



Operation Flashpoint Dragon Rising Guide

So you -- jarhead -- are dumped on a freezing archipelago fighting on foreign soil. You have your work cut out for you since the enemy is nuclear capable, and has very itchy fingers.

You have limited "ass" (short for 'assets'), zero "air" (short for 'air support'), precious little time, and about a million hostiles with their own guns aimed your way.

You don't panic, you come to IGN for the best intel for this "hypothetical situation". Help yourself to our guide, which does a little more explanation on the intricate command system.

- [BASICS](#) // Of being a Fire Team Leader (and why weapons are moot!).
- [COMMANDS](#) // An explanation of commands that may be issued in the game.
- [WALKTHROUGH](#) // Of all the campaign missions including the secret bonus missions.

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Murphy's Law of Combat

Professional soldiers are predictable; but the world is full of dangerous amateurs.

The controls displayed in the options menu is pretty much all you need to rumble. The instruction manual (while slim) should be all you need. Our commands guide will reveal any other details you need.

If you've played war-simulation shooters before, you will find Operation Flashpoint Dragon Rising quite refreshingly challenging (and lengthy). Seriously, you ... need ... help in how to aim and fire?

NOTE -- Until you've gone through the campaigns on Normal, don't try Hardcore. All the difficulties are the same (damage wise), but the presence of checkpoints in Normal means you can "refill" your life and slain fire team soldiers easily in addition to having an interim save while going through a mission.

If you serious need some more pointers on the basics, turn on the tutorial for the first mission in single-player. It is actually the easiest mission to complete (since it has no time limit and enemy forces are light).

Use the first mission to get used to your various commands, engagement options, and other equipment. Aside from portable SAMs (which simply require a diamond lock-on), you can find "Queen Bees" from slain soldiers and a Javelin launcher near the northern SAM site (lighthouse) to practice zapping vehicles.

Murphy's Law of Combat

Don't forget, your weapon was made by the lowest bidder.

Weapons in the game are generally limited to what you can find on enemies due to "logistical issues". Whatever you start with is generally all you need, unless your Marine has a weapon that has no telescopic sight.

In Campaign mode, you'll be constantly under the gun to get to rendezvous points before enemies appear and wipe you out, so you won't have much time to explore. It doesn't matter much anyway -- you have preset weapons in each mission (you cannot select your gear before a mission).

What you find it what you should make due with.

Where possible, carry a marksman weapon (weapons with telescopic sights). You will be playing most of the game through a high-powered hunting scope unless you happen to modify your game and make yourself invulnerable (you PC guys know what we're talking about).

Murphy's Law of Combat

You are not Superman -- marines and fighter pilots take note.

Speaking of weapons, the damage curve of Operation Flashpoint Dragon Rising done by all weapons is very high. A stray shot will kill you on any difficulty. That said, your key strategy is to engage enemies as far as away and as brutally as possible.

Use marksmanship weapons where possible (they have telescopic sights) and stick to semi-automatic fire for greater accuracy. If you must get close, fire from the hip (don't sight down the barrel) and move with your team to maximize your firepower.

Murphy's Law of Combat

If the enemy is in range, so are you.

If an enemy is shooting at you, that means they can see you and they can shoot you. This also means that they are vulnerable if you choose to fire back. Of course, the ideal solution is to be able to attack with impunity.

Because of the dense vegetation on the island, sometimes you cannot see enemies (but they can see you). Don't be afraid to use your soldier's Enhanced Reality HUD to find the red dots (enemies) on your compass and zero in on your suspected targets.

Murphy's Law of Combat

Tracers work both ways.

Failing to find enemies, you can wait for them to fire. Enemy PLA tracers are green while your own tracers are orange. Using this technique and the red dots on your HUD's compass, you can zero in on enemies and take them out.

However, don't fire unnecessarily just to get enemies firing tracers. Tracer bullets still kill, so if you can spot enemies without alerting them the better off you are.

Murphy's Law of Combat

When in doubt, empty your magazine.

The enemy A.I. will drop and attempt to evade fire. Fire near enemies if there are too many bullets coming from there. Just getting the enemy to go prone will take up valuable seconds so they can't fire (similar to your character going prone, getting up, etc.).

Emptying your magazine into an enemy is also vital when fighting them up close and you're aiming dead center mass. Almost all "official" combat troops wear some sort of body armor, so you should not stop firing until they are seriously injured (and writhing on the ground) from your own weapon.

Murphy's Law of Combat

A sucking chest wound is God's way of telling you to slow down.

When your character is seriously injured, a red circular meter will appear (a timer) as well as the "thud-thud" sound will reach your ears. If you can still move, your injuries are life-threatening, but you will die without first aid. If you cannot move (are incapacitated on the ground) then you will need another teammate to apply a dressing.

Fire team leaders (in campaign) can call for their team's medic (if there is one) to treat injuries, but everyone should have a field dressing kit they may use to stop the bleeding and keep fighting.

Quasi-permanent injuries to the character's arms, legs, head, and chest will have various detrimental effects (like disabling sprinting, decreasing accuracy, screwing with lensflare, etc.). If you are playing on Normal, these symptoms disappear once you reach and activate a checkpoint.

Murphy's Law of Combat

The only thing more accurate than incoming enemy fire, is incoming friendly fire.

Friendly fire is lethal. While your enhanced reality HUD will display a blue cross over friendly targets, you may still open fire on your own allies. While killing allies is a valid method to restock ammunition, etc. before you hit a checkpoint on Normal, it's tabulated in your profile's career record.

Still, a checkpoint saves your ammunition and weapons. If you're feeling particularly ruthless, go right ahead (on Normal only!), kill your teammates, take the weapons you want (bots have nearly infinite ammunition) and hit the CP to get them back. Creepy!

Murphy's Law of Combat

If it's stupid but it works, it's not stupid.

Because enemies react differently, engagements may sometimes come out in your favor. Sometimes just going about an objective from another direction or with different weapons gets you better results than before.

However you do it -- take note and assess your current situation. If you come out on top (objective completed without too many injuries, etc.) then take it and go. If an enemy tank blows itself up and opens the way forward for you, take it and go. It might be stupid, but it got you past those weird spots. Just take your winnings and run!

Murphy's Law of Combat

Anything you do can get you shot -- including nothing.

There will be missions where enemy patrols will come out in force, or there's a time limit. Don't dawdle too long (mission 1 is about the only one you can do that on).

If you miss a window or some other rendezvous, you may find enemies reacting to the new

disturbance and come looking for you. Always keep on the move. Even if you are not going to an objective, head somewhere else to explore.

White squares (buildings) on the map are always good since they sometimes mask weapon drops and ammunition crates.

Murphy's Law of Combat

One enemy is never enough; two are far too many.

Don't neglect your fireteam. Although you can order them individually on the tactical map, it's far better to keep them near you so you have more guns to bring on the enemy.

In those giant firefights, your four guns are all that you can rely on -- and since we've all watched Bruce Willis in *Tears of the Sun*, there's no way for four Marines to take on forty (let alone four hundred) armed soldiers doing a *kaiten* suicide rush.

Nibble at large groups from far away and do your best to even the odds before you close up. If you don't, the DOD might as well dispatch four more letters of bereavement (until you checkpoint).

Murphy's Law of Combat

The important things are always simple; the simple things, always hard.

There is brutal logic in much of the game. Standing up and sprinting across a field will get you noticed by enemies. Similarly, crawling prone in tall grass is stealthy and gives your accuracy a great boost.

Semi-automatic fire is much more manageable by your character than full automatic. When getting your dope, go prone (where possible; kneeling is often good enough except for very far engagements) and fire single shots slowly (like plinking).

Tighten up the formation to avoid getting spotted (and naturally, hold fire). Is your team behind you in a column? Then you may want to change formation if enemies are coming at you from the front (or they can't fire).

Think before you act. Chances are, you're missing something if you're having a harder than average time of things.

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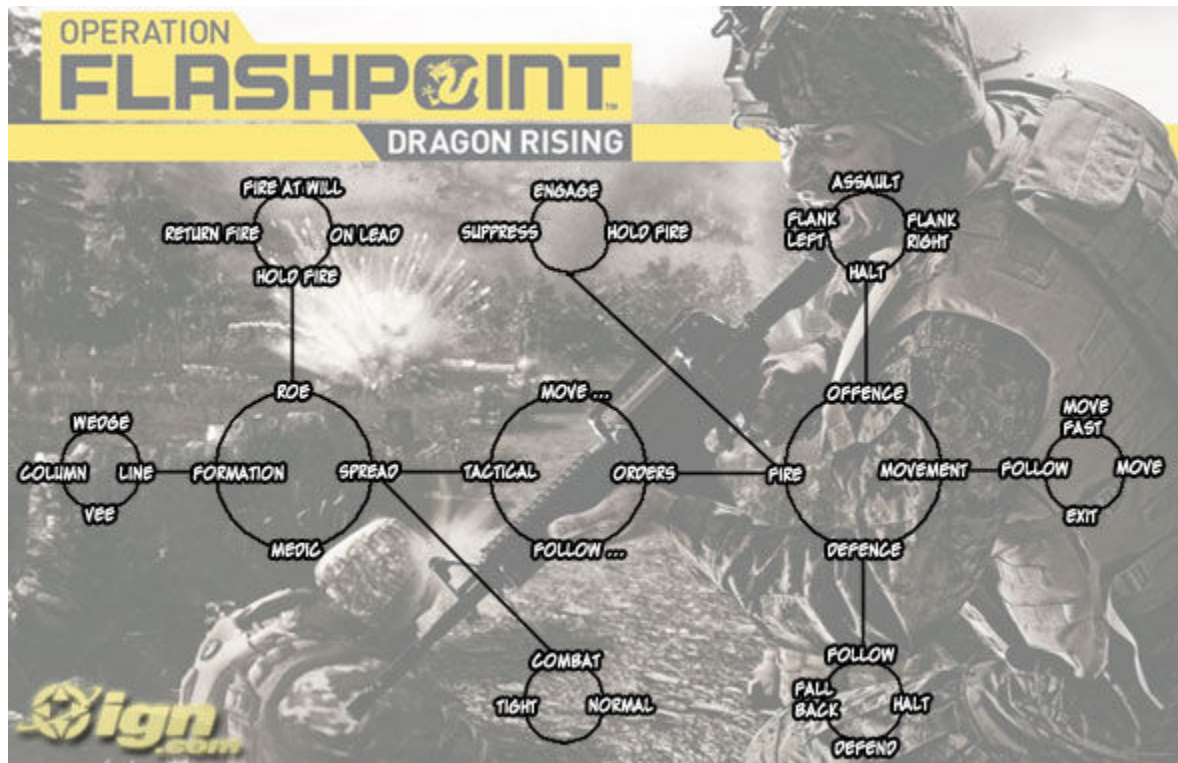
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IGN will use abbreviations to relay information in this guide. Please refer to this glossary. If you happen to be ex-military, para-military, or conducted or participated in operations in the following theatres: Serbia, Libya, the Congo (1964), South Africa, Afghanistan, Iraq, Russia-Caucas, the Kashmir, sections of Ghana, the Iran (before 1979), Israel (after 1983), Zanzibar (1986), Madagascar, Colombia, Iraq (1991), Afghanistan, Panama, or "areas non-specific", you may be highly familiar with these terms already.

AFV	Abbreviation of Armored Fighting Vehicle. All tracked, hover, and wheeled military vehicles designed for open or clandestine engagement of enemy forces are qualified AFVs.
AGM	Abbreviation for Air to Ground Missile.
Air Farce	Common derogatory term for the U.S. Air Force among the U.S. Marine Corps. Generally used with the pejorative "F-word" as an adjective.
Air Strike	Mode of attack employed by aircraft upon surface targets.
Alphabet Soup	Refers to the many U.S. agencies known primarily by their abbreviations or acronyms: ATF, NSA, CIA, FBI, DEA, IRS,

	DHS, etc.
Ammo	Contracted term for ammunition.
Anti-Air	Ordnance and personnel designed/trained to take out aerial targets.
Anti-Tank	Ordnance and personnel designed/trained to take out armored targets.
AO	Abbreviation for Area of Operation.
Area of Operation	Anticipated area or location where an operation will take place.
Armor (1)	Protective substance designed to nullify or minimize damage from deadly force. Usually produced in sheets or manageable units such as blocks or weave.
Armor (2)	Contracted term for Armored Fighting Vehicle.
Artillery	Weapons, or unit managing the weapons, designed for indirect fire.
Ass	Slang for Asset.
Asset	Any individual, group, item, location, or other resource at a commander's disposal.
Assault (1)	To attack a person, group, position or facility with regard to ROE.
Assault (2)	A description of a weapon designed for short and medium ranged encounters, as typified in urban or built-up areas.
AT	Abbreviation for Anti-Tank.
Automatic	See fully automatic.
Barrage	To conduct prolonged fire (usually by artillery) for maximum destruction.
BDA	Battle Damage Assessment. In-depth investigation, logging, and evaluation after an engagement.
Beacon	A marker used for designation.
Black Operation	Operations that are secret, illegal, or outside an agency's charter. Naturally, there are no records of a black operation.
Binoculars	Optical device used to magnify one's view. Advanced models interpret IFF signals into user-relevant data along with other telemetry.
BMP	Abbreviation for Boyevaya Mashina Pekhota, a Russian IFV. The PLA have evolved from simply cloning old Soviet and

	Russian technology and have developed their own IFVs.
Body Bags	A sheet or large pouch used for containing and transporting human remains.
Body Count	Sum total of casualties (dead) after an engagement.
Bomb	Large explosive device. Method of detonation is varied and may be deployed using a variety of ways.
Brew Up	Slang for firefight or engagement.
Bubble Stretcher	Portable bio-containment container used for transporting a hot agent.
Burst Fire	Also called burst. Mode of fire where a weapon fires two or more (usually three) rounds per pull of the trigger.
Call Sign	A code name issued to a unit for an operation, used to disguise unit strength, etc. from the enemy.
Casualty	A wounded, killed, or otherwise incapacitated individual involved in combat.
China	People's Republic of China. An East Asian country approximately 35'00" N, 105'00"E (coordinates courtesy of www.CIA.gov). Nuclear capable. Spaceflight capable. Military organization includes: People's Liberation Army (PLA), Navy, Air Force, and various secondary and domestic support units (cadre).
Checkpoint	A patrolled roadblock or choke point. Also refers to Operation Flashpoint's temporary "save spots" where a player's fire team has their health status restored.
Chopper	Short for helicopter.
Civilian	A non-combatant.
Clandestine	An operation that goes completely un-witnessed.
CO	Abbreviation for Commanding Officer.
COA	Abbreviation for Course of Action (autonomous). Generally issued to special forces operatives, COA is restricted to meet the parameters of a mission.
Collateral Damage	Damage in excess of the specified objective.
Combat Zone	An area that is considered to have open hostilities (archaic).
COMINT	Communications Intelligence. Intelligence gathered from interception of communications. Interchangeable with ELINT.
Contact	Taking enemy fire.

Covert	An operation that may be seen but will not fall under suspicion of such witnesses.
CP	Short for checkpoint. Also short for command post.
CQB	Close Quarters Battle, not necessarily limited to hand-to-hand engagement.
CQC	Close Quarters Combat.
Defend	To safeguard a position from the enemy.
Denial	Destruction of an objective or other target as to deny its use or capture by the enemy.
Department of Defence	United States Federal Department responsible for national security and its armed forces. Abbreviated "DOD".
Designation	To designate a target or location for attack, extraction or insertion. In Operation Flashpoint Dragon Rising, the method of designation is by radio coordinates called in by spotter teams or a Fire Team Leader.
Direct Fire	Method of attack where line of sight is present between the attacker and the target.
Disposable	An asset or other related tool to an operation that may be sacrificed to achieve an objective. This includes Marine Fire and Sniper Teams.
Discrimination	The act of segregating combatants, friendlies, and non-combatants during an engagement. Discrimination is vital to avoid collateral damage and friendly fire.
Double A	Anti-air.
Driver	Operator of a ground vehicle, such as a tank, jeep, or truck.
Ducks in a Row	Specifically for Dragon Rising, where an FT leader places his FT into a column formation in tight spread.
Dust Off	Slang for extraction point. Derived from the dust the pick-up vehicle (usually a VTOL) creates in the presence of ill-paved surfaces.
Dust Up	Slang for firefight.
ECM	Electronic Counter Measures.
ECCM	Electronic Counter-counter Measures.
ELINT	Electronic intelligence. Intelligence gathered through means such as radar, sonar, and orbital sensors.
Engagement	The meeting of opposing forces in battle or an enemy encounter accompanied by weapons fire.

Enhanced Reality	A system where intels are fed into a soldier's eye-piece, giving him/her real-time battlefield intelligence.
ETA	Estimated time of arrival (to a destination).
Exfiltration	Clandestine or covert departure from an area.
Evacuation	Evacuate or leave the area.
Firefight	Slang for engagement; usually limited only to small arms.
Fire Team	A new tactical unit generally comprising of four Marines. Several fire teams may form a squad.
Flare	Two definitions. A method of light production through the ignition of flammable material. Also refers to landing a chopper in an LZ.
Frag	Three definitions. Slang for a kill attributed to an individual. Slang for killing a disliked individual in the same military unit (usually a superior). Short for fragmentation grenade.
Friendly fire	Weapons fire from allied or friendly units. Generally accidental, but no less lethal than incoming enemy fire.
FT	Short for Fire Team.
FUBAR	Short for Fouled*-up beyond all recognition. (* used in place of another four letter word).
Full Monty	Specifically for Dragon Rising, where by an FT leader places his FT in a line formation at normal or tight spread.
Fully Automatic	Mode of fire where the weapon keeps firing so long as the trigger is depressed, ammunition is available, and the weapon is operational.
Grenade	A man-portable explosive device, usually thrown by hand.
Gunner	Individual manning the weapons of a vehicle.
Guns	Slang for gunship.
Harrass	Method of fire designed to upset the enemy's formation, complacency, and morale. Generally not as destructive as a barrage.
Headquarters	The organizational center of a military theatre. On a local level, this can be no more than a map on a grassy meadow.
HEAT	Acronym for High Explosive Anti Tank warhead. A method of armor piercing that uses chemical energy to inject high energy plasma past protective armor.
Heli	Short for helicopter.

HEP	Acronym for High Explosive Plastic. A type of warhead that uses the shockwaves created by warhead impact to flake off bits of a target's armor to disable and destroy the crew. Also called HESH.
HESH	Acronym for High Explosive Squash Head. See HEP.
HMMUV	Abbreviation for High Mobility Multi Use Vehicle. A series of light wheeled vehicles used in the United States Army for various purposes, from recon, to evac to light attack.
Hostile	Official term applied to person or persons who have intent to harm individuals of a particular persuasion. Synonymous with enemy.
HOT	Acronym for High-subsonic Optically Teleguided warhead. A type of guided missile.
Hot Agent	Chemical, biological, or radiological substance that is lethal or infectious if exposed.
HQ	Abbreviation for Headquarters.
Hummer	Forced phonetic pronunciation of HMMWV. Universally applied to the vehicle in all models (thanks to SGT Dan Motika for the correction).
HUMINT	Human intelligence. Gathered from agents and other human beings.
IFF	Abbreviation for Identify Friend or Foe. A combination of electronic and visual identification for distinguishing friend from foe.
IFV	Abbreviation for Infantry Fighting Vehicle. IFVs are APCs, but with more combat ability.
Indirect Fire	Method of attack where line of sight is not present between the attacker and the target. Forward observers are often used to sight for units capable only of indirect fire.
Insertion	The point at which entry is made into a combat zone.
Integrated Combat Weapon (ICW)	Integrated weapon system, often consisting of assault rifle (or equivalent) and an anti-material weapon.
Intel	Short for military intelligence. Refers to the aggregate data of a person, place or thing, often organized for dissemination by civil authorities. In Dragon Rising, intels appear on the soldier's HUD as part of Enhanced or Altered Reality.
Interference	Two definitions. Electronic jamming by ECM or ECCM. Also the act of interfering in an engagement between two parties through the application of deadly force by a third party.

Interrogative	Asking for clarification or plausible question on mission objectives.
Jarhead	Slang for U.S. Marine.
JDAM	Joint Direct Attack Munition.
Kill ZOne	Slang for the area covered by the detonation of an explosive device. May be universally applied to any weapon.
Kinetic Kill	A method of armor piercing that focuses on delivering a mass at extremely high velocities to impact a target's armor and bypass or destroy it.
Klick	Slang for kilometer. Used often in some circles.
Knuckle Dragger	Derogatory CIA slang applied to Special Forces operatives on detached duty for Company outings. Similar to Snake Eater.
Lance	Slang for surgical strike.
Leatherneck	Slang for U.S. Marine (archaic).
LOS	Abbreviation for Line Of Sight. LOS in the Mercenaries game may pass through trees and other "light" obstacles, but not buildings or ground.
LZ	Abbreviation for Landing Zone. A landing zone is any flat, relatively clear spot of terrain where a helicopter or VTOL may land without incident.
Marksman (1)	Variation of combat sniper (USMC).
Marksman (2)	A description of a weapon designed for medium and long ranged enemy engagement.
MBT	hort for Main Battle Tank. An MBT combines the roles of the heavy and medium tanks (obsolete) into one unit.
Mike	Slang for "minute" (a measure of time). Mike is derived from the "Able, Bravo, Charlie" alphabet of the U.S. Armed Forces.
Mike-Mike	Slang for "MM", the abbreviation for millimeter. Caliber of small arms ammunition is usually described in millimeters. Mike is derived from the "Able, Bravo, Charlie" alphabet of the U.S. Armed Forces.
MULE	Multi-Use Labor Entity. Various military vehicles and equipment are often modified with special packages depending on mission or theater specifics.
NCO	Abbreviation for Non-Commissioned Officer.

Neutralize	To make ineffective in combat by physical incapacitation, injury or death.
Officer	A high ranking military leader holding a commission. Officers in Operation Flashpoint are capable of using support options like your FT Leader.
Oscar Mike	Code for "On Mission" or "on the move".
OP	Operational Perimeter or On Point.
Operational Perimeter	The anticipated boundaries of an area of operation.
Pacification	The act of changing the allegiance of an area, including the forced removal of hostile forces, relocation of civilians, and destruction of potential threats. In ye olden times, this also meant the salting of the earth and enslavement of the surviving women and children.
Passenger	A non-combatant in a vehicle. Even if a passenger is a combat soldier, no vehicle in the game allows a soldier to fire while inside a vehicle, thus a soldier who is not a gunner or driver is considered a passenger.
Pilot	The operator of an aircraft.
PDW	Abbreviation for Personal Defensive Weapon. Generally applied to submachineguns and machinepistols.
Pionere Infantry	Archaic term applied to shock troopers and special forces used to spearhead assaults or infiltrate enemy defences.
PLA	Abbreviation for Peoples' Liberation Army. The Chinese armed forces are universally known as the PLA.
Playbook Party	Dragon Rising specific; refers to mounting an assault or attack by selecting individual fire team soldiers on the in-game map, similar to a football coach or offensive/defensive coordinator in a football game.
POW	Acronym for Prisoner Of War. Prisoners of war are entitled to be treated under conditions dictated by the Geneva Convention .
PRC	Abbreviation of the Peoples' Republic of China.
Primary Objective	Mandatory conditions which must be met during a mission. Failure is not an option.
RADAR	Acronym for Radio Detection And Ranging, a method of detecting objects through radio waves.
Restriction	A condition which if met, will result in severe sanction against the perpetrator.

Road	A prepared, paved surface of ground that allows fast efficient travel by wheeled vehicles.
Road Block	A spot set up to prevent traffic on the road. Usually guarded.
ROE	Abbreviation for Rules Of Engagement.
RPG	Abbreviation for Rocket Propelled Grenade. A method of delivering an explosive through a rocket-assisted round. Also abbreviation for rounds per gun when used for ammunition lists for small arms.
ROE	A set of directives which define limitations a military may initiate, participate, or interfere with an enemy; usually in step with an official "stated mission", current legalities, and public policy. Tactically, this translates as orders allowing your Fire Team to engage or not engage the enemy.
RTB	Shorthand for "returning (or return) to base". If this applies to your fire team during Dragon Rising, you've likely failed your current mission.
SAM	Short for Surface to Air Missile. SAM weapons are often vehicular due to their bulkiness and seldom man-portable.
Scatterf**k	Dragon Rising specific, where the FT leader places his FT into a Vee or Wedge formation at combat spread. Generally used to cover all avenues of enemy approach (and with the usual disastrous results).
Secondary Objective	An optional objective during a mission. In Dragon Rising, completing secondary objectives may have favorable consequences.
Semi-automatic	Mode of fire for self-loading weapons where one round is fired for each pull of the trigger.
SIGINT	Signal intelligence. Intelligence gathered from signals and coded communication intercepts.
Slag	Slang for destroying a vehicle, especially an armored vehicle.
Slick	Slang for a helicopter transport.
Small Arms	Man-portable weapons. Small arms are the most basic infantry level equipment and range from sidearms to medium caliber rifles.
S-MAW	Shoulder Mounted Assault Weapon. A new type of anti-armor weapon using a fuel-air explosive.
Smoke	Opaque vapor used often to mask troop movement or to mark a location for purposes of designation.

Snake	Slang for a battle veteran. Also used to describe infiltration into enemy territory without detection.
Suppress	Method of fire that is designed to prevent enemy movement and attack by volume of fire. Accuracy is secondary in a suppression attack.
Take Out	To incapacitate a target using any means, including lethal force.
Tango	A politically neutral term used to describe enemy combatants. It has no connotations of racial or national stereotypes and is thus considered "Politically Correct and acceptable" vernacular for most modern English-speaking armed forces.
Tank	An AFV with a large cannon, usually turreted and mounted on a tracked chassis.
TOFTT	Abbreviation for "take one for the team". In Dragon Rising, this refers to using Vee formation whereby the fire team has a greater chance of taking hits than the fire leader during an assault.
TOW	Acronym for Targetable Optionally Wire-guided or Tube-launched Optically tracked Wire-guided missile.
Transport	A vehicle employed for transportation and movement of supplies and/or personnel.
Turtle	Slang for a rookie or newbie. Also used to describe the act of huddling into a defensive position to receive attack.
UAV	Short for Unmanned Aerial Vehicle. There are no UAVs orUCAVs in Dragon Rising.
USMC	United States Marine Corps.
War Crime	An act considered above and beyond morale reproach, committed during a state of war between two or more parties. Such acts are usually considered violations of the Geneva and/or Hague Conventions.
Weapon of Mass Destruction	A weapon designed to cause injuries or death on a massive scale, such as gen-engineered viral agents, toxic substances, or a small to medium thermal nuclear device. Note this term is not to be confused with like-named pornographic material.
WMD	Abbreviation for Weapons of Mass Destruction.
XO	Short for Executive Officer, the second in command of a military unit. Sexy, female XOs are usually the archetype in various anime and manga (or Battalion Wars), but nothing can be further from the truth.

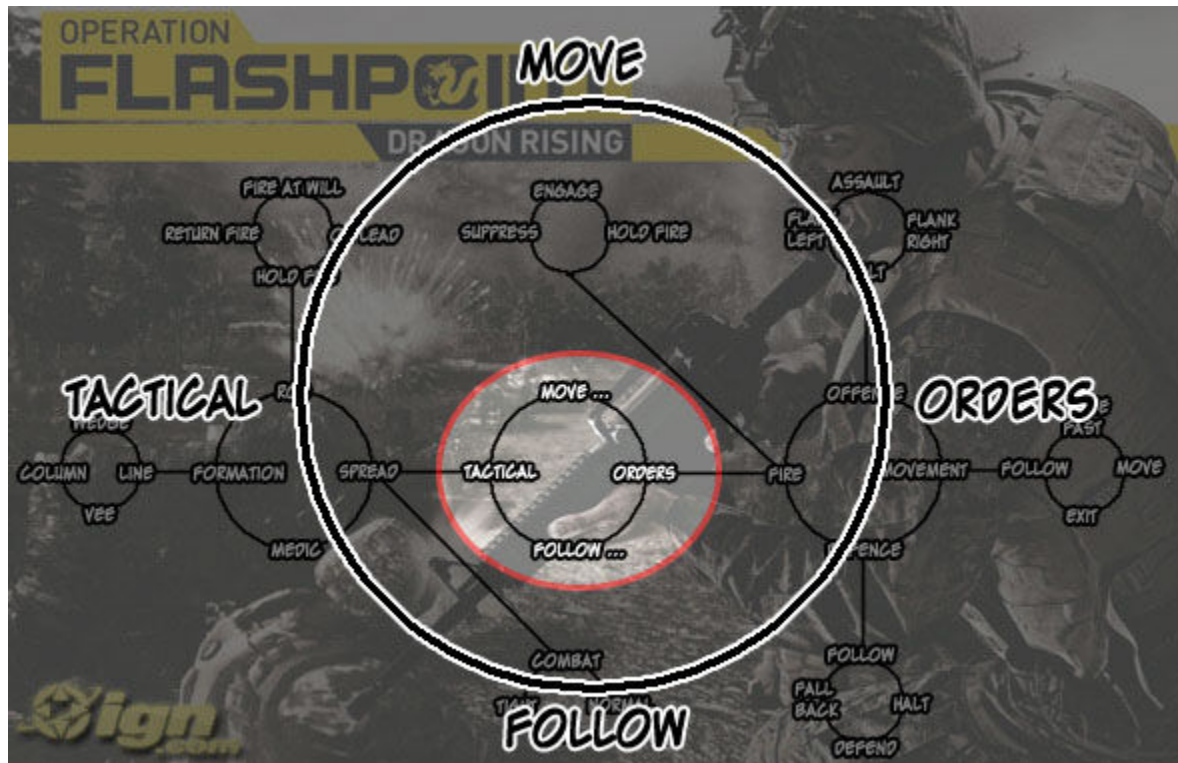
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MOVE

This command orders selected fire team individuals to move to the specific spot you are aiming at with the reticule in and out of map mode.

This command slot is *context sensitive* and will change into the following orders depending on what you're aiming at or what your fire team leader is doing:

Assault Building

Target a building and your fire team will clear out each room within the targeted building. Destroyed buildings will not have this command (see Assault instead).

Assault (position)

Same as the Assault command in the Offence Ring. This option appears for wrecked buildings or pre-set roadblocks (or emplaced positions).

Enter Vehicle

Target a vehicle of any type to order the fire team to enter it.

Operate Gun

Aim at an emplacement and one of the fire team (if everyone is selected) will use the target emplaced gun. Do this command last if you want your fire team doing something else.

<i>Move and Hover</i>	While in a chopper, this orders the pilot to exactly as what's described.
<i>Treat Wounded</i>	If a member of the fire team is injured, highlight the afflicted soldier and have another teammate (not your fire team leader) use the field dressing (medics will use the treatment pack). Orders the selected fire team individuals to fall in and regroup at the Fire Team Leader's position.
FOLLOW	Note that if your fire team is assaulting, defending or doing something other than following you, <u>you must issue this order first</u> to get the team following you; any formation and spread commands will not take effect until they do. This command slot is <i>context sensitive</i> and will change into the following orders depending on what you're aiming at or what your fire team leader is doing:
<i>Engage (Enemy)</i>	If you're aiming directly at an enemy soldier or vehicle, this command orders your fire team to engage it with its available firepower and weapons.
<i>Suppress (Position)</i>	Same as the Suppress command in the Fire Ring. This option appears for any spot you can aim at and fire on.
<i>Move and Land</i>	In a chopper, this instructs the pilot to move to the location and land the chopper.
<i>Mount My Vehicle</i>	When the fire team leader is aboard a vehicle, this instructs the fire team to mount the same vehicle.
<i>Exit Vehicle</i>	When the fire team leader is not mounted (and the fire team is), this orders them out of the vehicle. Otherwise same as "Follow Me".
TACTICAL	Opens the Tactical Ring.
ORDERS	Opens the Orders Ring.

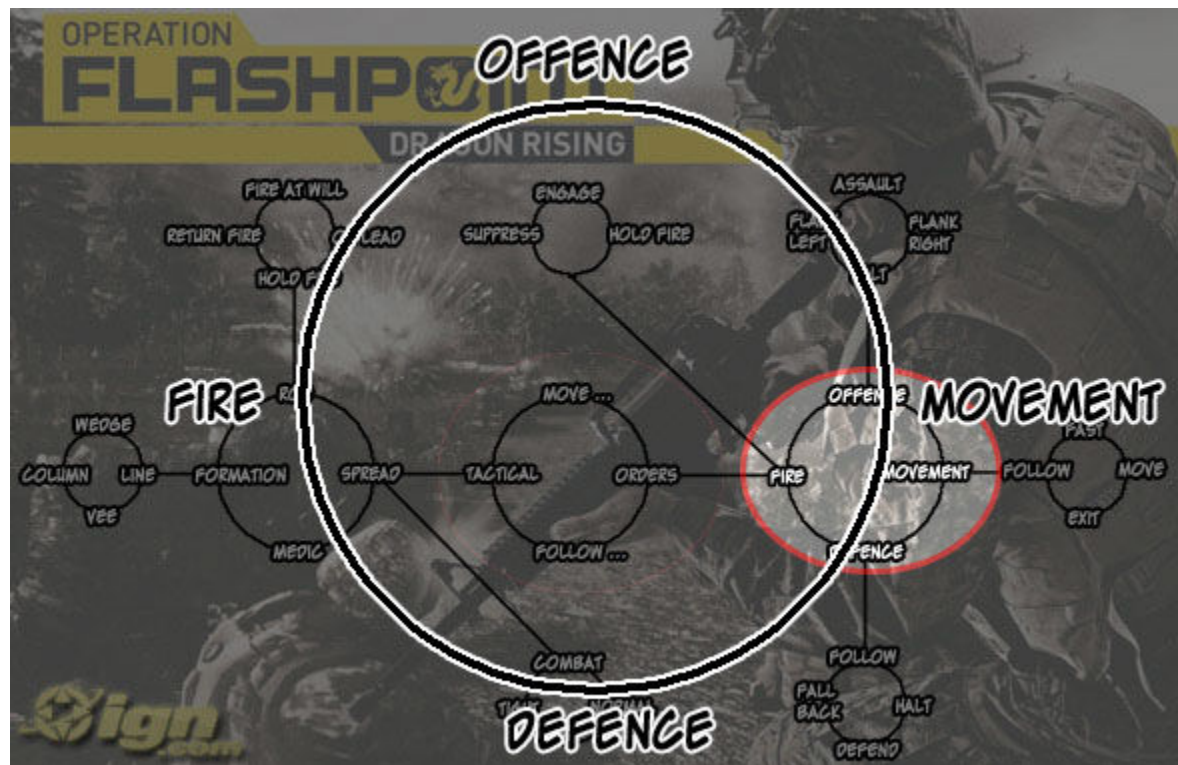
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FIRE

Opens the Fire Ring. Commands like suppression fire will be there.

OFFENCE

Opens the Offence Operations Ring. Commands to flank fortifications will be there.

MOVEMENT

Opens the Advanced Movement Ring. The command for sprinting will be there.

DEFENCE

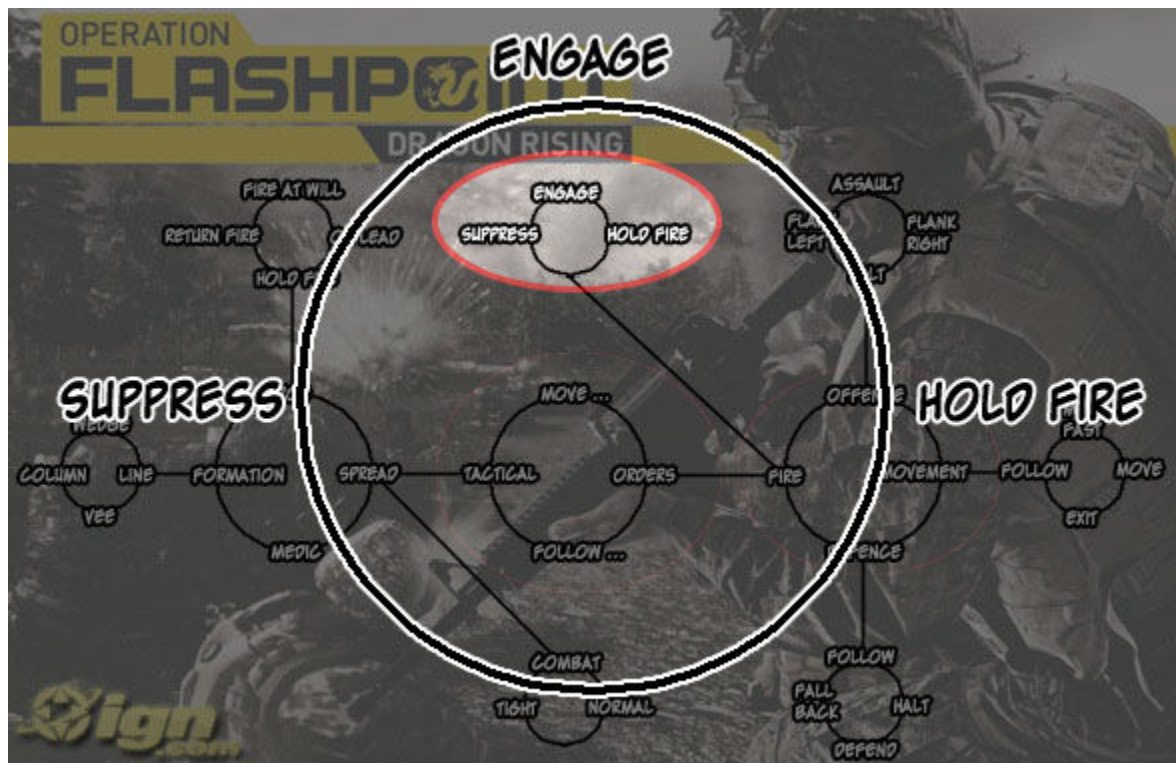
Opens the Defence Operations Ring. The command to withdraw will be there.

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You may navigate to the other rings by clicking on them.



SUPPRESS

The fire team will fire in great volume, but low accuracy at a spot specified by the Fire Team Leader. Enemies will (90%) hit the ground or duck behind cover, limiting their field of fire or course of action.

Use this in conjunction with your own flanking attack (or another fire team individual) to divide and conquer enemy positions.

ENGAGE

Orders your selected fire team members to engage soldiers or vehicles with all available firepower and weapons.

HOLD FIRE

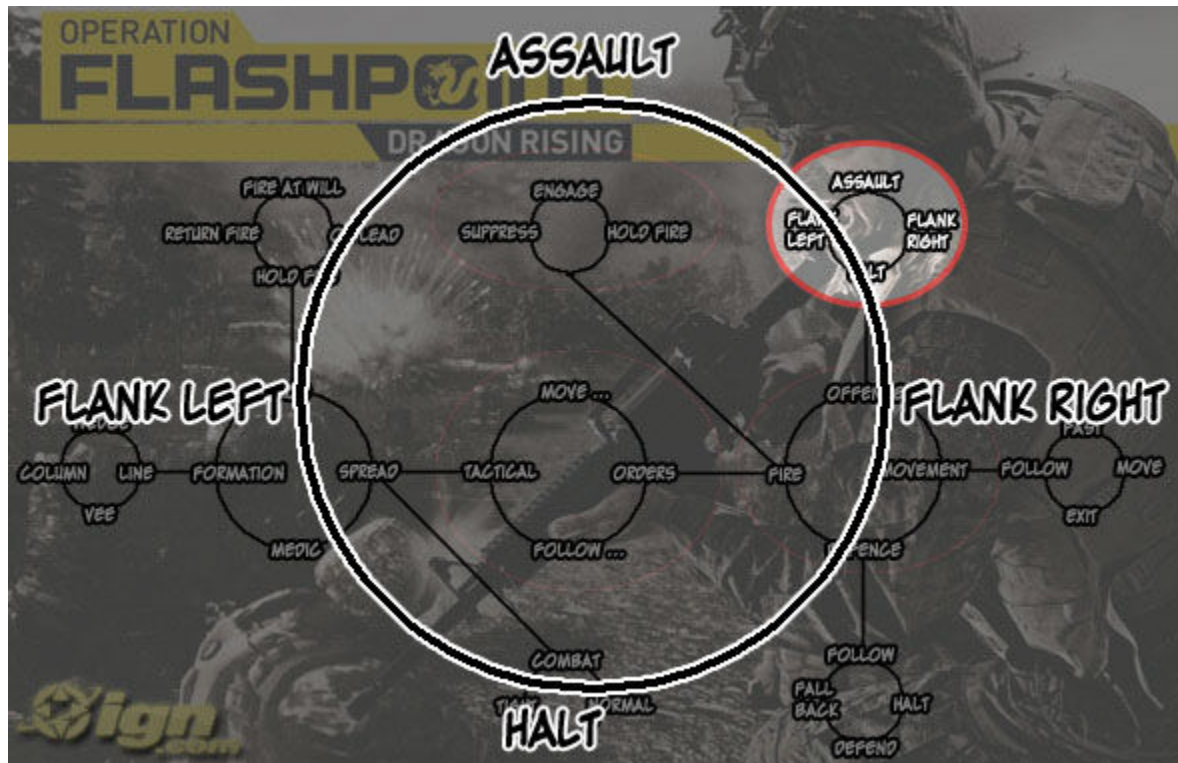
Orders a cease fire. All fire team members will switch to their ROE (see ROE Ring) to Hold Fire.

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ASSAULT

Orders the selected Fire Team members to advance straight ahead and attack a specific position. Their ROE will switch to Fire At Will (see ROE ring) and no pretense of stealth will be used.

FLANK RIGHT

Orders the selected Fire Team members to curve to the right (of the target) and attack a specific position. Their ROE will switch to Fire At Will (see ROE ring) and no pretense of stealth will be used.

FLANK LEFT

Orders the selected Fire Team members to curve to the left (of the target) and attack a specific position. Their ROE will switch to Fire At Will (see ROE ring) and no pretense of stealth will be used.

HALT

Ceases the assault and the fire team will go into "Defend Position" using their originally issued ROE (see ROE ring). Note this doesn't mean the team automatically regroups with the team leader. Use "Follow Me" afterwards if you want that to happen.

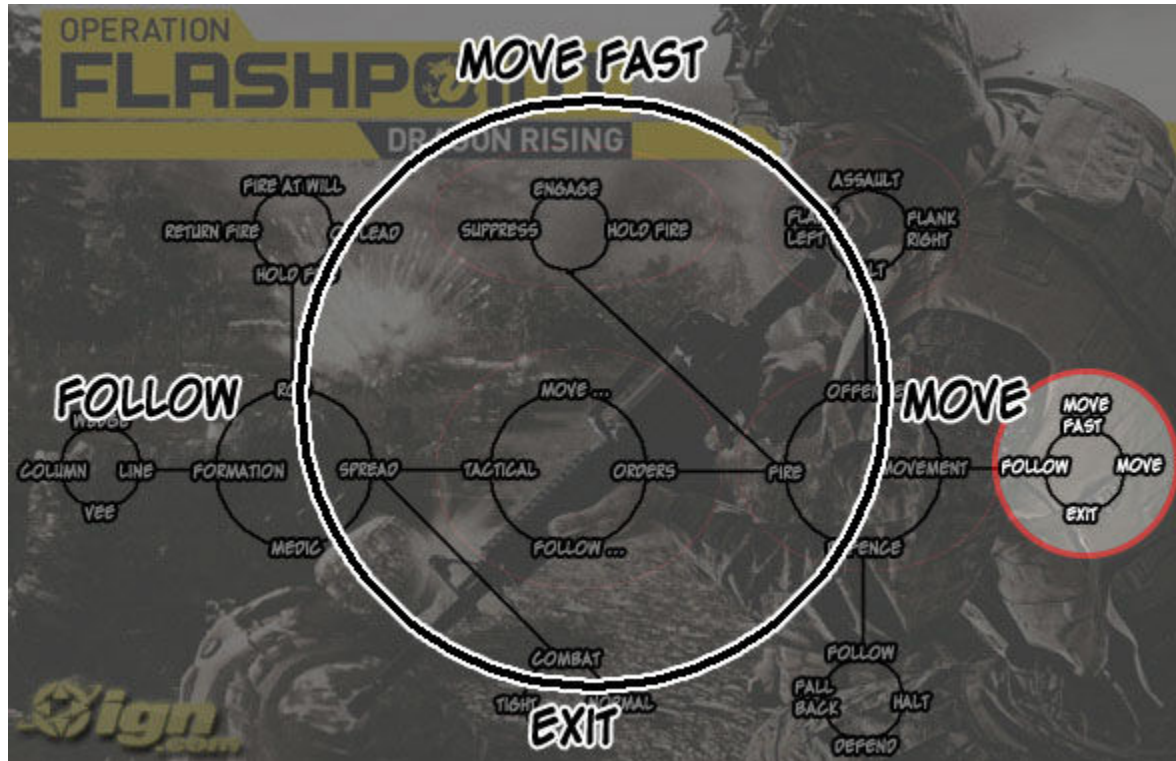
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MOVE FAST

Orders the selected members of the fire team to sprint quickly to the specified spot. Note sprinting is less stealthy than going prone in tall grass or jogging while kneeling.

MOVE

This command orders selected fire team individuals to move to the specific spot you are aiming at with the reticule in and out of map mode.

FOLLOW

Orders the selected fire team individuals to fall in and regroup at the Fire Team Leader's position.

EXIT (Vehicle)

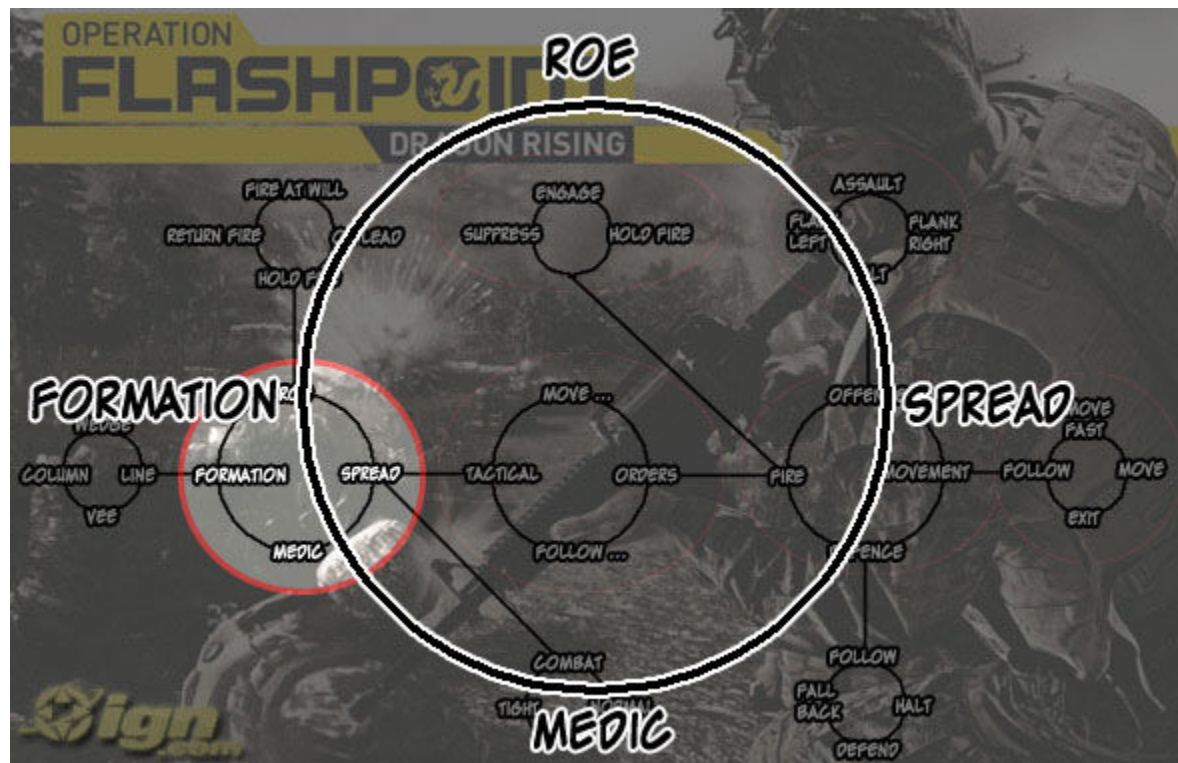
When the fire team leader is not mounted (and the fire team is), this orders them out of the vehicle. Otherwise same as "Follow Me". If issued when the team is not mounted, this order does nothing.

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FORMATION

Opens the Formation Ring. Arrange how your fire team travels there.

SPREAD

Opens the Spread/Clustering Ring. Arrange how far apart your fire team will be when moving there.

ROE

Opens the Rules of Engagement (ROE) Ring. Determine the aggression of your fire team when encountering enemies there.

MEDIC

Available to the Fire Team Leader only (or other players if they are incapacitated). Requests first aid from a fellow marine.

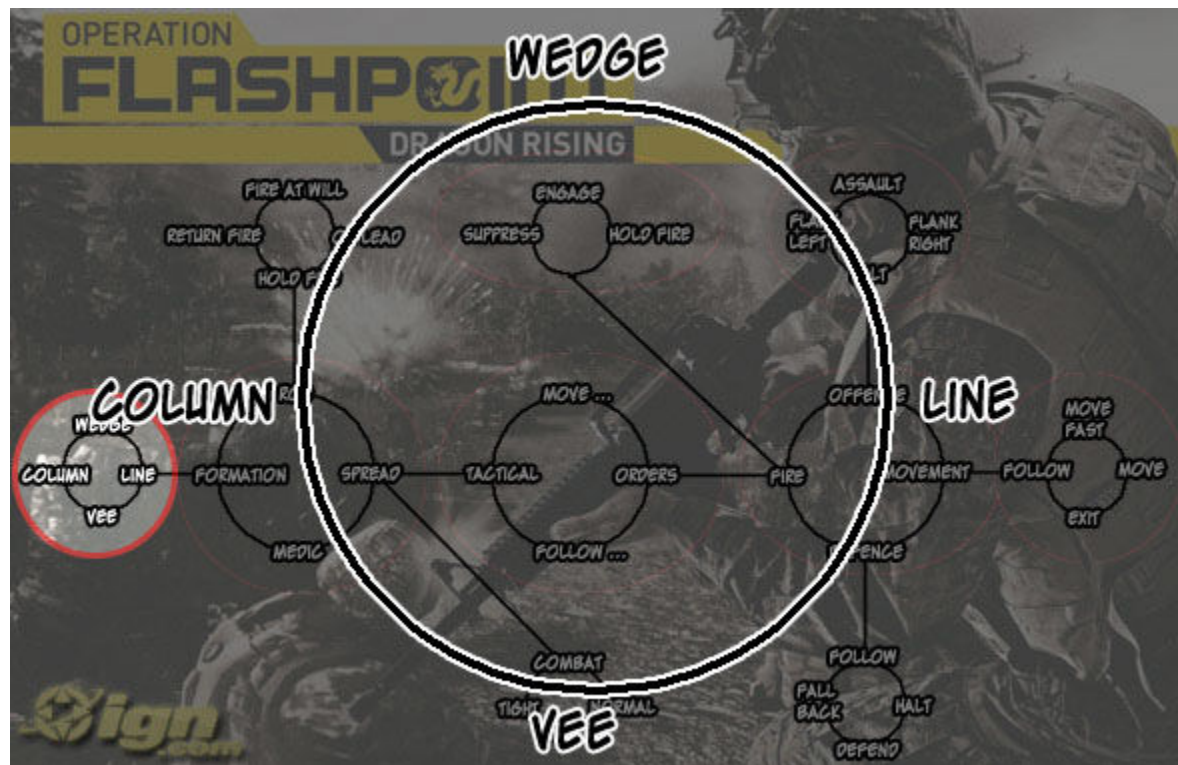
Allies should select their "Field Dressing" in their weapons list and hold the fire button while aiming (and touching) a wounded soldier to heal them.

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WEDGE

Orders your fire team into a wedge formation. Note that walking point = sniper bait.

COLUMN

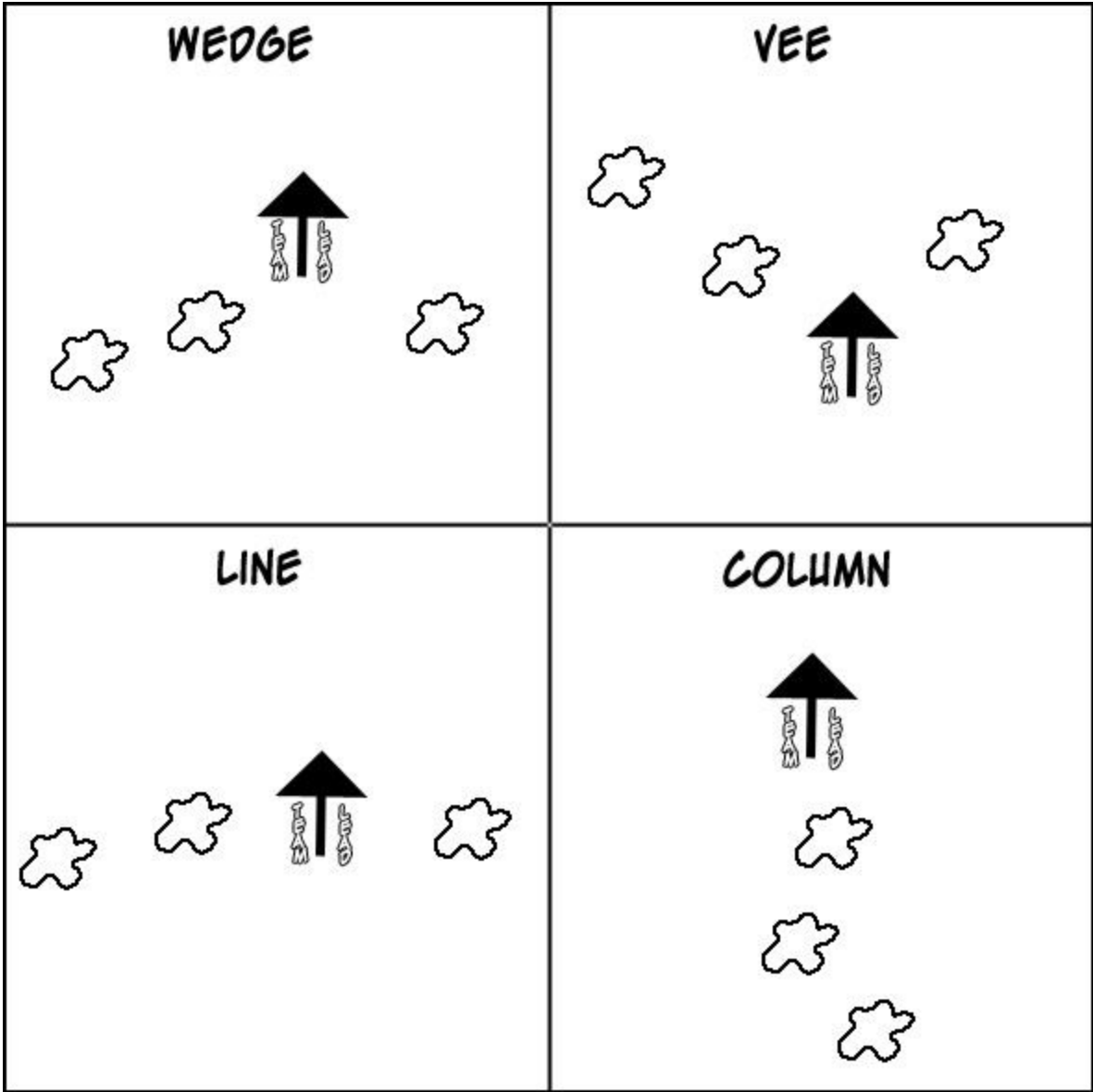
Orders your team into a column formation. Good for getting everyone to the same destination since the fire team essentially walks the same path you do.

LINE

Orders your team into a line formation. Great for making frontal assaults or just assembling a firing line.

VEE

Orders your team into a vee formation. Useful for placing your fire team in front of you to take fire and to avoid killing you by accident.



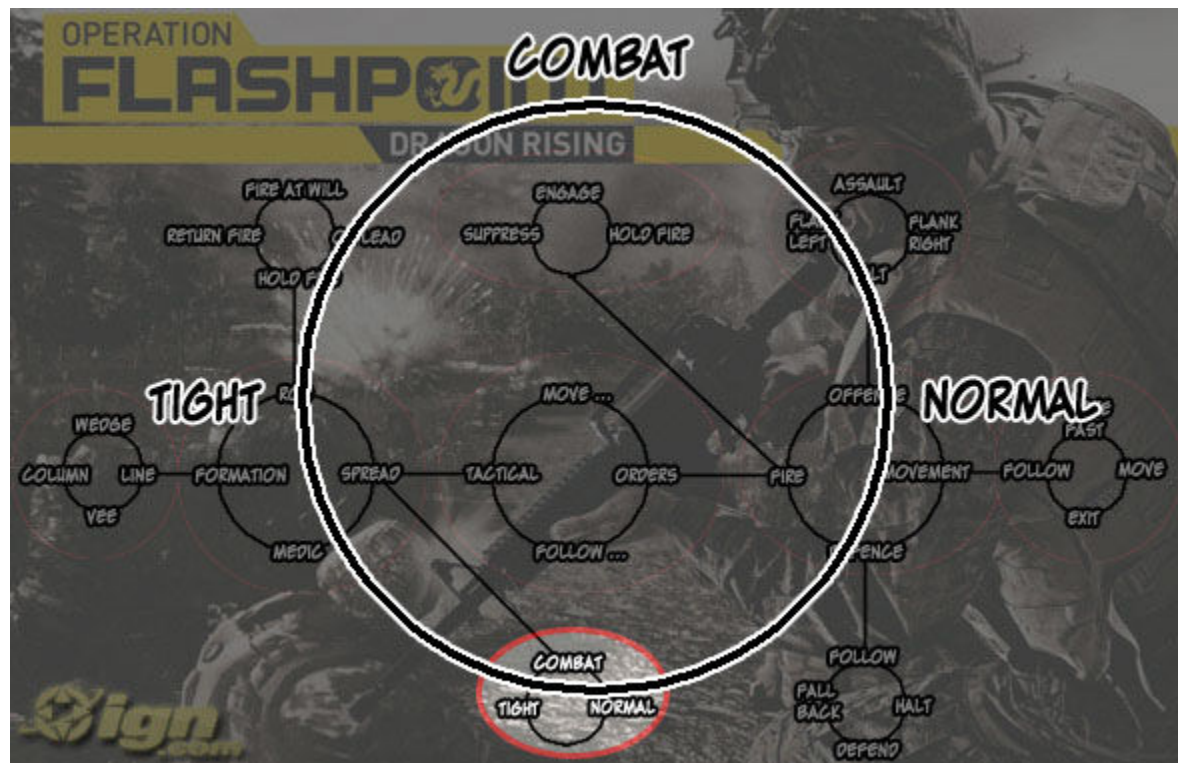
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COMBAT

Orders a wide dispersal of your fire team to avoid being KIA when an explosive goes off. Wide dispersal will increase the chance of enemy discovery.

TIGHT

Orders a tight grouping of your fire team to avoid enemy detection. Also handy to have the medic so close by. A tight spread not only means a single grenade can kill your whole team, but incidents of friendly fire may occur with greater frequency.

NORMAL

Orders the normal dispersion of your fire team and supposedly is the default setting for most encounters. Normal dispersion is too spread-out in an urban setting, but too tight for most other instances.

Example Formations & Spread Combinations

Ducks In A Row

Column and Tight or Normal Spread. Good for stealthy infiltration.

Full Monty

Line with Normal or Tight Spread. Useful for a full frontal encounter, or for hiding behind a wall like a coward and popping heads with a high-powered rifle and telescopic sights.

Scatterfk**

Wedge with Combat Spread. Perfectly imperfect formation for all around fire. Best strategy -- don't put yourself into this position.

TOFTT

Vee with Normal or Combat Spread. Use your teammates to take the sides and act as meat-shields as you advance. Handy since if you die, your mission is over. This also keeps your teammates ahead of you, so you know they won't fire and kill your ass with friendly fire ...

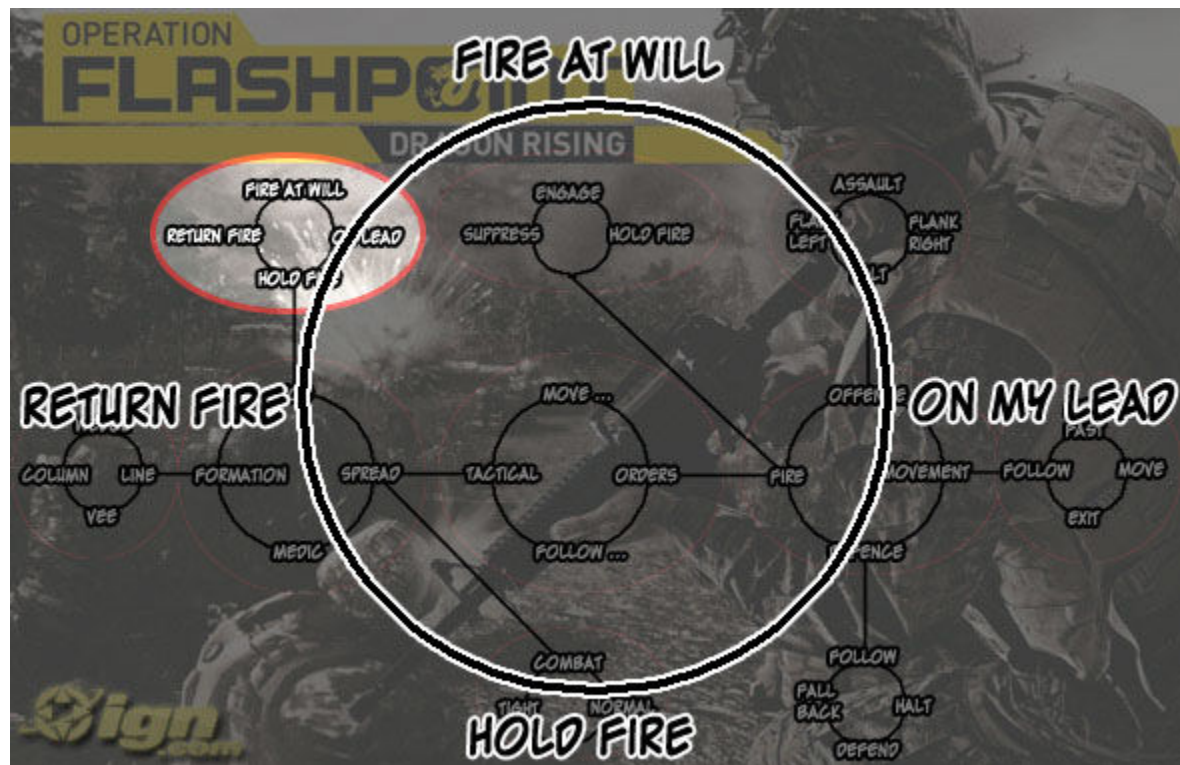
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FIRE AT WILL

The fire team will fire as soon as they see an enemy and their weapons are in effective range.

RETURN FIRE

The fire team will fire only if fired on. This engagement will still be to the death unless the enemy (or your fire team) disengages or are neutralized.

ON MY LEAD

The fire team will open fire only after you do and proceed to a battle to the death using (as Return Fire).

HOLD FIRE

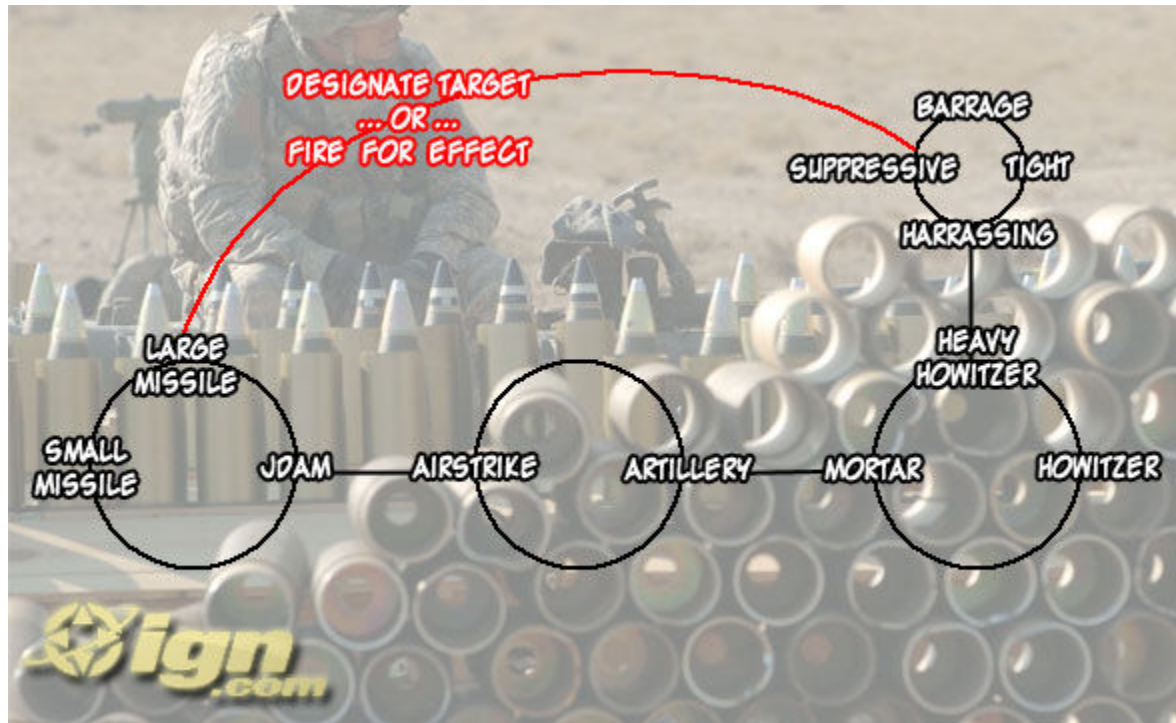
The fire team will not fire at all, even if spotted, fired on, injured, or killed.

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Unlike the commands, fire support is only available in greatly limited quantities. Hence when you can use it, you need to be very judicious in deploying it. Selecting the wrong type of spread will waste this very powerful weapon.

MORTAR	This is a light explosive, generally a firing tube broken down and deployed by fire teams. Heavier ones used in the U.S. Army are broken down by squad.
HOWITZERS	This is a heavy explosive. Explosive shells are launched from a tube that's generally longer than a mortar, resulting in higher range.
Pattern: Barrage	A prolonged, concentrated shelling of an area. Useful if enemies keep going to that same spot.
Pattern: Tight	A brief shelling of a small area. Best mimicked by a missile strike by UCAV.
Pattern: Suppressive	A prolonged shelling of a wide area. Useful for wiping out enemies who are spread thinly.
Pattern: Harrassing	A prolonged shelling of a <i>very wide</i> area. The explosives are also spaced out to keep enemies disrupted.
MISSILE / JDAM	Warheads delivered by aircraft. Generally used for surgical strikes and tactical situations, like killing an enemy tank or bunker.

DESIGNATE	Paints target with laser designator for missile strike (airstrike).
FIRE FOR EFFECT	Commences shelling from regimental artillery support batteries.

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[OPLAN 11 - Dragon Fury](#)

[EXTRAS - Fireteam Encounters](#)

Please click on the OPLAN (Operation Plan) you want more details on.



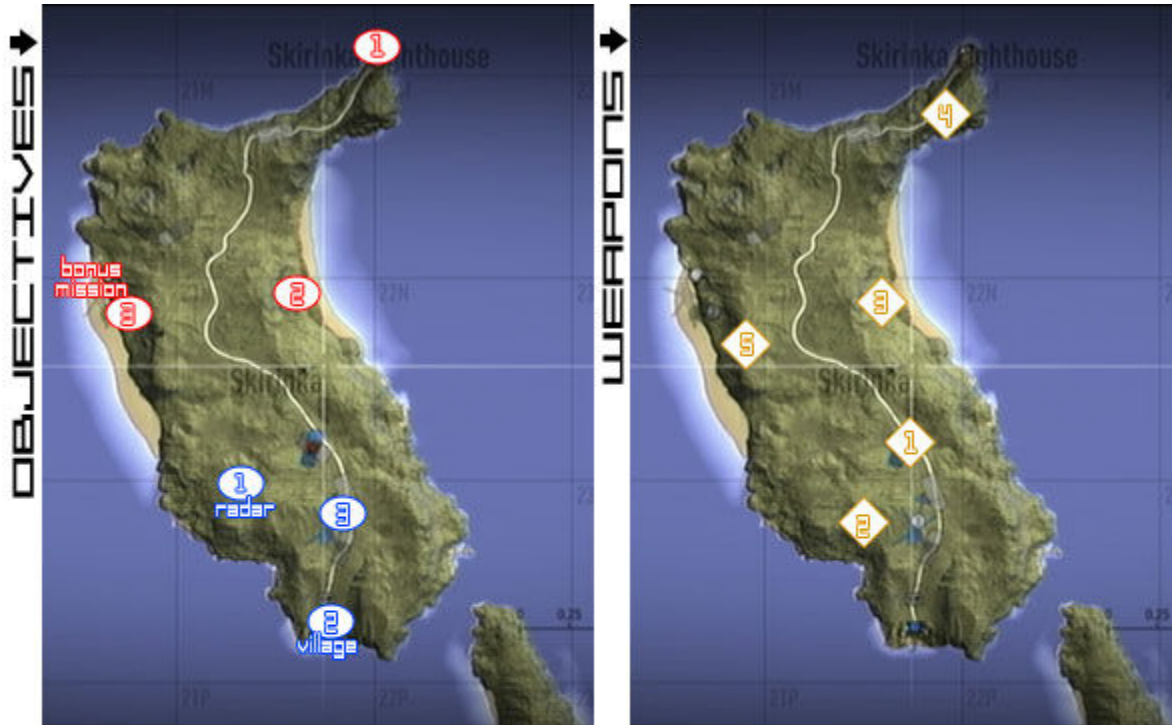
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CACHE 1

QBZ92-HGUN
ABZ95-ASSAULT
QBZ95-MARKSMAN

CACHE 2

QBZ92-HGUN
ABZ95-ASSAULT
QBZ95-MARKSMAN
EQUIPMENT

CACHE 3

QBZ92-HGUN
ABZ95-ASSAULT
QBZ95-MARKSMAN

CACHE 4

JAVELIN
M4A1-MARKSMAN
M4A4-MARKSMAN
EQUIPMENT

CACHE 5

M82A1
M4A1-MARKSMAN
M16A4-MARKSMAN

BONUS MISSION :: LOCATE THE HIDDEN HELICOPTER AND FLY OVER THE MAIN ISLAND OF "Skirinka" AS A PILOT. YOU MUST ENCIRCLE THE ISLAND ONCE IN EITHER DIRECTION -- CLOCK-WISE OR COUNTER CLOCKWISE -- FOR THIS CONDITION TO BE SATISFIED.

NOTE :: THE SAM SITES WILL BLAST YOUR RIDE OUT OF THE SKY IF THEY ARE STILL ACTIVE, SO COMPLETE ALL THE MISSION OBJECTIVES << EXCEPT EXTRACTING >> BEFORE YOU ATTEMPT THIS BONUS MISSION.

PRIMARY ·1· Destroy the enemy early warning radar.

This objective has a minor (meaning lengthy) time limit. You have about five minutes to get there, which is more than enough time. Once you destroy the radar site, there will be no more time limits on your stay in this mission.



ABOVE :: Weapons caches appear as either stacked boxes or scattered crates. Never miss out on the caches if there's no time constraints on your mission or the place is enemy free.

Apart from grabbing the "marksman" CAR-4/M-4 from the weapons cache near where you started the mission, you won't need much of anything else for the mission that you can't find while exploring. If you're truly desperate for long ranged firepower, explore the cache marked as #5 on this map for a .50 caliber counter-snipe rifle.

Note that you will likely lose the mission if you do though, as the radar timer is constantly counting down. You may want to grab the Barrett after destroying the radar, but before securing the village.



ABOVE :: Sometimes ignoring orders is a good idea. Capone (your CO's callsign) will ask you to suppress fire. It'll help no one but the A.I. (who are expendable). Instead neutralizing enemies if you outnumber them is the best answer. Charge this hilltop and clear it.

Assuming you're going south, head up the hill in **full frontal** formation (line formation, normal spread) and neutralize the Chinese soldiers on the hill (rather than suppress fire and waste ammo and time). Your rifle on semiautomatic should pop their heads easily.

Enemies occasionally stray from the village and up the hill where the radar is; while you have a checkpoint after destroying the radar, you won't have one just yet.



ABOVE :: Enemies will be around the radar station. Clear the area before you go destroy the radar. Remember to have your fire team stay away from the area where the explosion will take place.

You may have your fire team set to defend the area near the radar, or simply bring them along with **fire at will** and they should get rid of enemies along with you (the A.I. is great for detecting enemies).

If you are playing on Normal, you can go ahead and kill your allies if you need more ammunition (or to take their weapons). You can even set them next to the radar, detonate the charge and watch them respawn when the checkpoint occurs. However, this is bad practice down the road (unless you're proof-positive there'll be a checkpoint coming up).

That said, move your team away, place the demo-charge, move your own character away and detonate the explosive (preferably with the ground as cover).

PRIMARY ·2·	Occupy the village with other Saber teams.
--------------------	--

With the destruction of the radar, your team will now have an artillery strike and a checkpoint. Your next goal is to take over the small village on the southern tip of the island. The only inhabitants are enemies, so waste them all.



ABOVE :: Unless allies are required for an objective or are firing on enemies, feel free to execute a few to take their ammunition. Normally, you'd request supplies through your battalion S-4, but this is a videogame, so item requisition is handled differently.

If you used the artillery strike (our recommendation is to save it for a SAM site -- especially the one with the APC guarding it) or attacked the enemies in the village while the other Saber teams attacked, you may be able to rendezvous with your allies. Once all enemies in the village are neutralized, you may leave the map.

PRIMARY -3- Secure LZ and extract by chopper.

If you were a brutal bastard (on Normal, since it has checkpoints), you could have killed one of your teammates (the one holding the landmines) sapped the area near where you landed and moved on.

You'll need to have played this map a few times before though, to know where the enemies will appear in their Chinese Landrovers. That said, you should simply approach the dustoff where you were inserted for the mission and zap all the enemies who show up.



ABOVE :: Line your boys up for a firefight just south of the weapons cache you saw when you landed. You need the low revetments to give cover so you can take out the enemy soldiers as they approach from the north. Aim for the jeep gunners first if you see them. 50-caliber weapons tend to kill instantly.

Once they run out of men, you can take their surviving jeeps (if any) so you have a ride to the secondary objectives.

If you are not interested in the bonus and secondary missions, then just board the helicopter and leave. However, the extra missions for stage 1 are easy (comparably) and given the chance, you may want to do them.

SECONDARY ·1· Destroy the enemy SAM Site (lighthouse).

Highlighted first, you may want to destroy the SAM site at the lighthouse first since it is so heavily defended. There is an APC as well as plenty of enemies here.



ABOVE :: It would be a good idea to visit the weapons cache near the western SAM site for the M-82 Barrett. It lets you take out the soldiers near the weapons cache by the lighthouse with the Javelin launcher (the ruined castle tower on the hill).

If you haven't used the fire support mission, this is a good place to do so. You will need to fight your way up the little fortress (the one with the ammunition cache with the Javelin launcher) so you can call in the coordinates of the fire mission.

If you did use the fire support mission, you will need to use the Javelin launcher to destroy the enemy APC. Occasionally, the enemy fighting box will be destroyed if your teammate is set to return fire or attack at will -- one of them has a Javelin and will use it on the tank if required.



ABOVE :: While you can use the fire support mission on the lighthouse SAM, it's much better to use it to get rid of the APC that's hiding just at the base of the hill. Mulholland has five demo-charges (renewed when he finds an equipment cache); more than enough for the three SAM stations.

Feeling sadistic? You can kill the guy and take his Javelin as well (although he will only revive if you have checkpoints on Normal). Destroying the SAM site gives you a checkpoint.

With the SAM site in the north destroyed, you have two moderately closer checkpoints near the middle of the island by your LZ. Head back south now.

SECONDARY -2- Destroy the enemy SAM Site (East Beach).

This is the eastern SAM site. Nothing spectacular here but you should pay attention to your enhanced reality compass. Enemies that your fire team or your character detects (not necessarily those you -- as a player -- can see) will show up as red dots on the headband compass.

If you been looting bodies, chances are you've taken a Type 95 Marksman rifle (or the Type 98 Sniper rifle). So long as the rifle has a telescopic sight and lets you fire, you shouldn't be too picky. You can definitely SOCOM-snipe your enemies dead from far, far away before they can even injure you.



ABOVE :: The green truck is the SAM site here. You will be able to blast its guards from the southern hillside using the M-82 Barrett, so get to it.

Destroy the second SAM site with det-charges (if you run out, look for caches with equipment and stop wasting det-charges) and get another checkpoint.

SECONDARY -3- Destroy the enemy SAM Site (West Beach).

If you haven't already, take the M-82 Barrett from the weapons cache at the destroyed house

southeast of the SAM site. The zoom, accuracy (while prone) and range of this weapon is unmatched. If you really need a helping hand with the SAM sites, make a detour here and pick up the rifle before taking on the SAM emplacements.



ABOVE :: The chopper is visible if you have sufficient zoom and view the site from the southeastern hilltop. You should be able to make some great 1800 meter kills using the M-82A1 you find nearby.

Take out the SAM site on the western beach and take a stroll on the beach with your Fire Team. It's not a romantic walk -- you're going to find a hidden helicopter.

BONUS MISSION Circumnavigate the island's coast with the stolen chopper.

Go to the western SAM site (marked as a red "3" on the map) and the chopper will be on the beach. It should be noted that even if your team cannot operate the SAM equipment, they still work, so if you fly around the island before the SAM sites are taken out, your chopper will become a flaming ball of metal in about 0.3 seconds after detection.

Destroy all the SAM sites before flying the chopper around the island. If you're feeling daring, you can even use the transport chopper as a fast mode of transport to the northern SAM site (and back). Just make sure to land out of the SAM site's strike zone. Note that you can have a bot fly the chopper for this mission (you can ride as a passenger or co-pilot); you don't need to do it yourself.

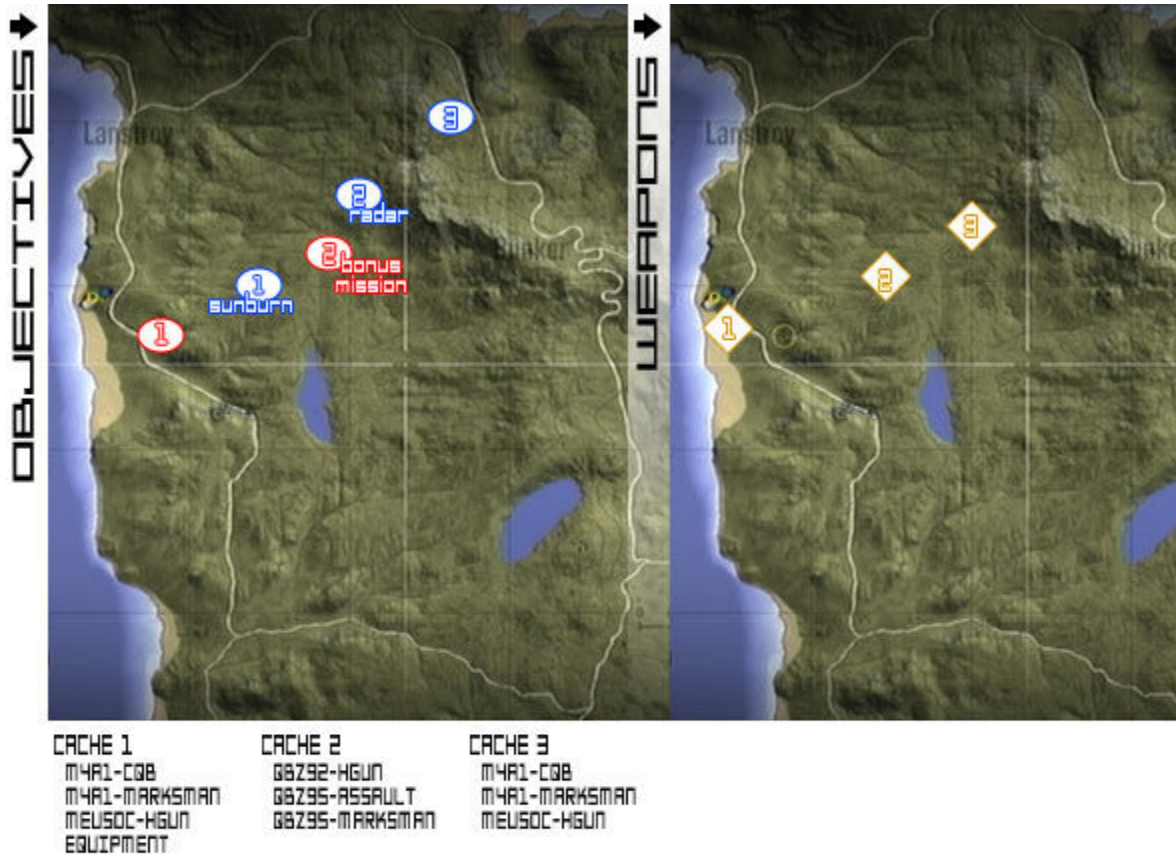
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BONUS MISSION :: ELIMINATE THE LOCAL "Commander" AT THE P.L.A. FORWARD BASE CAMP.

NOTE :: ATTEMPTING THIS MISSION WILL LIKELY ALERT THE TWO PATROLLING GUNSHIPS. IF YOU DO NOT WANT TO INVESTIGATE THE BASE, USE THE ARTILLERY STRIKE TO NEUTRALIZE THE OFFICER AND SPRINT TO THE SAM RADAR.

SECONDARY ·1· Flank the Sunburn Launcher without an alarm.

The first part of the mission is learning how to avoid enemies by simply staying well far away from them. You don't need to change your team's ROE to Hold Fire because once they are fired upon by enemies, this objective is failed.

Pull your team into **ducks in a row** formation (column formation with tight spread) to avoid detection by the enemy.



ABOVE :: Simply follow Saber Three if you're not too keen on being discovered. Until you part ways, the allied bots behave with perfect stealth.

Simply steer away from the red dots (your fire team and your character calls out enemy sightings along with range and direction) until you can make it to the flank of the Sunburn launcher.

You may have some trouble with the patrols and choppers working together. Check back occasionally on the map and steer your path towards the north edge of the lake while heading towards the marked spot for the Sunburn launcher and you should do fine.

PRIMARY ·1·	Destroy the enemy Sunburn SAM launcher.
--------------------	---

The flanking position Mulholland's Saber Two needs to take up is usually devoid of enemies, but has no weapon cache. Check your map. When your blue dotted allies start attacking the Sunburn's escorts, start your approach and neutralize the enemies near the launcher vehicle.



ABOVE :: After the checkpoint, look for the small farm that gives you a great view of the SAM truck.

Once the subburn launcher is secured, move your fire team towards the trees west of the small square village north and east of the Sunburn launcher. Although not necessary, you can scrounge for weapons if you feel like it. This is one of the few missions you can do without firing a shot (it's one of the trophies and achievements on the console). When your team is safe, blow up the Sunburn missile truck and run towards the forest.

BONUS MISSION Neutralize local garrison commander.

The reason for fleeing like a bandit to the woods is that once the Sunburn Launcher is destroyed, you get a checkpoint after some chatter. If you timed your blast badly, the patrolling gunships may get alerted and start looking for your Spec-Ops team.

Besides, hiding in the cover of the forest is a great way to avoid detection from the air and gives you some time to think about your next move.

The village has weapons cache 3 -- likely the last one you'll find in the mission. If you don't need it (you really don't if you've taken a Type 95 Marksman rifle), then it's suggested you use the fire support mission on the village (if you want the bonus objective).



ABOVE :: Before detonating the explosive to slag the truck and get your checkpoint, check the weapon cache east of the launcher (near the radar seen here) for weapons if you like. Note the PLA base in the distance (left side).

Basically, a barrage salvo will likely kill the base commander. Once this happens, the gunships will come to investigate. During the barrage though, your team will be heading towards the SAM radar at the blue "2" on our map. By the time the gunships realize they're only checking out a smoking crater, you should've dealt with the radar and be running away to the extraction point.

Of course, if you understand that you can "kill" the commander, get your achievement or trophy, then load your last checkpoint, you can save your fire support mission for the next objective.

PRIMARY ·2·	Destroy the enemy SAM Radar.
--------------------	------------------------------

There are small teams of enemies near each missile launcher on the ridge. Any one of them will call for the support choppers once they fire on you, so it's imperative to attack the radar by flanking left when the chopper is out of range.



ABOVE :: Stick to the forests to hide from the gunships. The metal tower is one of many surrounding the SAM radar outpost.

If you manage to get on the ridgeline overlooking the SAM radar, you can nuke it with the artillery barrage and be on your way to the extraction point before the last shells fall.

PRIMARY -3-	Get to overwatch point.
--------------------	-------------------------

No matter what's coming after you now, make quick pace to the extraction point for this mission. If you must, order your fire team to do a **Fall Back** to the exfil point. They will pop smoke, breaking line of sight with (but alerting) enemies.

Once your character and surviving fire team members reach the exfil point (#3), you win the mission.

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CACHE 1	CACHE 2
QUEEN-BEE ROCKET	08Z92-HGUN
08Z95-ASSAULT	08Z95-ASSAULT
08Z95-MARKSMAN	08Z95-MARKSMAN

BONUS MISSION :: NEUTRALIZE THE P.L.A. "Armored Personnel Carrier" AT THE TOP OF THE BEACH. IT IS THE ENEMY APC THAT APPEARS AT THE FORK IN THE ROAD WHERE YOU OFTEN GET THE TRANSMISSION ABOUT THE ENEMY SPOTTER TEAMS USING MORTARS TO KNOCK OUT YOUR ARVPTs.

NOTE :: YOU SIMPLY NEED TO BE QUICK ABOUT THIS BONUS. AFTER KILLING THE FIRST AT-TEAM, TAKE THE QUEEN BEE ROCKET LAUNCHER AND STAY ON THE ROAD USING THE WALL AS COVER. WHEN SGT. HUNTER RADIOS DAGGER COMMAND ABOUT A "Type 97" APPEARING ON THE ROAD, THAT'S THE BONUS TARGET.

SECONDARY ·1· Destroy enemy Anti-Armor teams.

You practically need to do this mission if you want to actually complete the mission. You also need to be faster (than normal) about it if you want the bonus objective.

After killing one P.L.A. AT-team, you should take their *Queen Bee Rocket Launcher*. You only need one shot for the enemy APC (for the bonus) but keeping it around will help with the village defence later.



ABOVE :: Once armed with the first anti-tank team's Queen Bee, make some slow progress to the broken wall by the roadside here. The small crack lets you fire on the enemy Type 97 APC when it drives down the road.

The first team is easily slain; the second team has guards with a Chinese MSAW (Type 67 IIs) that will kill you quickly if you get too close. You need to however, if you want the bonus mission -- that's because the revetment near the fork in the road is the best place to kill the enemy APC and the third enemy AT-team.

PRIMARY ·1· Secure Beachhead by not losing all three Marine AAVP7s.

Killing all three AT-teams will practically guarantee this objective being successful. Have fun looking for the gray circles (RV points -- turn them on in your options) and neutralizing enemies who have them over their heads.

BONUS MISSION Destroy the enemy Type 97 IFV at the fork in the road.

Taking a Queen Bee Rocket Launcher from a Chinese AT-team will let you get this easily. You generally have just one shot, so you need to be calm under fire.

Note that if you neutralize all three AT-teams, the friendly marine AAVP7s will "sportscar" themselves up the road and blast the enemy APC. Hence, you screw with the game's A.I. by killing two of the three AT-teams -- the first one you need because you need their launcher.



ABOVE :: The Queen Bee has a nightscope so you can easily find vehicles. Remember the rocket takes a while to travel to the target, so lead your shot a bit and make sure your aim is steady.

The second team (by the already burning APC in the field) can be sat on by your fire team as you use the revement by the roadside to trigger the enemy APC into spawning. Once it does, take aim with the Queen Bee, steady the aim, and fire when you have a good solid shot to the APC's side.

PRIMARY -2-	Neutralize the enemy spotter team (four soldiers).
--------------------	--

Shortly after the fork in the road, the lead AAVP7 will be destroyed (meaning if you lost two already, you generally lose the mission here). Round up the team and send them to assault the position marked on your map in a gray #2 (it's blue on our map).

Alternately, you can have them attack with you in a line formation; regardless what you choose, you need to get to the hilltop and neutralize the soldiers there until the mortars stop. When the immediate area is cleared of enemies, Sergeant Hunter (your character) will radio Dagger One that the enemy spotter team is done for.



ABOVE :: The radio mast. If you start up there without stopping from the farm, you should reach the top right around the time the lead AAVP7 is destroyed.

Don't forget to loot the enemy bodies for the Type 81 Marksman rifle. While not as common as the Type 95 marksman, it's an extra weapon you can use for later. If there are Type 95 Marksman rifle, take the ammunition. You will need the ammo in about five seconds.

PRIMARY 3	Neutralize the enemy Anti-Air teams.
------------------	--------------------------------------

There'll be six soldiers (two in each time) that have portable QW-2 SAM launcher in the village ahead. Bring your team into a *full monty* formation and attack the first team (for a checkpoint).

Do not trade your Queen Bee launcher for a SAM -- you won't need it. Keep the Queen Bee launcher if you have the ammo for it, since you can use its rockets to kill masses of enemies later on.



ABOVE :: Be careful when the radio transmission Sergeant Hunter ends after neutralizing both members of the first enemy AA-team; it will be the spot where you checkpoint (it's a floating checkpoint). You don't want to be exposed when that happens, or you die almost instantly when you retry.

Bring your fire team along and have them sit and suppress or defend the farm area where the first AA-team was; this generally puts them in range of enemy attacks, so they will return fire and draw attention.

In the meantime, you should take Sgt. Hunter and down the second AA-team. When you've thinned the enemies, round up the fire team and look for the final AA-team in the village (they generally hang out at the weapons cache).

PRIMARY -4- Defend village to the death -- no retreat -- no surrender.

Defending the village can be problematic if you're not sure what you're doing. Because you have a friendly gunship and (usually) two AAVP7s and a mass of marines, you should have little trouble holding out against these human wave tactics.

First off, you need to set your team up quickly. Place them on ***Fire at Will***, next have them ***Defend*** the area around the emplaced gun by the weapons cache.



ABOVE :: Order your whole team to defend, then order one of them (not the medic) to mount this weapon at the roadblock.

Once they are defending (you can use tight or normal spread since the enemies seldom use explosives), command the fire team to **Operate Mount** and one of them will take it up (the other two will remain defending).

Your character on the other hand, needs to go a bit to the west of the village (where the ground slopes down) so you can snipe the few enemies who rush your position but cannot be fired on (or seen by) your idiot A.I.



ABOVE :: Stay away from the AAVP7. It tends to be taken out early by enemy rocketmen and the explosion can kill you.

You can put some landmines in the forest to help you. However, you may be running back and forth and kill yourself accidentally. If you do use mines, put them near trees so you have landmarks. The detonation range of mines are generous, and enemies will trip them even if you put mines near trees.

The house next to the weapon cache by the southern checkpoint has two windows that let you cover your allies if you see a rush east and north (check your map periodically -- doing so while the reloading animation occurs saves time too).



ABOVE :: The house next to the gun emplacement has a good vantage point to the sectors you need to waste. On co-op, you definitely want two human snipers sharing this space.

Give it your all because once enough enemies are take out, you win.

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CACHE 1	CACHE 2	CACHE 3	CACHE 4
QUEEN-BEE ROCKET	08Z92-HGUN	QUEEN-BEE ROCKET	GW-2 SAM ROCKET
08Z95-ASSAULT	08Z95-ASSAULT	08Z95-ASSAULT	08Z95-ASSAULT
08Z95-MARKSMAN	08Z95-MARKSMAN	08Z95-MARKSMAN	08Z95-MARKSMAN

BONUS MISSION :: NEUTRALIZE THE FLEEING P.L.A. TRANSPORT CHOPPER THAT APPEARS AFTER THE TWO ENEMY INFANTRY FIGHTING VEHICLES (APC) ARE DESTROYED.

NOTE :: YOU WILL HAVE EXACTLY THREE WARHEADS FOR YOUR FT-LEADER'S S-MAW. USE TWO HEAT ROUNDS ON THE APC (DON'T MISS) AND USE YOUR LAST SHOT ON THE CHOPPER AS IT FLIES OVERHEAD. SOME LEADING IS REQUIRED ON YOUR PART BUT THE CHOPPER FLIES IN A PREDICTABLE PATH.

IF THE CHOPPER DOESN'T EXPLODE IN MID-AIR, IT MEANS SOMEONE ELSE (LIKELY YOUR OWN FIRETEAM) SHOT IT DOWN. PUT THEM ON HOLD FIRE SO YOU CAN GET CREDIT FOR THIS BONUS MISSION.

PRIMARY ·1· Neutralize enemy armor.

Your FTL character starts with an S-MAW and three rockets (two HEAT and one H.E.) for this mission. You need the two HEAT rockets to blast the enemy APCs as they round the hill towards your Marine buddies.



ABOVE :: Let your fire team take out the first few enemies. You want to be holding your S-MAW when enemy tanks suddenly show the hell up.

Line your fire team up so they can either provide a distraction for the enemy gunner, or you'll likely never get off a shot. Putting your team into a **TOFTT** formation (Vee formation, combat spread) can let them take out soft enemies for you while you have the S-MAW equipped.

Take your time, kneel, steady the shot, and fire the warhead only when you have a clear shot at the enemy vehicle's sides.

BONUS MISSION Destroy fleeing enemy transport chopper.

Immediately after destroying the two IFVs, you will have a chance to shoot down (note -- we said you -- not your A.I. buddies). Use the S-MAW's H.E. rocket, lead the shot on the small chopper (same one you hijacked in the first mission) as flies from south to north.

Concentrated small arms fire can bring down the chopper, but unless your bullet was the last one to hit the chopper (killing it), you will not be credited with this mission. Put your team on **Hold Fire** or **Return Fire** (the transport doesn't attack) so you can get the glory.



ABOVE :: Note that even if your own fire team doesn't fire, your other allies (the other fire teams) are on Fire At Will.

The S-MAW is the diciest weapon, but it is also your most potent. If you manage to connect the explosive warhead with the chopper, you will be practically guaranteed the profile award (achievement or trophy) even if you die (since those tasks are saved to your profile automatically, dying doesn't matter).

If you're not interested in extra points on your gaming profile, save your rocket, because it will come in handy later.

SECONDARY 2 Use Mortars to destroy enemy roadblock.

Shortly after destroying the IFVs and the bonus transport chopper appears, you get a mortar strike that you must use on the enemy roadblock (otherwise you lose it).



ABOVE :: Barrage the roadside checkpoint. Suppression and Harrassment is too wide (may actually kill you) and Tight is too tight to get to enemies on the sides.

Locate the enemy concentration on the road and let 'er rip. Once that happens, you get your friendly AAVP7s through and you can move to the next directive.

PRIMARY ·2· Take the airfield control tower.

Work your way on the southern edge of the airfield (you may even want to ignore the checkpoint in the middle of the airfield, since it is too exposed). Put the hangars and buildings to your north so your team can move towards the building and take out the enemies in the windows, etc.



ABOVE :: Approach the tower from the south side, thus reducing the number of enemies firing on you as you attack the tower.

There's a Queen Bee Rocket launcher on the crate that's on the first floor of the control tower, but the one crate on the tower's second floor has the very important **QW-2 SAM** you need to defend the tower with.

PRIMARY ·3· Hold the airfield control tower from enemies.

When all the enemies in the control tower are slain, loot their bodies for marksman rifles and equipment. Take their Queen Bees (doubt they have them, but some enemies are randomly equipped) and check the second level of the control tower.

Dagger One will get you two free small missile strikes that will autotrack the target you designate -- use them when you have an enemy APC harrasing you while you search for the chopper.



ABOVE :: There are two weapon caches inside the tower. The first floor has a Queen Bee for the enemy armor. The second floor has the QW-2 SAM. Take the Queen Bee first (your S-MAW will not have any rounds unless you killed your teammate for S-MAW ammo earlier).

Order your men to fire freely (remember, the bots have infinite ammunition) and to defend the north side of the tower (on ground level). The A.I. doesn't do very well when cooped up into the building interior, so letting them operate on the ground is far better.

Fend off the enemy armor, light vehicles, and gunship then kill a bunch of enemy soldiers until the game's kill quota (or a timer) is satisfied and you win. Against the enemies across the airfield, simply take a spot on the tower and snipe them. With some luck, they'll be too distracted from firing back at your position.

SECONDARY ·3· Destroy enemy vehicles with air strikes.

You have two free small missiles to waste enemy armor with. Use it on enemy APCs and not jeeps (you can kill the drivers and gunners on jeeps). After designating an enemy target with an airstrike, hang back. It takes time for a missile to be delivered.



ABOVE :: You have two small missiles for the tanks (not nearly enough). You primarily need the missiles to augment your own two HEAT warheads until you get a radio transmission about the enemy gunship.

Hopefully, by the time you're done with the gunship, the two small missiles you have are enough to blast the enemy armor. You will need to switch back to your S-MAW or use the Chinese Queen Bee rocket in the crate outside the tower (south side) if you need more firepower.

SECONDARY 4 Destroy enemy attack chopper with Chinese SAM.

The enemy gunship appears from the "southeast" but may make a pass at some of your allies (hence it's position is north and east on our map). Take out the QW-2 SAM and wait.

Check your map once your fire team gives the position of the enemy copter and spin your character in that direction using the headband compass. Hold the aim button when the chopper appears.



ABOVE :: When the SAM sight becomes an eight-pointed star, fire and focus on something else. The gunship is as good as dead.

Wait for the targeting square to become a diamond before firing. Assuming the chopper doesn't detonate chaff or ddeploy counter-measures, one missile will take it down. Your character tosses the SAM tube so you can quickly grab your S-MAW or Queen Bee once more and hold the tower.

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CACHE 1-6
 08Z92-HGUN
 08Z95-ASSAULT
 08Z95-MARKSMAN

BONUS MISSION :: NEUTRALIZE THE TWO PURSUING P.L.A. INFANTRY FIGHTING VEHICLES (APC's) THAT APPEAR WHEN THE PILOTS ARE FOUND.

NOTE :: YOU WILL HAVE ONE ARTILLERY STRIKE AS YOU APPROACH THE AA-SITE. USE THAT ONE FIRE SUPPORT MISSION ON THE VILLAGE AND THAT SHOULD KILL MOST OF THE ENEMIES SO YOU CAN USE YOUR S-MAW OR A STOLEN QUEEN BEE ROCKET LAUNCHER TO DESTROY THE TWO APC's WITHOUT A PROBLEM.

SECONDARY ·1· Rescue Dagger One Echo.

Four fellow squadmates are in trouble. Keeping the four alive until the rescue mission means the enemies have more targets to fire at. Definitely a good thing.

Instead of heading to their position though, head for the red dots that are on your headband compass. Once those enemies are killed, head back to Echo team, mop up, re-equip and take the second HMMWV (thanks to SGT Dan Motika for the correction).



ABOVE :: This shack is where some Chinese soldiers appear, but there're more north and west of it. Attack them first, and work back to Echo team.

Check dead bodies for a Queen Bee launcher if you want the bonus mission.

PRIMARY -1- Investigate the helio's last location.

Any surviving Echo team members and your own fire team will head to this small Chinese base at the fork in the road. Defeat the enemies there, but don't linger too long as a gunship and reinforcements will advance from the southeast to investigate (and in doing so, will attack).



ABOVE :: Approach the PLA roadblock with a little caution, as the enemy gunship sometimes appears and backs up its buddies on the ground. Clearing enemies out here is handy if you want to check the weapon caches.

All the ammunition crates here will have the same three weapons -- take the Type 95 marksman rifle if you need it but don't check the crates unless you need some serious ammo (slain enemies are best for ammo drops). Still, check dead bodies for a Queen Bee launcher if you want the bonus mission.

SECONDARY ·2· Check suspected location of crew.

If your vehicle is still intact, it's recommended you drive (very quickly) across the field to this next spot before the gunship appears and kills your whole fire team when it investigates the brew up at the roadblock.



ABOVE :: There is a small forward guardpost downslope of the SAM tanks. Don't get caught there (the SAM tanks' AA gunshots explode on contact) and attack from the back instead.

While the checkpoint here revives your team, Echo team casualties remain slain if they were killed earlier. It will be here where you'll also get a fire support mission (just one) that will be vital for you later. Try not to use it until the very end of the mission. If you ran into some enemies, check their bodies for a Queen Bee launcher if you want the bonus mission.

SECONDARY ·3· Destroy SAM site or neutralize its crew.

The SAM site will determine where you extract to. On our map, the LZ assumes you did destroy this menace to your ride out. Otherwise, you'll likely need to hike back further away from the village, and that's not a good idea.

Echo team will attempt to assault the SAM site (since it's on the way to the crash site), so you may as well bring your own fire team along. Watch for the enemy gunship -- if you have earned trouble with it, move north (along the lake's shore) and attack the SAM site from the

other way.



ABOVE :: Attacking from the rear of the SAM position means the hill blocks the shots of their AA guns if they attempt to fire on you.

Otherwise, you can possibly find cover at the small Chinese base halfway up the hill and snipe all the enemies from that position. Kneel, steady your aim, and make like a shooting gallery (and hope the gunship is taken out by your teammates' gunfire). This is where your allied Echo team can be useful (as targets).

You do not need to use det-charges or even the fire support mission on the SAM site -- once there are no more enemies, the SAM trucks will be considered dead weight and the mission successful. Check dead bodies for a Queen Bee launcher if you want the bonus mission. Chances are there'll be some here.

PRIMARY ·2· Investigate the crash site.

Put your team into a *scatter-f**k* formation (wedge formation, combat or normal spread) or *TOFTT* (Vee formation and combat/normal) and be ready to shoot on sight.

Move towards the village but take the time to take out all the enemies here. Check dead bodies for a Queen Bee launcher if you want the bonus mission. Chances are you've found one already.

Fully reload all your weapons (rifle mostly) and make sure you have the artillery mission still around before you approach the house with the chopper crew.

PRIMARY ·3· Rendezvous with the POWs.

Once you meet the chopper crew, things need to happen very quickly. Pull up your map as Sgt. Hunter delivers his line of B.S. so you can tell your fire team and the pilots (everyone) to

Move Fast to the extraction zone.

The bots should start running outside and you should follow them.

PRIMARY -4- Get the hell out of Dodge.

Assuming you have the fire support mission, stop at the edge of the village, turn around and quickly call down a **suppressive** or **harrassing** rain of artillery. After few tries (and looking at your map), you'll probably know where to drop the rain.

With the artillery coming in, head off the second chopper of reinforcements that try to intercept your allies (you'll need to check the map for this second chopper, as it sometimes lands early). What's for sure is that this group of enemies have Queen Bee launchers -- loot their bodies if you want to.



ABOVE :: If you've managed to keep the Humvee from the beginning, don't think of using it as an escape vehicle unless you've taken casualties. The Humvee only holds four people and your full fire team and the pilots make five. Adding your FT leader's fat ass makes six.

Now that you have some breathing room, open the map, select the pilots group and have them move to the landing zone. Select your fire team and call them back if you want to do the bonus mission. If you don't want the bonus mission, just gather everyone at the gray circled #3 (a blue #4 on our map) and you're done!

BONUS MISSION Neutralize the two enemy APCs at the village.

If you have the Queen Bee and you have safely moved your pilots to the LZ, bring your fire team back, arrange them into a **TOFTT** so they can protect you from enemies as you use the Queen Bee to take out the two APCs (check your map).



ABOVE :: Get up on the hill towards the extraction zone and use it (and your fireteam) to stave off the entire Chinese army. The odds are nearly 4-to-1, but if you have the fire support mission, using it on the enemies in the field gets you results.

Come at them from the sides and you should have little problem nicking their corners. Remember that you only have two HEAT shells -- the H.E. warhead will not damage the APCs appreciably.



ABOVE :: Approach the enemy APCs carefully. You don't want to get killed. In case you want to know, holding the Quick Orders Key and pressing movement left/right will cycle through: everyone selected, fire team only, and POWs only.

Make sure to fire while kneeling and to wait for your character's aim to steady out before firing, otherwise, you'll waste the shot. Once both APCs are done for, head to the extraction

at your own pace (enemies should be cleared out with the artillery and your sniping).

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BONUS MISSION :: NEUTRALIZE THE TWO FUEL TRUCKS IN THE DEPOT.

NOTE :: THIS RAISES THE ALARM OF THE BASE AND SUMMONS ENEMY REINFORCEMENTS. USE THE SECONDARY FIRE FUNCTION ON THE EXPLOSIVE DETONATORS TO BRING BOMBS BACK TO MULHOLLAND'S HAND WHEN HE HAS THE REMOTE DETONATOR TO PLACE ANOTHER CHARGE USING PRIMARY FIRE.

SECONDARY ·1· Get to overwatch without an alarm.

This first mission makes the second part harder; however it can be done. Keep your fire team in a tight column (ducks in a row) and avoid the red dots.



ABOVE :: At the overwatch, snipe the sniper or an alarm will sound.

At the overwatch, use a single shot to kill the enemy sentry. Note that all four of you moving towards him will alert him instantly and raise the alarm.

PRIMARY ·1·

Disable fuel pump without a Derek Zoolander / Mykas fumble.

Firing in the base is a bad idea as enemies will not bother with being careful. One or two stray bullets will pierce the tanks and detonate the whole thing.

Wait for Saber Three to distract some of the enemies before you head in. Note that the east entrance is best. Mulholland still needs to waste a rifleman or two.



ABOVE :: After taking out (or avoiding) the sentry near the east gate, take down the enemy patrolling the main boulevard.

When you are at the base's east entrance, stop and check ahead with the binoculars. There's generally a few enemies who are near the fuel pump (and more by the trucks).

BONUS MISSION Destroy both fuel trucks.

If the base is alarmed, you have very little time to do this. Place a det-pack under the red trucks on your map. Press the "AIM" (or secondary fire) function on your controller or keyboard to bring out another det-pack when Mulholland has the remote detonator in his hand.



ABOVE :: The two trucks you want to destroy are the green PLA fuel trucks, not the white civilian tankers. Remember that when placing your charges.

This way, you can place all three charges (two on the trucks, one on the fuel pump) and blow them all up once you're ready. If you're not concerned about this stuff, don't bother and simply place the single explosive on the pump and leave.

PRIMARY ·2· Clear LZ and extract.
--

Chinese special ops will now drop in and attack the north side of the base. If you can, get your team to regroup and then it's open season on enemies.

A second squad of Chinese special ops will be near the ridge at the extraction point. If you move quickly enough, you can beat them before they reach your LZ.

If not, you will likely have to root them out before they blow up your chopper. Keep your fire team together and do a fighting retreat (with more running than fighting if you can) to the LZ and get outta here.

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CACHE 1	CACHE 2
06Z92-HGUN	06Z92-HGUN
06Z95-ASSAULT	06Z95-ASSAULT
06Z95-MARKSMAN	06Z95-MARKSMAN

BONUS MISSION :: NEUTRALIZE REMAINING MORTAR SPOTTERS (2 of 4) USING JUST ONE MORTAR BARRAGE.

NOTE :: IF YOU HAVE YOUR RV-POINTS ON (DEFAULT ON NORMAL) BARRAGE THE HECK OUT OF THE FLOATING NUMBER ICON WHERE THE SURVIVING SPOTTERS ARE LOCATED.

PRIMARY ·1· Breach first line of defences.

This mission and the secondary mission (about the MG nests) will generally occur together. See if you can get lucky and pick-up a Type 95 (marksman) from a Chinese rifleman (there are so many, chances are you'll find one before the body is deleted).



ABOVE :: The AT-teams are easy to spot and neutralize if you take out the MG-nests first.

The escorts for the AT-teams are a mixed bag of support gunners (or auto-gunners in Europe) and rifle men. All this earnestly depends on your enemy pick-ups from the get-go, so try and produce a marksmanship rifle first. If you need to, put the fire team into **TOFTT** and let the bots do the difficult aiming for you.

SECONDARY ·1· Neutralize machinegun nests.

You'll have quite a bit of time with this one if you don't aim well. Provided you get a marksmanship rifle, you may not be able to take out the soldiers manning the gun-nests. Be sure to adjust your aim slightly higher to account for the virtual bullet drop at these distances.



ABOVE :: If you don't mind the butt-sauce like handling, you can take the light armored vehicle and attack the machinegun nests head on. Just don't be surprised if an enemy rocket hits your vehicle if you go out too far forward.

If you manage to down both nests (with a little luck and lots of practice), you'll find the amount of fire you receive from the right flank to be severely reduced enough that you can probably take out the rest of the anti-armor teams without trouble.

PRIMARY -2- Breach second line of defences.

This is a difficult little thing if you get the checkpoint in a bad spot. Move the fire team on the west side (it'll likely be to the enemy position's left -- hence Sergeant Hunter's right) and slowly get to the top.

Don't yet have a Type 95 marksman rifle? You will. There is a weapons cache at the spotter team outpost (both, but the game marks off only the one team on the hill). Of course, if you manage to loot a body with a QBZ95 Marksman, you're pretty much set.



ABOVE :: The light armored vehicle will help get to the enemy spotter teams quickly. Keep it around if you can.

Have the fire team assist in taking out the two spotter teams on the hill (you may also get some return fire from the SAM team in the woods south of the position).

Once the first two spotter teams are neutralized, Capone will allow you a mortar strike on the other remaining defenders. Unless you plan on destroying the entire fueling station later, use the strike on the spotters; the SAM teams are much more lightly armed (and not as numerous).

BONUS MISSION Neutralize all remaining defenders with one support strike.

Once the first two spotter teams are neutralized, Capone will allow you a mortar strike on the other remaining defenders. Try a barrage of supporting fire on the floating icon (if you have enhanced reality turned off, you will need to spot the spotters manually).

Generally speaking, one long barrage will be enough to kill the remaining defenders on the second line. If you're not positive, you can try suppressive as well, but it will likely not kill all the enemies you want (it may get one of the AA-teams).

SECONDARY ·2· Neutralize all three anti-air teams

There are three SAM teams milling around the second line. One will be near the southern spotter team (the guys in the copse of trees on the hill).

SAM teams two and three will be in the small woods near the northern spotter team. Put on a **Full Monty** and your fire team in Fire-At-Will and the bot A.I. will alert you quickly to the enemies in the area.

PRIMARY ·3· Flank and neutralize depot defences.

Take a vehicle near the RV-point. If you need to, you can actively seize (or hijack) a friendly light (not a tank) vehicle by having Sergeant Hunter manually boarding the vehicle.

It will boot out the bots and let you and the fire team take the vehicle. Drive (or sprint) down the road and start attacking the enemy soldiers south of the depot.



ABOVE :: Ditch your ride for the attack on the base defences. The enemy rocket teams will make short work of your vehicle.

This is the last part of the mission, so if you lose members of the fire team, don't reload your checkpoints (if you have them). Keep going and keep in mind only human players need survive to the end of the mission to finish it.

Assault the emplacements, etc. from "the right" (flank right). Note that once your fire team has flanked right, just have them assault. You have a logistical limit of sorts. If all the other friendly forces are defeated by the enemy before the defences are neutralized, you will lose the mission.

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CACHE 1	CACHE 2
QB888	QB888
QBZ95-ASSAULT	QBZ95-ASSAULT
QBZ95	QBZ95

BONUS MISSION :: ALL ESCAPEES MUST SURVIVE TO EVAC.

NOTE :: SHOULD BE EASY IF YOU DISREGARD THE RV POINTS AND HEAD OVER MOUNT CHERSKIY DIRECTLY TO THE WHITE FANG COMPLEX.

PRIMARY ·1· Rendezvous with all four POWs.

On your way down to the prisoner convoy, take out the two snipers at the RV-point shack (it is marked on our guide as weapon cache #1). You should be able to grab a very handy QBU88 sniper rifle.

The sniper rifle has a scope with greater zoom -- far better than the Type 81 Sniper or the Type 95 Marksman. You will need the increased zoom to take down the enemies at the extraction point.



ABOVE :: Two snipers are here in this half-finished house. If you have your fire team on Fire On Your Lead, you should have little trouble surprising them and wasting their asses.

Keep the QBU88 and head down to the wreckage on the road. Neutralize all the enemy soldiers who survived the attack. Once all the enemies are killed here, you will get a checkpoint. If you're doing things our way, this will likely be the one checkpoint you will have until the end of the game.

Read the "evading detection" section for how to get out of this mess.

BONUS MISSION Complete mission with all POWs alive.

Once you rescue the four POWs at the prisoner convoy, you have the bonus mission in effect. Should any one of them be KIA before you get the hell out of Dodge on the chopper, you miss out.

The best way to do this of course, is to set them to follow you in formation. In wedge formation, the POWs echelon left. In line and Vee formation, they echelon right. Since most of the enemies come from the right side (using IGN's method), you will probably want them on your left side.

SECONDARY -1- Evade enemy detection in the valley.

So you're at a convoy you just had a UCAV blow up and this has brought some attention of enemy forces. If you follow the RV-points blindly, you will likely alert the enemy. Instead, you need approach this outside the box.

Ignore the RV-points and simply head for the gray objective marker (the White Fang Facility). You will climb up and over Mount Cherskiy (see your map). While this route is not enemy free, you will at least avoid detection and not have to fight many more enemies.



ABOVE :: From the convoy, head up Mount Cherskiy to avoid the valley completely.

There will almost always be **at least one** enemy Spec-Ops team who will attack your party from the east, so stay together and be ready to fire back at the enemies to protect the POWs.

Unless you seriously doubt your skill with the QBU88 or just want to see what the enemies have, try not to stop. Enemy patrols will appear to inspect the gunfire. What this route does though is keep your party undetected for the secondary objective.

PRIMARY ·2·	Exfiltrate with at least two POWs.
--------------------	------------------------------------

It should be noted that the checkpoint near weapons cache #2 may not always light up. It may depend on where the objective "Navigate valley and evade detection" occurs. If you trigger it in a spot where the game doesn't script any more events or dialogue, the game will tactfully not activate the checkpoint (much to your frustration).



ABOVE :: White Fang Facility in the distance. The ruins checkpoint (near the weapon cache with a preset QBU88) is covered by Mulholland's right hand.

The principal reason for the ruins checkpoint (if it's there) is so you can skip out making the long trek over Mount Cherskiy all over again. It also makes tackling the next objective easier.

SECONDARY -2- Clear landing zone before reinforcements arrive.

Clear out the landing zone of all enemy soldiers. Beware that the soldiers on the second level of the facility have QBU88 rifles, and one shot anywhere on your body will kill you.

You can opt to "move fast" to the base of the building and then proceed to do a slow clearing process, or you can try and out-snipe the marksmen on the roof before dealing with their riflemen buddies on the ground.



ABOVE :: The balcony of the facility building will have several enemy marksmen with precision sniper rifles. Take them out before you're this close -- their weapons kill with one shot.

Even if you clear out enemies after reinforcements arrive, the whole task depends on speed, accuracy, and quickness of reflexes. Sit your POWs (on the order and command ring, you can move between the unit markers without using the map) on the upperleft corner of the facility and then recall the rest of your own fire team to back you up.

Sight the red dots on the enhanced reality's headband compass and nick the enemy quickly. If you have those features disabled, you will likely have a much more harder (if not impossible) time to accomplish this objective without some luck on your side.

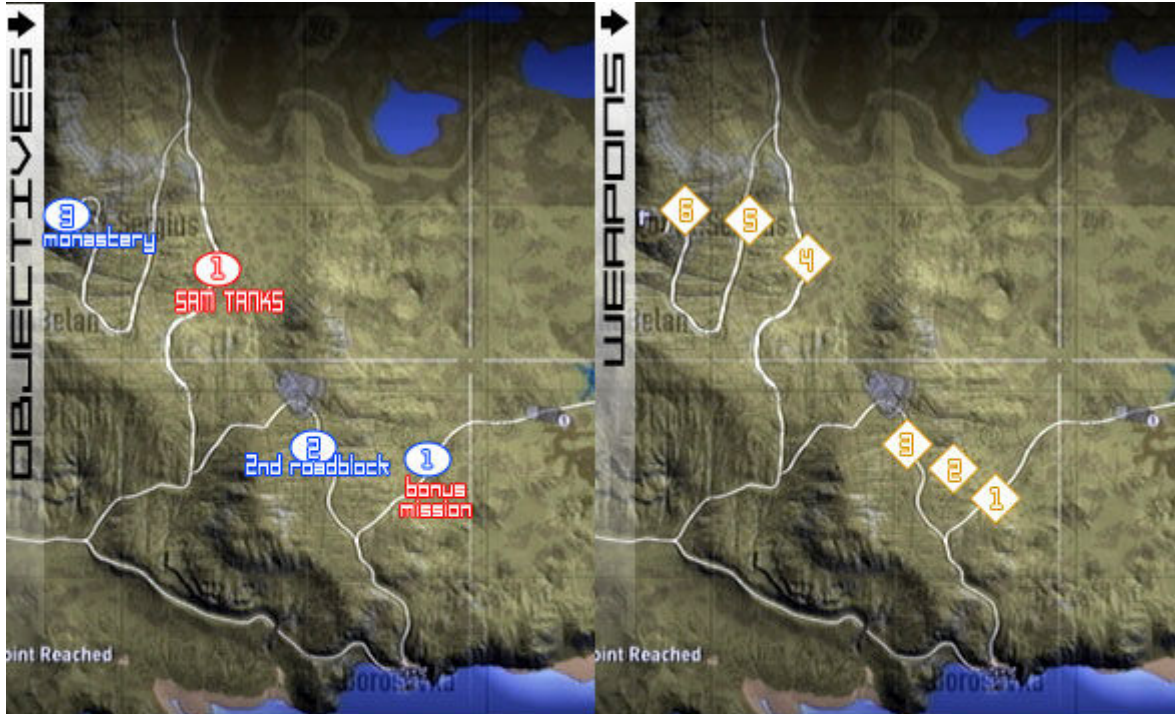
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CACHE 1, 2, 3, 5, 6	CACHE 4
08Z92-HGUN	08Z95-ROCKET
08Z95-ASSAULT	08Z95-ASSAULT
08Z95-MARKSMAN	08Z95-MARKSMAN

BONUS MISSION :: INCUR NO LOSSES FOR TANK UNIT "GRID-IRON" TO RV-POINT AT 2ND ROADBLOCK.

NOTE :: THE FIRST CHECKPOINT IS EASY BUT THE SECOND ONE REQUIRES SOME SPEED AND PRECISION. USE THE CHECKPOINT AT THE OIL REFINERY (OR AT LEAST CUT THROUGH IT) AND DISMOUNT JUST A BIT BEFORE THE 2ND ROADBLOCK TO AVOID BEING KILLED INSTANTLY BY AN AT-GUNNER.

PRIMARY ·1· Clear the first roadblock.

You didn't mis-read the number of heavy howitzer calls on the mission select screen -- you have five shots, but only for the first roadblock. Pile your fire team into the first available Hummer and stop short of the RV-point that crests over the hill to the first line of defenders.

Pull your binoculars and locate the gray markers for each of the three AT-teams (you will want to do this on Normal until you get a feeling for where the teams are without markers). Call in a barrage of shots, one after another. If the enemy recon vehicles and APCs are passing you, barrage them as well (since you will not have mortar support after clearing the first roadblock).



ABOVE :: The enemy armor here is vulnerable to howitzers, so barrage both before they can fire on Grid-Iron.

The first anti-armor team is on the other side of the road from the enemy armor. The second team is north of all that amidst the sandbags and bunkers and the last team is south (you may need to move a bit to see the marker past the trees). Once you call in the rain on their positions, select your weapon and hop in the Hummer.

You'll need to be fast for the next part; if you can (and have cleared the enemy armor with howitzer fire), you can race to the first roadblock to check out the weapon cache (#1) for a marksman rifle. You'll need it.

PRIMARY -2-	Clear the second roadblock.
--------------------	-----------------------------

The small installation past the roadblock is an oil field. Use the hummer and speed through it if you can. If you drive fast enough, you should hit the checkpoint and (hopefully) run through enemy soldiers.

The point of the speed is so you can reach the second roadblock quickly. Get off the jeep before getting there, as there are rocket-using soldiers who'll gladly blast your jeep. Begin taking out the enemies as fast as possible before Capone radios in that Grid-Iron is on the move again.



ABOVE :: Instead of going through the oil field, drive up the hill on the side to avoid enemies. Don't forget to get off as you approach, or the enemy rocketmen will blast your jeep.

If you lose a few tanks, that's fine, but you will fail the bonus mission. Before leaving the second roadblock for the next task, restock ammunition for the Type 95 marksman rifle.

BONUS MISSION All components of Grid-Iron survive past the 2nd roadblock.

This is easy at first (since you have so many fire support missions) but the second roadblock is hard if you cannot reach it in time to neutralize anti-armor soldiers before they fire on your tanks.



ABOVE :: Both roadblocks have weapon caches. Load up on the Type 95 marksman rifle, because you will need it. If you've neutralized AT-gunners, inspect their bodies for a Queen Bee launcher as well.

The apparent key is to not only "not die" but to keep your Hummer running at full speed through the oil field, through enemy soldiers, and nearly up to the checkpoint without slowing down. If you do get blasted and restart at the checkpoint, release and hold the accelerator and hope you have enough speed to get out of that dead game.

SECONDARY ·1· Neutralize anti-air threat in valley.

There is a Queen Bee rocket and two HEAT warheads at weapon cache #4 (between the two AA-tanks on the roadside). March in a straight line to the buildings with the SAM tanks, take out enemies, and hope they come out of the tanks to engage you.



ABOVE :: This Chinese jeep is right next to a cache with a Queen Bee launcher.

If enemies do not come out of their tanks, they can rotate their turrets and make short work of you and your fire team. You have precisely (exactly) two HEAT rockets for your launcher, so wait for your aim to steady (crosshairs stop moving) and aim the rocket into the back or sides of the machine.

Nuke both SAM tanks and a friendly chopper will assist your attack on the monastery.

PRIMARY ·3· Neutralize four spotter teams at monastery.

From the PLA base at the bottom of the mountain, cut past the roads and head up. You should be able to see a radar (or searchlight) apparatus on the mountain side road where the first spotter team is.

Two of the mortar teams are near the monastery. The fourth (and generally last) team is on the mountainside south of the monastery. If you have the attack chopper backing you up, it will generally get rid of at least the spotters on the roadside (the first team mentioned above)

before it gets shot down.



ABOVE :: Look for this portable radar set on the mountain side road that marks where the first spotter team is. One of them has a Type 81 sniper rifle that you may want to bring along.

For the remaining teams, you should simply approach them with a marksman's caution and brain their ass. Having your fire team heal you or flanking the enemy and assaulting may help, but it's generally better to line up your team to concentrate fire. Neutralize all enemy activity on the mountain top and the mission will be successful.

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Please click on the mission number to move on.



BONUS MISSION :: NEUTRALIZE GENERAL "Han" AND THE RADIO STATION USING ONE J-DAM STRIKE.

NOTE :: FOLLOWING THE RV POINTS IS YOUR BEST METHOD. DO NOT GO TOO FAR AHEAD OF "Han" AND YOU SHOULD ARRIVE AT THE OVERWATCH HOUSE AROUND THE TIME THE GENERAL'S JEEP IS WORKING UP THE ROAD TO THE RADIO STATION.

CAPONE WILL INTERCEPT SIGINT (Signal Intelligence) AND NOTIFY MULHOLLAND'S SABER TEAM THAT "Han" IS REQUESTING REINFORCEMENTS. THAT USUALLY IS THE TRIGGER THAT LETS YOU USE THE J-DAM SHORTLY THEREAFTER.

SECONDARY ·1· Observe then neutralize General Han.

Most of your mission will be doing just this. You can keep your allies on Return Fire only (since one shot will sound the alarm). Keep them close and in a column behind you. Ideally, nothing will happen until the JDAM lands right on General Han's face (like that scene in Hot Shots where the cluster bomb lands on Saddam Hussein as he's sunbathing in Baghdad).

Keep abreast of General Han, but do not get ahead of him or his RV-points. Follow him so the game has time to script the events as the game's designers have planned or you will screw up the sequences and the JDAM will not be available.



ABOVE :: As long as you can "detect" General Han as an officer on your headband compass, you will fulfill the tracking mission.

Use this time to keep your allies close, enemies far away, and to move quietly (crouched and never sprinting). Alternate between the M-82's night scope and night vision to keep clear of enemies.

BONUS MISSION Neutralize General Han and the transmitter with one JDAM.

Provided you lagged a bit behind General Han as he wanders around doing his rounds, Capone will notify you that he's making a transmission to the PLA High Command for reinforcements. This piece of dialogue will release the JDAM for your use.



ABOVE :: Overwatch house. The enemy snipers only have QBU88s, which are far inferior to the M99 and M-82A1 counter-snipe weapons.

Head to the **Overwatch House** where two snipers await. Take them out and use binoculars or some method of seeing very, very far away to spot General Han. Stop him from phoning home by setting a JDAM (Joint Direct Attack Munition) to permanently cut off his long-distance service.

PRIMARY ·1· Take out the radio transmitter.

If you attacked General Han early, got spotted and triggered an alarm, or simply glitched the game, you can still destroy the radio transmitter using demo-packs and getting close. It's not recommended though.

The JDAM is long ranged, complete (pretty much guarantees things die at point of impact) and it also means you and your fire team had a good head start before the enemy reinforcements start spawning and attacking.



ABOVE :: In the words of the guy who wrote the Resident Evil Remake guide: BOOOOOOOOOOOOOOOOM!!

Check the bonus mission for details on attacking the radio station this way, because if you're going to do things the hard way, it's not the IGN way.

PRIMARY ·2· Escape to regroup with Saber Three.

There's an empty vehicle near the checkpoint once the radio antennae is destroyed and the alarm is sounded (it may not appear if you do things out of order or differently). Head there, take the truck and drive towards the beach.

In the instances where enemy gun fire blows up the vehicle, order a fighting withdrawal to the extraction point (not a Move Fast order). Chances are that your fire team will sacrifice their

lives trying to fight back while moving.



ABOVE :: The enemy camp with the supply truck. Try driving slowly and in first person view to see the ground up ahead. Don't forget you can turn up the gamma (instead of the vehicle's headlights) if the world is too dark.

It'll be exactly like *Tears of the Sun* except Mulholland isn't Bruce Willis, and there's no Monica Bellucci on the beach waiting for you -- just Saber Three.

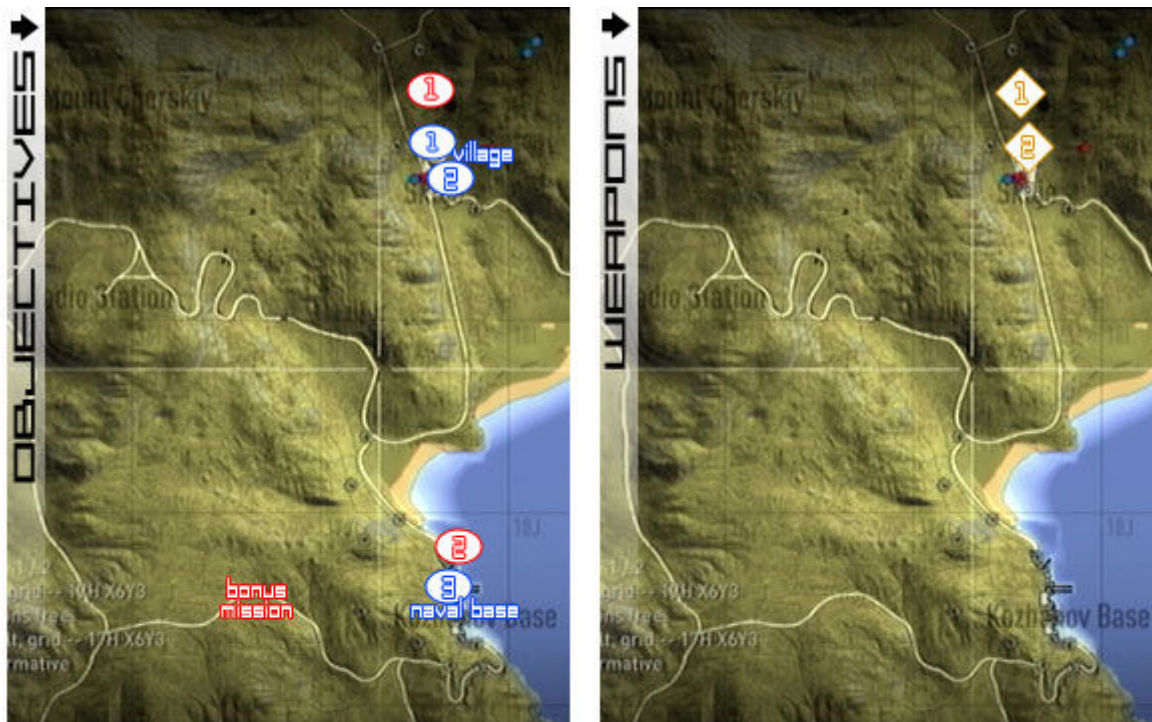
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Please click on the mission number to move on.



CACHE 1	CACHE 2
QUEEN-BEE ROCKET	QUEEN-BEE ROCKET
ABZ95-ASSAULT	ABZ95-ASSAULT
QBZ95-MARKSMAN	QBZ95-MARKSMAN

BONUS MISSION :: LOCATE THE HIDDEN HELICOPTER AND FLY OVER THE MAIN ISLAND OF "Skirinka" AS A PILOT. YOU MUST ENCIRCLE THE ISLAND ONCE IN EITHER DIRECTION -- CLOCK-WISE OR COUNTER CLOCKWISE -- FOR THIS CONDITION TO BE SATISFIED.

NOTE :: THE SAM SITES WILL BLAST YOUR RIDE OUT OF THE SKY IF THEY ARE STILL ACTIVE, SO COMPLETE ALL THE MISSION OBJECTIVES << EXCEPT EXTRACTING >> BEFORE YOU ATTEMPT THIS BONUS MISSION.

PRIMARY ·1· Take out the enemy tank (protect Longsword)

Sergeant Hunter starts with a single Javelin to take out the Chinese tank. To take out the SAM tanks, you need to find the Queen Bee Rocket launchers (in the weapons cache) or have Hunter take over an Abrams tank and use its main gun.

First things first though, move towards the gray circle denoting the enemy MBT (Main Battle Tank). If you don't take out this unit, the enemy anti-armor soldiers and the MBT will take out both your Abrahms and you will lose the mission (you can lose the tanks after the village is held).



ABOVE :: You don't even need to get close for the enemy tank and APC to fire on you. The Javelin has a very, very long reach.

Remember that the Javelin is a top-attack missile, so you can lock onto a vehicle from any direction and it will score a successful hit (unlike the Queen Bee, which needs to hit the sides or back). Destroy the Chinese tank and start heading to your left (east on the map).

SECONDARY ·1· Eliminate the defensive position.

While this defensive position is optional, it has weapon cache #1 with a Queen Bee and a single HEAT warhead. If you think you're superman with the night scope and Mk.17 SCAR-H, then feel free to hijack one of your friendly tanks, plop your own fire team into it, and move it (with the ROE 'Fire At Will') into the village.

You can walk alongside or behind it to take out enemy silhouettes that have the long tell-tale tube of a Queen Bee launcher.



ABOVE :: The two dork-wads at the defensive position as seen through a nightscope. The building behind them as the first Queen Bee launcher (and one HEAT launcher) for your SAM tank problem.

The advantage of using a tank is that it's pretty much invulnerable to small arms fire; if you keep enemy rocket men from approaching, the tank can move right down the street in the village and kill the SAM tanks (you need to have the tank turn left at the intersection to get the second SAM tank).

The disadvantage of the tank is that it's slow, it's vulnerable (losing it counts against your primary objective), and the A.I. has a problem driving around obstacles (it moves in a straight line). If the tank gets stuck, it will likely be beset on by enemies and destroyed. You also have your hands quite full doing sniper work.

The advantage of using the Queen Bee launchers from the defensive checkpoints is that you'll have your fire team with you (to heal and spot enemies). You'll also be closer to the action, so you can spot enemy rocket soldiers more easily. In addition, any SpecOps sniper you take out will likely have the M99 counter-snipe rifle -- basically the Chinese version of the M-82.



ABOVE :: Of course, getting into town to attack the enemy SAM tanks is difficult since the enemy has two squads in place more SpecOps soldiers coming down the hillside.

While you can only hold either the Queen Bee or M99 at one time, you can store the M99 at the Queen Bee's cache (there are two -- one at the defensive position, the second Queen Bee cache is inside the northern building of the village which often has two or three enemy soldiers inside).

The disadvantages are numerous; the SAM tanks and enemy soldiers will be closer and fry Sergeant Hunter if they see him. Take your poison. If you're comfortable with commanding, try the tank method; otherwise, the old fashioned method on foot is just as valid.

PRIMARY -2-	Take out the enemy SAM tanks (protect choppers)
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Read the above secondary objective about the enemy Defensive Position for two methods in dealing with this problem. For the short explanation, there are two Queen Bee launchers in the northern sector of the village.

The first Queen Bee is in a cache at the "defensive position" north of Skoje village. The second Queen Bee is in the cache that's inside one of the northern buildings of the village. Note that *each Queen Bee only has one* HEAT warhead unless you were lucky enough to kill an anti-armor soldier and take his Queen Bee.



ABOVE :: F*%\$ it. Use a tank. Beware that if this is the final Abrams tank (call sign Longsword) and you lose both heavy units before the village is occupied, you will fail the first part of the mission.

The SAM tanks are in the center of the village, and a little further south. Remember to stabilize your aim (crosshair stops moving) and aim at the back or side of the SAM tank.

BONUS MISSION Manually pilot a slick to the purple smoke.

Once the village is cleared, you can destroy the tanks if you want (they play no more part in the battle).

The bonus mission has you (manually) flying a helicopter to the purple smoke for the assault on the naval base with Rapier. The best way to pilot the chopper (from LZ to LZ) is to use third person mode. Hunter (or the character you play in co-op) *must be the pilot* from start to finish.



ABOVE :: Fly the chopper (Blackhawk slick) slowly to the assault point using the RV-points. Use auto-hover over the smoke to stabilize, then turn it off and land your bird.

Follow the RV-points (evades the enemy SAM umbrella) and put the chopper in auto-hover over the purple smoke. Once the chopper stabilizes, turn the auto-pilot off and ease the throttle back slowly to lower the craft. Once the chopper touches down, you will get this bonus mission (and a checkpoint for being at the purple smoke).

PRIMARY -3-	Take control of naval base.
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From the purple smoke, head east towards the base and use the night-scope to keep an eye out for enemy soldiers. If you manage to kill Chinese SpecOps, check their corpses for the very handy Type 95 marksman (night-scope version). This is identical to your starting weapon and has the bonus of using enemy bullets.

Attack the emplacements slowly (and from far away) using long distance sniping. At the checkpoint by the road, take out the guys at the roadblock, then trigger the checkpoint.



ABOVE :: The emplacement east of the checkpoint (where your chopper lands) will have a rifleman using a Type 95 Marksman with Night Scope. It complements your M16A4 w/ nightscope perfectly, although the M99 is also a good find.

Instead of the road, get up on the mountain overlooking the base and start sniping -- oh, say for the next 20 minutes or so. Enemies are limited (despite the number of them). The enemies stop appearing once you reach a certain number of kills -- more will spawn only after you enter the base (but it'll be limited as well).

This isn't Call of Duty. Every shot actually counts.



ABOVE :: Use the hilltop to get the drop on enemies guarding the road. A.I. (all games) are dumbasses because they're still essentially machines tasked with many limitations. It's to your advantage to exploit them.

If possible, blow up the fuel tanks near the southern edge of the base. This prevents them from blasting you once you enter the base. When the tide slows or stops, regroup your fire team and head down to the base using the road (this is to prevent the A.I. bots from messing up their pathing).

Once in the base, there'll be one more checkpoint in the middle once you cross the small inlet. Set your gun to burst or full auto (real close fighting) and advance slowly through the base. Once all enemies are neutralized (except Zheng), you win.

SECONDARY 2 Leave General Zheng alive for capture.

In the chaos of the base assault, you may be able to down a large number of enemy soldiers while General Zheng hangs back in the admin building. Sometimes, the A.I. will cause him to come out, in which case, feel free to zap him and save us tax-payers the trouble of a war-crimes trial. His handgun will kill you, so don't underestimate his presence.



ABOVE :: If you have fully loaded (ten clips) of both Type 95 marksman and M16A4 Marksman, you have about 600 rounds to splurge on target practice on the soldiers in the base. Take a position up here (leave your fire team near the road checkpoint) and plink away.

Note that blowing up fuel cannisters in the base may kill him -- calling down mortar fire support on the base will as well. You may want to hoard mortar support until you're just south of the bridge that crosses over the inlet; barrage or harrass the other side and watch the fireworks from far away -- preferably with buttered popcorn.

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Murphy's Law of Combat

Military intelligence is an oxymoron.

Input the bolded codes in the Codes Entry option of your game's Option Menu (it'll be on your main menu). Each code unlocks a freebie map that's already in your game (no downloads needed).

RaidT18Z	Night Raid
StrongM577	Coastal Stronghold
AmbushU454	Ambush
CloseQ8M3	Close Quarters
OFPWEB1	Encampment
OFPWEB2	Debris Field
BLEEDINGBADLY	All maps in this mode.

Fire team engagements are instant action missions, with no medics, small numbers of enemies and no fire support. If you want some practice just shooting with no weird mission conditions, try these missions to get used to the different tactical orders and commands you can give.

NIGHT RAID

Keep your fire team out of the base you're supposed to take. That's the most important thing to do. Attack the enemy from the woods around the base.

Remember you're a SpecOps unit, so playing dirty is the game (just like King's Mountain). Zap the enemy soldiers and don't bother grabbing their equipment as the starting Mk.17 is all you need.

Move from one side of the base to the other, and use the night scope to keep tabs on enemies as they spawn in. Occasionally, you may find a team of enemies behind you (they spawn at the edge of the map and come in) but your own bots on Fire At Will should allow you the time to counter their attacks.

COASTAL STRONGHOLD

This is the attack on the lighthouse in the first stage, except there are no APCs waiting around the corner. Your fire team leader is the guy with the sniper rifle, so use a similar approach from Dragon Rising (but assuming you use the artillery to kill the APC).

Take out enemies at the lighthouse and know that once they're all dead, a truck with reinforcements will appear on the road to attack you. If you are playing co-op see if you can plant mines using another soldier's equipment set. Otherwise, use the roadblocks on the road and bring the fight back to them.

AMBUSH

This is a tough one since you start with a non-zooming red-dot sight. However, your rifle does have grenades. With a little practice (and several restarts), you'll get quite good lobbing those bombs dead mass center where those PLA soldiers are.

Use high explosives and knock out a few soldiers from the hill (to your left when you start). You may want to retreat a bit, using the hill as hard cover) if enemy fire is too intense. You want to move towards the enemy slain so you can grab a marksmanship rifle.

Once you have, try retreating a bit from the embassy and snipe the rest of the enemies as they spawn in to attack your embassy's grid. It's essentially Night Raid, but you need to earn your battle rifle.

CLOSE QUARTERS

This is similar to the village in United We Stand. Try attacking the village from the outskirts. You don't really need to go in unless you want to upgrade your weapons (or check out new gear). There are very little reinforcements (almost none) and the hard part is fighting house to house -- hence the best solution is don't.

Grab a marksman rifle, retreat to the edge of town and kill enemies who come out trying to find you. The A.I. is dumb enough to walk the perimeter when it's clearly being watched by people with itchy trigger fingers (i.e., you).

ENCAMPMENT

This is a fun mission since you have another sniper on your team (aside from the FT leader). Line up aim down on the first enemy camp and snipe them until they flee. When you hear a chopper approach, keep your allies nearby to attack enemies (and heal you) while you get the Stinger ready.

The enemy transport chopper will drop more soldiers in, and since you have the means to kill it, you should do so. Lock onto the chopper and wait for the reticle to turn into a diamond. Once it does, fire and continue your sniping exercise.

Clear the first camp, head down, scavenge some ammunition and marksman weapons (your stinger is useless now), and attack the second camp. It's a more even battle this time, but the night scope you have with your Mk.17 will pretty much let you walk over the rest of the mission with no problem.

DEBRIS FIELD

Between you and your team, you have nine rockets for the S-MAW. However, you only have

two that will kill the APCs (use the high explosive on the enemy soldiers). Avoid the mortar bombardment and circle to the back (APCs have weaker armor).

Don't be afraid to fire the S-MAW from the get go (especially if you are hitting first). Destroying an APC will kill all the occupants inside. Exhaust your S-MAW so you can cover your own fire team with sniping. They should be able to take care of the rest.

Note that this mission is the most chaotic of the six bonus missions (mostly from the mortar barrage), so if things are not going your way, you may want to retreat a bit, call up the map and see what you're up against.

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