

VICTORY AT SEA
IRONCLAD



Captain's Guide

WELCOME.

Victory at Sea Ironclad is the exciting game of naval RTS combat set during the American Civil War. Bringing an epic approach to real time strategy war gaming, search and destroy enemy fleets across an open world sandbox in a desperate attempt to change the course of history.



INSTALLATION.

To install Victory at Sea Ironclad you will first need to install Steam. Instructions on how to install Steam can be found here: <http://store.steampowered.com/about/>

Once you have Steam installed you will need to redeem your game key. Open up the steam app and login to your account. From the “Games” menu choose “Activate a Product on Steam...” and follow the onscreen instructions.

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 Victory at Sea Ironclad in the list of games on the left-hand side of the window, then select Play.
- After the loading screens, the Main Menu will appear. Select Campaign.
- Then select either “Union Campaign” or “Confederate Campaign.

PERFORMANCE TIPS.

The most important things to remember when getting Victory at Sea Ironclad 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.

Victory at Sea Ironclad 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 Victory at Sea Ironclad – 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. You can set the presets from Fastest to Fantastic.

UNINSTALLING.

In order to uninstall Victory at Sea Ironclad, 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 Victory at Sea Ironclad in the list of games on the left-hand side of the window, then select Uninstal.
- A dialog will appear confirming that you wish to delete all the game content. Select Delete.

CAMERA

1. Select a ship by clicking upon its hull, its name, or its information bar to the top left.



Clicking on a selected unit again, or pressing space, will set the camera to follow the ship.

To rotate the camera around, hold down the middle mouse button, and move the mouse.

Scroll the scroll wheel to zoom in and out.

Press T, or the camera button on the game screen, to toggle the top-down view on and off. 2

To freely move the camera, use the W, S, A, and D keys. Holding down shift will allow you to move the camera faster.

Alternatively, click on the sea or the land with the middle mouse button to jump the camera to that point.

STEERING

To turn a ship, hold down control and right-click the sea in the direction in which you wish to turn, or right-click in that direction and select the turn command from the radial menu. The ship will steer towards that direction. This will break the ship from its current formation.



You can also temporarily turn a ship from its plotted course by holding Q to turn to port or E to turn to starboard.

SPEED

To set the speed of a squadron, you may use the slider on the ship info panel to the lower left.



The squadron's maximum speed is the maximum speed of its slowest ship. If a ship is not in formation, its speed may also be set individually, by selecting it and using the same slider.

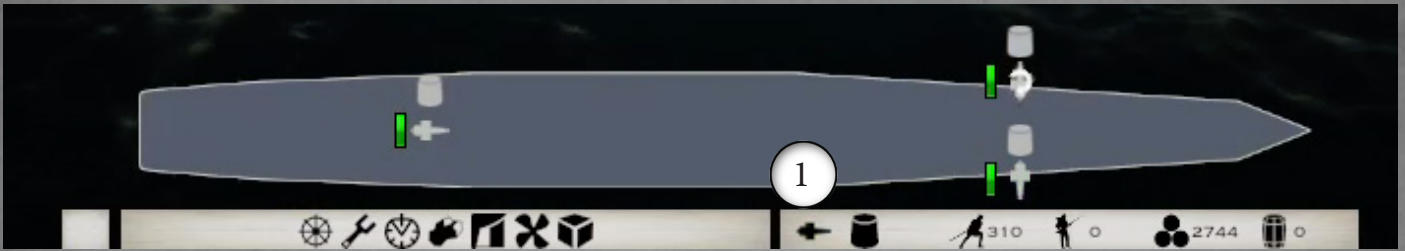
Ships may also be set to reverse by setting the slider to the left. Reversing is slower than moving forward, except for ships with the Double-Ended trait.

If a ship's speed has been set to zero, and a turn command or move order is given, it will accelerate to full speed.

The speed set by the slider is related to the order a ship is carrying out. A ship ordered to move to a point will still stop at its destination when its speed is set to full, but it can be told to move there slower by moving the slider down.

GUNS

Most ships will be equipped with guns. When a ship is selected, its weapons will be displayed on the ship card at the bottom of the screen.



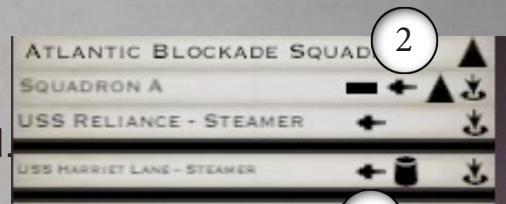
A ship will automatically fire at hostile targets in range, but most weapons may also be fired manually.

Selecting a weapon will display an overlay on the sea depicting its maximum range and the arcs in which it can target.

Multiple weapons may also be selected by holding shift and clicking the weapon icons on the ship card.

The “select all guns” **1** button to the lower right will select all guns on the current ship,

The fire all guns button on the squadron bar will ready all guns to fire once a target is defined.



The canon icon on each ship will set that ship to fire at will or hold fire allowing the player to define the targets.

All weapons of a particular type may also be selected via the radial menu.



Once weapons have been manually selected, the currently selected ship will not automatically fire on enemies until another unit has been selected.

If at least one weapon is selected, left click a hostile target, the sea, or land, and the weapons will fire.

Even if no weapons are selected, holding control and left clicking the sea will fire a salvo of all weapons on the selected ship or squadron at that point.

You can use W,A,S,D to move the camera closer to the selected target, or click on either the red rectangle or the enemy ship for the camera to move and lock onto it.

COMBAT SET UP

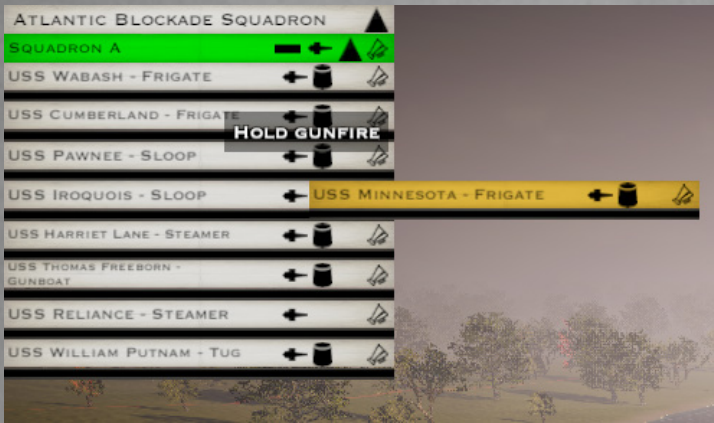
If you enter the combat view at the beginning of a combat you will be allowed to change squadron formations, reposition squadrons  and rotate squadrons . When you are ready press start battle to continue.



SQUADRONS

Ships are grouped together into squadrons, which are able to move together in formation. Select a squadron by clicking the squadron's header bar to the top left. The squadron info may be collapsed and moved to the top of the screen with the "hide squadron" button.


Each ship in a squadron will be displayed in a bar under its squadron header bar. If you drag a ship's info bar out of the squadron list, it will form a new squadron containing that ship. If you instead drag it into another squadron list, the ship will be transferred to that squadron.




You may also hold shift to select multiple ship info bars to drag out.

FORMATIONS

Ships in a formation will match each others speed by default and follow the same order.

Click the formation button  on the squadron header to toggle the squadron's formation between column and line formation.

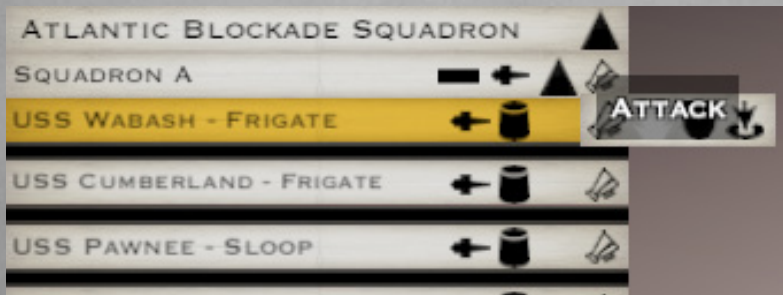


Commanding a ship within the formation to turn, or to follow a different order to the squadron, will cause it to break from its formation. To return it to the formation, click the rejoin button  on its squadron info bar.

ORDERS

Squadrons and ships may be given orders. To bring up the radial menu for the currently selected squadron or ship right click on a position on the sea, or on an enemy ship or structure.

Alternatively, click the order icon on a squadron header to order that squadron, or on a ship's squadron info bar to order an individual ship.



Select "Attack" to order the selected unit or squadron to get in range and attack the closest hostile unit to the selected point.

Select "Defend" to order the selected unit or squadron to defend the closest friendly unit to the selected point. The ship will follow the ordered target, and attack any hostiles that approach it.

Select "Move" to order the selected unit or squadron to move to the selected point, and then stop.

Select “Turn” to order the selected unit or squadron to move continuously in the given direction.

If shift is held down when giving the order, the new order will be added to a queue, to be enacted once the current order has been fulfilled. Orders in the queue will appear above the squadron info bars, and may be clicked to be removed from the queue.

BRIDGE



The Bridge view enables you to control fleets, manage resources and get a broad overview of everything happening during the campaign.

FLEETS

Clicking the fleet icon will show you all the fleets in your navy. Clicking on each fleet will focus the camera on the fleet on the world map. Next to each fleet it displays the current order such as resupply, in dock or idle.



PORTS



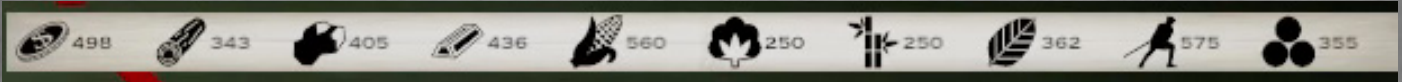
A ports population generates troops and crew to use on your ships and in amphibious assaults. You can build structures in ports to enhance defences.

TROOPS & AMPHIBIOUS ASSAULTS

If your fleet does not contain troops you will not be able to capture a port, so it is essential you protect your ships carrying troops when commencing an amphibious assault.

To land troops you must have a ship selected with troops onboard and right click on an enemy port to select "land troops". Once that ship reaches the shore troops will begin to combat the enemy ports troops and if you have enough forces you will capture the port. You can attack port structures to kill off enemy troops at range to support the landing forces.

RESOURCES



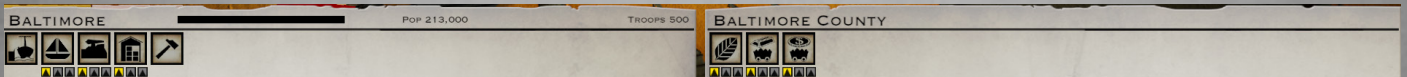
The top right hand corner of the bridge screen displays your current resources. They are Gold, Timber, Coal, Iron, Food, Cotton, Sugar, Tobacco, Crew and Ammo.

All of these resources are consumed in the construction of ships or structures, except for Cotton, Sugar and Tobacco. These resources are created for sale to foreign powers.

You can increase the amount of resources created by converting land you control into structures that build resources or by upgrading existing structures.

You can build mines in mountains, timber mills in forests and farms on land. You can choose what specific type of mine or farm you build such as gold mine / iron mine or cotton plantation / tobacco plantation.

You can view what is available at each port by clicking on it in the bridge view or by clicking on the territories button on the top right of the screen.



You can further increase the bonus you gain to production of resources by ordering ships to collect cargo from a port, they will then begin to deliver cargo to friendly ports which will confer a bonus to production.

Construction of a train station will increase the speed at which the resources are harvested and distributed ready for use in construction or sale.



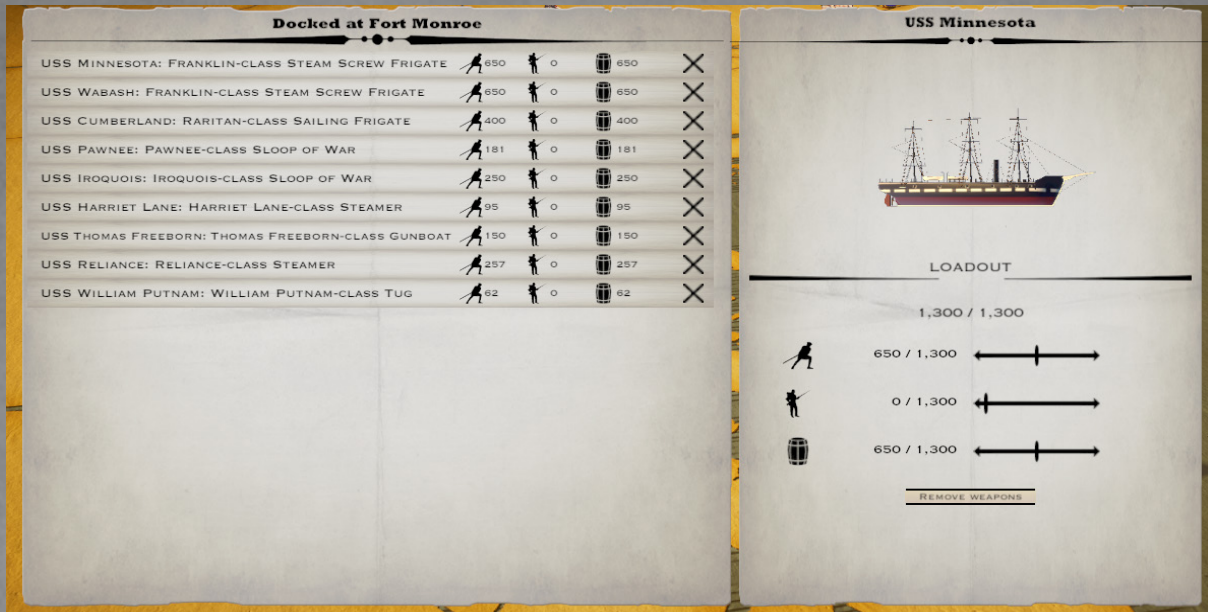
RESOURCE EXCHANGE

If a fleet or ship has collected cargo it can then deliver it to a Foreign Power for trade. Some ships will not be able to make long voyages and ships with large cargo capacity are better suited to maximise profits. Once a ship has entered foreign waters it will disappear to and take some time before it reaches its destination. Once it arrives a pop up will appear to enable you to choose what you required from the trade. Once complete the fleet still has to deliver the cargo to one of your ports to in order to receive the goods. The enemy (especially the Confederates) will rely heavily on transporting goods to other nations for trade.

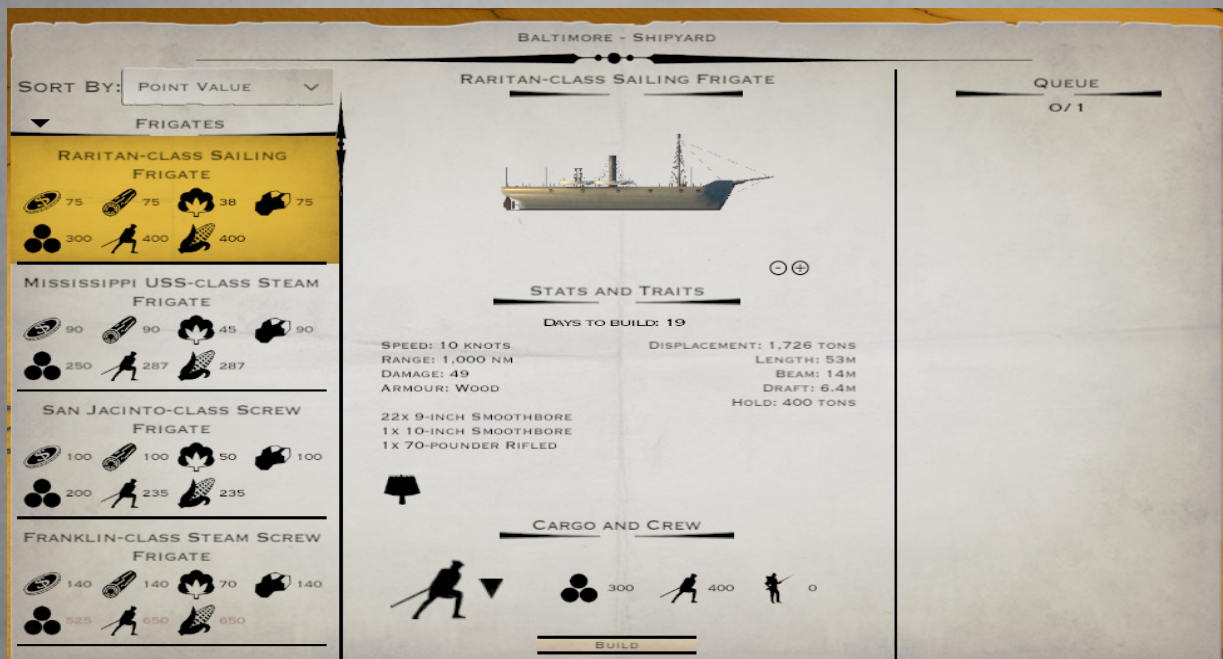


DOCKS & SHIP YARDS

With a port selected you can either view the docks, which every port has or its ship yard which only some ports have (you can construct ship yards).



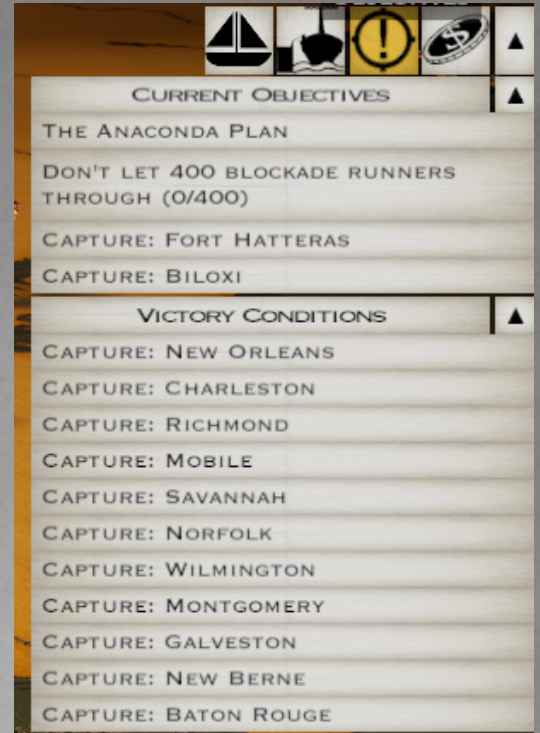
The docks show every ship docked at that port, you can change the amount of crew, troops and cargo each ship carries. Increasing its cargo will give the ship a better bonus if you assign it to deliver cargo to ports. You can even remove its weapons to have more room for cargo. Increasing the crew allows the ship to operate more efficiently, with a corresponding penalty for reducing its crew.



If a port has a ship yard you can build ships. Each ship has its own resource requirement to construct. Upgraded shipyards allow more classes of ship to be built, and more ships to be built simultaneously.

OBJECTIVES

Completing objectives help unlock ships as you progress through the game. They also give you a clear roadmap to completing the game rather than total domination.



FLEET SCREEN

The fleet screen gives you information on each ship in the selected fleet, detailing its experience level, battle record, stores and ship information.



TERRITORIES

The Territories screen is a quick way to view all the territories you control. It also gives you an overview of structures, resources and enables you to build and upgrade within the ports or regions as you see fit.



XP AND LEVELS

A ship's captain gains XP by fighting battles, sinking enemy ships in combat, and assaulting enemy ports. Through experience, a captain may level up from level one to four, and with each level attained, the captain gains a new trait, either granting the ship a bonus or unlocking a special action for that ship.

These are the passive traits that don't unlock special actions:

Night Fighter

This captain has drilled and fought extensively using specialised night fighting tactics, making him 25% more likely to spot enemies at night.

Fearless

There is a rare breed of men that seize the moment and effectively turn overwhelming odds into a fighting chance for victory.

This ship deals bonus damage if it begins a battle against a force at least 100% stronger than its own.

Invulnerable

Having trained the men under his command to keep the ship afloat at all costs, the invulnerable captain can fight on when he should by all rights be at the bottom of the ocean.

This ship receives a 13% bonus to damage control and firefighting.

Lucky

This captain has a reputation for narrowly avoiding catastrophic damage in battle.

This ship has a 33% chance of avoiding the effect of a critical hit.

SPECIAL ACTIONS

If a ship has special actions, they may be performed in combat by selecting them from the dropdown menu on the bar at the bottom of the interface.

These are the special actions available:

Master of the High Seas

Born to wind and water, this commander's orders result in manoeuvring that can leave enemy captains exposed and outmanoeuvred.

For 20 seconds, each ship in this ship's fleet may move 50% faster, and turn twice as quickly, but its weaponry will suffer reduced accuracy.

Commerce Raider

Though viewed as a heartless killer by his targets, the commerce raider is an effective component in a nation's war machine.

For 20 seconds, all vessels with a maximum damage of 5 or less gain doubled accuracy and an increased chance of dealing damage.

All Hands On Deck

Special action: The captain orders the entire engineering section to alert. For 20 seconds, this ship receives a 13% bonus to damage control and firefighting, and crew may complete multiple repairs simultaneously.

Come About

Pushing the ship's rudders to maximum deflection, the captain orders his ship to turn hard to gain a position of advantage.

For 20 seconds, the ship may turn twice as quickly.

Full Speed Ahead

The engineer tries to coax a little more speed from the engines.

For 20 seconds, the ship may move 50% faster, but risks damage to its engines at the end of the burst of speed.

Backs Against The Wall

The captain orders the intensely-drilled gunners to work with optimum efficiency.

For 20 seconds, weapons can be reloaded 100% faster.

Short Cut Keys.

Key Function	Primary	Secondary
Camera forward	W	None
Camera back	S	None
Camera left	A	None
Camera right	D	None
Toggle top-down view	T	None
Fast camera movement	Left Shift	Right Shift
Jump to point	Middle Mouse	None
Recentre camera	Space	None
Binoculars/periscope	G	None
Zoom in	Page Up	None
Zoom out	Page Down	None
Middle click modifier	Left Alt	Right Alt
Steer ship left	Q	None
Steer ship right	E	None