

U.S. SPECIAL FORCES IN VIETNAM



OFFICIAL STRATEGY GUIDE

BRADY GAMES
TAKE YOUR GAME FURTHER

BY RICK BARBA

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INTRODUCTION

Welcome to the official strategy guide for *Vietcong*, one of the most intense and realistic first-person shooter games we’ve ever seen (and believe us, we’ve seen a *lot* of them). As Sgt. Steve Hawkins, Special Forces, you try to survive a dangerous tour of duty in the spectacular but deadly Central Highlands of Vietnam during the crucial last half of 1967.

The game features both Single Player and Multiplayer challenges in terrain ranging from barren hilltops to dense rainforest, towering ancient ruins to claustrophobic tunnel labyrinths. You fight in sunshine, monsoon, and the deepest dark of night. All of the unique and harrowing aspects of that controversial war in Southeast Asia are recreated here with unsettling accuracy.

In most missions you have competent backup from well-trained Special Forces squad mates. Your own training is impeccable. You wield a powerful arsenal of weaponry. But not even all that can help you in some situations.

That’s where we come in.

HOW TO USE THIS BOOK

This guide offers plenty of general strategic advice applicable to general combat situations, plus step-by-step tactical advice for the specific encounters you face in the *Vietcong* Campaign. The book is divided simply into two parts.

Part 1: General Tips and Tactics is a treasure trove of sage advice from many sources, including the crack Take2 Europe testing team for *Vietcong*. Hey, who knows the game better than these folks who lived it, day and night, for weeks on end? This section provides basic and advanced combat tactics, plus takes a closer look at how to maximize the efficacy of your weapons. It concludes with some dynamite multiplayer gaming tips.

Part 2: *Vietcong* Campaign Walkthrough takes you step-by-step from your basecamp at Nui Pek through the steaming jungles and rice paddies of the Central Highlands missions, all 19 of them. This includes detailed overhead maps that point out hotspots, “firebase” targets, booby-traps, and other locations of interest.

GENERAL TIPS AND TACTICS

Before diving into the jungle of *Vietcong*'s Singleplayer Campaign missions, let's pick up a few combat tips from the experts. The following section features invaluable advice from the guys who know how *Vietcong* "plays," inside and out, better than anyone else: the game's testers. These fellows have been pounding on *Vietcong* day and night for weeks on end. So listen up.

Special thanks to Take2 Europe's "QA Specialist Force Team" of Jim Cree, Charlie Kinloch, Tim Bates, Andy Mason, Denby Grace, Kit Brown, Lee Johnson, Mike Emeny, Phil Alexander, Rob Dunkin, Jason Kokkorakis, Jono Stones, and Steve Bell for their brilliant contributions to this chapter. Thanks also to assistant producer Lee Brown for compiling the team's tips...and adding a couple of his own (using a very sneaky alias).



Combat in Vietcong requires sound overall strategy and clever, patient tactics.

BASIC COMBAT TACTICS

Combat is combat, and *Vietcong* certainly calls for standard tactics that apply to most games of the "first-person shooter" genre. But jungle warfare presents some unique challenges, as well. Here are some general combat tips that can help keep you alive in the bush.

QUICK SAVE AFTER EACH SUCCESSFUL SKIRMISH.

It's best to lead with this most basic of gaming tips. Veteran players make it a habit to save regularly, especially after successfully completing a task. In *Vietcong*, hit Quick Save (default is [7] on the number pad) every time you nail another VC enemy...as long as you have a reasonable amount of health remaining. Do *not* Quick Save if you're on the verge of death, unless you have a ready medikit or your medic, Crocker, is nearby to provide some quick healing.

LEAN AND FIRE.

From tester Lee Johnson, Take2 Europe: "When you're tucked in behind cover, you can use the Lean Left/Right keys (default are [Q] and [E]) to pop your head round the object and fire off a few bursts. When you release the Lean key, you duck back behind cover. Perfect for hiding behind trees or rocks."

This is perhaps the most fundamental combat technique in the game, and the one most essential for survival. Fighting from cover is crucial in *Vietcong*, and the quick "lean and shoot" is your key to success in most firefights.

STOP AND LISTEN FREQUENTLY!

Your enemies in *Vietcong* are "real" in the sense that they move, talk, reload their weapons, and do other things that make noise. Whether you're crawling unnoticed through a commie camp or pouring hot fire into a wild VC assault, use your ears!

As you advance quietly through jungle or along serpentine tunnels, listen for VC chatter to warn you of enemies ahead. In a gunfight, listen for the clacking sounds of your foe popping in a new clip; this often gives you a good opportunity to pop up and pop off a few rounds without taking return fire.

RELY ON YOUR POINTMAN.

From tester Jim Cree, Take2 Europe: "At first, *Vietcong* may surprise players familiar with other first-person shooters. Your initial urge is to lead the charge into battle, guns blazing, seeking your own way through the jungle and taking on the VC single-handed. This simply does not work in *Vietcong*, due to the nature of the terrain and enemy.



Le Dhuy Nhut has an infallible sense of direction and can find even the most cleverly hidden booby trap.

traps. Always let Nhut lead, carefully follow in his footsteps, and listen to what he says—he *will* save your life."

TAKE ANY SHOT YOU CAN GET.

Shoot *immediately* when enemies are visible, even if you see only a sliver of a VC body. If you wound a target, he may stagger, presenting more of himself for a follow-up shot. Plus he's momentarily incapacitated, so you can move forward quickly for a finishing shot without taking return fire.

"If you stray just 5 meters off the jungle path, you can find yourself hopelessly lost, and sometimes you can walk within 10 meters of a VC soldier and not notice until he empties his AK-47 into your back.

"To successfully navigate most missions in *Vietcong*, take advantage of your savvy Vietnamese pointman, Le Duy Nhut. He knows the terrain, and he has a keen eye for signs of VC presence—whether actual enemy soldiers or their nasty leave-behinds such as tripwire booby-



Shoot when you see any part of an enemy around a corner. A wounded foe is temporarily unable to shoot back, so you can close in for the kill.

DON'T CHASE AFTER TEAMMATES!

From tester Charlie Kinloch, Take2 Europe: “When engaging enemy forces, you will encounter situations where you must make contact with squad members in the heat of combat. For example, if your health is low, you need Crocker for some healing; or if you want to call in a quick situation report to HQ, you need Defort and his radio.

“Instead of running around, trying to find your guys for re-supply or support, call them over to you by using the number pad keys. With one key press, you can get any squad mate to make his way to your position. Thus you can get your ammo topped up by Bronson or your wounds dressed by Crocker. If the mud really hits the fan, call over your M-60 wielding son-of-a-gun Hornster for some heavy firepower backup!”

CROUCH!

Look, crouching is always good and never bad. First, it reduces your target area, making you harder to hit. Second, it steadies your aim, making your own shots more accurate. Always travel in a crouch when approaching new areas, whether or not cover is available.



Crouching makes you a smaller target. Stay in a crouch whenever you move through uncertain areas.

And here's a reminder from tester Tim Bates, Take2 Europe: “When you have to crouch or lie in the prone position for any length of time, you may find your fingers seizing up as you hold down the Crouch or Lie key. However, remember that a short single tap of either key will toggle on that mode, leaving the fingers free for selecting movement, weapons, or other *Vietcong* activities.”

USE COVER!

From tester Andy Mason, Take2 Europe: “Cover is a soldier's best friend, both in real life and in *Vietcong*. The game is littered with boulders, fallen logs, foliage, and other objects, allowing you to maneuver through your missions stealthily and out of the enemy line of fire. The smart player stays on the lookout for good cover at all times.



Cover is truly a soldier's best friend.

“Don't get caught in open spaces! Crouch and run from rock to rock, bush to bush. Find *anything* that can intercept a bullet and keep it from burrowing into your frail flesh. Once you do, pop up and lay down fire, then move quickly a short distance to the next safe haven. You will learn quickly the value of cover.”

SEARCH BODIES.

Fallen enemies often have good, useful stuff...and what the heck, they don't need it anymore, do they? Especially those life-saving medikits. Go ahead. Help yourself. Really, they'd *want* you to have it. Grab all the ammo you can find, too. Do this even if the ammo type you gather is for weapons not currently in your possession.



It may seem distasteful, but scavenge fallen foes for intel, weapons, ammo—and especially medikits.

Why? Well, suppose you run out of ammo clips for your current weapon in the heat of battle, and Bronson (your ammo-supplying squad mate) isn't nearby. You have to plunder a new gun from a downed enemy. If you already have a full load of ammo for that weapon, you can just grab the gun and start shooting instead of scavenging around for more ammo while VC pepper your hide.

SCAN AHEAD FREQUENTLY WITH YOUR BINOCULARS.

From tester Denby Grace, Take2 Europe: “Not all the guns in the game have good quality sights, and only the M1 Garand and the Drogenov have telescopic sights. Often, however, you'll want to scope out a place before you commit to an attack. Perfect for this are your U.S.-issue binoculars, which have great range and are always available (default key is [B]). Very handy equipment. Use them often.”



Binoculars can reveal waiting ambushes. Stop and use them frequently to scan ahead.

DON'T WASTE YOUR MEDIKITS.

Waste is evil, so if your health rating is anywhere above 50 percent, hang onto your medikit for later use. These lifesavers can be few and far between. Unless you've just dusted a squad of VC that dropped extra medikits, wait until your poor punctured body seriously needs repair before you crack open your own medikit.

FLUSH YOUR PREY.

From tester Kit Brown: "In Vietnam, the U.S. always had superior firepower, and thus would often use gunfire or fragmentation grenades to flush out a suspected VC position. Use this tactic in *Vietcong*, too. A well-placed grenade delivered into a suspicious looking area may chase VC from their nest, running for their lives. As they flee the impending explosion, pick them off.

"This can also work with automatic weapons: indeed, 'Spray and Pray' was a well-used tactic in Vietnam. In fact, it has been estimated that one million rounds were fired for every enemy soldier killed!"

EXPEND NEAR-EMPTY CLIPS DURING LULLS IN THE COMBAT.

It's always nice to have a full clip of ammo when you first engage a squad of enemies. If reserve ammo is plentiful and you're very low on your current clip—say, down to your last bullet or two—then just fire them at any suspicious-looking distant clump to empty the clip and trigger auto-reload, or hit [R] to reload. With a full clip, you're ready for anything. You won't have to lose precious seconds reloading in the midst of the next fierce firefight.

WEAPON TIPS

Vietcong puts a stunning array of firepower at your fingertips. Each weapon has its own set of characteristics...and idiosyncrasies. Here are some general weapon tactics, as well as a few tips on specific weapons available in the game.

THE HEAVIER THE WEAPON, THE SLOWER YOU MOVE.

From tester Mike Emeny, Take2 Europe: "Big, heavy guns like the M60 and the Degtarev will slow you down considerably when you run. Sub-machine guns and pistols are much lighter, and thus let you move easier. But even better: to run your fastest, stow away cumbersome guns and unsheath your combat knife."



The M60 and Degtarev machineguns are heavy weapons, slowing you down when wielded. Switch to your pistol or knife to run faster.

FIRE BIG GUNS PRONE.

Sure, Hornster looks cool slinging his M60 from the hip, but it is very difficult to fire a big honking machinegun with any accuracy while standing straight up. Crouch to fire if you must move. But better yet, drop to the ground behind a tree, sidle to the side, hold down the Right Mouse Button to aim, and open fire from the prone position.

DO NOT UNDERESTIMATE THE POWER OF THE KNIFE.

From tester Steve Bell, Take2 Europe: "If you can maneuver in close to foes, a few quick jabs of the knife will kill silently and efficiently. In dense foliage and other areas with lots of vision-obscuring objects, such as boulder fields or ruins, you can rush the VC before they get their aim right. Finish them off with the blade. In a Multiplayer match, the satisfaction and respect earned from 'shanking' someone is well worth the effort."



"Shanking" foes with your combat knife can be very effective—particularly in areas with lots of cover.

SINGLE SHOT VS. AUTOMATIC FIRE MODE.

From tester Phil Alexander, Take2 Europe: "The sustained burst of a semi-automatic weapon firing in Full Automatic mode lays down some scary firepower. But the repetitive recoil of an M16 or AK-47 greatly lessens your ability to aim accurately, as the recoil pulls the gun away from the target. On top of this, automatic fire creates large muzzle flashes, which obstruct your view to the target.

"However, most semi-automatic weapons have a Change Fire Rate switch that lets you fire single shots. (The default toggle key is [C].) In Single Shot mode, you can engage targets at a much greater range, due to the reduced recoil. The muzzle-flash effect is also lessened with Single Shot, and you waste much less ammo.

So switch your semiautomatic weapons—M16, Thompson, PPS-41, or AK-47—to Single Shot mode in most combat situations. But if a swarm of three or more enemies suddenly rushes into close range, a quick punch of the Change Fire Rate key lets you mow them down in Full Automatic mode.

HUG THE GROUND WHEN FIRING MACHINE GUNS.

From tester Rob Dunkin, Take2 Europe: "Your accuracy increases when you crouch, and even moreso when you are prone. Certain weapons, such as the US M-60 and the Degtarev heavy machine gun, can be fired effectively only in the prone position—in fact, due to the nature of these weapons, they won't recoil at all when you're lying down. Thus, if you want to provide accurate, long-range fire with fully automatic weapons, hug the ground!"

JONO LOVES HIS THOMPSON!

From tester Jono Stones: “Although the M-16 was the most famous weapon in the Vietnam, the Thompson really is my weapon of choice. In the Thompson’s magazine, you have 30 rounds, in the M-16, only 18. The Thompson has a lethal range, which is equal to that of the M-16, and can get single burst kills over reasonable ranges. And for you gung-ho players, it is superb when fired from the hip, saving you time when aiming. Due to its rapid rate of fire, and the fire rate switch, you can either hose an area, or put down accurate long-range single shots. An all round diamond of a weapon!”

THROW GRENADES IN TWO WAYS.

When you throw a grenade using the standard Fire button/key, it flies high and far away. However, you can also use the Aim button/key to toss the grenade underarm. This way you can roll it along the floor through a doorway and into the next room, for example.

As Take2 Europe tester Jason Kokkorakis says, “The underhand pitch is handy when you need a bit less power. It’s great for bunker clearance, or for fragging a room full of VC. Just pull the pin as normal, but use the Right Mouse Button to toss it.”



Grenade-tossing is an art form that requires much practice. The longer you hold down the Fire button, the farther you throw.

LEARN HOW TO REGULATE YOUR THROWING STRENGTH.

The longer you hold the Fire (or Aim) button/key, the more power will go into the throw. But remember: after you pull the pin, the grenade’s time fuse starts “ticking.” The grenade will explode in about five seconds, so you should hold down the fire button no longer than three seconds before you release it.

TIME THE EXPLOSION OF THE GRENADES.

Jason Kokkorakis, Take2 Europe: “Grenades initially may seem hard to use, but with a few simple techniques, they can become deadly. Remember: grenades have a 5-6 second fuse, so if you see a running Vietcong, be sure to throw the grenade about 5 ‘game meters’ ahead of your target, to ensure it detonates underneath the enemy.

“Another technique: pop the pin and hold the grenade for 2 or 3 seconds before throwing it. It should detonate almost immediately on landing, right on the button, giving opponents no time to run!”

AVOID GRENADE DAMAGE BY LYING DOWN.

Grenades can kill you in two ways, by concussion and/or shrapnel. If you lie down, you have a better chance of avoiding the shrapnel. (Don’t try this at home).

COVER RETREAT WITH A GRENADE OR TWO.

From the specialist known only as “BrownBoy”: “Most people think that grenades are primarily used when attacking, but historically, they were actually more effective when trying to break off from a firefight. When under enemy attack with no choice but to retreat, your most effective tactic is to throw grenades behind you. This often slows (or kills) pursuers and gives you a chance to escape with your life.”



Leave a trail of live grenades behind as you retreat from superior forces. This buys time for escape.

MULTIPLAYER TIPS

Multiplayer action in *Vietcong* is fast, ferocious, and unpredictable, and you’ll find there’s no “best way” to win on a regular basis. Every game—and every Internet or network connection—is different, and the vectors of play shift wildly with every new foe that jumps into the fray.

However, there are a few fundamental tactics that can help you survive multiplayer gaming in general and *Vietcong* in particular. Many of the following tips come directly from the real experts—the Take2 testing team.

DEVELOP YOUR OWN STYLE...AND PERFECT IT.

The best bit of advice from multiplayer experts is simply to “be yourself.” Find a tactical style that suits your personality, and then employ it over and over until you can do it in your sleep.

For example: Some players are relentlessly mobile—always moving, always circling and probing, always flanking and trying to get that kill shot from behind. Others are more patient and deliberate. They find protected positions overlooking open ground or natural traffic areas, lie in ambush with a scoped M1 Garland or SVD Dragunov, and wait happily for unsuspecting foes. Still others prefer the classic frontal assault, willing to sacrifice speed for the raw firepower of an M60 machine gun or M79 grenade launcher.



Are you a camper or a prowler? Do you lurk on the periphery or wade in and slug it out? Develop your own multiplayer style.

Again, the general idea is do one thing better than everyone else. Master that one approach, repeating it until your reflexes are lightning-quick.

BUT DON'T BECOME PREDICTABLE.

The flip side of mastering a particular style of play is that intelligent foes will soon recognize your patterns and respond accordingly. So it doesn't hurt to mix in a few maneuvers that go against the grain of your personal style. A certain amount of unpredictability can be very unnerving to opponents.

PLAY THE SINGLEPLAYER MISSIONS.

The excellent Campaign, Single Mission, and Quick Fight scenarios under *Vietcong*'s Singleplayer option provide hours and hours of nerve-racking, pulse-pounding fun. They also present you with almost every type of tactical challenge imaginable, and thus provide perfect training for Multiplayer gaming.

LEARN THE LOCALE.

Really, this can't be emphasized enough. In multiplayer gaming, nothing hurts worse than ignorance of the map and its landscape. Even super-elite warriors can suffer ignominious loss at the hands of foes with lesser combat skill but better map knowledge. The Vietcong multiplayer maps are designed to offer plenty of unexpected twists and encounters. Be sure to full explore each mission terrain before you play it.



Extensively explore multiplayer maps without opponents before jumping into a game.

Try this: Host a multiplayer game without opponents. Just select either LAN or Internet as your connection type, then click Create and select the map you want. Click Start, then select a Side, Class, and Weapon to put yourself on the map you chose. You are alone on the landscape, so now you can explore.

Roam the map and study its layout. Find all the nooks and hiding places, the high ground, the sniper nests, the natural passages and choke-points. Once you have a basic sense of direction, run at top speed through the map again and again to get the feel of moving at game speed through its unique terrain. Keep running and exploring until you can move from point to point instinctively, with speed and confidence.

MAKE PROVISIONAL ALLIANCES.

In a standard Death Match, it's every man for himself. But that shouldn't preclude forming an occasional Machiavellian alliance. Find a partner and work in pairs to target particularly skilled or nasty opponents, or to simply increase both of your kill scores.

Even if your provisional ally outscores you (or backstabs you), you both come out ahead in the long run. It's much better to end up in second place than last, right? In any case, if *you* don't find allies, someone else will. So to increase survivability, find a partner.

PICK SQUAD MATES WITH COMPLEMENTARY WEAPONS/STRENGTHS.

This tip may seem obvious, but it's too often ignored. In cooperative or team play, team up with players whose weapons compensate for your weaknesses. If you tote a shotgun, find teammates with greater range. A squad of three hilltop snipers armed with M1 Garands might make a formidable unit from afar, but what happens when enemies pinpoint your location and rush the hill? Better to have one sniper, one M60 machine-gun for defensive purposes, and an M16 for flexibility.

ASSIGN CLEAR ROLES.

Everybody on your team should be very clear about their job. Freelancing against a well-organized enemy is suicide, plus it can lead to friendly fire fatalities. If your assignment is to guard your flag with an M60, don't start roaming—stick to your task!

Be sure your team has a nice balance of weaponry, too. Plant heavy gunners around bases/flags, give your "mid-fielders" semiautomatic weapons, and send your runners forward with pistols and knives for mobility.

AVOID SOLO FORAYS.

No matter how good you are, the odds are against you when you roam the map by yourself. Travel in teams of at least two, keeping well spaced but in visual contact. As mentioned above, this tactic can apply to Death Match games as well as team-oriented games, if you're clever enough to negotiate provisional alliances.

WATCH THE POINT.

In Vietcong, team success often depends on locating well-hidden, camouflaged enemies. Where is that sniper? Does an ambush wait behind those rocks ahead? Is he sitting on high ground, waiting? Where is the biggest concentration of force?

Here's where your team's pointman is important. His primary job is to put his eyes and ears to the landscape. But he's also a lightning rod of sorts (though "guinea pig" might be a more accurate term). He draws fire, exposing enemy positions. Of course, wily opponents may hold their fire until your entire team creeps into range. But more often, an enemy ambush begins at the first sight of your pointman.

When you hear the first shot and see your pointman hit the dirt, keep cool and scan the area for muzzle flashes or movement of any kind.

CONCENTRATE YOUR FIRE.

When a squad vs. squad firefight brews, one effective tactic is to focus your team's massed fire on individual enemy targets. Multiple guns trained on one foe at a time can often decimate enemy squads much quicker than dispersed fire at multiple targets. Inter-squad communication is the key to this approach, of course.

QUICK MP TIPS FROM LEE BROWN

Here are a few bonus tips on certain varieties of multiplayer gaming, courtesy of Lee Brown, associate producer of *Vietcong* for Take2 Europe. The first is this: *Know the particulars and rules of the specific type of Multiplayer game you are playing.*

DEATHMATCH

You're on your own! So don't just run out in the open. Unless you make an alliance, you have no one to watch your back.

The best way to get a load of kills at once is to throw a grenade into a group.

If you do get killed, lay down quickly when you respawn (as you may reappear out in the open) and crawl on your belly to the nearest cover.



*Hit the dirt quickly whenever you respawn in a multi-
player game. Vultures may be lurking nearby!*

TEAM DEATH MATCH

It's best to work in pairs. First, you have extra cover. Second, if you do get killed, your partner can spot and finish off the enemy.

Obviously, don't kill your teammates. You can't just shoot at anything that moves in Team Death Match.

CAPTURE THE FLAG

Set out roles for team members from the start. For example, you have a seven-person team. Designate one person to guard the base, then deploy the others to the opponent's flag—two flank left, two flank right, and two up the middle.

It's good to have snipers covering highpoints. But "fighters" (guys with M16s or AK-47s) should guard these snipers. Remember that it's hard for a sniper to kill an enemy fighter up close.

LAST MAN STANDING

Most important thing? Locate a better weapon than the one you start off with.

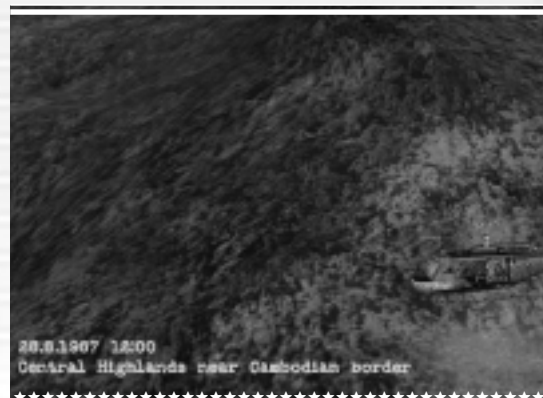
Caution is the word for this game. Find a well-protected spot with good firing angles to pick off your prey...and stay there.

If there's something to hide behind, do it, it may save your life.

MISSION 1

WELCOME TO NUI PEK

June 28, 1967. You are Sergeant Steve Hawkins, hitching a chopper ride to your new post at Nui Pek in the Central Highlands of Vietnam, near the Cambodian border. The landscape below is so stunning and beautiful you find it hard to believe a bloody, brutal war is being fought down there.



1-1. Vietnam, 1967: one of the most beautiful countries you've ever seen is also home of a hellish war.



1-2. Meet yourself: Sgt. Steve Hawkins, looking for action—and about to get it, big time.

Of course, you heard that sentiment expressed a few times back in Nha Trang. It sounded trite. But now, flying over Vietnam's emerald canopy of trees, you see its verity.

Your fellow passenger is C. J. Hornster, a burly weapons specialist full of interesting (and profane) observations about in-country living. The good news is that your new post will no doubt give you the action you've been itching for.

That's also the bad news. Nui Pek is a "hot camp"—that is, people are dying there.



1-3. Hornster ain't too pretty, but he sure can tell a story.

Here's the map issued to you. You start at the heliport. Main points of interest are marked for this first "mission."

- A** Heliport
- B** Ammunition Store (Firing Range)
- C** Field Hospital
- D** Garage
- E** Tactical Operations Center (TOC)
- F** Jeep
- G** NCO Quarters Entry



PRIMARY OBJECTIVES

- ☆ See the Captain in the TOC (the large bunker with the US flag outside).
- ☆ Follow the Captain.
- ☆ Go to the firing range and get a gun.
- ☆ See the Captain again.



Hornster
(Weapons)



Defort
(Radioman)



Crocker
(Medic)



Bronson
(Engineer)



Captain
Rosenfield

YOUR SQUAD

MISSION WALKTHROUGH

This isn't a "mission," really. You don't fight; in fact, you barely shoulder your weapon. It's more like an extension of the tutorials you played (or should have played) before jumping into the Vietcong campaign. It also serves as an introduction to your future team members.

When the chopper arrives at Nui Pek, press the Use key (default is [F] or [Enter]) to disembark. Follow Hornster to hear the rest of his comments, then wait until Defort, the radioman, introduces himself.

Defort tells you the Captain is looking for you. You can meet the Captain in a minute. For now, hang with the guys and listen to Hornster as he debriefs Defort on his “adventures” in Cholon. (See the Caution on this page.)



Talk to Crocker again to learn the unfortunate fate of the soldier on the cot. He stuck his foot in a spider-infested boot! Sickened by a poisonous spider: yet another first-rate benefit of living in the bush.

Talk to Crocker one more time to learn again that the Captain wishes to say hello. Exit the door you entered. (Or you can explore the facility a bit before you do, if you so desire.) Climb up the slope toward the jeep, then turn right and go down the hill toward another jeep in an open-sided garage.

GARAGE (BRONSON)

Approach the jeep to meet Bronson, the engineer working underneath the vehicle. He greets you, acknowledging that he's the demolition specialist for the team. He's having a really great time with the jeep, as you can hear if you hang out a minute or so.



1-8. Then came Bronson. He's your engineer.



1-9. Here's the Tactical Operations Center (TOC), where the Captain waits for you.

Talk to him a few times to learn that—guess what?—the captain's waiting for you in the TOC bunker. Maybe it's time to go meet the guy and report for duty.

Exit the garage heading uphill, veering right. Head to the open door of the building with American flag hanging on the pole and the reddish sign that reads: "A 216, ORD RM."

TOC BUNKER: MEET CAPTAIN ROSENFELD

Approach Cpt. Rosenfield. He automatically greets you and tells you to “cut the parade field crap” and forget about formalities of command. He warns you to watch yourself around camp because “the VC snipers in this AO [area of operations] are about the best I’ve ever seen.”



1-10. Cpt. Rosenfield is your CO. Listen carefully to what he tells you.

He explains that the Tactical Operations Center (TOC) is where all team meetings and briefings take place. Then he says he'll show you your bunker. Follow the Captain.

NCO QUARTERS

At your NCO quarters, the Captain unlocks the door, then suggests you pick up a weapon and take a look around the area. After he leaves, move the cursor over the door and press your Use key to open it. Enter and grab the pistol on the desk. Then turn right and walk into your bunkroom. Move the cursor over the cot and press Use to toss down your bag.

Since you've already looked around the basecamp and grabbed a weapon in this walkthrough, exit your quarters and just head up to the jeep. However, if you don't have a weapon yet, go to the firing range and take one now.

To trigger your final meeting with Cpt. Rosenfield and Crocker at the jeep (thus triggering the next mission, “Medic Patrol”), you must have already had your first meeting with the Captain and followed him to your quarters, plus you must have a weapon in your possession.

JEEP MEETING

Wait at the jeep. Eventually, Cpt. Rosenfield and Crocker both arrive. The Captain orders you to accompany them on a “nice, exciting, [censored] civic action”—a visit to the local village to inoculate kids and deliver rice.



1-11. Once you've picked up a weapon and Captain Rosenfield has shown you to your quarters, meet him and Crocker at the jeep for your next mission.

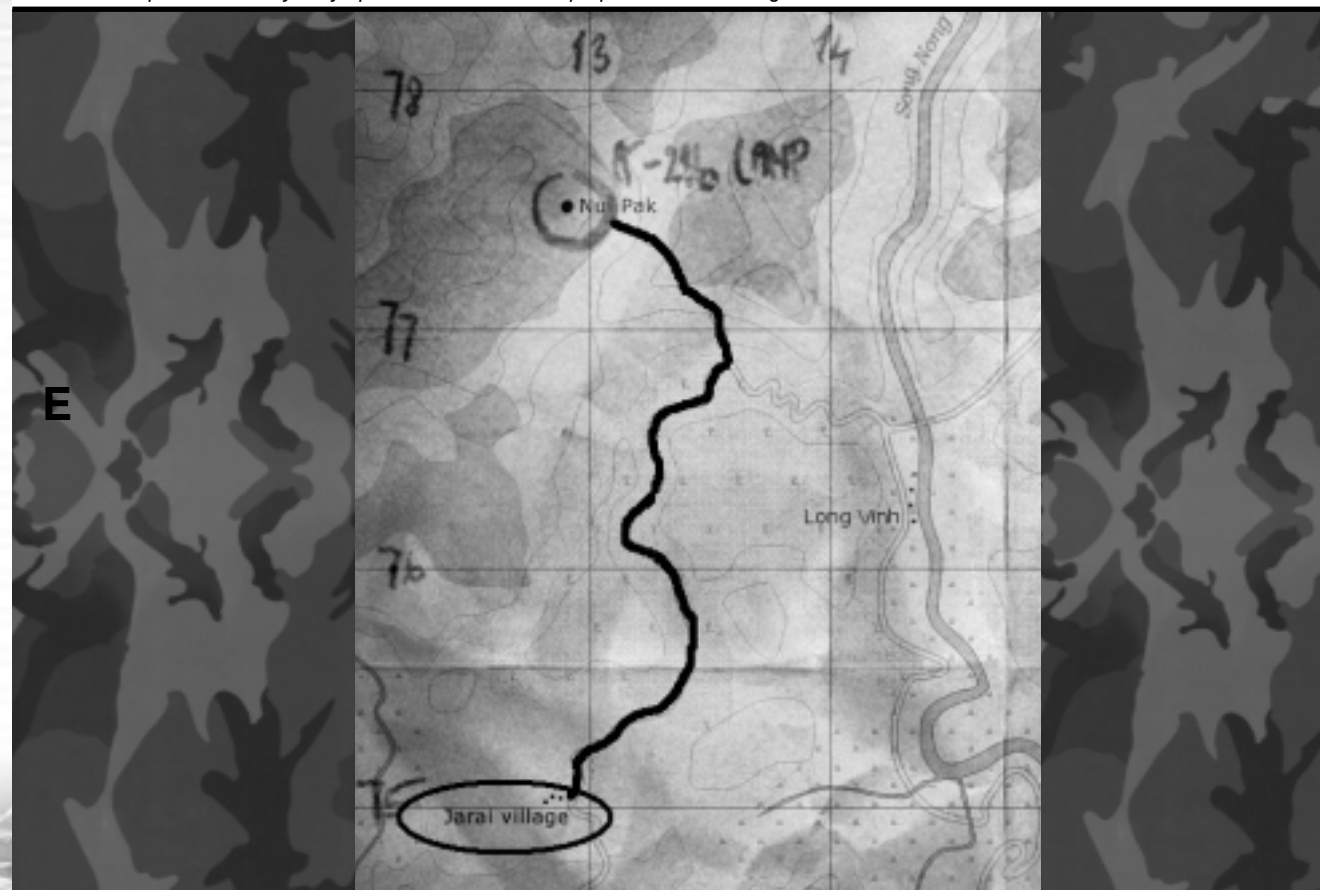
MISSION 2

MEDIC PATROL

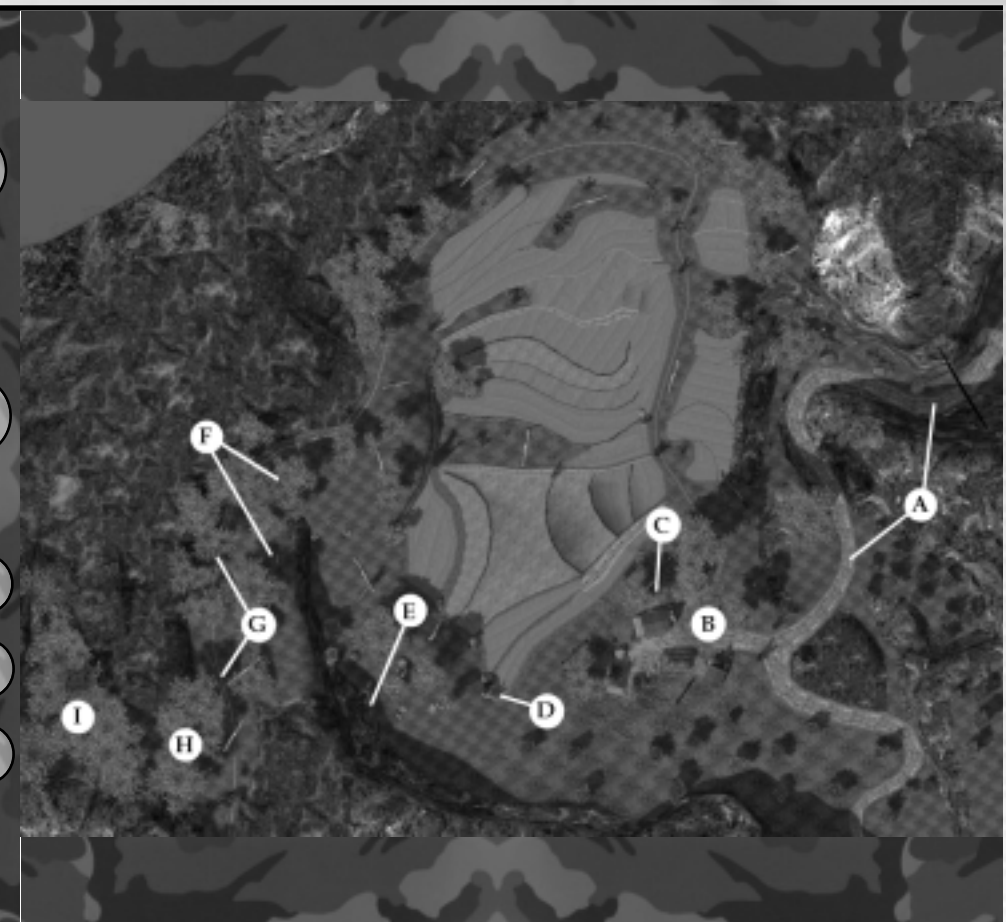
This mission starts with a fun, carefree jeep drive and ends with a harrowing encounter with well-camouflaged VC snipers. You can actually get zero kills and still complete the mission, but good soldiers aren't satisfied with just chasing off the enemy. In any case, the purpose of "Medic Patrol" is to teach the importance of using cover in jungle warfare.

"Cover" means both "taking cover" (crouching and hiding behind rocks, logs, and so on) as well as the tactic of laying down "cover fire" in order to make small tactical advances. You must do both in this mission. The VC snipers cannot be defeated without the use of cover.

Here's the map overview of your jeep route from basecamp up to the Jarai village.



- A** Jeep Route
- B** Jarai Village
- C** Log Cover
- D** The Big Boulder
- E** Double-Rock Formation
- F** Initial VC
- G** Downhill Trail
- H** Arroyo (Turn West Here)
- I** VC Snipers Withdrawal



PRIMARY OBJECTIVES

- ☆☆ Ride in the jeep to the nearby Jarai village.
- ☆☆ Visit the Jarai village.
- ☆☆ Eliminate the VC snipers.
- ☆☆ Return to the village.



Captain Rosenfield
(Pointman)



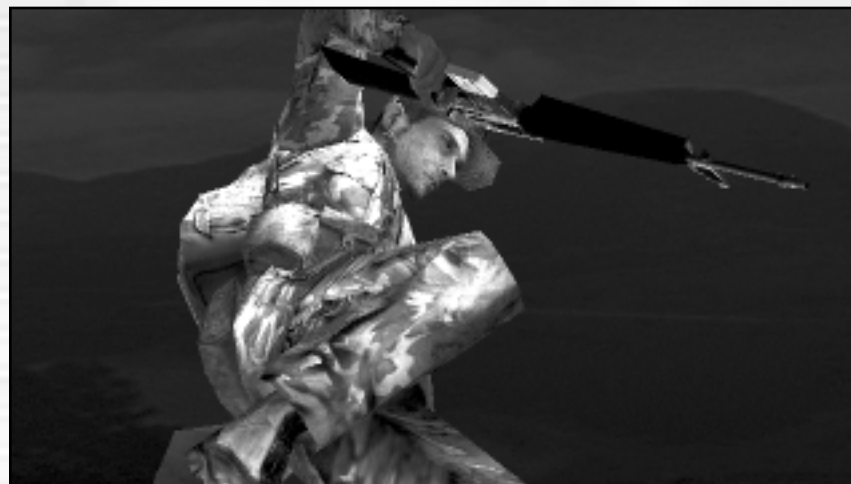
Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

Time for a little jeep trek up to the Montagnard village for a meeting with the local chief of the Jarai tribe.

Cpt. Rosenfield lauds the spirit of the Montagnards, calling them “really brave fighters” unafraid of the Vietcong forces in the area. The Captain also suggests that the local mountain folk are a good source of info on the activities of “Victor Charlie” (VC).



THE RIDE UP

On the way, you pass a small hamlet torched recently by VC forces. After you pass it and hear the Captain’s story, he warns you about the rice wine you’ll be expected to drink when you arrive. Hey, nobody said it would be easy being an ambassador of good will.

Crocker runs off to take care of his patients. The Captain tells you to follow him to meet the chief. He introduces you as “our newest soldier” and the chief invites you in for, yes, rice wine.

VC SNIPERS

Suddenly, however, a crew of VC snipers opens fire. Hustle along with the Captain and Crocker as they duck behind the nearby big log for cover.



The snipers are in tough-to-hit positions behind cover on the ridge to the northwest (see 2-4). Look for muzzle flashes (as Rosenfield suggests) and pop a few shots at them...but from here, it’s mostly a waste of your time and ammo. All you do is risk taking a bullet.

Again, learning cover tactics is the purpose of this mission! Listen to Cpt. Rosenfield’s directions. He sends Crocker left and orders you to follow. The idea is to outflank the sniper position and force them to withdraw.



2-1. Meet the Jarai chief...and get ready to take some sniper fire.



2-2. Crouch behind this log with Crocker and the Captain. The snipers are well hidden atop the far ridge to the northwest (circled here).

It’s almost impossible to hit the snipers with gunfire from afar. But if you advance around the left flank to a certain location, the VC automatically withdraw to a more vulnerable position in the jungle.

CROUCH AND COVER

Follow Crocker to the left (west) along the lengths of the two big logs as the Captain lays down a withering cover fire. Stay crouched behind logs and rocks! When crossing open areas, wait until the Captain opens fire, then hurry the short distance to the next cover. (Just follow Crocker's lead on this.)

The VC snipers are aggressive and accurate shooters. Don't try to find their exact location and return fire, because you'll just expose yourself and take damage, with little chance of hitting them. Save your ammo and stay behind cover!



2-3. Follow Crocker along two logs and down to the big boulder on the valley floor. Stay low!

Do not linger in the open! The VC snipers will hit you within seconds.

THE BIG BOULDER

Again, the initial goal is to move using cover around the left flank of the VC position, forcing them to cease firing and withdraw from the ridge. After descending the slope from the second log to the very large boulder on the valley floor, Crocker suggests you proceed on your own while he puts up some cover fire for you.

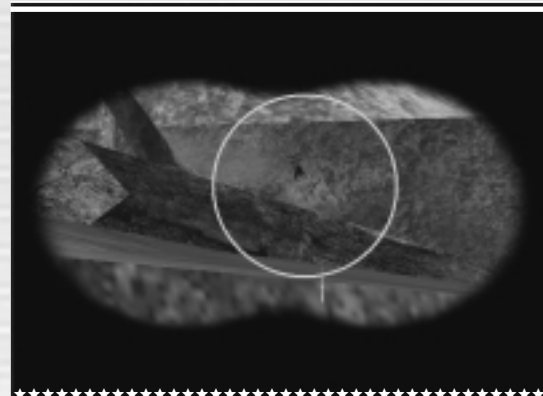
Remember that Crocker's your medic! Use him to get healed before you leave him behind to complete your flanking maneuver around the sniper positions.



2-4. Crocker stays behind the big boulder. From here, you're on your own.

FLANK MANEUVER

Continue west around the boulder, dashing from rock to rock and moving along the small slope for protection. Take a few peeks at the high ridge and look for the VC muzzle flashes if you want, but remember: each muzzle flash is likely a bullet coming your way.



2-5. A binoculars view shows how hard-to-hit the VC snipers are. This is the most exposed the shooter will get.

When you finally reach the cover of the double-rock formation against the base of the ridge (see 2-7), your flanking maneuver is almost complete. Now just run around these rocks with your gun blazing, then sprint up the hill to force the VC withdrawal.

When the sniper fire ceases, Crocker comes running up behind you. At this point you could simply head back to Cpt. Rosenfield for a glass of rice wine. But if you're a hardcore soldier, you want to follow the snipers to their den.

TRACK THE SNIPERS

At the top of the ridge, turn left, and follow the trail downhill (southwest) to the log lying across the path. Turn right and proceed northwest very carefully. Three VC snipers lurk just ahead, but your buddy Crocker follows in a support position, so you're not alone here.

Again: Don't waste time, ammo, and your safety by trying to pick off snipers and firing at the muzzle flashes. The snipers are well-hidden and camouflaged and make very small, poor targets.

Check the binoculars view in 2-5 to see why hitting a sniper is almost impossible.



2-6. Take your final cover behind these rocks (circled, left) against the ridge, just beyond the Y-split tree trunk seen here. Then attack!



2-7. The VC snipers lurk in the trees to the right of this trail's bottom.

Once all three enemy soldiers are eliminated, search the bodies for ammo and intel items, then make the long trek all the way back to the Jarai village. Approach Cpt. Rosenfield to make your report...and accept the offer of some rice wine.



2-9. Here's your first mission debriefing.

Move forward to the right end of the first log, fire a couple of shots, and wait with your gun pointed at the rightmost (and closest) end of the next log. At least one VC will come creeping around that end of the log. Fire fast when you see him or you'll take hits.



2-8. If you set up behind this first log and open fire, each VC creeps around the right edge (circled) of the next log.

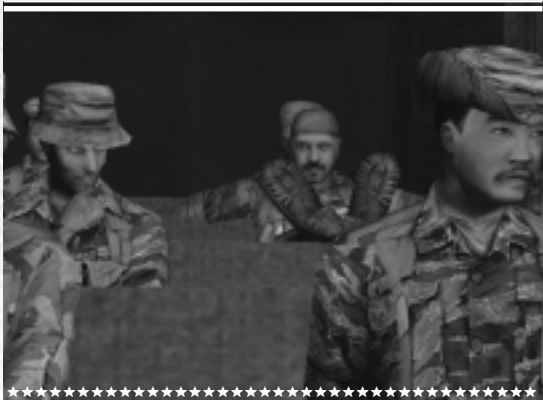


MISSION 3

THREE CANYONS

Pay attention to your first briefing session in the TOC bunker back at Nui Peg. Cpt. Rosenfield formally introduces you to the team, then gets right to business. A large VC shipping route, part of the Ho Chi Minh Trail, is thought to run not far from the base. Your job: Lead a recon team to find it.

The Captain also introduces you to Le Duy Nhut, the LLDB regular who will serve as your pointman on this mission. Then he lays out your route, heading northeast across the AO (area of operations). If you find any VC arms or food caches along the way, your orders are to blow them sky high with C4 explosives.



3-1. Captain Rosenfield briefs the team on your first mission as squad leader, a search for the local segment of the Ho Chi Minh Trail.

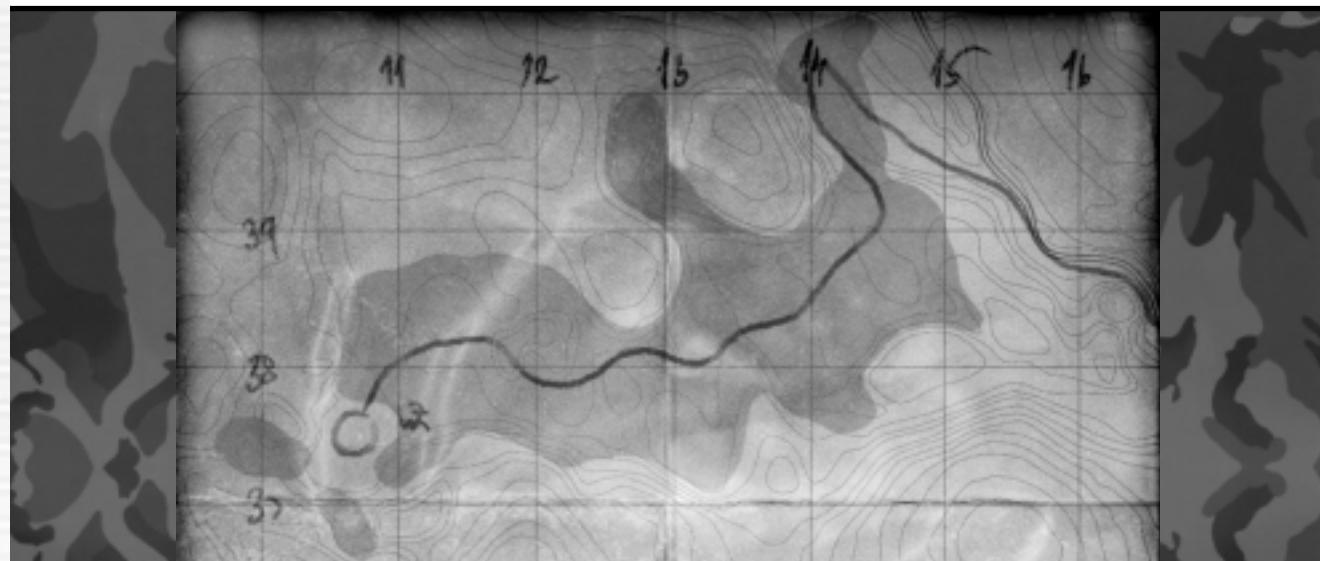
The route eventually joins the Song Nong River. Your final objective is to reach the Montagnard village of a tribe called the Bahnar and make contact with the tribal chief. The “montas” have proven to be good allies in the CIDG program...and the more tribes on our side, the better.

This is a three-part mission. Note that each part has its own map and set of objectives.

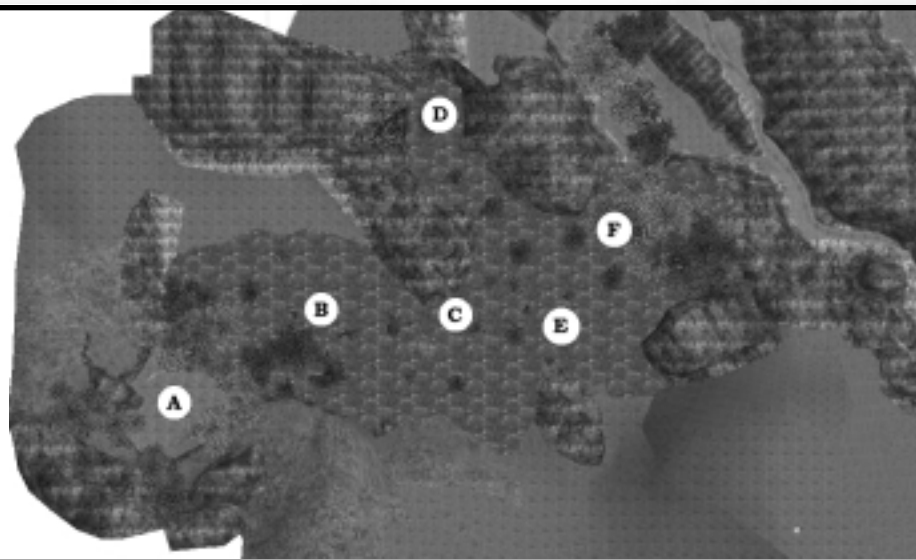
PART 1: BOOBY TRAPS

You start the first part of the mission in a clearing near the canyons of the Song Nong River. Your team's call sign is Spike One. The "insertion" goes well as Red Bird drops you and bugs out quickly.

Here's the field map showing the LZ and the first part of your route.



- A** Start
- B** Tripwire Traps
- C** Punji Pit
- D** Dead End!
- E** VC Stand
- F** Radio Call (Finish)



PRIMARY OBJECTIVES

- ☆☆ Search the canyons.
- ☆☆ Find the path used by the VC.
- ☆☆ Disarm the traps so the team can pass safely.



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Crocker
(Medic)

YOUR SQUAD

FOLLOW NHUT

As the chopper leaves the LZ, approach Le Duy Nhut, your pointman, and tell him the plan. (Just move the cursor over him and press your Use key.) He leads you northeast through some very dense jungle, weaving back and forth down into a canyon.

Avoid running ahead of your pointman, Le Duy Nhut. His keen senses and jungle savvy lets him spot booby traps and VC ambushes before it's too late.



3-2. Le Duy Nhut is your pointman and guide. His knowledge of the area and facility with local languages makes him indispensable to your team.

Stay behind him! When he stops the first time, talk to him and ask what's going on. He tells you booby traps lie ahead. The VC always mark trapped areas with signs such as the pair of sticks (see 3-3) nearby.

Guess who's going to disarm the traps?



3-3. This stick marker tells Nhut that VC booby traps lie ahead. Keep an eye out for more.

DISARM THE FIRST TRAP

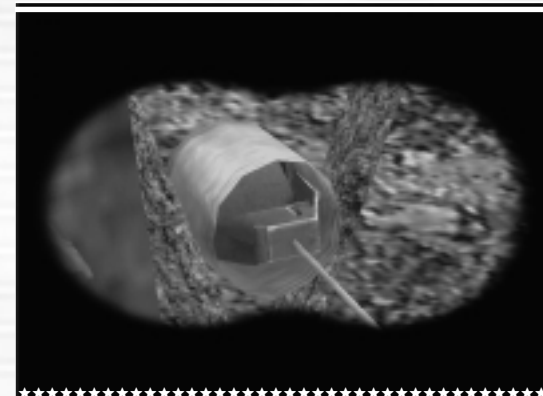
Crouch and creep slowly downhill to the northeast. Move just a step at a time, and stay crouched! Look for tripwires (see 3-4) stretched just inches above the ground. When you find the first wire, trace it (without touching it!) to the grenade at left (see 3-5).



3-4. Here's what you're looking for—a tripwire just inches off the ground. (The wire has been enhanced here.)



3-5. Some traps feature a grenade rigged in a Y-shaped stick. Trace the tripwire carefully over to the grenade and disarm it.



Don't get too close to any tripwire! The slightest touch sets off the booby trap, whether it's a grenade or punji spikes.

Crouching still, inch closer very carefully until the cursor turns into a yellow circle when you move it over the grenade. Then you can press the Use key to disarm the explosive.

VC AND MORE TRAPS

Whew! But of course, now things get tricky. Two more grenade traps are just down the hill. One tripwire is stretched ahead to the left. But if you attempt to disarm it, you'll get ambushed by a VC patrol down the ravine to the right. You must drive off the attack before focusing on traps again.

From the first trap (the one you just disarmed), veer to the right and approach the egg-shaped boulder (see 3-6). Don't go past it! A squad of VC waits just down the ravine behind the boulder.



3-6. This egg-shaped boulder makes good cover in your brief firefight with VC troops just down the ravine. Note the tripwire trap to the left!

Using the boulder for cover, lean left (default is [Q]) and open fire on the VC down the ravine. Just lean and fire, lean and fire. After a brief exchange, the VC will withdraw down the ravine. Before you advance down the ravine after them, crouch and disarm the second tripwire trap behind you, just in case.

Disarm it and proceed carefully.



Proceed down the ravine in a crouch, eyes wary. A third tripwire stretches across the ravine a few feet further ahead, but this one isn't attached to a grenade. To disarm it, put the cursor on the wire and press your Use key to cut the wire...and release a nasty punji whip trap.

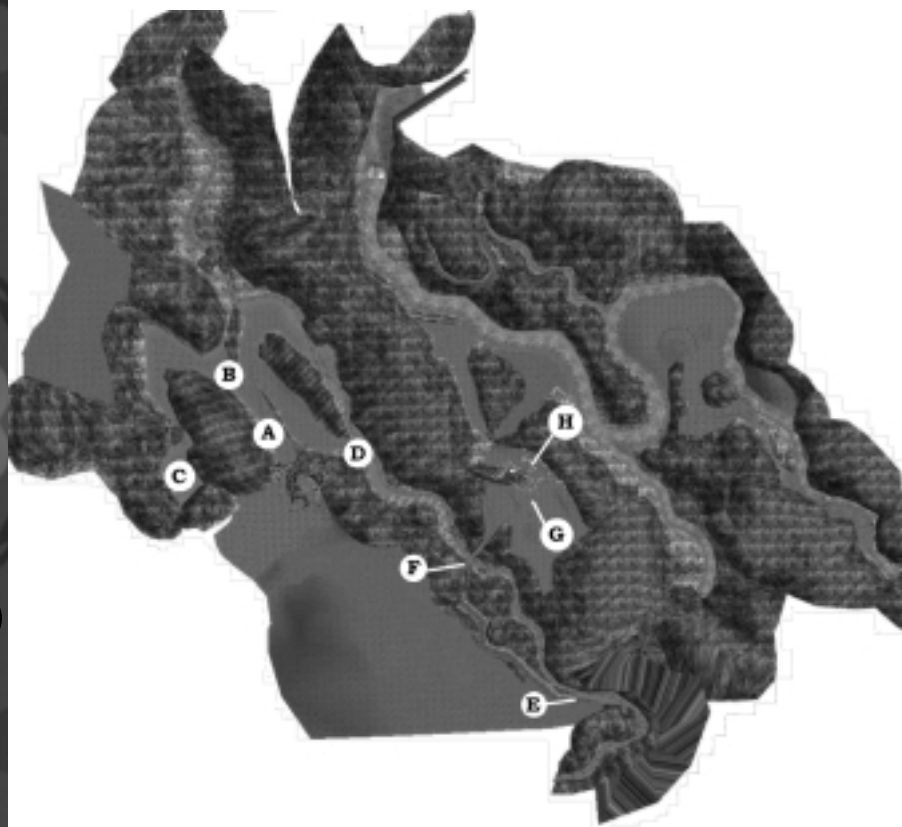
TWO PIT TRAPS

But that's not all. A couple of ugly pit traps—disguised holes filled with killer punji sticks...lie up ahead. Proceed from the punji whip trap down the ravine, veering left to a fallen log lodged in a boulder pile.

Duck under the log and climb over the boulders, but don't jump down on the other side! Instead, veer over the rocks to the right. Note the large leaf speared with a stick (see 3-8). This marks a pit trap.

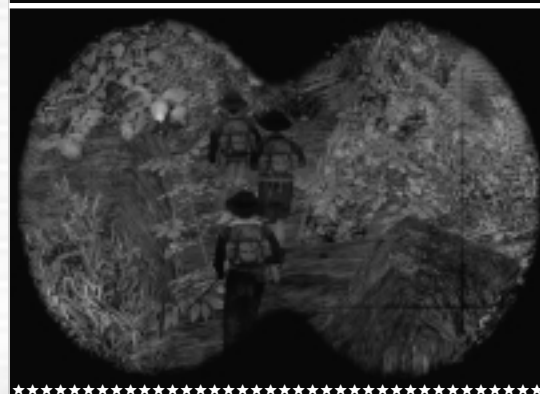


3-7. Another tripwire stretches across the ravine. This one releases this brutal punji whip trap.

A Start**B** Punji Whip**C** VC Camp (Cache)**D** Narrow Canyon**E** Trail to Canyon Rim**F** Rope Bridge**G** Rice Cache**H** Exit to Next Canyon

CANYON PATROL

Exit the cave and use your binoculars (default is [B]) to spot the VC patrol marching single file down the canyon below to your right. Open fire! A few tossed grenades can be *very* effective here. Pick off as many as you can from this high vantage point; the more VC you nail now, the easier your own trek proceeds down the canyon later.



3-9. Rain hot fire down on this VC patrol before it moves up into the rugged cover of the canyon.

Move downhill carefully. At the bottom, the route doubles back into the canyon, heading southeast. But instead, veer uphill to the northwest (see B on the map), hugging the canyon wall on the left. Continue forward, bearing northwest. Stay low, and be ready for more action.

PUNJI WHIP TRAP!

Three more VC patrol the area ahead. Why did they stay behind? What are they up to? Be sure you've got a full clip, because the trio rushes you from behind a tree in quick succession.

Once they fall, keep moving forward, but crouch and go slow. One last trap, a punji whip, stretches its tripwire between trees not far ahead. Disarm it and continue west up the canyon.

DEAD-END CANYON CACHE (VC CAMP)

Veer left and climb the slope as it curves around south to a clearing—a VC camp! (See C on the map.) Your radio icon flashes, so make a report to Hotel Six. Then explore a bit. You find the remains of a campfire and supply hut, a lantern, a bicycle—and best of all, a cache of supplies, half-buried! So *that's* what those three guys were up to.



3-10. The bicycle's OK, but the real item of interest is this supply cache. Toss in a chunk of C-4 and get clear.

Stand next to the hole, crouch, and put your cursor over the crate. Press your Use key to place a C-4 explosive device on the cache. Now run away! You have about 30 seconds to get a good distance, so don't run in a panic.

After the cache blows, ask Nhut to "find the tracks of the VC." Follow him out of the clearing and down to the canyon floor.

CANYON OF DEATH

Now you must traverse the narrow, twisting, deadly canyon (D on the map). Nhut leads you southeast. Be ready for many VC attacking from behind rocks and plants. Also watch for VC up high on the canyon rim, tossing down grenades. Defort says he can "hear 'em scurrying above us." Use cover!



3-11. This rock-strewn, steep-walled canyon is a killing ground. Look for a path up to that high bridge (circled).

Fight rock to rock up the canyon. Stay low! Remember, if you're on the ground, grenade shrapnel is less likely to hit you. Eventually the canyon narrows and you reach a trail (E on the map) on the right side that doubles back up a slope to the northwest, leading up to the canyon rim.



3-14. Right after you cross the bridge, look for this cluster of three big trees. VC wait in ambush, protecting their rice cache.

Note the VC marker (see 3-15) of three crossed sticks; Nhut points it out. What does it signify? Nhut says "something must be close." He couldn't be more right.

Look at the ground right at the base of the three big tree trunks. If you move your cursor over it, you find you can press your Use key to "remove cover." Do so and reveal...a huge VC rice cache!



3-15. This marker indicates a VC cache is nearby.



3-12. Here's where the trail doubles back, leading up to the canyon rim.



3-13. Work your way along the rim to this wooden walk-bridge. Another enemy cache is stashed in the brush on the far side.



3-16. Voila! A rice stash is buried at the base of the three big trees.

FIND THE RICE CACHE

Thick foliage on the other side of the bridge makes the going treacherous, so stay crouched and move slowly. Let Nhut get out ahead of you to draw fire. (Cruel, maybe, but that's what a point-man is for, isn't it?)

VC guerrillas toting Mosin Nagant rifles lay in ambush up ahead, crouching behind a trio of large tree trunks, just past the thin Y-shaped tree (see 3-14). Toss a grenade or rush up to the trunks and crouch, waiting for them to round the trees. Nail them!

Remember, your orders are to destroy all enemy caches you find. So crouch next to the cache, plant some C-4, and get away. When the cache blows, you've completed your objective and the radio icon starts flashing.

Approach Defort and make the radio call to Hotel Six, reporting the destruction of a rice cache. You also report your plans to continue in the same direction.

Find Nhut and order him to follow the footprints. Careful! A few more VC stragglers hide in the surrounding brush. Eliminate them as Nhut leads you through the maze of vegetation to the end of Part 2.

PART 3: RIVER CACHE

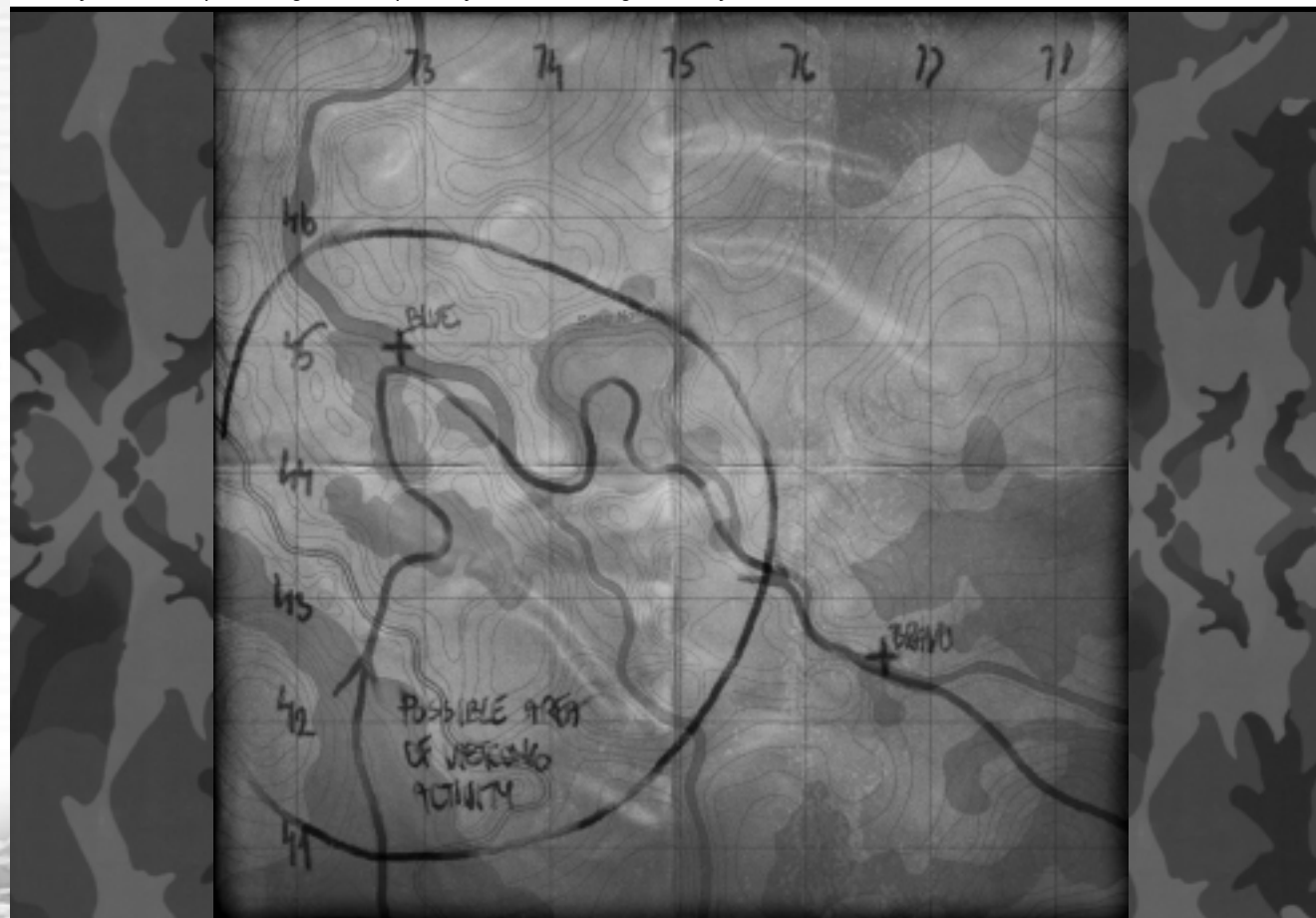
Spike One's long trek finally brings you to the Song Nong River. It's a shallow stream currently serving as part of the Ho Chi Minh Trail, the VC supply line from North to South Vietnam. As a result of its importance, this section of water-way is heavily defended.

For the first time in *Vietcong*, you face superior numbers in a single firefight.

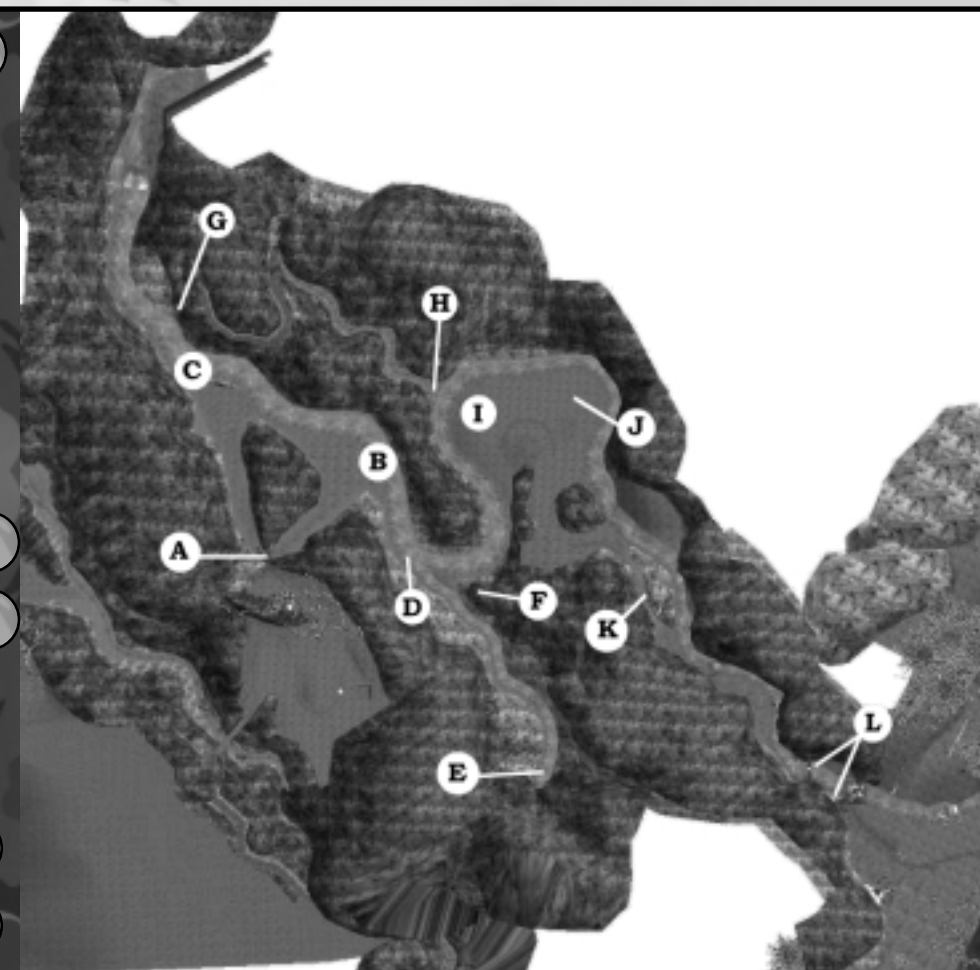
PRIMARY OBJECTIVES

- Continue patrolling along the trail.
- Lead your team upstream.
- Destroy the caches.

Here's your field map showing the third part of your route through the canyons.



- A** Log Bridge (Start)
- B** VC Patrol
- C** 2 VC
- D** River Branch
- E** Waterfall (Dead End)
- F** High Nook
- G** Back Route Entry
- H** Back Route Exit
- I** Woods
- J** River Cache
- K** Rock Ravine
- L** High Bridges



CHECKPOINT BLUE

Step onto bridge and turn right. See the VC patrol of “trailwatchers” moving up the river (see 3-17)? It's a tough shot—if you hit even two with your rifle, you're doing well. However, two or three grenades tossed toward the patrol can be *very* lethal.

Aim high to throw as far as possible. The VC patrol marches in a fairly tight group, so you can take out 4 or 5 in just one good toss. (Every VC you nail now makes the impending upriver confrontation easier.)



3-17. A nine-man VC patrol moves upstream in the Song Nong River. Nail them with grenades.

DESCEND TO THE SONG NONG

After your grenade attack, proceed across the log bridge and down the slope to the river.

As you near the water, slide over to the right and pick off the two VC posted in the water below and to the left.

Note your flashing radio icon. Approach Defort and make the call to report your arrival at “Checkpoint Blue.”

Your next move is to proceed upstream. But you can go two different routes. One leads up over the cliffs on the far (northeast) side of the canyon. That alternate route is discussed in a minute. The other, more obvious way is to simply wade upstream in the river itself. Either way, you engage in the hottest firefight of your Vietnam career thus far.

CONFLUENCE HOTZONE (FIGHTING UPSTREAM)

Here’s the direct route. Proceed warily up the Song Nong. About 200 yards upstream, two branches of the river flow together (see D on the map). Several huge boulders jut from the water at this juncture. These rocks provide cover for the VC patrol you saw wading upstream earlier—plus five or six more! (You can see how eliminating some earlier with the grenades can be helpful.)

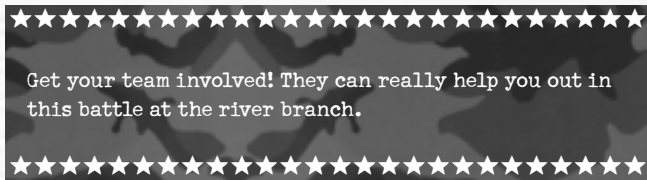
Keep to the right bank; the left bank is a steep rock cliff. A few yards up-river, an overgrown ravine rises to the right and runs under the bridge you crossed at the very beginning of Part Three. Cross the mouth of this ravine, then climb along the rock on the far side.

Clinging to the side of this rock wall, you get an excellent overview of the river branch just up ahead (see 3-18)...which, again, happens to be crawling with VC.

If you didn’t knock out any of the river patrol earlier, this is a heck of a fight. But your squad mates—Nhut, Crocker, and Defort—attack right up the river and draw a lot of enemy fire, leaving you relatively free to snipe away from your high post. Even with this advantage, you still face a brutal, heavy firefight. Good luck!



3-18. Perch high on the wall overlooking the hot zone where the river branches converge.



Get your team involved! They can really help you out in this battle at the river branch.

At least one VC may retreat up the river branch to the right (southeast). Hunt him down! He can’t escape, because this branch leads to a dead end against a waterfall (E on the map).

Several more VC troops—five or six, at least—join the fight from their positions up the left river branch, approaching from the north. Watch out for them as you secure the deadly area at the juncture of the two streams. A good firing position is a high nook between two tall rocks (see F on the map) that overlooks the river branch that bends to north.

ALTERNATE ROUTE (FIGHTING DOWNSTREAM)

Here’s the backdoor way to get upstream. When you first descend to the Song Nong at the mission’s start, turn *left* instead of right. Head north downstream until you find the narrow crevice (G on the map) in the canyon wall on the right side.

This crevice leads to a rocky trail that winds up over the cliff tops and drops down far upriver (H on the map), near the cache described in the following section. Watch out for a few VC posted along the way.



3-19. This hidden opening (circled) leads to a trail over the rocky cliffs—a backdoor to the VC cache area.

The exit area is swarming with VC, and you’ll have to fight your way downstream to eliminate the defenders in the area. But it may offer a better fighting position than the midstream rocks at the confluence of the river’s branches.

FIND THE CACHE

Once things finally quiet down at the river’s confluence, move up the left branch—heading east first, then curving north with the stream. More VC patrol this area so stay low and keep your eyes peeled. Just around the bend, a large, heavily wooded area (see I on the map) rises from the river’s right bank.

Hidden in the middle of these woods is a covered, open-sided structure that serves as a VC food and ammo cache. A few sentries are posted in the area, so proceed carefully, using cover and movement.



3-20. Follow the river to these crisscrossing trees, then turn right to find the hidden VC cache.



3-21. Find this VC cache and destroy it.

The easiest way to find the cache: follow the river past the first log lying across the water. Continue upstream around the bend to the right, moving east from cover to cover, watching for VC sentries. When you reach a spot where several logs crisscross overhead (see 3-20) and a tree juts up from the rock of the left bank, turn right and head south, moving inland.

Hop over the big fallen log, and there it is—the VC cache! (See J on the map.)

Don't get complacent! Several more VC roam around the cache, so consider combing the area to clear out the enemy threat before blowing up the supplies.

DESTROY THE CACHE

Now comes the fun part. Once you've cleared the area of stray VC, use the "Follow me" command to lead Nhut, Crocker, and Defort away from the cache hut toward the river. When you reach the water, give the "Hold" command to keep them from wandering into danger. Then return to the cache hut.

Loot any ammo from the weapons crate or take a gun, if you want. Then move the cursor over the crates until the message at the bottom of the screen says you can "Press USE to place C-4." You have 30 seconds to get clear, so don't panic. Calmly place a C-4 charge, retreat to the river, and wait for the explosion. Fun!



3-22. Place a C-4 explosive device on the supply crates in the VC cache hut.

After the explosion, the cache hut burns. Don't get too close to the fire or you'll ignite yourself! However, if you do catch fire accidentally, run back to the river to extinguish the flames.



3-23. After you plant the C-4, get away! The explosion and resultant fire can kill you.



3-24. Let Nhut lead you to the high trails running up the river cliffs.

Each time you engage another pair of VC, remember to ask Nhut to continue. Then follow his lead. The trail crosses over a low bridge and then climbs the steep river cliffs, traversing a series of spectacular falls, then crossing a pair of precarious high bridges (L on the map).

Eventually, you reach a ladder next to a tall waterfall (see 03-24). Approach the ladder to end the mission.

CLIMB OUT OF THE CANYON

Use Defort to make a radio situation report. Now all that's left is to get the rest of the way up the river canyon to Point Bravo (seen on your field map). More VC troops lurk up ahead, though, so you can't relax just yet.



The easiest way out is to talk to Le Duy Nhut and let your trusty pointman lead you out of this mission. But if you're the intrepid explorer type and want to find the way yourself, the best route is to continue wading up the river until you reach the last place you can exit the water up the right bank. (A waterfall blocks passage further upriver.)

Follow the rough path as it leads to a trail running up through a rock ravine (K on the map). Two VC linger just over the crest, but you can sneak up on them and catch them unaware if you're careful.



3-25. Here's where you emerge from the Three Canyons area. That ladder is your final destination.

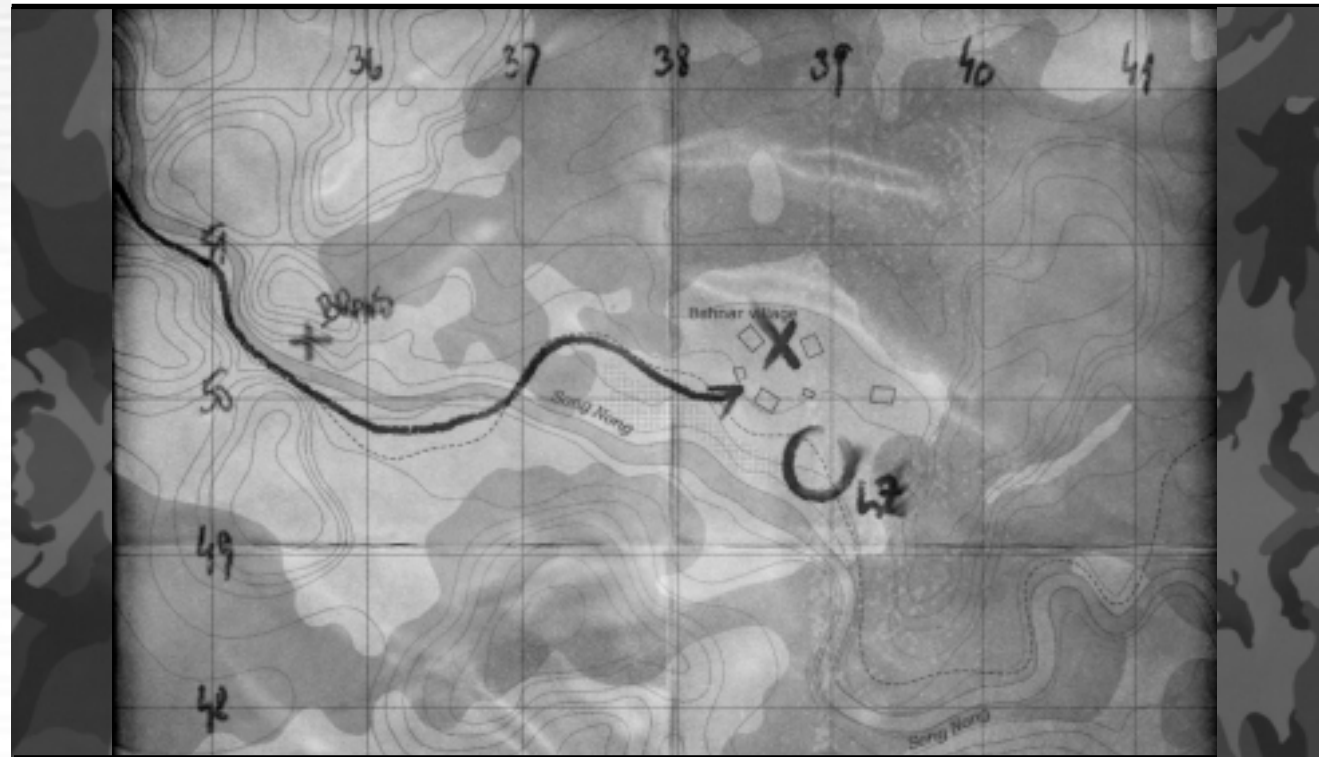
MISSION 4

BAHNAR TRIBE

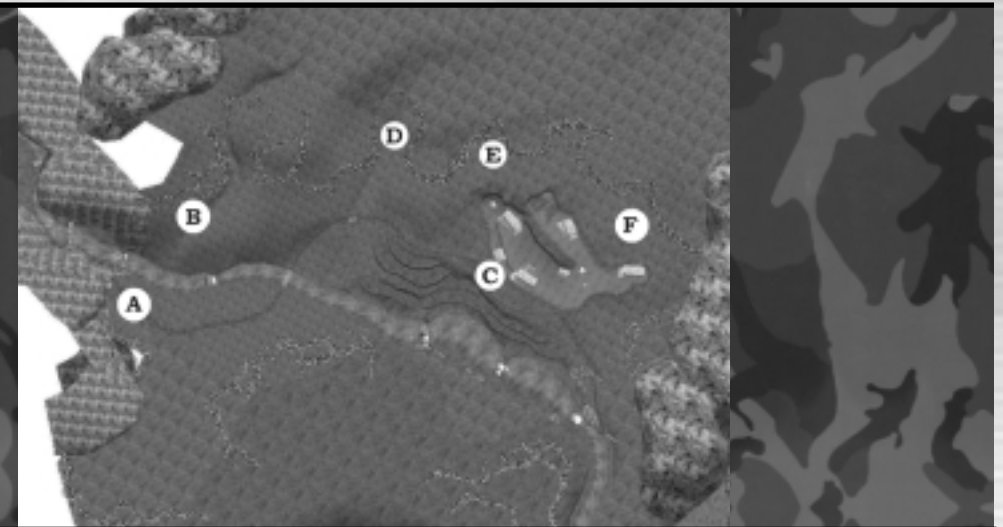
Your squad, Spike One, finally emerges from the deadly Three Canyons area. The Vietcong units you contacted there have withdrawn to the north of the river, and Hotel Six orders you to keep hunting them. Six also warns you to watch out for civilians as you approach the nearby tribal village.

This mission takes you into the small Montagnard village of the Bahnar tribe...and right into the gun-sites of a deadly VC ambush. The battle is furious, but short and sweet—a nice change of pace after the harrowing trek up the canyons.

Here's your field map showing the route to the Bahnar village and the pickup LZ.



- A** Start
- B** Wounded Villager
- C** Bahnar Village (Triggers Ambush)
- D** High Nook
- E** VC Squad
- F** VC Squad



4-1. The Montagnard village of Bahnar looks picturesque and innocent, but VC units lurk nearby.



PRIMARY OBJECTIVES

- ☆ Find the VC.
- ☆ Heal the wounded Montagnard.
- ☆ Go to the village, but be wary of potential attack.
- ☆ Repel the VC attack on the Montagnard village.
- ☆ Leave the village in the chopper.



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

You start out on a high embankment overlooking the river below (see A on the map). You could turn east and just follow the path upstream directly to Bahnar, the Montagnard village. But first, you should lend a helping hand to one of the friendly locals.

WOUNDED VILLAGER

Approach your pointman, Le Duy Nhut, and order him to “find out where Charlie’s disappeared to.” Follow Nhut as he starts up the trail. He stops soon, however, when he finds a “banana clip” (an AK-47 magazine) on the ground. If you talk to him, he points this out to you. Talk to him a second time to order, “Follow their tracks.”

★★

If you're impatient, you can ignore Nhut and head directly east across the river and up the ravine on the far side. Follow the ravine and you can't miss the wounded villager.

★★

Follow Nhut again as he veers left off the trail, heading north across the river and then up the opposite bank to the wounded villager lying in the ravine (see B on the map).



4-2. Crocker gives medical aid to the wounded Bahnar villager, who responds with thanks and information.

Approach the wounded villager. When you get close, you automatically tell Crocker, “Doc, I’ve got a wounded civilian here.” Crocker treats the man, who manages to stand and speak to you.

Nhut translates. The Montagnard's name is Lingh, and he thanks you. He says he was cutting down trees when suddenly ambushed by VC troops. Lingh fears that the enemy will attack his village, and asks for help.



4-3. Approach Defort and use your radio to call in air support when you see the flashing radio icon.



4-4. Ask Nhut to translate your request for guidance to the village.

Note that your radio icon is flashing on the screen at lower left. Use Defort to call headquarters. You report that the VC are preparing an attack on the Montagnard village and you request air support. Hotel Six promises to send a chopper right away. You tell your team: "Chopper's on the way. Should be easy." Yeah, right.

You can try to talk to the Bahnar villager, but he doesn't speak English, so ask Nhut to translate—that is, approach Nhut and press your Use key. Via Nhut, you ask the man to lead you to his village. He agrees, then walks downhill east to a path, which he follows into Bahnar. Stay on his tail; your team follows.



4-5. Follow the Montagnard villager to his home of Bahnar. As you approach, note the woodchopper up the hill to your left.



BAHNAR AMBUSH

As you enter the village area, note the high ground to your left, looming over the village. Looks like prime ambush territory, doesn't it? Note also the villager who chops wood up the hill to the far left of the village clearing.

Don't enter the hut behind Lingh or run past it to the southeast unless you're ready to repel the VC assault.



4-6. The VC ambush comes from the high ground above and behind the village.

A favorite tactic: Turn left and head west back down the trail a few steps, then turn right and veer uphill (north) toward the spot where the villager was chopping wood. (He runs away when the firefight begins.) Make a zigzag run for the small, protected clearing in the trees (see D on the map, and figure 4-7) at the top of the hill.



4-8. One group of VC is clustered in this nook of the woods (circled) above the village. Nail it with a grenade or two.

Approach Lingh (see C on the map), who stands in front of a hut directly ahead. Turn left (to face northeast) and take a few steps up the terrace, past the Montagnard gunman. This triggers the VC ambush from the high ground behind the village.

Get low! Defort automatically calls for assistance; soon an Army chopper will arrive and start circling above the village. Now fight off the assault.



4-7. Head uphill to the safety of a small clearing (circled), then work south toward the VC ambush positions.

From here, sneak safely along the edge of the foliage until you see VC shooting from their nook ahead (E on the map). If this group of at least five VC soldiers is closely congregated, toss a couple of grenades, then pick off any survivors with your rifle.

Another small group of VC attacks the village from the foliage to the east (F on the map). You may have to engage them, too, but there's a good chance the chopper's big machinegun, the Montagnards, and/or your own team will have wiped out this threat before you reach it.



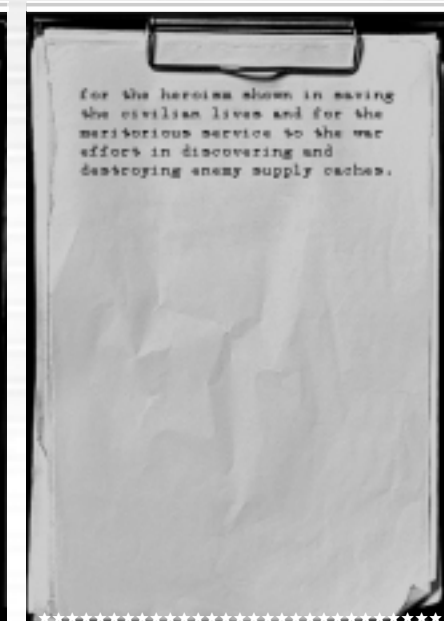
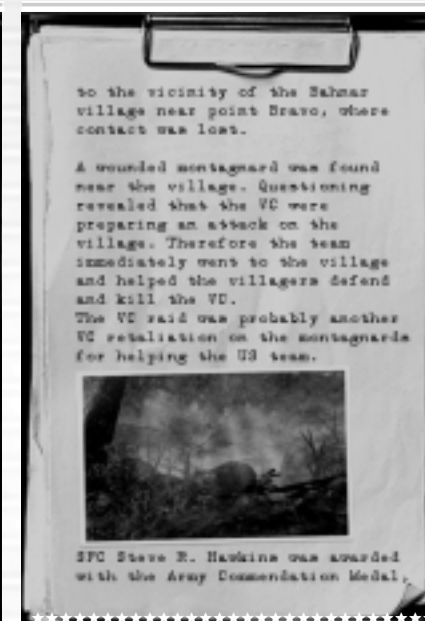
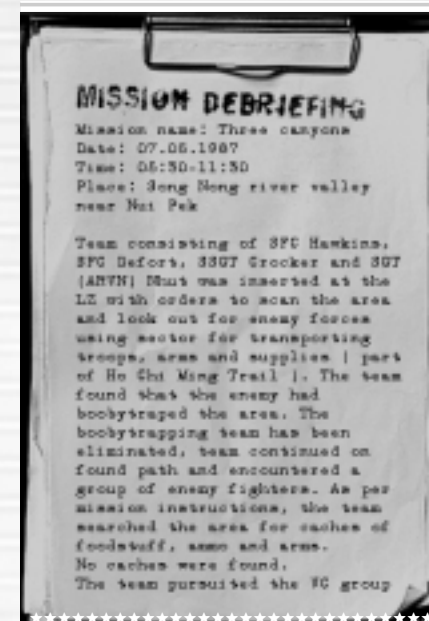
4-9. Another VC squad attacks the town from the east. In most cases, the villagers can hold them off without your help.

HOP THE CHOPPER

Once you've eliminated all enemy troops attacking the village, the chopper drops onto its landing zone (LZ). Approach the "egg beater" and press your Use key to hop aboard and complete the mission.



4-10. When the area is clear, the chopper lands. Head straight for it and hop aboard.



Here's the debriefing for the entire Three Canyons mission.

MISSION 5

MIDNIGHT SURPRISE

Here's a grim taste of the confusion, chaos, and horror of night fighting in Vietnam. VC forces suddenly pour into the basecamp's inner perimeter, hitting hard on the heels of a brief mortar assault. You must work with Hornster to secure the perimeter, then fight through swarms of VC in the west sector, where the breach seems to be.

How are they getting "inside the wire"? Your job: Find out and halt the VC inflow.



5-1. Night combat is a truly harrowing experience, even within the familiar confines of your own basecamp.



PRIMARY OBJECTIVES

- ☆ Camp is under attack—stay alive!
- ☆ Eliminate enemies in the inner perimeter.
- ☆ Meet the Captain at the western gate.
- ☆ Move through the west sector, seek and destroy the enemy there.
- ☆ Search for the VC way into the base.
- ☆ Place C-4 at the end of the tunnel and return to safety.



Le Duy Nhut
(Pointman)



Hornster
(Machine Gunner)



Crocker
(Medic)



Bronson
(Engineer)

YOUR SQUAD

MISSION WALKTHROUGH

This nerve-racking mission starts with a routine debriefing session in the TOC bunker with Cpt. Rosenfield. He applauds your success with the Bahnar villagers, though you both express surprise at the intensity of the VC activity in the area. As Rosenfield says, "Seems they're preparing for something big."

Prophetic words—as Charlie suddenly launches a fierce night-time assault on the basecamp.

Switch your M16 to Single Shot mode for most combat situations. But if a VC swarm of three or more suddenly rushes into close range, a quick punch of the Change Fire Rate key lets you mow them down in Full Automatic mode. The default toggle key is (C).



5-2. Rosenfield is happy with your work in the Three Canyon area and the Bahnar village. But hang on: the real work is about to begin...

A Start (TOC Bunker)

B Garage Area

C Inner Perimeter

D Entrance to West Sector

E VC Assault!

F VC Tunnel Entrance



CLEAR THE GARAGE

As the first VC bursts right into the meeting room, the Captain yells, “They’ve tunneled inside the wire!” Gun him down, then hustle out of the TOC bunker, switching to grenades as you go.

Outside the bunker, crouch immediately! Turn right and waddle to the end of the trench. Use Lean Right to peek around the corner. Several VC sneak around the vehicles (two trucks and a jeep) in the garage area below.

Start chucking grenades! Slide right, toss, slide back into cover, then repeat. You can get most, if not all, of the garage-area attackers with a couple of well-placed throws.



5-3. Toss grenades into the Charlie swarm by these trucks in the garage area. Then attack up that hill to the left into the perimeter yard.



5-4. Fight across this yard to the west sector gate area (circled).

DEFEND THE INNER PERIMETER

Stay behind your cover. Another VC wave pours into the box-laden yard above you to the left—the inner perimeter, due north of the TOC bunker. Creep down the hill toward the garage, but stop at the left turn leading west up to the yard.

Rise and shoot and duck, repeat, repeat. A lot of VC guns open fire on your position, so don’t show your head for more than 2-3 seconds at a pop.

Play this mission in a dark room! Any glare, even slight, on your monitor screen can hide an enemy and be deadly to Hawkins.

This is killer combat—crazy, chaotic, dark. Be prepared to fend off at a dozen attackers. When you finally clear out the inner perimeter area, the “Objectives Updated” message appears onscreen. Hit [Tab] to see that your next move should be toward the entrance to the west sector.

Move down the trench in front of the TOC bunker, heading west. Continue past the next building on the left until you see Cpt. Rosenfield and Crocker, the medic (D on the map).

CLEAR THE WEST SECTOR

Use Crocker to heal any damage you suffered while you listen to Capt. Rosenfield’s assessment of the situation. He guesses the VC dug a tunnel under the wire fences in the west sector. Then he splits up the team, sending Crocker north, Nhut south, and you and Hornster to the west, where the VC are pouring in from the suspected breach. Thank you, sir!

Move quickly west through the open gate. The VC attack down the trench immediately (E on the map). Use the various boxes and barrels in the trench for cover, crouching behind them and using the lean & fire technique.



5-5. Fend off the stream of VC attackers as you move west down this trench. Stay behind cover!

As you move into the west sector, hurry quickly to the third set of boxes/barrels down the trench. (They’re on the left-hand side, just past the trench opening on the left.) Plant yourself there, crouch, and use Lean Right to fire, ducking back whenever it’s time to reload or dodge heavy return fire.

Many enemy soldiers come at you—usually one at a time, but sometimes in twos. Gun them down, and don’t stray from cover until the stream of attackers stops for at least 15 seconds. A few attack from the far end of your trench, but most sneak around the first corner to the right.

Don’t let any VC get close! Some are suicide bombers who run at you and detonate explosives.

Move warily forward after the VC attack wanes. One or two more VC may lurk just down the trench to the right, so lean around the corner and pick them off. Move forward to the next right turn in the trench (leads to another building on the right).

FIND THE VC TUNNEL

Hop up out of the trench on its left side (heading southwest). Bronson, the team engineer, approaches from the far end of the new trench to join you.

Move through the boxes and barrels until you find the tunnel hole in the ground and Bronson says, “Looks like they come up through here.” You reply “I’ll tell Rosenfield” and the radio icon starts flashing.

Press [4] to call the Captain. You report the tunnel and announce your plans to seal it up with C-4 explosive. Bronson gives you some C-4. Here we go!

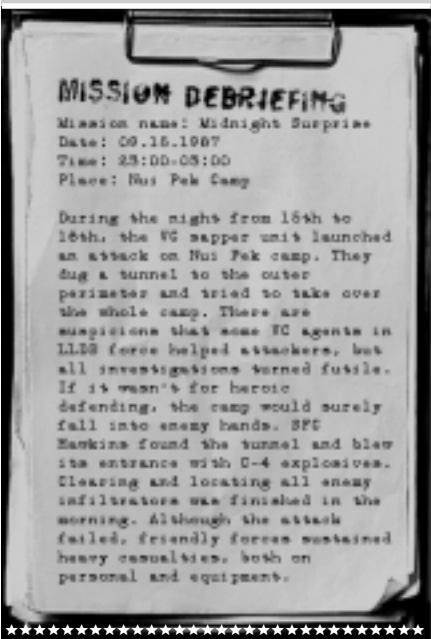


5-6. Find this tunnel hole on the ground in the west sector.

TUNNEL CRAWL

Hop in the hole and crouch. Careful! One VC waits just around the corner. Slide and nail him quickly, then move down the tunnel in a crouch. Continue to the end, place the C-4, and return to the opening inside the camp.

Mission accomplished!



Here's the debriefing for this mission.



MISSION 6

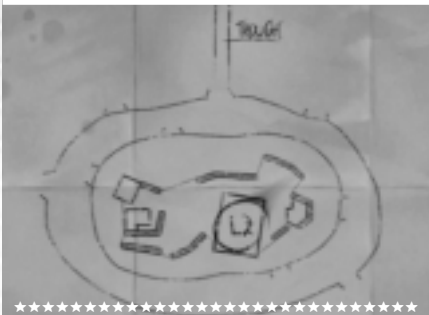
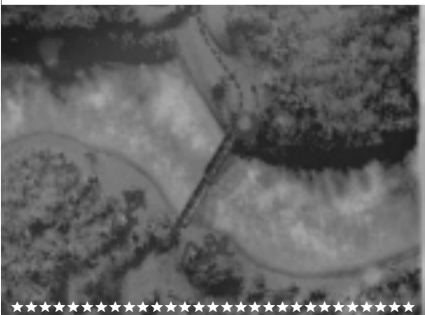
THE FRENCH ROUTE

High priority alert: air recon shots reveal what appear to be enemy tanks on an old French road near the Khe Bana river. This is not good—heavy armor near Nui Pek could make the base difficult to defend. Intel also suggests there may be some old French bunkers and fortifications near the road. Captain Rosenfield wants to insert three separate teams in the vicinity to counter the threat.

Your team is Shrew One, and your primary job is (as Hornster puts it) to kill the tanks. Shrew Two, comprised of CIDG soldiers, provide support and cover for your river crossing. Shrew Three, a team from Plei Djereng, another basecamp, support the operation from the other bank.

Once you find the “commie tin boxes,” your orders are to call in the “arty” (artillery) on their position. However, this mission takes some unexpected turns—and you end up searching for an MIA soldier in an underground labyrinth of VC tunnels.

This sprawling mission has three separate parts.



6-1. The Captain briefs your team on air recon photos of possible enemy armored units. Your orders: find the tanks and call in artillery strikes.

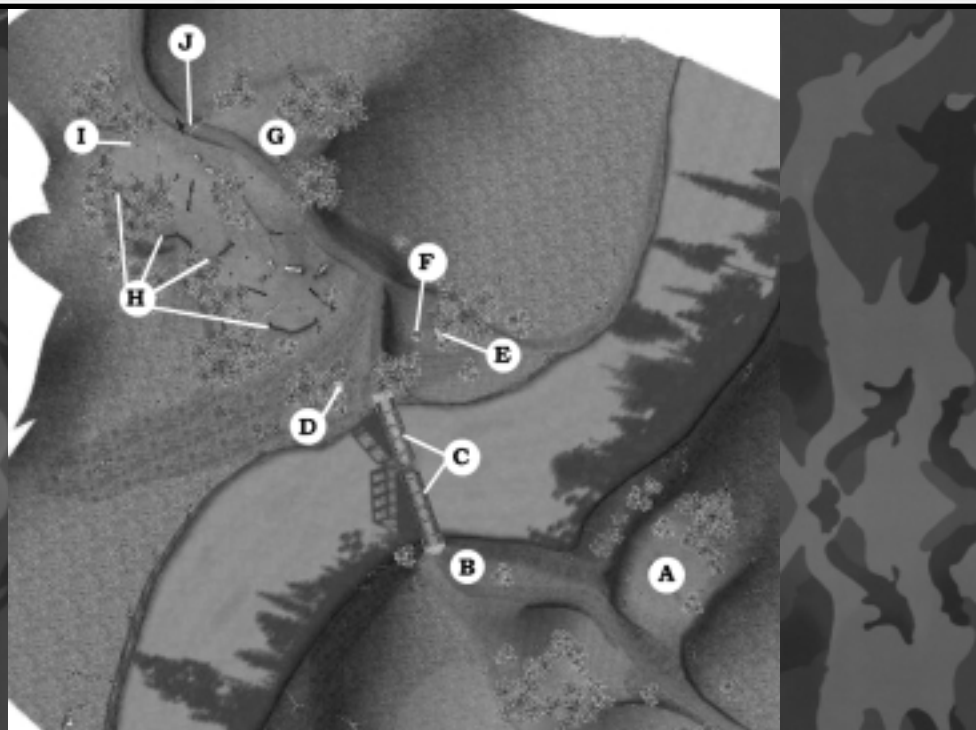
PART 1: TANKS AND ARTILLERY

The first chopper inserts Shrew Two, which hustles down the road to take up its supporting position on the riverbank. Then your chopper lands with your full team, including Hornster and Bronson. Time to move to the cantilever bridge.

Here's your field map showing the LZ and the first part of the mission.



- A** LZ (Start)
- B** Shrew Two
- C** Cantilever Bridge
- D** VC Bunker 1
- E** VC Bunker 2
- F** Foxhole
- G** VC Trenches
- G** Tanks
- H** VC Hill Bunker
- I** Roadblock



PRIMARY OBJECTIVES

- ☆☆ Take your team across the river.
- ☆☆ Clear the old French bunkers.
- ☆☆ Find the tanks.
- ☆☆ Eliminate the enemy and assist Shrew Three (use fire support if necessary).



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Crocker
(Medic)



Bronson
(Engineer)



Hornster
(Machine-Gunner)

YOUR SQUAD

THE FRENCH BUNKERS

Order your team to follow you down the road to the bridge over the Khe Bana. (Press your Command key; then highlight and select "Follow Me" or just press [5].) Shrew Two waits in their support positions. You can see two old French bunkers across the river (see 6-3). Let's go!



6-2. Two choppers drop Shrew One and Two near the fallen bridge. Your full team of five waits for your orders to cross. Take command, Hawkins!



6-3. The French bunkers (circled) lie on either side of the bridge road.



The bridge is fallen in the middle. Just run across the gap; you land on the other side without breaking stride. As you move up the other half, enemy units on the far side open fire.

Here's the enemy deployment:

One VC is on the road just beyond the end of the bridge, behind the first clump of bushes.

One VC is inside the left bunker.

Two VC are posted inside the high bunker on the right side, with one more VC armed with grenades on its roof.

Two VC occupy a fortified foxhole a few yards in front of the high bunker.

The Left Bunker

Sprint up the left side of the span, nailing the VC behind the bushes up the road. Stop at the last bridge strut on the left (see 6-4) to block fire from the left bunker. Pump more lead into the VC in the bushes, but don't linger long, because you might take fire from the high right bunker.



6-4. Stop here first. The bridge strut cuts off fire from the left bunker (circled) while you gun down the VC up the road.



6-5. Sprint around the bunker's left side and continue around the opposite corner to the door.

Now sprint straight at the bunker on the left. Don't try to pick off the VC inside; it's a tough shot. Instead, crouch as you get close and go around the bunker's left side. Continue around to the door on the opposite side. Gun down the VC occupant.

Now slide around to the backside of the structure to avoid gun-fire from the high, opposite bunker. If necessary, call Crocker over to you (by pressing [2] on the number pad) and get healed.

The Right Bunker

The bunker on the right is a tougher nut to crack. One VC is posted on top in a small viewing tower; two are inside; and two more in a sunken, fortified foxhole in front of the bunker.



6-6. The left bunker features a roof post and a nearby sunken foxhole.

From the first bunker, sprint across the road to cut off the firing angle. Move to the left until you find the road sloping up to the high bunker. At the bottom of the slope, crouch and pick off the VC gunner on the bunker's roof.

Now slowly move just a few steps up the slope and arm yourself with a grenade. You want to toss it into the fortified foxhole (see 6-7) just to the right and forward of the bunker, and blast the two VC there.

Finally, lead your team up the slope and sneak around the left side of the bunker. Slide across the doorway and strafe, nailing the two fellows inside.

Now you can attend to the radio icon that's been flashing for awhile. Approach Defort and use the radio to make your report of the situation.

Gather your team and continue northwest up the road.

TANKS, BUT NO TANKS

As you come over the first rise, you can see a pair of tanks in the trees down the road on the right side. A quick perusal with binoculars reveals both to be helpless, rusted shells—abandoned French vehicles, decades old! As you approach, your radio icon flashes again.



6-7. A well-tossed grenade from the bottom of the slope up into the foxhole (location circled) can save you much pain.



6-8. The commie “tanks” turn out to be abandoned French wrecks.

Make your report to Hotel Six. You request a withdrawal, but Six reports that Shrew Three is pinned down by heavy enemy fire. Your new directive is to find and relieve them, calling in artillery support if necessary.

Guess what? It’s necessary.

HAMMER THE VC TRENCH

The rusty French tanks are quiet and eerie. The road is blocked to the northwest. But across the road and rising up the hillside to the southwest is a VC stronghold—a trench meandering along the top of the hill with more than a dozen VC soldiers dug in, and fronted by rows of bristling, razor-sharp punji stakes.



6-9. A VC trench-and-tunnel stronghold lined with punji stakes runs across the top of that hillside across the road from the rusted tanks.



Your team could beat these guys head to head, but it’s a very, very tough fight. So let’s soften them up first. In fact, with some help from the cheat map in 6-10, you can wipe much of the VC force without raising a weapon yourself.

First, lead your team back behind the rusted French tanks to keep them well away from the targets. Then view your photo-map by pressing the [M] key. Click and hold the right mouse button (Mouse button 1) to get a closer look (as in 6-10).

Artillery fire is remarkably accurate, given the distance the shells must travel. However, gunnery is not a pinpoint science in Vietcong. Rounds will land anywhere within a 30-40 yard radius of the spot you select on the map.

Keep your targeting well away from your team! If you call in a salvo on your own guys, the mission ends in failure.

The aerial photo is perfectly aligned with the map coordinates used by artillery spotters. Note that your path from the LZ over the bridge, the two bunkers you captured, and the tank locations are all marked in red.



6-10. Left-click the yellow cursor on the photo-map in the area shown here to pound the VC trenches with artillery strikes.

Left-click on the map area that corresponds to the spot you want hit by artillery strike. You want to pound the entire VC hillside position, from one end to the other. With a little patience you can blast out many of the entrenched guerrillas, making your team’s follow-up work much, much easier. (For a step by step guide to calling in an artillery strike, see the Note on this page.)

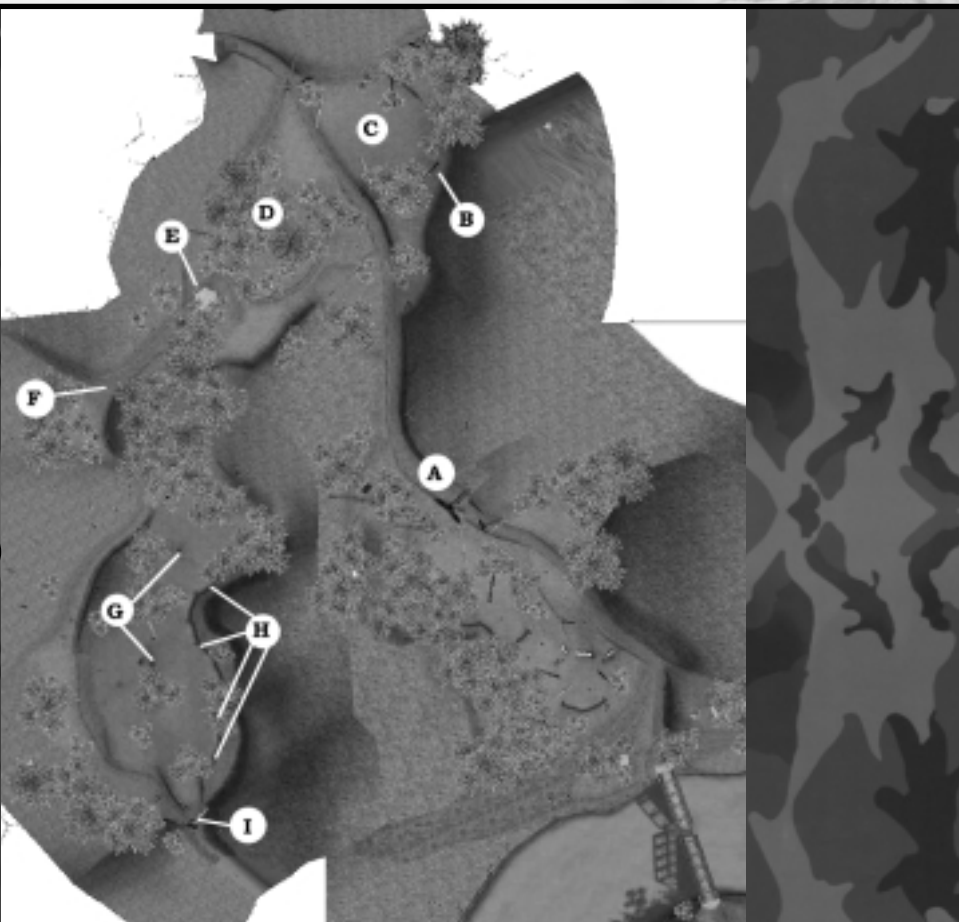
HOW TO CALL IN AN ARTILLERY STRIKE

Whenever you run into a foul nest of VC, you can call in a deadly bombardment on their position if you have a “firebase” (a battery of artillery) available. Here’s how:

1. Turn and face the enemy. Check your compass (upper right corner) to note their direction from your position.
2. Press [M] to bring up your map.
3. Without moving your mouse, click and hold the right mouse button. This brings the map closer, and a yellow targeting cursor appears. This cursor marks the spot onto which your “firebase” will lob their shells if you call in a strike by clicking the left mouse button.
4. Don’t call in a strike yet, though! The cursor always appears over your current position (marked by the red arrow). If you click before moving the cursor, you call artillery onto your own head. So remember this: Whenever you bring up the map, the yellow cursor’s starting position always marks your current location.
5. Whenever you release the right mouse button, and then click and hold it again, the yellow cursor reappears at your current map location.
6. While holding down the right mouse button, move the yellow cursor (at least a quarter of a map grid square) in the direction that the enemy lurks. For example, if your compass shows the enemy is due east, then move the yellow cursor slightly to the right (east) of your location.
7. When the cursor is where you want, left click once to call in an artillery strike on that spot.

Experiment a bit to see how distances on the map correspond to those on the ground. See how close to your own position you can call in an artillery strike without blowing up yourself or your team. (You might want to Quick Save before you try that, of course.)

- A** Start
- B** Log Cover
- C** VC and Shrew Three
- D** Wooded Hill
- E** VC Bunker
- F** Sgt. O'Neil
- G** Forward VC Positions
- H** VC Trench
- I** Roadblock



THE SHREW MASSACRE

A large party of VC congregates just up the road, moving toward you on both sides of the road (C on the map). This is just a brutal, down-and-dirty slugfest. Sneak up the right side of the road and attack through the bushes, using the log (B on the map) for cover—and be sure your team moves with you. (Give the “Follow Me” command.)

After you finish off the many VC, you find the remains of Shrew Three in the clearing below. One soldier is still alive, barely, and reports that the enemy took two prisoners (“Jack and Marv”) with them. This gives you a new objective: Find the missing team members.



6-14. A wounded Shrew Team Three survivor reports two prisoners taken by the enemy.

BRING IN THE MEDIVAC

Approach Defort and radio in a report to Hotel Six. You confirm two KIA, two MIA, and one wounded. Six tells you to expect a medivac chopper for the wounded man, then gives you the green light to track the VC and get back the prisoners.

Next you get a call from “Dustoff,” the helicopter, who asks you to “pop smoke” (toss a smoke grenade) to mark your position. Bronson automatically tosses the smoker; use Defort again to take another call from Dustoff. The pilot confirms your yellow smoke and reports VC activity nearby. Soon the chopper lands and hauls off the WIA.

Now let’s find those U. S. soldiers.



6-15. Bronson sends up yellow smoke to guide in the medivac helicopter, which picks up the wounded Shrew Three survivor.



6-16. Another bunker. Send in your boys!

TAKE THE WOODED HILL

Head up the wooded hill to the southwest (D on the map). At the top, another ugly French bunker (E on the map) houses a horde of VC—four inside, one on the roof. Others move down the hillside. Here’s another brutal fight. Pick off the roamers, then take out the bunker crew, nailing the roof gunner first before rushing the box. (Your team is good at this. Send them in!)

Proceed around the bunker’s right side and follow the trail behind it down to the clearing. There, you find the unfortunate Sergeant Jack O’Neil.

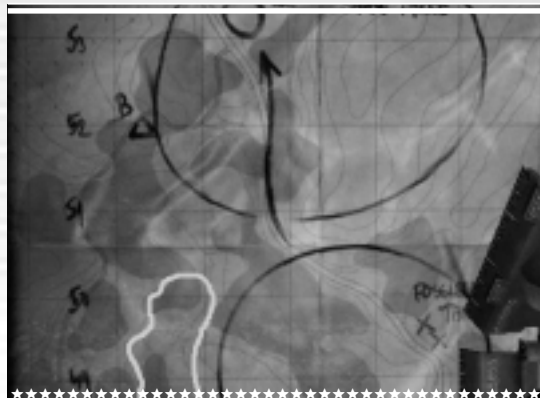


6-17. Sgt. O'Neil is a lost cause, unfortunately.

Use Defort to make a sitrep. As you astutely comment, "It's still hot as hell down here." You must secure the area before calling in the chopper. Continue up the trail. Just over the next rise you can see (via binoculars) another trench full of VC up against the far hillside.

TRENCH AND TUNNEL REDUX

This is yet another vicious fight. The tactic here is to call in artillery fire again (see 6-18), hitting along the trenches to soften up the enemy. Then send your men to attack the trench and lay down cover fire while you head down the road to the right in a flanking maneuver. You want to reach the far right (southern) end of the trench.



6-18. Call in artillery strikes on the indicated area. Then run to the roadblock seen here, turn left, and hop into the southernmost end of the VC trench.

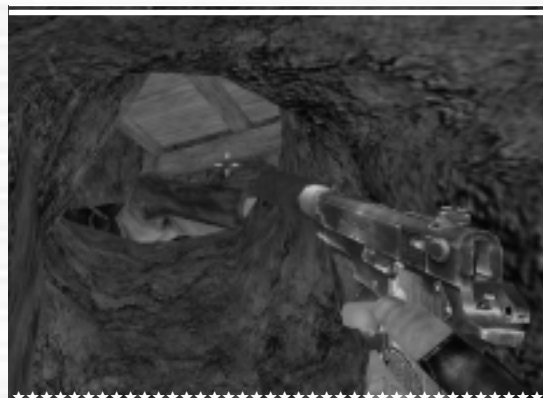


It's a tough run, and you may take a hit or two, but keep going. Run to the roadblock (I on the map), turn left, and duck behind the low rise. Pop up and kill any VC guarding the very end of the trench. Hop in, then methodically fight your way north up the trench, carefully turning corners and picking off VC one by one.

When the trench is finally clear, your radio icon flashes. Find Defort and answer. It's Captain Rosenfield, and he's coming in on a chopper. You report the sector clear, but no sign of the missing man yet. After signoff, the chopper lands and Nhut finds the tunnel entrance.

DOWN THE HOLE

Rosenfield sends you into the tunnel with a flashlight, a radio, an S&W Model 39 silencer pistol, and some C-4 with a long fuse. Crawl down the tunnels. The way is linear—you can't get lost. But creep *carefully* around curves in the tunnel.



6-19. Any hit incapacitates the target enough to close in for the kill. So shoot at any visible part of an enemy's body—even an arm or leg.

The first stretch ends at a ceiling hole that leads up into a hill bunker with three VC. You can sneak up on them and hit them low without any return fire. Pop up through the hole into the hill bunker and continue down the tunnel on the other side.

Be patient and creep carefully and very slowly around each bend. Shoot immediately, even if you see only a sliver of VC body. If you wound him, he's momentarily incapacitated and you can move forward for a better kill shot.

The next VC down the tunnel is a quick shooter, so you must come around that corner firing. His partner is just down the tunnel in the next hill bunker. After you waste him, move to the hole in the bunker floor and drop down to another level.

Continue to a bigger drop, which triggers a radio conversation with Hotel Six and the next part of the mission.

PART 3: TUNNEL RAT

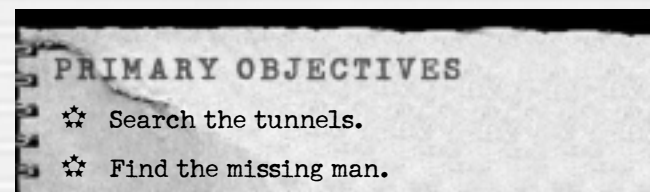
Claustrophobic? Get used to it, Hawkins. You're down here all alone. Fortunately, you've got a flashlight. Move out.

GRENAD E ROOM

Press [L] to turn on your flashlight. Then start crawling! It's a long, long way. (Or maybe it just *seems* long.) The first side room you reach is on the left and empty, but entering triggers your radio icon. Press [4] to make the call. Not much to report, but at least the game performs an Auto-Save.



6-20. These brand-new grenades sit in the crate in the second room.



Continue down the tunnel. Uh-oh—voices! Proceed to the next opening on the right. Enter, turn right into the VC storage room, and open the crate to find a nice stash of American-made grenades! Exit the room, turn right, and continue down the unbearably long tunnel.

The next side room on the right is empty, too. Continue onward. As you do, look around and ask yourself: *How can people live like this?*

ACTION!

After another long, twisting stretch of tunnel, you reach another side room on the left. This one, however, is home to two VC spelunkers. Sneak stealthily to the opening, then slide across (using your Strafe Right key) firing. You have two to hit, so shoot accurately.



6-21. Watch out for VC lurking in side rooms.

Nothing of interest lies in this room (other than the dead guys) so exit, turn left, and move on. Just down the passage a way is a T-brace holding up the tunnel ceiling. Beyond that another VC fellow in a side room to the right. If you approach slowly, you can see part of him before he sees you. Wound him, then rush forward to finish him off.

Again, you'll find nothing of interest in his room. Exit, turn right, and continue ahead.

AND DOWN AGAIN

You crawl over a rough-looking patch of floor. What's that all about? Looks like a recent cave-in—a nice, reassuring thought as you proceed. Careful now—one more VC waits just ahead, just around the bend at a branch in the tunnel path. Ventilate him!

The tunnel's right branch leads to two more VC in a veritable suite of rooms. Once you eliminate them, use your radio to make another report to Hotel Six. Then backtrack to the fork (where the dead guy lies) and turn right to explore the other branch of the tunnel. Move past another pile of debris.

A few dozen yards down this passage, notice a discolored piece of floor. This is a closed cover that leads down to another passage. Further down the tunnel is a punji pit trap that you can't get past, so open this floor cover and hop down.



6-22. This hatch leads down to the lowest level of the tunnels.

BOTTOMED OUT

This is the final stretch of the tunnel complex. Creep forward to the intersection. Careful! A VC guard may suddenly crawl into view from the right. Take him out quickly.

The two directions lead to the following:

Left Fork

The left turn leads to another intersection with a second VC. At that intersection you can go right to find a third VC in a back room, or left to a dead end.

Right Fork

The right turn leads around two sharp corners to a storage room with a nice PPS-43 submachine gun and a couple of ammo magazines. Grab them and hop down the hole in the floor. The ordeal's almost over!

Continue to the ladder to end the mission.



MISSION 7

ESCAPE TO BIG RIVER

Well, you finally crawled out of those horrifying tunnels. All you have to do now is fight your way down a rocky arroyo while outnumbered dozens to one; then clear out a couple of hill bunkers; crawl through another airless underground maze; and finally escape to the Khe Bana river—the “big blue line”—for a dramatic escape through still more hordes of angry commies. No problem!

This mission has three parts. And it's just you against the well-populated VC world.

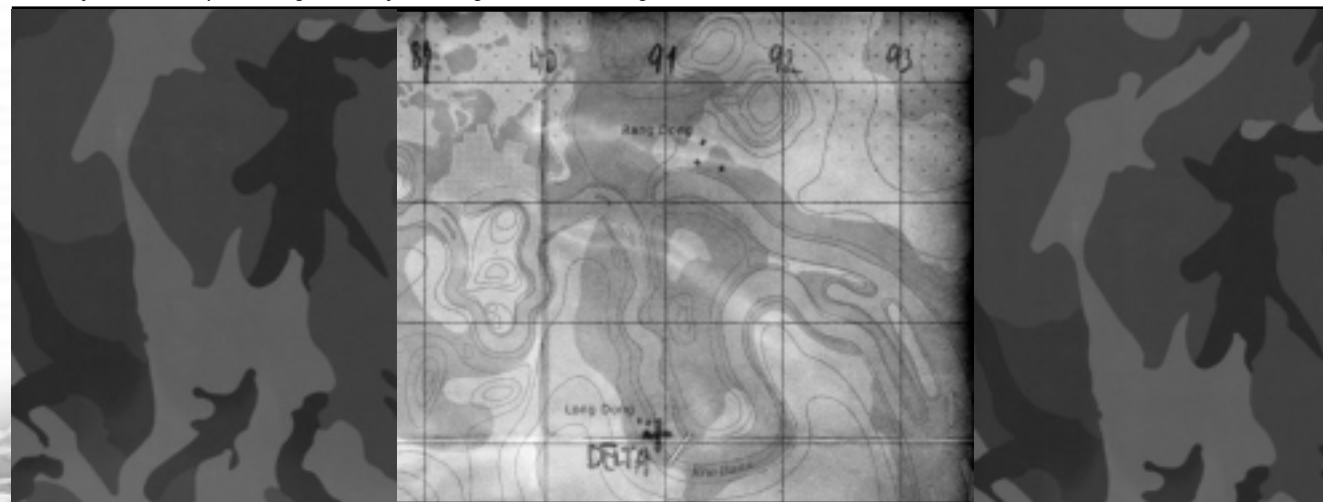


7-1. VC high, VC low. The arroyo is wild and filled with lots of hiding places.

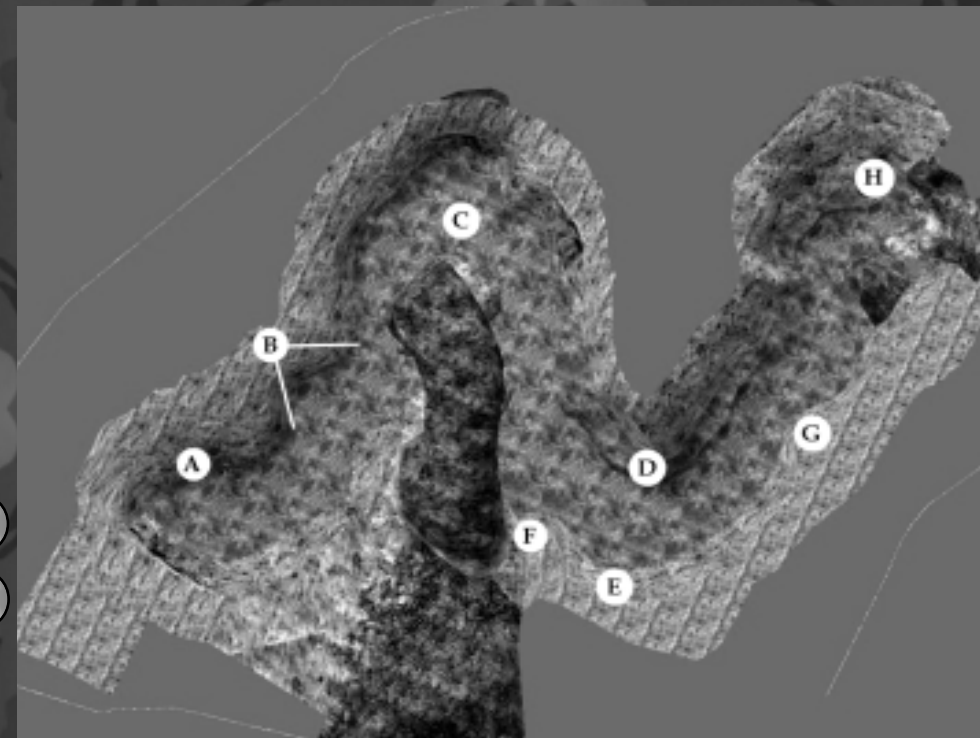
PART 1: ARROYO

Here's a good, old-fashioned mission. You're out of the tunnels through a back passage. But it leads right into the heart of Ho Chi Minh's guerrilla army, it seems. Your task here is to find a secret tunnel entrance that leads to a possible river escape route. You'll have to claw and scrape your way inch by inch down a wild jungle arroyo, tangled and rocky and manned by some of the toughest VC fighters you've seen to date.

Here's your field map showing the arroyo leading down to the “big river” area.



- A** Start
- C** VC Units
- C** Turn Southeast
- D** Rock Arch
- C** Tunnel Entrance (to 1st Bunker)
- F** First Hill Bunker
- G** Tunnel Entrance (to 2nd Bunker)
- H** Second Hill Bunker



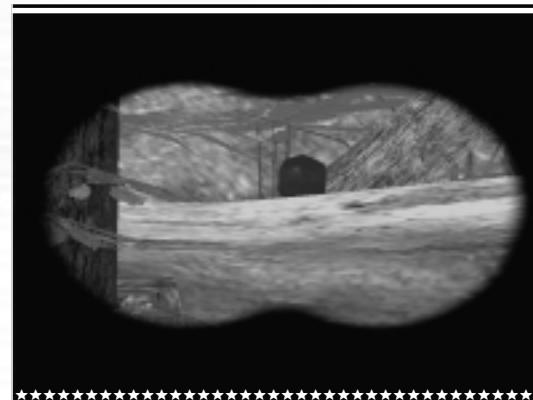
- #### PRIMARY OBJECTIVES
- ☆☆ Find the missing man.
 - ☆☆ Look for a tunnel entrance.
 - ☆☆ Search the tunnels.

FIRST GULCH

Just getting out of the first cave into daylight is an accomplishment in this mission. Two VC guards lounge unaware below your cave opening—one out in the open, one behind a log. Toss a grenade; you should take out

the guy in the open, and both if you're lucky. Then switch to a gun and switch your attitude into pure gunfight mode.

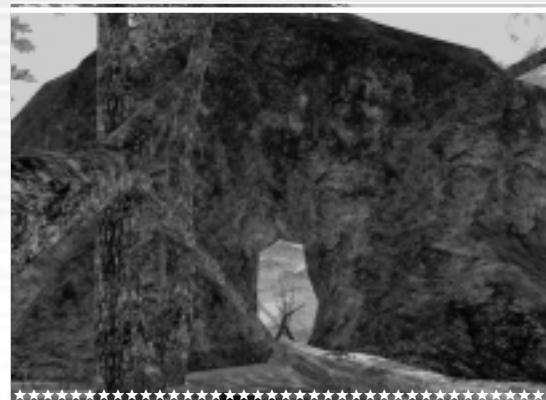
Pick off the guy bzehind the log (if he survived the grenade). Then stick like glue to the rock wall on the left. Move very slowly around the corner.



7-2. Move deliberately, and use binoculars on unusual “humps” in logs or rocks to spot VC before they ambush.

One of the first VC you face drops an AK-47 when you plug him. It's a great gun, so plunder it if you don't have one already. Use it in Single Shot mode.

After about a hundred yards, the arroyo bends to the right, bearing southeast. Continue your slow advance, looking for VC up high on the right-hand ledge as well as behind the boulders down low to the left. Focus on one target at a time, and don't be a hero! If you're out-gunned, just withdraw and try another approach to get different firing angles.



7-3. Pass through this rock arch to avoid the hill bunker on the right-hand wall.

At least three more VC hunker just down the arroyo to the northeast—one up high on the left, behind a rock, and another pair low on the left, behind a log. There's not much advice to give here. As always, use cover, stay crouched unless running through unavoidable open ground, lean and shoot around rocks and trees, and be patient.

Remember that your shot accuracy is better when you crouch, and better still when you're prone.

CAVE TO FIRST HILL BUNKER

Before the arroyo bends back to the left (northeast) again, look for the thick rock arch (see 7-3) guarded by a VC soldier. Kill him and go through the arch. This route lets you avoid a face to face encounter with a deadly hill bunker excavated into the right (south) wall of the arroyo. Instead, we'll slip in the back door.



7-4. The cave on the right side of the arroyo (next to the rock arch) leads into the first hill bunker.



After you pass through the rock arch, immediately swing right, and get ready for a rush of three VC. Take them down then continue forward to the arroyo wall. Look for the cave entrance just to the right a bit.

Enter and follow the tunnel around to the hill bunker, where two VC gunners wait. Roll a grenade around the corner (using the underhand method—pull pin, then use the Right Mouse Button) to make the job easy.

Grab any ammo or medkits you need quickly—you're being followed. Turn and face the tunnel, and wait for the VC to come. Or, if you want, plunge into the tunnel and beat him to the draw when you face him. Two more VC are following his lead, so you have to shoot your way to daylight.

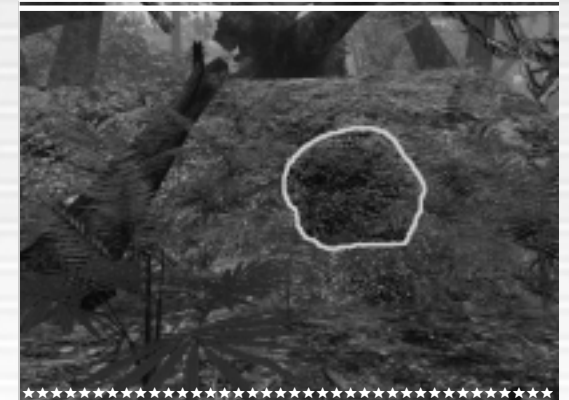


7-5. A second hill bunker (left) dominates the far end of the arroyo. Look for the camouflaged cave entrance (right) that leads to the bunker.

exchange fire with them, but they have the advantage. Instead, look on the right wall of the arroyo (see 7-5 and 7-6) for a camouflaged cave entrance. (It's just to the right of a dark fallen trunk leaning against the arroyo wall.)

The camouflaged cave entrance, outlined in white for you, is next to that fallen trunk to the left.

Enter the cave and make your way to the bunker. Knock off any VC there. You find a tiger hat, which no doubt belonged to a U.S. soldier. Could it be Marv?



7-6. The camouflaged cave entrance, outlined in white for you, is next to that fallen trunk to the left.

CAMOUFLAGED CAVE TO THE SECOND BUNKER

When you emerge, watch for marauders moving through the rocks, then turn right and continue northeast down the arroyo. Four or five more enemies lurk amongst the rocks and fallen logs, so resume your patient, careful advance.

Once you clear the area, watch out for the high hill bunker at the end of the arroyo. Two VC snipers fire from this perch; you can

PART 2: THE UNDERGROUND CITY

After you make another radio sitrep, press [L] to activate your flashlight, pull out your silencer pistol, and continue down the tunnel. After a few yards, you hear VC voices up ahead. Approach carefully! Four enemy soldiers crouch in a room up ahead. Creep to the bend in the tunnel, lean left and try to pick them off one at a time.

At the first intersection, go left. (Right leads to a dead end.) You hear another voice as you approach the next room filled with baskets. Pick off the VC and continue through the room. Just after a second room full of baskets, you face another VC in a larger room—a kitchen with a cooking fire and filled with food supplies.



7-7. This truly is an underground city, including this full dining hall on your tunnel route.

DINING HALL

Exit that room to another intersection. The right fork leads to a dead end. The left fork, however, leads directly into a large dining hall hung with banners and the North Vietnamese flag. Two diners take offense at your intrusion and try to kill you. End their meal, violently.

Your radio icon flashes, but if you press [4] to use the radio, you find the signal dead. Crouch and continue down the passage beyond the dining hall, a tunnel braced by wooden struts. Look out! The next intersection is deadly.



7-8. Use grenades to clear several bunkrooms full of resting VC soldiers.

VC BUNKROOMS

Two squads of VC await your arrival here. To the left, a bunkroom branches off with three VC resting within. Up ahead on the right, a second bunkroom is full of VC, too (and some hanging laundry). This is a tough fight unless you use grenades (if you have any).

Roll one into the first bunkroom on the right, then roll another up the corridor ahead. Switch quickly back to your pistol and pick off any survivors. If you have no grenades, duck down the dead end corridor to the right, then lean and shoot up the tunnel.

Proceed to a third bunkroom up the corridor, on the left side. Use another grenade to clean it out, or just park at the corner of the entrance and pick off VC as they scurry toward you.

Continue up the tunnel. The next room on the left is a, well, uh—a lavatory. Bedpans and a waste pit smell ripe and lovely. Proceed down the tunnel to the next intersection. Quickly.

Don't take the left fork! It leads to a punji pit that you cannot get around. The right fork is definitely the correct fork. Follow it past a dead end tunnel on the left, then around a sharp turn and get ready for a VC attacker. After you nail him, proceed to the next room on the right.

TRAPDOOR TO AMMO ROOM

The trapdoor in this room leads down to an ammo storeroom loaded with AK-47 clips. Hop down and examine it if you want, or just continue down the corridor past the trapdoor room to the next intersection.

VC OFFICERS QUARTERS

The left fork leads past a red commie flag to a nice, big room—VC officers' quarters. Unfortunately, several VC officers are home. Eliminate them and scour the various rooms for intel and other items. Then return to the intersection and veer left to take the other fork.



7-9. Watch out for deadly punji pits! Look for their vague octagonal outlines on tunnel floors.



7-10. One fork splits left to the VC officer's quarters—almost plush, by wartime standards—and splits right to a briefing room that can hold an entire platoon.



VC BRIEFING ROOM

Follow the long, twisting corridor to what looks like a schoolroom with a chalkboard in front. This, no doubt, is the VC equivalent of your own TOC bunker back at basecamp—a site for briefings and lectures on tactical operations. Continue through the exit in the back corner of the room and follow another length of tunnel.

VC HOSPITAL

At the next intersection, swivel right and pick off the VC up the right fork (a dead end). Then take the left fork. It leads around twists and turns, then up a steep slope to, yes, another intersection. Here, take the right fork, which leads up to an underground VC hospital with a flag on the wall...and a couple of surly, armed patients.



7-11. The VC hospital has a few patients who are not very patient about your admittance procedures.

End their convalescence with your pistol, then use your radio to make a report to Hotel Six.

THE GARBAGE PIT

Now exit the hospital room via the west tunnel, just next to where you entered. Follow it to a dropoff—from the looks of it, a garbage pit. Go ahead, jump down into the garbage and continue. Climb up the passage through an older, crumbling section of tunnel to another intersection.

Take the right fork. (Left leads to a dead end.) Follow the tunnel past a patch of roots in the tunnel wall to another intersection. Veer left.

PRISON CHAMBER/INTERROGATION ROOM

The left fork leads to another intersection. Go left, proceed to the next intersection, then left again along a dilapidated passage full of falling support timbers. Further ahead, you hear Marv, the missing soldier, cursing at his communist captors.

Burst into the prison chamber beyond and blast the VC guard, then move to the ladder and climb it up into the room above. This upper room is the interrogation room. Careful! A full VC squad lurks just up the passage to the left, just beyond the red rooster banner on the wall.



7-12. The ladder (left) from the prison chamber leads up to this interrogation room (marked by the red rooster banner). No doubt this is where Marv has been incarcerated since his capture.

After you eliminate the four VC, use your radio to make a quick report to Hotel Six. Then continue through the passage in the back corner of the room, near the desk.

Go past the weapons store on the right and continue another 30 feet or so to the cover on the floor. (Don't go past it! the end of the passage is booby-trapped with another killer punji pit.)

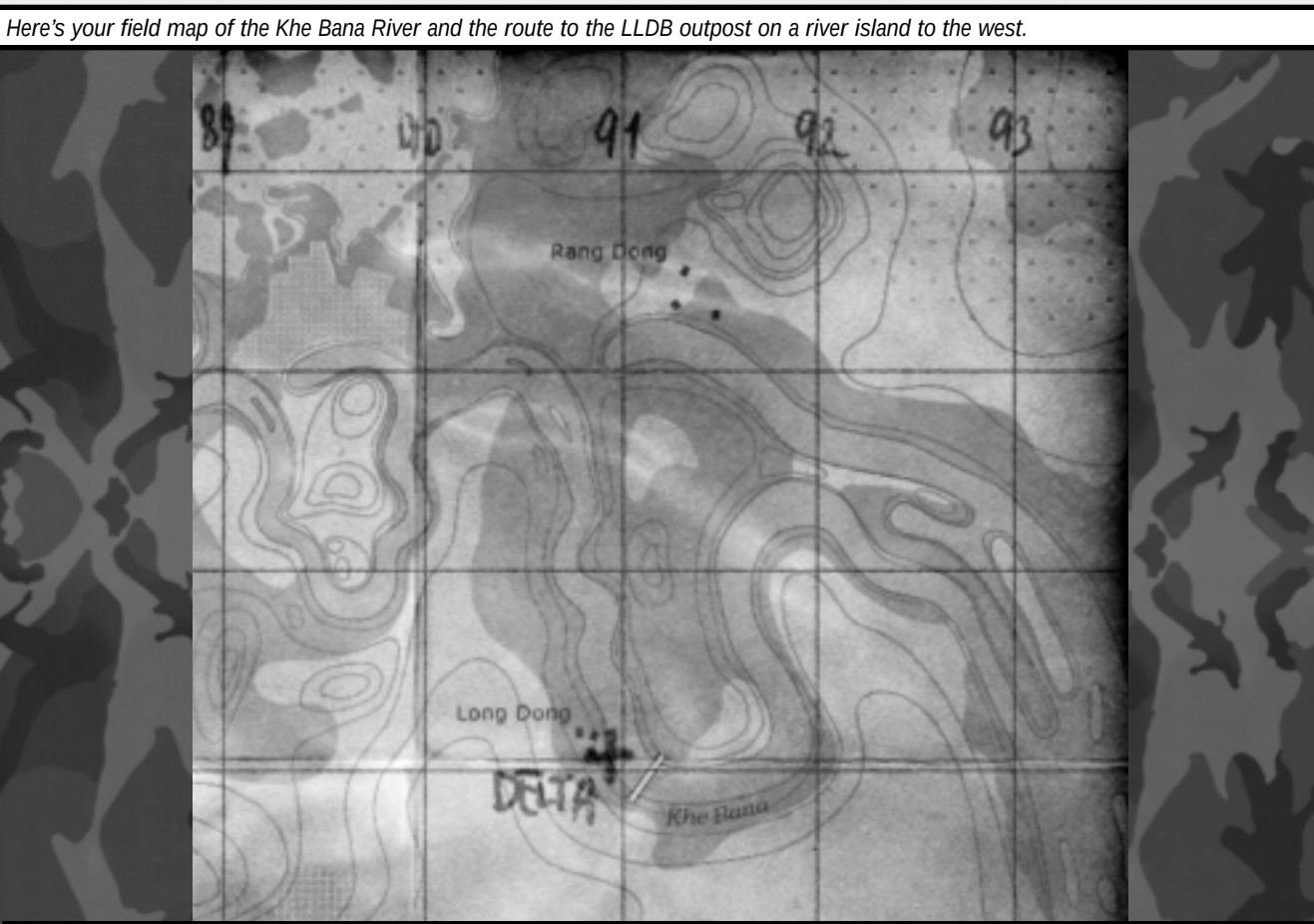
Open the cover to reveal another hole leading down. Hop down to another passage below.

EXIT PASSAGE

Proceed to the ledge and climb up (using the [Spacebar]). Continue to the next intersection and go right. Climb up the steep tunnel to the smell of fresh air, at last!

PART 3: BIG RIVER

Gosh, there's just nothing like a little brawl down by the riverside. It's been a long trek, both above and below ground, since you set out to destroy tanks on the French Route. But you're almost home now.



A Start

B Rang Dong

C Two VC Snipers

D Terraces
(VC Snipers)

E Long Dong
(VC Snipers)

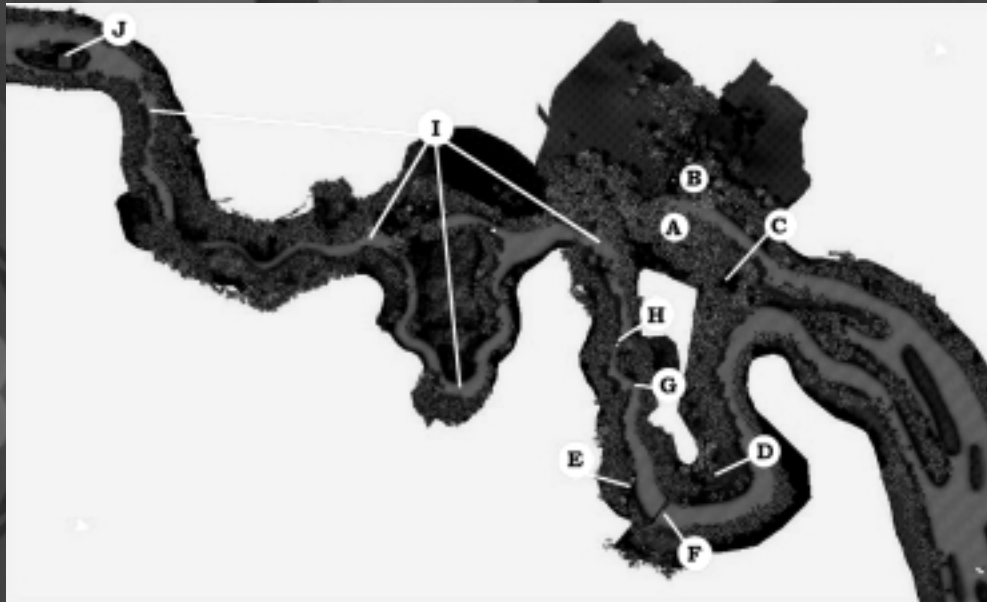
F Bridge

G Log Crossing

H Motorboat

I Skiffs with
VC Snipers

J LLDB River Camp



PRIMARY OBJECTIVES

- ☆☆ Make contact with the Captain.
- ☆☆ Move up along the river.
- ☆☆ Board the boat and man the M-60.

PLAN B: RIVER WALK

You pop out of the tunnel, emerging in a jungle area. You've finally made it back to Khe Bana River—the “big blue line”—and you might expect a slick pickup would be in order. That would be Plan A. But sometimes things don't work out.

You take a radio call from Hotel Six. You report you're outside near a river village, Rang Dong (B on the map), which lies directly to the north. Six says he's sending a “slick” (helicopter) for your extraction and tells you to “pop smoke.”

You automatically toss a yellow smoke grenade, then call Red Bird, the helicopter. He can't find a spot to land, unfortunately, and suddenly a C-4 charge you set in the tunnels explodes. Well, dang, that should bring Charlie running.

Note: As you can see on the map, the Khe Bana curves around this patch of land, so there's river on two sides of you. Head away from Rang Dong village toward the stretch of river to the southeast.

TWO SNIPERS

As you do, two tough VC snipers open fire from cover near the base of the hill (C on the map) to your left (northeast). As they approach, engage and defeat them.

After this first fight, answer your radio. Hotel Six calls you, and you report that “the whole place is hot, the slick can't land here.” Six replies that there's an LLDB river camp up the river. He wants you to go there and “we'll try to find a way to extract you.”

This gives you a new objective: Move up along the river. Head southeast to the river.

SOUTH ALONG THE RIVERBANK

Turn right at the water and head south, following the riverbank. Stay crouched and wary. Two VC wait behind the first big log stretched across your path. Use cover well! These fellows are excellent shots.

Take your time and avoid taking hits. Your health is very precious in this mission; medikits are hard to come by.



7-14. VC lurk behind logs and rocks all along the riverbank. Use the “lean & shoot” method around trees.



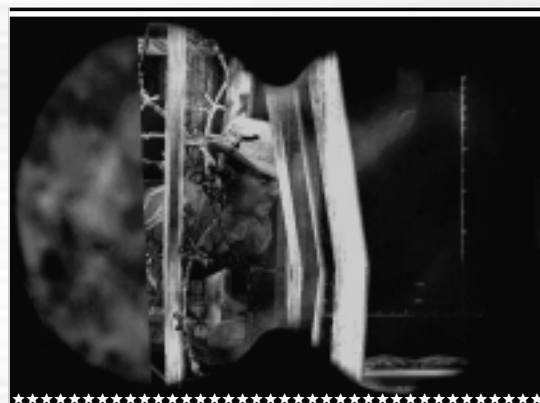
MISSION 8

NIGHT RESCUE

So you made it out alive. Unfortunately, your fellow Special Forces soldier, Sgt. Marv Fisher, is still missing. But Cpt. Rosenfield believes he's being held Rang Dong, the village near where you exited from the tunnels on the Khe Bana River. In a briefing at Nui Peg, he explains the area is crawling with VC because they're using it as a base to distribute arms and supplies around local VC cells.

A day operation is too risky, so you and your team will go in tonight, under cover of darkness. Most of the area is underwater. Without up-to-date maps, the Captain says, "use your initiative and Nhut" to navigate the swamps. The key: *Stealth*. You must get into Rang Dong quietly, or Sgt. Fisher has little chance of survival.

This is a two-part mission. First you must fight through a cargo loading area teeming with VC guards. Then you must find the Vietcong-controlled village, rescue Sgt. Fisher, escape, and call in an air strike.



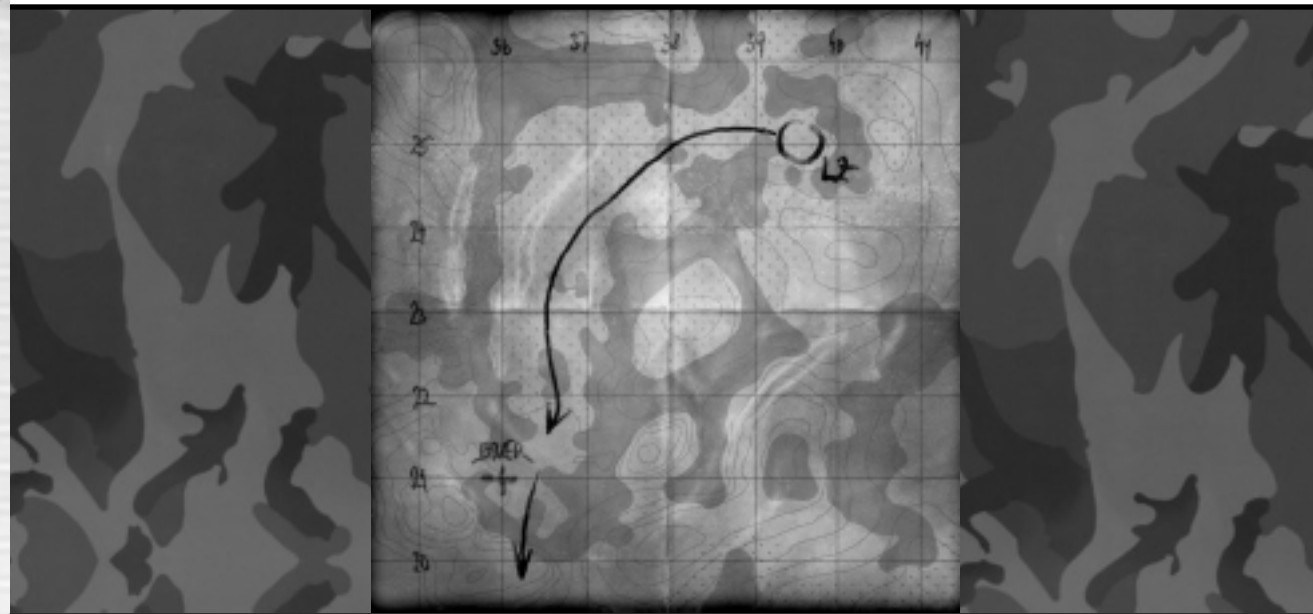
8-1. The Vietcong have Sgt. Fisher caged in a riverside village. Your job: Get him out under cover of darkness.

PART 1: HELL AT THE CARGO TRANSFER POINT

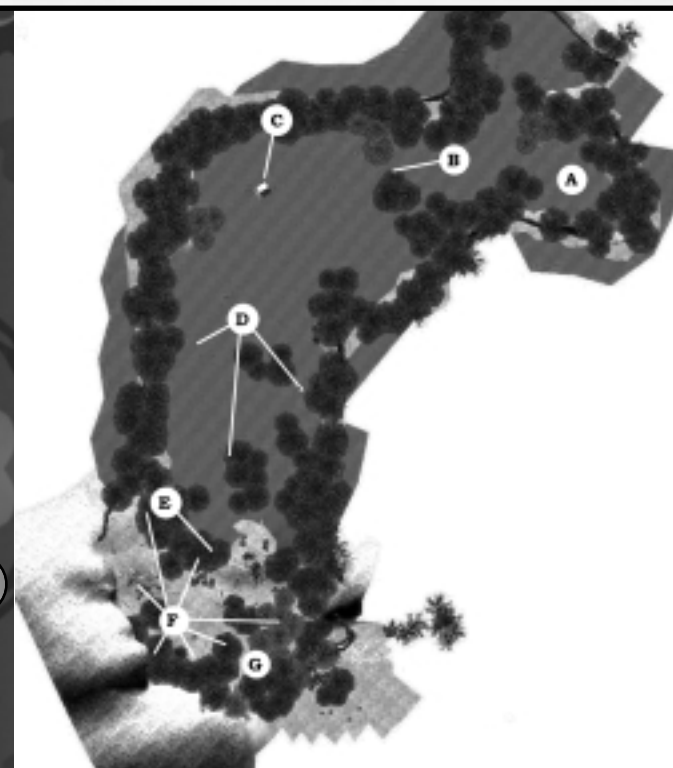
This first part of the mission takes you to a heavily defended VC cargo transfer point. Success does not strictly demand stealth, as Cpt. Rosenfield suggests. However, your progress can be *much* smoother if you manage to avoid detection. In order to do so, you'll have to go it alone once you reach the loading area.

You can successfully complete the mission by leading your team in a fierce frontal assault, as well. But the stealth approach is much more elegant...and more fun.

Here's your field map showing the path from the LZ to Point Baker.



- A** Start
- B** VC Sentry
- C** VC Hut
- D** VC Sentries
- E** Cargo Transfer Point
- F** VC Guards
- G** Exit Toward Village



PRIMARY OBJECTIVES

- ☆ Walk to the VC controlled village.



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Crocker
(Medic)



Bronson
(Engineer)



Hornster
(Machine-gunner)

YOUR SQUAD

SWAMP FOX

Nothing's quite as much fun as wading hip-deep in fetid swamp water. As the mission opens, your team, code name "Swamp Fox," is standing in a wet, mucky bog in the dark. You hold a Smith & Wesson Model 39 silencer pistol—nice idea for a stealth mission.



8-2. Follow that crazy Nhut!



8-3. Watch for VC sentry posts in the swamp. Some are manned, and some aren't.

Talk to your trusty pointman to set him on his course to the targeted enemy village (designated Point Baker), and fall in behind him. He heads west through a gap in the dark trees. After Nhut trudges west through the swamp for awhile, he suddenly halts: "VC guard!" (As always, Nhut stops leading you whenever Vietcong units are nearby.)

This is a surprise. The area was supposed to be clear. What's up?

Look to the south of where he stands. You should see a wooden sentry post rising from the water, manned by a single VC guard. (A couple of empty sentry posts rise from the swamp nearby too.) Give the "Hold" command. The Captain recommended "detection avoidance"...although if your team does run in with guns blazing, you can still complete the mission.

Sneak up within range and nail the sentry with your silencer pistol before he can shoot back. Then return to the team. Talk to Nhut again to get him back on point.

MORE SENTRIES

Nhut continues west, veering slightly southwest. He leads you within sight of a solitary VC hut (C on the map). Your radio icon is flashing; call Defort to you by pressing [4] on the number pad, then use him to call Hotel Six and report the hut. Six is surprised and suggests care in your examination.



8-4. The hut is empty—but intelligence reports made no mention of it. Was it recently built?

Approach the hut and enter. Empty!

Get Nhut on point again. Follow him south now, until he stops again. Another VC sentry post! Hold your team, sneak in close, and give the sentry a silent bullet to the brain. Repeat this process one more time, eliminating the next sentry then issuing a command to Nhut to lead on.

Eventually, Nhut stops and says he hears something strange. Sounds like a boat! You've found a VC cargo transfer point.

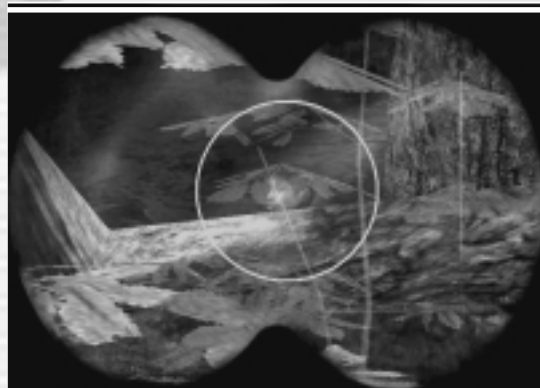
CARGO TRANSFER POINT

Call Defort over and use the radio to report the enemy position—"from Baker, up one...and it seems pretty hot." Something unusual is going on around here. Hotel Six tells you to continue as planned.

The area has a number of VC patrols, spread about in squads of two or three. If you have the patience, it is possible to crawl from group to group without raising the general alarm; you can eliminate every foe using your Model 38 silencer.



8-5. The area around this cargo transfer point is crawling with VC.



8-6. Use your binoculars to spot targets before they spot you.

If you take this stealth approach, emerge from the water at the farthest western end of the area. Move around the outside of the area, along the foliage boundary. Stop every few feet to thoroughly scan the vicinity for signs of VC guards. Stay behind logs and other cover as much as possible. If you crawl very far while in a guard's line of sight, he will spot you and open fire, and then stealth becomes no longer possible.

Use your binoculars frequently! If you see a suspicious looking lump on a log or a hint of movement, stop crawling and take a closer look.

Hit the Quick Save key after every successful assassination, or you can just turn your team loose by giving them the "Attack" command. It's riskier—these guards are very tough. Whichever approach you take, you must eliminate every VC unit in the area. When you've cleared the bush, talk to Nhut and tell him to "lead us through these bushes to Point Baker."

Then follow Nhut to the end of Part 1.

PART 2: FINDING FISHER

Now you must carry out the tactical plan devised by Cpt. Rosenfield. Here, the element of surprise is vital. Detection would be fatal for Sgt. Fisher. So the drill is as follows:

Nhut leads your team to the village.

Crocker and Nhut take a support position on the hill overlooking the village.

Hornster and Defort block the area between village and jungle.

You and Bronson sneak undetected into village.

Bronson sets an explosive charge near a hut used as a VC store, while you locate and free Sgt. Fisher.

Team escapes to a nearby LZ, with air support ready, plus big guns from Pleiku FSB (fire support base) if necessary.

Here's the map of your operation, with a close-up of the tactical plan at the village.



PRIMARY OBJECTIVES

- ✪ Eliminate the village guards.
- ✪ Save the POW.
- ✪ Call in an airstrike on the VC village.

A Start

B Route to Village Overlook

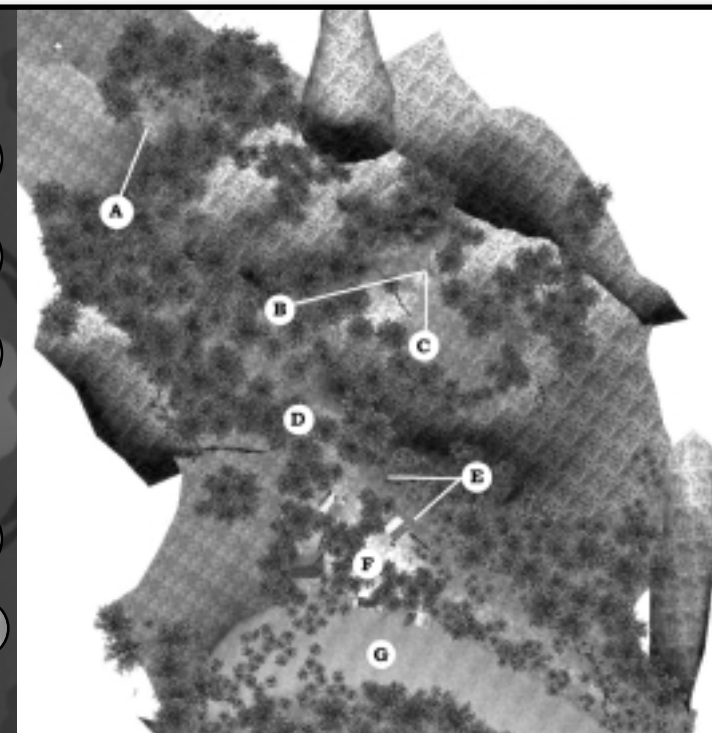
C Rendezvous Point (2 VC Guards)

D Bronson, Hornster, Defort

E Crawl Route

F Rang Dong Village (Prisoner)

G Khe Bana River



CLEAR THE HILL

You start by making a radio call to Hotel Six, who reiterates the importance of remaining undetected. After promising you'll "float like ghosts," approach Nhut and follow him southeast through the jungle (B on the map). Stay with him as he veers east, and then doubles back up the slope to the hill (C on the map) above Rang Dong.



8-7. Crawl closer to the two hilltop sentries (circled) and nail them with your silencer pistol.

At the hilltop, you see two sentries by the log up ahead, overlooking the village. Nhut starts crawling; follow this lead. When you crawl close enough, pick off the sentries with your silencer pistol. Nail them fast, and don't let them fire back!

Once the sentries are neutralized, call Hotel Six and report. Six reiterates again that you must not be detected when entering the village. Crocker and Nhut take up their prearranged position above the village.



8-8. Follow Bronson, Hornster, and Defort back around to their position between the jungle and the village.

Follow Hornster, Defort, and Bronson back down the hill and around to a position on the small village's outskirts (D on the map). Hornster and Defort settle between the jungle and the village; Bronson creeps forward to set the charge.

Crawl around the left side of the village to the opening in the fence, then creep up to the hut next to the woven basket. Stay out of sight.



8-9. Crawl around the left side of the village to the opening between huts, and then peek around the corner at the POW's cage.

When you turn toward the cage where Fisher is held in the village center, you can give Bronson the signal to set off the charge. (Just press your Use key.) When the hut blows, rush to the cage, eliminate any nearby enemy soldiers, unlock the cage (press your Use key), and lead the POW out of the far end of the camp to rendezvous with Hornster, Bronson, and Defort. (Fisher automatically follows you, so don't worry about giving him orders.)

Keeping the POW alive as you escape the village is very difficult. In fact, this is one of the harder tasks in the Campaign.

When you meet Defort, use his radio to get orders to go back to the LZ. Then head back up the slope to the hilltop overlook where Crocker and Nhut wait for you. Use Defort again to call in a pickup chopper and watch the flyboys pummel the village.

When you turn toward the cage where Fisher is held in the village center, you can give Bronson the signal to set off the charge. (Just press your Use key.) When the hut blows, rush to the cage, unlock it, and lead Marv out of the camp and back up to the overlook.



MISSION 9

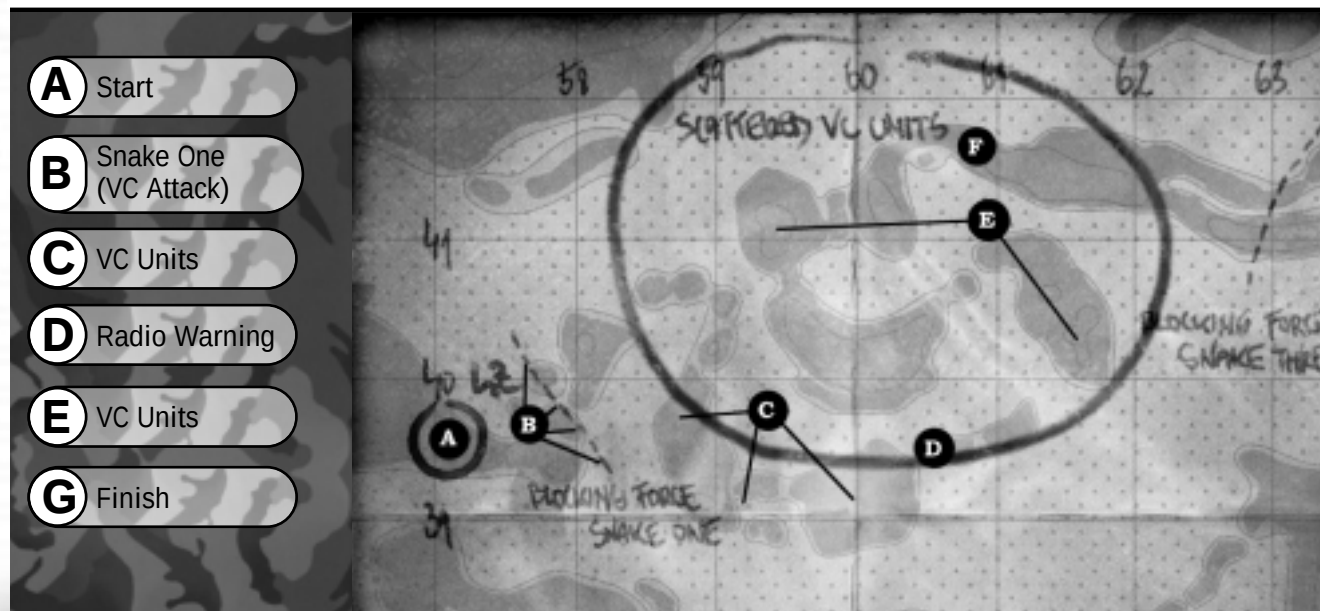
BRUSH AND SWEEP

September 29, 1967. In a driving rainstorm, a Special Forces slick drops your team, codename *Snake Two*, into the heart of the swamp territory near the Khe Bana River. Army units have surrounded the area and trapped VC forces there. Your team's job is to "brush and sweep" the area—that is, mop up any remaining enemy units. Some may even surrender, but don't count on it.



9-1. Your task is to "brush and sweep" the foggy, VC-infested swamp around the Khe Baha river.

Here's your field map showing the LZ, the blocking forces of Snake One and Three, and your "brush and sweep" route through the swamp.



PRIMARY OBJECTIVES

- ☆☆ Reach the defended zone.
- ☆☆ Defend the zone.
- ☆☆ Search and destroy.



Le Kuy Nhut
(Pointman)



Defort
(Radioman)



Crocker
(Medic)



Bronson
(Engineer)



Hornster
(Machine-gunner)

YOUR SQUAD



MISSION WALKTHROUGH

This mission underscores Le Duy Nhut's value to your team. The swamp is vast with few recognizable signposts, plus the driving rains obscure visibility. So your best bet for success is to send out Nhut on point after each skirmish. His familiarity with the area helps you find all the VC stragglers and complete the sweep operation.

LOCK DOWN THE ZONE

Press your Use key to exit the chopper. A U.S. soldier approaches and welcomes you to “the party” and says Snake One is just ahead. Follow him through the swamp to the raging firefight at Snake One’s blocking position.

The U.S. soldier who greets you takes off quickly. If he loses you, just continue east along the edge of the water, following the shore (and the sound of gunfire) to Snake One's position.

When you reach the hot zone, drop behind cover and start fighting. After a couple of minutes, Cpt. Rosenfield announces that the area is surrounded, and captives will be taken to Pleiku. Now watch for the flashing radio icon. When it appears, press [4] to talk to Hotel Six. Rosenfield tells you to hold your fire while a PSYOPS chopper picks up prisoners.

Stop shooting immediately! If any VC troops walk forward with their hands up, do not shoot them. (If you gun down a surrendering enemy soldier, you fail the mission.)



MARCH PRISONERS BACK TO THE LZ

Surrendering VC soldiers follow you, so head back to the area (see A on the map) where you first landed. Use your map to guide you to the LZ. Remember: the small red arrow on the map marks your current position.

You meet Cpt. Rosenfield at the LZ. He gives you new orders to sweep up the rest of the opposition in the area. Ultimately, you must rendezvous with Snake Three on the eastern edge of the swamp.

Your new objective appears in the objectives list: *Search and destroy*.

SEARCH AND DESTROY

Nhut automatically heads northeast across the swamp. Follow him! (If Nhut doesn't go, talk to him: "Advance across the swamp, fire at will.") After a hundred yards or so, Nhut veers east as he works his way through the swamp.

Nhut stops occasionally to let the rest of the team catch up. Just wait patiently with him.



Watch your pointman carefully. Sometimes he halts to let the team catch up. Other times he stops and crouches because VC lurk near. Be ready for ambush situations. Keep your guard up, and stay alert.

See figure 9-6 to see the complete route Nhut takes. The line marks the route, and the circles indicate VC troop positions.

Keep following Nhut across the swamp, wiping out the small pockets of VC resistance as you go. Watch for the flashing radio icon; from time to time, you call in reports and hear what's going on elsewhere. After you engage one of the groups, you learn that a large VC contingent is just to the north, so be wary as Nhut leads you that way.

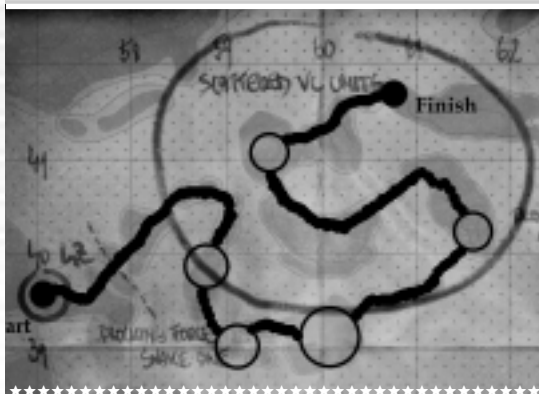
★★

Remember to order Nhut back on point after each engagement in the swamp. He won't automatically continue after a battle; you have to talk to Nhut to "restart" him.



9-5. VC cells like this are scattered throughout the swamp.

Eventually, you reach this strong force of about a dozen VC. Cover is abundant in the area. Use it!

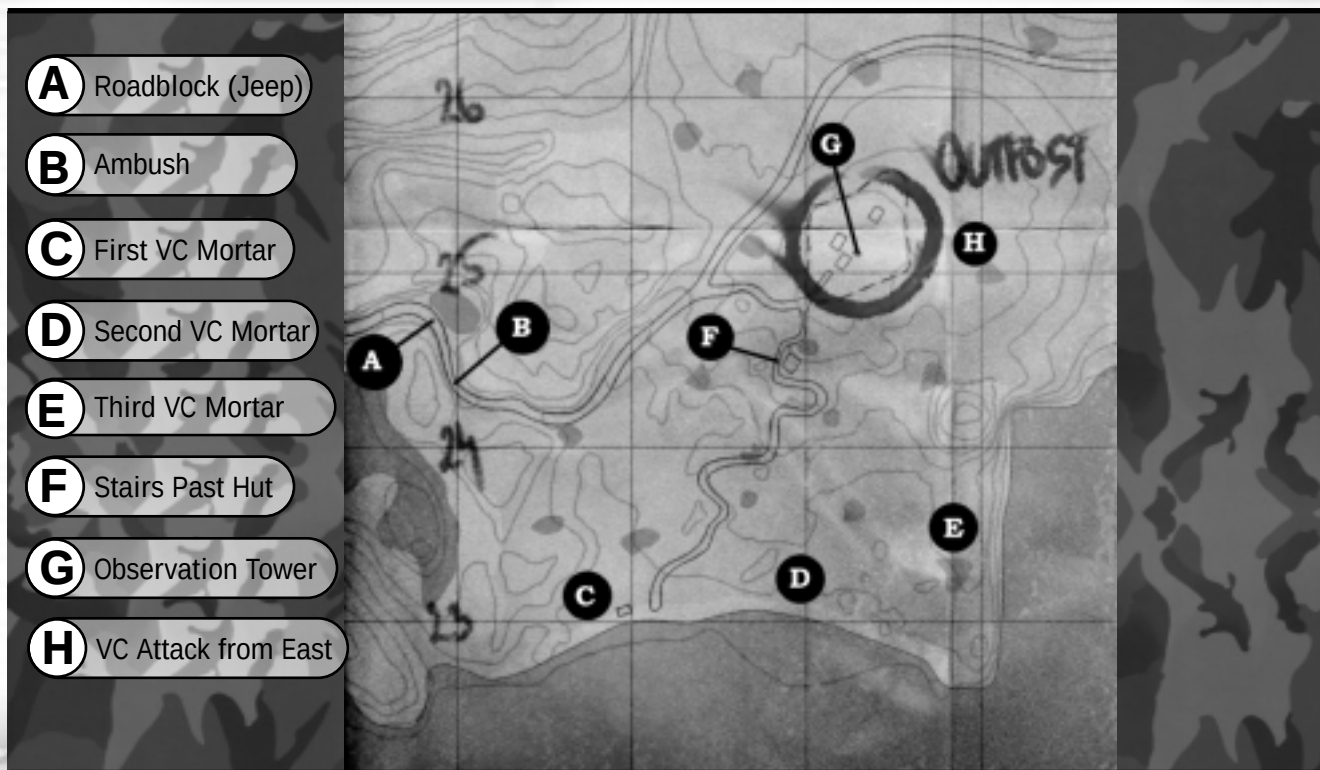


9-6. Here's a complete look at the route you take as you make your sweep through the swamp. The large circles indicate engagements with VC forces.

Send Nhut out ahead one more time. He leads you north and east to the "Finish" position (F on the field map) near the blocking position set up by Snake Three. Mission accomplished!

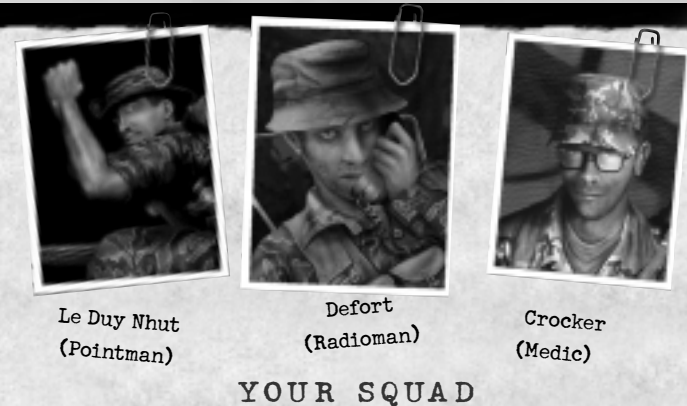


Here's your field map showing the twisting jeep route up to the LLDB outpost. For a closer look at the outpost area, see the next map.



PRIMARY OBJECTIVES

- ☆ Drive to the Montagnard village.
- ☆ Drive to the LLDB outpost.
- ☆ Eliminate three mortar teams.
- ☆ Move up to the LLDB outpost.
- ☆ Defend LLDB outpost.



PART 1: TWISTY TRACK DRIVE

Your trip starts as a normal jeep trek up to a Montagnard village in the high country. It's another good will trip: Crocker plans to check on a Shifung who is ill. Other passengers include Nhut and Defort.

As you begin the drive, you ask Hotel Six for an updated status report on Spike Two. Unfortunately, there's no word yet.

Just drive. At the first intersection, turn right. (The left way leads to a fallen bridge over the Song Nong, as seen in 10-2.) Keep driving. Soon you reach the village, Long Vinh.



10-2. Take a scenic drive through the high country with three of your best buddies—Defort, Crocker, and Nhut.



10-3. Just as you reach the farm huts, you get an alarming call from Hotel Six. Spike Two needs your help!

But just as you arrive, Hotel Six calls in with bad news. Spike Two was ambushed and the LLDB mountain outpost faces a massive assault by VC forces. And you're the only team close enough to give them support.

So much for good will.

Ready? A mission timer starts ticking down the moment you get the distress report.

Speed past the Montagnard huts and drive as fast as you can up the mountain roads. You round several curves. Drive some more. It's a rough ride. Negotiate more curves, fast. Keep driving. Drive! Don't ever stop driving. Get the picture?

As you drive, you get periodic reports from the outpost, where things don't sound good. The attack has started, and it is indeed vicious. But stay entirely focused on your driving. These roads are treacherous. Watch out for several narrow bridges on the route up.



10-4. When you reach this bridge, you're almost there. Hurry!

PART 2: MOUNTAIN OUTPOST

Time for some action! VC mortar teams are pounding the outpost, and the LLDB need relief. This part of the mission opens with a radio report from embattled Mountain Eagle. Let's go!

THE PASS AMBUSH

After you take the radio report, hop over the log and move cautiously up the pass. A VC ambush team lies in wait just up the road (B on the map). Plus these fellows have backup units posted further up the pass. Gun them all down, and move out onto the wide slope beyond, to the right.

At one point, Defort switches channels to pick up the reports from the outpost, Mountain Eagle. It sounds desperate, doesn't it? Mortars lobbing shells, VC breaking through the wire, trying to penetrate the camp. Hurry! Where are you? We need help! You must keep the VC from overrunning Mountain Eagle and acquiring all the ammo and supplies stashed there.

Eventually, you reach the big suspension bridge (see 10-4) guarded by LLDB soldiers. Speed past them and over the bridge. The final stretch of road is a steep, dangerous switchback with tight turns, so be wary.

When you finally reach the top, you stop at a roadblock in a small pass. Time to proceed on foot.



10-5. Fight through the VC ambush in the pass and beyond.

Careful here: Numerous VC soldiers roam the meadow that drops southward toward the river. Call your full team into action. As you engage these foes, your radio icon flashes. Press [4] to take the call.

VC mortar teams are hammering the outpost, and Mountain Eagle asks you to knock them out. Roger, wilco.

ELIMINATE THE VC MORTAR TEAMS

The three VC mortar teams are deployed along the river below the pass. Each team has a three-man crew, but keep in mind that other VC troops prowl the area, too. From the pass, turn right and head downhill to the south.



10-6. VC mortars sit at three positions on the headlands along the riverbank. Eliminate each three-man mortar crew to relieve the outpost.

Once you eliminate the third VC mortar crew, the outpost bombardment ends. Call Defort over to you (or press [4] on the number pad) to take the radio call from Mountain Eagle. Then hustle straight up the hill to the outpost, climbing the two sets of stairs around the hut (F on the map) in the foreground.

Be sure your team follows you up by giving the "Follow me" command from the Command menu.



10-7. Hurry up the hill to the outpost after you wipe out the VC mortar crews.

The first mortar team is just around the corner of rocks to your right (C on the map), past the hut. Gun them down quickly, plus any support troops in the area. Then turn east and follow the headlands (high ground) along the riverbank to the second mortar. Wipe out that crew and continue east to the third mortar.

Each time you completely eliminate a VC mortar team, your objectives automatically update to reflect this.

DEFEND THE OUTPOST

Now you must defend the outpost from attacking commie waves until Hotel Six arrives with reinforcements. As you reach the gate, the VC assault the western edge of the outpost, along the fence to the left. Fire on them, but be careful! Don't hit your Vietnamese LLDB allies (the guys wearing fatigues—see 10-8) or else your mission fails.



10-8. Don't shoot these LLDB troops in combat fatigues! Your VC targets are either shirtless or wearing peasant garb.

One approach: Run into the compound and slide along the west fence, picking off VC through the barbed wire. Some VC units linger down the rocky slope to the west. You may need to exit the compound, head downhill, and hunt them down.

But don't stray too far. More VC waves try to enter the base from the north and east (H on the map). In particular, plug the gap in the perimeter fence on the eastern side of the outpost.

Another approach: When you reach the outpost, you can head straight for the tall, log-built observation tower (G on the map—also see 10-9) in the center of the compound. Climb the ladder to the top. From here, you can see (and shoot) everything in the outpost and the surrounding area.

Once you've cleared the area, your radio icon flashes. Find Defort and make the call to Hotel Six, who announced three gunships are on their way to assist. The base is safe. Good job, Hawkins!



10-9. One tactic: Head straight for this observation tower for an overview (and firing angle) on the entire outpost and its surrounding area.



MISSION 11

RADIO RELAY

Back at Nui Pek, you’ve just returned from a well-deserved leave in Saigon. But forget transition time—Rosenfield tosses you right back into the fire, big time. A small radio relay station on Dong Tham Hanh hill near the Cambodian border provides a crucial comlink to several recon teams inserted in the Khe Areh valley. The area is getting hot, but the relay must stay operational until the reconnaissance work is done.

Your job: Guard duty. Fly in and protect the radio station from increasingly intense VC incursions.



11-1. This radio relay station faces wave after wave of VC attackers. Defend it from the air and the ground.

Here's your field map showing the radio relay area, plus a closeup of the hilltop LZ.



A VC Mortar

B 1st VC Assault

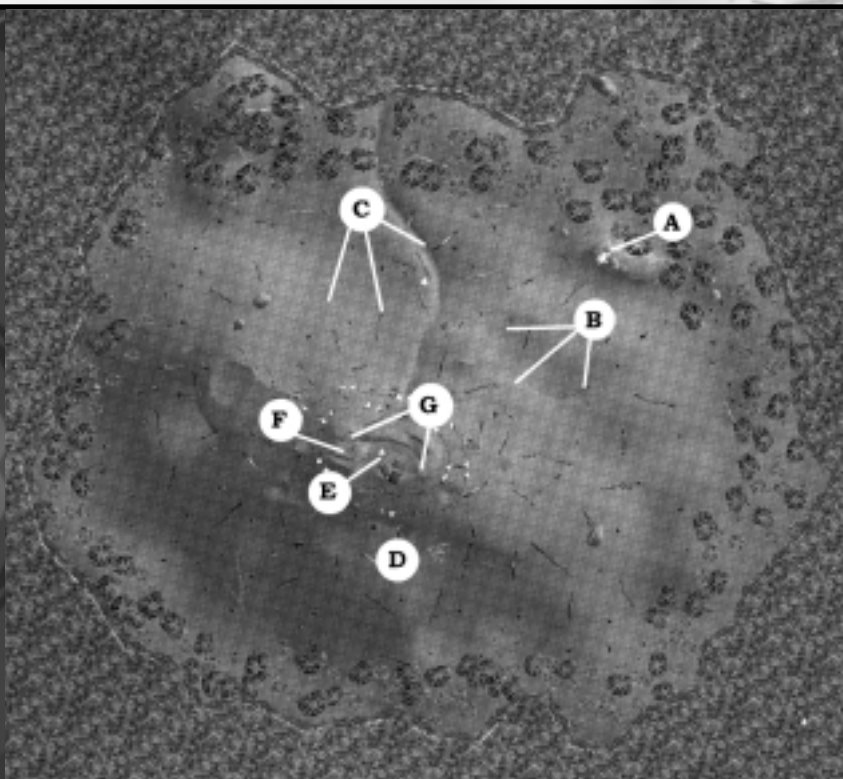
C 2nd & 3rd VC Assaults

D Southern Slope (Don't Ignore!)

E LZ

F Radio Relay

G Station Huts



PRIMARY OBJECTIVES

- ☆☆ Eliminate the enemy attacking the relay outpost.
- ☆☆ Eliminate enemy mortar teams.
- ☆☆ Do not let the enemy destroy the relay station.



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Hornster
(Machine Gunner)



Bronson
(Engineer)



Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

October 11, 1967. Your chopper approaches the U. S. radio relay station on hill Dong Tham Hong. This mission features two seamless parts. First, use the chopper's heavy machine gun to decimate enemy mortar teams and a platoon of VC attackers below on the hill surrounding the station. Then, after the helicopter lands, fight on foot, repelling wave after wave of frenzied assault.

HELICOPTER GUNNERY

Sharpen your eyes for this first task. You have unlimited ammo, but try to be precise. Your helicopter makes several passes over the landscape, starting with tight circles around the mortar position (A on the map) at the edge of the woods (see 11-2), then full sweeps around the entire hill.

Be sure to nail that mortar team! Your task is to decimate the first two waves of the vicious enemy assault. Shoot at any movement or muzzle flash as the VC platoon moves out of the trees and up the slope. It's truly a "target-rich" environment, so lay down a steady stream of M-60 fury.



11-2. Don't miss this mortar team (circled) positioned on the rocks at the edge of the woods.

Fire the chopper's machine gun in quick bursts for better accuracy. If you just hold down the trigger, the big gun's constant recoil makes it hard to target moving enemies.

Once you've sufficiently destroyed the attacking wave on the northern slope, the helicopter lands on the pad in the relay station.

Then all hell breaks loose.

OPTIONAL: USE HEAVIER ORDNANCE

Another VC platoon opens fire from the rocky ravines of the northeast slope. Some rush the hill; others lay down cover fire. This is the first of several enemy waves you must repulse. Hop off the chopper and hustle into the bunker directly ahead (east) of you.



11-3. Hop off the chopper and run into the east bunker. Inside, grab the M-79 off the crate and go lob a few grenades.

RED BIRD PICKUP

Keep fighting as the chopper approaches, clearing the area of Charlie for a safe landing. Order a “Retreat” or give a “Follow Me” command if any of your team is down the hill. When Red Bird finally sets down, a brief lull in the fighting lets your squad approach the craft.



11-7. After the fourth radio call, Red Bird finally drops in for a quick pickup. Keep fighting off VC until your full team is aboard, and then hop aboard yourself.

Wait until all five of your men are on board Red Bird, keeping an eye on the northern slope. Then climb aboard yourself for a welcome lift. Whew!



MISSION 12

JUNGLE CRASH

The next five missions are linked, but they’re different enough from one another to be considered separate missions. Central command has decided (finally) to take the fight beyond the Vietcong guerrilla forces right to the North Vietnamese regular army (NVA) near the Cambodian border.

As Cpt. Rosenfield explains in his pre-mission briefing, recon teams have pinpointed a local NVA headquarters in some old ruins on Po Tlang Karai, a heavily fortified hill in the Khe Areh Valley. The Army plans a coordinated attack with assault teams from four different basecamps. Your team’s code name is Fist Alpha.

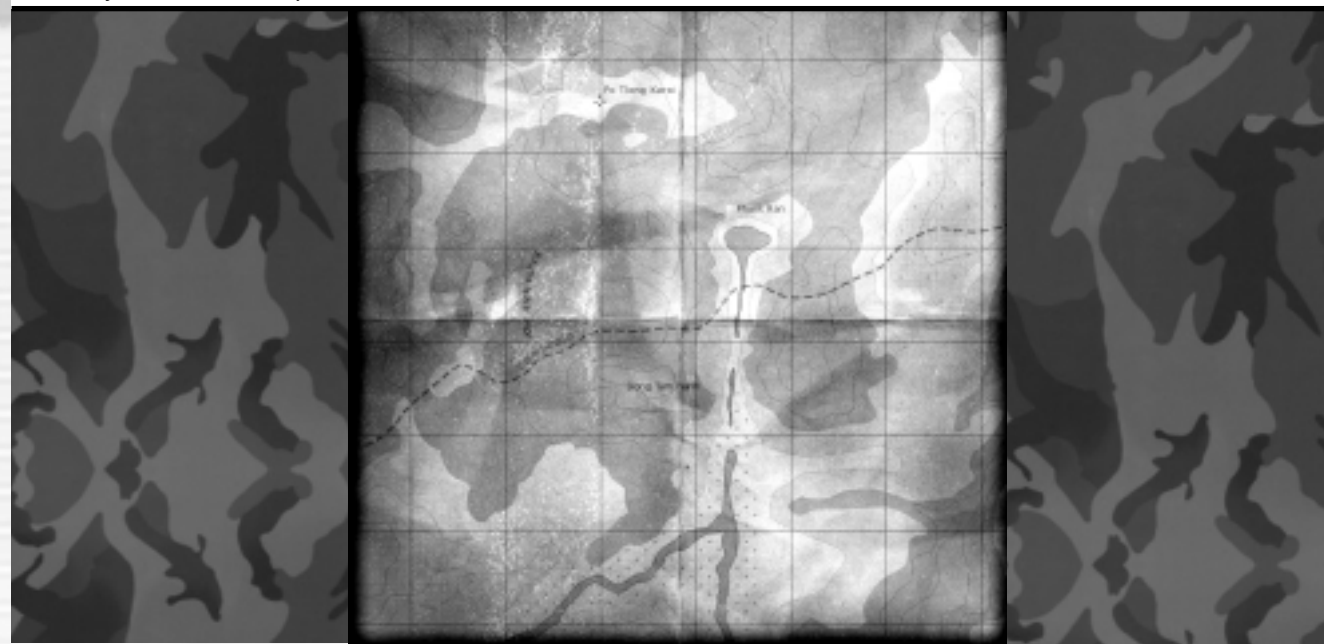
Taking the initiative is exciting, but dangerous. You face the prospect of a perilous helicopter flight over hostile territory into the teeth of enemy anti-aircraft guns. You also face the enemy on his own turf—intel estimates place an entire NVA division on the hill. You must penetrate the fortifications and root out well-entrenched defenders.

This first mission in the Po Tlang Karai series illustrates that very peril.

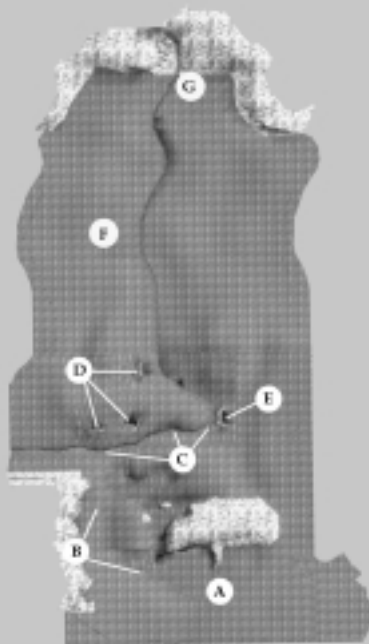


12-1. Your ultimate target: NVA headquarters in the old ruins atop Po Tlang Karai hill.

Here's your field map of the entire area surrounding Po Tlang Karai (including Dong Tam Hahn hill to the south, where you defended the radio relay in the last mission). This covers the next five missions.



- A** Helicopter Crash Site
- B** Uphill Route to Trail (Follow Nhut)
- C** Jungle Trail
- D** Enemy Bunkers
- E** Enemy Bunker
- F** Ruins (VC Ambush!)
- G** Base of Hill



PRIMARY OBJECTIVES

- ☆☆ Get to the originally intended LZ.



Le Duy Nhut
(Pointman)



Defort
(Radioman)



Hornster
(Machine Gunner)



Bronson
(Engineer)



Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

Sunrise...a soaring flight of helicopters...and a sleek wing of jet fighters roaring ahead to soften up your target. But then your transport takes AA fire and goes down hard in the jungle near the target. Your immediate team survives, but now you face a tough trek to the mission rendezvous point.



12-2. Helicopter transports skim the treetops as Air Force fighters slam ordnance into the target hill ahead. It's beautiful, man!



12-3. Well, at least you survived. But the jungle around here is teeming with NVA.

FIND THE TRAIL

Approach Defort and use the radio to report your unfortunate circumstances to Hotel Six—chopper down, all four crew KIA, and you’re half a click south of the rendezvous point. Unfortunately, the radio transmission is poor, and you can’t hear Six very well.



12-4. Pointman Nhut leads you to this trail, which leads to the rendezvous point at the base of the hill. Numerous camouflaged NVA bunkers (like the one circled at left) line the trail.

Stay away from the burning helicopter! The flames can damage you. Also: follow Nhut to avoid the punji pit traps.

Tell Nhut to take point. He leads you through the dense jungle toward the hill. After a few steps, he halts and warns you of a punji pit trap. Follow behind him as he proceeds northwest through the growth, emerging onto a well-worn trail through the jungle.

As he turns right onto the trail, Nhut stops and says, “Me see NVA bunker.”



12-5. Here’s a closer look into a NVA bunker.

TRAILSIDE BUNKERS 1 AND 2

Sure enough, just up the trail, a NVA ambush team opens fire from not one, but *two* camouflaged bunkers. Advance carefully on the well-hidden positions. The bunkers are side by side on the left (north) side of the trail, directly behind the big fallen log. More NVA guerrillas roam the bush on both sides of the road.

This is a very tough fight. Good luck.

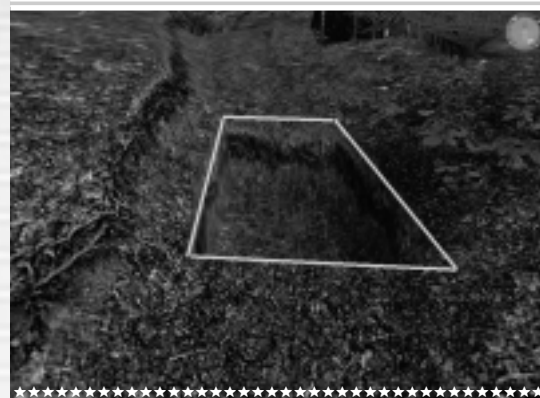
Jungle combat is wild and hairy, with friendly fire casualties possible, so be particularly careful about where you shoot.

BUNKER 3

Once the area is clear, put Nhut on point again. He leads you up the trail to the east. Dead ahead is another NVA bunker, straight across the trail where it curves left (north). Clear that bunker, then send Nhut up the trail again.

TRAIL PUNJI PIT AND BUNKER 4

Nhut stops again after a few steps. Look carefully down at the trail just ahead. See the discolored section of ground? Approach and pull the cover off a punji pit trap.



12-6. Watch out for this punji pit trap (outlined here) in the middle of the trail[el]and another NVA bunker just beyond.

Suddenly another bunker full of NVA opens fire from ahead on the trail, just around the bend. It sits on the trail’s left (west) side, past the log lying across the path. Fight! Again, a pair of soldiers mans the bunker, but several others roam the wild jungle surrounding it. Watch your radar for red dots to help pinpoint targets.

After the engagement, note your flashing radio icon. Use Defort to make a radio call. Sounds like Fist Bravo is under heavy enemy fire up ahead at the rendezvous point.

AMBUSH AT THE RUINS!

Let Nhut continue at point, following the trail as it now heads north. Ahead on the left you see some ancient stone ruins. When you reach them, you trigger another wild ambush, with NVA firing from the ruins on the left and the deep jungle to the right.



12-7. These ancient ruins harbor a NVA squad. More NVA lurk in the jungle across the road, too.

VIETCONG

Clear the area, slowly and carefully. The jungle foliage hides enemy assassins particularly well.

RADIO CONTACT

After the fight, the radio icon flashes. Use Defort to try calling Fist Bravo again. The radio signal is still breaking up, but you can hear sounds suggesting that Bravo is now in serious distress. Better hump it up there to support.

Continue down the trail. (You can ask Nhut to lead, but it isn't necessary now.) Up ahead, you can hear the sounds of a fierce battle, getting closer.

When you reach the pile of boulders and logs on the trail, Nhut comments that you're at the base of the hill. Use Defort to make a radio report...and the hair-raising jungle adventure ends.



MISSION 13

PO TLANG KARAI: TAKE THE HILL!

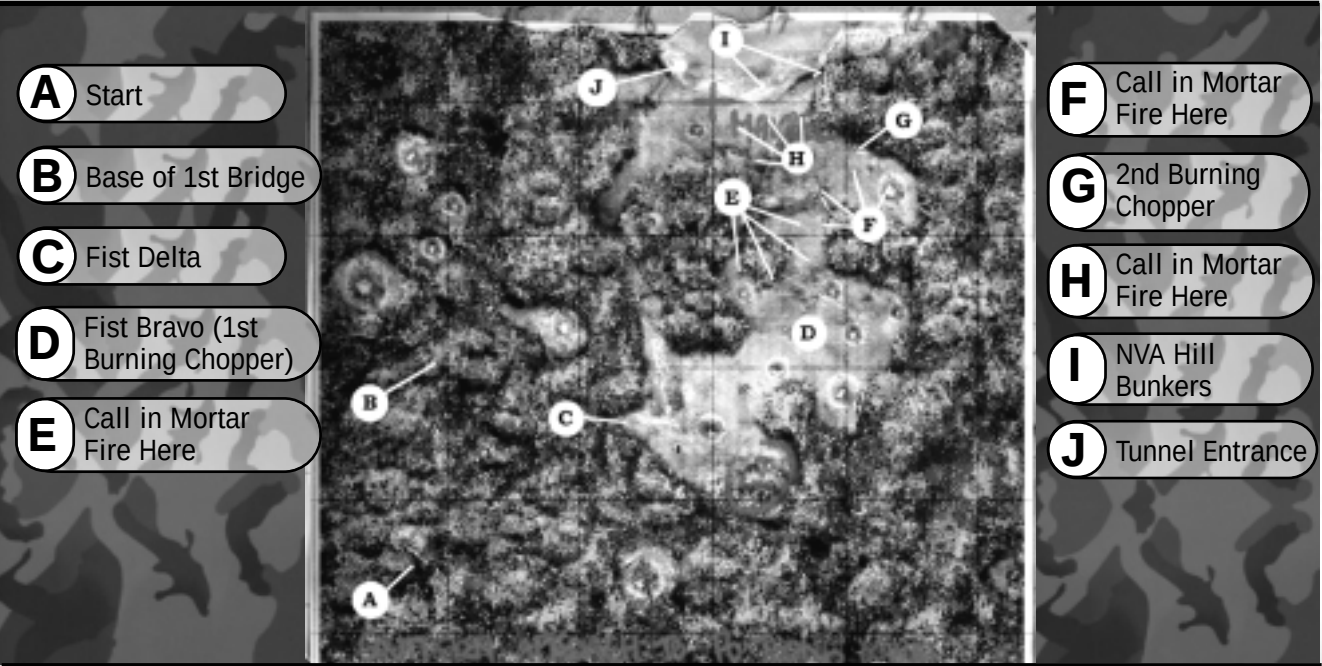
The sounds of gunfire signal a pretty significant fight just up ahead. A brief radio chat with Hotel Six suggests that teams Bravo and Delta are likely pinned down by NVA forces and taking heavy fire. Better hop into the fray, fast.

This mission throws you up against a heavily fortified hilltop position that includes trenches and a couple of bunkers built right into the ridge. But if you can intelligently direct a friendly mortar barrage, your assault is made much, much easier.



13-1. Your ascent up Po Tlang Karai can become brutal trench warfare...unless your mortar teams soften up the hillside defenses first.

Here's your field map showing the intended LZ (which your crashed chopper didn't reach) and the hilltop rendezvous at Point Makrel.



PRIMARY OBJECTIVES

- ☆☆ Locate Fist Delta.
- ☆☆ Locate Fist Bravo.
- ☆☆ Seize the hill.
- ☆☆ Examine the bunker.

Le Duy Nhut
(Pointman)Defort
(Radioman)Hornster
(Machine Gunner)Bronson
(Engineer)Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

You face three stout challenges in this mission. First, fend off a frenzied NVA rush down the hillside. Next, try to overrun the well-entrenched enemy in your own counterattack up the deadly slope. Finally, neutralize a pair of hillside bunkers by penetrating the tunnel system that connects them.

FIND DELTA

The first two mission objectives listed are easily met. After the mission-opening radio chat, order Nhut to lead you, or just head due north straight up the slope. You reach the base of a steep ridge at the top of the first rise (B on the map); turn right (east) and move along the wall until you reach the soldiers of Fist Delta (C on the map).

A CIDG soldier reports that his unit lost men and its radio when a chopper crashed; he thinks it was Fist Bravo's slick. So you weren't the only unlucky team.

Use Defort to make a radio call to Hotel Six. You convey the situation, including the possibility that Fist Bravo went down with its helicopter. Hotel Six reports the loss of several slicks in the target area, confirming the presence of NVA anti-aircraft guns on the hill. Rosenfield orders you to add the Fist Delta survivors to your team and take the hill.



Fist Delta is in bad shape, but the survivors join your team as you advance on the hill.

FIND FIST BRAVO

Tell Nhut to find a way up that hill. Follow him northeast up the hillside. (Two Delta team members automatically join your squad as you move out.) As you proceed, you pass big craters from the Air Force bombardment, plus dead soldiers of both sides.

Soon you reach the Fist Bravo survivors (D on the map) in a trench near their burning chopper (and its unfortunate crew).

A Bravo soldier reports half his unit lost, plus a dwindling supply of ammo. Then he says, ominously: "They were ready for us."

FIGHT OFF THE NVA RUSH

Moments after this exchange, a heavy NVA assault rolls over the hill from the north and east. As soon as you fight off the attack wave and secure the immediate area, give the "Follow me" command to gather your troops together. Then give the "Hold" command.

Important: *Try keeping your men from attacking up the hill to the north and northwest, past the burning Fist Bravo chopper!* You're about to pound that area with mortar fire.

CALL IN MORTAR FIRE

Use Defort to report in with Hotel Six. (You cannot get mortar support until you make this call!) Rosenfield notes that he can't order in medivacs or other reinforcements until you take the hill and neutralize the enemy bunkers and AA batteries. But he does offer mortar support if you provide firing coordinates.

Take advantage of this offer! Storming the top of the hill is a near-suicide mission unless you soften up the enemy first. Again, be sure you command your team to "Hold" its position (so nobody runs forward into the mortar fire zone) and then use your map (press [M]) to call in strikes.

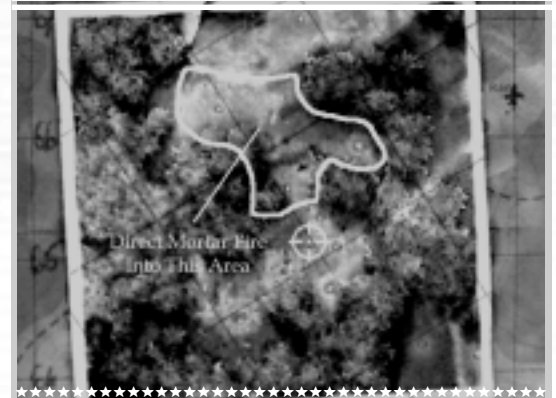
Pound the areas indicated by circles in figure 13-5. (Also indicated on the mission map as E, F, and H.)



13-4. Check in with Hotel Six via radio regularly to receive the offer of mortar fire support.



13-3. The burning hulk of the Fist Bravo slick is not a pretty sight.



13-5. Call in mortar strikes on the positions circled here.

FIGHT UP TO TIER ONE

Now lead an assault up the slope to the northwest, rolling through the NVA-occupied trenches (E on the map) above the burning Bravo chopper. If you accurately directed the mortar barrage in the previous step, your combined squads should be able to sweep uphill fairly easily.

When you reach the steep ridge at the top of the slope, turn right (northeast) and fight your way to the NVA trench extending from the ridge. The trench is hidden behind a big uprooted tree, so approach carefully.

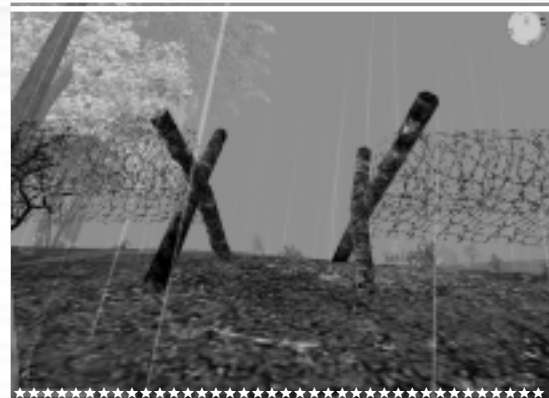
If resistance is fierce at any point in your uphill assault, just “Hold” your team and then bring up your map to direct more mortar fire onto NVA positions.

More NVA lurk in a water-filled trench just in front of another downed chopper directly ahead—marked at G on the map. Call in some extra mortar fire on that spot to root out those enemy troops.

FIGHT UP TO TIER TWO

The next slope is a cruel stretch of barbed wire and NVA-filled trenches. Saturate this area (H on the map) with mortar fire before make your approach. You can call in an unlimited number of strikes, so be patient and pummel the hillside.

Several NVA are posted in a trench that extends south from “K” in the word “Makrel” scribbled on the map. In fact, you can see the vague white line of the trench in the aerial photo. Hammer that trench with mortar fire!



13-6. The final slope looks formidable, but gaps like this in the fences let you negotiate the barbed wire.

After the bombardment, step forward (northeast) from the trench by the uprooted tree and turn left (northwest) to move uphill. If you meet stiff resistance, just duck back down to the trench, call a “Retreat” and “Hold,” and then call in more mortar strikes up the hill, peppering the area in an arc west to northwest of your current position on the map.

This next section of slope is strung with yards of barbed wire fence, but you can proceed fairly easily by weaving through gaps in the wire (see 13-6). As you approach the top of this tier, you see another steep ridge to the north.

PENETRATE THE HILLSIDE BUNKER SYSTEM

This next ridge contains two hillside bunkers (I on the map) from which NVA machine-gunners lay waste to anything on the plateau. These bunkers are connected by a tunnel system excavated deep under the ridge. Your next goal: *Get inside that tunnel system!*

Keeping your distance from the bunkers, move north through the logs until you find the trench (J on the map) leading to a tunnel entrance (see 13-7). Use Defort to make another radio report to Hotel Six. Your commander orders you into the tunnels. Thank you, *sir!*

Crouch and enter the tunnels. Press [L] to turn on your flashlight, then proceed.



13-7. Find this trench leading to the tunnel entrance (circled) in the side of the ridge.

KILL THE BUNKERS!

The quickest route: Follow the tunnel to the 3-way intersection; the first bunker is to the right. Eliminate the NVA machine-gunner, and then enter the right-most of the other next two tunnel openings.



13-8. After you nail the machine gunner in the first bunker (right), continue down the tunnel closest to the bunker.

Careful! An NVA soldier waits in the next corridor. Hit him quickly and continue. The second bunker is just ahead, around a bend in the tunnel. Once you’ve eliminated that machine-gunner, move into the tunnel opening on the far side of the bunker.

This ends the hill assault phase.

MISSION 14

HILLTOP RUINS

In this continuation of the previous mission, you start at the top of the ladder from the tunnels below. This is the crest of Po Tlang Karai, finally, and the NVA HQ resides in the towering old ruins. Unfortunately, that big ape Hornster breaks the ladder as he ascends, splitting your team into two groups—Hornster, Nhut, and Bronson below, and you, Defort, and Crocker above.

This mission features some intense, urban-like combat. One objective is to plant C-4 explosive on the base's anti-aircraft guns. The other is to clear the ruins of its NVA defenders. Good luck.

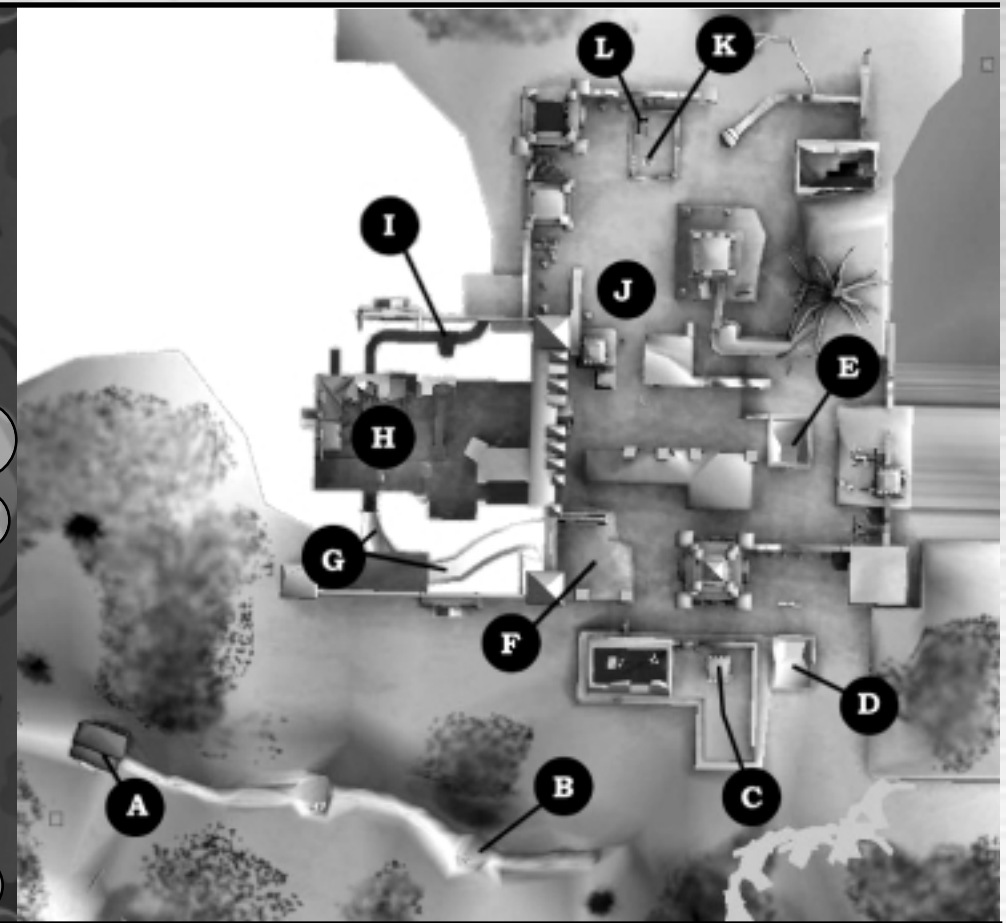


14-1. The NVA boys may be beaten, but they haven't given up yet. Scour the ruins and disable the two AA batteries.

Here's your aerial photo-map of the NVA base at the top of Po Tlang Karai hill.



- A** Start
- B** 1st AA Gun
- C** Entrance Nook (Defort)
- D** Tunnel Entry
- E** Tunnel Entry
- F** Execution Chamber (Underground)
- G** Tunnel to Courtyard
- H** Courtyard (Map)
- I** Corridor
- J** Main Plaza
- K** 2nd AA Gun
- L** NVA Escape Hatch



PRIMARY OBJECTIVES

- ☆ Find a good position at the entrance to the ruins.
- ☆ Destroy two enemy anti-aircraft guns.
- ☆ Find enemy maps.
- ☆ Look out for any signs of American POWs.
- ☆ Locate escape route from the ruins.
- ☆ Clear the area, wait for reinforcements.



Defort
(Radioman)

Crocker
(Medic)

YOUR SQUAD

MISSION WALKTHROUGH

Hotel Six orders you to leave someone by the collapsed ladder and proceed, knocking out any AA guns you find. You leave Crocker, and Defort comes with you. Your overall goal: Search the ruins, destroy two AA guns, and eliminate any surviving NVA opposition.



14-3. The first AA gun is just down the trench[el]and blessedly undefended. Lay some C-4 and move on.

BASE ENTRANCE (NEW ORDERS)

Hop up onto the platform of the rightmost structure and take out the Charlie sentry hidden in the small nook (C on the map). Approach the nook. The radio icon flashes, so use Defort to make your report to Hotel Six. The Captain reports that friendly forces have finally broken through NVA defenses, and reinforcements are on the way.



14-2. Leave Crocker to wait for the others while you and Defort press on.

THE FIRST AA GUN

First, however, you must get up to the entrance to the ruins and radio Hotel Six again. Down the trench sits a four-barrel anti-aircraft battery. Approach the big gun and press your Use key to place a C-4 explosive charge. Boy, that was easy. Continue on down the trench.

At the end of the trench, hop out and veer left (north), heading up the hill toward the ruins.



He asks you to move through the complex, find the NVA commanding officer, and obtain any intel maps or documents you can find. You should also look for and liberate US POWs, and search for any NVA escape route.

When the conversation is over, Defort says he'll stay in the nook and keep an eye on the slope.

UNLUCKY PRISONER

Go south and hop off the front end of the raised platform. Turn left, walk around the platform, and then head for the big tunnel entrance (D on the map). Approach the excavated hole carefully; one NVA soldier waits in the opening directly ahead, and another lurks behind some barrels down the tunnel and just around the corner to the left.



14-4. Make this NVA pay for the brutal execution of an American POW.

Take the left turn in the tunnel and follow it to the next left, just past more barrels (F on the map). Hear that burst of gunfire? An NVA goon has just executed a US soldier. Enter and nail him.

Exit and go left up the sloping passage (G on the map). At the top, inch forward slowly. Four enemy soldiers are posted in the courtyard beyond the exit.

FIND THE NVA GENERAL

One objective of this mission is to gun down the leader of the NVA forces in this area and pluck intel from his carcass. The enemy general could be anywhere in the ruins complex. His mark of distinction—he carries an M-16 rifle. Be sure to search every enemy you eliminate, seeking the valuable packet of maps (see 14-5) and other documents carried by the general.

When you finally find the NVA leader and grab the intel he carries, your radio icon flashes. You can go back immediately to Defort and make a radio report, but you might as well wait until you finish the job in the ruins.



14-5. Fight through the courtyard, then exit via the upper corridor (circled), seeking the NVA general who carries and M-16 and this packet of maps.



COURTYARD KILLING GROUND

Play hide and seek, gunning down the NVA one at a time, then enter the courtyard. Search all of your victims. Climb the staircase on the north side of the courtyard and jump across the gap onto the fallen ramp. Climb up the ramp and turn right down the first corridor, which twists and turns and then empties into a large plaza.



14-6. The second AA gun (circled) is at the northern end of the courtyard. A hatch next to the gun leads down to the NVA escape route.

MAIN PLAZA: SECOND AA GUN AND ESCAPE ROUTE

About 8 or 9 more NVA soldiers prowl the area to the right (south) of the passage exit. This is the First Cousin of All Battles. Methodically pick off enemies, using fallen columns and other debris as cover.

The second AA gun is to your left, at the far north end of the ruins. After the battle of the plaza, proceed to the patio-like area where the gun sits. Step onto the hatch next to the gun to discover the NVA escape route. Then place C-4 on the gun.

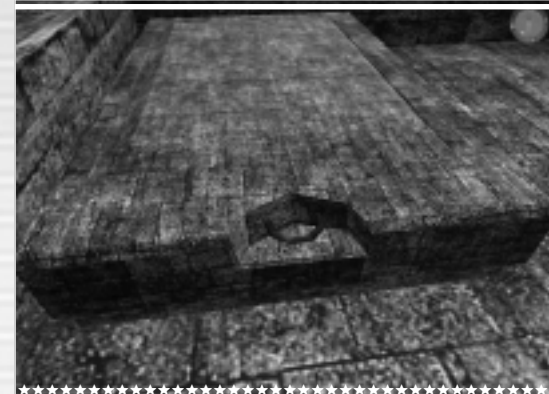
Now you can make your radio situation report to Hotel Six.

CALL HOTEL SIX

Go back to Defort in the nook and report your findings to Hotel Six. He congratulates you and says he'll be arriving any minute. This triggers a scene of the Captain's helicopter, which cuts to Rosenfield talking to you in the main plaza. When the conversation ends, the next mission begins. (If it doesn't, then you haven't placed the C-4 and stepped onto the NVA escape hatch.)



14-7. Plant C-4 on the AA gun, note the nearby hatch to an underground passage, then return to Defort to call Hotel Six.

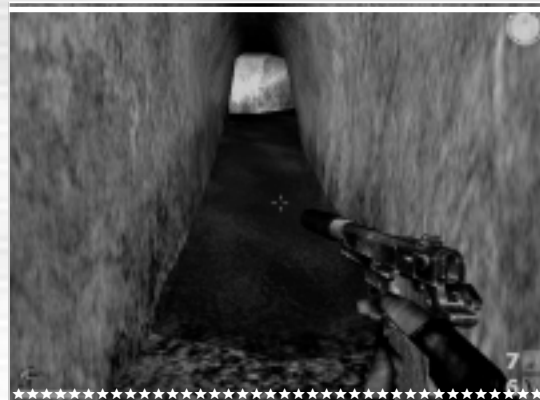


MISSION 15

NVA UNDERGROUND COMPLEX

Welcome to hell's bowels. To complete this mission you must crawl through 394 miles of twisting NVA tunnels. Well, maybe they're not quite *that* lengthy, but at times it seems so—unless of course you take the most direct route by following these directions.

The upper levels of the underground complex are actually quite livable, which means you face a few pockets of NVA resistance in the early stages of the mission. But after you descend (and fall) into the deeper passages, your task is simply to navigate the maze and get out.



15-1. Get ready for some more tunnel crawling.

PRIMARY OBJECTIVES

- ✪ Search the underground.
- ✪ Find an alternate exit from the underground.
- ✪ Get out of the tunnel labyrinth.

THE UPPER CHAMBER

Press [L] to turn on your flashlight, then proceed down the corridor. Just around the first turn, an NVA soldier lurks in the bunkroom on the right. Gun him down, grab his AK-47 as a back-up weapon, and search him for intel items. Exit and turn right.

MISSION WALKTHROUGH

You are alone in this mission. As mentioned above, the first part pits you against a few NVA waiting in the underground chambers of the upper levels. The second part involves some maze-running through the labyrinth of the lower tunnels.



15-2. The first few underground chambers are actually pretty nice bunkrooms. Search any NVA for intel items such as envelopes, journals, etc.

Pass another bunkroom (empty—see 15-2) on your right and go straight down the stairs at the end of the passage. Follow the stairway down until the ceiling caves in behind you. Trapped!

THE MIDDLE CHAMBERS

And that's not all. Four NVA soldiers open fire on you from a room at the far end of the corridor. Hustle forward and duck left or right into one of the side rooms halfway down the hall. Now you can lean around the doorway and shoot down the hall.

Pick off as many of the foursome as you can using this technique, then rush the far room to eliminate any survivors. Press [4] to make a radio call to report your situation. You surmise that some of the enemy escaped via an alternate exit.



15-3. After you clear out the room and search the downed NVA for intel items (like the medal), climb down the well (circled).



Sure enough, the well in the room (see 15-3) has a ladder that leads down to more chambers. Before you climb down, search the downed soldiers for ammo and intel items. Then move over the well and descend the ladder, stopping before you reach the bottom.

THE SECRET CHAMBERS

You must stop because an NVA waits in ambush in the chamber beyond the well's bottom. Drop to the bottom, then crouch, creep forward, and fire quickly to hit the guy lurking just around the corner to the right. Once you dispose of him, crouch and proceed down the tunnel.

Another enemy camps on the long, twisting passage, which drops down a number of carved steps and eventually leads to a large, three-level chamber. Careful! Four NVA occupants really resent your intrusion. We recommend using the AK-47 over the silence pistol for this tight-quarters battle against superior numbers.



15-4. The passage from the well's bottom leads to a big chamber with four enemies carrying more good intel items.



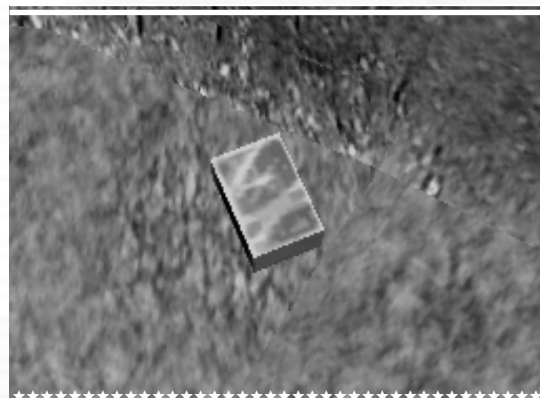
After you clear the big room and search the bodies, exit via the tunnel from the top tier of the chamber.

THE TUNNEL LABYRINTH

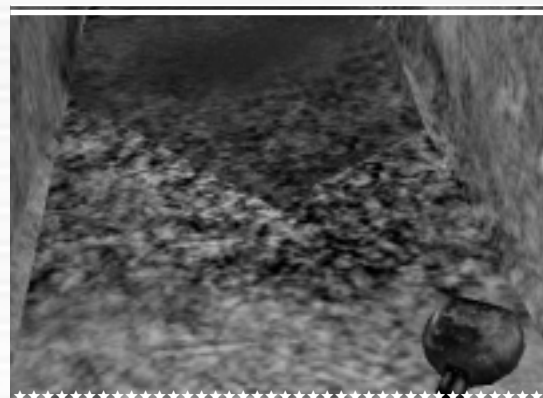
Follow the tunnel to the intersection where the cane lies on the floor. Take the left fork and follow that passage until the floor collapses and you fall to the lower maze.

Press [4] to try a radio call. No luck—you're too deep now and contact is lost. Wade forward through the water to the first fork in the tunnel. Either way, left or right, can lead to your escape. The following is designed to guide you along the route with more markers along the way, which makes it easier to follow:

Veer right at the first fork. Wade through water to the next fork and veer left. After a few steps, you emerge onto dry ground again. ("At last!") A matchbox marks this spot (see 15-5).



15-5. The matchbox is your first route marker on the "right-fork" path. The bottle/puddle are the second.



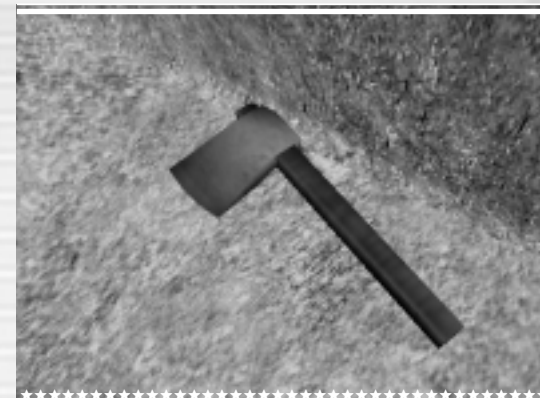
Continue past the matchbox down the tunnel to the next fork, and then veer right. Proceed down that passage past a discarded bottle and a small puddle of water (see 15-5). Veer left at the next fork, and then veer right at the following fork.

This passage takes you past a pot and cup (see 15-6). Veer left at the next fork (the right fork leads to a dead end).

At the following fork, you can see a split root on the tunnel floor to the left. Instead, go to the right. Follow the tunnel as it bends left several times until you reach the axe on the ground (see 15-06) at the next fork.



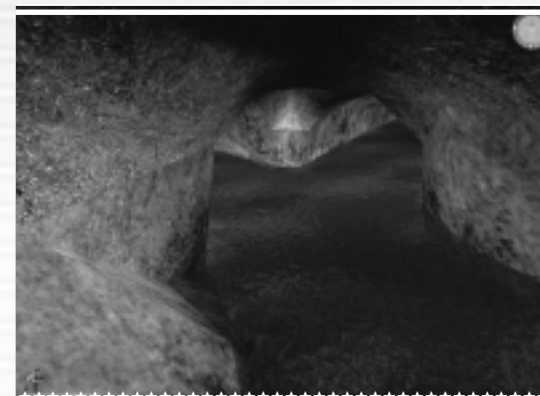
15-6. The next route markers are the pot and cup, and then the axe.



Take a left at the axe. Follow the passage. Soon you hit another patch of water. Go ahead, dive in. You submerge completely; keep moving forward. Pass through an underwater chamber, veering left to keep following the passage. Soon you emerge for a breath.

Wade forward to the next fork, then veer right. Stay calm, you're almost out. You submerge again briefly, but emerge quickly. Continue wading to the next fork and veer left. You reach dry ground again! Now just follow the tunnel to the drop at the end, and hop down.

Mission completed...well, sort of.



15-7. Don't be afraid to dive into underwater passages. It's the only way out.

MISSION 16

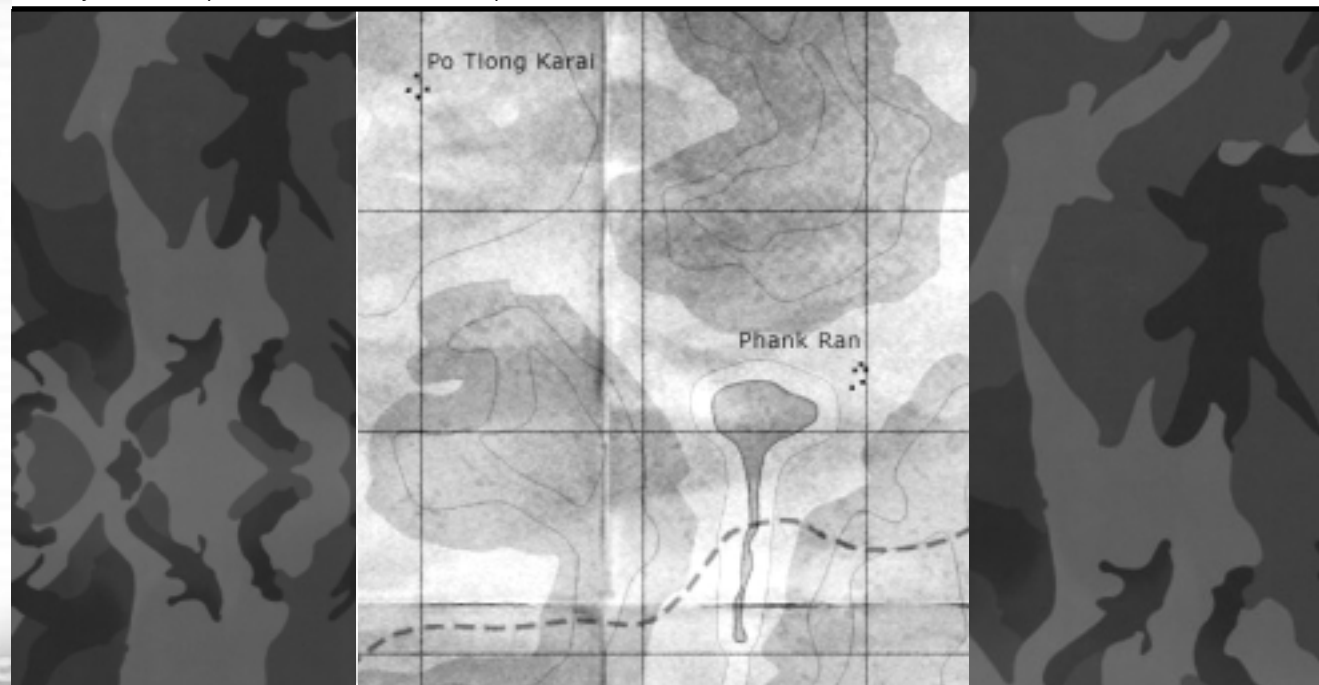
ESCAPE & EVADE

Thought you were finished with tunnels, didn't you? Don't worry, you're almost out. But your exit hole leads right into a VC camp. Your challenge is to escape in one piece, then work your way through the dark, VC-infested jungle to an extraction point.

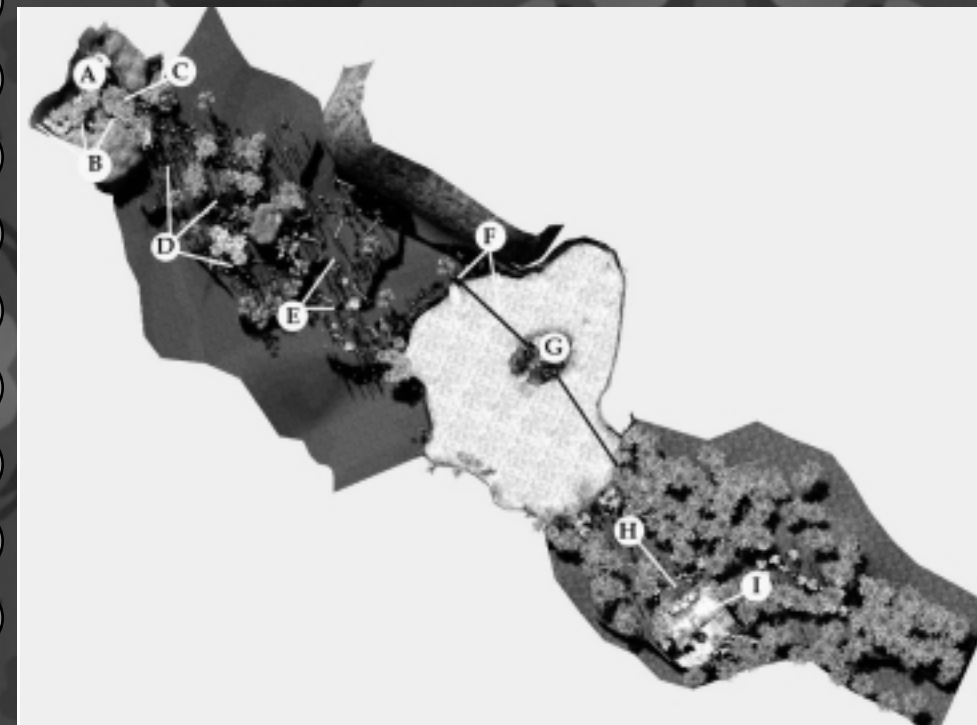


16-1. These fellows don't want to hear your campfire tales. Sneak around them and vamoose!

Here's your field map of the area from the VC camp to the lake and ruins.



- A** Emerge from Tunnel
- B** Sneak Around Outside of Camp
- C** Camp Exit (Sitting Guard)
- D** Route Through Jungle
- E** Route Through Jungle
- F** Walkbridge
- G** Island (VC Hut)
- H** Climb to Ruins
- I** Pickup Point



PRIMARY OBJECTIVES

- ☆ Find an exit from the tunnels.
- ☆ Sneak through the village.
- ☆ Escape from the VC.
- ☆ Cross the island.
- ☆ Defend the extraction point until the chopper arrives.

MISSION WALKTHROUGH

As the mission opens, your radio icon is flashing. You can try to make a call, but no radio signal will penetrate the deep tunnels yet. To reestablish contact with Hotel Six, you must escape this hellhole.

BORROW A WEAPON

Be sure your flashlight is on. Go forward from your starting position and take a right at the first fork. Proceed to the puddle and look up. The sky! You must be getting close to the surface, finally.

Continue to the next fork. Here, you could go left to reach the tunnel exits. But if you want a better weapon than your silencer pistol, veer right instead.

Creep quietly into the bunk chamber ahead and shoot the sleeping soldier. (Don't let him awaken and shoot, which alerts the camp above your head.) Search him to grab his rifle and ammo.



16-2. Sneak in and "borrow" this poor fellow's weapon before you exit the tunnels.

ESCAPE THE TUNNELS

Switch back to your silencer pistol. (You armed yourself with the semiautomatic weapon when you picked it up.) Exit the chamber and take the first right turn.

Veer left at the next fork to reach an escape hole above your head. (If you veer right instead, you reach another escape hole—but it leads right into an occupied VC hut.) Turn off your flashlight!



16-3. One approach: Toss grenades, set buildings afire, shoot everything. Chances of success are very limited, however.

SNEAK THROUGH THE CAMP (OR NOT)

The hole emerges behind a woodpile and some huts in a VC camp. Your next task: Sneak through the camp without being detected. Of course, you could just shoot your way out—see 16-3 and the note on this page. But your chances of escape are much, much greater using a stealth approach, especially if you're playing at the Hard or Vietnam levels.

You can try the brute force approach and fight your way out of the camp. The best way to do this is to hop out when the coast is clear and toss your grenades over the woodpile into the center of the camp to eliminate as many VC as possible and start the huts on fire. Then run through the camp with gun blazing...and try not to catch fire yourself.

Stand up to peek out...but don't hop out yet. One VC guard makes a regular route from the interior of the camp to a nearby well (see 16-4), where he squats with his back to you. If he arrives while you're hopping out of the tunnel, or if he turns around while your head pokes out of the hole, he'll see you and shout the alarm.

If that guard *isn't* at the well basin, crawl quickly out of the hole, crouch behind the woodpile, and wait. When the guard reappears and goes to the well, sneak up behind him and pop him with your silencer pistol.



16-4. Sneak up and silence this guard when he comes to the well.



16-5. Crawl around the northern edge of the camp, stopping at every gap between buildings to watch (and/or silence) patrolling VC guards.

Stay crouched and sneak around the building. At its end, drop to a crawl. Crawl slowly across the gap between the buildings. When you reach the boxes, veer to the right (north) up the slope and crawl around the trees, then veer back down the slope to the hut. Crawl to the corner of the hut and stop.

AROUND THE BUNK HUTS

Another VC guard patrols from the camp's center into the bunk hut just ahead (to the west) and back. Wait until he turns and comes back into the camp's center, then hustle in a crouch around the outside of the bunk hut, pushing through the foliage to get around the structure.

Around the corner of the bunk hut you run into some rocks. The only way to get past them is to stand and hop over them, but before you do so, watch for another patrolling guard below. After he passes, heading to your left, hop over the rocks, crouch, and continue around the right side of the next hut.

THE TRAIL GUARD

Stay to the right and crawl south past another woodpile and an unoccupied hut. A big boulder sits at the far corner of the hut; stop behind it. You're almost out! But one more guard (see 16-6) sits dozing at the trail leading away from the camp.

Crawl to the outer edge of the boulder and look east. See the guard sitting against the log? (See 16-6.) Crawl around the outside of the next boulder, then nail him with head shot from your silencer pistol.

Crouch and move downhill to the south, following the brownish trail away from the camp.

CONTACT HOTEL SIX

After you descend the slope a hundred feet or so, stand and switch from your silencer pistol to your semiautomatic weapon. Now you can walk along the well-worn trail.

Now you're free to walk for awhile. Continue along the trail until your radio icon flashes. Press [4] to make a call to Hotel Six. You report your situation and request extraction. Hotel Six tells you to head toward the east where you should find and cross a lake. Beyond it is a clearing with some old ruins. When you get there, a slick will pick you up.

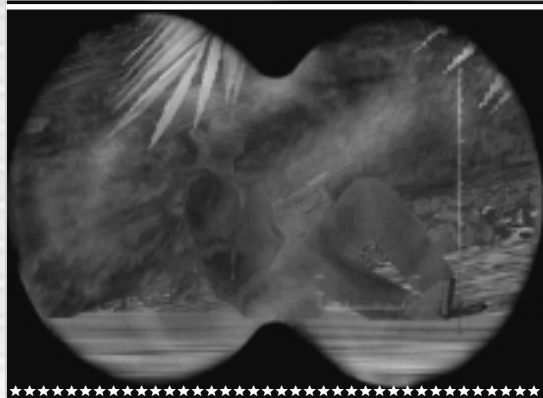


16-7. Beware the VC trailwatchers.

FOLLOW THE LAKE TRAIL

Although Hotel Six tells you to go "east," the route there is not exactly direct. Best bet: Follow the trail, even though it actually heads west at first. Stay with the path as it slowly curves south. When it does this, start crouching as you move.

When the trail swerves due east, get ready—several VC approach up ahead. Use standard tactics: cover, lean, strafe, dodge, and move forward slowly. Keep following the trail east, moving rock to rock and tree to tree. More VC are posted along the way up ahead; they attack where the trail swings south again.



16-6. This last camp guard sits at the head of the exit trail. You'll have to shoot this guy, but use your silencer pistol.



16-8. The trail leads eventually to this walking bridge over the lake.

CROSS THE ISLAND

Light glows in a small hut to the left as you reach the island. Approach in a crouch. Two VC guards chatter inside; burst in and surprise them with a few good rounds.

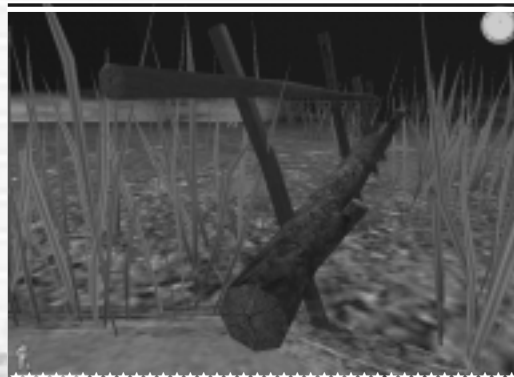
From the hut, head southwest past the woodpile to the log catwalk over the water on the other side of the island. Hop onto it and cross the lake.



16-9. Two VC swap campfire stories in that island hut. Add a surprise ending to their tale.

FIND THE RUINS

On the far side of the lake, the catwalk leads right onto the trail again. Take a few steps down the trail, then look up the hill to the south. You should see the vague silhouette of the old ruins against the night sky (see 16-10) to the right of the trail.



16-10. Cross the catwalk to the far shore, then find the hilltop ruins just up the trail.



VIETCONG

Leave the trail and climb the hill to the ruins. When you reach the stairs, your radio icon flashes. Call Hotel Six and report your arrival at the pickup point. (You can hear the chopper in the distance.) Six tells you to shoot a flare to mark your location.

DEFEND THE EXTRACTION POINT!

But you're not home free yet. Your presence draws the attention of about 10 or so VC in the area. Now you must fight off a frenzied assault until the chopper arrives.

The enemy tries to claw their way up the hill in front of the ruins. Pick off hill attackers from the window of the protected corridor just to the left (as you face downhill) of the front entrance to the ruins. These attackers are *very* aggressive, so be prepared for a bold rush right into your face.

But watch your back, too! Some VC may slip around the outside of the ruin complex, sneaking into the courtyard behind you. At the front window, be sure to swing to the right every few seconds, checking the corridor entry for VC who either make it through the front doorway or sneak around through the courtyard.



16-11. Fight off VC attackers, defending the ruins until the chopper finally lands.

When the firefight finally wanes, the chopper lands. Don't be lulled into complacency, though! One or two more VC may make a run at you as you try to board. Crouch and advance out of the complex onto the hill and see if you draw fire. If all is quiet, you can go back into the courtyard and hop onto Red Bird for extraction.

Finally! Your Po Tlang Karai assault and follow-up activity is completed.

MISSION 17

TREK ALONG THE STREAM

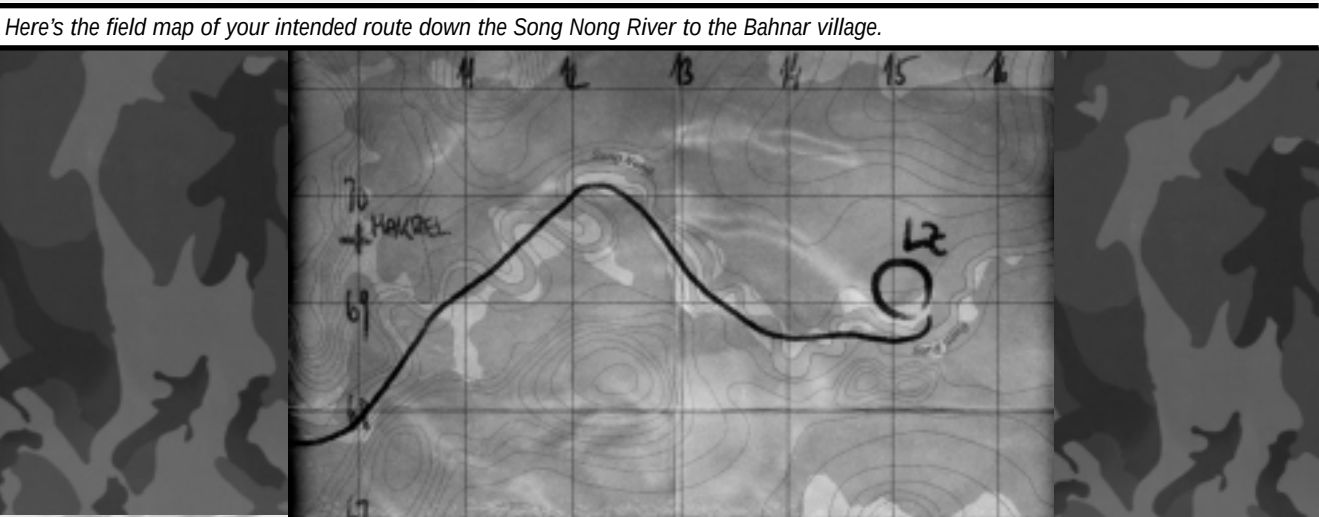
Remember how much fun you had back in Mission 4, fighting off a VC ambush in the Bahnar village? Well, that was a Shriner's picnic compared to your return in this mission. Cpt. Rosenfield's briefing back at Nui Pek calls for recon work, but this time, NVA regulars—not ragtag VC guerrillas—harass the friendly Montagnards in the Bahnar area.

Red Bird deposits you a few miles upstream from the village, so this trek moves in the opposite direction as your Three Canyons/Bahnar Tribe excursions, where you started out downstream. Your orders are to follow the Song Nong streambed to the target area, hunting NVA all the way. Root out the enemy's temporary camps near the village, and remember that the NVA buildup includes booby-trapping and mortar teams.

Your whole squad joins you for this little trek along the Song Nong. Get ready for some good old-fashioned jungle warfare—just you and your boys exchanging extreme pleasantries with dozens of NVA troops in rugged terrain. Good luck.

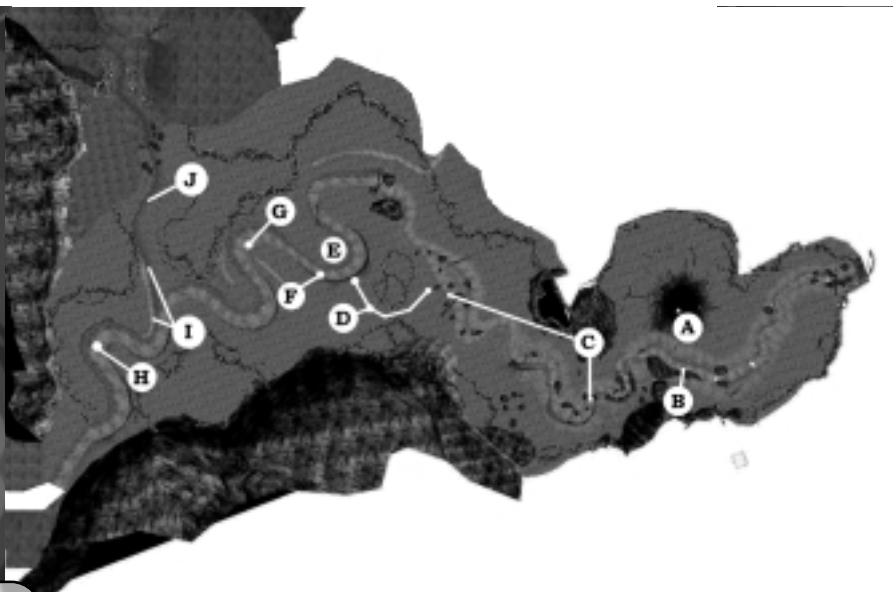


17-1. Sure, it's a gorgeous high-country stream—but it will run red before this mission is finished.



Here's a map of the area traversed in Part 1 of the mission.

- A** Start: Part 1
- C** River Booby Trap
- C** NVA Squads
- D** Nhut's Shortcut
- E** NVA Squad
- F** Fallen Tree (2 Booby Traps)
- G** River Booby Trap
- H** River Blocked
- I** Path Around Blockage
- J** Radio Call (End Part 1)



PART 1: FOLLOW THE BLUE LINE

Red Bird lands and your team hits the ground. Use Defort for a radio sendoff to the chopper crew. Then tell Nhut to take point—"we're heading west, better stick to the streambed." Time to follow the "blue line."

BEER TRAP

Follow your trusty pointman southeast a few steps; he suddenly stops and calls out a trap. Crouch and inch forward until you see the trip wire along the ground. Follow it to the grenade tucked neatly in a famous American beer can. Those VC have a sense of humor, apparently. Disarm the trap.

Approach Defort and make a radio report that the landing zone was booby-trapped. As Defort points out afterward, looks like you were expected here. Get Nhut leading the team again. Stay behind him! More traps await you.

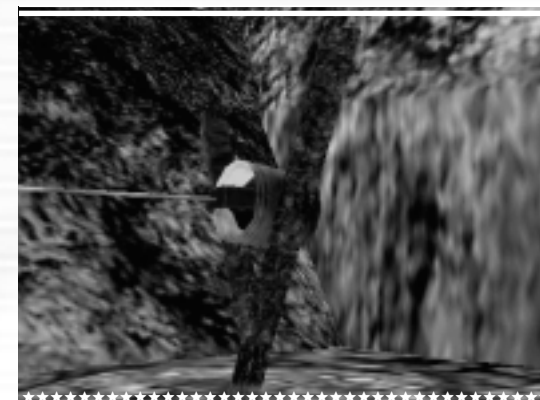


17-2. The first tripwire leads to this well-hidden grenade trap on the left side of the trail.

RIVER TRAPPERS

Follow Nhut as he wades downstream to the west. After he steps down a few low falls, he calls out another trap ahead. Crouch and creep forward to find another tripwire, this time stretched across the stream itself. The grenade trap is tucked behind a corner of rock. Disarm the grenade trap.

It's difficult to approach the first river booby-trap from upstream without setting it off. Climb onto the bank (you must disarm a trap on the bank on the way around to second tripwire), move downstream past the trap, hop back in the water, and then move upstream to disarm the grenade.



17-3. The first river trap (circled) is hidden behind a corner of rock. Go past onshore and approach it from downstream (as seen here) to avoid detonating it.

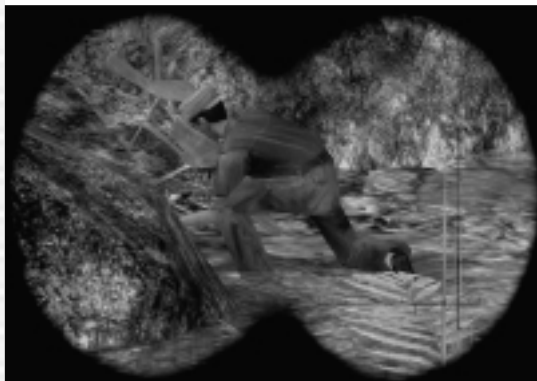
PRIMARY OBJECTIVES

- ☆ Head along the streambed toward the village.
- ☆ Find another way to the village.
- ☆ Reconnoiter the village surroundings.
- ☆ Search the village.
- ☆ Eliminate VC/NVA in the area.
- ☆ Move to the pickup zone.



YOUR SQUAD

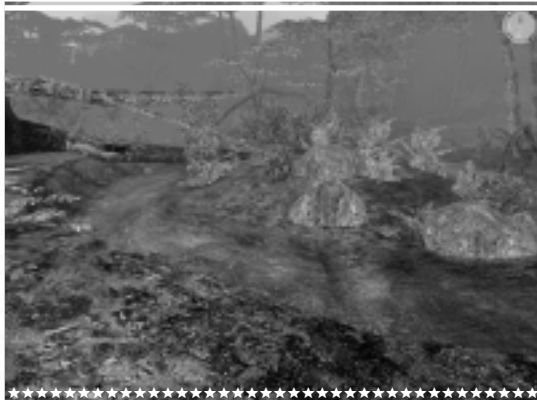
Nhut continues a few more yards downstream. Follow him until he holds up again...this time indicating enemy ahead. Just around the river bend to the right, an NVA soldier is setting another booby trap on the streambed. Gun him down and prepare for a vicious counterattack by his squad.



17-4. An NVA booby-trapping team is rigging traps across the stream itself. End this endeavor forcefully.

NHUT'S SHORTCUT

Send Nhut on point again. He leads you out of the stream, heading southwest, then veering northwest through a jungle corridor (see D on the map). This leads to a spot overlooking another stretch of the Song Nong, which bends around and back. Here you surprise another NVA squad of booby trappers.



17-5. Nhut bushwhacks away from the stream and through the jungle to this overlook, where more NVA booby-trappers work below.

After the fight, use Defort to make a radio situation report. Then send Nhut back on point. Not far down the river he stops again and announces “beaucoup VC here.” Sure enough, another very stout squad of at least eight NVA regulars lies in ambush, hiding amongst boulders in the stream. Watch for other shooters high on either bank of the stream.

Make another radio report. Hotel Six is getting nervous. The NVA presence is even greater than expected.

Stay in close contact your squad during this mission; there are too many NVA enemies to freelance much here.

BEWARE THE TRUNK TRAPS!

This fight is complicated by two tripwire traps stretched across the ground from the roots of the massive tree (see 17-6) fallen across the stream to the left (west). Both traps are on the high ground overlooking the river, so it might be smart to hop down and cross the stream, fighting from the rocks on the opposite bank.

Two booby trap tripwires run from the tangled roots of the huge tree fallen across the stream. If you fight the NVA squad from the high bank, don't drift toward the trunk!



17-6. While you fight, stay away from the area near the roots (left) of this big fallen tree. Two grenade traps are strung from the roots.

FIND AN ALTERNATE WAY TO THE VILLAGE

Good old Nhut knows everything about this area. Send him off to find another way to the Bahnar village. Follow Nhut as he plunges through the forest to the northeast. He finds a wide trail and swings left, heading due north.

Soon you radio icon flashes. Use Defort to make another situation report. This ends the first part of the mission.



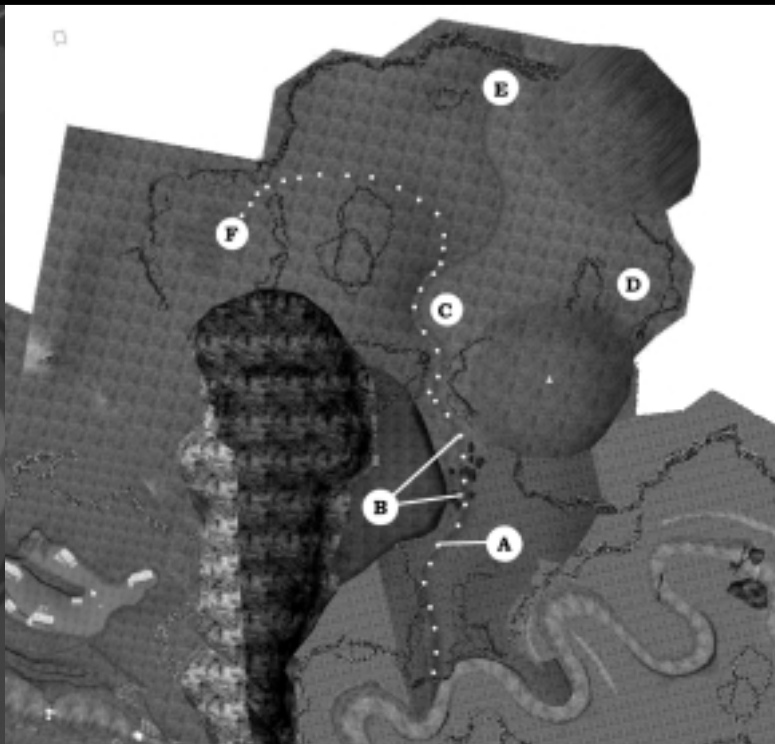
17-7. Nhut stops at these crisscrossing logs because the stream is blocked further downstream.

PART 2: UP THE NORTHWEST TRAIL

Your situation report informs Hotel Six that you've left the “blue line” (the stream) and are heading through the jungle. You plan to approach the Bahnar village from the southeast. Hotel Six warns you to watch out for traps. Hey, good advice!

Here's a map of the area traversed in Part 2 of the mission. The dots indicate Nhut's alternate route from the river to the Bahnar village.

- A** Start: Part 2
- B** Booby Traps
- C** Big NVA Squad
- D** NVA Camp
- E** Dead End
- F** Dead Villagers



TWO TRAPS AND A SENTRY

Send Nhut on point again. Boy it's nice to have that guy, isn't it? Follow him up the trail to the northwest. Soon he calls out a trap. Crouch, inch forward, and disarm it. And you're off again, Nhut in the lead.



17-8. Be sure to stay behind Nhut and halt when he signals a trap ahead, like this.

After a few more yards, Nhut senses a VC sentry just ahead. If you creep forward, he opens fire right through a bush at you. Shoot him right through the foliage, but *don't chase him*—another tripwire stretches across the trail ahead.

After you gun down the sentry, you shout, "Hold your fire!" and your radio icon flashes. First, creep forward and disarm the trap. Then use Defort to make another radio call.

You report you're just one click from Point Makrel. Hotel Six reports a heavy concentration of VC troops around the village, and suggests you hurry. "It doesn't look good," he adds ominously.

WILD FIREFIGHT ON THE TRAIL

Send Nhut out front again. Follow him up the trail to the north until he stops for another VC sighting. Get behind cover! This is a wild and woolly battle against a huge squad of NVA swarming the rough, rocky terrain. Fight smart, use cover, and be patient.



17-9. Engage and destroy the strong NVA unit that attacks through the cluster of rocks. Then find their camp to the east of the trail.



Some enemies run down at you from their camp up the slope to the right (east) of the trail. Fight your way up to the camp (D on the map) to find a mortar and boxes of shells. You don't suppose they were shelling the Bahnar village, do you?



17-10. Three Montagnard villagers—apparent victims of an NVA ambush.

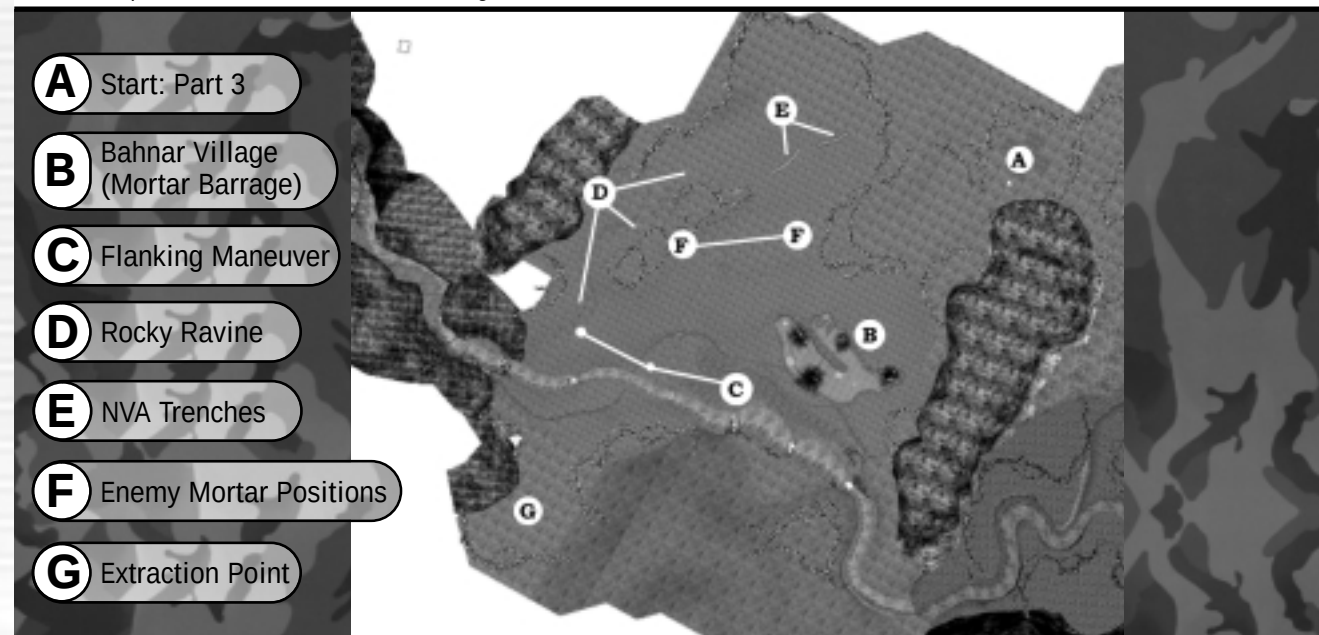
A GRISLY DISCOVERY

When the titanic battle's over, send Nhut off to the village again. This time he stumbles onto a sad discovery—the massacre of three Montagnard villagers. Use your radio to end this part of the mission.

PART 3: THE VILLAGE AND BEYOND

You report the unsettling new development to Hotel Six as thunder rumbles in the distance and rain starts falling. Now you're almost to the village. Let's get down in that valley and see what's up.

Here's a map of the area around the Bahnar village in Part 3 of the mission.



INTO THE VILLAGE

Send Nhut ahead to find the village. Follow him as he descends the slope to the south and west into the river valley. Soon you see flames rising into the mist up ahead. That's right—the Bahnar village is toast. Proceed with caution; as Nhut suggests, the enemy is near.



17-11. Looks like the NVA reprisal on the Bahnar village was merciless.

Search the village. It's a tragic sight. The VC reprisal was total. Everything is burning, and it appears all the villagers were slaughtered.

Use Defort to make your report. Hotel Six orders you to find the VC responsible and engage any targets. Roger that.

STRIKE AND COUNTERSTRIKE

Suddenly, the NVA unleash a mortar barrage that makes your ears ring, plus they open fire from the top of the hill to the northwest. Fierce! Use Defort again to make an emergency call to Hotel Six.

You report that the whole village is hot—a somewhat ironic turn of phrase, but nonetheless true. You ask for air support, but the steady rain and mist makes that unfeasible. Hotel Six says you'll have to tough it out on your own for awhile.

No problem. Your new objective: *Eliminate enemy in the area.*

FLANK THE MORTARS

Unfortunately, your team sits within the firing arc of two NVA mortar positions. Time to change that. If you can flank the two mortars, they can't hit you anymore. Here's the best tactic: Command your team to "Follow me" and sprint straight southwest toward the river. Then turn right and run downstream past the walkbridge. (See C on the map.)

Just before you reach the waterfall, turn right and move up the rocky ravine (D on the map). This back route cuts off mortar fire and leads you up behind the mortar positions (F on the map).

The NVA mortar positions are north and northwest of the Bahnar village. Once you get close, the mortars can't hit you anymore.



17-12. You thought the last firefight was bad? Try the Devil's Den.

Man, this is one hairy firefight. At least two dozen NVA infantry swarm the area. The landscape is a veritable Devil's Den of boulders and jagged rocks, fallen trees, bushes, ravines and gulches, and other wilderness. Plus, the NVA have dug out a pair of defensive trenches (E on the map).

Just remember, though—all this provides plenty of cover for *you*, too. Move methodically through the area, expecting ambush at any moment from any rock formation or any fallen tree.

FIND THE PICKUP ZONE

When the area is finally clear, take a radio call from your pickup chopper, Red Bird. They're near the pickup LZ, so start heading that way. Tell Nhut to lead the way. Off you go! Follow him downhill to the stream, across the wooden bridge, and up the trail on the opposite bank.



17-13. Cross the wooden bridge to the side opposite the village and climb the hill to the pickup point.

When you reach the clearing at the top of the hill, Red Bird checks in. He tells you to pop smoke to mark the extraction site, which Bronson does automatically. Take one last radio call from Red Bird after that to bring him in. When the chopper lands, hop aboard and wave bye-bye to hell.



MISSION 18

THE BRIDGE

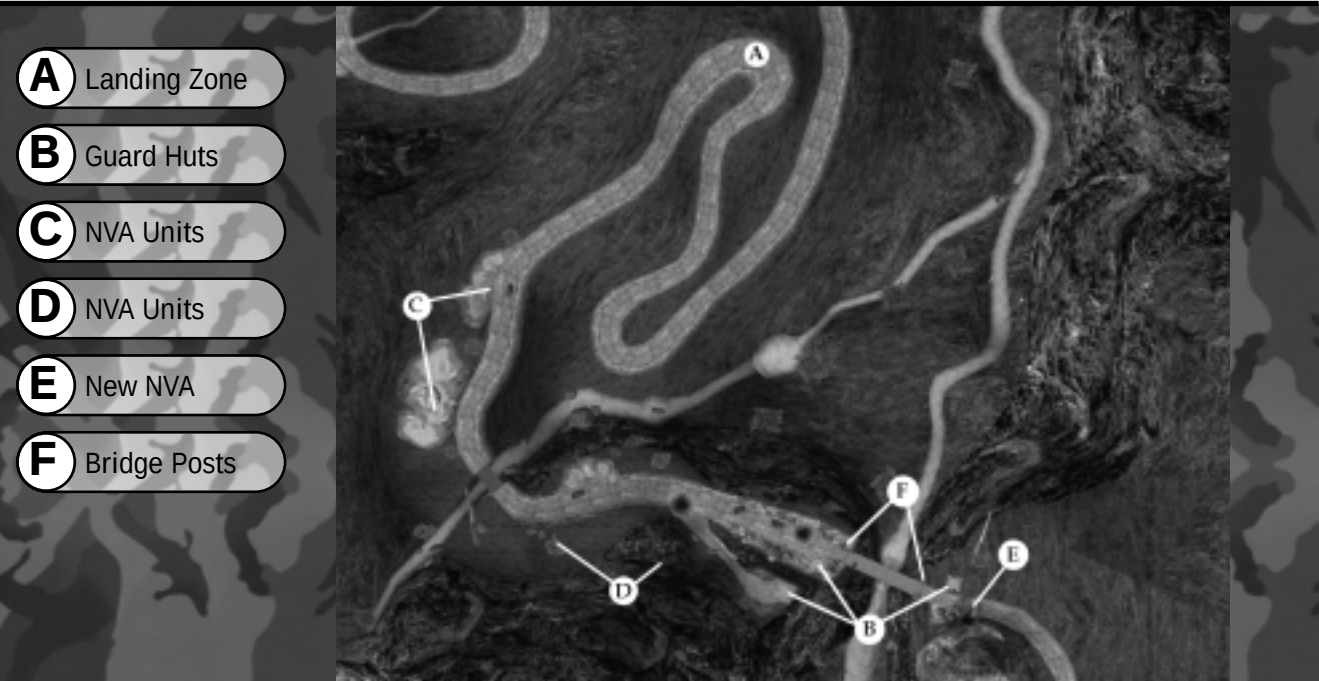
After the long trek to the Bahnar village—engaging dozens of NVA units in firefights along the way—you deserve a short, simple, yet challenging mission like this one. Mountain Eagle, the outpost you successfully defended in Mission 10, has finally fallen. Now a strong NVA force is sweeping down the canyon road from the high pass where the outpost sits. They must be stopped, or the entire region is in jeopardy.

Cpt. Rosenfield has enlisted the aid of the Air Force, which will send in a small tactical wing of fighter-bombers (code named Firestorm) to knock out the canyon bridge and cut off the NVA force, slowing their advance. Before they arrive, however, you can clear the canyon road of NVA advance units from your helicopter, Hawk One.



18-1. The Air Force wants to KO this bridge. If the fly-boys fail, you and your C-4 are Plan B.

Here's the map issued to you. You start at the heliport. Main points of interest are marked for this first "mission."



- A** Landing Zone
- B** Guard Huts
- C** NVA Units
- D** NVA Units
- E** New NVA
- F** Bridge Posts

PRIMARY OBJECTIVES

- ☆☆ Place C-4 on each pillar of the bridge.
- ☆☆ PMove back to the helicopter.

MISSION WALKTHROUGH

You man the heavy machinegun on Hawk One, a chopper weaving up the canyon toward the bridge. As the mission opens, the Air Force squadron, Firestorm, is still a few minutes away from the target. Your primary job is to designate the target for the jets so they can destroy it with their missiles. On the way, however, you see numerous NVA troops and vehicles on the winding canyon road.

Important: *Destroy as many of the NVA forces near the bridge as you can from the air with the machinegun.* Later in the mission, you'll make a run up the road to the bridge on foot. The more enemy you eliminate now, the fewer you face later on the ground, where you're more vulnerable.



18-2. The first part of the mission is a gunnery exercise from the air.

PREP FOR FIRESTORM

As you listen to the radio conversations, gun down anything moving on the canyon road. At one point, your chopper pilot calls out, "Convoy!" Sure enough, an NVA convoy of three vehicles and a few troops sits on the road below. Nail them! (Enemy vehicles explode if you hit them with a sustained burst of fire.)



18-3. Strafe that convoy! Target both man and machine.

As you continue up the canyon, note the bridge up ahead and ask for Hotel Six to advise. You learn that Firestorm only has enough ordnance for one pass. Keep shooting at any moving targets, men or vehicles, as you swing past the bridge.



18-4. Focus on the three guard huts (circled) as you fly over the bridge area. Each one is packed with NVA.

Soon Firestorm zooms in and takes its best (and only) shot. Watch as the graceful blue jets bank up the canyon, set their sites on the bridge, release their deadly missiles, and...gosh darn it, they miss.

Now what?



18-6. See how your aerial gunnery pays off?

Pour heavy fire into the guard huts! Remember: Everything you kill now is one less enemy you have to face later on foot.

Be sure to direct heavy M60 fire at the guard huts on either side of the span. The more NVA you eliminate from the chopper, the easier your job later at the bridge.



18-5. Nice try, Firestorm.

REACH THE BRIDGE

Here's what: as always, it's up to you, Steve Hawkins, to make things right. Hotel Six wants you to plant a C-4 block on each of the four bridge pillars, then "bug the hell out of there." Your chopper drops you on a small plateau about half a mile down the road from the bridge.

Head up the road. Here's where your earlier machinegun accuracy pays off. Every NVA you missed from the air waits on the route to the bridge. If you wiped out everyone, you enjoy a relatively free sprint to the target. If your aim from above was poor, you have a tough struggle just to reach the bridge.

Not only that, but as you approach the bridge, a new squad of NVA approaches from the far side. Four occupy the guard post, and a couple more attack across the bridge. You have a guard post on your own side of the bridge to work from, but eventually, a run across the span to root out the last NVA may be necessary.



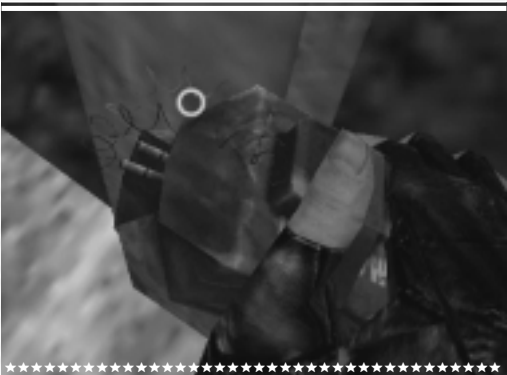
18-7. Watch out for the newly arrived NVA squad in the guard hut on the far side of the bridge.

BLOW THE BRIDGE

Once you clear the area of NVA, it's time to plant your explosives. Go around the side of the bridge and descend carefully to the base of one bridge pillar. Place C-4 on the pillar, then move across and do the same to the other pillar.



18-8. Plant C-4 on the base (i.e., under the bridge) of each one of the bridge's four support posts.



Now cross the span and repeat the process, planting C-4 on the other two support posts under the bridge. Then head down the road toward the LZ where you initially landed. On the way, press [4] to make a radio call to Hawk One, calling for pickup.

When the chopper lands, proceed to the far side of the craft and press your Use key to board. Watch the gratifying scene that follows—one bridge, goodbye.



18-9. Radio Hawk One to bring him down for pickup. Hop aboard and watch the show!

MISSION 19

UNDER SIEGE!

Yes, they're coming to your backyard. Dozens upon dozens of them—an entire NVA regiment, it seems. The final assault on Nui Pek is frenzied and unstoppable. All you can do is hold them off long enough to escape. But escape is made nearly impossible by a new development—the introduction of Russian-made tanks rolling up to the camp's doorstep.



19-1. The NVA offensive through the region is now at your doorstep.

A West Bunker 1

B West Bunker 2

C West Bunker 3

D West Bunker 4

E Main Trench (to Inner Perimeter)

F Activator for Main Trench "Foogahs"

G Ammunition Store

H NVA Tank (Main Gate)

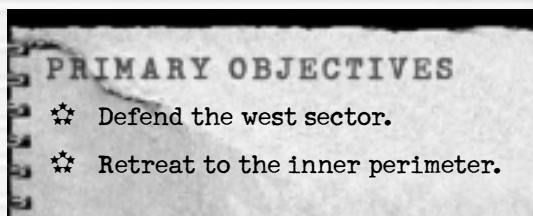
I Deadly Corner

To “blow a fooga,” just move the cursor over the activator and press your Use key. The corresponding line of explosives blows within a couple of seconds.

Once the attack is repelled, things calm down quickly as the NVA withdraw. The Captain commends your work. This ends Part One of the mission.

PART 2: TOO MANY TARGETS

The NVA withdrawal turns out to be the calm before the storm. It merely signifies the enemy’s decision to soften you up with a mortar barrage before trying a brutal night assault. As Part 2 begins, the barrage is over. Get ready for a dark NVA storm like you’ve never seen.



DEFEND THE WEST SECTOR

As the NVA attack begins, repeat your tactics of picking off bridge-carriers and nailing enemies that get near the fence. But this time, *stay near Bunker 2* and the main trench (E on the map) leading back to the inner perimeter. Sadly, you’ll need to retreat down this route, eventually.

PULL BACK!

Soon, enemy troops manage to penetrate your trench system, despite your most valiant defensive efforts.

Listen for the call to prepare for retreat. When you hear the Captain order all sectors to pull back, run immediately up the main trench toward the inner perimeter.

BLOW THE MAIN TRENCH

As you reach the end of the trench, the Captain orders you to “blow the foogahs” in the main trench. The activator for the main trench explosives (labeled “Inner Ring 1”—see F on the map) is located on the northeast corner of the intersection at the very end of the main trench. Use it to turn the main trench into a corridor of flames. This forces the NVA units to advance over open ground, enhancing your defense.

Move laterally along the inner perimeter trenches and fight off attackers until the mission ends.



19-5. The “Inner Ring 1” activator is just around the corner at the main trench’s eastern end.

PART 3: THE LAST STAND

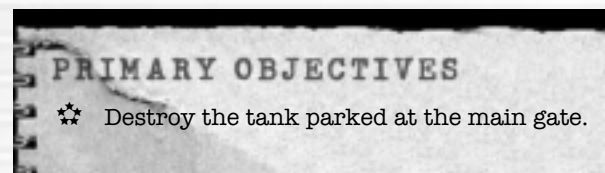
Well, you survived the night, at least. By morning light, the Captain reports the situation to Mountain Lair—part of the base is under enemy control, but you are holding your position so far. HQ says it has “fast movers” (jets) with the call-sign Morning Blaze on the way to help pacify targets.

But just as this offer is extended, a trio of NVA Russian-made tanks rolls over the horizon. One parks on the main gate ramp, the other two fan out around the camp perimeter in opposite directions. You are now under armored attack!



19-6. Three NVA tanks crash the party...and one blocks your escape route.

Mountain Lair says it can send slicks for your evacuation, but you’ll need to hold out while they make their way to Nui Pek. How can a few guys with carbines hold out against tanks?



THE PLAN

As the action begins, your team is holed up in the ammunition storage building. As mentioned, one NVA tank sits on the main gate ramp (H on the map), cutting off your escape route. And as Cpt. Rosenfield points out to Mountain Lair, you have no anti-armor ordnance.

But you *do* have C-4 explosive at your disposal. In order to escape this trap, you must work your way down the trenches from the ammunition store building (G on the map) to the trench directly underneath the main gate ramp, and then plant C-4 on the ramp’s underside.

If you can destroy the tank, you can bug out of the base while NVA troops are busy crawling over the west sector, looking for you. Then slicks can pick up your squad, Morning Blaze can incinerate the camp with napalm...and you can bid a fond farewell to Nui Pek, the hottest little spot south of the border.

THE NVA SQUAD

Exit the ammunition store, crouch, and head east down the trench. Stay low or the tank will nail you! Several NVA soldiers open fire from the far end of the trench. Pop them quickly and approach the corner (see I on the map).

Don't rush around the first turn in the trench. The NVA tank will eviscerate you!



19-7. After you eliminate the NVA troopers at the first corner of the trench, run across to the far wall and then crawl to avoid the tank's fire.

A large NVA squad prowls just around this first corner and down the trench. They approach single file, so you can patiently lean and shoot, picking them off one by one. (Don't try to rush them. If they don't get you, the tank will.) Or you can sling a couple of grenades low and around the corner, taking out a bunch at once. Keep leaning and shooting until no more soldiers approach.

THE TANK

If you turn the corner, the NVA tank has a clear shot at you, and its mounted machinegun opens fire with deadly accuracy. Best maneuver: still crouching, hustle from the corner straight across until you're hugging the far (east) wall of the trench. This cuts off the tank's firing angle. You may take a hit in this dash, so heal up with your medikit.

Now drop to a prone position and, yes, *crawl* southeast down the trench toward the tank's position. As you crawl, you are exposed to the tank's line of fire for only a second. You may take another hit, but you should survive.



19-8. The last stretch offers no place to hide from the tank's gunner. Stay crouched and hustle to get under the ramp.

Once you reach the next intersection, you're almost home. You can rise to a crouch again, turn left and creep along the trench's rightmost wall to the next right turn. Stop! The tank is just down the trench to the right.

Take a deep breath, QuickSave your game, and make a crouching run around the corner and under the ramp where the tank sits. (This may require reloading the QuickSave a couple of times!) If you make it, all that's left to do is to look up at the ramp and press your Use key to plant the C-4.

Done! Now watch the bittersweet ending of *Vietcong*.



19-9. After you plant the C-4, your work is done. Watch yourself dive out from under the ramp.



19-10. In comes the napalm...and Sgt. Hawkins watches Nui Pek burn.



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