

# THE RED ODYSSEY

## NATIONAL SECURITY AGENCY FIELD MANUAL

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TOP SECRET

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### BLACK DOG SQUADRON FIELD BRIEFING GUIDE

BRIEFING MANUAL FOR NSDF'S ELITE BLACK DOG  
SQUADRON INCLUDING PLANETARY SURVEY, VEHICLE  
INFORMATION, AND OTHER RESEARCH DATA

HEADQUARTERS, NSA

JUNE 1969

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You should refer to your Battlezone 98 Redux manual for basic combat and navigation instructions.

In the course of playing Battlezone, references are made to the United States Government, including the Office of the President of the United States, the National Security Agency, the Central Intelligence Agency, and the National Aeronautics and Space Administration. None of such government entities have approved, endorsed, or in any way associated with the making of Battlezone, nor is the game an authorized product of any such agency.

**⚠ IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES**

**Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor if you experience any of these symptoms.**

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If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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## Expansion

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The struggle between the CCA and the US forces in space is escalating. The Americans have followed the Russians to the Jovian system in pursuit of the Fury technology, and have fanned out across the four major satellites. On Europe, Callisto and Io, their battle is moving back and forth, with no sign of a victor yet, but nothing has happened on Ganymede...until now

## 4 Platoon

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You arrived on Ganymede two weeks ago with the Black Dogs, and were assigned a simple protection job – watching over the dozen or so Scavengers as they gather bio-metal. You and your two wingmen have little to do but follow them as they roam the surface of the moon.

Today, they have moved out to a large scrap filed in an impact crater a hundred kilometres from the main base. You set your Grizzly down in a crevice near the carter wall, and settle back to a day of relaxation.

You have almost dropped off to sleep when your radio crackles to life. It is one of your wingmen, from his vantage point high on the far wall of the crater.

“Wolves in the flock, sir!”

## Evolution

You glance up sharply, in time to see two wingmen setting off into the crater. You launch the tank as you strap yourself back into the seat, and look for the Scavengers. Even as you find them on the radar and point the craft in the right direction, a light catches your eye, and you look up to see a Scavenger erupt in a ball of flame. As you speed closer, you can see that there are indeed two small tanks darting around within the group. They look like NSDF scouts at first, but, closing the distance more, you see that they are gray, with a star painted on each side. Not Russian, you think, but are unable at first to place the insignia.

Then, as the two raiders notice you and your men, you hear a burst of radio chatter – it is unmistakably Mandarin. The Chinese!

You max the throttle in an effort to reach the intruders before your colleagues, but just as you prepare to launch your first salvo, you lose sight of tanks. "Where'd they go?" shouts one of the wingmen.

You assign one of your wingmen to protect the remaining five Scavengers. As they head for cover, you and the remaining Grizzly tanks head up to the high ground on the edge of the crater to look for any sign of the Chinese tanks.

At the top your radar registers a massive amount of bio-metal beyond a nearby ridge. "Base, this is Delta 3-0...we need backup here...base?" You hear nothing but static. "OK, Delta 3-1; we need to go in and see this for ourselves."

## Destruction

You head over the ridge, and turn back almost instantly. Below the rock wall is the largest base you've ever seen in space. The Chinese must have been there for weeks!

Even as you start to head for base, a large tank appears from nowhere, only yards ahead of you. You skip to one side to avoid it and push the engine to maximum.

Thrusters screaming, you jump over a small mound, and nearly land on another of the big machines. Twisting your head back, you can see it turning slowly and opening up on your wingman.

Scarcely two hits send him cart wheeling into a cliff to erupt into a cloud of flame and debris.

You speed yourself on, but to no avail – a third shot slams home in your tank's engine housing, blasting the whole machine forward a hundred feet, in flames. The first blast of exploding fuel licks at the back of your head as you fumble for the ejector seat...

## Intelligence Briefing

Date: February 3, 1970

Security Status: Commander Level Eyes Only

### Ganymede



**Position:** Largest satellite of Jupiter.  
**Distance from Sun:** 5.2 AU  
**Minimum Distance from Earth:** ~630,000,000 Km  
**Surface Gravity:** 0.304  
**Surface Composition:** Rock and water ice.  
**Mean Surface Temperature:** -83 Celsius  
**Diameter:** 5230 Kilometres

The surface of Ganymede is generally characterized by rolling hills and valleys, although there are some areas where sheer-sided canyons are common. There are many impact craters, affording useful cover in a fire fight. Bio-metal is liberally strewn around the moon, as a result of its very thin atmosphere; this stopped the metal from burning up on entry, as it would on a planet with a thicker atmosphere.



## Operations Status



Yesterday, contact was lost with 4 Platoon, a unit on scrap collection duties some distance north of our HQ on Ganymede. We have received no word from them for forty-nine hours, and none of our reconnaissance patrols have seen any trace of them. We suspect Russian involvement, but have no evidence that there are any CCA forces on Ganymede. Patrols are to be sent out to the area where 4 Platoon was when it last checked in with HQ, hopefully to find the platoon, or at least offer some clues as to what happened to them. Other duties continue as normal, with scrap collection proceeding effortlessly on other parts of Ganymede, and regular defensive patrols keeping guard over our operations. Some of these patrols have reported anomalous EM readings for short periods while on operations, but these are probably a result of inaccuracies caused by Ganymede's magnetic field, since our instruments were designed to work on the Moon, with no magnetic field.

Forces on Ganymede are currently limited in manpower and resources, but operations will be confined to a small area, so we are unlikely to find ourselves over-stretched, should the need for combat operations arise. You should use this to your own advantage by becoming familiar with areas on Ganymede, so that you can operate more effectively should combat return you to the same areas. There are certain areas where operations will be particular frequent, because of large scrap deposits; you should find yourself quickly becoming attuned to the terrain in these areas and its potential advantages and disadvantages in combat.

You should use this lull in operations to refresh your skills in a Scavenger at some point – illness or injury may well result in redeployment of manpower, so combat pilots could easily find themselves temporarily piloting Scavengers. In particular, you should bear in mind the deployment of turrets and artillery units, since the procedure for picking up scrap bio-metal is the same (press K), as a result of common mechanical components in each.

# Friendly Units

## NSDF M580A2-BD Scout



Code Name: Razor

Functionally equivalent to standard NSDF Razor; the Black Dog variant carries two cannon and one rocket hardpoint.

## NSDF M60A7-BD Main Battle Tank



Code Name: Grizzly

Identical to standard NSDF model in function, but standard armament is an SP Stabber and Prox-mines.

## NSDF M60A8-BD Rocket Tank



Code Name: Wolverine

Again, identical to standard NSDF model in every respect, except that standard armament includes a Shadow Rocket launcher.

## NSDF M173-BD Turret



Code Name: Badger

Now aging considerably, but still a mainstay on the battlefield, Black Dog turrets are generally held together by countless emergency repairs, but are sturdy and reliable, nonetheless.

Standard armament is a single minigun.

## NSDF M47A9-BD Light Tank



Code Name: Bobcat

Identical to standard NSDF model in every respect, but showing its age compared to the more modern Grizzly. Fitted with an AT-Stabber as standard.

## NSDF B74CT-BD Bomber



Code Name: Thunderbolt

Equally heavily armed as its standard NSDF counterpart, with TAG Cannon, Sandbag and Comet Rockets as standard, the Black Dog variant of the Thunderbolt is easily recognizable by its shark nose markings.

## NSDF AAV6A4-BD APC



Code Name: Tracker

Unarmed, and vulnerable without an escort, despite its thick armour. Each APC carries five soldiers as standard; these can be deployed at a moment's notice.

## NSDF M183A1-BD Howitzer



Code Name: Longbow

Longbows must be deployed before they can fire, but are potent weapons when placed carefully. A single Longbow can easily command hundreds of meters of ground if placed on a high platform. Fitted with long range howitzers as standard.

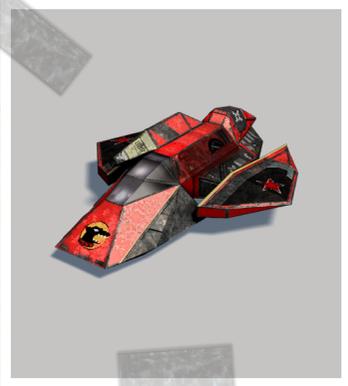
## NSDF AT9-BD Walker



Code Name: Sasquatch

Standard armament is twin AT-Stabbers. Walkers can operate as the mainstay of any assault, owing to the massive amount of damage they can take.

## NSDF BD-12X Light Assault Vehicle (Prototype)



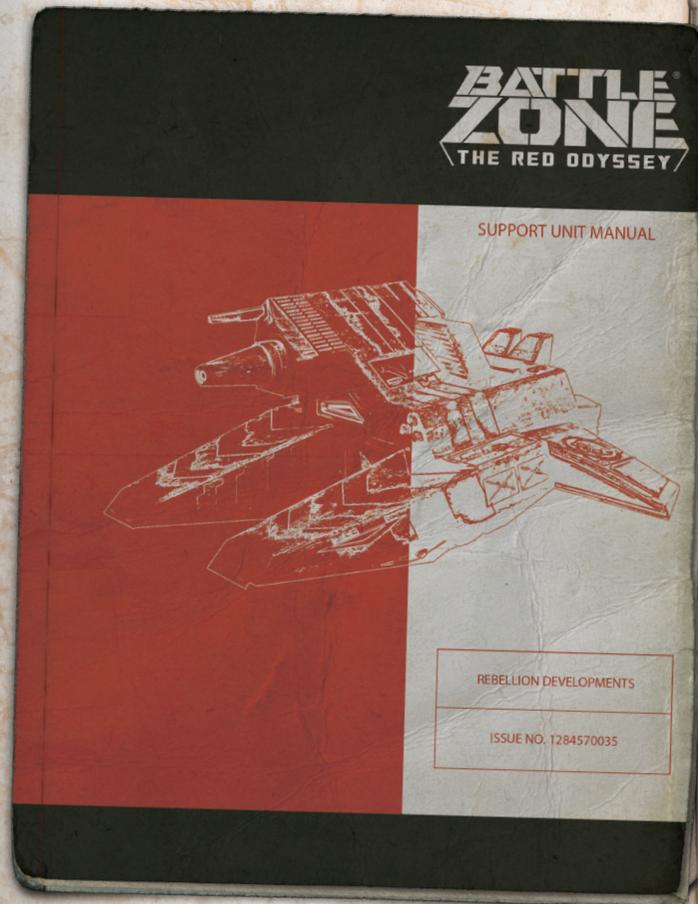
Code Name: Red Devil

The Red Devil is nearing the end of testing on our Lunar ranges, and has performed outstandingly so far. We hope to be able to replace existing Razor scouts with it at some point, but for now, we expect at least six more weeks of testing before it enters production.

When in service, you'll find the Red Devil useful in close-quarter dogfights, owing to its high speed and heavy armament. The Red Devil will be easily recognizable in battle as a result of its distinctive red markings.

## Black Dog Support Units

Black Dog rear-echelon units such as Recyclers, Scavengers and Factories are all identical to the standard NSDF vehicles, apart from their markings and insignia. You should refer to your NSDF Field Briefing Manual for information on these units.



# Hostiles

The Chinese presence on Ganymede is well established, and their vehicles have all been built with operations there in mind. We know little about their offensive capabilities or any features they may have, so you should prepare yourself for any eventuality.



## Mongoose

The Mongoose is a light attack craft, with relatively low armour, but devastating speed, and a knack for passing defences undetected with uncanny ease. Watch out for it.



## Naga

The Naga is a nimble tank, often used to attack a position from some distance with its TAG Cannon while other units move ahead to draw fire away from it.



## Yeti

The Yeti would seem to be the backbone of the Chinese forces in space; it is functionally equivalent to our Grizzlies, but is slightly harder.



## Emperor

The crowning glory of Chinese forces in space, the Emperor is a formidable adversary in any situation, despite its slow speed. Its main armament appears to be a new, more powerful variant of the Stabber family of weapons, which, coupled with its heavy armour plating, makes the Emperor a vehicle to be feared.



## Phoenix

As the main Chinese heavy strike craft, the Phoenix is a bomber easily equal to our own Thunderbolts.



## Adder

The Adder's main armament is a bank of miniguns that make it a tenacious defender, tearing through armour with frightening power. Its only Achilles' heel is its slow turning speed.



## Archer

The Archer is the Chinese artillery unit. It is capable of shelling distant targets, but, like our own Longbows, is very vulnerable at close range.



## Dragon

Named after the mythical fire breathing beast, the Dragon more than lives up to its name, with vicious rocket armament. Its weak point is its light armour.



## Yeren

Based on technology stolen from the Soviets Walkers are weighed down by their heavy armour and large weaponry arsenal. The only non-hovering unit in the Chinese Army.

## Support Units

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Intelligence reports suggest that the Red Army has a full complement of support units identical in function to standard NSDF or CCA vehicles.

## Other Information

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Recent intelligence suggests that the Chinese are in possession of some kind of cloaking device. Our best guess is that it is derived from some Cthonian technology that is able to move objects instantly from one place to another, by means of ripples in an alternate dimension. We guess that the cloaking device shifts objects partially into this dimension, rendering them totally undetectable in any way in this dimension. As an upshot, though, this would render the user unable to fire any weapons.

Note: When playing as the Chinese you can activate/deactivate your ship's cloak by pressing the **G** key. Note that not all Chinese ships have the cloaking ability.

# Playing the Game

## Getting Started

You should refer to your Battlezone 98 Redux manual for basic combat and navigation instructions.

The Red Odyssey story will make more sense if you have completed Battlezone 98, but it's not a prerequisite. Also, the Red Army missions are likely to make more sense if you play the Black Dog missions first.

To access The Red Odyssey missions, from the Main Menu select Single Player followed by the TRO button at the bottom of the screen. There are no training missions in The Red Odyssey, since it is aimed at players who are already experienced in piloting Battlezone's tanks. The Red Army missions are aimed at more competent players than the Black Dog missions, but any player should be capable of beating them after completing the Black Dog campaign.

When playing as the Chinese you can activate/deactivate your ship's cloak by pressing the **G** key.

Note: We strongly recommend that you switch **OFF** Automatic Levelling in the Play Options menu, as it allows you far greater control over your vehicle in the game. It may take some practice before you are proficient without automatic levelling, but many parts of the game will be far easier with the extra manoeuvrability afforded by manual levels.

## Tactical Hints for Single Player

- Never forget to keep your building's armour topped up with your armoury's repair canisters – some missions rely on your defending certain buildings.
- Try not to lose sight of your mission objectives – the descriptions of each mission given on the introduction screens will help, as long as you read them carefully, but more important are the updates and fresh orders given to you in the field.
- Try not to limit your skills to specific types of vehicles – in particular, don't forget that you need to deploy and undeploy (press **K**) certain units, such as the Scavengers or turrets, to pilot them effectively. (In the Scavenger's case the **K** key operates the scrap collection and dumping units. In the Tug's case **K** will pick up objects).
- Remember that you can group units by selecting all units you want, and pressing **Ctrl+ F1-F7**. You can select a group by simply pressing the corresponding function key. You might want to group all your Scavengers, or create two bomber wings for convenience.
- Always remember to use appropriate units for the job. For instance, it would be unwise to send Razors to destroy a building. Conversely, Thunderbolts would be near useless in a dogfight.

## Multi Player

The Red Odyssey operates in essentially the same way as Battlezone 98 Redux as far as multi player is concerned; you can, however, use The Red Odyssey's own vehicles and features. For instance, you'll find that some vehicles are able to cloak (press **G**), becoming almost totally invisible to the naked eye, and completely undetectable to radar. Bear in mind, though, that you will not be able to fire, since your vehicle is not entirely a part of this dimension while cloaked.

Note: A broadband connection is required.

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