


# FIELD MANUAL

## VIETNAM · 1965–1966

STUDIO BASTION

EDITION 3 · OCTOBER 2026

BEFORE YOU DEPLOY

# Welcome to the war

This manual covers everything in **Crimson Haze**: how to command, what every unit and call-in does, how the jungle, the night and the rain change a fight, how villages and civilians respond to it, and how the campaign, skirmish and multiplayer work. Read the first two chapters before your first battle. Keep the rest for reference: every number in it is the number the game uses.

> *Afterwards they asked me what it was like. I said loud.*
>
> DANNY MERCER

## HOW THIS MANUAL IS ARRANGED

- **Chapters 01–02** get you into a battle: the menus, the screen, and every key.
- **Chapters 03–10** explain how a battle works: your company's economy, the units, combat, fire support, sight, the wounded, villages and the guerrilla war.
- **Chapters 11–13** cover the ways to play: skirmish, multiplayer and Danny Mercer's campaign.
- **Chapter 14** is the field reference: every key, call-in and symbol on a few pages.

> FIELD NOTE
>
> Numbers in this manual describe the game as of this edition (4, 1 November 2026). Distances are in metres, times in seconds of battle time. Where something depends on difficulty or a mission's own rules, the manual says so.

## A WORD ON THE SUBJECT

Crimson Haze is set in a real war. The places, military units and operations of the campaign are historical; Danny Mercer and every person you meet are fictional, and no name on the game's memorial wall is taken from a real roll of the dead. Equipment carries generic names. The game depicts combat, death and the harm war does to civilians, and it treats them seriously: villagers are never targets, the wounded are never targets, and kills are never the score.

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CHAPTER 01

# 01 GETTING STARTED

*The menus, the ways to play, your options, and how your battles are saved.*

# THE GAME IN A PARAGRAPH

Crimson Haze is a real-time strategy game of the Vietnam War, fought squad by squad. You command small units of men — rifle squads, machine-gun teams, mortars, medics, engineers, armour and helicopters for the Americans; guerrilla cells, sappers, militia and North Vietnamese regulars for the other side — in jungle, flooded paddy and contested villages. Each side fights differently. The United States has firepower and helicopters but can only shoot what it can see. The Viet Cong have the jungle, the tunnels and the villages, and choose when a fight begins.

# THE MAIN MENU

The main menu opens over a valley at sunset. Move through it with the mouse, the arrow keys or a controller; the line under the menu describes whatever is highlighted.

| ENTRY | WHAT IT DOES |
|---|---|
| **CONTINUE CAMPAIGN** | Shown only while a campaign is under way. Starts the next mission straight away; the line beneath names it. |
| **CAMPAIGN** | Campaign select: Danny Mercer's year with the 1st Cavalry, 1965–66. The Vietnamese campaign comes in a later build. See chapter 13. |
| **BASIC TRAINING** | The tutorial: about ten minutes at the firebase with the company's first sergeant, who shows you how to command. See below. |
| **SKIRMISH** | The war room: choose a map, a mode and the players, then fight as either side against the computer or alongside it, up to four against four. See chapter 11. |
| **MULTIPLAYER** | Play with friends over Steam: host a game and invite them, or join theirs. See chapter 12. |
| **LOAD GAME** | Shown when a save exists: a battle saved part way, or the one you left last. |
| **OPTIONS** | Sound, the controls, the window, graphics detail and the camera. |
| **FIELD MANUAL** | Opens this manual in your computer's PDF reader. |
| **CREDITS** | Who made the game, and whose work is in it. |
| **QUIT** | Back to the desktop. It asks first: press it again to quit. |

Finish the campaign and one more entry joins this menu.




**THE MAIN MENU** · the column on the left, its description below the highlighted entry

## NEW TO IT? BASIC TRAINING

**BASIC TRAINING** on the main menu walks you through command one step at a time, at the firebase by day. First Sgt. Haines talks you through it on the radio, a tip at the top of the screen says exactly what to press, and the button or card it means pulses on the bar at the bottom. Each step waits until you have done it: moving the camera, moving a squad, taking cover behind a wall, a fight at the wire, getting a wounded man out by medevac, taking a sector, fielding engineers and having them fill sandbags, buying research and fitting a squad with it, calling the guns on a spotted enemy, flying a squad in by helicopter, and putting it behind the sandbags. While a step is on, only what it teaches can be used; the rest is greyed out. The first time you open the campaign, the game offers it.

## THREE WAYS TO PLAY

### THE CAMPAIGN

Sixteen missions following one rifleman through his year in Vietnam. Each has its own map, story, objectives and several possible endings. You command what the mission gives you; some missions let you build up a base and raise more.

### SKIRMISH

A full battle on one of seven maps: both sides build up from a base, raise squads, research and fight over the ground in one of four modes. Play either side, with or against up to seven computer players.

### MULTIPLAYER

Skirmish with your friends over Steam, in a lobby that seats up to eight. Fill the empty seats with the computer.

# OPTIONS

OPTIONS opens from the main menu and from the pause menu during a battle. Each setting has its name at the left and its value at the right, grouped under Display, Camera and Game; Sound and Controls are pages of their own. Choosing a setting steps it to its next value; the left and right arrow keys, or a click on the ‹ › beside the value, step it back and forth. Settings are kept between sessions.

| SETTING | VALUES | WHAT IT DOES |
|---|---|---|
| **WINDOW** | 1280 × 720 · 1600 × 900 · 1920 × 1080 · full screen | The window is always 16:9 and the whole picture scales with it, so nothing moves about as the size changes. |
| **GRAPHICS DETAIL** | Low · Medium · High · Max | Shadows, trees and undergrowth together. Lower runs faster. Medium to start. |
| **PICTURE EFFECTS** | on · off | The film look: grain, the colour grade and the haze. |
| **TEXT SIZE** | Small · Normal · Large · Larger | The words read over the battle: the radio's subtitles, the objectives, the tips and the alerts. Normal to start. The bar at the bottom of the screen keeps its size. |
| **CAMERA SPEED** | 50% to 200% | How fast the arrow keys and the screen edge move the camera, in steps of 25%. |
| **EDGE PAN** | on · off | The mouse at the edge of the screen moves the camera. |
| **CAMERA SHAKE** | on · off | The camera shakes with big explosions close by. |
| **CAMPAIGN DIFFICULTY** | Recruit · Regular · Veteran | Recruit: fewer enemies who shoot worse, your wounded last longer and support comes quicker. Veteran: the reverse. Regular plays the missions as written. A change takes effect from the next mission. |
| **SOUND** | a page | Master volume (80% to start), music, voices and sound effects (100% each), in steps of 10%; sound on or off; and **ENEMY VOICES**: Vietnamese (the default) or English with a Vietnamese accent. |
| **CONTROLS** | a page | Your keys. Choose any order, call-in or camera key, then press the key you want for it; a key another action already has swaps over. **RESET TO DEFAULTS** puts every key back as it came, and **OTHER KEYS** lists the keys and buttons that stay where they are: the mouse, the arrows, the group numbers, the function keys and Esc. Chapter 14 gives the keys as they come. |

# PAUSING

Press Esc during a battle. Esc first cancels whatever you were aiming, then closes the upgrade list, then clears your selection; with nothing left to cancel it pauses. The battlefield stays on screen, darkened, behind the pause menu:

| ENTRY | WHAT IT DOES |
|---|---|
| **RESUME** | Back to the fight. Esc does the same. |
| **SAVE GAME** | Saves the battle. It reads SAVED once it has. |
| **LOAD GAME** | Your saved battle and the autosave. |

| ENTRY | WHAT IT DOES |
|---|---|
| **OPTIONS** | As above. |
| **RESTART** | Starts this battle again from the beginning. |
| **MAIN MENU** | Leaves the battle. It is autosaved as you go: LOAD GAME brings it back. |
| **FORFEIT** | Skirmish and online only: you give up the battle and are out of it, as if your HQ had fallen. Your side loses unless a teammate fights on. |
| **QUIT TO DESKTOP** | Closes the game. |

RESTART, MAIN MENU, FORFEIT and QUIT TO DESKTOP ask first: the entry changes to **PRESS AGAIN TO ...**, and anything else leaves you where you were. An online battle does not pause: Esc opens the same menu, titled MENU, while the battle goes on under it, with no RESTART or LOAD GAME, and MAIN MENU reads **LEAVE MATCH**.

## SAVING AND LOADING

There is one saved battle and one autosave.

- **SAVE GAME** on the pause menu keeps your battle in the save slot, replacing what was there.
- The game **autosaves** every three minutes of battle, when you leave a battle for the main menu, and when you quit.
- **LOAD GAME** lists both, with the battle's name, how far in it was and when it was saved. Loading replays the battle up to that moment behind a loading card, then hands it back to you.
- Online battles, watched battles and finished battles are not saved.

> FIELD NOTE
> A save keeps the orders that made the battle rather than a picture of it, so a battle saved in an older version of the game can come out differently when loaded. The game tells you if it does.

## SCREENSHOTS

Press F12 during a battle to save a screenshot at twice the window's size, in **Crimson Haze / Screenshots** on your desktop.

## STEAM: ACHIEVEMENTS AND CLOUD SAVES

The game has 28 Steam achievements: the campaign's milestones, your company (a man who sees out his tour, a mission without a man lost, a squad that has fought together), things done in the field (medics, medevacs, litters, strikes called close to your own men, tunnels collapsed, vehicles destroyed) and skirmish and online wins. Two are hidden until you earn them. Anything earned while Steam is not running is kept and sent the next time it is.

Steam Cloud keeps your campaigns and their company rosters, the memorial walls, your saved battles, your last skirmish set-up and your achievement progress, so they follow you to another computer. Your options stay with each computer: the graphics level that suits a desktop may not suit a Steam Deck.

# AFTER THE BATTLE

When a battle is decided, it stops where it stands and an after-action report comes up over the darkened field.

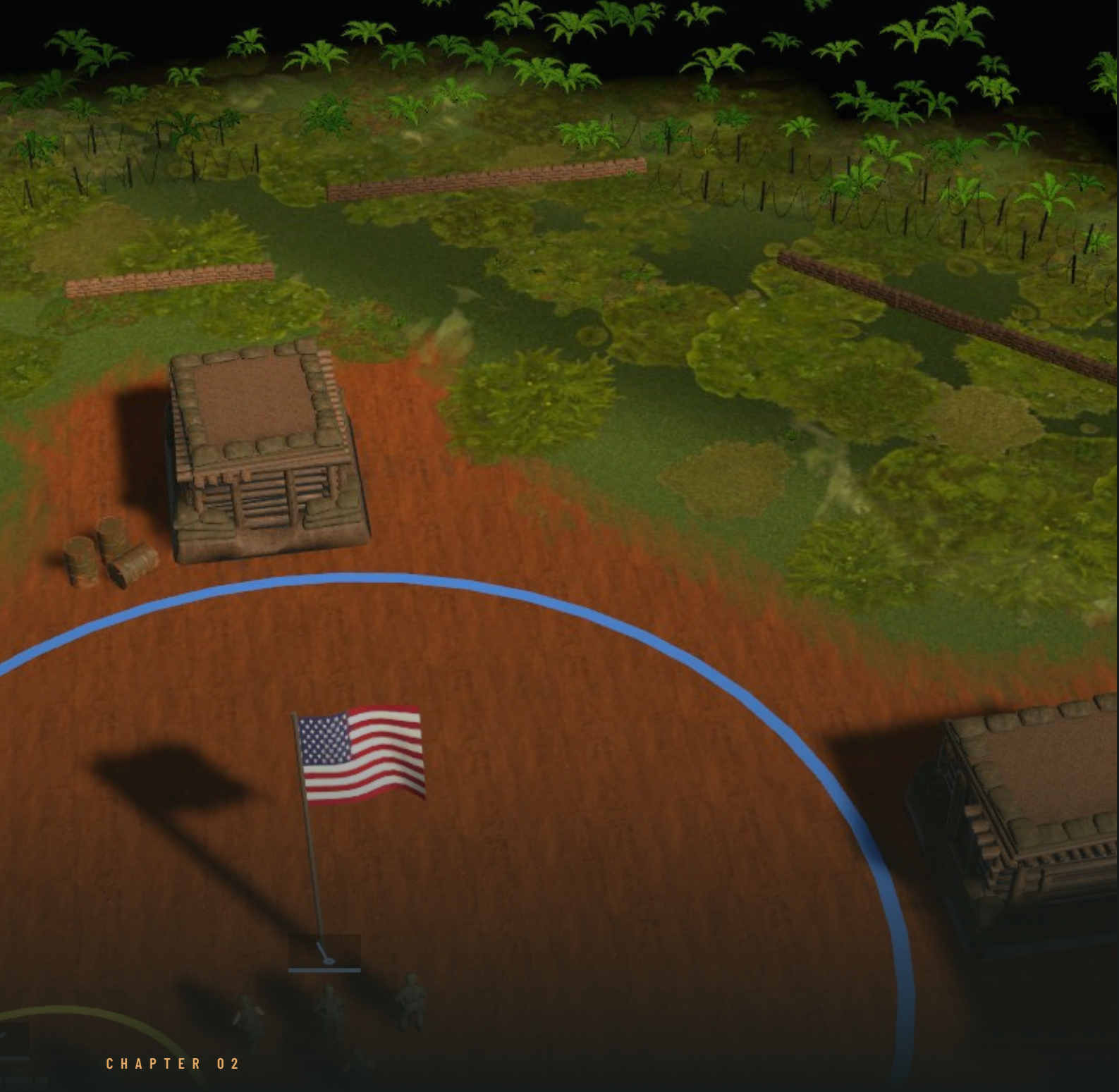



A MISSION WON · the result, the ending you reached, the facts




A SKIRMISH LOST · why, and how the two sides stood

- **After a mission** it says **MISSION SUCCESS** or **MISSION FAILED**, then the name of the ending you reached — most missions have several — and what happened, followed by the time taken, the men killed in action and the date. The choices are **CONTINUE** (after a campaign win: straight on to the next mission), **PLAY AGAIN** or **TRY AGAIN**, **THE FALLEN** (when men were lost: the memorial wall, chapter 08) and **BACK TO CAMPAIGN**.
- **After a skirmish** it says **VICTORY** or **DEFEAT** and why, with the time played, the sectors each side held and the men each had in the field. The choices are **PLAY AGAIN** and **MAIN MENU**.



CHAPTER 02

# 02

# THE SCREEN AND THE CONTROLS

*Everything you see in a battle, and every key and click that commands it.*

# THE BATTLEFIELD

The battlefield fills the screen. Along the bottom runs the **command deck**: the map, your company's figures, what you have selected, its orders, and the cards for raising squads, research and support. There is nothing across the top but what a mission puts there — its objectives, a countdown, a tip — and the alerts, which come in on the right.




THE COMMAND DECK · minimap · ribbon · selected squad · orders · the Field, Research and Call In tabs

# THE CAMERA

| INPUT | WHAT IT DOES |
|---|---|
| ← ↑ → ↓ | Pan. The camera moves the way it faces, faster the higher it is. |
| Mouse at the screen's edge | Pan, when EDGE PAN is on. It starts after the pointer has rested at the edge for a quarter of a second, and builds to full speed. |
| Middle button, drag | Pan. |
| Z X | Turn the camera. |
| Alt + drag | Turn the camera (left or middle button). A sideways two-finger swipe on a trackpad also turns it. |
| Mouse wheel | Zoom, between 12 m and 60 m above the ground. The view tilts down as you rise. |
| Home | To your base, facing the usual way. |
| Space | To the latest event: the newest alert that has a place. |
| Minimap, click or drag | Look there. |

# SELECTING

| INPUT | WHAT IT DOES |
|---|---|
| Left click | Select a squad. |
| Left drag | Draw a box round several. Hold Shift to add them to what you already have. |
| Double click | Every squad of that kind on screen. |
| Ctrl A | Every squad you command. (Cmd on a Mac.) |
| Ctrl 1–9 | Make the selection a group. |
| 1–9 | Select that group. Press it twice quickly to look at it. |
| . (full stop) | The next idle squad, and look at it. Press again for the one after. |
| Esc | Clear the selection. |

You can select only your own squads. Clicking an ally, a teammate's squad or a mission's scripted squad tells you whose it is — "allied, not under your command" — but does not select it.

# GIVING ORDERS

## RIGHT CLICK

With squads selected, a right click does the most sensible thing for what is under the pointer, checked in this order:

1. **An enemy squad you can see** — attack it.
2. **A village hen or buffalo** — your men put a short volley into it. Nothing in the battle notices; the enemy never aims at them.
3. **One of your wounded men** (Americans) — the nearest selected squad that can carry him goes and lifts him onto a litter: two of its men carry him between them. A squad needs two men standing to do it and carries one man at a time. With only a medic selected, the medic goes to him instead. If a selected squad is already carrying him, it sets him down.
4. **A building held by the enemy** — attack the garrison.
5. **Your own carrier** — an armoured carrier with room: your infantry climb aboard.
6. **A building of the enemy's own** (his HQ, a tier structure, a gun pit): destroy it. Engineers and sappers set charges, and the squads turn their weapons on it (chapter 05).
7. **A building you can use** — the squads that fit go in; the rest move up beside it.
8. **Beside a wall** (sandbags, a paddy dyke, a fence, a fallen tree) — take cover behind it, on the side you point at (below).
9. **Anywhere else** — move there. Hold Shift to add a waypoint after the last.

## TAKING COVER

With squads on foot selected, point at a wall. Within 4 m of it the wall lights up and a green ring shows where each selected squad will go: 2 m behind the wall on the side you point at, 3 m apart along it, and on to the next wall along if one is not long enough. A right click sends them. Squads put behind cover this

way **stay there**: they do not wander off to find cover of their own until you give them another order. Men behind a wall kneel, and come up over it to fire.

The pointer shows what a right click will do: a red crosshair to attack, a green house to go in, a blue box to board, a green cross to carry a wounded man, an orange charge with a lit fuse to destroy an enemy building, an amber ring while you aim a call-in.

## THE ORDER KEYS

| KEY | ORDER | WHAT IT DOES |
|---|---|---|
| A | **Attack-move** | Click a place: the squads move there and fight anything they meet on the way. Shift keeps aiming for another. |
| S | **Stop** | Stop where they are. |
| H | **Hold fire** | Lie in wait: the squad does not fire until an enemy is within 15 m or it is shot at. Press again for **Fire at will**. The ambush is the most powerful thing in the game: see chapter 05. |
| W | **Retreat** | Run for home at half again the pace, even when pinned, without shooting, hit half as often, and unable to break. Americans run for their base; the VC for their nearest held sector or tunnel. A squad that gets there is steadied: its morale full again, its fright gone. |
| F | **Smoke** | Americans on foot. Click a place up to 30 m off: the nearest selected squad throws a smoke grenade there, and for 30 seconds nobody sees through the cloud (chapter 07). Each squad can throw again a minute later. |
| K | **Charge** | Assault troops only (and riflemen with bayonet training). Click an enemy squad: the squad runs in at speed, shrugging off pinning, and fights hand to hand. Lasts up to 20 s, then 60 s of rest. |
| U | **Unload** | Everyone out of a carrier. |
| Y | **Rally point** | Click a place: new squads walk there once raised. Click close to where they come in to clear it. |
| I | **Upgrade** | The squad's upgrades: weapons, training and gear (chapter 03). Esc to go back to its orders. |
| B | **Sandbags** | Engineers: a sandbag wall any squad can take cover behind. Press again for a gun pit, for one crew weapon (chapter 10). |
| T | **Trap / Road mine** | Sappers lay a booby trap; engineers lay a road mine when a mission gives them some. |
| G | **Tunnel** | VC sappers dig a tunnel entrance. |
| O | **Go to ground** | VC, with the Local Guerrillas doctrine: down into the tunnels for up to 30 s. |
| F1 – F12 | **Raise a squad** | The squad in that place on the Field tab. |

Four orders have buttons but no keys: **Carry** (Americans: the squad goes for the nearest of your wounded and lifts him, or sets down the man it has), **Cut** (cut wire), **Wire** (lay wire, engineers) and **Drop** (put down what the squad is carrying).

### AIMING

Orders and call-ins that need a place switch the pointer to aiming. A left click places it; Shift + click places it and keeps aiming; a right click or Esc cancels. Most can be aimed on the minimap too. Air runs — the air strike, napalm and the door-gun pass — take two clicks: first where the run starts, then the direction it flies. A yellow line shows the run before you commit.

When an order cannot be given, a short red line above the deck says why: *No aircraft on this mission, An air run has to start where your men can see, Not ready yet, Grounded by the rain, No call-ins on a home base.*

## THE COMMAND DECK

### THE MINIMAP

Bottom left: the whole map under the fog of war. Sectors show in the colour of the side that holds them. Your squads are green, your selection yellow, allies and teammates in their own colours, and enemies you can see red. Your rally point is an amber dot; a mission's objectives pulse amber; your own barrages flash orange. The white box is what the camera sees. Click to look, drag to sweep, right-click to send your selection there.

### THE RIBBON

Across the top of the deck, left to right:

- **Tier** — I, II or III: how far your base is built up.
- **Men** — men in the field, against your cap.
- **The mode's figure** — victory points, caches burned, the firebase's state, or a mission's clock.
- **Night** — *dark*, or how many flares are up.
- **Manpower** — what you have, and your income a second. If your HQ falls it reads *HQ lost*.
- **Support** — Americans only: what pays for the radio's call-ins.
- **Villages** — how many back each side.
- **Rain** — a countdown before a downpour, then how long it has left, and *aircraft grounded*.

### THE SELECTION

With nothing selected the panel reads *Drag to select · Right-click to order*. With several squads it shows each as a small portrait with bars for its men and its morale; click one to select it alone. With one squad it shows its portrait and name, its veteran rank, its men (or a vehicle's hull) as a bar of green and dark, its morale in yellow — red when broken — and a row of chips for what it is doing:

- **Engaging / Attacking** — firing at a target.
- **Broken** — running for the edge of the map, out of the fight.
- **In a bunker**, **In a hut**... — garrisoning a building.
- **Wading** — in the water: slow and exposed.
- **Traps** — the charges a sapper team has left.
- **Pinned** — face down under fire (chapter 05).
- **Holding fire** — lying in wait.
- **In jungle** — hidden until the enemy is close.
- **Aboard** — men carried in a vehicle.
- **Hull** — a vehicle's armour left.

Others say **Retreating**, **Charging**, **Setting up** and **Packing up** (crew weapons), **Heavy cover** or **Light cover**, a load being carried, upgrades fitted, **Reinforcing**, and work in hand with its time left. Under them, a line of advice where there is something to know: a broken squad *is out of the fight*; an understrength one can be *brought back up to strength* at your base.

### THE ORDERS

Twelve buttons in two rows of six. The first eight change with what you have selected — Attack, Stop, Retreat, Hold fire, Smoke, Charge, Unload, and the work that engineers and sappers do — each with its key in the corner. When a selection has more orders than that, the eighth is **More**, which shows the rest, and **Back** returns. The last four are always there: **Idle** (`.`), **Base** (`Home`: the camera to your base; it moves no one, **Retreat** does that), **Jump** (`Space`) and **Rally** (`Y`).

### THE TABS

- **FIELD** — a card for every squad you can raise, with its `F` key and its cost. A card fades when you cannot have it, and its tooltip says why: *Needs tier 2*, *At its limit*, *No room: at the cap*, *Not enough manpower*. Squads being raised queue above the tab, the first with a bar and its seconds left.
- **RESEARCH** — up to eight cards: your next tier structure, the research it opens and, at tier 3, the two doctrines. Each shows its cost and time; research a tier away sits further back than research you are only short of manpower for. The tab shows the seconds left on what is being researched.
- **CALL IN**, for the Americans — the radio: artillery, aircraft, medevac and flares, each with its key and its cost in support. A card is shown three ways. Bright: you can call it now. Dimmed, with its picture: you are short of support, or it is cooling down, and the shading over it counts down as it comes ready again. Flat, with a word on it in place of its picture: it needs a tier (*TIER 2*, *TIER 3*), a doctrine (*DOCTRINE*), or the battle has no aircraft or guns (*NOT IN THIS BATTLE*).
- **CALL IN**, for the VC — the rocket attack as a card on the left; beside it, where your next squad will come up and your tunnel entrances: click one to look at it.

When a mission gives you no base, only the CALL IN tab is shown.

## ALERTS AND MISSION OVERLAYS

Alerts come in at the top right — up to five, each fading after six seconds. Green is good news (*Rifle Squad has arrived*, *Hill 203 taken*, *Wounded flown out*); red is bad (*Rifle Squad under fire, has broken and is running*, *Ford is being taken*, *Rockets incoming: get clear*, *Man down*, *Helicopter shot down*, *A downpour is coming in*). Press `Space` or the Jump button to look at the latest. The full list is in chapter 14.

In a mission, the **objectives** card sits at the top left: each objective is ticked *Done*, marked *Failed*, or shown *(optional)*. New objectives appear as the story moves on. A **countdown** plate appears at the top centre when time matters, turning red in the last ten seconds. A **tip** strip under it teaches what the mission is about to ask of you, and stays until you have done it. Radio and spoken lines appear as **subtitles** low in the middle, the speaker's name in capitals. Places the mission points you to are marked on the ground with an amber ring and a label; a ring that pulses means go there now.

### OVER THE BATTLEFIELD

Each squad carries a small badge of its type, underlined in its side's colour, with chevrons for veteran rank. Your own squads stand in a thin ring of your side's colour, and the squads you have selected in a wider yellow ring edged in black; enemy squads have no ring, so the jungle still hides them. Bars for men

and morale show over your squads when they are selected or hurt, and over enemies you can see once they are hurt. Buildings show a damage bar; villages a name plate and a red-to-blue bar of which way they lean; your wounded a red cross and a bar of the time they have left.



CHAPTER 03

# 03

# RUNNING THE COMPANY

*Manpower, support and the men in the field: raising squads, building up your base, research and upgrades.*

In skirmish, multiplayer and the campaign missions that give you a base, you run a company as well as fight with it. You earn **manpower** to raise and refill squads, Americans also earn **support** to pay for the radio, and both sides build up their base to reach better troops. Every player has their own purse, base, research and share of the men a side may field.

## MANPOWER

Manpower pays for squads, research, squad upgrades, refilling squads, the VC's rocket attack and the works of sappers and engineers. Every player starts with **400**.

It comes in every second:

| SOURCE | UNITED STATES | VIET CONG |
|---|---|---|
| Basic income, a second | 4 | 7 |
| For every sector your side holds, a second | +3 | +3 |
| For every village that backs your side, a second | – | +1 |

The VC earn more because they field more men, more cheaply. Sector income counts every sector your side holds — your base included — and every player on the side earns it.

**Upkeep.** The more men you have in the field, the less of that income reaches you: all of it with no one in the field, falling to half when you are at your cap. A company at its limit earns slowly; one that has lost men rebuilds quickly.

## SUPPORT

Support is the Americans' second purse: it pays for artillery, aircraft, medevac and flares (chapter 06). Each US player starts with **100** and earns **3** a second, plus 1 a second for every village that backs the US. There is no limit to how much you can bank. The VC have no support: their rockets are paid in manpower, and they have the tunnels instead.

## THE CAP ON MEN

Each side may have only so many men in the field: every man alive in a squad, every vehicle counted at its own weight, every squad being raised and every man aboard a helicopter on its way in. The cap depends on the map's size, and grows when a side has more players:

| PLAYERS ON THE SIDE | US, 400 M MAP | VC, 400 M MAP | US, 600 M MAP | VC, 600 M MAP |
|---|---|---|---|---|
| 1 | 80 | 160 | 120 | 240 |
| 2 | 120 (60 each) | 240 (120 each) | 180 (90 each) | 360 (180 each) |
| 3 | 160 (53 each) | 320 (106 each) | 240 (80 each) | 480 (160 each) |
| 4 | 200 (50 each) | 400 (100 each) | 300 (75 each) | 600 (150 each) |

The side's cap is shared out equally between its players. In Firebase Defence the US cap is halved: a garrison, not an army.

# RAISING SQUADS

Choose a card on the FIELD tab, or press its F key. The cost is paid at once and the squad joins your queue; squads are raised one at a time, in order.

| KIND OF SQUAD | TIME TO RAISE |
|---|---|
| Light infantry (rifle squads, guerrilla cells) | 15 s |
| Heavy weapons, support and specialist teams | 20 s |
| Elite troops (Rangers, NVA Regulars) | 25 s |
| Vehicles | 30 s |
| Tanks | 45 s |

VC squads on foot come up in **half** that time. Where they appear depends on the side:

- **Americans** are raised at their own base.
- **The VC** come up wherever they have a foothold: any sector they hold, any tunnel entrance of theirs, or any village that backs them — wherever is nearest the middle of your view. An entrance or village within 24 m of a sector the Americans hold is no use: nothing comes up there. A squad still waiting when the place it was ordered to is lost comes up at the nearest place that is still yours. Tanks, the field gun and anything else too big for the tunnels come in at the VC base. Village militia come up only in a village that backs the VC.

A card is greyed out when you cannot afford it, have no room under the cap, have not reached its tier, or already have as many as allowed — some types are limited, and a limit counts the whole side, not just you. Set a **rally point** (Y) and new squads walk to it.

# REINFORCING SQUADS

A squad that has lost men can be brought back up to strength. Stand it within 18 m of your base — or, for the VC, within 10 m of one of your tunnel entrances — out of the fight: standing still, not hurt for 6 seconds, not in a vehicle or building. A man rejoins every **4 seconds**, specialists first and the leader last, each costing 60% of his share of the squad's price. Returning men carry the squad's upgrades. A squad wiped out is gone for good.

> FROM THE VETERANS
> Pull a battered squad back before it breaks. Ten seconds at the base costs far less than a new squad, and it keeps its veteran rank.

# BASES AND THE HQ

In skirmish every player has a base at their own start, built when the battle begins.

### THE US FIREBASE

Cleared ground 38 m across, ringed on the side facing the enemy by two belts of wire with gates. Three bunkers, a barracks, a generator, a radio

### THE VC CAMP

A camp under the trees, its **command bunker** — your HQ — dug in beside it. The VC's real base is the jungle: every sector, tunnel and friendly village is somewhere to come up.

mast, two watchtowers and the **Command Post** — your HQ.

**If your HQ falls** — the Command Post or the command bunker destroyed — you are **out**. You raise nothing, research nothing, refill nothing and earn nothing; your squads in the field fight on. When every player on a side is out, that side has lost, whatever the mode. **FORFEIT** on the pause menu puts you out the same way. An HQ is brought down by squads ordered onto it (chapter 05): except in Firebase Defence, no call-in may land on a home base.

## TIERS AND RESEARCH

Everyone starts at **tier 1**. You reach tier 2 by building your side's tier-2 structure, and tier 3 by building the tier-3 structure as well. You hold a tier only while its structure stands: lose it and you drop back until you build it again. Research is bought on the RESEARCH tab, one project at a time, with manpower.

> FIELD NOTE
> No tier-2 structure can be started before the third minute of a battle, and no tier-3 structure until three minutes after the tier-2 structure went up.

### UNITED STATES



#### MOTOR POOL

**300** manpower **90 s** gives **tier 2**

Squad upgrades, the recoilless jeep, armoured carriers, Rangers, the recon team and the door-gun pass.



#### AIRFIELD

**450** manpower **120 s** needs tier 2 · gives **tier 3**

The attack helicopter, snipers, flamethrowers, and a doctrine to choose.



#### DOCTRINE: AIR CAVALRY

**200** manpower **20 s** tier 3 · one doctrine a battle

Helicopters at half the support: the insert, the door-gun pass and the attack helicopter. Opens **napalm**.



#### DOCTRINE: HEAVY FIREPOWER

**200** manpower **20 s** tier 3 · one doctrine a battle

The **medium tank**, up to two, and the **heavy barrage**.

## VIET CONG



### SUPPLY CACHE

**300** manpower **90 s** gives **tier 2**

Heavy weapons cells, NVA regulars, mortars, heavy machine guns, recoilless rifles, sharpshooters, better rifles — and the rocket attack.



### TRAIL JUNCTION

**450** manpower **120 s** needs tier 2 · gives **tier 3**

The amphibious tank, and a doctrine to choose.



### DOCTRINE: MAIN FORCE

**200** manpower **20 s** tier 3 · one doctrine a battle

The main battle tank and the long-range field gun; NVA regulars a fifth cheaper.



### DOCTRINE: LOCAL GUERRILLAS

**200** manpower **20 s** tier 3 · one doctrine a battle

Anti-aircraft missile teams; tunnel entrances at half price; **going to ground**; sappers carry two more traps.

## RESEARCH FOR SQUADS

These unlock squad upgrades, which are then bought squad by squad. All need tier 2.

| RESEARCH | SIDE | COST | TIME | OPENS |
|---|---|---|---|---|
| Squad MG | US | 120 | 30 s | Machine Gunner kit |
| RPGs | US | 100 | 25 s | Rocket Man kit |
| Flak Vests | US | 120 | 30 s | Flak Vests |
| Carbines | VC | 100 | 25 s | Carbines kit |
| Assault Rifles | VC | 150 | 35 s | Assault Rifles kit (needs Carbines) |
| Veteran Cadres | VC | 120 | 30 s | Veteran Cadre |
| Training: Bayonet Drill (US) · Close Assault (VC) | both | 100 | 30 s | the training |
| Training: Marksmanship | both | 100 | 30 s | the training |
| Training: Grenadiers | both | 100 | 30 s | the training |
| Training: AP Rounds | both | 100 | 30 s | the training |
| Training: Forced Marches (US) · Trail Hardened (VC) | both | 100 | 30 s | the training |

# SQUAD UPGRADES

Select a squad and press **I**. Upgrades are fitted one squad at a time, on ground your side holds — your base, or within 12 m of a sector you hold — when the squad has not been hurt for 6 seconds. Fitting takes **10 seconds**, and pauses if the squad is hurt. A squad can carry **one weapon kit, one training and one piece of gear**. An upgrade is lost with the squad; men who rejoin it bring the kit with them. Vehicles take no upgrades.

| UPGRADE | FOR | COST | EFFECT |
|---|---|---|---|
| **Weapon kits** | | | |
| Grenade Launcher | US Rifle Squad | 40 | One rifleman swaps to a grenade launcher: a blast lobbed to 30 m, into cover and bunched men. Needs no research. |
| Machine Gunner | US Rifle Squad | 60 | One man carries a light machine gun that fires on the move. |
| Rocket Man | US Rifle Squad | 50 | One man carries a one-shot anti-tank rocket. |
| Carbines | Guerrilla Cell | 40 | Bolt-action rifles give way to carbines. |
| Assault Rifles | Guerrilla Cell | 60 | Assault rifles for the whole cell. |
| **Trainings** — any infantry squad of the side | | | |
| Bayonet Drill · Close Assault | infantry | 40 | Better hand to hand; light infantry can **Charge**. |
| Marksmanship | infantry | 40 | Rifles of every kind reach a fifth further and lose less accuracy with range. |
| Grenadiers | infantry | 40 | Grenades thrown 5 m further, twice as often. |
| AP Rounds | infantry | 40 | Bullets do twice the damage to vehicles. |
| Forced Marches · Trail Hardened | infantry | 40 | A sixth faster on foot. |
| **Gear** | | | |
| Flak Vests | US infantry | 50 | A quarter less harm from every hit. |
| Veteran Cadre | VC infantry | 50 | A fifth more hits. |

In the campaign, rifle squads come with the grenade launcher already fitted.

> FIELD NOTE
> The VC scavenge. Each American a guerrilla cell kills gives a one-in-four chance that one of its men picks up the dead man's rifle, if it is better than his own.



CHAPTER 04

# 04 UNITS

*Every squad, team and vehicle on both sides, and the weapons they carry.*

Every unit in Crimson Haze is a squad: a group of men who move, fight and fall back together, or a vehicle and its crew. Each man in a squad has his own health and his own weapon. This chapter lists every unit you can raise, with the figures the game uses. The badge beside each name is the code it carries over its head on the battlefield.

### READING THE ENTRIES

| | |
|---|---|
| **Tier · cost** | The tier your base must have reached, and its price in manpower. |
| **Men · health** | How many men, and each man's health. Vehicles have a **hull** instead, and a crew. |
| **Armour** | The share of every hit that the men's kit soaks up. |
| **Speed** | Metres a second on open ground, and the share of it kept in jungle. |
| **Sight · hide** | How far it sees by day; how close an enemy must come to spot it while it sits still in jungle. Smaller is stealthier. |
| **Limit** | Most a side may have at once, where there is one. |

## UNITED STATES

The Americans raise their squads at their firebase. They are fewer, better armed and better protected than the enemy, and have the radio — but they cost more, they stand out in the jungle, and they can only shoot what they can see.



### RIFLE SQUAD RIF

tier **1** **260** manpower **6** men · 80 armour **15%** speed **2.6** · jungle 55% sight **40** · hide **14**

The backbone of the company. Six rifles and hand grenades. It can be fitted with a grenade launcher, a machine gunner or a rocket man, and with bayonet training it can charge. Raised by helicopter as well as at the base (chapter 06).



### WEAPONS SQUAD MG

tier **1** **320** **4** men · 90 armour **15%** speed **2.1** · jungle 55% sight **40** · hide **16**

Two riflemen and two tripod machine guns. The guns must set up before they fire, fire only into a 120° arc in front of them, and never on the move — but nothing pins an enemy down like them.



### RADIO TEAM RTO

tier **1** **120** **2** men · 80 armour **15%** speed **2.6** sight **45** · hide **12**

The company's radio. Artillery called onto a spot a radio team can see comes in faster and lands tight instead of scattering wide (chapter 06).



## MORTAR TEAM MTR

tier 1 220 3 men · 80 armour 15% speed 2.1 sight 40 · hide 14

A mortar and two riflemen. It lobs rounds 20 to 110 m at anything your side can see, over walls and into trenches. It holds its fire when your own men are within 10 m of the target.



## ENGINEERS ENG

tier 1 200 4 men · 80 armour 15% speed 2.6 sight 40 · hide 14

The company's builders and sweepers. They find enemy booby traps within 15 m and clear them within 6 m, collapse tunnel entrances quickly, fill sandbags, cut and lay wire, set charges on the enemy's buildings, and lay road mines when a mission gives them some. In Search & Destroy they find caches further off and burn them three times as fast. See chapter 10.



## MEDIC MED

tier 1 60 1 man · 80 armour 10% speed 2.8 sight 35 · hide 12 limit 2

One man with a carbine and a red cross on his arm. Left to himself he goes to the nearest of your wounded within 30 m and puts him back on his feet in 8 seconds, even under fire (chapter 08).



## RECON TEAM REC

tier 2 240 4 men · 80 armour 10% speed 2.7 · jungle 75% sight 60 · hide 7

Four men with carbines and a radio, who see furthest and hide best of any American unit. Recon teams are **spotters**: they find hidden enemies at half as far again, gain twice as much from high ground, and see over more of the canopy. Their radio directs artillery like a radio team's.



## SNIPER SNP

tier 3 260 1 man · 80 armour 10% speed 2.5 · jungle 70% sight 60 · hide 5 limit 2

One man with a scoped rifle: 150 damage a shot to 70 m. He picks the targets that matter first — radio men, gun and mortar crews, snipers, flamethrowers. A shot from out of sight at more than 30 m does not give him away (chapter 05).



## FLAMETHROWER FLM

tier 3 120 1 man · 160 armour 15% speed 2.2 · jungle 50% sight 35 · hide 16

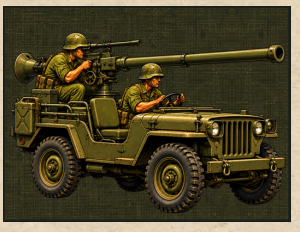
Flame reaches only 16 m, but ignores all cover, and every burst into a building may drive the garrison out. When he falls there is a 35% chance his tanks go up, hurting everyone within 5 m.



## ARMOURED CARRIER APC

tier 2 380 hull 700 · 3 crew speed 4.5 · jungle 40% sight 40 · hide 22 counts 8 men

A tracked carrier with a heavy machine gun and two machine guns in an arc ahead. It carries one squad, unseen and untouchable until it unloads. It can run men down.



### RECOILLESS JEEP RCL

tier 2 260 hull 260 · 2 crew speed 6.0 · jungle 20% sight 45 · hide 18
counts 4 · limit 3

The fastest thing on the ground, with a recoilless rifle that kills armour at 70 m, and a carbine for the second man. Thin-skinned, hopeless in jungle, and it cannot cross deep water.



### MEDIUM TANK TNK

tier 3 · Heavy Firepower 600 hull 1100 · 4 crew speed 3.4 · jungle 30%
sight 40 · hide 25 counts 14 · limit 2

A 90 mm gun, a heavy machine gun, a machine gun and the fourth crewman's carbine. Only rockets, recoilless rifles, mines and the enemy's tanks hurt it much. It cannot cross deep water.



### ATTACK HELICOPTER HEL

called in · 300 support hull 450 · 2 crew speed 12 sight 60 90 s on station

Called in on the radio, not raised (chapter 06): a gunship you fly yourself for 90 seconds, with a minigun and rocket pods. Only anti-aircraft weapons can hurt it, and the VC's rocket launchers at a hard shot.

## ARVN

The Army of the Republic of Vietnam fights on the American side. ARVN squads are **steadied** by Americans near them: within 30 m of a US squad, a man lost costs them only 80% of the usual morale.



### ARVN RIFLE SQUAD ARV

tier 1 180 8 men · 75 armour 5% · training 85% speed 2.7 · jungle 70%
sight 40 · hide 12

Eight men with carbines and grenades: cheap numbers, better in the jungle than the Americans.



### ARVN RANGERS RGR

tier 2 340 8 men · 80 armour 10% speed 2.7 · jungle 70% sight 45 · hide 12

Elite assault troops: seven assault rifles and a light machine gun, grenades, and the charge.



### ARVN ARMOURED CAVALRY ACV

tier 2 260 hull 550 · 1 crew speed 4.5 · jungle 55% sight 40 · hide 22
counts 8

A carrier with a heavy machine gun that carries two squads.

# VIET CONG

The VC field more men, more cheaply, raised in half the time, and they come up wherever they hold ground — any held sector, any tunnel entrance, any village that backs them. They are poorly armed to begin with, but hard to see in the jungle and quick in it, and they pay for nothing with support.



## GUERRILLA CELL CEL

tier 1 150 6 men · 65 armour 0 · training 85% speed 2.9 · jungle 80% sight 45 · hide 8

Six men with bolt-action rifles and grenades, upgraded to carbines and then assault rifles. They scavenge American rifles from the men they kill.



## VILLAGE MILITIA MIL

tier 1 60 5 men · 55 training 65% speed 2.6 · jungle 75% sight 40 · hide 10

Raised only in a village that backs the VC, two at most for each village. Poorly trained, but cheap, and they defend their homes.



## SAPPER TEAM SAP

tier 1 120 3 men · 65 speed 2.8 · jungle 80% sight 40 · hide 6

The VC's engineers: they lay booby traps (three charges), dig tunnel entrances, cut wire and set charges on the enemy's buildings. See chapter 10.



## MEDIC MED

tier 1 50 1 man · 65 speed 2.9 · jungle 85% sight 35 · hide 6 limit 2

As the American medic. A wounded VC man he treats goes back to his cell, or is carried off into the tunnels.



## HEAVY WEAPONS CELL HW

tier 2 220 4 men · 75 speed 2.3 · jungle 80% sight 40 · hide 10

Two carbines, a light machine gun and a rocket launcher that kills carriers and can take a hard shot at a helicopter flying low: a door-gun pass or the attack helicopter.



## SHARPSHOOTER SHP

tier 2 130 1 man · 65 training 95% speed 2.8 · jungle 85% sight 55 · hide 4 limit 2

A scoped bolt-action rifle: 150 damage at 60 m, and almost impossible to see.



### MORTAR CELL MTR

tier 2 180 3 men · 65 speed 2.4 sight 40 · hide 10

A mortar and two carbines, as the American mortar.



### HEAVY MG TEAM HMG

tier 2 240 3 men · 65 speed 2.2 sight 50 · hide 10

A heavy machine gun on a mount: 36 damage a round, and it shoots at aircraft. The bane of helicopters.



### RECOILLESS RIFLE TEAM RR

tier 2 240 3 men · 65 speed 2.2 sight 40 · hide 10

A recoilless rifle on a tripod: the heaviest anti-armour weapon the VC carry, and deadly against bunkers.



### MISSILE TEAM MSL

tier 3 · Local Guerrillas 200 2 men · 65 speed 2.6 sight 70 · hide 8

A shoulder-fired anti-aircraft missile: 320 damage, guided, aimed only at aircraft.



### AMPHIBIOUS TANK LT

tier 3 450 hull 650 · 3 crew speed 4.4 · jungle 50% sight 40 · hide 22
counts 16 · limit 1

A light tank with a 76 mm gun, a machine gun and a carbine, that swims rivers at 70% of its pace. It comes in at the VC base.

## NORTH VIETNAMESE ARMY

The NVA fight on the VC side: regulars, heavy armour and artillery.



### NVA REGULARS NVA

tier 2 300 (240 with Main Force) 6 men · 80 armour 10% · training 105%
speed 2.6 · jungle 75% sight 45 · hide 10

Elite assault troops: five assault rifles, a rocket launcher, grenades, and the charge. Steadier than any VC under fire.



## MAIN BATTLE TANK TNK

tier **3** · Main Force **700** hull **1300** · 4 crew speed **3.4** sight **40** · hide **25**
counts **24** · limit **1**

A 100 mm gun, a machine gun and two carbines: the heaviest thing on the field. It cannot enter jungle or deep water.



## FIELD GUN GUN

tier **3** · Main Force **380** **3** men · 70 speed **0.7** sight **40** · hide **14** limit **1**

A towed gun that lobs shells 35 to 150 m: the VC's own artillery. Painfully slow to move; it comes in at the VC base.

# WEAPONS

Range is in metres. Damage is per hit, before armour. Accuracy is the chance to hit at up to half range; it falls away beyond that to a third at full range. Suppression is the fright each shot adds, hit or miss (chapter 05). Blast is the chance that each other man in the target squad also takes half damage.

| WEAPON | RANGE | DAMAGE | FIRES EVERY | ACCURACY | SUPPR. | BLAST | NOTES |
|---|---|---|---|---|---|---|---|
| Rifle | 35 | 12 | 1.0 s | 45% | 4 | – | US |
| Carbine | 30 | 14 | 0.9 s | 45% | 4 | – | |
| Bolt-Action Rifle | 38 | 16 | 1.7 s | 50% | 3 | – | VC |
| Assault Rifle | 33 | 10 | 0.55 s | 40% | 7 | – | |
| Machine Gun | 55 | 10 | 0.2 s | 30% | 6 | – | tripod: sets up, 120° arc, belts |
| Light Machine Gun | 40 | 10 | 0.25 s | 26% | 6 | – | fires on the move, belts |
| Heavy Machine Gun | 60 | 18 | 0.25 s | 26% | 10 | – | anti-aircraft; 36 when crewed |
| Grenade Launcher | 30 | 40 | 6 s | 35% | 25 | 30% | |
| Hand Grenade | 15 | 50 | 15 s | 70% | 40 | 40% | thrown when stopped, beyond 6 m |
| Rocket Launcher (US) | 28 | 70 | 10 s | 40% | 20 | 20% | anti-tank |
| Rocket Launcher (VC/NVA) | 30 | 60 | 4.5 s | 35% | 30 | 50% | anti-tank; fires standing; a hard shot at low helicopters |
| Recoilless Rifle | 55 | 213 | 4 s | 45% | 25 | 25% | anti-tank; tripod |
| 106 mm Recoilless Rifle | 70 | 140 | 5 s | 45% | 30 | 30% | anti-tank; the jeep's |
| 76 mm Gun | 60 | 80 | 3.5 s | 45% | 35 | 40% | anti-tank |
| 90 mm Gun | 65 | 110 | 4 s | 48% | 40 | 50% | anti-tank |
| 100 mm Gun | 70 | 130 | 4.25 s | 48% | 45 | 50% | anti-tank |
| Scoped Rifle | 70 | 150 | 7 s | 60% | 30 | – | precise |
| Scoped Bolt-Action | 60 | 150 | 8 s | 55% | 30 | – | precise |
| Flamethrower | 16 | 45 | 1.5 s | 80% | 60 | 50% | ignores cover |
| Minigun | 45 | 10 | 0.1 s | 28% | 12 | – | attack helicopter |
| Rocket Pods | 60 | 50 | 2.5 s | 40% | 30 | 40% | attack helicopter |
| Missile | 70 | 320 | 15 s | 65% | – | – | aircraft only; guided |
| Mortar | 20–110 | 45 | 3 s | – | 35 | 5 m | lobbed |

| WEAPON | RANGE | DAMAGE | FIRES EVERY | ACCURACY | SUPPR. | BLAST | NOTES |
|---|---|---|---|---|---|---|---|
| Field Gun | 35–150 | 60 | 10 s | — | 60 | 7 m | lobbed |
| Bayonet | 6 | 35 | 1.5 s | 50% | 15 | — | hand to hand |

Lobbed weapons land 2 seconds after firing, within 4 m when a friendly squad within 25 m (or an American radio) can see the spot, and within 12 m when nobody can. Each man within the splash has a 45% chance of being hit. Walls, ground cover and lying down do not help against them.

> **FIELD NOTE**
> Machine guns are belt-fed. A gun team that runs through its belts shows an empty belt strip over its head; in missions that use ammunition, carry boxes up from the ammunition pile to feed it.



CHAPTER 05

# 05

# COMBAT

*How a firefight is decided: the shot, the cover, suppression, morale and the men who learn.*

Firefights in Crimson Haze are decided less by who has more men than by who sees first, who is in cover, and who keeps his nerve. A squad that is shot at from somewhere it cannot see, lying in a paddy with nowhere to go, loses even against fewer men. This chapter explains how every shot is worked out.

## WHO SHOOTS AT WHAT

- A squad shoots only at what **its side can see** (chapter 07), and needs a line of fire clear of hills.
- Left alone, a squad fires at will at the **nearest enemy in reach**, and keeps the same target while it stays in reach. A right click on an enemy gives it a target of your choosing.
- Some weapons choose their own targets first: anti-tank weapons go for vehicles, even turning from a fight with men when one comes into reach, missiles for aircraft, and scoped rifles for the targets that matter — radio men, gun and mortar crews, snipers, flamethrowers, anything set up.
- A squad **holding fire** ( H ) does not shoot until an enemy comes within 15 m or it is shot at. Then everyone opens up at once.
- Crew weapons — tripod machine guns, recoilless rifles, mortars, the VC rocket launcher — must stop to fire. Tripod and emplaced guns take 2.5 seconds to **set up** and 1.5 to **pack up**, and fire only into a 120° arc in front of them: swinging round to a target outside it takes 2 seconds. Vehicle guns fire on the move.

## THE CHANCE TO HIT

Every shot is rolled separately. Its chance starts with the weapon's **accuracy**, which holds to half the weapon's range and falls to a third of itself at full range. Then, in order:

| THE SHOOTER | × | THE TARGET | × |
|---|---|---|---|
| Moving | ½ | Retreating | ½ |
| Pinned | ¾ | Charging | 1.6 |
| **Ambush**: firing from where the target's side cannot see | 1½ | In jungle | 0.7 |
| Squad's training (85% for most VC) | × | In a paddy | 1.1 |
| Standing in deep water | ½ | In deep water · in a ford | 1.15 · 1.05 |
| Above the target: per metre of height (up to ±20%) | +3% | Lying down or pinned | ¾ |
| Veteran rank 1 · rank 3 | +8% · +16% | Behind heavy cover · light cover | ½ · ¾ |
| Veteran Cadre (VC gear) | 1.2 | In a building | its cover |
| Rain | 0.8 | At night, unlit: by the US · by the VC | 0.7 · 0.9 |

Marksmanship training measures range as if the target were a sixth nearer; scoped rifles as if half as far. No shot is ever less than a 1% chance.

**Lying down.** A squad that stands still and has fired in the last three seconds goes prone by itself: it is hit like a pinned squad, three times in four, but still shoots at full accuracy. Not in water.

**Damage.** A hit does the weapon's damage less the target's armour; Flak Vests take a further quarter off. Weapons with blast may hurt the men around the target too.

## SUPPRESSION AND PINNING

Every shot at a squad — hit or miss — adds its weapon's **suppression** to that squad's fright, up to 100. Fright fades at 20 a second when the shooting stops.

- At **60** the squad is **pinned**: it goes face down, stops where it is, shoots worse and, if you order it on, crawls at a fifth of its pace.
- Fire from an **ambush** frightens twice as much.
- Inside a building a squad takes half the fright — except from flame.
- Veterans of rank 2 take only 80% of it. Vehicles are never pinned.

> **FROM THE VETERANS**
> Machine guns win fights not by killing but by pinning. A pinned squad cannot get out of a paddy; put a second squad round its flank while the gun keeps it down.

## MORALE AND BREAKING

Every squad has morale from 0 to 100.

| LOSES MORALE | HOW MUCH |
|---|---|
| A man lost | 14 |
| A man lost to an ambush, a booby trap or a vehicle running him down | 21 |
| Every second spent pinned | 2 |
| A friendly wounded man dying within 40 m | 7 |

The losses are scaled by the squad's resolve: NVA regulars feel them least, militia most. ARVN near Americans, and veterans of rank 3, lose less. Morale comes back at **3 a second** once a squad has gone four seconds without being hurt, and a squad that reaches home on a **Retreat** order is restored to full.

At **25** the squad **breaks**. It drops everything, leaves any building, and runs for the nearest edge of the map; when it gets there it is gone, and its men count as lost. A broken squad cannot be rallied. Vehicles never break.

> **WARNING**
> Retreat before a squad breaks, not after. W brings a squad home at a run, hit half as often and unable to break — and restores its morale when it arrives. A broken squad is simply lost.

## COVER

### GROUND

Jungle makes a squad harder to hit (70%); paddies, fords and deep water make it easier (110%, 105%, 115%). Open ground, grass, dykes and bridges are neither.

## WALLS AND CRATERS

A squad within 3 m of a wall or bank, with the enemy firing across it from the other side, is behind cover:

- **Heavy cover** — hit only half as often: sandbag walls, fallen trees, the wrecks of vehicles.
- **Light cover** — three in four: paddy dykes, low stone walls, village fences, shell craters.

A wall only protects against fire coming over it. Fire from along the wall's line — from a flank — ignores it. Craters, left by shells, bombs and mortar rounds on open ground and dykes, protect from every side. A squad left idle in the open steps behind cover within 6 m by itself. A squad you put behind a wall with the cover order (chapter 02) stays exactly where you put it until you move it. Men behind a wall kneel along it, a little over a metre apart, closer when another squad shares it, and rise over it to fire.

## DUG TRENCHES

Some ground has trenches cut into it: the VC's on the hills and in the jungle, plain earth; the Americans' and the North Vietnamese's with sandbags along the lip. A squad on foot standing in one is **dug in**. It is hit at **40%** of the usual chance, and because it is below the ground rather than behind a wall, that holds from every side, flanks included. Shells, mortar rounds and bombs bursting nearby hurt men dug in **half as often**. A trench belongs to nobody: whoever is in it gets the cover, so take the enemy's and use it. A move order within 4 m of a trench puts the squad into it. Trenches do not block movement or sight, and vehicles cannot run over the men in them.



DUG TRENCHES · the VC's, zigzagging round a hill in the jungle, with their squads in them

> FROM THE VETERANS
>
> Not the same as a firing step, the timbered zigzag in the table below, which is a building a squad garrisons. A dug trench needs no order beyond moving into it, and holds as many squads as fit along it.

## BUILDINGS

Right-click a building to garrison it. Inside, a squad is hit at the building's own cover, takes half the fright, and sees 10 m further. Any move order brings it out. A building holds no more than its squads and cannot be entered while the enemy is in it. Flame ignores building cover, and every burst may drive the garrison out.

| BUILDING | SQUADS | HIT CHANCE INSIDE | STRENGTH | BULLETS DO | EXPLOSIVES DO |
|---|---|---|---|---|---|
| Hut | 1 | 50% | 500 | 10% | 100% |
| Longhouse | 2 | 45% | 900 | 5% | 100% |

| BUILDING | SQUADS | HIT CHANCE INSIDE | STRENGTH | BULLETS DO | EXPLOSIVES DO |
|---|---|---|---|---|---|
| Bunker | 1 | 30% | 1200 | 0 | 50% |
| Firing step | 2 | 40% | 3000 | 0 | 15% |
| Sandbags | 1 | 55% | 400 | 0 | 70% |
| Gun pit (crew weapons only) | 1 | 60% | 600 | 0 | 60% |
| Barracks | 2 | 60% | 800 | 10% | 100% |
| Watchtower | 1 | 55% | 600 | 10% | 100% |
| Command Post | 1 | 55% | 900 | 5% | 80% |

Fire at a garrison wears the building down; shells landing near it do too. When a building is ruined everyone inside is thrown out, pinned, and may be hurt. Men in a trench cannot be run over. The tier structures, generator and radio mast cannot be entered.

**Destroying the enemy's buildings.** Right-click a building that is the enemy's own (his HQ, a tier structure, a gun pit) and the selected squads go to work on it; the pointer is an orange charge with a lit fuse. Engineers and sappers walk up to it and set charges: each takes 10 seconds, waits while they are pinned, and takes 450 off the building whatever it is built of, so two bring down a Command Post and three a bunker. Squads with anti-tank weapons close to within reach and fire on it, and mortars lob their rounds onto it. Rifles and machine guns go on shooting at men; with nobody to shoot at, they chip at the building for an eighth of their usual harm, so a rifle squad alone takes minutes over a bunker. Any other order ends the job. No call-in may land on a home base except in Firebase Defence (chapter 06): an HQ is taken by men on the ground.

## BACKING EACH OTHER UP

A squad on foot that is standing idle does not watch a friend get shot to pieces. When a friendly squad within **25 m** is under fire, it moves up to help: up to **15 m** toward the nearest enemy its side can see there, stopping as soon as its weapons reach (5 m inside its range), behind cover if there is any, and on an attack-move, so it stops to fight the moment it can.

- It moves up at most once every 10 seconds, and **no more than twice** before you give it another order: it helps, it does not wander off across the map.
- It stays put if it is on **Hold fire**, holding ground, set up (mortars and machine guns), already behind cover or in a building, in a vehicle, carrying a wounded man, at work, or already fighting. Medics never do it.
- It never moves up to a fight at the mouth of an enemy tunnel: standing on an entrance collapses it, and that is your decision.
- In skirmish both sides do it. In a campaign mission, only your squads.

## HAND TO HAND

Within 6 m, infantry not in buildings fight hand to hand: a 50% chance a blow, 65% with bayonet training, 85% while charging, scaled by training. Cover does not count.

**Charge** (K, then click an enemy squad) is for assault troops — ARVN Rangers, NVA Regulars — and riflemen with bayonet training. The squad runs at half again its pace, ignores pinning, and holds its fire until it is among the enemy. It is easier to hit on the way in. A charge lasts up to 20 seconds, then the squad must rest 60 seconds before the next.

## GRENADES AND FLAME

Rifle squads, ARVN squads, guerrilla cells and NVA regulars carry hand grenades: one man throws, every 15 seconds, at an enemy 6 to 15 m away, when the squad is stopped. Grenadiers training throws further and twice as often.

Flame ignores all cover. When a flamethrower man falls, there is a 35% chance his tanks go up: every man of either side within 5 m may be badly burned, and every squad there is badly frightened.

## VEHICLES

Vehicles have a **hull** instead of men. They are never pinned and never break. Each crewman works one weapon: one the main gun, the others the machine guns, and any spare crewman a carbine, so a tank's big gun is fired by one man at its own pace.

| AGAINST A HULL | DAMAGE |
|---|---|
| Anti-tank weapons: rockets, recoilless rifles, tank guns | their full anti-tank value, 300 to 733 |
| Other explosives: grenades, shells, mortar rounds, bombs | 60% of their damage |
| Heavy machine guns | 15% (22% with AP Rounds) |
| Other bullets | 5% (10% with AP Rounds); 25% against a soft-skinned truck |
| A mine or booby trap underneath | 250, and the track is broken for 20 s |

An anti-tank shot at a vehicle in jungle from under 25 m does half as much again: it is side-on in the trees. Aircraft can be hurt only by anti-aircraft weapons, and by the VC's rocket launchers at a hard shot. When a vehicle is knocked out its crew are lost, its passengers are thrown out, pinned and perhaps hurt, and its wreck becomes heavy cover.

**Running men down.** A moving vehicle that drives into an enemy squad on foot kills one man outright and terrifies the rest — no more than once every two seconds for each squad, and never men in a trench or building.

**Carriers** take squads aboard by right-click and let them out with U. Men aboard are unseen and untouchable until they get out or the carrier is knocked out.

## VETERANCY

A squad learns by fighting. Every enemy man it kills counts one; every vehicle five.

| RANK | KILLS | GAINS |
|---|---|---|
| 1 | 4 | Aims better (+8%) |

| RANK | KILLS | GAINS |
|---|---|---|
| 2 | 10 | Also harder to pin: takes 80% of the fright |
| 3 | 20 | Aims better again (+16% in all); a man lost costs three-quarters of the usual morale |

Chevrons show a squad's rank over its head and in its panel. Men who join a veteran squad take its rank. In the campaign a squad of seasoned men can start a mission ranked already, without the kills (chapter 13).

## TERRAIN

| GROUND | ON FOOT | VEHICLES | HIDES? | NOTES |
|---|---|---|---|---|
| **Open** | 100% | 100% | no | Helicopters land here. |
| **Jungle** | by type, 50–85% | by type | yes | Harder to hit. Blocks sight beyond 12 m of trees. Vehicles inside see half as far. Some tanks cannot enter. |
| **Elephant grass** | 90% | 80% | yes, at 15 m | No protection from fire. A man in it sees no more than 25 m. |
| **Paddy** | 55% | 35% | no | Slow and exposed: easier to hit. |
| **Dyke** | 100% | 100% | no | The raised banks between paddies are light cover. |
| **Ford** | 60% | 60% | no | Slightly easier to hit. |
| **Deep water** | 30% | most cannot | no | Easier to hit, and men in it shoot at half accuracy. The amphibious tank swims. |
| **Bridge** | 100% | 100% | no | Rain does not slow it. |

**Slopes.** Going uphill on foot costs as much pace as the slope is steep, up to 60%; vehicles lose more, and cannot climb slopes steeper than 45%. Downhill is up to a tenth quicker.

**Wire** slows infantry to a quarter of their pace. Vehicles crush it and explosions cut it (chapter 10).



CHAPTER 06

# 06

# FIRE SUPPORT AND AIRCRAFT

*The radio is the most powerful weapon you carry. Everything it can bring down, and what it costs.*

The Americans can bring down more fire than anyone on the field: guns firing from miles away, aircraft overhead, helicopters bringing men in and taking the wounded out. All of it comes over the radio, all of it costs **support**, and almost none of it cares whose men are underneath. The VC have one call-in of their own, the rocket attack, paid in manpower.

## HOW CALL-INS WORK

1. Choose its card on the **CALL IN** tab, or press its key. The pointer becomes an amber ring and a line above the deck tells you what will happen there.
2. Click where you want it — on the battlefield or the minimap. Air runs take a second click for their direction.
3. The cost is paid and the call-in's **cooldown** starts: its card shades over and counts down until it can be called again. Each player has his own cooldowns.

- Delays vary by up to a fifth either way: nothing arrives to the exact second.
- A call-in that cannot go — out of sight, no landing zone, grounded by rain, not ready, not your tier — is refused before it costs anything, and the line says why.
- Some missions have no aircraft, or no guns in range: their cards say so.
- **No call-ins on a home base.** In Conquest, Search & Destroy and Annihilation, no shell, bomb, napalm, rocket or door-gun run may land within 45 m of any player's base or within 30 m of its HQ, and no air run may cross one: the call is refused, and the line says *No call-ins on a home base*. An HQ is taken by men on the ground (chapter 05). In Firebase Defence and in missions the guns fire where they are sent.
- Explosions turn villages against whoever caused them, and kill the people in them (chapter 09). The door-gun pass and the attack helicopter do not.

## US CALL-INS



### ARTILLERY Q

**150** support every **45 s** tier 1 arrives in **6 s**

Eight shells, one every 0.4 s. Each kills or wounds men within **7 m** (a 55% chance each, 70 damage) and pins everyone near it — on **either side**. The guns can fire blind into the fog. If a **radio team or recon team** can see the spot (within 45 m, through less than 12 m of trees), the shells come a third sooner and land within 4 m; otherwise they scatter up to 10 m.



### HEAVY BARRAGE V

**300** support every **120 s** Heavy Firepower arrives in **9 s**

Six heavy shells, slower to come and wider: each hits men within **10 m** (60%, 110 damage), and breaks bunkers. Scatter 12 m, or 4 m with a radio watching.



## AIR STRIKE R

**250** support every **75 s** tier 1 arrives in **10 s**

A two-click air run: where it starts, then which way it flies. The start must be **where your men can see** — the pilots need eyes on the ground. Six bombs fall 10 m apart along 50 m; each hits men within **8 m** (65%, 90 damage) of either side, wrecks buildings and leaves a crater. Grounded by rain.



## NAPALM N

**300** support every **120 s** Air Cavalry arrives in **10 s**

As the air strike, with six canisters of fire. Each catches men within **9 m** (70%) and pins everyone; the fire burns on for 15 seconds, catching anyone on foot within 7 m. It **burns the jungle away for good**: the trees and grass under it become open ground for the rest of the battle. No village forgives it.



## HELICOPTER INSERT E

**260** manpower + **60** support every **30 s** tier 1

A Rifle Squad flown straight to the fight. Click where it should land, on ground your men have seen; the helicopter picks the nearest good landing zone (below). Air Cavalry halves the support. Needs room under your cap. Grounded by rain.



## MEDEVAC M

**40** support every **60 s** tier 1

The dust-off. It lands at a landing zone near the click and, two seconds after touching down, lifts **every one of your wounded within 30 m** — however many. Each man flown out is saved, and is worth his share of his squad's cost back in manpower. See chapter 08.



## SCOUT HELICOPTER J

**60** support every **60 s** tier 1 · one at a time

A small helicopter that sweeps low back and forth across the spot for **35 seconds**, hanging now and then to look, and shows every enemy within 30 m of it, under the trees too. Low and slow: rifles can bring it down. Lose three in a battle and no more are sent: the card reads *Lost*.



## DOOR-GUN PASS D

**120** support every **60 s** tier 2 · one at a time

A two-click run like the air strike, starting where your men can see. A helicopter drops to 12 m, runs 70 m along the line, turns and runs back down it. Each of its two door gunners rakes the **enemy** squads on his own side of the track, out to 24 m, and both take what is right under it. No friendly fire, and villages are not turned by it. Heavy machine guns, and rockets fired as it strafes, can bring it down. Air Cavalry halves the cost. Grounded by rain.



### ATTACK HELICOPTER C

**300** support every **120 s** tier 3 · one at a time

A gunship that is yours to fly for **90 seconds**: select it and give it orders like any squad. Minigun and rocket pods; it flies straight over anything, sees 60 m, and only heavy machine guns and missiles can hurt it, with the VC's rocket launchers taking a hard shot at it. Air Cavalry halves the cost. Some missions open it earlier. Grounded by rain.



### FLARE L

**40** support every **45 s** night only

A parachute flare that lights everything within **45 m** for **40 seconds**: under it, men are seen and shot at as by day. Flares fly in the rain. See chapter 07.

> FIELD NOTE
>
> Until you choose a doctrine, the last card reads *Choose a doctrine (Research) for napalm or the heavy barrage*. Air Cavalry fills it with napalm; Heavy Firepower with the heavy barrage.

## VC ROCKETS



### ROCKET ATTACK Q

**150** manpower every **120 s** tier 2 arrives in **12 s**

On the VC's **CALL IN** tab. Click a spot your side can see: twelve seconds later six rockets come in from launchers far back in the hills, landing up to **16 m** off. Each hits men within 7 m (45%, 70 damage) and pins them — on either side, your own included. Then two minutes to set up again. The Americans get a warning: *Rockets incoming: get clear*.

## HELICOPTERS AND LANDING ZONES

Helicopters come from an airbase off the map: they appear at the map's edge on your side about seven seconds after the call, fly in at 30 m a second, slow over the last 40 m and settle over three seconds, and let their men out after two. Then they lift off and leave the way they came.

### WHERE A HELICOPTER CAN LAND

- Clear ground — open, paddy, dyke or grass — for 8 m all round. Not jungle, water, a ford or a bridge.
- No steeper than a gentle slope, and not right at the map's edge.
- Clear of buildings, at least 4 m from sandbags and walls, and 5 m from barbed wire.
- For an insert, on ground your side has already seen: nobody flies a squad blind into the fog of war. Ground you have seen stays known, even after your men have moved on.
- Not within **40 m of a sector the enemy holds**, his base included.

If the spot you click is no good, the helicopter uses the nearest good one within 40 m; if there is none, the call is refused and costs nothing. The aim line tells you which before you click.

## HOT LANDING ZONES

> FROM THE VETERANS
> A cold landing zone is a quiet one; a hot one is a gamble. Clear the tree line first, or land the squad 100 m back and walk in.

In the air, only anti-aircraft weapons can touch a transport helicopter. **On the ground** — landing and unloading — anything can shoot it, and more easily. A helicopter has 400 strength. One shot down with a squad still aboard loses the squad and everything it cost. A medevac shot down on the way out keeps the men it had already lifted: they were saved when they were lifted. A helicopter shot down does not burst in the air: it falls for four seconds, drifting the way it was flying, and goes up where it hits like a bomb, hurting men of either side within 8 m and wrecking what it lands on. The attack helicopter comes down the same way.



CHAPTER 07

# 07

# SIGHT, NIGHT AND WEATHER

*You can only shoot what you can see, and in the jungle you can see almost nothing.*

You can only shoot at what you can see, and in Vietnam you can see almost nothing. Sight decides more battles in Crimson Haze than anything else: who sees first chooses whether there is a fight at all, and fire from someone you cannot see is an ambush — half as accurate again, and twice as frightening.

## SEEING AND BEING SEEN

- **In the open**, a squad is seen by any enemy within that enemy's sight range — 40 m for most squads, 60 m for recon teams and snipers (chapter 04).
- **In jungle**, a squad is seen only when an enemy comes within its **hide** distance — 14 m for an American rifle squad, 8 m for a guerrilla cell, 4 m for a sharpshooter — or half as far again while it moves.
- **In elephant grass**, anything hides at 15 m whatever it is, and a man standing in grass sees no more than 25 m.
- **Within 5 m**, everyone is seen.
- **Firing gives a squad away** for 3 seconds, wherever it is — 6 seconds at night. A sniper's careful shot from out of sight at more than 30 m does not.
- **Trees block sight**: 12 m or more of jungle between two squads and neither sees the other.
- **Ridges block sight** between men on the ground. Aircraft see over them.
- Squads inside a carrier see nothing and are not seen; only the carrier is.
- A squad in a building sees 10 m further.
- **Recon teams** are spotters: they find hidden enemies at half as far again as anyone else.

### VILLAGES

A village that backs the VC hides VC squads inside it as if they were in jungle, and its people tell the VC about any American within 55 m. A village that backs the US gives away any VC squad within 55 m. See chapter 09.

### THE FOG OF WAR

Ground nobody on your side has ever seen is black, its trees and buildings hidden. Ground seen before but not watched now is darkened. Ground your squads can see now is clear. Enemy squads are drawn only while your side can see them — an enemy lying hidden in the trees inside a clear area is still not shown. The canopy is cut away round your own squads so you can see your men.

## HIGH GROUND

Height helps everyone. A squad sees **2 m further for every metre** it stands above what it is looking at, up to 20 m more; a recon team twice that. From 4 m up, a squad can see across 24 m of jungle before the trees block it, and a recon team across 48 m. Shooting downhill adds 3% to the chance to hit for every metre of height, up to a fifth; shooting uphill takes it away.

> FROM THE VETERANS
> Take the hill first. A recon team on a crest sees most of a valley, and every gun in your company shoots better from up there.

# NIGHT

Night comes in some missions and whenever you choose it in skirmish.

- **Sight**: Americans see half as far as by day; the VC three-quarters.
- **Hiding**: squads in jungle or grass hide closer in — 70% of their usual hide distance.
- **Muzzle flashes**: a squad that fires is given away for twice as long, and seen from the enemy's full daylight sight while it is.
- **Aim**: shooting at men in the dark, Americans hit 70% as often, the VC 90%. Hand to hand is the same as by day.
- **Flares** (L, Americans): everything within 45 m is lit for 40 seconds — seen from full daylight range and shot at normally. Dawn puts every flare out.

**Light discipline.** An American squad on foot that has stood easy for 20 seconds (not moving, firing, hit, pinned or at work) lights up: its men smoke. The embers carry in the dark. While they smoke, the squad is not hidden by the night, and the enemy sees it from 15 m further off. Hold Fire (H) is light discipline: a squad holding its fire never smokes, which is one more reason to set an ambush that way.

The squads you hold buildings with have lamps round them, and your men carry a soft light, so you can see your own lines.

**Dusk** looks the part — a low orange sun, long shadows — but plays by the day's rules.

# SMOKE

An American squad on foot can throw a smoke grenade (F, then click, up to **30 m** off). The cloud is **7 m** across. It builds for three seconds, then for **30 seconds** nobody sees through it or into it, on either side. Men close enough to touch still see each other, and aircraft see over it. Smoke is cover for crossing a paddy under the guns or getting the wounded out. It hides you but stops nothing: a shell called onto the spot lands just the same. A squad can throw again a minute later. The VC do not use it.



SMOKE · a grenade's cloud at its thickest, between the bunker and the treeline

# RAIN

Downpours roll in during every skirmish and in most missions: the first four to eight minutes into a battle, each lasting two to three minutes, with six to ten dry minutes between. You hear one coming first, as thunder far off about 45 seconds before it breaks. Twenty seconds before, it rolls again nearer, and an alert warns you — *A downpour is coming in: sight, aim and aircraft will suffer* — and the ribbon counts down.

| WHILE IT RAINS | EFFECT |
|---|---|
| Sight | 60% for everyone; the fog closes in with it. |
| Aim | 80% of usual. |
| Movement | men on foot keep 80% of their pace, vehicles 60% — except on bridges. |
| Aircraft | **Grounded**: no inserts, scouts, air strikes, napalm, door guns, attack helicopters or medevacs until it passes. Aircraft already in the air carry on. |
| Still possible | artillery, the heavy barrage, VC rockets and flares. *The guns still fire.* |

> **FROM THE VETERANS**
> The VC know the rain is coming too. A downpour is twenty seconds' warning that the helicopters are about to stop — get the wounded out now, or wait three minutes.




CHAPTER 08

# 08

# THE WOUNDED AND THE FALLEN

*A man down is not a man lost. What you do in the next seventy-five seconds decides which.*

When a man is hit and goes down, he is not always dead. Many lie wounded where they fell, with about a minute to live unless someone reaches them. Getting to them costs time and risks more men. Leaving them costs morale — and in the campaign, a name on the wall.

## WOUNDED OR KILLED

When a man's health runs out, he goes down **wounded** on a 45% chance if he is American or ARVN, 35% if he is VC; otherwise he is killed outright. Men in vehicles and aircraft, and men whose squad has fled, are always killed. A wounded man leaves his squad and lies where it stood, marked with a red cross and a bar of the time he has left.

- He **bleeds out after 75 seconds** unless he is steadied.
- When he dies, every friendly squad within 40 m loses 7 morale.
- A man who lives is **saved**: his side gets his share of his squad's cost back in manpower.

## STEADYING A MAN

Any American squad on foot that stands within 5 m of a wounded man — not pinned, not broken, not in a building — **steadies** him: his bar turns green and he has 4 minutes. That buys time for a medic, a carry or a medevac.

The VC do it their own way: a VC squad that reaches one of their wounded within 5 m carries him off into the tunnels at once, and he is saved.

## MEDICS

A medic is a squad of one, with a carbine and a red cross on his arm (chapter 04). Left to himself, he goes to the nearest wounded man of his side within **30 m** that no other medic has claimed, kneels over him, and in **8 seconds** puts him back on his feet: the man rejoins his squad with 40% of his health, if the squad is still in the field. With no squad to go back to, an American is steadied for 4 minutes and a VC man carried off. A medic keeps working under fire. Giving him a move order takes him off the job; when he stands idle again he looks for the next.

## CARRYING THE WOUNDED

Americans carry their wounded. Right-click a wounded man with a squad selected, or press **Carry** in its orders for the nearest of your wounded: the nearest selected squad on foot goes to him and two of its men lift him on a poncho, one at each end. That steadies him. Right-click him again to set him down.

- One wounded man to a squad, and it takes two men: a squad down to its last man cannot lift him. Ordered onto a second man, the squad sets the first one down.
- A carrying squad moves at three-fifths of its pace, and its two bearers do not fire.
- He is **saved** when he is carried within 25 m of your base, or into a safe area a mission marks. A medevac landing near the bearers lifts him too.
- Carried into a village that backs the US, with no enemy squad in it, he is set down there as at an aid post: he lies steady, for as long as it takes, until a medevac lifts him. Some missions mark aid posts of

their own.

- He is dropped where he is if the squad is wiped out, breaks, boards a vehicle or goes into a building.
- A squad carrying a load (water, ammunition) must **Drop** it before it can lift a man.

> **FROM THE VETERANS**
> When the ground where he fell is too hot for a helicopter, carry him back to a quiet landing zone and call the medevac there. Select the carrying squad and press W. A retreating squad runs at half again its pace and cannot be pinned: the fastest way to get a man home under fire.

## MEDEVAC

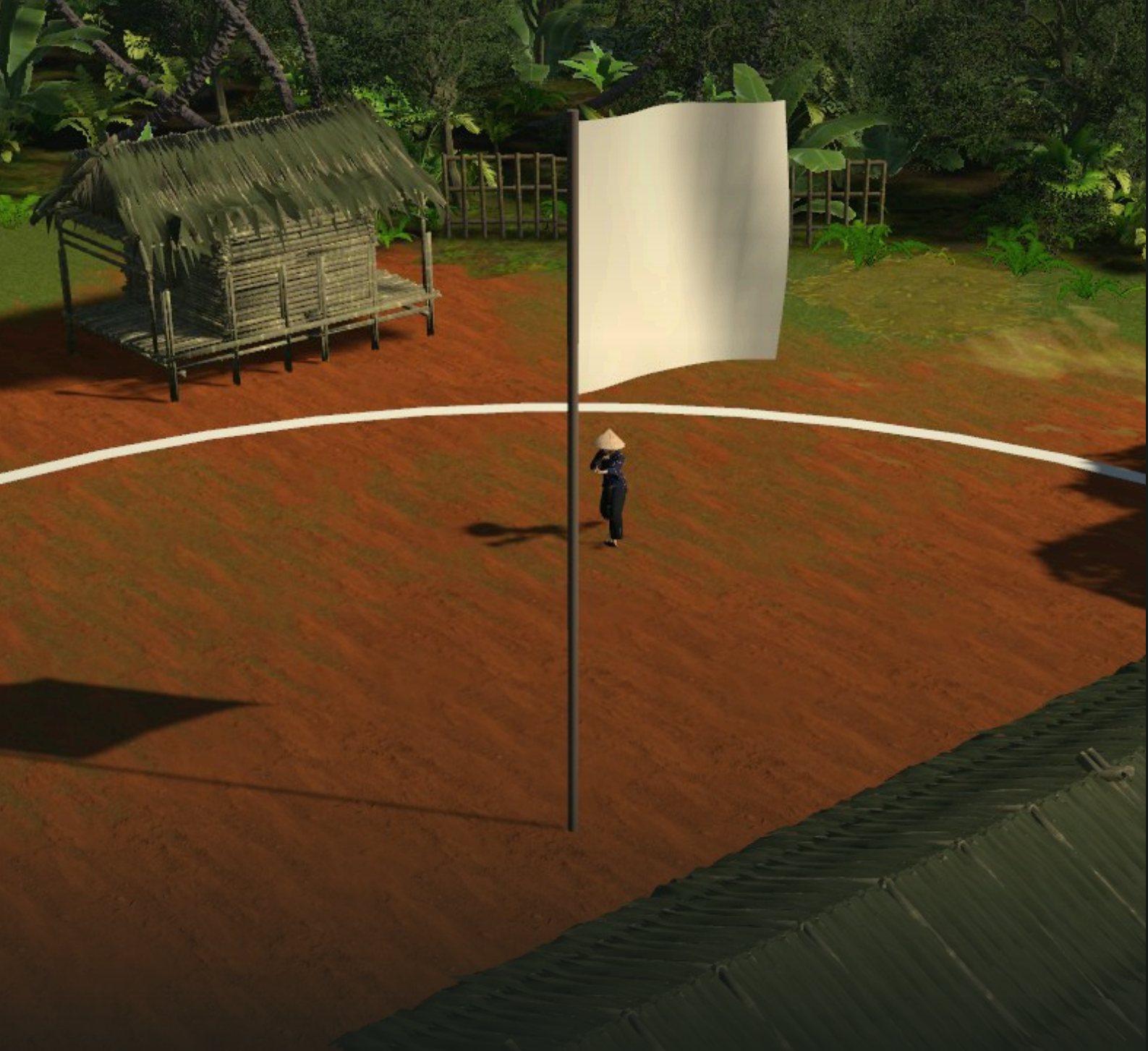
The medevac (M, 40 support, every 60 seconds) lands at a landing zone near where you click, waits two seconds, and lifts every American wounded man within 30 m of it — steadied or not, however many. Gather your wounded at a clearing, call it in, and keep the tree line quiet while it is on the ground (chapter 06). It cannot fly in rain.

## THE MEMORIAL WALL

Every soldier in Crimson Haze has a name from the moment a mission begins. After a campaign mission in which men were lost, the after-action report offers **THE FALLEN**: a wall of black marble, titled **THEY GAVE THEIR LIVES**, where this mission's dead are added one by one, in the order they fell, beside everyone the company has lost before. Nothing can be pressed until every name is up. Each entry reads with the place and the month.

- Only your own side's dead go on the wall: men killed outright and men who bled out. Kills are never counted.
- A second panel, **THE PURPLE HEART**, lists in bronze every man who was wounded and lived.
- Scroll it with the mouse wheel, a drag or the arrow keys.
- The wall is kept across the whole campaign. Starting the campaign again does not clear it.
- No name on it is taken from a real roll of the dead, and the story's own characters stay off it.
- Skirmish and multiplayer keep no wall.

There is no score on the wall: only the names, and a slow lament that plays while it is up, with the rest of the game's sound lowered under it.



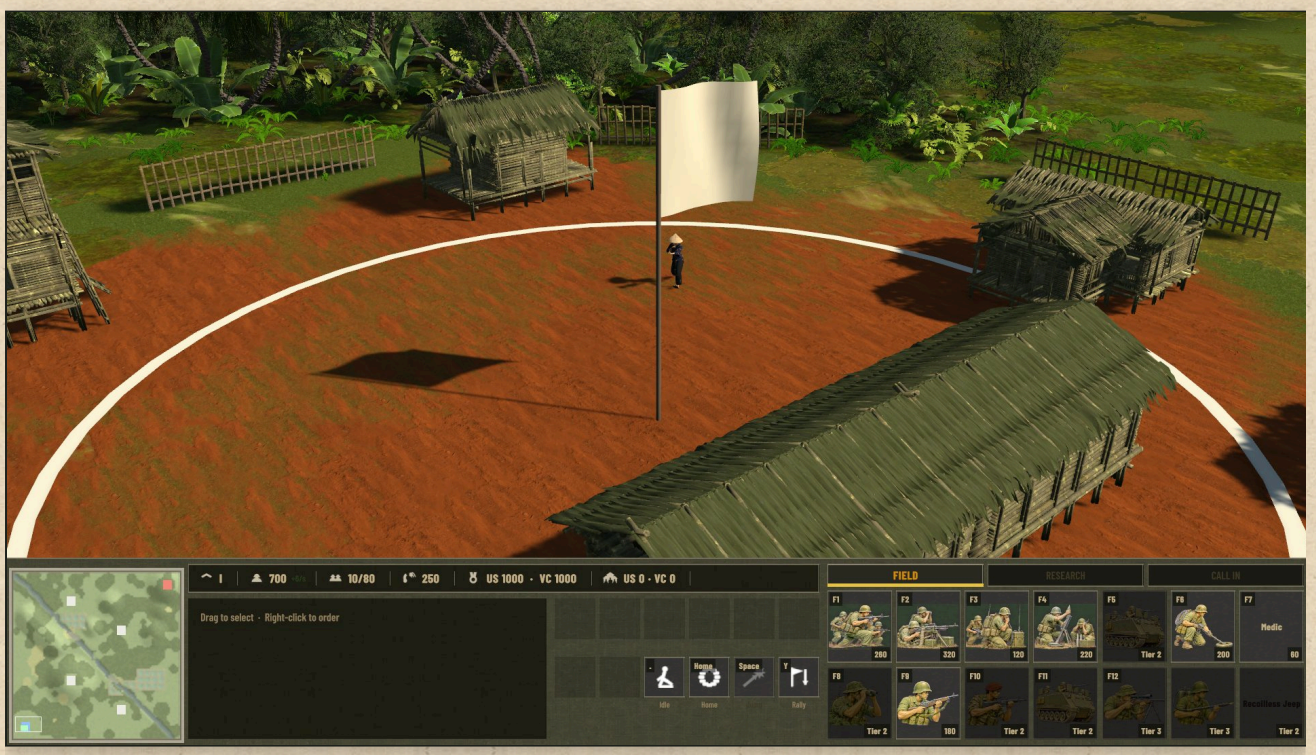
CHAPTER 09

# 09

# VILLAGES, HEARTS AND MINDS

*The villages are not empty scenery. What happens to them decides who they help.*

Villages sit in the middle of the fighting, with people living in them. Each leans towards one side or the other, and the war decides which. A village on your side feeds you, hides you and tells you where the enemy is. Firepower wins fights and loses villages.




A VILLAGE BY DAY · its people at work in the huts and paddies

## WHICH WAY A VILLAGE LEANS

Every village has a lean from **−100** (with the VC) to **+100** (with the US). Villages start neutral. A plate over each shows its name and a bar from red to blue; hover over it for the exact figure.

| LEAN | THE PLATE READS |
|---|---|
| +40 or more | **backs the US** |
| +11 to +39 | leaning US |
| -10 to +10 | neutral |
| -11 to -39 | leaning VC |
| -40 or less | **backs the VC** |

### WHAT TURNS A VILLAGE

**Explosions.** Every shell, bomb, canister, mortar round or rocket that lands within 40 m of a village's centre turns it against whoever fired it:

| EXPLOSION | TURNS IT BY |
|---|---|
| Mortar round, field-gun shell | 4 |
| Artillery shell | 6 |
| VC rocket | 8 |
| Heavy shell, bomb | 9 |

| EXPLOSION | TURNS IT BY |
|---|---|
| Napalm canister | 15 |

One artillery barrage landing squarely in a neutral village — eight shells — is enough to turn it against you. Rifle fire, grenades, door guns and the attack helicopter do not turn villages.

**Civilians killed.** Each villager killed turns the village a further **10** against whoever killed him.

**Quiet presence.** Every 5 seconds, if only one side has squads on foot in a village (within 30 m of its centre), the village leans 2 towards that side. Holding a neutral village unopposed wins it over in about a minute and a half. Vehicles, aircraft and broken squads do not count; if both sides are there, nothing changes.

## WHAT A VILLAGE GIVES

A village gives nothing until it **backs** a side, at ±40.

### BACKING THE US

- **+1 support** a second to every American player.
- **Informants**: every VC squad within 55 m of it is shown to the Americans.
- **Aid post**: while no enemy squad is in it, wounded men carried into it are set down steady to wait for a medevac (chapter 08).

### BACKING THE VC

- **+1 manpower** a second to every VC player.
- **Hiding**: VC squads in the village are as hard to see as in jungle.
- **Watchers**: every American squad within 55 m is shown to the VC.
- **Reinforcements**: VC squads can come up there.
- **Militia**: two cells of village militia can be raised there.

## CIVILIANS

Each village has its people — six, unless a mission says otherwise. They work the paddies, sit by their huts and walk about the village.

- **They are never targets.** No order you can give aims at them, and rifle fire never hits them.
- **They are afraid.** Shooting within 35 m of them, or an explosion in or by the village, sends them running for the nearest standing hut, where they hide. They come out once it has been quiet for 40 seconds. With every hut gone, they run from the village.
- **Explosions kill them.** A villager caught by a shell, bomb, rocket or napalm — within as many metres of it as it turns the village by, half that if he is hiding in a hut — is likely killed. Each death turns his village 10 against whoever fired.
- Civilians are never put on the memorial wall. Some missions count them: an objective may ask you to keep a village's people out of the fighting.

> **WARNING**
> The radio does not know who lives under the shells. Before you call artillery near a village, look for another way.



CHAPTER 10

# 10

# THE GUERRILLA WAR

*Traps, tunnels, wire and sandbags: the war fought with picks, clippers and patience.*

Much of the war is fought before a shot is fired: the trap on the trail, the tunnel entrance under the leaves, the wire round the firebase, the sandbags in front of the gun. VC sappers and American engineers do this work. It takes time, it costs manpower, and it can only be done when the enemy is not watching: no work starts, and work in hand stops, while an enemy is seen within 30 m.

## BOOBY TRAPS



### BOOBY TRAP T · SAPPER TEAM

`25 manpower each  5 s to lay  3 charges a team (5 with Local Guerrillas)`
`12 in the ground at most`

Select a sapper team, press T and click the spot. The enemy never sees a trap — only engineers can find them. The first enemy squad on foot to come within 4 m sets it off: up to three men take 55 damage each, the squad is badly frightened and probably pinned, and it suffers it as an ambush. Under a vehicle a trap acts as a mine: 250 damage to the hull and its track broken for 20 seconds. Aircraft and men inside carriers never set traps off. The cost is paid when you give the order, and is not refunded if you cancel.

The chip on a sapper team's panel shows the charges it has left.

### ROAD MINES

In some missions American engineers are issued road mines. Select the engineers, press T and click a road: the mine is free, and only a vehicle sets it off.

## ENGINEERS

American engineers sweep as they go. There is no order for it:

- enemy traps within **15 m** of engineers are found, and shown to you as a red cross in a red ring;
- traps within **6 m** are made safe and removed;
- a tunnel entrance they find collapses in 2 seconds.

They also fill sandbags, cut and lay wire, set charges on the enemy's buildings (engineers and sappers both: chapter 05), and in Search & Destroy find caches from further away and burn them three times as fast.

> FROM THE VETERANS
> Walk engineers in front of anything that matters on a trail the VC have had time to work on. A trap found is a trap that will not take three men off a rifle squad.

# TUNNELS



### TUNNEL ENTRANCE G · SAPPER TEAM

**100** manpower (50 with Local Guerrillas) **20 s** to dig jungle only 4 at most

A hidden way into the ground. New VC squads can **come up** at any of your entrances, except one within 24 m of a sector the Americans hold, and squads standing within 10 m of one are **refilled** there as at your base. The CALL IN tab lists them beside the rocket attack; click one to look at it.

**Finding them.** The enemy finds an entrance only within 10 m. Once found, an enemy squad standing within 4 m for 5 seconds collapses it — engineers in 2 seconds. Found entrances show amber on the enemy's minimap.

## GOING TO GROUND

With the **Local Guerrillas** doctrine, a VC squad on foot at one of its tunnel entrances (within 10 m) or in a sector its side holds (within 12 m) can go to ground: select it and press O. For up to **30 seconds** it is underground — unseen, untouched by shells, bombs and napalm, not fighting — and its fright is gone. It comes up where it went down; press O again to bring it up early. It must wait 20 seconds before going down again. Militia, tanks and the field gun cannot. A scout helicopter does not see underground.

> FROM THE VETERANS
> Barrages take seconds to arrive. A cell that goes to ground the moment the shells start, and comes up when they stop, is standing in the middle of the Americans' 150 support with nothing to show for it.

# WIRE

Coils of wire stand in sections 4 m long round firebases and positions. Infantry inside wire move at a **quarter** of their pace, and route round it where they can. Vehicles crush wire they drive into. Explosions cut it.

- **Cutting wire** — the **Cut** button, for sappers or engineers of either side: click a section; it takes 15 seconds and costs nothing. Cutting goes on even with the enemy close. Sappers on attack-move stop at wire, cut it, and carry on by themselves.
- **Laying wire** — the **Wire** button, American engineers only: 20 manpower and 20 seconds a section, within 40 m of a sector you hold, up to 16 sections. Click to lay one section, or press and drag to lay a run of them along the line: the selected engineers share the run out and pay for each section as they start it. Wire cannot go over a building, a trench or other wire. Mending a cut section is free.

# SANDBAGS

Engineers fill sandbags with B: **30** manpower and **10 seconds** a time, within 40 m of a sector or base you hold, six at most between walls and pits.

- **A sandbag wall** (B, then click): 8 m of heavy cover, laid square to the line from the nearest position you hold, so it faces out from it, as wire does. Press and drag instead to choose the way it faces: towards where you let go. It cannot go too close to a building. Any squad takes cover behind it with the cover order and strings out along it, hit half as often from beyond it. Like every wall, it does nothing against fire from the flank.

- **A gun pit** (B twice, then click): a ring of bags for one crew weapon (a machine gun, a mortar, the recoilless rifle) and no one else. The crew inside are hit 60% as often from every side; bullets do the bags no harm, but explosions wear them down.

Press B a third time to put the order away.

## VILLAGE MILITIA

In a village that backs the VC, the VC can raise **Village Militia** (60 manpower, five men with bolt-action rifles): at most two cells for each village, alive or on their way. They come up only there, and stay to defend it.

## CACHES

In Search & Destroy (chapter 11) the VC's supplies are hidden in five caches in the jungle on their half of the map. Americans find a cache when a squad comes within 12 m with a clear view of it — engineers from 20 m — and burn it by standing within 5 m of it, with no VC within 7 m, for 20 seconds; engineers burn it three times as fast. A burn interrupted keeps its progress. A bar over the cache shows how far the burning has got: *BURNING*, or *HELD UP* while it has stopped.




CHAPTER 11

# 11

# SKIRMISH

*Up to four against four, on seven battlefields, in four kinds of battle.*

Skirmish is the whole war in one battle. Every player starts with a base, a small force and 400 manpower. From there you raise squads, build up your base, research, call in support, and fight for the ground between you — the US against the Viet Cong, one against one up to four against four, with or against the computer.

## THE WAR ROOM




THE WAR ROOM · maps · the chosen map and its facts · match settings · the two teams

- **SELECT MAP** — the seven maps. The chosen one is shown on its war-map sheet, lettered A to H across and numbered 1 to 8 down, with what it is and its facts: size, players, sectors, villages and river crossings. Blue and red dots mark the two sides' first bases; gold dots the sectors.
- **MATCH SETTINGS** — **Game mode**, from the modes the map is made for; and **Time of day**: Day, Dusk or Night. A line under them sums up the mode.
- **FORCES** — two teams of four: **Team 1, United States** and **Team 2, Viet Cong / NVA**. Click a seat to step who plays it: *+ Add player* → Regular AI → Hard AI → Easy AI → You. Right-click steps back. Only one seat is yours: choosing *You* on another moves you there. The line under the teams reads the match, such as *2 v 2 · US 2 · VC 2*.

START SKIRMISH needs at least one player on each side, one of them you, and no more players than the map takes. Uneven sides are allowed. The war room remembers your last setup. Each match on a hand-made map is fought with fresh dice: the same ground, a different battle.

## STARTING OUT

Every player gets their own base at their own start, the same starting force as the rest of their side, and their own purse, research and share of the side's cap (chapter 03).

| SIDE | STARTING FORCE | BASE |
|---|---|---|
| United States | A Rifle Squad and Engineers; 400 manpower, 100 support | A firebase with its Command Post |
| Viet Cong | Three Guerrilla Cells and a Sapper Team; 400 manpower | A jungle camp with its command bunker |

Rain storms come and go in every skirmish (chapter 07).

## SECTORS

Sectors are the places worth holding: hills, fords, hamlets, crossroads. Each is marked on the ground with a ring and a flag, and on the minimap in its holder's colour.

- **Taking a sector.** A squad counts as in a sector within 12 m of its centre. VC squads hiding in jungle within 25 m count too. With only one side present, a meter moves towards that side, faster with more squads (up to three). One squad takes a neutral sector in **25 seconds**, three in about 8. Taking an enemy sector means running the meter all the way back through neutral: **50 seconds** with one squad. If both sides are present, nothing moves. Aircraft and men inside vehicles do not count.
- **What a sector gives.** +3 manpower a second to every player on the side; the VC can raise squads there; upgrades can be fitted nearby; and enemy helicopters cannot land within 40 m of it.
- Bases are sectors too, and count for income, but cannot be taken — except the firebase in Firebase Defence.

## GAME MODES

In every mode, a side whose every HQ has fallen has lost.

### CONQUEST

Hold sectors to drain the other side's points. Each side starts with **1,000** victory points. Every second, the side holding fewer sectors loses the difference. The side that runs out loses. A side wiped out in the field has not lost — it keeps earning and raises more men.

### SEARCH & DESTROY

The VC hide **five supply caches** in the jungle on their half of the map, at least 60 m apart and away from the sectors. The Americans must find and burn **three** within **25 minutes**; the VC must stop them. Points do not drain. How caches are found and burned is in chapter 10.

### FIREBASE DEFENCE

The Americans must **hold their firebase for 20 minutes** against everything the VC can bring. The firebase falls when the VC overrun it: when more VC squads than American ones stand on it, its meter runs down, and when it reaches nothing the VC win. The US cap is halved and every US player shares the one firebase. The US begin with two rifle squads, a weapons squad, a mortar and engineers; the VC with four cells, a heavy weapons cell and sappers.

### ANNIHILATION

No points. Destroy the enemy's headquarters: a player whose HQ falls is out, and the last side with one standing wins. No call-in may land on a base, so an HQ is brought down by squads ordered onto it: engineers' and sappers' charges, anti-tank weapons, mortars, and rifles chipping at it (chapter 05). The computer goes for the nearest enemy HQ once it is strong enough, and leaves a guard at home. Every map offers it.

## THE MAPS

| MAP | SIZE | PLAYERS | MODES | THE GROUND |
|---|---|---|---|---|
| **Long Valley** | 400 m | 2–8 | Conquest · S&D · Firebase · Annihilation | Jungle and paddy, a river with five crossings, two villages and high ground 14 m above the valley floor. The US base in one corner, the VC's in the other; the four sectors between them are what the fight is for. |
| **The Crossing** | 400 m | 2–4 | Conquest · S&D · Firebase · Annihilation | A river splits the map. The US hold the open south bank, the VC the jungle to the north. One bridge, two fords, and four places to hold: two on each bank. Holding your own side is a draw; the match is won across the water. |
| **Hill Country** | 400 m | 2–4 | Conquest · S&D · Annihilation | Highland jungle. Two big hills across the middle with a saddle between them, a creek winding down through three fords, and a village up each side. Slow, close and steep: the VC's kind of ground. |
| **The Delta** | 400 m | 2–4 | Conquest · S&D · Annihilation | Flat paddy country cut by a river and its canals, with villages and farms on wooded islands. Long sightlines, and helicopters can land almost anywhere: the US's kind of ground. The ford in the middle decides it. |
| **The Plantation** | 400 m | 2–4 | Conquest · S&D · Firebase · Annihilation | A rubber plantation, its trees in rows with open lanes between: you can see a long way down a lane and nothing across it. The plantation house at the heart, the workers' village and the drying sheds, and a rise at each end. |
| **The Long Ridge** | 600 m | 4–8 | Conquest · S&D · Firebase · Annihilation | A ridge runs the length of the map with three crests and two passes. The US come from the west, over a river; the VC from the east, through paddies. Seven places to hold and room for eight: made for three or four a side. |
| **River Mouth** | 600 m | 4–8 | Conquest · S&D · Annihilation | The coast: the sea, a beach and dunes, a fishing village and the salt pans, a river reaching the sea under the coast road's bridge, and jungle hills inland. The US come from the coastal plain, the VC down from the hills. Seven places to hold, for three or four a side. |



THE CROSSING



HILL COUNTRY



THE DELTA



THE PLANTATION



THE LONG RIDGE



RIVER MOUTH

## THE COMPUTER

Each computer seat is a player of its own, with its own purse, base, queue and squads.

| DIFFICULTY | INCOME | THE AMERICAN COMPUTER |
|---|---|---|
| **Easy AI** | three-quarters | Marches on one sector at a time and does not come back to defend. |
| **Regular AI** | normal | Leaves a guard on the sectors it takes and sends a squad back to one under attack. |
| **Hard AI** | 130% | Spreads its squads in pairs over every sector it wants, and sends two back when one is threatened. |

The VC computer plays the same way at every difficulty — ambushes, tunnels, traps, rockets and waves — and only its income changes.

## WATCHING A BATTLE

**WATCH BOTH SIDES** lets the computer play a battle out while you watch.

| | |
|---|---|
| F | What is shown: everything, what the US can see, or what the VC can see. |
| [ ] | Speed: ×1, ×2, ×4 or ×8. |
| T · H | The trailer camera · hide all the writing on screen. |

| | |
|---|---|
| **Space** · **Home** | The latest event · the middle of the map. |

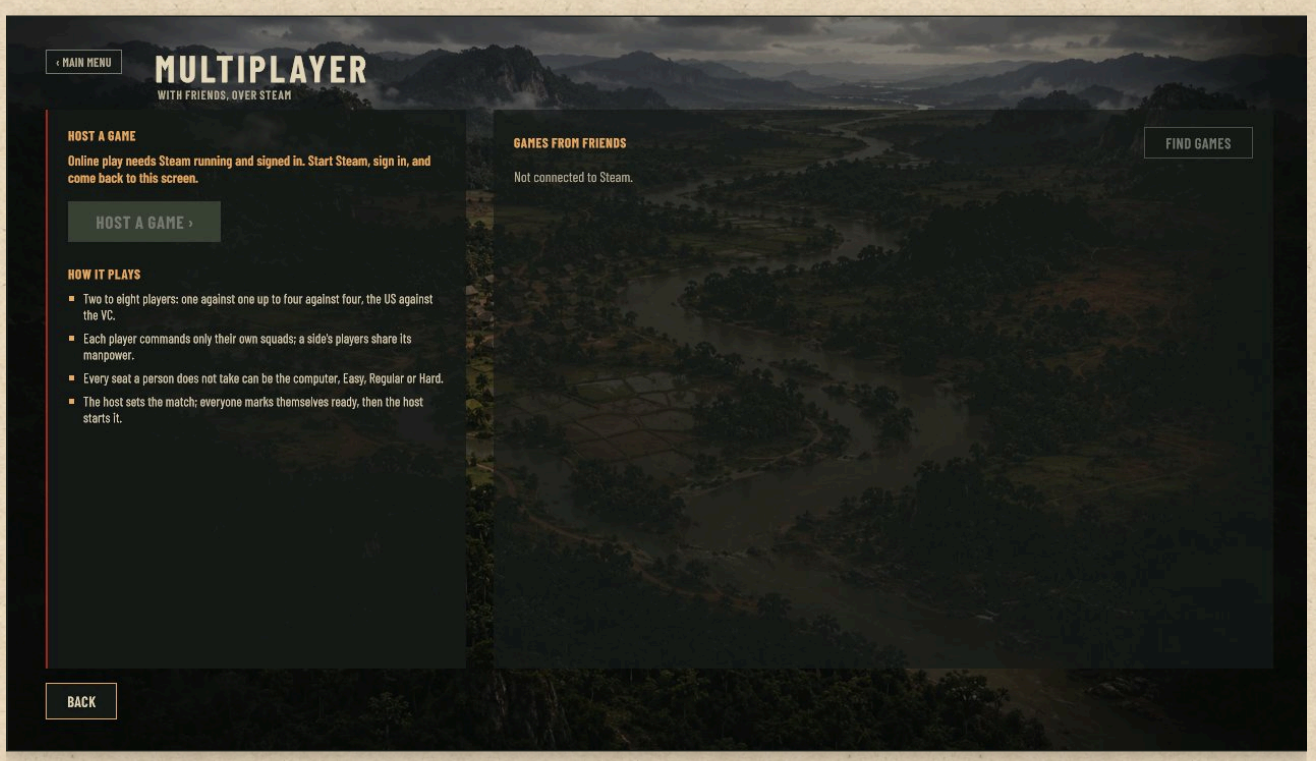


CHAPTER 12

# 12 MULTIPLAYER

*Your friends beside you, or across the valley.*

Multiplayer is skirmish with friends: the same maps, modes and rules, with your friends in the seats instead of the computer — on your side, the other side, or both. Games are played over Steam's own network, among friends or open to anyone; nobody's address is shown and nothing needs setting up.




MULTIPLAYER · host a game, or join one of your friends'

## HOSTING AND JOINING

From the main menu choose **MULTIPLAYER**. Steam must be running and signed in; if it is not, the screen says so.

- **HOST A GAME** opens a lobby of your own. **WHO CAN JOIN** beneath it sets whether it is for your Steam friends only (as it comes) or for anyone, listed in every player's games.
- **FIND GAMES** lists your friends' games and the games open to anyone, each marked *FRIEND* or *PUBLIC*. Choose **JOIN** to take a seat. A game on another version of Crimson Haze cannot be joined: update through Steam.
- **QUICK MATCH** joins the first open public game with a seat free; if there is none, it hosts one that anyone can join.
- Accept a friend's Steam **invitation** and you go straight into their lobby, even if the game was closed when it arrived.

## THE LOBBY

The lobby is the war room (chapter 11), shared.

- Only the **host** chooses the map, the mode, the time of day and the seats. Everyone else sees each change as it is made.

- Seats left for people read **Open: for a friend**; people who join take the first open seat. The host fills the others with the computer, or leaves them empty.
- **INVITE FRIENDS** opens Steam's invitation list.
- Everyone who has joined presses **READY**. When everyone is ready and the setup is sound, the host's **START** lights.

## HOW AN ONLINE BATTLE RUNS

Every machine runs the same battle, step by step, and only the players' orders travel between them. That keeps an eight-player battle as smooth as a two-player one, and means every player sees exactly the same fight.

- Your orders take effect a fifth of a second after you give them, so that everyone's arrive together.
- If someone's connection stalls, the battle waits for them, and says so.
- Computer players run on every machine and need no connection of their own.
- An online battle cannot be paused, sped up or saved. Esc opens a menu while the battle goes on: the options, **LEAVE MATCH** and **FORFEIT**, which puts you out of the battle; your side loses unless a teammate fights on.
- If the host leaves, the battle ends.

> FIELD NOTE
> Every few seconds the machines check that they are still running the same battle. If they ever disagree, the game tells you which player and when; the battle can be finished, but its result cannot be trusted.



CHAPTER 13

# 13

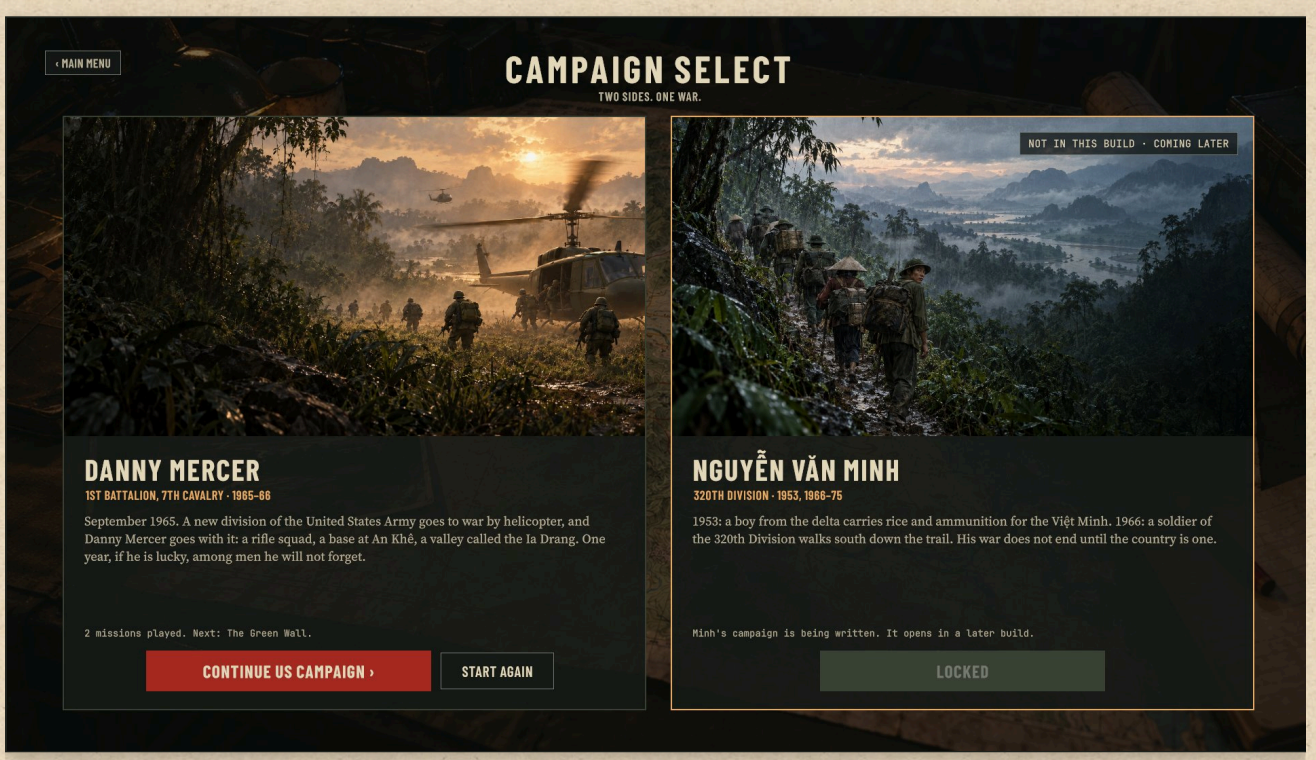
# THE CAMPAIGN

*Danny Mercer's year: 1st Battalion, 7th Cavalry, 1965–66.*

> *September 1965. A new division of the United States Army goes to war by helicopter, and Danny Mercer goes with it: a rifle squad, a base at An Khê, a valley called the Ia Drang. One year, if he is lucky, among men he will not forget.*

The campaign follows one rifleman, Danny Mercer, through his year with the 1st Battalion, 7th Cavalry. It opens with a few minutes of a night near the end of his tour, then goes back eleven months to the day he arrived. Each mission has its own ground, its own story told over the radio net and in the field, objectives that change as it unfolds, and several endings. The places, units and operations are historical; Danny and the men around him are fictional.

## CAMPAIGN SELECT




**CAMPAIGN SELECT** · two sides, one war

Two dossiers, side by side. **Danny Mercer**'s shows how far you have got: *Not started*, how many missions you have played and which is next, or *Finished*. Its button reads **START US CAMPAIGN**, or **CONTINUE US CAMPAIGN** while one is under way. **START AGAIN** clears the campaign's progress — press it twice; the memorial wall keeps its names.

The second dossier belongs to **Nguyễn Văn Minh**, of the 320th Division: *1953: a boy from the delta carries rice and ammunition for the Việt Minh. 1966: a soldier of the 320th Division walks south down the trail. His war does not end until the country is one.* His campaign is being written and opens in a later edition.

# THE OPERATIONS ARCHIVE




THE OPERATIONS ARCHIVE · the missions in order · the war map · the briefing sheet

Choosing Danny's campaign opens the archive: the missions in order down the left, each marked done, next or locked. Select one to see its **area of operations** — a paper war map of the mission's own ground, with its villages and places named and grease-pencil marks for the landing zone, the objectives and the line of advance — and its **briefing sheet**: what you are being sent to do, the primary and secondary objectives, and the squads you begin with. A mission already played is stamped **COMPLETED**, with the ending you reached last time.

- **START MISSION** plays the next mission as part of the campaign.
- **REPLAY** plays a finished mission again on its own. Going back over old ground never moves the campaign on, and never changes what you did.
- Missions open in turn. How each one ends can change what comes after it: the people of a village remember what happened in the last one.

Missions start straight away — some with an opening shot, which any key skips. When a mission ends, the after-action report tells you how (chapter 01), the campaign is saved, and **CONTINUE** takes you on.

# BASIC TRAINING

The first time you open the campaign, you are offered **Basic Training** first: about ten minutes in a firebase with the first sergeant, who walks you through moving and cover, the wounded, holding ground, engineers and sandbags, research and upgrades, the guns and the helicopters. Take it or go straight to the campaign. It is on the main menu whenever you want it, and it is not part of the campaign's progress.

# THE COMPANY

Every man in Danny's company has a name, and keeps it from one mission to the next. **THE COMPANY**, at the top of the archive, opens the roster on the briefing sheet: each squad with its men by name and the missions each has fought, the wounded marked with when they are back, the newest men marked, and below them the men who went home and the men who were killed. The first time you open it, a card explains how it works.

- At a mission's start each of your squads on foot takes the next squad of its kind on the roster, with the same men in the same places. A gap is filled by a man back from hospital, otherwise by a new man.
- A man **killed** leaves the roster, and his name goes on the memorial wall (chapter 08).
- A man **wounded** and saved sits out a mission or two, then comes back.
- A man who has fought **eight missions** has done his tour and goes home.
- South Vietnamese squads fighting beside you have Vietnamese names. They are not your company: they are never on the roster or the wall.

## HOW A SQUAD'S HISTORY COUNTS

A squad's standing is set when the mission starts, from the men in it, and does not change during the mission. The roster shows each squad's standing for the next mission.

| STANDING | WHEN | WHAT IT DOES |
|---|---|---|
| **Seasoned** | Its men average 3 missions or more (6 or more: more so) | Starts at veteran rank 1 (rank 2), without having to earn the kills |
| **Close-knit** | Most of its men have fought 2 missions together in it (4 or more: very) | 8% less fright per level, and 8% less morale lost for a man down |
| **Green** | Half or more of its men are new and none has 3 missions | 8% off its aim, 10% more fright and morale lost |

Nobody is green in the company's first mission: everyone is new together then. The effects are small on purpose. You lose nothing by never opening the roster, and gain a little by keeping a good squad together and alive.

# THE MEN AROUND DANNY

| | |
|---|---|
| **Danny Mercer** | A rifleman in his first year. The story is his. |
| **Sgt. Ruiz** | Danny's sergeant, and the voice you will hear most: he walks the new men through it. |
| **Eddie Cole** | Danny's friend in the squad: sharp-eyed and easy-going, the one who notices things. |
| **Charlie Six** | The company commander's call sign on the radio. |
| **Captain Hale** | The company commander. |
| **Mr. Thanh** | The platoon's interpreter. He talks to the villagers, and tells the Americans what they would rather not hear. |
| **Sgt. Pruitt · Sgt. Okafor · Sgt. Vance** | Sergeants of the other squads: the one you go out to bring home, the one counting the column, and the one cut off past the creek. |

| | |
|---|---|
| **Doc Alvarez** | The company medic. |

The story's characters are protected where the story needs them, and are never put on the memorial wall. Everyone else can fall.

## THE MISSIONS

Briefings below are as the archive gives them. Objectives listed are those you start with; more appear as each mission unfolds.

### 00 THE WIRE

Later

Night, at the battalion's main base. Flares, tracers, rockets walking across the wire — and more of them every minute. The campaign's cold open: a few minutes of a night defence before the story goes back to the beginning.

| | |
|---|---|
| OBJECTIVE | Hold the wire |
| YOU LEARN | Night and flares |

### 01 FIRST PATROL

September 1965 · An Khê

Second Squad went out before dawn to sit on the trail north of Xuân Hòa. Take your squad across the river, link up with them at the village and bring them home. Charlie Six wants everyone back by dark.

| | |
|---|---|
| OBJECTIVE | Rendezvous with Second Squad at Xuân Hòa |
| YOU COMMAND | Your rifle squad, a radio team and a weapons squad |
| YOU LEARN | Moving and selecting, paddies and dykes, fords, holding fire, carrying the wounded, retreating, garrisoning huts, artillery |

### 02 THE GREEN WALL

October 1965 · north of An Khê

Somebody is moving supplies down a trail north of the base. Two recon teams are already on the high ground over it. Count what comes past without being seen. What happens after that depends on what they do next.

| | |
|---|---|
| OBJECTIVE | Count the column through without being seen |
| YOU COMMAND | Two recon teams |
| YOU LEARN | Recon, staying hidden, the jungle ambush |

### 03 X-RAY

14 November 1965 · the Ia Drang valley

The battalion goes into the Ia Drang by helicopter, a company at a time, into a clearing at the foot of the Chu Pong massif. Nobody knows how many North Vietnamese are on that mountain. Your platoon is in the first lift. Get off the landing zone so the next lift can land, and hold your part of the line.

| | |
|---|---|
| OBJECTIVE | Get off the landing zone: the next lift needs it |
| YOU COMMAND | A rifle squad, a weapons squad, a radio team and a medic, and every lift that follows |
| YOU LEARN | Helicopter lifts, allies, air strikes and guns close to your own men |

## 04 THE HEDGEROWS

January 1966 · the Bồng Sơn plain

Three hamlets along the railway, An Mỹ, Phước Lâm and Tân Hòa, and a North Vietnamese battalion dug into all three: trenches in the hedgerows, bunkers behind them. The company lands south of the first and takes them in turn, before dark.

| | |
|---|---|
| OBJECTIVE | Take An Mỹ |
| YOU COMMAND | Two rifle squads, a weapons squad, a radio team and a medic |
| YOU LEARN | Attacking dug-in positions, the scout helicopter, the attack helicopter, calling squads in by air |

## 05 THE CROW'S FOOT

February 1966 · the Kim Sơn valley

The regiment that held the hedgerows has gone back to its base camps at the head of the valley. Battalion wants them finished, not pushed. Build up the firebase, take the ridge, get over the rivers, and destroy every camp.

| | |
|---|---|
| OBJECTIVES | Destroy the regiment's three base camps · Keep the firebase · Take the ridge: the west spur, the crest and the east spur |
| YOU COMMAND | Three rifle squads, a weapons squad, engineers, a radio team and a medic, and a firebase to build on |
| YOU LEARN | Destroying the enemy's buildings, holding a base under attack |

## 06 THE TRAIL

February 1966 · Bình Định

The supply trail runs the length of this valley, from their country in the north-west down to the coast. Battalion wants it cut: hold the places on it, and hold them long enough that it stops being worth their while.

| | |
|---|---|
| OBJECTIVE | Hold four of the five places on the trail when the operation ends |
| YOU COMMAND | A firebase and a small force to build on |
| YOU LEARN | Your base: manpower, raising squads, holding ground |

## 07 THE CONVOY

March 1966 · Bình Định

With the trail cut, they are moving their supplies by truck, on the roads, at night. Two roads cross this valley and each runs through a hamlet. Take both hamlets, then wait for the trucks.

| | |
|---|---|
| OBJECTIVE | Take An Thái and Phú Mỹ |
| YOU COMMAND | Four rifle squads, two weapons squads and a medic — and no air or artillery |
| YOU LEARN | Rockets against trucks and tanks, road mines |

## 08 THE HAMLET

1966 · Bình Định province

Intelligence says Phước An is a transit point: rice and weapons going west. Nobody knows where. Search it. The interpreter is with you; use him. These are people's homes.

| | |
|---|---|
| OBJECTIVES | Find the cache · Burn every store round Phước An (there are five) |
| YOU COMMAND | A rifle squad, engineers, an ARVN rifle squad and a radio team with Mr. Thanh |
| YOU LEARN | Talking to villagers, searching, restraint |

## 09 DRY SEASON

1966 · the dry season

The observation post on the hill has been out of water for a day and is down to its last belts. Get the column up to it. The road is quick and the ridges over it are not ours. The stream bed is dry and slow.

| | |
|---|---|
| OBJECTIVES | Get the water to the observation post · Get the ammunition to the observation post |
| YOU COMMAND | Three rifle squads, two of them carrying, engineers, a radio team and a medic |
| YOU LEARN | Carrying loads, finding booby traps, feeding the guns, wire and sandbags |

## 10 CRAZY HORSE

May 1966 · the Vinh Thanh valley

A long-range recon team has been out in this valley for six days. It has what it went for, and it has stopped answering. Heavy machine guns on the high ground have shot two helicopters away. Go in quietly, two sniper teams and a recon team, and silence the guns. Then the company lands, and goes to get them.

| | |
|---|---|
| OBJECTIVE | Silence all three heavy guns: the ford, the east ridge, the north-west hill |
| YOU COMMAND | Two snipers and a recon team |
| YOU LEARN | Snipers, and moving unseen past patrols |

## 11 THE CRASH SITE

1966 · Bình Định

One of our attack planes went down in the paddies north of here an hour ago, on its belly. The pilot's alive and hurt, hiding in the hamlet by the wreck. The guns that got him are up north: no helicopter can get near him. You walk in, you hold, and you bring him out to the LZ.

| | |
|---|---|
| OBJECTIVES | Reach the crash site · Keep the medic alive: the pilot does not live without him |
| YOU COMMAND | Three rifle squads, two weapons squads, a radio team and Doc Alvarez |
| YOU LEARN | Dykes as cover, the medic's work, gunships, carrying a casualty home against the clock |

## 12 RESUPPLY

1966

Two positions on the hills and one landing zone between them. Everything they have comes through it. Get today's lift up to them both.

| | |
|---|---|
| OBJECTIVE | Get the morning's loads up to both positions |
| YOU COMMAND | Two rifle squads as runners, a weapons squad, a radio team, and the two hill positions |
| YOU LEARN | Hard choices, tunnels, booby-trapped woods, flamethrowers |

## 13 HILL 471

August 1966 · the Central Highlands

Two hamlets at the foot of Hill 471, and the hill above them, all in North Vietnamese hands. Nobody builds anything here while they own the valley: take a hamlet and Battalion will open the firebase behind you. Then the hill.

| | |
|---|---|
| OBJECTIVE | Take the hamlets at the foot of the hill |
| YOU COMMAND | Three rifle squads, a weapons squad, a radio team and a medic; later, a firebase |
| YOU LEARN | Taking sectors, raising squads, research |

## 14 THE NIGHT DEFENCE

August 1966

Your last weeks. The battalion's main base on its hill: the wire, the trenches, the bunkers, the whole of it. The listening posts say the woods have been busy for three nights. Your platoon has the north side. Get the perimeter right before dark.

| | |
|---|---|
| OBJECTIVE | Ready the perimeter before dark |
| YOU COMMAND | The whole garrison |
| YOU LEARN | Manning a perimeter, refilling squads, enemy mortars and armour, mending wire |

## 15 HOMEWARD BOUND

Late August 1966

The morning after. The new company flies in today. Show them the ground, then you go home. That's the plan.

| | |
|---|---|
| OBJECTIVE | Walk the new lieutenant round the position |
| YOU COMMAND | Two rifle squads, a weapons squad and a radio team |

**FIELD NOTE**

Most missions have several winning endings, and some have more than one way to lose. The ending you reach is named on the after-action report and kept in the archive. A loss sends you back to try the mission again.



CHAPTER 14

# 14

# FIELD REFERENCE

*Every key, every call-in and every symbol, on a few pages.*

# KEYS

## CAMERA

| | |
|---|---|
| ← ↑ → ↓ · screen edge · middle drag | Pan |
| Z X · Alt + drag | Turn |
| Wheel | Zoom |
| Space | Latest event |
| Home | Your base |

## SELECTING

| | |
|---|---|
| Click · drag | Select · box select |
| Shift + drag | Add to selection |
| Double click | All of that kind on screen |
| Ctrl A | Every squad |
| Ctrl 1–9 | Make a group |
| 1–9 | Select group (twice: look) |
| . | Next idle squad |

## ORDERS

| | |
|---|---|
| Right click | Move · attack · go in · board · carry |
| Shift + right click | Add a waypoint |
| A | Attack-move |
| S | Stop |
| H | Hold fire / fire at will |
| W | Retreat |
| F | Smoke (Americans on foot) |
| K | Charge |
| U | Unload |
| Y | Rally point |
| I | Upgrades |
| F1–F12 | Raise a squad |

## ENGINEERS AND SAPPERS

| | |
|---|---|
| B | Sandbag wall · again: gun pit (engineers) |
| T | Trap (sappers) · road mine (engineers) |
| G | Tunnel entrance (sappers) |
| O | Go to ground (VC) |

## CALL-INS

| | |
|---|---|
| Q | Artillery (US) · Rockets (VC) |
| V | Heavy barrage |
| R | Air strike |
| N | Napalm |
| E | Helicopter insert |
| M | Medevac |
| J | Scout helicopter |
| D | Door-gun pass |
| C | Attack helicopter |
| L | Flare (night) |

## THE GAME

| | |
|---|---|
| Esc | Cancel · clear · pause |
| F12 | Screenshot |

The keys as they come. OPTIONS › CONTROLS moves any order, call-in or camera key to another; the mouse, the arrows, the group numbers, the function keys and Esc stay where they are.

# CALL-INS AT A GLANCE

| CALL-IN | KEY | COST | READY EVERY | NEEDS | ARRIVES | HITS | RAIN |
|---|---|---|---|---|---|---|---|
| Artillery | Q | 150 sp | 45 s | — | 6 s | 8 shells · 7 m · both sides | fires |
| Heavy barrage | V | 300 sp | 120 s | Heavy Firepower | 9 s | 6 shells · 10 m · both sides | fires |
| Air strike | R | 250 sp | 75 s | start in sight | 10 s | 6 bombs · 8 m · both sides | grounded |
| Napalm | N | 300 sp | 120 s | Air Cavalry; start in sight | 10 s | 6 canisters · 9 m · burns on | grounded |
| Insert | E | 260 mp + 60 sp | 30 s | room under cap | ~10 s | a Rifle Squad | grounded |
| Medevac | M | 40 sp | 60 s | — | ~10 s | lifts wounded within 30 m | grounded |
| Scout helicopter | J | 60 sp | 60 s | one at a time; none after 3 lost | ~10 s | shows enemies within 30 m, 35 s | grounded |
| Door-gun pass | D | 120 sp | 60 s | tier 2; start in sight | ~10 s | enemies within 24 m of a 70 m run, flown there and back | grounded |
| Attack helicopter | C | 300 sp | 120 s | tier 3 | flies in | yours for 90 s | grounded |
| Flare | L | 40 sp | 45 s | night | at once | lights 45 m for 40 s | fires |
| VC rockets | Q | 150 mp | 120 s | tier 2; in sight | 12 s | 6 rockets · 7 m · 16 m scatter · both sides | fires |

sp: support · mp: manpower. In Conquest, Search & Destroy and Annihilation nothing may land on a home base. Air Cavalry halves the support for the insert, door-gun pass and attack helicopter. Arrival times vary by a fifth either way; a radio team watching the spot brings artillery in a third sooner and tighter.

# SYMBOLS

## STATUS

**Engaging** — firing at a target

**Pinned** — down under fire

**Broken** — running, out of the fight

**Holding fire** — lying in wait

- **In a building**
- **Wading**
- **Arriving** — on its way in
- **Trap charges** left
- **Researching**
- **In jungle** — hidden
- **Aboard** a vehicle
- **On station** — an aircraft's time left
- **Hull** — a vehicle's armour
- **Locked** — not yet your tier

### THE RIBBON

- **Tier**
- **Men** against your cap
- **Victory points** and the mode
- **Villages**
- **Rain**
- **Manpower** and income
- **Support** (US)
- **Sectors**
- **Night** and flares

### ORDERS

- **Attack-move** A
- **Retreat** W
- **Fire at will** H
- **Charge** K
- **Sandbags** B
- **Base** Home (the camera)
- **Rally** Y
- **Stop** S
- **Hold fire** H
- **Smoke** F
- **Unload** U
- **Idle** .
- **Jump** Space

## ALERTS

### GOOD NEWS

- *... has arrived*
- *... taken* (a sector)
- *Tunnel entrance dug*
- *Wounded flown out · carried off*
- *Rockets on the way*
- *The rain has passed*
- *A supply cache found: burn it · Cache destroyed*

### BAD NEWS

- *... under fire*
- *... has broken and is running*
- *... lost · knocked out · has run off the field*
- *... is being taken · ... lost* (a sector)
- *Man down · A wounded man has died where he lay*
- *Rockets incoming: get clear*

- *Helicopter shot down*
- *Tunnel entrance found and collapsed*
- *A downpour is coming in: sight, aim and aircraft will suffer*
- A village *now backs* the other side, or *no longer backs anyone*

Press Space to look at the latest alert.

CREDITS

# Credits

## STUDIO BASTION

Design, direction and production: Steve Clark
Made with Unity

## MODELS

Armoured carrier model by arc4de (skfb.ly/pqDV8), licensed under CC BY 4.0
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Campfire by Animated Heaven, www.animatedheaven.weebly.com
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## EFFECTS

War FX by Jean Moreno
Cinematic Explosions by Mirza Beig
Particle Pack by Unity Technologies

## MUSIC AND SOUND

"60s Psychedelic Rock" by catch22music
"Sunday Blues" by photocapebreton
Sound from Pixabay by dennish18, emycutiepants, foisal72, freesound_community, fronbondi_skegs, juliush, pugpro, sovetsky_rastov72, yodguard and others
Weapons of Choice by Komposite Sound
Free Weapon Sound Effects by SoundLab1
Further sound from SampleFocus

## TYPE

Phudu, Barlow Condensed, Source Serif 4 and JetBrains Mono, under the SIL Open Font License. This manual is set in Barlow Condensed, Source Serif 4 and JetBrains Mono.

## A NOTE ON AI

Some of the voices, models and pictures in this game and this manual were made with the help of AI tools, directed by Studio Bastion.

THANK YOU FOR PLAYING.

CLASSIFIED

# ONE MORE THING

*Nobody on the radio can say what came out of the trees last night. Whatever it is, it is coming again, and it does not stop.*

Finish Danny Mercer's year, and the main menu will have one more entry on it.