



Introduction

On the eve of the announcement of the North American Joint Security Agreement, Nicaraguan rebels decide to turn Mexico City into a modern battlefield by selling some stolen surveillance hardware to some Mexican forces. To make matters worse, the US President has disappeared in this attempted coup. As a member of the elite Ghost Recon squad, it is your job to lead your futuristic warriors in to the heart of the battle against insurmountable odds and come back in one piece.

If you need help saving the president or are just looking for that extra edge while playing online, you've come to the right place. IGN's Ghost Recon Advanced Warfighter guide is the premier online source for everything from how to get started, to a complete walkthrough, to maps and strategy to rule the online world. The war of the future is happening right now and you'd better be prepared.



- **Boot Camp:** A crash course in staying alive and dealing out pain.
- **Weapons and Vehicles:** A detailed look at tools you'll use to destroy the rebels.
- **Campaign:** A full walkthrough of the single player game that will take you through on Hard mode, complete with overhead maps.
- **Multiplayer:** We'll give you maps, basic strategies for each stage, as well as help for every game mode.
- **Secrets:** How to win Achievement Points and cheat your way to victory.

Guide by: Erik Brudvig

This PDF Guide is property of IGN Entertainment. Any unlawful duplication or posting of this document without the consent of IGN Entertainment will result in legal action.

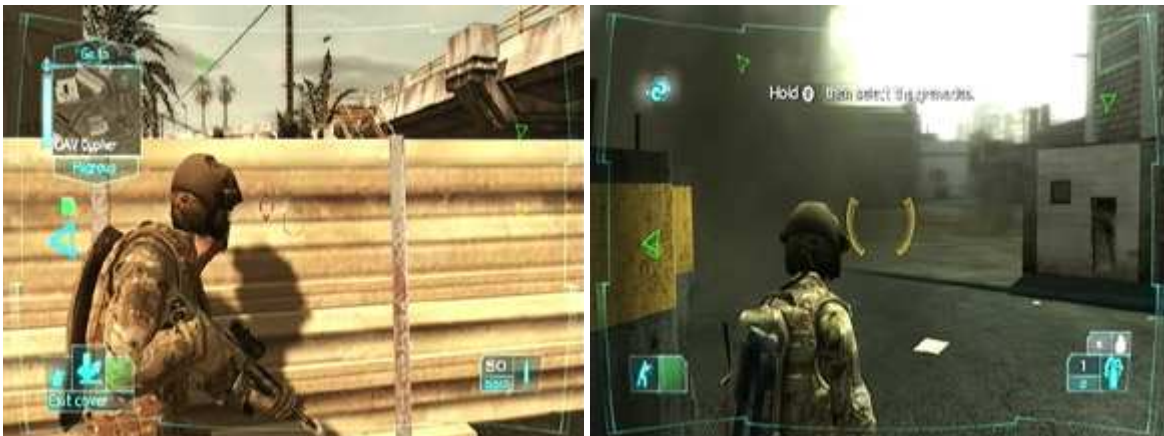
Boot Camp

Controls

Press	Result
A Button	Reload/Change Fire Mode
B Button	Select Weapon
X Button	Toggle Night Vision On/Off
Y Button	Context Sensitive Action (Climb, Roll, Use)
Right Analog Stick	Look
Click Right Stick	Zoom
Left Analog Stick	Move
Click Left Stick	Change Stance
D-Pad	Command (Up or Down)/Select Speaker (Right or Left)
Left Trigger	Aim
Left Bumper	Toggle between Assault/Recon Modes
Right Trigger	Fire
Right Bumper	Switch Camera

Don't Expose Yourself

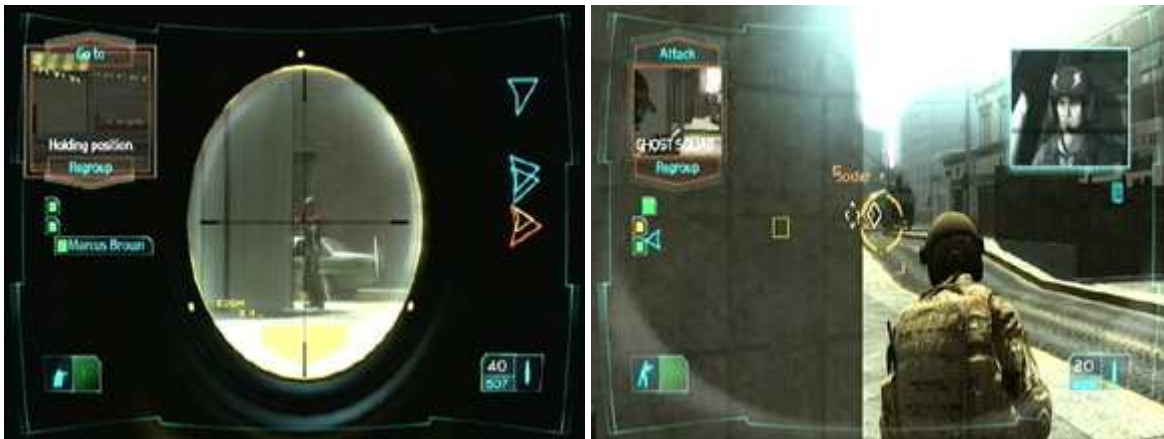
A soldier out in the open is a dead soldier. Never run out into the open unless you are absolutely certain that you have cleared all of the enemies out of the area. In the interim, press yourself up against the wall, car, or rubble you are standing near. Your player will automatically lean against it. From this position you can lean out to look and fire around corners while only exposing a minimal amount of your body.



If there isn't any cover available, you can always create some. Smoke bombs work wonders for concealing your movements. You can also use them as offensive weapons. After throwing one, jump into the cloud and switch on your night vision. You'll be able to see straight through the smoke and get some free shots at the rebels.

Aiming True

Planting your feet while firing in Ghost Recon Advanced Warfighter is absolutely necessary if you want to hit your target. Just like in real life, if you want to run across a battlefield shooting, you're going to miss with nearly 100% of your shots. This, combined with the scary accuracy of the rebel fighters, makes positioning yourself in set places and sitting still the key to both staying alive and defeating your enemies. Pressing the Left Thumbstick will cause your player to take a knee, which will improve your accuracy. Even more accurate is lying in the "prone" position with your body flat on the ground. The other advantage of this position is that you become a small target for the enemy.



Besides positioning, you can also improve your accuracy simply by aiming. Holding down the Left Trigger will cause you to aim your weapon which will make the target reticle on the screen get smaller, indicating a truer shot. If your weapon has a scope on it, press the Right Thumbstick and you'll zoom in. Holding down the Left Trigger after doing this will cause you to hold your breath which will make your shot more accurate, but it can only be done momentarily until you need to breathe again. One thing you should know is that by using a scope (one most guns) you are exposing more of your body to enemy fire and will take more time returning to cover than if you just aim without the scope.

Exploiting the HUD

Your Heads-up-display, or HUD, gives you a vast amount of information that you'll need to exploit if you want to survive. The most important thing it does is track enemy locations. Once you locate an enemy, they will be outlined with a red diamond. This will allow you to keep track of who is left to kill as well as allow you to command your squad to fight them for you. Each enemy that is off screen, but being tracked, will be indicated with a red arrow pointing to its location. A green arrow is a friendly or neutral vehicle, soldier, or weapon while a white/blue arrow indicates a squad member. The yellow arrow/box indicates your objective and points out the direction you should be moving in.

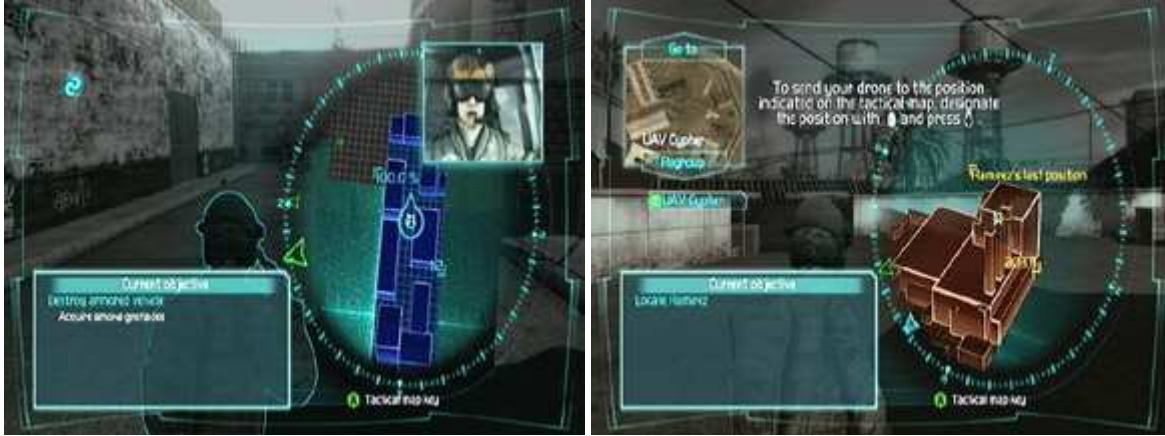


In the upper left corner, you'll see a box with another view of the battlefield. This is actually what your squadmates are currently seeing. This bonus vision also applies to Unmanned Aerial Vehicles as well as other traditional machines. If you're not sure what lies ahead, send in one of your troops to check it out. It's better to risk someone else's life than to risk having to restart from a previous checkpoint.

In the lower left corner you can see a green box. This indicates your health. In Hard mode, one shot will kill you and it is irrelevant. On Normal mode, you can be shot several times. First it will turn yellow and then red before you die. Keep an eye on your health status so that you'll know how big of a risk you can take. The lower right part of the screen indicates weapon you have equipped and the mode of fire it is in, as well as how many bullets you have left in the clip. Make sure you always reload before sticking your head out. If you run out of bullets in the middle of a tense fight, it could spell death.

Tactical Map

At any time during the single player game, you can press the Back Button to view the Tactical Map. This will show you a three dimensional look at the battlefield and allow you to plan your next action. You can also direct the actions of your squad and any vehicles you have command over through this screen, telling them to attack or move to any position. If the area is highlighted in blue, it means you have cleared it of all rebel fighters. Red is the current battle zone while grey areas are ones you aren't supposed to be in yet.



Commanding Effectively

As a captain of a special forces unit, it is your job to give out orders. These are soldiers, so they're trained to follow commands, but they won't be much good without your help. Make sure you always tell your squad where to take cover or they'll just stand out in the open and get killed. Also, they are much more effective at fighting if you direct who they should shoot, especially if it is a vehicle. Micromanagement will turn your squad from a nuisance to a big help.

If a member of your squad takes too much damage, you'll find they're out cold on the ground requiring medical attention. Get it to them quickly before they perish, but don't do it yourself. If they went down, it was obviously from enemy fire which is likely to get you as you try to heal them. Only heal the team yourself after the battle is over.

When you take command of vehicles, you absolutely must exploit them if you plan on surviving. Tanks, Bradleys, and assault helicopters have much more firepower than any single member of your unit. Take advantage of this by sitting in the corner and commanding them to do the dirty work. Additionally, tanks and Bradleys make excellent cover. If you have them advance slowly, you can fall in behind them and use them as a mobile shield.

Alternate Fire

Each weapon that you have has an alternate fire. Most of the time, this just means that you can switch between automatic fire and single round shots for a rifle. Some guns, though, have a grenade launcher strapped onto them which you will definitely want to take advantage of. The MRC-LW even has a camera on it allowing you to stay behind cover while you fire accurately making it the single most effective weapon in the game. Make sure you select your weapons carefully based on what the situation calls for. Likewise, switch the mode of fire your weapon uses based on which enemies you are confronted with. Read our [Weapons section](#) for more tips.

Weapons and Vehicles

Auto Rifleman Kit

These light machine guns are great for spray-and-pray players. If you have an itchy trigger finger and simply can't sit still, try using one of these. They only have mildly good accuracy, but they have the highest firing rate and largest clips in the game. Although you won't be much in a long distance fight, they work great in urban environments where you never know what you'll find around the next corner. When you use one, make sure you crouch and aim with the Left Trigger to ensure that your bullets don't miss wildly. Also, never stop moving in a Multiplayer game. Attempting to set up a camping situation with one of these weapons is a recipe for failure.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
T-95 LMG	5.8x42mm	75/450	Automatic	None
MK48 LMG	7.62x51mm	100/600	Automatic	None
M60	7.62x51mm	100/600	Automatic	None
MG21	7.62x51mm	100/600	Automatic	None

Rifleman Kit

In the Campaign mode, the MR-C LW will be your bread and butter. This gun has a camera on it, enabling you to look around corners and fire without exposing your body. As soon as you can, equip this weapon and stick with it as long as possible. It is also a powerful weapon in the multiplayer game, though many people will complain that you're "cheating" if you start using it. The MR-C LW and its brother the MR-C should be your major tools in the Campaign mode. Online, you should stay away from any assault rifle that doesn't have a scope. If you're willing to forego your ranged capabilities, you're better off going with a weapon from the Auto Rifleman Kit. We prefer to stick with the MR-C and SA-80. Their ability to work in both close combat and as a substitute sniper rifle makes them the most versatile and deadly weapons in the game.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
T-95	5.8x42mm	30/100	Auto/Semiautomatic	None
SCAR-L CQC	5.56x45mm	30/300	Auto/Semiautomatic	2x
SCAR-L Carbine	5.56x45mm	30/300	Auto/Semiautomatic	2x
SCAR-H	7.62x51mm	20/200	Auto/Semiautomatic	2x
SA-80	5.56x45mm	30/300	Auto/Semiautomatic	2x/4x
MR-C LW	5.56x25mm	50/300	Auto/Semiautomatic	2x
MR-C	5.56x25mm	50/300	Auto/Semiautomatic	2x/4x
MP5SD	9x19mm	30/300	Auto/Semiautomatic	None
M8 Carbine	5.56x45mm	30/300	Auto/Semiautomatic	2x
M468-SD	6.8x43mm	28/280	Auto/Semiautomatic	2x
A4 Rifle	5.56x45mm	30/300	Semiautomatic/Burst	2x
AK-47	7.62x39mm	30/300	Auto/Semiautomatic	None
36k Carbine	5.56x45mm	30/300	Auto/Semiautomatic	2x

Marksman Kit

The Marksman Kit is a favorite for large maps in the multiplayer game. It is also advisable to take a sniper rifle with you occasionally during the single player campaign. These weapons are perfect for long range encounters enabling you to take down your foe without them ever knowing you exist. In the Campaign, you can use the SR A550 to snipe through walls. Once you have enemies lit up on your HUD, you can target them through walls by zooming in on them and shooting at the silhouette that appears. Due to the fact that this doesn't work in multiplayer games and that you really don't need a more powerful sniper rifle, you should forgoe using this weapon online and stick with rifles that have larger clips and smaller recoils. The less powerful sniper rifles afford you a little bit more freedom in an online game allowing you to play as a lone wolf and continuously move to new camping spots.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
SR A550	12.7x99mm	5/55	Semiautomatic	4x/8x
KJY-88 Sniper	5.8x42mm	10/130	Semiautomatic	4x/8x
M107 Sniper	12.7x99mm	10/110	Semiautomatic	4x/8x
PSG-1	7.62x51mm	10/200	Semiautomatic	4x/8x
SR 25 Sniper	7.62x51mm	20/260	Semiautomatic	4x/8x

Grenadier Kit

These weapons all feature some sort of ranged explosive. The ZEUS is your classic bazooka, which makes it utterly useless in both the Campaign and in multiplayer. Carry along a Grenadier class in your squad through the Campaign and use them to take out the heavy vehicles so that you don't have to. Online, this weapon has too slow of a firing rate and the smallest clip around. The only time you'd want to use it is to shoot down a helo. Once you have, quickly exchange it for another weapon. Each of the other weapons in this category has been modified to have a grenade launcher as its alternate fire. These are powerful weapons so, unless you practice with them, you'll find yourself blowing your own player and teammates up way more often than you'd like. When used properly, these can be great offensive tools especially on smaller sized maps. Stick with the SA80 and you'll have a versatile power weapon. If you're trying to make it through the Co-op Campaigns, these are good weapons to deal with the endless supply of enemies.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
ZEUS-MP AR	84mm HE	1/5	Single shot	2x
T95/M320	5.8x42mm/40mm	30/300	Auto/Semiautomatic	None
SCAR-L CQC/EGLM	6.62x51mm/40mm	30/300	Auto/Semiautomatic	None
SCAR-L EGLM	5.56x45mm/40mm	30/300	Auto/Semiautomatic	None
SCAR-H/EGLM	7.62x51mm/40mm	20/200	Auto/Semiautomatic	2x
MR-C/AGL	5.56x25mm/40mm	50/300	Auto/Semiautomatic	None
SA80/M320	5.56x45mm/40mm	30/300	Auto/Semiautomatic	2x/4x
M8/M320	5.56x45mm/40mm	30/300	Auto/Semiautomatic	2x
M468-SD/M320	5.56x45mm/40mm	28/280	Auto/Semiautomatic	2x
A4 Rifle/M320	5.56x45mm/40mm	30/300	Auto/Semiautomatic	2x

Pistols

Having a secondary weapon is nice, but you won't find yourself using a pistol very often. They're underpowered and have no scope capabilities meaning you will only use them when you run out of ammunition for your primary weapon or are caught in close combat with a sniper rifle. There isn't any difference between your two options except that you can carry a silenced version. If you use this one in multiplayer games, your shots won't register on other people's HUDs the way normal gunshots light up the direction the sound came from with red arrows. It's less powerful, but a silenced weapon is useful if you are infiltrating an enemy base.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
M9 Pistol	9x19mm	15/75	Semiautomatic	None
M9SD Pistol	9x19mm	15/75	Semiautomatic	None

Grenades

Frag grenades are your typical explosive. You can't throw them very far, but they are great for tossing into rooms before entering and clearing out enemies lurking behind cover. In the single player Campaign, try tossing them at incoming personnel carriers to destroy the whole vehicle before enemies spill out of it. Smoke grenades will send out a plume of smoke that will create a cloud impenetrable to enemy sight. You can still see through the cloud if you use night vision, but no enemies in the Campaign have this making it extremely useful. Since online enemies do have it, these are really only useful as diversionary tools in the multiplayer game.

Weapon	Ammo	Clip Capacity	Firing Modes	Scope
Frag Grenade	N/A	6/6	Charged toss	N/A
Smoke Grenade	N/A	6/6	Charged toss	N/A

Vehicles

Although you can't actually hop into and ride around in a vehicle, you will end up commanding several of them (as well as fighting them) in the Campaign and you'll end up having to deal with helicopters in the multiplayer game. As such, you'd better know how to best use and abuse them.

UAV Cypher: The Unmanned Aerial Vehicle is your all purpose recon unit. It can fly over the battlefield, give you a bird's eye view of the action, and identify and track enemies on your HUD. The function is slightly different depending upon whether you are playing the single player Campaign or online. In the Campaign, you can position the Cypher wherever you want and then tell it to descend into recon mode. Enemies will only be identified while it is flying low, but it will also be the target of hostile fire. Quickly drop it in to locate the enemies and then raise it back up to safe elevations.

The UAV is never safe in an online game. It can be controlled the same as in the Campaign, but it always flies low allowing enemies to shoot at it as they please. If you see one overhead that you're not controlling, shoot it down as fast as you can. You'll quickly become the target of long range snipers who have been relayed information on your location. These are powerful tools, so don't forget to make use of them.

Blackhawk: Periodically you'll get control of an assault helicopter. These vehicles are vulnerable to small arms fire, meaning you shouldn't station them over a large group of enemies and forget about them. They can strike whichever target you give them with great accuracy and strength making them ideal for shooting vehicles and killing enemies in the resulting explosion. If you have to take one of these down (you will in the Campaign and when playing Hamburger Hill online), then the best bet is to use a ZEUS. One shot will down it, so either command your squad to take the shot or do it yourself. At several points during the game you'll be able to man the gun yourself on these helos. They have a high rate of fire, but are prone to overheating so make sure you give them a rest in between waves of rebels.

M2 Bradley: You'll have to command and fight these during the Campaign mode. They have a powerful cannon and a soldier stationed on a turret providing two means of attack. If you have one on your side, use it to take down both enemy vehicles and soldiers. These vehicles have enough armor to withstand a single ZEUS rocket, but not two. This means they are destructible but they'll act as a great shield for you and your squad if you have command of one.

APC: The Armored Personnel Carrier has a single mounted machine gun. If you shoot out the gunner, they are useless and they'll simply drive away. This means you don't really need to use high powered weapons to deal with them, but it is more fun if you do.

Personnel Carriers: These regular trucks will ride into battle periodically throughout the Campaign. With no armor or offensive weapons, you should take the fight to them before they can unload a small squad of rebels. A couple of grenades or a shot from the ZEUS will destroy these trucks and everyone inside or nearby.

Apache: The Apache helicopter has more destructive capabilities than the Blackhawk. It can fire missiles along with its chaingun which will wreak havoc on enemy vehicles. Use them as your first strike when you have command of them before rolling in any weaker forces.

M1 Tank: The tank has the most firepower in the game, but it is slow to move and reload after firing. You'll only get command or see these a few times through the game and they should be used and dealt with in the same way as the Bradley.

M60: The M60 is a stationary machine gun. It has a high rate of fire and can slam large slugs into anyone who makes the mistake of crossing its fire. Like the Blackhawk, it can overheat so watch the gauge in the lower right corner of the screen. You're also stuck out in the open when you man one. As long as you keep laying down protective fire, the enemies won't be able to get a good shot off and you should remain alive.

Training

This stage, not too surprisingly, will walk you through some of the basic controls in Ghost Recon: Advanced Warfighter. As such, you can't die. If you get shot enough, you'll just be told that you would have died in live combat. Nevertheless, this is a great time to get a feel for how to play the game so don't rush through this level.

You are first informed about the objective marker. These appear as a yellow square on your screen. Start by walking to the first objective marker. The second part of the tutorial teaches you how to shoot from cover. Walk back around to the other side of the wall and press yourself against it to automatically crouch behind it.



When you're under cover, pressing the RB Button will cause you to switch which shoulder you are leaning against the wall with. Try this out and then use the Left Analog Stick to lean out from behind the cover. While doing so, pull the Left Trigger to aim your weapon. Focus your sites on the highlighted crate and pull the Right Trigger to send a few shots into it. Back away from the wall by pressing the Y Button to exit cover.



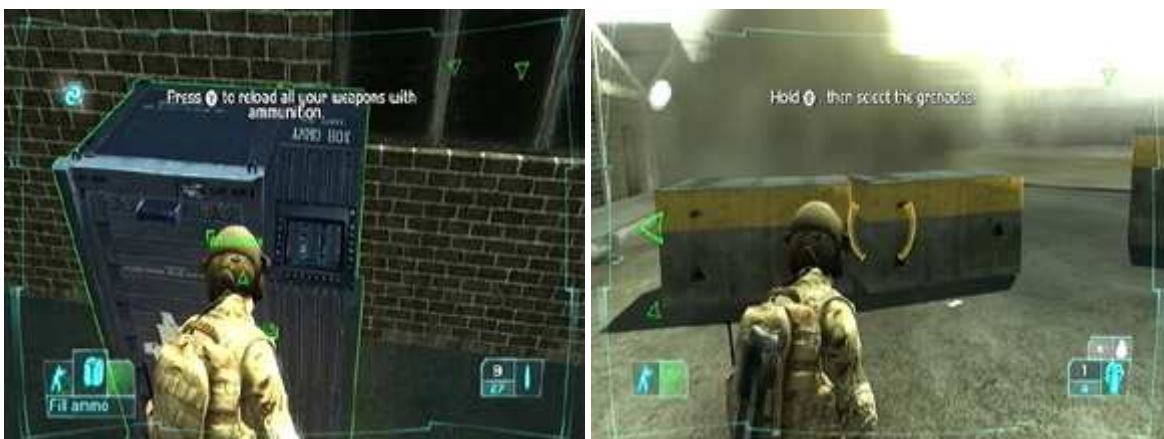
Press the A Button once to reload your weapon. Then, hold the A Button down and a menu will come up where you can switch the rate of fire of your weapon. When you're given the command, run forward and press yourself up against the next bit of cover. Now, you'll learn how to peak over walls using the Left Analog Stick and how to click the Right Analog Stick to use your scope. Zoom in on the crates, press the Left Trigger to hold your breath and unload a few rounds of ammunition into the targets.



With your first objective completed, you can now hop over the wall you were just hiding behind. Press the Y Button when you are close to it and you'll climb over. Quickly run up and take cover behind the small bit of a wall. Lean out and wait for two enemies to appear. Without coming out from behind the cover, take shots at them until they drop.



Press the Back Button to review your objectives. Right now, you should run straight down the road and take a left at the intersection. Follow the path straight to the objective marker and press the Y Button to fill up your ammo from the box. Hold down the B Button and select your new Smoke Grenades from the menu that pops up. Toss one out from behind the wall and give it a few seconds to fill the area up with smoke. Run into the cloud and toss a few more farther ahead of the cloud to completely obscure the enemy's vision. Your goal is to make it over to the east without being shot. When you get there, you'll see a ramp leading up into a parking lot -- take it up.



At the top of the parking lot, you'll see another crate. This one is a Kit Container. You can switch which types of guns you hold at these. Switch to the rocket launcher and then look over the ledge to target the Bradley. Hold steady without moving for a moment and you'll see your targeting reticule change. This means your rocket launcher is targeted, so pull

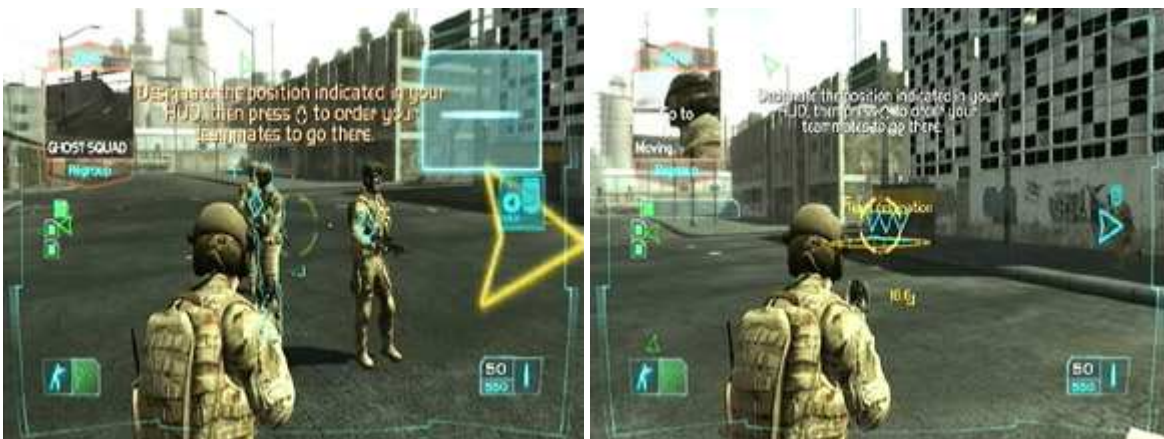
the trigger and back away while you reload. If the first shot didn't take out the Bradley, take another shot.



With the tank out of the way, go back down the ramp and follow the objective arrow to a Rally Point. Here you'll get your first introduction to team play. Select your squad and weapons from the menus and then you'll be taught how to give commands.



First, tell your squad to go take position near the first objective marker. This is done by aiming at it with your targeting reticule and pressing Up on the D-Pad. Repeat this again with the next marker to your left. Finally, press Down on the D-Pad to bring them back to you. The next part of the tutorial is about switching between Ghost and Assault mode. This will tell your team to either be reactive or aggressive. Press the LB Button several times to cycle through these AI sets.



When your Tactical Map comes up, move the cursor over to the yellow objective marker. Press Up on the D-Pad and you'll send your squad there. Now it is time for you to take command. Some enemy patrol units have been spotted. Move your team to the objective marker and then look for the yellow striped wall and take up position behind it with your squad.

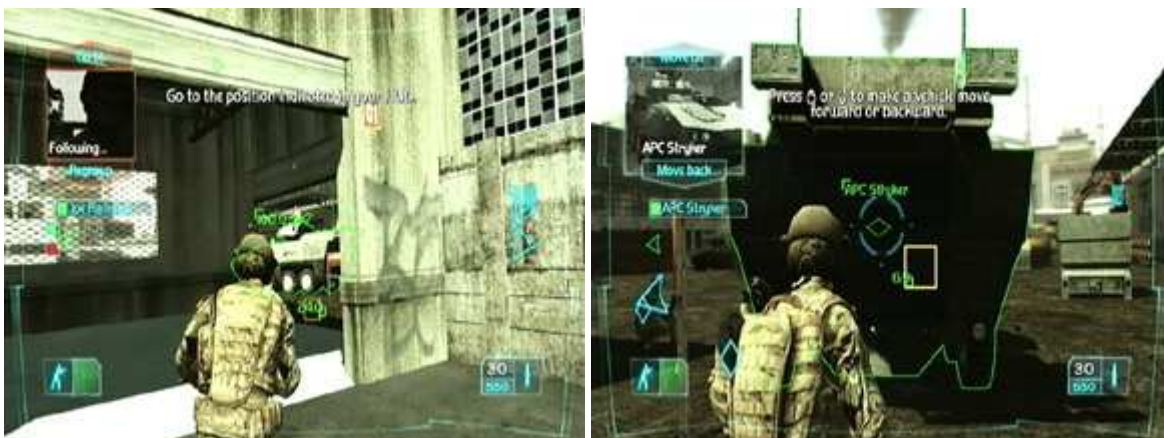
When the enemies come, put your combat skills into practice and lean out to target each one individually. Don't try to shoot them all at once or the return fire will be too much for you. Lean out, fire a few shots, and then take cover.



After you take down several of the enemies, one of your teammates will drop. You can either heal him yourself or command a teammate to do so. When you see the health icon appear after targeting a wounded soldier, either press the Y Button to heal him or Up on the D-Pad to have one of your squadmates play doctor.

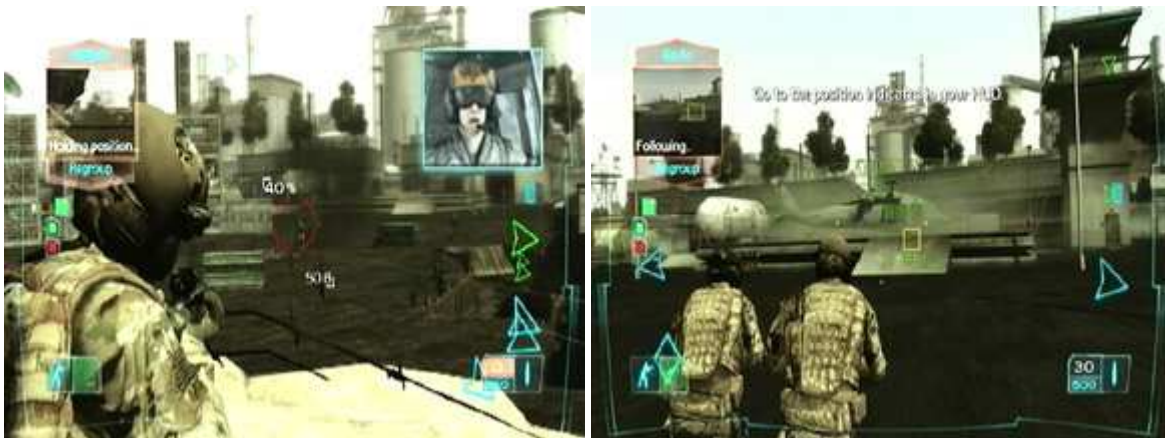


After you heal the soldier, your objective is completed and it is time to learn about commanding vehicles. Follow the objective marker until you come to an armored vehicle. Press Right on the D-Pad and you'll change your command from the soldiers to the vehicle. Once you do, press Up to make the vehicle move forward and follow along behind it. When you reach the objective marker, press Down to make the vehicle stop. The enemies in this area are no match for your vehicle and your squad. Sit back and watch as they do the dirty work.

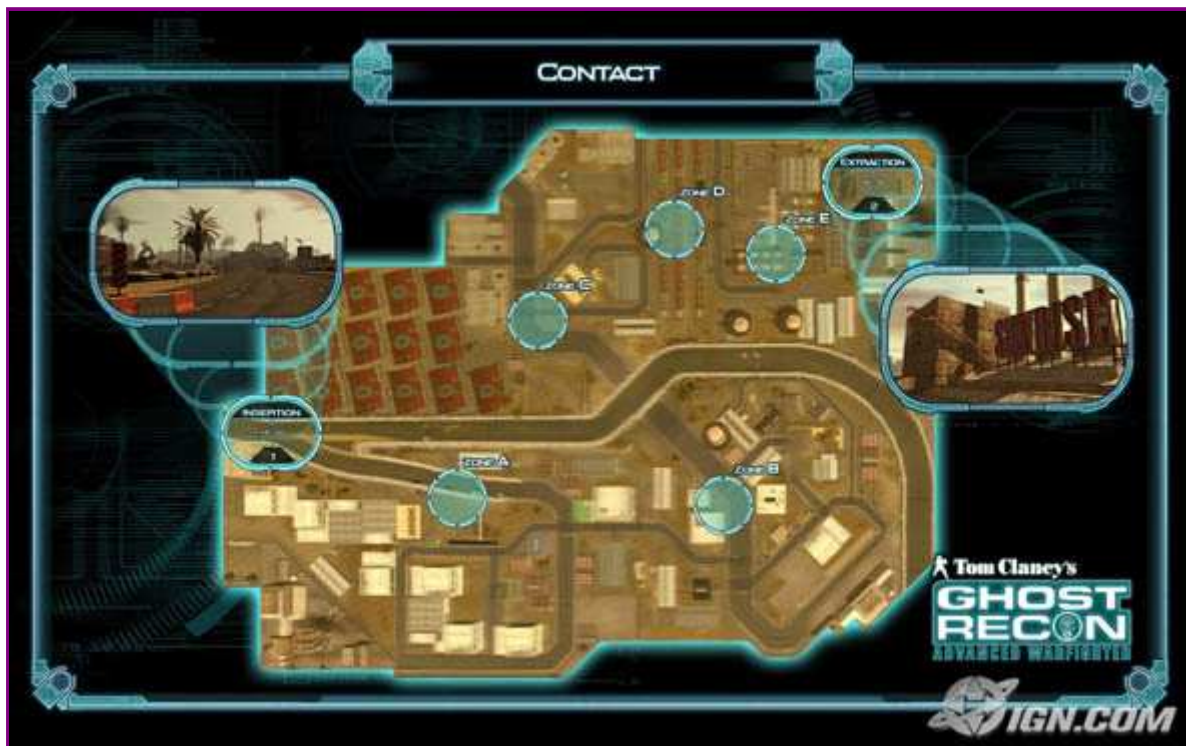


Your final test is to clear the area of enemies so that a Blackhawk can land. Position your team behind the sandbags and

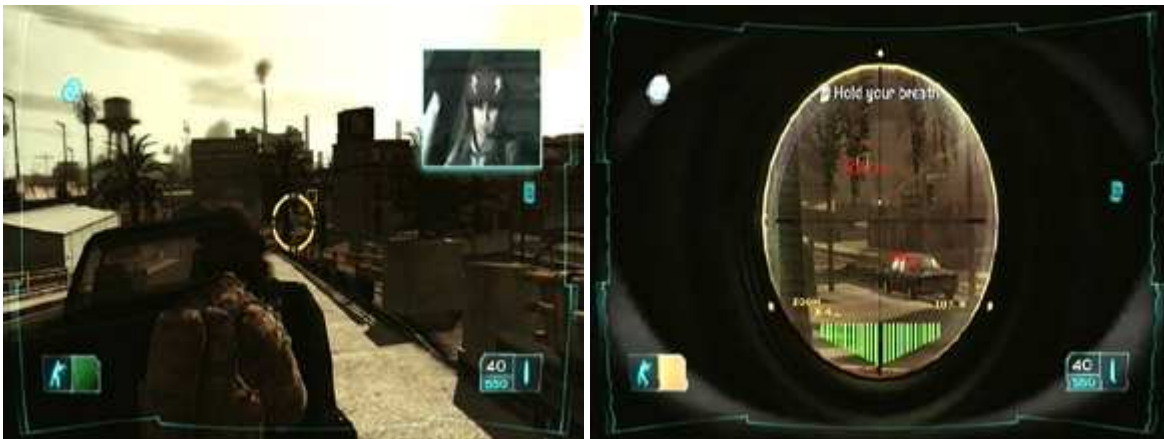
then press yourself up against it for cover. Enemies will be positioned down in the bunker and also will run across the field and hide behind cover. Practice your safe shooting and use some grenades to draw them out from the cover. Once they're done with, run forward to the helicopter for extraction.



Contact



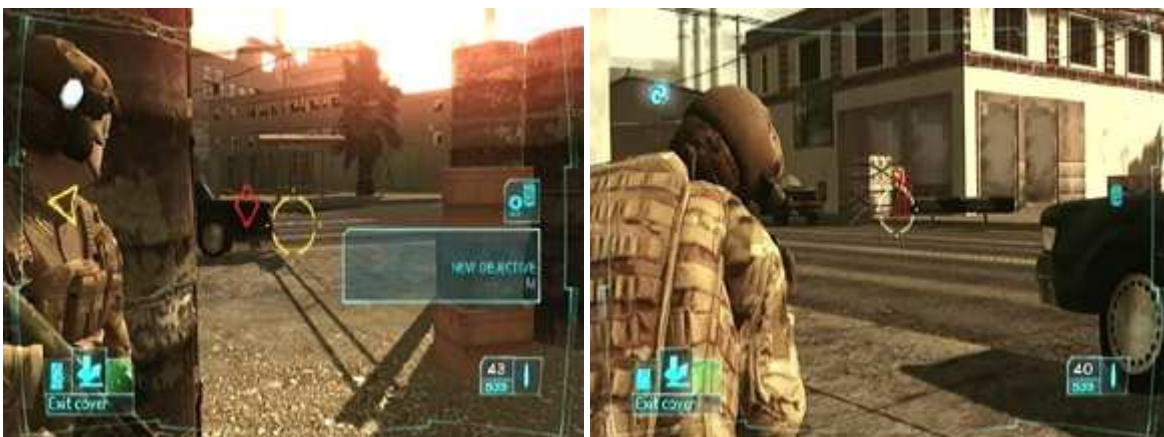
Your first objective marker is way off down the road, but don't be so quick to run down there. Park yourself behind the car up ahead and use your scope to check out the action down in the courtyard to the right. Take out the two soldiers either with headshots or by a few bursts of bullets. A third soldier will come running out, so stay in your position until you can down him as well.



You're now in the clear to move all the way down the road to the objective marker. Wait for an update on the Ramirez situation and then get behind some cover. Get behind the barrels on the left and peek over them to find a soldier you can shoot before he is aware of your presence.



One more soldier will come running out and hide behind the car directly behind the barrels. Take him out and then go past the barrels and push yourself up against the wall on the left. Peek around to find the final soldier in this group and shoot him from behind the cover.



Once the three soldiers are down, run forward to the objective marker to reach a Rally Point. Pick your squad (the default one works fine) and listen to the instructions about using a UAV.



First press Right on the D-Pad to select the drone. Move the UAV to Ramirez's last position on your tactical map. The UAV can only scan at low altitudes where it is vulnerable. That means you should bring it back up after you make contact. Press the LB Button to make it go down until it gets a positive ID on Ramirez, then press the same button again to bring it back up. Finally, tell the UAV to Regroup on your squad.



You should now have an objective marker showing up on your screen. Start walking towards the water towers and head down the hill. When you see a set of boxes near the raised highway, duck behind them. Your squadmates will discover two hostile soldiers and deal with them for you.



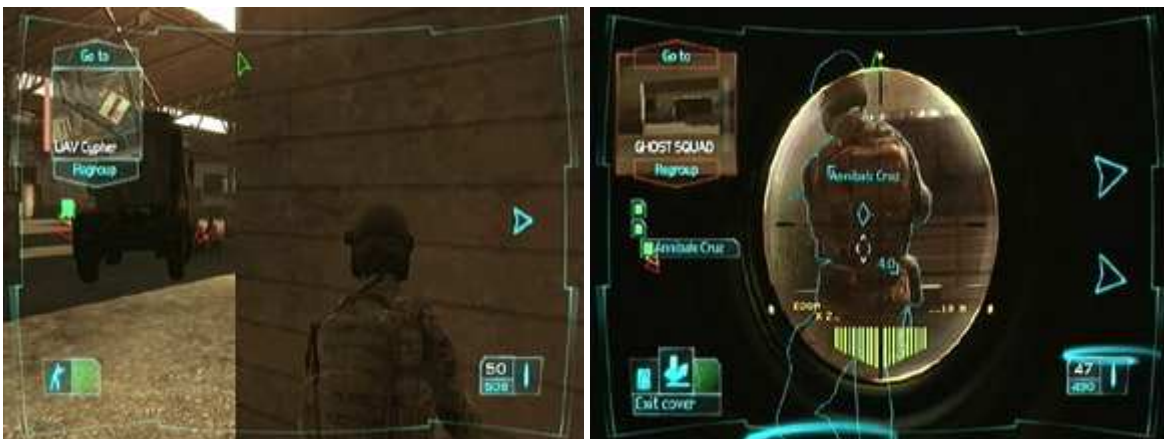
Walk down the hill underneath the raised highway. When you emerge out on the road, you'll be alerted about an incoming transport vehicle. Run around the barrier and up the hill on your right. Place your squad inside the small building and bunker down behind the boards. From here, you can shoot through the metal grating. Have your squad target the vehicles and watch for any soldiers trying to flank you.



Once you've destroyed those vehicles and wiped out the soldiers, walk past the burnt out trucks and turn to the right to continue towards your objective marker. Don't go down the road with walls on each side or you'll get put into a bad situation. Instead, walk down the main road until you see an opening in the wall on the right. Sweep your UAV over the open area on your tactical map to reveal the positions of the enemies to plan out your attack. Two soldiers are waiting right near the truck that is around the corner. Lean out and shoot them before bringing your squad into the open.

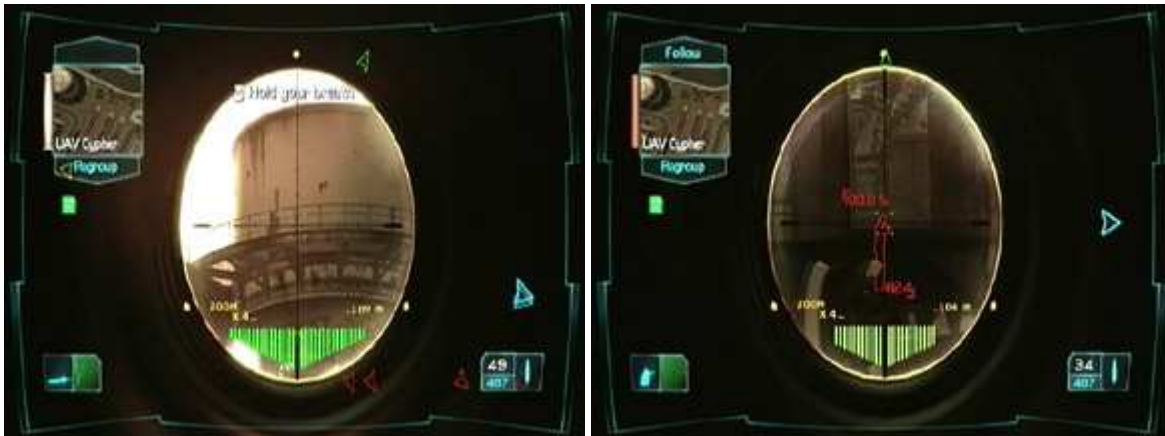


Two more soldiers are inside the small lumber yard straight ahead of you. Send in your squad to flush them out and keep an eye on the piles of boards that they will pop out from behind. One more soldier is at the bottom of the hill on the west. If you have him on your tactical map from using the UAV, you can slowly sneak up on him until his head peaks over the rise and then snipe him out.



Walk forward towards your objective marker until you find the train yard. Lay flat on the ground and crawl out behind the first train car. Run your UAV over the field to make the red diamonds pop up and you'll see the most dangerous one is on top of the water tower. Snipe him out before he knows you're there and then focus in on the three red diamonds to the

east at the far end of the tracks. Use your sniper rifle to take each one out as you crawl around. Be careful about peaking your head up, there is a soldier waiting to shoot you on the third set of trains at the first opening.



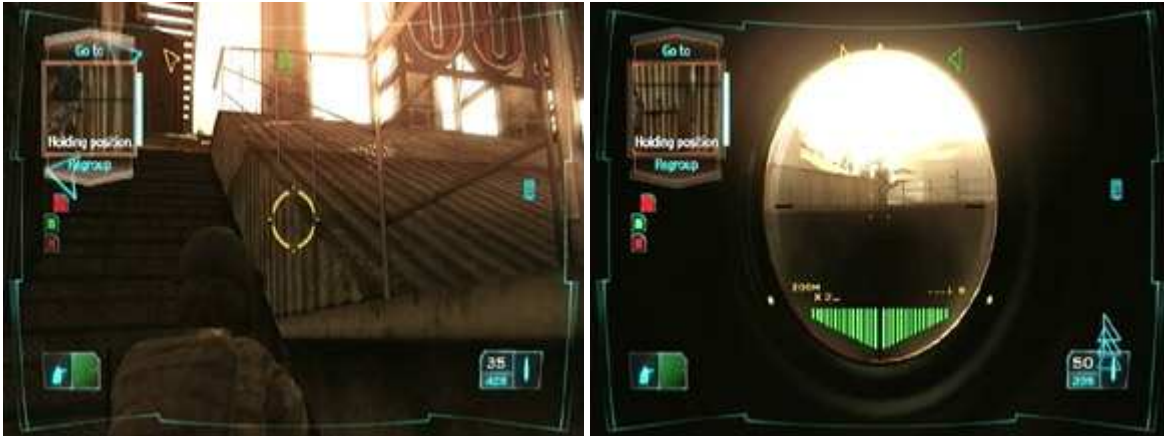
After you take out the two soldiers on the third set of train rows, walk to the east until you can exit the train yard and then go back west down into a small ditch. Walk forward until you get a checkpoint. At this point you get control of a Blackhawk. Press Right on the D-Pad until you have control of it. From there, just ID targets and press Up on the D-Pad to have the Blackhawk wipe them out.



Advance up to the outside of the gate leading into the base. Lean around the corner and make sure you have the Blackhawk destroy the vehicles. Either ID targets for your support or take the shots yourself, but there are quite a few targets here that you'll have to eliminate, including some that will have bunkered down inside. When the coast is clear, walk up into the factory. Have your squadmates lead the way in front of you as you go up the metal walkway as several more soldiers will come out of hiding and you don't want to be surprised.



When you emerge back outside, keep following the path until you come to the end of the chain link fence. Quickly duck, as a few troops are going to pop out on the area above you. Stay under cover and poke your nose out to send off a few volleys while your squad cleans up the mess. From there, just keep running up the stairs to the roof to complete the mission.



Coup d'état



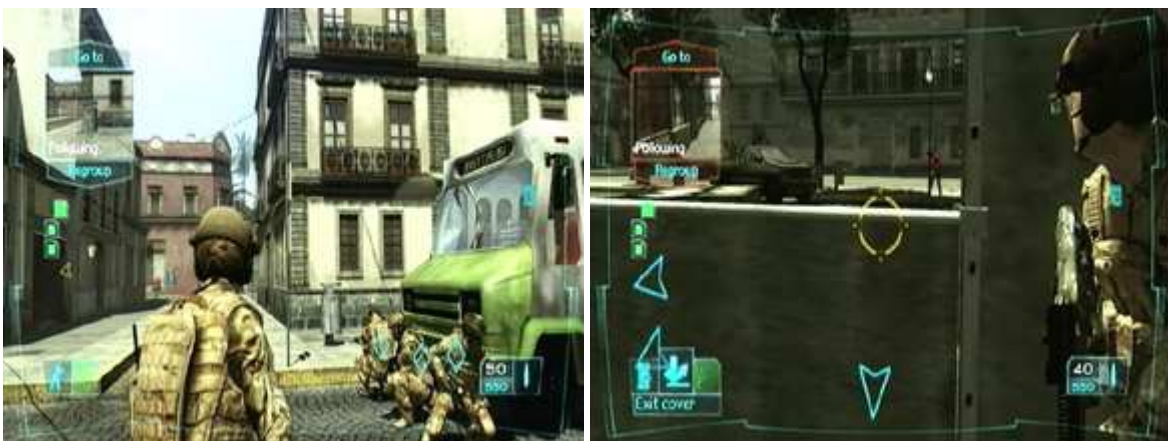
This mission begins with you at the gun in an assault chopper. Your job is to clear out the area for insertion. At first, it appears that nobody is around. Suddenly, your helicopter will take fire and drop down close to the ground. When your pilot yells that they are on the roof, this is your queue to start warming up the rotary gun. A large squad of soldiers are waiting on the roof and if you aren't already shooting when they come on the screen, they have a great chance of taking you down. Keep wiping the squads out as they appear, taking care not to let your gun overheat.



When your pilot calls out that you are sitting ducks, look for a tank on the ground. This should be your primary target. Ignore the ground infantry until you take this tank out. After that, sweep your fire around until you have every soldier cleaned up. Two transport vehicles will arrive, each unloading more enemies, but they won't provide too much difficulty.



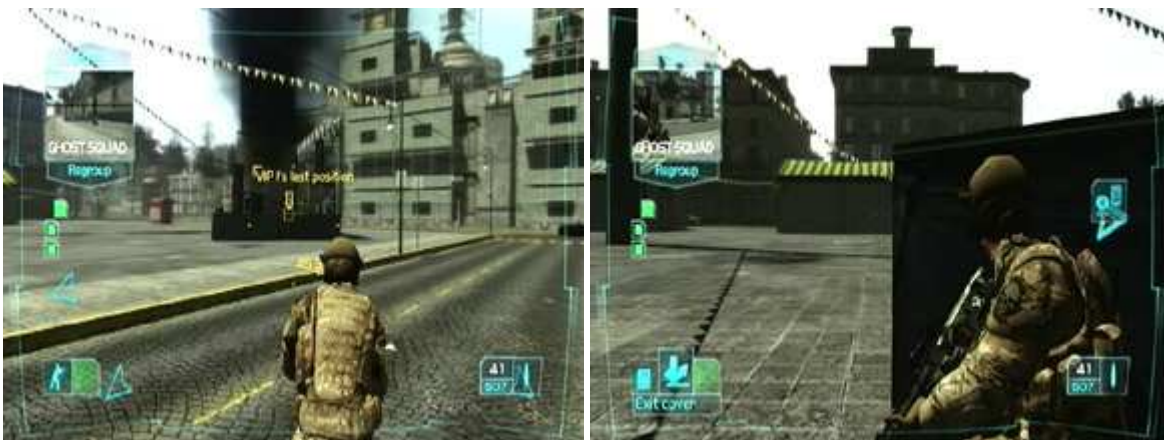
On the ground, your objective is to lead your squad to the President's last known position. Walk down the road towards the marker (not past the cacti) and take a right when you see a green bus. Head straight and you'll come across an unsuspecting patrolman. Shoot him before he can raise his gun. Peek around the corner to the west and shoot any extra soldiers that are in your immediate site. Once you have a clear path, run forward and hide behind the construction catwalk that covers part of the sidewalk. Look out from the windows to clear out any extra soldiers still around.



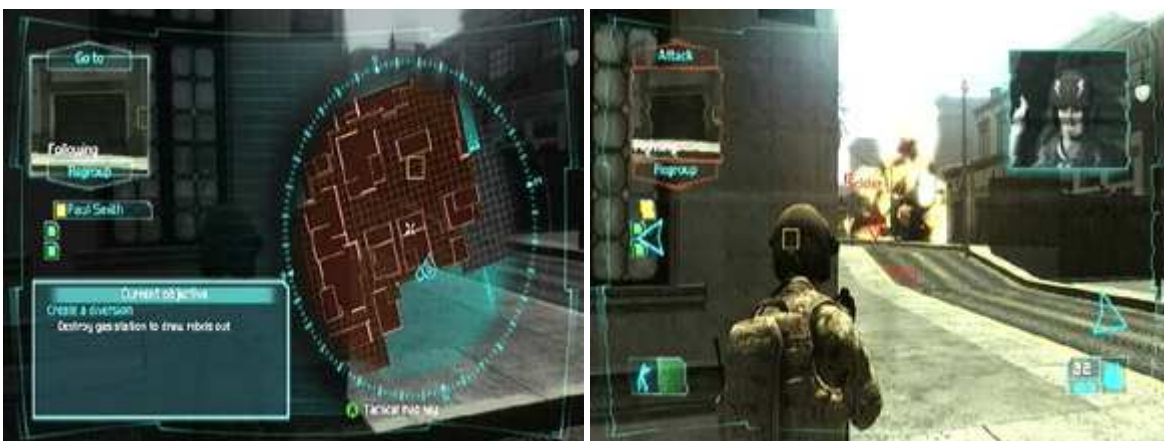
Cross over to the other side of the road and go past the cacti. Look for a set of pillars and crouch down behind one so that you won't be exposed to the large open area in front of you. Look up in the tower on the north side of the courtyard to take out the sniper. There are several other enemies, each around the outskirts. To find them, zoom in once with your scope and scan the area and wait for your computer to highlight them.



When you get the 'all clear,' run forward to the burning stage that is your objective marker. While you're waiting for your next command, take up position on the south side of the stage with your squad closer to the north side. When the enemy forces come, call an attack on the vehicle with your support squad. While your teammates are shooting down the machinery, focus on the ground troops from the safety of your spot behind the stage.



Walk through the backroads until you are approaching the next objective marker from the north. Before moving out into the main road, switch your gun to automatic so that you can really lay down some fire. Peek around the corner and unleash all you've got at the oil tanker. Take cover as the explosion goes off -- you might not wipe everyone out with the explosion and you won't want stray fire to dampen an otherwise great scene. When you have the area secured, head forward to the objective marker (watch out as you may not have cleared out two soldiers on the right).

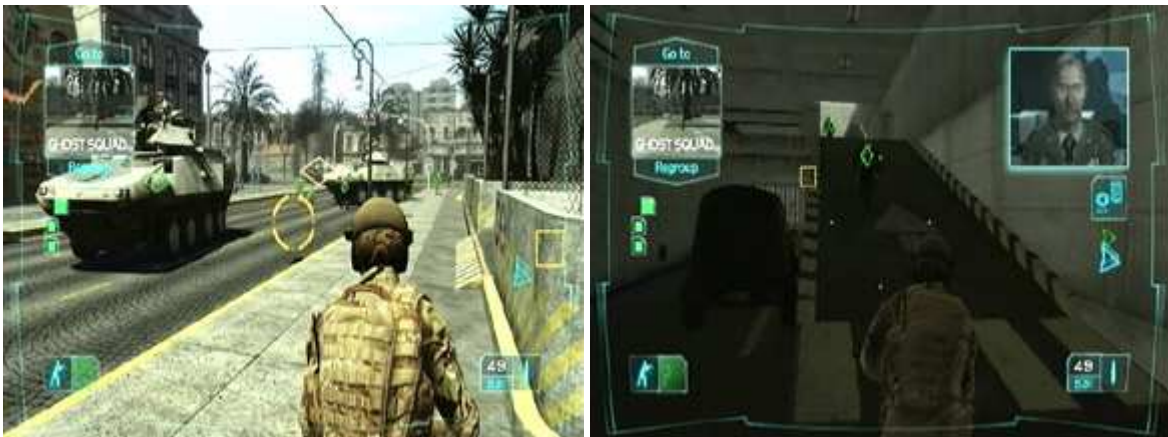


Walk ahead to the rally point. You have the option of changing weapons, but we really like the versatility of the MR-C. You now have control of an APC. This thing is powerful, so let it do the dirty work.

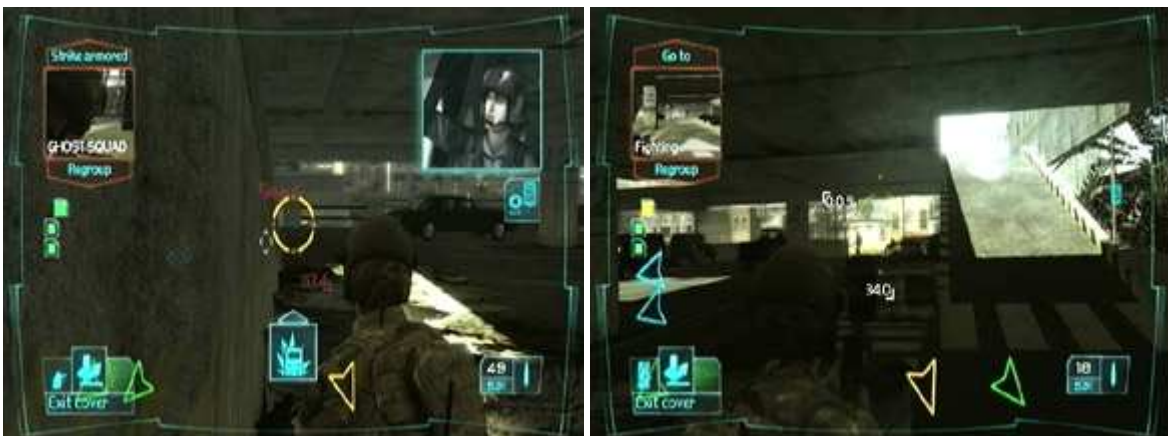
Tell the APC to move forward, and then get behind it. When it encounters a group of enemies, stay behind it until they destroy everything. Tell it to advance again and get over on to the right side. When more shots ring out, tell the vehicle to stop and wait until it does its job once more. Keep repeating this until every enemy in the square is wiped out. Make sure you order a strike on the vehicle on the far corner to speed things up a little bit and stay under the cover of that armored vehicle.



The APC eventually comes to a stop and you lose control of it. Take your squad and run forward to the objective marker. Before both VIPs can get on to the APCs, an enemy strike comes forcing one to take off but leaving behind the Mexican President.



Follow the Mexican President as he runs up the ramp into the parking garage. Keep trailing him until he hides in a corner. Duck down behind the barrels and look back down the ramp you came up. If you can get a lock on the vehicle coming in, command your squad to attack it. They most likely will wipe out all of the soldiers and the vehicle they came in. If they don't, keep your gun trained on the ramp to pick off any soldiers that do make it up.



As soon as the initial wave is defeated, immediately call your squad back to your location. Stay behind the barrels and focus your sights on the right entrance. If you have a precision gun, pick the soldiers off one at a time as they come in. If you have something more powerful, or grenades, destroy the vehicles as they hide behind them and it will take out the enemies in the explosion. Keep fighting the incoming soldiers in this way until your objective changes.

Go up the ramp to the roof of the parking garage. Position your squad away from the edge so that they don't start fighting the heavy artillery on the ground. Switch your gun out for a rocket launcher at the Ammo crate and walk over to the edge of the roof. Kneel down and send two rockets at each of the tanks before the machine guns on top pump you full of lead. Remember to back away from the ledge after firing so that you aren't vulnerable while reloading.



Walk back down to the streets and follow the arrows to the extraction point. Don't forget to have some fun blowing up the cars with your rockets along the way.



VIP 2 is Down



Your default weapon for the opening of this stage is the MR-C/AGL. This modified heavy machine gun has a grenade launcher as its alternate fire. It's a good thing too, because your first objective is to ambush an incoming patrol. Two personnel carriers and a tank will come rolling in from the southeast. Quickly run towards the short walls to get some cover and bring your squad with you. Switch to the grenade launcher and aim at the tank. Take one shot and then order strikes on each personnel carrier with your squad. Once you've finished handing out commands, clean up any of the left over mess with your grenade launcher and machine gun.



Move to the rally point and change up your team if you want different capabilities. There are some vicious fights up ahead making the Grenadier less than useful, but you'll want his destructive power for the end of this level. Once again, we prefer to use the MR-C for its versatility. Whichever weapon you choose to use, make sure you use one that has a scope. The upcoming walk through the streets is full of snipers.

Your next objective is to make it to Angel Plaza. Don't start running towards it or you'll quickly be shot. First, look up into the buildings above where the objective marker tells you to start walking. You'll find a sniper that you can shoot before he sees you. Next, run over to the left and hide behind the car. Lean out and take down the two soldiers you see. One more is waiting, so send in your squad to flush him out before leaving your cover.



Walk up to the transport vehicle that the troops rolled in on. Destroy it if you want, but make sure you look to the north before going south towards the objective marker. One more troop is waiting to ambush you on the other side of the road. Shoot him and then go down the road, sticking to the cover.

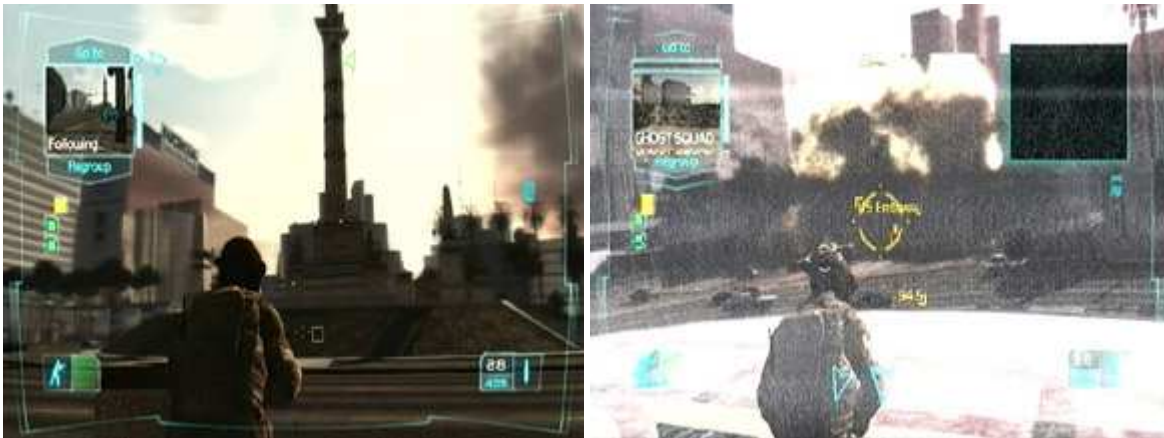
Just past the transport vehicle you may or may not have destroyed are some cacti. Lean up against the wall near here and send your UAV down the road to detect any hidden troops. You'll find a bunch of them and will probably be glad that you didn't just run down the road. One marksman is covered by a tree, but you can still see the red diamond indicating his presence. Shoot through the tree to take him out before you even make eye contact.



Advance up and hide your squad behind the bus by the side of the road. Put your troops out into harms way to draw some fire since they are much more sturdy than you. From the safety of the bus, lean out and take some pot shots at the enemies ahead. Take out the one on the roof first and then clear the ground ahead of you. Once they're gone, proceed to the objective marker.



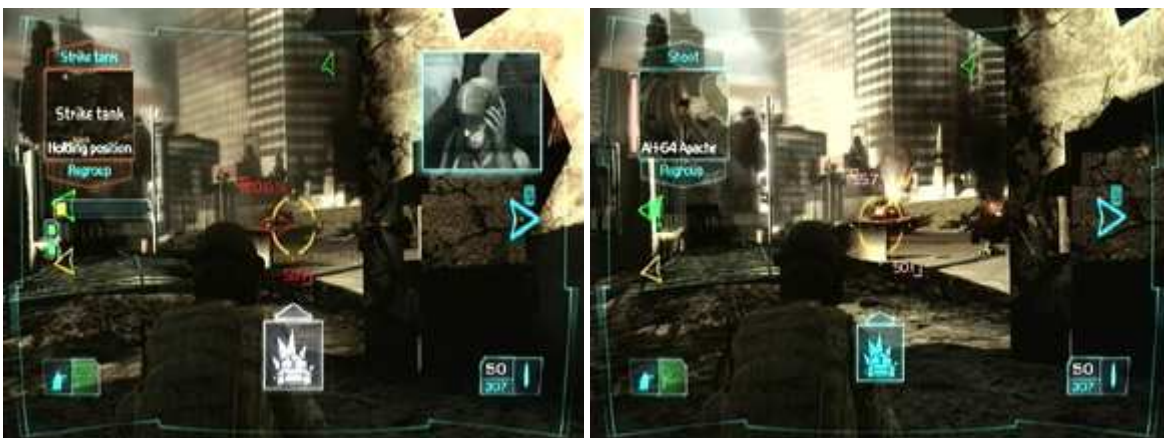
Walk across the plaza towards the US Embassy. Just as you are getting an update on the situation, the entire building explodes. Run into the rubble to reach your objective marker and then bunker down for the biggest fight so far.



Turn around and face the plaza you just ran across. Tell your squad to take up position along the wall with metal bars above it and have them fight the right side of the battle. Your best bet for survival is to go to the left side of this wall and look for a crack in the pillar. If you crouch, you can zoom in with your scope and snipe out incoming soldiers with relative ease. Take a moment every few kills to look to your right and take out any soldiers trying to flank you. Call attacks with your soldiers when a tank rolls in. Make sure you take out the man at the gun on top of the tank or he'll wipe out your squad before they can do their job.



Eventually, a heavy tank will drive up. Snipe out the man at the machine gun and then take cover. An attack chopper will fly in and you'll gain command of it. Target the tank and tell the helicopter to attack it. Once it explodes, you just have to run over to the objective marker for extraction.



Strong Point



This is your first night mission, so make sure you're well-versed in the use of your night vision goggles. Press the X Button to toggle it on or off as you need it. They can help you target enemies more easily, after which you can switch them off and just follow the red diamonds.

The mission is to destroy the anti-aircraft bunkers that the enemy is holding. Start by running forward to the Rally point and selecting your squad and weaponry. We highly suggest taking one of the sniper rifles. There is a lot of ranged combat in this level and their ability to shoot through thin walls is a great bonus.



There are two bunkers that you must target. One is on the far western side of the level and the other is on the far eastern side. Let's take down the bunker on the west first. Start going to the west and walk up the dirt hill.

When you come to a set of buildings and a burnt out car, turn on your night vision and look for a tower on the far side of the camp. Snipe out the Marksman before continuing. Move into the village on the right side behind the buildings.



At the last building before the bunker, put your squad on the left near the partial wall. They'll take up position and start fighting the enemies guarding the bunker. Sneak around to the right and snipe them from the side while they are busy.



Once you get the signal that everything is clear, go into the base and approach the marker at the center of the bunker. Press the Y Button and you'll place the C4. You have 10 seconds to get out of there, so start running and make sure your squad comes with you.



To get to the bunker on the east, walk up the path to the top of the hill on the south side of the bunker you just destroyed. This will put you up above the bunker and you'll be able to pick off all of the soldiers guarding it before they even know what hit them.



Turn on your night vision when you see the bunker and you'll find that there are five soldiers guarding the base. There are four on the floor and one more in the tower behind the bunker. Take out the Marksman in the tower first. The rest of the soldiers might come running up the hill towards you. Snipe out as many as you can before they start moving and then turn around to face the soldiers when they finally do get to you.



With the entire base wiped out, walking down the hill and planting the C4 is a simple task.



Your next job is to take out the generator that is supplying power to all of the lights. While you are receiving these commands, start running to the west and take up a position near the building with a "La Hacienda" sign on it. Get your grenades ready and toss a couple at the transport vehicle as it drives up. You'll most likely kill everyone in it and destroy the truck before anyone can lay a finger on their trigger.



Move up the hill to the rally point. The Grenadier won't be so useful in the upcoming fights since you'll have machine support, but you should keep a Marksman. Once again, make sure you have a sniper rifle. When you have everything sorted out, move on to the Targeting position as indicated on your HUD.



From your position, you'll be able to see a ton of enemies. Don't start shooting until you gain control of the Apache. Start by targeting the APC that will start driving up the hill towards you and have the Apache take it out. While it is doing so, just aim around at the various ground troops and snipe them out one by one. Once the Apache is done, have it target all of the other vehicles and finish off with the generator.





Your final mission is to take out the artillery. There are three targets and you must place C4 on all of them to disable them. Start walking down the hill until you reach a checkpoint. Send your Apache in and target any vehicles that you can. As soon as you get control of the Bradley, drive it in and stop it when it begins to take fire. Use both vehicles together to take out all of the APCs before exposing you or your squad to any danger.



When the area appears clear, start advancing the Bradley and stay behind it. When you get another tip about enemies in the area, stop the Bradley and get behind cover. A slew of soldiers will take up defensive positions on each side of the entrance. The most important ones to take out first are the ones that are inside of bunkers at stationary machine guns. There is one on each side of the entrance. Once you take them out, get into some safe cover and snipe out the rest of the defenders. Remember, your sniper rifle can fire through sandbags and thin walls and is pretty much an instant kill regardless of where you shoot. Don't spend a lot of time aiming for the head or trying to make pretty shots. Take out everyone as quickly as possible.



Once the coast is clear, advance your Bradley into the base and follow in behind it. When more enemies are targeted

straight ahead of you, stop the Bradley and wait for it to do its job. Take this opportunity to turn to your left and look for a Marksman up in the towers.

The insides of the base can be treacherous at best. You'll find new enemies popping out of seemingly random places at all times. The best advice we can give to get through this on Hard Mode is to send your squad forward to flush people out. As soon as you have them targeted on your HUD, use your sniper rifle to shoot them through the walls before they have a line of sight on you. Don't go out into the open at any cost ever.

The first C4 is located at the back of the base and is the least well guarded. Send in your squad to clear out the area after the Bradley has taken care of the enemies directly in front of you. Once you are sure the area is secure, run in to the bunker and place some C4 on the Howitzer. Run back out and take cover.



Once the first explosion goes off, it sets off the alarms and some previously hidden enemies will pop out. Watch out for the one that comes from inside of the bunker you just set the C4 off in, only on the opposite side. After taking care of him, you can shoot several more enemies through the buildings.

Start crawling to the left and look under the truck to get a few more bad guys. Before you run in, send your squad forward until every unit is highlighted. There is another stationary gunner here that should not be taken lightly. Repeat your detonation process and move on to the final Howitzer.

If you already took out the Marksman, there isn't much guarding this base. Everyone can be killed by shooting through buildings, so don't expose yourself to harm's way. Clear out the area and set the last charge. Exit this base and find the helicopter for extraction.

Mayday! Mayday!



This mission starts you off in an assault chopper attempting to clear a landing pad. You're at the machine gun and it's your responsibility to gun down all enemy combatants before they take you or your helicopter out. Remember, you don't want to overheat your machine gun or the firing rate will slow down so much that the gun is nearly useless. Watch the gauge on the lower right side of the screen to know when to take your finger off of the trigger.



Keep sweeping your gun across the field, aiming for the center of the red diamonds as the targets appear. Soon, you'll hear someone yelling about an RPG on the roof. Aim your sights at the tower and sweep your fire across the round tower before they can shoot you down. The next part is the most difficult as your pilot takes you in close to the battle. Don't let anyone fire at you for too long or you'll end up getting sniped out. This part may take several tries so that you can figure out where to shoot as they pop out. Make sure you sweep your shots across the whole field so that none of them can take aim properly.



The final section in the helicopter puts you right over a huge enemy encampment. There are too many to shoot down, so only aim at the ones that are closest to you since they pose the greatest threat. Survive this part and you'll be placed down on the ground.

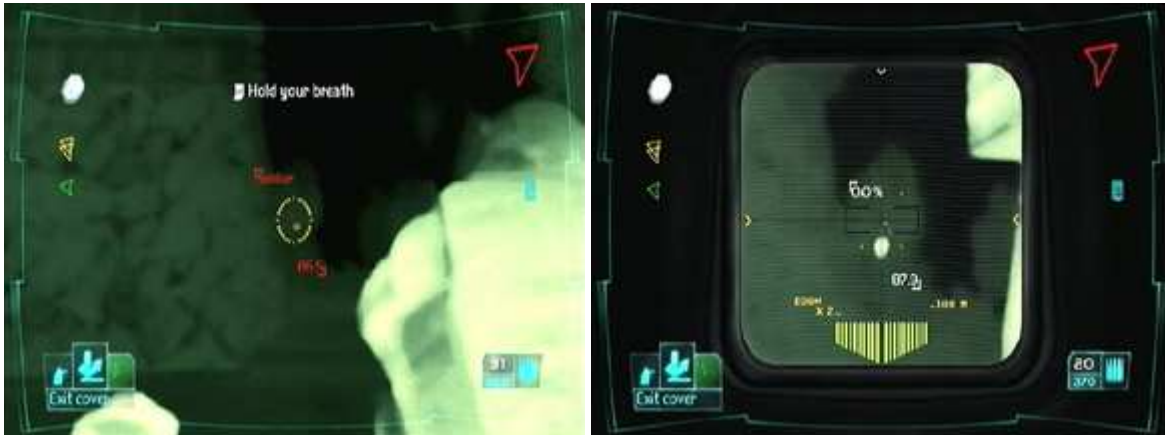
Your default weapon for this section is an MR-C LW. This fully automatic weapon isn't the most accurate at long distances and enemies are quickly going to take up positions at the far end of this road. The trip up there can be difficult if the enemies are entrenched. As soon as you land, rush up to take position behind the brick wall on the right. Lean out around the wall and aim towards the rear of the truck as it pulls up. Four soldiers will hop out and you can quickly mow them all down while they are in the open.



Advance up to the truck and crouch to look under it. Look at the right set of sandbags and shoot the soldiers you see there. Stand up and press yourself against the truck. Lean out and shoot the soldier who is hiding behind the sandbags on the left.



Before you run out into the open, turn on your night vision goggles and use your scope to zoom in on the trees above the sandbags. A sniper will be outlined with a red diamond. Spray the trees with bullets to take him out before he can get a shot off.



Start running up the staircase and keep moving quickly until you find a side cubby that you can duck into. Take advantage of the MR-C LW's camera and peek out from behind the wall with it. You actually won't be vulnerable at all, so just take out all of the soldiers as they come running towards you. Don't miss the two up on the next level, either.

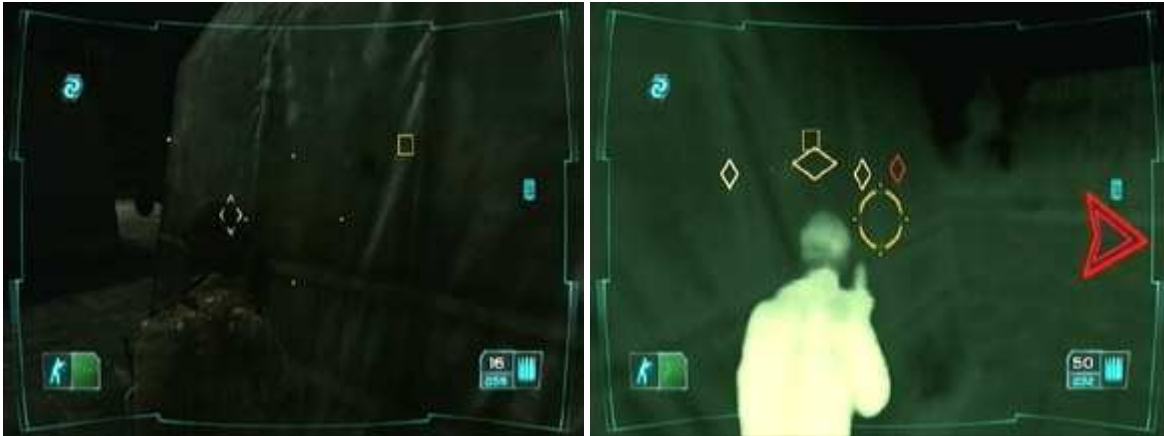


At the top of the stairs, don't run out into the open. First, look over the wall on the right side for a lone soldier. Take him out and then go back down the first part of the stairs and take cover. Lean out from behind the wall so that you can see the camp and focus on the watchtower. Take out the man there and then make a break for the left side of the camp.



Once you are safely on the far side of the tent, turn on your night vision goggles. This will locate every soldier left in the camp. Depending upon how they reacted to your presence, they may be spread out. One thing is for sure, there will be

several of them guarding your target. Luckily, your machinegun tears right through the thin tents. Just point at the red triangles and unload shots until everyone drops. Once the coast is clear, walk forward and set your charge.



Walk out the far side of the base and stay to the right of the road in the trees. You'll come across a fixed machine gun turret that you should definitely take advantage of. Stay in the turret until you are absolutely certain no more enemies are coming since they have a tendency to come in waves. Watch out for the sniper in the watchtower and for the APC that comes in shortly after the fight begins. As long as you don't let the gun overheat, this shouldn't be too much of a problem.



Further down the field is a large park that holds the scramblers preventing air support from coming in. Cross into it past the striped gate to the objective marker and start heading to the right. Stay along the paved section until it starts to curve at the end. Go prone and crawl up the hill towards the objective marker. Your HUD will start to go crazy from the scrambler, but your night vision still works fine. There are three soldiers guarding the Adats and scrambler. One is right in front of it, the second is slightly to the left. The final soldier is much farther to the left and is almost hiding behind the tent. Shoot them out one at a time using your scope before advancing.



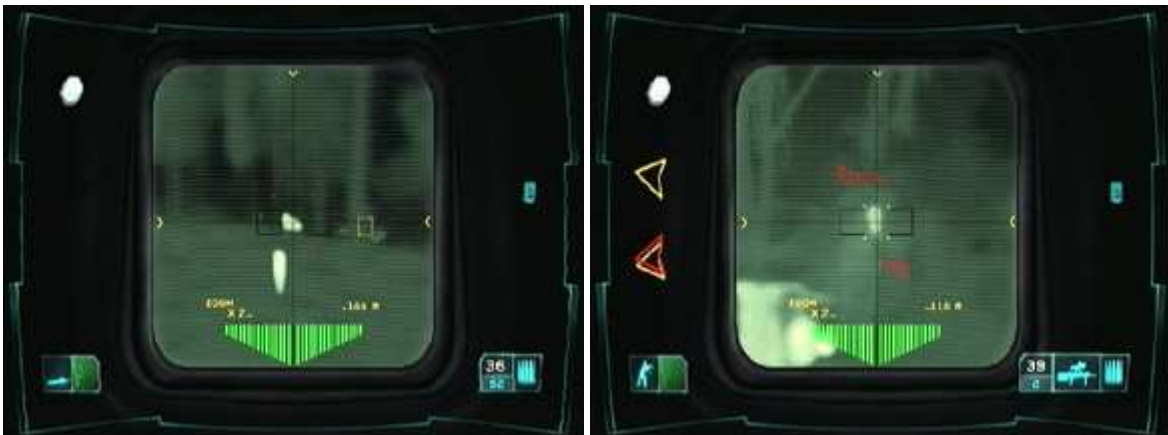
Walk up to the Adats and toss a grenade at the scrambler next to it. As soon as it explodes, your vision will go back to normal. Don't attempt to set a charge on this just yet.



Go to the south of the Adats and two soldiers in the center of the park will start firing at you. Go prone again and return fire until you wipe them out. Your night vision will help greatly in locating them. Once you have the center of the map cleared, place your C4 and then continue in your loop around the outer edge of the park.



When you get to the south end and the path starts to turn, get down. There are a bunch of soldiers guarding the final Adat that will be able to see you from here. Use your night vision to locate them and pick off as many as you can from a distance. Make use of your smoke grenades to cross the open area from here to the scrambler. Blow up the scrambler with a regular grenade and then toss a smoke grenade to the east of it. The cloud of smoke it creates will give you more than enough cover to step into it and deal with every last soldier in the park. Switch on your night vision and you'll be able to see everything -- make sure you don't miss the one in the watchtower.



When you clear out the area, go back and plant the C4. With the final aerial defense out of the way, your new job is to assault the castle and take down the artillery. The path leading up to it is on the east side of the park.

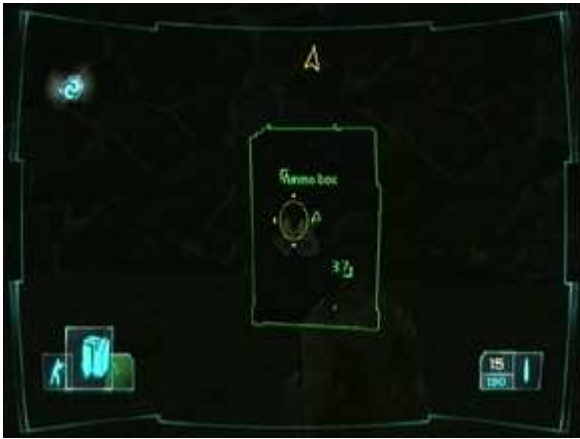
Start walking up the path with your night vision turned on. You'll see two enemies get outlined as you go around a turn. Shoot them out from the level. First, shoot the one on the left in the head. Then, hug the wall and start backing up the path with your gun trained on the upper level. The second soldier will come running down the path and you'll be able to pick him off before he can get a shot off.



Walk up the path to the top, but don't step out into the long hallway. Push up against the wall and lean out just to shoot the four soldiers populating this long corridor. When they're gone, walk across to the Ammo box to refill your bullet and grenade stashes.



Go down to the end of this long path and lean against the wall instead of going around the corner. Once again, lean out and look for soldiers. Mow them down and then take a few steps into the path. Two more soldiers will come running out from the far end. If you're fast, you can take them down. We prefer to retreat back to cover and fire from the safety of being behind the wall.



Move up to the top of the castle and you'll hear radio chatter about how you've infiltrated the castle and you'll get a checkpoint. Lean up against this wall and turn on your night vision. A slew of enemies will be found out in the open. Rather than taking them head on, raise your gun over the wall and shoot them while you stay crouched down. Make sure nobody gets around the corner and rushes you. Before coming out in the open, use your scope to look for enemies on the far side of the area. You'll find a couple that you can snipe out from far away rather than risking a fight.

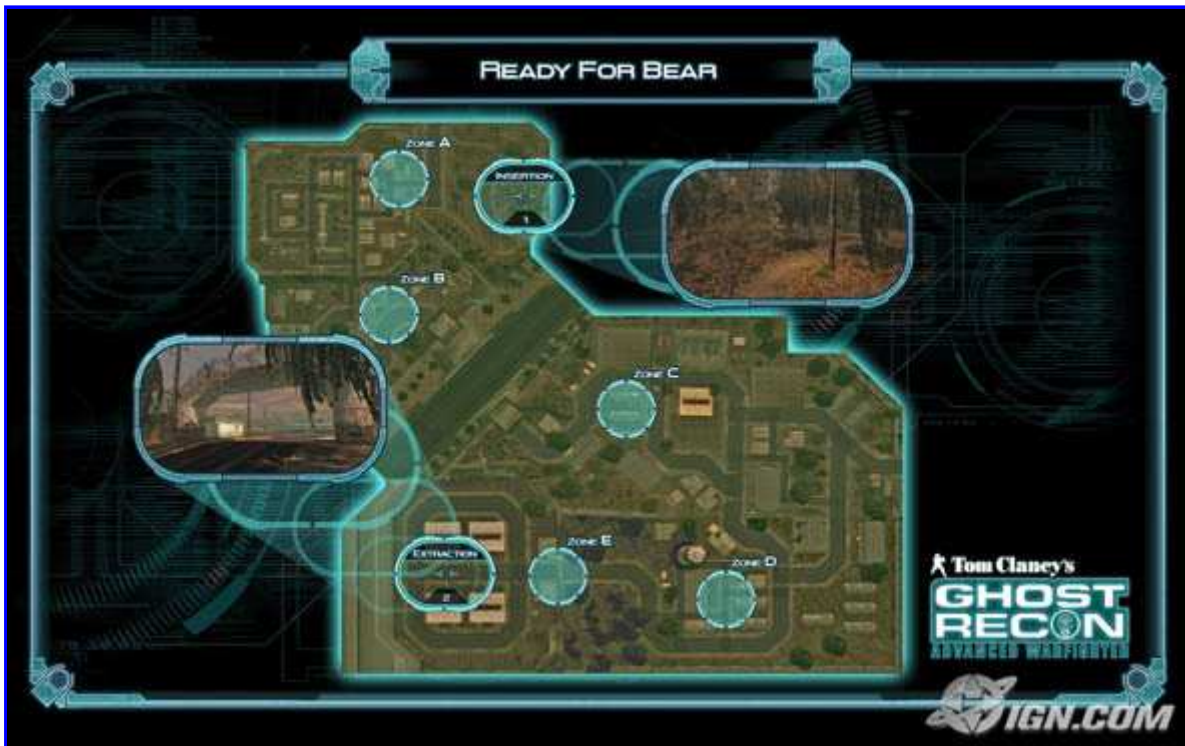


With the area clear, go out and plant C4 on the two artillery cannons. When the explosions go off, it is time to get out of there. An attack chopper will try to come shoot you down as you run out, but its aim is really bad. We've never been hit while going to extraction.



Head out of the castle from the rear and follow the switchbacks through holes in the fence to reach extraction and the end of the mission.

Ready for Bear



The mission objective here is to locate the tank trainers. First up, you'll have to get to the barracks. The woods are jam packed with enemies, but luckily you have a UAV Cypher to scout out the area ahead. Start the mission by doing just that. Have the UAV fly low to the ground in Detect mode and sweep it across the open area between you and the barracks.



Your UAV will spot five soldiers roughly at the midpoint between you and the barracks. Move forward towards them until you come to a slight rise with some bushes on the top. Go prone and crawl into the bushes. From here, you can use your rifle to pick off each of the enemies without them finding your position.



Next send your UAV over to the front of the barracks and scan the area around there. Three soldiers will pop up on your HUD near the entrance. Start crawling towards the objective marker and you'll get an update on the VIP status. Continue crawling towards the entrance, sticking to the bushes. Your squadmates will probably smoke out the first two enemies guarding the base and deal with them for you. If not, creep in until you can hit them with a long range shot.

Just before the entrance to the barracks you'll find a short wall. This is perfect for setting up and doing your recon from. Move your UAV around through the barracks to get a feel for where the enemies are. One should be just inside on the left. You can take him out through the wall if you still have your sniper rifle.

As you enter the barracks, an armored vehicle will come rolling out at you. Quickly shoot out the gunner and it will retreat off into the woods where you can leave it.



The barracks are full of enemies, so make full use of your urban warfare tactics. Only advance your squad after you have cleared out an area and then make sure you they move into cover. We found going to the right upon entering and taking the roundabout route to the objective marker to be the easiest.

The hut with the trainers in it is heavily guarded. If you came from the right side, though, there is a truck that you can set your squad up behind and fire from safety. Make sure that everyone is wiped out before entering the hut. If you left one or two stragglers, they'll come running in from behind once you make it to the marker.



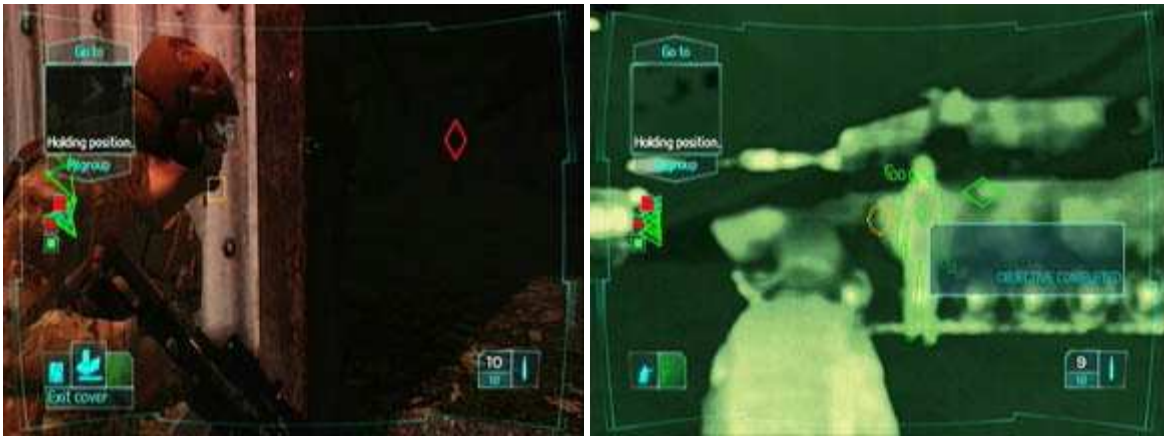
Your new objective is to lead the trainers to the tanks. If you still have your UAV, send it over to the objective marker and put it into Detect mode. You'll find that the tanks are just as heavily guarded as the trainers were.

There are two ways into the lower area where the tanks are stored. We found it easier to take the southern entrance that is closer to the entrance to the barracks. Be careful of any enemies you may not have already wiped out of the main barracks area as you walk to the south.

Start walking down the road into the lower area pressed up against the wall. A small squad of soldiers is waiting for you on the other side, but as long as you stay crouched they can't hurt you. If you still have a sniper rifle, you can shoot through the walls and you won't be put in harm's way. If not, pop up over the walls to fire short bursts at each enemy and then duck down as the return fire comes.



There is one more enemy waiting inside the tank warehouse. Peak around the corner to locate him and either shoot him through the wall or use your pistol to headshot him. Once he is cleared, turn on your night vision and move to the objective marker.



Your next objective is to move the tanks to the rendezvous point. At first, it will appear that they aren't doing anything. Go outside the way you came in and circle around to the front of the garage. The doors will open and the tanks will come out.



Quickly trail the tanks down the road as they move. Just around the first bend, you'll come across a large squad of enemies. Quickly order a strike on the transport vehicle that drives up. The explosion it causes will kill everyone in the area. While your squad is taking care of that, pick off any enemies that haven't taken cover.



Before you go into the tunnel make sure you refill your munitions from the Ammo box to the left. Lay prone and crawl into the tunnel. Two soldiers will enter from the far side that you can easily pick off before they can become a nuisance.

Once the tanks start moving into the tunnel, an enemy Bradley will move in from the far side. Order an attack on it and then switch to your grenades. Finish it off as quickly as possible so that it doesn't destroy your tanks.



When you emerge from the tunnel, the music will start to kick in. Don't fall into the temptation of running straight for your objective marker even though the tanks will. There are two soldiers on the far side of the bend. Lean up against the wall on the left just before the turn and shoot them from the cover there. After that, you're secure to run down the road to the objective marker.



A rally point has been set up for you just a short ways further down the road. Move to it and choose your new squad and weaponry. You need to provide cover while the tanks are armed and made operational. The attack will come from the west. Look for a stationary gun at the beginning of the field and get behind it. Have your troops rally to you and then start firing. Enemies will come from the left, center, and right sides of the far end of the field and will try to advance behind cover. Keep your machine gun going and mow them down as they appear. Eventually, a Bradley will come. Take out the stationary gunner and you'll just about have your tanks. As soon as they become operational and under your command, have them put the finishing touches on the Bradley.



This next section can be a bit touchy. Although you have control of a tank and more will come if you manage to lose it, you'll also have to take down a large squad of soldiers, an enemy tank, a Bradley, and several soldiers at stationary

turrets.

Start by advancing the tank. When a couple of soldiers appear to attack, shoot them before they can get in position. Before going around the first turn, stop the tank and press up against the wall on the left. Have a small firefight with a couple more soldiers. Once they're gone, run over to the right side of the road.

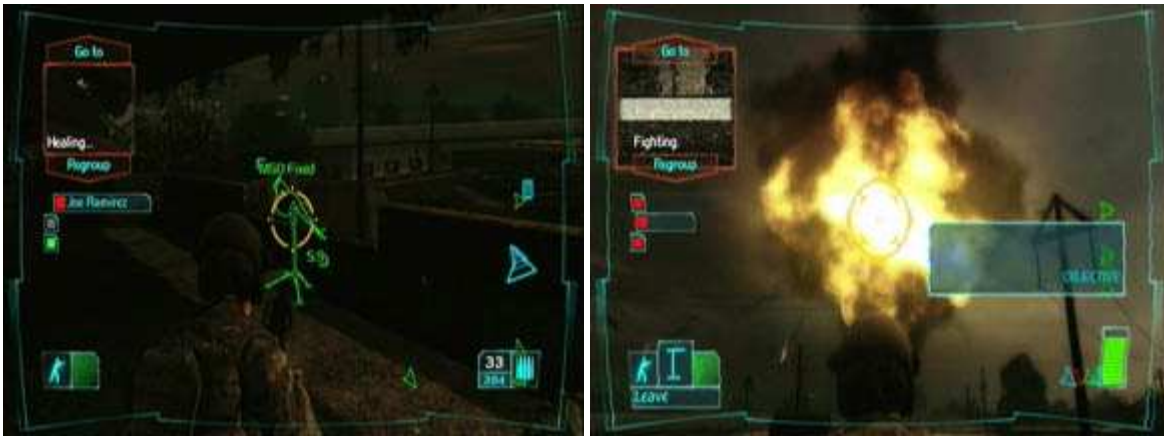


Press up against the building and look around the corner to find the enemy tank. Command your tank to shoot it and then get out of the crossfire. When it is gone, advance your tank and follow it until it starts to make another turn.



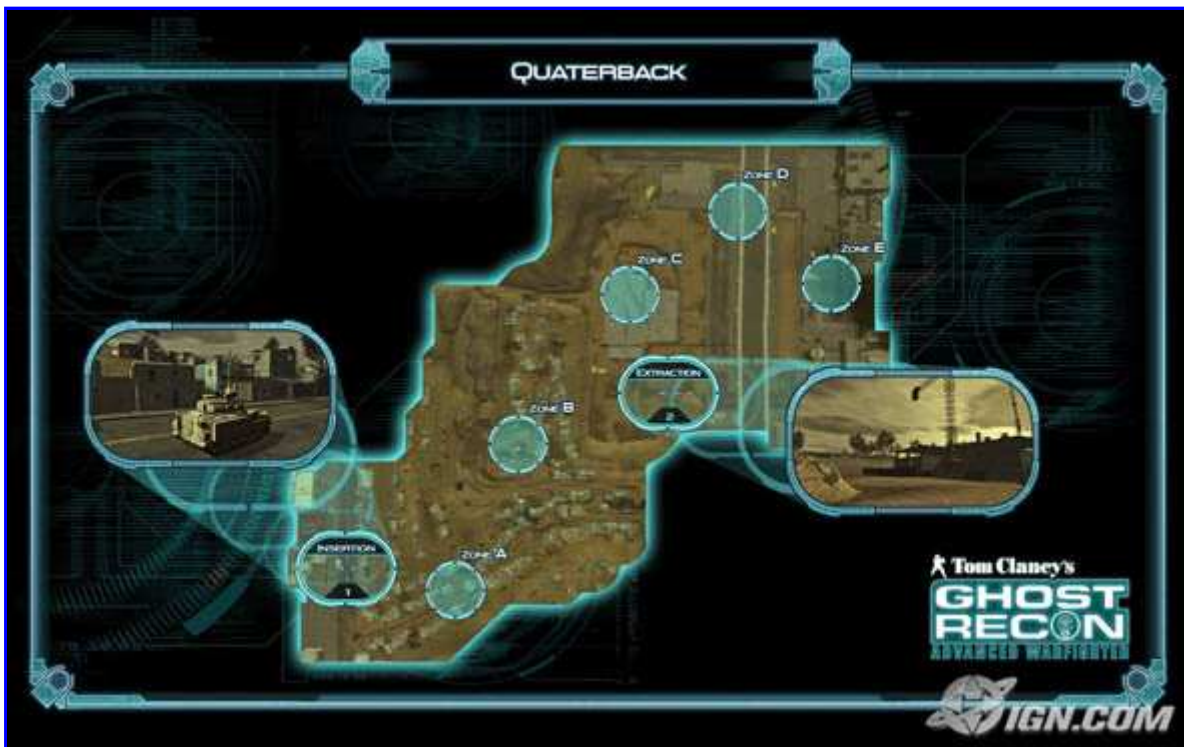
Before following the tank, look around the corner and fight any soldiers you can from this safe position. Move forward and you'll hear about a roadblock ahead. Target the Bradley and tell the tank to take care of it. Carefully lean around the building to pick off the soldiers at the stationary guns and the other few stragglers. Once it is clear, run up the road to the objective marker.

This last section is an easy one. Run into the tankyard and turn to the left. Put your weapon on fully automatic fire and hold the Left Trigger to aim. Point your gun at the objective marker and fire as three soldiers will appear while you try to get to the gun. Once up there, man the gun and shoot down the two helicopters that will come in to fight.

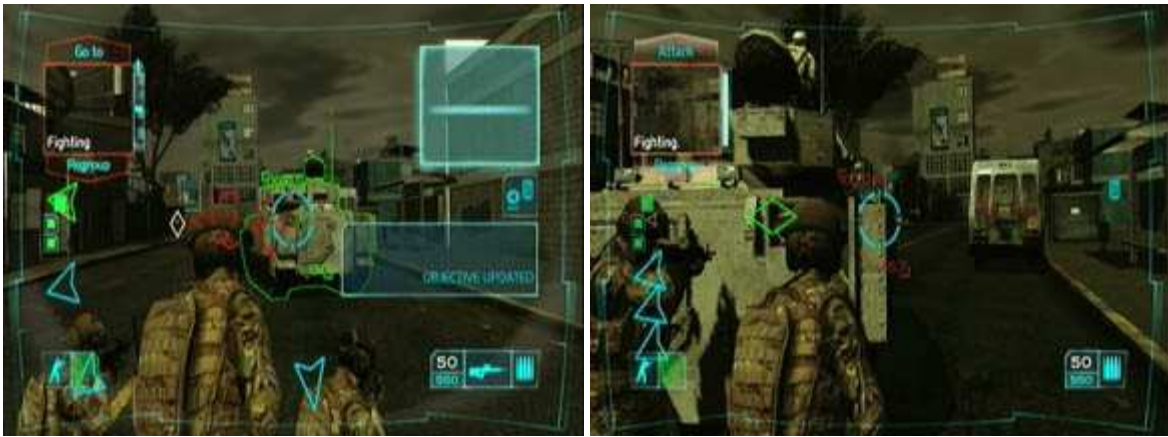


With both helicopters gone, you can move to the extraction point. Start walking there and get into the APC when it arrives.

Quarterback



Immediately upon starting this mission, you'll be swarmed by enemies and a Bradley tank. Luckily, you have your own Bradley at your command. Run behind it and call your squad to your side for safety. Target the enemy tank and have your Bradley dispose of it. Then, from the safety of standing behind your tank, deal with the remaining ragtag bunch of rebels.



Start moving the Bradley forward and fall in line behind it. When enemies start popping up on your HUD, stop the Bradley. There is another enemy vehicle ahead, so call for your Bradley to attack it. Before you start rolling ahead, look around on the side of the building ahead on the right. There is another soldier there that might ambush you if you don't take him out first.



Just down the path, another ambush is waiting for you on the right. As long as you stay behind the Bradley and don't expose yourself too much, this small fight with a few rebels shouldn't be a problem. There is one more ambush between you and Salvatore's Position. This one has an Anti-Tank soldier hiding on the right. Don't be afraid to stop before you are in range of them (just after they appear on your HUD) and toss a few grenades over the buildings. This will either flush them out or finish them completely.



Salvatore's team has been torn to pieces, as evidenced by the large number of bodies lying around on the ground. Next up, go to the VIP's last known position. Once again, you'll want to follow the Bradley through the streets and use it as cover. You'll only have to deal with one enemy vehicle and a few ground soldiers this time. When the Bradley gets to where it destroyed the enemy vehicle, its path will be blocked and you'll have to go by foot. As you move into the group of

small buildings, you can be sure there are some enemies waiting. They are right near the objective marker. Be wary of hiding behind any barrels around here during fights -- they will explode if shot and they'll quickly kill you or your squadmates.

It appears as if your next objective marker is just at the bottom of the hill. Sadly, this is not the case. It is actually inside of the building under construction and the only entrance is on the far side. Start by going to the platform to the right of the path down the hill. Look on the top of the building on the far right side for a Marksman and snipe him before he gets you. Look over to the left below on the ground and you'll see another man behind a set of crates. Be sure to shoot him before going down the ramps.

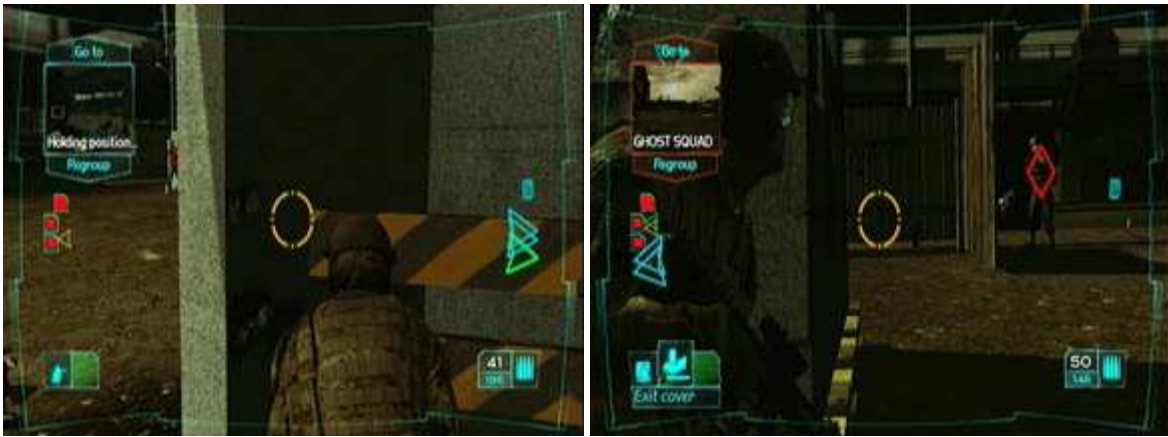


Send your squad down the hill to the cement mixer and they'll engage a man to the right in firefight. Join in after his attention is diverted. This next part you won't be able to get past on Hard without smoke grenades. There are three soldiers on the roof just waiting for anybody to run around in the clearing in front of the building to try to get to the entrance. Toss out a few smoke grenades to set some cover and then run into the cloud. Turn on your night vision and you'll be able to shoot them without their knowing who did it.

Run around to the far side of the construction site and enter the basement. The American President is being held by two guards. Lean around the corner and let your automatic weapon spray them down. Several guards will come running down the ramp after you do this, but your squadmates will probably successfully take out most of them, but one may appear down in the entrance to the room the President was in. Either way, be prepared for an attack from behind.



Now you need to get to the extraction point with the President. Do not immediately run outside. At the exit of the building, there are several rebels to the right, as well as Marksmen on the roof across from you and above you. Take out the Marksman across from you and then press up against the wall on the right. Lean out and shoot the soldiers in plain sight. When it looks clear, send your squad out to the pile of cinder blocks and they'll deal with the other rebel on the roof.



Join your squad by the cinder blocks. A transport vehicle will have pulled up on the other side of the fence. Lean out from the cinder blocks and shoot all of the soldiers as they try to get into positions behind the truck. Send your squad forward to investigate when you think it's clear. If it is, run down the dusty path to extraction.

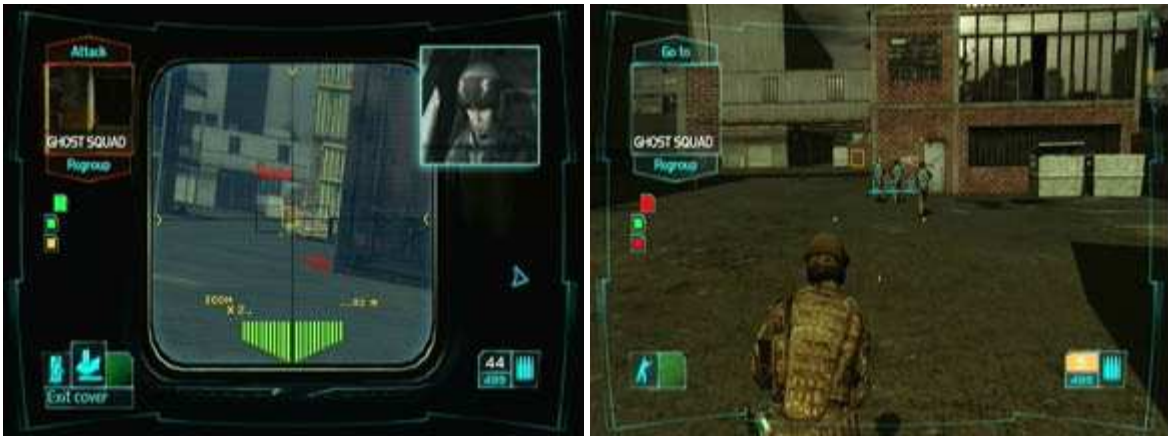
Time to go get the football. You're dropped off inside of a tunnel and your first objective is to get to the Rally point. Leave the suggested squad intact and make sure you take the MR-C LW. This gun has a camera on it allowing you to be very safe in urban fights.

After you get your weaponry set, several enemies will run out into the road behind where you just met at the rally point. Shoot them and then advance forward and press against the wall. Use your camera to shoot out the two soldiers around the corner.



You can't walk down this road due to a ditch and a few roadblocks. Move to the west to the next road before turning north. Obviously, when the music starts heating up, you won't want to run out into a long, open road. Use your camera gun to clear out the first of the soldiers and then move your squad in.

There are several enemies that will pop out as you move down the road towards the objective marker. In order to make it down the long road safely, you should advance your squad to one bit of cover, engage in any necessary fights, then move up to join them. Keep repeating this process and you'll be at the objective in no time.



You were too late getting to the football, so an emergency extraction is called in. Sprint down the road and hop in. It is time for one more helicopter fight. Your task is to shoot down the two helicopters that were trying to get away with the football, but you'll have to contend with the usual armored vehicles and ground troops.

As long as you fire at the helicopters and surrounded rebels at the start, you won't have much difficulty surviving the first wave of enemies. The second wave comes at you from a closer distance, so you'll need to be on the trigger when it starts. You'll know it is coming when the helicopter swoops lower. Make sure you take out the armored truck first.



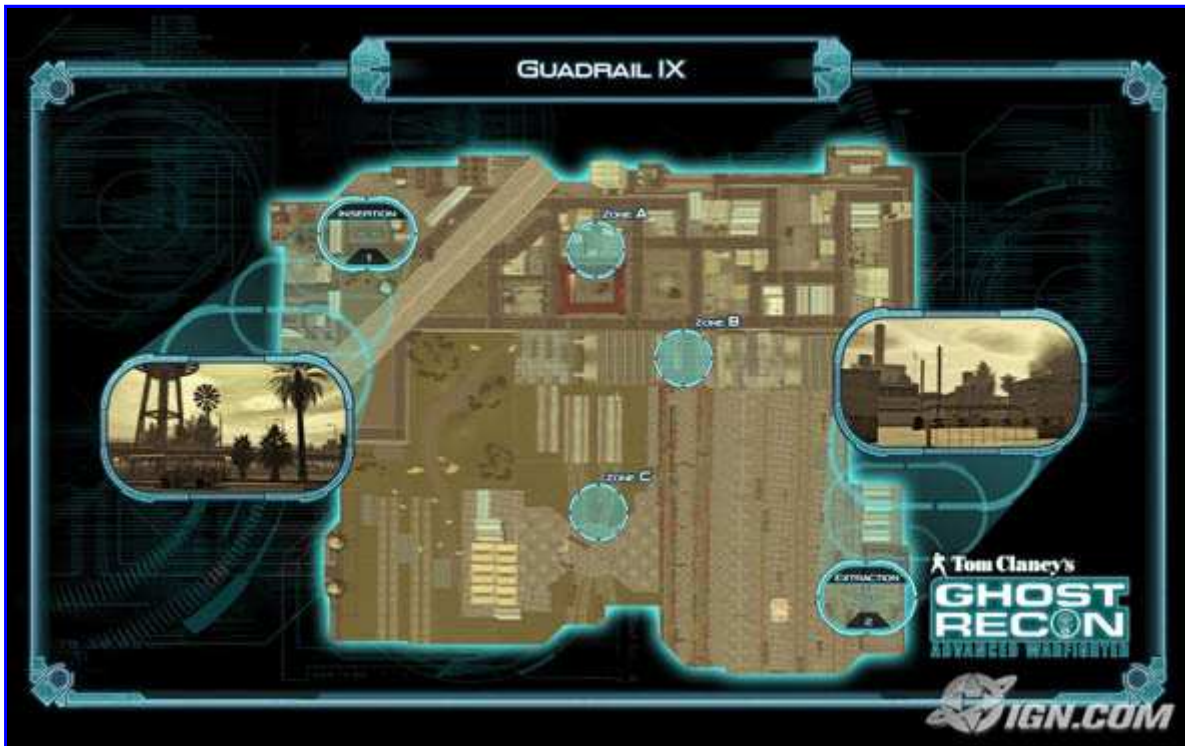
In between getting some open shots at the helicopters, you'll also have to fight a few more vehicles as you jockey for position. Always make sure you take the ground vehicles out first as they seem to have a greater chance of downing you.



When faced with one or two helicopters, try to keep the bullets moving as much as possible and wait to let it cool down for when you are farther away. This will keep them from killing you and allow you to put the hurt on. The last tricky part comes after you take out the first helicopter. This is because the second one will swoop down from above you with its

guns blazing. Get ready to start shooting to ensure that you stay alive. Once the second helicopter goes down, the mission ends.

Guardrail IX

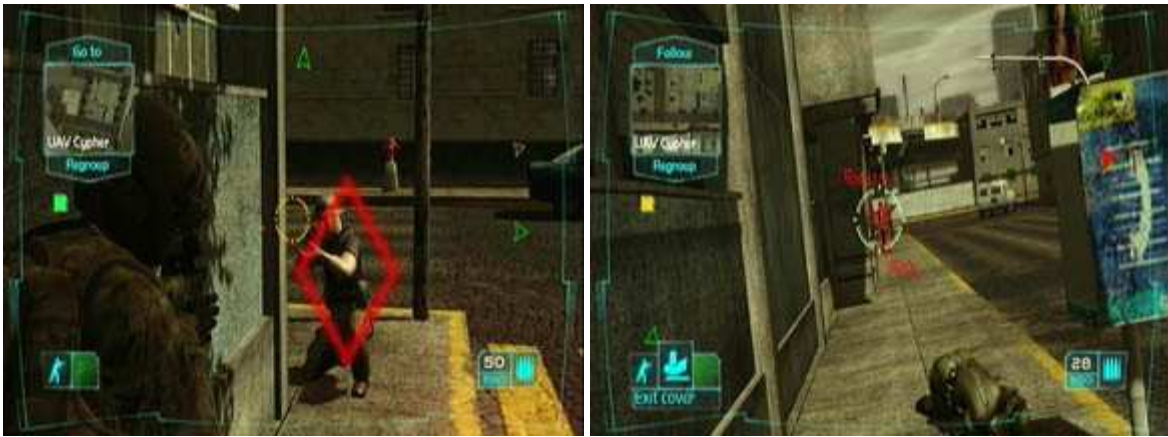


Once again, you're on your own. Unlike the last time a helo put you down in enemy territory by yourself, this time you'll have a UAV to help you scout out the area ahead of you. Make sure you use it.

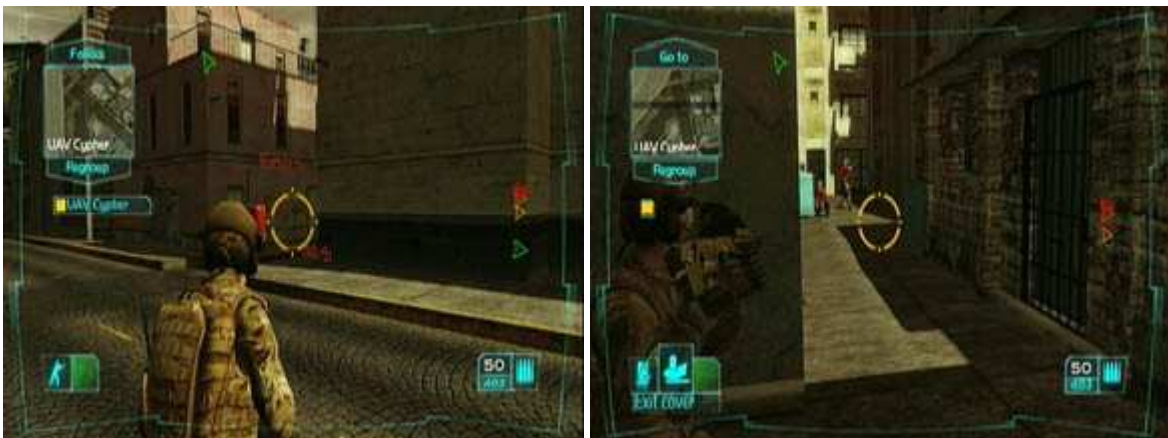


A quick sweep of the battlefield ahead shows that the enemies are highly concentrated in the alleys between the buildings. You're free to run under the bridge and see the helicopter you shot down and then cross the road. When you come to your first building, go around it on the right.

If your UAV hasn't drawn too much suspicion, you can walk down to the edge of this set of buildings and point your camera gun around the corner. A bunch of enemies are milling about on this road and you can easily wipe them all out from your safe spot.



Cross the road and go into the nearest alley in the next set of buildings. Some rubble blocks your way from going straight, but if you look around the corner to the left with your camera gun, you can see two soldiers waiting for you to take them by surprise. With them down, go down the alley sticking to the right wall. Lean around this corner and you'll see a gun with some hands sticking out. Shoot them and their owner will die with them.



Walk down the rest of this alley to a checkpoint. There is a large open square ahead, but it's only guarded by three rebels. Using your camera gun, you can see the first one and take him out as he shuffles about. The second one will come around the corner of the building just to the left and try to advance on you, so watch out for him. The final one is over to the right of where you shot the first rebel. He may duck under some cover, requiring you to expose yourself for a better angle. Use a smoke grenade for concealment if you have to take this route.



When you emerge into the square, you'll notice an Ammo box near the Transport vehicle. Before you run to it, look up to the eastern side at the top of a building and shoot down the Marksman up there before he gets you. Then, you're free to refill your munitions.



Your UAV should tell you that the entrance to the abandoned train station is heavily guarded. Your only hope is to enter from the north side. If you do, come through the alleys and use your camera gun. None of the rebels will give you any trouble so long as you don't give them a target. The last one will require you to come a little ways in and hide behind a car since he is on the other side of the same building you're hiding behind.

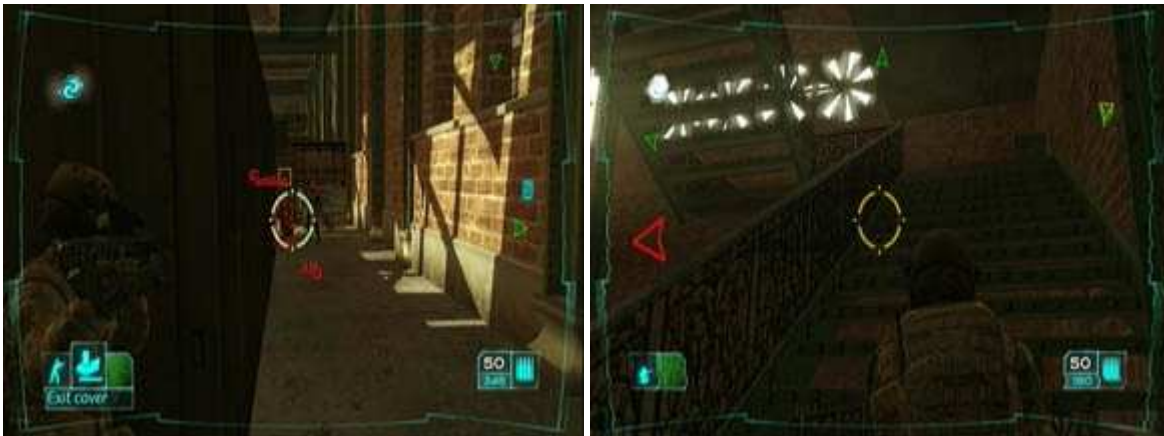
Inside the train station, it appears a scrambled signal from the suitcase is coming from the far end. You don't have your UAV anymore, so take a good look around you before moving ahead. Run to the end of the first room towards the objective. Look around the corner with your camera and zoom in on the second row of windows on the second floor. Take out the two rebels you see there and then advance to the next bit of cover on the right. Look around the corner and you'll see one more rebel on the second floor to shoot out.



Walk forward until you come to an area where the only way through is by climbing through an open train car. Before going through, look to the right of it. There is an opening that you can look through and shoot two unsuspecting rebels. Once you do, climb through and start moving through the boxes. There are several more troops on the ground here, so move from cover to cover slowly and look carefully around each corner before advancing. Also, watch out for the two rebels at the top of the stairs on the balcony at the end of this long hall. Always stay behind cover, even if you don't see enemies just in case.



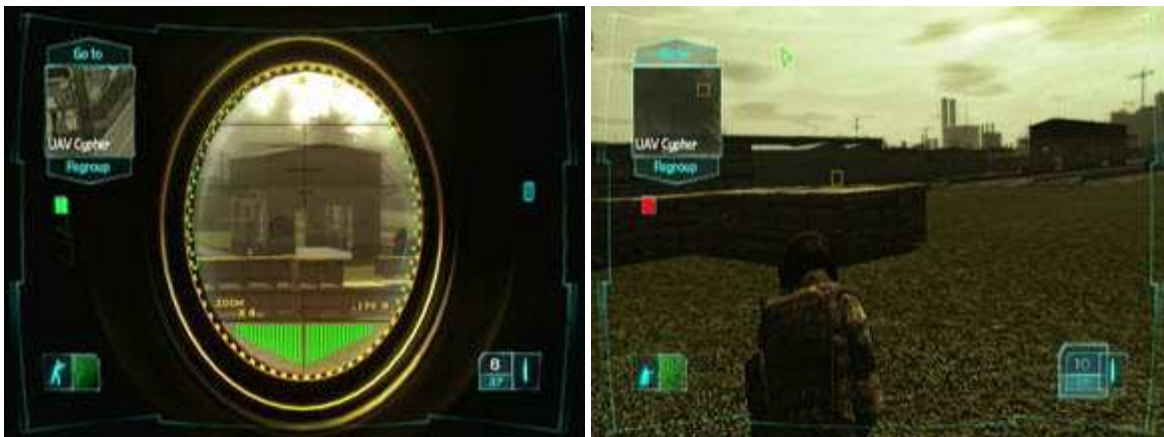
Once you get to the end, you'll have to go up the stairs to get through the door to the next room. Once inside, you'll be alerted to a weapons drop coming your way. There aren't any enemies in this area, so just walk forward to the Kit Container. You can switch up your weapon here and you'll probably want a sniper rifle for the battles ahead.



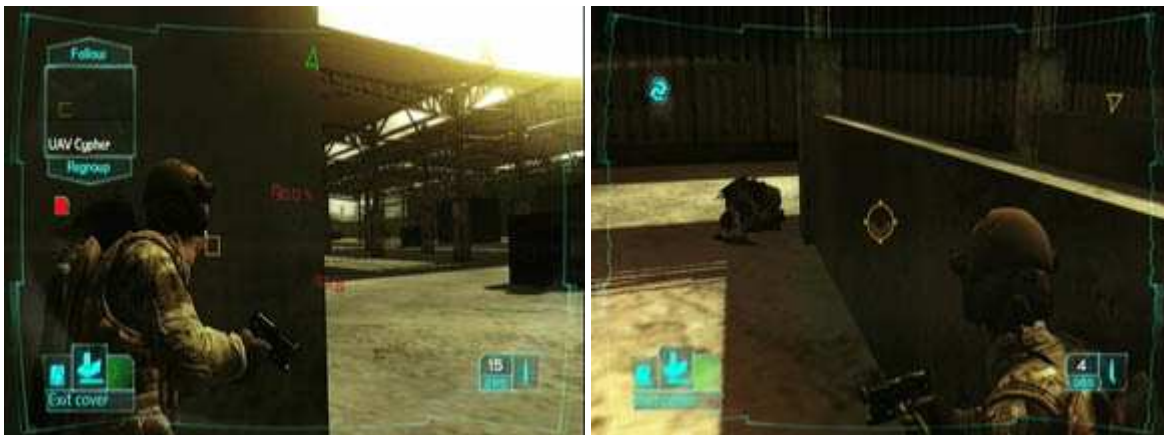
When you first step out into the field, look on the extreme southwest side on top of one of the water towers to find a Marksman. Deal with him before attempting anything else. Next, walk over to the west and you'll see a slight rise. Run over on top of it and get a sighting on the bit of train tracks to the south. Start walking towards it and an armored vehicle will start driving towards you. Quickly snipe out the gunner and the vehicle will drive away.



With the vehicle gone, your only trouble is some ground soldiers. Unfortunately, they are extremely widespread and all of them are in hiding waiting for you to make a mistake. Rather than list all of their locations over this big field, we'll just remind you to use your UAV. It will find all of them and, if you have that sniper rifle, you'll be able to shoot them while they are still in hiding through whatever they are using as cover. We found it easiest to move west and then south through the buildings, sniping as we went before cutting back to the east to make it towards the objective marker.



When you get to the area that is sectioned off and contains the objective marker, do not run in. Creep up to the entrance by shuffling on the wall and look in. You'll see several rebels waiting for you. Take out the first two either by shooting through the wall or by taking quick shots leaning out.



When you enter, go to the left through the maze of boxes. You'll end up to the left of the objective marker, but it will also put you at a short wall that you can look over. When you do, you'll see two more rebels guarding your objective. Shoot them before they see you and proceed to the goal.

Your next mission is to demolish the antenna with C4. Walk up the metal staircase and look out through the back of this building you are in. When the coast is clear, walk out into the open area and go through to the next enclosure. Go to the north to find the exit back outside. When you exit, you'll find another Ammo box, so be sure to refill on supplies.



Walk up the staircase and duck behind one of the walls at the top. Look down the walkway and you'll see a patrolling soldier. Snipe him out and then lower your aim and you'll find a second enemy. Quickly raise it back up after you get him

to attack the third and final enemy of this area.



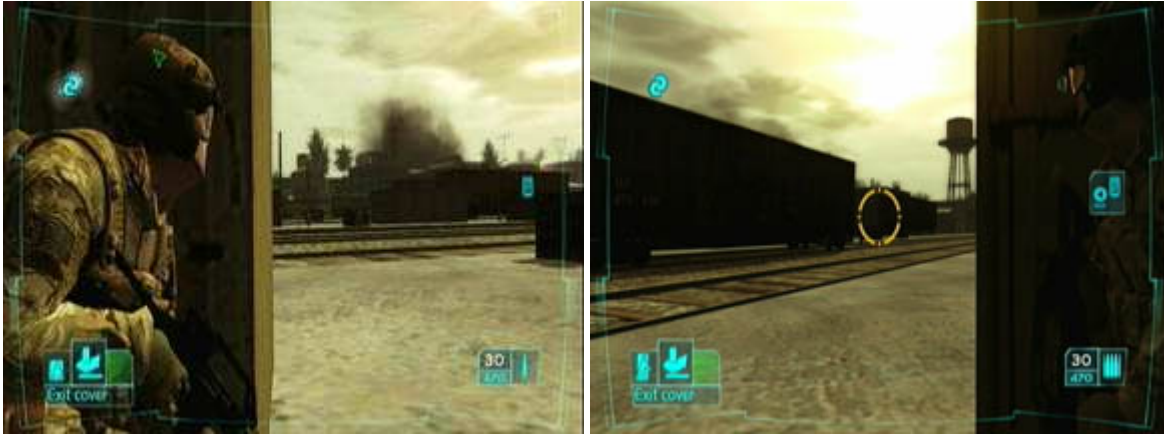
Walk down the hall and jump up and over the gap in the train. There is another gap that you can climb up on to, but if you are playing on Hard, this won't fly. Across the way in the tower where your objective is are four enemies that will snipe you out very quickly. Two are in the windows and two more are on the roof. The best way to do this section is to walk up and down in between the cars and look for gaps where you can shoot between to take out the enemies without their knowledge of your position.



After you clear out the tower, climb up and over the train cars and throw out a smoke bomb. Walk into the crowd, turn on your night vision and then look at the base of the tower. You'll find two more enemies that you can kill without raising suspicion. Run down and go around the tower to enter on the opposite side of the fence. There isn't anyone left inside it, so you can simply run to the top and place the C4. Quickly get out of the building. You have 25 seconds before the explosion goes off.



Once you get out, a helicopter will be sent in for extraction, but not before a wave of roughly 20 enemies comes after you. This last bit of the level is extremely difficult on Hard mode. It took us about 100 tries, but we managed to beat it by using a fully automatic weapon and running across to the train tracks on the other side as the enemies were filing out. Run to the left and hide behind the large metal shipping crate before the last traincar on that side. Make sure you cross the large opening before the enemies even appear, or their fire will prevent you from getting across. You'll have to be extremely quick peaking around both corners to shoot the many rebels as they try to rush your position, but it is way easier than trying to take them out from behind their cover across the field.



When the coast is clear, start walking towards the extraction point. There is one more enemy waiting around the cement wall to the left when you enter the last little bit before hopping in to the helicopter. Make sure he doesn't kill you before you can take off.

Bulldog



Your first objective of this mission is to neutralize the anti-air position. You can do this from the relative safety of the rooftop without going down to the roadblock below. Walk over to the edge of the roof and look at the objective marker. Toss two grenades at the troop transport and you'll just be left with two rebels to pick off. Once you do, you'll get a checkpoint and gain control of an Abrams tank.



Before you think about going down to the road below, run to the north end of the roof and look at the tops of the building below. There are three enemies there that you can pick off. One is directly to the north and the other are on the lower area to your left. Clear them out and walk down the ramp.



Follow the roof top across, past the fenced in tanks and back up another ramp. Don't poke your head up too much over the rooftop or a sniper will get you. He's located to the right of the billboard on the other side of this roof. Take him out and walk up to the rooftop. A rebel will start coming up the ramp on the south side, so be ready for him. There is also a sniper across the road to the northeast and several more rebels on the roof below you on the eastern side. Stay low to avoid their gunfire and try to locate them with your over-the-shoulder camera without exposing yourself.



Walk down the ramp and across the next roof. Stay low at the end of it. On the other side of the small wall separating this building from the next are four rebels waiting for you. Ambush them and spray your automatic fire across their chests to neutralize them. Walk up the next ramp to gain a checkpoint.

As soon as the checkpoint comes, press up against the small wall to your left. Look to the left of the tank on the other side of the roof and you'll spot the outline of a Marksman across the road. There is also a pair of rebels hiding behind the stack of bricks on top of the roof you are on right now. It is even farther to the left of the tank. Shoot them before continuing on.



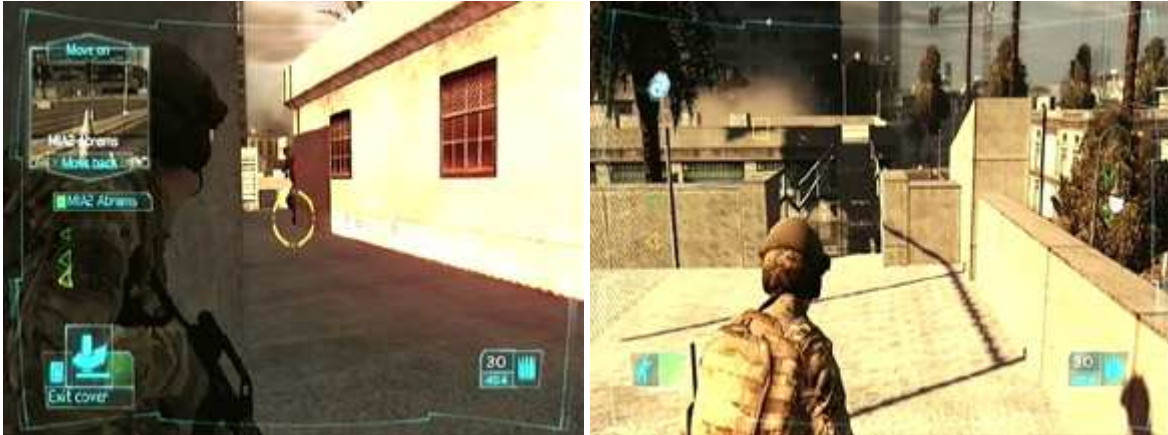
From the eastern side of this rooftop, you can see the second roadblock. There are several troops milling about there that you should take out before bringing your tank into range, mostly because there are a couple of Anti-Tank personnel down there.



Keep moving along the rooftop until you come to an extremely light section. Stick to the right of this section -- you can hop over the knee high small ventilation shafts allowing you to stay away from the main walkway. Up ahead there is a pile of cinder blocks with a rebel hiding behind it. Once you start fighting him, two more will pop out for you to deal with. After you get them, look to the southeast and locate the Marksman before he surprises you.



Walk to the south to get to a small gap that will allow you access to the next area. As soon as you go through the little alley, get down to avoid sniper fire. Get up against the air vents and scan your camera back and forth across the trees to find the Marksman and then take him out.



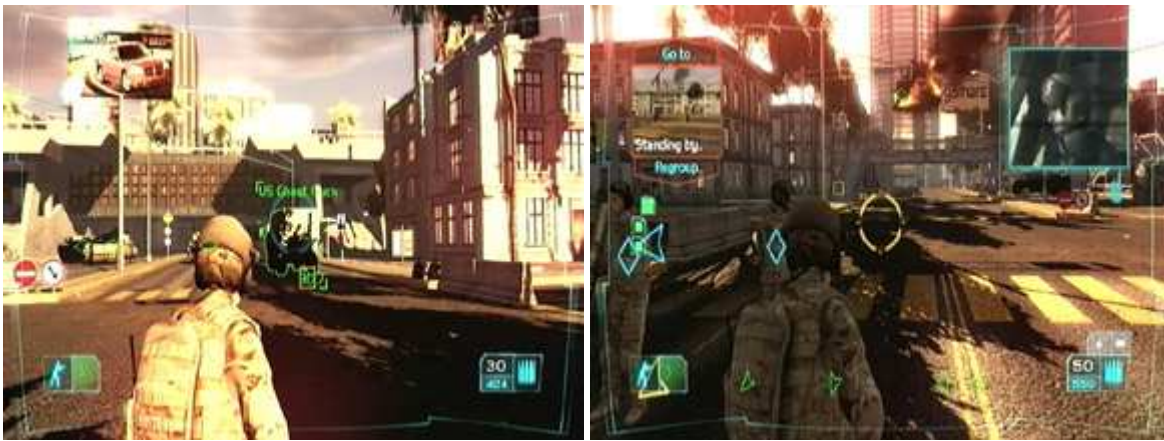
Continue walking across the rooftop and one more enemy will appear in front of you after going through another tight area. Once through, the rest of the roadblock force should become visible on your HUD.

Note: There is a known glitch at this point. The game will tell you that you are leaving the battleground. Keep walking forward until the enemies appear down on the street. You can then target them on your tactical map and have the tanks blast them to bits. Once you wipe out the four of them, the game will allow you to move forward into the area that was previously considered off limits and a Black Hawk will come to pick you up. Walk across the metal bridge and get in.

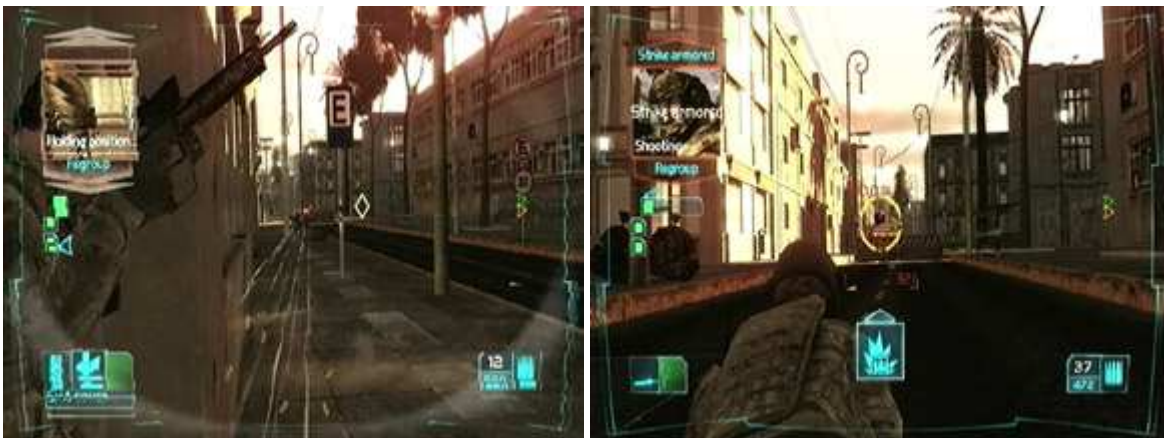
When you climb into the helicopter, you'll man the machine gun once again. Keep your finger on the trigger and shoot every soldier and vehicle that comes into range. This part is pretty easy, but it certainly is spectacular.



Run to the Rally point just after you get set down on the ground. Pick your squad and take your favorite weapon along. After you do, the General's Black Hawk gets shot down. Your next objective is to go to the crash site to look for survivors.



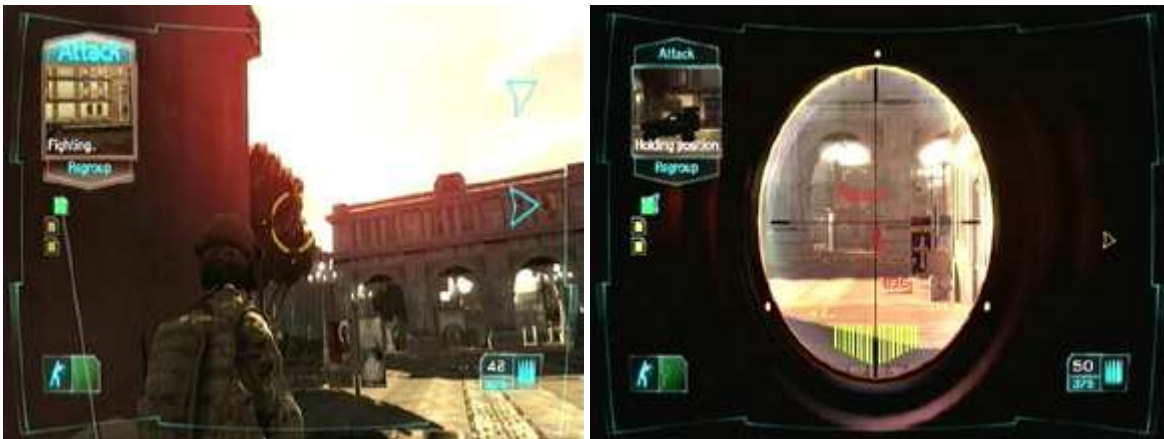
Go to the south one block and then turn west. At the edge of the block, lean up against the western buildings and look around the corner. There's a small patrol of enemies waiting for you to take by surprise. Take them out and try to snipe out the gunner of the vehicle that will come driving towards you. Once you do, order a strike on the armor before continuing.



At the next place that you can turn to the west, look around the corner to find another firefight. There is a vehicle further down the road, so order your squad to do most of the work here. Keep moving down this road to the west. You'll meet only minimal resistance and won't have any trouble at all so long as you send your squad forward first to check things out.



When you get to the open square, there will be several enemies on the ground, as well as a sniper up in a building on the left side. Try not to run out into the crossfire and stay behind cover while you fight.



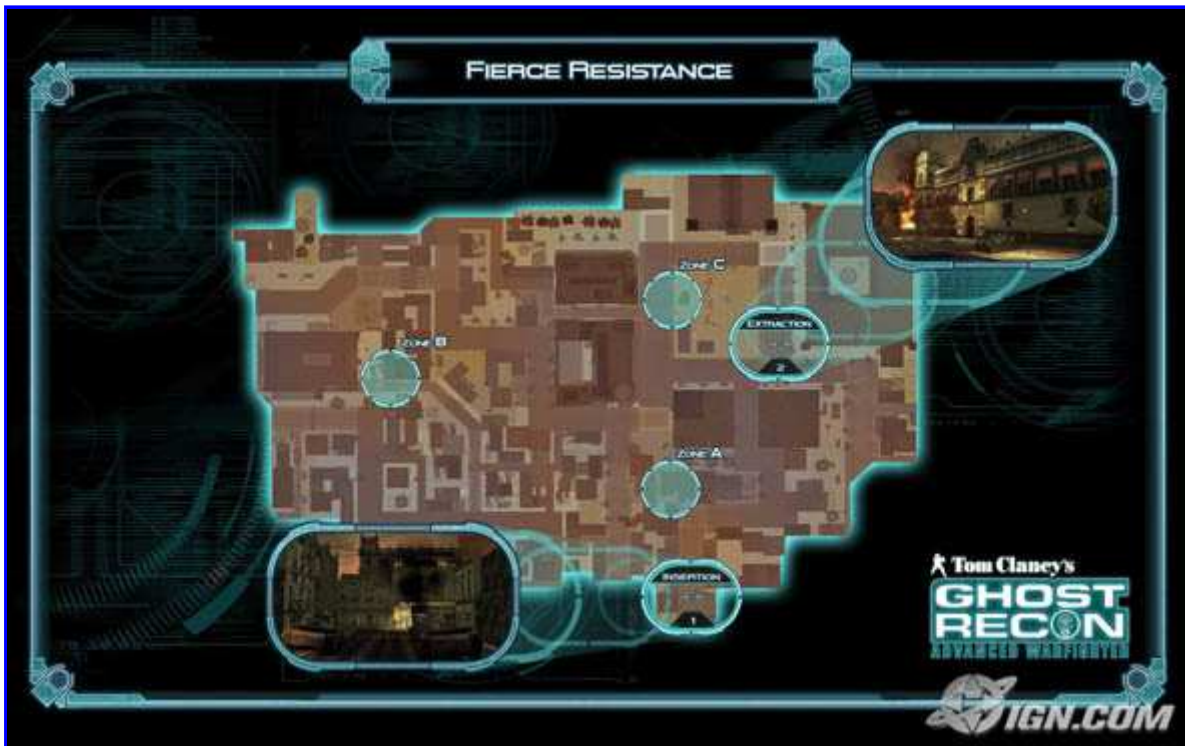
After you deal with this last pocket of resistance, run through the square to the crash site where you'll find General Martin still in one piece.



Just like at the end of the last mission, you'll have to hold your own as rebels assault you while you wait for extraction. Your goal is to protect General Martin. First, the rebels will come from the west, so place your team behind some cover that will guard fire from that direction. After you take down the first wave, you'll get a message about the helicopter exploding. Get out of the way and move to some south-facing cover. The next set of rebels will come from that direction. If you can repel that attack, you'll be home free. Run to the extraction point to finish the mission.



Fierce Resistance



When you arrive, you'll find there is quite a buildup of American forces. They still need a small squad like yours, though, as there is another device scrambling signals in the area. It's your job to take it out for the rest of the army. Start by running down the road to the first checkpoint.



There's only one major fight between you and the next save spot, but it can be difficult. Run down the road sticking to the left wall. When you come to a wall that juts out in front of you, send your squad to the edge of it. They'll reveal every enemy in the open square. Some are behind vehicles and some are up in the windows. If you order your squad to attack everyone, they'll do the job quickly and efficiently with no danger to you.



There is one more soldier hanging out just near the objective marker. Move up to the next bit of cover and zoom in on him from a safe distance to take him out. Once you do, move forward to get a checkpoint.

Just like before, you have to destroy two scrambler sources. The first one is just to the south of your position. Remember, your HUD will be scrambled, but you can use night vision to locate enemies. When you turn around the corner to the south, there will be two enemies at the top of this hill down the road. Zoom in to take them out based on their thermal signal. Additionally, there is one more just around the first corner on your right once you start down the road. On that first road on your right, you can take out one more enemy, but then the road is blockaded. Go back and go to the south to a wide open road.



Check this large boulevard for enemies before moving out into the open road. Move down and take your first right to turn back towards the scrambler. You'll find that you're right near it, but there is a low wall blocking your progress. Toss a grenade just over the wall to destroy the scrambler and receive a checkpoint.



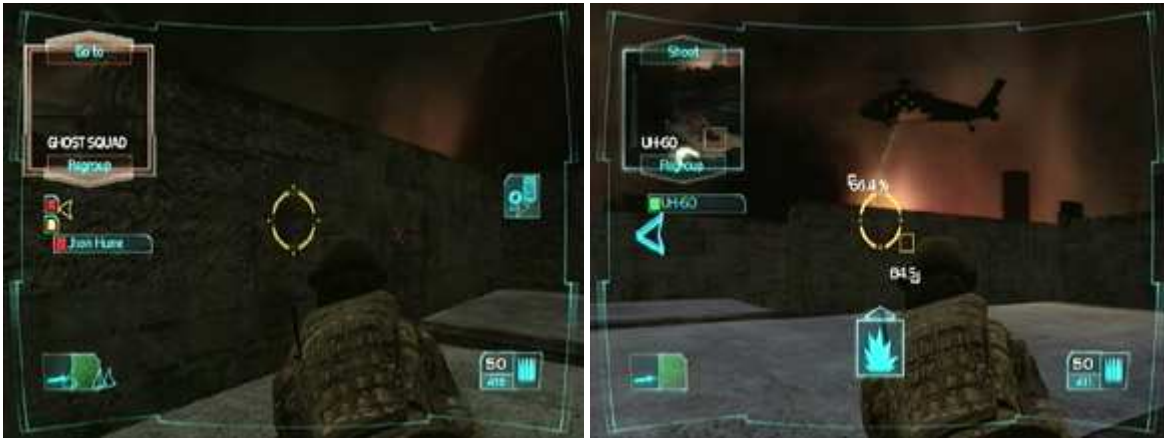
There is one more scrambler to go and it is located to the northwest. Start by continuing west down the main road. Take your second right and follow the backroads north. This will funnel you back into a main road. When you see some sandbags up ahead, get behind some cover and call your squad to your side. There is a fair sized rebel squad guarding the scrambler that you have to take out. Make sure you target those enemies that sit up in the windows as well as the ones on the ground. When you clear the area, walk up and grenade the scrambler to get another checkpoint.



Your next objective is to secure the area. Start walking back down to the south and hug the wall on your right. When you get to the next road, lean out and you'll find four rebels waiting. Take them out by calling down hits from your squad and then cross the road. Just near where you fought them on the south side, you can find a staircase near a streetlight. Go up it.

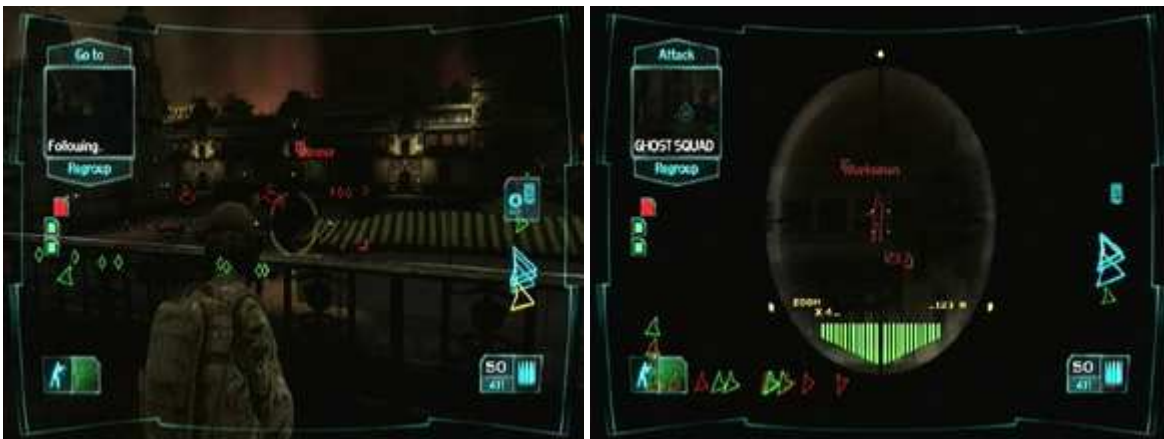


At the top of the staircase, quickly get down into the prone position. A ton of enemies will pop up, but you'll be given access to a helicopter to command. Stay down and target every enemy on your HUD. Your objective will be complete when you order strikes on the three Havocs, but you may as well use the helo to take down every enemy to protect you and your squad.



Your new objective is to protect General Martin while he goes to offer a surrender. Go down to the roads again and cross the city to the Majestic Hotel. There aren't any rebels to contend with, so this is an easy task. Once you arrive at the objective marker, your game is saved and you're told to reach the roof.

At the roof, you'll see a large rebel force meeting up with the General and a ton of US infantry. Your job is to watch for snipers, which of course appear. When they do, all heck breaks loose. Shoot out any snipers and ground infantry that you can before everyone scatters and you're given a new objective.



Go back down and collect a fresh squad of soldiers and refill your ammunition at the Ghost truck. Your next objective is to reach the palace and you're given some tanks to support your cause.

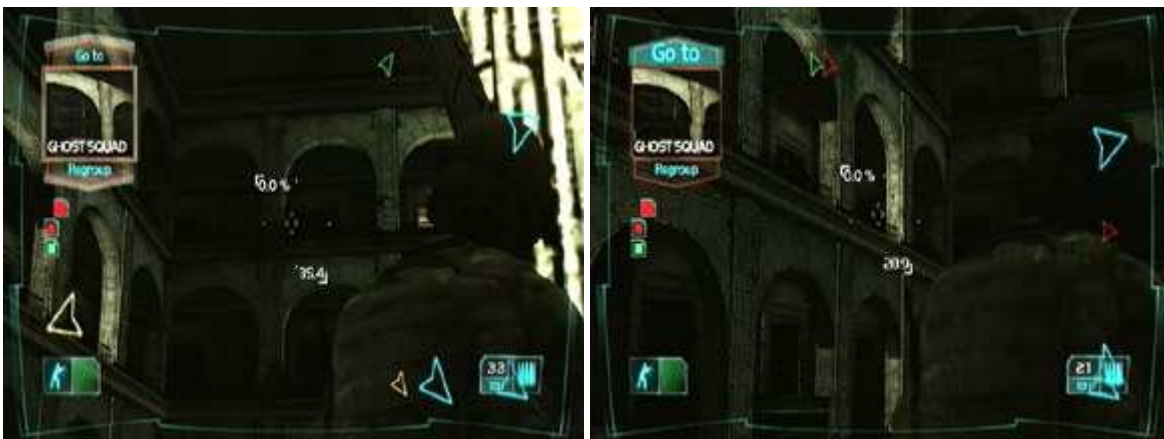


The palace entrance is just across this plaza, but there are two tanks as well as some infantry blocking your way. Don't try to take the quick and easy way. First, shoot out the gunners on each tank. Then, order your Abrams to take out each tank. After it does, move to the center of the square and get behind some sandbags. A host of troops will appear just

behind where the second tank was. Shoot them from a distance and then move in to the shell of the first tank you destroyed. Position your squad at the objective marker and then slowly advance towards it. Six or seven more rebels will come pouring out, so keep your automatic weapon firing to lay them down.



Once inside the palace, it is your job to take down the rebel General. Inside, all you have to do is shoot down the rebels that appear on the floors above you. Get in a corner and keep firing on them when they step out from cover. They're on all four sides of the square, so you'll have to step out into the open, but only do so after you take out the three remaining walls.



When every soldier is down, you'll be told to go to the next rally point outside. Go select your squad and weapon and then climb into the APC.

Norad on the Line



As soon as this mission starts, you'll be assaulted by enemy fire. Send your squad to take cover behind the burnt out car to the right. As soon as you command them, run forward and duck behind the van in front of you. From there, take down the numerous rebels that have you pinned down by leaning around the corner and shooting.



When the coast is clear, walk forward to the building that all of the rebels have been running around. Go to the right of it and send your squad forward to take cover behind the destroyed tank. Stay behind the wall and take out the enemies from a distance. Eventually, you'll have to move forward as some rebels stay behind cover. As you move forward, look out for an enemy at a stationary gun on your left. When you've killed everyone, walk forward to the objective marker.



Your next task is to return to the APC. As you are going back to it, Carlos flies by in an assault helicopter and destroys it. Your mission changes to hunting him down. The first step is to get to Angel Plaza.



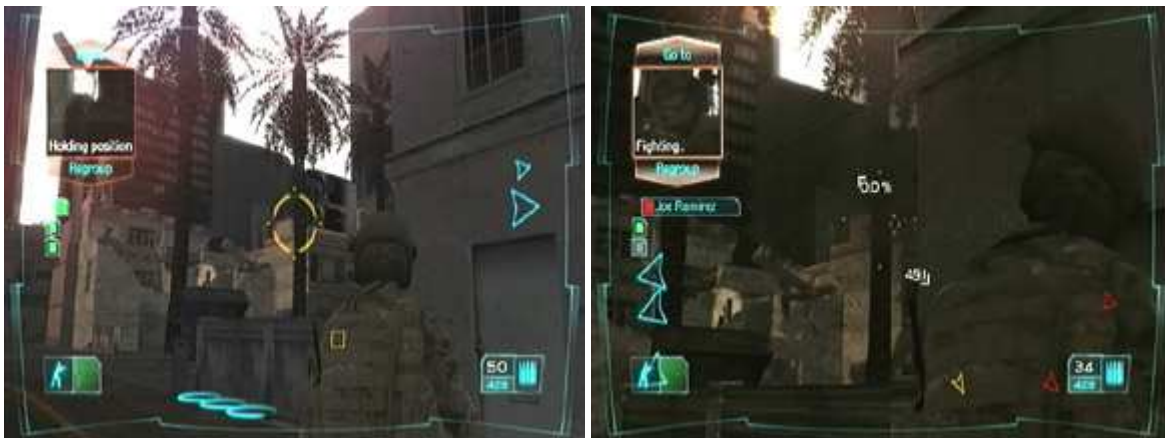
Move towards your objective marker until you get a call on your radio. This indicates that you are moving into hostile territory and need to watch your back. By looking at your tactical map, you'll see that you can go to the left or the right of the first building you see. Go to the right of it into the small alley. When you come to a bus, get behind it and engage the enemy from there. You'll have much better cover coming from this side than if you went around the building to the left.



Walk forward and you'll get a message from your General telling you that you have freedom to kill anything. Good thing, too, since a helicopter is about to enter the picture. Get behind a building and order your soldier with a bazooka to take the helicopter down. Don't bother trying to shoot it with a weak machine gun, you'll only get yourself killed.



With the helicopter down, cut back to the left through the alley. There is a fight coming up ahead that is much easier from that side, mostly because you'll get a better look at the Marksman hiding behind a billboard. This fight won't surprise you since most of the enemies will start showing up on your HUD before you even see them. Don't take this lightly though. There are a lot of enemies here that will quickly end your life if you get careless. Try to use your squad to do most of the fighting while you sit back and watch. Once the area is clear, you can proceed to the objective marker.



Time for a confrontation with Carlos. Start by moving behind the cover that juts out into the main road leading to Angel Plaza. Peek around the side and you should be able to take down 3 or 4 of the numerous enemies at the center of the plaza. The rest will take cover behind sandbags, so advance to the next piece of cover in the middle of the road. Use this as your base of action to take out the rest of the rebels at the center of the plaza.



When the coast is clear, run forward to the other side of the statue. There is a set of sandbags there that you should put your squad behind for safety. Place your guy behind the wall on the left side, just up the stairs from the sandbag. Once you're in this safe place, use only your squad to attack. There are simply too many men guarding Carlos. Luckily, you can

target him early on to end this. Order your squad to attack the enemies at the top of the burnt out building. Eventually, one will get him and you'll get a checkpoint.



With Carlos dead, mop up any rebels that don't immediately disappear and then get on to the helo for extraction.

Multiplayer

Ghost Recon Advanced Warfighter allows you to play the multiplayer game in either a cooperative or adversarial style. Regardless of which one you choose, you should know about the rules of the game before diving in. Read on to learn everything you need to know to get started.

Modes

- **Campaign:** Team up with your friends to fight swarms of AI controlled rebels. Each of the four campaign maps has unique objectives for you to conquer. For more on these objectives, read our [Co-Op Multiplayer](#) section.

- **Elimination:** This is your classic deathmatch style game. Your only goal is to kill the opposing team before they kill you. Game settings will determine how many times a player may respawn after they die as well as victory conditions. For Elimination games, the victory conditions are either by the first player or team to reach a point limit (one for each kill) or by who has the most points at the end of a time limit. Elimination can be played solo (every man for himself), co-op (everyone against the AI computer rebels), or team (two teams of 1-8 players each). There are several subcategories worth mentioning.

Bounty Hunter: In this, each player is given a target and gets points only for killing that target. Each time they get a consecutive target, more points are rewarded, though killing a non-target resets the bonus multiplier.

Seek and Destroy: One person is the target and receives points for every kill made as the target. Everyone else must kill the target in a classic kill the man with the ball game. Once you kill the target, you get points and become the target and can start receiving points for each successive kill until someone else kills you.

Last Man Standing: Each person has one life and the winner is determined by who is the last one alive or who has the most points at the end of the time limit.

Sharpshooter: The first or team to a set score wins. There are no respawn limits.

Thief: Whoever is winning is the thief. Killing the thief rewards two points instead of just one. There are no respawn limits and the high score wins.

Firefight: This is the co-op elimination mode. Each player gets three respawns and you have to see how long you can last against the AI rebels.



- **Territory:** These games require players to work to control particular areas on the map. These modes can be played in solo, co-op, or team games and there are several subcategories.

Domination: This mode requires you to capture five zones. Your team gets points for each zone they control. To take control of the zone, you must stand inside of it without dying to convert it.

Hamburger Hill: There is only one central zone that you must take control of. The zone must be converted in the same way that it is in Domination and points are received in the same manner. However, the team that controls the central zone also gets a helicopter that flies around over the enemy spawn area and lays down some suppressing fire. If you want to win this, it is vitally important to get to the zone first and take control of it.

Siege: In this mode, there is only one base that one team must defend and the other must defend. There are usually a set amount of lives and the game ends when one team either dies off completely or loses control of the base they were defending. This mode is known as Defend in the co-op mode, but the idea is the same where all human controlled players must defend a base against the oncoming rebels.



- **Objective:** These games pit players against each other in a race to complete a certain task. You won't be able to win by just killing opponents, but it certainly won't hurt.

CTF: The classic capture the flag mode makes an appearance in Ghost Recon Advanced Warfighter. Your goal is to defend your flag from enemies and to return their flag to your base. You won't be able to return their flag if yours is missing, so defense is paramount to success. Each time you successfully return a flag, a point is rewarded. The team with the most points wins.

Recover: This mode is the same as CTF, except there is only one flag to take. The flag is placed in the center of the map and you must fight to bring it back to your side. To win, it is important to defend the flag carrier with everything you've got and be ready to quickly swoop in a pick up a dropped flag. Snipers are always welcome in this map as they can prevent a flag from being recovered from great distances.

Search and Rescue: Teams must work to escort unarmed officers back to their bases. This is similar to CTF, except there is a person that must be lead through the firefight rather than just a flag to be carried. Each second that you have a captured officer in your zone, you receive a point. The team with the most points wins.

Escort: This is the solo version of Search and Rescue. However, there is no base and the officer is armed. Each second that you have the officer in escort will give you a point.

Flag Carry: This mode is similar to capture the flag, though you don't have an objective. Carrying the flag gets you points and the flag will drop where you are killed in this every man for himself contest.

Recon: This mode requires your team to play against the AI rebels in an effort to conduct reconnaissance on five enemy locations. With no respawns, you must keep a low profile.

Classes

The Class you choose should reflect your style of play. Don't choose a Grenadier if you like to camp and wait for the perfect shot. Likewise, someone who is a precision shot shouldn't choose the Automatic Rifleman. You can still use weapons outside of your class during a match, but you won't receive the weapons bonuses when you do. You can change your class at the beginning of a match in the lobby by pressing the Right Bumper.

The Rifleman class gives players a boost in accuracy while standing or moving. They also get accuracy, reload, and magazine bonuses when using Rifleman weapons. This class is great for anybody who likes to constantly move, but still likes to be able to take down players from a distance. This is your all purpose soldier class.

The Automatic Rifleman gives players who like to fill the air with lead an advantage. This class is for fully automatic firing and you'll receive a bonus when doing so in the crouched or prone position. When an Automatic Rifleman uses a light machine gun, they get bonuses in accuracy, reload time, and ammunition supply.



Marksman class players get advantages when firing in the prone position and with single shots. This is perfect for camping, especially since you'll get a bonus in accuracy, reload time, and ammunition when using a sniper rifle.

The Grenadier is your demolitions expert. They receive bonuses when using rocket and grenade launchers that include accuracy, reload time, and ammunition supply. If you like blowing everything up, this is the class for you.

Basic Strategies

Stay Hidden: Running out into the middle of any map is a recipe for certain death. Just like in the single player game, if you don't stay behind cover, you'll quickly find yourself dead. Make use of your cover and lean out around corners using the Left Bumper to find exposed enemies without overexposing yourself. A few shots are enough to kill anyone. The element of surprise is of the utmost importance.

Drones: If you have a Drone, make sure you use it. These aerial machines can locate enemies for you which makes your job much easier. If you see a Drone hovering overhead that you're not controlling, shoot it down. Any weapon except for pistols and grenades has the destructive capability to down one.



Communicate: Talk with your team members. They'll give you enemy locations, their strategies, and allow you to work together effectively. If you don't communicate and the other team is, they'll seem like one effective force up against your rag tag bunch.

Stop and Pop: Don't try to shoot enemies while you're running. Move around in the crouched position and stop running when you spot an enemy. Hold the Left Trigger to aim before firing and you'll be much more likely to score a hit rather than spraying your shots wildly.

Sharing a 360: Although playing the Campaign mode split screen gives you less space to see on your screen, there are some advantages to playing with a split screen. If the person dies that you're sharing a screen with, they can switch the view around to anybody else who is still in the game, giving you a nice view of the action. They can also put the view on you and then zoom in independent of what you are doing. This allows you to have one screen with a zoomed in view while the other sees everything. The same works for night vision. Just press the Right Trigger to cycle through players

once you die and then control the vision as normal.

Co-Op Multiplayer

Although these maps are designed for the Co-Op Campaign, you can play them as adversarial maps as well. Keep in mind that these maps are giant and shouldn't be used as adversarial maps unless you have at least 12 players. If you do have enough players, these are great for objective based games and for limited respawn elimination games.

Old Town



This first co-operative campaign takes place in an urban setting. You'll be dropped in by a helo and your first task is to secure the command center. Run forward until you get to the stairs that descend down to where the rebels are and crouch behind the walls on each side of the staircase. You'll have a perfect vantage point from here to shoot out the enemies as they make a move across the large clearing below you. Make sure someone with a scoped weapon shoots out the gunners on the APCs or you'll be in trouble.

When the coast is clear, you can move down to the streets below. Small pockets of enemies can be found around corners here, but as long as you don't run around blindly you won't have any trouble dealing with them. Remember to stay as one group as you move towards the second objective. When you reach the park, you'll find another large squad of enemy reinforcements. Don't enter the park area that they are in. Stay back and lean out around walls to shoot them from a distance. The MR-C LW works perfect in situations such as this. Snipers can use the nearby cars as cover and should be able to pick off most of the enemies, starting with the one at the turret machine gun. If you creep around further to the north, you can get a free shot at the gunner on an APC with a sniper before he knows you're around. Don't forget to destroy this vehicle as well, or it won't register as clearing out the entire enemy force and the objective won't be met.

Next you should move to the south to try to meet the secondary objective. This takes place in the outdoor restaurant area and upon arriving you'll find several soldiers pinned down from enemy fire. Don't shoot your allies and clear out the area (which shouldn't be a problem if you're making good use of your Drone) to complete the objective.

To meet the final objective you should split off into two teams. One should go slightly to the north before taking side streets east to the construction zone where the last of the enemies are hiding out. The other team should continue along the southern road until they also come to the construction zone. Do not move out into the open under any circumstances. This area is heavily guarded and has several turret guns and APCs that will quickly mow you down. Instead, start the assault from your northern squad. You should only attack with ranged weapons and should be using the Drone to locate enemies for you. Once the northern squad gets their attention, almost every enemy will come out into the open to start fighting. Although they will try to stay behind cover, the southern team will have them flanked and the enemies will find that there isn't anywhere to hide from the multi-directional shots. Remember to aim for the APC and turret gunners first, then you can easily take down the numerous soldiers. When the area has been cleared, move in and destroy the APCs with grenades if one of your Grenadiers hasn't already done so. With the map clear, you'll be taken out by helo after a successful mission.

Wharf



The first objective is to clear out the enemy encampments located just to the north of your insertion point. Start by clearing out the fort directly in front of your position. Move the Drone in to locate the small squad and then have a few Rifleman flush them out and kill them. If you don't do this first, you'll end up getting attacked from the rear later.

At this point, you should split your squad up into two teams, if you have enough players. A Marksman and two Riflemen should go down into the fort. At the bottom of the stairs you'll find a window looking out over the village that is perfect for sniping. Snipe out as many rebels as you can before leaving and going down through the cave in the rocks to access the village area with that team. Hold this position and wait for the rest of the team to complete their tasks before moving in.

The second team needs to go down and actually complete the first objective. Hopefully, this team is comprised of a large number of Riflemen and at least one Marksman. Slowly make your way down the hill clearing out the enemies in the camp until you get to the entrance to the main village. Bring the Drone up and place it in the south central part of the village to locate all of the enemies (and there are a lot) for both this team and the other squad.

If you have enough players, you can actually break off into a third squad at this point. This team should travel into the village by the north side and cross the beach. You'll now have three squads entering the village simultaneously from three different locations. The Marksman should lay down at this point and snipe out as many enemies as possible. At least one Rifleman should stay with the Marksman because enemies will try to rush your position and you'll need to protect the snipers. The rest of the Riflemen should begin a slow, deliberate sweep of the village.

If you clear out the village of all enemies, you won't have any problems completing the remaining objectives. Follow the nav points on your tactical map to locate each objective position and either use the terminals to gather intelligence or destroy the cargo as designated. This is an easy map to complete the secondary objective on, so don't miss it once the village is empty.

Temple



The Temple campaign has more secondary objectives than primary ones. The only objective that you need to complete is to kill the enemy Lieutenant in the stronghold. This is easier said than done as there are huge numbers of rebels in the stronghold and many more patrolling around it.

Start by moving towards the secondary objective on the southwest part of the map. Move as a team to support each other since enemy fire can come from nearly any direction in this jungle. If you move along the south shore at the beginning, you'll find some nice cover to hide behind which will come in very handy when an enemy APC rolls in near the Worship Grounds. This vehicle, along with other obstacles, make the Grenadier an important team member on this map.

Each weapons cache can be destroyed with grenades. After you get the first one, move towards the one in the northwest. You'll have to deal with lots of rebels along the way, so don't ever let your guard down. From the second cache, you'll have a good line of attack on the enemy stronghold. The Lieutenant is outlined in yellow instead of the usual red diamond given to each enemy, so you won't have any trouble locating him. Don't run into the stronghold. Have your Marksmen and Rifleman lay prone and look for pot shots. Toss some grenades in to get them moving if they refuse to come out into the open.

Once the Lieutenant is down, you can move to extraction. However, you still have one weapons cache to go. Make sure you destroy it before taking off. At extraction, things don't go quite as you may hope. You'll have to guard the extraction point from a long series of enemies rushing your position. Get behind the ruins and place half of your team on the north side and half on the south. They'll come from both sides, so crouch and look over the rocks to locate them without endangering yourself this late in the game.

Treasury



Treasury is by far the most difficult of the campaign maps. You'll be dealing with a lot of urban combat and you'll have to face some APCs. We recommend a squad comprised of Marksmen and Riflemen. If you're a Rifleman, you'll want to take either the MR-C or the MR-C LW, both of which are great in this urban environment. The Marksmen will want to take the SR 25 due to its extremely large ammo supply.

This map is standard fare until you reach the first of the objective markers, which is a Surface to Air Missile launcher. There are three of these and they can be destroyed with the ZEUS or some grenades. Don't waste your ammunition, because perched on a rooftop above each one is a turret gun that you can use to quickly destroy them at no cost to you.

After you reach the first SAM, you'll find yourself on a long open road. Stick to the sides among the bushes or the market to stay out of sight. There are a bunch of soldiers on top of the bridge up ahead that can quickly take you out if you don't pay attention to them. Have your Marksmen or MR-C wielding teammates deal with them before advancing.

Once the enemies are cleared off of the bridge, go up and take their position. You can snipe out a few more rebels from there and you'll find the second turret gun to destroy another SAM. Go back down from the bridge and move towards the last SAM. Look for a sniper up above to the north and take him down. He is the only one up there, so when he is gone start looking for stairs to get up onto his perch. Use the turret there to destroy the final SAM.

The real difficult part of this map comes when you make the turn towards the treasury itself. Look for a balcony being guarded by several soldiers. If you take them out, you can move up onto the balcony that overlooks the wide open area in front of you. Move your entire squad up into this position and start looking for targets. An APC will come driving in, but you can take it down with the turret. Once the vehicle is gone, tons of enemies will pour out of the treasury. Have everyone start firing at the rebels and lookout for a car that leaves from the building. This is your secondary objective and whoever is at the turret should make it their goal to destroy them.

When the secondary objective is met, you can move off of the balcony and start sweeping the streets. Once you clear out all of the remaining enemies, the mission will be completed.

Adversarial Multiplayer

Boneyard



The Boneyard is one of the smaller maps available. This means that it's great for games with only 4-8 people in it, but is still hectic and fun for larger games. The map is a set in a junkyard with bits of old airplanes strewn about throughout the field, making for lots of trails and shooting opportunities through the filth. This is a dark map, so if you're having trouble seeing you might be tempted to turn on your night vision. We found it is a better move to just turn the brightness up on your television. Since this is a compact map, the game modes we like to play on this map are CTF, Zones, and Elimination.

There is a staircase leading up to a platform at each team's base. When playing any sort of objective based game, make sure you place one team member up there in the prone position on the side opposite where you spawned. This will allow you to pick off any enemies dumb enough to try to make a straight run at your base after spawning.

Snipers really have no place in this level. There isn't enough room to need the extra sighting that one can get over an MR-C, so just stick with that if you're going to camp. If not, Auto Rifleman and Grenadiers have a nice role on this map. With such small confines and a lot of turns, being able to unload your fire quickly and powerfully is important.

There are many airplanes hulls laying around that you can climb inside. Don't bother doing this unless you're playing a game with 16 players or a no respawn rule set. The action on this map is hectic enough that waiting around for someone to wander by will cause you to fall way behind.

If you're on the team that spawns near Zone D, there is a great place to spawn camp. If you go to the north of where the opposite team is spawning, you'll find a small staircase that leads to nothing. If you sit back in that cubby, you can get a clear view of the other team as they appear. Just remember not to fire and give away your position until they are no longer invulnerable.

Desert Gulch



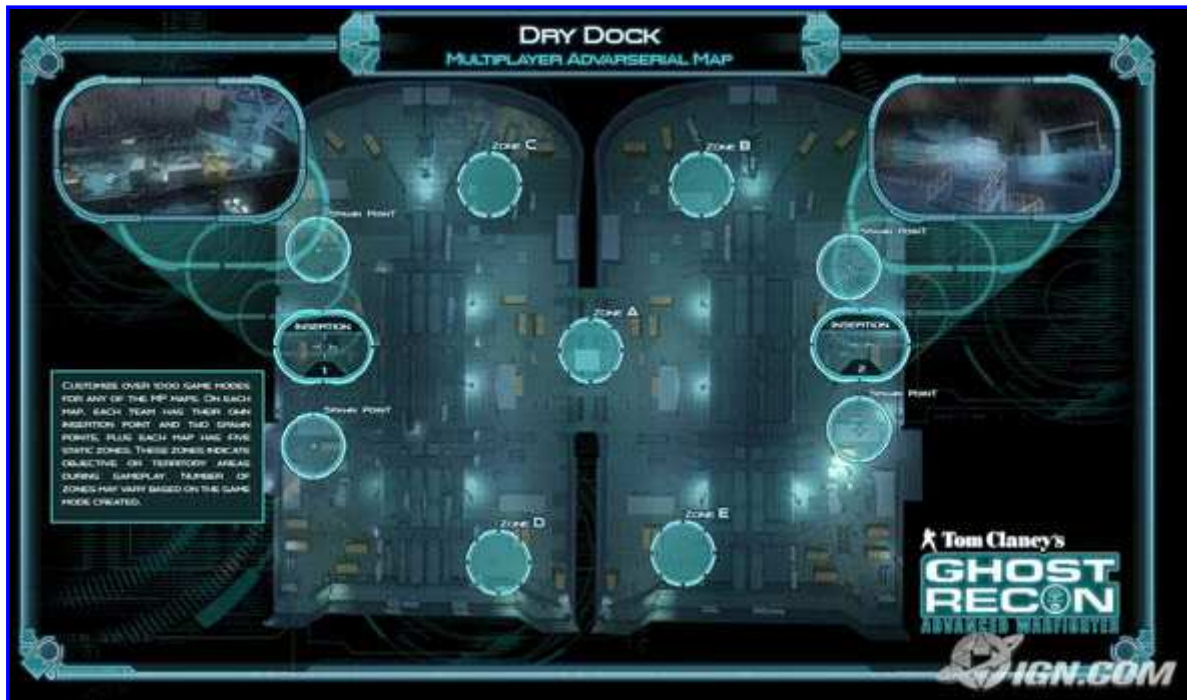
Desert Gulch is another smallish level that works well for Sharpshooter and Last Man Standing matches. It takes place in a scene straight out of Road Runner cartoons with plenty of raised plateaus blocking your field of view and creating an interesting maze. Due to its winding paths and limited open space, the Marksman class is not as useful here as he is in other stages. The Rifleman and Auto Rifleman will find the greatest success here due to their fast shooting and ability to shoot while moving.

There are paths that lead along the edges from one base to the other, which make great trails for making flag runs in CTF games. The rock outcroppings provide plenty of cover and you can quickly duck off into a side road if you find someone tailing you too closely. Similar to these trails are three fairly straight paths that run north-south. A good shot can camp out at one end of these and gun down anybody that hangs around in these shooting alleys.

Quick reflexes are necessary in this level. Don't lay prone because everyone else is going to be moving so much that you'll quickly find yourself ambushed. Instead, run around in the crouched position and always be ready to pull the Left Trigger to aim and fire off a few shots when you see enemy movement.

If you're playing a Last Man Standing match, there are several places where you can hide out. One of the best is on the far eastern side. There is a lake there that you can cross to the other side and hide out on the shore. It gives you a full view of anybody creeping in your area and will allow for some great sniping moments.

Dry Dock



Dry Dock is the darkest multiplayer map, making it difficult to see enemy movement. It is a fairly small stage, allowing for intense battles even with 4-8 players. The map takes place on a stormy night in a symmetrical dock region and is great for Elimination and Territory matches.

There are plenty of walkways that go up above the floor on this level, though you shouldn't use them to quickly move to enemy territory. The added height they give you will make you an easy target for everyone playing and you'll quickly be picked off. It is a better idea to stick to the low ground and travel under the large pipes rather than sticking your head up.

In the center of the map is a choke point. There are a series of walkways in the middle that are the only way to get across, but doing so will require you to move out of cover. If you're making a run across this area, stay crouched and move quickly. Your team is going to want to make sure that enemies don't have an easy time moving through this area, especially in a Territory match. To do so, look for the raised platforms on the north and south ends of the map. Situate one team member with an MR-C laying prone on the platform and you'll be able to camp for a few kills before anybody realizes what you're doing.

The key to victory on this stage is to know the terrain and quickly be able to pick out what movement indicates enemy motion and which is simply rain making splashes. Night vision works fairly well for finding enemies, but don't run around with it on since you lose some range of sight. We find it better to just turn the brightness up on your screen rather than deal it.

Fishing Village



The fishing village is another giant map that won't work well unless you have a large game going on. It consists of a village on the north end where one team's base is. There is a smaller series of huts on the south end where the opposing team will start. Although the village at the north end can give some great urban combat situations, the majority of fighting will take place in the jungle between the two bases.

Because this takes place in a jungle, there is plenty of opportunity for long range combat. Auto Rifleman will find themselves being picked off without knowing who hit them as they try to quickly move into enemy territory. Stick with Rifleman and Marksman and make your moves carefully. Stick behind rocks and don't travel along the dirt paths -- these paths are perfect sniping alleys and you can be sure someone is going to be camped at one end of them waiting for a sucker to try running along them. The platform at Zone A is a particularly great place to park and camp.

Nowhere



Nowhere is a large map that puts one team up on top of a hill while the other team is separated from them by a large rocky outcropping. There are three major lanes for travel on this map. You can move through the rocks, down the middle which will require you to move through the junkyard and past some buildings so that you don't overexpose yourself, or you can move through the trench that runs around the far outside portion of the map.

This map is a camper's delight. There are a ton of places to sit down and snipe your enemies, especially if you start at the bottom of the hill. The far west side of the map has a little area that is recessed and behind some fences and houses. You can lay down there and have a full view of the long road leading up to the other spawn point, allowing you to take down your enemies as they appear. If you find this happening to you, spawn in the second point that is inside the buildings and then run around through the trench to smoke the camper out. Campers can also set up shop at the bottom or top of the rocky outcropping. This means that you'll want to move through these paths slowly and deliberately so that you don't run into a trap.

Rocky Cove



Rocky Cove is a symmetrical map that is based around one platform in the middle of the two spawn points. Like other maps, there are several set routes for moving across the stage. You can work your way through the rocks on the north end. This will protect you from any sniper fire, but you'll have to be ready for anything around each bend. You can move across the south side underneath the two little pools. This makes you vulnerable to some long range fire, but there are plenty of rocks to seek cover behind. Since this is a more open area, we don't suggest running through here with a weapon that doesn't have at least some sort of scope. Finally, you can simply run across the beach. Unless your team has decisive control over the central portion of the map, this is not recommended because you'll be vulnerable to fire from all sides.

The key to domination on this map is to control the central outcropping. This is easier said than done because as soon as you get on top of it, you'll become a target from nearly every point on the map. To stay alive you have to stay low. Lay prone next to a rock and target any enemies running across the beach towards you. Hopefully, your teammates will be able to protect you from anybody running through the maze of rocks on the north side. If you can do this, you'll be set to win any type of game mode that you're playing.

Secrets

Multiplayer Achievements		
Achievement	Points	Requirement
World Champ	40	Climb to the top of the universal board.
Solo Champ	32	Climb to the top of the solo leader board.
Team Champ	32	Climb to the top of the team leader board.
Heavyweight	24	Total 10,000 frags on multiplayer.
Deadly	20	Get four kills in a span of four consecutive seconds or shorter.
Unyielding	30	Get 30 kills on one life.
Falcon	16	Destroy 100 helicopters on multiplayer.
Sniper	36	Total 500 headshots on your career profile.
Committed	28	Play 8 hours straight on multiplayer.
Master of Ceremony	24	Host 1000 games on multiplayer.
Perfect chapter 1	40	Clear all primary and secondary objectives in chapter 1.
Co-Op 1-1	8	Win unspecified missions in co-operative campaign.
Co-Op 1-2	8	Win unspecified missions in co-operative campaign.
Co-Op 1-3	2	Win unspecified missions in co-operative campaign.
Co-Op 1-4	8	Win unspecified missions in co-operative campaign.

Solo Achievements		
Achievement	Points	Requirement
Reach Ramirez N	25	Reach Captain Ramirez's position on Normal difficulty.
Reach Ramirez H	25	Reach Captain Ramirez's position on Hard difficulty.
Ballantine N	25	Secure president Ballantine on normal difficulty.
Ballantine H	25	Secure president Ballantine on Hard difficulty.
Ruiz-Pena N	25	Escort president to the embassy on normal difficulty.
Ruiz-Pena H	25	Escort president to the embassy on Hard difficulty.
Rebel Outpost N	25	Destroy rebel outpost on highway on normal difficulty.
Rebel Outpost H	25	Destroy rebel outpost on highway on hard difficulty.
Castle Defenses N	25	Destroy Chapultepek castle defenses on normal.
Castle Defenses H	25	Destroy Chapultepek castle defenses on hard
Control tanks N	25	Control 50 tanks stolen by rebels on normal.
Control tanks H	25	Control 50 tanks stolen by rebels on hard.
Protect pres. N	25	Locate and protect US president on normal.
Protect pres. H	25	Locate and protect US president on hard.
Reach Football N	25	Reach the "football's" location on normal.
Reach Football H	25	Reach the "football's" location on hard.
Clear the way N	25	Clear access to rebel HQ on normal.
Clear the way H	25	Clear access to rebel HQ on hard.
Onitveros N	25	Capture Onitveros alive on normal.
Onitveros H	25	Capture Onitveros alive on hard.
Locate Football N	25	Take the "football" back from Onitveros on normal.
Locate Football H	25	Take the "football" back from Onitveros on hard.
Complete training	25	Clear the training mode successfully.

Cheats

Regain 100% health

During a game press Start to pause the game and hold LT + RT + Back while pressing LB(2), RB, X, RB, Y. If you did this correctly you will hear a sound. You will still unlock achievements in both difficulty settings when using cheats
Thanks bradley4387

Unlimited ammo

During a game press Start to pause the game and hold LT + RT + Back while pressing RB(2), LB, X, LB, Y. If you did this correctly you will hear a sound. You will still unlock achievements in both difficulty settings when using cheats
Thanks bradley4387

Invincible Team

During a game press Start to pause the game and hold LT + RT + Back while pressing X(2), Y, RB, Y, LB. If you did this correctly you will hear a sound. You will still unlock achievements in both difficulty settings when using cheats.
Thanks bradley4387

Scott Mitchell Invincibility

During a game press Start to pause the game and hold LT + RT + Back while pressing Y(2), X, RB, X, LB. If you did this correctly you will hear a sound. You will still unlock achievements in both difficulty settings when using cheats
Thanks bradley4387