Vietnam | Glory Obscured
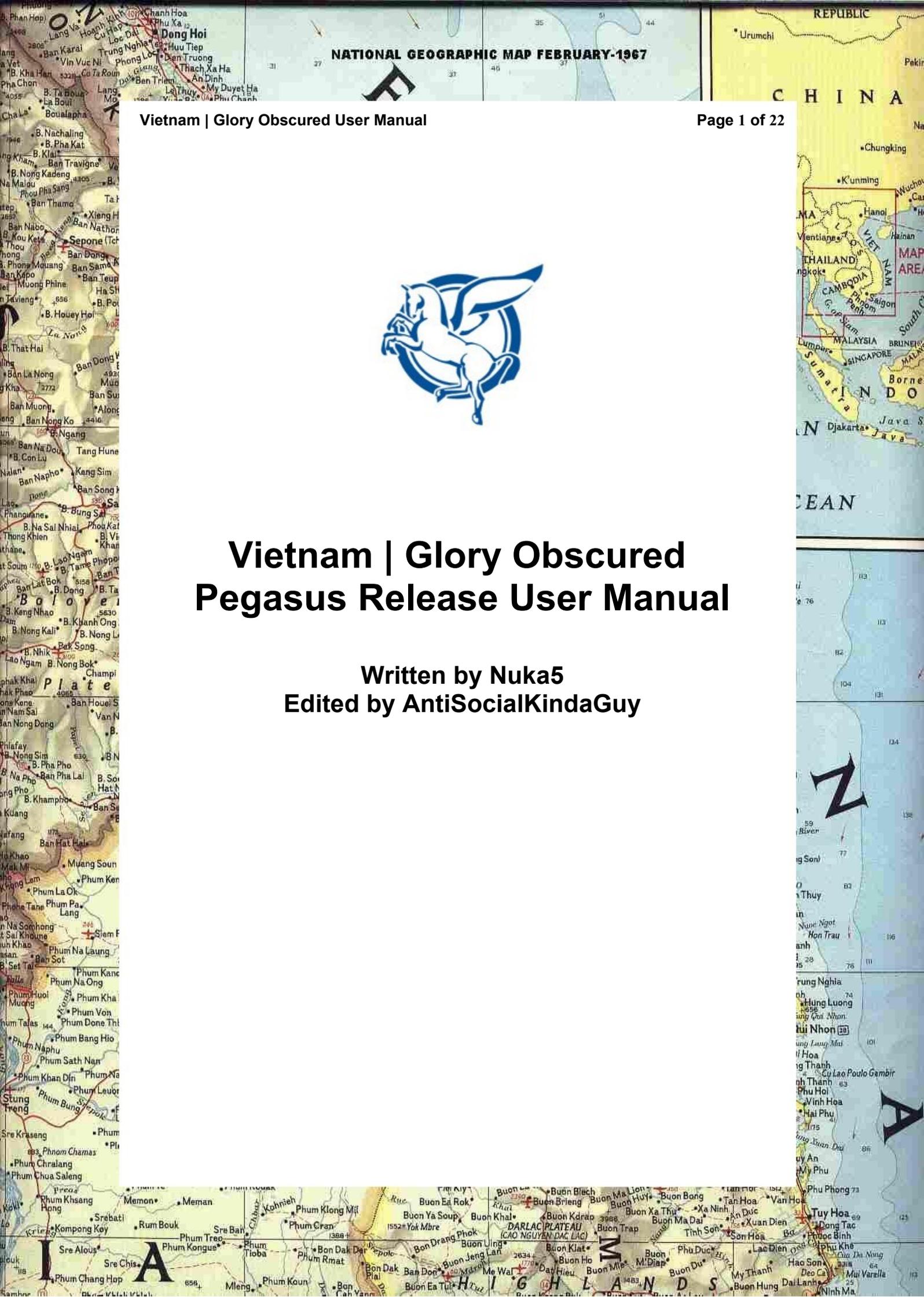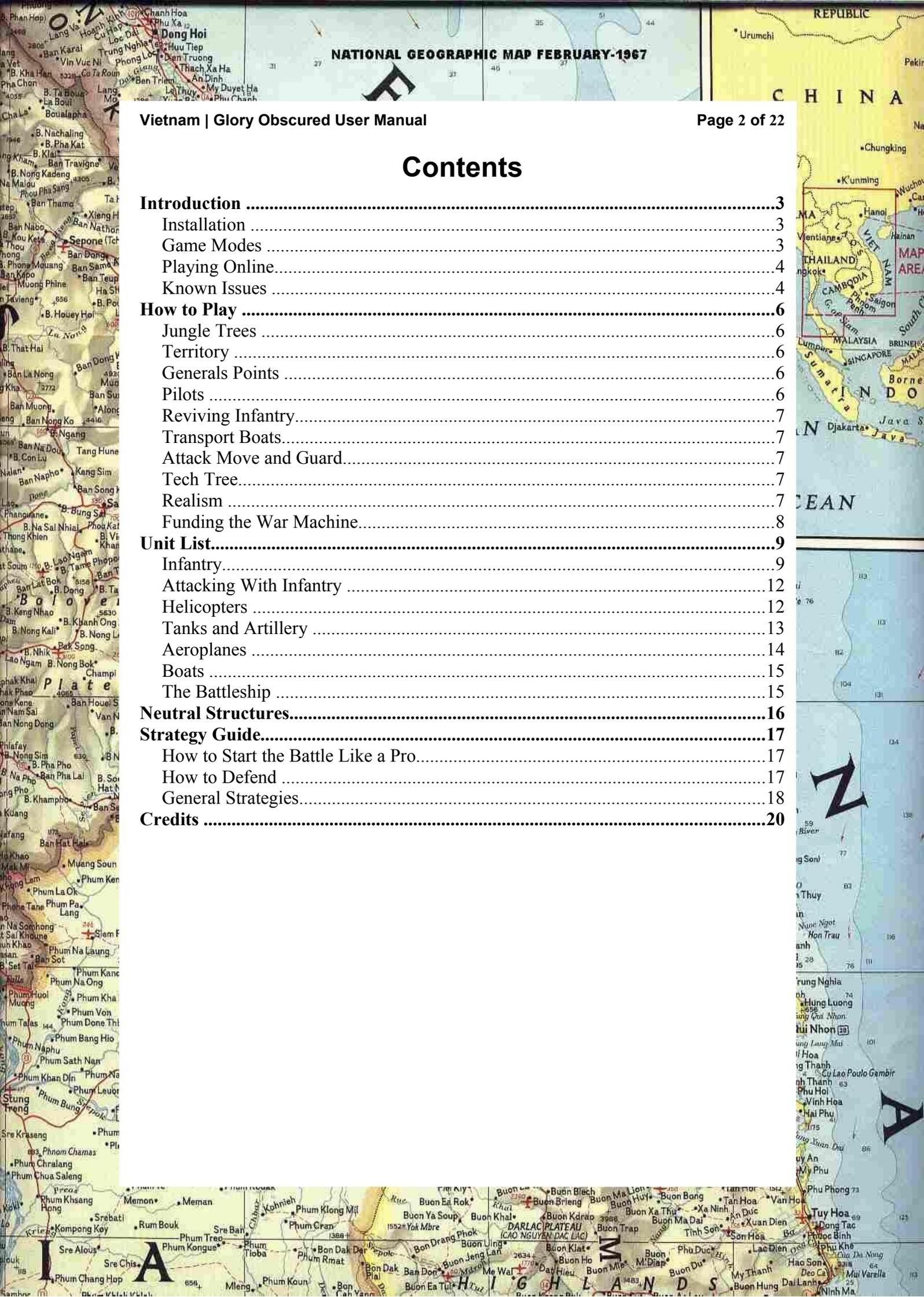# Pegasus Release User Manual

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Contents

Introduction

Welcome to Vietnam | Glory Obscured, a modification for Command and Conquer Generals Zero Hour that allows the player to command forces during the Vietnam War.

This is the Pegasus release containing the USA side only.

Installation

This modification requires both Command and Conquer Generals and Command and Conquer Generals: Zero Hour installed, the latter patched to the latest official version 1.4. An easy way of doing this is to run Zero Hour, click "Multiplayer", then "Online", and allow the game to download the patch for itself automatically.

If using our installer, first install the game using "VGO Installer", ensuring the files are placed into your root Zero Hour directory. You can then run the game by selecting "Vietnam Glory Obscured" from your desktop or from the VGO directory in your root Zero Hour directory. This will run our self-explanatory shell, which can be minimized if desired while playing. Please ensure you exit the shell using the Exit button to ensure your Zero Hour directory is left clean of our files.

Note that VGO requires a "clean" install to function correctly; no other interfering mods may be present. Note that many mods now use launchers such as ours, such as Shockwave and Cold War Crisis, and these leave a "clean" directory and are thus safe to use in conjunction with VGO.

When used with our launcher, VGO is guaranteed to leave a "clean" directory for other mods.

If you are using modtoaster, then you can run the mod as with all others. See the modtoaster user manual for details.

If you are having issues installing, please feel free to request help in our forums.

Game Modes

There are currently two game modes possible in V|GO. The standard gameplay maps usually have the entire tech tree open to you, and usually provide the most dynamic and interesting games.

If awesome infantry battles is your preferred gameplay style, try Meatgrinder gameplay maps; these only allow the use of infantry and transport helicopters. These battles are usually shorter, but can often be laggier for slower machines.

Playing Online

Although the AI makes good practice, Playing against a real opponent is far more fun and challenging. Tactics that can never be pulled off against the AI are suddenly all possible against a human, and we assure you that if you want to get the most out of this mod that you try it online. Even if you're not very good and can't beat the AI, give it a go. We have plenty of beta testers willing to help you improve and give you a fun game, whatever your skill level.

To play online, following the following instructions:

● Download and install Hamachi, a free Virtual Private Network tool, from https://secure.logmein.com/products/hamachi/vpn.asp?lang=en.

● Install Hamachi and ensure it is working correctly and has firewall access. If you are having difficulty, disable your firewall temporarily while playing.

● While you are free to organise your own matches, you can also organise a match on our forum at in the "Online Games" section. Alternatively, joining IRC on GameSurge at #vietnamgloryobscured is an even quicker way – or you may find someone in one of our Hamachi public rooms listed below.

● Enter one of our Hamachi public rooms and ask your opponent to do the same. These are listed in the "Online Games" section of our forum, and currently consist of:
  ○ VGO Public Room 1
  ○ VGO Public Room 2
  ○ VGO Public Room 3
  The password for all of these rooms is VGO.

● Run V|GO, go to Network, and play the game online as if you were playing over a LAN! You may need to check in Options that you are using the Hamachi IP address (5.X.X.X).

● When the game is finished, please leave the room to make space for other players. Each room is limited to 16 free Hamachi accounts, so please be considerate.

If you have any problems getting Hamachi to work, ask us on the forums or on IRC and we will endeavour to assist you!

Known Issues

Slow Pathfinding: Because of the size of our maps and the number of units in most groups, giving ground units a move order all the way across the map may cause a noticeable slowdown. To avoid this use waypoints if possible (hold alt as you give move orders), as this will stop the computer from generating its own waypoints, which is what slows the game down.

AI Slowdown: Playing against the AI will probably slow your whole game down on slower machines. Unfortunately, there is nothing we can do about this; we have spent a huge amount of time tweaking the AI to make it faster, and maps are now highly complex affairs with waypointing to avoid excessive pathfinding. However, due to the volume of units in the mod active at any given time and the fact that the AI is monitoring all of its troops at the same time can often cause slowdown.

If we had access to the source, we could tweak the pathfinder to use time-sliced capping and various other fixes, but unfortunately we have done all we can. All we can recommend is that if you get such slowdown, you don't put more AI on the map than your system can handle, and that you play on smaller maps. There are lots of maps of all sizes to choose from, so you're sure to get a fun game on some maps. Dong Hoi Coastal is particularly difficult for the AI.

Playing the game online is a lot, lot smoother.
Mismatches: In the middle of an online battle, it has been known that once or twice, for no reason and with no explanation, the game will say that is is mismatching. It is not often that this happens, but the lack of any explanation means that it is nearly impossible to find the source. This is a problem that can also occur in C&C Generals.

The AI is too easy! The AI is unable to fully utilize a lot of the complex concepts of the mod, such as the use of trees. While we could no doubt make it a bit better, we have been too hard pushed for time. Maybe in another life, when we are both cats. In the meantime, try playing online with a skilled opponent for a challenge.

The AI is too hard! For every person complaining that the AI is too easy, another will complain that it is too hard. *Different difficulty levels!* I hear you cry. Well, easier said than done. The original intention was to have three different AI play styles: Basic, Defensive and Aggressive. Unfortunately this has not been possible due to time constraints, but the way the original AI was set up would make it very time consuming to create different difficulty levels. Just keep practising, or play online with a beginner for a slightly more relaxed game.

The AI doesn't use everything! Yes, this is true. It used to do a lot more than it currently does, but it was scaled back to prevent the levels of pathfinding lag that were occurring. Unfortunately, a lot of the units and structures are very difficult for the AI to understand and use, and as such it often ignores them. Remember that AntiSocialKindaGuy is only one man, and has to do all the code for the rest of the game as well as the AI!
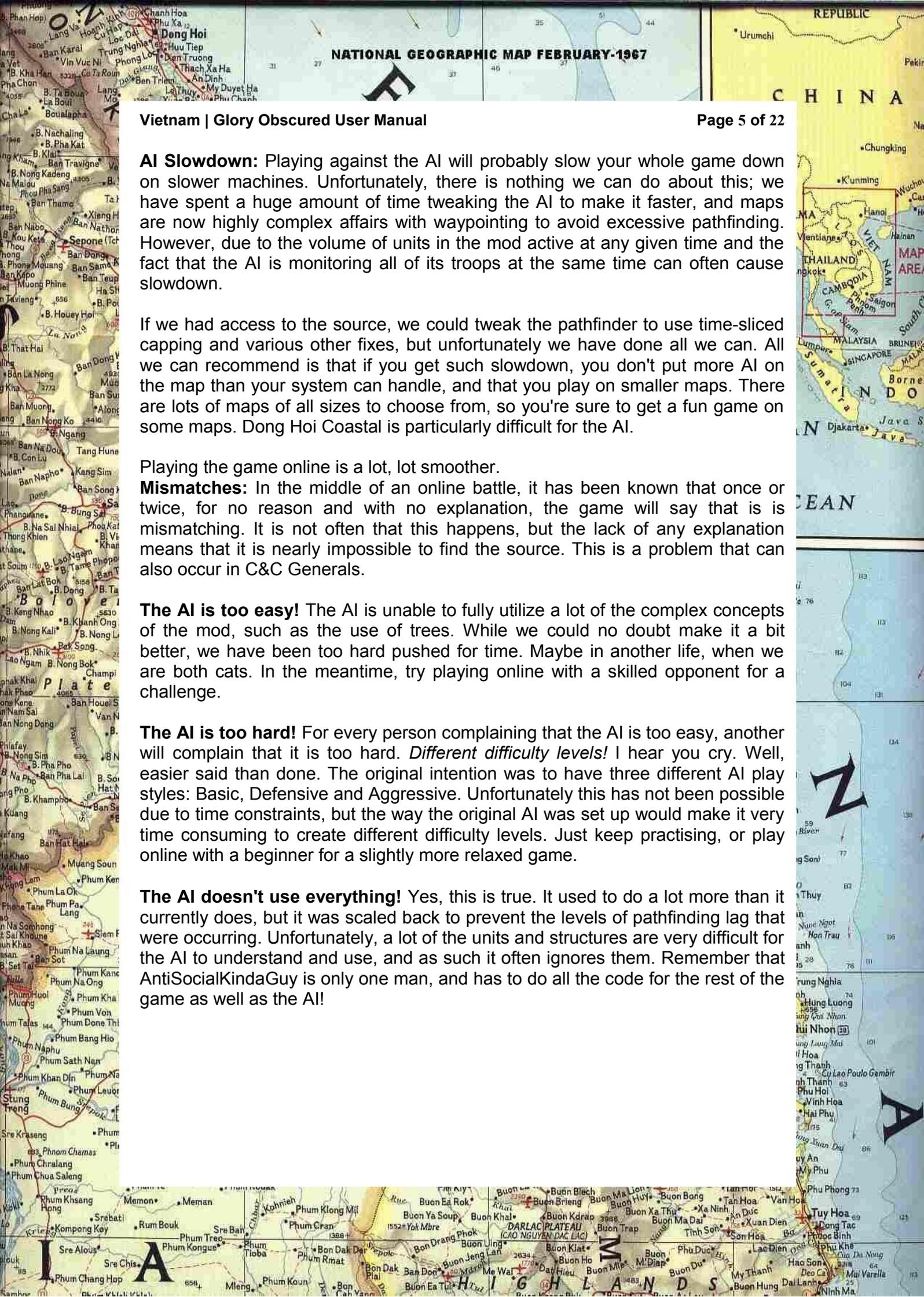
How to Play

There are several gameplay features unique to this mod that are considerably different C&C Generals that you may well not be used to. Below are some key gameplay concepts that you should understand before playing the game.

Jungle Trees

These large trees represent dense jungle foliage, and as such any infantry nearby will be hidden unless spotted by the enemy; even firing from the cover of trees will not reveal you. Keep your troops under the cover of trees whenever possible and away from trees the enemy is hiding in. Moving from tree to tree, you can create an ambush, hide troops from harassing enemies such as attack helicopters and most importantly get a great bonus when attacking as the first few enemy infantry will come into the range of your weapons before you come into range of their ability to reveal stealth. Later, we will discuss how to dislodge an enemy from trees. All flame weapons can burn down jungle trees, which stops them camouflaging nearby infantry. Only infantry and Guard Towers can reveal stealth.

Territory

Winning a battle in V|GO isn't as easy as saving up for a lot of men and then marching them at the enemy. You will require funds to fuel your war machine, and this comes primarily from villages (described overleaf). To do well in V|GO, be aggressive, ruthless and don't hesitate to attack the enemy supply lines such as their villages before you attack their base. Winning is a lot easier if you control the map before descending on the enemy base.

Generals Points

Unlike C&C Generals, Vietnam | Glory Obscured gives almost no experience towards your next promotion by killing enemy infantry. You get a reasonable amount for destroying expensive machinery such as vehicle and helicopters, but the best and fastest way to upgrade is by enemy structures. This means you need to attack!

Pilots

Occasionally, killing aircraft may result in a pilot being ejected. Instead of giving veterancy to units, getting a pilot back to base and into the command centre will give you money, scaled to how much the vehicle it was shot out of cost. Pilots will always be injured, and can either slowly limp back to base or transported by helicopter. Pilots are the only infantry that cannot be revived.
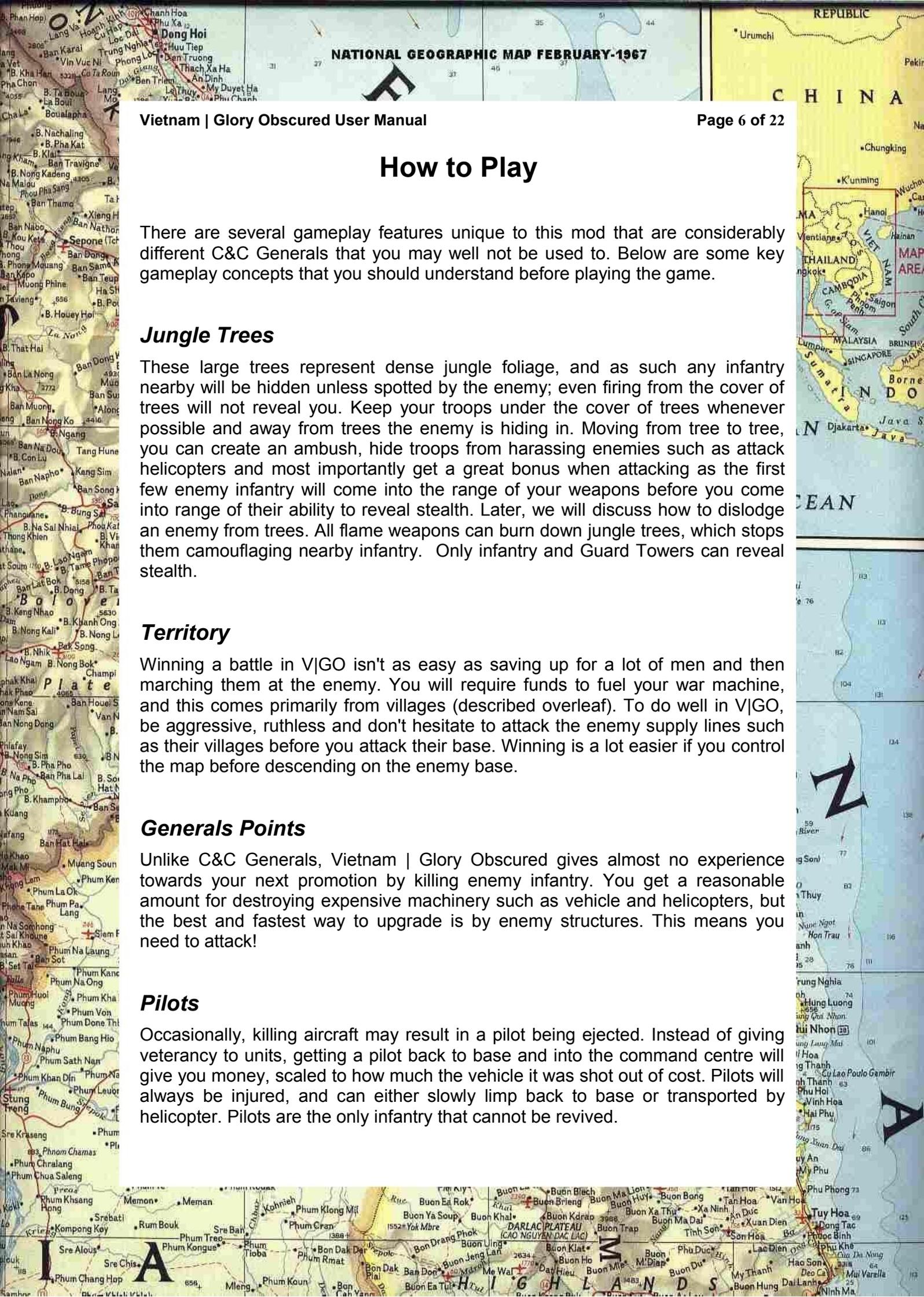
Reviving Infantry

With the exception of the pilot, any downed infantry will remain on the battlefield injured for some time. During this time, a medic is able to revive them to get them back into fighting shape. This is an invaluable tactic for sustained battles far from home, and should be used wherever possible. Note that revived infantry are initially very low on health, and may require some time around a medic to heal.

Transport Boats

The TangoATC is able to transport troops over water, however due to engine issues it can be a little complicated to achieve.

- **Loading:** Bring the TangoATC close to the shore but *not physically on the shore* – if it is on the shore, you will be unable to move it. Then order the units to enter the transport.
- **Unloading:** Bring the TangoATC onto the shore so it is unable to move, and then evacuate the infantry. To leave the shore, you must hit the "push back" button, and then click directly behind the boat to ensure it reverses away from the coast.

Attack Move and Guard

Battles in Vietnam | Glory Obscured will generally involve dozens to hundreds of men, and often you will be fighting in two or three areas of the map at a time. It is impossible to co-ordinate every man like you would in generals; micromanagement of large forces is impractical. Instead, when selecting any units and setting them to attack, *always* use attack move and select a location behind the enemy. This will make your troops automatically engage the enemy as they encounter them, and is always much much more efficient than trying to micromanage your troops.

Tech Tree

There is very little tech tree in V|GO; you are able to construct infantry, helicopters, vehicles and aeroplanes from the beginning. This opens up a diverse range of early game options, but remember; any rush can be quickly crushed and most units will prove too expensive in the early game.

Realism

While we have always put gameplay before realism, we have strived to make the game as realistic as is fun. Men will die in one or two shots. Explosions can tear men apart instantly. Rifles and pistols do no damage to tanks, while tanks and artillery have very little sight range and the M110 and Battleship require a target to be visible to fire. Most units have accuracy, and can miss.

As such, you will have to develop new, more realistic strategies than just massing one type of unit, and in the chaos of battle the only thing that will decide if you are the winner is if you can think on your feet and adapt, instead of using the same strategy for each match.

Funding the War Machine

There are various means of collecting Vietnamese Dong, or VND, in V|GO. These are outlined below:

Supply Piles: These will be your initial funds, but do not expect to win with this money alone. The Supply Centre is expensive at the start of the game, and many veterans do not construct one until later in the game.

Villages: This is where the big money is, and this is what you need in order to win. Until you have a village, you must stop at nothing in order to get one. Furthermore, once you get hold of one, guard it! *You require 2000VND worth of soldiers in the village area, as well as holding the main hut, for it to give you money.* To capture the main hut, select a marine and left click the square brown hut in the village to make him capture it.
If you damage any village hut, all villages will refuse to give you money for a couple of minutes. Be careful which units you use to attack or defend villages with. Attacking with tanks or calling an airstrike on a village can leave you without money for a long period. Be careful with what units you allow guard a village: putting a man with a grenade launcher in the area is generally a bad idea, as is building a mortar pit near the back of a village.

Bear in mind that villages don't discriminate whether the attacks on it are hostile or accidental! When vehicles and aircraft die, their carcasses explode shortly after, and villages have been known to punish commanders that allow this to happen.

Whore Huts: While only providing you with half the money of a standard village, they will continue to provide funds when villages refuse and do not require troops in the surrounding area to function.

Supply Drop Zones: Expensive. The 2500 VND they cost is enough to buy a small army, so be sure you need one of these before investing. purchasing these at the start of the game is a common mistake by new players. Mid game, these are a cautious investment, but not at the start of the match, where you most need to be making an army to take the villages; it takes approximately 5 minutes for them to repay the starting funds you paid for them.

Supply Drop Zones are also useful for getting men into an area away from your barracks, or can be ordered to drop you a dozer in times where you have no other means of making one and would normally be without hope. Bear in mind that gathering money from SDZ's and spending it on troops or dozers in the normal way is better and faster.
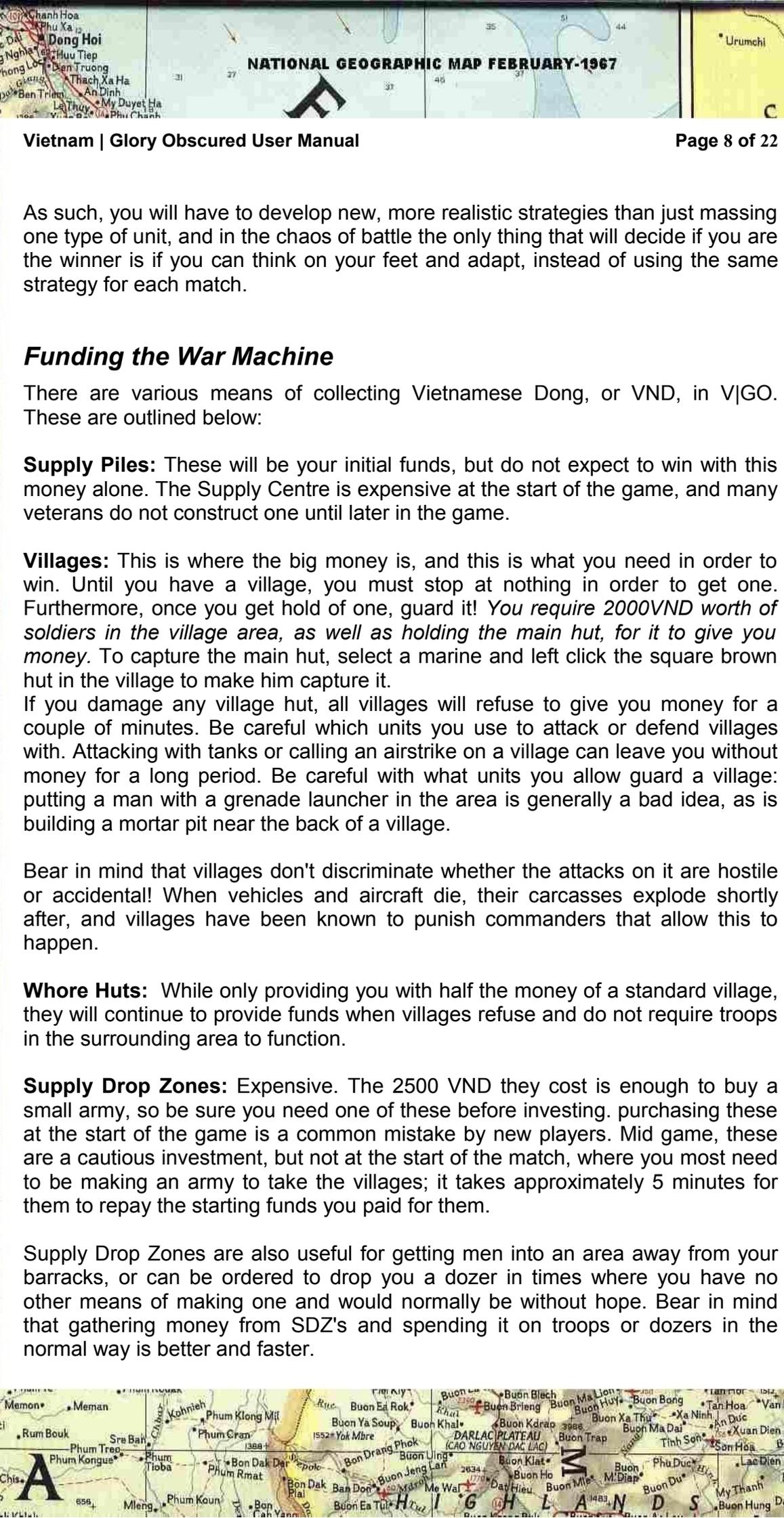
Unit List

Infantry

All infantry are purchased at the barracks, although some require a Field Operations or Generals points to be spent to unlock them.

Marines: At roughly 1/8 the price of any other infantry, are your standard most versatile units. Armed with the M14 semi automatic rifle as standard, these guys protect your infantry, serve as lookouts, spies, meatshields, mine testers, and most importantly reveal stealth. Often throughout a game you will come against enemy hidden in trees, and this is your counter to that. As they are so cheap, it's worth buying at least 8 of them where you would buy one of any other unit.

At the field operations building, marines can be upgraded to use the M16 assault rifle. Marines are purchased in pairs, one pair costing 100 VND. However, villages recognise each marine as being worth 100 VND. In other words, in order to get money from a village by having 2000 VND worth of troops in the village, you actually only need 20 marines instead of 40.

Recommended quantity in a squad: 10 – 100.

Machinegunners: These are your heavy infantry, but are most useful when deployed as a defence. Deploying a machinegunner makes him prone, where he will be able to attack with increased range and accuracy. To triple the effect, put them under a tree to stealth them, as this will counter any infantry rushes. A pair of well placed machinegunners can be incredibly difficult to dislodge with infantry.

Recommended quantity in a squad: 1 - 2.

Snipers: Expensive , these are the assassins of V|GO, though they can serve defence quite well. The most important thing about these is that they can be stealthed anywhere on the map when deployed, and in the back of your group will do wonders.

Remember, their shots are valuable, and so it's worth prioritising their targets. If you can take down all of one of their counters to something, such as all their anti air, then your helicopters can massacre the rest of the squad. These are expensive and not to use to pick off marines, as you need to kill 10 marines to get your purchase cost back. Better, you can kill two red eyes and the unit will have been worth it.
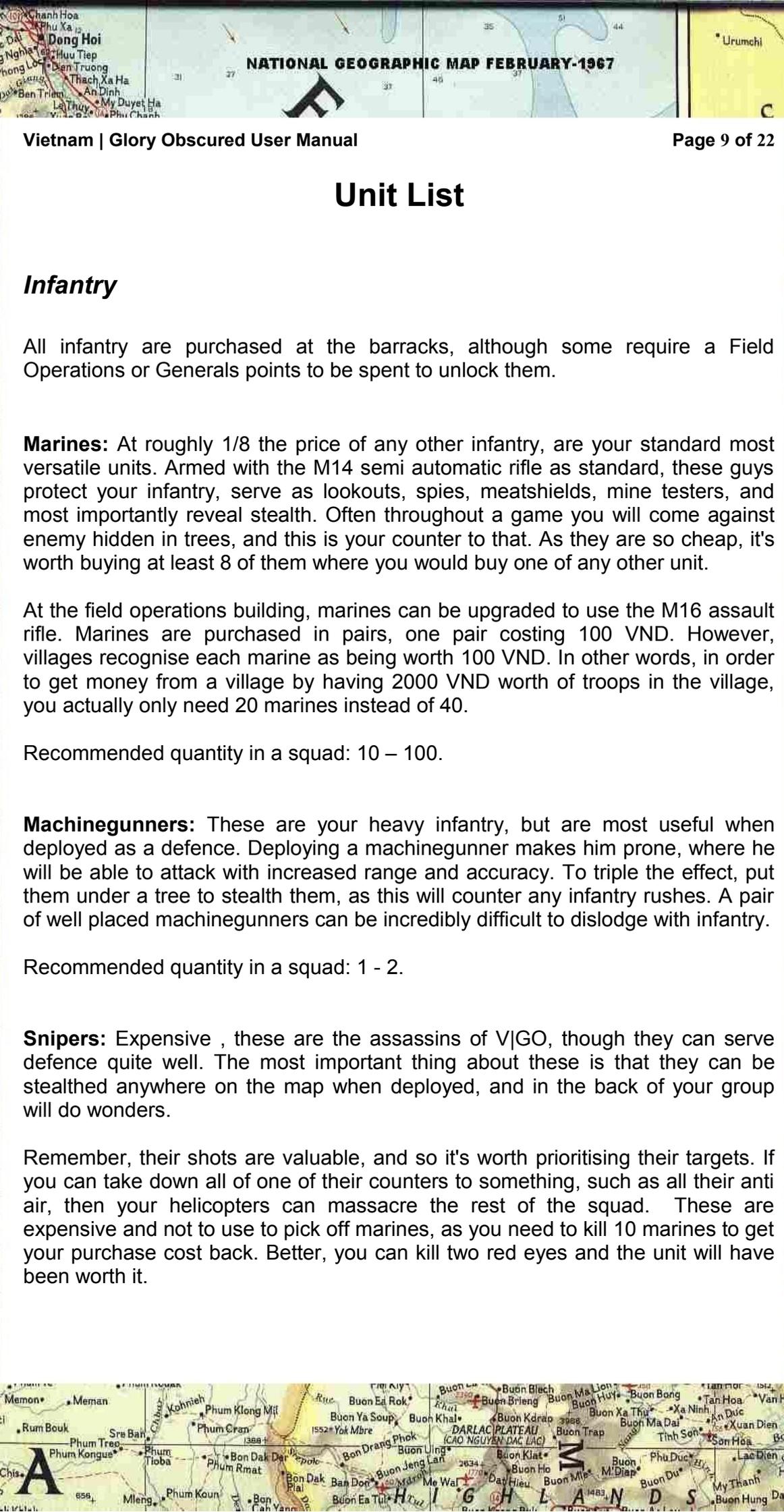
By deploying a sniper, he goes invisible, even when firing. Deployed snipers are easily over run by a rush of marines. Also of note is that snipers can fire further than they can see; get some spotters out to use them to their full potential.

Recommended quantity in a squad: 1 – 2, or a lone group of 3.

Medic: Medics heal troops in an aura around them. They also have the ability to bring groups of dead infantry back to life. To do this, click the "revive" button on the HUD (heads up display - the bar at the bottom) and select an area where your troops are. Your medic will be very venerable during this time. For each medic you buy, if you manage to revive just one of your key soldiers then you've made your money back, and saved the trouble of getting that man to the front-line again. However, in order for them to work you really need to have won the battle to allow them to stand in the open and revive people. Therefore, their only really necessary with large squads and for defence.

Medics are armed with the M16 assault rifle, though they cannot wield the M16 as effectively as marines with the M16 upgrade.

Recommended quantity in a squad: 0 – 2.

Grenadier: Armed only with a grenade launcher, they are extremely effective on the offensive. They will blow up everything around them, including village huts - so be careful. In one shot, they can clean up four enemy infantry, and at 200 VND, they're also quite cheap. However, their short range and long reload make them easily overrun; if used in a small squad they are relatively ineffective. T

They are good all rounders because they can kill light vehicles and structures, but their main strength is thinning out large groups of enemy infantry.

Recommended quantity in a squad: 0 – 2.

LAW trooper: LAW troopers wield the LAW anti-tank rocket propelled grenade launcher, as well as an M16 for attacking infantry. If you think you are going to be destroying tanks or the enemy base, bring one along, but other than that these are far too expensive to warrant bringing in an average squad. One in each village is useful to stop APCs, as it only takes one shot to take down an APC, Dozer or MUTT and only two or three to kill most other vehicles.

They are useful to keep in the jungle where tank columns are expected; ambushing armour from the trees is highly effective and can devastate an enemy assault before it arrives.

LAW troopers, like Medics, cannot wield the M16 as effectively as marines with the M16 upgrade can.

Recommended quantity in a squad: 0 – 1.

Redeye: The nickname given to troops using the Anti Aircraft missile launcher, because of the red scope they spend so much time looking through. These troops are invaluable. It doesn't matter if you spent 2000 VND on a squad: got no Redeyes, and helicopters will make short work of them. Always bring a minimum of 2, preferably 4 along if you suspect the enemy may have helicopters.

Remember, a helicopter can kill the first one of these before it's got a shot off if it is not spotted early, although a Redeye can take down most helicopters in a single shot.

Not so useful on Meatgrinder gameplay maps. Redeyes, like the LAW soldier and Medic, cannot wield the M16 as effectively as marines with the M16 upgrade can.

Recommended quantity in a squad: 2 – 4.

Captain: Although armed only with a pistol, and requiring a generals point to purchase, captains are often the most useful infantry on the battlefield. All troops around a captain get a bonus to their rate of fire. With his binoculars, he can scout out troop formations ahead, but the binoculars can also reveal stealth and so are perfect for aiming at jungle trees that you suspect the enemy of hiding in.

The other big use of binoculars is to scout out targets for tanks and artillery. By purchasing the right upgrade at the Field Operations, the captain can also call in a wing of A1 Skyraider attack aircraft to rake the ground with machinegun fire. This is great against attacking groups of infantry and villages, plus once the upgrade is purchased, using it is free.

Green Beret: These expensive commandos are designed for infiltration of enemy positions. Stealthed at all times unless firing or laying C3 explosive charges, Green Beret can also climb cliffs to access the enemy base. GBs are armed with a machine gun for self defence, a grenade launcher attachment for their rifle an unlimited supply of claymore mines, and timed or remote-detonation C3. They have a variety of uses, but note that they work most effectively away from unstealthed units who may give away their position.

Don't forget to see the section about defending against these stealth infantry as just a couple in your base can end the game. Unlike most infantry, Green Beret can be transported by littlebirds.

Marine Force Recon: MFR are equipped with an M16 rifle for attacking infantry, and are permanently stealthed unless shooting or discovered by infantry. They can only be purchased after spending a General point on them; further General points can then be spent to upgrade their attacks.

Standard MFR can call in one powerful artillery strike over a large area, and by spending more generals points they can call in a second artillery strike and finally a B52 to wipe out anything under it. Worth noting is that artillery strikes require
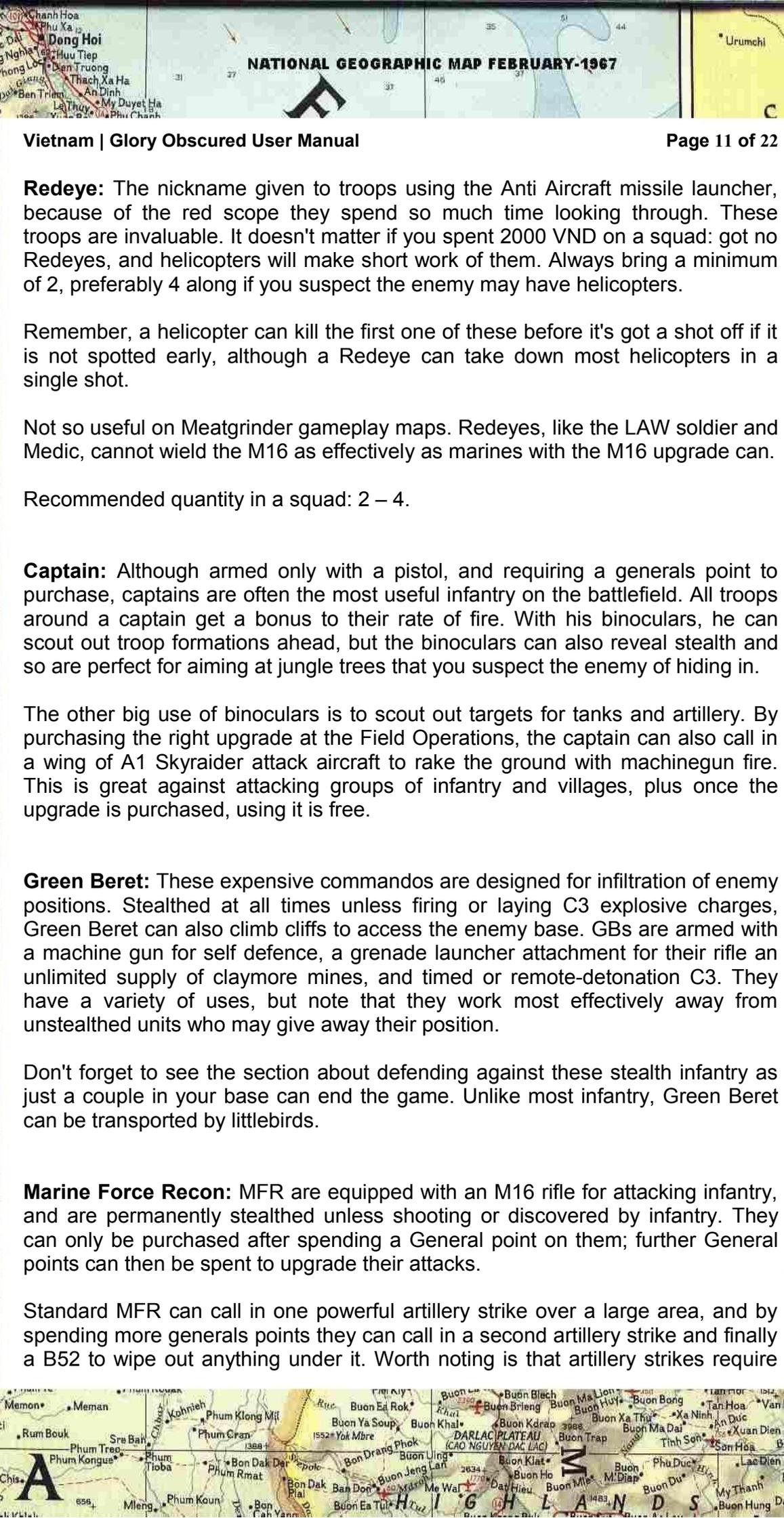
the recon to stay in place when calling to call down the maximum number of shells.

MFR are best used how they are in real life; they can be inserted behind enemy lines and call in artillery or air support to create diversions. They can also be used to help defend locations and be out of sight. Another good use is to clear / flush enemies out of trees with the artillery.

A few MFR strategically placed around a map can give you quick support to any nearby location of value. Unlike most infantry MFR can be transported by littlebirds.

Attacking With Infantry

You may have noticed that adding up the recommended number of infantry in a standard squad, you've got a squad of about 20 men. This is what you need to be able to do any damage! As a rule of thumb, assume that the first 5 men to ever meet the enemy are going to be cut down, so you need to be prepared for everything. What happens when you have no more anti air troops and an enemy attack helicopter swings in?

Your attack forces in V|GO with infantry need to be far greater than you would generally expect, as infantry are much cheaper and quicker to build, but also more fragile. They also need to be diverse, as a single missing counter can get the entire squad killed off. If this is happening, run to the trees!

Helicopters

Attack Helicopters: Expensive, but fun. These are mobile and very effective, but it's worth remembering the cost. These make an excellent attack and defence, as they can cut infantry to ribbons before the enemy has time to react. Watch out for any Redeye troopers, however, as it only takes one missile to down most attack choppers. Only the ACH47 is able to absorb multiple Redeye shots. They are also highly susceptible to Vulcan fire.

Their best ability is their mobility. They can be defending one village one minute, the other village the next minute, and then take down an enemy tank shortly after that. These can change what was a major exploit in your defence into just a minor attack.

The UH1 Gunship is your standard gunship, available at the start of the game. The AH1 is more expensive, but is also able to attack enemy helicopters. The ACH47 is heavily armoured and armed, as is ideal for attacking the enemy base or heavily defended areas.

Transport Helicopters: Every good commander uses transport to move men and tanks around the battlefield quickly. These come in three varieties: Quick, Mass and Vehicle.
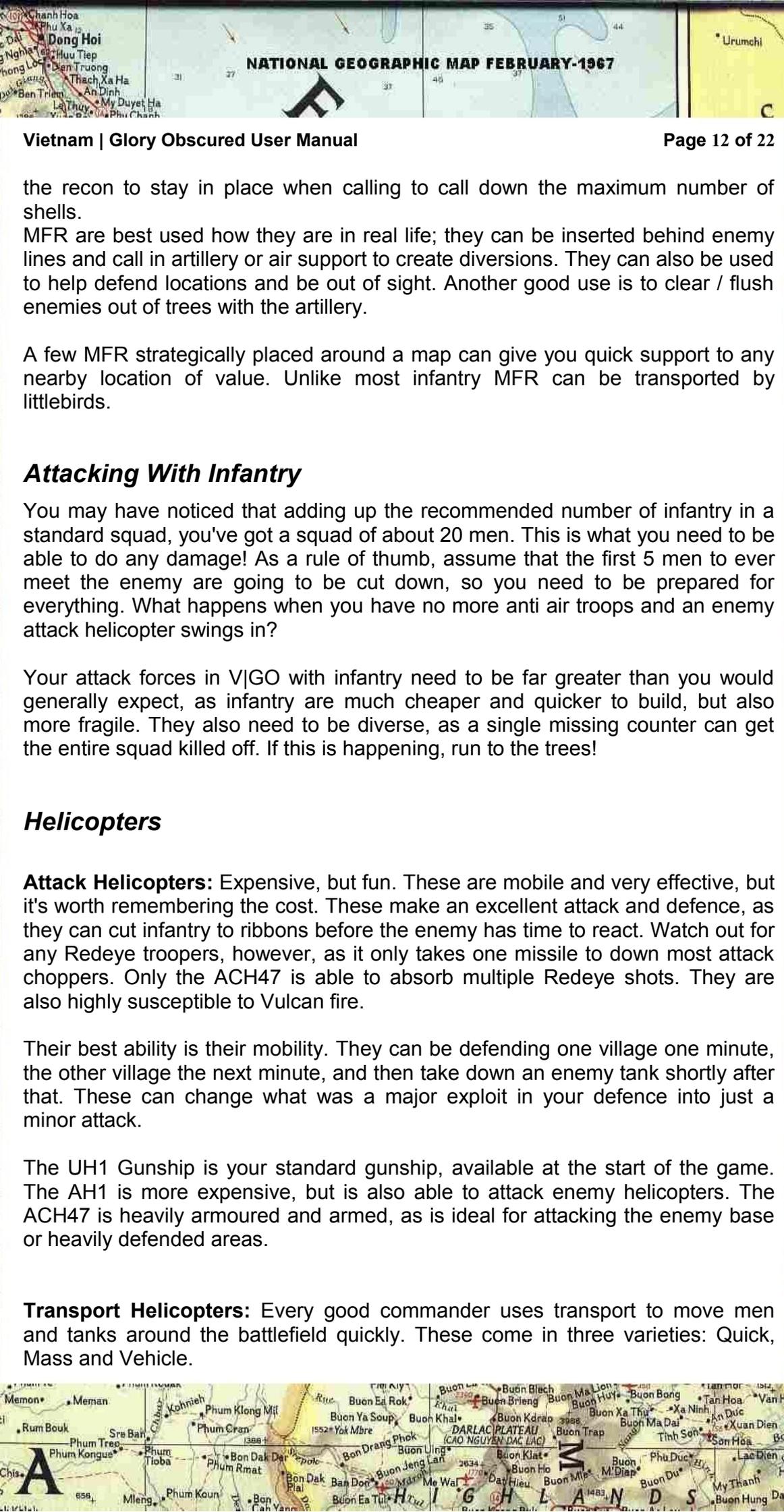
The basic UH1 Transport Huey can transport 8 men, but is downed by a single rocket. Thus they should be used when you are carrying small numbers of infantry over safe areas only.

The CH47 mass transport can transport 20 men and can sustain multiple rocket hits. One of these is given for free with the supply centre, which can be used to transport troops early game without having to build a helipad.

The CH54 Skycrane has had to cut back on armour to make up for the extra weight of carrying vehicles around; as such, it will be shot down by only one missile. It is the only helicopter that can carry vehicles, however, or alternatively can carry 40 infantry. As such, it is invaluable. It is also capable of ejecting a Command Post onto the battlefield, healing nearby troops.

When dropping off infantry, the fastest way to do it is to lower the heli down and let all the men out in one go. However, if the LZ is hot, you can very quickly lose your entire force from enemy fire before they get a chance to shoot, or worse lose the heli itself from ground fire. Many men getting out the enclosed space of a vehicle exit is very dangerous! In any combat situations, or even situations where you guess there might be enemies, always let your men out via ropes. It's generally best to let men out away from the battle and let them walk the remainder of the journey.

Reconnaissance Helicopters: The OH6 reconnaissance helicopter is arguably the most useful unit in the game! Knowing the enemy positions is vital throughout the game, and necessary to prevent an unexpected tank column appearing at your base before you are prepared. Costing only 400 VND, it is worth having several of these around the map at all times. Even if they get shot down, at least this shows you where enemy Redeyes are. Sneaky commanders have been known to deploy snipers under them, to kill off any enemy Redeyes attacking the heli.

The Recon Helicopter can also transport one Green Beret, Marine Force Recon or Pilot.

Tanks and Artillery

These slow, obvious targets are difficult to get to grips with, but lots of fun to use when you get the hang of them. All vehicles have a very short sight range, and so require spotters and escorts to help them see the enemy.

Vehicles are generally quick to move in a straight line, but slow at turning, so sending them through the jungle can be a slow experience. Vehicles aren't cloaked by trees, while infantry are, so be aware that the enemy can easily kill expensive vehicles by placing LAW troopers in trees. Vehicles are most effectively used when supporting infantry.

All vehicles with the exception of the APC use explosive weaponry, so be careful that they do not fire into villages. These explosives are highly effective at destroying structures.
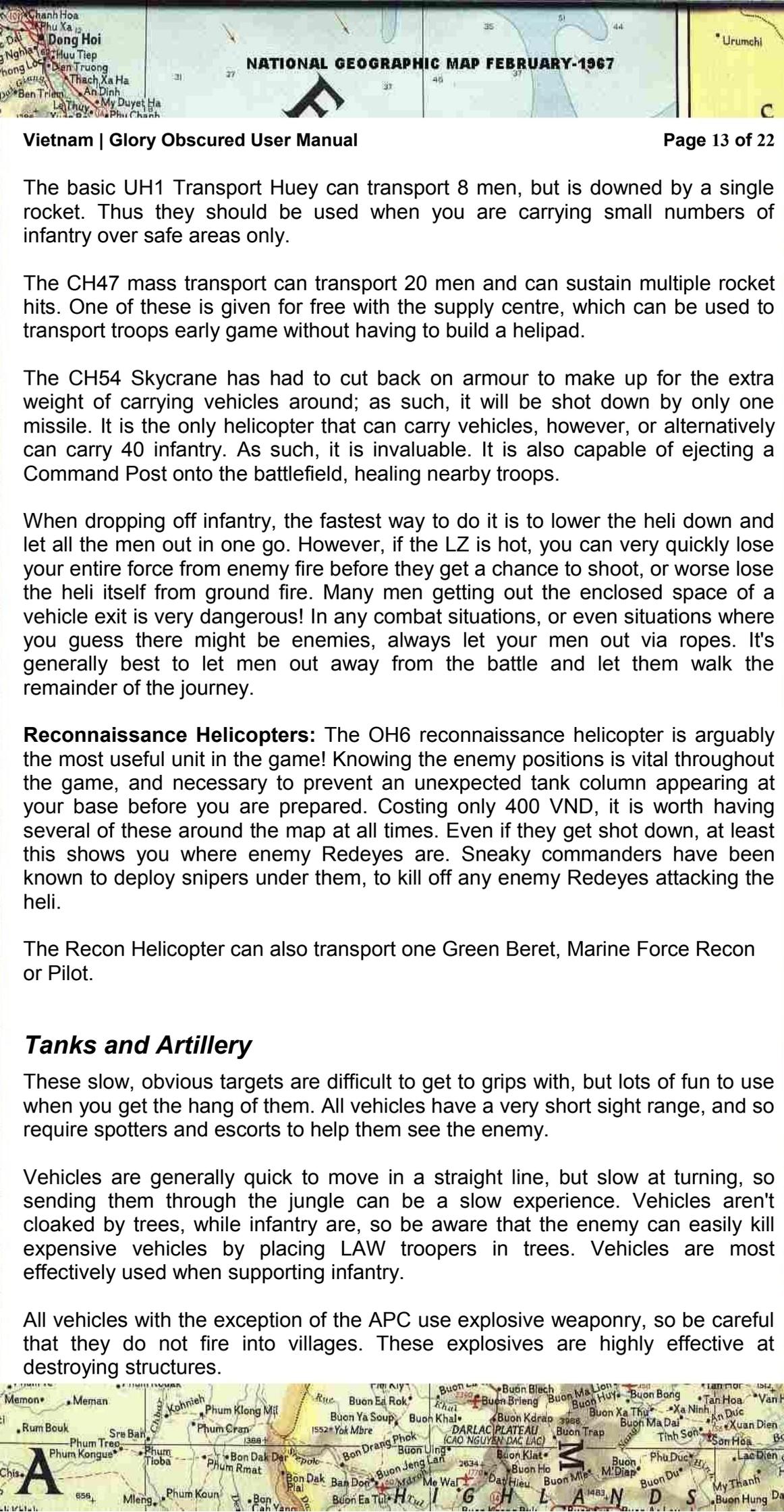
Bear in mind that all artillery has a much longer range than the artillery units in generals does, but also are killed by only a few hits. The larger artillery available, the M110 Howitzer, is able to fire across almost half of most ordinarily sized maps. However, it requires live spotted targets, and cannot fire into shroud or onto the ground. Thus it is really only effective at firing at stationary targets, but its range and incredible power make it a weapon to be feared.

The APC can carry 11 men over land and water, and is equipped with a powerful machine gun. The APC must be stopped to use the machine gun or let troops out. It is immune to small arms fire, and this makes it a perfect tool for raiding villages; while it uses a small arms fire weapon, the only weapons that can take the APC down are explosive ones that can damage the village! To protect against this, use walls of sandbags, keep LAW soldiers in your village and attack any APCs spotted by recon early before they can do too much damage.

Aeroplanes

There are dozens of aircraft callable in with generals powers and by units special powers; below are the key aircraft that can be constructed by the player and details of Broken Arrow. All buildable aircraft will go down if hit by a single missile, and are weak against anti air Vulcan Defence turrets turrets, but the speed of the planes mean that they will often have dropped their payload before they are downed and they are armed with countermeasures to help defend against missiles.

A1 Skyraider: This relatively cheap little aircraft has machineguns and bombs, and is perfect for attacking enemy troops in the middle of the map. The machineguns can't run out of ammo and are also great for harassing any enemy villages that do not have any anti air defence, as the machineguns cannot damage huts. The bombs can be upgraded to napalm with the napalm upgrade.

F4 Phantom: When people say "America rules the skies", this is what they are referring to. Set this aircraft to guard and it will protect your airspace from any enemy air attacks. Armed with four missiles before it needs to reload, each missile is capable of destroying an aircraft in a single shot and has very high range. Set this aircraft to to guard in enemy airspace to let it rip through any aircraft the enemy has. If Hueys could hide under their bed sheets and cry, this plane would be the reason that they do it.

F105 Thunderchief: Fast and powerful, but very expensive, its bombs can level an entire tank column in a single run. The bombs can be upgraded to napalm at the Field Operations, which are even more powerful and can totally decimate an enemy base. Fun fact: It takes only two Thunderchiefs with napalm to destroy any building in the game.

Broken Arrow: This 5 Star generals power is not like any normal offensive power. Instead, it defensively calls any aircraft in the area around the battle to come down and attack the area near the base that is under attack. It can only be used in a certain range around the Airstrike Control Centre; this range can be shown by clicking the "show Broken Arrow range" button when you have the

Airstrike Control Centre selected. Upgrading the Broken Arrow is instant, and calls in more aircraft and costs more money; however, the upgrades must be repurchased when Broken Arrow has been called. Broken Arrow is a powerful defensive tool, so careful where you aim it, as the devastation when fully upgraded may well come right into your base if you aim too near.

Boats

Boats are built from shipyards that are scattered around certain maps such as Dong Hoi Coastal. Instead of building shipyards, you must capture one in the same way that you capture a village Master Hut.

Dingy: These cheap little boats can transport one Green Beret or one Marine Force Recon, and carry a Redeye on board at all times to defend against air threats.

Tango ATC: A large transport, this is less vulnerable than using helicopters to transport, but is less flexible (see page 7 for loading / unloading instructions).

Patrol Craft, Fast: Useful for clearing potential landing areas for the Tango ATC, and for protecting and harassing other boats.

Hovercraft PACV3: Armed with dual M60 machine guns, the PACV3 is relatively weakly armoured but fast and able to travel over land and sea.

The Battleship

In order to control the battleship, you need to hold at least two battleship control points. A battleship control point looks like a little camp with a radio mast. These are captured in the same way that you capture village Master Huts.

The battleship has amazing (but not unlimited) range for it's massive cannons. To use the cannons, you must select a target you wish to fire at that is currently visible; you may not force fire on the ground or fire into the shroud. Sometimes you may need to move the battleship to get it into range of the targets. T
Be careful not to take it too near the coast, where it can be shot at by tanks and even infantry. To plot a course for your battleship that avoids the coast, use waypoints. If you just select a location, the battleship will take the most direct route, generally taking it near the cliffs. After selecting the battleship, hold alt (key left of spacebar), and select the locations you want your battleship to go via with left click.

To battleship may be attacked from the air; to activate the flak cannons on the battleship, press the flak cannon button. These cannons will shoot down any aircraft around the battleship for a short period, but have a long recharge period that leaves the battleship venerable.
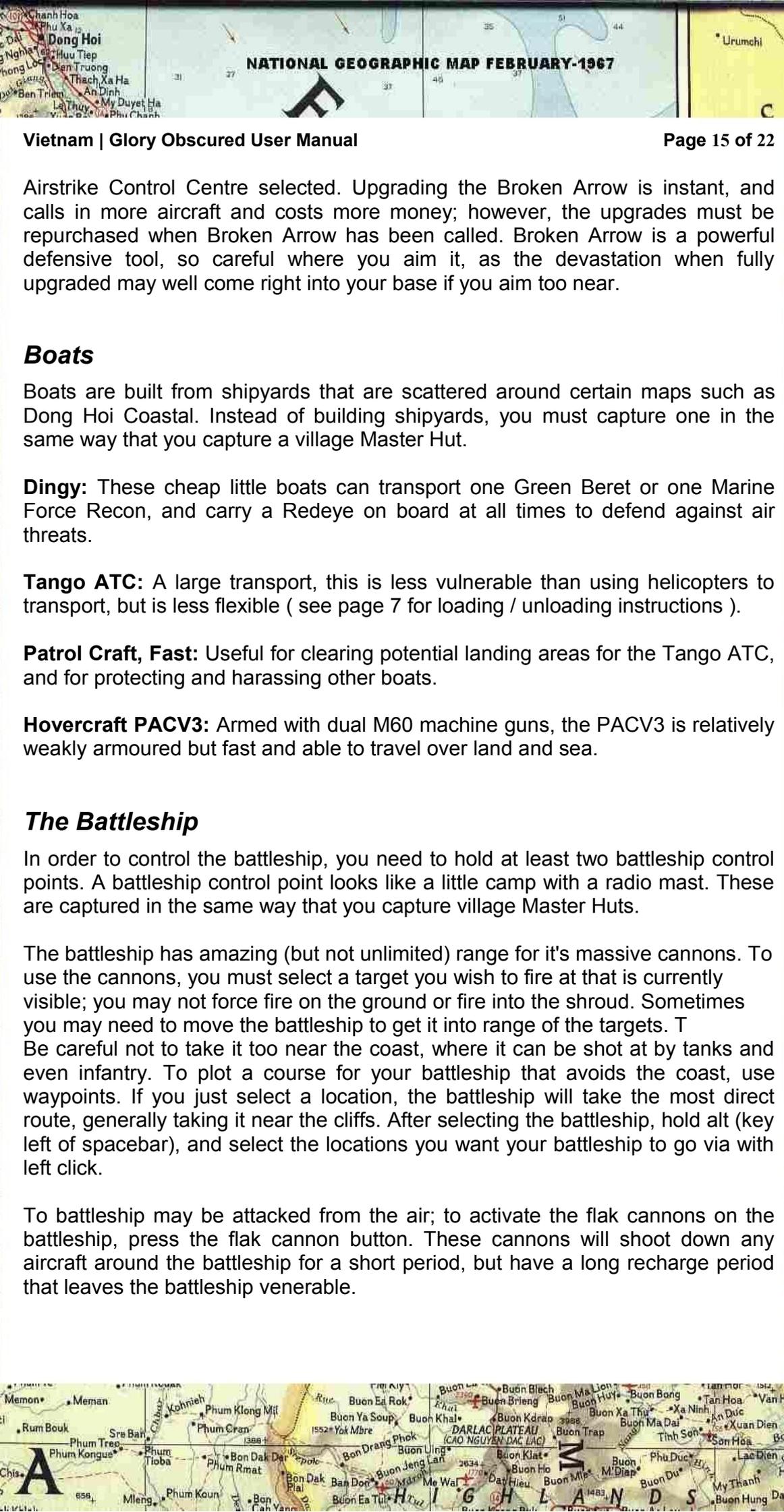
Neutral Structures

Village Master Hut: Used to control a village for funding; remember that a village also required 2000 VND of units in the surrounding area to provide funds.

Whorehouse: Provides a steady stream of funds, and does not punish the player when village huts are hit.

Battleship Control Centre: Controlling two of the three on a given map will allow the player to use the battleship.

Firebase: This structure is not captured as a regular structure; instead, any infantry garrisoned within the firebase will then control its main cannon. It fires a powerful cannon over considerable range, and is worth occupying whenever viable. Note that the infantry garrisoned within can be shot out, resulting in the firebase becoming neutral again.

Field Hospital: Constantly heals infantry over the entire map, and can produce medics two at a time. Highly desirable for prolonged infantry battles.

Strategy Guide

How to Start the Battle Like a Pro

Most new players struggle to do well in their first few games because they do not know how to do well at the start of the battle. Until you get really experienced and want to mix it up a bit, this recommended build order will get you off the ground in good stead:

- Immediately construct a barracks with your available dozer, then send at minimum 3000 VND worth of troops to a nearby village.
- Immediately construct a second dozer, and use this to build a power plant.
- Optionally construct a Supply Centre near a supply stash. Alternatively, use the money to purchase further infantry to occupy a second village.

How to Defend

There's no such thing as a good player that only defends; offensive is the best defence. However, once you've got a front line, it's definitely worth defending the territory you own. The best way to attack an enemy force is to attack the units with something that the units are weak to. Think "rock paper scissors"... but you're likely going to be attacked with several types of attack at the same time, so be wary.

Against infantry assaults: Beating infantry can come in many forms. A Vulcan Defence turret is useful behind other forces as it is easily overrun. A bunker is resistant to small arms, and is an excellent early defence when occupied with M60 gunners or snipers. Sandbag Walls and Guard Towers leave your men venerable, but are cheaper; Sandbag Walls are useful for blocking off areas, and Guard Towers detect stealth, so are sometimes worth putting in the forest or around your base.

Against aircraft: Nothing beats aircraft like a Vulcan Defence turret, but bunkers with red eyes will do well too. Even guard towers with Redeyes are good against aircraft, so it's worth having one of those. If you have Redeyes in the open, set them to guard an area, as they will shoot aircraft earlier. Putting Redeyes in the trees is even better as it will protect them against any aircraft.

You can put men inside your command centre, which is very useful. one red eye in your Command Centre will protect you from any helicopter rushes which catch you off guard.

Against tanks and artillery : The best way to take out tanks and artillery is to either kill any air defence guarding it and destroy the vehicle with air support, or hide LAW troopers in forest, and use them to surprise attack and vehicles that go past. Another alternative is to kill the infantry around the tank, which means that their vision will be impaired and they will struggle against LAW soldiers. In worst

case scenario just build loads of LAW's as quickly as you can. Fighting tanks and artillery with other tanks and artillery is great if your tanks can spot the enemy but they can't spot you.

If you are already being attacked as you had not spotted the threat earlier, playing defensively will get you killed; get out there and destroy the threat.

Against infantry infiltration: It is very difficult to make a perfect defence against infiltrating units, especially given that both the Green Beret and MFR can climb cliffs. To counter, keep men spaced out around your base. If you know that a stealthed unit is in your base, build marines and send them to the target area. Most importantly, keep an attack helicopter in your base. This will be able to take down any unit that uncloaks trying to plant a bomb, call a strike or if your men spot them.

Placing Guard Towers around your base and at key defensive positions is very important; fill them with infantry to make short work of any stealthed units that are spotted.

also, don't forget to make a second barracks, as they are needed to produce specialised units cheaply to counter whatever your enemy throws at you. Should you lose your barracks, it would only take one helicopter or tank to arrive at your base to destroy the entire place as you would be unable to produce anything to counter the threat.

General Strategies

Using your troops: So you got your first squad? To keep it alive, it's useful to know how to position it:

- Marines in front
- Then support infantry such as Grenadiers and LAWs.
- Then support vehicles such as the M48.
- Then medics at the back.

When you attack, make sure the men are in the right place; you must sometimes micromanage, and you must recognise when your troops are not being their most useful because they are failing to hit their targets from their current position. Also check if your long range troops such as snipers or machinegunners have line of sight to the targets.

Attacking an Enemy In Trees: Next, get them in the right place... and the right place is next to trees. When your infantry are stealthed, it'll be very tough to take them down. It's definitely worth keeping them next to trees, any time that they're not immediately required. Another benefit is that trees grant your men some limited cover from mortars and bombs. There are only a few ways to take down a well dug in group of infantry next to a tree.
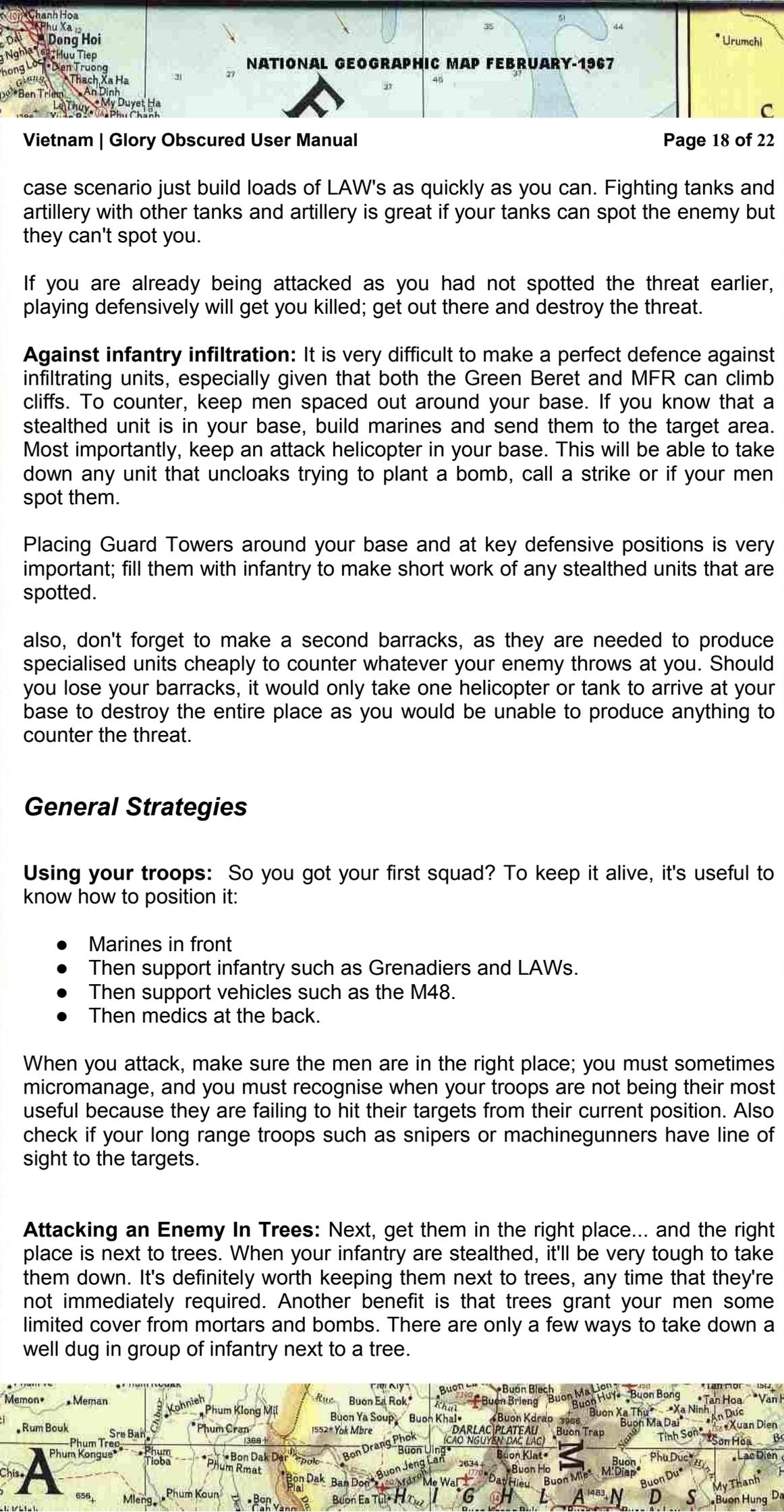
- Airstrike. Risky, as there's a good chance that the enemy might have AA, but this will almost certainly clear the path. good for this is napalm, gunships, A7 strikes and agent orange / blue. Bad for this are helicopters. Just blast the hell out of where the trees are, and then immediately clear up the remains with your own troops to secure the area.

- Remove the trees using the M67 or napalm; you will likely kill the infantry (or at least cause them to hastily retreat), and it will prevent the same jungle being used against you later. Remember that it also prevents you from being able to use the jungle too!

- A charge of marines. using 10 - 20 marines, just charge the area. If the enemy is well entrenched in the trees, you could loose all of them, but it's cheap, and often very very effective.

- Combat drop in troops with a helicopter. This will ensure they make it to the trees, and also allow them to attack vulnerable troops at the enemies rear. AC47 is much better for this than a chopper because of the extra health; a few redeyes in the pack will quickly stop this strategy.

- Marine Forces Recon strike. These strikes are effective and free, though it require an investment in the generals points to get him and is only available late game.

What not to do when the enemy is in trees:
- Send expensive men anywhere near those trees with enemies in them.
- Send any expensive tanks or aircraft near those trees.
- Go near the trees!

Using Aircraft: The best way to use an attack helicopter is how they would be used in real life: bring them in, do the damage, and pull them back to base as soon as the run is finished. You can be sure your enemy will be hurling Redeyes your way to counter your air attack, and if you leave your attack chopper sitting there it is easily forgotten, and shot down.

Planes also work in a similar matter, this isn't zero hour where you can turtle up a load of jets and send them flying over an enemy's base, if they have territorial control they will shoot your planes down before they can drop a single bomb.

Scouting: Scouting is very important in order to be aware of attacks before they occur. It is also required in order to use tanks effectively, as tanks have a short view but a long range. By far the cheapest method of this is the OH6 helicopter, which is fast and manoeuvrable, but it is easily shot down. For the same price, you could also get 8 marines to wait by a tree, ready to ambush someone.

Spotting the enemy before they arrive at your base or village is also important, and many veterans recommend scouts at ever choke point in your territory.
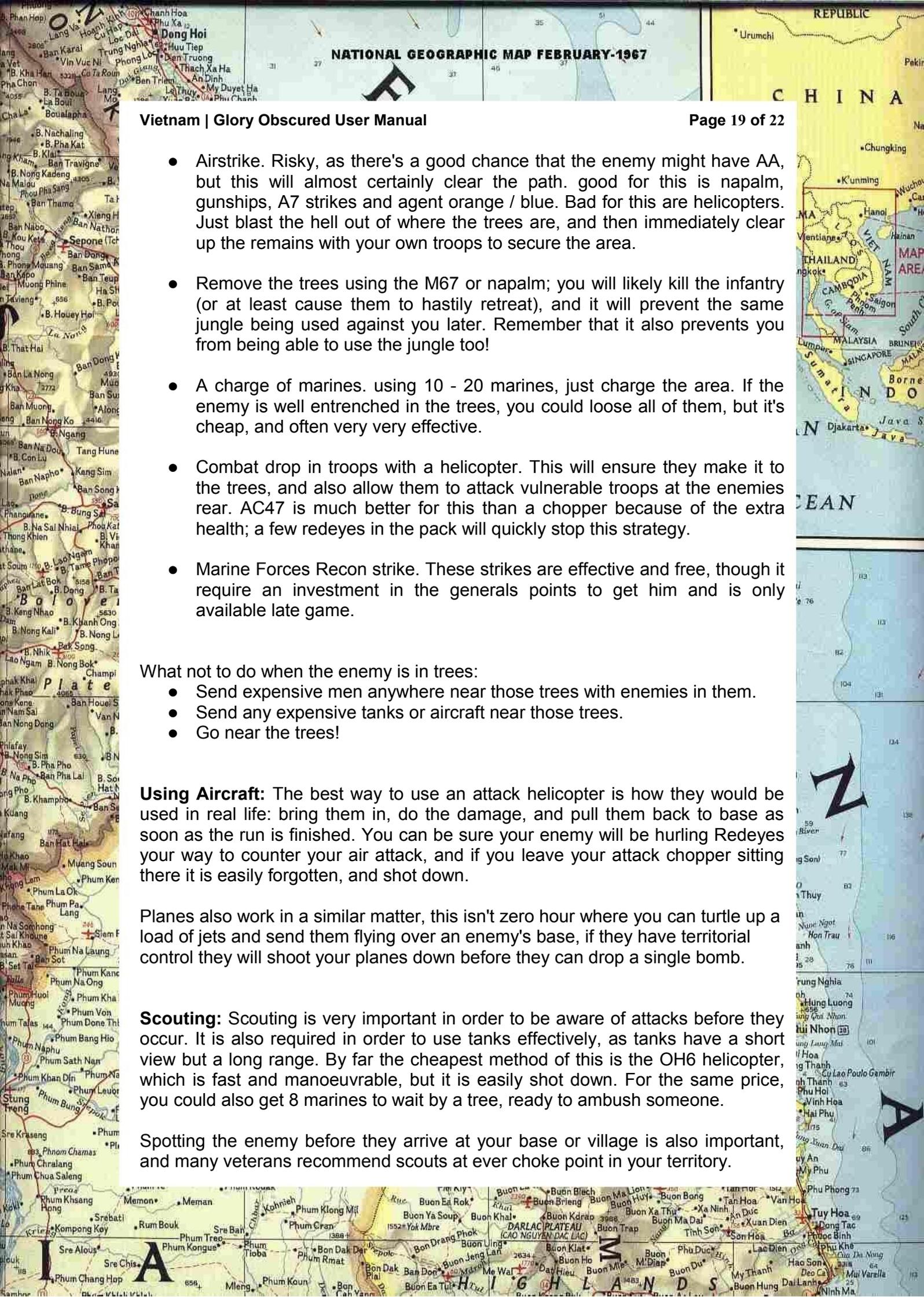
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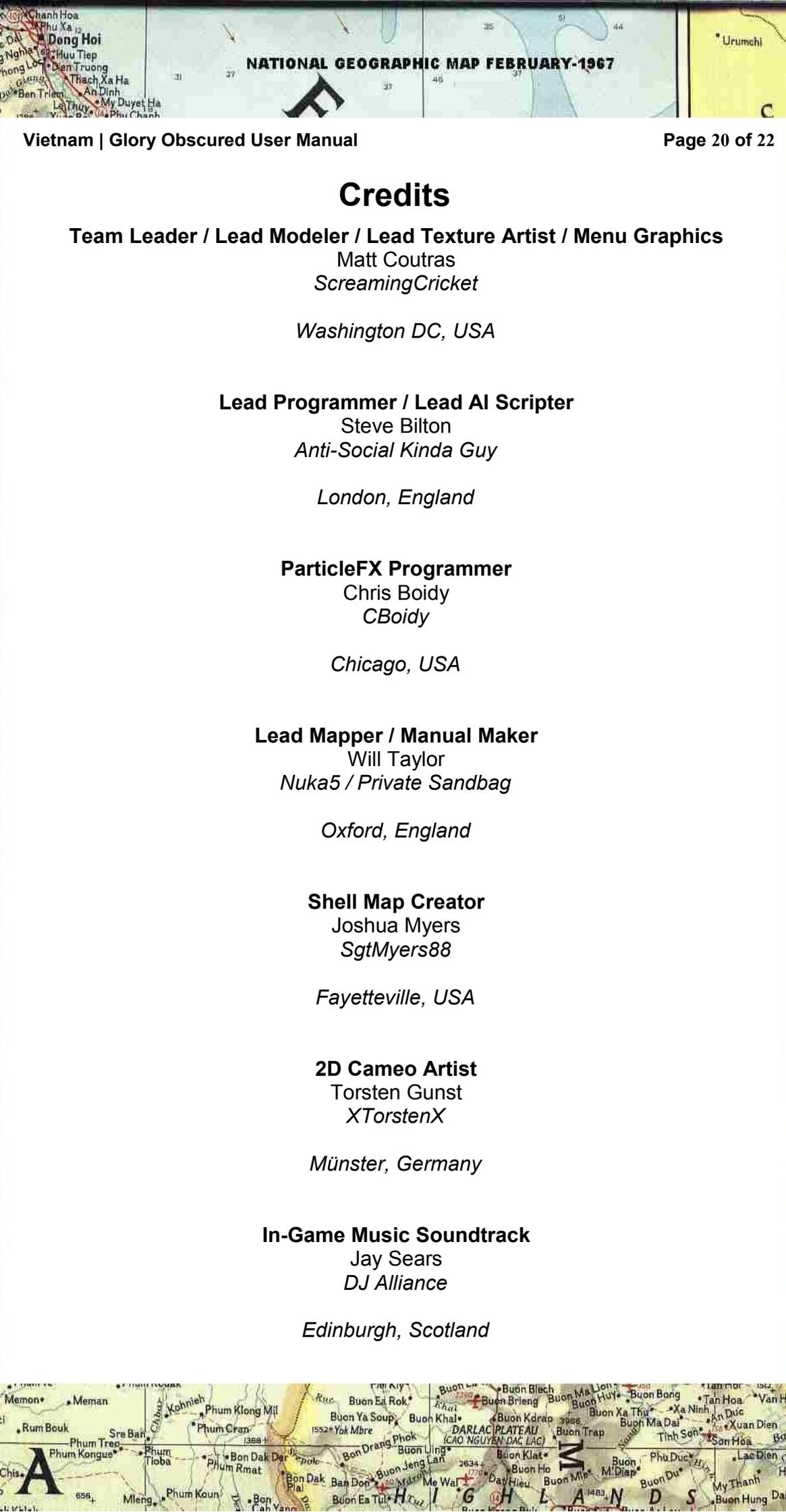*Fayetteville, USA*

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"Professor"
"Razgriz"
"Seraph"
"Ubermedic"

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Skleni *of Cold War Crisis for AI scripting aid.*
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EA *for employing Steve and Matt (and making Zero hour, I guess).*
Everyone else we forgot.

Dedicated to all those who fought and died in Vietnam.

Thanks for reading, and thanks for playing Vietnam | Glory Obscured!