naval/pirate games. The combat is easy to understand and is not overly complicated at any point while being rewarding and challenging at the same time. If you enjoy Warhammer Fantasy but do NOT enjoy naval/pirate games this is a hard skip. The depth of lore to uncover in this game is minimal and in that

specific case you will not find much value.. The devs have 2 unfinished products under their belt and now they announced a third game to be made the devs are clearly scammers! **STAY CLEAR OF THIS COMPANY**

You will find more content in a cellphone game. This game has been in early access for some time. You should note I bought this game when it came out, and it is currently May 16, 2019. It receives major updates which come out around twice a year on average with more content each time for the most part, and is still working its way towards being a full game.

It still feels early access, although I can report it does feel like an actual game and not the framework to one.

Get it on sale, not the full \$30.. I am loving this game. I have always wanted to play a game as pirate living in a dark fantasy setting like warhammer. The gam play is great. Better than some other popular pirate games I could talk about. Anyone who loves warhammer should love this game. This game is flying way under the radar. I hope the dev keep working on it putting more war hammer lore into it. I will be playing this for months. The one thing I would love to see them add is the ability to play as a dark elf corsair. Expand the world map to bring in the full warhammer world. I can't understand the mixed rating I have seen as the game is like mount and blade on the high seas as a pirate in the Warhammer world. Any chance we will get co-op? Well done devs well done.

Hotfix 0.2.3:

- Fixed bug which prevented docking/boarding in some situations.
- Fixed bug which prevented loading save games after death in some situations.
- Fixed an issue with Don't Give up your Dayjob quest, can now complete even if enemy ships are alive.
- First mate will no longer try to navigate into undockable (e.g. plagued or hostile) ports, will stop nearby instead.
- AI will no longer continue to target surrendered enemies. **Man O' War: Corsair is part of the new War Collection!:**



Warriors!

We're proud to announce that development studios from all over the world have united to offer you the [War Collection](#), a special bundle of games set in the Warhammer 40,000 and Warhammer Fantasy universes!

The bundle is available on Steam

The War Collection contains eight games inspired by the famous Games Workshop universes!

[Purchase the bundle now](#) and save 40% on each new Warhammer game in your collection!

#warhammer #ManoWarCorsair #pc #steam #bundle #war_collection. **Patch 0.9.2:**

Just a few fixes and the addition of the german translation files!

0.9.2:

- Added german translation files
- Fixed a bug with dpad controls on windows
- Fixed a bug with crew being stranded on the fighting tops
- Improved Doomdiver anti-air weapon

Man O' War: Corsair v1.0 releases April 19th!:

We are happy to announce our 1.0 release will arrive on April the 19th 2017!

Our launch trailer shows some of the additions and improvements we've made over the past year in Early Access:

<https://www.youtube.com/watch?v=kfJYghUCzW4>

More information about 1.0 and beyond can be found here:

<http://steamcommunity.com/games/344240/announcements/detail/646671482169453160>. **15th April for Man O' War:**

Corsair Steam Early Access launch:

Man O' War: Corsair is set to launch on Steam Early Access on April 15th 2016!

To celebrate this announcement, we have created a brand new trailer to show how far the game has come since the first announcement!

<https://www.youtube.com/watch?v=4hdigtm5APA>

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