

WARGAME

RED



DRAGON



FOCUS
HOME INTERACTIVE

MANUAL


EUGEN
SYSTEMS

CONTENTS

BASICS	3
Launching the game	3
Progression in the game	3
UNDERSTANDING THE INTERFACE	4
Satellite View	4
Ground View	6
Deploying units	7
Unit icon display	8
Line of sight and Line of fire	8
UNITS	9
Unit Panel	9
Unit Information Panel	11
Unit categories	13
Warships management	14
Planes management	15
Infantry management	16
Units Labels and Icons	16
TUTORIAL	20
CAMPAIGN MODE	20
Playing the Campaign	20
Using the Strategic Map	20
Infrastructure	22
Battle Groups	23
Battle	24
MULTIPLAYER MODE	25
Join/Create a game	25
Objectives	27
The different stages of the game	27
Behavior and banishment	27
SKIRMISH MODE	28
DECKS	29
CONTROLS	32
TIPS	34
Army composition	34
Moving on the battlefield	34
Fighting	34
Managing your army	35
Naval battle	35

BASICS

LAUNCHING THE GAME

EUGEN.NET

When you start the game, you're asked to connect to Eugen.net game server. Eugen.net handles Wargame: Red Dragon multiplayer system, as well as your friend list. You must be connected in order to play multiplayer games.

CREATE YOUR RED DRAGON PLAYER ACCOUNT

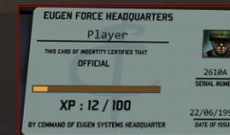
You'll have the choice to create a EugeNet account for Red Dragon or to link your existing account from European Escalation.

- **For European Escalation Players:** If you have a EugeNet account from European Escalation, click on "Link account", then enter your login/password and the "Red Dragon CD Key" provided by Steam.
- **For Airland Battle Players:** If you have a EugeNet account from Airland Battle, click on "Link account", then enter your login/password and the "Red Dragon CD Key" provided by Steam.
- If you don't have a EugeNet account, click on "New Account" and fill out the information as well as the "Red Dragon CD Key" provided by Steam.

PROGRESSION IN THE GAME

PLAYER LEVEL

Your player level increases based on your progress in the single player campaign, on your successes in multiplayer mode and skirmish mode.



UNDERSTANDING THE INTERFACE

SATELLITE VIEW

During a battle, you can use the satellite view to have a better view of the battlefield



1. REMAINING DEPLOYMENT POINTS: These points may be used to call in for reinforcements. You receive additional points for every Command Zone controlled by your team.

2. MINIMAP: When zoomed in, the minimap allows you to keep an eye on the whole battlefield. Orders may be given to your units directly on the minimap.

3. TIME AND TEAM SCORES: Displays the score for each team and each player, and shows how long the battle has been raging. In solo mode, this is where you can also change the pace of the game.

4. COMMAND ZONES / OBJECTIVES ZONES: Take control of these zones for your team by sending a Command Unit (the Command Unit needs to stay still). Each zone grants your team a different amount of Deployment points over time, which is represented by the white number (the higher, the better). Each zone is also named by a call sign for easy coordination with your team. If both Sides have placed a Command Unit in the same Zone, the zone remains neutral. Depending on the game mode, the command zones behave differently.

5. ZONE UNDER CONTROL: Zones under your team's control are displayed in Sat View in the color of your team. A zone under control gives you reinforcement points.

6. REINFORCEMENTS ENTRIES: White arrows indicate possible entry points for reinforcements. In order to call for reinforcements, your team needs to seize control of a zone with an entry point. (If multiple entry points are under control, reinforcements will take the shortest path to reach the battlefield.) Long and thin arrows are entry points for planes and ships, and short, wide arrows represent entry points for ground units. Be careful, if you don't control at least one entry point for planes, you don't have access to the airport panel. Similarly, if you have no entry point to the sea, you cannot ask for naval reinforcements. Lastly, if you don't control at least one entry point for ground units, you do not have access to the deployment menu.

7. UNITS COMMAND PANEL: See below for more information

8. GAME PANEL: Here you can find the HQ and CHAT buttons, plus the AIR COMM button, which allows you to send your planes to missions on the battlefield once the battle starts.

9. AIRPORT PANEL: You have 9 available spots for your planes. In this panel, you can see the status of your planes.

10. UNIT VIEW: This panel displays the unit under your cursor. You can also display the information panel by clicking on i.

GROUND VIEW

Clever use of the landscape provides a substantial advantage over your opponent. Below is some information about the battlefield:



1. Spotted but unidentified enemy units appear as black "ghosts". You can use your own personal knowledge to identify the units from their outlines.
2. You can hide your units in Forests to benefit from heavy cover. Infantry units may also hide in buildings once you unload them from their vehicles.
3. Rivers cannot be crossed by land vehicles, but only by amphibious vehicles and river boats.
4. The type of terrain (crop fields, roads, forests, clumps...) has an impact on the units' speed. Be advised that units may momentarily get stuck in difficult terrain.
5. Roads can be used to move your units faster, with the "Move Fast" command (Press ";" + left click).
6. Terrain has a strong impact on units' line of sight and shooting range. Clumps, shrub hedges, houses, and other elements of the landscape decrease and block the line of sight of units. Remember to take terrain relief into account: place your units high up to get a better view of the battleground or hide them in natural recesses.
7. Your units. There can be different icons above your unit, providing you with useful information:
 - Target icon indicates the unit is aiming/shooting at a target.
 - Tool icon means a unit is damaged.
 - Fuel icon shows the unit is running out of gas.
 - Ammo icon indicates the unit is about to run out of ammunition. Use your supply vehicles (or FOB) to refill ammo and fuel, or to repair your units.
8. Unit Panel of the selected unit (see below for more info).
9. Units Commands Panel: give specific orders to your units.

DEPLOYING UNITS

DEPLOYMENT POINTS:

Deployment points are used to call up reinforcements in Single player and Multiplayer games. Each game unit has a point value, depending on its type and its experience. Use your deployment points to select your new troops, and place them on the battlefield. You can buy your units using the deployment panel shown below. The Units you can deploy have different ranks – higher ranked units are more efficient.



You start the game with an amount of points to deploy your units. These points are based on the mission or the game setting. Note that unused deployment points are still available after the start of the game. You'll need to control Command Zones with a command unit in order to get additional Deployment Points. These points will let you call for reinforcements at any time of the game providing the command zone you (or anyone on your team) control has reinforcement entries.

UNITS PLACEMENT

Here is a step-by-step guide to deal with reinforcements:

- Left click on the Deployment points Icon (top left corner) to open the Deployment Menu.
- Left click on an icon to open the corresponding category.
- Left click to buy a unit and then left click on the ground to place it there.
- Right click cancels the purchase. Right click on the unit on the ground (during the deployment phase only) cancels the purchase and the placement of the unit. Right click also works for planes on the airport panel.
- By pressing ctrl while you left click on the deployment menu, you can select a full platoon of units (for example, 4 units of infantry instead of 1, or 2 helicopters instead of 1).
- By holding shift while placing units on the battlefield, you can clone this group thanks to left click and deploy the same group again.

UNIT ICON DISPLAY

You can change the display of the unit's icons, and the style of the labels in the game. In Options, go to GUI/HUD. Here, you can select several icon styles: RTS, NATO; as well as label styles: Red Dragon, European Escalation, or create a custom style.

LINE OF SIGHT AND LINE OF FIRE

Fog of War isn't displayed in Wargame. Therefore you may move your camera anywhere on the battlefield to check out the landscape and prepare your strategies accordingly. However, you won't see enemy units until they are in the line of sight of one of your units.

Landscape elements have a huge impact on your unit's line of sight. Some elements, like buildings, will block it. Others, like hedges or clumps, decrease the quality of the unit's view.

We recommend you use Reconnaissance units in addition to other units to gain a better view of the battlefield. These units have better optics equipment that is able to more rapidly detect small or hidden enemy units.

In Wargame, modern radio communications are simulated, so an enemy detected by an allied unit will automatically be seen by the entire army.

Once an enemy is spotted, your unit automatically starts aiming. Moving the mouse cursor over the enemy will display the line of fire. This line is composed of 2 parts: the targeting icon and the line of sight.

Targeting icon: if the targeting icon is red, you can't shoot the enemy. A text will indicate the reason why the shot is not possible: invalid target (the weapons can't be used against this unit); out of range (the target is too far); no line of sight (something is blocking the view of the unit or of the line of fire), or inefficient (weapons can be used against the target but at this distance the penetration power is not big enough).

Line of sight: can be composed of 3 different parts:

- 1. White opaque line:** weapon in effective range. Can shoot and cause damage.
- 2. White transparent line:** your target is in your line of sight, but you are out of range.
- 3. White dotted line:** something is blocking the unit view or the target is out of range.



8

UNITS

UNIT PANEL

The Unit panel is displayed at the bottom center of the screen when the unit is selected. It sums up the detailed information you can find on the complete Unit Information Panel. On this example, an anti-tank missile launcher is selected:



1. NAME: name of the unit's commander.

2. RANK: Units gain experience through battle. Ranked units have better accuracy, faster reloading and aiming speed, higher capacity of detection and greater morale.

3. EXPERIENCE PROGRESS: displays the progress to the next rank.

4. CONDITION: represents the unit's condition. Full bar means the unit is in top condition. Once the bar is empty, the unit is destroyed.

5. STATUS: There are 5 Status that can possibly affect a Unit.

- Units react perfectly to orders when they are Calm.
- Under fire, they can stress and may start to be Worried, reducing slightly accuracy and reloading speed.
- When Panicked, accuracy and reloading speed is dramatically reduced.
- When Stunned, the unit is temporarily immobilized and incapable of reacting.
- Worst case scenario and the unit will Rout, in which case they will attempt to flee the battle. You can't give an order to a unit with the «Rout» status.

6. FUEL: Fuel capacity is displayed here. If a unit runs out of fuel, you need to supply it before it can move again.





7. UNIT MODEL: Name and type of the unit.

8. WEAPON 1: Displays the type of weapon, the remaining ammo and the caliber. Click the icon to switch OFF the weapon to prevent your unit to fire this weapon. Click again to switch the weapon back ON.

9. WEAPON 2: Same as for the weapon 1. A unit can have up to three weapons.

9

When your Units are dealing with some heavy trouble, a specific orange icon will display:

-  This icon indicates that your unit has received a critical hit. Some embarked systems may be temporarily or permanently damaged. The crew of vehicles can also get hit, making the unit unable to operate.
-  This icon indicates that your Unit is stressed. Stressed units are much less efficient in battle.
-  This icon indicates that your unit is Rout. This means that it will attempt to flee the battle and won't respond to your commands.
-  This icon indicates that your unit is running out of fuel. You need to refill its fuel tank to keep moving.

UNIT INFORMATION PANEL

When you select a unit, you can press I to display useful and more detailed information on a specific unit. This panel is really useful as it allows you to see your units' strengths and weaknesses. It also gives you the same information about the enemy units in order to adapt your strategy accordingly. Learn how to counter each unit and you'll gain an incredible advantage over your opponent. When moving the cursor over an element of this panel, you have access to detailed information about this element.

On this example, you'll see the Unit Information Panel for a M1A1 Abrams:



The panel displays the following information for the M1A1 Abrams tank:

- Unit ID:** 135 (USA)
- Weapons:**
 - M256 [KE] [AoE]: 120mm rounds x 25. RANGE - GROUND: 2275 m. RANGE - HELICOPTERS: 2275 m. RANGE - AIRPLANES: N/A.
 - M2 Browning: 12,7mm rounds x 900. RANGE - GROUND: 1050 m. RANGE - HELICOPTERS: 875 m. RANGE - AIRPLANES: N/A.
 - M240: 7,62mm rounds x 4400. RANGE - GROUND: 875 m. RANGE - HELICOPTERS: 525 m. RANGE - AIRPLANES: N/A.
- Accuracy:** 55% (M256), 15% (M2 Browning), 20% (M240)
- Stabilizer:** 50% (M256), 5% (M2 Browning), 10% (M240)
- AP Power:** 19 (M256), N/A (M2 Browning), N/A (M240)
- HE Power:** 3 (M256), 0.75 (M2 Browning), 0.5 (M240)
- Suppression:** 138 (M256), 90 (M2 Browning), 55 (M240)
- Rate of Fire:** 10 r/m (M256), 500 r/m (M2 Browning), 600 r/m (M240)
- Armor:** FRONT: 17, SIDE: 7, BACK: 4, TOP: 3
- Strength:** 10
- Road Speed:** 110 km/h
- Amphibious:** N/A
- Size:** Big
- Stealth:** Poor
- Year:** 1985
- Optics:** Medium
- Fuel Capacity:** 2000 L
- Type:** Armored
- Speed:** 60 km/h
- Autonomy:** 500 km

1- WEAPONS: Describe the weapons available on this Unit. You can have up to three weapons on a single Unit.

2- WEAPONS' RANGES: Indicates the range of the weapons. On this example, we can see that the M68 has a range of 1925m against ground units, and the M2 Browning has a range of 1050m against ground units. Against helicopter, only the M2 Browning can be used, with a range of 875m. This Unit has only 2 weapons, and none of them is capable of dealing damage to airplanes.

3- WEAPONS' POWER: Here are all the information regarding:
Accuracy of the weapons

AP Power: damage done to armored enemy

HE power: damage done to non-armored enemy

Suppression: damage done to enemy's morale

Rate of Fire: number of rounds the unit can fire per minute

4- ARMOR: The unit's resistance to damage depending on where it get hits.

5- GENERAL INFORMATION:

Strength: The number of members in the squad or the amount of Hit points.

Size: The size of the unit. Big units can get hit more easily.

Optics: The better the optics, the more chance you have to detect enemy units.

Speed: The unit's off-road speed.

Road Speed: The unit's speed while on the road.

Stealth: The stealthier the Unit, the less chance you have to be detected by an enemy unit.

Fuel capacity: The amount of fuel needed to refill its fuel tank.

Autonomy: The autonomy of the unit in KM when the fuel tank is full.

Stabilizer: The better the stabilizer, the more accurate the unit will be while firing on the move.

Year: Year of production of the Unit.

Type: Type of combat groups the Unit belongs to.

The colors displayed on this Unit Information Panel follow this specific code:

Red: low characteristic

Orange: average characteristic

Green: good characteristic

Blue: excellent characteristic

UNIT CATEGORIES

Logistics [LOG]: Logistics group Supply and Command units. Command units are very important as they allow you to take control of command zones.

Reconnaissance [REC]: Reconnaissance units have superior optics and special training enabling them to spot hidden enemies.

Tanks [TNK]: Tanks are your main strike force, and often make up the core of a balanced army.

Infantry [INF]: Infantry units will join your command along with their land or air transport vehicle. Use the [UNLOAD] function to unload the infantry units from their vehicles.

Support [SUP]: Support combines artillery units and anti-air vehicles. They are very useful for supporting your primary fighting force from afar (artillery) and defending them from enemy air units.

Vehicles [VHC]: Vehicles combine lighter and faster vehicles. While they do not pack as much punch as most main battle tanks, their mobility and lower cost make up for it.

Helicopters [HEL]: Helicopters are extremely mobile, and offer a large line of sight. Some are specialized in ground attacks (gunships), anti-air, transport, etc.

Planes [AIR]: You buy planes like every other unit but you don't have to deploy them. When you buy planes, you can call them in for "missions" from the "Air Comm" menu, located at the bottom left of your screen.

Naval Support [NAV]: Includes anti-naval ships, planes and helicopters, and landing troops. These units can only be deployed on maps with a naval reinforcement area.

WARSHIPS MANAGEMENT

The naval units fulfil various roles: coastal attack, anti-air defense, troop landings and bombardment at extremely long range similar to land artillery. However, remember that not all the ships can go everywhere, and you must take the depth of the sea or river bed into account: destroyers can't navigate a small waterway to penetrate deep inland, so this is the perfect mission for a gunboat with a minimal draft.

Here's the different types of naval units you can use in Wargame Red Dragon :



Frigates: Frigates are medium-sized warships that perform numerous functions similar to multirole fighters: maritime reconnaissance, defense against enemy fleets/anti-surface warfare and anti-air defense. Reasonably fast and well armored, frigates form the spearhead of any naval force.

Destroyers: Larger than frigates and more heavily armored, destroyers are designed chiefly to attack enemy fleets. Their multiple cannons have a rapid firing rate that can pierce the armor plating of any hull and sink any ship... provided it isn't moving too quickly!



Corvettes: Corvettes are fast, maneuverable vessels with a lower tonnage than frigates, generally deployed to defend more substantial buildings and structures. They mainly perform an anti-air role and are bristling with anti-air missiles and an array of guns that can intercept enemy air-sea missiles in mid-air.

Patrol craft: Patrol craft are vessels with a very low tonnage, smaller than corvettes, and with a very shallow draft that allows them to use waterways that would be impassable for larger vessels.



Landing craft: As their name indicates, you can use landing craft to deploy troops from the sea if the shore is suitable for this type of maneuver. Landing craft can transport squads of infantry and heavier equipment such as armored vehicles, but in lower numbers.

Amphibious vehicles: Although impracticable in maritime combat, amphibious vehicles are still able to cross (but more slowly) bodies of water separating them from their objective. Many vehicles can be amphibious, from transport and light armored vehicles to even supply vehicles.



PLANES MANAGEMENT

You can manage your planes thanks to the airport panel. On this panel, you can check all your planes and see their status. There are 3 main statuses for your planes:

- Available (the icon is in full color)
- In mission
- Being refueled (a gauge indicates the progression of the refueling)



When a plane is destroyed, it is removed from your airport panel so you can buy a new one if you have more planes in your deck. You are limited to 9 planes in your airport panel.

When you send a plane on a "mission", the plane will arrive quickly from an entry point of the map. You can control it until it runs out of supply or is destroyed. A plane that returns to refill its supplies can be used later in the game; you just have to call it in again. To activate the "Follow cam" on your plane while in mission, double click on its icon in the airport panel.

INFANTRY MANAGEMENT






Infantry can take cover in buildings, offering significant protection. The infantry will take cover in a specific district, which will be highlighted in Blue. The vehicles remain outside.















Infantry units are really useful to hold position in buildings or in forest, as they can hide and benefit from heavy cover once you unload them.

UNITS LABELS AND ICONS

Each unit has a specific label, which allows you to identify quickly what kind of unit you have on the battlefield, and what unit you are facing. Some labels are similar, but display an icon in one of the corners. These icons have a meaning. You can find the following icons in the game:

-  Indicates a Command Unit
-  Indicates a Supply Unit
-  Indicates a Recon Unit
-  Indicates an Elite Squad
-  Indicates a Unit with Incendiary weapons

Here are some examples for these icons:

-  **Recon Team:** Infantry or jeep with a larger recon range than other units and able to identify located units more rapidly. Recon teams are also less conspicuous than line units.
-  **Combat Engineers:** Line Infantry carrying flamethrowers instead of antitank weapons. They are particularly effective against infantry.
-  **FOB:** A secured facility capable of storing large amounts of supplies. Can only be deployed during deployment phases.
-  **Light Command Vehicle:** Light unit used to efficiently take control of an area and collect reinforcement points, or to bring in reinforcements from the edge of the map for reinforcement zones. Must be stationary in order to control an area. (Also exists as "Recon", "Supply" and "Vehicle")
-  **Armored Command Vehicle:** Same as above, but usually with more armor and sometimes more weaponry. (Also exists as "Recon", "Supply" and "Vehicle")
-  **Command Helicopter:** Helicopter capable of capturing Command Zones. This type of helicopter is more fragile than other command unit types, but its high mobility enables you to rapidly secure forward areas.
-  **Command Infantry:** This type of infantry can capture areas whilst finding shelter in buildings. Remember to disembark them from their transport before you can secure the Command Zone.
-  **Destroyer:** Larger than frigates and more heavily armored, destroyers are designed chiefly to attack enemy fleets. Their multiple cannons have a rapid firing rate that can pierce the armor plating of any hull and sink any ship... provided it isn't moving too quickly!
-  **Frigate:** Frigates are medium-sized warships that perform numerous functions similar to multirole fighters: maritime reconnaissance, defense against enemy fleets/anti-surface warfare and anti-air defense. Reasonably fast and well armored, frigates form the spearhead of any naval force.
-  **Corvette:** Corvettes are fast, maneuverable vessels with a lower tonnage than frigates, generally deployed to defend more substantial buildings and structures. They mainly perform an anti-air role and are bristling with anti-air missiles and an array of guns that can intercept enemy air-sea missiles in mid-air.
-  **Patrol craft:** Patrol craft are vessels with a very low tonnage, smaller than corvettes, and with a very shallow draft that allows them to use waterways that would be impassable for larger vessels.
-  **Landing craft:** As their name indicates, you can use landing craft to deploy troops from the sea if the shore is suitable for this type of maneuver. Landing craft can transport squads of infantry and heavier equipment such as armored vehicles, but in lower numbers.



Amphibious vehicle: Although impracticable in maritime combat, amphibious vehicles are still able to cross (but more slowly) bodies of water separating them from their objective. Many vehicles can be amphibious, from transport and light armored vehicles to even supply vehicles.



Supply Vehicle: Trucks able to supply fuel and ammunition to combat units, to repair vehicle damage and to replace lost infantry. They never break down, but may be captured by the enemy.



Transport Helicopter: Helicopter designed to transport squadrons/infantry teams over battlefields. Must be grounded to load and unload troops.



Armored Personnel Carrier: A reasonably well-armored and lightly armed vehicle designed to transport squadrons/infantry teams within a close vicinity of where combat is taking place.



Support Vehicle: Designates several different types of vehicles. It often refers to heavy weaponry mounted on tracked/wheeled vehicles that allow them to follow the infantry they are supporting. Highly effective against infantry, but less so against armored vehicles.



Infantry Fighting Vehicle: An armored and generally well-armed vehicle designed to transport squadrons/infantry teams to the heart of combat and take part in the fight.



Anti-Aircraft Helicopter: Helicopter armed with either Strela or Stinger anti-aircraft missiles, specialized in combating other helicopters. (Also exists as a Recon Unit)



Riflemen: Line infantry armed with assault rifles and a lightweight anti-tank weapon, and sometimes even with ATGMs. (Also exists as a Recon Unit, Command Unit and Support Squad)



Attack Helicopter: Helicopter heavily armed with a combination of rockets, machine guns and/or anti-tank missiles, allowing them to engage pretty much any ground target. (Also exists as a Command Unit)



Tank Destroyer: Vehicle equipped exclusively with anti-tank weaponry. Formidable against armored vehicles, but tend to be vulnerable to other types of troops.



Anti-Tank Team: Dismounted or mounted infantry carrying exclusively anti-tank weaponry. Deadly against armored vehicles, but tend to be particularly vulnerable to other types of troops.



MBT (Main Battle Tank): Relatively heavy and well-armed combat tank designed for combating other armed vehicles.



Cavalry Tank: Light tank that tends to be faster than MBTs, although with much less armor. They are mostly used to support infantry, lead dangerous reconnaissance missions and harassment.



Anti-Aircraft Missile: Infantry armed with MANPADS or SAM vehicles. Engages anti-aircraft units only from a greater distance than bullet-based anti-aircraft armaments, however with slower firing and aiming rates.



Artillery: Vehicle capable of firing at great distances above obstacles, with high explosive power on impact. Artillery can fire without a line of sight on its target, and can correct its precision if an allied unit does have a line of sight on the target. Typically, artillery cannot fire below a minimum range, although some last generation howitzers are capable of flat trajectory fire.



Mortar: Same as above, but gives up a good deal of range in favor of greater precision.



Multiple Rocket Launcher: Vehicle capable of firing a barrage of rockets at a high rate. Causes less damage than artillery, but more damage to enemy morale. Discharges very rapidly and requires a large amount of supply. Cannot fire below a minimum range.



Anti-Aircraft Artillery: Auto-cannon(s) with a high firing rate, capable of firing within a very short time span, although with less precision and damage. Capable of engaging ground targets.



Anti-Aircraft Artillery with RADAR: same as above but with RADAR detection.



SAM Artillery: Artillery firing Surface to Air Missiles, designed to suppress enemy aircrafts.



SAM Artillery with RADAR: same as above but with RADAR detection.



Air Superiority / Interceptor: Aircraft designed to engage enemy aircrafts. These aircrafts allow you to control the air warfare and air power over enemy forces.



SEAD: Aircraft designed to suppress the enemy air defenses, to make him vulnerable to air attacks.



Close Air Support: Aircrafts designed to provide support to your ground units on the battlefield. These aircrafts are useful to support your units while attacking enemy forces.



Ground Attack: Aircrafts designed to perform strategic strikes on enemy's ground forces. Ground attack aircrafts are either bombers or attack aircrafts.



Multirole Combat Aircraft: Aircraft capable of both air defense and tactical strikes. Although it is a versatile aircraft, it is slightly less efficient in each role than an aircraft specifically designed for a role.



Unidentified Unit: This label will be displayed whenever you spot an enemy unit which can be seen but not identified.

TUTORIALS

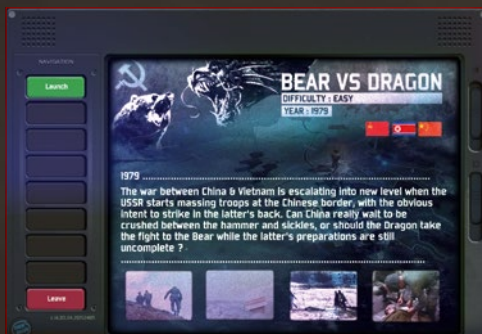
In this game, you will find information sheets that are arranged by chapter. If you are playing Wargame for the first time, we strongly recommend you read chapter 'Getting started' before starting a multiplayer game or even playing the campaign.

CAMPAIGN MODE

PLAYING THE CAMPAIGN

Wargame : Red Dragon campaign was designed to be played solo against the AI. You can choose among several operations that take place in Asia from the end of the 70's to the beginning of the 90's. Each operation features a different challenge. These campaigns take place in an alternative world in which historical events did not unfold exactly as we remember them.

Campaigns are played both on a Strategic and a Tactical aspect. These two aspects are complementary and create a link between the turn-based phase and the real-time battles.



USING THE STRATEGIC MAP

When you start a campaign, you can see a Strategic map. This map is divided into zones. The goal of the campaign is either to take control of the enemy's zones, or to resist the enemy's invasion. The first phase of the campaign is a turn-based phase. You have some Battle Groups (BG) under your command. A Battle Group works like a Deck, except that lost units will be lost for the rest of the campaign.

Select your Battle Groups and move them on the map using roads. On the upper left side of your screen, you'll find your political points that work pretty much like the deployment points in a battle.

Once you have given all the necessary orders, click End Turn. Your opponent's turn then starts: the system starts moving units on the map. The campaign continues until one of the two camps meets their initial objective.



1 – Political Points : Political points are crucial elements of your war effort. Spend political points to buy reinforcements. Each battlegroup comes at a cost in political points. You earn political points by controlling sectors.

2- Battlegroup information panel

3- Area: the color of an area indicates the camp that controls it. If it is under BLUFOR control, it appears in blue. If it is under REDFOR control, it appears in red. Some sectors are primary or secondary campaign objectives. A primary objective must absolutely be held in order to win the victory. A secondary objective enables you to win a greater victory. The figure next to the area name indicates the number of political points earned from this area per turn.

4- Every battle causes losses among your ranks. Infrastructures thus enable battlegroups to recover their initial numbers via the "Refit" command. Refit actions cost political points and immobilize your group for a turn.

INFRASTRUCTURES



Airports:

Air squadrons that you buy are deployed in airports. They can also carry out repairs via the "Refit" command. If an airport is captured by the enemy, all the squadrons that were based in that airport are destroyed.

Harbors:

Land battlegroups that you buy are deployed in harbors. They can also carry out repairs via the "Refit" command. Ports can also be used to embark or disembark land units that are transported by boat.



Naval repairs:

These infrastructures are off the coast and represent a harbor's capacity to repair naval units via the "Refit" command.

Sea routes:

Naval battlegroups that you buy are deployed in sea routes. Sea routes also enable you to repair your ships via the "Refit" command.



BATTLE GROUPS

Managing your Battle Groups is a crucial aspect of the Campaign. Battle Groups are defined by 2 major characteristics: Morale and Initiative.

The Morale of a Battle Group represents its resistance. The victory points when you face a Battle Group are calculated thanks to this formula: Victory points = Total forces x 10% x Morale average of pawns engaged in combat. The higher your Morale, the harder it is for your opponent to win. If the Morale of a BG falls to 1, it cannot retreat anymore and will be destroyed if it routs.

A Battle Group can also rout if it suffers a Total Defeat or if you give order to retreat. When a BG routs, it will be automatically destroyed if it is attacked by another BG.

Initiative points are spent by combat groups during each action on the strategic map. When a group has no initiative points left, it displays in grey. The total of initiative points is regained at the beginning of the following turn.

Cohesion points earn you command points in tactical combat.

For each cohesion point, the Alliance receives one additional command point every 4 seconds of tactical combat. On the strategic map, use the R&R option to miss a turn for this unit and enable it to recover 2 Cohesion points.

This is the Information Panel of a Battle Group:

1	HQ PRINCESS PATRICIA RGT.	3
2	Cohesion	3
3	Morale	3
4	Initiative	18
	LOGISTIC	14
	FOB	2
6	ILTIS CP	4
	M35 CARGO	8
	RECON	4
	COUGAR RECON	4

- 1- Name of the Battle Group
- 2- Cohesion du BG
- 3- Morale of the BG
- 4- Initiative of the BG
- 5- Amount of units available in this BG
- 6- List of units in this BG

BATTLE

When a battle breaks out in a sector, all the battlegroups take part in certain conditions:

- There must be at least 1 operational command unit among the pawns.
- The pawns that are part of the faction that starts the battle (the "attacker") must have at least 1 available initiative point (the "defenders" take part even with 0 initiative points). So be particularly careful of units that have 2 initiative points: since a move costs 2 points, they cannot take part in a battle at this turn. Lighter battlegroups can, however, because they have 3 initiative points.

Before a battle, the game indicates how many Destruction points an army must accumulate in order to inflict defeat on its opponent. Destroying a unit earns Destruction points to the camp responsible for destroying it. Therefore, the aim is to inflict maximum losses on the opponent whilst avoiding losing too many units.

Once battle commences, you switch to a tactical view to fight in real time, and your forces comprise all the battle groups you have selected for this confrontation. These remain with you throughout the campaign and the units involved will gain experience that makes them more effective with every battle... but bear in mind that losses are also permanent!

This is where the strategic aspect of the campaign (position on the map and use of your Battle Groups) meets the tactical aspect of the fights. The entry points you hold at the beginning of the fight depend on the roads you control on the strategic map. And if the battle goes on for more than one turn, you keep control of the zones which were under your control at the end of the previous turn. If you drop a Battle Group in a zone under enemy control on the Strategic map (Parachutists or Marines), this Battle Group will automatically be placed in a zone in the middle of the tactical map once the fight starts. You'll then have either to take control of a road or to hold position till reinforcements come.

Battles produce 4 different outcomes:

Total victory/total defeat: the victors have obtained their target points and the defeated have obtained less than 30% of theirs.

Major victory/major defeat: the victors have obtained their target points and the defeated have obtained less than 60% of theirs.

Minor victory/minor defeat: the victors have obtained their target points and the defeated have obtained less than 90% of theirs.

Tie: one camp has obtained its target points, but the other camp has obtained 90% or more of theirs.

Moreover, if no camp obtains its target points, the battle always ends in a tie after 20 minutes, whatever the amount of points obtained by the opponents. Note that if you win a total victory, your opponent's Battlegroups are removed from the area and you take control of this area.

SAVING

During a campaign, the game is saved automatically at the start and at the end of every battle. However, you can also save your progress manually in Campaign mode or during a battle by using the Pause menu.

MULTIPLAYER MODE

Wargame: Red Dragon allows you to play against other players all around the world. You need to be connected to Eugen.net game server to play multiplayer games. Friendly games are possible in order to take part in a short and fun skirmish between friends, but competition is also very present, supported with official rankings calculated through an Elo system.

JOIN/CREATE A GAME

To play a multiplayer game, click on the "Multi" button on the panel at the bottom left of your screen. You'll see a list of multiplayer sessions that are waiting for players. In order to join the game, select a session and click on the "Join" button on the bottom of the panel.

If you want to host a game, click on "Create" to host the game.



• **Game type:** Select the number of players you would like to play with. Note that you can change the settings afterward.

• **Game visibility:** If you select "Private", players will not see the session on the multiplayer menu and therefore cannot join you. You have to invite your friends to join the game.

• **Game name:** Enter the name of your game.

Please note that game options force you to use certain deck types: National decks, Coalition decks, Themed decks or Period decks. You must imperatively have compatible BLUFOR and REDFOR decks (one of each) in order to create and join a game with such rule limitations.



After confirming the global settings, you enter the lobby where you can set the game settings and the associated victory conditions.

Map Selection: Once you're in the lobby, you can select the map for the game. The availability of the maps depends on the number of players selected in the Host Game settings, as the size of the map is linked to the number of players who can play on it. Use the map preview function to check the terrain, the position and the value of Command Zones, and the starting zones on the map. The starting position of each side is chosen randomly in red and blue zones.

You can also choose the type of camp in the opposition option:

- **BLUFOR:** All players will play with BLUFOR.
- **REDFOR:** All players will play with REDFOR.
- **Confrontation:** Players can choose BLUFOR or REDFOR.

You can also modify the 'gain speed' option which enables you to vary the speed at which you gain command points. If the value is high, the players can deploy their units faster.

Before launching the game, make sure you have selected the right army deck and that all players are ready to play.

Avant de lancer la partie, assurez-vous d'avoir bien choisi votre deck et que tous les joueurs sont prêts à en découdre.

OBJECTIVES

While creating a multiplayer game, you can set the game's victory requirements:

- **Destruction:** In this mode, the goal is to be the first to obtain the victory points earned by destroying enemy units. You win victory points by destroying your opponent's units. The number of victory points you win depends on the value of the units you destroyed. Once a player achieves the required number of victory points, the game is over.
- **Economy:** The victory condition is achieved by gathering reinforcement points.
- **Conquest:** Each zone is worth points that can be gained with a command unit. When your team gains more points than your opponent, you start earning conquest points. The winning team is the first team that reaches the limit score, or comes first at the end of the allocated time. The number of deployment points obtained every 4 seconds is fixed and not linked to zones. Destruction points are not taken into account.

THE DIFFERENT STAGES OF THE GAME

When you start a multiplayer game in Wargame: Red Dragon, you will face two different phases: the deployment phase and the battle phase.

- **Deployment phase:** in this phase you deploy your units on the battlefield thanks to your reinforcement points. When a player presses the "launch battle" button, a 2-minute timer starts. At the end of these 2 minutes, or if each player has pressed "launch battle", the deployment phase ends.
- **Battle phase:** in this phase you can freely move your units, take control of the different command zones and call for reinforcements. This is the real-time strategy phase.

BEHAVIOR AND BANISHMENT

In multiplayer games, we ask players NOT to:

- Be abusive, disrespectful, harassing or hostile to other players.
- Write messages containing anything hateful or racist, promoting illegal activities or supplying links to sites containing such messages.
- Use offensive language (including Internet jargon).
- Take an alias containing terms lined to pornography or racial hatred.
- Undertake team-killing, i.e. destroying units belonging to an allied player.

Any players who do not respect these social rules will be temporarily or indefinitely banned from their EugeNet account.

SKIRMISH MODE

Wargame: Red Dragon includes a Skirmish mode that lets you play against the AI from 1v1 to 4v4.

It is possible to choose the AI level in order to set the difficulty of the game. The game conditions are the same as in multiplayer, except that you can only play against the AI.

This mode allows you to develop strategies, test your decks, and gain experience with the maps.

The Skirmish mode is available from the SOLO menu, and you don't need to be connected to Eugen.net server to play it.

Once you access the Skirmish menu, you'll find the same options as for a multiplayer game. The conditions of victory and defeat are also the same as in multiplayer.

DECKS

At the start of a multiplayer game, each player must deploy his units, thereby making up the army he will use to confront his enemy/enemies. The Army Deck is a selection of units from which you can choose for the deployment phase or for reinforcements. As the game includes more than 800 different units, this Deck system makes it easier to manage reinforcements and allows you to create your own army. To create a Deck, press the "Deck" button in the main menu. You can create your own decks or see existing decks. When you create your deck, you are given an amount of activation points. Each type of unit costs a specific amount of activation points to be added to your deck.

Note that naval units cost no Activation points.

Here are some screenshots that will help you create your decks and build your own army.

Overview of the Deck creation:



- 1- The name of your deck.
- 2- The amount of activation points already used/The amount of activation points allowed.
- 3- The amount of activation points spent in this category.
- 4- The cost to add a new unit in this category.
- 5- Units already in your deck.

Selecting the units:



- 1- The category of units selected.
- 2- Units can be filtered according to their period, theme, role, and many other parameters
- 3- The name of your Deck
- 4- The amount of activation points already used/The amount of activation points allowed.
- 5- Units already added to your deck. You can remove them by using the "delete" command.
- 6- The available ranks of the selected unit. They have the same cost but not the same availability.
- 7- The units you can add to your deck.

The Deck system allows you to create specific decks with bonuses.

You can restrict yourself to the units from a single nation or to the units of a given coalition. In return, you access the Prototype units of these nations and you receive an availability bonus for all the units in the deck, according to the selected country. You can specialize in one theme by using only a certain type of unit. In return, you benefit from more experienced units, and you can access additional squares at a lesser cost in the deck building screen. This enables you to specialize in the role you have selected.

You can select a year limit for the units that you use. When you restrict your deck to the least modern units, you benefit from addition activation points that enable you to add more units to your deck.



Decks are separated for BLUFOR and REDFOR. Mixing BLUFOR and REDFOR units is not possible. When you start the game, you have access to Starter decks. Starter decks are displayed in white and cannot be removed nor edited, but you can make a copy in order to customize your own version. The Army Decks offer you different categories and values of units. While keeping in mind the number of command points you defined at the beginning of the game, select the units with which you want to face your opponent and place them on the map.

Once you have created your deck, you can export it in the form of a text string in order to share it with other players.

CONTROLS

CAMERA CONTROLS

Moving the camera:

- **WASD or arrows** > Move the camera
- **Mouse wheel** > Zoom in/out
- **Keep the mouse wheel pressed down** > Rotate the camera in any direction.
- **Left click on the minimap** > Move the camera to the selected spot.

MAIN COMMANDS

Basic Commands:

- **Select a unit / multiple units:** left click on the unit, or lasso over multiple units to select one or more units.
- **Move:** when a unit is selected, right click on the ground/minimap.
- **Attack:** when a unit is selected, right click on an enemy unit.
- **Shift (held down):** queue up orders

Unit Groups:

- **Create a group:** when multiple units are selected, press Ctrl + 1 to 9.
- **Select a group:** when you have set up groups, press 1 to 9

COMMANDS PANEL

[Note] These commands are executed by a left click

- **Move and Attack:** Press "Q". The unit moves to the selected location, but whenever it runs into an enemy within firing range, it will stop and engage it.
- **Move Fast:** Press ";". The unit takes the fastest route possible by taking roads, to the selected location. It will not stop and fight if it encounters an enemy unit.
- **Fire on Position:** Press T. The selected unit(s) will shoot with applicable weapons on the selected position. Particularly useful for artillery or barrage attacks.
- **Stop:** Press E. Selected units stop and forget their current orders.

ADVANCED COMMANDS

To use those commands you have to open the Menu "Display Formations" on the lower right side of the screen.

Unit Squad:

- **Regroup units:** To group units of the same type, select one of the units, press "R", then left click on another unit. A squad is instantly created. Doing a left click on the ground after clicking on Regroup will give the order for the units to group together at that location. The units must be close enough to regroup.

- **Split units:** While a squad is selected, hold X and left click on the ground to split your squad into small squads of 1 unit. If you hold X and then click on the label of the squad, the unit breaks away from the squad and becomes its own squad. You can also use the Split button from the interface.

- **Spread units:** While a squad is selected, you can use the command "Spread" to keep distance between your units. If you have selected more than one squad, the squads will spread and you can repeat this command as many times as you want.

Transport:

- **Load an infantry unit:** Either select the infantry and then click on transport, or vice versa. Both units come together and the infantry gets into the transport.

- **Unload an infantry unit:** While the transport is selected, hold U and click on the infantry unit to instantly unload it at the location where the transport is. You can also use the Unload button in the interface.

Other:

- **Activate/deactivate weapons:** When a unit is selected, click on a weapon's icon to activate or deactivate it.

- **Multiple selection interface:** When several units are selected, use the multiple selection interface and click on the unit's icon to select one in particular. If the selection takes up several "pages," use the "Previous" and "Next" buttons to go back and forth through all selected units.

- **Select/Remove units in the multiple selection interface:** Shift + left click in the interface deletes units from the multiple selection.

- **Ctrl + left click** on a unit's icon keeps every unit of the same type selected.

TIPS

Here are a few tips to help you build your army and use your units on the battlefield.

ARMY COMPOSITION

- Try to have a balanced army. You need to be able to face any kind of situation. Be sure to have anti-air (AA) units to face helicopters and planes, and recon units to see what your opponent is doing.
- Recon units are often essential in an army, as they give vision for all your units on the map.
- Be patient and set up defenses to protect your Command Vehicles and the zones you control.
- Don't spend all your reinforcement points unnecessarily. You may need to buy units if you have to deal with an unexpected attack, or if you want to adapt to your opponent's army.

MOVING ON THE BATTLEFIELD

- Use your recon units before moving to avoid ambushes.
- Use the "Fast Move" command to get far more quickly to a target destination, using the main roads. But be careful of enemy ambushes as your supply trucks could be captured and your other units destroyed.
- Your units move faster when they use the infrastructures of the game like roads and highways. When you move in the fields, your units might encounter problems with the environment (mud, forests, and mountains).
- The environment affects your units. Forests offer cover, but reduce your movement speed. Infantry units can also hide in villages and urban areas. Make sure to choose wisely where you move your units.

FIGHTING

- Always try to figure out the position of enemy units on the map thanks to recon units. Use cover to hide your units. Units last longer when under cover and can sometimes shoot without being seen.
- You can unload your infantry units in urban areas so they can hide in buildings; or unload them in forests so they can ambush passing enemies.
- Infantry units are useful to defend positions if they are under heavy cover.
- Take into account the Morale of your enemy. Use artillery to panic enemy units and make them less efficient in fights.

MANAGING YOUR ARMY

- Always keep in mind that you need to provide ammunition and fuel to your units. Logistic units might not be really useful in fights, but they are essential to support your army.
- Don't forget that your planes have to come to your base between each mission. Use them wisely to develop their full potential.
- When your supplies are empty, you can send them back to your FOB to refill them. Only then can they return to supply your units on the battlefield.

Cover your reinforcement lines. A unit entering the battlefield can easily be ambushed.

NAVAL BATTLE

- Ships are large units armed with three main weapon types:
 - Cannons with high rate of fire and a large amount of ammunition. These are excellent coastal support weapons that cause vast amounts of stress, but they are ineffective against a destroyer or a frigate.
 - Anti-naval missiles (Surface to Surface Missiles, 'SSM' and Air to Surface Missiles, 'ASM'), large missiles capable of damaging large ships. Because of their size, there are few of them, and they can be intercepted by defensive weapons. Please note that these missiles cannot target ground or airborne units.
 - Defensive weapons (Close In Weapon Systems, or 'CIWS') are precision weapons capable of targeting anti-naval missiles. However, anti-tank missiles are too small to be intercepted.

These weapons are positioned on various turrets that have their own individual firing angle. To understand how a ship must be used, you need to know the layout of its weaponry. The best way to obtain this information consists in going to the armory and observing the 3D model of your unit.

- The most effective way of sinking an enemy ship is to fire your SSMs at it. But in order to do that, you need to confuse its anti-missile defense system: Focus its firing power on several targets and take that opportunity to fire as many missiles as possible. It is thus very important to adequately coordinate your planes, your helicopters and your anti-naval ships.
- Also bear in mind that a ship that has been submitted to stress is less effective in its defense and attack. It is therefore possible to keep hold of your missiles and to use your cannons first. Afterwards, when your opponent's stress level is relatively low, fire your missiles for maximum effect.
- Not all ships can sail everywhere. The largest ones are restricted to high seas while the smaller ones can sail under bridges and sneak up canals and rivers. Smaller boats are equipped with less powerful weapons, but they are more flexible in combat and can sail around obstacles or set up ambushes.

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