

PRIMA OFFICIAL GAME GUIDE

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JUST CAUSE™

PRIMA Official Game Guide

Written by
Fletcher Black

Prima Games

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Fletcher Black has been playing video games since his parents first set an Atari 2600 down on the orange shag carpet of their suburban paradise. While peers declared their desire to be firefighters or astronauts, Fletcher set his sights on all things pixelated. Similarly, Fletcher earned a journalism degree from the University of Oregon, but while the other students wanted to expose political corruption or corporate scandal, Fletcher sought to reveal greater truths, such as how to beat Bowser, find all the pieces of the Tri-Force, and collect every single Pokémon. When not waist-deep in a video game, Fletcher enjoys writing, movies, travel, and shepherding his animal army. His Prima guides include *FEAR*, *Perfect Dark Zero*, *Ghost Recon Advanced Warfighter*, and *Heroes of Might and Magic V*.



We want to hear from you! E-mail comments and feedback to fblack@primagames.com.

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VIVA LA REVOLUCIÓN!

Coup d'État in the Caribbean

When democracy dies, it's rarely a peaceful passing—usually it happens at the barrel of a gun or is crushed under the tread of a tank. In San Esperito, an island paradise deep in the waters of the Caribbean, such an ideological murder took place several weeks ago when General Salvador Mendoza staged a coup against elected President Hernan Augusto. The setting for the forcible transfer of power was the parliament building, but the ripples of the violent military-lead revolution affected every corner of the once-peaceful island chain, as the new president sought immediately to quash any resistance to his power grab.

President Mendoza acted swiftly to solidify his power base, employing "foreign security specialists" to lock down the island until the people accepted their new leader. Rumors in the corridors of international power suggest that Mendoza sought to employ the terrorist organization, the Black Hand, but these reports have yet to be confirmed. Military and police leaders, such as General Durango and Police Chief Velasco, have fallen in line with the new regime and have pledged the loyalty of their forces to Mendoza's government.

The people of San Esperito, still shell-shocked from the coup, are trying to come to grips with the new way of life under Mendoza's rule. Not long after Mendoza's power play, however, a grassroots guerrilla force known as the Peoples Revolutionary Army began to organize. The Peoples Revolutionary Army is lead by José Caramicas, a powerful orator and charming man who inspires even the poorest of peasants to take action against Mendoza's rule. Seeing Caramicas as a threat, Mendoza's army recently captured Caramicas and put him on trial for treason and crimes against the state. He has been sentenced to death and is awaiting execution.

These troubling developments in San Esperito have not gone without the notice of the government of the United States of America. The Central Intelligence Agency is already active in the region, inserting agents to gather intelligence about Mendoza and the involvement of Black Hand operatives. The Black Hand is connected to the development of weapons of mass destruction programs in a number of rogue states around the world, and the CIA has made it a priority to neutralize the terrorist organization.

As more and more reports linking Mendoza with Black Hand come into the CIA, intervention and a regime change will be necessary. However, because the ruling world governments frown on unilateral regime change missions, if the CIA is to undertake such an operation, it must be "black ops." Every action must be undercover and compartmentalized for deniability by the holders of the highest offices in American government. The number of agents involved in the regime change operation must be kept at a bare minimum—in fact, the CIA is looking into the possibility of attempting such a massive undertaking with only one pair of hands.

Cast

Rico Rodriguez

Rico Rodriguez is one of the CIA's top agents for ultra-undercover operations. He is a capable mercenary with nerves of steel and a conscience that comes equipped with an on/off switch. Rodriguez is known for extreme risk-taking, a trait that unnerves some handlers, but will serve the agency well in this extreme situation. This agent has a history of using his rakish good looks and devilish charms to get close to female targets in the field, and he isn't opposed to using those talents on fellow agency employees—a matter that may one day compromise an operation if he's not careful.



Rodriguez is an expert skydiver who is always equipped with a personal parachute for quick silent insertions. This skill will be useful in San Esperito, as the easiest way into the island chain is via an agency drop. However, considering the number of aircraft per capita in San Esperito, chances are Rodriguez will have multiple opportunities to show off his parachuting prowess. As is expected of all CIA operatives, Rodriguez is trained to use almost all firearms, from handguns to rocket launchers, and is certified to pilot watercraft as well as fly helicopters and airplanes, including the latest fighter jets used by armies around the world.

Sheldon

The CIA has assigned a veteran agent known only as Sheldon to act as Rodriguez's handler in San Esperito. Sheldon's days of action are behind him, but his instincts and knowledge of fieldwork make him one of the agency's top men. Sheldon is already in San Esperito where he is busily gathering intelligence about not only President Mendoza, but also other factions at work in the island chain, such as the chief rival drug cartels and the guerrilla army. Sheldon's plan involves having Rodriguez infiltrate as many of these factions as possible to continue gathering intel.



Sheldon may be a grizzled agent on the outside, complete with a dry sense of humor that betrays his serious dedication to assignments, but he also possesses a refined streak, as evidenced by his preference for fine foods and his insistence that there's always time for high tea, even if he is coordinating the regime change of a sovereign nation.

Kane



The CIA has assigned the field agent Kane to assist Rodriguez in the San Esperito operation. Her official cover is to pose as the better half of an American tourist couple (the unlikely husband: Sheldon), but when not keeping up appearances to ward off attention, she is busily working with intelligence reports to help strategize missions for Rodriguez. Kane is as

capable in the field as she is at a computer, and is well prepared to support Rodriguez during particularly intense missions. Kane has been fully trained to pilot a helicopter as well as watercraft—talents that will be put to use over the duration of the San Esperito operation.

The agency has uncovered a rumor that Kane was at one time romantically involved with Rodriguez. Normally, having had past liaisons disqualifies agents from working together—personal drama has no place in the field—but the skills possessed by Kane and Rodriguez are so perfectly suited for this operation that the agency is willing to turn a blind eye, just this once.

President Salvador Mendoza

Following a successful coup against elected President Hernan Augusto, former General Salvador Mendoza now controls the island chain of San Esperito with a tightening iron grip. El Presidente, as he is derisively called by Sheldon, is currently employing an unknown security force to augment the country's police and military forces in an effort to snuff out any hope of a popular resistance movement. Mendoza has been busy consolidating his base while jailing outspoken critics, such as guerrilla leader José Caramicas.



President Mendoza's thirst for power extends beyond San Esperito. The despot is allegedly developing weapons of mass destruction to establish his regime as a power player in the region. He primarily rules from his private island in the southeast of the island chain, where he grooms his two sons, Luis and Tomaso, to eventually take his place.

José Caramicas

José Caramicas rose to prominence following the forcible coup of President Mendoza. Caramicas is the leader of the Peoples Revolutionary Army, a faction of freedom fighters dedicated to bringing down El Presidente and restoring democracy to San Esperito. Caramicas has been taken into custody by police forces, put on trial for treason, and sentenced to death.



Sheldon believes that if he can orchestrate the rescue and release of Caramicas, the guerrilla leader will be a valuable (but unsuspecting) ally in the CIA's regime change operation. Sheldon wants Rodriguez to go undercover with the guerrillas and help liberate the island provinces, thereby destabilizing Mendoza's control over the island nation. As an added benefit for helping the guerrillas, Rodriguez will gain access to the growing army of resistance fighters and the equipment they pilfer from the San Esperito military to help him strike prime targets.

Esperanza Caramicas



Esperanza Caramicas is the sister of José Caramicas, the leader of the guerrilla army working to unseat President Mendoza and restore democracy. Esperanza is leading the guerrillas during her brother's imprisonment, and even if José is released, Esperanza will remain a respected figure in the organization. José trusts her: He often assigns her duties that

put her life in peril, but he knows she possesses the strength and resolve to see them through to completion.

Edmundo Riojas



Edmundo Riojas is the head of the Riojas family, one of the two drug cartels that control the thriving coca export business in San Esperito. Locked in a seemingly endless struggle with the Montano cartel, Edmundo is hoping to use this time of social unrest to strike a death blow to his Montano enemies. To break the stalemate, however, Edmundo needs to

find fresh talent capable of wreaking havoc within the Montano organization.

While not happy about being in league with a drug cartel, Sheldon believes that putting Rodriguez undercover among the Riojas family will create inroads and further destabilize Mendoza's tyranny over San Esperito. If the police are busy trying to stop the escalating war between the drug cartels (fueled by Rodriguez's surgical strikes at Montano targets, such as coca farms), they will pay less attention to Sheldon's operation. Besides, the Riojas cartel, rich from years of coca sales, has access to resources in San Esperito that Rodriguez can use to weaken Mendoza's government.

Inmaculada Riojas

Inmaculada Riojas is the stunning wife of Edmundo, kingpin of the Riojas drug cartel. She is as much a business partner as wife to her husband: She is involved in all important decisions affecting the cartel's operations, as well as its on-going conflict with the rival Montano cartel.

Inmaculada is intelligent, but also is not above using her looks to get what she needs from men in power if it suits the needs of the cartel.



The World Is Your Oyster

Despite being set on an island under a dictator's control, this game is all about one thing: freedom. From the moment you parachute to the white sands of the San Esperito beaches, an entire universe of opportunities and exploration opens. There is a main campaign—a series of story-based missions that chronicle the struggle against President Mendoza—but you are free to undertake those missions at your leisure. If you want to enjoy a lazy Sunday drive through the San Esperito countryside in between guerrilla uprisings and frantic boat chases down bloody rivers, there is nothing to stop you except the limits of your own imagination.



The San Esperito island chain is enormous—more than 250,000 acres of jungle, mountains, cities, and waterways wait for you to explore them. The game adopts an open-world philosophy—if you can see it, you can go there. If, for example, on a clear day, you spot an oil rig in the middle of the ocean while flying an airplane 15,000 feet in the air, you

can jump out and parachute down to it. No invisible barriers, no loading times—just exploration and discovery without a time limit or other artificial constraints.



Walking from one side of the islands to the other would take a long time. Fortunately, there are 75 vehicles you can use to see every inch of the island. Exotic roadsters glide down a network of highways, while off-road vehicles like jeeps and dirt bikes let you chew up the jungle for a look at San Esperito's undisturbed beauty. Sailboats lazily ply coastal waters rich in clams, while rocket-powered speedboats carve down rivers. Helicopters and airplanes offer breathtaking views of the island. There's nothing like watching the sun rise over San Esperito from the cockpit of a helicopter hovering at the edge of the breathable atmosphere. The stars retreat into the inky void and a warm swath of pink inches over the horizon, bathing the world in brilliant new light. It's almost beautiful enough to make you forget about the plight of the poor people of San Esperito.

San Esperito is a living world, full of thousands of people going about their business, driving their cars for work or pleasure. How you interact with them is up to you. If you abide by basic laws and watch your manners, you can mingle with crowds or motor down miles of highway without a care in the world. But if you wish to indulge your dark side and cause chaos and mayhem, the people will flee as government agencies descend on you to restore order.



So Much to See, So Much to Do

Twenty-one campaign missions tell the story of the regime change. As Rodriguez, you will chase down trains full of illegal rocket parts, destroy power plants, and infiltrate arms fairs in order to loosen Mendoza's grip on the nation. Following almost every campaign mission, provinces in the island chain become destabilized, allowing you a window of opportunity to help the guerrillas wrest control of parts of the nation from Mendoza. In addition to the primary missions, there are dozens of side missions that help you curry favor with the different factions in San Esperito, like the Riojas cartel and the guerrillas.

This guide covers everything there is to see and do in San Esperito, from how to defeat Mendoza to the airplanes available at every airport on the islands. You'll learn the statistics and whereabouts of all 75 vehicles, so you'll almost never have to travel San Esperito on foot. The tricks of liberating provinces and dismantling the Montano drug cartel are laid bare so you can work your way up the ranks of both the guerrilla army and the Riojas family and enjoy the benefits that come with those accomplishments.

But even after you depose Mendoza, collect every secret item, and earn top ranks among the island factions, the world of San Esperito is still full of adventure and excitement. There's always one more spectacular vehicle crash to set into motion, one more crazy stunt to attempt, one more sunrise. And it's all yours for the taking. Welcome to San Esperito.

HOW TO PLAY

Field Guide for Agents

Just Cause opens the door on a massive universe—a funhouse full of vehicles to steal, enemies to engage, and things to see...and blow up. To make the most of your time in San Esperito, here is a primer that explains how everything works, from tips for using your personal data assistant (PDA) to keep track of your exploits, to foolproof methods for stealing helicopters every time.

Heads-Up Display (HUD)

As you explore San Esperito, making trouble for the government or for yourself, onscreen meters and maps offer up-to-the-minute intelligence that helps you determine the next course of action. Use these meters and maps with the strategies found in this guide to overthrow the government in no time.



- 1 = Minimap
- 2 = Wanted Levels
- 3 = Altimeter
- 4 = Weapons/Health
- 5 = Reticle

1. **Minimap:** The minimap documents your immediate surroundings. Depending on whether you are in a mission or just roaming the islands, the symbols on the map can change.
2. **Wanted Levels:** These meters measure the intensity of interest in you from government agencies or the Montano cartel. The meter goes from 1 to 5. Five is the highest rating you can have.
3. **Altimeter:** The altimeter displays how far above ground you are when flying or parachuting.
4. **Weapons/Health:** The green bar along the screen's top represents your health status. Below the meter is the current weapon's ammo count.
5. **Reticle:** The targeting reticle fluctuates between free fire and auto-aim when it "snaps" to a nearby target.

Minimap

The minimap reveals the immediate area around you as you move through the San Esperito island chain. The minimap shows off roads, settlements, and other important icons that help you complete missions or get your bearings. A compass in the minimap's lower-right corner always shows which direction is north; it's useful for finding your way around the massive landscape. When you are on foot, the minimap zooms in for a tighter shot of your surroundings. When you get in a vehicle, however, the minimap "camera" pulls back to reveal more of the environment.

The minimap is often peppered with icons that reveal key locations and items. These icons appear and disappear, depending on your current activity. For example, if you are in a campaign mission, the side mission markers vanish because you cannot run two missions at the same time. Here is a list of all of the icons used by the in-game minimap:



= **Mission objective:** This marker shows where the next objective for the current mission (campaign, liberation, side mission, etc.) is located. A distance meter beneath the minimap shows how far it is to the objective.



= **Side mission briefing:** Side missions are smaller errands proposed by allies in the field, such as the guerrillas and the Riojas drug cartel. Report to these briefings to instigate a liberation or takeover mission of the settlement where the contact is located. Once complete, this contact offers side missions so you can earn prestige points with that affiliated faction. For a complete rundown of side missions, please see the Side Mission section. A green ! represents a guerrilla contact. A yellow ! represents a Montano contact.



= **Mission briefing:** Begin campaign missions by reporting to these markers on the map.



= **Safe house:** Safe houses are granted by earning the trust of the guerrillas and the Riojas, by performing special tasks or running liberation missions. For a rundown of safe house locations and their contents, see the La Politica section.



= **Settlement:** Settlements include towns, villages, military bases, cities, and resorts. You must liberate these settlements for the guerrilla and Riojas factions to earn prestige points and new safe houses. For a rundown of settlements and liberations, see the La Politica section.



= **Race mission:** The Riojas hold a series of nine underground races in San Esperito. Complete these races to earn prestige points. For a rundown of race missions, see the Side Missions section.



= **Collect mission item:** There are 13 collect missions in San Esperito that earn you prestige points with the different factions. For a rundown of collect missions, including descriptions of where to find each collection item, see the Side Missions section.



= **Interest point:** While on a mission, black dots indicate special vehicles or bonus targets that will help your cause or make the task at hand easier to complete. These special points of interest only appear during missions. When you're freely roaming through the island, they disappear.



The symbols on the minimap do not necessarily match those used on the maps that accompany each mission of the regime change campaign in the walkthrough of this guide, as each map shows all objective points for the whole mission.

Wanted Levels

Depending on how big a splash you want to make in San Esperito, you may find you're a man wanted by one or two of the island's ruling factions: Mendoza's government troops or the Montano drug cartel, sworn enemies of the Riojas. Unlawful actions draw the attention of the police and military, while trespasses against the Montanos bring down upon you their unofficial brand of justice if they catch you. When you mind your own business, the meters remain blank—a 0 rating. The highest wanted rating you can get is 5, which means the offended party is throwing everything they have at you.

You can raise the ire of the police through traffic violations like high-speed car crashes (minor fender benders don't count against you) or targeting innocent civilians with weapons or vehicles. Attacking the police or a military base also raises your wanted level. Performing campaign missions can also increase your wanted level. When the meter is at 1, the police will send out a few patrol cars to stop you. At 3, the military gets involved to capture you. At 5, you should expect helicopters, jeeps, and dozens of troops to descend on your position and try to bring you down.

The Montanos are unconcerned with mayhem and bloodshed, unless it involves them. If you run into any purple Montano vehicles cruising the island, or trespass on Montano territory (coca farms, resort settlements, etc.), the cartel will issue forth enforcers to take you out. The Montanos don't have the military's level of firepower, but they do have numbers on their side. A simple 1 rating will bring out a few Montano shooters, but if you ratchet it up to 5 by committing a grievous offense against the cartel, an entire motor pool of trucks with mounted guns will tear up the roads around you.

You can bring down wanted levels in two ways. First, make yourself scarce. If you rile the local law enforcement in a city, steal a helicopter and fly into the jungle. If you can outrun your pursuers and linger in seclusion for a few minutes, your wanted level will drop. Hiding in safe houses also brings down your wanted level. On the run from the Montanos? Pull into a local safe house and stay there until things return to status quo.

Altimeter

The altimeter shows you how far off the ground you are while either flying or skydiving. The white hatch rank rises and drops, depending on your position relative to the ground—not sea level. The white mark on the bottom of the altimeter flashes when you are close to the ground while flying or skydiving. Use the meter to judge altitude when you're flying helicopters and airplanes, especially when zooming low over the ground or maneuvering around mountains and over uneven terrain.

Weapons/Health

Perhaps the most important meter on the game screen, the health bar shows how much damage you can take before dying. When the meter is almost empty, it turns red and the screen pulses red, also. When low on health, you can either seek out medical packs dropped by enemies (they glow green) or find immediate refuge. If you move away from the violence, the health meter will refill to the one-sixth mark.

Below the health meter, a weapons panel shows off the current in-hand weapon and the number of remaining rounds. You can replenish ammo and choose new weapons at safe houses, or pick them up in the field. When you walk over a new weapon dropped by a fallen enemy, a weapons change icon will flash beneath the weapon selector. Press the indicated button to pick up the new weapon, discarding the old one from your inventory.

Reticle

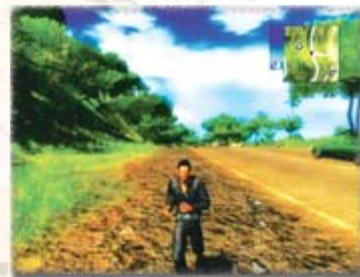
The targeting reticle is in the game screen's center, showing where you would shoot if you pulled the trigger of whatever gun you are currently holding. However, in combat situations, an auto-aim feature kicks in and helps "snap" the reticle to active targets on the game screen. The new reticle, a circle surrounding the target, remains white until you score a hit, at which point it turns red to confirm the successful shot. For more about combat, see the combat section.

Movement

There are four modes of transportation in San Esperito: foot, automobile, boat, and aircraft.

On Foot

You'll spend a sizeable amount of time running around San Esperito, engaging the enemy or picking up items—things that you cannot do while in a vehicle. You have no armor while running, so the benefits of driving or flying are apparent. The sheer size of San Esperito also makes walking a daunting prospect, as it will take you minutes to cross a province.



Rico can jump over short walls and fences, but you must walk around anything that's chest-high or higher. You must jump off tall structures to use the parachute—which is detailed to a greater extent in the Stunts section.



To climb a ladder, walk to the ladder's base and press the action button to grab it. You cannot use a weapon while climbing ladders.



You can also swim in water. If you wade into the water, you'll swim along the surface slowly. However, the action button causes you to dive beneath the surface where you can swim faster. Visibility is decreased in the water, especially during nighttime or if you dive deep. The farther away from the surface you are, the less light you have to illuminate your way. Rico must have lungs of steel because you do not have to worry about getting air while swimming underwater.

CAUTION

Enemies can shoot you underwater, so watch out for bullet tracers passing through the water.

Automobile

The primary source of transportation in San Esperito is the automobile. You can hop behind the wheel of dozens of different cars and trucks and drive miles of both paved highways and dirt roads. Vehicles range from subcompacts to semis, exotic sports cars to military tanks, all ready for the taking. For a list of every vehicle in San Esperito, including automobiles and their ratings, please see the Vehicles section.



Vehicle controls are universal; each car uses the same accelerate and brake/reverse buttons for ease of use. Most vehicles have handbrakes, which you can use to perform extreme turns—perfect for hairpin corners on mountain roads or if you need to do a 180 and escape from armed pursuit. Several vehicles are even equipped with a horn that adds

to the cacophony of city life. Each vehicle has a handling rating. Cars with a higher handling rating negotiate corners better than those with lower ratings. For example, a large truck turns wider than an exotic roadster.

Automobiles are nearly as vulnerable to violence as the human body—it just takes a few more bullets to put them out of their misery. Each vehicle has an armor rating (typically, the larger the car, the more armor it has), and when the car loses its armor, the engine catches on fire. When you see flames, get out of the vehicle when possible. You have about three or four seconds before the car explodes, which causes enough trauma to kill you. You can also destroy a car by flipping it on its roof. Once overturned, you cannot correct the vehicle—get far enough away so as not to take any damage in the impending explosion.

**NOTE**

You can drive cars and trucks in shallow water, such as along the beach. However, if you get too deep in the drink, the automobile will stall and you must abandon it.

Hijacking Cars and Boats

Although many vehicles are at various agency-provided and faction safe houses, the most common way to get a vehicle is to steal it. To steal a car, walk to either the driver's door or the front passenger door and press the "enter vehicle" button to eject the driver. Some drivers are more hesitant to give up their wheels than others. To encourage a stubborn driver, fire one or two shots in his direction. The panicked driver will jump out of the car, leaving it unoccupied and ready for the taking. Don't empty an entire magazine into the car, damaging its armor before you have a chance to do so with your own reckless driving.

**Boats**

A variety of boats ply the San Esperito waters, both the ocean that encircles the island paradise or the waterways that intersect it. Boats accelerate and decelerate the same as cars, but sea craft have no handbrakes. Steal boats in the same way that you hijack cars: Walk or swim up to them and press the "enter vehicle" button. If the boat has an occupant, you'll boot him into the water as you take the wheel.



The same damage concerns apply to boats as to cars and trucks. Each boat has a specific armor rating, and after bullets or missiles chew through the armor, the boat catches fire. You must abandon ship when possible to avoid taking damage.

NOTE

You can beach a boat by piloting it too close to land. If you accidentally drive too far up the sand and out of the water, the boat will stall. You cannot push the boat back into the water. You must find another boat or continue on foot.

Aircraft



The San Esperito skies are the perfect playground for a daring pilot. Helicopters and airplanes, found at military bases and airports, can take to the air so you can see the island chain from a bird's-eye view. Flying helicopters and planes is more complicated than driving cars or piloting boats. Although you have more room to maneuver, keep an eye on your

position relative to the ground. Clipping a wing or a rotor on a solid object, such as the side of a building or a hilltop is all it takes to send your aircraft into a death spiral.



Helicopters can move vertically, unlike airplanes. The button you would normally use to accelerate a car, boat, or plane increases the helicopter's altitude. Conversely, the brake button decreases altitude. Each helicopter has a handling rating. The greater the number, the easier the chopper can change course in midair. Helicopters with high handling ratings are great for low-and-slow trips over the countryside or through towns. If you have a military helicopter equipped with guns and missiles, the low-and-slow maneuver is great for taking out ground targets from the safety of the air. (Watch out for other helicopters on the minimap while you are looking at the ground.)

Stealing Helicopters

Helicopters are one of the most advantageous vehicles in San Esperito—especially military choppers equipped with guns and missiles. You can cover ground so much quicker with helicopters than with a car, plus you enjoy the benefits of exploring in all different directions instead of traveling on a flat plane. However, finding an available helicopter isn't necessarily the easiest thing to do. Unless you liberate a military base with helicopters or earn enough prestige points to receive them at safe houses, you must rely on stealing them right out of the sky.

Hijacking a helicopter requires use of the grapple hook. When you spot a helicopter in the air, wait for it to slow down and hover if possible. Target the helicopter (auto-aim takes care of this) and pull the trigger to fire the grapple hook. When you snag the chopper, you are lifted off the ground and the parachute is deployed. Hold down the fire button to reel in the line and pull yourself up to the helicopter.



Most helicopter pilots will try to shake you free when you start reeling in the line. They'll make sharp turns to break the line. To keep from being kicked loose, anticipate the turn. When you connect to the chopper, position the camera to look up and follow the helicopter's lead. Turn with the helicopter via the control stick while holding on to the trigger to keep reeling in the line. When you get close, you'll automatically grab the back of the helicopter. Press the "enter vehicle" button to jump into the cockpit and assume control of the helicopter.



Airplanes are trickier to use than helicopters, especially some of the older or civilian models like the Walker PA Twin Fin. Airplanes use lift to break gravity's hold, but if you fly too low to the ground, you'll create a drag that pulls you to the earth unless you correct your altitude.

Safe Houses

Life in San Esperito's fast lane can make you weary, so seek sanctuary at one of your safe houses. Safe houses are areas where the enemy cannot touch you while you restock weapons and ammunition, or access a vehicle saved at the safe house garage. Every safe house has the same set of features, but a different set of available weapons and vehicles.



Garage: You can store one automobile in each garage, which you can access later by visiting the safe house. To store the vehicle, drive it up to the garage and get out. The garage door will close behind you, securing the vehicle.



Weapons: Each safe house has a weapons stockpile you can pilfer before heading back into the field.

Medical Kit: Heal any damage by accessing the medical kit hanging on each safe house's wall.



Ammo Depot: Replenish the ammo stock of your weapons, including explosives and rockets, by walking up to and accessing the ammo depot, which is located near the weapons.



Satellite Link: Save your progress between campaign missions at the satellite link.



You are granted access to five agency-provided safe houses over the campaign's course. Safe houses are unlocked following the completion of specific missions, and each safe house is equipped with different weapons and vehicles.



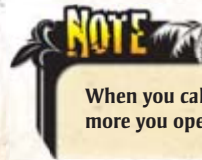
Agency Safe Houses

Safe House	Required Mission	Weapons	Vehicles
01	Starting safe house	Nova 9, Galini M39 "Husher"	Yamada 37-14 Vaquero
02	6	Aviv Panthera, Moretti CCW Praetorian	Bald Eagle Persuader
03	9	Aviv Panthera, Moretti CCW Praetorian	Fukuda Buckskin Trapper
04	11	Fleisher AR-5 Blizzard, RPG M-112	GP Thunder Extreme Prototype
05	15	RPG M-112, Barclay Phantom	Delta MAH-15 Chimaera

You can unlock an additional 43 safe houses in San Esperito by helping the guerrilla and Riojas factions. Your prestige ranking with those factions affects which vehicles and weapons are at each safe house. New vehicles and weapons you unlock by earning the trust of the other factions do not affect the weapons and vehicles that are at agency-provided safe houses. Please see the La Politica section for a full listing of other safe houses, as well as the requirements for unlocking their use.



TIP Getting too much unwanted attention from the law or the Montano cartel? Disappear at one of your safe houses for a spell and wait while interest in your whereabouts fades.



NOTE When you call in an extraction, you select from a list of safe houses. The more you open, the more places you can go.

Stunts

Rico enters San Esperito from the skies, parachuting right into the thick of the action on the island chain's northern shores. This is your first experience with the daredevil nature of the game's hero, but it is not the last—indulging in acrobatics is one of the biggest thrills of playing the game. Rico can skydive from the edge of the Earth's atmosphere, base jump from harrowing cliffs, and leap from one speeding vehicle to another. These stunts aren't for show, even though you'll want to perform some acrobatics for fun. Mastering these techniques improves your odds of surviving the main campaign, as well as makes it easier to achieve side mission objectives and other errands.

Skydiving

Rico always has his parachute strapped to his back, ready for deployment when you take your feet off terra firma. Skydiving is a good way to insert yourself into enemy territory silently, catching them by surprise. The higher you start from, the better your chances are of enjoying the element of surprise. Remember, though, that after you leap out of any aircraft, it will lose altitude. After a moment with nobody at the controls, it will plummet to the ground. Avoid getting caught up in the explosion that results when the aircraft strikes the ground.



To rocket through the air faster while skydiving, press forward to tilt Rico's body downward. You'll pick up speed immediately.

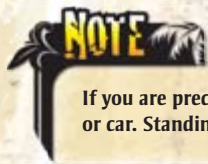
Pull back to spread Rico's arms and flatten his body, creating enough resistance to slow his descent.



To open and close the parachute, use the action button while flying through the air—without benefit of a plane or helicopter. When you close the parachute, Rico goes into a minor dive, so beware of opening and closing the chute too close to the ground. If you mistakenly close the parachute above the maximum height, Rico can fall and not take critical damage (about the height of a small tree), you will slam right into the ground because Rico resumes his dive.



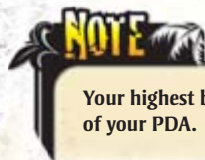
When the parachute is open, you can glide from side to side, directing Rico to the place you want him to land. If you fear overshooting a landing site, spiral in the air to lose altitude without covering much distance. You can also pull back to straighten out and put extra "drop" in your descent, or push forward and kick your legs out, grabbing an updraft and prolonging your time in the air.



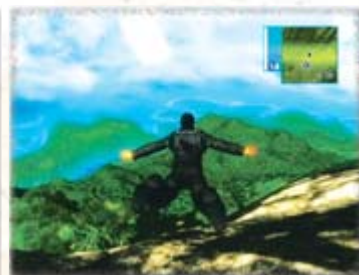
If you are precise with your descent, you can land right on top of a boat or car. Standing on the roof or deck, it's easy to hijack the vehicle.

Base Jumping

Base jumping is the extreme sport of walking to the edge of a cliff, then jumping off, only to deploy a parachute at the last possible second to avoid splattering all over the ground. This maneuver is another dual-purpose stunt, as you can use it as a contest to see who blinks first, Rico or the rocks, or to escape a hairy situation without having to hijack a vehicle.



Your highest base jump is automatically registered in the stat category of your PDA.



To execute a base jump, you must jump off a cliff (you cannot just walk off the edge or else you'll tumble to the ground, taking horrible damage). After the jump, the camera swings out to the side and you are given the first opportunity to open the parachute and glide. If you are escaping, this is a good way to put distance between you and your pursuers, as troops and Montano thugs have a hard time shooting skydivers.

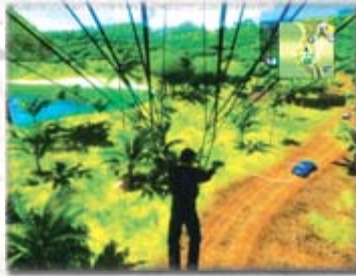
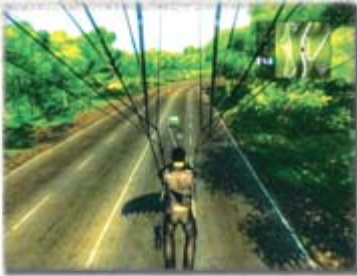
If you are base jumping for thrills, find San Esperito's tallest mountains and cliffs to maximize your stunts. If you're leaping off a sheer cliff, you can drop straight down and not worry about bumping against rocks or getting tangled in trees. If you are leaping off a slope, however, avoid obstacles to rack up serious distance. While the parachute is closed, you



can "drive" through the air to a certain degree. By pulling back, you spread your arms, gaining enough resistance that you can move left and right and avoid hazards. Do not pull back for too long or else you'll sacrifice too much speed and slam into the mountainside. Alternate between pressing forward to gain speed and pulling back to create resistance, and you'll be performing 1,000-meter base jumps in no time.

Parasailing

You can parasail through the air with the combination of your parachute and grappling hook. Parasailing is a great way to enjoy the countryside while soaring effortless behind a speeding car or boat, swiveling the camera to see the environment. To parasail, aim your grappling hook at a vehicle (car or boat) driving away from you. When the connection is made, wait for the line to go taut, then you'll be pulled into the air. The parachute automatically opens, and you'll be dragged along with the vehicle.



You can steer in midair by pressing left or right, allowing you to avoid tree branches or cut wide when driving through canyons or the city. While parasailing, you can hold down the trigger button to reel in the line. When you reel it in, you automatically jump on top of the car into a position called "stunt mode." From this stance, you can steal the vehicle, jump to another vehicle, or jump off the vehicle and deploy the parachute to be yanked away from the scene.



When parasailing through the city, watch out for trellises that span the street's width. If the car pulling you passes beneath a trellis, the line will break, and you'll parachute to the ground.

Vehicle Surfing

Vehicle surfing is the art of leaping between two moving vehicles, a skill that comes in handy when rolling up on a vehicle that contains somebody you need to dispatch. However, you can perform surfing stunts for kicks, to see how many hops you can make between moving vehicles before putting your feet on the ground.



To surf between vehicles, you first have to get into stunt position, either by landing on top of a vehicle or by jumping from the driver's seat to the roof with the action button. When you are in the stunt position, you can press jump to leap to a nearby vehicle, as long as you are close enough to make contact. If you aren't close enough (such as alongside of a

vehicle), you'll jump off and roll along the ground—unless you were trying to pull the stunt from an aircraft, at which point you drop and take damage.

You can surf between boats, cars, and aircraft—or any combination of the three if you're skillful with this maneuver. Vehicle surfing is a great way to steal a vehicle that refuses to slow down, such as a speedboat or a military tank. Get within range of the vehicle, get into stunt position, and complete the jump.



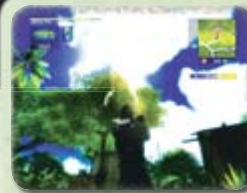
NOTE
When you jump on the roof and enter stunt mode, the vehicle you were driving slowly starts to lose speed. This is dangerous if you're trying a stunt from a helicopter or airplane.

Combat

Overthrowing an entire government? You're going to have to get your hands dirty. Freedom is paid for with bullets in San Esperito, as Rico must take on thousands of soldiers, corrupt cops, and cartel henchmen in his quest to undo the recent coup that brought El Presidente to power. No campaign mission can be completed without firing a shot—in fact, the more shots fired, the easier it is to complete your objectives and bring the island closer to peace and prosperity.

Targeting

As mentioned, the game employs an auto-aim mode that snaps your targeting reticle to the nearest available target. This works well when you have a single target onscreen, as the reticle snaps right to your enemy, whether it's a person or a vehicle. When there is more than one target, you can cycle through them with the target selector button. The quicker you use the target selector, the more bad guys you can mow down—especially if you are using a high-powered assault rifle or a shotgun at close range.

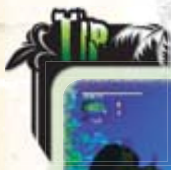


TIP
Use auto-aim to pick out unseen targets, like helicopters on the opposite sides of trees, or soldiers hiding in the jungle at night.



TIP
Use the target selector to zero in on grenades as they sail through the air—both those you've thrown and those hurtling toward you. Shooting grenades in the air causes significant splash damage. Only shoot if it's coming from a distance.

You can also use an over-the-shoulder perspective for precision targeting. There is no auto-aim in this view, so use the camera control to look around the screen and manually select your targets. You lose a great deal of your peripheral vision when focusing in shoulder view, so do not linger in this mode for too long and miss enemies coming at you from the sides.



Use the shoulder view to lead moving targets, such as helicopters, that have not yet slowed enough to be picked up by your auto-aim.

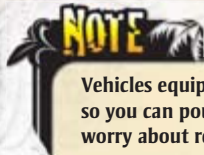
For a rundown of San Esperito's weapons, turn to the Weapons section.

Vehicular Combat



You can turn any vehicle into a cruise missile and drive it straight for a target, but a small menagerie of land, air, and sea vehicles are equipped with onboard weapons systems that you can use during combat. Some vehicles only have machine guns, others have both guns and rockets. You can switch between the weapons by using the weapon selection buttons. When attacking with vehicles equipped with rockets or cannons, such as tanks or military helicopters, you can use the auto-aim feature to instantly lock on to targets.

Military helicopters are excellent weapons to use against enemy convoys or to destroy enemy structures. Rotate the camera so that the auto-aim can lock on to targets, then fire to destroy the target from a safe distance.



Vehicles equipped with guns and missiles never run out of ammunition, so you can pound the countryside as long as you like without having to worry about reloading or emptying your supplies.

For a list of vehicles, including those equipped with weapons, see the Vehicles section.

PDA

Every field agent is issued a PDA that tracks important statistical information, such as relations with different factions, and offers regional maps. The PDA is also a useful tool for communicating with agency handlers so you can request emergency extractions or vehicle drops to help when you're stranded in the middle of nowhere.

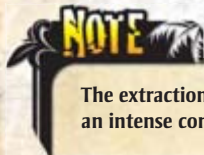
Extraction



A helicopter is always standing by to extract you from any flat location in the field (you cannot call for a pick-up while standing on a mountainside) and whisk you to any safe house you have earned from the agency, the guerrillas, or the Riojas. If you have campaign missions to complete, you can also request the chopper to go to the next briefing.



After choosing where you want to go, Rico sets off a smoke grenade. The red smoke plume attracts an agency chopper that swoops in and automatically picks you up. You don't have to shoot the helo with the grappling hook, just stand there and the chopper takes care of everything.



The extraction helicopter will not pick you up if you are in the middle of an intense combat situation or if your wanted level is through the roof.



After calling for an extraction, don't put down the controller for any reason! When the chopper drops you off at a safe house, it does so from 100 feet off the ground. You need to deploy your parachute manually to break the fall.

Heavy Drop

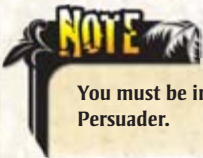


Stuck in the field without a lift? You can call for a heavy drop, which deploys an agency chopper to your present location. As long as you're not under direct attack, the chopper will fly overhead and drop a crate next to you. The crate contains the requested vehicle, which you can immediately use. The heavy drop vehicles are exclusive to the agency and are not found anywhere but during a few campaign missions or via the heavy drop option.

You can request an unlimited number of vehicles via the heavy drop, but not one right after another. You must wait at least a couple of minutes after your previous heavy drop before calling in an additional vehicle. You do not have immediate access to all four vehicles—only the Yamada 37-14 Vaquero is available right away. You have to earn the others by playing through the campaign missions. After you complete specific missions, Sheldon clears the vehicle to be added to your heavy drop menu.

Heavy Drop

Complete Mission	Vehicle
—	Yamada 37-14 Vaquero
6	GP Thunder Extreme Prototype
15	Whiptail Gyrocopter
21	Bald Eagle Persuader

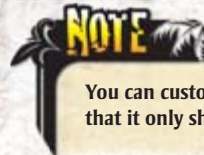


You must be in the water to request the rocket-powered Bald Eagle Persuader.

Maps



Two maps are available via the PDA. The first map shows the entirety of San Esperito, including the location of every feature mentioned in the minimap section at the beginning of this section. The second map shows the current political environment in San Esperito. This map shows which provinces are under Mendoza's control, which have been destabilized and can be liberated, and which are under guerrilla control. For further information about destabilizing and liberating provinces—and the benefits that doing so brings—please see the La Política section.



You can customize the in-game legend for the large San Esperito map so that it only shows safe houses, collect mission items, etc.

Guerrilla/Riojas Relations

The faction relations screens show you your current rank with the guerrillas and the Riojas, as well as what current benefits your rank has unlocked. The map on the screen's right side shows the location of all of the safe houses you have earned by working for that faction. For more information about faction relations and the benefits of working for each group, see the La Política section.



Stats



Your PDA's stat-tracking screen keeps track of vital information, such as safe houses and the number of completed side missions. You can also monitor the number of stunts you've performed, as well as how many different enemies you've dropped during your adventure.

General Stats

Total time played: Ticking clock measures long you've played the games (not stayed on a pause menu).

Story missions completed: How many campaign missions you have completed.

Side missions completed: How many side missions you have accepted and completed.

Guerrilla provinces: How many provinces you have liberated.

Guerrilla settlements: How many guerrilla settlements you have liberated.

Riojas settlements: How many Riojas settlement takeovers you have accomplished.

Safe Houses

Agency safe houses: How many of the five agency safe houses you can use.

Guerrilla safe houses: How many of the 33 guerrilla safe houses you can use.

Riojas safe houses: How many of the 10 Riojas safe houses you can.

Combat Stats

Shots fired: Total number of rounds expended during the game so far.

Police killed: Total number of police eliminated during the game so far.

Soldiers killed: Total number of military soldiers eliminated during the game so far.

Black Hand killed: Total number of terrorists eliminated during the game so far.

Montano killed: Total number of Montano thugs eliminated during the game so far.

Civilians killed: Total number of innocents eliminated during the game so far. (No penalties involved.)

Stunt Stats

Highest base jump: Highest base jump measured in meters.

Roof-to-roof stunts: How many roof-to-roof jumps you have successfully completed. This includes vehicle stunts.

Parachute-to-roof stunts: Total number of roofs you've landed on while parachuting.

LA POLITICA

The Road to a Free San Esperito

Raging hard against the direct rule of President Mendoza will advance the cause of freedom and liberty only so far in San Esperito. To rattle the cage of tyranny, the people of San Esperito must be inspired to rise up and reclaim their homes and their lives. As you strike at the despot Mendoza, you destabilize regions in San Esperito, priming them for revolution. When a province has been agitated enough, the guerrillas ready themselves for action—and await your guns to help them overthrow government control in enough towns to liberate the province. After a province has been liberated, the government cannot reclaim it. The benefits of wresting control from police rule are plentiful, as the guerrillas reward you with a myriad of safe houses through the island chain, as well as access to many of the vehicles and weapons they have stolen from the government.

In addition to liberating provinces in the people's name, you also have the option of lending a hand to the Riojas drug cartel in its battle with the Montano cartel. Helping a drug cartel may sound like a step backward for the people of San Esperito, but when faced with two evils, one must align oneself with the lesser. In return for routing the Montano cartel from 45 resort settlements in the islands, the Riojas will afford you the use of 10 safe houses. Each of the Riojas safe houses comes equipped with a special vehicle, such as a monster truck or a speedy exotic car.

Liberating provinces and disposing of Montano strongholds are optional activities—you can defeat President Mendoza without doing either. However, in the fight against El Presidente, you can use all the help you can get. Having extra safe houses all over San Esperito provides travel shortcuts via additional extraction points. The extra weapons the guerrillas give you are useful, as the freedom fighters offer such impressive firepower as rocket launchers to those they trust the most.

The Benefits of Liberation

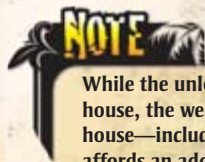
The most obvious benefit of liberating provinces and defeating Montano agents is the safe house. The guerrillas reward you with one safe house in every liberated province, so by the time you have freed every San Esperito province, you will have 33 new safe houses. (The final province, Isla Domino, site of the president's private island, is the only province that does not have a guerrilla safe house.) The Riojas hand over safe house access according to your rank, so the more you impress the cartel (and go up in rank), the more safe houses you receive from them.

Each faction—guerrilla and Riojas—rewards loyalists with a variety of equipment upgrades and new safe houses. To gain access to these benefits, you must work your way up through each organization's ranks. Each faction has 10 ranks. Each rank has a specific number of prestige points you must accumulate to assume the mantle and all the profits that come with it. As mentioned in the previous section, you earn prestige points by performing side missions, liberating provinces and settlements, and completing a number of other errands in San Esperito.

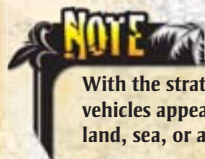
Each step up in the guerrilla ranks comes with two benefits: weapons and vehicles. These weapons and vehicles are not directly given to you when you earn the new rank. Instead, they are transferred to specific safe houses. All weapons appear at each safe house as you earn them, but only certain vehicles become available at specific guerrilla safe houses. For example, a landlocked guerrilla safe house will not offer a Jaeger SFJ7 boat, even if you have achieved the rank of Brigada.

Guerrilla Ranks

Rank	Required Prestige	Vehicles	Weapons
Soldado	100	Baxter Petit	Harker 357 Sawback
Cabo	200	Scando 700 Sedan	Harker 357 Sawback
Sargento	300	Shimizu Tumbleweed	Aviv Panthera
Brigada	500	Jaeger SFJ 7	Aviv Panthera
Subteniente	700	Apache Army Model 842	Adler FF M-72
Alferez	1,100	Jackson Z-19 Skreemer	Adler FF M-72
Teniente	1,500	Wallys GP	Mako Odra
Comandante	2,100	Stinger Buggy	Mako Odra
Capitan	2,700	Emvee Armadillo (MV)	Mako Odra
Coronel	3,700	Harlan OTWV-2 Scout, Delta MAH-15 Chimaera, Pequod Harpoon PC 350	Mako Hammerhead



While the unlocked vehicles do not appear at every guerrilla safe house, the weapons you unlock via rank increases populate every safe house—including those you liberated before earning a new rank that affords an additional weapon.



With the strategy for liberating each province, we detail what kind of vehicles appear at each safe house after the region has been liberated—land, sea, or aircraft.

The Riojas organization's 10 ranks come with specific safe house access. Each safe house hosts a specific vehicle, as noted in the chart of Riojas ranks, as well as timed and/or triggered explosives, which can be used during missions. (For an explanation of explosives, please see the Weapons section.) Overthrowing Montano settlements is a good way to earn prestige points with the Riojas, but in order to ascend to the rank of Underboss, you must also complete a healthy number of side missions for the cartel.



Riojas Ranks

Ranks	Required Prestige	Safe House	Vehicles
Soldado	100	Riojas 01	Chevalier Supernova
Cabo	200	Riojas 02	Fukuda Tournament
Cabo Primero	300	Riojas 03	The Vampire
Cabo Mayor	500	Riojas 04	Jackson Z-19 Skreemer
Sargento	700	Riojas 05	Garret Paladin 5-56
Subteniente	1,100	Riojas 06	Triereme RC Athena
Comandante	1,500	Riojas 07	Ballard M5B1 Scout
Capitan	2,100	Riojas 08	Stinger Buggy
Adviser	2,700	Riojas 09	Jackson Z-19 Skreemer
Underboss	3,700	Riojas 10	Delta MAH-15 Chimaera

Guerrillas

The Peoples Revolutionary Army is ready and willing to lay siege to government-controlled towns and military bases, but it cannot do so unless the surrounding area has been sufficiently destabilized. After Mendoza's grip has been shaken, the guerrillas spring into action with only the slightest prompting from their newest comrade—you. All liberations follow a similar formula: You storm a location and neutralize enough government troops to force survivors to fall back to a blockade. You must then prove your might by blasting through the blockade and eventually replace the town or base flag with the Peoples Revolutionary Army's banner.

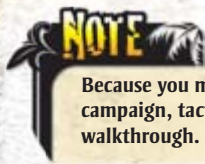
There are 33 provinces you can liberate for the sake of the nation—and your own personal benefit. Each province has at least one town or military base within its borders, and in order to free the province, you must liberate enough contested locations to push out government control. The following section details how to destabilize San Esperito's provinces, the different scenarios you encounter when liberating towns and bases, and specialized tactics for digging in and physically removing Mendoza's thugs from each region.

Destabilization

Before you can liberate a province, you must destabilize it. Almost every campaign mission you complete results in the destabilization of at least one province. When the region has been destabilized, guerrilla point men appear at the outskirts of each vulnerable village, town, city, or military base. Depending on the number of targets in each province, you must liberate a specific number of towns or bases in order to break the government control over the area.

When a region has been destabilized, you'll notice increased background action as you travel through it. Missiles and rockets occasionally pierce the sky. Gunfire pops in the distance. Those are signs that revolution is at hand. You do not have to liberate a province when it is destabilized. You can even wait until you complete the campaign missions, if you wish. However, the benefits of liberating provinces parallel to your actions against Mendoza are many. You'll earn the best weapons to use in the good fight, as well as enjoy additional safe houses full of gear and new rides.

Mission #	Mission Name	Provinces Destabilized
1	Devil Drop Zone	—
2	Breakout	—
3	Freedom Fighters	Provincia Aguilar
4	The San Esperito Connection	Provincia de La Cruz
5	Test of Loyalty	Isla de la Asuncion
6	Good Cop, Bad Cop	Provincia de Rio Negro
7	Some Like It Hotter	Provincia de los Bravos
8	Brothers in Arms	Provincia de los Guerreros
9	River of Blood	Provincia de San Mateo, Provincia de la Oro
10	Field of Dreams	Los Hidalgos, Isla Alegre, Las Crucitas, Provincia La Perla
11	Broadcast News	La Perdida, Isla Maria Dolorosa, El Crucero
12	Love Is in the Air	Provincia Quesada, Durango
13	I've Got the Power	Isla San Cristobal, Provincia del Rosario
14	Quadalicano Choo Choo	Provincia de Osvaldo Guzman, Provincia de Cordoba
15	Some Enchanted Evening	Provincia de las Palmas, Encarnacion, Provincia Caballeros, Costa Verde, Provincia de Castillo
16	Streets of Fire	Resolucion, Provincia Octava
17	Dismissed Without Honors	Provincia Mendoza City, Provincia los Islas
18	Sink the <i>Buccaneer</i>	Provincia de don Ernesto, Provincia de don Velasco, Costa Brava
19	Taking out the Garbage, Vol. 1	—
20	Taking out the Garbage, Vol. 2	—
21	Taking out the Garbage, Vol. 3	—



Because you must liberate Provincia Aguilar as part of the main campaign, tactics for completing the liberation are discussed in the walkthrough.

Types of Liberations

When you attempt to liberate a province, you will encounter at least one of three different location types (towns and villages, metropolitan cities, or military bases), each with unique objectives. When trying to roust the government out of a town or village, you must destroy three blockades, but when faced with liberating an entire metropolitan area, you must create enough frenzied chaos that Mendoza's agents lose all hope of regaining control and melt back into the jungle. At least one universal objective exists, however, no matter what kind of location you're trying to free: Eliminate government troops.

The first few provinces you liberate are appropriately easy. Mendoza hasn't been put on notice yet, so you can swarm a town, drop some thugs, and blast through the government blockades. However, after you reclaim a sizeable amount of real estate, the government starts taking the guerrillas seriously, dispatching helicopters to attack from the air with devastating missile volleys. Jeeps give way to tanks. And where just two or three men once defended a flag location, suddenly eight or nine troops work together in one last, desperate fight to keep you from flying the guerrilla banner.

Town Liberation



To liberate a town or village, you must break through the government blockades, then raise the guerrilla banner where Mendoza's flag flies. This formula repeats itself for every town liberation, but the level of resistance is always different. The blockades can be destroyed by grenade attacks or rocket blasts, if you have earned access to rocket launchers. It takes two grenades to blow a blockade, while a direct rocket blast will do the job. When you break the third blockade, replace the flag and the liberation is complete. Liberating a town earns you 30 prestige points with the guerrillas.

Military Base



Liberating a military base shatters the government's backbone. Military bases have the same three-barricade defenses as the towns and villages, except that the resistance on bases is greater—but so is the reward. Toppling military bases is worth 50 prestige points each, and secures more territory for the guerrillas than liberating a regular town. For example, if

a province has two towns and a military base, you can free the province faster by liberating the military base first, then following up with one of the towns. If you liberate the two cities first, you will not make enough of a dent in the government's control. You have to liberate the base to finish the job. Consider, though, that if you liberate the two towns first, you will earn a total of 110 prestige points for the province rather than 80 if you do the military base first.



Many military bases are surrounded by surface-to-air missile batteries that target incoming aircraft. Watch out for these launchers if you attack a military base with a helicopter.

City Chaos



Metropolitan areas present a different challenge than towns and military bases. Because the major cities are too big for the government to effectively stop traffic with a handful of blockades, you don't have to worry about blowing up the three predetermined targets. (However, you must still plant the guerrilla flag to finish off the city liberation.) Instead, your mission is to create as much chaos and disorder as possible by shooting government troops and destroying their vehicles in plain sight of the citizenry. Shooting helicopters out of the sky also fuels the fires of revolution. When you make enough of a mess that the government has lost all control, you can raise the banner and claim the city for 50 prestige points.

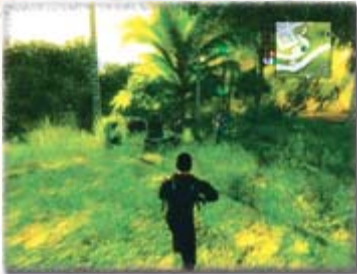


When the action gets too extreme in the open streets, duck into an alley to cool off and hide. Just don't remain absent so long that you lose ground to the government dogs.

Liberation Tactics

When you liberate a town, the goal is to generate so much pandemonium and damage to government forces and their property that they are forced to submit to the people's will. Use this information to help you understand the general rhythm and flow of a liberation effort, from how to initiate the attack to how to gauge your progress.

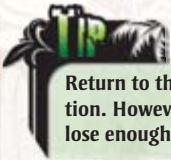
Starting a Liberation



When you are ready to liberate a town or base, report to the guerrilla contact positioned outside the location; he's marked with a green exclamation point on your minimap. Most guerrilla point men have a solid supply of grenades and ammo next to them, which you can have only after you accept the call to lead the liberation forces. Stock up on ammo

at these field supplies the same as you would at one of your safe houses. When properly stocked, join the guerrillas that appear out of the jungle to help liberate the location.

If you start the liberation, then step back outside the boundaries of the town, city, or base, the liberation mission will end. The point man will return to his location and you must speak to him again to restart the liberation from the beginning.



TIP Return to the ammo supply as many times as necessary during the liberation. However, do not leave your fellow guerrillas for too long, lest they lose enough ground for the liberation to fail.

Liberation Meters

When the liberation begins, a meter appears onscreen, directly under your minimap. It tracks the level of mayhem. For town and military base liberations, this measuring tool is split into three sections. The settlement symbol shows the current state of the tug-o-war between the guerrillas and the government. When the mission begins, you must eliminate enough troops to move the marker to the first line, which represents the first blockade. When the blockade is active, killing troops doesn't cause the marker to budge. Not until you destroy the blockade does the marker continue to push to the right until you drop enough troops to hit the second marker. When you push through to the meter's right side, after destroying the third blockade, the marker stays there until you plant the flag and end the liberation. The liberation meter looks almost the same when you're trying to free a big city, except there are no lines that represent the need to destroy a blockade.



The marker in the liberation meter moves both ways. You can lose ground by taking too long to liberate the location or by losing too many of your guerrillas in combat. If the government troops push the marker back to the left side of the meter, the liberation ends in failure and you must start over by revisiting the point man outside the town, base, or city.

Blockades and Flags



When attacking a town or military base, you must destroy a total of three blockades and raise the guerrilla flag to liberate the location. Blockades are made of hastily arranged concrete blocks, old cars, and piles of debris. The guerrillas will help by shooting at the blockade, but you're better off assuming the responsibility of destroying it and taking care of

business yourself. Two direct grenade blasts or one rocket attack—that's all it takes to destroy a blockade.

Always take note of what's on the other side of the blockade before destroying it. Blockades can also hold back government vehicles, such as jeeps and tanks, as well as prevent you from progressing farther into the location. If you blow up a blockade that has a tank beyond it, you will free the tank to bust through the blockade and go on a rampage against you and your forces. If it looks like there's trouble beyond the blockade, destroy what's behind it before breaking the blockade.



You do not always have to attack the blockade from the front. You can circumvent it by seeking a route behind buildings or through the jungle to destroy it from the rear or side.

You must destroy the blockades in order. You cannot run past a blockade and go straight for the end where the flag bay is located. You must destroy all three blockades in order to unlock the flag bay, which appears as a red star on your minimap when the final blockade is open. To end the liberation, walk up to the flag bay and use the action button to hoist the new guerrilla banner.



CAUTION Beware of a last-ditch effort by government troops to prevent you from raising the new flag. The streets can be empty while you destroy the third blockade, but when the flag is in play, reinforcements practically materialize out of the jungle.

Bonus Targets

Bonus targets are in almost all the towns and military bases, and they help nudge the liberation meter marker in your favor. These bonus targets are marked on the minimap as black dots. It's easiest to destroy these targets with a grenade, as you don't have the time or available ammunition to stand in front of them and hold down the trigger.



Ammo depots appear as rickety shacks with a few green boxes and barrels underneath a precariously balanced roof.



Police stations are identified by signage depicting the shield worn by San Esperito lawmen.

Seek out these bonus targets. They are rarely too far out of the way not to be worth your trouble, and they accelerate the liberation mission. If you're having trouble killing enough government troops to activate the next barrier, blowing up an ammo dump and causing a spectacular explosion might be enough to force the thugs behind the next blockade.



The blasts from an ammo depot or police station are larger than a regular grenade explosion. Keep ample distance between you and these targets before you destroy them.

Province Liberations

Provincia de la Cruz

Santa Isabella

Santa Isabella is the first metropolis you need to liberate—this serves as an introduction to the practice of causing general mayhem to free property from government control. The city is of moderate size, divided into six main city blocks, which are crisscrossed with enough alleys for you to get lost if the heat gets to be too much. If your health drops into the red, seek shelter until the meter turns green again before venturing out and dropping troops in hopes of uncovering a medical kit.



Meet your point man on the western outskirts of town and stock up on ammunition before running alongside the guerillas into battle.



Expect sizeable resistance right at the front gates leading into town. Guerrilla pickups with mounted guns will swarm the scene, but the police are already on the move with armored vans. Peppering the vans and cars with bullets forces the troops to get into the open, giving you clean shots. Each trooper you drop nudges the liberation meter to the right, so go after every single foot soldier you see. Your fellow freedom fighters will help out, but don't put too much trust in them to get the job done as quickly as you would like. Cycle through targets with your selector, then squeeze the trigger just long enough to kill each trooper, but not waste any ammo.



Watch out for police vehicles that jump curbs and try to run you over. Shoot targets as you back out of the way, forcing them to engage you on foot. After you dispatch the troops inside a vehicle, use grenades to destroy the vehicle and continue causing bedlam in the city streets.

The flag is in the city's northern corner, but watch out for a collection of government troops to pop out of the alleys and try to stop you from hoisting the new banner.



Helicopters are not aggressive enough yet to target guerrilla vehicles with missiles—just machine gun fire. Use this early mercy to catch a ride to the flag bay and avoid the hazards of heading there on foot.

Safe House

GUERRILLA 02 CAMP RIVERBED

Province: Provincia de la Cruz

Vehicle: Land



Isla de la Asuncion

Puerto Pascual and El Gato

Two small villages are south of Caballeros, and each is worth 30 prestige points. If you liberate the big city first, however, these villages are instantly freed because when Caballeros falls, the whole province falls. These villages are cakewalks, with the blockades close to each other and government troops that stick to the main avenues that run through the tiny townships. Tackle these villages first and pick up the extra points before storming Caballeros.

Caballeros



After you enter Caballeros, two helicopters begin circling over the city, targeting the guerrillas as they pour out of the jungle and invade the city. The guerrillas drive through the front gates in pickup trucks with mounted weapons. If you take one of the pickups, a guerrilla will hop behind the mounted

gun and shoot targets as you roll through the city.



You cannot, however, count on the gunners to target the helicopters—and dropping those birds is the best way to advance the liberation meter in your favor. You must shoot them down, so park the truck with the front facing into the city and get out. The helicopters circle the city, so park far enough back from the buildings that you have a fairly uninterrupted view of the skyline. Get behind the gun and lay into the helicopters, filling the sky with fire and shrapnel.



Look out for troops coming out of the trees that surround the city. Their dark uniforms help them blend in with the jungle. Your auto-aim helps pick them out of the wilderness.



Don't waste rounds shooting police cars until they explode. When they stop, throw a grenade and target it right above the car. The explosion kills the troopers pouring out of the vehicle, and destroys the vehicle itself.



The flag is in the city's northern corner. As you fill the liberation meter, fight your way in that general direction so the final haul to freedom isn't long, exposing you to a "last-chance" effort to guard the flag. When the liberation meter activates the flag, disappear into the alleys—the police can no longer take background. Keep a low profile as you rush for the flag and liberate the city from government control.

Safe House

GUERRILLA 03 CAMP SUBURBIA

Province: Isla de la Asuncion

Vehicles: Land



Provincia de Rio Negro

Poro and Agua Negra

The township of Poro sits to the west of Paradiso Bay. Agua Negra is to the southeast. These smaller communities offer less of a challenge than Paradiso Bay, as you can plow through the three-blockade system easily as long as you get blasting bonus targets to inch the liberation meter farther along. If you hit these communities first, you can earn an extra 60 prestige points, which will put you that much closer to your next rank with the guerrillas and improve the weapons available at your safe houses.

Safe House

GUERRILLA 04 CAMP SELVA

Province: Provincia de Rio Negro

Vehicles: Land



Paradiso Bay



The lovely beach community of Paradiso Bay sits on the shore of a lake fed by de Rio Negro, a wide river that empties into the sea to the south. The city is split into three parts, but all the liberation action unfolds in the northwest neighborhood (the largest part of the city). If you approach from the river, you must head through town to meet the

guerrilla point man standing north of the city. Paradiso Bay is too large for government troops to use blockades here, so this is another chaos-creation run through the urban jungle.



There is almost always a traffic jam near the front gates of this city. Rack up early kills by bouncing grenades into the thick of these jams, but do not accidentally kill off your guerrilla comrades. There's no penalty for friendly fire, but you can use all the guns available to help create mayhem in the metropolis.

Use the trucks as weapons by holding an impromptu demolition derby in downtown Paradiso Bay. Ram police cars and vans, knocking them into buildings or tipping them against trees, and forcing their occupants to flee. When the troops are on foot, hit the gas and bounce them over the hood to add to the carnage.



Use the mounted guns on the pickups to drop helicopters before the pilots carve up the other guerrillas with their machine guns.

The government troops will spread out all over Paradiso Bay, forcing you to move around the city and hunt them down. Use the alleys to cut through city blocks and follow the sound of gunfire and explosions. Keep moving at all times to make yourself a hard target for these Men-doza thugs.



If you've held onto timed explosives from an earlier mission, use them to blow up the heavily armored police vans. The results are stunning, as the trucks and vans are lifted in the air. Showy moves like these help push the liberation meter farther in your favor.



The government's MVs are better than your pickup trucks, so steal one and go for a joyride around the city. Guerrillas will hop on and take to the guns, shooting up police and troops on the sidewalks.

The flag bay is in the southern corner, right near the waterfront. Hitch a ride, run through the alley—do whatever it takes to get to the flag bay and claim it before too many government thugs rush the area and mount a counteroffensive. When you liberate Paradiso Bay, you free the entire province, so make sure you visit the smaller townships of Poro and Agua Negra first to maximize the number of prestige points you can milk from this territory.



Provincia de los Bravos

Orovio



The village of Orovio lies just off the main road leading through Los Bravos. As you mount your attack on the village, sweep along the dirt road that runs through the village and target the troops that appear from the wilderness to the north. Your fellow guerrillas pitch in as you push your enemies back to the first blockade.



Look out for troops hiding behind vegetable stalls and sun umbrellas in the courtyards leading off the village road.

Target ammo depots. Not only does this help you push the government troops back to their blockades, but the massive explosions also eliminate enemies standing within a 10- to 15-foot radius. After blasting through the final blockade (which is to the right of this ammo depot), storm the flag bay beyond before the troops can mount a final counterassault.



Alturas Dolorosas

Alturas Dolorosas is small town tucked into the mountains to the west of Orovio. You only need to liberate one town if you take out the military base first, but liberate Alturas Dolorosas for the extra prestige points. Because this province becomes unstable so early in the campaign, the resistance is weaker here than what you can expect for towns and cities destabilized later on near the end of the campaign.



Safe House

GUERRILLA 05 CAMP INCOGNITO
Province: Provincia de los Bravos
Vehicles: Land



De los Bravos Military Camp

Military camps are the most dangerous settlements to liberate, which is why they are worth more prestige points than civilian settlements. The small De los Bravos Military Camp is a good starter base, letting you experience how troops use gun towers and military rigs to mount a counterattack.



As expected, inhabitants of the military camp offer greater resistance than the troops occupying small towns and villages. Troops attack on foot, but tanks are also rolled out of on-site garages to push you back when you advance up the main road that runs through the base.



Target the troops working the mounted guns on the back of MVs as they race through the base, trying to shoot you and your fellow guerrillas.



Even though you can see troops behind a blockade, you cannot always hit them, as they're often smart enough to take cover when they spot you approaching. Look out for grenades flying over the blockade at you. Shoot them in midair early enough in their arc so that the splash damage will weaken the blockade. Keep your distance when destroying

blockades, because when you blow them up, the resulting explosions can cause serious bodily harm.

The flag bay is near the coastline, next to the barracks. Thankfully, the flag is pressed close to the coastal range, so you only have to worry about troops rushing in from the camp's interior to stop your final objective of liberating the military base.



Provincia de los Guerreros

Palmitos



Palmitos is a small town located along a rural dirt road full of small buildings that lend the government troops plenty of places to hide. When you start the liberation, they meet you in the middle of the street, but as you push harder to back them up to the second and third blockades, you will

have to get off the main road and hunt them behind the shacks.



Look for a concentration of troops around the police station. Blow up the station with a grenade attack to force the troops to retreat farther into the village.

The guerrillas stay close to you as you move through the town. Be careful of their proximity to the blockades before throwing grenades, as you don't want to inadvertently kill too many comrades so that you lack the firepower to complete the liberation mission. Plus, you'll need all the help you can get when you head for the flag. New troops who could have but didn't defend the blockades make a surprise appearance to prevent you from hoisting the new flag.



Jaramito

Jaramito is a small village in the mountains in the southern region of Provincia de los Guerreros. The village stretches along a dirt road surrounded by jungle that offers government troops no shortage of hiding places—especially when you blast through the third blockade and make a dash for the flag bay.

Base de los Guerreros

The military base is near the northern coastline. Missile turrets have been installed to ward off helicopter assaults, but if you start the liberation mission and take to your choppers, you can destroy the turrets with well-placed missiles. Watch out for incoming government helos that try to shoot you down.



Troops attack on foot, appearing out of the jungle depths and via military vehicles such as MVs and jeeps. Use grenades to blow up vehicles as they roar around the base, but don't leave yourself short of grenades when it comes time to blast through the blockades.

Shoot your grenades as they fall on the blockades to maximize the damage.



Thanks to the missile turrets, it's difficult to take to the skies and challenge government choppers with your own airpower. However, you can shoot down helos with the mounted guns on the back of both guerrilla vehicles and military rigs. Eliminate any troops in the immediate area before turning your eyes to the sky. Next, target the helo and hold down the fire button until it explodes. Look back to the ground to make sure nobody is sneaking up on you.



The flag bay is south of the base, beyond some garages and old cargo containers. As you come over the small ridge dividing the camp from the flag, look out for enemies hiding amongst the cargo containers. The flag bay is beyond the helipad, sandwiched between two large garages.

Safe House

GUERRILLA 08 CAMP LAGUNA

Province: Provincia de los Guerreros

Vehicles: Sea



Provincia de San Mateo

San Mateo Military Base



The San Mateo Military Base is positioned at the top of a narrow dirt road leading into the mountains. The base is surrounded by jungle, so watch out for troops hiding in the brush. Vehicles are in no short supply at this military base, including jeeps and tanks, which you can use as cruise missiles, launching them into troop strongholds or at blockades.



Blockades protect you as much as the troops. This tank is stuck behind the blockade, but when you blast the barricade, it enjoys free reign of the base. Destroy the tank first.



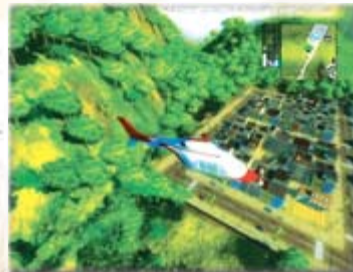
Hijack the Ballard tanks and tear up the base. No government helicopters are in the skies above the base, so don't worry about rumbling too slowly through the camp, picking apart targets with the tank's thunderous cannon. Use the tanks to blast through blockades—it only takes one direct hit to destroy the debris and clear a route to the flag bay.



Like using tanks to lay waste to the opposition forces? After liberating the military base, drive the tank to your nearest safe house and park it for later use.



Fuente de Lourdes



Fuente de Lourdes is a minor metropolis tucked in the mountains north of the river that divides Provincia San Mateo from Durango. To liberate the town, you need to cause enough panic and bedlam that the police have no choice but to cede control of the city to the guerrillas.

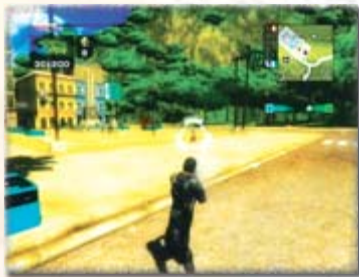


The troops use several Harland OTWV-2 tanks to repel your guerrilla force. Use a grenade to stop the advancing tanks, and when the troops inside jump out to engage you, shoot them down and rush in to hijack one of the Harlands. Helicopters are overhead, so be careful not to stay in one place for too long. If the troops can pin you against a building, you're easy pickings for a pilot.



Use the Harlands to stage an impromptu metropolitan demolition derby. The more Harlands you can overturn and destroy, the faster the city falls under your control.

The flag bay is in the town's south-east corner. Work your way toward this point while shaking loose the government's grip on the populace so that when you arrive, you only need to shoot a few more targets to achieve the flag objective and complete the liberation mission.



Safe House

GUERRILLA 11 CAMP RIVERSIDE

Province: Provincia de San Mateo

Vehicles: Land



Provincia de el Oro

Las Martinez

Las Martinez sits on the edge of the water in the southern part of the province. It's a small town positioned at the terminus of a dead-end road. The town is L-shaped, with the majority of action positioned along the length of road that runs parallel with the coastline.

The first blockade sits right where the road turns to the north. There isn't much resistance leading up to the first barricade, but as you turn north, more troops appear from the beach and the few structures that make up the village.



Use the beach to sneak up on blockade positions along the main drag that runs through town.

The last two blockades are set up along the main road through town. Push through the village, eliminating troops as you see them. Use grenades to blast the blockades and eventually open up the flag bay at the northern end of town. You'll find it in the courtyard just beyond the colorful strands of light.



Montoya

Montoya is a small community located on an island in the province's eastern corner. The village isn't tough to overthrow, so make sure you hit it before crushing the military base and pick up the extra 30 prestige points with the guerrillas.

Safe House

GUERRILLA 12 VALLEY CAMP

Province: Provincia de El Oro

Vehicles: Land



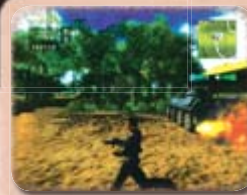
El Oro Military Camp



El Oro Military Camp is tough to crack due to the government troops' use of tanks to keep the guerrilla insurgency at bay. As you come up the mountain road leading into the base, the tanks are largely absent. But just beyond the crest at the top, the troops are ready with heavy vehicles to mount a solid defense.



No helicopters circle above the camp, so if you can steal a tank from the soldiers, you can use it without worry of any chopper interference. Roll the tank through the camp, blasting troops and other tanks, and pushing the liberation meter to the right to unlock the blockades.



The Ballard tanks are equipped with copious amounts of armor, but two direct hits from other tank cannons is enough to destroy the metal beast—and you, too, if you don't jump out and get clear of the burning hulk before it explodes.

Keep blasting troops as you push through the base. The intense combat will most likely thin your guerrilla ranks to a skeleton crew, but if you keep actively picking up medical packs and ammo, you can survive long enough to plant the new flag and lay claim to the base—and all of its military vehicles.



Los Hidalgos

Pinon

Pinon lies in the southern corner of Los Hidalgos; it's another small community that's easy to liberate and definitely worth the effort to secure the extra 30 prestige points before you knock over the military base. Just make sure you stay with your guerrilla friends and clear out the town together so no troops can surprise you by appearing suddenly out of the jungle.

Pastora

Pastora is in the southwest area of the province. This is a small village that you can clear out in just a few minutes if you keep pushing back the troops with well-placed grenade attacks against bonus targets, such as ammo depots. Doing so makes the government goons fall back to their blockades.





When you reach the blockades, you don't always have to take them head-on. Slip into the jungle and attack from the side, while the troops concentrate their fire on the other guerrillas still marching through the town along the main road.

Look out for a throng of troops to surround the flag as soon as you break through the third blockade.



Los Hidalgos Air Base

The Los Hidalgos Air Base hosts an airstrip, making it a prime target for takeover. If you can control the base, you'll have access to aircraft that you can use to travel quickly all over the map. The base is protected by tanks and helicopters, so you have to stay on the move, making yourself a tough target for the concentrated efforts of the government soldiers.

As you enter the base, a convoy of military vehicles rolls down the main road. Step off to the side and launch your counterattack from the trees. If you can cause enough carnage, you can run in and steal one of the tanks during the confusion.



Use a tank to eliminate other military vehicles and blockades. Watch out for helicopters overhead, as they will try to bombard your position whenever you slow down. Use tank cannons to target the choppers in midair. It usually takes only one shot from a Ballard's cannon to bring down a bird.

You cannot weaken blockades unless they are active, but you can get into position and blast ancillary targets until the blockade becomes an objective.



As soon as you break the third blockade, your guerrillas help fend off the remaining troops while you take control of the flag.

Safe House

GUERRILLA 13 CAMP AGRICULTURA

Province: Los Hildagos

Vehicles: Land



Isla Alegre

Las Flores



Las Flores is a small community in the northern area of the Isla Alegre province, situated at the end of a dirt road. The town acts as a commerce hub, and the middle of the town is stacked high with cargo containers you can use for cover while clearing out troops. Be sure to step off the

beaten path while liberating Las Flores so that you can pick off troops hiding behind the strip of buildings that flank the town's main road.

Isla Alegre Military Camp



The Isla Alegre Military Camp is not as active as other military outposts in San Esperito. Only one missile battery guards the skyline and no helicopters support the government effort to maintain control of the camp. The front of the camp is blocked off like a checkpoint. In order to enter the camp interior, you have to blow up the blockade that protects the

entrance. To "activate" the blockade, be sure to target the troops using the gun tower to the left of the entrance.



Steal a vehicle to cover the ground between the blockades quickly. When you finally reach the end of the camp and have eliminated enough troops, blast through the final blockade and take the flag to claim the base on behalf of the guerrilla freedom fighters.



La Primavera



La Primavera is a small farming community that sprouted up in the middle of some crop fields. Use the high grass to sneak into town and target troops from a relatively safe distance, but don't ignore the village interior, where you'll find bonus targets like ammo depots. These advance the liberation meter closer to the next blockade checkpoint.

Safe House

GUERRILLA 14 CAMP LIGHTHOUSE

Province: Isla Alegre

Vehicles: Aircraft



Provincia la Perle

La Perle Military Base



Surrounded by cyclone fencing, La Perle Military Base is predominantly an air base for Mendoza's forces. It's the site of a handful of helipads from which the army stages air raids on guerrilla targets. You must claim the base with the freedom fighters so you can control the airspace above the province.



Two missile turrets are on the tower above the military base. These turrets make attacking the camp from the air difficult. If you steal a chopper, immediately gain altitude and turn to face the turret. Use the target selector to cycle to the missile turret quickly and blast it off of the tower. Turn and cycle the auto-aim reticle to target the second turret to the north of the base. You can now use the helicopters to liberate the base, as long as you keep destroying the reinforcement helos the government sends in during the mission.

The military base stretches along the pipeline that runs through the province. Use stolen vehicles to cover ground between the well-spaced blockades.

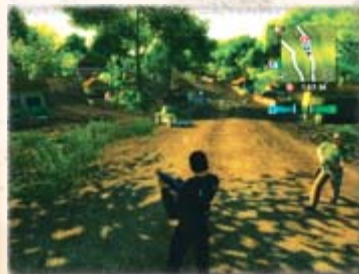


Approach the blockades from the sides, not head-on, in order to minimize your exposure to shooters while you're throwing and targeting grenades.

- Legend**
- ① La Perle Military Base
 - ② San Emilie
 - ③ Aguas Azules



San Emilie



San Emilie is another small community along a dirt road, and it's easy pickings for a fast-moving guerrilla force. Move swiftly through the town, blasting troops as they emerge from the trees or from behind buildings. Be sure to target the police station and ammo depots to advance the liberation meter in your favor, and you'll capture the town in short order.

Aguas Azules

Aguas Azules is a coastal community in the province's southern region. The town is just off a main highway exit, making it easy to access. The guerrillas move quickly through the town so you can concentrate on destroying the blockades as they become available targets.

Safe House

GUERRILLA 15 CAMP DELTA
Province: Provincia la Perle
Vehicles: Sea



Las Crucitas

Las Crucitas Military Camp



In order to enter the camp, you must break through the blockade at the front gate—however, beware of tanks positioned directly beyond the blockade because they spring into action as soon as you destroy the debris. It's tempting to try to steal one of the tanks, but the helicopters overhead are likely to target you just as you get the tank free of the debris to start your rampage through the base.



Killing troops once a blockade is active doesn't advance the liberation meter, but it makes it a lot easier to concentrate on the barricade without worrying about getting shot from the side.

If you manage to steal a tank, watch out for gunfire from above. The helicopters will swarm to your position and try to stop you from using the tank to break through additional blockades.

The flag bay is on the south end of the base, near one of the helipads. Expect massive resistance as soon as you blast the last blockade. Helicopters, tanks, foot soldiers—the government throws everything it has against you to prevent you from hoisting the flag and wresting control of the base away from Mendoza's goons.



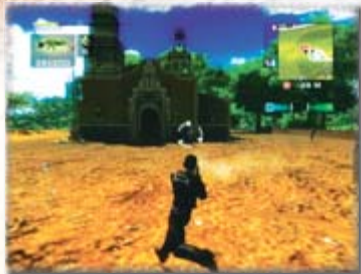
Santa Ana and Puerto Plata



The villages of Santa Ana and Puerto Plata are low-priority targets for the government, so attack the townships without worrying about helicopter interference. Consider stealing a helicopter from the nearby military base and using it to flush out the troops quickly and blast the blockades from a safe distance. Make sure you steal a chopper with rockets, as you can liberate these villages in mere minutes if you have the advanced ordnance. Just one rocket blast is enough to destroy a blockade.



Be careful not to kill too many guerrillas when blowing up the blockades.



The flag bay is in front of the church in the southwest corner of town.

Safe House

GUERRILLA 16 CAMP AIR SUPPORT

Province: Las Crucitas

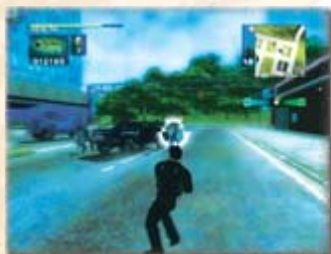
Vehicles: Aircraft



La Perdida

Nuevo Estocolmo

Nuevo Estocolmo is a large city on the edge of the water that divides up several provinces in the heart of San Esperito. To liberate the city, you must cause enough chaos that the government completely loses control, allowing you and the guerrillas to put down stakes and assume the mantle of local leadership.



When the mission begins, armored trucks roar up to the corner of the city that's closest to the guerrilla point man who starts the liberation mission. If you open fire right away, you'll rile the troops enough that they'll step out of their vehicles and try to engage you and the guerrillas on foot. You can quickly drop them before even reaching the end of your current magazine.



Before helicopters can get in position and start targeting your ground efforts, steal one of the trucks and let a guerrilla take the gun in the rear. Drive right into the thick of the battle, spraying bullets everywhere while putting government troops under your front tires.

When you see a traffic jam—either military or guerrilla vehicles—throw a few grenades in the middle of it. If one vehicle goes up, they'll all go up, seriously adding to the pandemonium. This can kill a bunch of your guerrilla buddies.



The guerrillas have started fighting in the skies without your help. As you continue to take control of the city, watch for the flaming husks of government helos falling from the sky, as guerrilla pilots take command of the airspace above town. The flag bay is in the city's north end, so keep fighting in that general direction so that by time the flag becomes active, you are already in position to finish off the mission.



La Perdida Military Base

The La Perdida Military Base is on the ridge that overlooks Nuevo Estocolmo. To reach the base, you must take the mountain roads to the northwest of the major city. The base offers the expected level of resistance, but look out for trouble from aggressive guerrilla drivers who are so eager to get the liberation mission underway, that they'll actually drive right into you if you're standing the middle of the main access road.

Safe House

GUERRILLA 18 CAMP EJERCITO DEL AIRE

Province: La Perdida

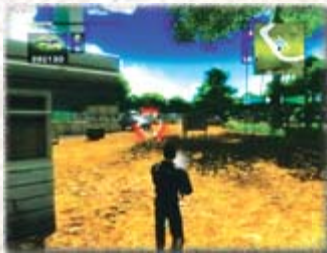
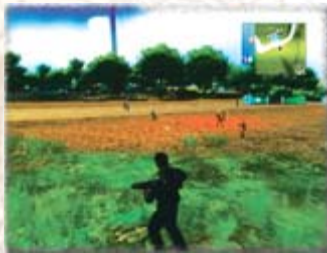
Vehicles: Land



Isla Maria Dolorosa

Maria Dolorosa Military Camp

The military base is actually across the highway from your guerrilla point man. As soon as you accept the mission, join your comrades as they rush for the base entrance.



The military camp is built around a central structure, so you'll have to advance around the building, looking out for troops and vehicles hiding behind blind corners. Use auto-aim to catch enemies just as they pop into view. No helicopters fly overhead, so feel free to hijack a tank and use it to lay waste to the government defenses.



Even if there is ample room to sidestep the blockades, you still have to destroy them so that your guerrillas can continue their advancement into the camp.



Steal one of the helicopters from the base and use it to clean out Punta Gorda after you finish off the military camp.



Giant towers stand next to some of the blockades, so watch out for falling wreckage after you destroy the barricades. If caught beneath the cascade of steel and shrapnel, you'll take significant damage—enough to actually kill you if you have only a fraction of your health left. After finishing off the last blockade, take the flag in the base's northern corner to end the mission.

Punta Gorda



Punta Gorda is a town along the southern edge of the province, near a giant waterway that feeds out to the sea. The tiny township isn't too much of a challenge as long as you stay with the guerrillas. Let them run interference while you handle the blockades.



The final blockade is to the west, next to the church. After blasting open the blockade, hop the wall and storm the church courtyard. A few troops try to mount a resistance, but you can mop them up just before hoisting the new flag.

Safe House

GUERRILLA 19 CAMP INFERNO VERDE

Province: Isla Maria Dolorosa

Vehicles: Land



El Crucero

Reparto Lourdes

Sitting in the shadow of a mountain range, Reparto Lourdes is a small town built along a paved road. When pushed, however, the troops fall back along the dirt road that stretches to the east. They erect blockades all the way up to the town church.



It's easy to rail against the troops along the main road, but when the action veers to the dirt road, the troops start using buildings to hide. Grenades flush out enemies hiding in narrow alleys, but don't use too many. If you do, you'll be short of ordnance when it comes time to blast the blockades.





The flag is at the church, right behind the final blockade.

Poblado Sitiecito



Poblado Sitiecito sits on the western seaboard. The tiny village offers an easy 30 prestige points, as the military has allocated most of its resources elsewhere. Advance down the road that runs through the center of town, shooting any troops that appear between the shanties and shacks that line the beach.



Walk along the beach to discover bonus targets like these ammo depots.

The final blockade in the center of town gives way to the flag, which is tucked in a courtyard on the eastern side of the dirt road. A few troops try to mount a final defense, but you can quickly blast them as you dash into the courtyard and replace the banner.



El Crucero Air Base



El Crucero Air Base, also located along the ocean, is one of the smaller military bases, but is still protected by an aggressive government force that includes tanks and helicopters. As you penetrate the base, keep off the main road to avoid military vehicles, and attack the blockades from the side. By not standing out in the open, you won't risk being run over by military tanks or guerrilla trucks eager to race into the base.



Continue sweeping the air base, looking out for aggressive troops driving around in jeeps and tanks. Duck between barracks and garages, targeting vehicles so that the troops driving them get out and try to pursue you on your terms, not theirs.

Safe House

GUERRILLA 17 CAMP JUNGLE WORK

Province: El Crucero

Vehicles: Land



Provincia Quesada

Mi Colonia



The community of Mi Colonia is located on the bank of a river that runs east-west through the heart of San Esperito. When you begin the liberation, your guerrillas appear out of the jungle and rush down the main dirt road, taking out the first wave of troops protecting the community. All of the blockades

appear along the main road that runs through the town, making it easy to advance all the way to the flag bay within just a couple of minutes.



Use the rocket launchers to destroy blockades with a single strike.



After blasting through the final blockade, turn to the north to locate the flag bay. Depending on how many guerrillas were lost during the liberation, you may have to take on the last group of troops without any assistance. Just wade through the wreckage of the blockade, holding down the trigger while advancing to the flag. It doesn't matter how many

troops are alive when you run up the new flag—the banner signals the end of government occupation and the troops melt back into the jungle.

Quesada Military Base



The Quesada Military Base is on the eastern border of the narrow Provincia Quesada. As you enter the base, troops start walking out of the jungle, firing at you and the guerrillas upon first contact. Use auto-aim to pick out targets in the brush while you make the initial push into the base and try to break through the blockade that sits at the front gate. Watch out for tanks just beyond the blockade: They roar into action if you don't target them as well as the blockade.



Legend

- ① Mi Colonia
- ② Quesada Military Base

Watch out for tanks rumbling through the base. Your fellow guerrillas engage the vehicles, but their efforts are usually futile. With no helicopters overhead, you're safe to steal a tank and use it to systematically empty out the base.



The base is home to a Ulysses-McCoy Redcloud jet fighter, which you can come back to later and use after you've liberated the province.

Safe House

GUERRILLA 10 CAMP SAGRADO
Province: Provincia Quesada
Vehicles: Land



Durango

Los Cayos

Los Cayos sits at the base of the dormant volcano that dominates the San Esperito skyline. The village consists of little more than few small structures squatting along a dirt road, but the government has hurriedly installed ammo depots and blockades to prevent you from taking over the settlement.



As you work your way through the village, look for fuel tanks to shoot and detonate, killing troops with the resulting shockwaves. Ammo depots also provide substantial explosions that can really accelerate the speed of the town's liberation.

The flag bay is sandwiched between a security outpost and an old shack. Troops move out of the jungle and squeeze into the tight space to keep you from changing the flag and liberating the village.



Innocencia

Innocencia is another small town similar to Los Cayos, but situated in the northern region of the province, farther away from the volcano. The town is accessed by a long, curvy dirt road. Businesses and homes flank the street, offering ample cover for both you and the government troops. Use the buildings as cover when advancing through the town, stepping out only throw grenades at the blockades and shoot them in midair above your targets.

Camp Durango

Camp Durango is carved out of the side of the volcano. The military base is protected by a circle of cyclone fencing—the only entrance is via the front gate, which is the site of the first blockade. The camp is heavily fortified with tanks, jeeps, and many troops. The troops in the camp are more proficient with grenades than some of the government thugs you encountered in previous liberation missions.



Use the concrete barriers as cover when storming the base. Launch attacks on the tanks that mainly stick to the access roads. Your fellow guerillas stick pretty close to you as you advance through the base, but even with their extras guns, you have to be careful of enemies coming out of the jungle when you least expect them.



Preserve ammo by using shoulder view to deliver pinpoint strikes on troops.

Because the base is surrounded by no less than four missile turrets, you'll have to take the base on foot. Use grenades and rocket launchers to break through the blockades and destroy jeeps and tanks. The flag bay is to the east, on the edge of the base that's close to the side of the mountain. As soon as the flag becomes available, make a run for it, ignoring any surviving troops on your periphery. Just target those who stand between you and your objective, then hoist the flag to end the liberation.



Safe House

GUERRILLA 09 CAMP MOUNTAINSIDE

Province: Durango

Vehicles: Aircraft



Isla San Cristobal

La Playa



La Playa, a coastal town in Isla San Cristobal, follows the basic three-blockade formula, setting up the barricades along the main street that runs through the town. As you begin the liberation, a group of troops confronts you and the guerrillas on the outskirts of the town, but you can pick them off right away—they unwisely walk right out in the open to challenge you. Dropping the first wave of soldiers is enough to activate the first blockade, which is just inside the town.



As you close in on the third blockade, the opposition strengthens, especially with troops rallying around the blockade and flag site. Blow up ammo depots to create massive explosions that wipe out your enemies, and then run in to capture the flag in the name of Caramicas's guerrillas.

Pesquero

The farming community of Pesquero on Isla San Cristobal is set just off a major road that runs through the province. Cross the fields after you accept the liberation mission; pick off soldiers who try to obscure their profiles in the high grass. If your auto-aim picks up a few troops closing in on you, use a grenade attack to flatten them all and advance on the first blockade.



When you enter the town, look out for troops hiding in courtyards. Sun umbrellas offer perfect cover for the troops, so use auto-aim to flush them out. Keep sweeping through the town, seeking out enough troops to force a retreat back to the next blockade. Blow up the police station and ammo depots when troops become scarce and you haven't yet activated the next blockade.

San Cristobal Military Base



The San Cristobal Military Base is loaded with tanks and helicopters. You must work with your fellow guerrillas to force your way into the base and overcome the military might that awaits you. If you have a rocket launcher, use it to take down helicopters and blow up tanks instead of targeting the blockades. The rockets can take out light tanks and choppers with a single hit, offering a few seconds of respite before the next wave of reinforcements shows up.



Watch out for troops that pop out from behind barracks and garages.

The flag bay is all the way in the rear of the base, at almost the farthest point from the front gate.



Safe House

GUERRILLA 06 CAMP CONTRABANDISTA
Province: Isla San Cristobal
Vehicles: Land



Provincia del Rosario

Rio Segundo



Rio Segundo is a small community with a minor sprawl problem. It's set on completely flat terrain that makes it easy to spot advancing enemies, but offers absolutely no opportunities for you to get the drop on the government opposition. The town is set up on a tight loop attached to a large road, so you'll have to step out into the dirt and grass to hunt down enough troops to activate the blockades and push the troops all the way back to the flag bay.



Because government troops wear dark uniforms, you must partially rely on your auto-aim to pick out targets in the distance. Use an assault rifle under these conditions so that you have enough stopping power at long range to dispatch the troops.



El Tigre



The liberation of El Tigre sends you and your guerrilla comrades in to a small township set on the bank of a river. You drop into the town from a hill at first, which gives you a visual advantage over your enemy: It's easy to pick off soldiers as they hike up the incline to meet you head-on. As you press into the town, however, consider moving off the main road and using the beach or the courtyards to hunt the troops and attack the blockades. Minimize your exposure whenever possible.

If you're having difficulty finding enough troops to bump the liberation meter along, seek bonus targets like the police station to further your cause.



The troops also use the beach to sneak behind you if you rely too much on the main road to move through El Tigre. Watch the beach and cut them down before they can get the drop on you.



Camp Rosario



Camp Rosario is a large military base constructed in a C-shape. Its access road tries to force you to follow a set path through most of the base, thus maximizing your exposure to the enemy. Refuse to play by their rules. After dropping into the base and carving up troops along the way, cut through the middle of the C and target enemies from the relative safety of the jungle.



Helicopters patrol the airspace over the base. If you have a rocket launcher, take them down to keep nudging the liberation meter. Losing a bird is quite demoralizing to your enemy.



The last blockade is on the main access road. Just beyond it is another C-shaped section of road that leads to the flag. Again, don't follow the road, but cross through the jungle and descend on the flag from above. The flag is tucked within a collection of cargo containers, so watch out for a final grouping of troops hiding behind the containers and stepping out as you near the flag. If you have guerrillas with you, you can clear out the troops when moving to the flag. But if you're a loner by this point, just make a direct run for the flag, absorbing a few bullets as you move, and end the liberation by raising the new banner.

Safe House

GUERRILLA 07 CAMP DEBAJO DE VOLCAN
Province: Provincia Del Rosario
Vehicles: Land



Provincia de Osvaldo Guzman

Rio Viejo

Rio Viejo is a small town on the edge of a minor peninsula. The town wraps around a U-shaped road that extends almost to the edge of the water.



You begin your assault on Rio Viejo to the east of the U-shaped road, on the outskirts of town. The guerrillas rush in by your side, targeting all troops that try to stomp out your liberation efforts before you can even reach the first blockade. As soon as you eliminate enough troops, blow open the blockade with a rocket or a handful of grenades, and press toward the town's interior.



Watch out for troops attempting to sneak behind you by crawling up the beach while you take out the blockades on the main road. You cannot always count on the other guerrillas to cover your back, so repeatedly look to each side of the peninsula to prevent any unwanted surprises.

San Bernardo



The community of San Bernardo is in the province's interior, away from the sea and surrounded by enough jungle to hide dozens of enemy troops. These government thugs storm out of the jungle when you initiate the liberation mission. Just firmly press through the town and don't relinquish any territory. Watch out for incoming helicopters that

pound the ground with rockets, negating any benefits of using vehicles to cover distance.



Use a rocket launcher like the Mako Odra to target helicopters and rattle the troops' resolve.



Shatter the blockades with grenade attacks. If you have cleared out the helicopters, use rockets to finish off the blockades with a single direct hit.



Guzman Military Base



The Guzman Military Base sits beneath the bridge that links Provincia de Osvaldo Guzman with its neighboring province, Encarnacion. The base is at sea level, so you can approach it via the water if you wish, but once you reach the guerrilla point man just beyond the front gate, you must turn back and head into the town via the main access road. As you press farther into the base, look out for garages full of military vehicles like tanks. If you can target a tank with a rocket before it goes active, you can save yourself a major headache later in the mission.



Head off tank attacks by slipping behind cover and using a rocket launcher to neutralize the hulking terrors.

The flag bay is on the south side of the base, in a fenced off area near the barracks. Rush the flag while targeting the troops (watch out for any fighters lingering behind blind corners) and claim the base in the name of the people of San Esperito.



Safe House

GUERRILLA 26 CAMP GLORIA

Province: Provincia de Osvaldo Guzman
Vehicles: Land



Provincia Cordoba

San Gilberto



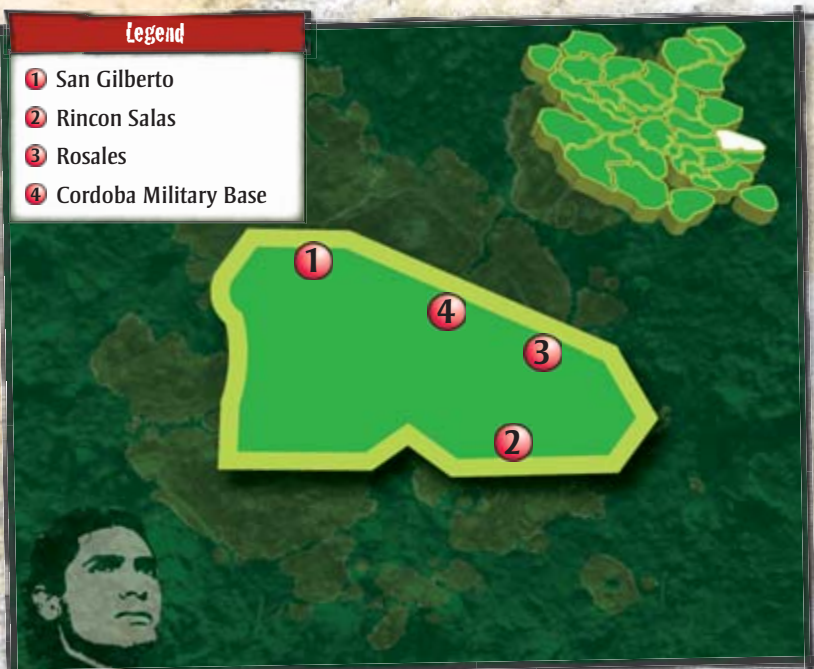
San Gilberto is one of four settlements in Provincia de Cordoba, the easternmost province in San Esperito. San Gilberto is a smallish township built along the coastline on flat ground. The level of resistance is on par with most towns and villages—not too many vehicles, but a plethora

of foot soldiers dedicated to keeping control of the region.



Legend

- ① San Gilberto
- ② Rincon Salas
- ③ Rosales
- ④ Cordoba Military Base



The blockades are erected on the dirt road that runs parallel to the ocean, starting on the town's eastern side and heading west. The flag bay is in a wide courtyard off the main road.

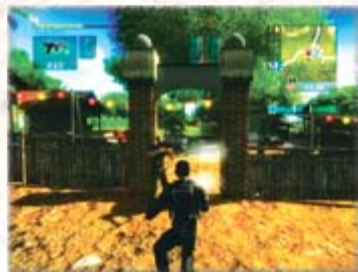


Always watch for dropped weapons, ammo, and medical packs. After a long firefight, the ground is littered with goodies.

Rincon Salas



Rincon Salas is another small village the size of a big city block. The village is built around a set of crossroads, so you can access the village easily by land. Helicopters patrol the airspace above Rincon Salas, so if you attack the village guards with a chopper, always scan the horizon for incoming enemy helicopters.



The blockades are situated around the crossroads. After you break through all three, the flag bay becomes available in the town's northern end. Watch out for troops hiding in quaint little courtyards using fences and columns for cover.

Rosales



Rosales is built right on the coast in Provincia Cordoba's northern half. You can sweep through the town's main street, targeting troops as they pop into the open—or use the beach as a side route to sneak behind enemy lines and drop troops before they realize you're right behind them. Rosales is guarded by at least one helicopter, so if you have access to an RPG, take the chopper

down for the extra boost to your liberation meter. Otherwise, hit the three bonus targets in Rosales (two ammo depots and a police station) to shake loose the bonds of government control long enough to seize the flag.



The flag is north of the third blockade, in a small courtyard surrounded by blue buildings.

Cordoba Military Base



The Cordoba Military Base is built on a small island with a single access road leading right up to the camp's front gates. You have to start the liberation by running up the access road, shooting troops as you move to activate the first blockade and get inside the base. After you go beyond the gate, though, slip to the outside of the base so that you can hunt troops while looking in. Blasting blockades from the side (or back) is also beneficial, as you can use buildings and trees for cover and avoid the military vehicles patrolling the central area.



After you destroy the third blockade, move to the small island's northern tip. The Mendoza flag is flying near the troops barracks. Replace the banner to end the liberation and assume control of the province.

Safe House

GUERRILLA 27 CAMPO HALCON
Province: Provincia Cordoba
Vehicles: Land



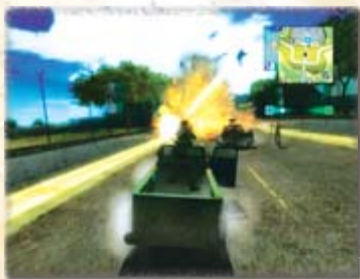
Provincia de las Palmas

Mendoza International Airport



The only liberation target in the small Provincia de las Palmas is Mendoza International Airport, the massive flight hub that services San Esperito. The guerilla point man is positioned north of the airport. After you talk to him and initiate the mission, you have to fight into the interior

grounds of the airport, then all the way around the terminal to reach the flag bay.

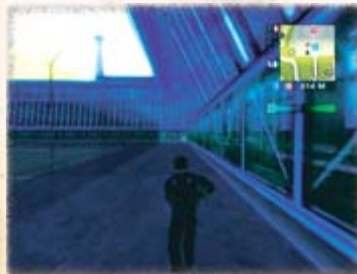


The helicopters that guard the airspace over the airport are aggressive. If you drive into the airport, travel in an erratic pattern to avoid being an easy lock for the choppers' weapons.



The majority of the fight for the airport takes place in front of the terminal. The government troops try to stop you before you get too far into the airport. This liberation plays out like a big city liberation—no blockades. But enough troops and military vehicles are in front of the airport for you to cause enough chaos to make the flag bay on the runway south of the terminal available. Wave after wave of armored trucks arrives in front of the terminal, unloading troops for you to pick off when they set foot outside their rides.

Use a rocket launcher to shoot down the helicopters and boost the liberation meter in your favor, as well as to make it easier to steal a vehicle and drive around the airport.



When the flag is primed, head for the runway by running along the fence that surrounds the terminal. The corridor feeds out into the expansive runway area where more military helicopters hover, raining missiles on any guerrilla-controlled vehicles that try to slip beneath them. Foot soldiers are out on the tarmac, but not too many. Your main

concern is the choppers, as they won't hesitate to shoot a missile at you if they haven't a vehicular target in sight. The flag bay is on the opposite side of the terminal from where you arrived, so sneak through the cargo containers for cover from the choppers and claim the flag, bringing all commercial air travel under guerrilla control.

Safe House

GUERRILLA 25 CAMPO AGUILA
Province: Provincia de las Palmas
Vehicles: Land



Encarnacion

Lucas



Lucas is a settlement in Encarnacion's southern region, close to Mendoza International Airport. The main road through town is lined with buildings—including a bonus target police station. These offer no shortage of places for both you and the enemy troops to hide during the battle for Lucas.



The blockades are erected along the L-shaped access road that cuts through the town center. The blockades are close together, so you can move through the community quickly if you aggressively seek out troops when you blast a barricade or destroy bonus targets to fill the liberation meter.



Nuestra Senora del Pilar



Nuestra Senora del Pilar is a coastal settlement in the west of Encarnacion. The town is built on a U-shaped dirt road. While the blockades are erected along the road, step into and clear out the space between the two halves of the town. Many troops take refuge among the buildings in the middle of the two ends of the U.



Use the three bonus targets on the eastern half of the U-shaped road to accelerate the progress of liberation meter and reclaim the town.

San Marco



San Marco is a large city on Encarnacion's northern coast. This liberation mission has no blockades—you must stir up enough bedlam that the government loses control of the metropolis. When you enter the city through the gates near the guerrilla point man, troops storm over to meet you. Cut them down and move into the city with the rest of the guerrillas. After you beat the first wave of troops, the military sends in tanks and helicopters to attempt to restore order. Use grenades and rockets to destroy the tanks, creating even more chaos on the city streets.



Bring a rocket launcher into San Marco so you can shoot down helicopters, especially after the flag is available. The chopper pilots are excellent shots, and if you drive to the flag while a bird hangs in the air, the ground around you will erupt with repeated missile blasts. When you drop the choppers, you have a minute or two before reinforcements arrive. Use those precious moments to steal a jeep and motor through the city at high speed, closing the gap between you and the flag.

The flag is in the westernmost city block. If you're hoofing it on foot, use the alleys to hide from military vehicles while making the treacherous journey.



Encarnacion Military Base

The Encarnacion Military Base sits in the shadows of a tall mountain ridge. After meeting the guerrilla point man on the base's outskirts, blast your way through the blockade that restricts access to the base interior. Inside, watch out for military vehicles like tanks and jeeps, as well as a sky full of helicopters. Use the jungle surrounding the base as cover for mounting your attacks on the troops, pushing them farther and farther to the rear of the camp until the flag can be changed and the base liberated.

Safe House

GUERRILLA 24 CAMP SACRIFICIO

Province: Encarnacion

Vehicles: Aircraft



Provincia Caballeros

Paradiso Melledino

Paradiso Melledino is another city liberation during which you must incite enough chaos for the government to submit. The sizeable city encompasses five large blocks—plenty of alleys for you to play hide-and-seek in when hunting troops in the metropolis.



At the liberation's onset, you must fend off a quick strike from the troops as they roar toward the point man's location in tanks. Use grenades to destroy the tanks unless you have a rocket launcher. However, don't use all the rockets on tanks—save some explosive rounds to drop choppers out of the sky.



Whereas alleys in earlier city liberations were a good place to hide, the situation is changing. The troopers are using them as cover when mounting attacks on the guerrillas. As some alleys become narrow, it can get crowded if you encounter a roving patrol of troops. However, tanks are too big to roll through alleys, so it's still safer in there than fighting for freedom out in the middle of a vast intersection. Keep clearing out troopers as you move toward the city's southern side. That's where the flag becomes active, when you push the troops to their breaking point.

Troops appear out of nowhere when it comes time to replace the flag. Beware of a last-minute attempt on your life as you close in on the final objective.



Caballeros Military Base

The Caballeros Military Base is a stronghold nestled next to a large mountain ridge in the middle of the province. Extensive troop patrols and helicopters protect the site, so have a rocket launcher fully stocked with rounds before moving on the camp. If you can keep the tanks and the choppers in check, you won't have much difficulty pushing through the blockades and taking the flag.



Palmeras



The beach community of Palmeras is at the province's northern end. The small town snakes along a winding road that leads to a pier. The blockades are erected along the street, but use the trees and courtyards between the curves in the road to get the drop on troops and push them back to the flag bay.

Safe House

GUERRILLA 21 CAMP REGAL
Province: Provincia Caballeros
Vehicles: Sea



Costa Verde

Ranchuelo



Ranchuelo is a farming community in Costa Verde's northern region. The village is flanked on both sides by large fields, which are used for cover by the government troops during the liberation mission. As you press through the fields en route to the town where you can eliminate the blockades, you must be watchful of military vehicles like Stinger Buggies racing around. Stop these vehicles by throwing grenades in their paths and save your rockets for blockades and helicopters.



If you plan to use a vehicle to travel to the town, you had better shoot the choppers out of the sky to keep them from targeting your ride.



The town sits between two dirt roads—most of the action is concentrated in this one small area. Blast through the blockades and use the shacks and houses as cover while combing the town for troops. Use the massive explosions from bonus targets to destroy enemies hiding near them.



Legend

- ① Ranchuelo
- ② Nazabal
- ③ Costa Verde Military Base

Nazabal



The town of Nazabal sits on Costa Verde's western seaboard. Despite the relative out-of-the-way location of the town, the government is determined to hold onto Nazabal and has dispatched a motor pool full of armored trucks to guarantee mission success. As you drop into the town from the access road, pepper the trucks with bullets to force their occupants out. After they're on foot, you can engage them in a firefight and inch closer to the next blockade marker on your liberation meter.

Watch for troops to dart out of courtyards and alleys in Nazabal. Auto-aim picks up many of the targets, but sweep the horizon to zero in on anybody you cannot see right away. Auto-aim acts as a great early warning system, so make constant use of it.



Costa Verde Military Base



The Costa Verde Military Base is in a canyon surrounded on all sides by giant cliffs. Missile turrets guard the base against air attack, so take the base on foot. The access road leading north into the heart of the camp is long and regularly patrolled by trucks. Instead of walking out in plain sight, use the barracks as cover and take potshots at the vehicles to make the troops get out and hunt you on foot.



Destroying helicopters helps inch the liberation meter farther in your favor and offers a brief respite from missile attacks if you want to use a stolen truck or tank to cover more ground en route to the main part of the base in the rear of the canyon. Beware of tanks rumbling around the access road at the canyon's end—they're positioned to stop you from pushing up to the flag bay. Use a rocket launcher to blast through the tanks and complete your objective.

Safe House

GUERRILLA 20 CAMPO PUEBLO

Province: Costa Verde

Vehicles: Land



Provincia de Castillo

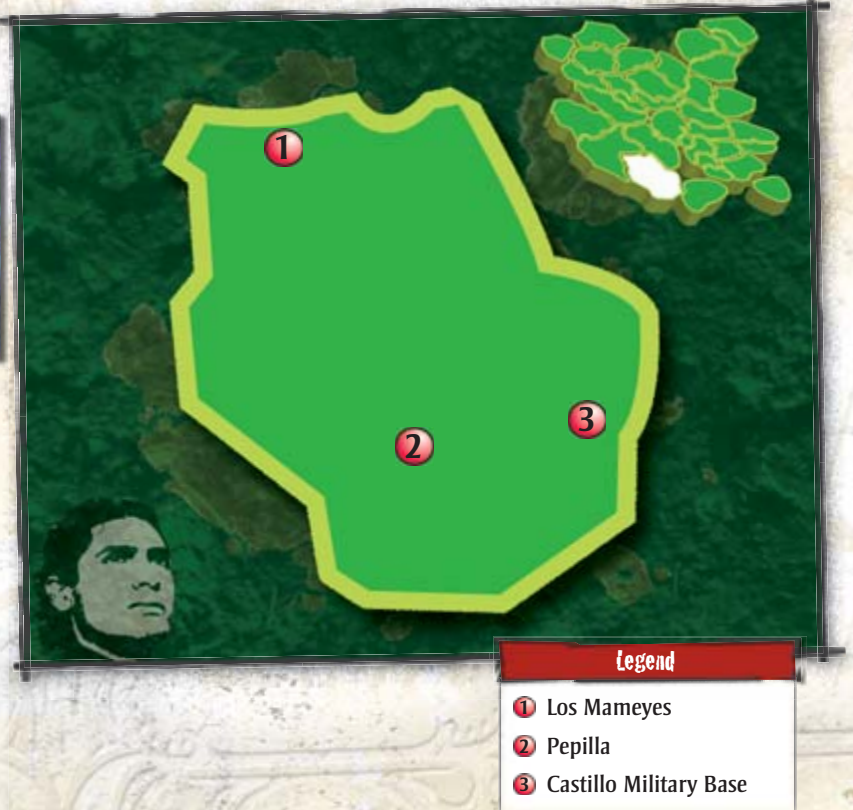
Los Mameyes



Los Mameyes is small town in Provincia de Castillo. The closeness of the three blockades along the dirt road that runs through the town makes this community a quick liberation—and an easy 30 prestige points. Push through the town, destroying the blockades as they become available. But in case you cannot find any troops to target and keep the rhythm going, blast the bonus targets with grenades.



Watch for aggressive troopers at the flag bay. They'll run for you as you close in on the flag to conclude the liberation.



Legend

- ① Los Mameyes
- ② Pepilla
- ③ Castillo Military Base

Pepilla



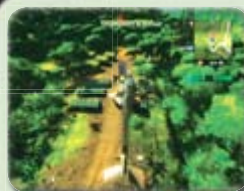
The coastal community of Pepilla is another compact town with the three blockades lined up right in a row along the main street running through the center. The guerrillas rush down the street in their trucks, shooting troops and parking near the blockades. While they cause a distraction, slip between the buildings and target the troops from the side rather than head-on.

Castillo Military Base



The Castillo Military Base is one of the smaller bases you'll liberate, but that doesn't mean it's a cakewalk to the flag bay. As you press through the base shooting down helicopters, glance out to the surrounding jungle and let the auto-aim pick off any incoming troops in the shadows that aren't easily spotted with the naked eye.

The flag bay is inside the barracks to the south. As you rush to hoist the new banner, watch out for troops appearing out of nowhere in a desperate attempt to hold onto the camp. There's no way for vehicles to get back this far into the base, but you do have to press along the main road to get back here, which leaves you open to an attack from armored trucks or jeeps.



By now, you have regular access to the Mako Odra rocket launcher. Use it to eliminate the missile turrets, then attack the base via the air.

Safe House

GUERRILLA 22 CAMP CONDOR
Province: Provincia de Castillo
Vehicles: Aircraft



Resolucion

Esperito City—South

Esperito City is the capital of San Esperito and a thriving metropolis built right on the waterfront. The massive city is split into two parts—southern and northern halves—divided by a long bridge. To liberate the smaller part of the city, the section that occupies Resolucion, you must swiftly set the city alight with ferocious attacks on its so-called protectors.

When you start the mission, the government throws open the door to its garages and lets loose an entire motor pool of trucks and other military vehicles. Take shots at the vehicles to force the occupants to come outside, then mow them down in the street to get this liberation mission started right.





Dropping helicopters makes it safer for your guerrilla friends to use their trucks to tear up the city. You can even join in the festivities, too, as long as no chopper is above to pelt the ground with gunfire and rockets.



Tanks replace enemy trucks as the liberation turns in your favor.



Getting in over your head? Low on health and can't shake the police? Jump in the water and dive deep to get the foot soldiers off your back at least. However, if a chopper spots you leaping into the drink, it might try to go fishing—with bullets.



Use alleys to cut across the city when the flag bay—located centrally—comes into play. Troops are on patrol in the alleys, expecting you to make a break for the flag, but it's easier to carve up a few errant soldiers in an alley than avoid missiles and tank cannons out on the street. When you reach the central park area and locate the flag, rush in and take it. When you raise the new banner, your enemies vanish—no matter if four tanks are on your trail and a helicopter pilot with laser-focus aim is circling above your head.

Safe House

GUERRILLA 32 CAMPO CENTRAL

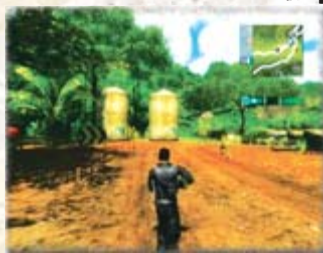
Province: Resolucion

Vehicles: Aircraft



Provincia Octava

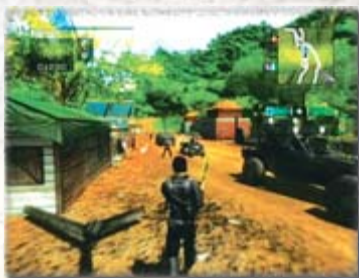
Zapote



Zapote is a township at the intersection of a few roads in Provincia Octava, to Esperito City's north. The military puts forth a strong resistance to this liberation mission, so look out for many enemy vehicles on both the ground and in the air. After starting the mission, follow the road into town and look for early targets as you move toward the first blockade. If you reach the blockade before it becomes active, switch to shoulder view and pop off a few shots at the troops beyond the barrier to reach the first blockade marker on the liberation meter.



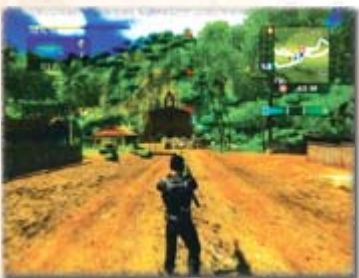
As you continue advancing into town, you'll see a long convoy of military vehicles, such as Stinger Buggies, start rolling in your direction. Unload an entire magazine and hurl a grenade at the vehicles to make the drivers abandon their rides to challenge you on foot. Use the target selector to cycle through the troops and drop them. This activates the next blockade.



Watch for troops attempting to get the drop on you by sneaking through courtyards.



The flag bay is on the town's northern end in front of the church. Blast through the third barricade to reach it and end the mission.



Octava Military Base

A spiraling access road leads into the heart of the Octava Military Base. Follow the road until you reach the camp's interior, then deviate from the access road to take cover amongst the buildings and trees. Target the troops as they run around the base looking for you and the rest of the guerrillas. Pick them off as they advance so you can activate the first blockade and get the liberation moving along properly.



Look for vehicles still parked in garages. Use rockets to blow them up and prevent the government troops from using them against you later in the liberation.



The second and third blockades are close together in the center of the base beneath the missile turret tower that watches the skyline. There is no shortage of troops here, so limit your exposure in the open. Step out to fire a rocket or throw a grenade at the blockades, then melt back into the trees or behind the barracks while hunting the rest of the troops.

Safe House

GUERRILLA 30 CAMPO BARRANCO
Province: Provincia Octava
Vehicles: Land



Provincia Mendoza City

Esperito City



Liberating Provincia Mendoza City frees the larger half of the capital city from government control. The disputed territory is so large that the military might is spread out, but never are targets so rare that you have to go looking for something to shoot. Your point man is hiding in a small park in the middle of the city, so when you accept the mission, you are right in the thick of the action, running headlong into trouble with your guerrillas at your side.



Armored trucks and tanks stream into the major intersections, trying to close you off from the rest of the city. But there are too many openings in their defenses to keep you caged in one place. Use grenades to blast through the vehicles, or pelt them with rockets to cause blossoming explosions that take down all troops caught in the significant blast radius. (Beware of killing guerrillas with your rocket attacks, though, as it can be difficult to liberate the city by yourself.)



Troops try to overtake you in the middle of the street, but they end up in a line like at a shooting gallery.



Use rockets to drop helicopters out of the sky, demoralizing the military and encouraging the guerrilla fighting force. Also, never underestimate the use of a grenade on a crowd of troops. If you can hurl the grenade over their heads, then shoot it as it starts its downward arc, the splash damage can kill as many as five or six men with a single blast. Group kills like this have a great effect on your liberation meter.



When the city is ready to surrender to the guerrillas, the flag bay become active in the dead center of a city block, but with no discernable alley in sight. The flag is in the middle of the prison you had to break into to save Esperanza in Mission 17: "Dismissed Without Honors." Enter the prison via the hole in the wall that you created during the campaign mission and locate the flag at the top of the steps leading to the cell where José's sister was held by the corrupt chief Carmona.

Safe House

GUERRILLA 33 CAMPO ROSINANTE

Province: Provincia Mendoza City

Vehicles: Land



Provincia los Islas

Maderal



The tight-knit coastal community of Maderal offers a high concentration of troops in a small place, making this a quick liberation mission.

As you storm the town with your fellow guerrillas, stay off the main road unless you're targeting the blockades. As you weave around buildings and trees, use auto-aim

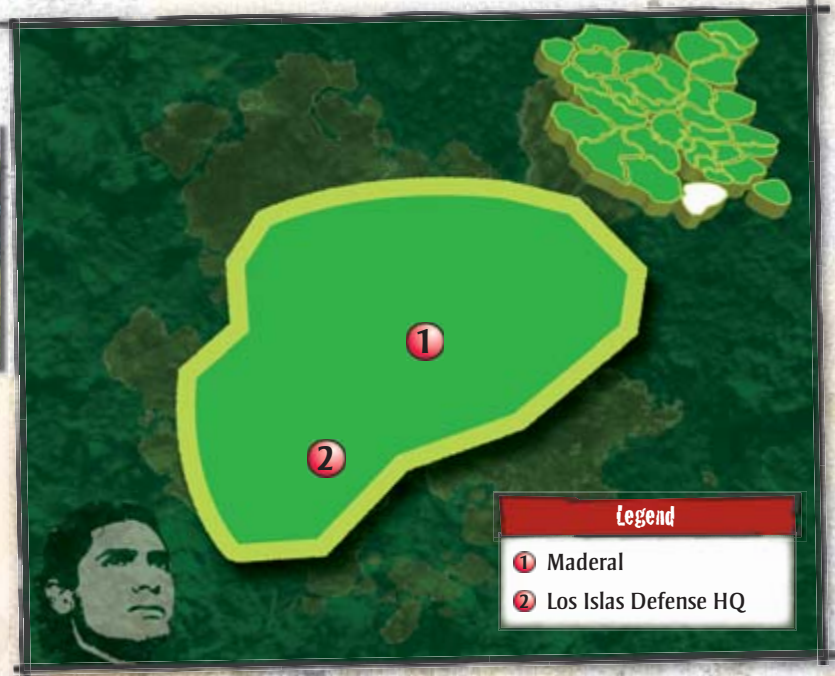
to spot troops doing the same thing to avoid detection. Walk around the outside of the town, near the beach, and look into the community's center to spot your targets. When you have eliminated enough troops to activate a barrier, step into the township and use grenades or a rocket to blow the blockade quickly, then melt back into the town's outskirts.

Los Islas Defense HQ

Los Islas Defense HQ is one of the hardest military bases to liberate thanks to several garages full of tanks and trucks that give the military vehicular supremacy over your ragtag guerrilla force. The key to victory is to bring a rocket launcher into the battle, such as the Mako Ocra, and never be afraid to retreat to the original contact point to refill your ammo supply.



Start the mission with a bang by bringing down the first helicopter that circles into view over the base. This act causes several troops to rush out of the base to confront you, at which point, switch to an assault rifle or submachine gun and cut them down to activate the first blockade.



Walking down the main road is the perfect invitation to the military to roll out the tanks and stop you before you can destroy another blockade. Instead, sneak around the base's edges and target the tanks as a preventive measure while they are still parked in garages.



The blockades are placed along the access road that wraps around the base interior. Use the cargo container inside the curve as cover not only for blasting blockades, but also for hunting troops on the camp's far side from a safe distance.

Use the shortcut through the cargo containers to access the flag bay at the road's end. If you have been especially aggressive in targeting troops, you might be able to reach the flag before reinforcements appear from the behind the barracks to stop you. Fortunately, the flag bay is too small for tanks and trucks to plow through, so you're safe from the risk of vehicular manslaughter while you're getting ready to hoist the banner that announces new management.



Safe House

GUERRILLA 23 CAMP SOLEDAD

Province: Provincia los Islas

Vehicles: Aircraft

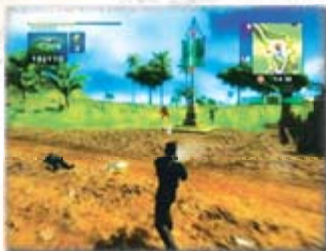


Provincia de Don Ernesto

San Juanillo



San Juanillo is a small village that lies along a looped dirt road at the end of a minor peninsula. The village lacks many structures and thus provides few hiding places for both you and the enemy troops. As you and guerrillas rush into the village, fan away from your comrades to maximize the number of targets you can hit in a short amount of time, advancing through the blockades.



Because San Juanillo has few buildings, you can see your enemies advancing on you from a much greater distance. You can target troops from the length of the town, dropping them as you move south to the final destination: the flag bay. Watch out for a few troops that pop out of the grass at the last second, before you change the banner.



Legend

- ① San Juanillo
- ② Don Ernesto Military Base



Don Ernesto Military Base



The Don Ernesto Military Base is small compared to many of the other provincial camps, having only a short stretch of road flanked by barracks and a few garages. As you drop into the base, use auto-aim to pick off targets from far away, moving into the camp interior to destroy the blockades as they appear on the main road.



Beware of troops sneaking around the barracks in the middle of the camp.



If the few tanks in the camp rumble down the central access road, use a rocket launcher to stop them and advance the liberation meter.



The flag bay is inside the southern set of barracks.

Safe House

GUERRILLA 28 CAMP VICTORIA

Province: Provincia de Don Ernesto

Vehicles: Land



Provincia de Don Velasco

La Cantera



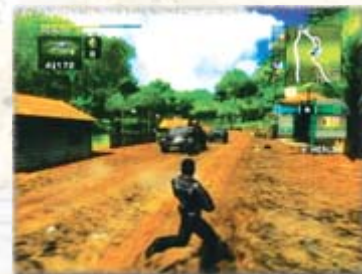
The village of La Cantera cowers beneath a series of cliffs that look perfect for base jumping—but only after you finish liberating the township from government control. Push into the village via the main road, blasting troops and blowing up the blockades as they come.



Once inside the town, look for troops hiding among the village buildings or in fenced-in courtyards off the main road. Follow the main road as it bends north and go toward the church. The flag bay is in front of the church, beyond the final blockade.

Santo Tomas

Beware of military vehicle columns rolling through Santo Tomas, a small town in the Don Velasco province. You can advance the cause considerably by lobbing grenades at the vehicles or emptying clips into their grills, as this forces the vehicles' occupants into the street where you can mop them up with a few quick squeezes of the trigger.



CAUTION



Watch for the telltale streak of a grenade coming from behind a blockade. If you cannot shoot it out of the air, run for it.

As you advance through the town of Santo Tomas en route to the church where the flag rests, use rockets to blow up the blockades. The resulting explosions eliminate enough troops to unlock the next blockade.



Don Velasco Air Base



The Don Velasco Air Base is another small military camp built around a small, curved access road lined mostly with barracks and few garages. The base is guarded by many troops, however, so you'll have no shortage of targets to pick off to activate the blockades. Watch out for what few vehicles the troops use, such as jeeps, and destroy them whenever possible to create additional chaos in the camp. The flag bay is at the end of the access road, so follow it as it spirals into the base interior, which is blocked off from the rest of the region by a cyclone fence.

Safe House

GUERRILLA 29 CAMPO LIBERTAD
Province: Provincia de Don Velasco
Vehicles: Land



Costa Brava

Hacienda Coronado



Hacienda Coronado is a small town in the Costa Brava province. It's a quick settlement to knock over and put an end to the government control over San Esperito. The main road that runs through the middle of town is lined with short buildings that offer hiding places to government thugs, especially if night falls over the island paradise. Use auto-aim to pick the troops out of the shadows and advance the liberation.





Troops continue to be your main target, but shoot down helicopters and blow up bonus targets, as this helps speed the liberation significantly. Plug away at the troops and advance through the town until you can change the flag and declare independence.

Costa Brava Military Base



The Costa Brava Military Base offers solid resistance to your liberation efforts, as troops issue trucks, tanks, and helicopters to stop your advance into the camp. Start the mission by shooting down a helicopter, which frees you to steal one of the military ground vehicles briefly (until the next chopper arrives) and pick off troop targets.



The wide dirt road that runs through the middle of the base is both a blessing and curse. If you run along the road, you can draw enemy troops out into the open for easy kills, but you'll also be as exposed as they are. There are few buildings along the road's first section to hide in, so stay out and shoot troops in the clearing until you press deeper into the base and can hide behind garages and barracks.



Use a rocket launcher to blast through the blockades, as well as to target tanks while they sit idle in garages.

The flag bay is at the access road's end on the camp's north side. The troops stage one final counterattack to keep you from raising the people's flag. Deny them victory and hoist the new banner for all to see.



Safe House

GUERRILLA 31 BOATHOUSE CAMP

Province: Costa Brava

Vehicles: Sea



Riojas

The Riojas cartel's longstanding rivalry with the Montanos is about to boil over. After you become ingrained with the leader of the Riojas cartel, you are tasked with helping overthrow a series of 45 settlements Montano maintains in San Esperito. These resort homes are spread across almost every province in the island chain. The benefits of helping the Riojas take control of these settlements are many. Not only do you receive 30 prestige points with the Riojas when you perform a settlement takeover, but you also gain regular access to the resort houses. Every resort house has a Mullen H45 Dragonfly helicopter parked on the rooftop helipad, which you are free to use at any time during your adventure. A select few resorts have additional vehicles parked in nearby garages.



Working with the Riojas may put you on the wrong side of the law, but keeping up appearances with the drug cartel helps you during your San Esperito stay. Earning the 10 Riojas safe houses grants you access to more extraction points and some great vehicles.

Takeover Strategy

If you are a hardened freedom fighter able to liberate a town without breaking a sweat, performing settlement takeovers for the Riojas won't be too difficult for you. The formula for capturing a settlement from the Montanos is universal—all 45 resort houses have the same three-blockade structure, except that instead of planting a new flag at the mission's end, you have to eliminate a Montano subboss, called a *subteniente*, who holds court at the luxury home in each takeover mission.

After making contact with the Riojas point man who waits outside each settlement, you must advance on the resort house and eliminate enough Montano thugs to force them to fall back to a blockade (like the government troops in the liberation missions). The earliest Montano settlements, available in the territories explored in the first few campaign missions, act as a sort of warm-up. But as you push harder against the Montano cartel, they'll push back with additional firepower, including helicopters that hover over the resort house. Each settlement entry in our comprehensive list of Montano strongholds (arranged by province) includes the following information:

Vehicles: The vehicles that are available at the settlement after a successful takeover, including the Mullen H45 Dragonfly helicopter

Description: A basic description of the settlement and what kind of resistance you should expect during the takeover



Almost every Riojas point man you must contact to launch the settlement takeover has an ammo supply next to him. Access this supply before making a move on the house.



Much like the guerrilla liberation missions, you can use helicopters to make strafing runs over the Montano settlements. Fortunately, none of the Montano houses are protected with SAM turrets, so you only have to contend with other helos in the air.

Bonus Targets

Like guerrilla liberation missions, the resort settlements have bonus targets that you can destroy to help force the Montano thugs to the next blockade. Most of the Montano settlements have ammo depots just like towns and military bases, but instead of police stations, resorts have coca boxes. You only need to shoot these small crates a couple of times before they explode in a cloud of white power.

The crates are easy to miss while you're sweeping through a settlement, but they appear on the minimap as black dots (like all other bonus targets). You don't need to destroy all the crates to complete a takeover, but targeting a few helps anger the Montanos.



Subteniente



Killing the subteniente is the final objective at each settlement. After you break through the final blockade, which is always set up in front of the resort house, the subteniente springs into action. He always appears on the second-floor balcony of the house, where you can target him with grenades or a rocket, but often comes down the stairs and joins his remaining men in front of the house. The subteniente is armed with only a rifle—he doesn't have any rockets or grenades. To end the settlement takeover, you must kill the subteniente. The boss's health meter appears along the top of the screen when you engage him for the first time, or if one of the Riojas soldiers that accompany you during the campaign happens to squeeze off a successful shot at him.

It's easy to corner the subteniente on the balcony or on the front porch. The boss never wears any armor, so you can kill him with a single grenade, rocket blast, or the contents of a submachine gun magazine.



Riojas Settlements List

Provincia Aguilar

Golfo Palace



Vehicles: Mullen H45 Dragonfly, Wallys GP, Fusilier Commander

Description: Golfo Palace sits on the top of a ridge overlooking the province. Expect a solid amount of resistance from the Montanos. They wish to discourage you from embarking on future settlement takeovers, and plague you with a helicopter overhead.

Provincia de la Cruz

Don Fernando House

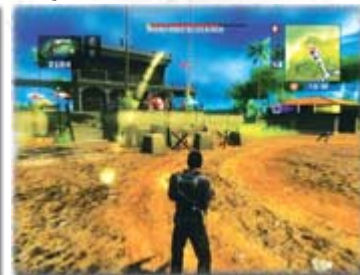


Vehicles: Mullen H45 Dragonfly, Fusilier Commander

Description: As you push up the road leading to the Don Fernando House, use bonus targets to inflame the Montano thugs and advance through the three blockades. The subteniente will leap into action at the mission's end, but he's no match for your superior numbers.

Isla de la Asuncion

Casa Maria Magdalene



Vehicle: Mullen H45 Dragonfly

Description: This resort house sits near the beach on low land, so use the level ground to spot advancing Montano thugs. They'll try to hide behind buildings, so use auto-aim to pick out your targets and fight your way to the house to finish off the boss.

Villa Bonita



Vehicle: Mullen H45 Dragonfly

Description: You'll encounter the same resistance at Villa Bonita as you do at Casa Mario Magdalene. Watch out for the convoy of purple Montano cars rolling along the access road—they will try to steer into you. Use bonus targets to advance your fight up to and beyond the three blockades.

Provincia de Rio Negro

Casa Feliz



Vehicle: Mullen H45 Dragonfly

Description: Casa Feliz is a basic resort house with a small drive leading up to the settlement. Little resistance makes this an easy takeover, but you can swoop through it faster by hitting the bonus targets.

La Residence



Vehicle: Mullen H45 Dragonfly

Description: La Residence is at the end of a long street. You don't have to advance up the main drive—instead, creep along the settlement's outskirts to target the blockades from the sides.

Provincia de los Guerreros

Villa la Sierra



Vehicle: Mullen H45 Dragonfly

Description: The villa sits at the end of another long drive, so don't advance on the house in the open. You can draw out the Montano thugs, but you'll also be exposed to enemies who are too smart to run into the middle of the street to fight you.

Provincia de San Mateo

Casa Fenix



Vehicle: Mullen H45 Dragonfly

Description: Use the industrial cargo containers as cover when advancing on Casa Fenix. Target the Montano thugs from a distance to preserve your health as you approach the house. Shoot the subteniente right off the balcony or hurl a grenade at him, then shoot it as it arcs to the balcony.

House Montemayor

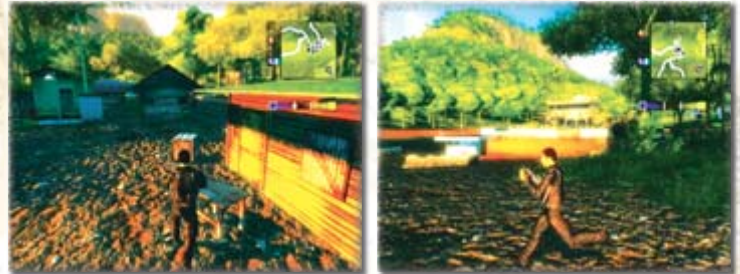


Vehicle: Mullen H45 Dragonfly

Description: Another long drive leads to the villa. The blockades are easy to hit because they're in the middle of the road. Use bonus targets to accelerate your takeover.

Provincia de el Oro

Villa Santamaria



Vehicle: Mullen H45 Dragonfly

Description: Advance up the road, searching the horizon for hidden Montano agents. Use bonus targets to push the thugs back to their blockades so that you don't have to flush as many Montanos out of their luxurious lair.

Los Hidalgos

Villa Alegre



Vehicle: Mullen H45 Dragonfly

Description: Blast the fuel tanks set alongside the street to cause mass chaos and eliminate Montano thugs while you hold onto your grenades for the blockades. Look for the ammo depot next to the first blockade to cause an especially sizeable explosion.

Casa Marisol



Vehicle: Mullen H45 Dragonfly

Description: The hilly road descending to the resort offers an immediate height advantage. As you sweep the ground hunting Montano thugs to activate the blockades, target the plentiful coca boxes.

Isla Riegre

Casa Jiminez



Vehicle: Mullen H45 Dragonfly

Description: Attacking the settlements with helicopters. Casa Jiminez is not guarded by a Montano chopper, so swoop low over the resort, blasting ground targets with auto-aim, then use the crosshairs to pound the house until the subniente submits.

Provincia la Perla

Villa Picadore



Vehicle: Mullen H45 Dragonfly

Description: The access road to Villa Picadore wraps around the front of the resort house, directing traffic right up to the front steps. The blockades are situated along the road, and when you finish the third barricade, look up and target the boss.

Las Crucitas

Casa Irma



Vehicle: Mullen H45 Dragonfly

Description: Bypass the C-shaped access road leading to Casa Irma by running up the ridge that leads to the side of the house. Beware of helicopters patrolling the airspace—take them down with a rocket if you have one.

Durango

Casa Aguirre

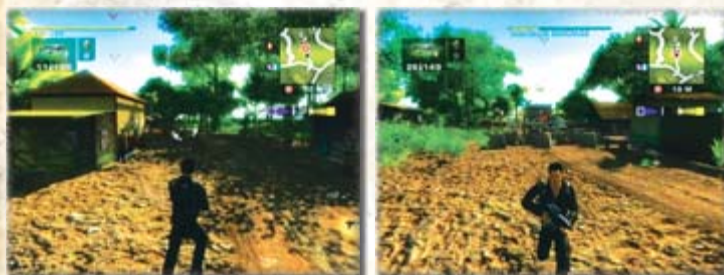


Vehicle: Mullen H45 Dragonfly

Description: The road leading to the house is flanked on both sides by thick jungle that you can use as cover if you're low on health. Advance through the barricades, while staying mindful of Montano choppers in the air, and finish off the boss as he storms down the stairs to meet you face-to-face.

Provincia Quesada

Villa la Paloma



Vehicle: Mullen H45 Dragonfly

Description: Villa la Paloma sits at the end of a crowded access road, which is lined with buildings the Montano henchmen use as cover when trying to push you and the Riojas fighters back. Use grenades to break through the blockades and storm the house to finish the takeover.

Casa Santa Marta



Vehicle: Mullen H45 Dragonfly

Description: As you sweep the road leading to Casa Santa Marta, use the fuel tanks as roadside bombs, eliminating Montano henchmen to activate the blockades. The house is surrounded by a wall with a single gate. Watch out, as this gate funnels you where the Montanos want you: in the middle of the open area.

La Perdida Villa Arturo



Vehicles: Mullen H45 Dragonfly, Fusilier Commander

Description: An aggressive bunch of henchmen and at least one helicopter protect Villa Arturo. A gate leads into a clearing in front of the house—you must destroy a blockade before you can get through it. Watch out for an immediate resistance when you push through the gate.

Casa Montoya



Vehicle: Mullen H45 Dragonfly

Description: Casa Montoya has a rural setting, erected out amongst crop fields (including coca—so be on the lookout for coca boxes as bonus targets). The Montano thugs roll their Conquistadors up the main road, and they get out to shoot you if you fire on their cars. Blow up the Montano convoys to score multiple kills and activate the blockades.

El Crucero Conquistador House



Vehicle: Mullen H45 Dragonfly

Description: Look out for a hard initial resistance when you launch the settlement takeover. After pushing through the first wave of thugs, be vigilant against henchmen who hide amongst the cargo containers in the middle of the settlement.

Isla Maria Dolorosa Casa Elsa



Vehicle: Mullen H45 Dragonfly

Description: The road leading into Casa Elsa is straight with no shortage of jungle and containers for you to use as hiding spots when you advance on the house. Casa Elsa is the only resort where the Dragonfly chopper is parked on a helipad out front instead of on the roof.

Villa la Cantera



Vehicle: Mullen H45 Dragonfly

Description: The waterfront resort of Villa la Cantera stands behind a huge array of empty cargo containers. Use these containers for cover while you advance on the house and launch strikes against the three blockades. When you reach the house, storm the stairs and eliminate the boss to end the takeover.

Costa Verde

Casa Babylon



Vehicle: Mullen H45 Dragonfly

Description: The access road to Casa Babylon is straight and wide, which allows you a good view of the skyline above the house. Target helicopters as they try to get into striking position. Once inside the settlement grounds, move down the tree-lined avenue to target the subteniente.

Provincia Caballeros

Guzman House



Vehicles: Mullen H45 Dragonfly, Emvee Armadillo

Description: Guzman House waits at the end of a long access road. As you approach the house, find the targets lurking in the trees, then use auto-aim to pick them off. As you near the house, keep an eye on the row of empty garages on the road's right side. Sometimes you can spot Montano henchmen waiting inside for you to step into view.

Provincia de Castillo

Villa Flores



Vehicle: Mullen H45 Dragonfly

Description: Right after accepting the takeover mission from the Riojas point man, look out for an immediate push back from the Montanos. The last stretch of the access road widens, allowing you easy access to the house. But watch for thugs who try to take advantage of having a clear shot at you while you're running for the villa.

Provincia de los Bravos

House Crucero



Vehicle: Mullen H45 Dragonfly

Description: House Crucero is set on vast farmland. Your initial approach takes you alongside a major coca field where you can spot boxes. Watch the skies for Montano helicopters and take them down if you have a rocket launcher. House Crucero is the only settlement with two resort houses, but nevertheless, there is still only one subteniente and one Dragonfly helo.

Isla San Cristobal

Casa Inez



Vehicles: Mullen H45 Dragonfly, Fusilier Commander

Description: An S-shaped access road leads to Casa Inez. Cut through the jungle between the curves to shorten the journey, but watch out for thugs hidden in the brush. Use auto-aim to pick them off as you climb the hill and move to the main house.

Villa Arriba



Vehicles: Mullen H45 Dragonfly, Royal 500 Great White

Description: Stock up on ammunition before going to Villa Arriba—the point man for this takeover mission has no ammo supply. The villa sits at the end of a narrow peninsula. Either use the main road to launch your assault on the house, or walk down the beach and attack from the side.

Provincia del Rosario

Casa Carolina



Vehicles: Mullen H45 Dragonfly, Chevalier Supernova

Description: Seek out bonus targets like the coca boxes to jump-start your attack on Casa Carolina. As you press on toward the house, watch the skies for helicopters mounting a counterattack. If you have a rocket launcher, take the birds down to rattle the Montano thugs even more and force them to retreat to the next blockade.

Provincia de Osvaldo Guzman

Villa Celeste



Vehicles: Mullen H45 Dragonfly, Harland OTWV-2

Description: With no helicopters patrolling the airspace above Villa Celeste, you are safe to hover low and slow over the settlement in a combat helicopter and pound the ground with missile blasts, destroying Montano thugs and blockades en masse. The garage next to the villa has a Harland OTWV-2 armored trucks parked inside. Steal it and use it to assault the house and overwhelm the boss and his henchmen with pure brute force.

Encarnacion

Casa Isabella



Vehicle: Mullen H45 Dragonfly

Description: The road leading down to Casa Isabella gives you a nice height advantage at the takeover mission's beginning. You can target thugs and blockades from a safe distance. As you close in on the house, a system of walls directs you into the settlement and right up to the house's front steps.

Provincia de las Palmas

Villa Molina



Vehicle: Mullen H45 Dragonfly

Description: The rural Villa Molina is set on a farm, so watch out for Montano henchman to hide amongst the coca plants as they search out you and your Riojas brethren. Strangely enough, no coca box bonus targets are on this coca farm, but seek out the ammo depots to speed your advance to the villa.

Provincia Caballeros

Villa de la Hoya



Vehicle: Mullen H45 Dragonfly

Description: After you blast through the first blockade, the access road drops you into the house grounds. Use the decline to enjoy a high-ground advantage over the Montano henchmen and deliver death and destruction from above.

Provincia Octava

Villa Cap Pavillion



Vehicle: Mullen H45 Dragonfly

Description: The curved road leading into Villa Cap Pavillion is lined with empty garages, so watch out for thugs hiding within them; they're ready to jump you if you walk by without looking. The Montanos motor up the access road in their trademark purple autos, but a rocket blast can destroy an entire convoy, greatly advancing your takeover efforts.

Resolucion

Villa Incanto



Vehicle: Mullen H45 Dragonfly, Chevalier Supernova

Description: Villa Incanto is perched on the beach. A long road snakes through the sand and leads you to the front of the house. Instead of sticking to the road, leap the short fence that wraps around the property's perimeter and storm the house from the beach. Watch out for helicopters attempting to stymie your takeover.

Provincia Mendoza City

El Regalo

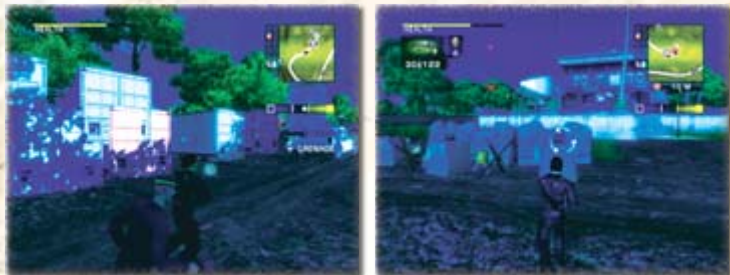


Vehicle: Mullen H45 Dragonfly

Description: In the shadow of Esperito City, El Regalo is protected by walls that run the length of the access road and funnel you to the front of the house. The blockades are set up along this road, with the final blockade standing in front of the steps leading up to the boss's house.

Provincia las Islas

Villa Milagra



Vehicle: Mullen H45 Dragonfly

Description: A long curved road leads into the settlement. The road is lined with cargo containers that the thugs try to use for cover, so each time you walk past a gap in the container stacks, sweep it with auto-aim to pick up any targets hiding in the brush or shadows. There are no coca boxes at this villa, just ammo depots, so target them to hasten the takeover mission.

Casa Evangelina



Vehicle: Mullen H45 Dragonfly

Description: Casa Evangelina is in the center of a small island. After accepting the mission, join the Riojas enforcers as they cross an access bridge (watch out for a helicopter overhead), then follow the road as it curves around the island's interior ring. It leads right up to the house.

Villa Loretta



Vehicles: Mullen H45 Dragonfly, Emvee Armadillo, Riechsmobil Compact Mark II

Description: Villa Loretta sits at the end of a long, straight access road. The road is lined with garages where you'll find trucks and an MV. Shoot the henchmen who dart out from behind the garages and interrupt your advance on the villa. Target the subteniente on the second-story balcony and bring the house under Riojas control.

Provincia de Cordoba

Villa Artemis



Vehicle: Mullen H45 Dragonfly

Description: After you break through the first blockade at Villa Artemis, a system of walls controls how you approach the house. (If you're adept with a helo, fly in and blast everything in sight.) The second and third blockades are positioned along the rigidly structured access road.

Provincia de Don Ernesto

Casa Agamemnon



Vehicle: Mullen H45 Dragonfly

Description: Casa Agamemnon, named after the ancient Greek commander-in-chief who oversaw the sack of Troy, is unprotected by Montano helicopters, so if you have access to a helo, use it to sack the house. If you take the house from the ground, cut through the jungle to make yourself scarce while hunting henchmen. Look out, however, for the occasional target in the brush with you. When you approach the house, a throng of Montano thugs tries to overwhelm you before you can kill the subteniente.

Provincia de Don Velasco

Casa Catalan



Vehicle: Mullen H45 Dragonfly

Description: Casa Catalan waits at the end of a circular driveway, not too far from the point man who initiates the mission. The blockades are positioned along the access road, and if you seek out the ammo depots, you'll activate them faster. If you're using a rocket launcher, save a round and use it to target the subteniente from the road.

Costa Brava

Athena Palace



Vehicles: Mullen H45 Dragonfly, Rossi 866 Corral

Description: Athena Palace is located across a busy highway from the Riojas point man. Cross the highway with your fellow Riojas fighters and lay waste to the blockades set up along the access road. Coca boxes tucked into corners and next to buildings speed up your progress toward the house if you blast them.

Villa Pandora



Vehicles: Mullen H45 Dragonfly, Royal 500 Great White

Description: Initiating the mission opens Pandora's box, so to speak. The villa is guarded by dozens of Montano thugs, but the access road that descends to the house helps your cause by providing you with an excellent vantage point. Follow the access road that leads to the house, blasting henchmen as you move. If you have a helicopter, swoop over the villa and bombard the site with missiles.



VEHICLES

Land Vehicles

San Esperito may be a jungle paradise, largely untouched by the modern industrial world, but the island chain is connected by a series of highways and bridges—and where there are roads, there are automobiles. You won't go more than a minute without seeing a set of wheels roll by unless you've purposefully wandered into the dense wilderness, away from the hustle of the big cities or the quaint life of small-town San Esperito.



Land vehicles are divided into a series of categories, such as basic compact cars and family sedans, all the way up to paramilitary vehicles like tanks and jeeps equipped with mounted guns. The vehicles you encounter are affected by where you stand in San Esperito. In the middle of the capital city, you'll see exotic roadsters glide by that would never be found cruising along a rural dirt road. Conversely, some of the more worn-down, base-level pickups are found only near villages and minor townships. A class system is at work in San Esperito, and the frequency of cars reflects not how often the car is seen in its typical location, but how often it is seen in the entirety of San Esperito.

In addition to spotting cars zipping around the road network, many vehicles are at both guerrilla and Riojas safe houses, as well as liberated military bases. For a complete list of which vehicles are found at bases, see the end of this section. The following legend explains the values of each vehicle rating:

Top Speed: Maximum vehicle speed in miles per hour

Handling: Ease of steering (1 = worst, 10 = best)

Off-Road Ready: Denotes whether vehicle performs as well off-road as on dirt roads and paved streets.

Armor: Amount of damage vehicle can absorb before exploding. (See the Weapons section for a list of damage that guns and explosives can cause.)

Frequency: Rate of appearance, further explained in vehicle description.



Socioeconomic factors affect which cars you see in the different corners of San Esperito.

Never assume the specs of a car by sight alone. For example, taxis in San Esperito offer great speed and handling.



You can capture military vehicles, like tanks, during missions, and park them in garages for later use.



Motorcycles

Yamada 37-14 Vaquero



Top Speed: 90

Handling: 8

Off-Road Ready: Yes

Armor: 600

Frequency: Common (heavy drop, safe house)

The Yamada dirt bike is one of the most common vehicles in San Esperito; it's at safe houses or called in during a heavy drop. The Vaquero

excels at off-road travel, effortlessly ripping through the dense jungle. However, due to its slender profile, the bike is hard to see if lost in either the night or the jungle—it blends in with the background. Fortunately, the bike has two small amber lights on the seat's back that can be seen if not covered by brush or positioned behind a rock.

Victory Bellevue



Top Speed: 90

Handling: 6

Off-Road Ready: No

Armor: 600

Frequency: Common

The Victory Bellevue is a basic motorcycle that moves at a decent clip (compared to the other bikes) and has reasonable handling. The Bellevue is almost anywhere that's

flat, from rural roads to paved highways. The bike does not handle well off-road, so keep to established highways and byways when using it. The bike possesses little armor, so avoid using it in any combat situation.

Schulz Las Vegas



Top Speed: 75
Handling: 8
Off-Road Ready: No
Armor: 600
Frequency: Common

The Las Vegas is not as fast as the Bellevue, but it handles better at top speed, making it easier to weave through traffic and still retain solid control. The Las Vegas is commonly

seen on most roads, but don't expect to spot it near military bases or in the middle of nowhere—even if there is a dirt road that could host it.

Mosca 125 Rallye



Top Speed: 90
Handling: 7
Off-Road Ready: No
Armor: 600
Frequency: Uncommon

The Mosca 125 Rallye is a great city bike, offering similar speed to the Bellevue, but with better handling. The Mosca is harder to find than the previously mentioned bikes, but if

you are looking for a solid motorcycle for use on the highway, there is only one better in this class of vehicles: the Fukuda Bluebolt.

Fukuda Bluebolt



Top Speed: 220
Handling: 9
Off-Road Ready: No
Armor: 600
Frequency: Rare

A rare find indeed, the Fukuda Bluebolt is one of the best vehicles to use in races. Not only does it achieve incredible speed for a motorcycle, but it also has superior handling for

getting around even the most unexpected hazards. The bike is rarely seen on the road, so when you find it, store it in a garage for safekeeping. When the time comes to engage rival racers in a respectful road duel, bring it out of hiding and leave the competition in the dust.

Compacts

Baxter Petit



Top Speed: 120
Handling: 9
Off-Road Ready: No
Armor: 800
Frequency: Common

The Baxter Petit is one of the most nondescript vehicles tooling around the roads and highways of San Esperito. An unremarkable vehicle by any standard, the Petit is plentiful, so stranded travelers can count on seeing one putter along frequently. While the Petit may not benefit from a throaty engine, it handles well at its unspectacular top speed. A solid ride for small trips, the Petit is nothing to keep for a long haul.

Reichsmobil Compact Mark II



Top Speed: 120
Handling: 3
Off-Road Ready: No
Armor: 800
Frequency: Common

Reichsmobil is one of the most prolific car manufacturers that exports vehicles to San Esperito, so you'll see the Mark II in wide circulation all over the island chain. However, its popularity speaks nothing about its handling—the Mark II does a poor job with corners, making it dangerous on winding streets and mountain roads.

Squire Synco



Top Speed: 135
Handling: 6
Off-Road Ready: No
Armor: 800
Frequency: Uncommon

The Squire Synco is a minor improvement over the two other compact cars. Its small frame and decent handling rating make it useful for moving through thick traffic, but never employ it in combat situations unless the only other available option is walking.

Sedans and SUVs

Scando 700 Sedan



Top Speed: 140
Handling: 9
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Scando 700 Sedan is a nondescript vehicle capable of getting travelers down any stretch of road. The car offers superior handling, which is useful for moving through crowded

city streets or weaving around traffic on a busy highway. The Scando 700 is found often on most streets in the San Esperito countryside, from small villages to basic townships.

Potomac Silverbullet



Top Speed: 140
Handling: 5
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Potomac Silverbullet is another basic family sedan, but it lacks the Scando 700's good handling. At a high speed, it's possible to wreck the Silverbullet in a nasty collision

by simply being unable to react fast enough to an unexpected hazard. The Silverbullet appears with reliable frequency, making sure that no traveler (at least one who's not against the idea of carjacking) walks for long on the side of a road.

Cutler-Randall Arrowhead



Top Speed: 145
Handling: 6
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Cutler-Randall Arrowhead is a pleasing blast from the past, complete with attractive tail fins and classic two-tone paint jobs. San Esperito residents agree, as the car is a

common sight in all four corners of the island chain. The Arrowhead moves at a steady clip as long as it remains on the road: The vehicle loses speed and handling in grassy fields or in unpacked dirt.

Yamada Redwood SUV



Top Speed: 130
Handling: 6
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

Like most SUVs, the Redwood doesn't perform well off-road—it's designed to look good on the highway. The grittiest this SUV gets is on dirt roads, where it's often

found—especially in more rural areas. The Redwood benefits from solid armor, which can withstand a barrage of gunshots, but because of that it lacks speed.

Hurst Dagger



Top Speed: 170
Handling: 6
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Hurst Dagger enjoys a speed boost over previously listed sedans, but maintains a decent handling rating for a smooth ride on the road.

The Dagger is a commonly seen auto on many roads, especially closer to cities.

Chevalier Streetbird de Luxe



Top Speed: 170
Handling: 7
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

The Chevalier Streetbird de Luxe is one of the best sedans in San Esperito, thanks to its flashy design, top speed, and above-average handling.

As such, the Streetbird de Luxe is seen less frequently than base-model sedans—look for this ride in and around cities or on paved highways.

Cutler-Randall Conquistador



Top Speed: 170
Handling: 6
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

The Conquistador is a long town car that comes in both convertible and hardtop varieties. Looking like the "tuna boat" cars that received derision in the 1980s, the Conquistador

is actually one of the more sought-after cars in San Esperito. Montano drug

runners use these cars often, painting them purple to represent the cartel's colors. Unaffiliated Conquistadors are seen in cities and paved highways, but the Montanos drive them anywhere they need to do business.

Exotics

Rossi 866 Corral



Top Speed: 190
Handling: 9
Off-Road Ready: No
Armor: 800
Frequency: Rare

The sleek Rossi 866 Corral is an excellent exotic for speedy travel on paved roads. The low chassis hugs the ground, making the Corral unsuitable for travel in San Esperito's

wilds—which is why the car is primarily in the capital city. The Corral enjoys excellent handling with its notable top speed (although not the highest in its class), making it a great steal for getaways or urban side missions.

Chevalier Supernova



Top Speed: 195
Handling: 9
Off-Road Ready: No
Armor: 800
Frequency: Rare

The Supernova enjoys a minor speed boost over the Corral, but otherwise maintains the same handling and armor ratings. This exotic is best-suited for paved roads, such as highway

runs, but can still cut it on a dirt road. (Keep it out of the grass and jungle, where this tiger of a car is decawed.) Like the Rossi, the Supernova is a city dweller.

Fukuda Tournament



Top Speed: 220
Handling: 9
Off-Road Ready: No
Armor: 800
Frequency: Rare

The Fukuda Tournament is an import car—a hit with the tuner crowd that has tweaked it to be an impressive 220 mph street performer. The car is an excellent keeper for race missions,

but like other exotics, it is ill-equipped for any off-road traveling. Keep the Tournament on the pavement, or at least on packed dirt roads, and it rewards drivers with a smooth ride and superlative handling. The Tournament is in major metropolis settings, like San Esperito City, but respected members of the Riojas cartel have increased access to it at safe houses.

Garrett Paladin 5-56



Top Speed: 240
Handling: 10
Off-Road Ready: No
Armor: 1,200
Frequency: Very Rare

The Garrett Paladin 5-56 is a rare automobile—catching sight of it in the big city is like seeing Sasquatch walk down main street. The car is often given to respected members of

the Riojas cartel. Use it for affairs that require an automobile with a little more kick than a normal exotic has, as the Paladin sports a built-in machine gun for superspy action.

Trucks and Vans

Cutler-Randall Bullhorn



Top Speed: 130
Handling: 7
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Cutler-Randall Bullhorn is an unimposing van that rattles down the San Esperito highways and dirt roads. The Bullhorn may not be able to go off-road with any degree of success,

but the van enjoys decent handling in town. Too bad it lacks enough armor to make it an effective getaway vehicle.

Shimizu Tumbleweed



Top Speed: 100
Handling: 4
Off-Road Ready: No
Armor: 1,100
Frequency: Common

The Shimizu Tumbleweed is the most common pickup truck in San Esperito; civilians as well as guerrillas use it.

The latter, however, paint the truck green and install a mounted gun in

the back that is capable of bringing down a helicopter with repeated shots. The Tumbleweed suffers from below-average handling and low speed, but its frequent appearance on the roads means travelers on foot won't have to walk for long.

Vanderbilt Route 66

Top Speed: 100
Handling: 6
Off-Road Ready: No
Armor: 1,400
Frequency: Common

The Vanderbilt Route 66 is a medium-sized truck that features improved handling over the Tumbleweed, but no jump in speed. Likely, the speed boost was consumed by

this pickup's extra armor. The Route 66 is a common sight in San Esperito, especially in rural areas.

Europ

Top Speed: 90
Handling: 5
Off-Road Ready: No
Armor: 1,100
Frequency: Common

The Europ is a small pickup truck that suffers a lower speed than the Tumbleweed, but benefits from better handling. The narrow Europ is good for high-traffic areas, like

crowded freeways, but is not suitable for off-road use. Use the Europ if lowlier rides are the only option, but keep one eye open for a faster trade-up when possible.

Bataille GPT-6

Top Speed: 130
Handling: 4
Off-Road Ready: No
Armor: 1,400
Frequency: Common

The Bataille GPT-6 is a large truck with a sizeable cargo hold. It is used to transport goods around San Esperito. The trucks are common sights on all roads, save for metropolitan

centers. These rigs move at a decent clip when they achieve top speed, but suffer from below-average handling that makes them tough to maneuver in situations requiring quick reflexes. Watch out for these road hogs to complicate chases.

Reichsmobil Transport

Top Speed: 115
Handling: 3
Off-Road Ready: No
Armor: 1,100
Frequency: Common

Montano workers often employ the Reichsmobil Transport. They fashion the trucks with mounted weapons and paint them purple, making them easily identified on the freeway or

in rural areas near Montano resorts and settlements. The transport is a plodding pickup with poor handling, so only use one if there's nothing else better in sight.

Hurst Buckaroo

Top Speed: 125
Handling: 4
Off-Road Ready: No
Armor: 1,100
Frequency: Uncommon

The Hurst Buckaroo enjoys a slight increase over the speed and handling of the Reichsmobil Transport, but Buckaroo pickups cannot handle off-road missions. The Buckaroo is

seen less frequently than other pickup trucks, and like most other pickups, should only be used when choices are slim.

Meyer Compact T

Top Speed: 120
Handling: 5
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

The Meyer Compact T steps down from the Bataille GPT-6 as far as speed is concerned, but this rig slightly outclasses the Bataille GPT-6 in handling.

The Vampire

Top Speed: 130
Handling: 8
Off-Road Ready: Yes
Armor: 1,400
Frequency: Rare

The Vampire is a monster truck rarely seen in everyday situations in San Esperito. The massive rig hits its top speed quickly and performs admirably off-road, spitting dirt in every

direction while it hammers through the brush. The Vampire is a reward for Riojas loyalists found at safe houses following an establishment of trust.

Pankhurst Bus "Tap Tap"

Top Speed: 80
Handling: 3
Off-Road Ready: No
Armor: 1,400
Frequency: Common

The Pankhurst "Tap Tap" is a commonly sighted civilian bus that rolls along rural roads. The vehicle has terrible handling and a low maximum speed, making it a questionable

choice. However, the size of the vehicle makes it a potential cruise missile on wheels, should the "Tap Tap" driver T-bone a lesser vehicle at top speed.

Vanderbilt Streamliner

Top Speed: 140
Handling: 3
Off-Road Ready: No
Armor: 2,000
Frequency: Uncommon

The Vanderbilt Streamliner is a solid step up from the "Tap Tap." The Streamliner has 60 mph more than the "Tap Tap," but does not have improved handling. The Streamliner

has a greater armor rating than most civilian vehicles, though, so it's not a bad refuge in a gunfight, and the bus can do great bodily harm to assailants on foot and unlucky enough to stand in its path.

Police/Emergency Vehicles**Vaultier Sedan Patrol Compact**

Top Speed: 150
Handling: 7
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Vaultier Sedan Patrol Compact is the standard-issue police car used by local law enforcement in most chases. The car carries no more than two officers. It has decent handling

and moves at a not-too-shabby 150 mph, making it a decent grab for a get-away vehicle if the cops abandon the vehicle. Beware, the car does poorly off-road, so keep it on dirt and paved roads.

Vaultier ALEV Patrol Special

Top Speed: 115
Handling: 5
Off-Road Ready: No
Armor: 1,200
Frequency: Common

The police use the Vaultier ALEV Patrol Special van with great frequency for both police transport and for creating roving roadblocks. The van has a decent armor rating that makes

it resistant to a good amount of gunfire as well as a handful of collisions before it goes up in smoke.

MacNamara Emergency III

Top Speed: 140
Handling: 6
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

The MacNamara Emergency III is a standard ambulance that has the uncanny ability to get in the way whenever a major pursuit is underway. The ambulance isn't a bad grab compared

some of the weaker sedan models, but this is hardly a prized vehicle. Use it to get out of situations rather than go on foot, but trade up when something better is offered.

Military Vehicles**Huerta Mesa**

Top Speed: 130
Handling: 7
Off-Road Ready: Yes
Armor: 1,100
Frequency: Uncommon

Of the three jeeps available in San Esperito (Huerta Mesa, Wallys GP, and Emvee Armadillo), the Huerta Mesa is the weakest and slowest. Low-level military operatives employ the Mesa

early in the regime change campaign, but they upgrade to the other models as the going gets tougher. Like all jeeps, it is suited for off-road use, so in situations that require cutting through fields or jungle, the Mesa is better than most civilian rides.

Wallys GP



Top Speed: 140
Handling: 8
Off-Road Ready: Yes
Armor: 1,100
Frequency: Common

The Wallys GP is the standard-issue jeep prevalent in most operations that involve the military. The GP is seen with and without a mounted gun in the back. The jeep moves at a

solid clip, both off-road and uphill, making it a good grab whenever uneven terrain is involved.

Emvee Armadillo



Top Speed: 150
Handling: 7
Off-Road Ready: Yes
Armor: 1,100
Frequency: Uncommon

The Emvee Armadillo, also known simply as the MV, is a good-sized armored transport that also comes with a mounted gun in the rear.

The Armadillo is often involved in military operations, so snagging it is not difficult during regime change missions or any skirmish with the San Esperito army. The guerrillas also have a motor pool full of Armadillos and will let trusted friends use them from time to time.

Meister ATV 4



Top Speed: Unknown
Handling: Unknown
Off-Road Ready: No
Armor: 1,000
Frequency: Common

The Meister ATV 4 is a military-issue armored transport that's smaller than the Armadillo due to a slight armor reduction. The Meister line of

military vehicles is reliable and known for good handling and performance in combat situations.

Stinger Buggy



Top Speed: 165
Handling: 8
Off-Road Ready: Yes
Armor: 1,100
Frequency: Uncommon

The Stinger Buggy is one of the best off-road vehicles in San Esperito, able to tackle inclines at great speed as well as burn through thick under-

brush with little resistance. Perhaps this is why the guerrillas steal so many of them from the military and offer them to those they trust. The Stinger is not a small vehicle, though, which makes it a prime target for tanks and helicopters. But its speed and handling grants a skilled driver the maneuverability to outrun or dodge incoming attacks.

Meister LAV 4



Top Speed: 115
Handling: 3
Off-Road Ready: No
Armor: 1,400
Frequency: Uncommon

The Meister LAV 4 is a military-issue semitrailer truck used for troop and equipment transport. The LAV 4 is slow and bulky, making it a less-than-ideal escape vehicle in frantic combat

situations. The LAV 4 does have solid armor plating, however, so it can withstand plentiful gun attacks before exploding. The LAV 4 is often spotted in military operations.

Apache Army Model 842



Top Speed: 160
Handling: 7
Off-Road Ready: Yes
Armor: 700
Frequency: Common

The Apache Army motorcycle is used in military operations before tanks and helicopters arrive and complicate matters. The Apache has a great speed rating for a motorcycle, so it is

used in pursuits—especially those that go off-road. Like most motorcycles, the Apache lacks armor, but its maneuverability is above-average, making it a great steal for situations that require a quick escape.

Rotor Industries ATRV



Top Speed: 105
Handling: 3
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

The Rotor Industries ATRV is a six-wheeled troop transport plagued with unreliable handling and an unimpressive speed rating. However, the vehicle is small and does feature a

mounted gun on the back, which makes it useful in some combat situations. The ATRV is at some military bases, but also occasionally appears in combat situations, such as a guerrilla attack against the government control of some towns and cities.

Ballard M5B1 Scout

Top Speed: 80
Handling: 10
Off-Road Ready: No
Armor: 2,000
Frequency: Uncommon

The M5B1 Scout rumbles into combat with one of the best handling ratings of all the vehicles found in San Esperito. The tank is equipped with machine guns and a terrifying

cannon capable of destroying most vehicles with a single hit. The cannon's reload rate is slow, though—three seconds per round. The Ballard tank system features two additional configurations beyond this basic tank: Sentry STRL 14 and Centronel AAWV-21.

Ballard Sentry STRL 14

Top Speed: 80
Handling: 10
Off-Road Ready: No
Armor: 2,000
Frequency: Rare

The Ballard Sentry STRL 14 tank retains the machine guns, but removes the basic cannon from the Scout model and replaces it with a rocket battery that fires at twice the rate of

the Scout's cannon. In addition, the Sentry STRL 14's rockets do more damage than the cannon. The Sentry is at military bases, but when guerrillas attack a city with the aid of helicopters, the military does not hesitate to rush the tank into use.

Ballard Centronel AAWV-21

Top Speed: 80
Handling: 10
Off-Road Ready: No
Armor: 2,000
Frequency: Rare

The Centronel AAWV-21 configuration of the Ballard tank employs anti-aircraft guns instead of a rocket battery or cannon. The anti-aircraft guns fire quickly, so the tank is

capable of bringing down a helicopter with a few seconds of concentrated fire. This is the rarest version of the Ballard seen in San Esperito; it's in just one military base.

Harland OTWV-2

Top Speed: 105
Handling: 5
Off-Road Ready: No
Armor: 1,200
Frequency: Uncommon

The Harland OTWV-2 tanks moves faster than the Ballard models due to its smaller footprint and lighter armor, but the vehicle sacrifices handling. The

Harland shows up in both city and military-base warfare, using its side-mounted rockets to pound targets with punishing attacks. The rockets reload in a little over a second. The Harland OTWV-2 comes in two configurations, including an anti-aircraft edition.

Harland OTWV-2 AA

Top Speed: 105
Handling: 5
Off-Road Ready: No
Armor: 1,200
Frequency: Uncommon

The anti-aircraft edition of the Harland OTWV-2 employs a rapid-fire turret to pepper helicopters and low-flying aircraft with shells, but it does less damage than the Ballard anti-aircraft tank.

Agency-Provided Vehicles**GP Thunder Extreme Prototype**

Top Speed: 140
Handling: 8
Off-Road Ready: Yes
Armor: 1,200
Frequency: Common (heavy drop, safe house)

The GP Thunder Extreme is an agency-provided transport that enjoys the benefits of a quality jeep—great speed, handling, and off-road maneuverability—but sweetens the deal with onboard machine guns and rockets. The GP can be requested via a heavy drop, making it useful for getting out of the wilderness.

Miscellaneous

Fukuda Buckskin Trapper



Top Speed: 90
Handling: 8
Off-Road Ready: Yes
Armor: 600
Frequency: Rare

The Fukuda Buckskin Trapper is a fantastic all-terrain vehicle capable of scaling impressive inclines that many automobiles would resist. While the Trapper does not tear through the

dirt at a high speed, it is reliable whenever cutting through the jungle or going over uneven ground is required. The Trapper only appears in Agency Safehouse 03.

Fusilier Commander



Top Speed: 135
Handling: 7
Off-Road Ready: No
Armor: 1,100
Frequency: Rare

The Fusilier Commander is a status symbol amongst top-ranking officials in President Mendoza's employ. This stretch limo is spotted during a few missions, usually when it's carrying

an assassination target. However, the Commander does appear rarely in metropolitan settings like the capital city.

Scando Track Loader Extreme



Top Speed: 50
Handling: 9
Off-Road Ready: No
Armor: 1,448
Frequency: Very Rare

This brutish bulldozer is spotted at construction sites, such as the salt mines in San Esperito. The vehicle is slow and not practical for campaign use, but it is fun to pull out into traf-

fic and play crash 'n' bash with the other cars.

Taxi



Speed: 150
Handling: 8
Off-Road Ready: No
Armor: 1,000
Frequency: Uncommon

Metro areas are full of taxi cabs, shuttling businesspeople all day and partiers all night. The taxi can hold its own against the speedier sedans, and it sports a solid handling rating. While it's not the prettiest car on the road, there is no reason to look down your nose at the taxi for use in side missions and basic travel needs.

AVIA



Top Speed: 40
Handling: 5
Off-Road Ready: No
Armor: 800
Frequency: Rare

The AVIA is a small utility vehicle found at farms, airports, and naval bases. The tiny vehicle can be fitted for a variety of duties, such as spreading pesticide. The AVIA is slow

and weak, so to use it only for a designated task, then abandon it for more suitable transportation on dirt roads and highways.

Sea Vehicles

The San Esperito island chain is surrounded by sapphire waters, not dirtied by the industrialization rampant in the rest of the world. The oceans surrounding the islands and the waterways that cut through them offer wonderful sights for joy riders or parasailing enthusiasts. Boats are divided into multiple classes, such as civilian craft that are typically only used by vacationers and fishermen. Speedboats have outboard motors that push the vessels through the water at fast speeds, while law enforcement and the military use patrol boats to police the nation's waters. Finally, agency boats are those provided by the United States government, such as the rocket-powered Persuader, a prototype speedboat that is primed to set water speed records.



Boats are common in the waters surrounding the islands or the bays that flank large coastal cities. If stranded, you'll have only a little wait before another boat arrives in the vicinity, unless you find yourself treading water in a canyon-carving river in the middle of the night. Swimming is a viable option for getting around, but it's slow compared to even the laziest craft, such as the Bosphorus Boatworks Patna Exclusive, so one cannot be picky when hitching a ride. Just look to trade up when possible.

The following legend explains the values of each vehicle rating:

Top Speed: Maximum speed in miles per hour.

Handling: Ease of steering. (1 = worst, 10 = best)

Armor: Amount of damage craft can absorb before exploding. (See the Weapons section for a list of damage caused by guns and explosives.)

Frequency: Rate of appearance, further explained in craft description.

Any boat is better than an afternoon of swimming, but choose speedboats and vessels with outboard motors to cut through San Esperito's waterways quickly.



Civilian Craft

Trawler



Top Speed: 70
Handling: 5
Armor: 800
Frequency: Common

A modest fishing boat, you'll find the trawler in the coastal waters surrounding the San Esperito island chain. The boat provides faster transportation than few seafaring vessels, but its regular availability makes it

a lifesaver when a flight lands unexpectedly or sends a pilot into the drink. The trawler should be traded up whenever possible, but it's still faster than swimming, and that's nothing to turn a nose up to.

Bosphorus Boatworks Patna Exclusive



Top Speed: 40
Handling: 6
Armor: 1,100
Frequency: Common

The Patna Exclusive sailboat cuts a majestic figure as it plies the oceans around San Esperito, but that's about all it does. This slow-moving vessel seems barely faster than swimming (especially after experiences with

speedboats or the Bald Eagle Persuader), but it still provides transportation in the water and can double as a staging platform for grappling to faster boats or helicopters in the skies.

Shimizu "Mach 2" Jet Ski



Top Speed: 135
Handling: 10
Armor: 400
Frequency: Uncommon

The "Mach 2" name is a marketing stretch—this jet ski never breaks the sound barrier. However, this vacationer's delight is a capable transport for short trips through the sea. The jet ski enjoys superb handling for

sharp turns, perfect for cutting a zigzag pattern in the water to foil pursuers.

Shimizu Nayad 700

Top Speed: 145
Handling: 9
Armor: 400
Frequency: Uncommon



Shimizu's next model, the Nayad 700, is faster than the "Mach 2," but the increase in speed comes at the expense of handling. The jet ski carves through the water with ease and is good for quick escapes, but it's even better for parasailing. Use the grappling hook to latch on to a Nayad 700 as it powers along a river and enjoy the scenery.

Miami Sport Wave

Top Speed: 125
Handling: 4
Armor: 1,100
Frequency: Common



The Miami yacht is an attractive bit of machinery, but it's too slow to be effective in any extreme situation, such as a water pursuit. If you're stuck in the water without a paddle, though, the Sport Wave shouldn't be passed

up. It's faster than swimming to the next destination, and from it you can jump to a better sea vessel when one comes along.

Royal 500 Great White

Top Speed: 150
Handling: 5
Armor: 1,000
Frequency: Uncommon



The Royal 500 yacht is faster than the luxurious Sport Wave, and it enjoys a better handling rating. Like the Sport Wave, the Great White is not an ideal vehicle for chases or escapes, but it is a good means of transportation if

speedboats are unavailable. The Great White is found in deeper waters, so use it for parasailing and get a good look at the San Esperito skyline from afar.

LeJeune Bayou

Top Speed: Unknown
Handling: Unknown
Armor: Unknown
Frequency: Uncommon

The Bayou is a personal hovercraft better suited for civilian use, such as in side missions, than for military missions. The Bayou moves at a solid clip, though, so don't pass it up in hopes of a speedboat coming along. If time is of the essence, however, trade in the Bayou for a faster-moving sea vessel when possible.

Jaeger SFJ7

Top Speed: 110
Handling: 9
Armor: 700
Frequency: Common

The Jaeger SFJ7 is one of the most utilitarian vessels in the waters around San Esperito. It's a rubber raft with an outboard motor, meaning it cannot take much abuse before exploding, but it's so common that

it's a comforting sight. Do not use the Jaeger for combat missions, as it's too slow to outrun missile locks or overtake rival vessels, but as a civilian watercraft, it's a great island-hopper.

Patrol Boats

Triton Patroller

Top Speed: 170
Handling: 7
Armor: 400
Frequency: Uncommon

The Triton Patroller is a law enforcement vessel used to guard the coastal waters and rivers of San Esperito. Police use it when a pursuit crosses from land to sea, and because it possess good speed, it's ideal for out-

running civilian craft. The Triton is the lesser of the patrol boats for military operations—but if the hazards of escape destroy your vessel, the Patroller is a good trade with which to complete a mission.

Pequod Harpoon PC 350

Top Speed: 200
Handling: 7
Armor: 1,700
Frequency: Rare

The Harpoon PC 350 is the fastest law enforcement vessel in the water, but it is reserved for the most heated pursuits. It is not often seen plying the waters for no reason, but is used as a reward for Riojas loyalists who

work their way up in the cartel. The Harpoon has enough armor that you can safely travel near gunboats and helicopters for a little while.

Triton Broadsider

Top Speed: 100
Handling: 2
Armor: 3,000
Frequency: Rare

The Triton Broadsider is a floating tank. The brute is slow, but packs enough armor to withstand a rocket attack and limp to shore before exploding. The Broadsider is equipped with a cannon that fires slowly, but

packs enormous damage with each hit. The Broadsider doesn't come out often—it's in concentrated law enforcement areas or naval blockades—but makes itself heard during such rare appearances.

Speedboats

Triton Hornet

Top Speed: 300
Handling: 5
Armor: 700
Frequency: Rare

The Triton Hornet model speedboat rips through the waves at 300 mph, but the great speed comes at the sacrifice of its handling. Turning the boat in a high-speed pursuit requires a wide patch of water, and should

the boat strike a rock or fly up a ramp while at maximum velocity, the chances of capsizing are great.

Triton G3 Taiphooon

Top Speed: 170
Handling: 6
Armor: 800
Frequency: Uncommon

The G3 Taiphooon drops almost half of the speed of the Hornet model, but gains little armor or handling. However, the scaled-back boat is more common in the San Esperito waters than the Hornet.

Viper Boatworks Seaserpent III



Top Speed: 155
Handling: 6
Armor: 1,200
Frequency: Uncommon

The colorfully named Seaserpent III is the slowest powerboat in its class, but the loss of speed comes with an increase in armor. The Seaserpent III is not an ideal craft to use in an

action-oriented situation, such as an escape from police and military, but the sturdy hull can absorb a considerable amount of gunfire before slipping beneath the waters.

Triereme RC Athena



Top Speed: 180
Handling: 8
Armor: 900
Frequency: Uncommon

The gleaming white front of the Athena lifts out of the water when the boat is powered up to full speed—180 mph. The wide-bodied front pierces the waves effortlessly, offering the best handling of any of

the speedboats. The Athena lacks defense, but its increased velocity makes it an ideal escape boat if none of the faster patrol boats are within range, or if you cannot heavy drop the Bald Eagle Persuader into the field.

Agency Boats

Bald Eagle Persuader Prototype



Top Speed: 300
Handling: 5
Armor: 1,200
Frequency: Common (heavy drop, safe house)

The Bald Eagle Persuader is a prototype boat, used in covert operations such as the regime change in San Esperito, as a test before going into mass production. The Persuader

earned its nickname for being a terror on the water. The speedboat flies across the water, rushing in to attack with twin guns and an unlimited supply of rockets that are fired two at a time. At top speed, the Persuader is difficult to handle. If the driver strikes the side of a rock, for example, the boat will flip into the air and land on its top.

Shimizu Scuba Boy



Top Speed: 40
Handling: 2
Armor: 1,000
Frequency: Very rare

The Shimizu Scuba Boy is a personal underwater scooter available only on the pier north of San Juanillo. The scooter is hardly as fast as the majority of surface watercraft, but it offers a degree of stealth unequaled by any vehicle, whether land, sea, or air.

Air Vehicles

Air travel is one of the most thrilling ways to see San Esperito, whether it's a low-and-slow meander over the trees in a light helicopter or from the cockpit of a supersonic fighter jet screaming at 10,000 feet. Helicopters and planes are rarer than land and sea vehicles. Helicopters zoom overhead during peaceful times—more so as the action heats up in the latter half of the regime change campaign. However, to access an airplane, a trip to a military base or airport is required. (See the next section for a full listing of what aircraft are at each airport and military base in San Esperito.)



Because aircraft are less common than cars and trucks, the rate of appearance is relative to the other vehicle classes. A common helicopter, for example, is still an uncommon site, but that specific model sees the most widespread use. Thus, a very rare airplane or helicopter is difficult to find in the field—usually it is in just one or two locations, then only one at a time. The following legend explains the values of each aircraft rating:

Top Speed: Maximum speed in miles per hour.

Handling: Ease of steering (1 = worst, 10 = best)

Armor: Amount of damage aircraft can absorb before exploding. (See the Weapons section for a list of damage that guns and explosives can cause.)

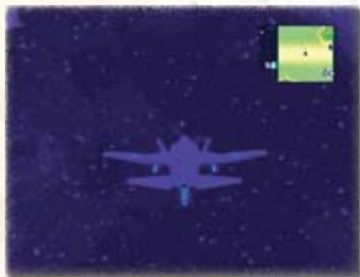
Frequency: Rate of appearance, further explained in aircraft description.

Need to get from one side of San Esperito to the other in a hurry? Don't bother with even the fastest car or boat. Seek out a fighter jet at a military base and traverse the island chain in minutes.





Small aircraft, like the Whiptail Gyrocopter, have the maneuverability to glide between the skyscrapers in major cities.



Fighter jets can rocket you to the edge of the breathable atmosphere. Jump out at the ceiling and enjoy a stunning parachute trip to terra firma.

Helicopters

Mullen H45 Dragonfly

Top Speed: 210
Handling: 5
Armor: 1,250
Frequency: Common

The Dragonfly is a civilian helicopter found on the rooftop helipad of every Montano and Riojas resort settlement. The helicopter is suitable for joyrides or shuttling between small side missions—never take the

Dragonfly into a combat situation, as it is not equipped with any weapons.



Delta SH4 Boxhead

Top Speed: 205
Handling: 8
Armor: 1,125
Frequency: Uncommon

Found on the helipad of several military bases, the Delta SH4 Boxhead is a small, agile helicopter with great maneuverability. The small cabin allows it to move low and slow through small spaces without worry

of clipping its rotors on power lines or treetops. You can use the Boxhead in low-risk combat situations, as it is armed with machine guns and sidewinder missiles that fire one at a time, but its lack of armor (due to its size and weight) means it can be brought down with just a single rocket.



Jackson JC-2 Alamo

Top Speed: 195
Handling: 3
Armor: 1,750
Frequency: Uncommon



The Alamo is a massive military helicopter designed for troop and equipment transport and found at a handful of military bases. Due to its massive size, the Alamo proves unwieldy in the air compared to smaller, more maneuverable helicopters. The girth of the cargo bay also makes the chopper a prime target—however, considerable armor keeps the Alamo from falling from the sky after a direct hit. Armed with machine guns only, the Alamo is not the best aircraft for engaging in combat. Use the Alamo for transportation when smaller, more agile helicopters are not available.

Fukuda MH Ronin

Top Speed: 235
Handling: 7
Armor: 1,250
Frequency: Very Rare



The Fukuda Ronin is a very rare helicopter, only seen during the “Quadalicano Choo Choo” mission when it is piloted by former Nazi party member and scientist, Kleiner. The light helicopter is fast and able

to outrun its contemporary chopper, the Boxhead.

Jackson Z-19 Skreemer

Top Speed: 265
Handling: 7
Armor: 1,500
Frequency: Common



The Jackson Z-19 Skreemer is at a handful of military bases, but currying favor with both the Riojas cartel and guerrilla factions causes it to appear at select safe houses and settlements. The helicopter, easily identifiable by its sharp design, is fast—thus the nickname “Skreemer.” There is a loss of handling due to the chopper’s increased speed and size (note the enhanced armor), but the Skreemer is a capable assault chopper. The helicopter is equipped with machine guns and alternating missiles. However, the missiles are slow to reload after each volley.

Novak Walker AH-16 Hammerbolt



Top Speed: 200
Handling: 2
Armor: 1,750
Frequency: Rare

The Hammerbolt, laden with significant armor, is a sluggish, unwieldy beast in the air—think tank with rotors. However, the chopper is well suited for combat, armed with both machine guns and twin missiles

that fire at the same time. A direct hit from the twin missiles is enough to destroy a well-armored target, such as a Ballard tank. Be cautious of the helicopter's reduced maneuverability in combat situations, though. Even though it has solid armor that can withstand antiaircraft fire, it cannot absorb a direct hit from a rocket or tank cannon.

HH-22 Savior



Top Speed: 210
Handling: 5
Armor: 1,500
Frequency: Uncommon

One of the smaller helicopters, the HH-22 Savior moves at a decent clip even with the extra armor. The speed and armor require an unfortunate trade-off: The Savior is armed only with guns. The lack of missiles makes

it difficult to recommend the Savior for intense combat, especially when ground targets are involved. However, the chopper, which is at several military bases, is good for escapes from hairy situations.

Huerta PAS1 Aztek



Top Speed: 200
Handling: 6
Armor: 1,375
Frequency: Rare

The Huerta PAS1 Aztek is a good chopper for shuttling around San Esperito, thanks to its speed and decent handling. The chopper is ill-equipped for combat, so avoid taking it into situations with tanks or heavy-

duty military helos (such as the Chimaera or Skreemer). The Aztek's armor is fine against antiaircraft fire, but like most choppers, the machine cannot withstand a direct hit from a rocket.

Delta MAH-15 Chimaera



Top Speed: 300
Handling: 5
Armor: 1,375
Frequency: Uncommon

The fastest helicopter in the sky, the Delta MAH-15 Chimaera can scream across the entirety of San Esperito in minutes. The attack helicopter sacrifices armor to achieve this speed.

Handling is decreased due to the Chimaera's maximum velocity and size, as well as the inclusion of guns and powerful missiles. The Chimaera is found at a few military bases, as well as safe houses and settlements after you earn sufficient trust and respect with the Riojas and guerrillas.

Whiptail Gyrocopter



Top Speed: 215
Handling: 9
Armor: 875
Frequency: Common (heavy drop)

The Whiptail Gyrocopter is attainable only via heavy drop from agency handlers. This lightweight aircraft is for quick transportation and reconnaissance— never take it into combat. Not only does the Whiptail

have little armor, but it is also unequipped with absolutely. The Whiptail enjoys superior handling, allowing pilots to get in and out of small spaces with ease, hovering low and slow without worry of collision, but still achieve great altitude in minutes. The Whiptail is a great aircraft for completing collect missions and fulfilling side missions.

Airplanes

Huerta SPA Ocelot



Top Speed: 250
Handling: 6
Armor: 750
Frequency: Common

The Huerta SPA Ocelot is a basic commuter plane that can be fitted for different functions, such as crop-dusting. Because the Ocelot is a civilian aircraft, it is not equipped with weapons or combat-resistant armor.

The Ocelot is best suited for traveling around the island chain, and you'll find it at several local airports. Be wary of the Ocelot's mid-range handling rating. It banks wide for a light aircraft and if it goes into a dive, it is hard to recover.

Walker PA Twin Fin

Top Speed: 340
Handling: 8
Armor: 1,250
Frequency: Uncommon

The Walker PA Twin Fin earns its name for the dual fins on the rear of the aircraft that grant it superior handling. Even at top speed, which surpasses many vehicles, the Twin Fin has excellent handling for hard banking or quick maneuvers if trouble should find the pilot. The Twin Fin is not a military craft; it is not equipped with weapons. Instead, the primary use for the Twin Fin is fast transport over great distance, whether for business or a wild joyride above San Esperito.



Stirling STL-3 Octavio

Top Speed: 300
Handling: 10
Armor: 1,000
Frequency: Rare

Stirling's line of quality aircraft begins with the Octavio, a civilian aircraft that earns the highest handling rating for its capable banking and diving maneuverability. Because the aircraft is not meant for military duty, it is not equipped with weapons. Instead, the Octavio, which is rarely seen on the ground, is best used as a speedy commuter jet for getting from one side of San Esperito to the other in record time, or for achieving great altitude for breathtaking skydives.



Alexander AX-14

Top Speed: 295
Handling: 3
Armor: 2,500
Frequency: Very Rare

The Alexander AX-14 is a massive cargo plane—a semi with wings. The aircraft is at Mendoza International Airport, idling on the runway. The AX-14 should never be used for combat purposes and its handling prevents it from being capable of nimble maneuvers. If anything, employ the AX-14 just to see the island from the cockpit of a flying bus.



Stirling Jet Executive 9

Top Speed: 310
Handling: 5
Armor: 1,750
Frequency: Rare

The Stirling Jet Executive 9 is a top-of-the-line private aircraft, the San Esperito equivalent to the Learjet. The Executive 9 is a comfortable ride as long as the pilot maintains a steady course; the private jet is not meant for extreme maneuvers. It rockets through the heavens quicker than most aircraft, though, which makes it an exceptional choice for cross-island commutes or skydives.



McKensie-Fergusson F2 Victor

Top Speed: 280
Handling: 10
Armor: 1,125
Frequency: Rare

The McKensie-Fergusson F2 Victor is a relic of the previous era in flight, but is not so out-of-date that it should be relegated to a museum. The fighter plane still employs a propeller to get off the ground, and thus, requires a decent-size runway to do so safely. The F2 Victor may not travel as fast as the modern Rage-Johnson fighter planes, but the old thing still has superior handling, so it's a great plane for evasive action. The F2 Victor is equipped with twin guns. It's battle-ready, which explains why it is still found at military bases throughout San Esperito.



Ulysses-McCoy Redcloud

Top Speed: 360
Handling: 7
Armor: 2,250
Frequency: Rare

The Ulysses-McCoy Redcloud, found at select military bases, is one of the fastest vehicles in the air—it matches speed with the new Rage-Johnson F6 Comet. However, because of its armor, the Redcloud suffers from a lower handling rating. In addition to its armor, the Redcloud is equipped with twin missiles, solidifying its reputation as a capable jet fighter.



Rage-Johnson F6 Comet

Top Speed: 360
Handling: 9
Armor: 1,250
Frequency: Very Rare

The Rage-Johnson F6 Comet is a superior fighter jet for extreme operations, such as tracking down missiles in mid-flight. The Comet is a rare sight in San Esperito—most pilots only get a



chance to sample its incredible speed and handling during the final missions of the regime change campaign. The Comet is equipped with twin guns and missiles that can track heat sources, as well as pound ground targets.

Rage-Johnson F10 Wraith



Top Speed: 390

Handling: 7

Armor: 1,875

Frequency: Very Rare

Rage-Johnson improves on the already formidable Comet with the F10 Wraith: It's a fighter jet with no equal in San Esperito's skies. Like the ethereal creature it's named for, the Wraith practically materializes

out of thin air when rocketing at top speed. Such outrageous speed hobbles the fighter's handling—when the Wraith banks at high speed, it requires a significant arc. And if flown too low, it's easy to lose control. The Wraith is equipped with onboard guns, and the four-at-a-time missiles rain death and destruction on both ground targets and any craft that dares challenge it for air dominance. The F10 Wraith is a rare find, which is merciful, because a sky full of these monsters is impossible to traverse safely.

The Excelsior



Top Speed: 350

Handling: 1

Armor: 3,500

Frequency: Very Rare

President Mendoza's plane, the Excelsior, casts a huge shadow in the sky when it flies overhead. The contemporary of a 767 jumbo jet, the Excelsior exists only in the regime change campaign.

Airports and Military Bases

Most aircraft and military vehicles are not commonly seen in the majority of San Esperito. Certain vehicles and aircraft are only available at specific locations. Airports are near cities, and host civilian aircraft like Huerta SPA Ocelot or Walker PA Twin Fin. Military bases—once liberated from government control—provide a steady supply of helicopters and ground vehicles like tanks. Only a small handful of military bases have runways long enough to take off and land fighter jets. Note that the vehicles employed to keep you out of a military base during a liberation mission are not always available post-liberation. Because many bases are out of the way, take tanks and other powerful vehicles and park them inside safe house garages to make them more readily available as you bounce around the island fulfilling missions.

Use these tables to see which aircraft and military vehicles are available where in the San Esperito island chain.

Aircraft Locations

Airport	Available Aircraft
Aeropuerto Macimate	Huerta SPA Ocelot, Walker PA Twin Fin
Fuente de Lourdes Airport	Walker PA Twin Fin

Airport	Available Aircraft
Mendoza International Airport	Alexander AX-14, Sterling Jet Exclusive 9
Moralitos Airport	Huerta SPA Ocelot
Las Flores Airport	Sterling Jet Exclusive 9
Las Martinez Airport	Walker PA Twin Fin
La Playa Airport	Huerta SPA Ocelot
Santa Emilia Airport	Huerta SPA Ocelot
Pinon Airport	Huerta SPA Ocelot x 2
Punta Girda Airport	Huerta SPA Ocelot
Ranchuelo Airport	McKenzie Fergusson F2 Victor
Reparto Lourdes Airport	Huerta SPA Ocelot
San Gilberto Airport	Walker PA Twin Fin

Military Vehicle Locations

Base	Available Vehicles
De los Bravos Military Camp	Wallys GP, Emvee Armadillo, Meister LAV 4, Battaille GPT-6
San Cristobal Military Base	Delta SH4 Boxhead, Battaille GPT-6
Quesada Military Base	Ulysses McCoy Redcloud, Battaille GPT-6
Base de los Guereros	McKenzie Fergusson F2 Victor x 2, Battaille GPT-6
San Mateo Military Base	Wallys GP, HH-22 Savior, Delta SH4 Boxhead
El Oro Military Camp	Delta SH4 Boxhead
Los Hidalgos Air Base	HH-22 Savior, McKenzie Fergusson F2 Victor x 2, Sterling Jet Exclusive 9
Isla Alegre Military Camp	Battaille GPT-6, HH-22 Savior
La Perle Military Base	Delta SH4 Boxhead, Novak Walker AH-16 Hammerbolt
Las Crucitas Military Camp	Jackson Z-19 Skreemer, Stinger Buggy, Wallys GP
La Perdida Military Base	Jackson Z-19 Skreemer, Harland OTWV-2, Apache Army Model 842
El Crucero Air Base	McKenzie Fergusson F2 Victor (jet) x 2, Emvee Armadillo x 2, Rotor Industries ATRV, Jackson Z-19 Skreemer, Delta SH4 Boxhead
Mario Dolorosa Military Camp	Delta MAH-15 Chimaera, Harland OTWV-2, Delta SH4 Boxhead
Coasta Verde Military Camp	Jackson JC-2 Alamo, Jackson Z-19 Skreemer, Harland OTWV-2
Los Islas Defence HQ	Ulysses McCoy Redcloud, Harland OTWV-2
Caballeros Military Base	Jackson JC-2 Alamo, Ballard Sentry STRL-14
Encarnacion Military Base	Rage-Johnson F10 Wraith
Octava Military Camp	Battaille GPT-6 x 2, Ballard Centronel AAWV-21, Ballard M5B1 Scout
Don Velasco Air Base	Ulysses McCoy Redcloud x 2
Coasta Brava Military Base	Stinger Buggy, Ballard Sentry STRL-14, Jackson JC-2 Alamo, Battaille GPT-6
Don Ernesto Military Base	Battaille GPT-6, Harland OTWV-2, Delta SH4 Boxhead
Cordoba Military Base	Novak Walker AH-16 Hammerbolt

WEAPONS

Instruments of Destruction

If there's one thing not in short supply in San Esperito, it's weapons. From law enforcement officers using pistols to dispense justice, to military troops brandishing assault rifles to "keep the peace," to guerrillas materializing from the jungle with submachine guns to liberate provinces, everybody is packing heat. Regime change is not an easy accomplishment, and it will take more than just clever political maneuvers or manhunts for pivotal government figures. Brute force must be employed constantly to seize the island from the hated despot, President Mendoza, and hand it to the people—in San Esperito democracy is won with the barrel of a gun.

Guns

The most commonly used weapons in San Esperito are guns. There are several categories of guns, from personal side arms (including the Holdt R4 Pitbulls with which Rico begins the campaign and which he always has on his person), to lethal shotguns and deadly assault rifles. All weapons in one class have interchangeable ammunition, so there's no need to scour the landscape in the desperate hope of finding bullets for the exact model of gun you're holding.

Weapons are rated by three criteria: 1) their rate of fire, which details how quickly they expel rounds; 2) the number of rounds the weapons hold in each magazine (or clip); and 3) the amount of damage the weapons dish out with each shot. Use the damage rating of each gun and explosive to discern how many shots or blasts it would take to destroy a vehicle by lining it up with each vehicle's armor rating. See the Vehicles section for vehicle armor ratings.

Side Arms

Holdt R4 Pitbulls



Rate of Fire (rounds per second): 0.466
Magazine Size: 6
Damage: 30

The twin Pitbulls are Rico's default weapons—he carries them at all times and they never run out of ammunition. The Pitbulls have a decent side arm damage, but the limited clip size and slow rate of fire are hindrances in extreme combat situations.

Moretti P-94

Rate of Fire (rounds per second): 0.5
Magazine Size: 15
Damage: 20

The Moretti P-94 is a basic handgun. The firearm does only modest damage to targets, but its enhanced clip size keeps you in a firefight long enough to drop one or two enemies before you have to seek cover and reload.



Gallini M39 "Husher"

Rate of Fire (rounds per second): 0.5
Magazine Size: 8
Damage: 20



The silenced Gallini M39 is a decent firearm that is useful in close-combat situations where stealth is necessary.

The M39 has an improved clip over the Moretti P-94, but matches the P-94 as far as damage and rate of fire are concerned. If given the choice between the two, choose the M39 for the extra rounds per magazine.

Harker 357 Sawback

Rate of Fire (rounds per second): 0.6
Magazine Size: 6
Damage: 30



The short-nosed Sawback revolver does more damage than other side arms, thanks to its increased round size, but only does so at a detriment to magazine size and range of effectiveness. The revolver only has six chambers and you must use it within medium- to point-blank range to do maximum damage.

Submachine Guns

Aviv Scarab

Rate of Fire (rounds per second): 0.05
Magazine Size: 30
Damage: 25



The one-handed Aviv Scarab unloads its impressive thirty-round clip at a high rate of fire, riddling targets with a steady stream of hot lead. Do not hold down the trigger long after you have neutralized the target, as it's easy to burn through an entire magazine without thinking.

Nova 9

Rate of Fire (rounds per second): 0.05
Magazine Size: 30
Damage: 25



The Nova 9 is a silenced submachine gun that enjoys all of the benefits of the Aviv Scarab, but with less than half the noise. Use this weapon in night settings to maximize its stealth factor, but be mindful of reserve rounds. Not too many military or Black Hand thugs use this weapon, making back-up ammo hard to find in later missions.

Aviv Panthera



Rate of Fire (rounds per second): 0.07
Magazine Size: 30
Damage: 30

The Panthera is a two-handed upgrade on the Aviv Scarab. The Panthera does more damage than the other submachine guns, but loses the rate of fire race. The Aviv Panthera is a useful weapon to have in earlier missions, but when assault rifles become regularly available, smart operatives will trade up and only look back to the Panthera in the most dire situations.

Assault Rifles

Adler FF M-72



Rate of Fire (rounds per second): 0.15
Magazine Size: 30
Damage: 40

The Adler FF M-72 is a standard-issue assault rifle capable of ventilating targets with a pounding barrage of bullets at a more-than-decent rate of fire. All assault rifles cause the same amount of damage, but the FF M-72 differs from the top rifle in its class, the Fleisher AR-5 Blizzard, in its smaller magazine size. Don't ignore the Adler when assault rifles first become available, but trade it when the latter two rifles in this class are in wider use.

Haswell Gen2 Vindicator



Rate of Fire (rounds per second): 0.06
Magazine Size: 30
Damage: 40

The Haswell Gen2 Vindicator is a solid step up from the FF M-72—the Vindicator's faster rate of fire is well suited for engaging small groups of enemy combatants. Because the Vindicator does great bodily damage, rapidly switching targets allows the user to drop three or four foes with one magazine.

Fleisher AR-5 Blizzard



Rate of Fire (rounds per second): 0.15
Magazine Size: 60
Damage: 40

The Fleisher AR-5 Blizzard is the top-rated assault rifle, thanks to its larger magazine size, which allows the user to engage more enemies between reloads than any other weapon. Soldiers use this rifle almost exclusively later in the campaign, making ammunition readily available. The Blizzard does not fire as quickly as the Vindicator, however, and this should be noted when going into situations such as town liberations, when up to 10 human targets may be on the screen at the same time.

Sniper Rifles

Lance FDL



Rate of Fire (rounds per second): 0.20
Magazine Size: 30
Damage: 35

The Lance FDL is a hybrid assault rifle/sniper rifle. The rifle employs a scope to zoom in on distant targets, but the range isn't as close as the dedicated sniper rifle, the Barclay Phantom. However, as a trade-off for decreased range, the Lance FDL has a beefy 30-round magazine and a rate of fire that allows quick follow-up shots should the first bullet not meet its mark.

Barclay Phantom



Rate of Fire (rounds per second): 1.0
Magazine Size: 5
Damage: 100

A true sniper rifle, complete with a scope that allows for pinpoint precision at the length of an airport runway, the Barclay Phantom is perfect for dropping single unsuspecting targets. The Phantom has a slow reload rate, giving nearby potential targets one second to seek cover or blast you before the next round can be fired. The Phantom uses five-bullet magazines, but with such a strong damage rating per round, that equals out to five kills for a trained shooter.

Shotguns

Dawson 610



Rate of Fire (rounds per second): 0.5

Magazine Size: 2

Damage: 15

A modified hunting gun, the sawed-off Dawson 610 is a close-range weapon best suited for urban combat. The shotgun holds two shells at a time that do only moderate damage unless discharged at point-black range to a target's kill zones (head or chest). While the Dawson is a workable solution to the problem of enemies inside your comfort zone, trade in the Dawson for better shotguns whenever possible.

Moretti CCW Praetorian



Rate of Fire (rounds per second): 0.5

Magazine Size: 12

Damage: 15

The Moretti CCW Praetorian is a pump-action shotgun that holds 12 shells at once—a major upgrade over the Dawson. The rate of discharge is fast, allowing users to make immediate headway into a collection of targets at close range. The Praetorian is not an ideal long- or medium-range weapon, as the “blast effect” of a point-blank shotgun attack dissipates over distance.

Moretti CCW Centurion



Rate of Fire (rounds per second): 0.5

Magazine Size: 6

Damage: 20

The Moretti CCW Centurion is a riot-ready, automatic shotgun capable of discharging all six shells in rapid succession. The Centurion's shells do more damage than both the Dawson's and the Praetorian's, too, so that, coupled with the solid rate of fire, makes this the best close-quarters firearm. Much like the other shotguns, the Centurion is not ideal for any situation that involves targeting an enemy over any great distance—that's a task better suited for an assault rifle.

Explosives

Explosives dish out not only impact damage against their direct target, but also cause splash damage that injures or affects nearby human targets and vehicles. Explosives are divided into two categories: rocket/grenade launchers and ordnance. The latter category includes grenades and bombs, both timed and those triggers with a remote detonator.

Explosives are useful for eliminating groups of enemies or destroying vehicles. Whereas it would take at least a minute of direct fire from a submachine gun (provided you didn't run out of ammo) to make a dent in a tank, just two shots from the Mako Odra rocket launcher are enough to ruin the well-armored vehicle. You'll use timed and triggered explosives to complete mission objectives, but if preserved beyond a campaign mission, they are also useful in liberating villages and towns.

Rocket/Grenade Launchers

RPG M-112



Rate of Fire (rounds per second): 1.0

Magazine Size: 1

Damage: 1,700

The RPG M-112 is a disposable rocket-propelled grenade (RPG) launcher capable of firing an explosive round across great distances. The round does enough damage to bring down a helicopter or destroy a nonmilitary combat vehicle, such as a jeep. (Tanks, however, require more than one direct hit.) The RPG offers few uses unless you make repeated trips to an ammo depot. This makes it unwise to carry the RPG into most battle situations, because you must sacrifice larger weapons, like shotguns, to make room in your personal inventory. When one of the Mako models is available, trade up and don't look back.

Mako Ocra



Rate of Fire (rounds per second): 1.0

Magazine Size: 3

Damage: 2,700

The Mako Ocra is a shoulder-mounted rocket launcher that delivers devastating damage to targets, including even the toughest armored vehicles. The Ocra can hold three rounds per load, making it effective when liberating towns and villages where you know tanks and/or helicopters will be involved. The rate of fire is fast enough to demolish a slow-moving target like a tank, but it's hard to get a bead on an agile helicopter unless it slows to a hover to acquire a ground target.

Mako Hammerhead



Rate of Fire (rounds per second): 0.8

Magazine Size: 8

Damage: 1,400

The Mako Hammerhead is a personal grenade launcher that carries more rounds than the other two weapons in this class, but its abundance of shots comes at the expense of damage. A Hammerhead round does only half the damage that the Ocra delivers. It's enough to destroy most targets, but coupled with its decreased range, the Hammerhead is not as effective against aircraft as the other RPGs.

Ordnance Grenades

Max Number Carried: 8

Damage: 1,400

Grenades are thrown explosives—ordnance that is lobbed through the air and banked off flat surfaces to create damage and destruction from a safe distance. Operatives can only carry eight grenades at a time, but with so many enemies using them, restocking them is as easy as mowing down a small platoon of enemies, then walking over the carnage. You can shoot grenades while they're in midair to maximize the effectiveness of the blast radius, unleashing splash damage farther from the point of origin than if the grenade rolled to a stop on the ground, then exploded.



Timed Explosives

Max Number Carried: 5

Damage: 3,500

Timed explosives are only available for select missions, but if you hold onto them at the conclusion of operations, the timed explosives (and triggered explosives, too) will remain in your inventory until death. These charges have a five-second timer, giving you a decent amount of time to get to a safe distance—the farther the better—but don't linger when the bomb is set. Timed explosives are good for blowing up stationary targets, such as some mission objectives or parked military vehicles.



Triggered Explosives

Max Number Carried: 5

Damage: 3,500

Triggered explosives do the same damage as timed explosives—which is substantial—but instead of relying on a timer to detonate the bomb, you must use a remote control. Triggered explosives are ideal for blowing up targets that will generate an even bigger explosion, such as ammo depots and fuel tanks, as you can put serious distance between you and the bomb prior to detonation. You can also use triggered explosives as traps placed along access routes, then detonated when a target enters the charge's large blast radius.



MISSION 1: DEVIL DROP ZONE

Out of the Frying Pan

Welcome to San Esperito, where bullets outnumber live bodies 800 to one. The United States government desires to see the local despot, President Mendoza, put into early retirement—and exile is not an option this time. However, changing the guard overtly with U.S. ground troops is not a feasible option. This job requires finesse and surgical precision, so the mission is turned over to veteran operative Sheldon, who will direct his point man in the field, agent Rico Rodriguez.

By the time Rico arrives on the scene, Sheldon has been inserted and has started digging up intel on El Presidente's operations. When the time is right, he calls for Rico, who must parachute in and meet Sheldon on the white sands of the Los Mirasoles province. Surviving the drop from 10,000 feet is the least of Rico's worries, as the beach is miles from the nearest safe house and already buzzing with paramilitary activity. Guns, grenades, and mayhem—it's what passes as a welcoming party in San Esperito these days.

Objectives

- Connect with Sheldon on the beach.
- Man the mounted gun on Sheldon's MV and repel attack en route to the inland safe house.



Legend

- Drop Zone
- MV Route
- Safehouse Agency 01

Strategy

There is no period of ramping up—in Devil Drop Zone you hit the ground running. Whether you run from trouble or plow headlong right into the thick of it is up to you. The view as you parachute down to the island is breathtaking, but the peacefulness of being thousands of feet above the carnage is short-lived. As soon as you touch down, you must help Sheldon fight off the presidential police force, which has been tipped off to your arrival.

After you survive the beach blanket bloodshed, Sheldon must drive an armored truck, called an MV, back to the safe house. Too bad you don't actually get to enjoy the benefits of the truck's armor plating. Since the military is pursuing your vehicle with no less than a fleet of jeeps and helicopters (all armed to the teeth), you'll have to risk your neck at the MV's mounted gun. With thousands of rounds to spare, you must prevent the military forces from ending the party only moments after it officially started.

Seeking Sheldon

Parachuting In

After the opening credits wrap, you join agent Rico in midair, plummeting toward terra firma at a breakneck speed. The goal is to reach the beach below, which is marked on-screen with a series of red arrows. All the action is contained to the beach right now, so you can parachute in at your leisure.



Take time to enjoy the view. Pushing forward tilts Rico's body down, increasing his drop speed. Pulling back fans his body out, creating resistance to slow his descent. You must use the parachute, however, to reach the beach safely. You can drop straight into the water without harm, but this

puts you hundreds of meters from Sheldon, who is waging a personal war on the sands.



If you drop into the water, scan the horizon for a nearby boat. Steal it and steer for the beach so you can help out Sheldon.

The red arrows point to Sheldon's position. The troops assailing him are to the north of him, so try to land closer to Sheldon than his aggressors. The parachute collapses and the guns come out as soon as you hit the ground, so get ready to engage in a little afternoon gunplay with El Presidente's finest.



Coastal Combat

Sheldon is under fire from military soldiers. He barks a quick salutation before imploring you to get into the fight. The enemy troops are on the northern end of the beach, so turn into them and open fire with your twin pistols, using the auto-aim feature to score some immediate hits.



As you dispatch the first wave of soldiers, an armored van pulls up with enemy reinforcements. They park close to the cabanas and umbrellas and seem far more interested in Sheldon at this point. Engage them right away, but also scour the beach for Aviv Scarabs that the first batch of troops dropped. The submachine gun cuts through opposition much faster than the less effective— but stylish— twin pistols.



Soldiers also drop Moretti p94 pistols, which don't pack nearly the punch of the Aviv Scarab. You shouldn't turn your nose up at the pistol, but the SMG is the preferred weapon for carving up the incoming reinforcements.

After disposing of the first reinforcements, two more vans arrive on the beach. Troops file out with their guns raised. By this point, Sheldon has fallen back toward the beach bar, and you need to charge ahead to pick up the slack. Try to pick off the troops as they come out of the van— the rapid fire SMG is particularly useful for dropping enemies the moment they see the sun.



If both vans empty out before you can get in close and thin the herd, use the vehicles as cover. Dart between the vans and target the troops with your auto-aim. When the reticle turns red, you know you have a hit. As soon as you finish off the last of the troops, Sheldon makes his way to his MV. Join the grizzled agent so you can escape the beach and start the death race for the safe house.



Try as you might to get in the passenger seat, Sheldon only lets you hop on the back of the MV and take control of the mounted gun.

Safe House Dash

Man the Guns!

For the next leg of the mission, Sheldon divides up the labor— he drives, you shoot. The safe house is several miles away, and if the military had advance notice that you were dropping in on the beach, Sheldon suspects the president has already dispatched a sizeable force to ensure that you cannot slip into the jungle and achieve anonymity.



The auto-aim mechanism is especially useful in high-speed pursuits like this. As long as you have the gun pointed near the target, Rico automatically sights it. Pull the trigger when the white reticle appears, and it soon turns red to indicate a hit. Sheldon may have a hard time driving in a straight line (he is trying to shake off military thugs), so you have to swing the gun in relation to the MV position to keep your aim true.



slow it down, the pilots could score a critical hit. A missile from above does significant damage to both the MV and Rico.

Whenever a helicopter appears, prioritize it if there are no jeeps in sight. This early in the chase, only one helicopter appears at a time— so as soon as you shoot it down, quickly snap your attention back to the road. Military jeeps appear from side roads or right out of the jungle, trying to get the drop on you. You can ill-afford to let them enjoy the element of surprise.

The first sighting on the highway is a Wally GP equipped with a mounted gun. These speedy, rugged jeeps can keep pace with the MV, so you have to take them out before they get too close. If you fail to destroy them as they appear, the jeeps could bunch up around the MV and riddle its chassis with machine gun fire, ending the mission.



Helicopters are a major issue for two reasons. Not only do they rain missiles down around the MV, but they also take your eyes off the road, granting the jeeps a golden opportunity to slip alongside the MV without your noticing. Fortunately, Sheldon's driving makes it hard for the helicopters to get a lock on the MV. But if enough jeeps swarm your vehicle and



Roadblock

The military stages a makeshift roadblock on the highway, forcing Sheldon to slow down. Why not just drive through it? You can't because the troops have wheeled a massive fuel tank into the middle of the road. It's filled with enough gas to finish off the MV. Flanking the fuel tank are two sandbag bunkers, each with at least two troops hiding behind it, ready to take a shot at the MV when it slows down.



You have to disengage from the mounted gun and take care of the roadblock for Sheldon. You can step off the side and shoot the individual soldiers alongside the highway, but chances are, the shockwave from the fuel tank explosion will be enough to put them in early retirement. Use the shoulder view and aim for the fuel tank.



The Aviv Scarab's bullets are smaller than your twin, so use your trusted comrades to detonate the fuel tank quickly and reduce your exposure to the troops' fire.



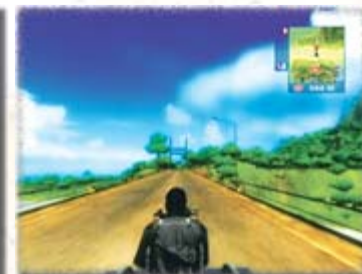
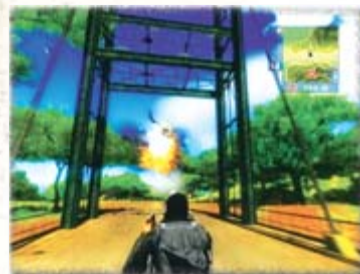
After the roadblock is clear, return to the MV quickly to get the show back on the road.

Final Flight

After your MV passes through the roadblock, the military really turns up the heat, sending jeeps in groups of two or three to overwhelm the MV while helicopters scream in from above and pound the ground with missiles. Sheldon tries to stay on the road as long as possible, but the pursuit sends him down to the beach in an effort to shake off the attack. It's unsuccessful, but it does buy you some distance so you can calibrate your return fire on the jeeps and helicopters.



The pursuit finally leads Sheldon into the jungle, too, as he makes a break for the southern bridge. Once there, he can call for support from nearby American jet fighters. However, it seems the military knows this, and stages a last-ditch effort to stop the MV with multiple helicopters and jeeps converging on your position at once. Swing the gun steadily, pumping each jeep full of hot lead and keeping the dogs at bay for just a little longer.



As soon as you hit the bridge, you're in the clear. Sheldon's call for support is answered by fighter pilots zooming overhead, peppering the jungle with enough missiles to force the remnants of the military forces to give up the chase for now. As you cross the bridge in peace, Sheldon charts a course for the safe house, where you'll receive your first official mission briefing and truly take your destiny into your own hands with your choice of guns and wheels.



MISSION 2: BREAKOUT

Revolutionary Rescue

After touching down with Sheldon, Rico is ready to tackle the task at hand: regime change. Unsettling the already shaky hold El Presidente has on the islands will take more than a single stunt, though. A chain of events—both political and military—is required to get the people to rise up finally and take back their nation from the ruling elite.

Sheldon has a plan for getting the revolution started. The government has captured José Caramicas, a guerrilla leader that is a popular figure with the people. Caramicas is being held in the El Grande prison, an old island fort that has been retrofitted to be a modern penitentiary. Rico must somehow break into the prison, free Caramicas, and help the leader escape with his life. After they're free, Rico must then follow Caramicas to his guerrilla camp. Hopefully, Caramicas will be so grateful to Rico for helping him escape, he will welcome Rico into the guerrilla family and provide Sheldon with a steady stream of intel.

If Rico can gain a prominent placement in the guerrilla movement, he can then use the extra manpower and firearms to destabilize and reclaim provinces in the island chain in the name of free people.

Objectives

- Break José Caramicas out of El Grande prison.
- Meet up with Caramicas and his sister Esperanza at their temporary guerrilla camp.

Strategy

Breakout has two parts: rescue and retreat. There is no way to complete this mission without attracting some serious heat from the local *policía*, so unless you want a series of protracted shootouts or multi-car chases, you need to seek the means of keeping a low profile. The direct approach in this mission—driving a vehicle through the front gate of the prison and blasting your way to Caramicas's cell—is certainly a workable strategy, but you'll be met with the most resistance if you do that.

Breakout is the first mission where you can use alternate routes, if desired, to complete objectives. The island is gigantic, and as you complete missions and unlock more vehicles and weapons, your options grow and grow. Although Sheldon is a good manager, his direct approach isn't always the best idea. For example, Sheldon gives you a Yamada motorbike and points out the location of the prison. If you consider other options before making a mad dash to the jail, you'll find you can pull off a stealth approach by sea that will keep the heat off longer.



Legend

- Briefing
- El Grande Prison
- Land Route into Prison
- Land Route out of Prison
- Sea Route into Prison
- Sea Route out of Prison
- Triereme RC Athena
- Guerrilla Camp

Prison Break

By Land



The mission briefing is at Safehouse Agency 01, which hosts a Yamada 37-17 Vaquero—a serviceable dirt bike with good speed and the ability to cut through the jungle better than a road-ready motorcycle. Use this vehicle to cover ground right away as you race for the prison. You can

stick to the roads, of course, but you'll cut down on time by tearing through the thick green.

Watching out for tree trunks and rocks, make your way north toward the prison. When you pop out of the jungle and on to flat, developed land, you can either keep the dirt bike or trade it for a passenger car. Because you're taking the direct route, you will encounter early heat by giving the police ample warning of your plot. Having the extra steel around you helps deflect bullets.





The prison is on a small island outcropping connected by a bridge. The bridge is blocked by a weak roadblock. The moment you break through the roadblock, your wanted meter will shoot up to three. Police cars and motorcycle troopers will zero in on you. Running them over or gunning them down only ups your wanted rating—this only results in more pressure. The police cars will try to ram you and block your passage, but peeling out in reverse and circling around them is easy enough to do this early in the revolution. (Later on, the police learn aggressive driving techniques.)



Police cars and trucks—not bikes—have sufficient armor plating to absorb bullets from weaker weapons, like pistols. Steal a police vehicle and use it to finish your approach on the prison. Police cruisers and trucks can take more damage than a regular car.



As you speed toward the prison, the police continue their pursuit. Cyclone fence gates block the front of the prison—the Yamada would be stopped by them, but if you traded up for a car (or police car), you can drive right through the gates. Don't slow down; guard towers in front of the jail are filled with armed police.



Drive the car right up to the jail—and then right in. There is a long, narrow entryway just big enough to accommodate a car. Park it at the very end of the entry tunnel and leave it. It will still be there when you finish rescuing Caramicas, and you can then use it as a means of escape.

By Sea

Instead of drawing heat right from the moment you break through the first police roadblock, avoid detection until you arrive at the prison's back door by using a boat to free Caramicas. There is a concrete mooring on the rear of the prison where you can dock and slip in through the side.



To get a boat, you have to drive to the highway along the northern coast. A pier on the shore of the island, near the base of the road-blocked bridge, is marked with a black dot on the minimap. Head down to the sand and steal the boat right off the pier.



Pilot the boat west, around the back side of the island. Don't speed under the bridge and draw attention to yourself. There is little to no activity on the northern coast of the island near El Grande, so speed around the back and look for the dock. A police boat is already tied up there; you can use it to escape after freeing Caramicas.

While you may have avoided the police chase on the bridge in front of the prison, you'll run into trouble no matter how you approach the jail. At least three guards are on the dock, waiting to shoot you as soon as you get off the boat. Stand up and target them one by one with your pistols. When they are down, slip into the jail via the side door.



By Air?

In addition to driving to the prison or chartering a boat, you can also seek out the local airport to the south of the briefing spot and steal a plane. This alternative takes a little time, but the end result—dropping right into the prison yard from the sky—is dramatic.



Steal the plane from the runway. After takeoff, turn and head toward the prison. As you fly over the prison, jump out of the plane. Depending on how far off the ground you are when you jump, wait a moment to engage your parachute. Your appearance in the air will draw attention, naturally, and if you slowly drop because of the chute, you'll be an easy target. Pull the chute at the last possible second to break your fall, land in the prison yard, then rescue Caramicas.



Caramicas

As soon as you are inside the prison grounds, you must engage in a shoot-out to reach Caramicas. The prison yard is guarded by three or four troops, typically hiding behind corners as you wind your way around the long walls.



Shoot the guards as you head for the jail interior. There are a few exploding barrels in the central courtyard, which you can target individually and detonate, but it's much easier just to run and rely on auto-aim. When you reach the door, walk inside and immediately look to your right. Three guards are waiting for you.



Run through the remainder of the prison, mowing down guards who attempt to stop you. Pick up their guns for extra ammunition as you step toward the objective: Caramicas. When you reach his cell, you break his bonds and release him.



Tough enough to spit in the face of death, Caramicas is still extremely grateful for your rescue. You have made a powerful friend today, one who you will help destabilize El Presidente's iron grip on the islands.

Breaking Caramicas out of his cell is only the first part of the escape plan. You must now escort the guerrilla leader to the front of the jail—keeping him alive the whole way. Caramicas is armed and will squeeze off a few rounds during the escape, but you must handle the majority of the guards that attempt to stop you inside the jail and out in the central court.



Caramicas has a health meter that appears at the top of the screen. Use it to monitor his vitals. Fortunately, the leader doesn't act rashly and just run out to meet his jailers head-on. He follows behind you, letting you shoot the guards and inch up to the front of the jail. Once you both reach the jail entrance, Caramicas flees on his own, asking you to meet him at his guerrilla camp after the heat has died down.

Guerrilla Camp

Escape Jail

As soon as Caramicas is in the clear, it's your turn to make a jailbreak. There are two ways out of the jail—the front door or via the dock. Your wanted meter makes it a pain to slip out the front door, so use the boat at the dock to make a quick getaway.



If you parked in the entry tunnel, your vehicle is still there for you to back out and flee the scene via the main roads with a full police pursuit— not advisable.

Hop onboard the police boat and head out to sea. Putting some distance between you and jail will help lower your wanted levels, but not completely. If you were to dock immediately, the police would be all over you in a matter of seconds. Instead, speed to the south, back around the island. The guerrilla camp is now marked as a red star on the minimap, so pilot the boat along the coastline en route to the camp.





When you are near the camp, beach the boat and move inland. Steal a car and drive through the jungle, making for Caramicas's camp. A simple sedan is better suited for the main roads, but if you can land a jeep or a dirt bike, cut through the jungle to lose any remainder of the police pursuit. As soon as you arrive, you are welcomed into the family.



Caramicas introduces you to his sister, Esperanza. She is just as fierce in her love for her fellow people as her brother, and will prove a staunch ally in later missions.

As soon as you join the guerrilla faction, you unlock the ability to liberate provinces with Caramicas's freedom fighters. The next mission requires you to free the province you are currently in: Los Mirasoles. However, after completing missions from here on out, you destabilize nearby provinces. Liberating them is entirely optional, but the rewards for fighting in the name of the people are great: new safe houses, extra weapons, and new vehicles

MISSION 3: FREEDOM FIGHTERS

Power to the People

Breaking Caramicas out of prison has given new hope to the people of San Esperito, and the resulting jubilation lends itself to political unrest. Provincia Aguilar, the northernmost province in the island chain, is destabilized, weakening police control over the region. This presents the guerrillas with the first real opportunity to strike back at President Mendoza. The guerrilla group, with Rico's assistance, can reclaim land in the name of the people. As the guerrillas reclaim real estate, their movement's momentum grows.

Sheldon orders Rico to help the guerrillas sack the small towns of Los Mirasoles and Merecure. Prying each town away from the government is a solid start to the revolution, and the influence it wins with the guerrillas will help Rico in his one-man campaign to unseat the president.

Objectives

- Liberate Los Mirasoles village from government control.
- Liberate the town of Merecure from government control.



Legend

- Los Mirasoles
- Merecure
- Ammo Depots, Police Stations
- Land Route Between Towns
- Guerrilla Contact

Strategy

This mission introduces the concept of liberating provinces to earn the trust of the guerrillas, create friendly territory, and unlock a series of alternative safe houses. These first two towns are fairly small their liberation follows the "three blockade" formula, unlike the urban chaos liberations you will stage later in the game. Now, you must infiltrate the towns with the guerrilla fighters, eliminate enough government troops to force their desperate fallback to a blockade, then destroy the blockade so you can push farther into the disputed territory. The repeat two more times. After you destroy the third blockade, you can finally replace the government flag with that of a free San Esperito.

These guerrilla missions are all action. The name of the game is shoot first and ask zero questions. But you can't just get lost in the mayhem of revolution—you have to plot out your approach and hit your markers when necessary. The government has a seemingly inexhaustible supply of thugs, while you only have one life to live.



Los Mirasoles

Seek Out Guerrilla Leader

After finishing the previous mission, you are given the opportunity to ingratiate yourself with the guerrillas. The town of Los Mirasoles appears on your minimap as a red star, indicating it is your next point of interest. Steal a car and drive along the winding highways (or through them if you choose to heavy drop the Yamada dirt bike). You can also head for the shores and nick a boat from a fisherman or vacationer and pilot it around the western horn, but it might actually take a bit longer to do this.



The guerrilla leader for the liberation operations appears on the minimap as a green exclamation point. The guerrillas typically hide in the trees before an operation, so although you only see the point man, the rest of the freedom fighters stream out of the jungle as soon as you accept the mission.

NOTE

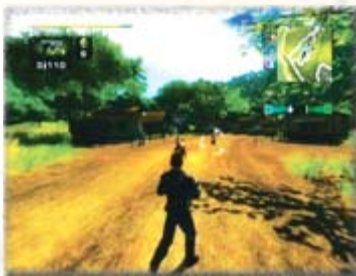
As soon as you agree to help the guerrillas, the liberation begins and chaos erupts in the city. If you are too wounded to be effective, you can always step outside the city limits and end the liberation only to restart it later.

Don't forget about the ammo boxes near almost every guerrilla leader in the field. Use these resources to stock up on any rounds or grenades you spend on extracurricular activities between liberation missions.

Descend on the Village

As soon as the guerrillas erupt into action, you have to descend on the city alongside them and pull your weight to keep this revolution rolling. Besides, there is safety in numbers, and sometimes the other guerrillas will cover your back in hairy situations.

The first part of the liberation requires you eliminate enough government troops and corrupt police officers to force the remaining thugs to retreat to one of three blockades. The main street leading into Los Mirasoles is crawling with enemies, so there is no shortage of targets to help you push the liberation meter to the first marker and instigate the first blockade objective.



To flush government agents out of the grass and into the open, you must cause a major stir in the town. Blowing up fuel tanks like this one sets off a panic, and the shockwaves may even drop a few enemies.

Blowing Blockades



As soon as the first blockade is in play, use grenades to blow it open. If no enemies are in sight or shooting at you, you have time to throw a grenade and then shoot it in the air for an early explosion. This is a good way to make sure every grenade is useful, even the ones you overthrow.

It takes at least two grenade attacks to destroy the blockade. Unfortunately, one or two guerrillas may be too close to the blockade or may not see the incoming grenades—they shed their blood for the cause. As soon as the blockade is down, you must go right back to eliminating government agents to push them back even farther into the village.



You are not required to mosey down the main street and target the thugs during the liberation, but in early missions like this, the opposition isn't that great. You can afford a little bravado. Later on, you really need to use the jungle or buildings for cover when infiltrating enemy territory. Here, you just need to keep on pushing hard against Mendoza's men to destroy the remaining two blockades.



Just beyond the final blockade is the state flag, which must be replaced with the guerrilla banner in order to claim the town. Until you physically walk up to the flagpole and switch out the banners, government agents continue to attack. In fact, it's not uncommon for the government troops to stage ferocious last-ditch attacks on the flag site just as you go for the big finish to a successful liberation.



After the liberation flag has been run up the pole, it cannot be taken down. The town is forever in the hands of the guerrilla force.



Remember, if you die during one of these liberation runs, you have to start back at the beginning the next time you come to town—even if you were just about to switch out the flag when you took that final bullet.

Merecure

Drive to Merecure

The liberation of Los Mirasoles is only half of the Provincia Aguilar equation. Now, you must drive to the eastern town of Merecure and rid it of the government pig-dogs to make it safe again for the freedom-loving peoples of San Esperito. Converting this town happens similarly to the operation in Los Mirasoles: You break through three government barricades to replace the flag.



To reach Merecure, head east from Los Mirasoles and cross the suspension bridge that spans the bay. On the other side, take a left on the highway and follow it as it turns to the south. If you can keep your vehicle in your lane and avoid any fender benders, the police will leave you alone. Appar-

ently, word of your coup in Los Mirasoles hasn't quite gotten around yet. (But don't worry, you'll be the toast of the tapas houses soon enough.)



After choosing to partake in the Merecure revolution, you receive timed explosives. You can use this C4 to destroy the blockades. The only problem is that you have to get close enough to the barricades to set the charges, putting yourself right in the line of fire.

Ammo Dump Bonuses



As soon as you accept the liberation mission, it's time to start targeting government agents, like police and federal agents. The quicker you drop your enemies, the sooner the first blockade comes into play. However, is a way that you can speed up the transition between each blockade: going after bonus targets. Each village or town (not large cities) has ammo depots where the police and troops keep their spare rounds. There are also police stations, noted in-game with a traditional police star hanging out front. On your minimap, these bonus targets appear as black dots.



If you can get close enough and destroy these bonus targets, you'll push the liberation meter to the right faster than if you just hunt down agents on foot. A grenade blast is powerful enough to take out an ammo depot or police station, and the resulting explosion is impressive enough to send your enemies running around in a panic.



The explosion caused by detonating a police station or ammo dump is much more significant than a regular grenade blast, so you need to keep farther back to avoid taking horrible splash damage.

Clear Out the "Government Dogs"

After you take out the first blockade and stir the pot by exploding a few bonus targets like ammo depots, it's time to finish off the remaining enemies and liberate the entire province. Keep pushing the agents back down the main thoroughfare. If you run out of targets before the next blockade is

activated, step off into the side areas (such as courtyards and private lawns) and seek out any stray enemies trying to avoid the dangerous ends of your pistols.



After you gather beneath the flagpole and repel the last of Mendoza's hired thugs, stake your claim by hoisting the new flag. This seizes the entire province for the guerrilla cause. While police activity is still present in the region, it is not as heavy as it was at the beginning of the mission. (Still, you have to mind your manners on the road— even the grateful locals won't tolerate any road rage.)

There is a great prize for completely liberating the province: a new safe house. Guerrilla Safehouse 01, Camp Acatilado, is now selectable from your extraction menu. The more provinces you free, the more of these safe houses you collect, earning you additional weapons and vehicles.

MISSION 4: THE SAN ESPERITO CONNECTION

Cartel Conspiracy

Now that Rico's relationship with Caramicas and the guerrilla movement has been solidified, Sheldon and Kane want their point man to make contact with the powerful Riojas drug cartel. Normally, the United States government would turn up its nose up at holding hands with a nefarious cabal of drug suppliers, but a delicate regime change operation sometimes requires the help of unsavory characters.

Rico cannot just breeze into Riojas territory and cultivate a friendship— Sheldon knows such an attempt would be met with a bullet, followed by more bullets. So the crafty agent has cooked up a scheme to steal the identity of a money man seeking to import Riojas product into the United States: Franco Alifano. Rico needs to assume the persona of Alifano and infiltrate the Riojas ranks. As for Alifano? Well, people have a tendency sometimes to disappear in the island's unforgiving jungles.

Objectives

- Intercept Franco's convoy and assassinate money runner.
- Meet up with Riojas cartel contact at hotel and hand over Franco's money.



Legend

- Briefing
- Starting Point of Franco's Convoy
- Hotel
- Route of Franco's Convoy
- Airport

Strategy

Initiating contact with the Riojas drug cartel is tricky business; it requires a secret agent with the stomach for assassination (even if the target is a filthy drug dealer) and the gall to lie to the face of one of the most powerful men in San Esperito. In the first half of the mission, you must track Alifano's movement and close in on his position before his limo reaches the hotel where he is meeting the Riojas. Complicating matters, the limo is accompanied by two armored vehicles with mounted guns. After Alifano is no more, you have to get to the nearby city while avoiding police interference.

The San Esperito Connection is the first mission where you have use of the grappling hook, the special tool that lets you attach to moving vehicles (land, sea, or air) and hitch a free ride. The hook is not necessary to complete this mission, but it is an effective means of trailing the money man's convoy.





The mission briefing takes place at the agency safe house, so stock up on fresh ammo and new guns before hunting Alifano.

Chase Franco

Bungle in the Jungle

Even though you have been tasked with catching a speeding convoy, Sheldon didn't bother to provide you with an available vehicle, so you must either steal one on the highway or use heavy drop to call one down from the supply chopper. The dirt bike is great for zipping through the jungle and intercepting the convoy right away, but its lack of armor makes it a poor assault vehicle.



If you'd rather not use a dirt bike, you can always steal a car or truck on the roads. Something rugged, like a pick-up truck or a jeep, provides decent speed and good maneuverability in the jungle. Going off-road is essential for cutting off the convoy.



While speeding through the jungle, watch out for rocks hidden in the tall grass. It is possible to strand a vehicle, rendering it useless.



If you can get in front of the convoy, you can stop it on the highway and take care of business, but the speeds at which the convoy moves make this a difficult task. Take shortcuts through the jungle, then jump out at the convoy as it passes. If you slide in behind the convoy, the rear truck opens fire—this is why it's useful to have a heavier vehicle, like a truck.

Alternative Routes

To make use of your grappling hook right away, pull to the side of the road where the convoy is about to pass. As the limo passes by, use the auto-aim to target the limo and attach the hook. The tether keeps you attached to the car as it speeds to the hotel. While the parachute is deployed, you can reel in the line and jump on top of the car. From the roof, it's easy to hop in the car and scare Alifano out of it.



You can also drive alongside the convoy and go into stunt mode, leaping onto the top of your own vehicle before making a jump to the limo's roof. This leaves you exposed to the mounted guns in the convoy, though.

The convoy passes close to the local airport, where you can commandeer a light craft and take to the skies. The plane has no weapons system, but its speed helps make up for any lost ground if the convoy pulls way ahead of you. When you are near the convoy route, jump out of the plane and pull the rip cord to gracefully sail down to Alifano's car.



If you're feeling daring, you can steer the plane right into the convoy. Jump out at the last second so you have time to deploy the chute and break your fall, lest you take major damage when you hit the ground.

Eliminate Alifano



In order to kill Alifano, you must either shoot him or blow up his limo. If you can ram his limo off the road, he may get out and try to flee on foot, making him easy pickings for a sharpshooter. High-speed collisions also damage the limo, and it is possible to ram the car repeatedly such that it bursts into flames.



If your vehicle isn't making a dent in Alifano's travel plans, trade up to a rig, like the Battista truck. The large truck isn't the fastest vehicle on the road, so if you have to mount an uphill chase, don't bother. However, on a

decline, the rig hits an impressive velocity right away. If you're quick behind the wheel, you can turn that momentum into a strong blow, knocking the limo off the road.

When the limo has stopped, you need to destroy it— unless Alifano gets out and tries to run. If the money man stays put, use grenades to blow up the limo before the flanking mounted guns can turn around and come back to the limo. Throwing grenades into the air and shooting them as they bounce across the limo's hood is a good way to incinerate the car and its contents.



For a more personal approach, you can walk up to the passenger side of the car and deliver your farewell at point-blank range.

Meet Riojas Contact Get to the Hotel

After eliminating Alifano, it's time to descend on the hotel and play make-believe with the comely Riojas cartel contact. The hotel pops up on your minimap as a red star (for clarity in this multiobjective mission, the map here pinpoints the hotel with a blue star). Depending on how long it took you to drop Alifano, you may be closer to the city than you think.



The gunplay with the convoy attracted the attention of the local police. Steal one of their Wally GP jeeps and make good use of its off-road capabilities, launching yourself through the rough with complete disregard for the freeway system. You are not timed during your approach to the hotel, but there's no reason to linger near the scene of a murder.



The hotel is in the city's southwest corner. When you arrive in the city, you can either drive directly to the hotel or lose the police by ditching your wheels and hoofing it through the many narrow alleys. The edges of the town are surrounded by steep concrete ledges, though, so if you wish to drive to the meeting spot, you'll have to either steal a new set of wheels in town or drive around to the northwest corner of town and enter through the government checkpoint (this is not an in-game checkpoint).



Your cunning charade works wonders on the Riojas contact. The beautiful wife of the cartel kingpin seems as pleased to see a scoundrel like you as she is to see the case full of money. She says this will buy much favor with the cartel and agrees to help facilitate a meeting between you and her husband. If you can impress the boss, you may have a bright future with the Riojas.

The successful conclusion of this mission unlocks the Riojas side missions in the game, including the settlement raids, which are marked with yellow exclamation points on the map. Every favor you do for the Riojas results in greater influence, which, in turn, unlocks new vehicles and safe houses for your private use. Especially useful: Most Riojas settlements you take over have helicopters you can use for quick getaways.



MISSION 5: TEST OF LOYALTY

Riojas Request The Riojas cartel likes the idea of doing business with Rico—but before he's welcomed into the family, he must prove his loyalty with an act of aggression against the rival cartel, the Montano. With a full license from Sheldon to engage in whatever activities are required to advance the cause, Rico agrees to help the Riojas with the competition. The Riojas want to stab the Montanos where it will hurt them most—the wallet. The Riojas have intelligence showing that a rice mill under Montero control is actually a front for a coca processing plant. If you can get into the site and ruin it, you will be welcomed as a member of the Riojas cartel and will enjoy all the benefits that come with such an embrace.

Objectives

- Break into the Montero rice mill.
- Destroy the twin silos full of coca.
- Steal truck full of coca crates and deliver to Riojas cartel. Two of the 16 crates must survive the journey.



Legend

- Briefing
- Montero Rice Mill
- Hired Truck
- Coca Silos
- Riojas's Parking Garage
- Stolen Truck Escape Routes

Strategy Test of Loyalty furthers your relationship with the Riojas cartel by making an enemy out of the warring Montano drug cartel. Appeasing your new Riojas comrades isn't going to take an act of diplomacy. The Riojas want to see explosive results that strike deep into the Montano operations, so you must take out a major coca processing facility in unfriendly territory. You must figure out a way to get inside the fenced-off Montero mill and then raze two giant silos.

But that's only half of the mission. The Riojas would like to salvage some of the coca for their own use and they task you with hijacking a truck full of crates. You must then get the truck out of the mill, which will be buzzing with guard activity, and speed up the highway to a private garage. Montano thugs will give chase in an attempt to reclaim the truck, or, failing that, make sure it doesn't fall into Riojas hands.



Infiltrate the Montano Mill

Getting Inside



The mission briefing takes place at a Riojas-controlled hotel in the south-west corner of the island. To meet up with the Riojas, enter the building's front door (marked on-screen with white arrows) and sit down with the cartel.



After the briefing ends, the new objective appears on your minimap as a red star. The rice mill is to the southwest, on the other side of the channel that divides the two smaller islands. You have several options for crossing the water. There is a bridge to the south that you can drive across (after you steal a car, of course). You can even swim the channel. However, the most direct route is via boat. Just down the bluff from the Riojas hotel is a pier that's eas-

ily accessible by foot or parachute. At the end of the pier, steal the Jaeger. It's brisk, outboard motor will take you across the channel in no time.



The Jaeger is one of the most commonly used boats in San Esperito. If, for any reason, you wreck and find yourself treading water in the middle of a river, chances are another Jaeger will be along shortly.



Pilot the Jaeger across the water, speeding to the southwest. You have to beach the craft somewhere along the coastline. Since your return ride in the truck has already been booked, there's no need to dock the boat in shallow water for a quick getaway—drive that craft right up the sand as far as it can go. Aim for the black dot on the opposite shore, as it's your key to getting inside the rice mill gates without shedding an ounce of blood, yours or theirs.



Run up the embankment and locate a parked purple truck (purple is the official color of the Montano cartel) in the lot of a roadside motel. According to Sheldon, the truck driver is on the Montano payroll, but is working on your side, too. Approach the passenger side of the truck and hop inside, just as you would carjack any other vehicle on the highway. When the doors close, the truck driver fires up the engine and starts the lazy tour to the rice mill.

NOTE



While enjoying the scenery, contemplate the other available options for getting inside the rice mill. You could have stolen an airplane from a nearby airport and parachuted inside the gates, raising the alarm when you cast a shadow on the property. Or you could have gone for a more direct approach, blasting open the front gate with a grenade and storming the

facility with guns blazing, causing a swarm of Montano henchmen to descend on your position. The protracted firefight would have put you closer to one of the "kill X number of people" achievements. But instead, you're enjoying a nice ride through the island countryside and saving ammunition for your escape after you blow up the silos and make the Montanos angry.



As the Montano truck pulls up to the facility, guards open the gates and allow it inside. After you are in the clear, get out of the truck and head to the west, toward the towering silos. The behemoths are beyond another series of cyclone fences, so to plant your explosives and destroy the site, you have to get deeper into the facility. Unfortunately, there's no truck to help you out this time; you must resort to force to break through the next gate, which also appears as a black dot on your minimap.



Make sure you have your weapon of choice at the ready, because the moment you break through the gate and access the silos, the Montano guards will be all over you. Use a grenade (not your explosives—conserve those) to blast through the gate. If you wait for a Montano patrol to walk near the gate, you can even score a couple of kills on top of breaking and entering. When the gate is down, the alarm sounds and purple shirts start running. Shoot the guards as you pass through the gate and head to the north.

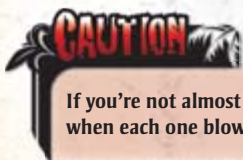


Destroying the Silos



With the guards breathing down your neck, you have to get in close to the silos and plant explosives at their bases. The silos are surrounded by networks of pipes that keep you at a distance, so you have to move around them and plant your bombs as close to the center as possible. When you get close enough, switch to the explosives and plant them right on the silo

superstructure. After they're in place, you have five seconds to get in the clear. The explosion from the timed explosives, combined with the eruption of the silo, requires you get serious clearance.



If you're not almost all the way across the street to the north of the silos when each one blows, you'll be riddled with splash damage.



Between the silos, more armed guards spill into the open. Shoot them as you run to the second silo and repeat the procedure, but don't linger for finessed kills. If you can get in fast and plant the second set of explosives, most of the guards moving in on your position will be immolated in the destruction of the second silo.



After you destroy the second silo, the Riojas charge you with the second half of the mission: Steal a coca truck and bring it back to them. Fortunately, the explosion has flattened most nearby Montano thugs, so you can make a beeline for the truck (located to the west of the second silo) without much interference.

Great Escape Exit Stage Left

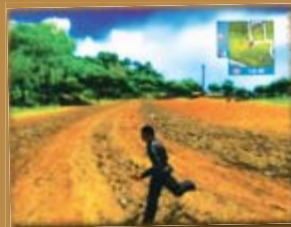
The order to steal the truck has been issued, but complications abound. Not only are you now under attack from the Montanos, but the Riojas require you to bring back at least two of the sixteen crates of coca stacked in the back of the truck. The crates are packed in there precariously, too, so if the journey out of the rice mill and down the freeway is too eventful, you'll lose precious cargo.



The truck is parked in a garage to the west at the end of a dirt road. Depending on how many Montanos were killed in the second explosion, you may run into one or two errant guards, but they are easy to pick off

because the fields are flat. When you slip into the garage and jump in the truck cab, the Montanos go crazy and issue an entire fleet of pickups (some with mounted guns) to bring you down. You must find a way out of the facility, keeping as many of the crates as intact as possible, and make for the freeways.

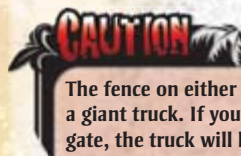
There is a ramp to the east of the garage—you passed it when you ran for the truck. If you pull the rig out and make a large circle in the field, you can build enough speed to launch the truck up and over the ramp, putting a few moments of time between you and the Montanos. The only bad thing about this plan? You always lose some crates in the process.



This is troublesome because if you are too slow on the freeway, the Montanos catch up in their speedy pickup trucks. Should you accidentally bump into a civilian car on the road, the police will also get involved, and in the resulting freeway crash-and-bash, you may run out of crates before making it to your destination.



The gate by which you first arrived at the mill is still open. When you pull the truck out of the garage, make a hard right and head south through the facility, running over any foot soldiers who attempt to stop you. The first pickup is just getting started, so if you don't brake, you can slip out of the mill facility without a scratch.



The fence on either side of the gate stands firm, even against the might of a giant truck. If you accidentally clip the fence on either side of the open gate, the truck will buck and some of the crates will fall from the back.

Hit the Highway

Once outside the rice mill, you have to outmaneuver your pursuers as deftly as possible to avoid losing too many crates. There are two ways to reach the Riojas garage. When you reach the main freeway to the west of the rice mill, you can go either left or right. The freeway circles around the garage from each side. The left route is shorter, but it takes you along a ridge, where you must beware because the Montanos may try to push you off. (You can also return the favor.)



The Montanos are merciless on the freeway—the way they drive shows that they value the coca more than their lives. The pickups will try to nudge you off the road with fierce sideswipes, or they'll position their vehicles in front of your truck to force you to brake. A hard brake can also shake loose a few crates,

so if the purple chassis of a Montano truck gets in front of yours, just steer into it and push right back. Your vehicle is bigger than they are, and at top speed, your rig is not unlike a two-ton cruise missile.



Use roadside attractions as weapons. When a Montano truck tries to creep up alongside your truck, steer it into a gas station or tree. You skirt by without damage, but the impact puts it out of the pursuit.

The police are a double-edged sword in the freeway chase. Once involved, they never let up until the mission concludes, which can be used to your benefit. The police jeeps and motorcycles sometimes inadvertently run interference on your behalf, getting in the way of Montano trucks as they try to crash into you. And because none of the police vehicles have mounted guns, it's preferable to have them bumping into you than the Montano rigs. However, the police can also be major nuisances, as they will sometimes pull the same stunt as the Montanos: pulling in front of you to slow you down. Running over the motorcycles is easy, but the jeeps have some stopping power and you must circumvent them to avoid any delay.



Look out for street lamps and freeway signage. If you knock down a pole or a trellis, the debris can crash down on your truck and knock a few crates loose.



When you see the red arrows pointing to the Riojas garage on the horizon, it's time to lower the hammer. Slow down for nobody, because the Montanos are about to mount a final effort to derail your mission. When they steer into you, hit them back, but never veer away from your destination.

The Riojas garage is just off the freeway, but with the mounting scale of the assault, you don't have time to slow down and negotiate a few corners. You aren't ranked on how many crates you have when you finish the mission — you just need to have two crates still intact in the back of the rig. Line up with the garage on the minimap and steer the truck between the trees. There is an immediate dip, and your truck sails through the air. This shakes a few crates loose, especially any that are on the top two rows, but the crates on the bottom will be fine.



Unfortunately, the Montanos knew your final destination and arrived there first. One or two purple trucks surround the garage with men ready at the mounted guns. As your truck arrives at the site, the guns open fire and the vehicles roar to life in a last-ditch effort to overturn the truck before you can pull it into safety. The police, if they are part of the pursuit, will also chase you right off the edge of the road, catching air alongside you.



The mission ends when you pull the truck up to the garage, no matter how many Montano thugs are still on your tail.

You've proven your worth to the Riojas in this mission, but they will have more favors to ask of you in the future. Their interests seem self-serving at first, for they ask you to continue to help disrupt Montano operations, but perhaps even the dirtiest of drug dealers harbors a dislike for tyranny and oppression—the legal kind, that is.



MISSION 6: GOOD COP, BAD COP

Early Retirement

Sheldon has developed a contact within President Mendoza's police force: Chief Carmona. The informant has leaked the whereabouts of one of the most corrupt officials in San Espirito: Police Chief Velasco. Velasco has become fat on grafts and unlawful activities, and Sheldon believes taking him out would further destabilize the island—as well as strike fear into the president's organization by showing that not even top officials are safe when the wheels of revolution slowly start to turn.

You are to meet with Police Chief Carmona, who will then point out Velasco's location on his private yacht. Sheldon doesn't think that assassinating the chief will be the hard part of the mission (after all, you have some previous experience with that sort of business). Sheldon thinks that escape will prove trickier. To help out, Kane will flank the yacht in an agency-provided powerboat, armed with a mounted gun. If the police force is mustered before Rico and Kane can put a good amount of distance between them and the yacht, Rico will need to use the guns to keep the dogs at bay.

Objectives

- Climb aboard Police Chief Velasco's yacht.
- Assassinate Police Chief Velasco.
- Escape yacht with Kane, using mounted gun to defend against police boats and helicopters.

Strategy

Eliminating Velasco is one of the shorter missions in the game, as your target is fairly close by after you finish the briefing. Carmona meets you in a rickety shack next to the gulf, where you find the yacht has dropped anchor. The police chief points out the objective, which appears on your minimap following the short briefing.

You can use a nearby boat to speed out to the yacht. Once onboard the vessel, you must hunt down Velasco, who will most likely cover in some corner the moment the first shot is fired. He has his elite guards onboard, but if you have a few full clips, you can make short work of them on the deck before you seek out the big prize. Following the assassination, the police chief's forces spring into action. You must leap off the boat and hitch a ride with Kane, who is waiting for you in a speedboat. Using the mounted gun, you have to destroy several waves of police boats and aggressive helicopters while fleeing the scene down a river. If you can make it to the ocean, you'll be safe—but the police, angered by the loss of their leader, will do everything they can to sink you.



Legend

- Briefing
- Pier with Jaeger Boat
- Yacht
- Easiest Sea Route
- Kane's Escape Route



Party Crasher

Steal a Boat



The yacht is all the way in the middle of the gulf, so you must steal a boat in order to get to Velasco. The closest boat is a Triereme RC Athena tied up at the pier to the north of the briefing shack. This speedboat effortlessly cuts across the water's glassy surface, so there's no need to look for alternative transportation.



Pilot the boat right out into the gulf, aiming straight for the yacht. There are few boats in use today and the police are completely unaware of your intentions. Steer the boat to the side of yacht facing north, so that you can easily access a staircase that leads up to the main deck.

Assassinate Velasco

Ascend the staircase to the yacht's main deck. Guards patrol the deck, but they won't take notice of a newcomer until you draw your weapon. The moment the first shot is fired, though, they spring into action. They try to cover the deck and box you in so that they can finish you off with their greater numbers.



There are four or five guards on the ship and since they are dressed as waiters, they blend in with the innocents quite well. Your auto-aim is good for sniffing out the guards and distinguishing them from the regular staff and partygoers.



As the firefight on the deck rages, guests flee for other parts of the ship, such as the bow.

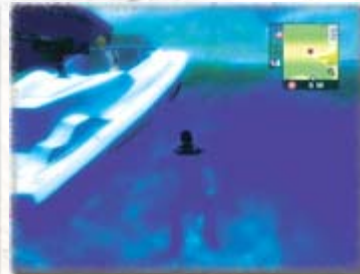


The firefight sends Velasco running. The portly police chief typically heads for one of the upper decks, which are easily accessed by stairs that flank the main cabin. Head up and circle around the deck to find Velasco's hiding spot. The chief won't go out without a fight, but if you have an assault rifle or a spare grenade, Velasco is as good as dead. Ventilate the corrupt chief with a series of shots. As soon as you kill him, your wanted meter rockets up to 4, meaning that serious reinforcements are on the way. You've officially overstayed your welcome anyway—it's time to leave this party.

El Grande Escape

The last part of this mission plays out like your MV ride with Sheldon during the second half of Devil Drop Zone.

Kane is waiting for you on the side of the yacht facing east, in an agency speedboat that's equipped with a mounted gun on the rear. Jump off the side of the yacht. You won't take any damage from splashing into the water.



Swim for Kane's boat, then climb up behind the mounted gun as she pulls away from the yacht.



The police chase Kane's boat with their own fleet of armed vessels. The dark shadows of the police boats give away their position early, so you have ample time to swing the mounted gun into position and riddle their bows with bullets. It doesn't take much more than a couple of seconds of direct fire to destroy a boat.

Helicopters are aggressive; they attack you and Kane in pairs in the hopes of drawing your fire away from the police boats. Just be sure not to let your gun linger on the skies for too long and allow the police boats to get alongside you and Kane. Kane's boat doesn't have much armor and cannot take the beating that Sheldon's MV could withstand. You must hold off your attackers until you reach the open ocean. As soon as you clear the river, the police break off pursuit and you can seek out a safe house to restock ammunition and bandage any wounds before your head out to the next briefing.



Inclement weather blurs your vision (especially between dusk and sunrise), so rely on the auto-aim to "lock onto" targets and bring them down.



Carmona is pleased to see his rival pushing up daisies. One less corrupt cop definitely helps to further destabilize the region.

MISSION 7: SOME LIKE IT HOTTER

Dishonorable Discharge

Following the successful strike against the president's police forces, Sheldon wants to rattle the military with the assassination of a high-ranking officer. He chooses his target carefully: General José Durango. The general is responsible for heinous crimes against the people of San Esperito. When not crushing freedom beneath his polished boots, Durango is a serial playboy. The *generalísimo* has a passion for young women and sates his appetites at the infamous Volcan, a house of ill-repute situated in the crater of San Esperito's dormant volcano.

Sheldon has solid intel on the general's whereabouts today, including the position of the limo he uses to shuttle himself to Volcan. He assigns Rico to intercept the limo and eliminate the general before he reaches the club and can ruin the life of yet another young woman given to vice.

Objectives

- Intercept General Durango's limo en route to Club Volcan.
- Eliminate General Durango before he can escape.

Strategy

You must go into chase mode at the mission's beginning, following a car as it winds through the San Esperito countryside. The road leading up to the Volcan is treacherous, as it's carved into the mountainside in a series of winding curves. Without a guard rail to stop your fall, you have to be careful while whipping around corners, trying to catch up to the general's car, lest you take a nasty spill down the mountainside.



Legend

- Briefing
- Army Base
- Club Volcan
- General Durango's Limo Route



If the limo makes it to the club at the volcano's top, you're told you don't have much time to seek out the general and finish him off. However, if you intercept the limo en route and run it off the road, you'll discover that the car is an elaborate ruse to throw off the general's enemies. (He has enough of them that he must regularly engage in deception to stay alive.) When you find out the general is already at the summit, step on the gas and ascend the volcano to catch him with his pants down.

Limo Chase

Stop the General

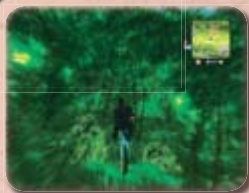
At the beginning of the mission, the general hasn't started his ascent to the club. His limo is parked at an army base at the foot of the mountain. As you start heading out across the island to intercept the general's limo before it can get too far, Sheldon comes over the air with disturbing news: Durango has uncovered your operation and plans to take the news to the president, but not until after he's enjoyed a midnight tryst.



Sheldon left a Yamada dirt bike outside the briefing RV for you to use. The dirt bike is fast and allows for easy jungle travel; it lets you cut across roads swiftly.

As you cross the island and near the army base, though, the general's limo takes off for the club. The limo isn't speedy, so if you keep the bike in decent condition, you can catch up to it by cutting through the jungle. Use roads whenever possible to maximize your speed, but when you see a huge hairpin turn coming up, sharply turn into the jungle and bypass the hairpin.





While flying through the thick underbrush, look far ahead to avoid tree trunks and rocks. If you hit a tree and fly off the bike, you'll lose a lot of time either finding the bike or walking out on the roads to carjack a new ride.

As you close in on the limo, you have to choose how you want to take it out. Ramming it on the dirt bike is hardly an option, because you would only get in a glancing blow while taking fire from the general's armed escorts—a pair of Wally GPs equipped with mounted machine guns. If you can get close enough, use the grapple hook on the limo. Reel in the line, climb on top of the limo, and jump inside to derail the general's journey.



You can also steal a larger vehicle, such as a sedan or a police jeep. Jeeps are preferred, as they can accelerate while traveling uphill, building impact momentum. Slam the vehicle into the limo's side and force it off the road. A T-bone crash will only rattle the limo, but if you can strike any of its four corners at top speed, the general's car will spin out.

Duped



After the general's car is off the road—or if you've carjacked it and discarded the driver—it's time to kill the general. Unfortunately, the backseat is empty—the general was ready for your plot. (This hints at a possible informant close to your operation.) The general is at Volcan, so you need to hurry up the mountain and extinguish his career.



If you can keep the jeep, the mountain trek will be easier, as the jeep can handle sharp turns on dirt roads. The winding road up the mountain gets more and more treacherous as the sun goes down, decreasing visibility. You need a vehicle with working headlamps to see where you're going and any other cars are on the road ahead of you. You cannot just rely on your minimap to negotiate upcoming turns. A few police vehicles are parked alongside the mountain road and will give chase, but if you charge ahead in the Wally, you can outrun them. If one pulls alongside you, maneuver to the inside of a turn, then shunt them right off the mountainside.



As you climb the peak of the crater's edge, you zoom through the Volcan's entrance. A road circles the crater's interior, leading down to the club. The neon lights up the sky, sending a tremendous beacon into the air. There may be a police presence waiting for you at the door of the club—one or two Wally GPs—but ignore them and drive straight up to the club.

Major Shortcut

You can thwart Durango's ruse and avoid the trip up the mountain with this special shortcut. Following the briefing, instead of heading for the army base as instructed by Sheldon, take the Yamada dirt bike and head east. There is an airport with a light plane on the island's opposite side. The dirt bike is perfect for zipping through the jungle, flying over drops, and bypassing traffic on your way to the airport. Sheldon will warn you to hurry, but ignore his decrees—you have a surefire plan to get the drop on the general.

At the airport, steal the plane and fly west toward the volcano. You can see it in the island's center on your map—the small collection of blue dots (there is a collect mission at the club) is accessed by a road. Fly over the crater and jump out of the plane. Parachute into the crater, and you will have avoided the limo chase and the journey up the winding mountain road.



Club Volcan

Hunt the General

Now that you've ascended the mountain and are at the Volcan's doorstep, it's time to find Durango. News of your arrival has sent the general scurrying from his encounter, so you must push through the main club and find the general fleeing via the circuit of hot tubs out back.



Run through the main club, ignoring the collect mission items that are on the bar in the main structure's center. (You can come back to these later.) The general appears on your map as a red star, moving erratically behind the club. After running beyond the red-carpeted club, head down one of the gangways to the hot tubs. Jump over the railings and start tracking the general as he runs toward the crater's edge.

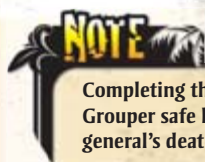


Attacking the general has not gone without notice by the local authorities. As you hunt him, a helicopter is dispatched to take you out. The helicopter hovers above the trees, pelting the inside of the crater with bullets. Stay under the cover of the trees to keep the pilots from getting a clean shot at you.



Durango tries to scurry up the crater's side, but it's too steep for him to make any headway. He makes his way along the ridge toward the club exit, so you need to cut him off before he escapes. The general moves quickly. You need a weapon with decent range so you can target him from afar. The shotgun is no good, but an assault rifle chews up his health meter as he flees the scene. Keep on the general's tail, even if it means trying to scale the impossible walls of the crater, and take shots whenever the auto-aim fixes on the general's backside.

When you kill Durango, the mission ends. If you want to complete the collect mission at Volcan, you must drive back up the mountain or use an aircraft to revisit the site.



Completing this mission unlocks the Safehouse Agency 02: Camp Grouper safe house, where you appear after the cutscene following the general's death.



MISSION 8: BROTHERS IN ARMS

Crossroads

Caramicas knows that as his guerrilla forces strike out at El Presidente, the despot's responses will become more brutal and irrational. Thus, the guerrilla faction needs to arm itself for a long fight against well-paid men with the latest weapons. This predicament has lead Caramicas to consider a deal with the devil: the Montano cartel. The guerrilla leader has arranged a weapons buy with the drug runners, and is sending his sister to seal the deal with a sweet smile.

Sheldon knows how deals like this can go awry, so he commissions Rico to escort Esperanza to the meeting spot where the money (supplied by Uncle Sam, thank you) will be exchanged for the heavy arms. If anything looks out of place, it falls to Rico to ensure Esperanza's safety.

Objectives

- Meet Esperanza at the Alcazar Crossroads.
- Escort Esperanza to the agreed meeting place with the Montano cartel.
- Chase down double-crossing Montano contacts in the fleeing van.

Strategy After your beach briefing with Sheldon (the old softie even offers you high tea), you must use the agency-provided Delta SH4 Boxhead helicopter to zip through the air and connect with Esperanza at the Alcazar Crossroads, a well-known junction in San Esperito. After you establish contact with Caramicas's sister, you must drive her to the meeting with the Montano cartel.

The Montanos cannot be trusted. The double-crossers attempt to take the money and run, a grievous act that cannot go unpunished. You must man the mounted gun in the back of Esperanza's pickup truck while she drives after the Montanos. As she closes in, you must pump the thugs' vans full of lead until they explode. It's a quick and dirty mission, but it's necessary to solidify your relationship with the guerrillas.



Legend

- Briefing
- Alcazar Crossroads
- Montano Meeting Place
- Pursuit Route



Arms Deal

Meet and Escort Esperanza



After the briefing, hop in the helicopter on the beach—it's the fastest way to the Alcazar Crossroads where you must meet Esperanza. The helo is armed to the teeth with missiles and machine guns, even though there is no aerial combat in this mission. Don't worry. After you're back on terra firma, you'll have plenty of opportunities to

squeeze off a few rounds at the filthy Montanos.



Alcazar Crossroads is to the north of the briefing point. Fly over the waters and follow the highway to the meeting point, which is marked on-screen with red arrows. Esperanza is already waiting for you, but because no timer is ticking, there is no need to hurry. Take a moment to enjoy the view from above if this is your first time in a helicopter. The view from 10,000 feet is breathtaking. In fact, because after you meet Esperanza you do not return to the Boxhead, you can make a dramatic entrance and skydive to the lovely lady from the heavens.



Because of its small size, the Boxhead is one of the most versatile helicopters in San Esperito. However, it can weather little more than one direct hit, so be cautious about taking it into high-risk situations.



Esperanza is waiting for you at the crossroads. Land near her truck and approach her on foot.



The meeting place with the Montano cartel isn't far from where you find Esperanza. Jump behind the wheel of her truck and follow the road to the northwest en route to the red star on the map. Err on the side of caution when driving to the meeting. Your assignment is to protect Esperanza, and that means keeping her safe from any and all risk. Getting into a fender bender with a local and attracting the wary eye of the police is a bad move, so stay on the roads and give the right of way to any traffic you encounter on the way to the meeting.



The Montanos are waiting for you underneath a long suspension bridge in a canyon. Plenty of roads lead away from this spot, which is quite foreboding. If there's any monkey business, the Montanos have no shortage of exit routes.

Esperanza hands over the cash to the Montanos, but there's a double cross, and the cartel attempts to leave with both the weapons and the money.



Chase the Montanos

One bad deed deserves another. Sheldon implores you to chase down the Montanos to recover the money and get the weapons for the guerrillas. The Montanos have a head start, though, so you'll need to play catch-up in order to finish the mission.



Esperanza is a capable driver under pressure, so get in the back of the truck and man the mounted gun. You can use your auto-aim to zero in on the Montano vans as you approach them. They are now marked as a red star on the minimap.



If Esperanza's truck is too beat-up for any reason, you can use the spare pickup with a mounted gun that's abandoned at the Montano meeting place.

Esperanza is an aggressive driver, but there is a lot of traffic out today. Sometimes, other cars get in your way and sacrifices have to be made, such as filling slow-moving trucks with bullets get them off the road. Killing innocents is always unsavory business, but you cannot afford to let the Montanos escape with the guns and money. Do what you must to plow through any obstacles.



Freeway gunfire attracts the local law enforcement. They'll join the chase, but will try to put themselves between you and the Montanos. Shoot up the police vehicles if they pull in front of you, but don't get out or jump to them. Stay at the mounted gun with Esperanza and finish the chase. The more police vehicles you eliminate, the more heat you bring

down on your position, so only pop off on those that impede your progress. Don't turn the mission into a shooting gallery just for the sake of racking up a few extra kills.



Keep your eyes on the prize. Several vans on the highway look like the Montano rigs, but the real target is painted red on your minimap.



The Montano vans have little armor, so all you must do is get close enough to make your shots count. When you have the vans in your sights, pull the trigger and hold it down until the van with the money and weapons explodes, killing the double-crossers and ending the mission in success.



Achievement unlocked, indeed.

By now, you've noticed that your exploits have destabilized a handful of provinces on the islands. If you haven't been liberating townships already, work them into your rotation. Earning ranks with the guerrillas unlocks new weapons and vehicles that will help you in later missions, and you can use the new safe houses in each liberated province for laying low if the heat gets to be too much. The Riojas also offer a number of side missions, including settlement takeovers to strike back against the Montanos.

MISSION 9: RIVER OF BLOOD

Without a Paddle

Sheldon has received upsetting intel—a major shipment of something that requires a sizeable security detail is coming into the country. Not content to remain in the dark on the deal, Sheldon decides to dispatch Rico to the scene to do a little recon work. Using a high-tech speedboat, Rico is to power up a river en route to a quay and collect any information about the shipment. If the situation looks bad for Sheldon's interests, Rico will be authorized to neutralize the shipment and the security detail by any means necessary.

There have been rumors of a third party that is involved in President Mendoza's ascension to power and his possible procurement of weapons of mass destruction. One report indicates that the nefarious Black Hand organization has a finger on the island somewhere. If this report is confirmed, Sheldon's plans for regime change just got tougher to carry out and the free world has a new megalomaniacal despot to worry about.

Objectives

- Take the powerboat to the quayside loading area and recon the shipment.
- Destroy the three tanks of rocket fuel at the quay before the train slips into the tunnel.
- Retreat to the secret boathouse and hide from possible reproach.



Legend

- Briefing
- Sea Route
- Quay
- Secret Boathouse

Strategy Sheldon hands you the keys to a Bald Eagle Persuader, a prototype powerboat with a rocket engine that makes the vessel glide across water like it is a sheet of ice. That kind of speed serves you well in this mission, as time is of the essence in both the first and final thirds of your assignment. Of course, with great speed comes great danger. Striking the side of a rock at top speed can send the boat out of control, careening up into the air and coming down with its hull sticking up like the belly of a lazy sunbather. In the event of such a mishap, the river is fortunately full of other boats, like Jaegers and trawlers, but none is as fast as the Persuader. A slower vessel could make getting out of the quay after your work is done perilous.

When you reach the quay, you will be tasked with destroying three tankers of rocket fuel on the back of a slow-moving train. There are a few ways you can destroy the tanks, such as using the Persuader's missiles or walking right up to the locomotive and using your *pistolas*. The security force guarding the shipment, though, will be none too pleased with your little stunt and will give chase following the destruction. Sheldon has a small boathouse on the river you can hide inside, but it's up to you to make it there in one piece.



Hit the Quay, OK?

Speedy Delivery



After the briefing, step out onto the beach and get in the Persuader. The boat is equipped with weapons—machine guns and missiles—all of which will be useful later in the mission. For now, though, hit the gas and swing the boat around the horn of the island to the north and slip into the mouth of the river as indicated on the map.



You only have four minutes to reach the quay, which is easy to do in the Persuader. If you wreck or beach the speedboat, though, you will be pressed for time. Snagging another ride and getting it up to speed eats precious seconds, and if you don't make the deadline, the train at the quay will slip away. Fortunately, there is no resistance on the trip

upriver. But if you want to hold on to the Persuader, watch for obstacles and sandbars. At top speed, it's hard to correct a bad turn or avoid a hazard you see only at the last second. Stay in the middle of the river to guarantee a smooth voyage.

When you reach the quay, your worst suspicions are confirmed—the Black Hand is now involved in President Mendoza's schemes. El Presidente doesn't have a space program, so the rocket fuel can only be for one thing: missiles. Big missiles. Three huge tanks of rocket fuel are on the train. You have to destroy all three before the train pulls into a tunnel and escapes. Thankfully, the train is moving slowly.



Up in Smoke



You have a few options for destroying the rocket fuel. The easiest way is possible if you managed to keep the Persuader in one piece. The boat's missiles can make short work of the fuel tanks from a safe distance. Turn the boat so it faces the quay on the east side of the broken arches. The train pulls under the arches en route to the tunnel, and if you point the nose of the Persuader right toward the beach, you'll have some clear shots. From this distance, the Black Hand on the shore cannot do any damage to your boat.



As the first tank pulls into view, fire the boat's missiles. You have an unlimited supply, so keep letting them fly as the train crawls along. Any Black Hand mercenaries that wander onto the beach are consumed by the conflagration. Your auto-aim locks on to the tanks, but even if you shoot the car on either side of the tank, the splash damage is enough to blow the rocket fuel and cause spectacular explosions. Keep firing rockets until the last tank has been destroyed and Sheldon confirms it over the radio.

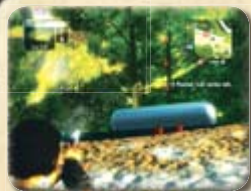


If you lost the Persuader on the river or accidentally beached it too close to the train to get a clean shot at the tanks, you must destroy the rocket fuel with more conventional weapons. The exploding tanks have a major blast radius, so keep back from the tracks. If you're caught in the splash damage, you'll instantly be killed.

If you have grenades, you can use them to destroy the tanks. Throw a grenade at one of the tanks as the train pulls into range. If you throw far enough ahead of the tank, the grenade will detonate on the ground and blow the tank as it pulls up next to the exploding grenade. You can also shoot the grenade while it's in the air above the tanks and blow it up.



If the train is getting away from you, shoot the tanks directly. However, your basic weapons are not as effective as grenades. It takes several shots with something as powerful as an assault rifle to destroy a tank. If you're down to a revolver, you must fire at least seven or eight rounds to penetrate the tank.



The red barrels alongside the track are full of regular fuel. If you shoot the red barrels as the rocket fuel tanks roll past, the exploding barrels will cause a chain reaction with the fuel tanks.

Hasty Retreat

After you destroy the final tank, Sheldon tells you it's time to leave— pronto. The Black Hand will want revenge, and that's a dish it believes should be served piping hot. If you have the Persuader, you can outrun the Black Hand operatives. However, if you have to steal a boat from the pier next to the quay, or worse, steal a trawler in the middle of the river, difficulties will arise as you flee toward the boathouse Sheldon puts on your minimap.



As you first pull away from the scene, there isn't any initial pursuit. However, in a few moments, the sound of chopper blades cuts through your boat engine's noise. The Black Hand issued at least one helicopter to hunt you down. If you are in the Persuader, you can outrun it or turn around, settle into position, and lock on to the helo for a quick missile attack.



The Persuader's missiles can bring down a Black Hand helicopter with a single shot.

If you are stuck in something slower than a powerboat (such as a Jaeger), you have to make every second count. The helicopter can overtake most boats, and after it is within range, the pilot will rain missiles on you. Most boats, such as fishing trawlers, can barely withstand one missile blast. A direct hit is enough to set the boat on fire and cause you major bodily harm. If you have to abandon ship, watch out for machine gun fire while you are swimming for cover and seeking a replacement vessel.



The boathouse is a couple of miles up the river from the quay, located in a small capillary off the main river. The boathouse is on your right, so stick to the right side of the river as you speed toward safety. When you turn the corner and spot the boathouse, you're in the clear. As a reward for a job well done, Sheldon suggests he break out the pineapple sorbet.

High tea? Pineapple sorbet? Who knew the old salt had such delicate tastes?



The completion of this mission unlocks the Agency 03 Safehouse: Camp Farmhouse. The safe house can now be accessed from the extraction menu.



MISSION 10: FIELD OF DREAMS

Bad Harvest

Rico must return to his ruse with the Riojas cartel. Inmaculada has called Rico to the El Toro Loco, a hilltop bar, to ask an enormous favor: Eliminate a Montano coca farm. The damage to the Montano's business will be irreparable, and Rico's standing within the Riojas cartel will skyrocket. However, to distance herself from the assignment, Inmaculada can offer Rico no assistance beyond a helicopter to use for transportation to the coca fields. Once within Montano territory, he will be on his own—a situation Rico is familiar with, as that's how Sheldon loves to leave him in the middle of the action.



The beautiful Inmaculada has her charms, though, and Rico agrees to the job. Now, all he needs to do is safely sneak into Montano's lands and find the means for destroying a coca farm. Retaliation will be swift, so if Rico wants to survive long enough to collect Inmaculada's gratitude, he must find the tools to wither the crops before the bullets fly.

Strategy

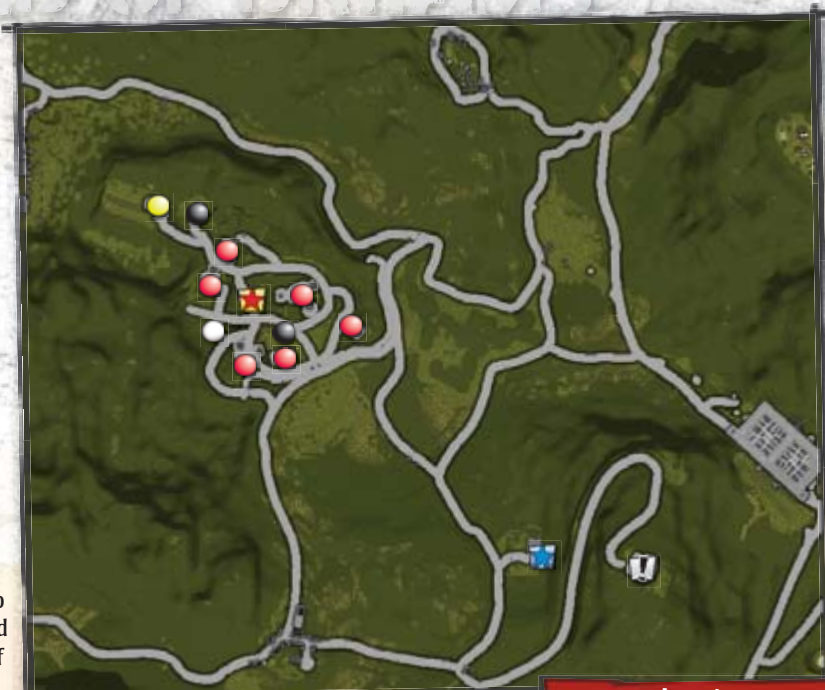
When the Riojas ask a favor, they don't waste it on minor errands—the cartel wants you to strike deep at the Montano cartel's operations by destroying a coca farm, which includes five individual coca fields. First, you need to reach to El Toro Loco, a bar on a mountain ridge, to receive your assignment. The easiest way to the briefing with Inmaculada is via air, so seek out an airport when you are ready to take on this mission.



The coca fields are surrounded by thick fencing, which has only one way in and out. Fortunately, the Riojas provide you with a HH-22 Savior helicopter, which makes insertion painless. Once inside, you can use a variety of on-site tools to destroy the coca fields, such as trucks full of poisonous pesticides and a crop duster full of withering chemicals. The Montanos have assigned a heavy security detail to the farm, and when you are detected, you must complete your assignment while fending off endless attacks. After the last coca leaf turns brown and dies, you must return to El Toro Loco. The HH-22 helicopter is no longer available, though, so you'll have to find your own means of transportation back to the Riojas to collect the reward.

Objectives

- Destroy the Montano coca fields by any means necessary.
- Escape the Montano farm and meet Inmaculada at El Toro Loco.



Legend

- Briefing/El Toro Loco
- Flight Path to Coca Farm
- Montano Coca Farm
- Coca Field
- Crop Duster
- Pesticide Truck
- Avia Pesticide Spreader/Explosives
- Resort with Helicopter

To the Farm

By Air



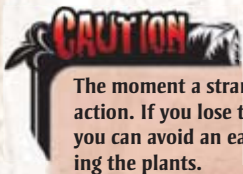
The easiest way to access the Montano coca farm is via the helicopter parked out front of the El Toro Loco after the briefing. Take to the air and fly to the west, as marked on the map. The journey isn't far and no other aircraft are patrolling the skies to interrupt your mission yet. The fields are marked by red arrows in the air and on your minimap pointing to the ground.



A large fence surrounds the coca farm, so you want to drop inside the facility to avoid a firefight before you even see your first coca plant. You can land the chopper inside the farm near one of the fields if you wish, or jump out in midair and parachute to the ground. The Montanos employ helicopter pilots of their own, so if you land your helo inside enemy territory, you won't have a chance to use it effectively during the mission.

By Land

If you opt not to use the provided helicopter, you can steal a car from the parking lot at El Toro Loco and speed down the mountain. However, with the fence surrounding the farm, you have to stick to the main road to the farm because there is only one way to drive in and out of the facility.



The moment a strange vehicle enters the farm, the Montanos spring into action. If you lose the helicopter, restart the mission and try it again so you can avoid an early gunfight and get right to the business of destroying the plants.

Reap What You Sow

Pesticide Trucks

The black dots on your in-game minimap indicate special equipment that will be useful for destroying the crops. (On this section's map, we use different colored dots to show where each individual tool is located.) Use this special equipment to get the job done faster than traditional means, such as burning out the plants one patch at a time with grenades.



Hijack one of the large purple trucks full of pesticide. The collection of canisters in the cargo area provides enough to wipe out most of a field. These trucks are slow to gain momentum, though, so make sure the coast is clear before hopping in the cab and firing up the engine. The Montanos swarm the truck like bears to honey, trying to run it off the road or overturn it before you can make it to one of the fields. The trucks move even slower off-road, so keep on the dirt roads to maximize speed and get to a field in a hurry. If the Montanos can steer you into the trees, it will be hard to salvage the truck.



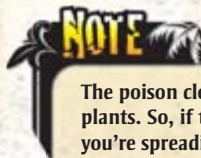
Drive the truck into the middle of a coca field. Center it so when you destroy the truck, the canisters spread the poison over the largest area possible. Jump out of the truck and either plant explosives on the vehicle or move a safe distance away and blow the truck up with grenades. When the vehicle explodes, the cloud of poison wafts across the field and

wilts all the coca plants with which it comes into contact.



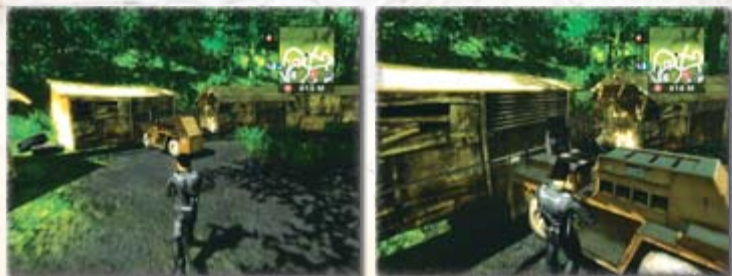
Use grenades to finish off any plants too far out from the truck to be affected by the poison.

Alternately, you can drive the truck off one of the ramps in front of the fields, provided you get up enough speed first. As the truck flies through the air, the canisters break free from the cargo area. Shoot the individual canisters in the fields, releasing several poison clouds. Walking into the barrels rolls them around, so you can position the canisters where you want them to maximize their effectiveness. Some of the ramps also have errant poison canisters next to them, which you can kick down into the fields and shoot to spread the clouds.



The poison clouds do not have any effect on humans, only the coca plants. So, if the Montanos stream into the fields and attack while you're spreading poison, you can run right through the mustardy clouds and return fire without any adverse side effects.

Pesticide Spreader



West of the fields is a group of old shacks where you can pick up some explosives (useful for planting in a field or on a pesticide truck) and the Avia utility vehicle. This Avia is loaded with pesticide spreaders, which release the chemicals from two thin “wings” that jut out from the vehicle’s sides.



The Avia is a speedy unit, but it has no armor, so don’t try to use it if Montanos are on your tail. If one of the Montano trucks T-bones the Avia, it will overturn and explode. Machine gun fire also does direct damage because there is no cab on the Avia to protect you. When you steal the Avia, make straight for the nearest field and get right to work, because

the Montanos will be hot on your trail and they know how vulnerable the spreader is.



When you reach a field, spread the poison. The chemicals only affect the plants within the reach of the Avia’s wings, so it will take a couple of passes up and down the length of a field to kill all the plants. Fortunately, the Avia is speedy and you can finish off a field in just a minute. If you finish off a field and the Montanos have yet to arrive, try to make it to another nearby field. If there isn’t a close field to destroy, give up on the Avia. Trying to cross the farm on the spreader is suicide with pickups and helicopters zeroing in on your position.

Crop Duster



There is a short runway in the farm’s northwest corner where you can steal a Huerta SPA Ocelot. The light craft has been fitted with crop dusting equipment, so you can fly low over the fields and dump gallons of poison on the plants. The Huerta doesn’t need much runway, so get the propeller going, start moving, and pull up as soon as possible to get

in the air before any Montanos try to ambush the plane.



When you’re in the air, bank left and pass over the fields as low as you can, dumping out poison. The crop duster is an effective spreader and it takes just two passes over a field to kill all of the plants. Then you can move on to the next area.

The plane, however, is also the most dangerous of the poison spreaders. Because you have to fly low to the ground to effectively use the chemicals, you risk clipping treetops or banking too hard in one direction and hitting a wingtip against a tree, silo, or the ground. Avoid sharp turns—make smooth, graceful passes over the fields.

Also worrisome: Montano helicopters. The Huerta has little armor and no defenses. If one of the enemy copters gets a lock on the plane and hits it with a missile or machine gun fire, the Huerta will go up in flames. If you’re lucky, you’ll be able to jump out in time to avoid perishing in the crash.



Gravity is harsh on the Huerta. If you fly too low while going too fast, you fail to get any lift and the plane will be driven right into the ground.

Conventional Weapons

Using poison is the easiest way to destroy the fields in the shortest amount of time, but if you run out of options before you run out of fields, you must resort to more traditional means of burning up the crops.



Steal a Montano truck and turn it into a bomb by driving it into the middle of a field. If you still have explosives, plant the bomb on the truck and retreat to a safe distance. The explosion incinerates all the coca plants around the truck. No truck? You can plant the explosives in the fields on the ground or use grenades to destroy small patches of plants.



Shoot the grenades in midair before they hit the ground to maximize the blast radius and obliterate a few extra plants.

Montano Security



The Montanos don't take too kindly to strangers—and even less kindly to those in the employ of the Riojas cartel. From the moment you set foot on the farm, the Montano security forces do everything they can to thwart your plans. They send foot soldiers, trucks with mounted guns, and even helicopters to bring you down. Unless you have fulfilled enough guerrilla side missions to earn the RPG, bringing down helicopters isn't an option—you'll just have to avoid their fire.



Shoot the thugs behind the mounted guns, then blow up the trucks in order to kill coca plants.

The more Montanos you kill, the angrier their response will be. The moment you set down in the farm, your wanted level with the Montanos shoots up to 4 and stays there. However, the longer you remain on the farm, the more trucks and helicopters will appear. Wrap up the crop killing before the Montano security overwhelms you and you cannot take two steps without being shot.

Escape Plan

By Land

After you destroy the fields, you need to get out fast. You have to get back to El Toro Loco to end the mission, and the Montanos will follow you right up to the front door unless you make haste.

Steal one of the Montano trucks that hasn't been shot up and drive out the gates. You need a vehicle in good condition because the Montanos fire on the truck while you try to escape the farm, and you cannot afford to slow down and switch vehicles if your ride is damaged to the point that it is about to explode. Drive to El Toro Loco via the back roads leading to the southeast.



By Air

It's easier to reach El Toro Loco via the air. If you can use the grappling hook and steal a Montano chopper, you're home free. The Montanos cannot muster another helicopter right away, giving you ample time to speed away and get far ahead of the convoy streaming out of the farm en route to El Toro Loco.



If you cannot steal a helicopter, you can "borrow" one from the resort complex to the southwest of the coca farm. Drive down the dirt road to the farm's south. From the map, it looks like a small dead-end road shoots off to the left of the road. That's where you'll find the resort. Jump out of your vehicle at the front steps and climb up the ladder to the roof. (There is always a helicopter on top of these resort complexes; it begs to be stolen.)



The bar is a few seconds of flight time from the resort, but by taking to the air, you circumvent a dangerous road trip around the north side of El Toro Loco's ridge. Set the helicopter down in the parking lot and mosey up to the bar to meet with a grateful member of the Riojas cartel.

This mission destabilizes four provinces in San Esperito—the most of any mission so far. Liberate the provinces and earn four new safe houses for your personal use later on, such as when you are taking time to complete collect missions and take over Montano settlements for the Riojas.

MISSION 11: BROADCAST NEWS

Fight the Power

The revolution needs to be televised. Caramicas has decided it's time to take his message to the airwaves, but to maximize the potency of his words, he needs at least two minutes of uninterrupted time at the state-sanctioned television facility. Sheldon agrees that Caramicas can turn heads if he goes prime time, so he signs Rico up for escort duty. While Caramicas is inciting the people of San Esperito to take their nation and their destinies into their own hands, Rico must risk his neck to prevent Mendoza's men from stopping the broadcast. Sheldon also knows that in order to guarantee the effectiveness of Caramicas's message, his must be the last words televised for some time, which will require Rico to dismantle Mendoza's broadcasting capabilities.

Objectives

- Meet Caramicas outside the broadcaster center.
- Defend broadcast center from Mendoza's troops for two minutes.
- Destroy main broadcast antenna to prevent further state-sponsored transmissions.

Strategy

From the beach briefing point, you must connect with Caramicas at the southern state-controlled broadcast center. You can use the supplied Fukuda Buckskin trapper ATV to take to the roads and reach the broadcast center, but a shortcut to the facility is available from the briefing point.



When you arrive at the broadcast center, you must mount a defense against Mendoza's thugs while Caramicas darts inside and delivers his address. Enemies will attack from all sides, but Sheldon's eye in the sky will relay where you need to be before the action starts. After Caramicas finishes his speech, you will have to blow up the massive broadcast antenna next to the complex to end the mission.

Legend

- ! Briefing
- Resort House with Helicopter
- ... Air Route to Broadcast Center
- ... Land Route to Broadcast Center
- Broadcast Center

Meet Caramicas

By Land



When you exit the briefing, hop on the ATV Sheldon left on the beach for you. The ATV excels at off-road driving, especially on steep surfaces that would otherwise thwart traditional cars and trucks. Use the ATV to cut up the beach and head south. You can weave through traffic and dash off-road to avoid curves, but you'll still have to use the main bridge to reach the broadcast facility and find Caramicas.

By Air



Driving to the broadcast center takes several minutes, but a nearby shortcut lessens travel time to just over a minute. A resort facility is up the beach from Sheldon's RV. The rooftop helipad has a helicopter waiting for you, so steal it and fly to the south.



The helicopter is on the roof. Ascend the main stairs to the ground floor of the resort. Pass the colorful umbrellas and leisure-seeking playboys, and move to the ladder on the building's west side. Take the ladder to the roof and enjoy the free lift.



Most of the resorts are under Montano control, unless you liberate them for the Riojas, so every time you set foot on the premises, expect your wanted meter to click up to 1.



When you're in the air, fly south to locate the broadcast center, which is marked with a red star on the minimap. Caramicas and his men are waiting for you outside the station's perimeter, so land in the field next to them and approach the guerrilla leader to start the mission's next sequence: defending Caramicas.



Caramicas needs only two minutes on the air to whip his people into a revolutionary frenzy.

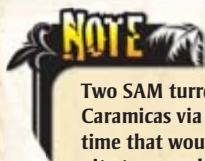
Sweeps Week

Start the Transmission



When you make contact with Caramicas, he starts to move toward the broadcast center. Three sandbag barricades in front of the center are manned by several guards with machine guns. Shoot these guards while Caramicas moves inside. If he is cut down, the mission ends in failure. When he is clear and starts his speech, move to the side of the

building facing the sea (the north side) and prepare for the first wave of Mendoza's thugs to try to cease the transmission.



Two SAM turrets on the facility's west side prevent you from defending Caramicas via a helicopter. You can take them out, but the amount of time that would consume would give Mendoza's thugs ample opportunity to overwhelm the guerrillas.

Defend the Broadcast Center

You must defend the broadcast center against four waves of fighters that come from the following directions and in this order: sea side (north), front (west), sea side (north), and back (south). Each wave of soldiers has no fewer than six men, with the final wave having at least ten men. The guerrillas who were with Caramicas in front of the center lend a hand, but you cannot trust their aim or resolve—you need to lead the charge against Mendoza's men.



Sea side: The first wave of soldiers pours through the northern gate. You can see them coming before they even make it through the gate, so pick them off with an assault rifle before they squeeze off many shots.



Front: When Sheldon gives notice that the guards are heading for the front door, go west and get to the sandbag barricades. If you get turned around, follow the other guerrillas. Shoot the garrison of guards moving up the front drive. Grenades are useful for eliminating groups, especially if you detonate the grenades in midair.

Sea side: The next group of guards tries to sneak through the sea side gates. Clamber on top of the center via a ladder near the door Caramicas went through and shoot the guards as they try to come through.



Back: The biggest assault team tries to force its way into the facility from the north. They pound down the dirt road, but if you have grenades, you can clear them out with a few throws. Shoot the grenades in the air so that the blast radius catches more guards than if the grenade just bounced along the ground.



After shooting an entire wave of troops, scavenge their dropped guns, ammo, grenades, and health packs before moving off to fight the next wave.

Cease Transmission

When Caramicas finishes his transmission, Sheldon gets on the horn and orders you to destroy the broadcast antenna on the eastern side of the facility. You don't need fancy explosives to finish the mission; a grenade will do the trick, but first you have to get to the antenna's base. You were able to hold off foot soldiers for two minutes, but Mendoza's finest have had enough time now to muster a strong fighting force. To get to the antenna, you have to shoot your way through their reinforcements.

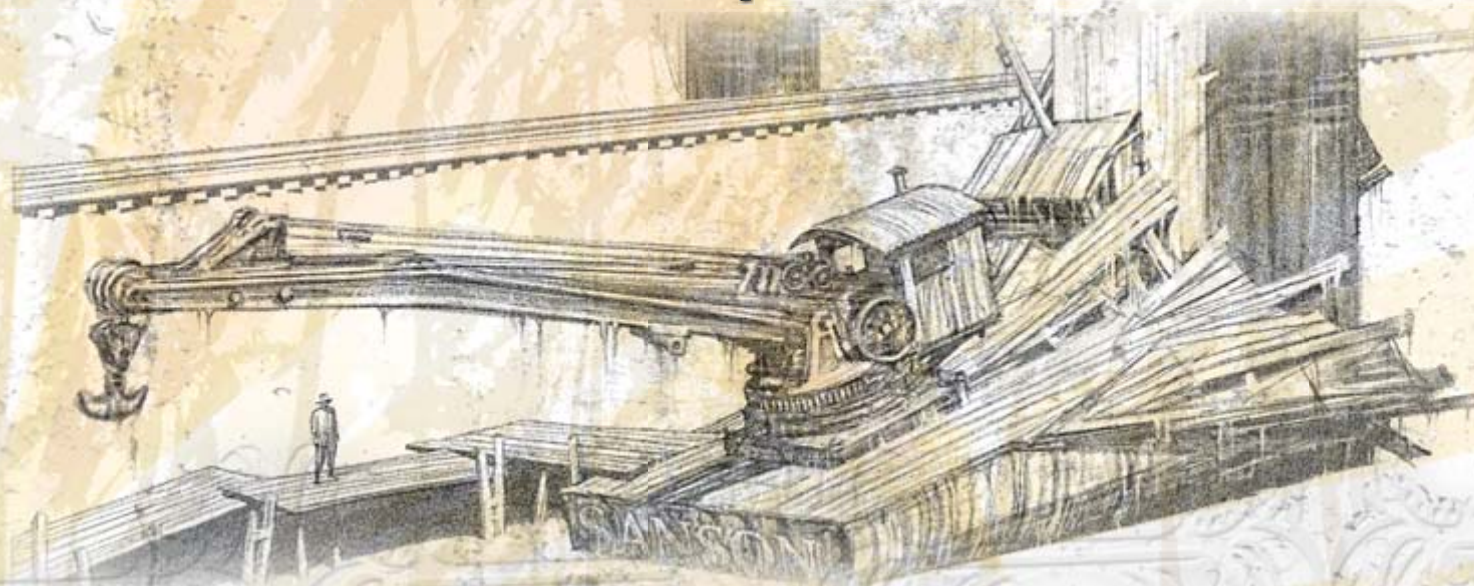


A few Wally GPs arrive on the facility's eastern side. When you open fire on the jeeps, the reinforcements get off and open fire. The guerrillas have melted back into the jungle with Caramicas already, so it's you against these well-armed enemies. Shoot the guards as you work your way toward the antenna. If you don't get them all, don't worry about it. All you have to do is destroy the antenna and the mission is finished.



The weakest spot on the antenna is its base, which is below ground level. Follow the ramp underground and approach the terminal on the antenna's base. (Red arrows point out the terminal for you.) If you have timed or triggered explosives, you can plant them at the antenna's base and retreat. If not, throw a grenade at the terminal and shoot the projectile as it hits the base. A final alternative: If you're out of grenades, steal one of the Wally GPs, drive it to the antenna's base, and shoot the vehicle until it explodes.

As the antenna erupts in flames and crashes to the earth, Kane arrives in a helicopter to pick you up and flee the scene before even more reinforcements can arrive.



MISSION 12: LOVE IS IN THE AIR

Mountaintop Recon

Sheldon has received new intel from Police Chief Carmona: The supposed medical facility between Mount Teleno and Mount Gabriel, two of San Esperito's highest peaks, is actually a military outpost. Carmona says this is where Mendoza is developing weapons of mass destruction (WMD). At Sheldon's request, Rico must fly a helicopter up to the facility and check it out without appearing too conspicuous. If the facility is what Carmona claims it to be, then Rico must take further action to disable whatever weapons program Mendoza has running up there. And by "disable," Sheldon really means blow it sky high.

Objectives

- Recon the mountaintop facility for Sheldon.
- Plant satellite receivers on the three facility stations.
- Stop the WMD launch sequence and escape the facility.

Strategy

Sheldon and Kane drop the intel on you at the mission's beginning—you need to go check out the facility on the mountaintop to verify that it is a weapons plant before taking any further action. To confirm that the facility is dangerous, you must plant three satellite receivers around the site. They will collect information and relay it to Sheldon.



The approach will be easy—planting the receivers will be the hard part. SAM turrets are positioned on the side of the mountain to blind curious eyes, so you must parachute to the facility and plant the three receivers on foot. This will expose you to attack, but if you start at the top and work your way down, you can parachute between the three spots and minimize your time on the ground. After you plant the three receivers, you need to check out one last thing on the mountaintop: evidence of

completed WMDs. If they are real, you will have to destroy them before Mendoza can use the weapons against the people of San Esperito.

Recon Mission

Aerial Approach



Sheldon was kind enough to give you a Huerta PAS1 Aztek after the briefing, so you can use it to run the initial recon on the so-called medical facility on Mount Gabriel and Mount Teleno.

Take to the air in the Aztek and fly northwest to reach the mountaintop facility. The flight is effortless, as nobody suspects anything about your mission yet. However, as you get close to the facility, the scenic route turns into a nightmare.



Legend

- Briefing
- Mountaintop Facility
- Air Route to Mountaintop Facility
- Receiver Positions
- Computer Terminal
- Motor Pool



Slow down as you approach the facility. When you enter range, the SAM turrets go active and target your chopper. Exit the Aztek as you move into position to recon the first receiver position at the top of the mountain.



If the SAMs activate before you're ready to jump out above the facility, you'll have to make do. Each of the receiver positions is surrounded by fencing, so land inside one of the gated areas and plant the devices. Or, if possible, land near one of the motor pools along the winding mountain road so you can drive up to the top, then descend the mountain, dropping each receiver as you go.



When you're spotted, the alarm is raised and your wanted level jumps to 3. However, the guards need a minute to scramble, so you have time to drive up the mountain to the top before dealing with first response.

Plant Receivers

Red arrows mark where you need to plant the receivers on the facility's three different parts. At the mountaintop, you must walk up a long gangway to plant one next to what looks like a series of harmless silos.



Several guards are near each receiver position, including one patrolling the top of the silos. Take out the guards on the ground and on the silos, then plant the receiver in the proper position. After the receiver is active, work your way down the mountain to position the next two receivers.



Stand on the cliff at the base of the silos and look down at the research facility. Jump off the cliff and parachute to land on top of the round structure to the right. If you miss the structure, use stairs and ladders to get back to the top, but you'll have to fight through several armed guards first.



Use grenades to flatten guards when they try to rush you.



Scramble up the stairs and ladders on the back side of the facility to reach the second receiver position. There are no guards on top of the facility, so after you make it to the ladder's top, you're in the clear. Run along the roof and jump up on the catwalk to reach the structure's top and plant the receiver.

You can parachute to the lowest facility from the structure's top. Jump north and sail through the air with your parachute, passing over the guards as they try to mount a counterstrike. Try to land behind the fence, but if you come up short, run toward the mountainside—there is a small gap between the rock and fence that you can slip through to access the facility.





Use the stairs on the facility's north end to climb up on the catwalk. Follow the catwalk around the central structure to plant the final receiver and transmit your findings to Sheldon.



After you plant the receiver, the guards do not remove it.

You do not have to plant the three transmitters in this order. You can tackle them in any order you choose because a road connects the top two sites. From the road, it's easy to drop into the bottommost site and plant the transmitter. The problem with fighting your way up the mountain is that the extra time it takes to find a vehicle or hoof it up an incline gives Mendoza's men extra moments to get in their Wally GPs or search for you at each site.

WMDs

A Disturbing Revelation



When you plant the final transmitter, the silos at the top facility open to reveal their deadly surprise: missiles. Mendoza has a fully operational WMD program (this is what he needed the rocket fuel for, apparently). It's up to you to put a damper on his plans. You have to return to the top of the facility and access a computer terminal to shut off the missiles.

You only have a few minutes to do this before the launch. There is no on-screen timer—Sheldon cannot access the computers to see the actual countdown. Fortunately, a loudspeaker occasionally blares the time remaining before launch. You need to get to the terminal before it says the launch is imminent.

Steal a Wally GP from the guards, either at the middle facility (the one with the white buildings) or at a roadside motor pool, and drive up the mountain road. The guards may try to follow you and push you off the road, but the Wally is a fast rig and if you get a head start and manage to stay on the road, it cannot catch up to you.



However, a stray guard or two may be waiting for you at the mountain-top. Don't stop running, as you are racing against an unseen timer. Turn back and shoot the guards as you speed up the mountainside.

Gate Crasher



Drive to the road's top so you can look out over the mountain. Below you is a circular roof. This is where the computer terminal that will stop the missiles is hidden. Slide down the side of the mountain and land on the rooftop.



Face south and step off the roof onto the landing. Look north. A side door leads inside the circular structure. The computer terminal is inside. Access the terminal to program the missiles to self-destruct because you cannot physically stop the countdown at this point. Listen to the timer. The missiles will self-destruct at the same time they were supposed to launch, so when you're done at the terminal, you need to get off the mountain as fast as possible.

Part of the fence is on its side outside the computer terminal facility. Run to the end of the fencing and jump off to end the mission. You sail to safety as missiles explode inside their silos, taking the mountaintop facility with them as collateral damage. Now that you have uncovered President Mendoza's plot to acquire weapons of mass destruction, you must step up your efforts to unravel his regime. And Sheldon has the plan to sap the president's power—literally.



MISSION 13: I'VE GOT THE POWER

Lights Out

Sheldon's strategy for undermining President Mendoza's power is working. The people are rising up, forcing Mendoza to lash out. The old handler, Sheldon, comes up with another scenario that could further weaken the despot's grasp—destroy a key power plant that supplies the majority of the electricity for the islands. If El Presidente cannot provide even basic services for the people, why should the citizens of San Esperito support him?

Disabling the power plant is not going to be an easy task for Rico, as the government has identified the facility as a potential target. Security there has been doubled. Rico must find a way through Mendoza's forces and use high-powered explosives to knock the facility offline and cast most of the island into darkness.

Strategy

You have two targets in this mission—the San Pedro electrical power plant and a nuclear reactor. If you can take both of these facilities offline, you can rattle the president's confidence and rally the revolution. To get things started, you must plow through a heightened security detail outside the power plant. When you're beyond the roadblock, it will be time to take out the first facility by planting explosives on three terminals that regulate the current. If you destroy those terminals, the plant will shut down. Fortunately, even if you lost your explosives from a previous mission, you get a whole new batch before heading out from the RV.

After you take out the power plant, Sheldon will order you to go for broke and take the nuclear reactor offline to cause a disaster. If you can slip through more defenses and plant explosives on the reactor's coolant system, the core will overheat and explode, disabling more of the power grid. However, a nuclear meltdown like Sheldon proposes (even on a small reactor like San Esperito's) will strip the paint off a house a mile away. You will have to get to a safe distance before the core goes thermal and explodes.



Get to the Power Plant

By Land, Sea, or Air

When you step onto the beach after the briefing, you'll notice that the agency has provided you with no immediate transportation. You're on your own for this mission, looking for your own lift to the power plant. You can heavy drop in one of the agency vehicles, such as the dirt bike or Prototype GP. The GP is a speedy ride that's good on both the highway and dirt, allowing you to cut through fields or jungle en route to the power plant.

Objectives

- Destroy the San Pedro power plant by blowing up three on-site terminals.
- Blow up the reactor's coolant system to cause a major meltdown.
- Escape to a safe distance before the reactor goes offline and explodes.



Legend

- Briefing
- Power Plant
- ... Power Terminal
- Reactor
- Safe Distance
- ... Land Route to Power Plant

You also have the option of hitting the airport to the east of the briefing RV and stealing an airborne lift, which would let you fly over the security detail and drop right in on the power plant. You could also drive around, instigate a few acts of random violence and whip up the police so that they bring in helicopters. When the choppers are overhead, you could use the grappling hook to steal one of the helicopters, fly up to escape any ground fire, then parachute right onto the power plant.

CAUTION

Three SAM turrets are in front of the power plant access road. If you choose to fly in, watch out for a barrage of missiles when you get within range. When the SAMs appear on your minimap, consider them online and ready to fire.



The water also offers possibilities. Use the grappling hook to target a boat in the ocean and parasail within stealing range. The power plant has no harbor for easy docking, but the boat will let you slip under the bridge where Mendoza's troops have set up a major roadblock. Find a bit of beach near the power plant and hike up the incline to flat ground, then head for the front gate of the power plant facility and sneak in with nary a scratch.



Bypassing all the action, however, also denies you access to weapons and vehicles. The heavy drop GP has weapons already onboard, so it's a good vehicle for mounting a direct charge on the security forces at the bridge to the south. That way offers the most direct route to the power plant, if you don't count the dozens of guards as a major obstacle.

Breach Defenses



After you cross the bridge that leads to the power plant, your wanted level skyrockets. The guards send out jeeps and armored trucks full of men. Fire upon the jeeps to get the occupants to step outside, making them easy prey for your machineguns. The bridge is covered in concrete barriers, forcing you to weave around them.

Trucks may try to lodge themselves between the side of the bridge and a barricade, forcing you to abandon your vehicle and go in on foot. If you have to ditch your wheels for any reason (or if the guards destroy the vehicle), make haste on the bridge to minimize your exposure.



A Wally GP is parked beyond the last concrete barrier, to the left. Dispatch the guards waiting inside the jeep and steal it.

Drive past the large building on the bridge's opposite side and head up the dirt road. A sharp western ridge prevents you from going off-road and driving to the power plant. Stick to the road for now. Expect heavy traffic ahead as the guards send in reinforcements to replace those they lost when you breached the first security point.



The jungle is full of jeeps and trucks. The truck drivers try to drive you off the road and into a tree. If they stop you, guards will get out and surround you, firing from all sides to take you out. Dodge trucks and jeeps and take the second right turn after leaving the first security checkpoint. The road leads straight through the front gate of the power plant.



The power plant is surrounded by strong fencing that you cannot jump over or drive through. Enter the facility through the front gate or parachute in by jumping from a helicopter or off one of the ridges surrounding the plant.



The front gate of the power plant is not unguarded—but forces here are not as plentiful as they were on the bridge. All the security forces are patrolling the facility's interior, so count your blessings at the front gate and steel your resolve for the firefights within. Use your feet for most travel within the facility. You have to climb a lot of stairs and run a half mile of catwalks to access all the terminals—and

besides, the enemy helicopters at this stage of the revolution are adept at destroying vehicles. Sometimes it seems the moment you turn the key, the hood of your vehicle is 20 feet in the air from the impact of a hellfire missile.

Destroy the Power Plant

Plant Explosives

The three terminals are located on the trio of main structures inside the facility. A large collection of tanks in the power plant's center needs to be destroyed. Three towering smokestacks across from the tanks mark another terminal. The third terminal is on top of another series of smokestacks; getting there requires a long climb up an unprotected ladder. You can tackle these terminals in any order.



The terminal at the tanks: Head for the large white tanks and use the scaffolding to climb up to the catwalk that runs around the perimeter of the tanks. The tank you need is in the middle of this area, so follow the red arrows onscreen. Run around the outer catwalk, then cut through the middle to find the terminal on the side of one of the tanks. Bend down

and set the timer on the explosives.

You don't have time to descend the stairs. Leap off the catwalk to the southeast after setting the bomb and run like the wind. The blast radius is significant and you need distance to avoid damage.



The second terminal: If you jumped off the catwalk pointed southeast, the next terminal is in front of you. (Otherwise, use the red arrows to get your bearings and run down the streets while exchanging fire with guards who zoom around the facility in jeeps.) Run to the terminal and set the bomb. Put some distance between you and the smokestacks. Run down the street when you activate the charge. The blast will eliminate any guards on your tail.



The guards are fearless. Don't stop shooting even as the sky behind you fills with smoke and flames, as Mendoza's men will pursue you with little regard for their own lives.



By the second explosion, the guards are operating on overdrive. Armored trucks with mounted guns scream around corners and will mow you down in the middle of the street if you aren't watchful. Empty a clip into the trucks to force the men to abandon their vehicles and challenge you in the street. A seemingly endless supply of guards takes the place of those you kill, but keep on clearing out forces as you make your way to the next terminal, which is to the northeast.

If you have an RPG, take out helicopters to guarantee your safe passage. Either use auto-aim to lock on to a chopper and hope the helo doesn't make any sudden corrections, or go into shoulder view and aim the rocket right at the undercarriage. Be wary of spending too long in shoulder view, looking to the sky. While you're setting up the perfect shot, guards swarm your position.



The third terminal: Only one staircase leads up to the system of catwalks that allows access to the third terminal. Make a run for the northwest, then tear across an empty lot to find the staircase tucked in the shadow of the smokestacks. On the scaffolding, guards won't bother you, but the helicopters circle overhead like vultures. Keep the RPG at the

ready if you still have rounds so you can take out the birds.



Rush up the staircase to the first set of catwalks. You have to jump from the first catwalks to a lower system. Keep an eye out for helicopters as you make the jump.



The terminal is on the middle smokestack's top. Use the ladder to ascend the smokestack and access the terminal. Drop your explosives at the terminal's base (they have to be right in front of it—not off to the side or else the terminal remains intact), then leap off the smokestack before the timer runs out.

Destroying all three terminals activates a checkpoint. Head southwest to lay waste to the nuclear reactor coolant system.



Reactor

The reactor is to the southwest of the main power facility. Drive through a back gate to exit the power plant, or use the grappling hook to steal a helicopter and fly to the reactor. There are no SAMs surrounding the reactor, and the need for a quick getaway makes the helicopter a handy resource.



If you choose to drive, steal a Wally GP from the security forces. The jeep is great on the old dirt roads, and the extra speed puts distance between you and the helicopters moving from the power plant to the reactor area. A small checkpoint stands left of the dirt road that passes by the reactor. If the helicopters destroy your wheels, you can run through the checkpoint.



To access the terminal that controls the coolant system, you have to scale another series of stairs and catwalks. Foot soldiers are on the move in this area now, so don't hesitate. Run for the stairs on the facility's far side (opposite the checkpoint). If you used a helicopter to reach the reactor, set it down in the clearing inside the fence.



Somebody parked a Yamada dirt bike next to the stairs leading up to the coolant control terminal. Leave it there for now—it may be pivotal to your escape after you blow the coolant control.



Climb the stairs and jump across the catwalk system. The terminal is on the reactor's north side, facing the mountainside. Helicopters try to shoot you off the scaffolding and stairs, so run. No guards are up here, so switch to your explosives while running to save time. When you reach the terminal, set the charge, then run to the right (facing away from the terminal). Jump off the catwalk to be close to the stairs that lead up to the terminal.

If you used a helicopter to reach the reactor, backtrack to the landing site and pilot it to the small island across the waters to the southeast. Now you're safe.

Escape Velocity



Use the wind at your back to sail to the small island to the reactor's southeast. You have to reach the island in order to survive the explosion. If your feet reach the clearing on the water's other side, you're home free.

You have under a minute to escape the facility before the reactor explodes. Jump on the Yamada and drive it off the mountainside. In midair, jump off the bike and deploy your parachute. You can try to run and jump off the side of the mountain, but you need the extra speed of the bike to guarantee success.



The view from your safe vantage on the island is breathtaking. The reactor explodes in a brilliant flash of fire, shutting down power to a significant portion of the island. Sheldon and Kane toast to your success, but the grizzled veteran is already cooking up a new scheme to further damage President Mendoza's regime.

MISSION 14: QUADALICANO CHOO CHOO



Legend

- Briefing
- Train
- Train Path

Rocket Man

Present Mendoza is serious about his WMD program—so much so that he's reached out to a former Nazi officer and scientist with experience in rocket technology. The officer, named Kleiner, is a recently resurfaced war criminal whom the free world would love to get its hands on, but Sheldon doesn't think he can risk an arrest and tribunal. He commissions Rico to dish out justice by following Kleiner and a train carrying a series of rocket components. Rico must further stunt Mendoza's WMD program by destroying the rocket parts, then eliminating Kleiner so El Presidente can no longer make use of his knowledge.

Objectives

- Chase down the train carrying the rocket parts and destroy all 25 components.
- Shoot down Kleiner's helicopter before he escapes.

Strategy

The mission begins in a helicopter's cockpit. Take the controls and follow the train of rocket parts as it eases away from the loading station, picking up speed as it snakes through the countryside en route to an underground facility's entrance. If the train reaches the tunnel with a single rocket part still intact, the mission ends in failure.

When you fire the first rocket, Mendoza issues the order to scramble all available helicopters to intercept and shoot you out of the sky. Fortunately it takes a couple of minutes for the first chopper to reach the train, so you will have a window of time during which you can rain destruction unopposed. When helicopters arrive, though, you have to break off your attack on the train to cut them down before they can lock on to your helo. Because the train will always be picking up speed, you cannot spend too much time exchanging missiles with Mendoza's pilots. When you incapacitate the train, you must finish off Kleiner as he tries to flee in a small helicopter.



Follow That Train

Destroy the Rocket Parts



To begin this mission, you have to go to the briefing spot as indicated on the map and fire off a smoke bomb to call down Sheldon and Kane. The dynamic duo arrives in a fully stocked helo, equipped with machine guns and missiles. In the air, you receive the full scoop on the train and Kleiner before Sheldon and Kane bail out and leave you behind the controls of the chopper.

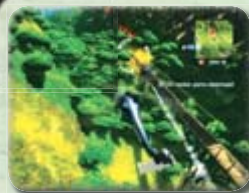


When the mission begins, the train pulls out of the station to the north-east. The train picks up steam, granting you at least a minute to drop low and tear over the landscape at full speed to close the gap. The train is marked as a red star on the minimap. In-game, you see a slew of red arrows pointing down at the locomotive to indicate its position.



By the time you reach the train, it's a quarter mile out of the station and starting to pull around a bend. The tracks wind through a series of canyons, which is helpful later when Mendoza's reinforcements arrive to protect the train. The enemy choppers can only sneak up on you from behind.

You have an unlimited supply of missiles, so when you can see the train, let fly with repeated volleys. Use your auto-aim to lock on to the rocket parts on the train. Cycle through targets and jam on the missiles to make headway on your assignment quickly. A counter on the screen's right side shows how many rocket parts you have destroyed. There are 25 components and each missile incinerates one part.



Drop in on the train low and slow. Crawl alongside the train a few hundred feet above the ground to maximize the effectiveness of each missile volley.

Sheldon gives you notice when reinforcement choppers arrive on the scene. This happens as the train pulls across a large bridge over a snaking river at the bottom of the canyon. The helos appear one at time, and are not as quick on the draw as you are. Because the enemy choppers always approach you from the rear, turn your helicopter to face the direction opposite the train. Get altitude on your assailant, lock on by pointing the nose of your bird in the attacker's direction, and shoot down the chopper with a series of missiles. When you see an explosion, turn right around and catch up with the train.



When the train pulls out of the canyon, you need to have destroyed at least 20 parts—the underground depot is only a minute away. Return to the low hover above the train and move alongside it while releasing missiles. Creep up on the engine as you blow up the rocket parts, finishing the job with a missile blast to the final component behind the lead car.

Achtung, Kleiner!

When you ruin all 25 components, Kleiner attempts his getaway in a small helicopter. His chopper is hard to see against the below, but turn south when the last rocket part is in flames, and you can get the drop on him before he escapes into the deep canyon to the left.



It only takes three or four missiles to destroy Kleiner's chopper. Use the minimap to track his movement if auto-aim doesn't lock on to his position. Kleiner is going for the canyon that drops below ground level, so aim your helicopter in that direction and fly low to catch him in your sights. Your helicopter can shoot missiles straight down, so when Kleiner tries to dip into the canyon, swing the camera around to look down and get the lock. Follow him into the canyon, letting loose with one missile after another. You'll overpower his helicopter in no time, sending a ball of flaming wreckage crashing to the canyon's floor.

Mendoza tries to paint your raid on the train as a terrorist act, but if the people of San Esperito knew the sort of characters with whom he was holding court—Black Hand operatives, on-the-run Nazi scientists—even his staunchest followers might have trouble backing his power play. This is why, in your next mission, you must hunt down and eliminate the two people in San Esperito who would help El Presidente fulfill his wickedest schemes even with their dying breaths: his sons.



MISSION 15: SOME ENCHANTED EVENING

Death in the Family

President Mendoza's reign over San

Esperito has been weakened, but Sheldon wants the despot to experience true pain to push him over the edge. An arms fair is being held this week at Mendoza International Airport, and the president's two sons—Luis and Tomaso—are scheduled to make an appearance on the center stage. This is the most public appearance the pair has made for months and the only chance Rico has to strike these sensitive targets during the regime change operation.

Sheldon's plan is to have Rico infiltrate the airport under the guise of a hired pilot and neutralize the targets. If Rico misses, getting the situation under control will be impossible—making the first shot count is imperative for success. Security has been doubled for the arms fair, so even if Rico manages to eliminate Mendoza's sons, there's still the matter of getting through the throng of guards in order to retreat to the safe house.

Objectives

- Eliminate the helicopter pilot and steal his sanctioned helicopter from Villa Celeste.
- Fly the helicopter to the airport and assassinate President Mendoza's sons at the arms fair.
- Escape the airport and go to the extraction point.

Strategy

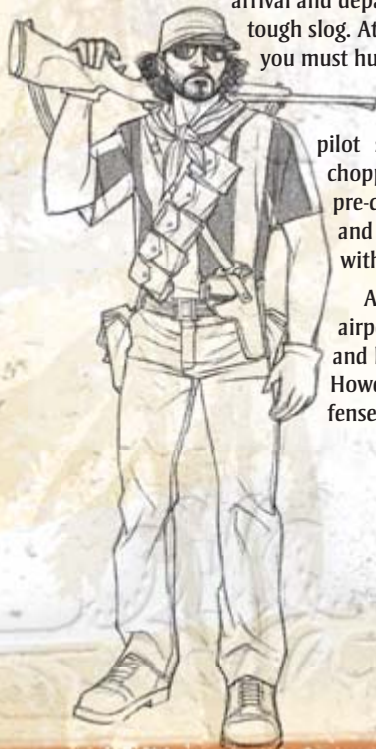
Pulling the trigger on Mendoza's sons is the easiest part of this mission. Much like visiting any airport, it's getting through security at the arrival and departure gates that is the tough slog. At the mission's beginning, you must hunt down a helicopter pilot en route to the Villa Celeste. Kill the pilot so you can steal his chopper—which has been pre-cleared at the airport—and land near the arms fair without incident.

After you neutralize Luis and Tomaso, though, you will have to fight your way out of the airport. The security detail surrounding the airport springs into action, sending jeeps, tanks, and helicopters to the site to stop your escape. SAM turrets are also spread around the airport to prevent an easy air getaway. However, if you have a rocket launcher like the RPG or Odra in your arsenal, you have a good chance of blowing the air defenses and opening a window of opportunity for a quick escape.



Legend

- Briefing
- Airport
- Villa Celeste/Helicopter
- Mendoza's Sons
- Sniper Rifles
- Extraction Point
- Land Route to Extraction Point



Safe Passage

Chase the Pilot

When the mission begins, the pilot is on the move. You have to intercept his jeep before he reaches Villa Celeste and takes the helicopter to the airport. Sheldon and Kane have a Cutler-Randall Conquistador waiting for you outside the RV. The car may look like a beached tuna boat, but it can cruise at a speed comparable to many of the exotics you find gliding through the big cities.

Hop in the Conquistador and power away from the briefing heading north. Take the dirt road up to the main road, then cut to the west, following the pilot as he turns southwest. Villa Celeste is off the main road, on a dirt lane south of the bridge. Avoid traffic violations, as you cannot afford to rumble with the police right now. The car handles smoothly, so weave around traffic and keep the pedal to the metal.



When you catch up with the pilot's jeep, you can either pull up alongside him and stunt-jump into his vehicle or use the grappling hook to latch on to his rear bumper. Whichever method you choose, you have to kick the pilot out of the jeep before he gets to the villa.



After you hijack the jeep, the chopper pilot flees on foot. Kill him before he runs into the jungle. Get out of the jeep and shoot the pilot as he runs, or stay in the jeep and put the pilot under its wheels. (You may have to roll back over him to confirm the death.)

Steal the Helicopter

Now, you need to scoot over to Villa Celeste, which is marked on the onscreen minimap with a red star. Villa Celeste is off a southern dirt road—it looks like one of the resorts you need to liberate for the Riojas cartel, complete with a regular Mullen H45 Dragonfly helicopter on the rooftop helipad. However, only the pilot's military copter, a Delta MAH-15 Chimaera, is cleared for the airspace above Mendoza International Airport. And besides, the playboy-preferred Dragonfly doesn't come equipped with machine guns and missiles....



Mendoza International Airport is southwest of Villa Celeste. The airport is so massive that it makes up an entire province of its own. Fly to the airport and descend into its airspace. Your auto-aim might pick up a ground target, such as a SAM turret, but don't fire any missiles. The brothers have not yet taken the stage, so set the chopper down on the empty helipad next to the main terminal.



Land the helicopter in the center of the helipad, leaving enough room for you to get out and walk to the steps. If you land too close to the steps, you'll fall off the helipad when you try to get out.



If it is nighttime when you steal the helicopter at the Villa Celeste, wait until sunrise before landing on the helipad and starting the next part of the mission. It's easier to assassinate the brothers and escape in broad daylight. There is no timer, so don't worry about a penalty for hanging back until the sky goes from black to pink.

The Arms Fair

Assassinate the Sons

After you land the helicopter, the Mendoza sons walk to the podium to address the arms fair audience. After you step out of the Chimaera, empty your hands. You don't want to attract unwanted attention by wandering the site while brandishing a weapon.

Walk south of the helipad to the podium. Several large canopies surround the platform where Luis speaks, under which is a good place to stand and decide how you want to carry out the hit. You have several options for killing the brothers, but you have to make that first hit count because if you miss one of the brothers, chasing him down will be a major chore.





A rocket to the podium might seem like a good idea, but the blast isn't big enough to eliminate both targets. The rocket will only kill Luis, not Tomaso.



Several weapons are on display in a tent near the platform, including the Barclay Phantom sniper rifle. You have to be a quick shot to hit Luis, then target Tomaso before he breaks from the platform.



As long as you remain apparently unarmed, you can walk right up to the platform without being noticed. Stand next to the brothers, quickly draw your weapon, and open fire. After you kill Luis, target Tomaso and drop him before he can run for the nearby tank.

While a rocket blast against the podium may not drop both brothers, shooting a grenade while it sails through the air between them will send their bodies flying. Make sure you shoot it as it starts the downward arc to maximize splash damage and guarantee the double kill.



You have to take out both brothers within seconds or suffer the consequences. If you only drop one brother and cannot seal the deal with the other, he runs to the nearby tank under the steel canopy next to the platform. If he gets in the tank, stopping him from escaping is difficult. Not only do you have to take out a tank (which requires herculean effort

with anything other than a rocket launcher), but also you have to avoid getting shot up by the security detail that comes out of the woodwork after you kill the first brother.

If the tank escapes the airport, the mission ends in failure. Should you have an RPG or Ocra, slip into the shoulder view and pound it with rockets until it goes up in flames. Using the Chimaera to stop the tank is a bad idea because of the SAM turrets on the canopies surrounding the speaking platform. Even if you could manage to dodge the SAM missiles and take out the turrets, the tanks would be long gone before you finished making the skies safe for your helo.



Escape the Airport by Land

After assassinating the brothers, you have to get to a safe house and hide until the heat blows over. However, getting out of the airport is a tricky ordeal, as tanks, jeeps, and foot soldiers swarm your position the moment both brothers are dead. The only ground exit from the airport is to the northwest, through a gap in the gate on the terminal building's front. To reach the front gate, you have to hoof it around the building while engaging in firefights and dodging vehicles driven by madmen.



After shooting your way through the front gate, you need to drive to the safe house. The fracas at the terminal provides you with several empty government vehicles to choose from, such as armored cars and jeeps. Grab one and tear across the bridge to the mainland. You have to watch out for helicopters that track your movement and fire repeated volleys of missiles in your direction. Never drive in a straight line—if you do, you're begging for a hellfire missile right up your exhaust pipe. Zigzag across the highway, making yourself a tough target to hit. But even this strategy can fail you, as the pilots often get off lucky shots and nail your rig with a missile. A direct hit to anything except a stolen tank is enough to destroy the vehicle outright—at least a tank can weather one attack before catching on fire and exploding.



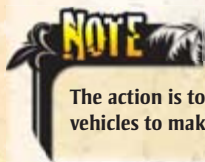
A direct hit in anything except a tank is enough to destroy the vehicle—at least a tank can weather one attack before catching on fire and exploding.



If you lose your vehicle on the bridge, jump into the water. Swim beneath the bridge, hiding from the helicopters overhead. They pepper the river with bullets to keep you from making a break for a boat unlucky enough to be on the water that afternoon. If you swim to the other side and crawl up the bank, you can steal another vehicle on the highway and outrun the helicopter before it reacquires your position.



Unless you pull over and shoot the helicopter out of the sky with an RPG, the military Jackson JC-2 Alamo helicopters will remain on your tail until you pull up to the safe house.



The action is too intense to call in a heavy drop—you have to steal vehicles to make your escape.

Escape the Airport by Air



If you have a rocket launcher, you can escape the airport via the Chimaera. (The jetliner parked next to the helipad takes off too slowly to be an effective getaway vehicle.) Get close to the helipad and lock on to the Alamo chopper. When you destroy the Alamo, dart up the stairs and get in the Chimaera's cockpit. The SAM turrets try to acquire your position when you're airborne, so you have to get out of range when possible.

Most SAMs can be thwarted with altitude, but the Chimaera doesn't rise fast enough to avoid attack. Instead, race toward the runways when you clear the guard rail around the helipad. Stay low and fast, swooping in an arc to prevent the SAMs from locking on to your position. If you can make it to the end of the runways, you're free of the SAMs—but not the enemy reinforcement helicopters.



Look out for helicopters on your tail as you speed away from Mendoza International. It takes the government only 30 seconds to get another bird in the air, so you must engage at least one chopper before reaching the safe house. When you see the reinforcement helo on your radar, turn and get the lock with a missile—don't bother with machine guns.

Drop the helo and move toward the jungle safe house on the mainland to the north. Lower the chopper over the red arrows and the mission ends with El Presidente at his sons' funeral. Mendoza is shaking with unbridled rage, ready to strike back. Sheldon's scheme may have come to a successful conclusion, but it remains to be seen if backing this king cobra into a corner only makes him more dangerous.



MISSION 16: STREETS OF FIRE

The Big Heist

At a small cantina in Mendoza City, Sheldon details to Rico the next step of their operation. The involvement of the Black Hand is a wrinkle that threatens to undermine your efforts, so Sheldon wants Rico to subvert the terrorist organization's effectiveness by hitting it in a major weak spot: its bottom line. The Black Hand is helping itself to a truckload of cash in Mendoza City while Mendoza's police forces conveniently turn a blind eye. Sheldon wants Rico to steal the cash truck after the Black Hand operatives have finished escorting the loot out of the bank, then destroy it, crippling El Presidente's economic system. Without the cash to pay his soldiers, some of his allegiances might crumble.

Objectives

- Intercept armored truck before Black Hand can escape town.
- Drive armored truck to underground garage and dispose of money.





Strategy

Time is of the essence in this mission. It's a short run between the briefing, the bank, and the parking garage, but you are lacking in time to get the job done before the Black Hand can drive the armored truck out of town and melt into the jungle.

Following the in-town briefing, you have to steal a car or motorcycle and chase down the Black Hand operatives as they leave the bank and start their trek into the jungle. The bank is on the other side of town, so you must spend precious seconds crossing the bridge connecting the two halves of the city. When you close in on the roving truck, you must hijack it and drive it to an underground parking garage so you can burn the ill-gotten gains, ensuring that neither the Black Hand nor President Mendoza can use the money again.



Legend

-  Briefing
-  Bank
-  Parking Garage
-  Route Between Bank and Garage



Cash 'n' Dash

Get to the Bank

When your briefing with Sheldon ends, step out to the large street to the west. Traffic is plentiful on the streets that surround the city exterior, and grabbing a lift is as easy as waving a gun in the air as a car pulls into view. If the driver is hesitant to give up his wheels, a shot is enough to make him abandon the car and flee into the city.



You don't have the luxury of time on your side, so don't be picky in choosing the car. Let large trucks pass you by, as they may be hard to

maneuver at top speed during the truck chase's latter part, but take that first car and set out for the city's northern half where the Black Hand is wrapping up the bank heist.



A speedster like the Rossi 866 Corral is preferred over a family sedan, but the exotic car is a rare sight in town.

Steal the Truck

When you cross the bridge, weave through the city blocks to find the bank. Depending on how long it takes to get across town, the Black Hand members might already have left the bank and started their journey to the jungle. Lucky for you, their driving reflects their lack of familiarity with Mendoza City. The truck and its armed escorts—two armored trucks with mounted guns—make several wrong turns and go around the block before getting their bearings straight and making a break for the jungle.

When you get close to the truck, you have two choices for stealing it. You can either pull alongside the truck, match its speed, and jump in stunt mode onto the truck's rooftop, or you can abandon your car near the truck, switch to the grappling hook, and attach yourself to the Black Hand getaway vehicle. If you choose the latter, reel yourself in, then hijack the cash truck.



If you're going to steal the truck by jumping to it, pull alongside it after the truck has finished turning a corner. You need to get close to the truck and match its speed in order to make the leap. When you hop onto the roof of your car, it starts to decelerate, so don't wait too long before jumping to the truck. If you hesitate, not only will you fall behind

the truck as your car sputters out, but the armed escorts will also open fire when you leave the wheel, cutting you to ribbons.



When you jump to the truck, leap inside and take the wheel. The armed rigs escorting the truck open fire on the Black Hand vehicle, trying to shake you free. Stray bullets hit the truck, too. If the truck is destroyed before you reach the garage, the mission ends in failure.

When you steal the truck, peel off from the two armed escorts and head south. The parking garage is on the town's southern end, not too far from your initial briefing location. The armored trucks give chase, but if you power away and hit the straight stretch of the bridge at top speed, you can pull ahead and gain an insurmountable lead. Your transgression against the Black Hand infuriates Mendoza's forces—your wanted level rockets to 5. This means that a motor pool full of police cars is being mustered to take you out before you reach the garage. If you get turned around or lost in the city, you'll sacrifice enough time for those forces to be mobilized and deployed.

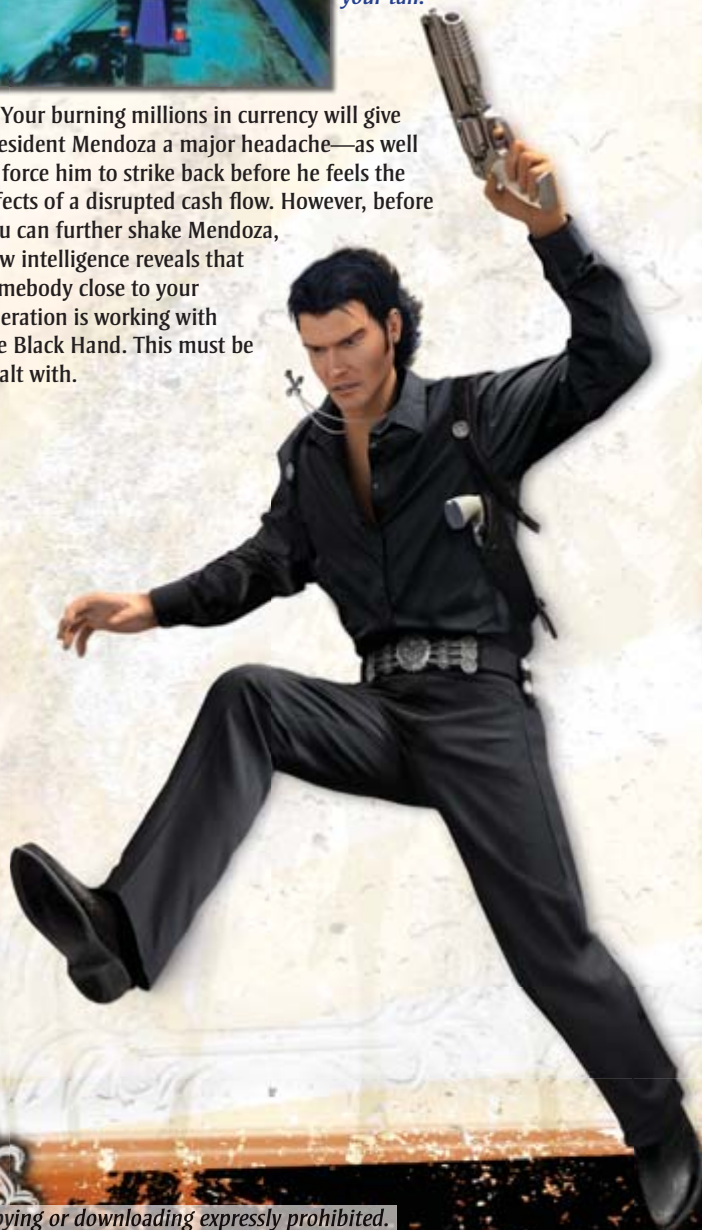


As you close in on the garage, the police try to run you off the road. If they can tip over the truck, you're finished. Watch out for attempts to T-bone the truck or steer it into buildings and signposts. While pursuing you, the police trucks and armed escorts (if they manage to catch up) will unload hundreds of bullets at the back doors of the truck, doing



When you pull into the parking garage, the chase is over, no matter how many police vehicles you have on your tail.

Your burning millions in currency will give President Mendoza a major headache—as well as force him to strike back before he feels the effects of a disrupted cash flow. However, before you can further shake Mendoza, new intelligence reveals that somebody close to your operation is working with the Black Hand. This must be dealt with.



MISSION 17: DISMISSED WITHOUT HONORS

Double-Crossed Sheldon's come into some information that would normally put a frown on the veteran's face, but he's in such a good mood following recent strikes against the president's regime that he takes news of betrayal with a smile. It turns out that Police Chief Carmona is on the payroll of the Black Hand terrorist faction. Carmona is using his position to help his new employers wage war with the guerrillas, who have made headway in eliciting a people-first revolution.

Sheldon decides it's time for Carmona to retire, and he sends Rico to Mendoza City to give the old man his gold watch—and a bullet. To get at Carmona, Rico must first help the guerrillas fight their way into the police station. But a twist of events brings two figures from the San Esperito underground together. Perhaps a new alliance can be formed to help Sheldon's grand design for bringing Mendoza to his knees?

Strategy Sheldon expects you to hightail it to the police station and pitch in on the rebel assault, but he neglects to provide you with any wheels. The first thing you have to do is steal a vehicle on the Mendoza City streets. Thankfully, the metropolis is home to some sweet rides like the Fukuda Tournament and the Rossi 866 Corral. (Although, because you will spend little time in this mission on the road, don't be picky when selecting your car.)

While you speed south to the police station, you will find out that the police and Black Hand associates overpowered the guerrillas during their attack on the station. Carmona has taken Esperanza and her fellow freedom fighters as prisoners, and Carmona intends to play judge, jury, and executioner. Some of the guerrillas are also Riojas members, so Inmaculada offers her assistance in the jailbreak. After you free Esperanza, you must chase down Carmona as he attempts to flee Mendoza City and vanish in the jungle.

Objectives

- Help the guerrillas attack the police station.
- Meet Inmaculada and help break Esperanza out of prison.
- Hunt down Chief Carmona before he can escape the city.



Legend

- Briefing
- Inmaculada
- Prison

Initial Operation

The Inmaculada Encounter

After the briefing, walk to the city's edge and set upon finding some wheels. Pop off a shot at a passing sedan to slow it, or use the grappling hook to snag a sweet exotic—just get some wheels and get them fast. You need to motor to the police station on the town's south side to help out with the guerrilla assault on the police station.

As you drive to the police station, you get word that the guerrilla raid went sour. Carmona and the Black Hand have taken several guerrillas prisoner, including Esperanza. A firing squad will soon execute all prisoners, so you have to infiltrate the jail and free the captives. Fortunately, you don't have to go it alone—Inmaculada and her Riojas guards want to lend a hand to help bring down Carmona.



Inmaculada and her soldiers offer backup during the jailbreak, but the Riojas queen gets her hands dirty when it's time to hunt Carmona.

Veer off from driving to the police station and meet Inmaculada in the town's southeast corner. She and two Riojas soldiers are waiting in a parking lot. Talk to Inmaculada. The prison location now appears on your minimap. Steal a car or motorcycle and drive to the jail, which is also in Mendoza City's southern half.

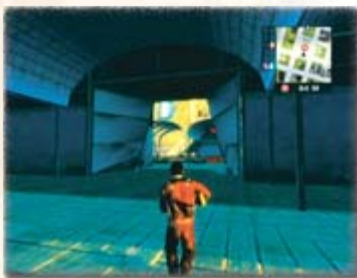


Prisoner of Love

The prison is to the north of your meeting spot with Inmaculada. The police have barricaded both sides of the street with sandbag bunkers. Shooters with orders to shoot on sight are in position. You need to blast your way through the guards (via either side of the street) so you can raid the prison and rescue Esperanza.



Engaging the shooters attracts nearby local law enforcement's attention if your wanted meter wasn't already hovering above 2 or 3. As you take out the shooters, police vans rush to the scene. Fortunately, the sandbags keep them from driving right for you if you slip beyond the barricades.



The prison is in a state of lockdown. You have to do more than knock three times to get inside. A grenade or rocket at the front door is enough to blow it open and expose the interior courtyard where Carmona and the firing squad are hard at work. If you are out of grenades or explosives, emptying a few assault rifle or machine gun clips into the door is enough to break through.

Jailbreak

Rescue Esperanza



The central courtyard inside the prison is full of shooters using sandbag barricades as cover. Carmona flees when you step inside, but the chief isn't a priority right now. You must fight your way to Esperanza's cell, which is on the second floor across from the front door through which you just came. A few parked police vehicles are inside the courtyard—leave them for now because you'll want one readily available in the mission's last third.

Ascend the staircase on the courtyard's other side, shooting the guards as you move. Use auto-aim to pick out the targets in the shadow of the canopy that covers the courtyard. Guards hunkered behind barricades are difficult to hit, so throw grenades and pop them in midair to eliminate those hidden enemies.



Run up the stairs and follow the corridor as it winds around to Esperanza's cell. Several guards patrol the corridor, some hiding around blind corners: If you have spare grenades, bank them off walls so that they roll into unseen corners before exploding.



Esperanza is in the last cell at the end of the third stretch of corridor. Walk up to the cell to free her.

Escape



After you free Esperanza from her cell, you have to escort her outside the jail. She is unarmed, so she stays behind you, advancing only after you have cleared out the corridors leading down to the courtyard.

Inmaculada is waiting for the two of you at the top of the stairs and she is packing serious heat. As you push down into the courtyard, Inmaculada stands alongside you and takes aim at the guards. Esperanza still remains in the rear, out of danger.

As you drop into the courtyard, Carmona makes a break for it. You don't have time to shoot him yet, as the last of the prison crew is bearing down on your position. Inmaculada helps out, but don't rely on her to finish off the guards—target each one yourself and don't stop shooting until your auto-aim no longer snaps to any new enemies.

You cannot pursue Carmona on foot, so steal one of the police vehicles parked along the outer wall of the courtyard and drive it through the front door. Nick one of the armored trucks so Inmaculada can continue her involvement in the mission. She takes the mounted gun on the back and opens fire whenever you drive within range of Carmona's Meister ATV 4.



Chasing Carmona

Gunned Down

You have two options for eliminating Carmona. You can either follow him, letting Inmaculada riddle his van with bullets from the mounted gun, or perform a stunt jump into Carmona's vehicle and kick him to the curb.



If you want to let Inmaculada exact her revenge, you must trail Carmona's vehicle as he tries to escape the city. When Carmona is within range, Inmaculada pulls the trigger and holds it down until the police chief maneuvers out of her line of sight. The closer you are to Carmona, the more effective Inmaculada's assault is. The armor meter for Carmona's Meister appears on the top of the screen, so you can track the integrity of his truck.

Ram Carmona into the side of a building with a vicious T-bone maneuver and pin his car. Inmaculada lays on the guns until his vehicle goes up in a ball of fire. Back away when you see the first sight of flames under the hood, lest the explosion injure you.

Stunt Man



To take care of Carmona personally, drive your truck alongside the police chief and use stunt mode to leap onto the roof. Your ride slows the moment you hit the roof, so leap to Carmona's Meister before he pulls away. If he gets too far ahead of your position and you try to make the jump, you'll only hit the pavement (or worse—accidentally leap to a car heading the opposite direction).

After you jump to Carmona's ride, the police chief loses control of the vehicle. He'll strike a pole or crash into a wall. Jump from the roof into the driver's seat, and boot Carmona right out the passenger side door. You don't have to exit the vehicle and hunt the chief down on foot, though—you have two comely allies ready to send the disgraced, corrupt Carmona into early retirement.



Inmaculada and Esperanza are more than happy to finish off Carmona for you while you attend to the regime change end game.

Finishing off Carmona destabilizes Provincia Mendoza City, which becomes a major base of operations for the guerrilla forces. Owning the city also provides you with a steady stream of top-notch roadsters like the Rossi or Fukuda Tournament, without too much hassle from the police. Use these exotics in the racing side missions—the competition will have an extremely difficult time overcoming your speed advantage.



MISSION 18: SINK THE BUCCANEER

Displeasure Cruise

Sheldon's regime change operation is nearing completion. The country is in upheaval thanks to Rico's daredevil actions against key military and infrastructure targets like the power plant and the train carrying WMD components. President Mendoza has become desperate and reckless. He's shown his final hand—a small arsenal of tactical nuclear missiles is ready for launch on an offshore destroyer called the *Buccaneer*. Sheldon's intel reveals that the president is scheduled to be on the ship, so if Rico can move quickly, he can disarm the missiles, sink the ship, and neutralize the president in one fell swoop.

Strategy

When you meet Sheldon on the beach to receive your next assignment, you can tell that the stakes are higher now than in previous missions. President Mendoza has lost his iron grip on the country. His sons are dead—he can see the proverbial writing on the wall. He has one last power play: nukes. Mendoza is readying his missiles for a launch and plans on seeing it through from the deck of his personal destroyer, the *Buccaneer*. You need to get to that ship and disable the missiles, as well as eliminate Mendoza.

To stop the missile launch, you must find three launch codes hidden at a coastal military base. The base is under lockdown, requiring you to seek some way to bypass the extensive security. After you wrest control of the codes from the base security, you must report to the naval base along San Esperito's southern coast. The destroyer is offshore, and if you can get aboard the ship, you can use the codes to reverse the launch sequence before sinking the destroyer.

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Objectives

- Infiltrate the military and steal three nuclear missile launch codes.
- Use the underwater scooter to infiltrate the destroyer off the San Esperito coast.
- Use launch codes to deactivate nuclear warheads and sink the destroyer.



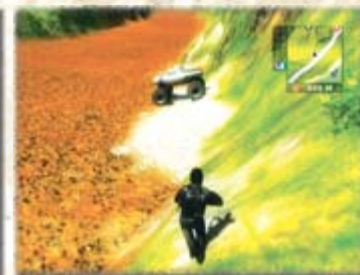
Legend

- ! Briefing
- Vampire Monster Truck
- ★ Military Camp
- ✶ Destroyer
- Shimizu Underwater Scooter
- ... Sea Route to Vampire
- ... Land Route to Naval Base

Code Breaker

Infiltrate the Base

When the briefing on the beach ends, you need to travel north to a seaside military base. The quickest way to the base is via the water, so grab a boat from the beach and speed along the coastline. The military base is marked on your minimap, but with the gates locked, you can't abandon the boat in front of the base and shoot your way through the front doors.



Instead, beach your boat before reaching the military base near the black dot on the minimap. Cross the busy freeway and drop into a gulch that runs parallel to the road. A deserted monster truck is waiting in the shallow ravine. The truck, nicknamed the Vampire, is your key to infiltrating the military base while enjoying the element of surprise. The guards are expecting you to break through the gate—they're not looking for four tons of megamotor madness to leap the rear fence.



The Vampire has an impressive top speed, but it takes a few moments to reach it. Point the rig toward the base and hit the gas. Do not oversteer when dodging rocks and trees. The truck will tip over and explode, should you throw the wheel too far left or right.



Aim for the dirt bank at the gulch's northern end. This "ramp" tips left, so keep the Vampire on the right side. If you hit the ramp at top speed, you can soar over the fence and land right in the middle of the military camp. If for any reason you come up short, turn the Vampire around, drop into the gulch, and try again. The truck can withstand a beating, so if you hit the fence, it's no big deal.

Find the Launch Codes

When the truck lands in the base, you have 10 to 15 seconds before the military can respond with any degree of effectiveness. At first, one or two foot soldiers appear from behind tents and barracks. However, as you find the launch codes, the military ratchets up its response, culminating in the arrival of helicopters that pepper the base with missiles.



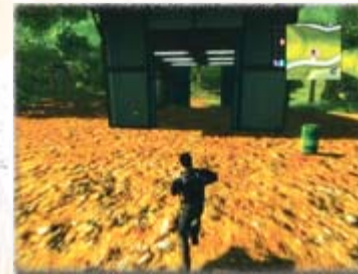
The troops open fire when they see you and continue to hound you as you scour the base in search of launch code briefcases. Bullets are enough to stop lone soldiers, but as groups of military men rush your position, grenades are a saving grace. Shooting grenades in midair over a group of soldiers flattens them, giving you a few moments of easy breathing while you seek out the codes.



As you shoot Mendoza's soldiers, your wanted level rises. When it hits 4, keep an eye on the skies because helicopters are en route to the base to stop you.



Look for timed and triggered explosives in the empty garage along the military base's northern edge. These explosives are pivotal to completing the mission.



Look inside in the garage in the base's northeast corner to find one of the briefcases.

Another briefcase waits next to the L-shaped barracks in the base's north-east corner.



The third briefcase is behind the collection of tents in the base's south-west corner.



After you pick up the three briefcases, Sheldon directs you to move to the naval base so you can ride the Shimizu underwater scooter to the destroyer before Mendoza launches the missiles. The front gates of the base you're in are still locked up, but the Vampire is powerful enough to break through them from the inside.



Drive through the gates, cross the freeway, and speed for the coastline. With helicopters in the air, you need the space to drive fast without worrying about weaving through traffic or accidentally hitting a signpost and losing speed. On the beach, you can make smooth, wide arcs to keep the helicopter pilots from acquiring a lock on the Vampire and blowing it up with a missile attack.

As you drive along the water's edge, look out for another Vampire that leaps the freeway and gives chase. Don't slow or get out in an attempt to wreck the rival monster truck; just avoid crashing into it. If the truck pulls up alongside your Vampire and engages in some crash 'n' bash shenanigans, steer it into the water or up on the bank where it might hit a tree.



When you close in on the naval base, you have to jump up to the highway. The front gates of the base are locked, but any vehicle at top speed can break through them. Inside the base, you have to use a terminal on the pier to release your Shimizu underwater scooter, but soldiers storm the base to complicate your mission. Armored cars try to ram your vehicle and stop you. If your vehicle is destroyed by the other trucks or shot by a helicopter, jump out and shoot as many of the soldiers as necessary to reach the waterfront.



As you arrive at the naval base, the president changes plans and flees to his private island via helicopter.

Stop the Missiles Get Aboard the Destroyer



To reach the presidential destroyer and escape surface detection, you have to use an underwater scooter. Use the terminal on the waterfront (marked as a black dot on the minimap) to release the Shimizu underwater scooter from a trellis. After the scooter drops into the drink, run down the ramp and jump into the water. The helicopters switch to their machine guns and continue firing as you swim for the scooter, so dive deep and grab the controls to avoid getting shot.



Take the scooter along the ocean bottom. The helicopters cannot see you if you're deep.



As you approach the destroyer, shadows in the water come into view: mines. If you touch any of them, they'll explode with such force that you'll die instantly. Steer around them and surface next to the destroyer. Abandon the scooter and swim for the gangway that leads up to the deck.

When you resurface, the helicopters reacquire your position and swoop toward the destroyer to shoot you off the deck. Use a rocket to down the choppers and buy yourself uninterrupted time with the missile launchers on the deck.



Stop the Launch Sequence



There are three missile bays on the destroyer's deck. To enter the codes and stop the launch, you need to blow open the bays with the explosives you found at the military base. (No explosives? Use grenades instead, but keep your distance to avoid their bouncing back at you.) After you detonate the explosives and open the bay doors, walk up to the exposed terminal and access it to stop the launch.

Only a few soldiers are aboard the destroyer because the ship's primary defenses are two SAM turrets positioned near the fore and aft. (These prevent you from using a helicopter to access the destroyer.) Shoot the soldiers as you move between the missile bays, but keep an eye on the helicopters



that fill the sky. They fire missiles on the deck. The force of a missile blast is enough to knock you off the deck and into the water. If you have spare rockets, shoot the choppers out of the sky to guarantee your safe passage as you move between the missile bays.

After deactivating the final missiles, you need to leap off the ship before it explodes.

Bereft of his WMDs, the president retreats to his private island in an effort to hold onto not only his power, but also his life. The Black Hand will do everything it can to stop your final assault on Mendoza, so don't go into the final mission lightly. Seek out a safe house to refresh ammo stocks, pick up any preferred weapons, and heal. When you're ready, head to the next briefing spot and call for Sheldon.

MISSIONS 19-21: TAKING OUT THE GARBAGE VOL. 1-3

End Game

President Mendoza is in full retreat.

The despot has given up control over the main San Esperito islands and has fallen back to his private island where he maintains a palatial estate, paid for with the blood and sweat of his citizen-subjects. Sheldon thinks the time to end Mendoza's charade of a regime is now, and he dispatches Rico to the private island to finish off El Presidente. However, the Black Hand organization is not ready to relinquish its foothold in the region. Sheldon expects the terrorist cabal to dig in on the island, fortifying the palace defenses against any attack from the capitalist pig-dogs—mainly Rico.

Objectives

- Survive your landing and infiltrate the presidential palace.
- Destroy the Black Hand tank commander in front of the presidential palace.
- Chase and destroy three nuclear missiles before they reach their targets.
- Board the presidential plane in midair, eliminate the Black Hand guards, and assassinate President Mendoza.

Legend

- Briefing
- Presidential Palace
- Helicopter Drop Zone
- Sea Routes to Island
- Mountain Route to Palace
- Missile Turrets



Strategy The final mission is divided into three sequences. First, you must infiltrate Mendoza's presidential palace on the private island. Hundreds of Black Hand hired killers fortify the island, so you must either find a way around the extreme resistance or push through it with brute force. The guerrillas will back you up as you storm the beach, but unless you reduce the number of Black Hand troops, the guerrillas will be unable to establish a grip on the beach and hold off the remaining operatives. To start your attack, you must call for Sheldon to bring you a helicopter to get close enough to the island.

If you make it inside the palace perimeter, you must destroy a Black Hand tank commander. During this distraction, the president will attempt to flee the island to parts unknown. You must destroy the tank and chase down the president before he can escape. However, Mendoza will launch three short-range missiles that will destroy cities of San Esperito, forcing you to break off the presidential pursuit and chase the missiles before they reach their targets.

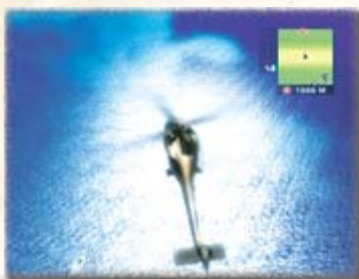
Finally, you must board Mendoza's jetliner as it soars through the air above San Esperito. If you survive the midair stunt, the final Black Hand operatives attempt to stop you inside the jet's fuselage. After you drop the guards, nobody will be left to protect El Presidente. Mendoza will make one final move, jumping out of the plane over the thick San Esperito forests, hoping to vanish. You have no problem with him disappearing, but your plan for helping him fulfill his wish is different from what Mendoza has in mind.



Attempt this mission with one of the rocket launchers, such as the Mako Ocra. You'll need to rockets to shoot down helicopters and take out the tank at the palace.

Vol. 1 Beach Landing

When Sheldon finishes the final briefing, you must jump out of the helicopter hovering outside the "danger zone" surrounding the private island. You cannot take control of the chopper and fly it closer, as too many helicopters are circling the beach to guarantee safe passage. Your only option to access the island is to jump out of the helicopter and use the Jaeger boat below.



The Jaeger is a fast boat, but it lacks the armor to withstand the gauntlet without evasive action. There are three ways you can use the boat to reach the island: 1) direct attack on the beach, 2) circumvent the beach and sneak up the mountain that towers behind the palace, or 3) retreat to the mainland and seek an alternate means of transportation. The direct attack is by far the hardest, but the action you'll see on the beach is a fun, solid challenge. Hundreds of Black Hand troops are waiting for you, helicopters and harrier jets pound the sand with missiles, and you have to scavenge extra ammunition and grenades to restock what you use in the battle of inches.

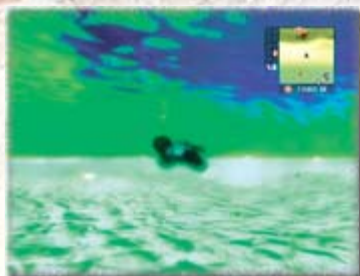


If you try the direct approach, you must survive the initial push to the beach. As your Jaeger closes in on the sands, helicopters respond by buzzing overhead. Piloting the boat in a straight line is madness—the helicopters won't have any difficulty getting a lock on your position. Steer the boat in a sharp zigzag pattern to prevent the easy lock. Even by erratically moving through the water, the helicopter pilots are still enough to score a hit on your boat. If you're lucky, you'll only take splash damage as you zoom past the impact site—but if you suffer a direct hit, there's little chance you can salvage the boat. You'll have to swim the rest of the way or steal a nearby vessel. If all you can get your hands on is a fishing boat, you're in trouble. Trawlers can never get up the speed to outrun a missile attack.



You can stop the boat and stand up to return fire at the helicopters. Use a rocket launcher to take down one of the choppers. You don't have time to line up a perfect shot via the shoulder view. You have to rely on auto-aim, but because the helicopters slow to a hover while trying to acquire your position, you have a brief window of opportunity

to launch a rocket and get right back behind the Jaeger's controls. Limit yourself to one helicopter attack while at sea. You need to preserve rockets for downing additional choppers while on land and attacking the Black Hand tank commander at the palace. (It takes three rockets to destroy the tank commander.)



If your boat is destroyed near the beach, swim the rest of the way. While you're in the water, the choppers will switch to machine gun fire, which can be avoided easily by not swimming in straight lines.



The moment you arrive on the beach, Black Hand thugs rush out of the jungle and push you back into the sea. Dozens of enemies erupt from the jungle—sometimes you'll catch a lone wolf making a break for your position, but they usually stick in groups of three or four. Never stop moving, or else the helicopters will get a lock on you. Storming the beach uses up copious amounts of ammunition. There are too many Black Hand troops to switch to your pistols, so scoop up extra ammo from Black Hand bodies. If you have to trade rifles with a corpse, so be it. If you take up a Black Hand rifle, you'll find ammo that fits the gun in greater supply than your own ammo.



The Black Hand thugs are more plentiful on the beach, so push up to the jungle where you can use trees for cover. In the jungle, the Black Hand operatives are more likely to work alone, which makes it easier for you to keep moving forward without stopping for protracted firefights. Keep looking from side to side as you advance. Rely on your auto-aim to pick out targets in the jungle. Appropriately, Black Hand operatives dress in black, which makes it hard to distinguish them from the thick underbrush when you're running for your life.



If you are running low on health, it's not a good idea to retreat to the jungle. Because many Black Hand troops are on the beach, the more you eliminate, the greater the chance of one of them dropping a medical kit you need.



After you clear out the first enemy wave, the guerrillas pitch in. Caramicas's helicopters engage the Black Hand choppers, allowing you to save your rockets for when you need them most.



Watch your radar for fast-moving bogeys that streak the sky. These are harrier jets that fire missile barrages capable of "juggling" you to death. You're hit by one missile and thrown into the air, only to be caught in another blast radius as you come down. If you see the jets en route, make for the trees and hope they didn't acquire your position.

Several SAM turrets line the top of the ridge that hangs above the beach. It's tempting to go for these targets, but to seek them out takes you out of the cover of the trees and into the clear sight of the Black Hand helicopters. Leave the SAMs, push over the ridge's top, and concentrate on crossing the access road that divides the coastal range and the presidential palace.

Tanks, jeeps, and armored cars patrol the access road that runs around the shores of the inland lake near the palace. As you come out of the trees, word spreads amongst the vehicle drivers. They perform drastic maneuvers to turn around and drive straight at you. This can work in your favor, as the vehicles can get gummed up in traffic jams or strike trees and are unable to correct themselves before you hurl a grenade at them.



Surviving the road to reach the palace is difficult. If you steal one of the military rigs, you risk a missile attack from the helicopters and harriers the instant you slow to avoid an obstacle or if you're rammed by another truck. Follow the road as it winds to the south and leads inside the palace grounds, where you must destroy the advancing tank commander.



Your auto-aim can acquire helicopters through the trees. As long as only leaves and thin branches are between you and the Black Hand chopper, you can use a rocket to bring it down.

Mountain Route

If the direct assault on the beach is giving you trouble, try a less direct approach to the palace—the island's south side. The palace sits in the shadow of a mountain that is tall enough for you to jump off and parachute right into the palace grounds. There is less ground to cover between the southern beach and the top of the mountain, but that doesn't mean there aren't plenty of Black Hand operatives patrolling the region. They're ready to engage you.



The back side of the island has little beach. Almost immediately after landing, run into the jungle and start hunting Black Hand operatives in the trees. A spiral road winds up the mountain. Vehicles patrol it, but thanks to the constant incline, you can use altitude to break the line of sight between you and the gunner in a Meister. Only a few sections of

the mountain are too steep to climb, and when you cannot run forward anymore, use the road to keep moving upward until the next section of mountain where your feet can find purchase.

The Black Hand troops continue to appear from the jungle. If night falls, seeing the thugs with naked eyes can prove difficult. Sweep the horizon and use auto-aim to pick out targets from between the trees before they get the drop on you. You don't use as much ammunition taking the back side of the island, but if you run low on rounds, run over the corpses of your enemies and pick up dropped supplies.



Whereas sometimes three helicopters circle over the northern beach, you typically only encounter one chopper at a time on the back of the island. This makes it easier for you to steal a vehicle and use it. Due to the mountain road conditions, Stinger buggies are used in place of tanks (mercifully). These fast-moving buggies can burn up the mountain

road, but if you lose control of the vehicle, you risk sacrificing ground by plummeting down the mountainside.



As you near the mountaintop (you'll see the spiral tighten up on your minimap), stick to the road—the incline is too steep to conquer by foot. Black Hand operatives throw grenades from the jungle in an attempt to blast you into the water. Vehicles become rare, and those that do try to run you down risk being blown up by guerrilla choppers that

are starting to gain dominance in the air. Run for the highest point on the peak, then look north. When you can clearly see the palace below you, above the tops of the trees that cover the lakeside of the mountain, make a running jump, and deploy the chute.



There is enough distance between the mountain peak and the palace, but you have to throw your legs forward to gain extra lift and clear the lake. You may see some helicopters in the air above the palace, but they cannot get a missile lock on you as you sail toward the palace. As you close in on the palace, kick your legs forward to clear the rooftop and land on the other side of the structure. The tank commander is rumbling around the grounds in front of the palace, so you cannot afford to land in his line of sight. If you land off to the side, you can switch weapons and reload before stepping out for your duel with the Black Hand commander.

Air Drop

If storming the beach or scaling the mountain is proving insurmountable for you, you have a third alternative for reaching the palace grounds—but you'll miss great action in the jungle. When you drop from Sheldon's helicopter into the Jaeger, don't go straight for Mendoza's private island. Instead, do a 180 and head north for flat land. There are a few sandbars between the drop zone and the mainland that you can pull up to and use for this trick.

Because your wanted rating with the government is only at 1—it rises when you infiltrate the island—you can still use the heavy drop. Step onto dry land and request the agency-provided Whiptail Gyrocopter. Switch weapons to the rocket launcher before getting in the gyrocopter so that it'll be ready the next time your feet touch terra firma.



Gain altitude in the gyrocopter before heading for the private island—the higher, the better so that you remain out of range for the helicopters that patrol the beach. Aim for cloud level. Fly out of the island and hover above the palace. Jump out, but don't deploy the chute yet. Press forward to dip your head down and rocket through the air.



When you can see the pattern surrounding the rotunda in front of the palace, use the parachute to break your fall. The helicopters won't have time to respond to your arrival, giving you ample time to land and get off a shot on the tank commander.

Tank Commander

When you arrive in the palace grounds, the tank commander fires shells in your direction. Without benefit of a vehicle to protect you, a hit is enough to kill you. (Thankfully, reaching the palace activates a checkpoint.) Be ready with your rocket launcher to eliminate the tank commander. If you have less than three rockets—or worse, no rockets—this is a tough battle.



Use rockets to target the tank. Fire a shot, then keep running. Keep a lock on the tank by always looking in its direction. Black Hand foot soldiers fill the palace grounds, but ignore them for now. If you can hit the tank with three rockets right in a row, you can defeat it before the battle gets started. If you have no rockets, you can use grenades to blow open the tank. But it takes several of them to get the job done, and that's if you score direct hits by shooting the grenade as it hits the tank's hull. The longer it takes you to destroy the tank, the more chance you give the Black Hand operatives on foot and in the sky (look out for a helicopter to complicate this objective with repeated missile blasts) to neutralize you.

NOTE

If you can keep the helicopters in check, steal one of the military vehicles from the access road outside the palace grounds. Tanks and Harland OTWV-2 armored trucks can take down helicopters, but you have to target the birds before they lock on to you.

After you neutralize the tank commander, President Mendoza flees the palace grounds. The president makes a break for a small residence, complete with a private airstrip, near the mountaintop. You must pursue the president to the top of the mountain and take him out before he can escape San Esperito.



The fastest way to the mountaintop is via helicopter. SAM turrets surround the palace, but if you move quickly and immediately gain altitude after stealing one of the choppers, you can outmaneuver the SAMs. After you reach the mountaintop, land the helicopter on the airstrip. Unfortunately, you're too late. The president has taken off in his private plane, but before you can pursue his Excelsior jet, you must intercept and destroy three short-range missiles Mendoza launched against his own people.



Vol. 2

Missile Chase

Sheldon and Kane meet you at the airport and hand over the keys to a Rage-Johnson F6 Comet fighter plane. The jet can achieve supersonic speeds that allow you to match pace with the three tactical missiles. You have only a little over seven minutes to chase down the missiles before they go into scram-mode. When that happens, they double their speed and you cannot hit them with the Comet.



Jump in the Comet's cockpit and use as much of the runway as you need to take off.



When you are airborne, fly north and chase the missiles. They stay close together at first, but when they clear the president's island, they break off in three directions. If you move quickly, you can target and destroy two of the missiles before they reach the mainland.

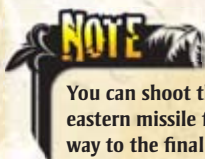
As long as you fly toward the missiles and don't gain too much altitude, your auto-aim locks on to the targets. You have an unlimited supply of missiles, so fire when you acquire one of Mendoza's tactical missiles. It takes three missiles to bring down one of Mendoza's, so stay behind your target and keep firing until Sheldon confirms that you have destroyed the missile.

You have to fly low to keep pace with the missiles and still be able to lock on to them. Beware of flying too low as you cross the water—if you touch the waves, your plane is pulled into the sea and destroyed. Gravity also takes effect if you fly too low over land, creating a pull that drags you down. Keep correcting your altitude to prevent the drag from forcing you to crash.



to withstand severe machine gun fire, and you'll outrun the enemy fighters as you zoom over the mainland chasing down the last missile.

The Black Hand scrambles fighters to complicate your efforts to destroy the tactical missiles. The Comet is faster than the Black Hand's fighters, but they can circle around and try to get in front of you as you move from missile to missile. If you see a fighter move in front, lock on and shoot it down—but do not engage in a dog-fight. The Comet has enough armor



You can shoot the missiles down in any order, but it's easiest to target to eastern missile first as it streaks over the private island, then work your way to the final missile as it peels off to the west.

Vol. 3

Board the Presidential Plane

After you take out the last of the three tactical missiles, turn your attention on the Excelsior. The presidential plane is making progress in escaping San Esperito airspace, and not even you have the authority to chase him into the airspace of neighboring sovereign nations. The time to put an end to Mendoza's terrible reign is now.



Catch up to the Excelsior, but don't overtake it. You need to get close enough to match its speed, then perform a stunt jump from the Comet to the presidential plane.



The jump from the Comet to the Excelsior is trickier than any stunt you've performed to date. If you're not close enough to the Excelsior when you jump, you'll miss the plane. If you miss the Excelsior, you must restart from the latest checkpoint and try again. The key is positioning the Comet above the Excelsior, but within its wingspan on either side of the plane. Match pace with the Excelsior, then go into stunt mode. Because the moment you leap onto the Comet's wing, the jet starts to lose speed, and you must leap to the Excelsior.

Eliminate the Black Hand Guards

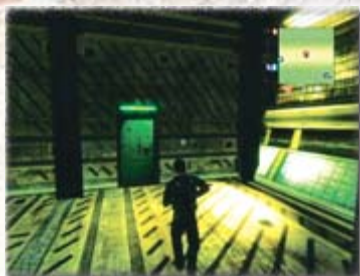


Once inside the Excelsior, you must take out a small band of Black Hand bodyguards that tries to protect the president. These troops are no different than the thugs you mowed down on the beach. Arm an automatic weapon, such as an assault rifle, and move steadily to the front of the plane. Don't worry about shooting a hole in the side of the fuselage—the

armor is thick enough to withstand even a grenade, should you use one to clear out the guards.



While taking out the guards, use the cargo in the hold for cover if you are low on health.



A green door stands at the hold's end. When you pass through it, you come face to face with President Mendoza. The fearless leader doesn't look tough up close and without his tanks, helicopters, and personal bodyguards; he appears more pathetic than anything. However, he cannot be allowed to live—you cannot risk him finding safe haven somewhere else in the world, somewhere he could even rebuild his empire. Before you can raise your weapon and finish the president off, he leaps from the plane. You must give chase at 25,000 feet.

Skydive



After the cutscene, you start out in the air, falling to earth at a break-neck pace. You only have a minute to catch up with President Mendoza before he deploys his parachute and sails away into anonymity. To catch him, tilt forward to gain speed and get alongside him as he plummets through the air.



As you close in on Mendoza, tilt back to spread your arms and legs and slow your descent. You have to "bump" into the president to finish him off. Get behind him and match his speed. Tilt back to slow down, allowing him to fall beneath you. Tilt forward and rocket right into him. All you have to do is touch him.

When Rico brushes past Mendoza, he pulls out a timed explosive, sets the charge, and slaps it right on the president's back. The president is helpless to reach behind him and dislodge the bomb while falling at such speed. As the timer counts down to zero, Rico dips his head down and shoots past the deposed president. Just as he clears the potential blast radius, the explosive detonates, killing Mendoza. With the regime change complete, Rico deploys his parachute and gently sails to the now-free San Esperito. Maybe Sheldon still has a little bit of that pineapple sorbet left over?



SIDE MISSIONS

Plentiful Prestige

While you can write off any relationship with President Mendoza and his elite guard, factions in San Esperito are in need of your services. The guerrillas and the Riojas drug cartel have no shortage of errands, jobs, and tasks that need doing and are willing to farm them out to a pair of capable hands. Because you have unlimited access to vehicles and weapons (and, if dealing with the Riojas, a lack of conscience), the factions consider you an ideal candidate. Much like performing settlement takeovers and province liberations, fulfilling these gigs for the factions earns you prestige points. Amassing prestige points grants you access to new vehicles, weapons, and safe houses.

There are two types of side missions that result in prestige points: collect missions and faction errands. Collect missions send you all over the island chain to pick up special items, such as blueprints and drug samples. These missions can send you to the outermost reaches of the island or deep into the heart of the jungle. Faction errands are small missions that ask you to perform a few basic tasks, like eliminating a target or dropping off an item at a predetermined location. Every guerrilla and Riojas point man in San Esperito has a list of errands for you.

There is a third type of mission, but it does not result in any prestige points: racing. The nine race missions include seven land races, one boat race, and one flight mission. You do not race against other contestants. Instead, you must hit a series of checkpoints in a race against time. While these missions do not have physical results that affect your standing on the island, they are a fun way to try different vehicles and see how fast you can go.

Collect Missions

No fewer than 100 lost items in San Esperito are divided among 13 collect missions. The missions will take you from San Esperito's highest point—the volcanic crater—to the bottoms of rivers in search of these pick-ups. People are willing to pay you in prestige points if you take the time to retrieve items on their behalf. Some missions pay out prestige points for every item found, others reward you only after you have found all the items in the mission.

When you pick up the first item in a collection series, the mission is activated. The back story for each mission is then explained and you're told how many items are in the mission. You can have more than one collect mission active at a time and every time you pick up an item, you're told to which mission the item belongs. From your stats screen, you can monitor the progress of each mission, checking which missions are unfinished and how many items you have collected for each active mission.

None of the collect missions are timed. You can work on them while you play through the regime change campaign or wait until you finish the campaign and tackle them after you have access to more vehicles. By the time you complete the campaign, you have a gyrocopter and rocket boat at your beck and call via the heavy drop system, and these vehicles are perfect for scouring the islands in search of expertly hidden items.



Having trouble spotting an item? Each item is surrounded by a blue glow. Sometimes, it's easier to find the items at night when you can see the glow against a dark backdrop.

The map here pinpoints where to find every item in San Esperito. Each item is assigned a letter (which signifies which collect mission it is from), and a number that matches the screenshot of the item location provided here.

Salt Refinery. . . Yeah, Right

Number of Collect Items: 10

Reward: 50 (Riojas) when finished

The San Esperito salt refinery is a perfect place to hide that other white powder: coca. The Montano cartel has stashed 10 boxes of coca in the salt refinery. The Riojas will reward you if you go to the factory and steal the 10 boxes. You'll find some boxes at the base of some salt hills, others will be on top of salt peaks. None of the salt hills are too steep for you to climb on foot.



However, the Montanos guard the refinery, so watch out for thugs to pursue you the moment you pick up the first box, and they won't let up after you finish the collect mission. By the time you finish, your wanted rating with the Montanos should be at 5, and the drug cartel will hound you with cars and trucks full of enforcers until you can get to a safe house and let the heat die down.



A1

A2

SIDE MISSIONS



Legend

A (1-10) = Salt Refinery...Yeah, Right
 B (1-10) = Rico the Beachcomber
 C (1-5) = Back-Door Action
 D (1-4) = I've Got the Blueprints, Man
 E (1-8) = The Cleavage

F (1-10) = I Want My Intel Back
 G (1-5) = New Kind of Kick
 H (1-10) = Red Eyes
 I (1-10) = Slippery When Wet
 J (1-5) = Staying Power

K (1-3) = I Want a Super-Potent Weapon
 L (1-5) = We Have Ways of Making You Talk
 M (1-15) = White Beaches



A3



A4



A5



A6



A7



A8



A9



A10

Rico the Beachcomber

Number of Collect Items: 10

Reward: 10 per item, 100 when finished (Guerrillas)

The government has lost 10 pieces of a highly powerful scope that the guerrillas would love to get their hands on. The 10 pieces have washed up on the beaches in northeast San Esperito. All the scope pieces, with the exception of B1, are sitting right out in the open on the sand. B1 is in a beach village on the island's west side. The easiest way to pick up the packages is by boat, as you can speed around the island. Be careful not to accidentally beach your craft when pulling up to one of the scope pieces or else you'll have to steal another boat or call in a replacement via heavy drop (if you have access to the Bald Eagle Persuader).



B1



B2



B3



B4



B5



B6



B7



B8



B9



B10

Back-Door Action

Number of Collect Items: 5

Reward: 10 per item, 30 when finished (Guerrillas)

The guerrillas are looking for five supply briefcases that were stolen by gangsters. The briefcases are strewn around Santa Isabella, one of the small metropolitan areas in San Esperito. Help find the five briefcases hidden in the city in places such as alleys and the city park.



C1



C2



C3



C4



C5

I've Got the Blueprints, Man

Number of Collect Items: 4

Reward: 10 per item, 50 when finished (Guerrillas)

The guerrillas were transporting a set of four blueprints for a new covert combat vehicle, but the courier lost them—and lost them all over San Esperito. The four blueprint pieces are at the Riojas safe house in the mountains, behind the casino in Nuevo Estocolmo, the volcanic crater, and on the hand of the giant statue overlooking Esperito City. (You'll need a helicopter to pick up the last two.)



D1: The Riojas safe house in the mountains.



D2: The casino in Nuevo Estocolmo.



D3: Parachute on top of the rotating sign at Club Volcan.



D4: Swoop over the hand of the statue that gazes over Esperito City.

The Cleavage

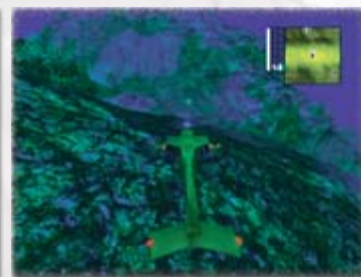
Number of Collect Items: 8

Reward: 30 per item, (Riojas)

The Riojas were transporting a load of coca across San Esperito, but the plane carrying the cargo was shot down between Mount Teleno and Mount Gabriel. Investigate the valley between the two peaks and recover the eight coca boxes to earn prestige points with the Riojas. No access road goes between the two mountains. The simplest way to pick up all eight coca boxes is with a helicopter, as you can fly around the area, drop in, do the pick up, then lift right off and seek out the next box.



E1: The first box is on top of a look-out point, next to a small shack.



E2: Look for the box on the end of this ledge.



E3: The box is in the middle of this depression between the peaks.



E4: Seek out this box along a small ridge between the two peaks.



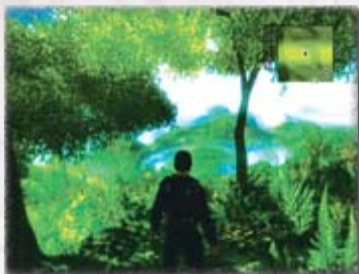
E5: This box is on the same ridge as E4.



E6: Look for E6 on a ledge overlooking the cleft.



E7: E7 is positioned on the edge of cliff that drops between the peaks.



E8: The view from where you find E8, the westernmost box, is breathtaking.

I Want My Intel Back

Number of Collect Items: 10

Reward: when finished (Guerrillas)

Rico wasn't the first agency operative to visit San Esperito. Ten agents are missing in action throughout San Esperito, but the guerrillas will pay handsomely if you can recover the ten black boxes from their downed flights. Each black box is near the wreckage of a plane. The trickiest to find is E1—the plane crashed so hard, the black box was ejected from the wreckage and landed on a rock on the side of a cliff.



F1



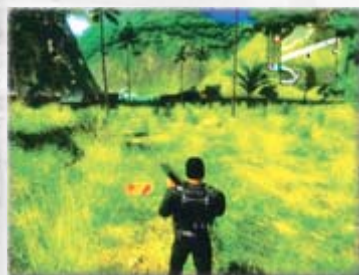
F2



F3



F4



F5



F6



F7



F8



F9



F10

New Kind of Kick

Number of Collect Items: 5

Reward: 50 when finished (Riojas)

The streets of Caballeros are the testing grounds for a new party drug. The Riojas are curious about this new and possibly competing product. Collect five samples of the drug, and the Riojas will reward you.

Not all of the samples are on ground-level. You will occasionally have to scale the sides of buildings via ladders and check out the view in order to grab the sample. Thankfully, most buildings have ladders, and those that don't are connected to those that do by a series of narrow, but secure, gangplanks.



G1



G2



G3



G4



G5

Red Eyes

Number of Collect Items: 10

Reward: 10 per item, 50 when finished (Guerrillas)

The Agency has dropped 10 pieces of infrared surveillance equipment over Esperito City. Recover the 10 pieces for the guerrillas, and they will reward your efforts. Think "vertical" in this mission, as many of the infrared devices are on rooftops, such as H1, H9, and H10. Getting H5 will require the use of a helicopter, as the item is perched on a skyscraper's roof.



H1



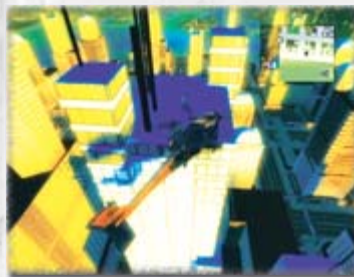
H2



H3



H4



H5



H6



H7



H8



H9



H10

Slippery When Wet

Number of Collect Items: 10

Reward: when finished (Guerillas)

The agency was caught smuggling sensitive technology into San Esperito, so the cargo was dumped into the ocean where it was picked up by a river current and swept downstream and deposited around the northern islands. If you pick up all 10 items, the guerrillas will reward you with prestige and trust.

All of these items are underwater, so the best way to collect the tech is to charter a boat (if you can heavy drop the Bald Eagle Persuader, you can rip through this mission) and cruise the river. When you come near one of the items, slow the boat and dive deep to find it. Be careful about the current, because by the time you resurface, your boat may be leaving without you.



11



12



13



14



15



16



17



18



19



20

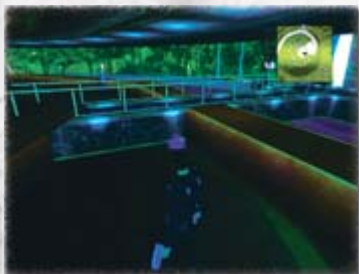
Staying Power

Number of Collect Items: 5

Reward: 30 when finished (Riojas)

A new performance-enhancing drug is now in use at Volcan, the club in the dormant crater in the mouth of San Esperito's highest peak. The Riojas are interested in acquiring samples of this drug, called Niagra. Four of the five samples are at the circular bar inside the main clubhouse, with the fifth sample, J5, by the hot tubs. Look for J5 in the grass near the first hot tub to the right of the crater's entrance.

You can attempt this mission while completing the Some Like It Hotter campaign mission. However, if you don't pick up all five pieces before the mission is over, you have to find your way back up into the crater to finish the job because when Some Like It Hotter ends, you are automatically taken off the mountain.



J1-4



J5

I Want a Super-Potent Weapon

Number of Collect Items: 3

Reward: 10 per item, 50 when finished (Guerrillas)

The prototype of a new assault rifle was stolen from a government armory and broken into three pieces for safekeeping. The three pieces are hidden around San Esperito. If you find all three pieces, the guerrillas will be most pleased.

The hardest of the three pieces to find is K1, which is perched on the highest walkway around the smokestack of a mountaintop factory. To retrieve the piece, you must parachute on top of the smokestack, then gingerly step over the edge to drop on the catwalk. If you move too fast, you'll miss the catwalk and go into a freefall. If you don't break your fall with the chute, the impact from this height will kill you. K2 and K3 don't require any acrobatics. Item K3 is on the roof of the Mendoza International Airport terminal, so you'll need a helicopter to pick it up.



K1



K2



K3

We Have Ways of Making You Talk

Number of Collect Items: 5

Reward: 10 per item, 50 when finished (Guerrillas)

A new chemical compound has the ability to inspire loose lips. The guerrillas would love to get their hands on this truth-telling drug, and will respect whomever can collect all five samples in Paradiso Bay. Fortunately, all five samples are on the ground: Most are in alleys, but one sample, L5, is lying out on an open street.



L1



L2



L3



L4



L5

White Beaches

Number of Collect Items: 15

Reward: 10 per item, 100 when finished (Riojas)

The Riojas cartel was forced to dump a sizeable supply of coca to get out of a sticky situation, but would now like to retrieve it. If you can scour the beaches that surround the volcano and collect all 15 coca boxes, the Riojas will offer their trust. All the boxes are right on the waterfront, so if you have a fast boat, you can complete this mission quickly. As mentioned before, beware of beaching the boat by driving it too far up the shore, or you'll have to spend time seeking out another watercraft.



M1



M2



M3



M4



M5



M6



M7



M8



M9



M10



M11



M12



M13



M14



M15

Race Missions

Want to assert your vehicular authority in San Esperito? Let the locals know you're the baddest cat behind the wheel by taking on all nine racing missions in the island chain. Winning these time trials doesn't result in prestige points, but your race times are recorded and saved for posterity. Whenever your foot starts feeling like it's made of lead, return to one of the racing spots (marked with a checkered flag on the map) and make another dash to the finish line.

The races stretch across land, sea, and air. Instead of competing against rival racers, you are racing for the best track times, zooming from one checkpoint to the next while time counts down. Every time you hit a checkpoint, more time is added to the clock. You must hit checkpoints in order, as they become active one after another. Now, that doesn't mean you can't experiment with racing routes. There aren't any giant shortcuts that shave minutes from each race, but there are small detours, such as racing in the underbrush instead of a crowded two-lane road, that you can explore to cut seconds off your time.



To start a race, visit the promoter at the checkered flag. After you talk to the promoter, he activates the starting line. Move your vehicle behind the starting line and the countdown to race time begins. If you jump the gun, you have to back up and try again. You're encouraged to try any vehicle you like, but in case you don't have any wheels, the promoter has a vehicle available near the starting line. But for fun, try each race with different vehicles and outrun your best times.



Carjack fast cars, such as the Rossi 866 Corral, before you attempt a race.



Road and boat race checkpoints appear as transparent red beacons that stretch to the heavens, so you can spot them from a distance. Airplane checkpoints appear as rings hanging in the sky. Look for arrows positioned inside the checkpoints to indicate the next checkpoint's direction. These arrows are helpful in the airplane race, as you cannot spot the checkpoint ring right away, and it can be dangerous to take your eyes off the main screen to look at the minimap while you're in the middle of navigating a narrow canyon.

Race 1: Deliverance

Type of race: Road Race

Provided vehicle: Hurst Dagger



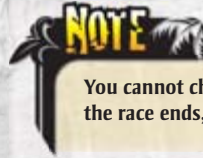
Deliverance is a quick road race down a paved road with a small off-road detour at the race's end. The provided rig, the Hurst Dagger, is a fine automobile for this race, but if you plan on using the dirt along the street's edge to pass cars, you may want to consider a vehicle with an off-road rating. Follow the checkpoints, weaving around traffic as necessary, to get off to a good start.



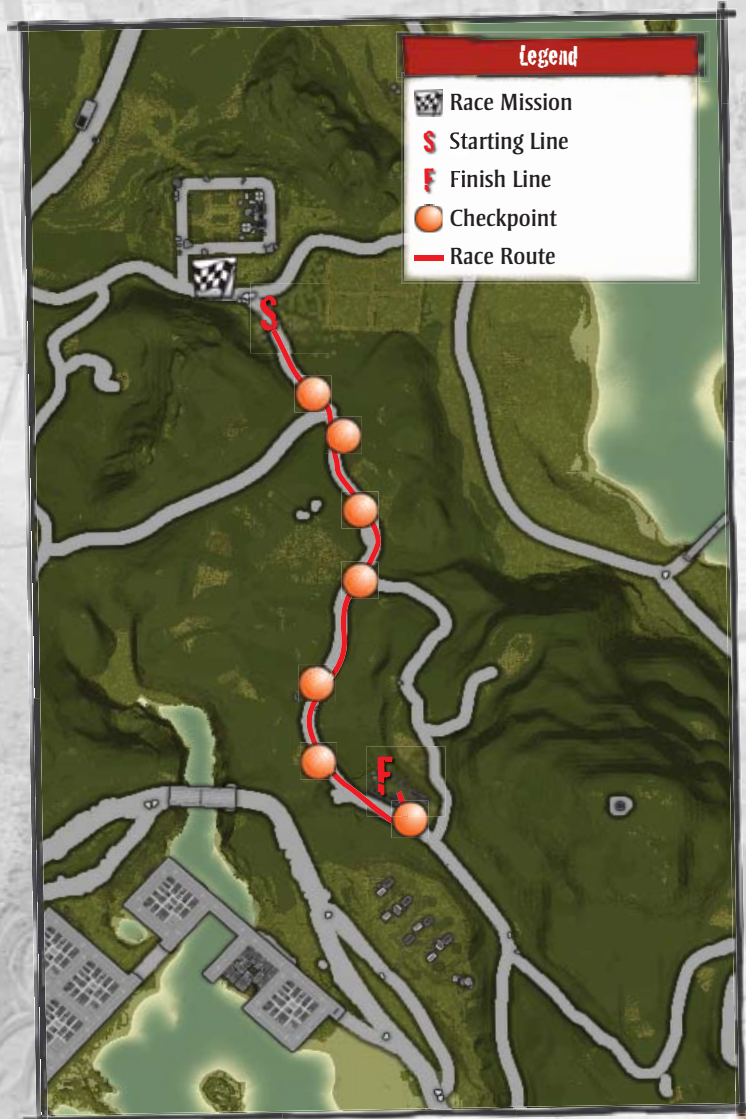
Watch out for an accident in the middle of the road as you near the fourth checkpoint at the fork in the road.



The last checkpoint prior to the end of the race requires you to go off-road and cut through some trees. Be careful not to slam into any, lest you run out the clock trying to correct your wheels. Make a hard left after the last checkpoint and sail through the finish line.



You cannot change vehicles during a race. If you get out of your vehicle, the race ends, no matter where you are on the track.



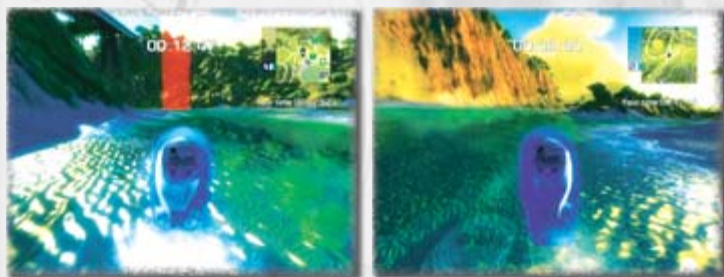
Race 2: Freakwave



Type of race: Boat race

Provided vehicle: Triereme RC Athena

The second race unfolds at Paradiso Bay—this is the only boat race in San Esperito. The track sends you downriver to the ocean and then double-backs heading inland, passing under a bridge before ending near the middle of the river. A boatman at the Paradiso Bay docks offers you a Triereme RC Athena, which is a more-than-capable vessel for completing this race, but try to call down a Bald Eagle Persuader from the heavy drop if you want to set some hard-to-beat records.



As the race begins, motor under the closest bridge to Paradiso Bay and start moving toward the ocean. When you reach the fork in the river, stay to the left and follow the river all the way out to the ocean.



When you reach the ocean, make a hard left turn and cut along the coastline until you reach the next river that takes you back inland. Cut down the river, passing under another bridge. The canyon narrows as you close in on the finish line, so make sure you stay in the center of the river to avoid bumping up against the rocks.

Race 3: Mount Doom



Type of race: Road race

Provided vehicle: Hurst Dagger

Mount Doom is advertised as a dangerous mountain road race, and the promoter isn't lying—the dirt road is almost too narrow to support a race: a stretch of road overlooking a canyon has no guardrail, and the last checkpoint requires you to use the handbrake to make a hard right turn to avoid careening off the road into the trees.



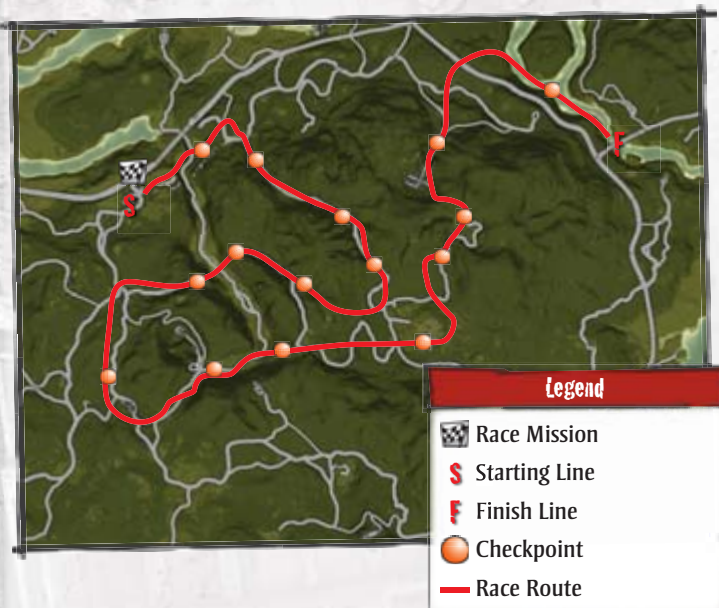
The road is incredibly busy, especially during the day. Traffic thins out a little at night, but your visibility is cut, making it hard to see the road ahead (especially if you bang up the grill enough to put out the headlamps) and any oncoming traffic. The constant curves and uneven surface also make this one of the harder races, as you must really pay attention to avoid collisions with the other cars on the road.

Watch out for action between the Riojas and Montanos on this road. Gunfights can break out in the middle of the race, blocking traffic and forcing you to take evasive action. If your vehicle has poor handling, it's easy to oversteer and crash into a tree or rock.



When you reach the last checkpoint, swing a little wide to the left before cranking the wheel to the right. If you have more than 15 seconds on the clock, you can afford to slow down a little and not go shooting off into the woods. Watch out for freeway traffic, then zoom toward the finish line to beat the race.

Race 4: Hang Ten



Type of race: Airplane race

Provided vehicle: Huerta SPA Ocelot

Hang Ten is the only airplane race in the series. The promoter challenges you to fly through a series of checkpoint rings hovering above canyons both narrow and wide. The race's highlight is the checkpoint that hangs between the colossal smokestacks of a power plant out in the middle of nowhere. You have to line your plane up just right to get between the pillars, as it only takes a slight clip of a wing against the smokestacks to send your plane plummeting to earth. The promoter provides a very reliable Huerta SPA Ocelot to use in the race.



The first few checkpoints are easy enough to pass through, as they're lined up in a canyon and far enough off the ground that you don't have to worry about gravity getting the best of you. You may be tempted to slow the plane to increase maneuverability, but if you lose too much speed, you'll start to drop into the trees—a situation that's very difficult to recover from.



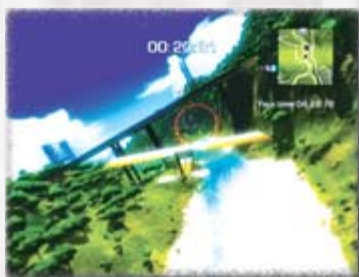
The fifth checkpoint is in a canyon running parallel to the first one. When you pass the fourth checkpoint, fly out for an extra few seconds and bank wide so that you can line up the plane without losing your bearings and crashing.



As you straighten the plane out to make a run on the power plant, you must soar through a wide canyon. The canyon becomes shallow at the end, so start your ascent early so that you won't have to pull up sharply at the end. Otherwise, you risk overcorrection and missing the checkpoint entirely.



If you use the Ocelot, you can thread the needle at the power plant fairly safely. Anything wider, and you'll have to turn the wings vertical to slide between the smokestacks. Line up your plane early, plot a direct course so you pass straight through the checkpoint without changing altitude, and you'll pass smoothly through it.



The second-to-last checkpoint requires a hard bank to the right mixed with a fast descent. Don't slow down too much or you'll drop into the trees and crash. Fortunately, the course opens back up after this. It's smooth flying to the finish line under the bridge.

Race 5: Blood and Asphalt



Type of race: Road race

Provided vehicle: Hurst Dagger

Blood and Asphalt is one of the shortest races in the series—if you're fast, you can wrap this one up in just over a minute. The quick dash takes you through the dirt and on to the highway, which is moderately crowded. However, you don't get to enjoy the pavement for very long, as the track then takes a turn back into the dirt and grass for a finish in the shadow of a water tower.



The promoter supplies a Hurst Dagger, but if you can acquire a speedy off-road rig, like a Stinger Buggy, you'll do be able to zoom through this race without too many complications. At the start, steer through the trees and grass toward the highway and then follow the paved road as it turns north.



The track bends off onto a dirt road to the northwest. The dirt road is packed down enough that you won't take much of a speed hit if you're not in an off-road vehicle.



The track begins leading you out toward an empty field, but not before sending you up and over a ramp. Hit the ramp straight on so that while you soar through the air, your four wheels are all on roughly the same plane. When you come down, you'll hit the ground running if all wheels touch the dirt at approximately the same time.



Continue through the field, following the checkpoints as the water tower appears on the horizon. Straighten out the car, but the terrain is uneven. There are no significant jumps or dips out here, but if you roll off one of the crests at an angle, you risk turning the car on its side. Roll into the small farm and speed to the tower to end the race.

Race 6: The Endless Summer



Type of race: Stunt course

Provided vehicle: Yamada 37-14 Vaquero

This beach race takes place on a small stunt course near the Montano settlement of Casa Isabella. The track is full of tight corners, big jumps, and a few narrow platforms that you have to negotiate. Beware the platforms: If you're not careful, you can fall off and not make the next checkpoint. The promoter provides you with the Yamada dirt bike, which is probably one of the best vehicles for this race. It's a fast bike, has decent handling, and it easily makes hard turns.



At the start of the race, you have to power up over a jump, make a hard right turn, and then ascend a short ramp so that you can motor over a series of hut roofs. If you fall off the roofs, you may as well just get off the bike and start the race over again; it's too difficult to wheel back around and try to get back up before the time runs out.



As you turn back to go around the first stunt area, line up your bike with a ramp and floor it. The ramp launches you over a bus.

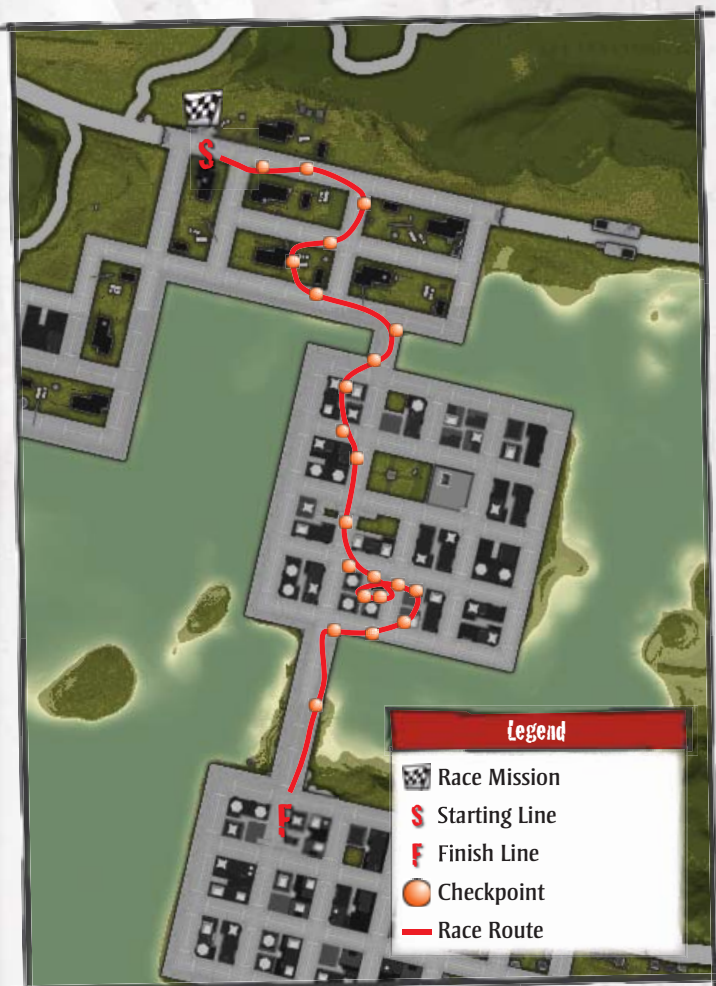


Drive up the dirt road after the bus jump and tear through the small village to make the beachcombers scatter. Whip around the huts and head south, charting a course back to the beach where you started.

There's one last ramp you must use to launch your bike over one of the huts before you cross back over the road and speed back down to the beach to finish the race.



Race 7: Phantom Riders



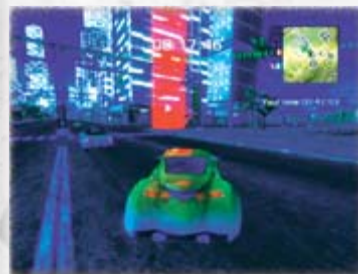
Type of race: Road race

Provided vehicle: Rossi 866 Corral

Esperito City is the site of the Phantom Riders race. The promoter dares you to take his racing gang's challenge: a high-speed run through downtown that takes some pretty perilous twists around 90-degree corners, before culminating in a giant leap from the roof of a parking garage. The promoter provides a Rossi 866 Corral, which is a pretty good ride to use for this particular race.



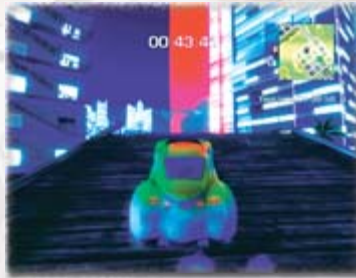
From the starting line, you need to make a right as if you were going downtown, but a slight detour takes you through the middle of a shipping yard. Go around the cargo containers and pass over the small bridge that leads to the city's north side. Position your car to shoot down an alley that's in the middle of the first city block, just on the other side of the bridge.



Make the hard right turn and an immediate left into a narrow alley. As you come out of the alley, you'll straighten out back on the main road for two blocks. Head for a checkpoint under a footbridge that arcs over the intersection.



Keep turning, as you must immediately cut into a parking structure. The parking structure is small, giving you little room to make the quick turns that are part of the system of ramps going up to the rooftop.



When you arrive at the top, direct the car toward the large wooden ramp facing southwest and gun it. Drive over the ramp and out into the intersection below. Your ultimate goal is the bridge dividing the two halves of the city, so follow the checkpoints on the ground as they start to turn south.

When you have the skyline of the southern half of the city in your sights, you're golden. Hit the gas and power down the bridge en route to the other side of town. It's a straight shot from here and traffic is typically pretty light. Zoom across the finish line to end this race in about two minutes.



Race 8: Another Saturday Night



Type of race: Road race

Provided vehicle: Chevalier Streetbird de Luxe

The second of two races to take place in Esperito City occurs in the southern half of town. The race unfolds in a figure eight, with drivers ending the rally pretty much where they started. The promoter offers up a Chevalier Streetbird de Luxe, which is a decent ride for this race, but if you have anything faster on-hand (like the Fukuda Tournament), definitely go with it.



Go into the downtown area from the starting line, following a series of checkpoints. Watch out for traffic in the city—intersections can be tricky during daylight hours, when the most traffic is on the move. The streets slope downward as you power toward downtown, letting you pick up extra speed.



The track leads you into a city park. You have to rush up a dirt hill to cross through one checkpoint, only to make a hard right turn on the other side before turning back around and speeding out of the park in what's essentially a wide U-turn.



As you exit the park, the track takes a turn to the west, sending you back up an incline into the heart of downtown. The course now sends you back toward the starting line, but along a slightly different route. Follow the checkpoints as they go back up to the hills and direct you right out of town.



Make sure you don't jump over the hills at an angle. If one of your wheels hangs off the side of the incline as you power through the park, you might overturn your car.



The final stretch sends you into the hills, rocketing past the starting line and through the gates that mark the entrance to Esperito City.

Race 9: Beach Head



Type of race: Stunt course

Provided vehicle: Stinger Buggy

The final racing circuit is another stunt course like the beach run, but instead of worrying about negotiating jumps, you have to watch out for hazards on the track. The sandy Beach Head course is littered with barrels and the occasional fuel tank, which you can ill-afford to run into at high-speed, lest your Buggy go up in flames.



After leaving the starting line, race along the beach heading east and start looking for a hard right turn shortly after you pass a cargo container. Drive a ring around a small grassy knoll, then go back out onto the beach where you crossed the first checkpoint. Watch out for barrels in the ring.

Now drive down a straight stretch of sand; avoid the fuel tanks purposely left in the middle of the lane. A checkpoint is at the end of the lane, followed immediately by another one slightly to the left, near some more cargo containers.



Drive over the small patch of grass and make a hairpin turn to head back toward the cargo containers and again down the lane. You should be driving back toward the starting line now. However, instead of going back to the start, make a hard right back into the first ring.

Follow the ring back to the south and race for the finish line, which is just next to the space where you picked up the Stinger.



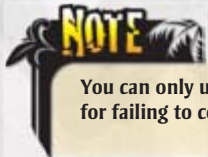
Faction Errands

Faction errands are the quickest way for you to earn prestige points with both the guerrillas and the Riojas. Each faction has a list of needs and demands they ask you to fulfill, such as bringing a package to a contact in the field or hunting down an official who has offended the faction. These missions only take a few minutes to complete, but the reward for each completed job is 30 prestige points. Take on 10 or so errands, and you will see your prestige grow, which unlocks new weapons, vehicles, and safe houses.



To accept a mission, visit the faction's point man at the town or settlement; he's marked on the map with an exclamation point. Green marks represent guerrilla contacts, while yellow marks indicate Riojas contacts.

Four contacts are in the field: Benito, Jimenez, Roberto, and Tomas. Benito and Jimenez are your guerrilla contacts. Roberto and Tomas are in employ of the Riojas. When you perform a mission for the guerrillas, you raise the ire of the police and military, while Riojas errands stir up the Montanos. When you fulfill the errand's requirements, though, your wanted level goes back to 0 and all pursuit breaks off.



You can only undertake one side mission at a time. There is no penalty for failing to complete the job.

The Riojas and guerrillas call on you to complete the following seven types of missions:

Air strike: Using a helicopter, destroy a target or fly to a specific location and perform a task.

Assassin: Locate and eliminate one or more targets as indicated by the point man assigning the task.

Destroy: Blow up a building or vehicle as directed by the faction contact.

Exchange: Travel to a specific location and make a trade with a field contact, then deliver the acquired item to another contact.

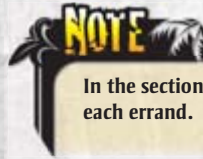
Hijack: Steal a targeted vehicle, then deliver it to a garage for safekeeping.

Steal: Steal a specific item as directed by the faction point man.

Seize: These missions are similar to stealing jobs, but you meet resistance from a third party that controls the item requested by your contact.

Mission Lists by Location

The following lists, broken down by province, detail the side missions you encounter at each settlement—both in towns freed from government rule and in resorts taken over from the Montano cartel. The side mission order is randomized in-game. You may or may not encounter the missions in the order presented here.



In the section following these lists, you will find strategies for each errand.

Provincia Aguilar

Los Mirasoles

Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 1
Benito: Assassin 6
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 2
Benito: Steal 3
Tomas: Seize 6
Benito: Exchange 3
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Exchange 2
Benito: Steal 5
Benito: Assassin 4
Benito: Exchange 7
Benito: Exchange 5
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Tomas: Seize 5
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 5
Benito: Destroy 2
Benito: Assassin 9
Tomas: Seize 7
Tomas: Seize 4
Benito: Exchange 10
Benito: Steal 8
Benito: Exchange 9
Tomas: Seize 1
Benito: Assassin 8
Benito: Exchange 6
Benito: Hijack 10
Benito: Steal 9
Benito: Hijack 9

Benito: Hijack 8
Benito: Assassin 5
Benito: Air strike 4
Tomas: Seize 10
Benito: Air strike 8

Merecure

Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 2
Benito: Steal 3
Tomas: Seize 6
Benito: Hijack 6
Benito: Assassin 7
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 9
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Hijack 8
Benito: Assassin 5
Benito: Assassin 8
Benito: Air strike 4
Benito: Exchange 10
Benito: Steal 8
Tomas: Seize 10
Tomas: Seize 1

Golfo Palace

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Hijack 1
Roberto: Assassin 5
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Steal 10
Roberto: Assassin 2
Roberto: Steal 3
Roberto: Hijack 2
Roberto: Exchange 5
Jimenez: Destroy 7
Roberto: Exchange 6
Roberto: Hijack 3
Roberto: Exchange 4
Roberto: Air strike 3
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Steal 5
Jimenez: Destroy 10
Roberto: Steal 7
Roberto: Exchange 9
Roberto: Assassin 4
Roberto: Exchange 7
Roberto: Exchange 10
Roberto: Exchange 8
Roberto: Steal 9

Provincia de la Cruz

Santa Isabella

Tomas: Seize 6
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 1
Benito: Assassin 6
Benito: Exchange 4
Benito: Assassin 3
Benito: Exchange 3
Benito: Steal 2
Benito: Destroy 1
Benito: Steal 3
Benito: Exchange 2
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Tomas: Seize 3

Benito: Steal 5
Benito: Assassin 4
Benito: Exchange 7
Benito: Exchange 5
Benito: Assassin 2
Benito: Exchange 8
Tomas: Seize 8
Benito: Destroy 2
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 5
Benito: Assassin 9
Tomas: Seize 7
Benito: Exchange 10
Benito: Steal 8
Benito: Assassin 8
Benito: Exchange 6
Tomas: Seize 4
Benito: Exchange 9
Tomas: Seize 1
Tomas: Seize 10
Benito: Air strike 8
Benito: Steal 9
Benito: Hijack 9
Benito: Hijack 8
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 10

Arroyo Naranjo

Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Tomas: Seize 6
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 2
Benito: Steal 3
Benito: Assassin 6
Benito: Exchange 3
Benito: Hijack 6
Benito: Assassin 7
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 7

Benito: Steal 6
Benito: Hijack 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Steal 5
Benito: Exchange 5
Benito: Assassin 2
Tomas: Seize 5
Benito: Assassin 9
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Hijack 8
Benito: Assassin 5
Benito: Assassin 8
Benito: Air strike 4
Tomas: Seize 10
Tomas: Seize 1
Benito: Exchange 10
Benito: Steal 8
Tomas: Seize 7
Benito: Hijack 10
Benito: Exchange 9
Benito: Exchange 6

Santa Sofia

Tomas: Seize 6
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 2
Benito: Exchange 2
Benito: Steal 3
Benito: Assassin 6
Benito: Exchange 3
Benito: Destroy 1
Benito: Destroy 3
Benito: Hijack 6
Benito: Assassin 7
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 5
Benito: Exchange 7
Benito: Exchange 5

Benito: Destroy 2
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Benito: Steal 5
Tomas: Seize 5
Benito: Assassin 9
Tomas: Seize 10
Tomas: Seize 1
Benito: Assassin 8
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Hijack 8
Benito: Assassin 5
Benito: Air strike 4
Tomas: Seize 7
Benito: Exchange 10
Benito: Steal 8
Benito: Exchange 9
Benito: Air strike 8
Benito: Exchange 6
Benito: Hijack 10

Don Fernando House

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 5
Jimenez: Destroy 9
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Steal 3
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Air strike 3
Roberto: Exchange 6
Roberto: Steal 10
Jimenez: Destroy 7
Roberto: Hijack 3
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Steal 5
Roberto: Steal 7
Roberto: Exchange 9
Roberto: Exchange 7
Roberto: Exchange 10

Roberto: Exchange 8
 Jimenez: Destroy 10
 Roberto: Assassin 4
 Roberto: Steal 9
 Jimenez: Destroy 8

Isla de la Asuncion

Casa Maria Magdalene

Roberto: Exchange 3
 Roberto: Exchange 1
 Roberto: Assassin 5
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Assassin 1
 Jimenez: Destroy 9
 Roberto: Steal 3
 Jimenez: Destroy 7
 Roberto: Hijack 2
 Roberto: Exchange 5
 Roberto: Steal 10
 Roberto: Assassin 2
 Roberto: Exchange 6
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Hijack 3
 Roberto: Exchange 4
 Roberto: Air strike 3
 Roberto: Exchange 8
 Roberto: Steal 7
 Roberto: Assassin 4
 Roberto: Exchange 10
 Roberto: Assassin 7
 Roberto: Exchange 7
 Roberto: Exchange 9
 Roberto: Assassin 3
 Roberto: Steal 5
 Jimenez: Destroy 10
 Roberto: Air strike 6
 Roberto: Steal 9

Villa Bonita

Roberto: Assassin 1
 Roberto: Exchange 3
 Roberto: Exchange 1
 Roberto: Assassin 5
 Roberto: Hijack 1
 Roberto: Assassin 8
 Jimenez: Destroy 9
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Steal 3
 Jimenez: Destroy 7

Roberto: Hijack 2
 Roberto: Exchange 5
 Roberto: Steal 10
 Roberto: Assassin 2
 Roberto: Exchange 6
 Roberto: Exchange 4
 Roberto: Air strike 3
 Roberto: Assassin 7
 Roberto: Air strike 6
 Roberto: Assassin 3
 Roberto: Exchange 8
 Roberto: Steal 7
 Roberto: Assassin 4
 Roberto: Exchange 10
 Roberto: Exchange 7
 Roberto: Exchange 9
 Roberto: Steal 5
 Jimenez: Destroy 10

Caballeros

Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Benito: Exchange 3
 Benito: Steal 2
 Benito: Steal 3
 Benito: Destroy 1
 Benito: Assassin 3
 Benito: Exchange 4
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Assassin 6
 Benito: Assassin 1
 Tomas: Seize 3
 Tomas: Seize 6
 Benito: Destroy 3
 Benito: Hijack 5
 Benito: Hijack 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Assassin 7
 Tomas: Seize 5
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Steal 5
 Benito: Exchange 5
 Benito: Destroy 2
 Benito: Steal 9
 Benito: Assassin 8

Benito: Assassin 9
 Benito: Hijack 9
 Benito: Hijack 8
 Benito: Air strike 4
 Tomas: Seize 4
 Benito: Assassin 5
 Benito: Exchange 6
 Benito: Hijack 10
 Benito: Exchange 10
 Benito: Steal 8
 Tomas: Seize 7

Puerto Pascual

Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Tomas: Seize 6
 Benito: Exchange 3
 Benito: Steal 2
 Benito: Steal 3
 Benito: Assassin 3
 Benito: Exchange 4
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Assassin 6
 Benito: Assassin 1
 Benito: Hijack 5
 Benito: Hijack 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Assassin 7
 Benito: Exchange 8
 Tomas: Seize 5
 Benito: Exchange 7
 Benito: Exchange 5
 Benito: Assassin 2
 Benito: Steal 5
 Benito: Steal 9
 Benito: Assassin 8
 Benito: Assassin 9
 Benito: Hijack 9
 Benito: Hijack 8
 Benito: Air strike 4
 Tomas: Seize 4
 Benito: Assassin 5
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Exchange 6
 Benito: Exchange 10
 Benito: Steal 8
 Benito: Exchange 9
 Tomas: Seize 7
 Benito: Hijack 10

Benito: Exchange 10
 Benito: Steal 8
 Benito: Exchange 9
 Tomas: Seize 7

El Gato

Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Tomas: Seize 6
 Benito: Steal 2
 Benito: Steal 3
 Benito: Assassin 3
 Benito: Exchange 4
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Assassin 6
 Benito: Assassin 1
 Benito: Exchange 3
 Benito: Hijack 5
 Benito: Hijack 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Assassin 7
 Benito: Exchange 8
 Tomas: Seize 8
 Benito: Exchange 7
 Benito: Exchange 5
 Benito: Assassin 2
 Benito: Steal 5
 Tomas: Seize 5
 Benito: Steal 9
 Benito: Assassin 8
 Benito: Assassin 9
 Benito: Hijack 9
 Benito: Hijack 8
 Benito: Air strike 4
 Tomas: Seize 4
 Benito: Assassin 5
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Exchange 6
 Benito: Exchange 10
 Benito: Steal 8
 Benito: Exchange 9
 Tomas: Seize 7
 Benito: Hijack 10

Provincia de Rio Negro

Agua Negra

Benito: Steal 1
Benito: Exchange 4
Benito: Exchange 2
Benito: Steal 3
Tomas: Seize 6
Benito: Steal 2
Benito: Assassin 1
Benito: Exchange 1
Benito: Assassin 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 7
Benito: Assassin 2
Tomas: Seize 8
Benito: Exchange 8
Benito: Assassin 4
Benito: Destroy 2
Benito: Exchange 5
Benito: Hijack 6
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 5
Tomas: Seize 10
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 10
Benito: Steal 8
Benito: Exchange 6
Tomas: Seize 1
Benito: Air strike 8
Benito: Hijack 9
Benito: Steal 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Hijack 8

Poro

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Steal 1
Benito: Assassin 6
Benito: Exchange 4

Benito: Steal 3
Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 3
Benito: Assassin 1
Benito: Exchange 1
Benito: Assassin 3
Benito: Destroy 1
Tomas: Seize 3
Benito: Destroy 3
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 5
Benito: Exchange 7
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 5
Tomas: Seize 5
Tomas: Seize 8
Benito: Destroy 2
Benito: Hijack 9
Benito: Assassin 9
Benito: Assassin 8
Benito: Steal 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 8
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 10
Benito: Steal 8
Benito: Exchange 6
Benito: Hijack 10

Paradiso Bay

Jimenez: Destroy 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Steal 1
Benito: Assassin 6
Benito: Exchange 4
Benito: Steal 3
Tomas: Seize 6
Benito: Steal 2

Benito: Exchange 3
Benito: Assassin 1
Benito: Exchange 1
Benito: Assassin 3
Benito: Destroy 1
Tomas: Seize 3
Benito: Destroy 3
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 5
Benito: Exchange 7
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 5
Tomas: Seize 5
Tomas: Seize 8
Benito: Destroy 2
Benito: Hijack 9
Benito: Assassin 9
Benito: Assassin 8
Benito: Steal 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 8
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 10
Benito: Steal 8
Benito: Exchange 6
Benito: Hijack 10
Tomas: Seize 10
Tomas: Seize 1

La Residence

Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Assassin 1
Jimenez: Destroy 9
Roberto: Steal 3
Roberto: Exchange 6
Roberto: Hijack 2
Roberto: Assassin 2
Roberto: Air strike 3
Roberto: Exchange 5
Roberto: Exchange 4

Roberto: Hijack 3
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Exchange 7
Roberto: Steal 7
Roberto: Assassin 3
Roberto: Steal 5
Roberto: Exchange 9
Roberto: Assassin 7
Roberto: Steal 9
Roberto: Air strike 6

Casa Feliz

Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Assassin 1
Roberto: Hijack 3
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Assassin 3
Roberto: Exchange 9
Roberto: Exchange 10
Roberto: Steal 7
Roberto: Assassin 7
Roberto: Steal 9
Roberto: Air strike 6

Provincia de los Bravos

Alturas Dolorosas

Benito: Assassin 3
Benito: Exchange 4
Benito: Assassin 1
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 6
Benito: Steal 3
Benito: Steal 2
Tomas: Seize 6
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Steal 5
Benito: Assassin 4
Benito: Assassin 2
Benito: Exchange 5
Tomas: Seize 8
Benito: Exchange 8
Benito: Exchange 7
Benito: Steal 6

Benito: Hijack 4
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Hijack 5
 Benito: Assassin 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Exchange 6
 Benito: Assassin 8
 Tomas: Seize 4
 Tomas: Seize 7
 Benito: Assassin 9
 Benito: Exchange 9
 Tomas: Seize 10
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Hijack 8
 Benito: Hijack 9
 Benito: Assassin 5

Orovin

Benito: Assassin 3
 Benito: Exchange 4
 Benito: Assassin 1
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Steal 3
 Tomas: Seize 6
 Benito: Steal 2
 Benito: Exchange 2
 Benito: Hijack 3
 Benito: Hijack 2
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Assassin 6
 Benito: Exchange 3
 Benito: Assassin 4
 Benito: Destroy 2
 Benito: Assassin 2
 Benito: Exchange 5
 Tomas: Seize 8
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Steal 5
 Tomas: Seize 5

Tomas: Seize 1
 Benito: Air strike 8
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Exchange 6
 Tomas: Seize 10
 Benito: Assassin 8
 Tomas: Seize 7
 Benito: Assassin 9
 Benito: Exchange 9
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Air strike 4
 Benito: Hijack 8
 Benito: Hijack 9
 Benito: Assassin 5
 Benito: Hijack 10

House Crucero

Roberto: Hijack 4
 Roberto: Steal 4
 Roberto: Steal 2
 Roberto: Assassin 8
 Roberto: Exchange 1
 Roberto: Assassin 1
 Roberto: Hijack 1
 Roberto: Assassin 5
 Roberto: Exchange 3
 Roberto: Steal 6
 Roberto: Steal 10
 Roberto: Hijack 3
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Exchange 5
 Roberto: Steal 3
 Roberto: Hijack 2
 Roberto: Assassin 2
 Jimenez: Destroy 7
 Roberto: Exchange 6
 Jimenez: Destroy 1
 Roberto: Hijack 6
 Roberto: Steal 5
 Roberto: Steal 9
 Roberto: Exchange 10
 Roberto: Assassin 7
 Roberto: Steal 7
 Roberto: Assassin 3
 Roberto: Air strike 6
 Roberto: Exchange 8
 Roberto: Exchange 7
 Roberto: Exchange 9
 Roberto: Assassin 4
 Jimenez: Destroy 10

De los Bravos Military Camp

Benito: Assassin 3
 Benito: Exchange 4
 Benito: Assassin 1
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Assassin 6
 Benito: Exchange 3
 Benito: Steal 3
 Tomas: Seize 6
 Benito: Steal 2
 Benito: Hijack 3
 Benito: Hijack 2
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Steal 5
 Benito: Assassin 2
 Benito: Exchange 5
 Tomas: Seize 5
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Assassin 4
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Air strike 6
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Exchange 6
 Benito: Assassin 8
 Tomas: Seize 7
 Benito: Assassin 9
 Benito: Exchange 9
 Benito: Hijack 10
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Air strike 4
 Benito: Hijack 8
 Benito: Hijack 9
 Benito: Assassin 5
 Tomas: Seize 1
 Tomas: Seize 10
 Benito: Air strike 7

Isla San Cristobal

Pesquero

Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Benito: Steal 1
 Benito: Exchange 1
 Benito: Steal 3
 Benito: Steal 2
 Benito: Exchange 4
 Benito: Assassin 3
 Benito: Assassin 1
 Benito: Exchange 3
 Benito: Assassin 6
 Tomas: Seize 6
 Benito: Exchange 2
 Benito: Steal 6
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Assassin 7
 Benito: Assassin 4
 Benito: Hijack 4
 Benito: Hijack 5
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Exchange 5
 Benito: Steal 5
 Tomas: Seize 5
 Benito: Destroy 2
 Tomas: Seize 8
 Benito: Air strike 1
 Benito: Air strike 5
 Benito: Air strike 4
 Benito: Hijack 8
 Benito: Assassin 5
 Benito: Steal 9
 Benito: Assassin 8
 Tomas: Seize 4
 Benito: Assassin 9
 Benito: Hijack 9
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Exchange 9
 Benito: Hijack 10
 Tomas: Seize 7
 Benito: Exchange 6
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Air strike 8

La Playa

Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Exchange 2
Benito: Steal 2
Benito: Exchange 4
Tomas: Seize 6
Benito: Assassin 3
Benito: Assassin 1
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Destroy 2
Benito: Exchange 8
Benito: Assassin 2
Benito: Exchange 5
Tomas: Seize 8
Benito: Assassin 4
Benito: Exchange 7
Benito: Steal 6
Benito: Hijack 6
Benito: Hijack 7
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Exchange 9
Benito: Steal 8
Tomas: Seize 10
Benito: Air strike 8
Tomas: Seize 1
Benito: Assassin 8
Tomas: Seize 7
Benito: Assassin 9
Benito: Exchange 6
Benito: Exchange 10
Benito: Air strike 4
Benito: Hijack 8
Benito: Assassin 5
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9

Villa Arriba

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Hijack 1
Roberto: Assassin 5
Roberto: Exchange 3
Roberto: Assassin 9

Roberto: Assassin 6
Roberto: Hijack 3
Roberto: Steal 10
Roberto: Steal 3
Roberto: Assassin 2
Roberto: Hijack 2
Jimenez: Destroy 7
Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Air strike 1
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Steal 9
Roberto: Exchange 10
Roberto: Steal 7
Roberto: Exchange 9
Roberto: Assassin 4
Roberto: Exchange 8
Jimenez: Destroy 10
Roberto: Exchange 7
Roberto: Steal 5

Casa Inez

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Assassin 1
Roberto: Assassin 5
Roberto: Exchange 3
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Exchange 4
Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Hijack 3
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Steal 10
Jimenez: Destroy 7
Roberto: Assassin 3
Roberto: Exchange 9
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 10
Roberto: Steal 7
Roberto: Steal 5
Roberto: Steal 9
Roberto: Assassin 7
Roberto: Air strike 6

Jimenez: Destroy 8
Roberto: Assassin 4
Jimenez: Destroy 10

San Cristobal Military Base

Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Tomas: Seize 6
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Exchange 2
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 3
Benito: Assassin 6
Benito: Steal 6
Benito: Hijack 6
Benito: Hijack 7
Benito: Assassin 7
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 5
Benito: Destroy 2
Benito: Exchange 8
Benito: Assassin 2
Benito: Exchange 5
Tomas: Seize 8
Benito: Exchange 7
Benito: Steal 5
Tomas: Seize 5
Benito: Air strike 4
Benito: Hijack 8
Benito: Assassin 5
Benito: Steal 9
Benito: Assassin 8
Tomas: Seize 4
Benito: Assassin 9
Benito: Hijack 9
Tomas: Seize 10
Tomas: Seize 1
Benito: Exchange 9
Benito: Steal 8
Benito: Air strike 8
Tomas: Seize 7
Benito: Exchange 6
Benito: Exchange 10
Benito: Hijack 10

Provincia del Rosario

Rio Segundo

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 3
Benito: Assassin 1
Benito: Steal 1
Benito: Assassin 3
Benito: Steal 3
Benito: Exchange 4
Benito: Assassin 6
Benito: Exchange 1
Benito: Exchange 2
Benito: Hijack 5
Benito: Hijack 4
Benito: Assassin 7
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 4
Benito: Steal 6
Benito: Exchange 8
Benito: Assassin 2
Benito: Exchange 5
Benito: Steal 5
Benito: Exchange 7
Tomas: Seize 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Destroy 4
Benito: Assassin 5
Benito: Hijack 8
Benito: Steal 9
Benito: Hijack 9
Benito: Air strike 4
Benito: Assassin 9
Tomas: Seize 4
Benito: Assassin 8
Tomas: Seize 10
Tomas: Seize 1
Benito: Exchange 6
Benito: Steal 8
Tomas: Seize 7
Benito: Hijack 10
Benito: Exchange 10
Benito: Exchange 9
Benito: Air strike 8

El Tigre

Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Steal 2
 Benito: Assassin 1
 Benito: Steal 1
 Benito: Assassin 3
 Benito: Steal 3
 Benito: Exchange 4
 Benito: Exchange 1
 Tomas: Seize 6
 Benito: Hijack 5
 Benito: Hijack 4
 Benito: Assassin 7
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Destroy 4
 Benito: Assassin 5
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Hijack 9
 Benito: Air strike 4
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Assassin 8
 Benito: Steal 8
 Benito: Exchange 10
 Tomas: Seize 10
 Tomas: Seize 1

Casa Carolina

Roberto: Assassin 1
 Roberto: Exchange 3
 Roberto: Assassin 5
 Roberto: Exchange 1
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Steal 3
 Roberto: Assassin 2
 Jimenez: Destroy 7
 Roberto: Steal 10
 Roberto: Exchange 5
 Roberto: Hijack 2
 Roberto: Exchange 6

Roberto: Exchange 4
 Roberto: Air strike 3
 Jimenez: Destroy 1
 Roberto: Assassin 7
 Roberto: Air strike 6
 Roberto: Assassin 3
 Roberto: Exchange 9
 Roberto: Exchange 8
 Roberto: Steal 7
 Roberto: Steal 5
 Roberto: Exchange 7
 Roberto: Assassin 4
 Jimenez: Destroy 10
 Roberto: Exchange 10

Camp del Rosario

Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Steal 2
 Benito: Assassin 1
 Benito: Steal 1
 Benito: Assassin 3
 Benito: Steal 3
 Benito: Exchange 4
 Benito: Exchange 1
 Tomas: Seize 6
 Benito: Assassin 6
 Benito: Hijack 5
 Benito: Hijack 4
 Benito: Assassin 7
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Exchange 5
 Benito: Steal 5
 Tomas: Seize 8
 Benito: Assassin 5
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Hijack 9
 Benito: Air strike 4
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Assassin 8
 Benito: Steal 8
 Benito: Exchange 10

Tomas: Seize 10
 Tomas: Seize 1
 Benito: Exchange 6
 Tomas: Seize 7
 Benito: Exchange 9

Provincia de los Guerreros**Jaramito**

Tomas: Seize 6
 Tomas: Seize 9
 Benito: Hijack 3
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Air strike 5
 Benito: Air strike 1
 Tomas: Seize 1
 Benito: Assassin 9
 Benito: Assassin 8
 Tomas: Seize 10
 Benito: Assassin 5
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Hijack 9
 Benito: Air strike 4
 Benito: Hijack 8

Palmitos

Tomas: Seize 9
 Benito: Hijack 3
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Steal 1
 Benito: Steal 3
 Benito: Steal 2
 Benito: Exchange 1
 Benito: Assassin 1
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Hijack 6

Benito: Assassin 7
 Benito: Exchange 8
 Benito: Exchange 5
 Benito: Assassin 2
 Benito: Exchange 7
 Tomas: Seize 8
 Benito: Assassin 5
 Benito: Steal 9
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Hijack 9
 Benito: Hijack 8
 Benito: Assassin 8
 Benito: Air strike 4
 Tomas: Seize 7
 Benito: Exchange 9
 Tomas: Seize 1
 Benito: Exchange 6
 Benito: Exchange 10
 Benito: Steal 8
 Tomas: Seize 10

Gratitud

Tomas: Seize 9
 Benito: Hijack 3
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Steal 1
 Benito: Steal 3
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Exchange 1
 Benito: Exchange 3
 Benito: Assassin 1
 Benito: Exchange 2
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Exchange 8
 Benito: Exchange 5
 Benito: Steal 5
 Tomas: Seize 5
 Benito: Assassin 2
 Benito: Exchange 7
 Tomas: Seize 8

Benito: Destroy 2
Benito: Air strike 5
Benito: Air strike 1
Benito: Assassin 5
Benito: Steal 9
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 4
Benito: Hijack 9
Benito: Air strike 4
Benito: Hijack 8
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 6
Benito: Exchange 10
Benito: Steal 8
Benito: Hijack 10
Tomas: Seize 1
Benito: Air strike 8
Tomas: Seize 10

Villa la Sierra

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Assassin 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Assassin 2
Roberto: Steal 3
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 6
Roberto: Steal 10
Jimenez: Destroy 7
Roberto: Hijack 3
Roberto: Air strike 3
Roberto: Exchange 4
Roberto: Exchange 9
Roberto: Assassin 3
Roberto: Steal 5
Roberto: Steal 7
Roberto: Steal 9
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 10
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Assassin 4
Jimenez: Destroy 10

Base de los Guerreros

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 6
Benito: Steal 1
Benito: Steal 3
Benito: Steal 2
Tomas: Seize 6
Benito: Exchange 1
Benito: Exchange 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 6
Benito: Hijack 5
Benito: Hijack 7
Benito: Hijack 4
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 6
Benito: Exchange 8
Benito: Exchange 5
Benito: Steal 5
Tomas: Seize 5
Benito: Assassin 2
Benito: Exchange 7
Tomas: Seize 8
Benito: Destroy 2
Benito: Assassin 5
Benito: Steal 9
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 4
Benito: Hijack 9
Benito: Air strike 4
Benito: Hijack 8
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 6
Benito: Exchange 10
Benito: Steal 8
Benito: Hijack 10
Tomas: Seize 1
Benito: Air strike 8
Tomas: Seize 10

Durango

Innocencia

Tomas: Seize 6
Benito: Assassin 3
Benito: Exchange 3
Benito: Assassin 6
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Tomas: Seize 5
Benito: Exchange 5
Benito: Exchange 8
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 7
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Tomas: Seize 8
Benito: Exchange 9
Benito: Assassin 8
Benito: Hijack 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Steal 8
Benito: Exchange 10
Benito: Assassin 9
Benito: Steal 9
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8
Tomas: Seize 1
Tomas: Seize 10

Los Cayos

Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2

Tomas: Seize 9
Tomas: Seize 6
Benito: Assassin 3
Benito: Exchange 3
Benito: Assassin 6
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Benito: Exchange 2
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Tomas: Seize 5
Benito: Exchange 5
Benito: Exchange 8
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 7
Tomas: Seize 8
Benito: Destroy 2
Benito: Destroy 4
Benito: Steal 9
Benito: Assassin 8
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Assassin 9
Benito: Exchange 9
Benito: Hijack 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 1
Tomas: Seize 10
Benito: Air strike 8

Casa Aguirre

Roberto: Assassin 8
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Hijack 1
Roberto: Exchange 1

Roberto: Assassin 1
Roberto: Exchange 6
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Steal 10
Roberto: Hijack 2
Roberto: Steal 3
Jimenez: Destroy 7
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 9
Roberto: Exchange 7
Jimenez: Destroy 10
Roberto: Exchange 8
Roberto: Steal 7
Roberto: Assassin 4
Roberto: Assassin 7
Roberto: Steal 5
Roberto: Assassin 3
Roberto: Exchange 10
Roberto: Air strike 6

Camp Durango

Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Tomas: Seize 6
Benito: Exchange 2
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Destroy 2
Benito: Exchange 5
Benito: Exchange 8
Benito: Assassin 2
Benito: Exchange 7
Tomas: Seize 8
Benito: Destroy 4
Benito: Steal 9
Benito: Assassin 8

Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Assassin 9
Benito: Exchange 9
Benito: Exchange 6
Benito: Air strike 8
Tomas: Seize 1
Tomas: Seize 7
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 10

Provincia Quesada

Mi Colonia

Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 1
Benito: Steal 3
Benito: Steal 2
Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 1
Benito: Assassin 3
Benito: Steal 1
Benito: Assassin 6
Benito: Exchange 3
Tomas: Seize 6
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Tomas: Seize 8
Tomas: Seize 5
Tomas: Seize 4
Benito: Steal 9
Benito: Hijack 8
Benito: Assassin 9
Benito: Assassin 8
Benito: Air strike 4

Benito: Assassin 5
Benito: Hijack 9
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 9
Tomas: Seize 1
Benito: Hijack 10
Tomas: Seize 10

Casa Santa Marta

Roberto: Assassin 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 9
Roberto: Assassin 6
Jimenez: Destroy 7
Roberto: Assassin 2
Roberto: Steal 10
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Jimenez: Destroy 10
Roberto: Exchange 10
Roberto: Assassin 4
Roberto: Steal 7
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 9
Roberto: Steal 5

Villa la Paloma

Roberto: Assassin 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 9
Roberto: Assassin 6
Jimenez: Destroy 7
Roberto: Assassin 2
Roberto: Steal 10
Roberto: Hijack 2

Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Hijack 3
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Jimenez: Destroy 10
Roberto: Exchange 10
Roberto: Assassin 4
Roberto: Steal 7
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 9
Roberto: Steal 5
Roberto: Steal 9

Quesada Military Base

Benito: Steal 3
Benito: Steal 2
Benito: Exchange 4
Benito: Exchange 3
Benito: Exchange 1
Benito: Assassin 1
Benito: Assassin 6
Benito: Assassin 3
Tomas: Seize 6
Benito: Steal 1
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 1
Benito: Exchange 2
Benito: Exchange 7
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Tomas: Seize 5
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Steal 8
Benito: Exchange 6
Tomas: Seize 7
Benito: Hijack 10

Benito: Assassin 9
Benito: Assassin 8
Benito: Exchange 9
Benito: Exchange 10
Tomas: Seize 4
Benito: Steal 9
Benito: Hijack 8
Benito: Air strike 4
Benito: Assassin 5
Benito: Hijack 9
Tomas: Seize 10
Benito: Air strike 8
Tomas: Seize 1

Provincia de el Oro

Montoya

Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Tomas: Seize 6
Benito: Exchange 2
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Exchange 8
Benito: Exchange 7
Benito: Destroy 7
Benito: Destroy 2
Benito: Exchange 5
Benito: Assassin 2
Tomas: Seize 8
Benito: Air strike 6
Benito: Steal 9
Benito: Assassin 8
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8

Benito: Assassin 9
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 9
Benito: Exchange 6
Benito: Air strike 8
Tomas: Seize 1
Tomas: Seize 7
Tomas: Seize 10
Benito: Air strike 7

Las Martinez

Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 3
Benito: Steal 1
Benito: Steal 3
Benito: Steal 2
Benito: Assassin 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 8
Benito: Exchange 7
Benito: Assassin 4
Benito: Hijack 5
Benito: Hijack 4
Benito: Hijack 6
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Benito: Air strike 6
Benito: Assassin 2
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Assassin 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 9
Benito: Hijack 8
Benito: Steal 9
Benito: Air strike 7
Tomas: Seize 7
Tomas: Seize 1

Villa Santamaria

Roberto: Exchange 1
Roberto: Assassin 8
Roberto: Assassin 1

Roberto: Hijack 1
Roberto: Hijack 3
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Exchange 4
Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Steal 7
Roberto: Assassin 7
Roberto: Assassin 3
Roberto: Exchange 10
Roberto: Steal 9
Roberto: Exchange 9
Roberto: Air strike 6
Roberto: Exchange 8
Roberto: Steal 5
Roberto: Exchange 7
Jimenez: Destroy 8

El Oro Military Camp

Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 3
Benito: Steal 1
Benito: Steal 3
Benito: Steal 2
Benito: Assassin 6
Benito: Assassin 1
Benito: Exchange 3
Tomas: Seize 6
Benito: Exchange 2
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 7
Tomas: Seize 5
Benito: Exchange 5
Benito: Steal 5
Tomas: Seize 8
Benito: Assassin 4
Benito: Destroy 2
Benito: Hijack 5
Benito: Hijack 4
Benito: Hijack 6
Benito: Hijack 7

Benito: Assassin 7
Benito: Steal 6
Benito: Destroy 4
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Hijack 10
Tomas: Seize 7
Benito: Assassin 9
Benito: Exchange 9
Benito: Exchange 6
Tomas: Seize 10
Tomas: Seize 1
Tomas: Seize 4
Benito: Air strike 8
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Benito: Hijack 8
Benito: Steal 9

Provincia de San Mateo

Fuente de Lourdes

Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Tomas: Seize 6
Benito: Assassin 6
Benito: Exchange 2
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Assassin 2
Benito: Exchange 5
Benito: Exchange 8
Benito: Exchange 7
Tomas: Seize 8
Benito: Destroy 2
Benito: Steal 9

Benito: Assassin 8
Benito: Assassin 5
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Assassin 9
Tomas: Seize 1
Tomas: Seize 7
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 10
Benito: Exchange 9
Benito: Exchange 6
Benito: Air strike 8

San Mateo Military Base

Benito: Hijack 1
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 3
Benito: Exchange 4
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 2
Tomas: Seize 6
Benito: Exchange 2
Benito: Assassin 6
Benito: Exchange 3
Benito: Destroy 1
Tomas: Seize 3
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 4
Benito: Assassin 4
Benito: Assassin 2
Benito: Destroy 2
Benito: Exchange 5
Benito: Exchange 8
Benito: Exchange 7
Tomas: Seize 8
Tomas: Seize 5
Benito: Steal 5
Benito: Steal 9
Benito: Assassin 8
Benito: Assassin 5

Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Assassin 9
Tomas: Seize 1
Tomas: Seize 7
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 10
Benito: Exchange 9
Benito: Exchange 6
Benito: Air strike 8
Benito: Hijack 10

House Montemayor

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Steal 3
Roberto: Exchange 6
Roberto: Exchange 4
Roberto: Air strike 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Assassin 3
Roberto: Exchange 9
Roberto: Steal 9
Roberto: Exchange 7
Roberto: Exchange 8
Roberto: Steal 7
Roberto: Steal 5
Roberto: Exchange 10

Casa Fenix

Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Assassin 1
Roberto: Exchange 1
Roberto: Exchange 6
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Exchange 4
Roberto: Hijack 2
Roberto: Air strike 3
Roberto: Steal 3

Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Air strike 1
Roberto: Exchange 9
Roberto: Exchange 7
Roberto: Exchange 8
Roberto: Steal 7
Roberto: Steal 5
Roberto: Assassin 3
Roberto: Exchange 10
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Steal 9

Los Hidalgos

Pastora

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 2
Benito: Assassin 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Steal 3
Benito: Steal 1
Benito: Assassin 3
Benito: Steal 2
Tomas: Seize 6
Benito: Exchange 3
Benito: Assassin 6
Benito: Hijack 6
Benito: Assassin 4
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Hijack 7
Benito: Exchange 7
Benito: Exchange 5
Benito: Assassin 2
Benito: Destroy 2
Benito: Exchange 8
Tomas: Seize 8
Benito: Steal 5
Tomas: Seize 5
Benito: Air strike 1
Benito: Air strike 5
Benito: Hijack 9
Benito: Assassin 9
Benito: Assassin 8

Benito: Steal 9
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 8
Benito: Assassin 5
Benito: Exchange 6
Benito: Exchange 10
Benito: Air strike 8
Benito: Steal 8
Tomas: Seize 1
Tomas: Seize 10
Tomas: Seize 7
Benito: Exchange 9
Benito: Hijack 10

Pinon

Tomas: Seize 6
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 3
Benito: Assassin 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Steal 3
Benito: Assassin 6
Benito: Steal 1
Benito: Assassin 3
Benito: Steal 2
Benito: Hijack 6
Benito: Assassin 4
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Hijack 7
Benito: Exchange 7
Benito: Steal 5
Benito: Exchange 5
Benito: Assassin 2
Benito: Exchange 8
Tomas: Seize 5
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 1
Tomas: Seize 10
Benito: Hijack 9
Benito: Steal 9
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 8

Benito: Assassin 5
Benito: Exchange 6
Benito: Hijack 10
Benito: Exchange 10
Benito: Steal 8
Tomas: Seize 7
Benito: Exchange 9

Villa Alegre

Roberto: Assassin 1
Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Exchange 6
Roberto: Air strike 1
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Exchange 7
Roberto: Steal 5
Roberto: Steal 7
Roberto: Exchange 9

Casa Marisol

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 1
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Exchange 6
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Air strike 2
Roberto: Assassin 3
Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Exchange 7
Roberto: Steal 5
Roberto: Steal 7

Roberto: Exchange 9
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Air strike 4

Los Hidalgos Air Base

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 2
Benito: Assassin 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Steal 3
Benito: Steal 1
Benito: Assassin 3
Benito: Steal 2
Tomas: Seize 6
Benito: Hijack 6
Benito: Assassin 4
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Hijack 7
Benito: Exchange 7
Benito: Exchange 5
Benito: Assassin 2
Benito: Destroy 2
Benito: Exchange 8
Tomas: Seize 8
Tomas: Seize 2
Benito: Air strike 1
Benito: Air strike 5
Benito: Hijack 9
Benito: Assassin 9
Benito: Assassin 8
Benito: Steal 9
Tomas: Seize 4
Benito: Air strike 4
Benito: Hijack 8
Benito: Assassin 5
Benito: Exchange 6
Benito: Exchange 10
Benito: Air strike 8
Benito: Steal 8
Tomas: Seize 1
Tomas: Seize 10
Tomas: Seize 7
Benito: Exchange 9
Benito: Destroy 6

Isla Riegre

Casa Jimenez

Roberto: Assassin 1
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Air strike 2
Roberto: Air strike 1
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Exchange 9
Roberto: Air strike 4

La Primavera

Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 1
Tomas: Seize 6
Benito: Assassin 6
Tomas: Seize 3
Benito: Exchange 4
Benito: Hijack 6
Benito: Steal 6
Benito: Hijack 4
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 4
Benito: Assassin 7
Benito: Exchange 5
Benito: Hijack 9
Benito: Assassin 5
Benito: Air strike 4
Tomas: Seize 4
Benito: Steal 9
Benito: Hijack 8
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 1
Tomas: Seize 10
Tomas: Seize 7
Benito: Hijack 10

Isla Alegre Military Camp

Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 1
Tomas: Seize 6
Benito: Hijack 6
Benito: Steal 6

Benito: Hijack 4
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 4
Benito: Assassin 7
Benito: Air strike 1
Benito: Air strike 5
Benito: Destroy 4
Benito: Hijack 9
Benito: Assassin 5
Benito: Air strike 4
Tomas: Seize 4
Benito: Steal 9
Benito: Hijack 8
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 1
Tomas: Seize 10

Las Flores

Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 1
Benito: Steal 2
Benito: Steal 3
Benito: Assassin 1
Benito: Exchange 1
Benito: Steal 1
Benito: Assassin 3
Benito: Exchange 4
Tomas: Seize 6
Benito: Exchange 2
Benito: Hijack 6
Benito: Steal 6
Benito: Hijack 4
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 4
Benito: Assassin 7
Benito: Exchange 8
Benito: Exchange 7
Benito: Assassin 2
Benito: Exchange 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Air strike 6
Benito: Hijack 9
Benito: Assassin 5
Benito: Air strike 4
Tomas: Seize 4
Benito: Steal 9

Benito: Hijack 8
 Benito: Assassin 9
 Benito: Assassin 8
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Air strike 8
 Benito: Exchange 6
 Tomas: Seize 7
 Benito: Exchange 9
 Tomas: Seize 1
 Tomas: Seize 10
 Benito: Air strike 7

Provincia la Perla

San Emilie

Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 1
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Exchange 3
 Benito: Exchange 2
 Benito: Assassin 4
 Benito: Assassin 7
 Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Hijack 5
 Tomas: Seize 8
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Exchange 5
 Benito: Exchange 8
 Benito: Steal 5
 Tomas: Seize 5
 Benito: Destroy 7
 Benito: Destroy 2
 Benito: Air strike 4
 Benito: Hijack 9
 Benito: Assassin 5
 Benito: Assassin 8
 Benito: Hijack 8

Benito: Assassin 9
 Tomas: Seize 4
 Benito: Steal 9
 Benito: Exchange 6
 Benito: Exchange 9
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Hijack 10
 Tomas: Seize 10
 Benito: Air strike 8

Aguas Azules

Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 1
 Tomas: Seize 6
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Exchange 3
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Steal 2
 Benito: Assassin 4
 Benito: Assassin 7
 Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Hijack 5
 Benito: Exchange 7
 Tomas: Seize 5
 Benito: Assassin 2
 Benito: Exchange 5
 Benito: Exchange 8
 Benito: Steal 5
 Benito: Air strike 4
 Benito: Hijack 9
 Benito: Assassin 5
 Benito: Assassin 8
 Benito: Hijack 8
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Steal 9
 Benito: Exchange 6
 Benito: Exchange 9
 Tomas: Seize 7

Benito: Hijack 10
 Benito: Steal 8
 Benito: Exchange 10
 Tomas: Seize 1
 Tomas: Seize 10

Villa Picadore

Roberto: Assassin 1
 Roberto: Exchange 1
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Exchange 3
 Roberto: Assassin 5
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Steal 3
 Roberto: Exchange 6
 Jimenez: Destroy 7
 Roberto: Exchange 5
 Roberto: Assassin 2
 Roberto: Hijack 2
 Roberto: Steal 10
 Roberto: Air strike 3
 Roberto: Exchange 4
 Jimenez: Destroy 1
 Roberto: Air strike 6
 Roberto: Assassin 3
 Roberto: Assassin 7
 Roberto: Steal 7
 Jimenez: Destroy 10
 Roberto: Steal 5
 Roberto: Exchange 10
 Roberto: Exchange 9
 Roberto: Exchange 8
 Roberto: Assassin 4
 Roberto: Exchange 7

La Perla Military Base

Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 1
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Steal 2
 Benito: Assassin 4
 Benito: Assassin 7

Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Hijack 5
 Tomas: Seize 8
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Exchange 5
 Benito: Exchange 8
 Benito: Steal 5
 Benito: Air strike 4
 Benito: Hijack 9
 Benito: Assassin 5
 Benito: Assassin 8
 Benito: Hijack 8
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Steal 9
 Benito: Exchange 6
 Benito: Exchange 9
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10

Las Crucitas

Puerto Plata

Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Exchange 2
 Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 2
 Benito: Assassin 1
 Benito: Exchange 1
 Tomas: Seize 6
 Benito: Steal 3
 Benito: Assassin 3
 Benito: Assassin 6
 Benito: Destroy 7
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Assassin 7
 Benito: Steal 6
 Benito: Assassin 4
 Benito: Hijack 4
 Benito: Hijack 5
 Benito: Destroy 2

Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 5
Benito: Exchange 7
Benito: Air strike 4
Benito: Hijack 8
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Assassin 8
Benito: Assassin 5
Benito: Assassin 9
Benito: Air strike 8
Benito: Exchange 9
Benito: Exchange 6
Tomas: Seize 10
Tomas: Seize 7
Tomas: Seize 1
Benito: Steal 8
Benito: Exchange 10

Casa Irma

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Hijack 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Hijack 3
Roberto: Steal 3
Roberto: Assassin 2
Roberto: Exchange 6
Roberto: Steal 10
Roberto: Hijack 2
Jimenez: Destroy 7
Roberto: Exchange 5
Roberto: Exchange 4
Roberto: Air strike 3
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Steal 7
Roberto: Exchange 10
Roberto: Steal 9
Roberto: Exchange 9
Jimenez: Destroy 10
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Steal 5
Roberto: Assassin 4

Las Crucitas Military Camp

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Benito: Exchange 4
Benito: Steal 1
Benito: Steal 2
Benito: Assassin 1
Benito: Exchange 1
Tomas: Seize 6
Benito: Steal 3
Benito: Assassin 3
Benito: Assassin 6
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 5
Benito: Exchange 7
Benito: Air strike 4
Benito: Hijack 8
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Assassin 8
Benito: Assassin 5
Benito: Assassin 9
Benito: Air strike 8
Benito: Exchange 9
Benito: Exchange 6
Tomas: Seize 10
Tomas: Seize 7
Tomas: Seize 1
Benito: Steal 8
Benito: Exchange 10

Santa Ana

Benito: Exchange 4
Benito: Steal 1
Benito: Steal 2
Benito: Assassin 1
Benito: Exchange 1
Benito: Steal 3

Benito: Assassin 3
Benito: Exchange 2
Tomas: Seize 6
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 6
Benito: Assassin 4
Benito: Exchange 8
Benito: Exchange 7
Benito: Destroy 2
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 5
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Hijack 4
Benito: Hijack 5
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Assassin 9
Benito: Air strike 8
Benito: Exchange 9
Benito: Exchange 6
Tomas: Seize 10
Tomas: Seize 7
Tomas: Seize 1
Benito: Air strike 4
Benito: Hijack 8
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Assassin 5

El Crucero

Conquistador House

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Assassin 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Steal 3
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Assassin 9

Roberto: Assassin 6
Roberto: Hijack 3
Roberto: Exchange 4
Roberto: Air strike 3
Roberto: Exchange 6
Roberto: Steal 10
Jimenez: Destroy 7
Jimenez: Destroy 1
Roberto: Air strike 1
Roberto: Steal 7
Roberto: Assassin 3
Roberto: Exchange 10
Roberto: Assassin 7
Roberto: Exchange 9
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Steal 5
Roberto: Steal 9
Roberto: Air strike 6
Jimenez: Destroy 10
Roberto: Assassin 4

Poblado Sitiecito

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Benito: Exchange 4
Benito: Steal 1
Benito: Steal 2
Benito: Assassin 1
Benito: Exchange 1
Tomas: Seize 6
Benito: Steal 3
Benito: Assassin 3
Benito: Assassin 6
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 4
Benito: Hijack 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Benito: Exchange 5
Benito: Exchange 7
Benito: Steal 5
Benito: Air strike 4

Benito: Hijack 8
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Hijack 9
 Benito: Assassin 8
 Benito: Assassin 5
 Benito: Assassin 9
 Benito: Air strike 8
 Benito: Exchange 9
 Benito: Exchange 6
 Tomas: Seize 10
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10

Reparto Lourdes

Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Exchange 2
 Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 2
 Benito: Assassin 1
 Benito: Exchange 1
 Tomas: Seize 6
 Benito: Steal 3
 Benito: Assassin 3
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Assassin 7
 Benito: Steal 6
 Benito: Assassin 4
 Benito: Hijack 4
 Benito: Hijack 5
 Benito: Destroy 2
 Tomas: Seize 8
 Benito: Assassin 2
 Benito: Exchange 8
 Benito: Exchange 5
 Benito: Exchange 7
 Benito: Destroy 4
 Benito: Air strike 4
 Benito: Hijack 8
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Hijack 9
 Benito: Assassin 8
 Benito: Assassin 5
 Benito: Assassin 9

Benito: Air strike 8
 Benito: Exchange 9
 Benito: Exchange 6
 Tomas: Seize 10
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10

El Crucero Air Base

Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 2
 Benito: Assassin 1
 Benito: Exchange 1
 Benito: Steal 3
 Benito: Assassin 6
 Benito: Assassin 3
 Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Assassin 4
 Tomas: Seize 8
 Benito: Assassin 2
 Benito: Exchange 8
 Benito: Exchange 5
 Benito: Exchange 7
 Benito: Steal 5
 Benito: Hijack 7
 Benito: Hijack 6
 Benito: Steal 6
 Benito: Hijack 4
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Air strike 6
 Tomas: Seize 4
 Benito: Exchange 9
 Benito: Exchange 6
 Benito: Assassin 8
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Assassin 9
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Hijack 9
 Benito: Assassin 5
 Benito: Air strike 4
 Benito: Air strike 7

La Perdida

Nuevo Estocolmo

Benito: Hijack 3
 Benito: Hijack 2
 Tomas: Seize 9
 Benito: Hijack 1
 Tomas: Seize 3
 Tomas: Seize 6
 Benito: Assassin 6
 Benito: Exchange 4
 Benito: Exchange 3
 Benito: Assassin 1
 Benito: Steal 1
 Benito: Exchange 1
 Benito: Steal 2
 Benito: Steal 3
 Benito: Assassin 3
 Benito: Destroy 1
 Benito: Exchange 2
 Benito: Hijack 6
 Benito: Assassin 4
 Benito: Hijack 7
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Hijack 4
 Benito: Steal 6
 Benito: Exchange 5
 Benito: Steal 5
 Tomas: Seize 5
 Benito: Assassin 2
 Benito: Exchange 7
 Benito: Exchange 8
 Tomas: Seize 8
 Benito: Destroy 2
 Benito: Air strike 4
 Benito: Assassin 5
 Benito: Steal 9
 Tomas: Seize 4
 Benito: Assassin 8
 Benito: Assassin 9
 Benito: Hijack 8
 Benito: Hijack 9
 Tomas: Seize 7
 Benito: Hijack 10
 Benito: Exchange 6
 Benito: Exchange 9
 Benito: Exchange 10
 Benito: Steal 8
 Benito: Air strike 8
 Tomas: Seize 1
 Tomas: Seize 10

Villa Arturo

Roberto: Assassin 1
 Roberto: Exchange 1
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Assassin 5
 Roberto: Exchange 3
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Hijack 2
 Roberto: Assassin 2
 Roberto: Exchange 5
 Roberto: Steal 10
 Jimenez: Destroy 7
 Roberto: Steal 3
 Roberto: Exchange 6
 Roberto: Exchange 4
 Roberto: Air strike 3
 Jimenez: Destroy 2
 Roberto: Assassin 7
 Roberto: Assassin 3
 Roberto: Air strike 6
 Roberto: Steal 5
 Roberto: Exchange 7
 Jimenez: Destroy 10
 Roberto: Exchange 10
 Roberto: Exchange 8
 Roberto: Steal 7
 Roberto: Exchange 9
 Roberto: Assassin 4

Casa Montoya

Roberto: Assassin 8
 Roberto: Assassin 5
 Roberto: Exchange 3
 Roberto: Exchange 1
 Roberto: Hijack 1
 Roberto: Assassin 1
 Roberto: Hijack 2
 Jimenez: Destroy 7
 Roberto: Assassin 2
 Roberto: Exchange 5
 Roberto: Steal 3
 Roberto: Steal 10
 Roberto: Exchange 6
 Roberto: Exchange 4
 Roberto: Air strike 3
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Air strike 1
 Jimenez: Destroy 10
 Roberto: Assassin 7

Roberto: Steal 5
Roberto: Exchange 10
Roberto: Exchange 8
Roberto: Steal 7
Roberto: Assassin 3
Roberto: Exchange 9
Roberto: Assassin 4
Roberto: Exchange 7
Roberto: Air strike 6

La Perdida Military Base

Benito: Exchange 3
Benito: Assassin 1
Tomas: Seize 6
Benito: Steal 1
Benito: Exchange 1
Benito: Assassin 6
Benito: Steal 2
Benito: Exchange 4
Benito: Steal 3
Benito: Assassin 3
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Benito: Steal 5
Tomas: Seize 5
Benito: Assassin 2
Benito: Exchange 7
Benito: Exchange 5
Benito: Exchange 8
Benito: Hijack 6
Benito: Assassin 4
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 7
Benito: Hijack 4
Benito: Steal 6
Tomas: Seize 8
Benito: Destroy 2
Benito: Air strike 5
Benito: Air strike 1
Benito: Assassin 8
Benito: Exchange 6
Benito: Assassin 9
Tomas: Seize 7
Benito: Hijack 10
Benito: Exchange 9
Benito: Exchange 10
Benito: Steal 8
Benito: Air strike 4

Benito: Assassin 5
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 8
Tomas: Seize 1
Tomas: Seize 10

Isla Maria Dolorosa Punta Gorda

Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 8
Benito: Assassin 4
Benito: Destroy 2
Benito: Hijack 4
Benito: Hijack 6
Benito: Hijack 5
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Tomas: Seize 10
Benito: Exchange 6
Benito: Assassin 9
Benito: Exchange 10
Tomas: Seize 1
Tomas: Seize 7
Benito: Air strike 8
Benito: Assassin 8
Benito: Exchange 9
Benito: Steal 8
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5

Benito: Hijack 9
Benito: Air strike 4

Casa Elsa

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 5
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 1
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Exchange 6
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Air strike 3
Roberto: Steal 3
Jimenez: Destroy 7
Roberto: Steal 10
Roberto: Assassin 6
Roberto: Assassin 9
Jimenez: Destroy 1
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 9
Roberto: Steal 7
Roberto: Steal 5
Roberto: Exchange 10
Roberto: Assassin 3
Roberto: Assassin 4
Jimenez: Destroy 10
Roberto: Assassin 7
Roberto: Air strike 6

Villa la Cantera

Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 1
Roberto: Exchange 1
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Exchange 6
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Air strike 3
Roberto: Steal 3
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Hijack 3
Roberto: Air strike 2
Roberto: Exchange 8
Roberto: Exchange 7

Roberto: Exchange 9
Roberto: Steal 7
Roberto: Steal 5
Roberto: Exchange 10
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Steal 9
Roberto: Air strike 4

Maria Dolorosa Military Camp

Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 6
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Tomas: Seize 6
Benito: Exchange 2
Benito: Hijack 4
Benito: Hijack 6
Benito: Assassin 4
Benito: Hijack 5
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Benito: Exchange 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 8
Benito: Destroy 7
Benito: Destroy 2
Benito: Assassin 9
Benito: Steal 9
Benito: Hijack 8
Benito: Assassin 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Benito: Air strike 4
Tomas: Seize 10
Benito: Exchange 6
Benito: Exchange 10
Tomas: Seize 1
Tomas: Seize 7

Benito: Exchange 9
Benito: Steal 8
Benito: Air strike 8

Costa Verde Ranchuelo

Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Assassin 6
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 3
Benito: Exchange 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 8
Benito: Assassin 4
Benito: Destroy 2
Benito: Hijack 4
Benito: Hijack 6
Benito: Hijack 5
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Tomas: Seize 10
Benito: Exchange 6
Benito: Assassin 9
Benito: Exchange 10
Tomas: Seize 1
Tomas: Seize 7
Benito: Air strike 8
Benito: Assassin 8
Benito: Exchange 9
Benito: Steal 8
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9

Benito: Air strike 4
Benito: Hijack 10

Nazabal

Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 6
Benito: Exchange 3
Benito: Exchange 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 8
Benito: Assassin 4
Benito: Destroy 2
Benito: Hijack 4
Benito: Hijack 6
Benito: Hijack 5
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Tomas: Seize 5
Benito: Steal 5
Tomas: Seize 10
Benito: Exchange 6
Benito: Assassin 9
Benito: Exchange 10
Tomas: Seize 1
Tomas: Seize 7
Benito: Air strike 8
Benito: Assassin 8
Benito: Exchange 9
Benito: Steal 8
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Benito: Air strike 4
Benito: Hijack 10

Casa Babylon

Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Assassin 8
Roberto: Assassin 1
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Steal 3
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Air strike 3
Roberto: Air strike 2
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 9
Roberto: Steal 7
Roberto: Steal 5
Roberto: Assassin 7
Roberto: Steal 9
Roberto: Exchange 10
Roberto: Assassin 3
Roberto: Air strike 4
Jimenez: Destroy 5

Costa Verde Military Camp

Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 1
Benito: Exchange 1
Benito: Steal 3
Benito: Hijack 4
Benito: Hijack 6
Benito: Assassin 4
Benito: Hijack 5
Benito: Hijack 7
Benito: Assassin 7
Benito: Steal 6
Benito: Exchange 5
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2

Tomas: Seize 8
Benito: Destroy 2
Benito: Assassin 9
Benito: Steal 9
Benito: Hijack 8
Benito: Assassin 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Benito: Air strike 4
Tomas: Seize 10
Tomas: Seize 1
Benito: Exchange 6
Benito: Exchange 10
Tomas: Seize 7
Benito: Air strike 8
Benito: Exchange 9
Benito: Steal 8

Provincia Caballeros Paradiso Melledino

Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 3
Benito: Steal 1
Benito: Assassin 1
Benito: Steal 2
Benito: Exchange 1
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 6
Benito: Destroy 1
Benito: Exchange 3
Benito: Exchange 2
Tomas: Seize 6
Benito: Exchange 8
Benito: Assassin 4
Benito: Exchange 7
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Steal 6
Tomas: Seize 5
Benito: Steal 5
Benito: Assassin 2
Tomas: Seize 2
Tomas: Seize 8

Benito: Exchange 5
Benito: Destroy 2
Benito: Air strike 6
Benito: Assassin 8
Benito: Steal 8
Benito: Assassin 9
Benito: Exchange 10
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 9
Benito: Hijack 8
Benito: Exchange 6
Tomas: Seize 7
Benito: Hijack 10
Benito: Destroy 6
Tomas: Seize 1
Tomas: Seize 10
Benito: Air strike 8
Benito: Exchange 9
Benito: Destroy 5
Benito: Air strike 7

Palmeras

Benito: Exchange 4
Benito: Assassin 6
Benito: Assassin 3
Benito: Steal 3
Benito: Steal 1
Tomas: Seize 6
Benito: Assassin 1
Benito: Exchange 3
Benito: Steal 2
Benito: Exchange 1
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Tomas: Seize 5
Benito: Exchange 8
Benito: Steal 5
Benito: Exchange 5
Benito: Assassin 2
Benito: Exchange 7
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 5
Benito: Hijack 6
Benito: Assassin 4
Benito: Hijack 7

Benito: Steal 6
Tomas: Seize 8
Benito: Destroy 2
Benito: Assassin 8
Benito: Exchange 6
Benito: Steal 8
Benito: Assassin 9
Tomas: Seize 7
Benito: Hijack 10
Benito: Exchange 10
Benito: Exchange 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 9
Benito: Hijack 8
Tomas: Seize 10
Benito: Air strike 8
Tomas: Seize 1

Villa de la Hoya

Roberto: Assassin 1
Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Air strike 3
Roberto: Exchange 6
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Steal 3
Roberto: Exchange 5
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Exchange 9
Roberto: Steal 5
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Exchange 10
Roberto: Steal 7
Jimenez: Destroy 6

Caballeros Military Base

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 7
Benito: Hijack 4

Benito: Hijack 5
Benito: Hijack 6
Benito: Assassin 4
Benito: Hijack 7
Benito: Steal 6
Benito: Assassin 8
Benito: Assassin 9
Benito: Assassin 5
Tomas: Seize 4
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 9
Benito: Hijack 8

Provincia de Castillo

Pepilla

Benito: Steal 3
Benito: Steal 1
Benito: Steal 2
Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 3
Benito: Assassin 1
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Tomas: Seize 6
Benito: Exchange 3
Benito: Assassin 6
Benito: Exchange 8
Benito: Assassin 4
Benito: Exchange 7
Benito: Steal 6
Benito: Hijack 7
Benito: Hijack 6
Benito: Hijack 4
Benito: Hijack 5
Benito: Assassin 7
Tomas: Seize 2
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 5
Tomas: Seize 5
Benito: Steal 8
Benito: Assassin 9
Benito: Exchange 10
Benito: Assassin 8
Benito: Steal 9
Benito: Hijack 8
Benito: Air strike 4

Benito: Hijack 9
Tomas: Seize 4
Benito: Assassin 5
Tomas: Seize 10
Tomas: Seize 1
Benito: Destroy 9
Benito: Destroy 6
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 9
Benito: Hijack 10

Los Mameyes

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Steal 3
Benito: Steal 1
Benito: Steal 2
Benito: Exchange 2
Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 3
Benito: Assassin 1
Tomas: Seize 6
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 7
Benito: Hijack 6
Benito: Hijack 4
Benito: Hijack 5
Benito: Assassin 7
Benito: Exchange 8
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 5
Benito: Exchange 7
Benito: Destroy 2
Benito: Steal 9
Benito: Assassin 9
Benito: Hijack 8
Benito: Assassin 8
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Assassin 5
Benito: Steal 8
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 10
Benito: Air strike 8

Tomas: Seize 10
Benito: Exchange 9
Tomas: Seize 1

Villa Flores

Roberto: Assassin 1
Roberto: Hijack 1
Roberto: Exchange 3
Roberto: Assassin 8
Roberto: Assassin 5
Roberto: Exchange 1
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 6
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Steal 3
Roberto: Assassin 2
Jimenez: Destroy 7
Roberto: Steal 10
Roberto: Exchange 4
Roberto: Air strike 3
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Steal 5
Roberto: Exchange 8
Roberto: Exchange 10
Jimenez: Destroy 10
Roberto: Exchange 7
Roberto: Assassin 4
Roberto: Steal 7
Roberto: Exchange 9
Jimenez: Destroy 4

Guzman House

Roberto: Assassin 1
Roberto: Hijack 1
Roberto: Assassin 8
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Hijack 2
Roberto: Exchange 5
Roberto: Steal 3
Roberto: Assassin 2
Roberto: Air strike 3
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Steal 5

Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Exchange 7
Roberto: Steal 7
Roberto: Exchange 9

Castillo Military Base

Tomas: Seize 6
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Steal 3
Benito: Steal 1
Benito: Steal 2
Benito: Exchange 2
Benito: Exchange 4
Benito: Exchange 1
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 6
Benito: Assassin 4
Benito: Hijack 7
Benito: Hijack 6
Benito: Hijack 4
Benito: Hijack 5
Benito: Assassin 7
Benito: Exchange 8
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 5
Benito: Exchange 7
Benito: Destroy 2
Benito: Assassin 9
Tomas: Seize 10
Benito: Assassin 8
Tomas: Seize 1
Benito: Steal 9
Benito: Hijack 8
Benito: Air strike 4
Benito: Hijack 9
Tomas: Seize 4
Benito: Assassin 5
Benito: Steal 8
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 10
Benito: Air strike 8
Benito: Exchange 9
Benito: Destroy 8

Provincia los Islas

Maderal

Benito: Assassin 1
Benito: Steal 1
Benito: Steal 3
Benito: Steal 2
Benito: Exchange 1
Benito: Assassin 3
Benito: Exchange 4
Benito: Exchange 2
Tomas: Seize 6
Benito: Assassin 6
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Assassin 4
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 8
Benito: Exchange 5
Benito: Destroy 2
Benito: Air strike 1
Benito: Air strike 5
Benito: Hijack 5
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Assassin 8
Benito: Exchange 10
Benito: Steal 8
Benito: Assassin 9
Tomas: Seize 1
Benito: Air strike 8
Benito: Exchange 9
Tomas: Seize 10
Tomas: Seize 7
Benito: Exchange 6
Benito: Destroy 8
Benito: Assassin 5
Benito: Hijack 9
Benito: Hijack 8
Benito: Steal 9
Benito: Air strike 4
Tomas: Seize 4

Villa Milagra

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Assassin 2
Roberto: Hijack 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Assassin 3
Roberto: Steal 5
Roberto: Exchange 7
Roberto: Exchange 8
Roberto: Exchange 9
Roberto: Steal 7
Roberto: Exchange 10
Roberto: Steal 9

Villa Loretta

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Hijack 1
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Hijack 3
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Air strike 3
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Assassin 2
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Assassin 3
Roberto: Steal 7
Roberto: Steal 9
Roberto: Exchange 10
Roberto: Steal 5
Roberto: Exchange 7
Roberto: Exchange 8
Roberto: Exchange 9

Casa Evangelina

Roberto: Assassin 8
Roberto: Exchange 1
Roberto: Hijack 1
Roberto: Assassin 1
Roberto: Exchange 3
Roberto: Hijack 3
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Air strike 1
Roberto: Air strike 3
Roberto: Exchange 5
Roberto: Hijack 2
Roberto: Assassin 2
Roberto: Assassin 9
Roberto: Assassin 6
Roberto: Air strike 2
Roberto: Assassin 7
Roberto: Assassin 3
Roberto: Steal 7
Roberto: Steal 9
Roberto: Exchange 10
Roberto: Steal 5
Roberto: Exchange 7
Roberto: Exchange 8
Roberto: Exchange 9
Roberto: Air strike 6
Roberto: Air strike 4
Roberto: Air strike 5

Los Islas Defence HQ

Benito: Exchange 2
Benito: Assassin 1
Benito: Steal 1
Benito: Steal 3
Tomas: Seize 6
Benito: Steal 2
Benito: Exchange 1
Benito: Assassin 3
Benito: Exchange 4
Tomas: Seize 9
Benito: Hijack 2
Benito: Hijack 3
Benito: Hijack 1
Benito: Assassin 4
Benito: Air strike 1
Benito: Assassin 2
Tomas: Seize 8
Benito: Exchange 5
Benito: Exchange 7
Benito: Air strike 5

Benito: Destroy 2
Benito: Exchange 8
Benito: Hijack 5
Benito: Hijack 7
Benito: Steal 6
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Assassin 8
Benito: Exchange 10
Benito: Steal 8
Tomas: Seize 1
Benito: Air strike 8
Benito: Exchange 9
Benito: Assassin 9
Tomas: Seize 10
Tomas: Seize 7
Benito: Exchange 6
Benito: Assassin 5
Benito: Hijack 9
Benito: Hijack 8
Benito: Steal 9
Benito: Air strike 4
Tomas: Seize 4

Encarnacion

Lucas

Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Benito: Assassin 3
Benito: Steal 3
Benito: Exchange 1
Benito: Steal 2
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Tomas: Seize 6
Benito: Assassin 6
Benito: Exchange 3
Benito: Hijack 7
Benito: Hijack 4
Benito: Steal 6
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Destroy 2
Benito: Exchange 7

Benito: Exchange 5
Tomas: Seize 8
Benito: Assassin 2
Benito: Exchange 8
Benito: Steal 5
Tomas: Seize 5
Tomas: Seize 4
Benito: Assassin 9
Benito: Steal 9
Benito: Assassin 5
Benito: Assassin 8
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 4
Tomas: Seize 7
Benito: Air strike 8
Tomas: Seize 1
Benito: Exchange 6
Tomas: Seize 10
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 9
Benito: Hijack 10

Nuestra Senora del Pilar

Benito: Exchange 3
Benito: Assassin 6
Benito: Assassin 3
Benito: Steal 3
Benito: Exchange 1
Benito: Steal 2
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Tomas: Seize 6
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Tomas: Seize 5
Benito: Exchange 7
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Benito: Hijack 7
Benito: Hijack 4
Benito: Steal 6
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Destroy 2

Benito: Hijack 5
Benito: Destroy 2
Tomas: Seize 8
Tomas: Seize 7
Benito: Assassin 9
Benito: Hijack 10
Benito: Exchange 6
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 9
Tomas: Seize 4
Benito: Steal 9
Benito: Assassin 5
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 4
Benito: Air strike 8
Tomas: Seize 1
Tomas: Seize 10
Benito: Destroy 5

San Marco

Benito: Exchange 3
Benito: Assassin 6
Benito: Assassin 3
Benito: Steal 3
Benito: Exchange 1
Benito: Steal 2
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Tomas: Seize 6
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Tomas: Seize 5
Benito: Exchange 7
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Benito: Hijack 7
Benito: Hijack 4
Benito: Steal 6
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Destroy 2

Tomas: Seize 8
Tomas: Seize 7
Benito: Assassin 9
Benito: Hijack 10
Benito: Exchange 6
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 9
Tomas: Seize 4
Benito: Steal 9
Benito: Assassin 5
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 4
Tomas: Seize 1
Tomas: Seize 10
Benito: Air strike 8
Benito: Destroy 5

Casa Isabella

Roberto: Assassin 1
Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Assassin 2
Roberto: Hijack 2
Roberto: Air strike 3
Roberto: Exchange 5
Roberto: Exchange 4
Roberto: Exchange 6
Roberto: Steal 3
Roberto: Hijack 3
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Exchange 8
Roberto: Steal 5
Roberto: Exchange 9
Roberto: Exchange 10
Roberto: Steal 7
Roberto: Exchange 7
Roberto: Steal 9
Roberto: Air strike 5

Encarnacion Military Base

Benito: Exchange 3
Benito: Assassin 6
Benito: Assassin 3
Benito: Steal 3

Benito: Exchange 1
Benito: Steal 2
Benito: Steal 1
Benito: Assassin 1
Benito: Exchange 4
Tomas: Seize 6
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Tomas: Seize 5
Benito: Exchange 7
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Benito: Exchange 8
Benito: Hijack 7
Benito: Hijack 4
Benito: Steal 6
Benito: Assassin 4
Benito: Assassin 7
Benito: Hijack 6
Benito: Hijack 5
Benito: Destroy 2
Tomas: Seize 8
Tomas: Seize 2
Tomas: Seize 7
Benito: Assassin 9
Benito: Hijack 10
Benito: Exchange 6
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 9
Tomas: Seize 4
Benito: Steal 9
Benito: Assassin 5
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 4
Benito: Air strike 8
Tomas: Seize 1
Tomas: Seize 10
Benito: Destroy 6

Provincia de las Palmas

Villa Molina

Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Hijack 1

Roberto: Assassin 8
Roberto: Assassin 1
Roberto: Assassin 5
Roberto: Exchange 6
Roberto: Hijack 2
Jimenez: Destroy 7
Roberto: Steal 10
Roberto: Steal 3
Roberto: Exchange 5
Roberto: Hijack 3
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Assassin 2
Jimenez: Destroy 10
Roberto: Steal 7
Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Steal 9
Roberto: Air strike 6
Roberto: Exchange 9
Roberto: Steal 5
Roberto: Exchange 7
Roberto: Assassin 4
Jimenez: Destroy 8

Mendoza International Airport

Benito: Exchange 4
Benito: Exchange 3
Benito: Steal 3
Benito: Assassin 3
Benito: Steal 2
Benito: Exchange 1
Benito: Destroy 1
Benito: Assassin 6
Benito: Assassin 1
Benito: Steal 1
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Tomas: Seize 6
Benito: Exchange 7
Benito: Assassin 2
Benito: Steal 5
Tomas: Seize 5
Benito: Assassin 4
Benito: Exchange 8
Benito: Hijack 4
Benito: Assassin 7
Benito: Hijack 6

Benito: Hijack 5
Benito: Hijack 7
Benito: Steal 6
Tomas: Seize 8
Benito: Exchange 5
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 6
Benito: Hijack 10
Tomas: Seize 7
Benito: Assassin 9
Benito: Assassin 8
Tomas: Seize 4
Benito: Steal 9
Benito: Hijack 9
Benito: Air strike 4
Benito: Assassin 5
Benito: Hijack 8
Tomas: Seize 1
Tomas: Seize 10
Benito: Exchange 9
Benito: Destroy 9

Provincia de Osvaldo

Guzman

San Bernardo

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Assassin 1
Benito: Steal 3
Benito: Steal 1
Benito: Assassin 6
Benito: Steal 2
Benito: Assassin 3
Benito: Exchange 1
Benito: Exchange 3
Tomas: Seize 6
Benito: Exchange 4
Benito: Exchange 2
Benito: Hijack 5
Benito: Assassin 4
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Hijack 4
Benito: Exchange 8
Benito: Exchange 5
Benito: Assassin 2

Tomas: Seize 5
Benito: Exchange 7
Benito: Steal 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Air strike 1
Benito: Air strike 5
Benito: Destroy 7
Benito: Hijack 8
Benito: Air strike 4
Benito: Steal 9
Tomas: Seize 4
Benito: Assassin 8
Benito: Assassin 9
Benito: Hijack 9
Benito: Assassin 5
Benito: Hijack 10
Benito: Exchange 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 9
Benito: Steal 8
Tomas: Seize 1
Benito: Air strike 8
Tomas: Seize 10
Benito: Destroy 8

Rio Viejo

Benito: Assassin 1
Benito: Steal 3
Benito: Steal 1
Benito: Assassin 6
Benito: Steal 2
Benito: Assassin 3
Benito: Exchange 1
Benito: Exchange 3
Tomas: Seize 6
Benito: Exchange 4
Benito: Exchange 2
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 8
Benito: Exchange 5
Benito: Assassin 2
Tomas: Seize 5
Benito: Exchange 7
Benito: Steal 5
Benito: Assassin 4
Benito: Destroy 2
Tomas: Seize 8

Benito: Hijack 5
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Hijack 4
Benito: Hijack 10
Benito: Exchange 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Assassin 8
Benito: Assassin 9
Benito: Exchange 9
Benito: Steal 8
Tomas: Seize 1
Benito: Air strike 8
Tomas: Seize 10
Benito: Hijack 8
Benito: Air strike 4
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Assassin 5

Villa Celeste

Roberto: Assassin 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Assassin 5
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Hijack 2
Roberto: Exchange 4
Roberto: Assassin 2
Roberto: Exchange 5
Roberto: Exchange 6
Roberto: Air strike 3
Roberto: Steal 3
Roberto: Steal 10
Jimenez: Destroy 7
Roberto: Hijack 3
Roberto: Air strike 6
Roberto: Assassin 7
Roberto: Assassin 3
Roberto: Exchange 10
Roberto: Exchange 9
Roberto: Steal 7
Roberto: Exchange 8
Roberto: Steal 5
Roberto: Exchange 7

Jimenez: Destroy 10
Roberto: Assassin 4
Roberto: Steal 9

Oswaldo Guzman Military Base

Benito: Assassin 1
Benito: Steal 3
Benito: Steal 1
Benito: Steal 2
Benito: Assassin 3
Benito: Exchange 1
Benito: Exchange 2
Tomas: Seize 6
Benito: Exchange 4
Benito: Assassin 6
Benito: Exchange 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 8
Benito: Exchange 5
Benito: Assassin 4
Benito: Assassin 2
Benito: Exchange 7
Benito: Destroy 2
Tomas: Seize 8
Tomas: Seize 5
Benito: Steal 5
Benito: Hijack 5
Benito: Hijack 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Steal 6
Benito: Hijack 4
Benito: Exchange 10
Tomas: Seize 1
Benito: Exchange 6
Tomas: Seize 7
Benito: Assassin 8
Benito: Assassin 9
Benito: Air strike 8
Benito: Exchange 9
Benito: Steal 8
Tomas: Seize 10
Benito: Hijack 10
Benito: Hijack 8
Benito: Air strike 4
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Assassin 5

Provincia Cordoba

Rincon Salas

Benito: Exchange 3
Benito: Exchange 4
Benito: Steal 1
Benito: Steal 3
Benito: Exchange 1
Benito: Steal 2
Tomas: Seize 6
Benito: Assassin 1
Benito: Assassin 6
Benito: Assassin 3
Benito: Hijack 2
Benito: Hijack 3
Tomas: Seize 9
Benito: Hijack 1
Benito: Exchange 2
Benito: Exchange 8
Benito: Exchange 7
Benito: Exchange 5
Benito: Steal 5
Benito: Assassin 2
Tomas: Seize 5
Benito: Hijack 6
Benito: Hijack 7
Benito: Hijack 4
Benito: Steal 6
Benito: Hijack 5
Benito: Assassin 4
Benito: Destroy 2
Tomas: Seize 8
Benito: Assassin 7
Benito: Steal 8
Benito: Assassin 9
Benito: Exchange 6
Benito: Exchange 9
Benito: Exchange 10
Benito: Assassin 8
Benito: Hijack 10
Tomas: Seize 7
Benito: Hijack 8
Benito: Steal 9
Benito: Hijack 9
Tomas: Seize 4
Benito: Assassin 5
Benito: Air strike 8
Tomas: Seize 10
Tomas: Seize 1
Benito: Air strike 4

Rosales

Benito: Exchange 3
 Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Assassin 1
 Benito: Assassin 6
 Benito: Assassin 3
 Benito: Exchange 2
 Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Exchange 5
 Benito: Steal 5
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Destroy 2
 Benito: Assassin 4
 Tomas: Seize 8
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Steal 8
 Benito: Assassin 9
 Benito: Exchange 6
 Benito: Exchange 9
 Benito: Exchange 10
 Benito: Assassin 8
 Benito: Hijack 10
 Tomas: Seize 7
 Benito: Air strike 8
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Hijack 9
 Tomas: Seize 4
 Benito: Assassin 5

San Gilberto

Benito: Exchange 3
 Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Assassin 1
 Benito: Assassin 6
 Benito: Assassin 3
 Benito: Exchange 2
 Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Exchange 5
 Benito: Steal 5
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Destroy 2
 Benito: Assassin 4
 Tomas: Seize 8
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Steal 8
 Benito: Assassin 9
 Benito: Exchange 6
 Benito: Exchange 9
 Benito: Exchange 10
 Benito: Assassin 8
 Benito: Hijack 10
 Tomas: Seize 7
 Benito: Air strike 8
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Hijack 9
 Tomas: Seize 4
 Benito: Assassin 5

Villa Artemis

Roberto: Exchange 1
 Roberto: Exchange 3
 Roberto: Assassin 1
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Assassin 2
 Roberto: Exchange 6
 Roberto: Steal 3
 Roberto: Hijack 2
 Roberto: Air strike 3
 Roberto: Exchange 4
 Roberto: Exchange 5
 Roberto: Exchange 9
 Roberto: Assassin 3
 Roberto: Exchange 10
 Jimenez: Destroy 5
 Roberto: Assassin 7
 Roberto: Steal 5
 Roberto: Exchange 8
 Roberto: Exchange 7
 Roberto: Steal 7

Cordoba Military Base

Benito: Exchange 3
 Benito: Exchange 4
 Benito: Steal 1
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Assassin 1
 Benito: Assassin 6
 Benito: Assassin 3
 Benito: Hijack 2
 Benito: Hijack 3
 Tomas: Seize 9
 Benito: Hijack 1
 Benito: Exchange 2
 Benito: Exchange 8
 Benito: Exchange 7
 Benito: Exchange 5
 Benito: Steal 5
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Hijack 7
 Benito: Hijack 4
 Benito: Steal 6

Benito: Hijack 5
 Benito: Assassin 4
 Benito: Destroy 2
 Tomas: Seize 8
 Benito: Steal 8
 Benito: Assassin 9
 Benito: Exchange 6
 Benito: Exchange 9
 Benito: Exchange 10
 Benito: Assassin 8
 Benito: Hijack 10
 Tomas: Seize 7
 Benito: Hijack 8
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Hijack 9
 Tomas: Seize 4
 Benito: Assassin 5
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Air strike 8

Provincia de Don Ernesto**Casa Agamemnon**

Roberto: Assassin 5
 Roberto: Exchange 3
 Roberto: Hijack 1
 Roberto: Exchange 1
 Roberto: Assassin 8
 Roberto: Assassin 1
 Roberto: Exchange 2
 Roberto: Steal 2
 Roberto: Hijack 4
 Roberto: Steal 4
 Roberto: Exchange 6
 Roberto: Steal 3
 Jimenez: Destroy 7
 Roberto: Assassin 2
 Roberto: Exchange 5
 Roberto: Hijack 2
 Roberto: Steal 10
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Hijack 3
 Roberto: Steal 6
 Roberto: Air strike 2
 Roberto: Exchange 8
 Roberto: Steal 5
 Jimenez: Destroy 10
 Roberto: Assassin 7
 Roberto: Assassin 3

Roberto: Assassin 4
Roberto: Exchange 7
Roberto: Steal 7
Roberto: Exchange 10
Roberto: Exchange 9
Roberto: Air strike 6
Roberto: Steal 9
Roberto: Steal 1
Roberto: Hijack 6
Roberto: Air strike 4

San Juanillo

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 1
Benito: Exchange 3
Benito: Steal 1
Benito: Assassin 6
Benito: Steal 2
Benito: Assassin 1
Tomas: Seize 6
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 3
Benito: Assassin 4
Benito: Hijack 6
Benito: Hijack 5
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Benito: Exchange 7
Benito: Exchange 5
Benito: Assassin 2
Benito: Steal 5
Benito: Exchange 8
Tomas: Seize 5
Tomas: Seize 8
Tomas: Seize 2
Benito: Air strike 6
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Assassin 9
Benito: Assassin 8
Benito: Hijack 9
Benito: Air strike 4
Benito: Assassin 5
Benito: Steal 8
Benito: Exchange 6

Tomas: Seize 7
Benito: Exchange 10
Benito: Hijack 10
Benito: Exchange 9
Tomas: Seize 1
Benito: Destroy 6
Tomas: Seize 10
Benito: Air strike 7

Don Ernesto Military Base

Benito: Exchange 1
Benito: Exchange 3
Benito: Steal 1
Benito: Assassin 6
Benito: Steal 2
Benito: Assassin 1
Tomas: Seize 6
Benito: Exchange 4
Benito: Assassin 3
Benito: Steal 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 7
Benito: Exchange 5
Benito: Assassin 2
Benito: Steal 5
Benito: Exchange 8
Tomas: Seize 5
Benito: Assassin 4
Benito: Hijack 6
Benito: Hijack 5
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Hijack 7
Tomas: Seize 2
Benito: Steal 8
Benito: Exchange 6
Benito: Assassin 9
Tomas: Seize 7
Benito: Assassin 8
Benito: Exchange 10
Benito: Hijack 10
Benito: Exchange 9
Benito: Steal 9
Tomas: Seize 4
Benito: Hijack 8
Benito: Hijack 9
Benito: Air strike 4
Benito: Assassin 5

Tomas: Seize 10
Tomas: Seize 1
Benito: Destroy 6

Provincia de Don Velasco

Santo Tomas

Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Assassin 6
Benito: Steal 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 2
Tomas: Seize 6
Benito: Steal 3
Benito: Exchange 3
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Assassin 4
Benito: Steal 6
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 2
Tomas: Seize 5
Benito: Exchange 5
Benito: Exchange 8
Benito: Steal 5
Benito: Exchange 7
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 9
Benito: Assassin 5
Benito: Hijack 9
Benito: Assassin 8
Benito: Steal 8
Benito: Exchange 10
Benito: Exchange 6
Benito: Hijack 10
Tomas: Seize 7
Benito: Exchange 9
Tomas: Seize 1
Tomas: Seize 10

La Cantera

Benito: Steal 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 2
Benito: Steal 2
Tomas: Seize 6
Benito: Steal 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Destroy 2
Benito: Assassin 2
Benito: Assassin 4
Tomas: Seize 8
Benito: Exchange 5
Benito: Exchange 8
Benito: Exchange 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Steal 6
Benito: Hijack 7
Benito: Hijack 5
Tomas: Seize 1
Benito: Air strike 8
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 9
Benito: Assassin 9
Benito: Assassin 8
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Benito: Destroy 5

Casa Catalan

Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Exchange 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Assassin 1

Roberto: Exchange 5
 Roberto: Air strike 3
 Roberto: Steal 3
 Roberto: Exchange 6
 Roberto: Exchange 4
 Roberto: Hijack 2
 Roberto: Assassin 2
 Jimenez: Destroy 7
 Roberto: Steal 10
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Exchange 9
 Roberto: Exchange 8
 Roberto: Exchange 10
 Roberto: Exchange 7
 Roberto: Steal 7
 Roberto: Steal 5
 Roberto: Assassin 3
 Jimenez: Destroy 4
 Jimenez: Destroy 10
 Roberto: Assassin 4
 Roberto: Assassin 7
 Roberto: Air strike 6

Don Velasco Air Base

Tomas: Seize 9
 Benito: Hijack 3
 Benito: Hijack 2
 Benito: Hijack 1
 Benito: Assassin 6
 Benito: Steal 1
 Benito: Exchange 1
 Benito: Exchange 4
 Benito: Assassin 3
 Benito: Assassin 1
 Benito: Steal 2
 Tomas: Seize 6
 Benito: Steal 3
 Benito: Exchange 3
 Benito: Exchange 2
 Benito: Hijack 6
 Benito: Assassin 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Steal 6
 Benito: Hijack 7
 Benito: Hijack 5
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Exchange 5
 Benito: Exchange 8
 Benito: Steal 5

Benito: Exchange 7
 Benito: Destroy 2
 Tomas: Seize 8
 Benito: Air strike 4
 Benito: Steal 9
 Benito: Hijack 8
 Tomas: Seize 4
 Benito: Assassin 9
 Benito: Assassin 5
 Benito: Hijack 9
 Benito: Assassin 8
 Benito: Steal 8
 Benito: Exchange 10
 Benito: Exchange 6
 Benito: Hijack 10
 Tomas: Seize 7
 Benito: Exchange 9
 Tomas: Seize 1
 Benito: Air strike 8
 Tomas: Seize 10

Provincia Octava Zapote

Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 1
 Tomas: Seize 6
 Benito: Exchange 2
 Benito: Assassin 3
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Steal 2
 Benito: Steal 3
 Benito: Exchange 3
 Benito: Assassin 6
 Benito: Hijack 6
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Hijack 7
 Benito: Steal 6
 Benito: Exchange 5
 Benito: Exchange 7
 Benito: Assassin 2
 Benito: Exchange 8
 Tomas: Seize 8
 Benito: Destroy 2

Tomas: Seize 2
 Tomas: Seize 5
 Benito: Steal 5
 Tomas: Seize 4
 Benito: Assassin 8
 Benito: Assassin 5
 Benito: Hijack 8
 Benito: Hijack 9
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Assassin 9
 Benito: Exchange 10
 Benito: Exchange 6
 Benito: Steal 8
 Benito: Air strike 8
 Benito: Exchange 9
 Tomas: Seize 10
 Tomas: Seize 7
 Tomas: Seize 1
 Benito: Destroy 6
 Benito: Hijack 10

Villa Cap Pavillion

Roberto: Assassin 1
 Roberto: Hijack 1
 Roberto: Assassin 8
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Air strike 3
 Roberto: Steal 3
 Roberto: Exchange 5
 Roberto: Assassin 2
 Roberto: Exchange 4
 Roberto: Exchange 6
 Roberto: Hijack 2
 Roberto: Assassin 3
 Roberto: Assassin 7
 Roberto: Air strike 6
 Roberto: Exchange 9
 Roberto: Steal 7
 Roberto: Exchange 8
 Roberto: Exchange 7
 Roberto: Steal 5
 Roberto: Exchange 10
 Jimenez: Destroy 5
 Jimenez: Destroy 6

Octava Military Camp

Benito: Exchange 4
 Benito: Assassin 1
 Tomas: Seize 6
 Benito: Exchange 3

Benito: Assassin 3
 Benito: Exchange 1
 Benito: Assassin 6
 Benito: Steal 1
 Benito: Steal 2
 Benito: Steal 3
 Tomas: Seize 9
 Benito: Hijack 2
 Benito: Hijack 3
 Benito: Hijack 1
 Benito: Exchange 2
 Benito: Exchange 5
 Benito: Exchange 7
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Steal 5
 Benito: Exchange 8
 Benito: Hijack 6
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Hijack 4
 Benito: Assassin 4
 Benito: Hijack 7
 Benito: Steal 6
 Tomas: Seize 8
 Benito: Destroy 2
 Tomas: Seize 2
 Benito: Exchange 10
 Benito: Assassin 8
 Benito: Exchange 6
 Benito: Hijack 10
 Benito: Steal 8
 Benito: Exchange 9
 Tomas: Seize 7
 Benito: Assassin 9
 Tomas: Seize 4
 Benito: Assassin 5
 Benito: Hijack 8
 Benito: Hijack 9
 Benito: Steal 9
 Benito: Air strike 4
 Benito: Air strike 8
 Tomas: Seize 10
 Tomas: Seize 1
 Benito: Destroy 6

Costa Brava Hacienda Coronado

Benito: Steal 1
 Benito: Exchange 1
 Benito: Exchange 4

Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 2
Benito: Steal 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Assassin 6
Tomas: Seize 6
Benito: Exchange 3
Benito: Destroy 1
Benito: Exchange 2
Benito: Assassin 4
Benito: Exchange 8
Benito: Exchange 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Steal 6
Benito: Hijack 7
Benito: Hijack 5
Benito: Assassin 2
Tomas: Seize 5
Benito: Exchange 5
Benito: Steal 5
Benito: Destroy 2
Tomas: Seize 8
Benito: Steal 8
Benito: Exchange 10
Benito: Assassin 9
Benito: Assassin 8
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Benito: Exchange 6
Benito: Hijack 10
Tomas: Seize 7
Benito: Exchange 9
Benito: Destroy 5
Tomas: Seize 1
Tomas: Seize 10
Benito: Air strike 8

Athena Palace

Roberto: Assassin 8
Roberto: Hijack 1
Roberto: Assassin 1
Roberto: Exchange 5

Roberto: Air strike 3
Roberto: Steal 3
Roberto: Exchange 6
Roberto: Exchange 4
Roberto: Hijack 2
Roberto: Assassin 2
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Exchange 9
Roberto: Exchange 8
Roberto: Exchange 10
Roberto: Exchange 7
Roberto: Steal 7
Roberto: Steal 5
Roberto: Assassin 3
Roberto: Air strike 6
Roberto: Assassin 7

Villa Pandora

Roberto: Exchange 1
Roberto: Assassin 8
Roberto: Assassin 1
Roberto: Hijack 1
Roberto: Exchange 3
Roberto: Assassin 5
Roberto: Hijack 3
Roberto: Assassin 6
Roberto: Assassin 9
Roberto: Exchange 5
Roberto: Air strike 3
Roberto: Steal 3
Roberto: Exchange 6
Roberto: Exchange 4
Roberto: Hijack 2
Roberto: Assassin 2
Jimenez: Destroy 7
Roberto: Steal 10
Roberto: Exchange 10
Roberto: Steal 7
Roberto: Steal 9
Roberto: Assassin 3
Roberto: Assassin 7
Roberto: Air strike 6
Roberto: Exchange 9
Roberto: Exchange 8
Roberto: Exchange 7
Roberto: Steal 5
Jimenez: Destroy 10
Roberto: Assassin 4
Roberto: Air strike 5
Jimenez: Destroy 6

Costa Brava Military Base

Benito: Steal 1
Benito: Exchange 1
Benito: Exchange 4
Benito: Assassin 3
Benito: Assassin 1
Benito: Steal 2
Benito: Steal 3
Tomas: Seize 9
Benito: Hijack 3
Benito: Hijack 2
Benito: Hijack 1
Benito: Exchange 2
Tomas: Seize 6
Benito: Assassin 6
Benito: Exchange 3
Benito: Destroy 1
Benito: Assassin 4
Benito: Exchange 8
Benito: Exchange 7
Benito: Hijack 6
Benito: Assassin 7
Benito: Hijack 4
Benito: Steal 6
Benito: Hijack 7
Benito: Hijack 5
Benito: Destroy 2
Benito: Assassin 2
Tomas: Seize 8
Benito: Exchange 5
Tomas: Seize 5
Benito: Steal 5
Benito: Steal 8
Benito: Exchange 10
Benito: Assassin 9
Benito: Assassin 8
Benito: Air strike 4
Benito: Steal 9
Benito: Hijack 8
Tomas: Seize 4
Benito: Assassin 5
Benito: Hijack 9
Tomas: Seize 1
Benito: Air strike 8
Tomas: Seize 10
Benito: Exchange 6
Tomas: Seize 7
Benito: Exchange 9
Benito: Hijack 10
Benito: Destroy 5

Resolucion

Esperito City—South

Benito: Hijack 3
Benito: Hijack 2
Tomas: Seize 9
Benito: Hijack 1
Benito: Assassin 3
Benito: Assassin 1
Benito: Exchange 1
Benito: Steal 3
Benito: Steal 1
Benito: Steal 2
Benito: Exchange 4
Tomas: Seize 6
Benito: Exchange 3
Benito: Assassin 6
Benito: Destroy 1
Tomas: Seize 3
Benito: Exchange 2
Benito: Hijack 4
Benito: Assassin 4
Benito: Steal 6
Benito: Assassin 7
Benito: Hijack 5
Benito: Hijack 7
Benito: Hijack 6
Benito: Exchange 7
Benito: Exchange 8
Benito: Assassin 2
Tomas: Seize 5
Benito: Exchange 5
Benito: Steal 5
Tomas: Seize 8
Benito: Destroy 2
Benito: Assassin 8
Benito: Hijack 8
Benito: Air strike 4
Benito: Assassin 5
Benito: Steal 9
Benito: Assassin 9
Tomas: Seize 4
Benito: Hijack 9
Benito: Steal 8
Benito: Exchange 10
Tomas: Seize 10
Tomas: Seize 1
Tomas: Seize 7
Benito: Exchange 9
Benito: Exchange 6
Benito: Hijack 10
Benito: Air strike 8

Villa Incanto

Roberto: Assassin 1
 Roberto: Exchange 1
 Roberto: Assassin 8
 Roberto: Hijack 1
 Roberto: Assassin 5
 Roberto: Exchange 3
 Roberto: Assassin 6
 Roberto: Assassin 9
 Roberto: Hijack 3
 Roberto: Exchange 6
 Roberto: Assassin 2
 Roberto: Exchange 5
 Roberto: Steal 3
 Roberto: Steal 10
 Jimenez: Destroy 7
 Roberto: Hijack 2
 Roberto: Air strike 3
 Roberto: Exchange 4
 Roberto: Air strike 6
 Roberto: Assassin 3
 Roberto: Assassin 7
 Roberto: Exchange 10
 Roberto: Steal 9
 Roberto: Steal 7
 Roberto: Exchange 7
 Roberto: Assassin 4
 Roberto: Exchange 8
 Roberto: Exchange 9
 Roberto: Steal 5
 Jimenez: Destroy 10

Provincia Mendoza City**Esperito City**

Benito: Hijack 2
 Tomas: Seize 9
 Benito: Hijack 3
 Benito: Hijack 1
 Benito: Exchange 4
 Benito: Assassin 1
 Benito: Steal 2
 Benito: Steal 3
 Benito: Exchange 1
 Benito: Steal 1
 Benito: Exchange 3
 Benito: Assassin 3
 Benito: Destroy 1
 Benito: Assassin 6
 Tomas: Seize 6
 Tomas: Seize 3
 Benito: Hijack 7

Benito: Assassin 4
 Benito: Steal 6
 Benito: Hijack 5
 Benito: Assassin 7
 Benito: Hijack 6
 Benito: Hijack 4
 Tomas: Seize 8
 Benito: Exchange 7
 Benito: Assassin 2
 Tomas: Seize 5
 Benito: Steal 5
 Benito: Destroy 4
 Benito: Exchange 5
 Benito: Exchange 8
 Benito: Hijack 8
 Benito: Assassin 5
 Benito: Hijack 9
 Tomas: Seize 4
 Benito: Air strike 4
 Benito: Assassin 8
 Benito: Assassin 9
 Benito: Steal 9
 Benito: Hijack 10
 Benito: Exchange 10
 Benito: Exchange 6
 Benito: Steal 8
 Tomas: Seize 7
 Tomas: Seize 1
 Tomas: Seize 10

El Regalo

Roberto: Assassin 1
 Roberto: Exchange 2
 Roberto: Exchange 1
 Roberto: Hijack 1
 Roberto: Exchange 3
 Roberto: Assassin 9
 Roberto: Assassin 6
 Roberto: Steal 10
 Roberto: Hijack 2
 Roberto: Exchange 5
 Roberto: Assassin 2
 Roberto: Steal 3
 Jimenez: Destroy 7
 Roberto: Exchange 6
 Roberto: Air strike 2
 Roberto: Air strike 6
 Roberto: Assassin 3
 Roberto: Assassin 7
 Roberto: Steal 1
 Roberto: Exchange 9
 Roberto: Steal 5

Roberto: Exchange 7
 Jimenez: Destroy 10
 Roberto: Exchange 8
 Roberto: Steal 7

Roberto: Exchange 10
 Jimenez: Destroy 5
 Roberto: Air strike 4
 Roberto: Air strike 9

Mission Catalog**Assassin Missions****Roberto: Assassin 1****Objectives:**

1. Locate the corrupt police officer in his car.
2. Assassinate the police officer.
3. Return to the contact to complete the mission.

Your assignment is to eliminate a corrupt police officer who lurks nearby in his police car. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 2**Objectives:**

1. Locate the four security officers.
2. Assassinate the security officers.
3. Return to the contact to complete the mission.

Seek out four security officers working for the government—they are rumored to be members of a terrorist organization. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 3**Objectives:**

1. Locate the police officer and/or the police helicopter.
2. Assassinate the police officer.
3. Return to the contact to complete the mission.

Seek out a corrupt cop who uses a helicopter to dispense injustice. Either kill the officer with a sniper rifle or shoot down the helicopter. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 4**Objectives:**

1. Locate the Montano enforcer.
2. Kill the enforcer.
3. Return to the contact to complete the mission.

Locate the objective on the minimap. Chase down the enforcer and eliminate him. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 5

Objectives:

1. Find the hotshot Montano enforcer.
2. Eliminate the target.
3. Return to the contact to complete the mission.

Follow the objective on the minimap to locate the enforcer. Assassinate him by any means necessary. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 6

Objectives:

1. Locate the Montano enforcer and his bodyguard in a Montano vehicle.
2. Eliminate both targets.
3. Return to the contact to complete the mission.

Locate the objective on the minimap, drive there, chase down, and execute the Montano enforcer and his bodyguard. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 7

Objectives:

1. Seek out the Montano pilot in his helicopter.
2. Destroy the helicopter.
3. Return to the contact to complete the mission.

Snipe the pilot inside the helicopter or shoot it down with rockets. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 8

Objectives:

1. Find the corrupt military squad.
2. Eliminate all members of the squad.
3. Return to the contact to complete the mission.

Engage the military squad and take them down. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Roberto: Assassin 9

Objectives:

1. Seek out a violent Montano enforcer.
2. Kill the Montano enforcer.
3. Return to the contact to complete the mission.

Chase down and execute the Montano enforcer. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 1

Objectives:

1. Locate the wicked military soldier.
2. Kill the soldier.
3. Return to contact to complete mission.

Seek out and eliminate the offending military soldier. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 2

Objectives:

1. Find the targeted mercenary.
2. Kill the mercenary.
3. Return to the contact to complete the mission.

A mercenary is making short work of your comrades. Find the mercenary and bring him down before he causes any more damage. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 3

Objectives:

1. Find the nearby Montano enforcer.
2. Kill the Montano enforcer.
3. Return to the contact to complete the mission.

Locate on the minimap the Montano enforcer who's causing so much trouble and eliminate him. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 4

Objectives:

1. Zero in on the military helicopter pilot on a rampage.
2. Take out the helicopter to eliminate the pilot.
3. Return to the contact to complete the mission.

Eliminate the military chopper by whatever means available—either seek out a rocket launcher or steal a helicopter for an aerial dogfight. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 5

Objectives:

1. Chase down the soldier in the jeep.
2. Neutralize the soldier.
3. Return to the contact to complete the mission.

Pursue the jeep as it speeds around the area. The easiest way to eliminate the soldier is to run the jeep off the road or blow it up. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 6

Objectives:

1. Locate the Montano subteniente and his bodyguards.
2. Kill the subteniente.
3. Return to the contact to complete the mission.

You must eliminate a ranking Montano boss, but he's protected by a handful of guards. Eliminate the boss first, and if you have sufficient ammo and health, finish off the group. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 7**Objectives:**

1. Locate the merciless Montano interrogator.
2. Kill the Montano cartel interrogator.
3. Return to the contact to complete the mission.

Seek out the Montano interrogator who is responsible for so many deaths and eliminate him. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 8**Objectives:**

1. Locate a military helicopter buzzing the immediate area.
2. Destroy the helicopter.
3. Return to the contact to complete the mission.

Take down the helicopter with rockets or another chopper. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Assassin 9**Objectives:**

1. Steal a helicopter so you can engage a pilot above the settlement
2. Shoot down the rival helicopter.
3. Return to the contact to complete the mission.

Steal the helicopter by locating it on the minimap, then engage the enemy chopper pilot in a dogfight. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Hijack Missions**Benito: Hijack 1****Objectives:**

1. Locate the ambulance in the area.
2. Steal the ambulance.
3. Store the vehicle in a garage before the vehicle is destroyed.

Locate the objective on the map and drive there. Find the ambulance driving around and steal it. Avoid police and/or military while en route to the garage.

Benito: Hijack 2**Objectives:**

1. Find a Scando 700 Sedan
2. Steal the Scando 700 Sedan.
3. Store the vehicle in a garage before the vehicle is destroyed.

Follow the marker on your minimap to chase down the Scando 700 Sedan and then steal it. Avoid police and/or military while en route to the garage.

Benito: Hijack 3**Objectives:**

1. Locate the Stinger Buggy.
2. Steal the Stinger Buggy.
3. Store the vehicle in a garage before the vehicle is destroyed.

The point man wants you to deliver a Stinger Buggy to him immediately. Seek out the Stinger Buggy on the minimap and steal it from the current driver. Avoid police and/or military while en route to the garage.

Benito: Hijack 4**Objectives:**

1. Find the Emvee Armadillo.
2. Steal the Emvee Armadillo.
3. Store the vehicle in a garage before the vehicle is destroyed.

An Emvee Armadillo is driving around the area. Seek it out and steal it. Avoid police and/or military while en route to the garage.

Benito: Hijack 5**Objectives:**

1. Seek out an armored truck for your contact.
2. Steal the truck.
3. Store the vehicle in a garage before the vehicle is destroyed.

The faction is in need of some armored transportation. Find the truck rumbling around on the nearby roads and steal it. Avoid police and/or military while en route to the garage.

Benito: Hijack 6**Objectives:**

1. Find the Ballard tank.
2. Steal the Ballard tank.
3. Store the vehicle in a garage before the vehicle is destroyed.

A tank would certainly even the odds in your favor. Steal the one currently tearing up the roads. Avoid police and/or military while en route to the garage.

Benito: Hijack 7**Objectives:**

1. Find a military jeep.
2. Steal the military jeep.
3. Store the vehicle in a garage before the vehicle is destroyed.

Steal a military jeep from its current owner. Avoid police and/or military while en route to the garage.

Benito: Hijack 8**Objectives:**

1. Find the Vaultier Sedan Patrol Compact.
2. Steal the Vaultier Sedan Patrol Compact.
3. Store the vehicle in a garage before the vehicle is destroyed.

Your contact desires a Vaultier Sedan Patrol Compact, the standard-issue police car, to use in a reverse propaganda campaign. Avoid police and/or military while en route to the garage.

Benito: Hijack 9**Objectives:**

1. Find an exotic roadster on the open road.
2. Steal the exotic roadster.
3. Store the vehicle in a garage before the vehicle is destroyed.

After it has been requested, the exotic car that the contact has in mind appears on your minimap. Find the exotic driving around the local roads and steal it. Avoid police and/or military while en route to the garage.

Benito: Hijack 10

Objectives:

1. Find a motorcycle
2. Steal a motorcycle
3. Store the vehicle in a garage before the vehicle is destroyed.

After it has been requested, the motorcycle that the contact desires appears on your minimap. Find the motorcycle driving around on the local roads and steal it. Avoid police and/or military while en route to the garage.

Roberto: Hijack 1

Objectives:

1. Find a Vaultier ALEV Patrol Special.
2. Steal a Vaultier ALEV Patrol Special.
3. Store the vehicle in a garage before the vehicle is destroyed.

your contact requires a parked Vaultier ALEV Patrol Special. Locate the stationary vehicle via the minimap and steal it. Avoid police and/or military while en route to the garage.

Roberto: Hijack 2

Objectives:

1. Seek out the Huerta Mesa.
2. Steal the Huerta Mesa as it drives around.
3. Store the vehicle in a garage before the vehicle is destroyed.

Regardless of whether you do so by grappling hook or vehicle surfing, steal a Huerta Mesa for your contact. Avoid police and/or military while en route to the garage.

Roberto: Hijack 3

Objectives:

1. Find the parked Cutler Randall.
2. Steal the Cutler Randall.
3. Store the vehicle in a garage before the vehicle is destroyed.

Simple enough: Find a parked Cutler Bullhorn van. However, as soon as you steal it, you're set upon by opposing forces. Avoid police and/or military while en route to the garage.

Roberto: Hijack 4

Objectives:

1. Find the parked Fusilier Commander.
2. Steal the Fusilier Commander.
3. Store the vehicle in a garage before the vehicle is destroyed.

Your contact has need of a Fusilier Commander—he desires a stylish ride. There's a parked limo you can steal not too far from the point man. Avoid police and/or military while en route to the garage.

Roberto: Hijack 6

Objectives:

1. Find the parked Apache Army Model 842.
2. Steal the Apache Army Model 842.
3. Store the vehicle in a garage before the vehicle is destroyed.

A nearby parked Apache Army Model 842 is desired by the contact. Steal it and avoid police and/or military while en route to the garage.

Steal Missions

Roberto: Steal 1

Objectives:

1. Infiltrate the makeshift base and seek out the desired crate.
2. Steal the crate and escape.
3. Take the crate to the drop-off site on your minimap.

After you accept the mission, the crate appears on the minimap. Go to the base and steal the crate. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Steal 2

Objectives:

1. Find the army camp.
2. Steal the army maps.
3. Take the maps to the drop-off site on your minimap.

Some sensitive maps are being kept at a nearby army camp. Infiltrate the camp and steal the maps. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Steal 3

Objectives:

1. Find the site of the police/small-timers drug deal
2. Steal the diamonds and the coca.
3. Take items to the drop-off site on your minimap.

There's a nearby drug deal going on that you need to ambush. Go to the site of the deal, eliminate all involved, and steal both the diamonds and drugs being used in the exchange. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Steal 4

Objectives:

1. Locate the suitcase requested by the contact.
2. Steal the suitcase.
3. Take the suitcase to the drop-off site on your minimap.

The location of the suitcase appears on your minimap. Go to the site, kick away the boxes obscuring the suitcase, and steal it. Avoid the Montano enforcers that pursue you all the way to the drop-off site.

Roberto: Steal 5

Objectives:

1. Find the night-vision scope.
2. Steal the night-vision scope.
3. Take the scope to the drop-off site on your minimap.

There is a new night-vision scope out in the field that your contact desperately wants. Head out and grab the scope, but be ready for an ambush. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Steal 6**Objectives:**

1. Find the old general.
2. Steal the antique dueling pistols.
3. Take the pistols to the drop-off site on your minimap.

An old general is in the nearby neighborhood. He carries two antique pistols. Relieve him of these prized possessions. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Steal 7**Objectives:**

1. Find the ambulance your contact points out on the map.
2. Steal an equipment crate from the ambulance site.
3. Take the crate to the drop-off site on your minimap.

You need medical supplies, which you can find next to the ambulance now on your minimap. Steal the crate and escape the scene, avoiding the Montano cartel as you travel to the drop-off site.

Roberto: Steal 9**Objectives:**

1. Find the Montano storage shed on the map.
2. Steal a box of satellite phones.
3. Take the items to the drop-off site on your minimap.

Find the Montano storage shed and steal a box of satellite phones. Avoid the Montano cartel and deliver the goods to the drop-off site.

Roberto: Steal 10**Objectives:**

1. Find the severed head
2. Steal the severed head
3. Take the head to the drop-off site on your minimap.

You must acquire a severed head. The contact reveals it on your minimap, so go to the location and steal the head. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 1**Objectives:**

1. Chase down a drunken bank manager.
2. Steal his briefcase.
3. Take the briefcase to the drop-off site on your minimap.

Seek out the drunken bank manager on your minimap and relieve him of his suitcase. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 2**Objectives:**

1. Find the news van in the area.
2. Steal a TV camera from the van.
3. Take the camera to the drop-off site on your minimap.

A TV van is rolling around the neighborhood. You could definitely use one of the crew's TV cameras for broadcasting. Find the van and steal the TV camera. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 3**Objectives:**

1. Seek out the delivery person.
2. Steal the briefcase.
3. Take the briefcase to the drop-off site on your minimap.

Locate the delivery person, who is marked on your minimap as soon as you accept the mission. Hunt him down, steal the briefcase, and avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 5**Objectives:**

1. Find the parked Emvee Armadillo.
2. Steal the keys from the Emvee Armadillo.
3. Take the keys to the drop-off site on your minimap.

Find on your minimap the Emvee parked nearby and steal the keys from it. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 6**Objectives:**

1. Find the armored truck carrying ransom money.
2. Force the vehicle to stop and steal the ransom money.
3. Take the money to the drop-off site on your minimap.

Hunt down the armored truck currently carrying a major ransom. Get the vehicle to stop (don't destroy it) and steal back the money. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 8**Objectives:**

1. Find the industrial construction site.
2. Steal detonators from the crate at the site.
3. Take detonators to the drop-off site on your minimap.

Drive to the construction site and locate a box of detonators. Pick up the detonators and leave the scene. Avoid police and/or military as you escape the area and go to the drop-off site.

Benito: Steal 9**Objectives:**

1. Seek out the dirty lawyer.
2. Eliminate him and steal his briefcase.
3. Take briefcase to the drop-off site on your minimap.

After you've accepted the mission, chase down the lawyer and kill him. Steal the briefcase he drops. Avoid police and/or military as you escape the area and go to the drop-off site.

Destroy Missions

Jimenez: Destroy 1

Objectives:

1. Find the wooden shack
2. Shoot acid barrels to blow up the shack
3. Return to the contact to complete the mission.

Locate the shack; blow it up. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.



One of the NPCs drops a rocket launcher.

Jimenez: Destroy 2

Objectives:

1. Find the barbershop.
2. Blow up the barbershop.
3. Escape area and return to the contact.

You've been assigned to blow up a barbershop. Nearby is a rocket launcher that you can pick up and use. Drive to the barbershop and blow it up. After performing your duty, avoid police and/or military interference while you return to the contact.

Jimenez: Destroy 3

Objectives:

1. Locate the apartment complex.
2. Blow up the apartment complex
3. Return to the contact to complete the mission.

An apartment complex houses the enemy—you must destroy it. You can pick up and use a nearby rocket launcher. After performing your duty, avoid police and/or military interference while you return to the contact.

Jimenez: Destroy 4

Objectives:

1. Find the motel room.
2. Blow up the motel room.
3. Return to the contact to complete the mission.

You must travel to a fleabag motel and blow up the room in which your target is hiding. Pick up and use the nearby rocket launcher. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 5

Objectives:

1. Locate the wind generator.
2. Blow it up.
3. Return to the contact to complete the mission.

You must hinder your enemy by destroying a wind generator. (It appears on the minimap after you accept the mission.) Find the nearby rocket launcher and use it. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 6

Objectives:

1. Find the police station.
2. Shoot the kerosene drums at the back of the station to blow it up.
3. Return to the contact to complete the mission.

It's time to strike out against the police. You must blow up the local police station by shooting the kerosene drums behind the station. A nearby rocket launcher comes in handy. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 7

Objectives:

1. Find the Potomac Silverbullet.
2. Blow up the car.
3. Return to the contact to complete the mission.

Seek out a Potomac Silverbullet belonging to a rival and blow it up. There is a nearby rocket launcher you can pick up and use. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 8

Objectives:

1. Track down the police helicopter.
2. Blow it up.
3. Return to the contact to complete the mission.

Hinder the police by destroying one of their helicopters. Seek it out and blow it up. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 9

Objectives:

1. Find the gas station.
2. Blow it up.
3. Return to the contact to complete the mission.

Seek out the targeted gas station and blow it up. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Jimenez: Destroy 10**Objectives:**

1. Follow Edmundo's mistress's car.
2. Blow it up.
3. Return to the contact to complete the mission.

Edmundo's mistress is threatening to talk. Follow her car and blow it up—with her inside. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 1**Objectives:**

1. Follow Fusilier Commander.
2. Blow up the Fusilier Commander with the target inside.
3. Return to the contact to complete the mission.

A VIP is driving around in a limo. Take him out. Find a nearby rocket launcher, pick it up, and use it. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 2**Objectives:**

1. Locate the military tank.
2. Blow up the tank with a rocket launcher.
3. Return to the contact to complete the mission.

You must neutralize a military threat in the area: a tank. Use the nearby rocket launcher for the job. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 3**Objectives:**

1. Find the fuel depot.
2. Blow up the fuel depot.
3. Return to the contact to complete the mission.

The military cannot use their vehicles against the guerrillas without fuel. You must destroy a pivotal fuel depot. Again, the best method to use is the rocket launcher you can pick up nearby. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 4**Objectives:**

1. Find the broadcast antenna.
2. Blow it up.
3. Return to the contact to complete the mission.

Stop the government propaganda by destroying a broadcast antenna. There is a rocket launcher nearby you can pick up and use. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 5**Objectives:**

1. Find the coca refinery.
2. Blow it up.
3. Return to the contact to complete the mission.

Strike a Montano coca refinery. The nearby rocket launcher is your weapon of choice. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 6**Objectives:**

1. Find the military tank.
2. Blow it up with the provided rocket launcher.
3. Return to the contact to complete the mission.

Stop military action in this area by destroying a tank. Use a rocket launcher that you find nearby. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 7**Objectives:**

1. Find the white fort prison compound.
2. Blow it up.
3. Return to the contact to complete the mission.

You must destroy a prison where fellow rebels are held and killed. The white fort prison appears on the map when you accept the mission. Pick up and use the nearby rocket launcher. Drive to the prison and destroy it. After performing your duty, avoid police and/or military interference while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 8**Objectives:**

1. Find the Montano mansion.
2. Blow it up.
3. Return to the contact to complete the mission.

Hit the Montanos hard by destroying one of their mansions. There is a rocket launcher nearby you can pick up and use. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Benito: Destroy 9**Objectives:**

1. Find the fishing boat.
2. Blow it up.
3. Return to the contact to complete the mission.

Locate the fishing boat on the map, drive there. Blow it up. After performing your duty, avoid the Montano enforcers bent on revenge while you return to the contact. The mission ends in failure if you die.

Seize Missions

Tomas: Seize 1

Objectives:

1. Locate the medicine via the minimap.
2. Eliminate guards at site.
3. Steal the medicine.
4. Take the medicine to the drop-off point.

You must steal medicine to help your comrades, but it is under lock and key. Locate the medicine, kill the men guarding it, and then steal it. The police/army chase you to the drop-off site.

Tomas: Seize 2

Objectives:

1. Find the plastic explosives.
2. Eliminate guards at site.
3. Steal the plastic explosives.
4. Take the explosives to the drop-off point.

Locate the plastic explosives on map, eliminate the troops guarding them, and steal them. You must now go to the drop-off. The police/army chase you to the drop-off site.

Tomas: Seize 3

Objectives:

1. Locate the Montanos holding money and yayo.
2. Eliminate guards at site.
3. Pick up the money dropped by the guards.
4. One of the enforcers flees with the yayo. Kill him to get it.
5. Take the items to the drop-off point.

Seek out the Montanos as noted on your minimap. Eliminate the first batch of enforcers to steal their money, but then pursue one last thug in order to secure the yayo. The Montano cartel chases you to the drop-off site.

Tomas: Seize 4

Objectives:

1. Locate the arms dealer.
2. Discover the arms dealer was actually a decoy.
3. Find the second arms dealer and kill him to retrieve weapon blueprints.
4. Take the blueprints to the drop-off point.

Chase down the nearby arms dealer. When you find him, it's revealed that he's only a decoy. The real arms dealer runs for it when he's discovered. Find and kill the second arms dealer to retrieve the weapon blueprints. The Montano cartel chases you to the drop-off site.

Tomas: Seize 5

Objectives:

1. Locate a thief with a stolen laptop computer.
2. Kill the thief to retrieve the laptop.
3. Take the laptop to the drop-off point.

A thief has pilfered a laptop computer with sensitive information on it. Follow the thief and neutralize him to retrieve the laptop. The police/army chase you to the drop-off site.

Tomas: Seize 6

Objectives:

1. Locate the men with the boxes of cigars.
2. Steal the boxes of cigars.
3. Take the cigars to drop-off point.

Drive to a meeting place where some men are guarding a shipment of cigars. Steal the cigars (and eliminate the guards, if necessary). The police/army chase you to the drop-off site.

Tomas: Seize 7

Objectives:

1. Chase down a thief who recently stole some sensitive documents.
2. Kill him to retrieve the documents.
3. Take the documents to the drop-off point.

Follow the thief as he tries to flee the area. Eliminate him and retrieve the documents he stole. The police/army chase you to the drop-off site.

Tomas: Seize 8

Objectives:

1. Locate a cabal of thieves.
2. Steal a box of cell phones from the thieves.
3. Take the cell phones to the drop-off point.

A group of thieves has scored a box of cell phones. Steal them for the guerrillas and eliminate the thieves if necessary. The police/army chase you to the drop-off site.

Tomas: Seize 9

Objectives:

1. Follow a courier as he drives around the area in a car.
2. Kill him to retrieve his shipment.
3. Take the shipment to the drop-off point.

A courier is driving around the area making drops. Follow the courier, run him off the road, and kill him to steal his shipment. The Montano cartel chases you to the drop-off site.

Tomas: Seize 10

Objectives:

1. Locate a group of drunken guerrillas.
2. Seize their rum.
3. Take the rum to the drop-off point.

A group of guerrillas is having too much fun to help the cause. Find the guerrillas and steal their rum. Drive to the drop-off site to complete the mission.

Exchange Missions

Roberto: Exchange 1

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The Montano cartel chases you to the drop-off site.

Roberto: Exchange 2**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Roberto: Exchange 3**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Roberto: Exchange 4**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange goods. The police/army chase you to the drop-off site.

Roberto: Exchange 5**Objectives:**

1. Find the police officer at the exchange site.
2. Exchange the bag given by the contact for the officer's gun.
3. Go to the drop-off site with the exchanged goods.

Locate the police officer at the exchange site and trade your bag for the gun. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Exchange 6**Objectives:**

1. Find truck driver.
2. Exchange drugs given by the contact for the driver's money.
3. Go to the drop-off site with the exchanged goods.

Seek out the trucker and make the deal—drugs for money. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Exchange 7**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. Avoid police and/or military as you escape the area and go to the drop-off site.

Roberto: Exchange 8**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The Montano cartel chases you to the drop-off site.

Roberto: Exchange 9**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Roberto: Exchange 10**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 1**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 2**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 3**Objectives:**

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 4

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 5

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 6

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The Montano cartel chases you to the drop-off site.

Benito: Exchange 7

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 8

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Benito: Exchange 9

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange goods. The Montano cartel chases you to the drop-off site.

Benito: Exchange 10

Objectives:

1. Seek out the location of the proposed exchange.
2. Exchange the goods.
3. Go to the drop-off site with the exchanged goods.

Locate exchange site, drive to it, and exchange the goods. The police/army chase you to the drop-off site.

Air Strike Missions

Roberto: Air Strike 1

Objectives:

1. Locate a nearby helicopter to use during the mission.
2. Destroy the Montano helicopter.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap) and shoot down the Montano helicopter. The Montano cartel chases you back to your contact.

Roberto: Air Strike 2

Objectives:

1. Locate a nearby helicopter to use during the mission.
2. Fly to the oil rig.
3. Steal the box of coca from the platform.
4. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), fly out to the oil rig, and land on it. Steal the coca and escape. The Montano cartel chases you back to the contact.

Roberto: Air Strike 3

Objectives:

1. Locate a nearby helicopter to use during the mission.
2. Destroy the rampaging tank.
3. Fid your contact to complete the mission.

Steal the helicopter (marked as black dot on minimap) and destroy the tank. The Montano cartel chases you back to the contact.

Roberto: Air Strike 4

Objectives:

1. Locate a nearby helicopter to use during the mission.
2. Destroy a helicopter hovering over the oil rig.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), fly out to the oil rig and destroy the Montano helicopter. The Montano cartel chases you back to the contact.

Roberto: Air Strike 5**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Fly out to the oil tanker and land on it.
3. Kill the government VIP.
4. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), fly out to the oil tanker, and land on it. Neutralize the government VIP. The police/army chase you back to the contact.

Roberto: Air Strike 6**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Destroy the military helicopter.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), then engage and shoot down the military helicopter. The police/army chase you back to your contact.

Roberto: Air Strike 9**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Find the coca field and investigate.
3. Return to the contact to report what you have seen.

Steal the helicopter (marked as black dot on minimap), find the Montano coca field, and hover briefly to check it out. The Montano cartel chases you back to your contact.

Benito: Air Strike 1**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Destroy the government helicopter.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), shoot down the government helicopter. The police/army chase you back to your contact.

Benito: Air Strike 4**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Destroy the military helicopter.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), shoot down the military helicopter. The police/army chase you back to your contact.

Benito: Air Strike 5**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Destroy a military-controlled missile turret.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap) and fly to the missile turret. Destroy it before it can shoot you down. The police/army chase you back to your contact.

Benito: Air Strike 6**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Destroy the helicopter hovering over an oil rig.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), fly out to the oil rig, and destroy the hovering helicopter. The police/army chase you back to your contact.

Benito: Air Strike 7**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Find the oil rig.
3. Steal the detonators from the rig and destroy any resistance.
4. Return to the contact to complete the mission.

Steal the helicopter (marked as black dot on minimap), fly to the oil rig, and land on it. Steal the detonators. Engage any resistance. The police/army chase you back to your contact.

Benito: Air Strike 8**Objectives:**

1. Locate a nearby helicopter to use during the mission.
2. Find the tank and destroy it.
3. Return to the contact to complete the mission.

Steal the helicopter (marked as a black dot on the minimap); fly over the enemy tank and destroy it. The police/army chase you to your contact.



XBOX 360 ACHIEVEMENTS

Gamerscore Amplification

The Xbox 360 edition features unique achievements—in-game accomplishments—that add points to an overall Gamerscore. Your Gamerscore is displayed on your Gamercard anytime you log into Xbox Live; many gamers wear their score like a red badge of courage, showing off how hard core they are. The game offers a possible 1,000 points to add to your Gamerscore for completing a variety of tasks, from finishing the regime change campaign to performing a specific number of vehicle-to-vehicle stunts. The following lists break down the 1,000 points, showing what each individual achievement is worth and how to earn it.

Story Mode Achievements

Name	Objective	Gamer Points
Mission 7 Completion	Complete campaign mission 7	25
Mission 14 Completion	Complete campaign mission 14	50
All Story Missions Completed	Complete all 21 campaign missions	125

Liberation Achievements

Name	Objective	Gamer Points
Freedom Fighter	Liberate 11 provinces in San Esperito	25
Protector of the People	Liberate 22 provinces in San Esperito	50
Savior of San Esperito	Liberate all 34 provinces in San Esperito	75

Action Achievements

Name	Objective	Gamer Points
100 Kills	Kill 100 enemies (civilians do not count)	10
250 Kills	Kill 250 enemies (civilians do not count)	20
500 Kills	Kill 500 enemies (civilians do not count)	50

Side Mission Achievements

Name	Objective	Gamer Points
10 Side Missions	Complete 10 side missions	5
20 Side Missions	Complete 10 side missions	10
30 Side Missions	Complete 10 side missions	15

Side Mission Achievements (Continued)

Name	Objective	Gamer Points
40 Side Missions	Complete 10 side missions	20
50 Side Missions	Complete 10 side missions	25
15 Takeover Missions	Complete 15 Riojas takeover missions	25
30 Takeover Missions	Complete 30 Riojas takeover missions	50
45 Takeover Missions	Complete 45 Riojas takeover missions	75
Salt Refinery... Yeah, Right	Complete collect mission 1	5
Back-Door Action	Complete collect mission 2	5
I Want a Super-Potent Weapon	Complete collect mission 3	5
I've Got the Blueprints, Man	Complete collect mission 4	5
I Want My Intel Back	Complete collect mission 5	5
Red Eyes	Complete collect mission 6	5
We Have Ways of Making You Talk	Complete collect mission 7	5
Rico the Beachcomber	Complete collect mission 8	5
Staying Power	Complete collect mission 9	5
The Cleavage	Complete collect mission 10	5
Slippery When Wet	Complete collect mission 11	5
New Kind of Kick	Complete collect mission 12	5
White Beaches	Complete collect mission 13	5
All Collect Missions	Complete all 13 collect missions	45
Champion of Race 1	Complete race mission 1	5
Champion of Race 2	Complete race mission 2	5
Champion of Race 3	Complete race mission 3	5
Champion of Race 4	Complete race mission 4	5
Champion of Race 5	Complete race mission 5	5
Champion of Race 6	Complete race mission 6	5
Champion of Race 7	Complete race mission 7	5
Champion of Race 8	Complete race mission 8	5
Champion of Race 9	Complete race mission 9	5
All Race Missions	Complete all nine racing missions	15

Daredevil Achievements

Name	Objective	Gamer Points
Most Wanted 1 Min.	Survive for one minute at maximum wanted level	10
Most Wanted 2 Min.	Survive for two minutes at maximum wanted level	25
Most Wanted 5 Min.	Survive for five minutes at maximum wanted level	50
20 Car-to-Car Jumps	Perform 20 jumps between moving automobiles	5
20 Land Vehicle Stunts	Perform 20 stunts between land-based vehicles	10
20 Sea Vehicle Stunts	Perform 20 stunts between sea-based vehicles	10
20 Air Vehicle Stunts	Perform 20 stunts between aircraft	10
All Stunts Completed	Earn all three stunt achievements	50
Base Jump	Base jump from 1,000 meters or higher	5

Daredevil Achievement Tactics

Most achievements can be earned by following the strategies set out in previous sections, such as performing side missions or liberating provinces. Some achievements are self-explanatory, such as 500 Kills. (Just playing through the main campaign earns all of the kill number achievement requirements...and then some.) However, the daredevil achievements that request specific acrobatic acts or resilience in the face of extreme law enforcement tactics require an extra edge to complete them.

Most Wanted

Achieving the maximum wanted level of 5 isn't difficult—cause enough mayhem by destroying property and harassing civilians, then cap it off by taking shots at the police. Shooting down a police helicopter, for example, is a great way to get your face on more than one wanted poster in San Esperito. However, surviving the attention such antics brings down on you is trickier.



You can outrun the law in any major city by stealing an exotic and keeping one step ahead of the cops, driving erratically (so police helicopters cannot achieve a lock on your vehicle) but not so dangerously that you risk flipping the car and ending the pursuit with your own suicide. Surviving two minutes of extreme scrutiny requires greater finesse while eluding the police—the longer

you remain at large, the more aggressive the police become, using stronger vehicles. So, disappear into narrow alleys, but still pop off shots to maintain interest.

Surviving for five minutes, however, requires what approaches herculean efforts. Not only must you escape a hail of bullets and grenades to hold on to your life, but you must not become so scarce that the police call off the search before the time is up. After you hit a wanted rating of 5, you have to use the alleys in the metropolitan areas to avoid being run over by fast-moving jeeps and vans. Using vehicles to outrun the police is a sound idea, but they will try to crash into you with their own vans and whatnot, sandwiching you long enough for a helicopter to achieve missile lock. Make sure that you have a rocket launcher so you can keep shooting down choppers as they appear in the skies above the city. Nothing maintains police interest like dropping one of their birds. Avoid wide open spaces, especially when on foot, if you don't wish to become road kill, but aggressively give back what the police give. Keep moving, and you'll run out the clock. Unfortunately, getting the achievement doesn't end the pursuit. You have to fight your way to a safe house until the situation returns to normal.

Stunts

Performing daredevil stunts between vehicles, especially moving from one helicopter to another, is one of the most fun things to do in San Esperito. Practice these urban acrobatics; vehicular feats of derring-do also help your Gamerscore. So when you're not liberating provinces or working toward regime change, enjoy turning the motorized vehicles of San Esperito into playthings.



Car-to-car jumps are the easiest of the stunts to pull off. Go into a major city, steal a car, and drive alongside other automobiles. When you match pace, hop on the roof of your car to enter stunt mode, then make the jump to the car driving parallel to you. When you go into stunt mode, the vehicle you were in loses speed (and in the case of aircraft, altitude),

so don't hesitate before making the jump. Link up as many car hops as possible in a row—test yourself to hit the 20 cars achievement without setting a single boot on the pavement.

Sea vehicle stunts work similarly, as you can match pace with other boats in rivers and bays, and perform quick stunts between them. See if you can travel the circumference of San Esperito without getting your feet wet.

Aircraft stunts are more difficult, as it takes skill and reflexes to hop between two helicopters, especially if the one you want to hijack is trying to shoot you down. Jet-to-jet stunts are few and far between, but not impossible if you linger near the Mendoza International Airport and wait for private planes to zoom overhead. Chase down a plane in midair, get in front of it, tilt the nose of your plane upward to gain a slight altitude advantage, then jump between the stunt position (hanging onto the side) and the other airplane. If you miss the other aircraft, at least you have the parachute to break your fall.

Base Jump

The topography of San Esperito provides ample opportunities to go base jumping—the fine art of leaping off a cliff and pulling your chute at the last second to avoid becoming a greasy spot on the jungle floor. To earn the base jumping achievement, you must fall 1,000 meters before yanking the rip cord. The best place in San Esperito to earn this achievement is at the island chain's highest peak—the volcano. Use a small helicopter, such as the Whiptail Gyrocopter or Boxhead, to fly to the volcano's top and land on the crater's lip, above the house of ill-repute that occupies the crater interior.



There are enough small flat surfaces on the lip to land the helicopter. Start your jump on the crater's southeast curve, which offers the highest point. The volcano's side is steep, but as you look down, you can see the incline becoming less and less steep as it approaches sea level. You want to jump off what appears to be the steepest point, but as you fall, you must tilt back to slow down and get enough lift to overcome any rocks or small ledges that jut out from the volcano's side. Don't pull the rip cord on the chute until the last possible second, or if it looks like you're about to smash into some rocks. It may take a few attempts to get the hang of "driving" in the air, but keep practicing the base jump from the volcano's top. You'll soon put up a score above 1,000 meters.

