

RED RECONQUEST

Commander's Field Manual

Earth Coalition Forces — Operation: Liberation of Mars

Mars, 2247 AD

Lozack Gaming
Version 1.0

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1. THE CONFLICT — BACKGROUND & STORY

The year is 2247. Mars has fallen.

In 2180, Earth reignited Mars's core using orbital fusion reactors. By 2230, the Hellas Basin had breathable air and millions of colonists had built a new world on the red planet. Mars was humanity's greatest achievement.

But in 2241, the Martian Liberation Council — a faction of colonists who believed Mars belonged to its settlers, not to Earth — seized control of the planet's Helio-X energy network. Helio-X, discovered beneath the Martian surface, is the most powerful energy source known to humanity. Without it, Earth faces energy collapse within five years.

The Mars Accords forbid orbital bombardment. Earth cannot destroy what it needs to survive. The Earth Coalition Forces must go in on the ground.

You are the commanding general. Your mission: retake Mars, city by city, valley by valley, until the MLC Director — Commander Lyra Voss — is captured and the planet is liberated.

KEY CHARACTERS

General Obi	ECF Commander. Your superior officer. Briefs you before each mission.
Commander Lyra Voss	MLC Director. Your primary antagonist. Taunts you throughout the campaign.
Zara Vane	Belt Council Chief. Joins the ECF cause in Scenario 7.

2. GETTING STARTED

Starting a New Campaign

From the Main Menu:

- Click NEW CAMPAIGN to begin a fresh playthrough from Scenario 1.
- Enter your General's name when prompted — you will be addressed by this name throughout the campaign.
- Select your difficulty in Settings before starting (Easy, Normal, Hard, or Iron General).

Continuing a Campaign

- Click CONTINUE to resume your last battle or return to the hub.
- Click LOAD CHECKPOINT to return to the start of any previously completed scenario.

Settings

Access Settings from the Main Menu to adjust:

- Difficulty preset (affects starting prestige and prestige multiplier)
- Master volume, music volume, and sound effects volume
- Starting prestige and prestige scale (fine tune difficulty)
- Fullscreen toggle

3. THE CAMPAIGN

Red Reconquest is a persistent campaign across 8 scenarios. Units that survive carry forward with their experience, strength, fuel and ammo into the next battle. Your decisions in each scenario affect what resources you have available for the next.

Campaign Flow

- 1 Watch the mission briefing (or press SKIP)
- 2 Deploy your units on the highlighted hexes
- 3 Fight the scenario — capture objectives within the turn limit
- 4 Return to the Hub between scenarios
- 5 Repair, resupply, and buy new units with Prestige Points
- 6 Deploy to the next scenario

Victory Conditions

Each scenario has a turn limit and a set of objectives. Capture all primary objectives before the turn limit expires to win. Secondary objectives award bonus Prestige Points but are not required for victory.

Saving

The game saves automatically at the end of each turn and when you deploy to a new scenario. A mid-scenario save is also created so you can resume a battle in progress from the main menu.

4. THE HEX MAP

Red Reconquest is played on a hexagonal grid map. Each hex represents a distinct terrain type that affects movement and combat. Units occupy one hex at a time.

Camera Controls

Scroll Wheel	Zoom in / Zoom out
Middle Mouse Button + Drag	Pan the camera
Left Click	Select unit / Move / Attack
Right Click	Inspect any unit's stats

Turn Phases

Each turn has two phases — ECF (your turn) and MLC (enemy turn). During your phase each unit can MOVE and ATTACK once. After all your units have acted click END TURN to pass to the MLC.

Unit Actions

When you click a unit the action menu appears:

- MOVE — highlights valid movement hexes in blue. Click a hex to move.
- ATTACK — highlights valid attack targets in red. Click a target to attack.
- WAIT — ends the unit's turn without acting.
- DEMOLISH (D) — engineers only. Targets adjacent walls or gates.
- BRIDGE (B) — engineers only. Builds a bridge on an adjacent river hex.
- REPAIR/RESUPPLY — available at supply points.

5. UNITS & COMBAT

Unit Statistics

Right-click any unit on the map to inspect its statistics:

Strength	Current health out of 10. At 0 the unit is destroyed.
Hard Attack	Damage dealt against armored targets (tanks, mechs, ships).
Soft Attack	Damage dealt against soft targets (infantry, artillery, aircraft).
Ground Defense	Resistance to ground attacks.
Air Defense	Resistance to air attacks.
Movement	Number of hexes the unit can move per turn.
Range	Attack range in hexes. Most units are range 1 (adjacent only).
Entrenchment	Defensive bonus from digging in. Maximum 3. Strips when moving.
Experience	Star rating from 0-5. Higher experience increases attack effectiveness.
Fuel	Required for motorized units. Runs out if unit moves too much.
Ammo	Shots remaining. Unit cannot attack when ammo reaches 0.

ECF Unit Roster

Unit	Type	Role
M-90 Tank	Armor	Heavy ground attack vs armor and infantry. Main battle unit.
Drop Infantry	Infantry	Versatile ground troops. Can capture objectives.
Marine Corps	Infantry	Elite infantry. Higher attack and defense than standard.
SP Howitzer	Artillery	Long range bombardment. Range 3. Strips entrenchment.
AT Battery	Anti-Tank	Specialized vs armor. Poor vs infantry.
Combat Engineers	Engineer	Demolish walls, breach gates, build bridges.
F-90 Fighter-Bomber	Air	Powerful air strikes. Strips entrenchment. Needs fuel.
Tanker Aircraft	Air Support	Refuels friendly aircraft on the map.
Ares Mech	Mech	Heavy assault unit. Slower but devastating.
Transport Ship	Naval	Carries ground units across water. No attack.
Destroyer	Naval	Fast naval attack unit.
Cruiser	Naval	Heavier naval firepower.

Combat Resolution

When a unit attacks the game compares the attacker's attack value against the defender's defense value plus terrain bonus. A higher ratio means more damage. Both sides can take casualties in an exchange — the defender may counterattack.

Entrenchment

Units that stay in place build up entrenchment over time (max 3), adding to their defense. Entrenchment is stripped by attacks:

- Air attacks strip 3 entrenchment per attack
- Artillery attacks strip 2 entrenchment per attack
- Ground attacks strip 1 entrenchment per attack
- Moving strips ALL entrenchment immediately

Use artillery and air to suppress heavily entrenched defenders before sending in ground forces.

Experience

Units gain experience by dealing damage and making kills. Higher experience increases attack effectiveness. Experience carries over between scenarios — your veteran units become significantly more powerful over the campaign.

6. TERRAIN

Terrain affects both movement cost and defensive bonus. Use terrain to your advantage — dig in on favorable ground and force the enemy to attack uphill.

Terrain	Move Cost	Defense	Notes
Plains	1	0	Open ground. No advantage to either side.
Canyon	2	2	Difficult terrain. Good defensive cover.
Forest	2	3	Dense vegetation. Excellent cover.
River	Impassable	—	Blocks movement. Engineers can build bridges.
Volcanic	2	1	Hazardous terrain. Moderate cover.
Highway / Boulevard	1	0	Fast movement. No defensive cover.
Damaged Avenue	2	1	Battle scarred roads. Some cover from debris.
Industrial District	2	3	Urban combat. Good cover.
Commercial District	2	3	Urban combat. Good cover.
Residential District	2	3	Urban combat. Good cover.
Concrete Wall	Impassable	5	Can be demolished by engineers.
Ossium Wall	Impassable	8	INDESTRUCTIBLE. Find the gate!
MLC Gate	Impassable	5	Can be demolished by engineers. Key chokepoint.
Ocean	Naval only	0	Passable by naval and air units only.
Beach	2	1	Amphibious landing zone.

7. ENGINEERS

Combat Engineers are one of the most tactically important units in your arsenal. They can demolish walls and gates, and build bridges across rivers.

Demolishing Walls and Gates

1. Move your engineer adjacent to a wall or gate.
2. Click the engineer to open the action menu.
3. Press D or click DEMOLISH.
4. Click the target wall or gate hex.
5. The wall or gate is destroyed — your units can now pass through.

IMPORTANT: Ossium Walls cannot be demolished. These walls, constructed from ancient Martian biological material, are indestructible to all conventional engineering. Find the gate!

Building Bridges

1. Move your engineer adjacent to a river hex.
2. Click the engineer to open the action menu.
3. Press B or click BRIDGE.
4. Click the river hex to build the bridge.
5. All ground units can now cross the river at that hex.

TIP: Protect your engineers! They are slow and fragile. Use tanks and infantry to clear the path before bringing engineers forward.

8. AIR UNITS

Air units are some of the most powerful assets in your arsenal but require careful fuel management. The F-90 Fighter-Bomber can strike any target on the map in a single turn but must return to base or find a tanker to refuel.

F-90 Fighter-Bomber

- Ignores terrain when moving — flies over everything.
- Strips 3 entrenchment per attack — ideal for suppressing dug-in defenders.
- High soft attack — devastating vs infantry and artillery.
- Consumes 1 fuel per attack. Monitor fuel carefully.
- Immune to ground attacks — can only be hit by AA units.

Tanker Aircraft

- Moves to a friendly air unit and refuels it on the same turn.
- Essential for sustained air operations across long scenarios.
- Keep the tanker protected — losing it grounds your air force.

Anti-Aircraft Units

Both ECF and MLC have AA units that can only target air units. Priority targets when you want to use your FBs freely. AA units are stationary or slow — flank them.

TIP: Use FBs to strip entrenchment from heavily defended positions, then follow up with artillery bombardment, then send in ground forces. This combined arms sequence is the key to cracking tough defenses.

9. NAVAL UNITS

Naval units appear in Scenarios 6 and 7 — the Sea Crossing and Operation Iron Shore. The Hellas Sea and coastal operations require a combined naval and ground strategy.

Transport Ships

- Load ground units by moving adjacent and using the LOAD action.
- Move the transport across water with the troops inside.
- Unload troops adjacent to a beach hex to begin the assault.
- Transports have no attack capability — protect them!

Shore Batteries

MLC shore batteries are stationary but deadly — range 6 and deal double damage to naval units. Prioritize destroying or suppressing shore batteries before moving your fleet into range.

TIP: Use your FBs to strike shore batteries from the air — they ignore naval targeting restrictions and can attack shore batteries freely.

10. THE PRESTIGE SYSTEM

Prestige Points (PP) are your campaign currency. Earn them by winning battles, capturing objectives, and killing enemy units. Spend them in the Hub between scenarios to build and maintain your army.

Earning Prestige

Action	PP Earned
Kill enemy unit	+50 PP
Kill enemy air unit	+60 PP
Capture settlement	+100 PP
Capture mine	+150 PP
Capture Helio-X silo	+250 PP
Support kill (assisting unit)	+50 PP
Turn bonus	Varies by scenario

Spending Prestige

In the Hub between scenarios you can:

- Buy new units to add to your army
- Repair damaged units back to full strength (10)
- Resupply fuel and ammo
- Units that were destroyed cannot be recovered — they are gone permanently

TIP: Don't spend all your PP immediately. Keep a reserve for emergencies. Later scenarios are harder and you'll need resources.

11. THE HUB — BETWEEN SCENARIOS

After completing a scenario you return to the Hub — ECF forward command. Here you manage your army before deploying to the next battle.

Hub Actions

- View all your current units and their condition
- Repair units — costs PP based on damage sustained
- Resupply fuel and ammo — essential before long scenarios
- Purchase new units from the available roster
- Review your Prestige Point total
- Deploy to the next scenario when ready

Unit History

Access the Unit History screen to review the combat record of every unit that has served in your campaign — kills, scenarios fought, and final fate.

12. KEYBOARD SHORTCUTS

Key	Action
D	Demolish mode (engineers only — press then click target)
B	Bridge mode (engineers only — press then click river hex)
ESC	Cancel current action / Close menus
End Turn	Button on HUD — ends your turn
Scroll Wheel	Zoom in / Zoom out
Middle Mouse + Drag	Pan camera
Left Click	Select unit / Confirm action
Right Click	Inspect unit stats (works on any unit, friend or foe)

13. DIFFICULTY SETTINGS

Select your difficulty from the Settings screen before starting a campaign. Difficulty primarily affects your starting Prestige Points and how quickly you earn PP throughout the campaign.

Difficulty	Starting PP	PP Scale	Repair Cost	Iron Mode
Easy	1,000	1.5x	10 PP	No
Normal	800	1.0x	15 PP	No
Hard	500	0.7x	20 PP	No
Iron General	300	0.5x	25 PP	Yes

Iron General mode: Unit losses are permanent and cannot be replaced. Every decision matters. Recommended only for veteran commanders.

14. THE SCENARIOS

The campaign spans 8 scenarios across the surface of Mars, from the initial landing to the final assault on New Olympus.

#	Name	Turns	Overview
S1	Hellas Landing	20	Tutorial scenario. Land in the Hellas Basin and secure your first Helio-X silos.
S2	Argyre Canyon Push	22	Push through canyon terrain. Engineers needed for river crossing.
S3	Valles Marineris	25	Wide river assault. Dust storms affect visibility. Multiple crossing points.
S4	Erebus Hold	30	Defend AND capture. Hold your positions while pushing forward. Phase 2 begins t
S5	Iron Citadel	30	Fortress siege. Multiple wall lines and pillboxes. Engineers are essential.
S6	Sea Crossing	25	Naval invasion. Transport troops across the Hellas Sea under fire from shore batte
S7	Operation Iron Shore	35	Large scale combined assault. Naval fleet vs MLC warships and shore defenses.
S8	Liberation of New Olympus	40	The finale. Urban assault through three city districts. Breach Ossium walls. Captur

15. TIPS & TACTICS

General Principles

Red Reconquest rewards combined arms doctrine — using different unit types together to overcome defenses that any single unit type could not crack alone.

Suppress Before Assaulting

Heavily entrenched units are nearly impenetrable. Use artillery (strips 2 entrenchment) and air strikes (strips 3 entrenchment) to weaken defenders before sending in infantry and tanks.

Protect Your Engineers

Engineers are slow and fragile but essential for breaching walls and crossing rivers. Always clear a safe path before bringing engineers forward.

Manage Your Air Force

FBs are powerful but fuel is precious. Keep the tanker aircraft alive and positioned to refuel your FBs. An FB that runs out of fuel is useless.

Capture Objectives Early

Settlements, mines and silos award PP every turn you hold them. Capturing them early compounds your economic advantage across the scenario.

Use Roads

Road hexes cost 1 movement instead of 2. Use road corridors for fast advances — especially useful for getting engineers into position quickly.

Guard Your Veterans

High experience units deal significantly more damage. A 5-star veteran is worth three green units. Protect them — losing a veteran hurts your whole campaign.

Find the Gate

Ossium Walls cannot be demolished. When you see the indestructible message from your engineers, stop looking for a breach point and find the gate instead.

Split Your Forces

Many scenarios have multiple objective clusters. Split your army to attack on two fronts simultaneously — the MLC AI cannot respond to threats from multiple directions.

AA First

Before committing your FBs to deep strikes, knock out enemy AA units. A single well-placed AA battery can shoot down your most valuable air assets.

Watch the Turn Counter

The turn limit is real. If you are spending too many turns on a single objective consider bypassing and pushing deeper. You can sometimes win without clearing every enemy.

CREDITS

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Special Thanks	Ethan and the itch.io testers

Mars is waiting, General. The fate of the solar system is in your hands.

— General Obi, ECF High Command