



Introduction

The reorganization of the U.S.' domestic security after 2001 gave rise to the tongue in cheek 'Department of Homeland Security' which -- in theory -- was to cross-organize all branches of intelligence to service the Executive Branch.

By 2014, this well-meaning -- but civilian -- branch of U.S. security failed to prevent the assassination of the Canadian president and at preventing an insurgency which had spread in the United States' own 'backyard'.

Thankfully, military leaders had the presence of mind to create Ghost Recon, whose members managed to contain the fallout from that disaster. Ghost Recon is an elite U.S. military special forces unit made up of the best of the best. It is the first into any conflict and last to retreat -- Ghost Recon handles the missions no regular conscripts can ever expect to complete.

With the detonation of a nuclear device in Mexico, IGN has discovered a mission that was 'supposed to have occurred'. Join us in this simulated recreation of the Juarez - El Paso crisis of 2014.

And don't forget -- you didn't hear it from us. Or maybe you did. If that's the case, we'll have to introduce you to Mr. Joshua. He specializes in the government's early retirement program.

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The Basics

Ghost Recon Advanced Warfighter 2 takes elements from previous Ghost Recon games and brings the controls to the height of near perfection. The basic in-game tutorial will run you through all of the motions but there are some things you should take note of since they are not covered by the game:

- Semiautomatic fire is far more accurate than automatic fire, even if you tap the trigger in auto fire for a burst of shots.
- Handguns are useless -- you are not playing a vice cop game in a city by the bay.
- Of the three explosive packs, the destructive version is the most handy, since you can set up remote IEDs and blast enemies once you know where they stop their trucks.
- Smoke is useful but only if you don't aim to stick around to finish off enemies; your character's arm cannot beat a *Rainbow Six* grenade launched smoke grenade.
- Sniping isn't always done by sniping or counter-sniping rifles.
- There are five levels of toughness in the game.
 - The first is flesh and bone - you penetrate that with any weapon.
 - The second are thin metal and thick wood. Use counter-snipers S550 and M95 to pierce that.
 - The third is armor (like APC armor) which requires explosives.
 - The fourth is hardened armor (MBTs) which require shaped charges (grenades do half damage).
 - The fifth is the ground and very thick walls or obstacles (nothing penetrates that unless you have a Farsight XR20).
- Medikits heal conscious soldiers to 100% health.
- Medikits for unconscious soldiers will bring them back to 'red' health. Your own character cannot go unconscious during the campaign.
- Dead soldiers cannot be revived for that mission.
- You can roll to the side by strafing and attempting to duck.
- Using cover isn't always necessary. You can always manually duck or lie prone behind cover.
- Running and strenuous motion detracts from your oxygen meter when you use the scope view. Stop moving before taking aim or you might find your character's aim thrown off at a bad moment.
- On the consoles, the give command function also relocates your squad. Unless you are sure you have a target, don't go crazy designating targets for attack, or you might accidentally miss a target and move your team in front of an enemy tank.
- If you designate incorrectly, the recall or regroup function will call your squad back towards you. Better to screw up a plan than to have your team killed for your lack of skill.
- Unless you are ready to start firing, don't leave your teammates on aggressive or they will alert enemies -- enemies in turn, call in reinforcements and might give you a tougher time on normal difficulty, but especially on hard. Get to a good spot before you start firing!
- The MULE carrier will refill your character's life (but not your teammates) so if you have a MULE, your character should take more risks than the team (assuming you can go back and heal). Otherwise, have your A.I. assets do the shooting, since they have infinite ammo, better aim, three times your firepower and three times the target

you are.

- The UAV is invaluable as a recon tool, but it can be shot down. Move the UAV without scanning to a location. When you do an active scan, do it quickly and for no more than 15 seconds at a time. This way, you reset the suspicion of the enemy A.I., and allow you to scan again without raising an alert.
- The UAV cannot see through rooftops and hard cover, so when scanning a building, assume there are threats you cannot see in a building. There's no breach and clear order to save your butt here.
- Tanks and vehicles are expendable -- your team less so since they accompany you. Use up extra infantry, and other combat assets before you risk your team. Use the team to support your assets -- yes. But wasting them in a frontal assault on two machinegun nests -- not just no, but hell no.

Enemy Types

When you scan enemies, their archetype appears on the HUD. This info also gives you an idea of what weapons and how much of a threat they are to you and the Ghost Squad.

Soldier - This enemy is the equivalent of the rifleman in your unit. It will carry assault rifles (the ubiquitous and cheap G-36K carbine) of which you should develop a very close attachment to. Soldiers never fire single shots, so they rarely hit your head except in hard difficulty. Still, automatic fire hurts (even with Kevlar), so don't stand in front of anyone firing a load of lead.

Gunner - This is the 'auto-gunner' of the enemy forces. They will have the MG21 light machinegun, of which you will encounter in multiplayer or when fighting Frag Dolls. This weapon is great for taking out trucks and even enemy MOWAG recce vehicles. On easy, you can use this on choppers (but grenades and rockets are better); the principle strength of the weapon (and enemy who uses it) is to sweep the area and score a lucky hit on your arm, head, or vital area.

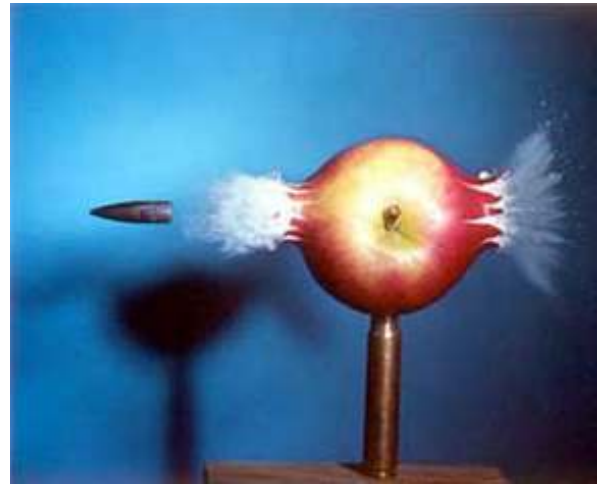
Marksman - The deadly sniper is rare and its appearance in single player is uncommon. It will attempt to find and kill your character with a single headshot, making it a dangerous enemy. In fact, you should take notice on our maps of snipers marked in areas of mixed enemies. Your family, your wife (or girlfriend), and your friends might think you're John Wayne, but one high-velocity bullet still puts you out of action. Sniper weapons are rarely found, since they fall into areas you cannot access.

Anti-armor - The rocket soldier (RPG on the maps) are the most dangerous threat to your assisting tanks and choppers. Alone, a sniper or semiautomatic rifle will take them out, but they generally operate cooperatively with other enemies. RPG and snipers are dangerous and are never found together in the same location in the campaign.

These soldiers are dangerous enough during the gun-ride missions that their red diamond IFF indicators will have an additional slash on the sides -- signifying a high-priority target. That and the lock-on alarm in the UH60 will be screaming in your earpiece.

Semi-automatic Fire

IGN would like to repeat the importance of semi-automatic fire, accuracy, and the tendency of high-velocity bullets in a game environment having a zero-degree (flat) angle. Think of it this way:



Thanks to Dr. Harold Edgerton (1903 - 1990) for his infamous bullet through an apple photo. Unless you're a lich -- or an undead champion raised by a Level 28 Necromancer -- you will not survive. Stay low, take things easily, and pace your shots. You have the advantage with the character's Ghost Recon training -- the enemy does not.

The Campaign

Operation Lone Star Shield	Operation Hornet's Nest	Operation Orpheus	Operation Eagle's Claw
<i>Need your cajones, son Knock 'em dead Unpleasant surprise This place is an inferno</i>	<i>You'll be inserted solo The price of peace On your own</i>	<i>Failure is not an option Get me Rosen!</i>	<i>Who the hell are these guys? Codenamed Farallon Just shut up and do your job</i>

Four operations were recorded to have occurred. Each one pretty much bleeds into the other seamlessly over the three day crisis, so don't worry about not finding the stage.

The operations occur in order of timeline from left to right, top to bottom. The stages are displayed in quick mission in that order.

Except for the gun rides, the maps (with UAV reconnaissance) pretty much tell you exactly what you need to know for the offline campaign. For the online campaign, run through it with respawn turned on. You cannot get any accomplishment for it, but you can get to know what happens and when.

Enemies also move around on the online missions, so you cannot locate every enemy exactly at a single spot every time you play.

Operation Lone Star Shield

Operation Lone Star Shield	Operation Hornet's Nest	Operation Orpheus	Operation Eagle's Claw
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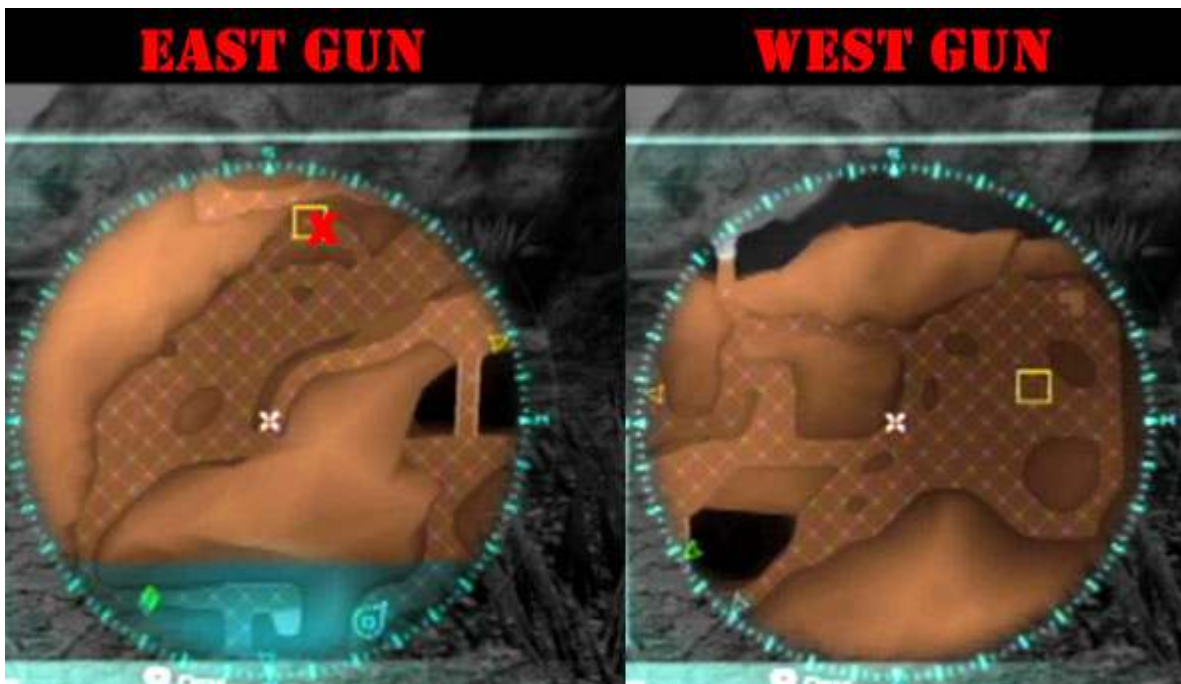
We Need Your Cajones Son

Okay, so you're dropped into enemy lines to take out some artillery. Good thing you have a team of roughnecks to help out. For the team, you can take any configuration, but you will not need to take out any vehicles except at the end (you can use grenades or just empty your guns at that point). You don't really need a marksman, since you can drop most enemies with semiautomatic fire using the enemy's G-36Ks, or the Ghost's Rx4 Storm or M468 rifles.



Head towards the 'village' just north of the two objective squares on the map. A few (about six) enemies will be loitering in the village. Set the team to free fire only after you move them so they have a clear line of sight to the wrecked area. Use the full command view to see things from your team's point of view. Once they are in position, open up and contribute some sniper fire to hurry things along.

Once the crap is wiped off the face of the earth, move to the gold objective squares (either one will suffice).



Use the UAV to recon the valley. There're two guns and several ways to go in from the village. While enemy opposition is light, the east gun has an enemy escorting it in its cave. The UAV will not highlight that enemy since it cannot see through rock; when you assault the east gun, you need to make sure you are not 'surprised' and taken out with a lucky head shot.

For all future UAV reconnoiters, make sure you use extra caution with buildings that can hold an unknown number of

hostile enemies. If you feel like an officer, you should send the team in to spot hostiles for you first. It's good to be in command.

Scott Mitchell has infinite C4 plastique to take out objectives. Just press the action button when facing the context action spot on each artillery piece. Once the animation finishes, you have a few seconds to get the hell out. You'd figure remote detonators are more useful, but timers are cheaper and more impersonal.



And now, for the extraction. Set the team to aggressive so they start firing on enemies. Move them to the pass in the valley and move quickly on the bridge. You can ignore the UAV now, since speed is of the essence for a secondary objective. Even if you aren't interested in that, stopping the trucks early will reduce the number of enemies that spawn out to fight you.

Secondary Objective:

The trucks on the bridge drop off enemy reinforcements and attempt to flee. Make sure these guys buy American next time by blasting their imported machines to scrap.

IGN's map indicates the trucks' position and the general direction of travel on the road. Gather the team and order them to fire in the general direction -- they'll hit something. If your grenadier is around, expect some impressive explosions.

Knock 'em Dead

Time to work a little bit alone for now. Take any weapon, since you will be changing it very shortly. All you need is an assault rifle on semiautomatic for now. Anything else is extra. Take out the four enemies by the enemy vehicle at the gold square. The vehicle is benign, and Ghost Recon games never have your character use vehicles -- just work with them.



The MULE is an awesome device and it will never cease to amaze. Each time you access the MULE for ammo, your character's health will refill and your ammo will be reset (infinite ammo!). However, the campaign limits your MULE's weapons, so until you can play the mission in the 'quick mission' mode, you have to work with the limitations.

Take the SR A550 counter-snipe and move the UAV (not the MULE) out just west of the camp entrance. You should be able to see a few red markers at the bottom of the ramp (take them out). Use the area at the bottom of the ramp to systematically clear the camp entrance of snipers and enemies.

Don't forget that the UAV is susceptible to being shot down. Do an active scan only for about 10 seconds, then pull back and move the UAV with the 'give order' command on the tactical map. The time you use closing the tactical map and opening it up again will pretty much reset the suspicion accrued by the enemy A.I. that something is buzzing above them.

Snipe out all the enemies; if you need more ammo -- or got hit in the chest -- go visit the MULE and get a new batch of supplies. Approach the 'camp', which is more like a construction pit.



The pit has the secondary objective, but chances are you will not be able to complete it during campaign mode, since your sniper rifle only does slight damage to trucks. Instead, focus on killing enemies from the top of the ramp and using the MULE to restore your character's life.

Secondary Objective:

The truck at the bottom of the pit attempts to flee. Use the ZEUS launcher in the 'quick mission' version of the mission to tag this fleeing forker.

Once all the enemies are cleared from the pit, a rally point is set up and you can select a team. Take any team you want, but note that a medic can help here (you're the marksman for this mission). A gunner will also help, since there are no more vehicles left.



As soon as you assemble the team, there is a game bug (subject to patch). If you die after assembling the team, you

can scan the pit again with the UAV and the enemies will re-appear, instantly causing a lot of chaos. Make a note of that. Each time you die and retry, hang back and kill the enemies in the pit first.

To avoid the mortars, try going down the right side of the ramp, hugging the cliff wall and heading to the cave entrance. Once you're there, you should be fine. Bring the MULE down manually to avoid the mortar blasts, and you'll be sitting pretty with the health and ammo.

Take out the rest of the rebels in the camp, dance to the tune of the *Imperial March* and take off at the extraction point.

Unpleasant Surprise (Gunride)

The gun ride is basically a rail shooting mission. You operate the M134 attached to the UH60's side. If you forget what the M134 is, it's this thing being used by the Governor to waste obnoxiously nosy law enforcement.



The M134 has functionally infinite ammo in the game but you need to stop firing or the gun will automatically slow down (or stop firing) if the temperature goes too high. That said, you need to traverse the gun quickly by not holding the brace-aim button, but use it only if you need to zoom in on a stationary or slow moving target.

The minigun's bullets shred anything that moves, and nothing short of a tank will require you to employ anything heavier (like an air-strike).

Destroy all the vehicles, soldiers, and use the cars as 'DDT' bombs (reference to 'Millipede') and you can pretty much scratch this mission off your list.

This Place Is An Inferno



When you land, the place will be a warzone. Your team should consist of a rifleman, grenadier, and medic or marksman. Your MULE in this zone will have the ZEUS only in the campaign, so you'll have to take out enemy vehicles yourself. If you decide to bring the anti-armor soldier into the team, you can have the A.I. take out the enemy tank, but they might get killed trying to do so.

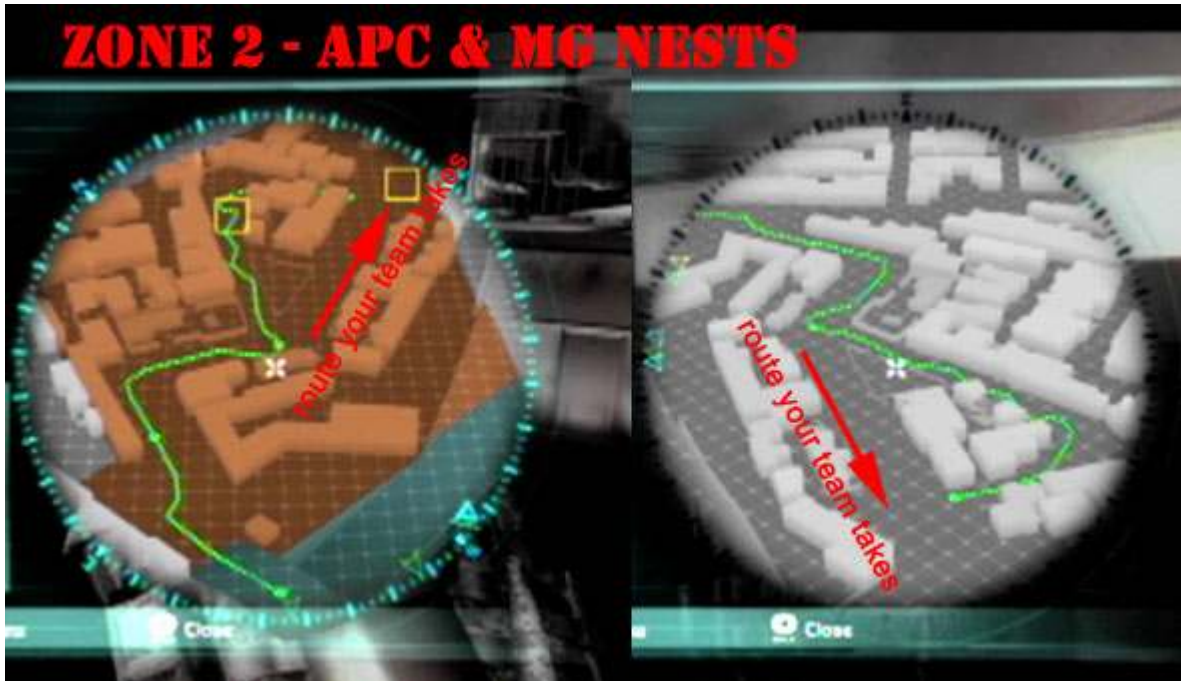
First, deal with the ambush at the LZ. With a full team, this should be fairly easy. If you get hit, you can recover life free at the MULE. If your teammates get hit, keep them back and behind the APC you will get later on. Clean up the area at the LZ and regroup your men.



The MULE and the enemy MBT you need to take out is still in Zone 1. Work towards the MULE on the north side of the map and steer clear of showing yourself on the south. Once you get to the MULE, take the ZEUS launcher and use the

brace-aim key to 'laser-tag' the tank before launching the missile. Keep the reticule on the tank and the missile should do a top-attack that destroys it.

Be sure to reload the missile launcher after you fire -- you might need upwards of three missiles on hard to disable the tank (one on easy, two on normal). Once the enemy tank is destroyed, you will lose control of the MULE, but you can still visit it to restore ammunition and health.



For the next zone, your team will have a Mexican APC. There are no RPG soldiers on this section, but the vehicle can be destroyed (eventually) by machinegun fire. However, that takes a long time -- time enough for your team of Ghosts to attack from the other route and clean house.

Send the APC out first to draw fire. Since it will leave as soon as you complete the route, you should let the vehicle absorb as much gunfire before it retires. If it dies (doubtful, but it can happen), just continue on the route to eradicate the gun nests with your team.

The APC will not fire automatically and only returns fire if enemies fire on it. If you must, designate targets from the full command view or the tactical map.



After the gun nests are destroyed, assess your losses and gear. If you feel the need to take up an MG21 from a dead enemy, do it. Otherwise, you can stick with the ZEUS from the MULE (you can walk back there if you need to). Ignore the friendlies coming in and advance over the bridge with your team.

The raised market plaza to the right of the bridge is your safe place. There's plenty of cover and you can basically sit across from the red X marked on our map. The red X marks where the secondary objectives will appear with the enemy tanks.

Secondary Objective:

Trucks appear after the first tank -- but before the second and third tanks -- at the big red X. Nail the trucks with explosives or the air-strike if it's available. If your character or the team has access to the ZEUS, it's time to use it and score.

Keep your team's heads down when the tank appears, and only call on the people with anti-armor to take out the tanks. If you don't, your C.O. will give access to some air-strikes. Use the air-strike as a 'give order' command and nuke the three invading tanks.

Note that in between tank assaults, you will have the chance to destroy the extra trucks dropping off tons of enemies before fleeing. Once the tanks are cleared, enemies will retreat and you can extract from this zone.

Operation Hornet's Nest

Operation Lone Star Shield	Operation Hornet's Nest	Operation Orpheus	Operation Eagle's Claw
Need your cajones, son Knock 'em dead Unpleasant surprise This place is an inferno	You'll be inserted solo The price of peace On your own	Failure is not an option Get me Rosen!	Who the hell are these guys? Codenamed Farallon Just shut up and do your job

You'll Be Inserted Solo

Your character will have access to the MR-C-LW. The camera gun will not have semiautomatic fire, so you will need to allow yourself more inaccuracy. The gun allows you to peek without being seen, but without semiautomatic fire, you cannot hope to hit many targets. Be sure to take the destructive parcel for the satchel bomb you need later.

The hardest part is not avoiding or shooting the enemies on the rooftop (you get to know all their positions after a while), but more the part at the bottom of the hill (before the cemetery) when two trucks rev in, drop off 10,000 Mexican rebel soldiers and you get shot in the head.

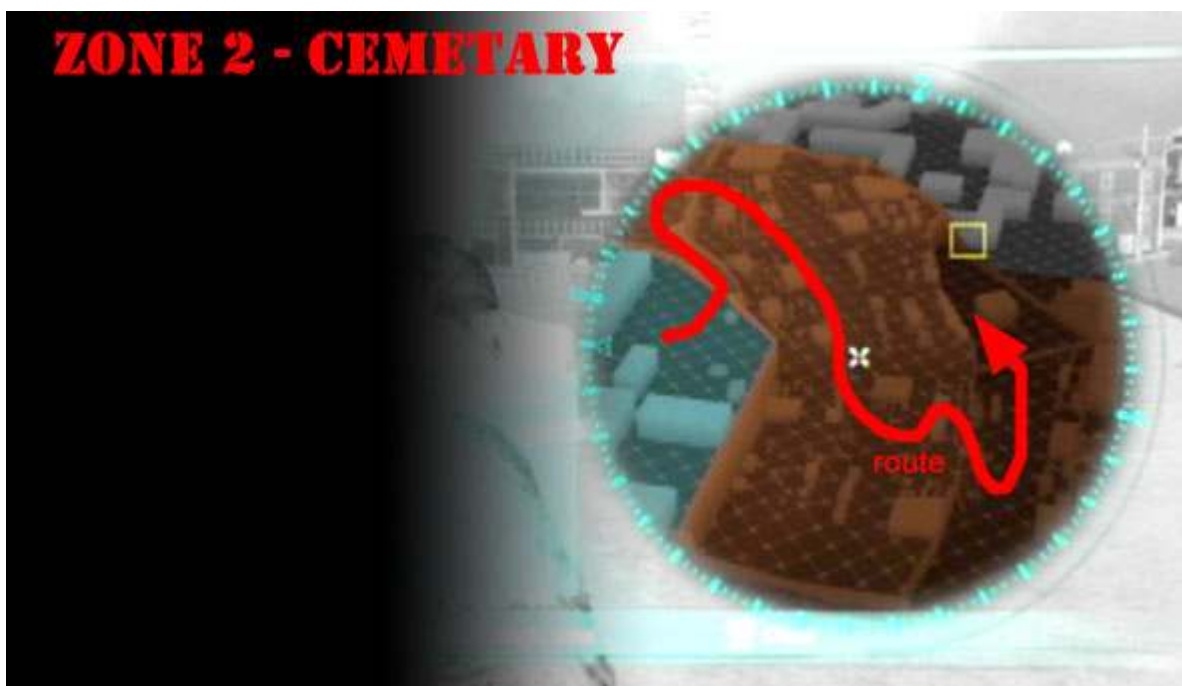


The trick to survive this (apart from cheating) is to pick up one of the more potent guns (preferably with scope) like the G-36K from the soldiers. With semiautomatic fire, you can expect to hit what you aim at.

Secondary Objective (1 of 2):

The two trucks that stop at the bottom of the hill are runners. Nuke them with your firepower on a replay, or simply blow them up with satchel bombs and you're partly done. Note that there're some more trucks later -- you need to come back with 'quick mission' to complete this objective.

The two trucks will always stop at pre-determined spots. One truck stops near the taxicab, the other stops next to the wrecked car with belching black smoke. Place a satchel next to either car (the truck at the smoking car arrives first), blow it up with a bomb and hose the other truck down with automatic machinegun fire. If you can't get it now, you can come back with a rifle with an EGLM attachment and satchels.



The route through the cemetery is a dangerous one since you have a ton of enemies who appear. Stop at each large tombstone and wait. The enhanced nightvision will let you see white moving shapes (enemies). Get a notion of how many you have to deal with before firing. Any G-36Ks you pick up before the cemetery (say from the dead guys at the truckstop) are good for clearing this zone.



You get a UAV at the end of the cemetery. Use it to locate the three guys in the parking lot. Dust them and you can get to the MULE. If you have grenades, throw them out and the cars will act as bombs to magnify your love of explosives. A gun will take care of the stragglers.

Once you get to the MULE, you will have access to just the DR-1 sniper rifle, which is too weak in campaign to take out the truck for your bonus. Instead, concentrate on killing the marked people on the map in this guide. **Note that all the enemies on the rooftops are marksmen, and will kill your character instantly if you let them draw bead on your squishy head.** Don't forget the picture of that apple.

Secondary Objective (2 of 2):

There is a truck at the midpoint of zone 3 -- at the red X marked on this guide's map. You need a ZEUS to quickly take down the problem, or you get screwed. Do this on a replay and you'll have your whole unlocked arsenal from the MULE.

Use the DR-1 sniper to take out the enemies in the east and south before attacking the enemies at the gold square. If you want to get the secondary objective, you need to sneak in from the south and alert the enemies with a PDW shot or something. Once you do, the truck comes in, parks, deploys enemies, and then roars off. Get off the ZEUS shot and move to the next area.



Call the MULE to your area and park it behind the building. There are three final snipers in the area. Shoot down the two you can see from your side of the block. The final sniper (you'll know who since you can't shoot them from your side) can be killed by getting close to the building, leaning out and braining the s.o.b.

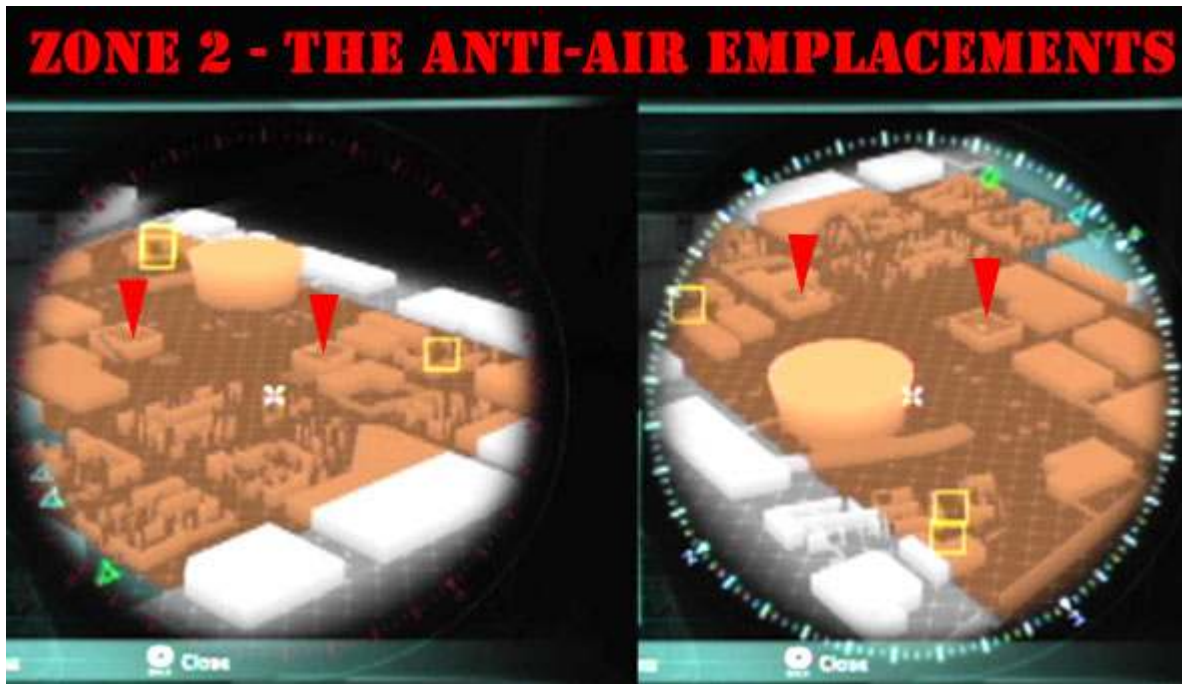
The Price of Peace



You get two Mexican soldiers for your starter squad. They will be pulled back later, so use them roughly for this zone and the next (when taking out the AA guns). For a weapon, take on any assault rifle.

Place your rent-a-squad on a rooftop and set them to attack. Cover and attack from the other side. Enemies are all over

the plaza, so work the area clear. Should be easy. There's a rally point where you can outfit yourself and a Ghost team (the surviving Mexicans stick around) so use up everything you want.



For the anti-air emplacements, crawl with your two squads along the side of the map towards the single AA tank. This minimizes you being sacked from the back -- all your enemies will be from one side and you can sweep the place up.

Blow all the AA tanks (note the explosions will kill you and the team, so order them away first). The spot with the dual AA tanks is heavily defended, but you can take down most of them from the planter boxes.

Of interest are the red markers on the map above. Those denote the two rooftops you can order your men to sit tight behind to avoid being slaughtered by the two tanks that come in to take the package.

Use the underground passage to reach the buildings, then stay high and away from the tanks. Use the air strike from the supporting Apache to take out the tanks and men on the ground.



After the package is secured, an Oshkosh HEMTT will show up as your rally point. Head there, and decide if you want to pursue the secondary objective now or later. If you pursue it now, you need to equip a ZEUS, and get the anti-armor soldier in the team. If not, you can take any kit you want. Note that in campaign mode, the ZEUS is disabled as a choice.

Secondary Objective:

There are three Russian choppers that ambush you at the extraction point. You need a ZEUS carrying soldier, or a ZEUS yourself, to down the choppers before the enemies kill you. Since the enemies can appear so quickly, having both you and your teammate armed with a ZEUS launcher is best. The faster you kill those bonuses, the faster you can ditch your ZEUS and finish the firefight normally.

If you armed yourself with the ZEUS to take out the choppers, you need to semiauto fire your PDW or SMG. Take the left bridge into the enemy zone and have your team do most of the firing. You can also yo-yo your team out into the open and see if they are shot at by enemies you cannot see.

As you near the gold square in the park, switch to the ZEUS and order the team to attack mode so the checkpoint saves all that (in case you die).

Order the team to sit behind a planter, away from the merry go-round (which explodes in a little while). Sit your own character on the opposite side to cover the yard. When the first two choppers appear, order the team to blast one chopper while you ZEUS the other (don't forget to reload).

Keep attacking until the choppers both start to tilt and crash. Duck down, reload, and destroy the final troop chopper. Even if you aren't after the secondary objectives, disabling the choppers before they disgorge cargo is a good thing since you fight fewer enemies.

Once you have no more choppers, survive the firefight by killing enemies. When enough enemies are killed, the HummVee will appear and you simply touch it to get out.

On Your Own

You will be alone and your CrossCom (vers 2.X) will fuzz out. In this stage, your HUD will not display red enemy markers, 'give order' markers, or much of anything else (night vision still works). Your character has what ever weapon he had last, and if you need to, grab an enemy G-36K and use that until you reach your MULE.



Stay behind cover and your Mexican buddy will pretty much do most of the lucky shots for you. Still, don't rely on incompetent A.I. and semiauto drop your enemies yourself. Once you clear enough space to the MULE's rendezvous, run for it. If you get wounded, you can heal.

Secondary Objective (1 of 2):

The truck at the beginning. Blow it up and score partly. You're almost there. 'Quick mission' makes this part easier than killing babies with an axe.

Once you suit up at the MULE, you will realize that you're stuck in the middle of the field with mortars coming down. You also have a stupidly ridiculous ZEUS launcher for no reason. Take it easy. There's a reason for that.



From where you get the MULE, locate the building near the mortars marked in this guide's map (bit lower right). You can see it as a warehouse of sorts in the game. You need to run there, take cover, then manually drive the MULE to your

position.

At that point, you should step out a little bit and kill the mortar team with a ZEUS shot (or use any PDW) before hiding in the building again. Two choppers will appear and try to kill you.

Secondary Objective (2 of 2):

Assuming you killed the truck, kill the two choppers who attack your character. Don't forget to reload after each missile shot, and you can kill both choppers easily.

Inch out from the cover and ZEUS the choppers as they buzz around. Don't let them escape if you can help it. The gunners in the choppers die fairly quick once you blast them. Afterwards, heal at the MULE, wipe out the mortar team if you haven't already, and extract at the gold square.

Operation Orpheus

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Failure Is Not An Option

Another gun ride, but this time, the stakes are a little higher. You need to keep all the salvage convoy vehicles safe for the secondary objective and waste pretty much everything that has a red marker.

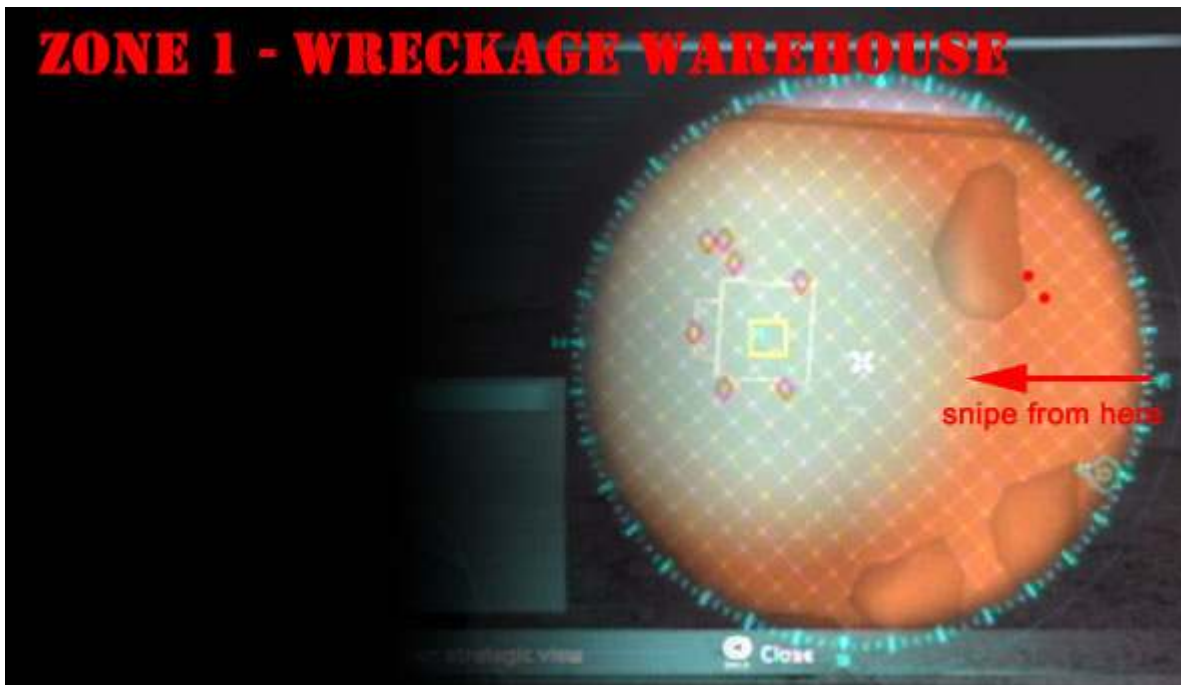
Vehicles will try to pursue the convoy, but fast guns should take down the enemies. Destroy any roadblocks barring the salvage convoy's escape, and use the cars parked on the roadside as bombs to get rid of enemies. Your own APCs will hardly feel the effects of the explosions you create next to them, but they will be killed from enemy attacks.

Get Me Rosen!

You will start this mission alone again, but with an SR A550 in the campaign. Conserve your ammo! The 50 rounds you start with is all you have until you get your hands on enemy guns. There are fewer than 50 enemies before you hold an Oshkosh rally, so don't waste shots.

If you want take an offensive or destructive pack with you (just one optional truck you don't need to destroy); however, it doesn't really matter since you can swap out guns temporarily for that purpose.

ZONE 1 - WRECKAGE WAREHOUSE

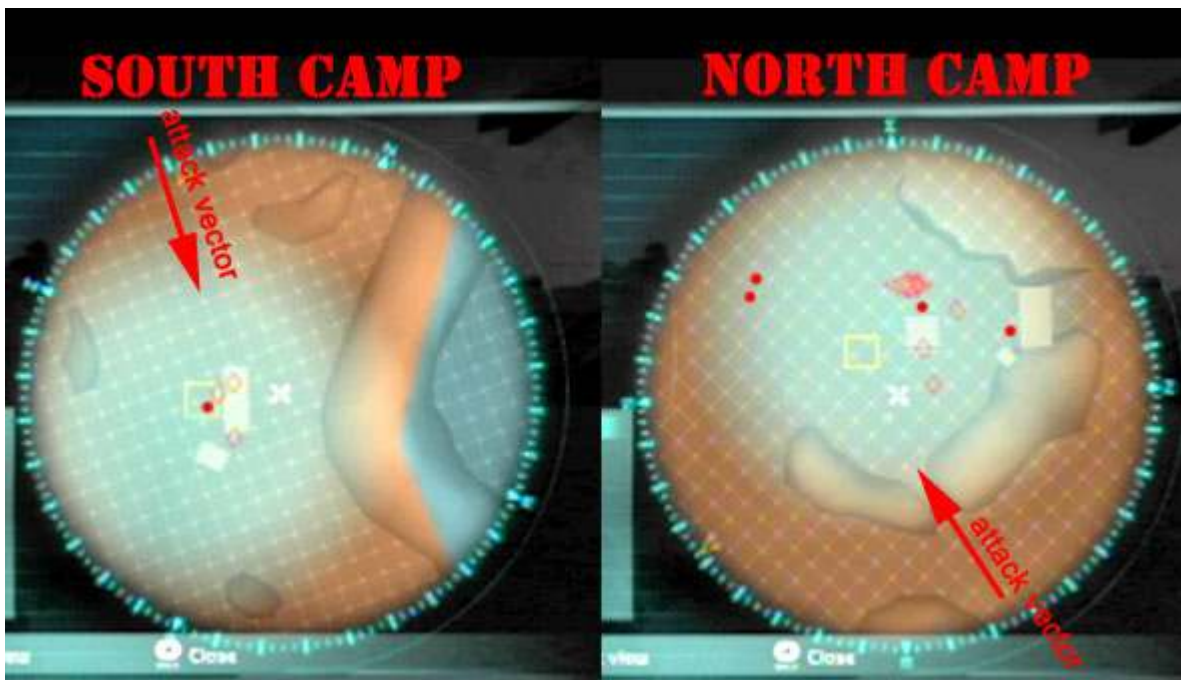


When you start, send the UAV to locate the two losers marked above the 'snipe from here' text in the guide's map. Two shots and BAM, move your character's ass up the hill to their graves.

Use the UAV to scan and scout the building, keeping in mind that enemies will shoot if they detect the UAV's buzz. Duck and snipe all the enemies around the building. Don't forget counter-snipe can shoot through the thin barriers. If you see a dull red outline, fire and kill the target.

There's sometimes a person in the building. If you can get into the building without provoking the other enemies in the rear of the building, you can plant the explosive charge on the wreckage, run back out and watch all the enemies nearby die in the explosion.

In the words of the Resident Evil (GCN) guide writer - **B00000000000000000M**.



Now a fair warning after dusting off the wreckage and salvaging any weapons, **watch out for the marksman that's sitting right at the transition between the blue and red zones**. On normal or hard, he can crackshot your head and turn it into a Mott's 100% Pure Apple Juice ingredient reject. Scout the junction to the next valley with the UAV and he should appear on your HUD.

In the next valley, you need to take out all the hostiles in the north and south camps. Take on the north camp (survey first) and sweep the spot with the UAV until all the guys show up. Once that's done, approach on the indicated path and drench the desert with Heinz 57.

Attack the four enemies in the south camp and you can rally at the Oshkosh. Take a team with a gunner and a medic or grenadier and a marksman. The sniper will help in some cases, but not entirely, since you can do most of the sniping with an assault rifle or even a light machinegun. The medic might be helpful in that case. Be sure to take the destructive pack regardless. As for the weapon, if you have a grenadier and marksman, take the M48 light machinegun. If you use a gunner and medic, take an EGLM equipped rifle.



The hacienda has enemies everywhere, but the package you came for is in the southwest corner. Take out the enemies in each quadrant (a bonus is you can exchange your weapons with the fallen) and locate the building with the hostage. One of the reasons you want to clear the area at the entrance of enemies is to let your team linger there to ambush the ambushers.

Secondary Objective:

Three trucks will appear and drop off enemies. Blow them all up for security. You can use a satchel and blast one of the trucks at their parked spot (see red X on the guide's map) and simply hose down the other trucks with super-heated lead.

Do not approach the hostage yet -- the green marker will tell you where he is. Instead, place a satchel at one of the red marked Xs on the guide's map. You can simply place one outside the hacienda's main gate (to either side) and wait for the truck to pull up. Basically, you wax the truck before the enemies inside get out.

Place your team behind the planters facing out of the hacienda. Locate an MG21 in the mess, or a rifle with an EGLM launcher. Make sure you have the grenade launcher and satchel ready and locate the hostage in the southwest building.

When you are ready, approach the hostage and get back to the roof or your team. Begin the slaughter of the incoming enemies and counter enemy fire with your own. If you want an alternate spot for your team, place them on the roof of Rosen's building. However, they cannot destroy all the trucks from there. Once you're done, extract on the roof of Rosen's building.

Operation Eagle's Claw

Operation Lone Star Shield	Operation Hornet's Nest	Operation Orpheus	Operation Eagle's Claw
<i>Need your cajones, son Knock 'em dead Unpleasant surprise This place is an inferno</i>	<i>You'll be inserted solo The price of peace On your own</i>	<i>Failure is not an option Get me Rosen!</i>	<i>Who the hell are these guys? Codenamed Farallon Just shut up and do your job</i>

Who The Hell Are These Guys?

This is a tough mission since you need to hold off a lot of enemies midway through the mission. Take a medic and a gunner. There are no hard targets for now, and any you find later can be dealt with in the traditional sense.



There are no RPG soldiers at the first APC waypoint -- send your APC out and have it take down the enemy nest. Stop the APC before it reaches the next waypoint (at the first AA tank position) and have it attack enemies nearby.

Gather your team and head up the stairs to the roof of the building across from the AA tank. Using the sign and planters on the roof, blast the enemy RPG soldiers and men. When you get rid of the anti-armor soldier, roll the APC to the waypoint and use it to attack the remaining enemies. Blast the AA tank and turn around.

For the second position, head towards the AA tanks from the alleyway not covered by the APC track. Attack the RPG soldier on the balcony and when he is gone or enough chaos is created, roll the APC up and have it mop up. Blast the other AA tanks, and try to keep you and your team in green health.



The APC leaves and you are instructed to hold the hotel while Bravo team looks for the nukes in the hotel. If you find an MG21 in the nests, grab it. Hold the gold square and have your gunner hose down the incoming trucks. They are not secondaries, but they do act as bombs you can use to take out enemies around them.

Once all the enemies are dead, you are ordered to an Oshkosh for outfitting. If you brought along a medic, use up all the healing packs since they are restored from the resupply.



For the final part of the stage, take along any team, but you might want a medic and a gunner. Pick any weapon you can snipe at medium range with. The secondary objectives appear as soon as you select your team and weapons. Instead of approaching the tank, go right and look for some stairs by a building. Constantly regroup your team with you. Go up and order the chopper that appears to nuke the approaching truck first.

Secondary Objective:

Two trucks appear on a highway that you can only see if you go up some stairs to the right of the rally point. From that rooftop, you can destroy the passing trucks with gunfire -- with the chopper 'Little Bird', you should have no trouble with this bonus.

If you are quick, you can order the chopper to nuke the second truck, or the combined fire from your and your team (full automatic) and a few rounds from the chopper will dust the second truck as it tries to go around the first truck's wreckage.

Once you're done, head out with the tank and chopper. Note that there are tons of RPGs and vehicles, and enemies trying to kill you. Use the chopper to take down the anti-armor soldiers, the tank on the vehicles, and your team to attack the rest of the enemies.

Accuracy of command is more important than how fast you can fight at this point, so spend time on the tactical map and quickly ordering your units around.

Before moving your tank through the middle building come up close behind the tank and take down the RPG soldiers when you can.



In the final run to the end, there are two remaining RPG soldiers on each side of the street. Use the chopper to quickly take them out as the tank moves forward. Your team can be expended in the most ruthless and useful manner by sending them out on aggressive mode.

Combine arms yourself to the extraction, which will turn into a chaotic gun ride.

During the gun ride, wait for the first wave of enemies to gather around the Grayhound bus and blow it. At that point, continuously do a 'give order' command while looking for the vehicular red diamond. A stolen M1A1 tank will appear and attack your buddies. If you're quick, you can blow it up before it can do too much damage.

Waste more enemy soldiers, and blow the second tank after it appears (comes from the same spot as the first tank).

Once the air-strike leaves, focus on killing soldiers who have the double side slashes (RPG soldiers) or those who stand out from the crowd. Sweep the minigun over crowds and once you take off to fight the MiL chopper, focus on that target above all else. Once the enemy chopper is destroyed, you win.

If you want the secondary objective, take the anti-armor soldier. You will want a sniper rifle, which you can exchange later in the stage. For this stage, smoke finally comes into play -- take an offensive or defensive pack for smokes.



Use the UAV to locate the sniper in the city. He will kill you, so find him and kill him first. Once that's done, all you do is sweep the remaining hostiles with the Ghosts team and the Mexican infantry.

With two squads, you can try a pincer attack, but it's just as easy to use them as decoys (like in *Tiny Toons*) and snipe enemies while they fire on your allies. It's called the buddy system. What? You never heard of that? Why don't you take a quick walk around the base perimeter and see if anyone's there?



The facility entrance has no marksmen, but plenty of enemies to give you grief. Use the UAV to locate them all and then clean them up with the two squads. The rocket soldier can take out a few enemies if they are clustered in groups.



There are two plants (which suffer the same respawning enemy bug if you die and retry at the checkpoint). UAV the southern plant but as the defence force dwindles, pull your Ghost team back to the middle of the area (between the two plants). You need their firepower.

Secondary Objective:

Choppers appear in the middle area (between the two plants) after one of them is secured by your forces. You need to hose the chopper down with MG21 fire or a rocket to capture this bonus.

Take down the north plant. Keep in mind the UAV does not track the enemies who patrolled into the building. Once both plants are secured, you can access the bridge to the main building. This building is set up like the fortress in *Commando* (the game, not the Governor's movie).



Consider enemies will appear as you cross the bridge. Work to the building but do not enter it. Enemies inside will

smoke your people with gunfire, so obscure the movement by using smoke grenades. Toss four into the room and order your team of Mexicans into the building (the Ghost team, with the gunner, grenadier, or anti-armor, is more valuable). Storm the basement and use the rest of the teams to clean house.

Going upstairs, you can shoot the lower areas of enemies as they descend and kill them. Notice the large amount of MG21s and grenade launchers? They are for the bosses. Clear the building and order your teams to stand guard on the middle level, and away from windows.

Take an MG21 or grenade launcher before you head to the roof to place the EMP charge. Once you place and detonate the charge, two choppers appear to attack you. Smoke both mosquitos and extract to the Oshkosh. Note that ordering your teams to attack the choppers is suicide, so tell them to stand down (recon mode) if you need to, and manually designate targets if you need to.

Shaddap And Do Your Job

This mission will start you off with the default rifleman, gunner, and medic team, meaning you have almost no chance to destroy the fleeing objective the first time around. Of course, the hard part here is surviving the initial drop. Take a sniper or assault rifle for the moment.



Take cover and blow the brains out of the marksmen on the roof on the small building ahead. Take out the enemies coming in and the vehicles as well. Going up the hill is the hardest part, since you can snipe some of the marksmen before you get to the crest. Additionally, more enemies lurk on the hilltop, so you need to move in force and clean up.

Once you crest the hill, take out the light vehicle that comes in. As you pass by the gate to the toll booth, you will have an APC drive by, drop off, and take off. Additionally, a light vehicle will attack, along with ten million rebel troops.

Secondary Objective:

An APC drops off enemies and takes off when you pass the chain link fence towards the booth structure by the bridge. An anti-armor soldier or your ZEUS will take down the APC quickly. Once that's done, you can take up a G-36K and never worry about suffering through all that initial fire-fight again.

Wax what you can and move towards the tollbooth. Hold the position by setting your rifleman on a fixed gun. You can set your gunner or grenadier on the second fixed gun, or take it yourself. Destroy all the vehicles coming in and their supporting buddies and an Oshkosh will appear for a resupply. For the final assault, consider taking a medic and a grenadier or a gunner.

A marksman will help in the final part, provided you live, and the anti-rocket is useless. If you want to do a lot of fire with no result, try putting in a second rifleman. Good luck with that set-up.



You will get a tank and a chopper for this, but the chopper will be pulled out of your command by the time you get the checkpoint (near the open building in the center). Use up the chopper and the tank to muscle to the checkpoint.

Apart from the two RPG soldiers threatening your tank (you or your team can take them out), nothing really hurts the tank, so let it go first, blast the enemies with the tank gun, and leave your soldiers in good health for the showdown.

Snipe the alley sniper by sneaking in on the left side or by the corner of the building in the middle. Once he's gone, you can take down the RPG soldier on the roof past the middle building. With those two out of the picture, your tank will be able to take out the rest of the trash.



The final area is the hardest. Both ways up top are covered by enemies and there's no good way to attack, save by drawing them out using the back stairs. Once enemies are exposed and firing on you or your team, switch to the tanks' command view and order it to fire on the enemies. A lucky shot sometimes gets rid of a few before you can find enough slack in the fire to advance closer and take out more enemies.

Don't stand and go up the final flight of stairs; go prone and use the barrels as cover. Take down the remaining enemies with your team's help and sight the missile pit.

Once you do, a chopper will appear to attack you. Since you are very exposed, you can choose to run back down the stairs and hide under the arcade, using your tank to shoot down the chopper, or you can hose the gunner and drive the chopper off. Once you use the 'give order' command on the missile pit, you detonate the rockets and finish the game.