

# PRIMA<sup>®</sup> OFFICIAL GAME GUIDE

COMPLETE MAPS  
AND CAMPAIGN  
WALKTHROUGHS!

XBOX

X360

Visit us online at [primagames.com](http://primagames.com)

Tom Clancy's<sup>™</sup>

## GHOST RECON

ADVANCED WARFIGHTER



BASED ON A GAME  
RATED BY THE  
ESRB **T**



UBISOFT



# GHOST RECON

## ADVANCED WARFIGHTER

### PRIMA OFFICIAL GAME GUIDE

DAVID KNIGHT/FLETCHER BLACK

#### PRIMA GAMES

A Division of Random House, Inc.  
3000 Lava Ridge Court, Suite 100  
Roseville, CA 95661  
1-800-733-3000  
[www.primagames.com](http://www.primagames.com)



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2006 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Mario De Govia

Editor: Amanda Peckham

© 2006 Ubisoft Entertainment. All Rights Reserved. Ghost Recon, Ghost Recon Advanced Warfighter, the Soldier Icon, Ubisoft, Ubi.com and the Ubisoft logo are trademarks of Ubisoft Entertainment in the US and/or other countries. PC version developed by Grin.

Xbox, Xbox 360, and Xbox Live are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the Ratings icons, please contact the ESA at [esrblicenseinfo.com](mailto:esrblicenseinfo.com).

#### Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding gameplay, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-5193-X

Library of Congress Catalog Card Number: 2005906154

Printed in the United States of America

06 07 08 09 GG 10 9 8 7 6 5 4 3 2 1

## TABLE OF CONTENTS

Training and Tactics .....	2	Downtown .....	68
Integrated Warfighter System .....	2	Santa Fe Hills .....	72
Combat Fundamentals .....	2	Chapultepec Park .....	75
Battlefield Assets .....	4	Chapultepec Palace .....	78
The Cross-Com .....	4	Shanty Town .....	81
Advanced Tactics .....	5	Industrial District Revisited .....	84
The Arsenal .....	9	Suburbs Revisited .....	87
Assault Rifles and Submachine Guns .....	9	Zocalo Plaza .....	91
Grenade Launchers and Anti-Tank Weapons .....	12	Downtown Revisited .....	97
Sniper Rifles .....	14	Xbox Multiplayer .....	100
Light Machine Guns .....	15	Game Options .....	100
Other Weapons .....	16	Xbox Maps .....	105
Xbox 360 Walkthrough .....	18	Xbox 360 Multiplayer .....	142
Retrieve the Package .....	18	Game Modes and Types .....	145
Coup D'etat .....	22	Map: Old Town .....	149
VIP 2 is Down .....	26	Map: Wharf .....	159
Strong Point .....	29	Map: Treasury .....	170
Mayday! Mayday! .....	33	Map: Temple .....	179
Ready for Bear .....	36	Map: Boneyard .....	186
Quarterback .....	40	Map: Desert Gulch .....	193
Guardrail IX .....	45	Map: Dry Dock .....	199
Bulldog .....	49	Map: Fishing Village .....	204
Fierce Resistance .....	53	Map: Nowhere .....	209
NORAD on the Line .....	57	Map: Rocky Cove .....	214
Xbox Walkthrough .....	61		
Industrial District .....	61		
Suburbs .....	65		

# Training and Tactics

## Introduction

In the year 2013, the heads of the Mexican, Canadian, and U.S. governments meet in Mexico City to sign the North American Joint Security Agreement (NAJSA). But all hell is about to break loose as elements in the Mexican military take drastic steps to prevent the signing of the treaty. Captain Scott Mitchell and his Ghost Squad are about to find themselves in the middle of a military coup...and the stakes couldn't be any higher.

Welcome to Tom Clancy's *Ghost Recon Advanced Warfighter*, the latest installment in the popular series that helped define the tactical shooter genre. In this guide, we take an in-depth look at the Xbox and Xbox 360 versions of the game, covering the single-player campaigns as well as all multiplayer maps and game modes. There have been some major changes and improvements to all aspects of gameplay, so even if you're a Ghost veteran, browse through this chapter to review the new features offered by the Integrated Warfighter System. Information on all the weapons can be found in the next chapter, followed by the single-player walkthroughs and the multiplayer section. So set aside your gear for now, soldier, and read up!

## The Integrated Warfighter System



All members of the Ghost Recon team are equipped with the Integrated Warfighter System (IWS), the latest in military technology. This high-tech system provides all units in the battlefield with constant situational awareness updates, including reconnaissance, enemy positioning objectives, and status of friendly forces. The IWS helps you detect, monitor, and eliminate enemy forces, and it provides you with all the information you need to form attack strategies.

## Combat Fundamentals

Before setting out on your first mission in Mexico City, take a few minutes to review the basics of movement, importance of cover, and principles of weapon deployment.

## MOVEMENT



All movement is controlled with the two analog sticks. Use the left analog stick to move forward, backward, and step sideways. This stick also controls speed. For instance, gently pushing the stick forward causes you to walk, while pushing the stick completely forward makes you run. The right analog stick controls where you're looking or aiming—up, down, left, or right. If you're new to this sort of game, getting used to the controls can take some practice. But after a few minutes of gameplay, you'll get the hang of it.

## STANCE

Standing is the default stance, allowing for the quickest movement and decent weapon accuracy. Crouching reduces speed considerably, but constricts the weapon's aiming reticle, indicating a more stable shooting stance. Stealth is also increased when crouched, allowing you to more easily evade detection, even if you're not hiding behind an object. In the Xbox 360 version, you can also drop prone. Crawling in the prone position is the slowest form of movement, but it's also the most stable shooting stance, capable of enhancing the accuracy of any weapon. Light machine guns and sniper rifles benefit greatly from the prone stance, allowing the shooter to better manage the weapon's weight and intense recoil. While prone, it's also possible to roll laterally. This is useful for quickly moving in and out of cover without switching stances. For example, try rolling around a corner to engage hostiles and then rolling back behind cover to reload.





## COVER



Surviving firefights relies heavily on your ability to utilize cover. It's easy enough, too. Simply put a sturdy object between yourself and the incoming bullets. In both versions of the game, it's possible to peek around your cover in an attempt to spot and engage a threat. However, the mechanics of the processes are a bit different. On the Xbox, you lean around corners by holding down **LT** and use the right analog stick to peek left or right. In the Xbox 360, you enter cover mode by pressing up against an object. Once in cover mode, you can move along the object and peek around the sides by moving to the object's corners. You can exit cover mode by pulling away from the object or pressing **V**. Be careful when choosing an object to hide behind, as all forms of cover are not equal. For best results, seek out objects constructed from heavy materials like steel, stone, or concrete.

## OPTICS



The Integrated Warfighter's optic system benefits from both low-light amplification and thermal imaging. In the Xbox 360 version, the Enhanced Night Vision Goggles (ENVG) conveniently combines both technologies in one package. The two imaging options are separated in the Xbox version, allowing you to toggle between Day View and Night View. Activate these optics when entering low-light environments or when you need help spotting threats. Thermal imaging allows you to see the heat signatures of enemies and vehicles, even when obscured by fog, smoke, or thin materials.

## WEAPONS TRAINING

The Ghosts have a variety of weapons at their disposal, each capable of inflicting serious damage. Take a moment to review their functions and capabilities.

## FIREARMS



Although each firearm in the Ghosts' arsenal has unique characteristics, they all function similarly. Simply center a target in the aiming reticle on the HUD and squeeze the trigger. The aiming reticle shows where your bullets are likely to hit. This circle constricts and expands based on movement, stance, and weapon recoil. For example, the circle expands to its largest size when running while firing an automatic weapon. It shrinks to its smallest size when stationary and prone—or crouched in the Xbox version. As a result, your weapon is most accurate when fired from a stationary and stable stance.

Most firearms have different firing modes governing how many rounds are fired with each trigger pull. These modes include automatic, semi-automatic, and burst. To conserve ammo and reduce the effects of recoil, consider operating your weapons in semi-automatic or burst modes. If automatic is the only setting available, fire in short bursts to keep the weapon on target. Monitor the expansion of the aiming reticle while firing. As it grows, lay off the trigger and wait for it to shrink before firing another burst.

## TIP

When peering through a weapon's scope, hold your breath to steady your aim and always go for head shots to guarantee a kill.





## EXPLOSIVES



The Ghosts have access to two different types of explosives: fragmentation grenades and C4. In the Xbox 360 version, frag grenades can be thrown at varying distances based on the amount of time the trigger is depressed. For a long throw, hold down **RT** for a few seconds, then release. A short toss can be accomplished by tapping **RT**—just make sure you're behind cover when using grenades in close-range engagements. Grenades are thrown with consistent force in the Xbox version, no matter how long **RT** is held down. The grenade will not be thrown until **RT** is released, nor will it explode in your hand. It's equipped with a 4–5-second fuse, activated when thrown, allowing it to bounce and roll around. Grenades are most effective against infantry, but can also damage vehicles. Try tossing them beneath vehicles to maximize the damage. If you throw the grenade directly at a vehicle, it will probably bounce off, landing several feet away from the target.

C4 is a more specialized explosive, used primarily to destroy enemy equipment and vehicles. In most cases, the deployment of C4 is associated with the demolition of a specific objective. These charges are equipped with a timer that is set automatically when the explosive is stuck to an object. As the timer ticks down, run away and seek cover before the charge detonates. In the Xbox version, a second type of C4 charge is available with a remote detonator. These charges can be placed anywhere and are useful for staging ambushes or destroying enemy vehicles.

## FIXED WEAPONS

Sometimes standard hand-held firearms aren't enough to hold back the enemy. In such instances, get familiar with fixed weapons such as the M60 and the Blackhawk-mounted mini-gun. Mounted M60 machine guns are scattered across the battlefields in the single-player campaigns.



These guns are often manned by hostiles, but you can also use them. The presence of these weapons usually hints at an upcoming challenge that requires heavy firepower. So always keep your eyes peeled for these machine guns and put them to use whenever possible. In the Xbox 360 version, you have the opportunity to make several gun runs in the Blackhawk using the door-mounted mini-gun. This rapid-firing behemoth uses rotating barrels to unleash a barrage of automatic fire. It takes a second or two for the barrels to begin spinning, so prepare for a slight warm-up delay after pulling the trigger.

These fixed weapons are much more stable than their hand-held counterparts, capable of accurate, sustained fire. They also have unlimited ammo. But they have a tendency to overheat, leading to misfires and complete malfunction. Watch the weapon's heat meter in the bottom right corner of the screen, and fire in short bursts to keep the temperature low.

## TIP

In the Xbox version, teammates can use fixed machine gun positions. When possible, put a team member behind a machine gun while you provide support with a sniper rifle.

## Battlefield Assets

As you run low on ammo and sustain injuries on the battlefield, watch for the following resources positioned around the map.

## RALLY POINTS



In the Xbox 360 version, rally points are set up by supply trucks, allowing you to change teammates and weapons. There are five different classes of teammates, but not every type is represented at each rally point. Each class carries a specific weapon:

- **Rifleman:** Each rifleman carries a scope-equipped assault rifle; good for short to mid-range infantry engagements.
- **Grenadier:** The grenadier's assault rifle/grenade launcher combo is useful when facing a variety of threats, including lightly armored vehicles.
- **Gunner:** Equipped with a light machine gun, the gunners can lay down heavy suppressing fire, but lack the precision of the other classes.
- **Marksman:** This is your sniper. Their high-powered rifle is great for long-range kills, but practically worthless in firefights.
- **Anti-Tank Gunner:** The anti-tank gunner carries the Zeus MPAR, a vital weapon system used to destroy heavily armored vehicles, such as APCs and tanks.



Choose your three team members carefully, as each choice impacts the offensive capabilities of your squad. Rally points also allow you to choose from three different primary weapons. When possible, choose a weapon that compliments your team's firepower. For instance, if you don't have a grenadier, choose a weapon with a grenade launcher. After visiting a rally point, any personal and team injuries sustained during combat are healed.

### AMMO BOXES/KIT CONTAINERS

Ammo boxes and kit containers are like mini rally points, without the team swap functionality. They appear on the tactical map as green triangles. As the names imply, ammo boxes allow you to stock up on fresh magazines and kit containers hold between one and three primary weapons. Kit containers are usually strategically positioned when it's necessary to swap weapons to pass a certain area. When used, both boxes distribute health to you and your team.



### SUPPLY POINTS

Supply points are unique to the Xbox version, are distributed throughout the single-player maps, and appear as green diamonds on the map. These compact units restock your ammo. Health is only restored at supply points when playing on easy and normal difficulty levels. You can also save your mission progress at these points.



## The Cross-Com



As Ghost Leader, you're in control of a variety of military support elements, all accessible through the cross-com. This communications system links you to your team and all surrounding elements. Targeting information is shared instantaneously among all connected elements in the form of intels—red diamond icons that appear on your HUD and tactical map. Each unit in the cross-com network is informed of all known intels, whether individual line of sight is established or not. This powerful system is extremely useful, especially when its capabilities are fully exploited.

The cross-com window is located in the upper-left corner of the HUD. This window shows the currently selected support element as well as a camera view from the asset's perspective. You can cycle through the available support elements by pressing and on the D-pad. In all, there are three levels of support available: near support, ground support, and air support.

### NEAR SUPPORT: GHOST SQUAD



The Ghost squad makes up the near support element and is the primary recipient of your orders. Once selected in the cross-com, the Ghost Squad can be ordered to advance by pressing or regroup by pressing . When ordering the squad to advance, simply aim where you want them to move, then press . Always make an effort to move your team members behind some piece of cover. In urban settings, make frequent use of building corners—the squad will automatically assume a cover position and peek around the corner to scan for hostiles. You can also control the aggressiveness of the squad by changing their rules of engagement (ROE). The default ROE setting is recon. In this mode they report the presence of hostile units and only fire if fired upon. Assault mode allows the squad to engage all hostiles on contact. This is useful when attacking or defending. For the most part, you want to keep the ROE set to recon to stealthily gather all intel before directing follow-up actions.

### NOTE

In the Xbox version, Ghost squad is split into three fire teams: Alpha, Bravo, and Charlie. You're in direct control of Alpha team, with the ability to issue specialized orders to Bravo and Charlie through the cross-com interface. Bravo sometimes requests go-codes before moving out to a new location or destroying an objective. Listen for their requests and issue orders. Charlie is your sniper team. When Charlie is available, stay out of sight and call out targets for them.



## GROUND SUPPORT



Ground support comes in the form of Strykers, M2 Bradleys, and M1 tanks. Select these elements on the cross-com and put their devastating weapons to work on clearing a path for your team. The Stryker and Bradley are APCs equipped with rapid-firing 25mm autocannons capable of shredding both infantry and light armored vehicles. M1 tanks sport a massive 120mm cannon, ideal for knocking out enemy tanks and other vehicles. In the Xbox 360 version, each vehicle has a gunner operating a .50-caliber machine gun in the turret, providing a bit more offensive versatility. However, the gunner is vulnerable to enemy fire, so keep the vehicle a safe distance from hostile infantry.

## AIR SUPPORT



The air support element consists of UAV drones, Apaches, Blackhawks, and even F-15s. In the Xbox 360 version, the UAV drone is a critical intel-gathering asset. Fly it over enemy positions at low altitude to spot hostile ground units. All new intel appears on your HUD and tactical map instantaneously. The UAV drone can be shot down easily by enemy troops, so minimize its time at low altitude and be ready to move it to a safe position, preferably behind a tall building. The Apache is available in both versions and is armed with Hellfire missiles and a 30mm chain gun, making it effective against both armor and infantry. The Blackhawk is unique to the Xbox 360 as an air support asset and uses its mini-gun to engage ground targets. Larger scale air strikes are available in the Xbox version via the F-15. Unlike the weapons carried by the Apache and Blackhawk, the F-15 drops large laser-guided bombs with massive blast radiuses—keep your distance.

## TIP

Use the tactical map to call out targets for supporting units in the Xbox 360 version. Rotate and tilt the 3-D map to get a better view of the target's position and elevation.



## Advanced Tactics

The urban-based single-player campaigns require a heightened sense of awareness and tactical know-how to make it through unscathed. Now that you have a firm understanding of the basics, here's a few advanced tips and tactics to help you get started.

## COVER ASSESSMENT



Choose your cover carefully. Cars are plentiful in the city, but they don't offer the best cover due to the large window openings. Hiding behind a tank full of gasoline is never wise either. Instead, seek out solid steel and concrete objects. Low walls are decent as long as you stay crouched behind them. Instead of standing up and firing over low pieces of cover, remain crouched and fire around them to maintain a low visible profile and greater weapon accuracy.

## CORNER POSITIONS

Always use corner positions to scout ahead. Peek around corners before walking out into a new area—crouch down before peeking to minimize your exposure. Team members perform the same action when moved to a corner. Assuming the ROE is set to recon and they're not spotted, they'll report back, updating your HUD and tactical map with fresh intel.





## SMOKE, THEN FIRE



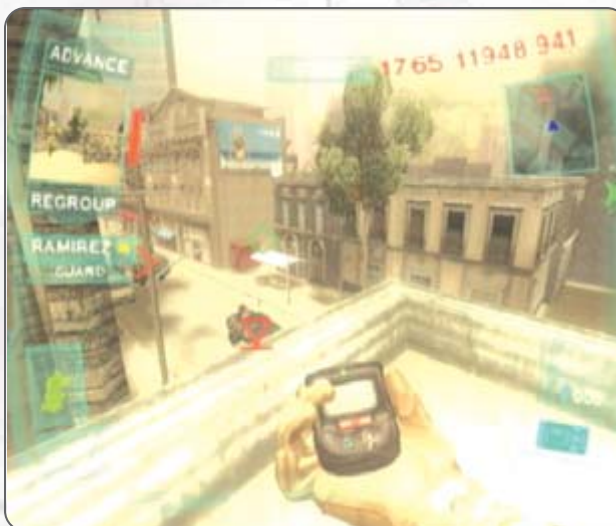
Smoke grenades are part of your standard-issue equipment in the Xbox 360 version. Although they're great for concealing movement, they can also be used offensively when combined with the Warfighter's thermal imaging optics. Toss a smoke grenade in front of an enemy position and wait for the smoke screen to form. Then, activate your thermal-enhanced night vision goggles. Enemies can't see through the smoke, so they won't fire at you. But the thermal imaging optics allows you to see their heat signatures. Steady your aim and fire before your smoke screen thins out. This same tactic can be used in the Xbox version when artillery drops smoke on your position.

## FIX AND FLANK



The enemy AI responds realistically to coming under fire by seeking cover. While behind cover, they peek out occasionally and take shots at you and your team. Eliminating enemies behind cover can be difficult if they're well concealed. Your best option is to flank them from a different angle. Start by firing on the covered hostile to keep his head down. Meanwhile, order your team to a flanking position. It's important to keep the enemy pinned with suppressing fire until your team is safely behind cover. As your team gets closer, the enemy may attempt to flee, inadvertently stepping into your line of fire. If the enemy stays put, move to a different flanking position while your team suppresses. Continue moving and suppressing until the enemy is dead, or until you're within hand grenade range.

## AMBUSHES



Stealth is the key to staging any successful ambush, so it's important you keep the ROE set to recon and stay out of sight to avoid tipping off the enemy. Make sure your squad members have a good angle on the targets and then order them to engage. Join the fight from a different position, preferably catching the enemies in crossfire. In the Xbox version, issuing go commands allows for a bit more precision, ordering your team member to watch a specific target until you give the kill order. Target a second enemy, then give the engage order as you fire on your target. Remote detonated C4 charges can also catch the enemy off guard, particularly when engaging convoys. Destroy the lead vehicle in the convoy and then open fire on the suddenly stalled vehicles to the rear.

## VEHICLE ENGAGEMENTS

Enemy vehicles pose a serious threat to your team and support assets. When possible, call in heavy support to eliminate vehicles. But there are instances when you have no choice but to deal with them on your own. Here's some pointers on destroying the various enemy vehicles you encounter during the campaign.

### LIGHT SKINNED VEHICLES



Both troop trucks and Panhards can be destroyed with small arms fire, but it will take several seconds of intense team fire before they go up in flames. Grenades (either tossed or launched) and light machine guns can speed up the process. Try to destroy trucks before they can come to a stop and unload their reinforcements. Panhards can be neutralized (but not destroyed) by picking off the machine gunner on the vehicle's top-mounted turret.



## LIGHT AND HEAVY ARMOR



Destroying APCs, artillery units, and tanks require heavier weapons, as their thick armored hulls are resistant to small arms fire. The MOWAG and Bradley APCs used by rebel forces can be damaged and even destroyed by consecutive hits from grenade launchers and the Blackhawk's mini-gun. Still, avoid toe-to-toe engagements with these vehicles as their weapons can chew up your squad in record time. When it comes to taking out M1 tanks, you need the Zeus MPAR or support from friendly armor and air units. Self-propelled artillery and anti-aircraft units pose no immediate threat to you or your team, but they're usually well guarded. Destroy them with C4 charges or explosive rounds from the M109.

## HELICOPTERS



Attack and transport helicopters are another serious threat that must be dealt with quickly. Usually you encounter these air units in areas where fixed M60 machine guns are positioned nearby. These rapid-firing stationary weapons are the quickest way to knock enemy choppers out of the sky. In a pinch, Zeus MPAR rounds can also cause heavy damage—if you can score a hit. In the Xbox version, these anti-tank rockets can lock onto vehicles, so don't fire until you hear a clear tone.



# The Arsenal

The Ghosts operate in a world of constant danger. Like all professionals, they have a set of tools used to start and finish every job. Weapons are their tools, and this chapter is a guide to their lethal arsenal. Each weapon has specific functions and characteristics. Before jumping into action, take some time to familiarize yourself with the different weapons and identify the ones that best fit the task at hand, as well as your style of play.

## Assault Rifles and Submachine Guns

Assault rifles and submachine guns make up the majority of primary weapons available to the Ghosts. Included in the arsenal are classic favorites such as the AK-47. But there are also a number of high-tech weapons, such as the camera equipped MR-C LW, designed to give the Ghosts the edge in any combat situation.

### 36K CARBINE

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

The standard rifle of the German special forces, the 36K is a lightweight assault carbine. It features a built-in red-dot sight.

### NOTE

The 36K Carbine is used by the Mexican rebels in the single-player campaign. In the Xbox 360 version, the weapon is readily available near dead rebels. Pick one up if you're low on ammo or simply need a well-balanced rifle.

### AK-47

**AMMO:** 7.62 x 39mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** N/A

The standard weapon of the former Soviet bloc since the 1960s, the classic AK-47 provides a reliable infantry weapon, although it is not known for its accuracy.

### NOTE

The MP5SD's integrated suppressor reduces sound and completely eliminates muzzle flash. This makes it a popular choice in multiplayer matches where stealth is critical.

### FAMAS G2 (Xbox)

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** N/A

The bullpup FAMAS G2 is the standard infantry rifle of the French Army. It is known for its high rate of fire.

### NOTE

The AK-47 is one of the most powerful assault rifles available. If you're looking for maximum power try the SCAR-H. The AK-47's low accuracy is a serious liability, particularly when fired automatically. Fire in short bursts from a crouched or prone position to control this beastly rifle.

### MP5SD (Xbox 360)

**AMMO:** 9 x 19mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic

**ZOOM:** N/A

Compact and whisper quiet, this submachine gun is reliable and deadly in close-range engagements, but lacks the power and accuracy of most rifles.

### NOTE

The M8 rifles are some of the best weapons in the game, providing a near-perfect balance of firepower and accuracy. Whatever the situation, the M8 is always a good choice.



## M8 CARBINE

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

The M8 Carbine is the most advanced rifle available to the infantry. With a mostly polymer body, it is quick to aim and very accurate.

## M8 AR (Xbox)

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 100

**FIRE MODES:** Automatic

**ZOOM:** N/A

The Automatic Rifle (AR) variant of the M8 rifle is fed from a 100-round drum magazine and features a heavy barrel for sustained fire.

## M8 CQC (Xbox)

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic

**ZOOM:** 2X

The M8 Compact is a shortened version of the standard carbine. It is highly maneuverable, although less accurate than the other versions.

## M8 SMR (Xbox)

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

The Squad Marksman Rifle (SMR) variant of the M8 features an extended barrel and advanced optics. Its light weight makes it quick to aim.

## CAUTION

The three-round burst mode of the A4 Rifle can be frustrating in multiplayer games set in confined areas. Weapons with an automatic fire mode work better in close-quarter encounters.

## A4 RIFLE (Xbox 360)

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Three-Round Burst, Semiautomatic

**ZOOM:** 2X

A modern variant of the A2 rifle that has been in use with the U.S. Army for decades. It has good accuracy and low recoil, but is restricted to burst and semiautomatic fire.

## NOTE

The M468 rifles have power similar to an AK-47, but with higher accuracy and a bit more control when firing automatically.

## M468 (Xbox)

**AMMO:** 6.8 x 43mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic

**ZOOM:** N/A

The latest variant in the SPR rifle program, the M468 is chambered in the new 6.8mm cartridge; a heavy-hitting round with manageable recoil.



**M468-SD (Xbox 360)****AMMO:** 6.8 x 43mm**MAGAZINE CAPACITY:** 28**FIRE MODES:** Automatic, Semiautomatic**ZOOM:** 2X

An updated version of the standard U.S. carbine, the M468-SD fires an updated subsonic version of the 6.8mm round for a good combination of lethality and quiet operation.

**NOTE**

The MR-C is the most well-rounded weapon in the game. Although it trails the M8 rifles in accuracy, the MR-C makes up for it in a large magazine capacity and two selectable zoom levels.

**MR-C****AMMO:** 5.56 x 25mm**MAGAZINE CAPACITY:** 50**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic**ZOOM:** 2X, 4X

The Modular Rifle-Caseless is a lightweight weapon with a large 50-round magazine. Although it maintains decent accuracy, its high rate of fire can make it harder to control than other infantry rifles.

**MR-C CQC (Xbox)****AMMO:** 5.56 x 25mm**MAGAZINE CAPACITY:** 50**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic**ZOOM:** 2X, 4X

The Close Quarter Combat (CQC) version of the MR-C features a shorter overall dimension for better handling in tight, urban environments.

**NOTE**

In the single-player campaign, the MR-C LW can be held around corners or over low walls. This allows you to stay behind cover while monitoring or engaging enemies.

**MR-C LW (Xbox 360)****AMMO:** 5.56 x 25mm**MAGAZINE CAPACITY:** 50**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic**ZOOM:** 2X (camera)

This variant of the MR-C has a camera attached to it. Although making it a bulkier weapon, it enhances the survivability of the soldier carrying it by allowing him or her to look around corners without being exposed.

**SA-80 (Xbox 360)****AMMO:** 5.56 x 45mm**MAGAZINE CAPACITY:** 30**FIRE MODES:** Automatic, Semiautomatic**ZOOM:** 2X, 4X

The standard rifle of the British Army, the SA-80 has recently undergone several reliability upgrades. It is a bullpup design that features a standard 4X optical sight.

**SCAR-L CARBINE****AMMO:** 5.56 x 45mm**MAGAZINE CAPACITY:** 30**FIRE MODES:** Automatic, Semiautomatic**ZOOM:** 2X

The SOF Combat Assault Rifle-Light (SCAR-L) was developed for U.S. special forces. It is built for dependability and versatility.



## SCAR-L CQC

**AMMO:** 5.56 x 45mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

This compact version of the SCAR-L has a shorter barrel with a suppressor attached for quiet fire. It is slightly less accurate and powerful than the standard model.

### NOTE

The SCAR-H is extremely powerful, but is somewhat hindered by a 20-round magazine and harsh recoil. Operate the weapon in semiautomatic mode to conserve ammo and keep it on target.

## SCAR-H

**AMMO:** 7.62 x 51mm

**MAGAZINE CAPACITY:** 20

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

The SCAR-H is the heavy hitting version of the SCAR, chambered for the 7.62 NATO round. It has more stopping power and range, but less ammo and higher recoil.

## T-95

**AMMO:** 5.8 x 42mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** N/A

Developed by China in the late 1990s, the Type 95 is a bullpup rifle that fires a high-velocity 5.8mm round.

## Grenade Launchers and Anti-Tank Weapons

Grenade launchers give standard assault rifles a hefty offensive punch, particularly when it comes to engaging vehicles and large groups of infantry. All of the launchers fire high explosive grenades through a tube mounted beneath the barrel of the weapon. The arc-like trajectory of the launched grenade requires you to elevate the weapon's barrel when firing on distant targets. At closer ranges, grenades can be fired directly at targets. Correctly ranging a grenade launcher takes some practice and a degree of intuition. But once mastered, you can nail targets at long range with devastating (and demoralizing) results.

## M8/M320

**AMMO:** 5.56 x 45mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

The M8 Carbine with an M320 launcher is a lethal platform. While slightly bulky, this weapon provides fast and accurate fire.

## A4 RIFLE/M320 (Xbox 360)

**AMMO:** 5.56 x 45mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Three-Round Burst, Semiautomatic

**ZOOM:** 2X

An advancement of the classic A2/M203 combo in use since Vietnam, this platform provides lightweight and accurate direct and indirect fire.

## M25 AAW (Xbox)

**AMMO:** 25mm HE

**MAGAZINE CAPACITY:** 6

**FIRE MODES:** Semiautomatic

**ZOOM:** 2X

An outgrowth of the M29 program, the M25 Airburst Assault Weapon (AAW) is a semiautomatic grenade launcher.



## M468-SD/M320 (Xbox 360)

**AMMO:** 6.8 x 43mm/40mm

**MAGAZINE CAPACITY:** 28

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

Combining a heavy grenade launcher with a suppressed weapon provides a maximum amount of tactical flexibility for diverse situations.

## MR-C/AGL

**AMMO:** 5.56 x 25mm/40mm

**MAGAZINE CAPACITY:** 50

**FIRE MODES:** Automatic, Three-Round Burst, Semiautomatic

**ZOOM:** N/A

Coupling the high rate of fire of the MR-C with a 40mm grenade launcher provides a tremendous amount of firepower.

## SA-80/M320 (Xbox 360)

**AMMO:** 5.56 x 45mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X, 4X

Even with the addition of an under-barrel grenade launcher, the SA-80's bullpup design provides a compact combat package.

## SCAR-L/EGLM (Xbox 360)

**AMMO:** 5.56 x 45mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** N/A

The SCAR-L is fitted with an under-barrel 40mm grenade launcher for heavy indirect fire.

## SCAR-L CQC/EGLM (Xbox 360)

**AMMO:** 5.56 x 45mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

This variant of the SCAR-L comes equipped with an under-barrel grenade launcher, making it a versatile and lethal weapon system.

## SCAR-H/EGLM

**AMMO:** 7.62 x 51mm/40mm

**MAGAZINE CAPACITY:** 20

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** 2X

Coupling a grenade launcher with the 7.62 NATO, SCAR-H produces a weapon that excels at long-range support fire.

## T-95/M320 (Xbox 360)

**AMMO:** 5.8 x 42mm/40mm

**MAGAZINE CAPACITY:** 30

**FIRE MODES:** Automatic, Semiautomatic

**ZOOM:** N/A

With an adapter, the T-95 mounts the lightweight M320 grenade launcher for heavy indirect fire support.

## ZEUS MPAR

**AMMO:** 84mm HE

**MAGAZINE CAPACITY:** 1

**FIRE MODES:** Single Shot

**ZOOM:** 2X

The Zeus MPAR is a new anti-armor system designed to provide the portability of the AT4 within a multi-use reloadable package, capable of destroying armored vehicles.

### NOTE

In the Xbox version, the Zeus MPAR can lock onto enemy vehicles. This makes it useful for destroying helicopters and other vehicles on the move.

### Sniper Rifles

There is a variety of sniper rifles available for the diverse challenges you encounter in single- and multiplayer engagements. Campers will appreciate the power and accuracy of rifles like the M107, A550, and M95. Snipers on the move need a bit more versatility and will find the large magazine capacities of the AR-110 and SR-25 to their liking.

## AR-110 (XBOX)

**AMMO:** 7.62 x 51mm

**MAGAZINE CAPACITY:** 20

**FIRE MODES:** Semiautomatic

**ZOOM:** 4X, 8X

The AR-110 is a semiautomatic rifle designed to provide accurate long-range firepower on the squad and fire team level.

## KJY-88

**AMMO:** 5.8 x 42mm

**MAGAZINE CAPACITY:** 10

**FIRE MODES:** Semiautomatic

**ZOOM:** 4X, 8X

The sniper variant of the Type 95 rifle was designed to replace the SVD. It fires the high-velocity 5.8mm round, and is both lighter and more accurate than the SVD.

## M95 (XBOX)

**AMMO:** .50 caliber

**MAGAZINE CAPACITY:** 5

**FIRE MODES:** Bolt-Action

**ZOOM:** 4X, 8X

The M95 is a compact, bullpup, bolt-action sniper rifle designed to fit a powerful punch into a small package.

## M107 (XBOX 360)

**AMMO:** 12.7x99mm

**MAGAZINE CAPACITY:** 10

**FIRE MODES:** Semiautomatic

**ZOOM:** 4X, 8X

Recently officially adopted by the U.S. military, the M107 has long been in use as the heavy sniper rifle of choice, and features semiautomatic fire from a 10-round magazine.

## M109 (XBOX)

**AMMO:** 25mm HE

**MAGAZINE CAPACITY:** 10

**FIRE MODES:** Semiautomatic

**ZOOM:** 4X, 8X

A newly developed variant of the M107 sniper rifle, the M109 fires an explosive round and functions as an anti-material payload rifle.

### NOTE

In the Xbox campaign, use the M109 to destroy vehicles and other objects slated for demolition. Whenever possible, use this rifle's explosive rounds to destroy targets at long range—it beats using C4.



**PSG-1****AMMO:** 7.62 x 51mm**MAGAZINE CAPACITY:** 10**FIRE MODES:** Semiautomatic**ZOOM:** 4X, 8X

The PSG-1 has seen service as a police and special operations sniper weapon because of its extreme accuracy.

**SR-25****AMMO:** 7.62 x 51mm**MAGAZINE CAPACITY:** 20**FIRE MODES:** Semiautomatic**ZOOM:** 4X, 8X

Built on the standard A2 platform, the SR-25 fires a more potent round and features a heavy barrel for accurate fire.

**NOTE**

Like the AR-110, the SR-25 bridges the gap between assault rifles and sniper rifles. While it's not as powerful as some of the other rifles in the group, the SR-25 benefits from a quick recovery rate due to its minimal recoil. This allows the shooter to keep their target in the crosshairs and fire quick follow-up shots. Consider choosing this weapon when dabbling with sniping in multiplayer games.

**SR A550****AMMO:** 12.7 x 99mm**MAGAZINE CAPACITY:** 10**FIRE MODES:** Semiautomatic**ZOOM:** 4X, 8X

Built for special operations counter-sniper and anti-vehicular fire, the SR A550 is both powerful and accurate at long ranges.

**NOTE**

The powerful A550 is the rifle used for counter-sniping in the Xbox 360 version's single-player campaign. When counter-sniping, a target's silhouette is visible through the scope, even when the target is hidden behind cover. Engaging a target through cover significantly reduces the velocity of the bullet, as it must first pass through the cover material before entering the target. Therefore the bullet causes less damage than normal. However, you can ensure a kill every time by going for a head shot.

**Light Machine Guns**

The light machine guns all function similarly, with no clear favorite in the bunch. Their amazing rate of fire and high ammo capacity is offset by heavy recoil and inaccuracy. When possible, these weapons are best fired from a stationary crouched or prone position.

**M60****AMMO:** 7.62 x 51mm**MAGAZINE CAPACITY:** 100**FIRE MODES:** Automatic**ZOOM:** N/A

An updated version of a classic LMG, the M60 is designed for heavy suppression fire, fed from a 100-round belt.

**MG21 (Xbox 360)****AMMO:** 7.62 x 51mm**MAGAZINE CAPACITY:** 100**FIRE MODES:** Automatic**ZOOM:** N/A

Although a very heavy LMG, the MG21 makes up for it by being very controllable in automatic fire.

## MK48 LMG

**AMMO:** 7.62 x 51mm

**MAGAZINE CAPACITY:** 100

**FIRE MODES:** Automatic

**ZOOM:** N/A

The MK48 is a newly designed light machine gun, designed to provide heavy firepower in a light and portable platform.

## T-95 LMG

**AMMO:** 5.8 x 42mm

**MAGAZINE CAPACITY:** 75

**FIRE MODES:** Automatic

**ZOOM:** N/A

A variant of the T-95 rifle, the T-95 Light Machine Gun features a 75-round drum magazine and is a compact and maneuverable support weapon.

### NOTE

Although the T-95 LMG only has a 75-round magazine and fires a relatively small round, the weapon is quite accurate when compared to the larger weapons in this class.

## Other Weapons

## M9 PISTOL/M9SD

**AMMO:** 9 x 19mm

**MAGAZINE CAPACITY:** 15

**FIRE MODES:** Semiautomatic

**ZOOM:** N/A

The M9 pistol is the standard sidearm of the U.S. military. It has a high magazine capacity and low recoil. The SD variant is fitted with a suppressor for quiet fire, with a corresponding lessening of power and recoil.

### NOTE

The M9 is surprisingly accurate, but is only effective at short range. Equip the pistol when your primary weapon is out of ammo or when you're carrying a weapon that is not well suited for close range engagements, such as a sniper rifle or the Zeus MPAR.

## FRAG GRENADE

This fragmentation grenade is the standard issue anti-personnel grenade used by U.S. forces.

### NOTE

Frag grenades are great for taking out enemies hiding behind cover. Bounce them off walls or other surfaces to enhance their range. They also cause heavy damage to vehicles, often resulting in secondary explosions.

## SMOKE GRENADE (XBOX 360)

The basic smoke grenade continues to prove its worth on the modern battlefield by obscuring the enemy's vision and allowing soldiers to maneuver without being seen.

### NOTE

In addition to concealing movement, smoke is also useful whenever you're pinned or facing superior firepower. Place a smoke screen between yourself and the enemy to halt incoming fire. You can then use your thermal vision to see through the smoke and engage the hostiles.



## M18 CHAFF GRENADE (XBOX)

The M18 Chaff grenade is a prototype explosive used to paralyze electrical equipment such as vehicle engines, communications, and tracking systems.

### NOTE

Chaff grenades can really screw up your HUD and communications. Even after the grenade explodes, it leaves behind an affected blast radius that continually interferes with any electronics that pass through it. This can come in handy in adversarial multiplayer games when you want to confuse and disorient your opponents.

## C4

The U.S. Army's M183 satchel charge contains a high amount of plastic explosives primed with a timed fuse. It can destroy armored vehicles.

### NOTE

In many single-player missions, Mitchell uses C4 charges equipped with timers. Even though these charges aren't visible in Mitchell's inventory, the explosives are automatically available during certain objectives. In the Xbox version, Mitchell can carry a second set of C4 charges that are equipped with remote detonators. These charges are ideal for ambushes or defensive situations where the enemy units have predictable movement.



# Retrieve the Package

RETRIEVE THE PACKAGE



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

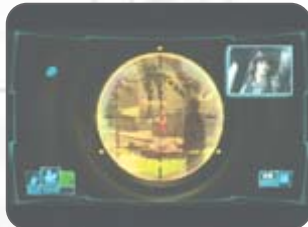
## OBJECTIVES:

- 1: Reach Ramirez's Position
- 2: Move to Rally Point
- 3: Locate Ramirez
- 4: Reach Ramirez
- 5: Extract with Ramirez

## Mission Briefing

While the U.S. president is signing a security agreement with the Mexican president, you are sent to the suburbs of Mexico City. Your orders are to neutralize a paramilitary group involved in the theft of Guardrail IX, a multifunction U.S. military black-ops communication asset.

### 1: Reach Ramirez's Position



Use this pickup truck for cover while neutralizing the tangos north of the insertion point. Remember to hold your breath (Ⓢ) to improve accuracy.

As you set down in Mexico City, Jose Ramirez is already on the ground monitoring an illegal arms sale involving members of the paramilitary group. You must reach his position to the north to provide backup. Start by moving north along the freeway off-ramp leading into the city. When you reach a dark green pickup truck on the right side of the road, take cover behind it and peek around the passenger side. There are three hostiles patrolling the intersection ahead. From your covered position, peer through your scope and eliminate all three tangos. Go for head shots to avoid a prolonged firefight. When all three threats are down, continue pressing north. Shortly after you pass through the intersection that you just cleared, Ramirez reports that he's been spotted. Instead of moving to his position, HQ orders you to move to a nearby rally point.



## TIP

You can pick up weapons dropped by enemies and downed teammates. Stand next to the weapon you want to pick up and press **V**. You automatically drop your primary weapon in exchange for the new one.



## 2: Move to Rally Point



This low wall provides excellent cover while engaging the three hostiles loitering just south of the rally point.

The rally point shows up on your HUD and tactical map as a new objective marker located about a block northwest of your position. But don't run directly to it. There's another trio of tangos patrolling the area southeast of the rally point. Continue creeping north, using cover for concealment. Stay low and try to identify all three hostiles before opening fire. Make sure you're behind some cover before lighting them up—there's plenty of cover to choose from. Once the three tangos are down, proceed to the rally point as shown on the map.

## Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Paul Smith	Grenadier: Derrick Parker	Gunner: Annibale Cruz
Rifleman: Richard Allen	Rifleman: Matt Beasley	Gunner: KC Kirkland
—	Grenadier: Bo Jenkins	Gunner: Marcus Brown



The truck at the rally point allows you to select teammates and change weapons. Your health is also fully restored if you've sustained injuries.

Move to the truck at the rally point to select your teammates and weapons. For the next leg of the mission, go with the default teammate selection of a rifleman, a grenadier, and a gunner. This provides a good mix of weapons. Next, select your own weapon load-out. You can only change your primary weapon this time, but it's best to stick with the MR-C. Its 50-round magazine and scope comes in handy later.

## 3: Locate Ramirez



The drone is extremely vulnerable to small-arms fire. If left above a hostile position, it is shot down within a few seconds. Once hostiles are detected, move it to a safe spot and make sure it's at high altitude.

After exiting the supply point menus, a drone tutorial begins, giving you control of the UAV Cipher. Follow the tutorial's instructions to send the drone to the objective marker to the west. By dropping the drone to low altitude (**L**), it enters detection mode and can identify friendly and hostile units on the ground and relay the positions to your HUD and tactical map. While in detection mode over the objective marker, the drone spots Ramirez on the rooftop of a Tequila factory. This discovery prompts a new objective. But before moving out, return the drone to high altitude (**H**) and move it back to your position. If you leave it over the factory, the enemy forces shoot it down.

## 4: Reach Ramirez

**When advancing, move your team to corner positions. This keeps them behind cover while allowing them to scan for threats around the corner.**

To reach the Tequila factory, you must first move west, to the opposite side of the freeway. Now that you have some teammates with you, let them lead the way. Set the ROE to recon to remain as stealthy as possible, then order the team to move west. When issuing move orders, always move the team from one piece of cover to the next. Building corner positions are particularly useful, letting the lead team member peek around the corner and identify any targets. Follow the path drawn out on the map while you move toward the freeway. A pair of tangos patrols the eastern side of the freeway. Once you spot them, stay behind cover and order your team to engage them. During the firefight, you can watch the action and issue new orders from the tactical map. This provides a good top-down view of the action so you can better judge distances and orientation. A few seconds of gunfire from your teammates should clear the eastern side of the freeway. Instead of passing beneath the freeway, locate the stairs on the eastern side and climb them to reach the road's surface.



## DESTROY CONVOY



**Fire down on the convoy from the freeway. Keep your teammates behind the concrete abutment for cover.**

Soon after climbing onto the freeway, HQ reports a convoy moving in from the west. Immediately order your team to move to the western edge of the freeway. Make sure they move behind the cover of the concrete abutment and not the guardrail. As they move forward, hold back and watch the west for the approaching vehicles. The convoy consists of two trucks filled with tangos. Once your team is in position, order them to attack the two trucks. The key is to destroy the trucks as quickly as possible before the troops inside have a chance to jump out. With the ambush underway, join the fight by lobbing grenades over the side of the freeway. Holding the high ground gives your team the advantage in this firefight. Help finish off any survivors by firing a few rounds from your MR-C, but stay crouched behind the concrete abutment at all times. Hold on the freeway for a few seconds after the ambush, as more hostiles may approach from the buildings to the west. Identify and eliminate as many tangos as possible from the high ground before descending the stairs on the western side of the freeway.

**Use the drone to locate hostiles, then maneuver your team to take them out.**



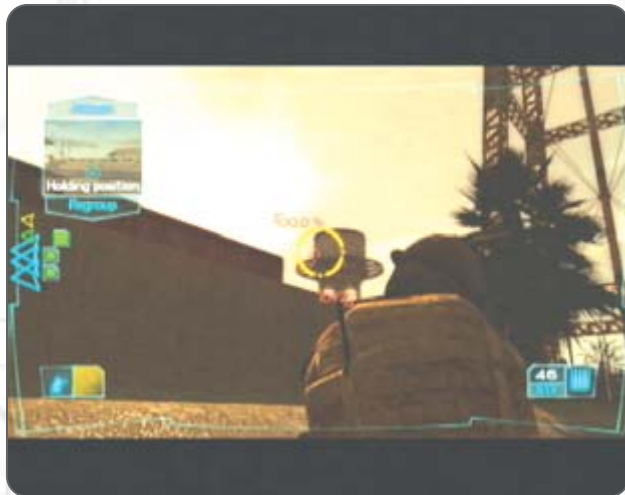
Clear the area just west of the freeway. A handful of tangos may still be hiding behind walls and vehicles, waiting to initiate an ambush of their own. Instead of moving in blind, use the drone to spot enemy positions. Once hostiles are identified, be sure to move the drone out of range before it can be shot down. Use the drone's targeting info to stage your attacks. If necessary, use smoke grenades to conceal your team's movement. When all threats are down, move north toward the objective marker at the railroad yard.

## TIP

Heavily damaged vehicles can explode. If a hostile is hiding behind a car or truck, use grenades or gunfire to set off a fiery explosion. Keep this in mind when using vehicles for cover.



## 5: Extract with Ramirez



**Take out the sniper on this water tower before moving into the rail yard.**

Just before stepping into the railroad yard, HQ updates your objective once again. This time you're instructed to move to Ramirez's position on the rooftop of the Tequila factory for extraction. Stay south of the rail yard for now and locate the sniper on the water tower to the northeast. Zoom in and pick him off. If the drone is still airborne, move it over the rail yard and use it to scan for hostiles. Once you have an idea of where the tangos are positioned, cautiously enter the rail yard, using the boxcars for cover. Stick to the western side of the yard as much as possible and engage the threats to the east. Slowly advance north, eliminating tangos along the way.

## TIP

You can climb through the open boxcars, but your teammates must move around them.





**The rail yard is full of surprises. Scout ahead with the drone before moving out and use the boxcars to conceal your movement.**

The Tequila factory is located just north of the rail yard, but don't rush up to it yet. Move your team to the southern side of the car parked just opposite of the factory's closed gate. Once your team is in position, move into the drainage ditch just behind your team and take cover. As soon as you move into the ditch, the factory gate opens, revealing multiple tangos inside. Your team immediately opens fire on the tangos, but they need a bit more help to even the odds.



**Take cover in this drainage ditch while issuing orders to the Blackhawk through the tactical map.**

Fortunately, HQ has allocated a Blackhawk to help thin out the resistance around the extraction point. From your covered position, access your tactical map and begin issuing orders to the Blackhawk circling above. Controlling the Blackhawk is just like moving the drone—but this bad boy can shoot back! Immediately order the Blackhawk to mow down the tangos pouring out of the factory. Its mini-gun makes quick work of the bad guys. Keep calling out targets for the Blackhawk and watch for reinforcements moving in from the western edge of the map. The Blackhawk can't engage enemies inside the factory structure, so focus on targets outside as these pose the biggest threat to the Blackhawk and your team.

## CAUTION

The Blackhawk is much sturdier than the drone, but small arms fire can still cause significant damage. Keep an eye on its health as it clears the factory grounds. The best way to keep the Blackhawk in the air is to continually target enemies on the ground—they can't shoot the chopper if they're dead.



**The carnage inflicted by the Blackhawk is impressive, but the destruction is limited to the factory exterior. Stay on your toes as you move inside the factory.**

Once the factory grounds are clear of threats, order your team to regroup and cautiously move through the front gate. Remember, there may still be some tangos inside the factory itself, so watch for hostiles to the north. Order your team to enter the factory through the eastern entrance while you cover the interior from the loading dock outside in the southeastern corner. Move the team from one piece of cover to the next while you scan for threats. Watch for movement along the catwalk on the northern end of the structure. A tango on the roof may try to fire down through one of the skylights, too. If you can't get an angle on this tango, order the Blackhawk to take him out. Once the interior is clear, climb the ramp on the western side of the structure to access the catwalk leading outside.

**Watch for a couple of tangos hiding behind the factory sign as you move across the roof. Seek cover and order the Blackhawk to deal with them.**



There are a series of catwalks and staircases that zigzag across the factory roof, but you're not home free yet. While you move below the factory's sign, a pair of tangos appears on the roof to the north. Instead of engaging them yourself, take cover and order the Blackhawk to gun them down. When both tangos are perforated, order your team to regroup and lead them to the extraction point. Approach the hovering Blackhawk on the rooftop to complete this mission. Ramirez is already aboard—wounded, but still alive.

**You've finally made it to the extraction point. Ramirez is already aboard the chopper. It's time to join him and get out of here.**



# Coup D'etat

COUP D'ETAT



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Secure Insertion Point
- 2: Reach VIP 1's Position
- 3: Create a Diversion
- 4: Move to Rally Point
- 5: Secure VIP's Extraction
- 6: Extract with VIP 2

## Mission Briefing

A coup d'etat has erupted in Mexico City. Rebels have invaded the capitol and civilians are in hiding. James Ballantine, the U.S. president, is missing. You are sent to the historical center of Mexico City to locate and secure President Ballantine.

### 1: Secure Insertion Point

Use the Blackhawk's mini-gun to clear the rooftops east of Zocalo Plaza. Keep an eye on the weapon's heat meter. If the weapon gets too hot it malfunctions.



President Ballantine's motorcade has been attacked in Zocalo Plaza. Your job is to reach the president's last known position, but first you need to secure a landing zone for the Blackhawk. While flying east of Zocalo Plaza, your chopper comes under attack by rebel troops positioned on rooftops. Open fire on the rebels using the Blackhawk's mini-gun. This awesome weapon spits out a solid stream of hot lead, but it also overheats. You can gauge the temperature of the mini-gun by watching the heat meter in the bottom right corner of the screen. When possible, fire in short bursts to prevent overheating—it doesn't take long for the weapon to cool down. Keep firing until the tangles on the rooftops are down for the count.





**Target the trucks as soon as they drive into view and destroy them before the troops inside can unload.**

The Blackhawk pilot wants to set down in a square to the east, but as he makes his attempt, more rebel troops approach from all directions. Watch for troops and a Panhard armored car moving in from the north. Immediately blast the Panhard before its heavy machine gun can inflict damage on the Blackhawk. As the chopper swings around, watch for troops and a pair of trucks entering the square to the south. Target the trucks first, then mow down the rebel troops. Once the square is clear of threats, the pilot sets down the southeast corner so you and your team can disembark.

### TIP

If you have trouble spotting rebel troops on the ground, activate your night vision to highlight their heat signatures.



## 2: Reach VIP 1's Position

**Help your team clear this street leading to Zocalo Plaza. Lay down covering fire while your team advances to a better firing position.**

Set out for the president's motorcade as soon as the Blackhawk drops you off. Move northwest through the square and approach the street running west. Order your team to the corner and let them clear out a few tangos at the far end of the street. Watch for more rebels hiding behind cars and corners at the next intersection. If necessary, lay down suppressing fire while maneuvering your team to a flanking position.



**Move your team to this corner on the southeastern edge of Zocalo Plaza. From this position they can engage rebels on the cathedral and near the stage.**

Your team approaches Zocalo Plaza from the southeast corner. Hold at the corner and clear as many

threats as possible before entering the plaza. There are tangos positioned on the cathedral to the north, near the stage in the northeastern corner, and by the white tents to the west. Pick off any visible targets to the west first, then focus on the rebels near the stage and on the cathedral. Keep yourself and your team behind cover at all times. The nearby cars, pillars, and building corners all provide adequate protection. When the plaza falls silent, cautiously approach the stage to the north. The charred remains of the president's limousine lay on the western side of the stage—the president is missing.

### TIP

The white tents on the western side of the plaza aren't bulletproof. Simply shoot through the tents to kill tangos hiding on the other side.



**Watch out for a sniper on the cathedral's central clock tower. Fire a burst in his direction to suppress him, then zoom in to take him out.**

### HOLD POSITION

**The stage on the northern side of the plaza provides adequate cover when dealing with the rebel counter-attack.**

Soon after you report on conditions in Zocalo Plaza, HQ orders your team to stay put while they evaluate the situation. Meanwhile, a rebel force is moving in on the plaza from the west. Move your team along the eastern side of the stage. Now proceed to the northern side of the stage and aim west. Your team automatically opens fire on the rebel troops pouring into the plaza. While they deal with the troops, watch for a Panhard speeding in from the west. As soon as you spot it, zoom in on it with your scope and kill the gunner in the turret on top of the vehicle. The Panhard will retreat after you kill the gunner—don't worry about destroying it. Instead, help your team finish off the rebel infantry.





Kill the Panhard's gunner as soon as possible. Otherwise, the vehicle overruns your position and possibly annihilates your entire team.

### 3: Create a Diversion

HQ reports that VIP 2 (the Mexican president) is holding at a parking garage to the west, protected by U.S. forces. However, they are facing resistance from rebels. To alleviate pressure on the parking garage, HQ orders your team to create a diversion. From the plaza, head southwest toward the next objective marker. Negotiate the street and adjoining alley as shown on the map—if you stick to this path, you encounter no hostiles. As you move west through the alley, order your team to hold back. Approach the next corner by yourself, taking cover along the southern wall. At the corner, peek to the south to spot a gas station. There are several rebels loitering around a large tanker truck—your diversion in flammable form. While still behind cover, zoom in on the tanker truck and pump several rounds into the fuel cell. This results in a massive explosion, setting off several secondary explosions and instantly killing many of the rebels standing around the gas station. From the corner in the alley, order your team to move south. More rebels may stand watch in the next intersection to the west. Move your team to a corner position on the western side of the street so they can spot and engage these rebels. Follow closely behind and lend them some extra firepower.



Approach the gas station from the alley to the north and target the tanker truck to create your diversion.

### 4: Move to Rally Point

The supply truck won't arrive until the area around the gas station is clear of threats. Help your team dispatch these tangeros to the west.



As soon as the area around the gas station is clear, a supply truck arrives to the south. Order your team to regroup and proceed to the rally point. When choosing teammates, stick with the same starting line-up of a rifleman, grenadier, and a gunner. Adding a second rifleman (Matt Beasley) in slot two gives your team a bit more accuracy, but at this point in the mission it doesn't really make a huge difference. As for weapons, keep your trusty MR-C to maintain accuracy and long-range capability.

#### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Richard Allen	Gunner: Marcus Brown
Grenadier: Derrick Parker	Rifleman: Matt Beasley	Gunner: Annibale Cruz
Rifleman: Paul Smith	Grenadier: Bo Jenkins	Gunner: KC Kirkland



### 5: Secure VIP's Extraction

Let the Stryker lead the way to the parking garage. Take cover while the APC plows through rebel infantry and an armored car.



As soon as you exit the rally point menu, seek cover on the western side of the street and make sure your team does the same. Rebel troops suddenly begin appearing to the northwest, responding to your diversion. Stay behind cover and wait for a Stryker APC to move in on your position from the south. Instead of engaging the tangeros yourself, order the Stryker to attack the rebel troops in the street. You can also order the Stryker to move forward and backward by pressing the D-pad (⬆ and ⬆). Use the Stryker to pave a path to the parking garage while you advance behind it. Monitor the Stryker's progress on the tactical map to get a better view of the situation. In the street southeast of the parking garage, the Stryker encounters a Panhard. Stay clear of this fight and let the Stryker pound away on the Panhard until it explodes. The Stryker is of no use past this point, so continue moving to the parking garage with your team.



**SECURE VIP 2**

**Don't loiter outside the parking garage too long—a significant rebel force is on the way.**

**Instead, rush inside and prepare to make a stand on the garage's second level.**

Rush directly to the parking garage and don't break stride as you round the corner and move along its western side. Locate the entrance leading into the garage and immediately run inside, leading your team up to the second level. Outside, the garage is rocked by explosions—you're under attack! You need to protect the Mexican president and Lieutenant Abrew from the rebels. As the president and Abrew run to the southeastern corner of the garage's second level, begin setting up your defense. Move your team to the western side of the garage. Make sure they take cover behind the concrete abutment (next to the white and green taxi) overlooking the western entrance. From this spot your team can fire down on rebel troops attempting to enter, as well as destroy the enemy truck outside. Support your team by taking cover along the passenger side of the black sedan. Peek



around the car's trunk and fire on rebel troops at the western entrance.

**Position your team in front of this concrete barrier next to the taxi so they can cover the western entrance.**



When Mitchell requests support at the parking garage, shift your defense to cover the northern entrance. Move your team along the driver side of the white coupe in the center of the garage. You can handle most of the attackers yourself by taking a position behind the barrels near the president and Abrew. Crouch down behind the barrels and take shots at the rebels as they run into the northern entrance. Your team cuts down any targets that you miss.

**During the second attack wave, move behind these barrels and engage the rebel troops as they pour in through the northern entrance.**

**REACH DROP POINT**

**The kit container dropped on the parking garage's roof contains a Zeus MPAR, which allows you to end the siege once and for all.**

Before you can exit the parking garage, you must destroy a couple of rebel M2 Bradleys positioned outside. Although you currently lack the weaponry to deal with such armored threats, a Blackhawk drops a kit container that contains a Zeus MPAR on the roof of the garage. Leave your team on the second level and move to the drop point on the roof by traversing the nearby ramp. Grab the Zeus MPAR and prepare to do battle. Deal with the Bradley to the north first. You can't get a clear shot without exposing yourself to incoming fire, so drop a smoke grenade along the northern edge of the roof. Once the smoke screen is large enough, step toward the roof's edge and activate your night vision—the thermal optics allow you to see through the smoke. Locate the Bradley and fire two Zeus rounds at it before your smoke screen dissipates. Use the same tactic to destroy the second Bradley to the west, starting with a smoke grenade and finishing with two shots from the Zeus.



**Don't peek over the roof's edge until you have a solid smoke screen in front of you. Then use your night vision to see through the smoke. It takes two shots with the Zeus MPAR to destroy each Bradley.**

**6: Extract with VIP 2**

**Order your team to scout ahead while moving to the extraction point. The path should be clear, but you never can be too safe—especially when your only firearm is a pistol.**

You're now clear to escort VIP 2 and Abrew to the extraction point.

Return to the parking garage's second level and order your team to regroup. Exit via the northern entrance and make a beeline for the objective marker to the northwest. The path to the extraction point should be clear, but order your team to lead the way just to be safe. The Mexican president and Abrew follow you, so keep an eye on them while moving out. Rush to the Stryker at the extraction point and wait for the VIP 2, Abrew, and your team to board to complete the mission.

**The Mexican president is safe for now, but this isn't the last time you'll see him today...**



# VIP 2 is Down

VIP 2 IS DOWN



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Ambush Enemy Convoy
- 2: Move to Rally Point
- 3: Regroup with VIP 2
- 4: Extract with VIP 2

## Mission Briefing

With President Ballantine secure, you are sent to rescue the Mexican president. Tensions increase as Carlos Ontiveros, leader of the group that stole Guardrail IX, turns out to be the rebel general's son. How can guerrillas and a black-ops communication asset be linked?

### 1: Ambush Enemy Convoy



Use this low wall for cover and wait for the enemy vehicles to stop on the opposite side of the square. Knock out the APC first, then blast the two trucks before the troops inside can jump out.

Now that the Mexican president is safe, the Stryker heads for the U.S. embassy where extraction plans are being arranged. But your ride to the embassy is cut short when HQ spots an enemy convoy moving through your zone. The Stryker drops off your team several blocks northeast of the embassy to deal with the threat and then moves on. Immediately take cover behind the low wall east of the drop-off point. A convoy consisting of an APC and two trucks drives in and parks on the opposite side of the square to the east. Because you still have the Zeus MPAR from the last mission, this ambush should be easy. When the APC arrives, peek out from your cover and fire a Zeus round at its turret to destroy it. Duck down behind cover and reload while watching for the first truck—it parks on the southern side of the burning APC. Make sure you have a clear angle on the truck before firing another Zeus round. Once the first truck is down, reload and target the next truck, north of the smoldering APC. If you act quickly and fire accurately, you can destroy both trucks before they can unload their troops. Otherwise, watch for rebel troops moving through the square. The ambush is successful when all vehicles and rebel troops are eliminated.



## 2: Move to Rally Point



**Dropping a grenadier in favor of a second rifleman can make a difference when your team is tasked with defending the embassy.**

Following the ambush, a supply truck parks on the street to the southeast, setting up a rally point. Move east through the square and then turn south to reach the truck. This time when choosing teammates, consider going with a second rifleman (Matt Beasley) in slot two. This increases the team's capability to accurately engage targets at long range, as Beasley carries the scope-equipped MR-C. Since this mission's finale puts your team in a defensive situation, improved accuracy can really pay off. Speaking of which, grab an MR-C for yourself when it's time to swap out your Zeus MPAR. You need the MR-C's scope to deal with some enemy snipers around the next corner.

### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Richard Allen	Gunner: Marcus Brown
Grenadier: Derrick Parker	Rifleman: Matt Beasley	Gunner: Annibale Cruz
Rifleman: Paul Smith	Grenadier: Bo Jenkins	Gunner: KC Kirkland



## 3: Regroup with VIP 2

**Use the UAV drone to scout a path to the embassy. If the drone comes under fire, maneuver it behind a skyscraper for cover.**



Your team must now head for Angel Plaza, where the Mexican president is waiting for extraction at the U.S. embassy. But the path to the plaza is littered with rebel troops, so don't move out just yet. There is a UAV drone available, allowing you to spot enemy positions along the way. Hold near the rally point and fly the drone along the street to the southwest—remember, the drone must be at low altitude to spot hostiles. A large group of rebels is gathered around a truck on the far side of the skyscraper just south of your position. As soon as the drone spots the rebels, return it to high altitude and fly it back to your position so it won't get shot down.



**A couple of pesky snipers cover the main street to the southwest. Locate and kill them before moving your team into the street.**

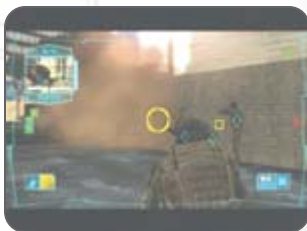
From the rally point, move west, taking cover along the wall to the south. At the corner, your team spots a sniper in a skyscraper to the southwest. Back away from the wall and zoom in on the sniper to score a quick kill. Next, creep along the bus at the intersection while scanning the rooftops to the south. Another sniper is positioned along a low roof, northeast of your current objective marker. Peek around the front end of the bus to line up your shot. When both snipers are down, move your team to the west side of the street (behind the car) and engage the rebels near the truck to the southeast. Stay near the bus on the east side of the street while your team opens fire and lob grenades into the courtyard where the rebels are positioned. When

the action dies off, bring the drone forward to ensure all the rebels are down for good.



**Move your team behind this car on the western side of the street so they can engage the rebels on the southern side of the skyscraper.**

A second group of rebels is located to the southwest, not far from the objective marker. Start off by scouting the area with the drone, but be ready to move it back as it comes under fire. With your team in tow, proceed south along the street until you spot a gunner on the rooftop where you took out the second sniper earlier. Zoom in and pick him off with a head shot. Instead of pushing directly to the objective marker, move through the alley to the east, as shown on the map. Deploy a few smoke grenades in the alley to cover your movement. Cautiously creep forward through the smoke and activate your night vision to spot the heat signatures of several tangeros standing in the adjoining courtyard. Quickly gun them all down before they have a chance to seek cover.



**Use the combination of a smoke screen and night vision to get the jump on the rebels loitering near the entrance to Angel Plaza.**

You now have a clear path to the U.S. embassy. Pass through the objective marker to the southwest and proceed into Angel Plaza. The plaza is currently clear of threats, so don't worry about using cover. Instead, rush directly to the embassy. When you're only a few yards away, a huge explosion rocks the embassy. Don't let this deter you. Keep moving to the embassy.

**The explosion at the embassy is just the start of a rebel assault. Take cover among the rubble and protect the Mexican president.**



## HOLD POSITION



**Positioning your team in a well-covered spot is critical to surviving the rebel attack on the embassy. This concrete slab to the southwest provides adequate protection and a good angle on the incoming attackers.**

VIP 2 has survived the blast at the embassy, but you must protect him from the incoming rebel assault. Rush into the debris of the embassy grounds, but stop short of moving to the Mexican president's position. Instead, get your team into position, moving them behind a low concrete slab on the southwestern side of the embassy. Then follow the objective marker to VIP 2's position behind a damaged concrete wall. Take cover along the wall and peek around the eastern side. By now you should see rebel troops in the plaza moving toward the embassy. Immediately open fire and prevent them from flanking you to the east. If the rebel troops move within hand grenade range, your chances of survival are slim. Your team can handle most of the threats to the south from their protected position. Stay behind cover the whole time, and only peek out for a couple of seconds to return fire. A rebel Panhard eventually drives into view to the south. Since your team can't get an angle on the vehicle, you need to pick off the gunner through your scope. Fire a quick shot at the gunner, then return to engaging infantry—the Panhard poses no threat once the gunner is dead.

**Cover the eastern side of the embassy from this wall next to the Mexican president. Don't let the tangeros enter the embassy grounds and flank you from the northeast.**



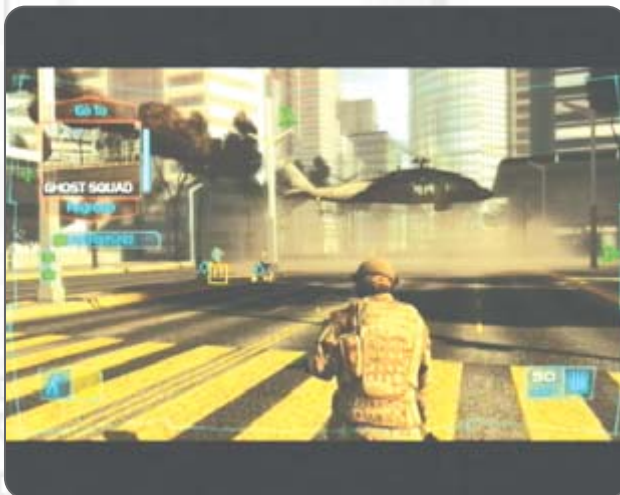
The situation becomes more serious when a rebel M1 tank rolls into the plaza from the east. As soon as you spot the tank, pull back from the wall to avoid being spotted. If you fire on the tank, it answers back with a lethal explosive round. Hunker down behind the wall with the president. Fortunately the tank doesn't have a line of sight on your team, allowing them to continue their defensive fire on incoming rebel troops. HQ finally comes through with some support in the form of an Apache gunship. Access your tactical map and call out targets for the Apache, starting off with any rebel troops dangerously close to the embassy. Once the embassy grounds are clear of immediate threats, give the Apache the go-ahead to knock out the M1 and the idle Panhard. Finally, order the Apache to mop up any rebel troops in the plaza with its chain gun.



**An Apache arrives in the nick of time. Order it to destroy the M1 tank and all other threats in the plaza before you move out from cover.**

## 4: Extract with VIP 2

As soon as the Apache has sanitized the plaza, order your team to lead the way to the extraction point to the south. Follow closely behind and make sure the Mexican president stays right behind you. Rush to the Blackhawk hovering above the street to complete the mission.



**Escort the Mexican president to the Blackhawk for extraction while your team moves ahead and provides security. The Apache is still on-call if you run into any hostiles.**



# Strong Point

## 06: STRONG POINT



### LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Move to Rally Point
- 2: Destroy Anti-Air Bunkers
- 3: Lase Power Generator
- 4: Neutralize the Rebel Camp
- 5: Reach Extraction Point

### Mission Briefing

The U.S. president is secure, but still grounded, waiting for the airport perimeter to be secured. You must now help loyal Mexican soldiers and American troops in order to defeat the rebels. Your first mission is to open up a path to Mexico City by neutralizing a rebel position.

### 1: Move to Rally Point

The rally point west of the LZ gives you the chance to change teammates and weapons before going after the AA bunkers.



The sun has set over the Santa Fe hills, but your day is far from over. As soon as the Blackhawk touches down, move west toward the rally point objective marker. The area is secured by a couple of Humvees so don't worry about utilizing cover. At the supply truck, change your team line-up to include Marksman Alicia Diaz in slot 3. Keep Ramirez and Parker in slots 1 and 2. Since you already have a sniper in the team, pass on the A550 rifle for now and go with the suppressed SCAR-L CQC.

### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Derrick Parker	Marksman: Alicia Diaz
Grenadier: Richard Allen	Rifleman: Matt Beasley	Gunner: Marcus Brown
Rifleman: Paul Smith	Grenadier: Bo Jenkins	Gunner: KC Kirkland

## 2: Destroy Anti-Air Bunkers

If you have a marksman in your team, order them to take out enemy snipers, such as this one in a guard tower by the southwestern anti-air bunker.



There are two separate anti-air bunkers located to the southwest and southeast. From the rally point, head for the southwestern bunker first. Activate your night vision as you move away from the lit surroundings of the rally point. When you approach the shacks lined up on the first bunker's eastern flank, take cover (or drop prone) and scan the horizon for a guard tower to the west. Locate the sniper in the tower and give Diaz the kill order. The gunfire will draw the attention of rebel troops guarding the bunker. Order your team to the cover of one of the shacks and help them engage the hostiles as they move into view. Secure the area, then run forward and slap a C4 charge (Y) on the bunker. You have 10 seconds to move away before the charge detonates—make sure your team is back behind cover before you place the explosives.

### CAUTION

The C4 used to knock out the bunkers has a surprisingly large blast radius. Take full advantage of the 10-second timer to run away.

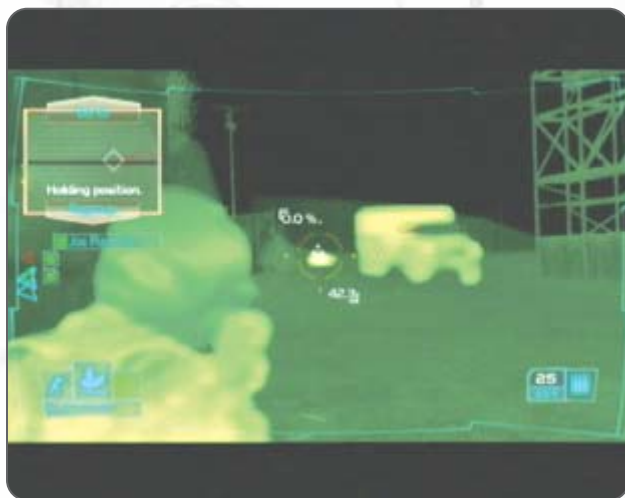


Now head over the hill to the east to the next AA bunker. There are no hostiles along the way, so move past the structures on the top of the hill. When you spot a windmill on the eastern crest of the hilltop, order your team to hold back while you move forward. Take cover along the low wall next to the windmill and scan the area to the east. Pick off the sniper in the guard tower with a silent burst from your SCAR-L CQC. Next, drop the four guards patrolling the area around the bunker—there may be one hiding behind the truck. Your silent weapon allows you to eliminate all the hostiles without drawing any attention. Once it's clear, order your team to regroup and move down the hill toward the bunker. Destroy the bunker with another C4 charge and hold for new orders.



The rebels guarding the second AA bunker can be eliminated from the hill to the west. Stealthily pick them off one by one with your suppressed SCAR-L CQC.

## 3: Lase Power Generator



Don't let this truck full of rebel troops catch you off guard! It arrives shortly after you destroy the eastern bunker.

HQ needs you to laser-designate a power generator supplying electricity to a rebel camp, but you have more pressing issues to deal with for now. Soon after the second bunker explodes, a truck pulls up to the northwest and unloads several rebel troops. Immediately move your team behind the cover of one of the shacks so they can engage the enemies before the rebels move too far from their truck. While your team suppresses the rebels, maneuver to a flanking position and toss grenades at the truck. Keep up the attack until all the rebels are down.

## MOVE TO RALLY POINT

Diversify your team line-up at the next rally point. Take the role of the marksman by equipping yourself with the A550 sniper rifle.

Before moving to the targeting position overlooking the power generator, head for another rally point setup on the hill to the west.

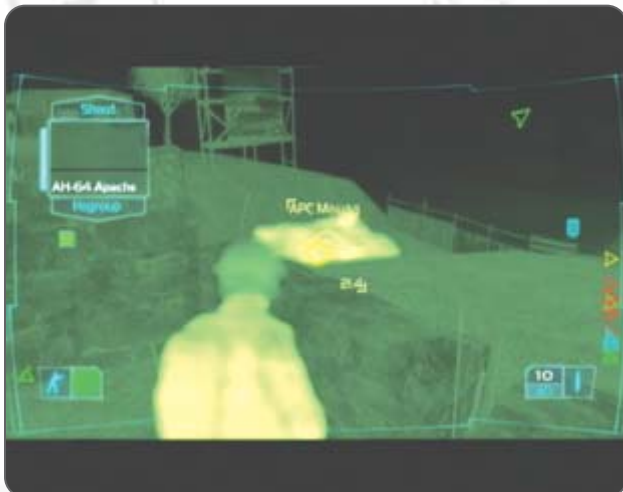
At the supply truck, round out your team with a rifleman, grenadier, and gunner of your choice. For your weapon, grab the A550 sniper rifle to handle the long-range engagements for the next leg of the mission.





**Rally Point: Teammates**

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Derrick Parker	Marksman: Alicia Diaz
Grenadier: Richard Allen	Rifleman: Paul Smith	Gunner: Marcus Brown
Rifleman: Matt Beasley	Grenadier: Bo Jenkins	Gunner: Annibale Cruz

**POWER OUTAGE**

At the targeting position, make sure the Apache takes out this rebel APC first. Its heavy weapons pose a serious threat.

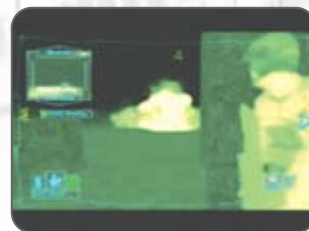
From the rally point, proceed to the targeting position to the southeast. Before reaching the objective marker, order your team to hold back, otherwise they may give away your position. Crouch down and creep to the targeting position. An Apache attack helicopter appears overhead once you're in position, poised to take out the power generator. About the same time, a rebel APC pulls up to the east of your position. Stand up and target the APC for the Apache. If the APC isn't destroyed quickly, it can damage the Apache, potentially jeopardizing the mission. Take cover as the Apache tears into the APC with a Hellfire missile. Now, target the power generator to the south and watch the Apache nail it with another missile. This cuts the power to the rebel camp, abruptly extinguishing all lights to the south. Using your tactical map, locate more targets for the Apache, such as the rebel troops positioned around the generator.



Instead of exposing yourself to enemy fire, let the Apache clear the area around the power generator with its chain gun. Hold back behind cover while calling out targets on your tactical map.

**TIP**

If the Apache sustained no damage and still has ammo after the assault on the power generator, it will be available for the attack on the rebel camp.

**4: Neutralize the Rebel Camp**

The two rebel APCs are no match for your Bradley. Stay out of sight and direct this light armor battle from your tactical map.

Now that the rebel camp is dark, move south to begin your assault. Lead your team past the flames of the destroyed generator and approach the perimeter fence on the camp's northern side. An M2 Bradley joins your team near the fence. Let the Bradley proceed in through the gate's entrance. Meanwhile, rush to the abandoned bunker-like structure east of the gate. A pair of rebel APCs responds to the Bradley. From your covered position, relay targeting information to the Bradley and order it to destroy both APCs.



Hold at the eastern bunker outside the camp and call out ground targets for the Apache and Bradley.

Once both enemy APCs are destroyed, lead your team to the southeastern bunker outside the rebel camp. Position your team

inside the bunker along the low southern wall. About this time, several rebel troops appear at the camp's entrance. Take cover along the bunker's low northern wall and access your tactical map. Keep the Bradley outside the camp and order it to fire on the rebel troops. Also get the Apache involved. Focus on the machine gun positions first, indicated by green triangles on the tactical map. To keep your team safe, consider deploying a few smoke grenades in front of your bunker to reduce the amount of incoming fire. Hold tight while the Apache and Bradley wipe out the rebel troops at the camp's entrance. Assist when possible with a few shots from your A550, preferably when concealed by a smoke screen.



**Help thin out the rebel defenders with a few sniper rounds. The A550 can penetrate cover, but go for head shots to ensure the lethality of each round.**

## SEARCH AND DESTROY ARTILLERY PIECES



**Soon after entering the camp, turn east and pick off this sniper in the guard tower.**

When the northeastern perimeter of the camp falls silent, order the Bradley to move forward and follow closely behind. The three self-propelled howitzers in the rebel camp are your primary targets—their positions are highlighted by objective markers. The Bradley and Apache can't attack these dug-in artillery guns, so you need to hit each gun yourself, using C4 to knock them out. Go for the northern gun first, but be prepared to deal with the rebels guarding it. As soon as they show themselves, order the Apache to take them out. Move your team forward to scout out the gun, then set your charge to destroy it.



**Your team is better equipped to deal with close-range encounters, so move them ahead to scout out the guns.**

Next, head for the gun in the camp's southwestern corner. Even once you've cleared the hostiles around the gun, watch for

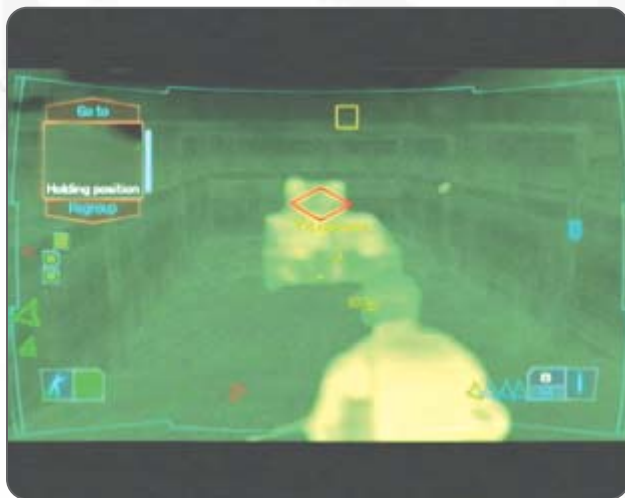
incoming fire originating from the

eastern side of the camp—a machine gun near the eastern gun has a line-of-sight on this corner of the camp. If the Bradley can't hit the rebels to the east, give the Apache the go-ahead. Otherwise, use your sniper rifle or the nearby mounted machine gun to neutralize these threats. Plant a charge on the second gun, and move out for the last one.

**There are several mounted machine guns positioned around the camp. In most cases they're threats, but you can use this one in the southwestern corner to fire on the rebels to the east.**



The final gun is located in the eastern corner of the camp. By now you've probably eliminated most of the rebels guarding it, but be watchful for a tango behind the mounted machine gun and a sniper in the guard tower. Make use of cover while moving east through the camp, scanning the area around the objective marker for more threats. If the Apache is still available, move it over the last gun to make sure it's safe. While your team provides cover, race over to the last gun, stick a C4 charge to it, and run away.



**The self-propelled howitzers are parked in improvised bunkers, protecting them from air strikes. You must move in on foot and demolish them with C4.**

## 5: Reach Extraction Point

The destruction of the three artillery guns at the rebel camp secures the nearby highway, allowing friendly units to move into Mexico City. It's time to get out of here. Rendezvous with the Blackhawk at the extraction point outside the camp to the north. It has been a busy night, but your job isn't over yet.

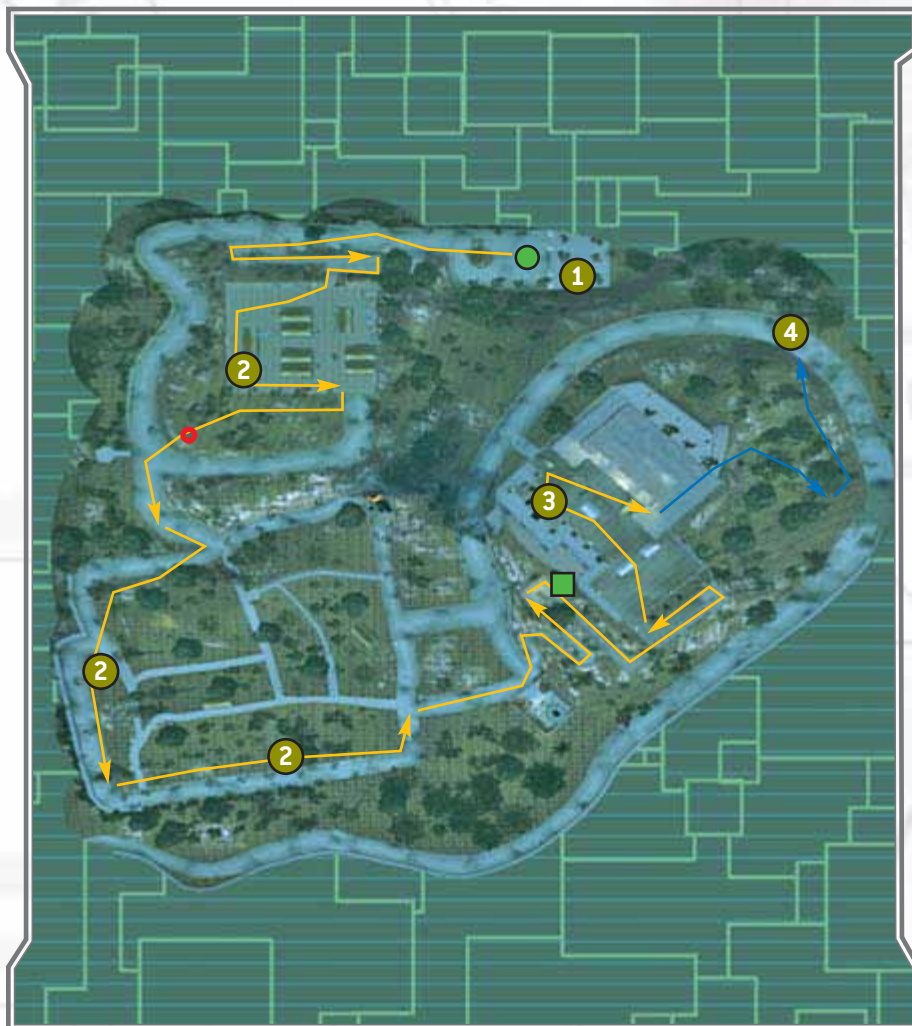


**A Blackhawk sets down outside the rebel camp for extraction. It's time to head back into the city.**



# Mayday! Mayday!

07: MAYDAY! MAYDAY!



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

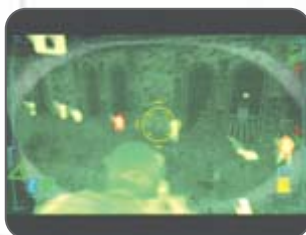
- 1: Secure Insertion Zone
- 2: Destroy Mobile AAA Units
- 3: Destroy Artillery Pieces
- 4: Reach Extraction Point

## Mission Briefing

After fighting your way through Chapultepec Castle, you're ready to enter the rebel barracks and take control of the M1A1 tanks.

### 1: Secure Insertion Zone

The castle is crawling with rebel troops. Prepare yourself for a mini-gun workout!



While cruising over Chapultepec Castle, your Blackhawk and an accompanying Chinook come under heavy fire. Activate your night vision to better spot the tangers on the ground and open up with the mini-gun. Most of the targets are infantry, but also keep an eye open for vehicles. Continue firing as the Blackhawk circles the castle, pausing frequently to let the mini-gun cool down. When the pilot reports RPG fire, look for a tower out of the left side of the door and mow down the two rocket-toting rebels. During your gun run, the Chinook takes a critical hit and crashes—there's AAA on the ground! The Blackhawk immediately peels away from the castle and drops below the tree line, setting down to the north.

## 2: Destroy Mobile AAA Units



**A truck loaded with rebel troops arrives near the insertion point soon after you touch down. Take cover and gun down the troops as they exit the truck.**

Your new task is to locate and destroy the three AAA units positioned around the castle. Move along the path to the west, but watch for an incoming truck ahead. Take cover along the south side of the path as troops unload from the truck. Open fire and toss grenades in their direction. A few more rebels position themselves behind sandbags beyond the truck. Use your MR-C LW to peek around corners and eliminate the rebels. Watch for a guard tower while you continue pushing west. Eliminate the rebel inside before proceeding up the northern steps leading to the objective marker. Continue using the MR-C LW to scout the path ahead and engage the patrolling rebels from behind cover.

**The MR-C LW is perfect for solo missions, allowing you to take on large numbers of hostiles while firing from a covered position.**



The winding path leads to a makeshift rebel camp to the south. Hold at the northern entrance and engage all visible rebels before moving toward the objective marker. The first mobile anti-aircraft gun is located at the objective marker, guarded by a handful of rebel troops. Neutralize the security, then move to the AA gun and slap a C4 charge on its chassis. Back away from the doomed gun and wait for your explosives to detonate.



**Clear out the rebel camp at the top of the hill, then move to the objective marker and destroy the first AA gun with a C4 charge.**

## REACH SCRAMBLED AREA



**Watch for a guard tower south of the rebel camp. Crawl toward it until you can get a clear shot at the rebel soldier inside.**

The two remaining AA guns are located in a park to the south, but getting there can be risky. From the first gun, exit the camp to the

south and then veer west, crawling along the camp's southern perimeter on your belly. Crawl toward the M60 machine gun marked on your tactical map. As you move closer, you see a guard tower in the distance. Zoom in on the tower and take out the guard. Continue crawling toward the M60 until you're behind the sandbags. In one quick motion, stand up and take control of the M60, immediately targeting the rebel infantry on the path below. Stay behind the machine gun and destroy a Panhard approaching from the south. Keep firing until the path to the south is clear of threats. When it's clear, leave the M60 behind and move south along the path to the next objective marker.

**Make use of the vacant M60 to mow down rebel troops and destroy a Panhard.**



## SEARCH AND DESTROY REMAINING AAA UNITS

**Drop prone and take a few moments to scout out the area around the second AA gun before staging your attack.**

As you enter the park, move southwest toward the closest AA gun marked on your map. The rebels have deployed HUD scramblers around each gun to mask their positions and interfere with your systems. Stay low while approaching the first gun and drop prone as it comes into view. Use your scope view to identify the hostiles surrounding the gun. Watch for more hostiles around the structure to the south. Finally, search for the HUD scrambler stuck in the ground on the northern side of the gun—it looks like a large lollipop. Destroying the scrambler returns your HUD to normal. Make sure the area around the AA gun is secure, then move in to place your charge. Run south to escape the blast radius and begin scouting out the next gun to the east.

**Engage the guards around the last AA gun from long range. But don't forget to deal with the guard tower northeast of the gun's position.**



MAYDAY! MAYDAY!



Crawl east from the southwestern corner of the park. There are several tangos gathered around the last gun. Zoom in and open fire on them. During the firefight you'll probably destroy the HUD scrambler positioned along the western side of the gun. When the guards are down, creep toward the gun while aiming to the northeast. As soon as a guard tower comes into view, pick off the rebel inside as well as any guards surrounding it. Finally, approach the last AA gun and give it the C4 treatment.

**Make sure the area is secure before placing a C4 charge on the last AA gun. You don't want to catch a bullet while setting the 10-second timer.**



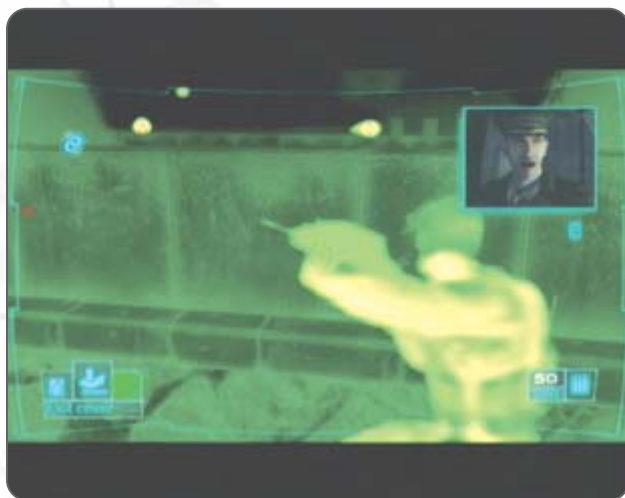
### 3: Destroy Artillery Pieces



A winding path zigzags up the eastern hillside of Chapultepec Castle. Carefully scan every corner with your MR-C LW to avoid running into enemy patrols.

Your next target is a pair of self-propelled artillery guns at Chapultepec Castle. The entrance

to the castle is located to the east. Follow the path up the hill, but watch for tangos on walls above. Eliminate rebel troops as they come into view. Ascend the switchback pathway, using your MR-C LW to peek around each corner. Locate the ammo box along the way, highlighted on your HUD and tactical map—you can definitely use some fresh mags. Continue moving up toward the castle grounds, stealthily engaging any rebel troops that block your path.



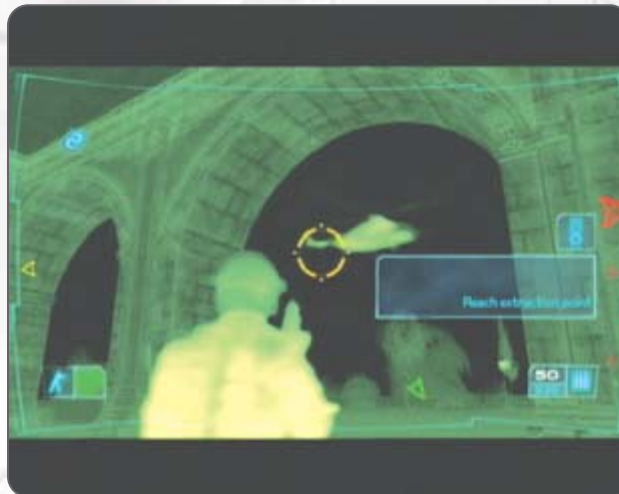
Clear the castle grounds from this low wall to the east. By raising the MR-C LW above your head, you can accurately engage the rebel troops without exposing yourself to incoming fire.

Both artillery guns are positioned on the large open plaza southwest of the castle. The rebels have established another improvised camp here, but your earlier gun run in the Blackhawk has reduced the enemy presence. Crouch along the low wall on the eastern side of the plaza, raising your MR-C LW above your head to scan for threats. Stay behind cover and pick off the remaining guards. When it looks clear, cautiously approach the artillery guns on the western side of the plaza and hook them up with some C4. After setting the last charge, run to the eastern side of the castle.

**Place charges on the two artillery guns, then take cover on the eastern side of the castle.**



### 4: Reach Extraction Point



**Stay away from this rebel helicopter patrolling the castle grounds. If you get caught in its spotlight, you face a barrage of heavy machine gun fire.**

The destruction of the two artillery pieces attracts the attention of a rebel helicopter equipped with a spotlight. Take cover along the eastern side of the castle to avoid being spotted—trigger-happy gunners in the chopper are just waiting for you to give away your position. Keep an eye on the chopper while you creep northeast toward the extraction point. A narrow path lined with trees leads down the hill to a road. The rebel helicopter concentrates its search around the castle, but be prepared to seek cover if the spotlight pans in your direction. As you approach the objective marker, a Stryker pulls into view on the road. Move to the back of the Stryker and hop inside to complete the mission—it's time to steal some tanks!



**The Stryker won't arrive until you get close to the extraction point. Move directly to the objective marker to trigger the rendezvous.**

# Ready For Bear

READY FOR BEAR



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Locate Tank Trainers
- 2: Lead Trainers to the Tanks
- 3: Lead Tanks to Reload Point
- 4: Reach Assembly Area
- 5: Reach Extraction Point

## Mission Briefing

The road to Mexico City is open. You have a chance to hit the guerillas hard by retrieving fifty M1A1 tanks offered to Mexico by the U.S. government. However, en route to the barracks where the tanks are parked, you're attacked by anti-aircraft weapons.

### 1: Locate Tank Trainers

Drop to the ground and engage the rebels positioned outside the barracks. Identify and eliminate the machine gun positions first.



The U.S. tank pilots responsible for training the Mexican military have been captured by rebel forces and are being held in a barracks north of the insertion point. Before assaulting the barracks, your team must cross an open field. Use the UAV drone provided to scout the area to the north and locate the hostiles lying in wait. Once you have an idea of where the tingos are positioned, move out and use the low terrain for cover. Drop prone as you get closer to the rebels and conceal your movement with smoke grenades. Open fire when the rebels are in view. Focus on silencing the two machine guns first, then engage the rest of the enemies. When the area is clear, proceed to the objective marker at the southern entrance to the barracks.



## FREE THE TANK TRAINERS



**Hold outside the barracks behind this low wall and try to draw as many rebels out as possible before moving inside.**

Take cover along the low wall just outside the barracks' main entrance and exchange gun fire with any hostiles to the north. HQ has zeroed-in on the trainers' position. They're being held in a building in the northwestern corner of the barracks compound, as indicated by a new objective marker on your HUD and tactical map. Fight your way into the barracks, using corner cover positions to scout for hostiles. Watch for a Panhard patrolling the southern side of the compound and act quickly to eliminate its gunner—don't worry about destroying the vehicle. Cautiously advance along the western edge of the barracks and eliminate all threats along the way.

**The Panhard patrolling the barracks is a huge threat. Hide behind a wall and peek out long enough to blast the gunner. The vehicle retreats once the gunner is dead.**



Move to the stone wall on the south side of the objective marker and prepare for the assault on the brig. Peek through the opening in the wall and fire on all visible rebels to the north. Position your team along the nearby wall to the east as you provide covering fire. When the grounds around the jail are secure, toss a couple of smoke grenades along the eastern side of the building where the trainers are held. Once a smoke screen is in place, step out into the open and activate your night vision. Aim through the windows of the jail and drop the rebel troops inside—don't use grenades, as they may kill the trainers! Watch for another tango positioned along the northern entrance of the building and take him down before the smoke dissipates. Before rescuing the trainers, move your team behind the sandbags near the jail's entrance. Finally, head inside the building and free the trainers at the objective marker.



**Deploy smoke in front of the jail, then activate your night vision to target the rebels guarding the trainers—don't forget to peek through the windows.**

## 2: Lead Trainers to the Tanks

Advance through this opening in the barracks' western wall on the way to the warehouse. Let your team handle the bulk of the fighting to avoid exposing the trainers to incoming fire.



Now you must lead the trainers to three M1 tanks in a warehouse to the west. But don't be too hasty.

Once the trainers are freed, a couple of rebels appear on a rooftop south of the jail. Try to spot them through the windows on the eastern wall. If you can't hit them, your team takes them out from their sandbagged position outside. The three tank trainers follow you, so order your team to lead the way west. A small opening in a wall to the southwest provides a quick path to the warehouse. But be prepared for another firefight as you encounter rebel troops. Hold back and call out targets for your team while tossing grenades at the rebels outside the warehouse.



**The warehouse entrance is on the eastern side of the structure. Make sure the area outside is secure before leading the trainers inside.**

Press on to the warehouse with your team leading the way. Move to the eastern side of the structure and activate your night vision before peeking through the entrance. There may be a couple of rebels inside if they weren't drawn out by the firefight, so proceed with caution.

Carefully scan the hall, then creep toward the tanks to the south. At the objective marker, the trainers go to their tanks and prepare to move out.

**Scan the dark interior of the warehouse for threats before rushing to the tanks.**



### 3: Lead Tanks to Reload Point

Use your night vision to better spot the tangers in the shaded area by the tunnel entrance.

The tanks are ready to roll, but they need ammo before they can defend themselves. It's up to your team to lead the tanks to the southwest. Gather your team and move to the building directly south of the warehouse. Pass through the covered driveway and assume a cover position on the eastern wall. Scan the area to the southwest to spot the mouth of a tunnel—you must lead the tanks through this tunnel. But first you need to pacify the resistance outside the tunnel. Target the rebel troops and machine gun position on the eastern side of the tunnel entrance. Soon after the firefight begins, rebel reinforcements arrive in a truck to the southwest. Gun down the rebels as they leap off the back of the truck to prevent them from



spreading out and seeking cover. When the fight is over, move toward the tunnel entrance and use the ammo box next to the mounted M60 machine gun.

**Take advantage of the ammo box near the tunnel entrance, especially if you're injured.**

Activate your night vision prior to entering the tunnel. Stay to the northern side of the road to avoid being crushed by the advancing tanks. Watch for a couple of rebels in the center of the tunnel. Gun them down before they can return fire. When you're about halfway through the tunnel, a rebel APC appears at the exit to the west and opens fire on the lead M1 tank in the convoy. Stay along the northern side of the tunnel and drop smoke grenades in front of your position to avoid drawing the APC's attention. Once your position is concealed with smoke, proceed to the second hole on the right and take cover. Then toss grenades at the APC to destroy it. Wait until the APC explodes, then exit the tunnel. A couple of tangers are positioned near the staging area, so utilize cover and be ready for more action before moving to the objective marker.



Use smoke grenades to conceal your team's position.

### MOVE TO THE RALLY POINT



While the tanks stock up on ammo, visit the rally point and replenish your own stores.

Upon reaching the staging area, a supply truck drives in from the south and sets up a rally point. Maintain the same team—rifleman, grenadier, and gunner.

For your weapon, choose the MR-C/AGL. Although the rifle has no scope, the grenade launcher proves useful at the end of the mission.

#### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Richard Allen	Gunner: Marcus Brown
Grenadier: Derrick Parker	Rifleman: Paul Smith	Gunner: Annibale Cruz
Rifleman: Matt Beasley	Grenadier: Bo Jenkins	Gunner: KC Kirkland

### HOLD POSITION

Holding off the enemy attack is easy when you are behind one of the M60 machine guns. Fire in short bursts to prevent the weapon from overheating, and don't let the rebels flank you.



HQ reports a large contingent of rebel troops approaching the staging area from the west. However, the tanks aren't finished loading up on ammo. You have to hold off the attack until the tanks can join the fight. Order your team to move behind the northern machine gun near the staging area—the sandbags provide some cover. Meanwhile, move to the other M60 and begin firing on the rebel troops to the west. Watch for movement to the northwest and gun down the attacking rebels before they can flank you. If they manage to move outside the M60's firing arc, engage them with your rifle. A rebel M2 Bradley eventually rolls into view to the west. The M60 can't penetrate the Bradley's thick armor, but you can still use it to pick off the machine gunner in the APC's turret. Take cover behind the sandbags until one of the M1 tanks is available. Access the M1 on your cross-com as soon as possible and order it to blast the Bradley—it only takes one shot. Return to the M60 and finish off the remaining rebel infantry to the east before making a move on the assembly area.

**Don't waste your grenades on the M2 Bradley. Instead, order one of the M1 tanks to knock it out.**





## 4: Reach the Assembly Area



**Don't let your M1 advance too far beyond this point. Keep it parked here and use it to engage the rebel troops to the west.**

Now that the tanks are armed, your team needs to help them clear a path to the assembly area to the northwest. Instead of

moving along the road, move directly west and cut in between the small buildings as shown on the map. While moving through these alleys, look to the south for a low wall topped with metal bars. From this position you can spot a few rebel troops and an M1 tank to the west. Order the tank under your command to move forward and engage the infantry—a pair of friendly M1s to the south take out the enemy tank. Don't let your M1 advance much further than the low wall where you're standing.



**Distract this rebel tank from the east while your M1 surprises it from the south. Otherwise, the enemy tank has a clear shot at your M1 as it passes along the road.**

Stay in the alley and move west until you spot another enemy tank in a courtyard. Stick to a corner to prevent being seen and toss a smoke grenade between you and the tank for further concealment. Fire a few rounds at the rebel tank until its turret rotates in your direction. Quickly back away from the corner and order your M1 forward. Watch its progress on the tactical map and order it to attack once it's directly south of the rebel tank. Your M1 attacks the rebel tank while it's distracted, scoring a couple of critical hits without facing return fire.

**Get your team involved when attacking the rebel units blocking the road to the assembly area. But make sure they have adequate cover, especially if they begin taking fire from the rebel tank.**



One more rebel tank is positioned on the road near the objective marker. Move to the southern side of the warehouse, next to the recently destroyed enemy tank. Scout the area to the north and call out targets for your team. Make sure you can see the rebel tank, but stay along the southern side of the warehouse to avoid getting hit. Once you've initiated a firefight with the rebels to the north, order your M1 to move forward and engage the rebel tank. Take cover and watch the tank battle on your tactical map. Issue movement orders as necessary until your M1 has a clear shot at the enemy tank. Keep up the pressure until the rebel tank and all surrounding units are destroyed, then proceed to the objective marker at the gate of the assembly area.

## NOTE

Instead of cutting through the barracks, try moving along the same path as your M1 tank. However, be prepared to spot and target the second enemy tank lying in wait in the courtyard on the northern side of the road. No matter how careful you are, the enemy tank will take the opening shot during this fight, scoring a critical hit on your M1's side armor. Your M1 should survive but it's better to flank and distract the enemy tank from the east while your M1 attacks from the south. It takes some careful coordination, but this is the only way to ensure your M1 takes no damage.

## ELIMINATE THE HELICOPTERS

**Use your grenade launcher to neutralize the three rebel troops on this balcony. You need to commandeer their machine gun to shoot down the helicopters.**



Soon after you reach the gate of the assembly area, HQ reports two incoming attack helicopters closing fast on your position. Equip your grenade launcher and move to the eastern side of the motor pool facility. Aim your grenade launcher at the balcony to the east where there is a machine gun positioned. As soon as you spot rebels on the balcony, fire a grenade at them. Keep moving and storm up to the balcony via a nearby ramp. Immediately hop behind the M60 and scan the skies for the rebel attack helicopters. Open fire as soon as they come into view and don't lay off the trigger until they drop out of the sky.

**Pump the rebel helicopters full of holes before they get a chance to turn their devastating weapons on you. The M60 makes quick work of the choppers.**



## 5: Reach the Extraction Point

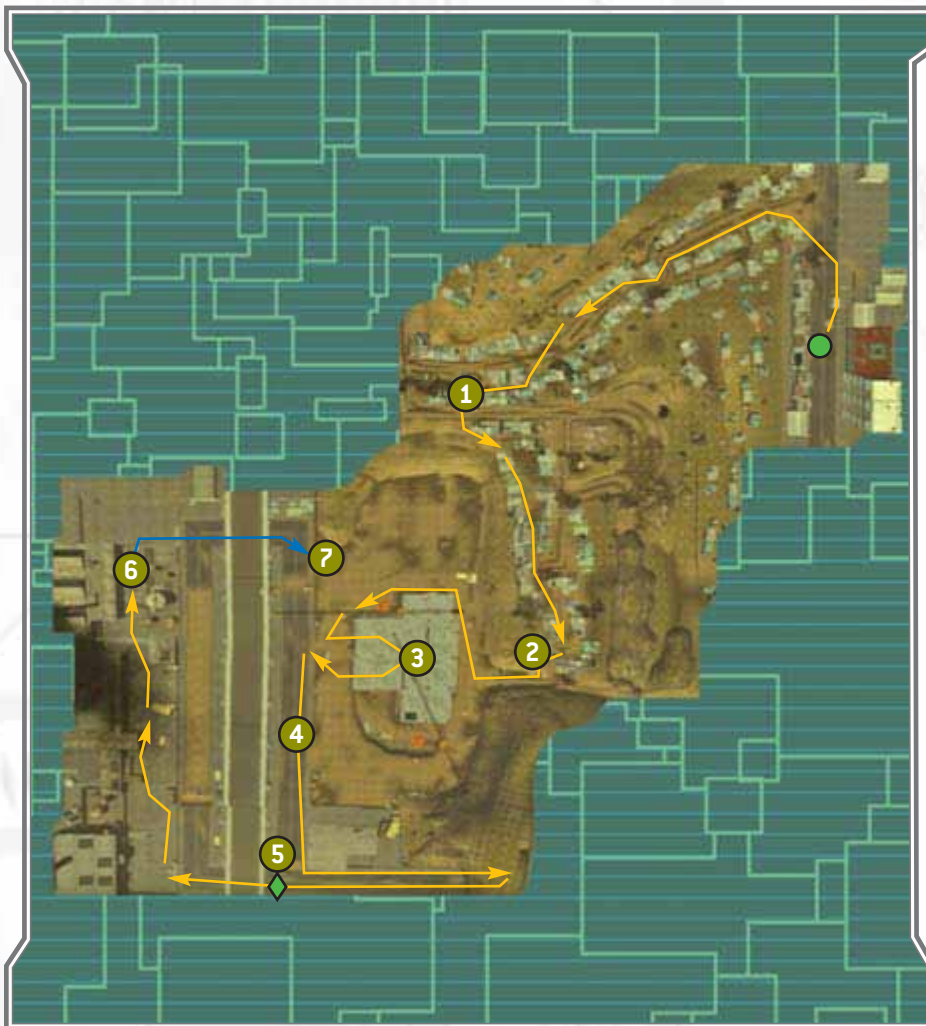
After downing the rebel helos, an extraction point is set up to the northwest. Before moving out, locate another machine gun positioned on the other side of the motor pool to the west. A few more rebels are located on this balcony. Hold your position and fire a few grenades in their direction to take them out—you'll need to aim high. When the rebels are neutralized, move to the extraction point and wait for a Stryker to arrive. The U.S. president is missing again, and it's Ghost Team's job to find him.

**Eliminate the rebels on the western side of the motor pool before rushing to the extraction point. This is a good opportunity to try long-range shots with the grenade launcher.**



# Quarterback

QUARTERBACK



## LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Reach Salvatore's Position
- 2: Reach Construction Site
- 3: Find the US President
- 4: Extract with President Ballantine
- 5: Move to Rally Point
- 6: Recover the Football
- 7: Reach Extraction Point

## Mission Briefing

Just as the rebel force seems to be losing the battle, President Ballantine is attacked by Aguila 7, the paramilitary group led by Ontiveros. The rebels have been using Guardrail IX to monitor all ground communications. Your orders are to save the U.S. president.

### 1: Reach Salvatore's Position

Take cover directly behind the Bradley to avoid getting hit by incoming fire from the north. Call out targets for the Bradley until the street is clear.



Captain Salvatore is pinned down in the shantytown west of the insertion point. You need to reach his position and provide support before searching for the president. But first, you need to find some cover. A Panhard and several rebel troops appear at the north end of the street. Order your team to take cover behind the car to the west while you move behind the Bradley just ahead. Use your tactical map to call out targets for the Bradley, starting with the Panhard. Stay behind the Bradley until it eliminates all threats to the north. Next, move to the eastern sidewalk and take cover beside the bus, scanning the western entrance to the shantytown for more rebels. Order the Bradley to move forward and engage any hostiles, then gather your team and cautiously approach the shantytown.





**Stay behind cover while the Bradley leads the way through the shantytown. This is the safest way to draw enemies out into the open.**

Advance through the shantytown with the Bradley in the lead and you and your team closely behind.

Always take cover while the Bradley moves ahead and monitor its progress on the tactical map. As it encounters rebel troops, order the Bradley to attack—you must manually target each enemy. Along the path to the west the Bradley will come under attack from another Panhard. If you can't spot the rebel vehicle on your tactical map, peek around a corner to make visual contact, then order the Bradley to take it out.



**Your team can assist the Bradley as it clears a path, but make sure they have adequate cover, preferably at corner positions.**

As the dirt road through the shantytown turns to the southwest, expect heavier resistance from rebel troops. But don't let the heavy incoming fire talk you out of your game plan. Continue pressing forward with the Bradley in the lead. You can help out by firing on rebel troops, but avoid moving into the open. A rebel equipped with an RPG is positioned at the far end of the road to the west. This is the only unit that poses a serious threat to the Bradley and your team. Keep your team on the northern side of the road and watch for the anti-tank unit to appear on your HUD or tactical map as the Bradley moves forward. As soon as the RPG-toting rebel appears, order the Bradley to take the shot. Don't expose yourself to this rebel unless you want to catch an explosive rocket in your teeth.

**This anti-tank soldier on a rooftop to the west must be eliminated as soon as possible. If not dealt with quickly, the rebel's RPG can destroy the Bradley and greatly hinder your team's progress.**



Now begin moving toward Salvatore's position to the south. Carefully make your way to the objective marker, leapfrogging from one corner position to the next. Order the Bradley to move forward as well and relay targeting info as you encounter hostiles. Things don't look good at Salvatore's position. He's been rendered unconscious due to serious wounds and his team members are all dead.

**No matter how quickly you move through the shantytown, you won't be able to reach Captain Salvatore in time.**



## 2: Reach the Construction Site

**Take cover and let the Bradley do the dirty work while advancing to the construction site.**

Apparently Salvatore and his men were close to the prize. HQ relays preliminary reports of President Ballantine last being spotted near a construction site to the south of your position. Once again, order the Bradley to lead the way while your team holds back behind cover. A rebel APC and several hostiles block the path to the construction site entrance, but it's nothing the Bradley can't handle. Due to the narrowing of the road, the Bradley can't advance all the way to the objective marker. Carefully move forward with your team, utilizing cover the whole time. The Bradley can still provide fire support, so give it attack orders as you encounter rebel troops. Even if it can't hit the enemies, its suppressing fire can allow you to move forward and flank the hostiles. Before rushing to the construction site, toss a couple of grenades toward the objective marker in an attempt to draw a couple of hiding rebels out of their cover. When it's clear, move to the objective marker and await the next set of orders.



**When you're just north of the objective marker, activate your night vision to get a better view of the tangerines hiding in the shadows. Try tossing a few grenades in their direction to draw them out into the open.**



### 3: Find the U.S. President

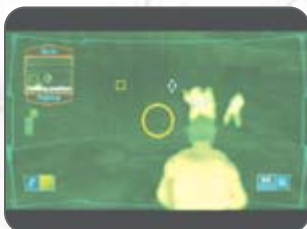
**Locate and eliminate this sniper on the roof of the western building before entering the construction site.**

HQ is now confident that the president is being held inside the large building at the construction site to the west. Before moving out, scan the top of the western building for a sniper. Once you have eliminated the sniper, cautiously descend the nearby earthen ramp leading down to the construction site. Engage any tangers along the eastern side of the building while moving north. Creep along the northern edge of the building. Eliminate all the hostiles outside before entering through one of the eastern entrances. Begin with the three rebels on the western edge of the roof. Toss a grenade onto the roof to get their attention, then gun down any survivors. Next, use cover on the western side of the building to engage a couple more rebels to the south.



**Spend a few moments clearing the building exterior before rescuing the president. The three tangers on the rooftop can be neutralized with one grenade.**

Once the grounds outside the building are secure, approach the northwestern entrance and prepare for the final assault. Activate your night vision once inside the dark building. The president is in a room to the east and guarded by two rebel soldiers. Advance your team to the corner position of this room and let them handle the two guards. When the firefight is over, move into the eastern room and approach the president to free him. But don't let your guard down! The rebels are in the process of staging a counter-attack.



**If you're not too confident in your marksmanship skills, order your team to assault the room where the president is being held. There is no margin for error in this rescue operation.**

### 4: Extract with President Ballantine

**Use smoke grenades to cover your exit from the building. Keep your night vision activated to spot enemies through the haze, including this sniper on the freeway to the west.**



As soon as the president is secure, move to the southern side of the room while ordering your team to the northern side. From the corner, watch for rebels rushing in from the west. The president will follow you, so be mindful of your actions. Wait for your team to gun down the invaders, then carefully make your way to the southwestern exit. Position your team at the corner opposite of the exit and let them clear the area outside. Next, toss a smoke grenade just outside the exit and wait for the smoke screen to grow. With your night vision still active, creep toward the exit and mow down any hostiles that come into view, including a sniper on the freeway to the west. Make your way outside under the cover of smoke and scan the grounds for more trouble. Order your team to lead the way to the extraction point, exiting through the opening in the fence to the west. While moving south to the waiting Stryker, a pair of rebel transport helicopters buzz over your head. Don't bother firing on them, just keep moving until the president is safe inside the Stryker.



**Pay no attention to the rebel helicopters buzzing past the extraction point—you'll deal with them soon enough.**





## 5: Move to the Rally Point



There are no hostiles between the Stryker drop-off area in the tunnel and the rally point, so don't worry about using cover.

President Ballantine is secure, but Ontiveros's men have gained possession of the nuclear football. As the Stryker moves to a new area, HQ tracks the football's position to a nearby industrial area. The Stryker drops off your team in a tunnel. Before proceeding to the football, head out into the street to the west where a supply truck has set up a rally point. The selection of teammates doesn't allow you to change the composition of your team, so stick with the same line-up. The MR-C LW is the best choice for your primary weapon.

### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Gunner: Marcus Brown	Grenadier: Derrick Parker
Rifleman: Matt Beasley	Gunner: Annibale Cruz	Grenadier: Bo Jenkins
Rifleman: Paul Smith	Gunner: KC Kirkland	Grenadier: Richard Allen

## 6: Recover the Football



The MRC LW is ideal for clearing out the industrial facility. Hold it out around corners to engage hostiles. It even has a decent zoom function.



From the rally point, turn west and take cover along the nearby truck. A group of tangeros to the west blocks the path into the industrial area. Hold near the truck and order your team to engage the rebels to the west. Fight your way into the industrial facility to the west and then veer north, heading toward the objective marker. Move along the eastern side of the facility while your team moves along the western side, using walls and other objects for cover. Put your new MR-C LW to use by firing around corners to pick off unsuspecting rebels. By the time you reach the objective marker to the north, the football is long gone—evacuated in a transport helicopter.



Leapfrog from one cover position to the next with your team until you can reach the objective marker. But the football is moved before you get there, carried away in a transport helicopter.

## 7: Reach the Extraction Point



You can board the Blackhawk at the extraction point, but this doesn't mark the end of the mission.

In an attempt to pursue the escaping chopper, an extraction point is set up to the east. Pass beneath the freeway and rush to the hovering Blackhawk at the extraction point. But don't relax just yet—the mission isn't over.

## Eliminate the Helicopters



Panhards are mixed in with rebel infantry on the ground, including this one driving along the bottom deck of the freeway. Destroy the vehicles and then target the troops.

Your efforts to follow the football are put on hold when the Blackhawk comes under attack by rebel units on the ground. Target the hostiles with the Blackhawk's mini-gun. A pair of transport helicopters also open fire on you. Focus on the ground units first, blasting the Panhards and infantry, then scan the sky for the two helicopters. Your pilot will maneuver the Blackhawk to get you some good shots. Shoot down one chopper and then set your sights on the last one, pumping it full of mini-gun rounds until it crashes in the industrial facility to the west. You're now clear to continue your pursuit of the football, but the rebels have secured themselves a hefty head start with this latest distraction.



Don't let the two rebel choppers divide your attention. Focus on one at a time until they both go down in flames.

QUARTERBACK





# Guardrail IX

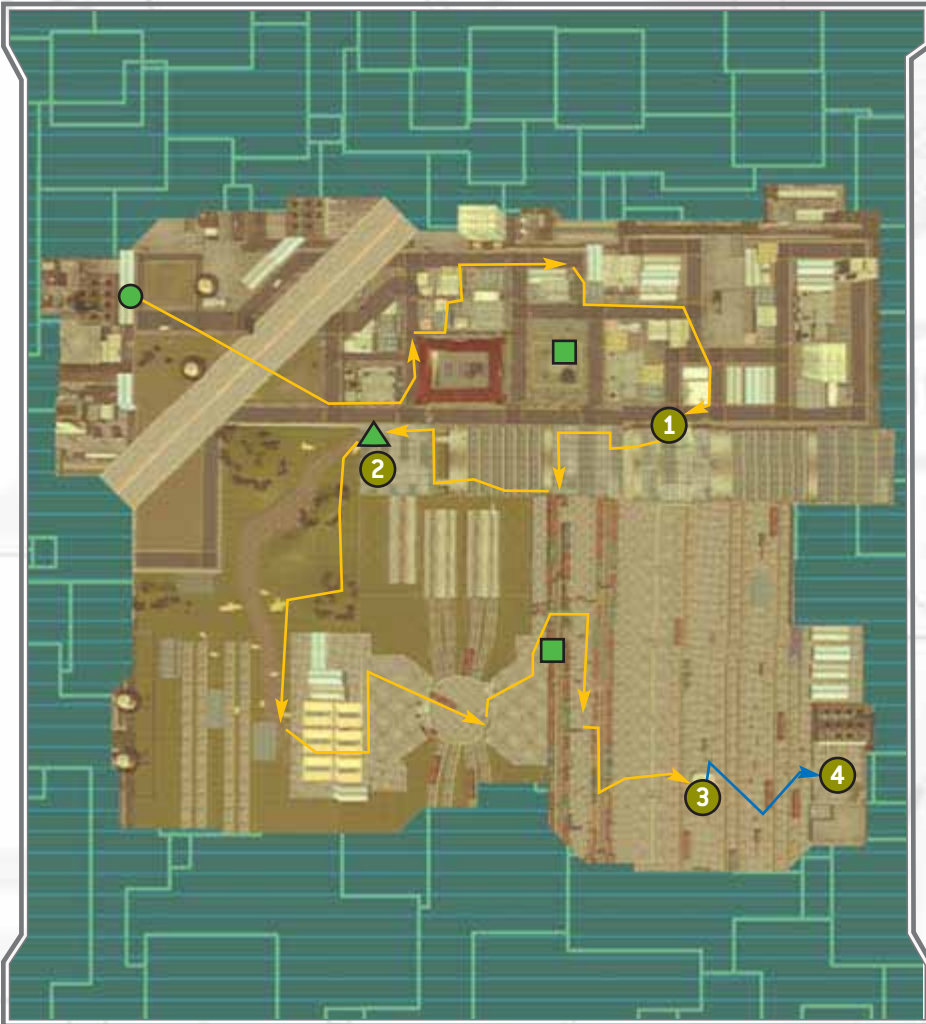
## 10: GUARDRAIL IX

### LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Move to Abandoned Train Station
- 2: Reach Drop Point
- 3: Disable Guardrail IX
- 4: Reach Extraction Point



### Mission Briefing

President Ballantine is secure, but the rebels have acquired the presidential suitcase—the football—containing all nuclear launch codes. The technical experts fear a connection with Guardrail IX. You must recover the launch codes.

### 1: Move to Abandoned Train Station

The area around the train station is crawling with rebel troops. Use your MR-C LW to scan every corner for threats.



The search for the football continues as your Blackhawk sets down near an industrial area. HQ has tracked the football to a large railroad yard to the south. You're sent in solo on this mission, but you do have the support of a UAV drone. Save the drone for later and head southeast, passing beneath the freeway and over the grassy field. Enter the southern street leading to the objective marker. This path is blocked by rubble so you need to find another way around. Approach the next corner to the east and use your MR-C LW to peek around the corner. Take a few seconds to gun down the rebel troops to the north, then cross the street and enter the alley to the east. A few more rebels are in the alley so take it nice and slow, using the gun camera to scout each branch.

**Eliminate this sniper to the east while moving along the northernmost street.**

Exit the alley to the north, then veer east along the northernmost street. After passing the first intersection, set your sights on the distant rooftops to the southeast.

Keep moving forward until you spot a sniper on top of the eastern buildings. Wait until he shows up on your HUD, then zoom in and pick him off with a quick burst. At the next intersection, cross to the eastern side of the street and take cover in an alcove. Scan the square to the south for hostiles. Engage the rebel patrolling near the truck, then hold in the alcove. Wait for a pair of rebels to rush around the corner to the southwest and gun them down from your covered position. Now bring the UAV drone to your position and use it to scan the square to the south. If it's clear, head south and use the ammo box.



## CAUTION

Don't fly the drone over the objective marker at the train station. The area is swarming with rebel troops and they'll blast the drone out of the sky.



**Take cover along the bus in this northeastern intersection when engaging the rebels to the south.**

From the square, keep pushing east along the northern street. Proceed to the intersection and take cover along the northern side of the bus. Peek around the

corners of the bus to eliminate a few tangeros to the south. From the back of the bus you may be able to spot several rebels positioned near the train station to the south. If you can't hit them, don't worry—you'll deal with them soon. Move south from the bus and cross the street ahead. Turn down the street to the east and keep pushing south. As you near the objective marker, toss smoke grenades at the next corner to the southwest and wait for a smoke screen to build.

Once the smoke is in place, peek around the corner and activate your night vision. Engage all the rebel troops guarding the entrance to the train station through the smoke screen. Finally, move to the objective

marker at the train station entrance.



**Drop smoke at this corner across from the train station entrance, and use your night vision to spot the rebels positioned behind sandbags.**

## 2: Reach the Drop Point

The train station is filled with rebel troops, including some positioned along the catwalks.



As you pass through the entrance of the train station, HQ updates your objectives. The whereabouts of the football are still uncertain, but Guardrail IX is located in the rail yard to the southeast. Before moving to Guardrail IX, you must fight your way through the train station to reach a kit container to the west. Move to the entryway leading into the central part of the train station and peek around the corner to spot a few rebels, including two in upper-level windows. Neutralize all visible threats, then enter to access the staircase leading to the catwalk system. While moving along the catwalk, search for more rebel troops on the ground. If you come under fire, drop prone and deploy smoke, if necessary. Your night vision can help cut through the clutter below, allowing you to spot the heat signatures of hiding troops. Slowly advance west along the catwalk and engage any threats that come into view.



**If you have a hard time spotting the hiding rebels, activate your night vision and zoom in with your gun camera to get a better view.**

As you enter the large storeroom filled with train cars and wooden crates, descend the stairs and keep moving west while staying along the southern side of the room. Many more rebel troops are positioned in this large room, so move slowly and use the MR-C LW at every corner. Climb over the flatbed car and through the boxcar before slowly entering the maze of crates. Expect to engage many hostiles in this area at extremely close range. If the enemies can't get an angle on you, they start lobbing grenades in your direction. Watch and listen for incoming grenades bouncing along the concrete floor and take cover accordingly. In the southwestern corner of this storeroom is another staircase guarded by a few rebels. There's also a couple guards positioned on the catwalk running along the western wall. Carefully pick them off and then climb the steps to access the catwalk leading into the next storeroom.

**When moving among the crates, you encounter rebels at dangerously close range. Stay behind cover as much as possible and hold your MR-C LW around corners to blast the enemies.**



The final storeroom is clear of threats, unless you count the five self-propelled artillery guns. Don't worry about destroying the guns below. Instead, advance along the catwalk to reach the next set of stairs leading down to the floor. The kit container is located at the base of the steps. This allows you to either keep the same weapon or trade it in for

an A550 sniper rifle or a SCAR CQC/GL. You'll definitely want the sniper rifle for the next leg of the mission.

**Move to this kit container at the northwestern corner of the train station and grab the A550 sniper rifle inside.**



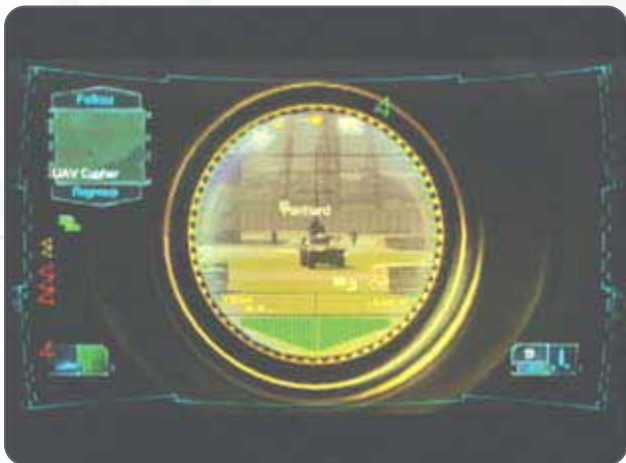


### 3: Disable Guardrail IX



**You won't be able to move out of the train station until you take out the sniper on this water tower to the west. Drop prone and use the stack of lumber for added concealment.**

You're now clear to go after Guardrail IX. Start by peering out of the western train station exit. Stay to the north of the stack of lumber near the exit and look for a water tower to the far west—a sniper is positioned here. Zoom in on the tower with your A550 to spot the sniper and take him down with one quick shot. If you have trouble spotting him, move the drone toward the tower until he shows up on your HUD.



**Keep an eye open for this Panhard driving around to the south. Pick off the gunner to render it harmless.**

After eliminating the sniper on the water tower, move outside to the small hill and scan the area to the southwest. Drop prone on the hill and watch for a Panhard moving around to the south. Zoom in on the gunner and take him out. It's easiest to hit the gunner as the vehicle is moving directly toward you. The report of your rifle gets the attention of some rebel troops to the southwest. Stay prone and pick them off one by one. Move to the next hill to the south and watch for more rebel troops to the southwest. Remember, the A550 can fire through cover, so don't worry about maneuvering to get a clean shot—just shoot them through the object they're hiding behind.



**Drop prone on the small hills southwest of the train station and engage the rebels to the south at long range. Remember, the A550 can rip through most materials, so the rebels aren't safe behind cover.**

Next, move to the warehouse to the east and take cover along one of the walls to the west. Peek inside the warehouse to spot a few rebels patrolling along the eastern side. Swing your rifle around the corner and quickly take them down. Then rush inside and take cover along one of the nearby crates. Watch for a few more rebels moving in from the east—they hide behind crates and barrels. Zoom in on their positions and pick them off until the eastern side of the warehouse is clear.

**Scout out the warehouse and locate the rebels before risking exposure. After taking out the first two hostiles, watch for incoming reinforcements.**



**Set up on the catwalk in the western side of the turntable facility and snipe the rebels to the east.**

The warehouse leads into a turntable facility, used to rotate locomotives and cars. While the western side of this facility is



clear, several rebels are on patrol to the east. Climb up onto the catwalk running along the western wall and drop prone. Peer through the short tunnels to the east to locate and eliminate the tangos. When you cannot spot any more threats from your perch, descend the steps and cautiously approach the turntable. Equip your M9 pistol while moving toward the eastern side of the facility. Stay near the car on the turntable and peek out to the east—another rebel may be in one of the tunnels. Be prepared to blast him with your pistol if he comes into view. Move through the eastern side of the turntable facility and exit through a door to the north.



**The three rebels patrolling the cargo platform won't show up on your HUD or tactical map due to jamming. Establish visual contact, then snipe them from the catwalk.**

You're now near the railroad tracks, just west of Guardrail IX.

Use the nearby ammo box to stock up, then approach the steps leading up to a catwalk crossing over a cargo platform. Crouch down and move east along the catwalk. Before descending to the other side, turn south and look for three rebels patrolling among the crates below—they won't show up on your HUD due to the scrambling of Guardrail IX. Hide behind one of the solid sheets of metal on the southern railing of the catwalk before standing up to eliminate all three rebel soldiers. Walk to one of the downed soldiers to the south and exchange your A550 for his 36K assault rifle. The rate of fire offered by the 36K is useful during the final assault.



**Guardrail IX is located in this large concrete control tower. Use the flatbed railcar for cover and target the rebels inside and on the roof. Move to the barrels on the other side of the railcar to engage the tangos standing near the tower's base.**

It's time to begin the assault on Guardrail IX. Move south and cross over a flatbed car to the east. Turn south again and move along the western side of another flatbed car. Take cover along the side of the car and peek over the top to spot a large concrete control tower—Guardrail IX is inside. Before rushing to take it out, you need to eliminate the guards protecting it. Start by dropping a smoke grenade in front of your position. Once a smoke screen is in place, activate your night vision and peek over the top of the flatbed car. Target the two guards inside the control tower before they can duck behind cover. Next, blast the two guards on the roof. While your smoke is still in place, climb over the flatbed car and approach the group of barrels on the other side. Take cover along the western side of the barrels and peek out around the southern corner to pepper another pair of guards standing along the tower's base.

**This is what all the fuss is about. Stick a C4 charge to Guardrail IX and get out of the tower before it detonates.**



Enter the control tower via a dug-out set of steps on the northern side of the structure. Inside, climb to the top level using the interior and exterior sets of stairs. Guardrail IX and the two rebels you killed earlier are located on the top floor. Grab a fresh 36K off one of the dead guards, then slap a C4 charge on Guardrail IX. As the 25-second timer counts down, run back outside and make sure you're clear of the structure before the charge detonates. But don't forget to turn around to witness the explosion and the eventual toppling of the massive antenna on top of the tower.



**This is why you don't want to be inside the tower when the C4 charge detonates. Make sure you're clear of the antenna as well, as it crashes down to the north.**

## HOLD POSITION



**While waiting for a Blackhawk, you need to hold off a rebel counter-attack originating from the east. Try to pick off as many rebels as you can before they reach cover.**

Your HUD and tactical map function normally once Guardrail IX is out of operation. HQ instructs you to hold your position until they can arrange extraction. Move along the north side of the tower and take cover by the western side of the low rectangular crate. Watch for several rebels scurrying along the tracks to the east. Open fire on the rebels before they can reach a covered position on the other side of the tracks. You can't hit them all, but thinning out their ranks early certainly helps. It won't be long before the rebels unleash massive volumes of fire on your position. Stay low behind the crate and toss a few smoke grenades to the east. Wait for a large smoke screen to form, then stand up and engage the enemies through the smoke with the aid of your night vision.

## 4: Reach the Extraction Point



**Don't run directly toward the extraction point until you eliminate all threats. Watch for a rebel hiding in the corner south of the extraction point.**

A Blackhawk eventually shows up to the east and waits to pick you up. Before rushing to it, make sure you've eliminated all visible threats on the other side of the tracks. Stay alert while crossing the tracks and be ready to drop prone and seek cover. Carefully make your way to the Blackhawk, engaging any stragglers along the way, including one hiding in a corner just south of the LZ. When it's safe, rush to the Blackhawk and climb aboard. Now that Guardrail IX is no longer a concern, U.S. forces are ready to begin a heavy push into Mexico City in an effort to bring an end to this coup.



# Bulldog

## 11 : BULLDOG

### LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Clear Convoy Route
- 2: Return to Blackhawk
- 3: Move to Rally Point
- 4: Secure General Martin
- 5: Reach Extraction Point

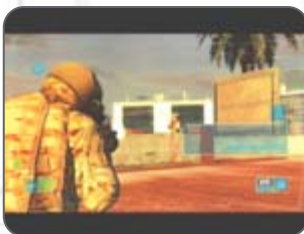


### Mission Briefing

Carlos Ontiveros has escaped with the football and taken refuge in the palace with his father, General Ontiveros. Since the loss of the nuclear launch codes, international tensions have increased, forcing the U.S. president to go to DEFCON 2. You must retrieve the football.

### 1: Clear Convoy Route

Be prepared to gun down a pair of rebel troops shortly after setting down on the roof.



U.S. armor units are beginning the push into Mexico City. However, rebel troops set up improvised roadblocks manned by anti-tank personnel. It's your job to scout ahead and neutralize the threats at each roadblock before the tanks can roll through. A Blackhawk drops you off on a rooftop just west of the first roadblock. Hold at the drop zone and aim your weapon at the northeastern corner of the roof. Two tangers rush onto the roof and try to gun you down. Don't let them surprise you.

## NEUTRALIZE THE FIRST ROADBLOCK



**Don't peek over the edge of the rooftop until you deploy some smoke. Otherwise you may get hit with an RPG round fired by the anti-tank gunner posted near the roadblock.**

The first roadblock is just a few yards away on the street below. Before taking a peek, toss a smoke grenade along the eastern edge of the roof. Wait for a smoke screen to form, then walk forward with your night vision activated. Glance down at the street below and scan for threats. Locate and neutralize the anti-tank gunner first, then deal with the rest of the rebel soldiers. When all of the threats are down, order the M1 tank under your command to move forward and blast the truck near the roadblock. Leave the M1 near this cleared position and proceed to the next roadblock to the east.

## NEUTRALIZE THE SECOND ROADBLOCK

**Move slowly and utilize cover while moving to the second roadblock. The rebel snipers posted along the way can end your mission with one shot.**

To reach the second roadblock, you must advance across several rooftops while watching out for rebel troop patrols and several trigger-happy snipers. Begin by moving south, but stop short of moving to the next roof. There is a sniper positioned on a low roof to the south and two rebel soldiers hidden among the ductwork on the adjacent roof to the southeast. Once they're down, advance east up a ramp, past a set of four white storage tanks, and then up a second, steeper ramp.



**None of the snipers are easy to spot, so take cover and watch for incoming tracer rounds. Once spotted, fire a few suppressing rounds before zooming in for the kill.**

At the top of the second ramp, immediately take cover behind the small structure to the east. Two snipers are posted ahead—one on a rooftop across the street to the northeast (near a satellite dish) and the other on another rooftop to the east. Eliminate both snipers, but watch for rebel troops moving up the ramp to the south. Move to the southern edge of the roof and drop prone to scan the next rooftop to the east while aiming down the ramp. The sun's glare may make it difficult to spot the rebels on this roof, so try switching to night vision to make their heat signatures pop out.

**Don't let the sniper hunt distract you from the rebels patrolling the rooftops. You can easily hide from the stationary snipers, but the patrolling soldiers are much less predictable.**

While moving east you eventually spot an M60 mounted on a rooftop. The gun is unmanned so don't worry about coming under fire. However, just below the gun, several rebel troops suddenly scramble into view. Stay behind cover and toss a grenade in their direction. Then mow down any survivors. On the next rooftop to the east, take cover behind the pallet of bricks to avoid getting hit by another sniper positioned on a balcony of the skyscraper to the east. Deal with the two rebels on the roof before taking out the sniper.



**The ductwork running along the rooftops are favorite hiding spots for rebels. Don't let them get the jump on you.**

As the street below turns south and then east again, follow the rooftops toward the objective marker. Use the ductwork along the roofs for cover and peek out to spot and target rebels. Before moving to the second roadblock, look for another sniper on an adjacent rooftop to the southeast hiding behind a large duct. If you can't get a good angle on his position without risking exposure, use a grenade to dislodge him. When the surrounding area is clear, creep toward the second roadblock, using smoke for cover. Peek over the roof and pick off the anti-tank gunner in the street below. Order the M1 forward while you eliminate the rest of the rebels. When the M1 arrives, order it to take out the truck in the street before moving on to the last roadblock.



**Use smoke to conceal yourself when attacking the second roadblock. Eliminate the anti-tank gunner first, before your smoke screen dissipates.**

## NEUTRALIZE THE LAST ROADBLOCK

**This is the only sniper threatening the journey to the last roadblock. But deal with the nearby rebel soldier before gunning for the sniper.**

The winding path to the last roadblock is much less treacherous, but you still need to stay on your toes. Stay behind cover while advancing to the next eastern rooftop. It's patrolled by a rebel soldier and watched by a sniper on a rooftop across the street to the northeast. As soon as these two threats are down, the path to the last roadblock is clear. You eventually spot a catwalk connecting two rooftops—don't cross it! Instead, toss a smoke grenade toward it. Wait for the smoke to spread, then move to the northeast corner of the roof, next to the catwalk. Activate your night vision to see through the smoke, then zoom in on the objective marker area to the north. A few tangles pop into view. Set your sights on the anti-tank gunner and squeeze the trigger. Blast the remaining rebels guarding the final roadblock to complete the objective.







Deploy smoke near this catwalk, then zoom in on the objective marker to spot the rebels gathered around the last roadblock.



## 2: Return to the Blackhawk

Lay waste to the rebel vehicles in the street with the Blackhawk's mini-gun. Even the rebel APC can't sustain the damage dished out by this bad boy.

When the last roadblock is clear of threats, a Blackhawk sets down on the rooftop to the north. Cross the catwalk and approach the chopper to board. It's time for a quick gun run, so get ready to knock down some rebels with the mini-gun. Start by blasting the rebel troops on the top floors of a skyscraper. The Blackhawk then swoops down over the street, allowing you to target several vehicles including an APC, a couple of Panhards, and a few trucks.

The two anti-tank gunners on the rooftops can knock the Blackhawk out of the sky with their RPGs. Identify and eliminate them before they can get a shot off.



Make sure the mini-gun is fully cooled as the chopper pulls to a hover near the rooftop M60 position you passed earlier. Several troops drop from a pair of rebel transport choppers onto the rooftops to the south. Open fire on the troops to the west first, then locate the anti-tank gunner on the nearby roof before he can fire an RPG. Next, watch for enemy movement around the M60. A second anti-tank gunner takes up a position on this rooftop. Even if you can't spot the gunner, pepper the rooftop with fire before an RPG slams into the Blackhawk. Prevent any rebels from manning the M60 as it can also inflict serious damage. Finish off the gun run by mowing down the remaining rebel infantry scattered across the rooftops. The Blackhawk eventually flies east, setting down in the street near a gathering of U.S. military vehicles.

## CAUTION

If an RPG round strikes the Blackhawk, you lose some health and suffer from temporary loss of hearing and blurred vision. Stay focused and keep firing to prevent a second and fatal hit.



## 3: Move to the Rally Point

At the rally point, be sure to take along Jhon Hume. His Zeus MPAR comes in handy later.

After exiting the Blackhawk, turn east and head for the rally point. This time you're granted access to Jhon Hume, the team's anti-tank gunner. Take him along, as well as a couple of riflemen in slots one and two. For your weapon, choose the standard MR-C, as you want a scope-equipped rifle for the next leg of the mission.



### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Grenadier: Richard Allen	Anti-Tank Gunner: Jhon Hume
Grenadier: Derrick Parker	Rifleman: Matt Beasley	Gunner: KC Kirkland
Rifleman: Paul Smith	Grenadier: Bo Jenkins	Gunner: Marcus Brown

## 4: Secure General Martin

Make frequent use of corner positions while moving to the crash site. Your team can handle most of the rebels on their own as long as you move them to safe positions.



Whatever task HQ had in store for your team is put on the back burner when General Martin's

Blackhawk is hit by anti-aircraft fire. Your new objective is to move west to the crash site. You can't reach the downed Blackhawk from the main street, so cut through the narrow streets and alleyways to the south. Head south from the rally point and follow the path drawn on the map. Order the team to take corner positions on the western side of the street. Hold back as they engage rebels to the west. When it's clear, move to the west and prepare to cut south. Watch for a Panhard patrolling to the far south and order your team to attack. One shot from Hume's Zeus MPAR knocks it out.



Jhon Hume's Zeus MPAR makes quick work of the two Panhards that your team encounters in the narrow southern streets.



After moving less than half a block south, prepare to move west at the next intersection. Peek around the corner first to spot another Panhard parked at the western end of the street. Order your team to attack it and watch as Hume tallies another vehicle kill with his Zeus. While moving west along the next narrow street, watch for enemies in the alleyways to the south—a well-concealed sniper sits on a rooftop corner. Keep pushing west, following the crooked alleyway.

**Don't let this sniper ruin your day. He's located on this rooftop corner in one of the southern alleys. You probably won't be able to spot him unless you zoom in.**



A big decorative archway structure sits in a large courtyard on the eastern edge of the crash site. The area is filled with rebel troops, so stay to the east and let your team engage them from a corner position. If necessary, deploy smoke in front of your team and join the fight, using your night vision to pick off rebels through the smoke screen. After downing all visible rebels, slowly approach the courtyard while aiming to the southern side of the courtyard. A sniper is positioned on a rooftop to the south, just beyond the tree. Since he's standing right in front of the sun, he's very hard to spot. Activate your night vision to highlight his heat signature, then target him through your scope.

**Take care of this sniper before moving through the large courtyard with the decorative archway.**



After securing the courtyard, lead your team through the archway to the plaza where the Blackhawk went down. Before moving to General Martin at the objective marker, position your team to the eastern side of the newsstand southeast of the downed Blackhawk. All three team members have adequate cover in this position and can engage rebels approaching from the west.



**Prepare for the rebel counter-attack before moving to General Martin by placing your team behind this newsstand. It's one of the few covered positions large enough for all three team members.**

## HOLD POSITION

**Take cover near General Martin's position and engage the rebels attacking from the western side of the plaza.**



General Martin has survived the crash and is located in the northeastern corner of the plaza. Move to his position at the objective marker and wait for new orders. HQ dispatched a pair of Stryker units for extraction, but it will be a few minutes before they reach your position. In the meantime, take cover alongside the newsstand by General Martin and watch for rebels approaching from the west. Your team handles the bulk of the action during the first attack wave from their southern newsstand position. Hold near General Martin and gun down any visible threats.

**Stay with General Martin throughout the attack, even as he moves to the western side of the plaza.**



When it's reported that the Blackhawk is about to explode, General Martin instinctively races to the western side of the plaza to take cover by another newsstand. Follow closely behind him and move along the northern side of the newsstand where he's positioned. This puts you much closer to the action, but stay near General Martin—if he dies, the mission is over. Peek around the newsstand and open fire on the rebel troops moving in from the west and south. Keep your team positioned at the same spot, behind the newsstand on the southeastern side of the plaza. Together, the overlapping fields of fire make quick work of the rebel attackers.

**Expect close encounters with rebel troops when fighting from the western side of the plaza. Stay behind cover and prevent the tangeros from establishing a line of sight on General Martin.**



## 5: Reach the Extraction Point

As the rebel attack comes to an end, the Strykers arrive to the south. Order your team to lead the way to the extraction point while you follow behind with General Martin in tow. Move to the objective marker at the back of the lead Stryker to complete the mission. Now that General Martin is safe, you can resume putting an end to the Ontiveros-led coup.

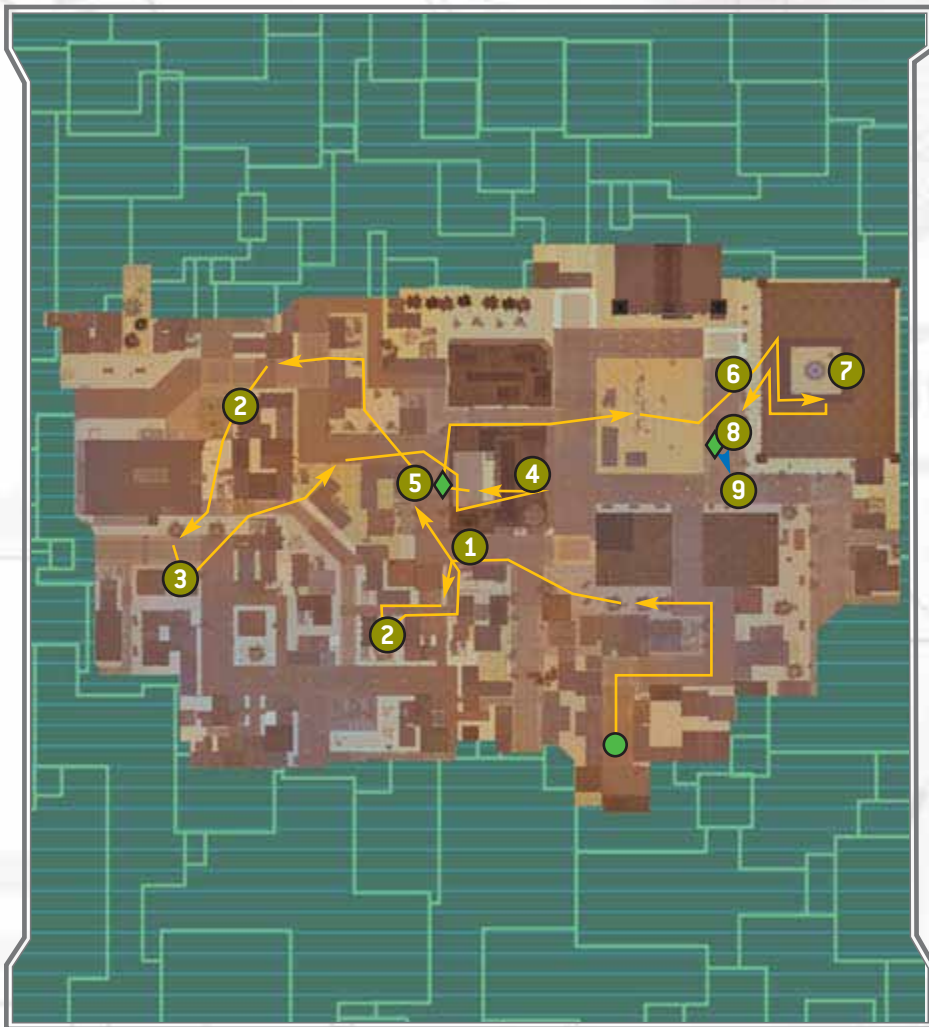
**The Strykers conveniently arrive just after your team has laid waste to an onslaught of rebel troops at the crash site. Better late than never.**





# Fierce Resistance

## 12: FIERCE RESISTANCE



### LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Reach Jammed Area
- 2: Neutralize the Jamming System
- 3: Secure the Zone
- 4: Protect General Martin
- 5: Move to Rally Point
- 6: Reach the Palacio Nationale
- 7: Arrest General Ontiveros
- 8: Move to Rally Point
- 9: Reach APC

### Mission Briefing

The last rebel soldiers are gathered in the palace and their resistance is crumbling. You are part of the final assault sent in to the palace to secure the launch codes.

### 1: Reach Jammed Area

Be careful not to walk into an ambush while proceeding to the jammed area. Eliminate the two rebels on the northwestern balcony, then deal with the rest of the rebels in the street.



The end of General Ontiveros's short-lived coup is in sight as U.S. forces move in on Zocalo Plaza. Your team's job is to clear a path for the main assault force. Start by moving north toward the Zocalo Plaza objective marker. You're then assigned a new objective marker to the west. Stop short of entering the intersection to the west and scan the building at the northwest corner for a pair of tangos positioned on a balcony. Take them out, then watch for more rebels in the street to the west. Help your team to dispatch the threats and move to the western objective marker.

## 2: Neutralize the Jamming System



Use corner positions in the alley east of the first HUD scrambler to fight off the rebel guards.

HQ needs your team to eliminate a pair of HUD scramblers in the next zone. Head for the southern device first, moving along the nearby alley. Take corner positions at the alley intersection and prepare to engage multiple tangeros to the west. While your team provides suppressing fire from the eastern corner, move to the western corner and help dislodge the tangeros by tossing a couple of grenades. Keep up the fight until the western alley is clear. The HUD scrambler is located in a small cul-de-sac between two buildings. Destroy it with a few shots, then retrace your steps back through the alley, heading north to the next device.



Don't fall victim to the two snipers positioned on this tall building to the west. Conceal yourself behind a smoke screen and zoom in on the rooftop to spot them.

The last HUD scrambler is located in a building to the northwest. While moving north, stop short of the wide intersection. There is a pair of snipers positioned on the tall building at the end of the street. Zoom in to locate and neutralize them.

Assault the last HUD scrambler from the northeast, using the alley and nearby van for cover.



Continue to the next scrambler by moving to the north edge of the map, then cut west through the narrow alley northeast of the objective marker. Before approaching the end of the alley, toss a smoke grenade ahead. From behind the smoke, peek out toward the objective marker and engage all visible rebels positioned behind the sandbags. While the smoke is still in place, order your team to move behind the van in the street to the west. From the alley, move to your team's position at the van and then to the bus parked along the street just north of the objective marker—use more smoke to cover your advance if necessary. There is a pair of rebels located on the second floor of the building where the HUD scrambler is located. Take them out from the bus using gunfire or grenades. Before moving in to take out the HUD scrambler, circle around to the western side of the building to ensure both second-floor tangeros are down.

Watch for a pair of tangeros on the second floor of this building. Engage them while taking cover along the side of the bus to the north.



## 3: Secure the Zone



You need to clear the street around the next objective marker before heading to the rooftop to call out targets for the Blackhawk.

Following the destruction of the last HUD scrambler, HQ instructs your team to move to a rooftop to the south and help designate targets for a Blackhawk. Cautiously move through the nearby alley to the south, but be ready to engage several rebels positioned near the building at the objective marker. Before exiting the alley, deploy smoke to the south. Creep behind the smoke screen and aim southwest to engage several tangeros near the objective marker, including a few behind the large bus in the street to the west.





## NEUTRALIZE THE ENEMY POSITIONS

Drop to a crouch on the rooftop and relay targeting coordinates to the Blackhawk, starting with the rebel snipers and soldiers positioned along adjacent rooftops.

At the objective marker, move into the building and climb the steps. Crouch down before reaching the rooftop. A low wall surrounds the perimeter of the rooftop, allowing you and your team to stay out of sight as long as you stay low. Move your team to the northeastern corner of the rooftop. Don't get too concerned if they open fire on rebels positioned along the nearby rooftops. As long as they stay behind the low wall, they should be fine. Meanwhile, move to the northern edge of the roof and wait for the Blackhawk to fly in. Use your tactical map to call out targets for the Blackhawk. The primary targets are a few landed Mi-28 helicopters, but deal with the surrounding rebel infantry first to reduce the amount of incoming fire. Next, target the Mi-28s, starting with the two on the roof to the north. A third Mi-28 is located on a roof to the southeast.

A few Mi-28 attack helicopters are parked on the surrounding rooftops. Order the Blackhawk to take them out with its mini-gun.



## 4: Protect General Martin



Eliminate the two snipers in Zocalo Plaza before they kill General Martin. Scan the cathedral and the roof of the palace to spot them.

Now HQ needs your team at the Majestic Hotel, located to the east. U.S. forces are moving in on

Zocalo Plaza and General Martin is going to try to coax Ontiveros out of the Palacio Nationale. Your job is to cover the plaza from the hotel and engage any threats should General Ontiveros's men put up a fight. The path to the hotel is clear of threats, so don't worry about taking cover on your way to the objective marker. Ascend the staircase inside the hotel until you reach a large balcony overlooking Zocalo Plaza. As General Martin orders Ontiveros to surrender, the General comes under fire. Immediately locate the two snipers to the east. One is positioned in the northeastern tower of the cathedral and the other is located on the rooftop of the palace on the eastern side of the plaza. Zoom in and pick off both snipers, then engage any other threats on the ground below. While on the balcony, identify the three rebel tanks in the plaza to the east—you don't need to destroy them now, but make a note of their positions.

### TIP

If Jhon Hume is still with your team from the previous mission, he can eliminate all three rebel tanks from the hotel balcony using his Zeus MPAR.

## 5: Move to the Rally Point



The rally point is located just outside the hotel, in the street to the west.

Neutralizing the two snipers triggers a new objective. Once you're finished on the balcony, return to the hotel entrance and approach the rally point outside. For the next phase of the mission, go with two riflemen and one gunner. This provides the best mix of weaponry for the firefight inside the Palacio Nationale. For your own weapon, choose the MR-C unless you're really accurate with the grenade launcher on the MR-C/AGL. The grenade launcher can be a great help in the final assault, but it can also present danger when used in the tight confines of the palace.

### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Rifleman: Matt Beasley	Gunner: Marcus Brown
Grenadier: Derrick Parker	Grenadier: Bo Jenkins	Gunner: Annibale Cruz
Rifleman: Paul Smith	Grenadier: Richard Allen	Gunner: KC Kirkland

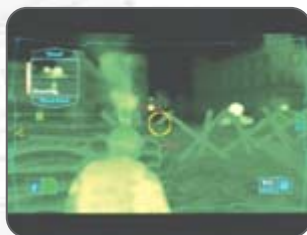
## 6: Reach the Palacio Nationale

The M1 is safest engaging the rebel armor from its starting point in the alley. Hold back while the tanks slug it out.



General Martin has survived the sniper attack, but he's lost his patience with Ontiveros. Your new orders are to reach the palace entrance on the eastern side of Zocalo Plaza. To aid your advance, Martin has given you command of an M1 tank. Head into the alley on the northern side of the hotel where the tank is waiting. Before rushing out into the plaza, order the M1 to engage the rebel tanks to the east. Wait until the M1 destroys both tanks, then rush out into the center of the plaza and take cover behind one of the sandbag barricades. Move the M1 to the southern side of the plaza and use it to engage several rebel troops gathered to the east along the southern side of the palace. Peek over the sandbags and help eliminate the rebel troops.

**Use the sandbags in the center of the plaza for cover while engaging the rebel troops outside the palace to the east.**



The rebel resistance isn't over yet. There are still several men loyal to General Ontiveros inside the palace. As soon as you approach the front door, they storm out in a desperate attack. Get ready for this assault by moving the M1 forward so it's just west of the palace door objective marker. Then move your team to the western side of the car parked in the street ahead. Finally, move to the sidewalk just south of the palace door and drop prone behind one of the planters. As the rebel troops pour out, call out targets for the M1 and fire off a few rounds yourself. The rebels won't stand a chance as they run headlong into the crossfire.

**Pre-position the M1 and your team to the west, then flank the rebels from this sidewalk to the south as they rush out of the palace.**



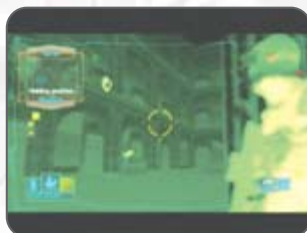
## 7: Arrest General Ontiveros



**The crates on the southern and northern sides of the palace atrium are the only pieces of cover large enough for your three-man team. Make sure they're behind cover before the shooting starts.**

Finally, it's time to storm the palace and take General Ontiveros into custody. Order your team to regroup, load a fresh magazine, and rush into the palace. The entrance leads into a large atrium, ringed by two upper-level walkways. There are no visible threats as you enter, but that won't last for long. Immediately move to the northern side of the room and position your team behind the crates between the center pillars. Next, move to the southwest corner of the room and take cover behind the nearby pillar.

**Use the pillars on the western side of the room for cover while moving south. Stop at each pillar along the way to engage rebel troops on the walkways above.**



By now, several rebels appear on the second and third floor walkways. Open fire as they come into view. During the firefight, carefully inch south along the western side of the room, jumping from one pillar to the next. Stay behind cover at all times and peek around both sides of each pillar to spot new targets. When you reach the south side of the room, scan the walkways above your team's position and those to the west. When all the rebels are down, General Ontiveros appears on the second-level walkway to the east—don't shoot him! U.S. troops respond by rushing in along the walkway above to secure him.

**When all his men are dead, General Ontiveros shows up on the walkway to the west and surrenders.**



## 8: Move to the Rally Point

**This is the last rally point in the campaign, so choose your team and weapons carefully.**



Following the intense firefight inside the palace, your guys could probably use some health and ammo. As if on cue, a supply truck arrives outside the palace and sets up a rally point. Gather your team and head outside to the truck. Go with riflemen in slots one and two and you have no choice other than Jhon Hume in slot three. You want a scope for the action ahead, so choose the MR-C as your weapon.

### Rally Point: Teammates

Teammate 1	Teammate 2	Teammate 3
Rifleman: Joe Ramirez	Rifleman: Matt Beasley	Anti-Tank Gunner: Jhon Hume
Grenadier: Derrick Parker	Grenadier: Bo Jenkins	—
Rifleman: Paul Smith	Grenadier: Richard Allen	—

## 9: Reach the APC

Although General Ontiveros has surrendered, his son Carlos is still on the run with the football's nuclear launch codes. Your battle isn't over yet. Move to the Stryker and load up for extraction. It's time to end this coup once and for all.

**This Stryker takes you to the next zone of the city, still controlled by Carlos Ontiveros and his loyal band of rebels.**





# NORAD on the Line

## 13: NORAD ON THE LINE



### LEGEND:

- = Insertion Point
- ◆ = Rally Point
- = Ammo Box
- ▲ = Kit Container
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Clear the Zone
- 2: Return to APC
- 3: Reach Angel Plaza
- 4: Neutralize Carlos Ontiveros
- 5: Reach Extraction Point

### Mission Briefing

The coup d'etat is over, but the football is still in Carlos Ontiveros's possession. International tensions are critical. You have minutes left to stop Ontiveros.

### 1: Clear the Zone



Get your team behind cover as soon as possible. They can return fire from the corner of this building while you take a position behind the nearby van.

Carlos Ontiveros's theft of the football's nuclear launch codes put the U.S. and other governments on edge. It's up to you and your team to hunt down Carlos and retrieve the codes. Your team comes under fire as soon as they step out of the Stryker at the insertion point. Quickly order them to move to the side of the adjacent building to the south. Follow behind them and wait for them to assume a corner position. Once they begin firing on the rebels to the south, dive behind the nearby van to the west. While taking cover on the northern side of the van, peek around the back and help your team eliminate the rebels to the south. This is a long firefight, so keep an eye on how much ammo you're consuming. Keep up the fight until all visible hostiles are down.



**When attacking the rebel outpost, move your team to the corner of this building while you take cover behind the newsstand across the street to the west.**

Another group of rebels defends a small outpost in the intersection to the south. To avoid getting cut down by the two M60s, hit this position from the western street. Head southwest and order your team to a cover position at the building corner. As they fire on the rebels, dash across the street to the west and take cover behind the green, dented newsstand on the sidewalk. Peek around the side of the newsstand and engage the rebels positioned behind the sandbag barricades. As long as the rebels stay put, you should be able to kill most of them from this angle. If the incoming fire is too intense, drop a smoke grenade in front of your position and use your night vision to target their heat signatures.

**Moving toward the destroyed APC triggers a rebel truck to drive in from the west. Make sure Jhon Hume has a clear shot with his Zeus MPAR.**



When the area around the objective marker looks clear, cautiously approach the destroyed APC in the street ahead. As you near the APC, a rebel truck pulls up in the street ahead on the western corner. Order your team to attack the truck—one shot from Hume's Zeus takes it out. With your team in tow, carefully move toward the objective marker and scan the area for any survivors. Use the sandbags for cover and clear the area.

## TIP

The streets are filled with the burnt-out remains of civilian and military vehicles. Because the vehicles are already destroyed, they won't explode, making them ideal for cover.

## 2: Return to the APC

**Chances are you need a fresh supply of ammo after those two long firefights. Use the ammo box at the rebel outpost before moving to the APC.**

After taking out the rebel outpost, you're ordered to move back to the Stryker at the insertion point. Before moving out, use the ammo box at the outpost to replenish your magazines and health. Next, move north to the objective marker where the APC is waiting. As the you approach the Stryker, it's destroyed by an Mi-28 attack helicopter. The good news is that HQ has tracked the chopper to Angel Plaza.



**You can't shoot down the chopper, so hold your fire and save your ammo for later.**

## 3: Reach Angel Plaza



**You can eliminate both snipers by peeking around the front and back of this bus in the western street.**

Since your ride is toast, you need to reach Angel Plaza on foot. Move along the western street leading directly to the plaza, but be prepared for a few stops along the way as you encounter hostiles. As you enter the red zone on the tactical map, look for a bus in the street ahead. Order your team to move to the nearby corner and let them engage the rebels in the street. While your team provides covering fire, move to the driver's side of the bus. Peek around the front of the bus and scan the rooftop to the south for a sniper. Take him out, then creep to the back of the bus to locate and neutralize another sniper on the same roof.

**Order your team to attack the Mi-17 as soon as it flies into view. If you don't take it out quickly, its door gunner may inflict some serious damage.**



Continue pushing toward Angel Plaza along the western street. After moving past the bus, look for a car parked on the western side of the street. Order your team to move to the north side of the car while you stay along the eastern sidewalk. While inching south, scan the skyline ahead to spot a patrolling Mi-17 transport helicopter. As the Mi-17 flies toward your position, order your team to attack it. Jhon Hume can shoot it down with one Zeus round. Alternately, you can make the chopper retreat by killing the door gunner.





**Watch for a sniper positioned behind this billboard to the southeast. Zoom in and activate your night vision to fine-tune your shot.**

After the chopper goes down, watch for rebel troops to the south. Seek cover and engage the enemies as they come into view. When all visible threats are down, creep south toward another bus parked in the street. Peek around the bus to engage a few more threats. Some more rebels are positioned in the market area southeast of the bus. Move your team to the low wall on the eastern sidewalk to engage a few of the rebels on the ground. Meanwhile, turn to the billboard on the rooftop to the southeast and look for a sniper hiding behind it. If you can't spot him, switch on your night vision to reveal his heat signature. Fire a few rounds in the crack between the roof and the billboard to take him down. Help your team finish off the remaining rebels in the market area, then push south toward the Angel Plaza objective marker.

## NOTE

Does this part of the city look familiar? It's the same area you cleared in the third mission. The APC and two trucks you destroyed at the beginning of that mission are still smoldering in the street to the east.

## 4: Neutralize Carlos Ontiveros



**Deploy smoke in the street ahead to cover your team's movement to the destroyed APC. Then use the smoke screen for concealment while engaging the rebels near the monument at the center of the plaza.**

Angel Plaza is heavily defended by Carlos's men. Stop short of the street leading into the plaza and take cover along the overturned bus to the east—make sure your team also stays behind the bus. Next, toss two or three smoke grenades into the street between the bus and the destroyed APC parked along the opposite sidewalk. Once smoke covers the street, order your team to move behind the APC across the street. While your smoke screen is still in place, peek around the side of the bus and activate your night vision. There are five rebels in the street and near the monument at the center of the plaza. Zoom in and take them all out before your smoke screen disappears.



**Use smoke and this compact car for cover while targeting the two rebels on the eastern side of the plaza.**

Move back behind the bus and watch for a couple of rebels on the western side of the plaza, not far from your team's position at the APC. Eliminate the western tangos, then focus on a pair of rebels on the eastern side of the plaza. Toss another smoke grenade toward the compact car in the street ahead. Wait for the smoke cloud to grow, then run over to the compact car. Using your night vision, zero in on the rebels to the west and mow them down while you are still concealed by the smoke screen.

**Move your team behind this low wall on the monument across from the embassy before the final attack. This position provides excellent cover and a good angle on the action that follows.**



After taking out Carlos's first line of defense, advance along the eastern side of the plaza toward the heavily damaged U.S. embassy—this is where Carlos makes his last stand. Take cover at the large monument across the street from the embassy, moving your team to the low wall in the northeastern corner. Set the ROE to recon to prevent them from engaging the rebels in the embassy until you've spotted them all. Side step to the low wall on the monument's northwest side and scan the exposed interior of the embassy for hostiles. There are four rebels inside, spread among the top two floors. Take cover at the low wall and drop a smoke grenade at your feet. This causes the rebels in the embassy to open fire, making your team respond. Stay low and wait for the smoke screen to grow and then stand up, activate your night vision, and zoom in on the embassy to pick off all four rebels.





**Conceal your position with smoke, then zoom in and engage the rebels in the embassy.**

Eliminating the rebels inside the embassy triggers a counter-attack by Carlos and the last of his men. Watch for rebels moving along the streets on the eastern and western sides of the embassy. Stay put at the monument and engage the rebels before they get too close to your position. When you hear a rocket slam into the street ahead, turn back to the embassy. Carlos is located on the roof of the embassy, firing RPG rounds at your position. Quickly zoom in and knock him off the roof before he can fire a second shot.



**The hostile on the embassy roof is Carlos Ontiveros. He's armed with an RPG, so take him out quickly.**



## 5: Reach the Extraction Point



**The extraction point isn't safe until all the rebel troops around the embassy are neutralized.**

Carlos's death and subsequent fall from the embassy roof has apparently damaged the football, rendering the launch codes useless. HQ shows their gratitude by dispatching a Blackhawk to the plaza for your immediate extraction. Before racing to the LZ, hold tight at the monument until the remaining rebels around the embassy are eliminated. When you can no longer hear any incoming gunfire, cautiously move to the western side of the plaza and board the Blackhawk to complete the mission. Now that the Mexican government is restored and an international incident averted, the Ghosts are free to go home. Good work, soldier!

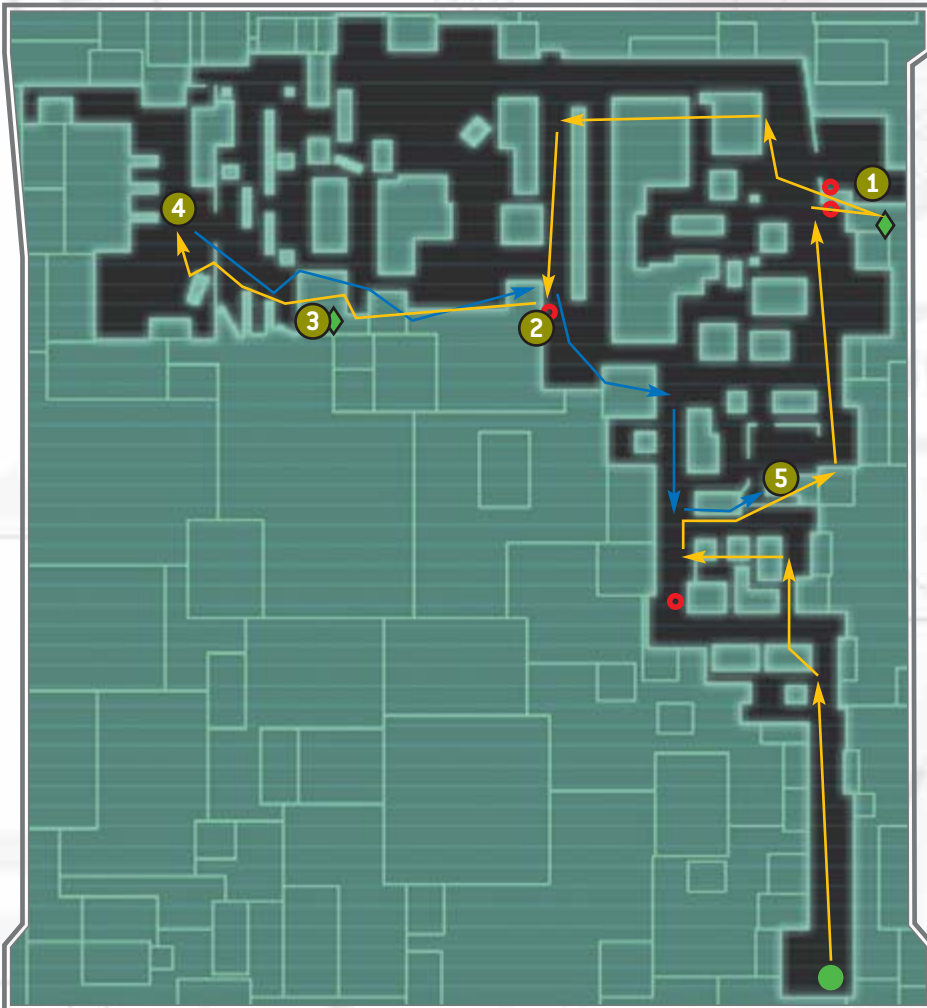


**This Blackhawk is your ticket out of here. It's time to say goodbye to Mexico City.**



# Industrial District

## 14: INDUSTRIAL DISTRICT



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Rendezvous with Allied Force
- 2: Ambush Enemy Convoy
- 3: Reach Ramirez's Position
- 4: Secure Tequila Factory Area
- 5: Move to LZ 2 for Extraction

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- MRC
- MK48 LMG
- M9 Pistol
- M96 Frag

#### Brown:

- MRC
- M95 Frag

### 1: Rendezvous with Allied Force

The streets look deserted now, but stay on your toes. Several hostiles are patrolling the area. Move slow and utilize cover to maintain the element of surprise.

Welcome to Mexico City. For your first op, you must rendezvous with Sgt. Ramirez. Ramirez has been conducting deep recon in the city to locate the wreckage of a Blackhawk that was carrying experimental equipment. Start by descending the freeway overpass—use the stairs to the south. In the adjacent street, advance along the western sidewalk and duck and crouch behind the two metal cubes. Watch for a tango walking out of an alley to the west. As long as you stay low and silent, he won't see you. Wait until he turns north, then zoom in on his head and squeeze off a short burst to earn your first stealth kill.



### TIP



switch your weapon to automatic mode for greater flexibility.

Weapons such as the MRC have multiple fire modes. The default burst mode is great for conserving ammo, but can be a serious liability in close-quarter firefights. If you're a disciplined shooter,

**Always peek around corners to scan new areas for threats. You're harder to see and hit while peeking.**

After downing the first enemy, continue north along the street and crouch behind the green dumpster at the corner. Peek around the dumpster to scan the street to the west. Another tango patrols in the distance. Use your scope and a quick auto-burst to eliminate him. From the dumpster, cross the street and enter the alley to the north—continuing along the street will put you in the sights of a machine gun nest! At the alley's dead end, turn west and cautiously approach the street. You eventually spot the machine gunner to the southwest, but don't worry, you're behind him. Take him out with a head shot, then equip a grenade before turning down the street to the north. There is a cluster of three enemies standing near a truck. While crouched, move out of the alley and begin tossing grenades at the group before they notice you. One well-tossed grenade can kill all three tangos, but keep tossing more (at varying distances) to ensure that nobody walks away.



**Grenades are the perfect weapons for eliminating tightly clustered groups of enemies, such as these unsuspecting tangos standing in the street. Try to make the first toss count because the enemies will scatter once they hear the grenade bounce toward them.**

Instead of heading northwest (toward Ramirez's position), head down the adjacent alley to the east as shown on the map. Shortly after moving into the alley, Ramirez reports that he's been spotted. This changes your initial objective marker, rerouting you to the Allied supply point to the northeast. While you move toward the Allied position, watch for more tangos moving along the streets. Stay low and peek around corners before moving out into the open. When you reach the street along the eastern edge of the map, face west and move north, constantly scanning for new threats.



**Keep your eyes peeled for enemy patrols while you move to the northeastern supply point. Shoot them before they see you!**



You eventually hear the sound of a chopper—a Blackhawk picking up a couple of Marines at the Allied supply point. Rush to the supply point to meet up with Brown. Save the game at the supply point and stock up on health and ammo, then run through the on-screen tutorial to learn the basics of issuing orders. Once Brown's ready to go, order him to man one of the two mounted machine guns on the crates facing west and make sure the ROE are set on assault. Before moving out, you're instructed to launch a UAV to locate Ramirez. Follow the on-screen instructions to successfully launch the UAV, then take control of the other mounted machine gun. Apparently that Blackhawk drew some attention. Soon after the UAV spots Ramirez, the gates of the Allied supply point explode and multiple tangos attack from the west. Those mounted machine guns now come in handy. Open fire on the hostiles, and don't worry about conserving ammo.

**The two mounted M60s at the supply point are essential to hold back the throngs of incoming tangos from the west. Just make sure Brown is on the other gun.**



## 2: Ambush Enemy Convoy

In the northern street, head to this pickup truck and turn south to spot the machine gunner. He can't rotate his gun in your direction, which gives you the clear advantage.



After defeating the attack on the supply point, you're given a new objective marker that leads you to Ramirez's position. Take the street to the north to advance west, as this path is clear of enemies. While moving, set the ROE to recon. This way Brown can call out targets without engaging them, making for a much stealthier advance. At the first intersection, turn south and stay along the western side. Further down the street to the south, there is a tango manning an eastern-facing machine gun—if you chose the southern route, you'd be in his sights! Pick him off before he spots you. A couple of other tangos may respond from the adjacent alleys.



**This mounted machine gun is perfectly positioned to ambush the enemy convoy. If you are controlling the gun, try to hit the gunner in the top of the vehicle first. Then unload on the car until it explodes.**

Once the tangos in this section are eliminated, HQ informs you of an approaching enemy convoy. This is a secondary objective, but it's easy to pull off if you put the available assets to work. Rush to the mounted machine gun where that tango once stood (number 2 on the map) and order Brown to man it. Keep the ROE on assault and Brown automatically opens fire on the lead armored car in the convoy as it approaches from the east. With the lead vehicle destroyed, the two trucks trailing behind stop. Order Brown to follow you and use grenades to destroy the two stalled trucks.



The trucks in the convoy stop outside of the machine gun's line of sight, but a few grenades are enough to reduce them to flaming wrecks.



### 3: Reach Ramirez's Position



The building ahead is the best place to stage the final assault on the Tequila factory. Use the supply point on the first floor to stock up on health and ammo as well as save the game.

Retrace your steps back to the machine gun (at number 2) and proceed west. There is another supply point located on the lower floor of a two-story structure. Use the supply point, then scurry up the nearby plank to the building's second floor. Peer out the western window to spot multiple tangeros on the ground and surrounding rooftops. Ramirez's position (at a Tequila factory to the west) is being peppered with automatic fire and RPG rounds. It's up to you and Brown to clear the area of hostiles.



From the second floor of this building it's possible to take out several tangeros surrounding the Tequila factory.



### 4: Secure Tequila Factory Area



Leap from one wooden crate to the next while moving toward the Tequila factory. Watch for more tangeros in elevated positions to the north.

Stay in the building at number 3 and pick off as many enemies as you can see. Start with the RPG-toting tango on the rooftop to the south. Next, zoom in to take out the two tangeros on elevated positions to the west and southwest. But don't neglect the enemies on the ground below, too. From the second-story window, lob grenades down on their heads until the ground is clear. Exit the building and cautiously advance west toward the railroad tracks, using the wooden crates for cover. Make sure Brown is in tow with the ROE set to assault. Eliminate more rooftop tangeros to the north while advancing on the Tequila factory. Take up a position at the factory's front gate and blast tangeros to the south and north until the area is secure.

The remaining tangeros can be eliminated from the factory's front gate. Make sure all visible threats are down before entering the factory grounds.



### 5: Move to LZ 2 for Extraction

Several tangeros patrol the area around the wrecked convoy and LZ 2. Be wary, because a hasty advance could lead to disaster.

Don't pat yourself on the back yet. The U.S. president's motorcade has been ambushed in Zocalo Plaza. Your new orders are to proceed to LZ 2 for immediate extraction.

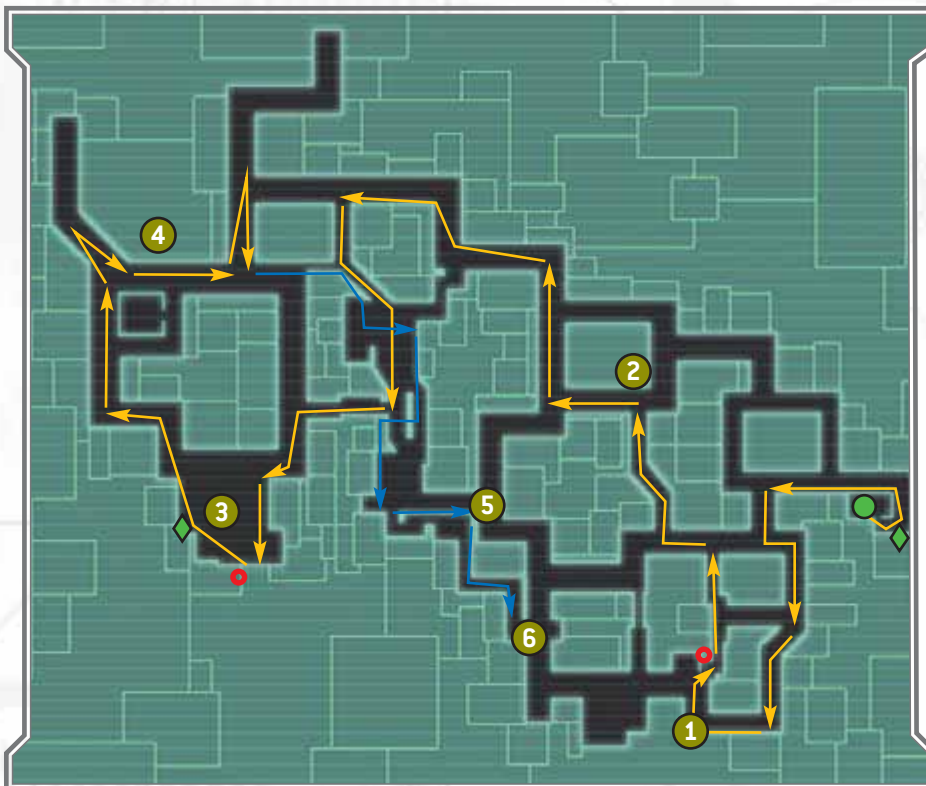
Return to the supply point (at number 3) and stock up and save, if necessary. Continue east to the ambush point. Several tangeros surround the wreckage of the trucks you destroyed earlier. Zoom in and peek around the trucks from a distance, picking off tangeros as they come into view. Stay on guard as you approach LZ 2. A couple more tangeros may stand guard in this area. Use this opportunity to score some additional stealth kills. Upon reaching LZ 2, a Blackhawk will fly in from the west and descend. Just make sure it doesn't land on your head.



Stay clear of the Blackhawk while it lands. Wait until it touches down, then move toward it to complete the mission.

# Suburbs

SUBURBS



## LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Assist Bravo Team
- 2: Reach President's Last Known Position
- 3: Create a Diversion
- 4: Regroup at Parking Garage
- 5: Escort President to Extraction Point
- 6: Move to Extraction Point

## EQUIPMENT LOAD-OUT:

### Mitchell:

- SCAR-H
- A550
- M9 Pistol
- M96 Frag

### Ramirez:

- SCAR-H
- M96 Frag

## 1: Assist Bravo Team



The tangers in the streets can use cars and planters for cover. If you can't hit them with gunfire, try a grenade.

In this mission, your primary objective is to investigate the last known position of the president's motorcade. However, Bravo team is pinned to the southwest and could use some back-up. Although this is a secondary objective, the remaining tasks are easier if you give Bravo a hand now. Carefully descend from the rooftop using the two ladders and make your way to the street below with Ramirez in tow. In the adjoining alley, note the supply point in the corner, as you may need to come back here for health and ammo. Move into the street and watch for two or three tangers to the west.





These tingos are so focused on pinning down Bravo that they won't notice you flanking them from the east.

Follow the path plotted on the map, heading south along the street to Bravo's position. Use cars and planters for cover while moving along the southern street and keep your eyes peeled for tingos on the rooftops. Your HUD and communications may flicker a bit while moving through this part of the city due to enemy jamming. Bravo is pinned down by a number of hostiles positioned behind a concrete barricade as well as a machine gun nest. Flank the enemies hiding behind the barrier first by hitting them from the east. When they're all down, approach the concrete barrier and turn north to take out the rooftop machine gunner—this is a good opportunity to use your sniper rifle. Once you have eliminated the hostiles, Bravo can proceed with their mission of eliminating the enemy's jamming gear.



Finish off the enemy machine gunner with one well-placed round from your sniper rifle.

## 2: Reach President's Last Known Position

Order Ramirez to hold on the western side of the plaza while you take to the nearby rooftop with your sniper rifle.

Now head north to the plaza using the alleys shown on the map. The wrecked vehicles of the president's motorcade are all that populate the plaza now. You're given orders to hold the plaza until a new plan can be devised. In the meantime, several enemies are moving in from the west. Order Ramirez to move and cover from behind one of the planters on the eastern side of the plaza. Then you can move to the rooftop position to the south using the ladder in the nearby alley. This elevated vantage point is an excellent sniping position.



## TIP

If you chose to help Bravo out, they take up positions on the western rooftops overlooking the plaza, catching the enemy attackers in a crossfire.

The first wave of attackers approaches from the southwest corner of the plaza. Equip your sniper rifle and zoom in on this corner, picking off tingos as they run into view. Most importantly, watch for the incoming armored car and take out its gunner. When the first wave dies down, turn to the northwestern corner of the plaza and open fire on the attackers. A second armored car approaches from this direction too, so be ready to draw a bead on its gunner before he can target you or Ramirez. Finish clearing out the plaza before returning to ground level.

The gunners in the armored cars pose the biggest threat, so pick them off as soon as they drive into view.



## 3: Create a Diversion



The street leading to the parking garage is covered by a couple of tingos on balconies. Use objects like this car for cover while engaging these enemies.

Once the plaza is secure, HQ orders you to move to a parking garage to the northeast. Use the street shown on the map to advance toward the garage, but watch for a couple of tingos positioned on balconies along the way. When you're about a block away from the parking garage, you're ordered to head south and create a diversion to attempt to draw enemy forces away from the rally point. Cut south through the nearby alley. There are a few tingos in the alley, including one on an elevated walkway. Eliminate them and continue on to the new objective marker.



The area around the tanker truck is defended by multiple tingos, including this machine gunner to the far south.

Take the side alley that branches off to the west, but don't rush to the objective marker yet. Exit the alley and take cover behind the nearby planter while scanning the area to the southwest for enemies. While Ramirez opens fire, equip your sniper rifle and start picking off tingos. As the action dies down, step out into the street and aim south to engage a rooftop machine gunner.





**Make sure Ramirez is in position behind the machine gun before you destroy the tanker truck. A counter-attack will occur almost immediately after it explodes.**

Destroying the tanker truck in the adjoining courtyard is a sufficient diversion, but it's best to set up your defenses before setting off the fireworks. With Ramirez in tow, head to the southern end of the courtyard and climb to the rooftop where the machine gun is positioned. Order Ramirez to take control of the machine gun while you lob grenades at the tanker truck until it explodes. This gets the attention of the enemy troops at the parking garage, who immediately flood the area from the streets to the northwest and northeast. Ramirez engages all attackers with the mounted machine gun. Help him out by picking off targets with your sniper rifle, particularly the gunner in the armored car approaching from the northwest. Once the attack subsides, you can head for the parking garage to the north. Before moving out, stop at the supply point to the west to save your game and restock on health and ammo—by now you definitely need more sniper rounds!



**Help Ramirez hold off the enemy counter-attack by blasting incoming troops with your sniper rifle.**

## 4: Regroup at Parking Garage



**Move to the western side of the parking garage to draw a bead on the tangos firing RPGs. Once again the sniper rifle comes in handy.**

The parking garage is a busy place, which requires you to complete a series of time-sensitive mini-objectives. At the moment, Bravo is pinned down at the garage, protecting the Mexican president. You need to alleviate some of the pressure before a Blackhawk can land for their extraction. To start, clear the south side of the garage by engaging the tangos at street level. Shortly after this, Bravo reports that they're under fire by RPGs. There are three RPG-toting tangos surrounding the parking garage, firing their rockets from rooftops. You can spot all three from the western side of the garage. There are two on the south side of the garage and one to the west. You can eliminate the two to the south with your sniper rifle. But the one on the western rooftop is harder to hit directly. Consider tossing a grenade on the rooftop to take him out. Once you have dealt with the RPG threat, a Humvee attempts to leave the parking garage. Move to the southwest corner of the garage and cover the Humvee while it escapes. Engage the tangos to the east to divert their attention away from the Humvee.



**Clear the street in front of the building slated for demolition prior to placing explosives. If you don't, the tangos gun you down while you attempt to plant the charge.**

Soon after the Humvee gets away, HQ relays info about two tanks moving in on the parking garage. You're instructed to demolish a building to the east to block the connecting streets with rubble. Quickly move to the eastern side of the parking garage and order Ramirez to cover the street running north. Move along the western side of the street and take cover behind the green car. Turn east to pick off two tangos in the street near the objective marker. When they're neutralized, rush to the objective marker and place a charge. The explosives are automatically set to detonate in 25 seconds. Run back to Ramirez's position and take cover along the southern side of the parking garage until the demolition is complete.



**A trio of snipers must be neutralized before the Blackhawk can approach for Bravo's extraction. Put your own sniper skills to work to eliminate these threats.**

Now that the tanks are stopped, Bravo is just waiting for the Blackhawk to arrive. While waiting,

HQ marks three snipers surrounding the parking garage that must be eliminated. The two to the west and one to the east can all be eliminated with your sniper rifle. The Blackhawk finally arrives, but it is hit by an RPG as it hovers over the parking garage. It's up to you and Bravo to get the Mexican president to an alternate extraction point to the southeast.



## 5: Escort President to Extraction Point



**While advancing to the extraction point, watch the ground as well as the rooftops. The tangers on the ground pose a direct threat to Bravo and the Mexican president.**

Following the Blackhawk crash, a gate to the east opens, providing access into an alleyway. Order Ramirez to cover you while you enter the alley. In the alley, take cover behind the crate just in front of the ladder. Order Ramirez to catch up and make sure he's in position to cover you before you climb the ladder. Bravo will escort the president at ground level while Alpha (your team) moves along the rooftops. Once you make it up the ladder, order Ramirez to follow and begin pressing south toward the extraction point. Scan the rooftops and the alley below for threats and eliminate them before they can target Bravo. Use the crates and other objects for cover while moving forward. As you clear a path, you must give Bravo go commands to keep up with your advance. If Bravo reports being pinned, identify their attackers (usually at ground level) and blast them before they assassinate the Mexican president. Pause at the rooftop just above the extraction point and hold off the tangers to the north and east while the president is loaded into a Humvee. The enemy attack here is unrelenting. Just keep firing and tossing grenades until the Humvee can escape.

**Cover the Mexican president while he makes his getaway. Watch for tangers to the north and east.**



## 6: Move to Extraction Point

Now it's time for you to get out of here. As soon as the Humvee carrying the president escapes, begin moving south and scurry across the rooftops to your own extraction point. Don't worry about fighting off the tangers at the president's extraction point—they won't follow. You eventually come to an alley where a Humvee is waiting. Descend the ladder to ground level and approach the Humvee at the end of the alley to complete the mission.

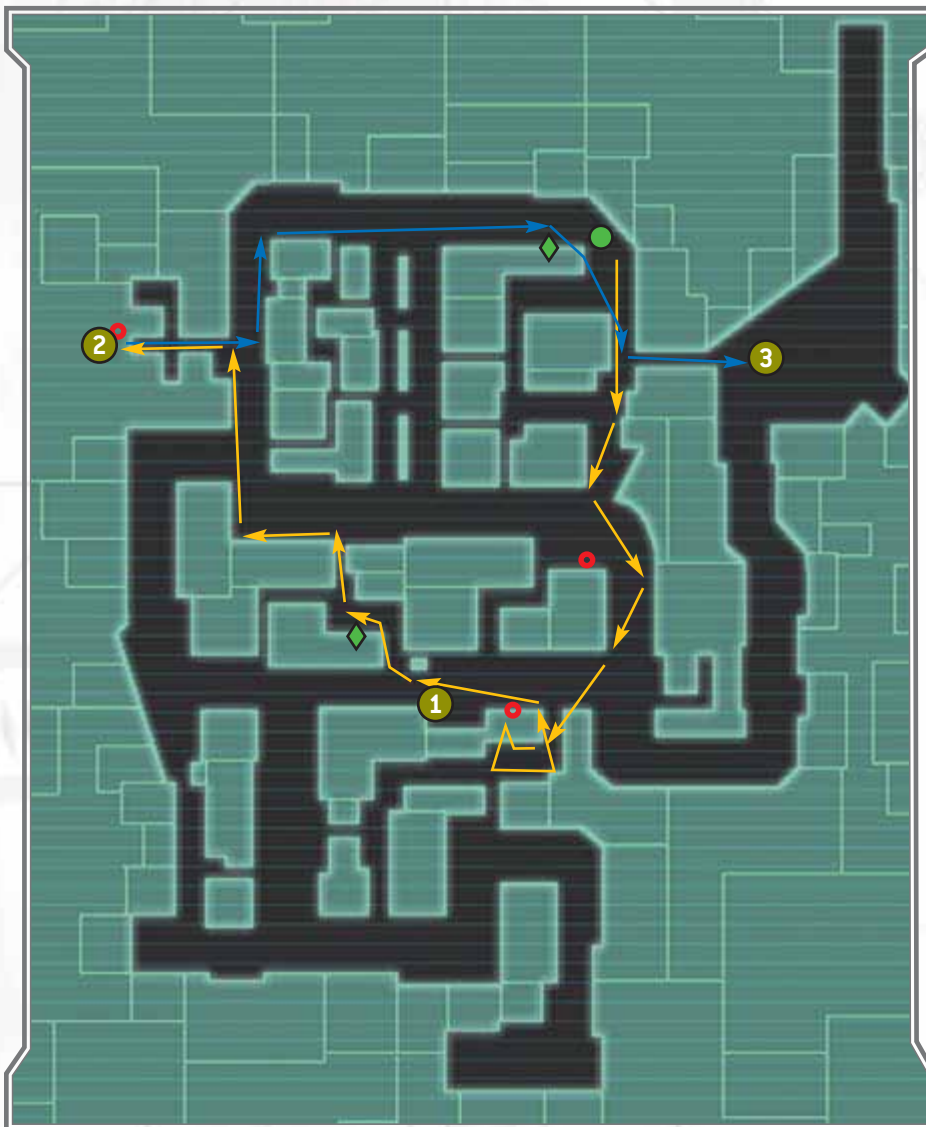


**Finally! This Humvee is your ticket out of here!**



# Downtown

## Phase 1



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Ambush Rebel Convoy
- 2: Destroy Enemy Helo/Fuel Depot
- 3: Rendezvous with APC for Extraction

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- M8/GL
- M95
- C4

#### Ramirez:

- M8
- M96 Frag

### 1: Ambush Rebel Convoy



Take cover in the street to the south to evade the incoming helicopter attack.

The chaos erupting in Mexico City is the result of a military coup. In this mission, you're tasked with disrupting rebel logistics, beginning with the destruction of a convoy heading for the embassy. As soon as your team is dropped off, an enemy attack helicopter rakes the street to the west with automatic fire. Immediately move south to evade the aerial attack. Eliminate any tangos in the alley to the west, but keep pressing south using the dumpster on the eastern side of the road for cover.





**The street to the south is crawling with tangos, including one positioned behind a machine gun. Break out your sniper rifle and go to work.**

Several tangos patrol the street to the south. Use your sniper rifle to pick them off one by one. While you engage enemies to the south, make sure Ramirez is behind you to pick off any enemies approaching from the western alley that might attempt to flank you. But keep the ROE set to recon to prevent him from moving ahead of your position. When the street looks clear, cautiously move south to the next intersection. Leapfrog across the intersection, using the parked cars for cover. Continue south toward the next intersection and watch for two tangos patrolling from the western street. Quickly target them with your sniper rifle before they can seek cover. At the intersection, peek around the corner to the west to scan the street. Two more tangos can be spotted and eliminated from this position.



**Keep the ROE set to recon while advancing toward the ambush point. Order Ramirez to move and scout ahead while you hold back with the sniper rifle.**

As soon as the street to the west is clear, begin preparing for the ambush. Although the convoy starts its journey to the south, the

vehicles eventually travel along this street, approaching from the west. Locate the red newsstand on the southern side of the street. There is a telephone pole just west of the newsstand. Place a C4 charge in the middle of the road so it's in line with the telephone pole. This telephone pole is easy to spot from a distance, so you can easily gauge where the convoy is in relation to your explosives. With the C4 in place, move into the nearby alley to the south. Approach the ladder on the north side of the alley, but don't climb it yet. Equip your grenade launcher and turn to the southwest. Two tangos are standing on a balcony in the adjacent street to the south. One grenade fired between the two enemies should be sufficient to take them out.

**Plant C4 in the road along the convoy's route. Make note of nearby landmarks so you can remember where the charge is placed.**



By now Bravo should indicate that the convoy is on the move. Climb the ladder to reach a rooftop position overlooking your ambush zone. There's a mounted machine gun on the roof, but you won't need it. Instead, stay on the rooftop and wait for the convoy to approach. Make sure the ROE is still set to recon to prevent Ramirez from opening fire and giving away your position. HQ has allocated artillery for this objective, but you begin the attack with your C4. The three-vehicle convoy is led by an armored car. As the convoy moves west along the street, equip your C4 detonator. Wait until the car is just past the telephone pole and then detonate the explosives. This destroys the armored car and possibly the truck behind it. Immediately call in artillery on the truck at the rear of the convoy. While you wait for artillery to fall, saturate the area around the trucks with grenades to prevent the rebels from seeking cover. The artillery should finish off the trucks, but if it doesn't, use grenades to finish the job.

**This rooftop position is perfectly suited for the ambush. Use the C4 to destroy the lead vehicle, then use artillery and grenades to demolish the trucks trailing behind.**



## 2: Destroy Enemy Helo/Fuel Depot

With the rebel convoy reduced to smoldering rubble, return to the street below and move northwest, ducking into the alley with the supply point. HQ wants you to destroy an enemy helicopter as well as a fuel depot. Fortunately they're located next to each other. Once you are fully healed and supplied, continue moving north through the alley until you reach the next street. Turn west at the corner and pick off a tango standing next to a green hatchback. Once he's down, rush to the southern side of the parked car and scan the street to the north for more tangos. Use your sniper rifle to pick off hostiles to the north while Ramirez covers the street to the east. Watch for more enemy



movement to the north and east before proceeding toward the next objective marker.

**While en route to the next objective, eliminate the tango standing next to this car. Then use the car for cover while you engage more threats.**

Move north along the street and watch for an alley to the west—you should hear the helicopter now. In this alley, climb the westernmost ladder to access a rooftop overlooking the helipad. Use the mounted machine gun on the rooftop to destroy the helicopter. Next, call in an artillery strike on the fuel depot just beyond the scorched remnants of the helicopter. This completes your objectives in this area of the city. It's time to get out!

**Don't waste your last artillery strike on the helicopter! Instead, blast it with the mounted machine gun and have the artillery take out the fuel depot.**



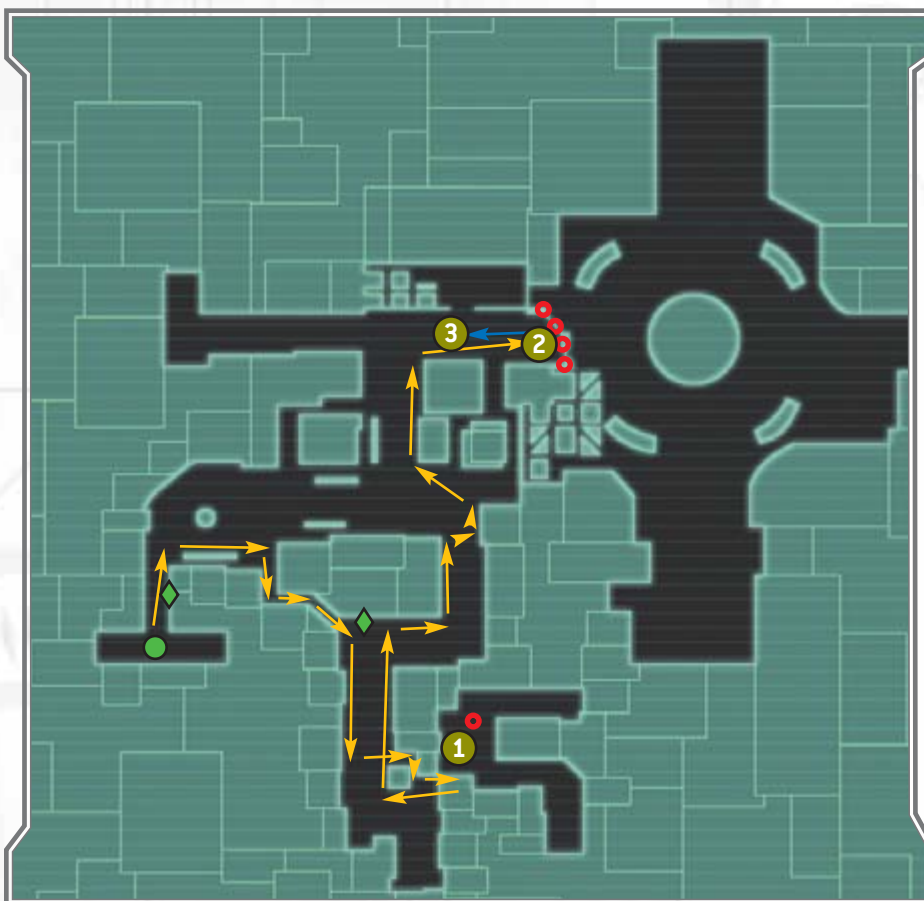
### 3: Rendezvous with APC for Extraction

Your extraction point is on the opposite side of the map, to the east. Exit the alley and turn north, moving along the street. As the street turns east, take cover behind the car at the intersection and scan for threats. Keep the ROE set on recon to avoid starting any unnecessary firefights. If the street is clear, cautiously move west. When you pass the plaza to the south, watch for more tangos but avoid engaging them unless they see you. Keep moving west and, if necessary, stop at the supply point. Follow the street as it turns south, then move through the alley to the east to reach the extraction point.

Even after completing your objectives, the city is still crawling with rebel troops. Quietly make your way to the extraction point, utilizing cover along the way.



## Phase 2



#### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

#### OBJECTIVES:

- 1: Rescue Bravo Team
- 2: Reinforce/Defend the Embassy
- 3: Reach Extraction Point

#### EQUIPMENT LOAD-OUT:

##### Mitchell:

- M8/GL
- M95
- C4

##### Ramirez:

- M8
- M96 Frag

### 1: Rescue Bravo Team



While moving to Bravo's position, watch out for rebel soldiers in the streets, like this one near the eastern supply point.

The Mexican president made it to the embassy and is awaiting extraction by helo. Alpha and Bravo must move to the embassy and cover the extraction. However, Bravo has come under heavy fire to the south of your position. Before moving on to the embassy, give Bravo a hand. Immediately head east, using the nearby alley as a short cut. After you exit the alley, watch for a lone tango in the street to the east. Eliminate the rebel soldier and continue on to Bravo's position to the southeast. Move south down the adjacent street, then cut through the alley to the east. Here you find a ladder leading to a rooftop. This puts you just above Bravo's position, giving you a perfect view of their attackers. Immediately equip your grenade launcher and blast the rebel forces to the north, starting with the armored car. Keep firing until all hostiles are eliminated.





Take to the roof just above Bravo's position and rain down grenades on the enemies to the north.

## 2: Reinforce/Defend the Embassy



The path to the embassy is covered by three enemy snipers. Move slowly and utilize cover until you can identify and eliminate all three.

Now that Bravo's back in action, you can proceed to the embassy. Retrace your steps back to the north and stop by the supply point

(near the alley) to restock your ammo. Once refreshed, head east, but stop before running around the corner. A sniper is located on a balcony to the far north. Equip your sniper rifle and pick him off before he spots you. Two more snipers are waiting at the next intersection. One is on a balcony to the far west and the other is on a rooftop at the southwest corner of the intersection. Don't move to the embassy until both of these threats are neutralized.



Don't wait for the dust to settle! Move to this guard tower on the embassy's eastern flank and hold off the rebel attackers while Ramirez mans one of the four machine guns in the street.

Hold at the corner across the street from the embassy until you hear from Bravo. Shortly after Bravo

reports they've arrived at the embassy, a massive explosion collapses the southeastern corner of the building. Apparently, the embassy still isn't safe. Rush through the massive smoke and dust cloud to the east and locate the guard tower near the makeshift roadblock in the street. Order Ramirez to man the machine gun next to the guard tower and make sure the ROE is set to assault. Meanwhile, climb into the guard tower and equip your sniper rifle. Ramirez automatically opens fire on the incoming rebel troops approaching from the northeast. Help him out by targeting hostiles with the sniper rifle, including the gunner of an armored car advancing from the east.

From the guard tower, order Ramirez to switch machine gun positions to better counter the shifting directions of the rebel attack.

The second wave of attackers is backed by three M1 tanks. Fortunately, an Apache attack helicopter arrives just in time to take out the first tank. However, due to the confusing situation on the ground, the chopper pilot requires you to target the next two tanks. As more attackers approach from the southeast, order Ramirez to man one of the machine guns on the southern side of the street. Bravo takes up firing positions within the embassy rubble to the north, further strengthening your defensive line. Continue picking off targets with your sniper rifle. When the next M1 arrives from the southwest, quickly target it for the Apache, then return to engaging the rebel infantry. If the rebels get too close for comfort (or if you run out of sniper ammo), break out the grenade launcher and blast the attackers. The final M1 advances from the east. Relay the targeting information to the Apache to complete this objective.



As the rebel tanks move into view, target them for the Apache helicopter.

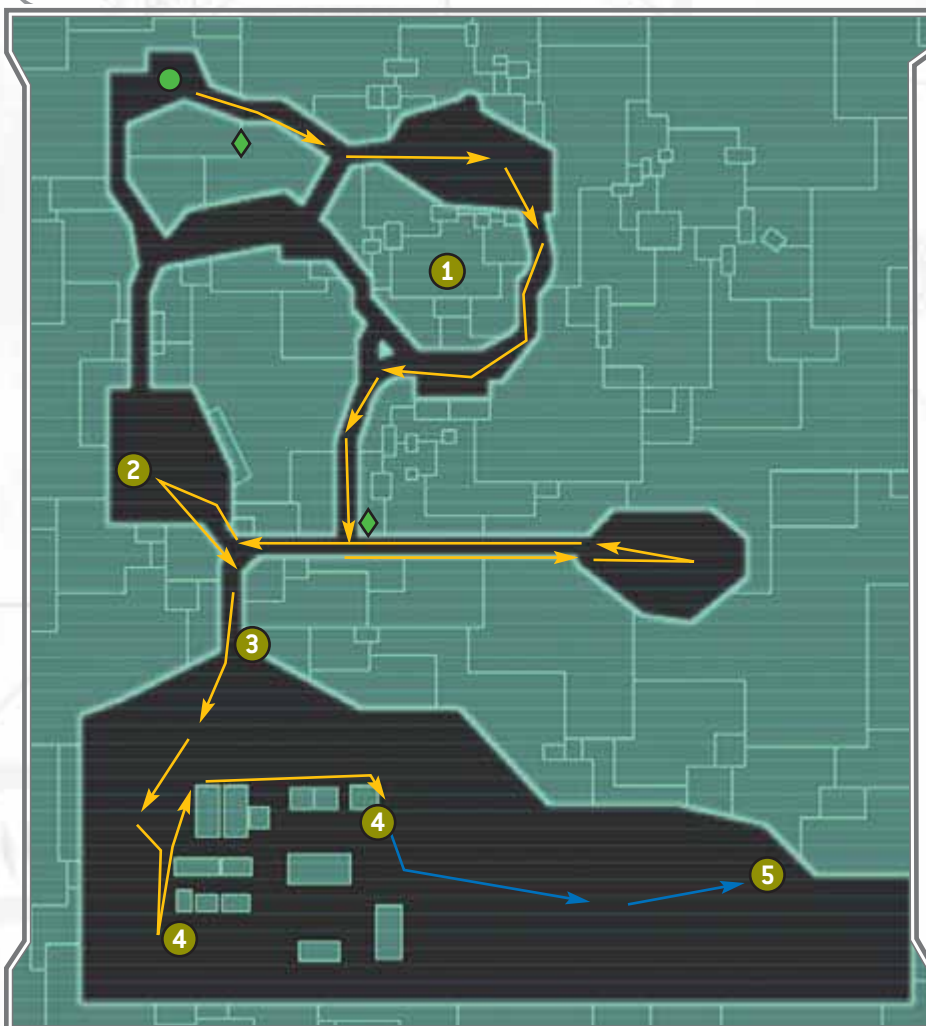
## 3: Reach Extraction Point

As soon as all three rebel M1 tanks are destroyed, a Blackhawk flies in from the east and lands in the street, just south of the embassy. Before moving to the Blackhawk, blast any nearby rebels with the grenade launcher. Finally, order Ramirez to regroup and rush toward the Blackhawk for extraction.

Eliminate all nearby tangers to the east before rushing to the Blackhawk—you don't want to get shot in the back when you're this close to the end!



# Santa Fe Hills



## LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Destroy DCAs
- 2: Destroy Jamming Station
- 3: Clear Roadblock with Support
- 4: Destroy Two Rebel Artillery Guns
- 5: Secure Extraction Zone

## EQUIPMENT LOAD-OUT:

### Mitchell:

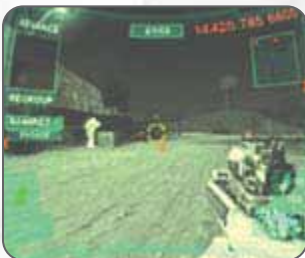
- MRC
- AR-110
- M9 Pistol
- M96 Frag

### Ramirez:

- MRC
- M96 Frag

SANTA FE HILLS

## 1: Destroy DCAs



The darkness makes you harder to see, but still use cover while advancing along these narrow roads.

Several rebel-controlled artillery pieces positioned in the Santa Fe hills cover the main highway leading into the city. In this mission, it's your job to take out

the enemy guns, beginning with two self-propelled AA guns to the east. Before moving out, activate your night vision. Head east from the insertion point, as shown on the map. Keep the ROE set to recon and use shadows and objects for concealment while advancing along the narrow road. Pick off rebels that come into view at long range with your MRC or order Ramirez to take the shot—save your sniper rounds for later.



**Several rebels defending the first DCA have pinned down Bravo. Bring out your sniper rifle to give Bravo a helping hand.**



You eventually receive communications from Bravo team. They're having trouble taking out the DCA because of heavy enemy resistance. Continue east to assist Bravo, but watch out for multiple tangos in the area where the road widens. Stealthily proceed toward Bravo and assume a position on the road just above their position. Equip your sniper rifle and quickly pick off the rebels suppressing Bravo. Once the hostiles are down, give Bravo a go command to proceed with the DCA's demolition.





**Instead of taking the shots yourself, call out targets for Charlie team. This allows you to remain concealed while advancing toward the second DCA.**

The next DCA is located to the south. Take the southwestern route to its location, and stay alert for enemy activity along the road. Be sure to stop at the resupply point just west of the DCA. While you move east toward the target, Charlie team informs you that they are in the area and offers their assistance. Creep toward the DCA with your sniper rifle at the ready. As enemies come into view, zoom in on them and either take the shot yourself or give Charlie the kill order. Either way, the hostiles won't know what hit them. By engaging the multiple tangos at long range, you can heighten their confusion and avoid a dangerous firefight. Continue toward the target and watch for snipers posted on the hill just east of the DCA—Charlie has no problem dropping these distant threats. When the area around the DCA is clear, move in, place a C4 charge, and move away before it detonates.

**Use C4 to knock out the second DCA, clearing a path for air support.**



## 2: Destroy Jamming Station



**At the jamming station, call out targets for the Apache and watch as it peppers the unsuspecting rebels with rapid chain gun fire.**

Now that the DCA threat has been eliminated, you've cleared the path for air support in the next phase of the mission and the secondary objective of destroying the jamming station. After destroying the DCA, hold behind cover for a few seconds and watch for a patrol of rebel troops moving along the road from the west. Use your sniper rifle (and Charlie's assistance) to repel this counterattack, then move west toward the supply point. After resupplying, continue west toward the jamming station and take up a position behind the truck at the southern gate. Upon your arrival, an Apache flies in from the west to assist in destroying the roadblock, your next primary objective. But while it's in the area, put the Apache to work clearing the area around the jamming station. While you're behind the truck, relay targeting info to the Apache and watch its chain gun cut through the rebel troops. But be prepared to engage a few hostiles yourself. Use the MRC for this firefight, reserving your sniper rounds for the final assault.



**There are two rebels inside the western building. Make sure they're both dead before moving in to demolish the jamming equipment.**

Once the grounds around the jamming station look clear, cautiously move through the southern gate and focus on the building to the west. Keep your sights trained on the building's eastern doorway—there are two tangos inside. Order Ramirez to cover (from behind one of the crates near the gate) while you move toward the building. Pepper the tangos inside with automatic fire (or toss a grenade through the doorway), then move in and set C4 to take out the jamming gear. Return to Ramirez's position outside and wait for the explosives to detonate before moving on to your next primary objective.

**This console inside the western building is the source of the jamming signal. Use C4 to render it inoperable.**



## 3: Clear Roadblock with Support



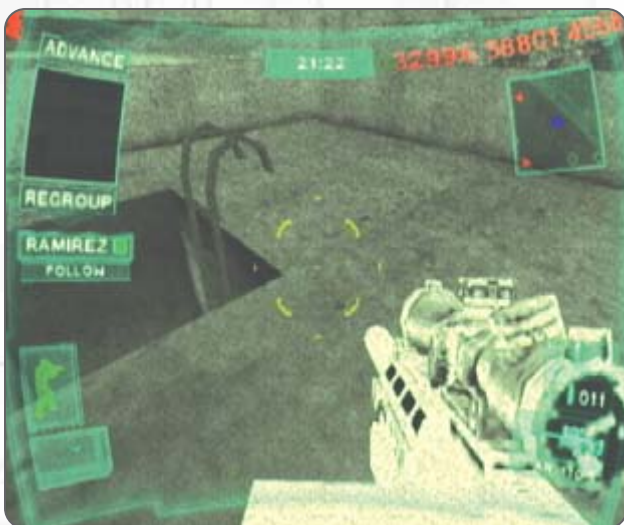
**Order the Apache to take out the gate as well as the two nearby M1 tanks. Due to their close proximity to one another, one air strike is sufficient to destroy both tanks.**

Now it's time for that Apache crew to earn their pay. Advance north from the jamming station, but stay behind cover along the western side of the road. When you have a clear view of the gate ahead, order the Apache to take it out. Soon after the gate is destroyed, several rebel troops approach from the south to investigate. Stay behind cover and engage them with your MRC. The Apache can also assist with its chain gun. Once the threat subsides, leave Ramirez behind cover and creep south toward the demolished gate. Two rebel-operated M1A1 tanks sit at the base of the hill just beyond the gate. Relay the info to the Apache to knock them out of action.



## 4: Destroy Two Rebel Artillery Guns

The rebel artillery guns are located in a large compound to the south, surrounded by tall concrete reinforced walls. Although it's possible to blast your way in with C4 at the main gate, it's better to use stealth. The interior of the compound is crawling with rebel troops and the last thing you want is to set off a toe-to-toe firefight. With your sniper rifle in hand, advance toward the fortress's western wall. Along the way, Bravo reports that they're ready to cut the power to the compound. Give Bravo a go command to make the compound go dark. While moving southwest, identify and eliminate the guards patrolling along the compound walls. Outside the western wall is a small bunker. Inside is a ladder leading down into a tunnel, providing access beneath the perimeter wall—this is your way in.



**There's a tunnel running beneath the compound's western wall. Access it with this ladder inside a bunker to the west.**

As you emerge inside the compound, slowly and silently move south toward the first artillery gun. Once again, keep the ROE set to recon to avoid setting off large-scale firefights. While creeping about, Bravo requires another go command to eliminate an enemy barracks. Give them the order and continue with your mission. As enemies come into view, zoom in with your sniper rifle and neutralize them with a clean head shot. In particular, watch for more rebel troops positioned along the walls. The first artillery gun is located in the compound's southwest corner. Order Ramirez to cover you while you move in to plant the explosives.

**Clear the area around the artillery guns from a distance, then move in to plant the explosives.**



With the first gun reduced to a charred pile of twisted metal, move to the second gun, located in the northeast corner of the compound. Instead of moving through the middle of the compound, advance along the northern wall to avoid the bulk of the enemy patrols. As the second gun comes into view, take a moment to eliminate the nearby tangos, including any from the middle of the compound that may attempt a counterattack. Destroy the second gun with another C4 charge, but watch for more incoming rebel troops from the compound's interior.

## 5: Secure Extraction Zone



**Blow the compound's eastern gate to facilitate a quick escape.**

The highway is now open for reinforcements—it's time to get out of here! Instead of backtracking to the tunnel to the west, simply blow the eastern gate open with C4. Advance across the desert toward the extraction point. Just before reaching the LZ, scan the area for threats. A few tangos patrol the area around the extraction point. Pick them off with your sniper rifle, then turn east to scan for more rebel troops. Once the LZ is clear, a Blackhawk approaches from the east and sets down for immediate extraction. Rush to the chopper to complete the mission.



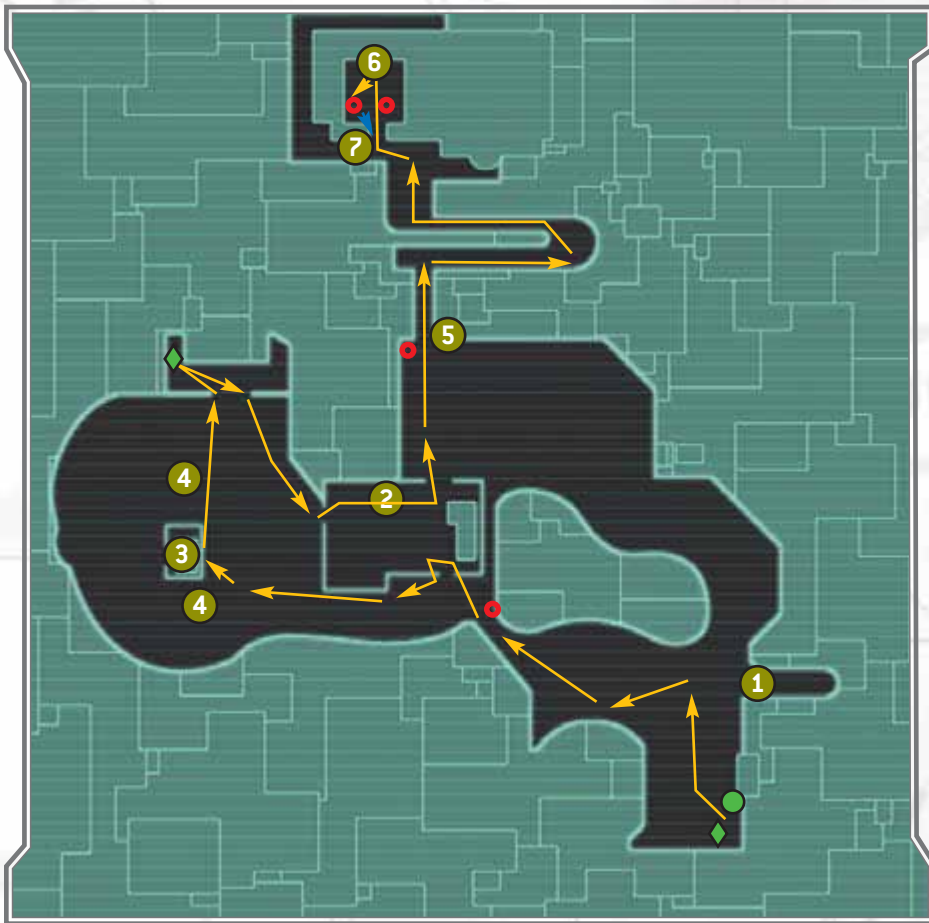
**Stay on guard while moving toward the LZ. Even if the pilot says it's clear, there may still be some tangos in the area.**





# Chapultepec Park

## 18: CHAPULTEPEC PARK



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Ambush Enemy Armor
- 2: Destroy Air Defense Artillery Gun
- 3: Find and Destroy Jamming Signal
- 4: Destroy Air Defense Artillery Guns
- 5: Infiltrate Chapultepec Palace
- 6: Destroy Enemy Artillery Guns
- 7: Defend Position, Wait for Extraction

### EQUIPMENT LOAD-OUT:

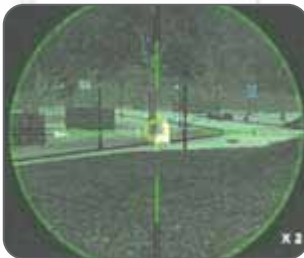
#### Mitchell:

- SCAR-L
- M109
- M18 Chaff
- M96 Frag

### 1: Ambush Enemy Armor

Clear the area around the insertion point before moving toward either the primary or secondary objectives. Zoom in to initiate the firefights at long range.

Before the U.S. president can be evacuated from the airport, the self-propelled anti-aircraft units in Chapultepec Park must be destroyed. They've already shot down a Chinook. Because Bravo is securing the Chinook crash site, you're operating solo on this mission. Fortunately, the cover of darkness gives you a significant advantage over the rebel troops patrolling the park. From your rooftop insertion point, eliminate the pair of tangos patrolling to the west, then descend to the ground. Watch for more rebel troops on the hill to the north and along the path to the northwest. Locate cover before engaging these threats and don't let them get too close.



This armored car approaching from the east can be eliminated with one shot from the powerful M109.

Soon after this engagement, HQ informs you of enemy armor moving in from the east. Although this is a secondary objective, it's an easy one to achieve, so go ahead and take it on now. Climb the hill to the north and turn east, scanning for the incoming armored car. Equip the M109 sniper rifle and wait for the car to come into view. The M109 fires an explosive round capable of destroying light armored vehicles. One shot can destroy the incoming vehicle.

## 2: Destroy Air Defense Artillery Gun



Before advancing to the bridge, use the M109 to neutralize the machine gunner and tango in the bunker. You can also pick off the rebel in the guard tower near the motor pool's southern entrance with the M109.

Now it's time to head for the first AA gun, located in the rebel motor pool to the west. Move along the footpath, but be sure to use the trees and other objects for cover. Two tangers cover the footbridge to the west—one with a machine gun and the other in a bunker. Because it's hard to sneak up on these tangers from this direction, surprise them with a pair of well-placed rounds from your M109. Cautiously approach the bridge and shoot the guard in the tower near the motor pool's southern gate before he spots you.

The motor pool is swarming with enemy troops, so try to stay out of sight. However, be ready for a firefight.

The AA gun is located on the northern side of the motor pool, but you can spot it from just inside the southern gate. While crouched, creep inside the southern entrance. Keep an eye open for enemy guards. If any of them spot you, immediately seek cover and return fire. If you're careful, you can sneak inside, locate the AA gun, and destroy it with a shot from the M109 without anyone seeing you. As soon as the AA gun is toast, quickly escape through the southern gate and head west.

Creep around the southern side of the motor pool until you have a clear shot at the first AA Gun. Use the M109 to take it out.



## 3: Find and Destroy Jamming Signal

Eliminate the patrols to the west before moving in on the jamming signal's source.

There are two more AA guns located to the west, but a jamming signal masks their exact locations. Eliminating this jamming signal is another secondary objective, but it's relatively easy to achieve, plus it makes finding the guns much easier. The signal originates from the building on the hill to the west. Move toward this area, but keep your eyes peeled for enemy patrols. Remember, the Warfighter system does not highlight hostiles while within the jamming radius. So utilize night vision to pick off rebel troops before they wander too close to your position—you want to stay outside their hand grenade range! Clear the area around the hilltop structure, then climb to its roof using the ladder on the northern side. The circular piece of equipment on the roof emits the jamming signal. Place a C4 charge next to it and race down the ladder before the C4 explodes.



Plant explosives on the roof of this building to knock out the jamming signal.

## 4: Destroy Air Defense Artillery Guns



Engage the remaining AA guns from long range with the M109. You can spot and destroy both guns from the western hilltop.

With the jamming signal eliminated, you can see the locations of the two remaining AA guns on your HUD and on the tactical map. Stay on the hilltop to engage both vehicles with the M109. One of the vehicles is moving, starting to the south and heading north along the nearby path. The second vehicle is hidden behind a camouflage net to the north. Both guns are guarded by a few rebel troops. Destroy the guns, then pick off these guards with the remaining rounds in your M109. Don't worry about using up all of your ammo. There is a supply point near the boat docks to the north. Make sure you stock up there before proceeding to the next phase of the mission.



Stock up on ammo at this supply point on the boat dock to the north. If necessary, backtrack here after clearing out the motor pool. You want your M109 fully stocked before hitting the palace.



## 5: Infiltrate Chapultepec Palace

Moving through the motor pool is the quickest way to reach the palace gate, but it's also quite dangerous if you're spotted. Call out targets for the Apache and let its chain gun clear a path for you.



Chapultepec Palace is located to the north, protected by a large steel gate. You must gain entry into the palace where the rebels have positioned two self-propelled artillery guns. From the western supply point, the quickest way to the palace is through the motor pool, entering through its western gate. However, moving through the motor pool's interior is dangerous, because several rebels patrol it. Still, you can make quick work of them if you move slowly and pick them off one at a time. Exit the motor pool through the northern gate and cautiously approach the palace entrance. By now an Apache is in place to help you gain entry. Before you order the Apache to blow up the gate, use its firepower to help clear out the rebel guards posted around the palace entrance, especially the one behind the machine gun. After giving the Apache's chain gun a good workout, have its missiles tear down the palace gate.



**After clearing out the nearby guards, order the Apache to take down the palace gate. Once the gate is down, the Apache flies away, so make good use of it while it's around.**

## 6: Destroy Enemy Artillery Guns

Concrete barriers like this provide perfect cover during your advance along the twisting path to the palace.

Your path to the artillery guns is now open, but far from clear. Ascend the first flight of steps, but be prepared for the three tangos that patrol the path at the top. Use the nearby concrete barrier for cover while engaging these rebel troops. Continue advancing up the twisting path toward the palace, engaging a few more rebels along the way. Use hand grenades to dislodge enemy troops from their covered firing positions. Avoid using the M109, because you'll probably need its ammo a little later. At the top of the hill, clear out another round of four rebel troops. Then advance on the artillery guns inside the palace walls. Instead of destroying the guns with the M109, plant C4 charges at each gun to conserve ammo.



Destroy the artillery guns with C4 charges to conserve your M109 rounds for the mission's finale.

## 7: Defend Position, Wait for Extraction

The two machine guns in the palace courtyard are essential to hold back the rebel onslaught. Fire in short, controlled bursts to prevent overheating and open fire on the helicopters as soon as they fly into sight.



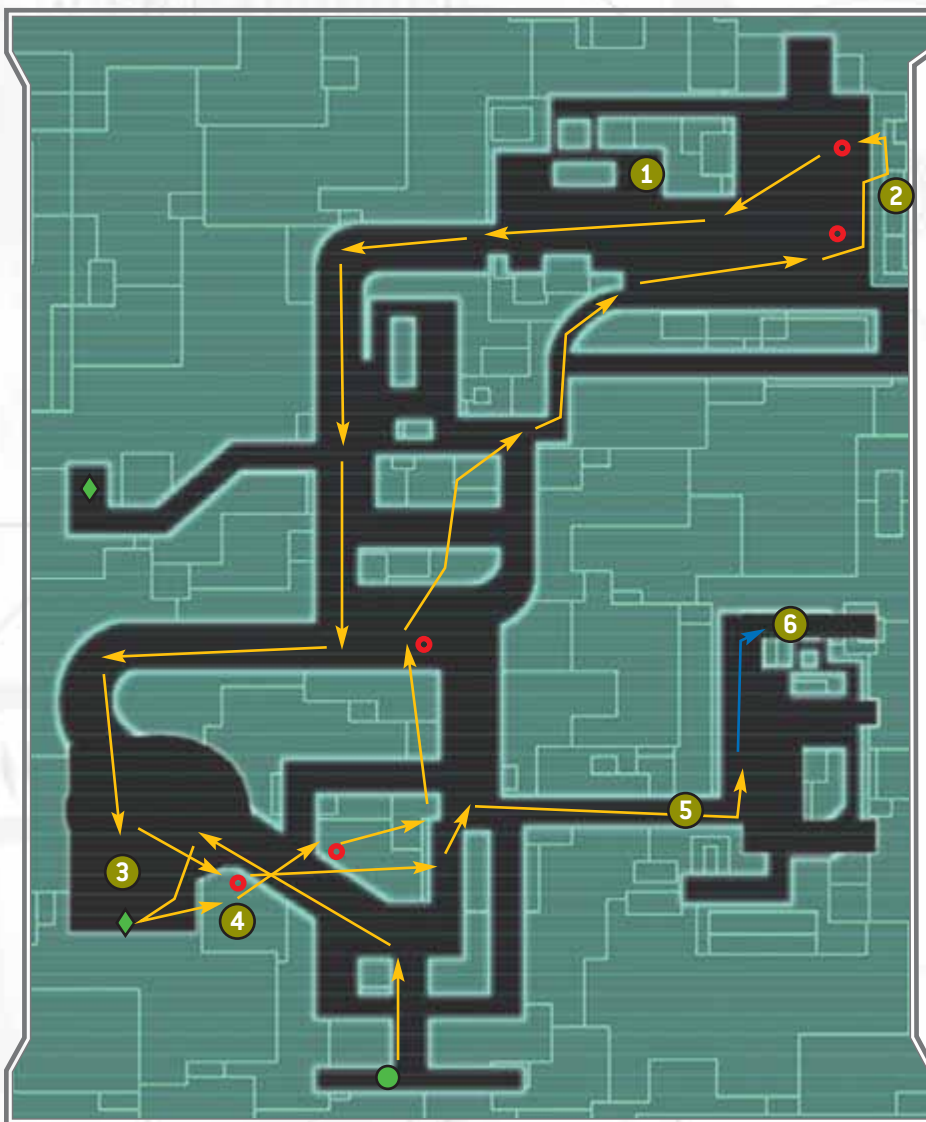
The destruction of these artillery pieces has not gone unnoticed by the rebels, and they're coming to deal with you. Take a moment to make sure your weapons are fully loaded. Move to the machine gun on the western side of the palace courtyard and immediately open fire on the advancing hostiles to the south. Focus your fire on the narrow passage and prevent any rebels from entering the palace and flanking you. Listen for incoming helicopters. The first chopper approaches from the southeast. As soon as it flies into view, pepper it with automatic fire until it crashes. If it survives, it drops enemy troops inside the palace. As soon as the first chopper is down, rush to the machine gun on the eastern side of the courtyard and open fire on a second helicopter flying in from the southwest. Shoot down the second chopper, then resume fire on the southern passage. If rebel troops infiltrate the palace, fall back behind cover to the north and engage them with your weapons. Save the M109 rounds for the rebel troops on the rooftop to the west and the balcony to the east. If possible, make your way back to one of the machine guns and hold off the remaining attackers until backup arrives. Make sure the surrounding area is clear before rushing to the Humvee for extraction.



**Blast these tangos on the western rooftop with the M109 before you rush to the Humvee for extraction.**



# Chapultepec Palace



## LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

- 1: Infiltrate Rebel Barracks
- 2: Free the Tank Pilots/Protect Unarmed Tanks
- 3: Escort Tanks to Armory
- 4: Defend Position While Tanks Rearm
- 5: Escort Tanks/Destroy Bridge With Air Support
- 6: Extract From Area

## EQUIPMENT LOAD-OUT:

### Mitchell:

- MRC/GL
- A550
- M9 Pistol

### Ramirez:

- SCAR-H
- M96 Frag

## 1: Infiltrate Rebel Barracks

To conserve ammo and avoid setting off a full-scale firefight, call out targets for Ramirez when clearing the area just north of the insertion point.



To bolster the U.S. presence on the ground, HQ has ordered Alpha and Bravo to secure a pair of M1 tanks, which are under guard at a rebel barracks. From the insertion point, creep north and eliminate a few tangos patrolling nearby—watch out for the sniper in the guard tower. To avoid lengthy firefights, use the sniper rifle to deliver head shots or order Ramirez to down the tangos. Be sure to take out the machine gunner in the bunker on the small hill to the north before he spots you.



**You'll thank yourself later for destroying the two light tanks near the armory before proceeding to the barracks.**

Before heading to the rebel barracks, branch off to the west and pass beneath the stone footbridge. If you haven't already, pick off the rebel patrolling the area around the bridge. On the western side of the bridge you eventually spot a couple of light tanks. The tanks guard the nearby armory, a site you visit later. It's best to take them out now rather than later. Keep your distance and use the grenade launcher to destroy each tank—it takes approximately four direct hits per tank. Once both tanks are destroyed, access the supply point behind the nearby building to restock ammo.



**Three more rebel vehicles guard the western path. Destroy them with the grenade launcher now to make the M1 escort objective easier.**

Continue moving north, rushing across the nearby footbridge and past the machine gun bunker you silenced earlier. Stay on the hill that runs between the two paths heading north. Along the way you spot another enemy tank and two armored cars to the northwest. Fire off more grenades until all three vehicles are destroyed. Drop to the eastern side of the hill and carefully move north toward the barracks. Equip your sniper rifle and pick off the rebel troops in the guard towers. Continue creeping toward the barracks objective marker and eliminate tangos as soon as they come into view. Watch for reinforcements approaching from the east and make sure they don't man one of the machine guns.

**Hold near the barracks' southern perimeter and engage all visible threats, starting with the snipers in the guard towers.**



## 2: Free the Tank Pilots/Protect Unarmed Tanks

Soon after approaching the barracks, HQ orders Alpha to head to the building to the east where the M1 tanks and their instructor pilots are being held. Continue clearing the area of hostiles, then move toward the building with Ramirez in tow. When you reach the building, order Ramirez to hold outside near one of the machine guns mounted on the sandbag barricades. Follow the objective marker up the nearby steps and into the building until you spot a large console. This controls the cells holding the tank pilots. Slap a C4 charge on the console and race outside to wait for it to detonate. Now that the pilots are free, they need a few minutes to get their M1 tanks fired up.



**This console controls the locks on pilots' cell doors. Set the pilots free with a C4 charge.**

Unfortunately, your rescue attempt has not gone unnoticed—two transport choppers filled with rebel troops are en route to stage a counterattack. Order Ramirez to man the machine gun to the south while you take control of the one to the north. The rebel Mi-8 transport helicopters fly in from the west. Greet them with a barrage of sustained automatic fire. Deal with the helicopters quickly before the rebel troops inside can rappel to the ground.

**Incoming helicopters? No problem. Blast them out of the sky with one of the mounted machine guns, preferably before they unload their cargo.**



## 3: Escort Tanks to Armory

**While you escort the tanks, watch for incoming requests from Bravo. The more obstacles they demolish, the quicker you can advance.**

By now, the M1 tanks are ready to roll, but they have no ammo. You must escort the tanks to the armory, located to the southwest. Order Ramirez to fall in and set the ROE to recon while moving west. The path to the armory is relatively quiet because you already took out the three light tanks and two armored cars guarding it. However, watch for a few rebel troops. Stay ahead of the tanks and deal with rebels as they come into view. During the journey, Bravo requests permission to blow up a roadblock on the path ahead. Give them the go-ahead and keep moving. You eventually encounter a second roadblock just north of the armory. You need to destroy this one with a C4 charge. As the M1 tanks roll into the armory's garage, circle behind the building to use the supply point.





## CAUTION



Don't get run over by the advancing tanks! Give Ramirez periodic cover orders along the sides of the path to prevent him from getting flattened by a tank tread.

### 4: Defend Position While Tanks Rearm



The transport helicopter attacking the armory hovers just above the machine gun position near the footbridge. Aim high to engage it before it can drop infantry.

As the tanks load up on ammo, HQ reports more incoming hostiles. Move to the east of the armory and man the machine gun on the

elevated path near the footbridge. Order Ramirez to hold nearby, but keep the ROE set to recon—Bravo is positioned on the roof of the armory. Listen for another Mi-8 transport helicopter approaching from the east. Aim the machine gun straight up and pepper the underside of the chopper as it pulls to a hover. Shoot it down before the rebel troops inside drop to the ground. Next, aim the machine gun to the northwest and engage an armored car. Remember to pick off the gunner first, then continue pumping rounds into the vehicle until it explodes. When you have destroyed the armored car, pull away from the machine gun and turn to the southwest, scanning the wooded area behind the armory for an advancing light tank. Stay on the hill near the machine gun and equip your grenade launcher. As soon as the enemy tank rolls into view, destroy it with a barrage of grenades. Hold near the footbridge overlooking the armory while Bravo is extracted in a Blackhawk and the armed M1 tanks roll into view. If necessary, visit the nearby supply point during this lull.

Carefully aim through this small gap to engage the rebel light tank behind the armory. If this tank isn't destroyed quickly it may destroy the Blackhawk or one of the M1 tanks, resulting in a mission failure.



### 5: Escort Tanks/Destroy Bridge With Air Support

Don't toy around with the attack helicopters. Shoot them down before they kill you or destroy one of the M1 tanks.



You must now escort the tanks over the large bridge to the east. But before you can move out, Bravo reports a pair of rebel attack helicopters moving in on your position. Once again, man the machine gun near the footbridge and swing it to the west. Give Ramirez a cover order away from your position—you don't want him getting injured or killed if you draw fire from the gunships. Watch the horizon to the west and open fire on the first approaching attack helicopter. Unlike the transport helicopters, these choppers are armed with rockets and an auto-cannon. Their primary targets are the two M1 tanks, but your machine gun will probably get their attention, so make quick work of them. The second helicopter is quicker to attack you. Make sure you engage it early and accurately.



The M1s handle the enemy tanks on the opposite side of the river. It's your job to take out the rebel troops.

With the air threat eliminated, it's time to move out. Order Ramirez to regroup and fall in behind the advancing tanks. The tanks have ammo this time, so don't worry

about taking the lead. The path to the bridge is clear, but the M1s engage a few targets on the eastern bank. Help out during this brief engagement by using the sniper rifle to pick off a few rebel troops. Once both tanks are across the bridge, you're ordered to provide an F-15 with the bridge's targeting coordinates. Destroying the bridge makes it more difficult for the rebels to pursue the M1s. Center the bridge in your sights and give the F-15 the bombing order—just make sure you're at a safe distance before the fireworks show begins.

Call in the F-15 air strike on the bridge and move away before the bombs fall.



### 6: Extract From Area

The destruction of the bridge marks the end of your mission as a Humvee pulls up outside the gate to the north for extraction. Before rushing to the Humvee, make sure the surrounding area is clear of threats. Use the M1s for cover and scan the barricades along the large building to the west. There may be a few more tingos hiding behind sandbags. Once it's clear, rush to the Humvee for immediate extraction.

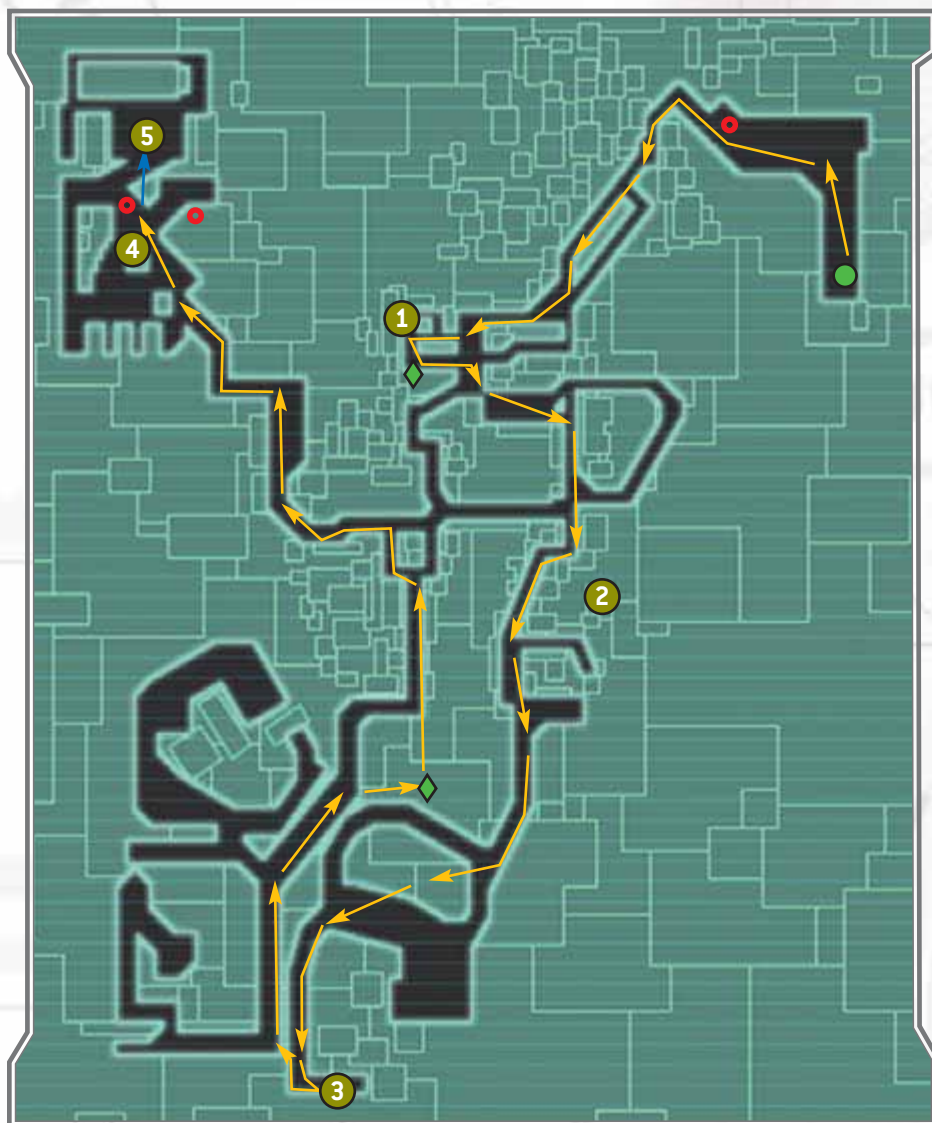


A few tingos may try to take shots at you as you rush to the Humvee. Take the time to clear the area before moving to the extraction point. You've come too far to die now.



# Shanty Town

## 20: SHANTY TOWN



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Reach Salvatore's Position
- 2: Provide Cover for Bravo Team
- 3: Find and Secure President
- 4: Recover Football/Destroy Enemy Air Support
- 5: Extract From Area

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- M8 SMR
- Zeus MPAR
- M9 Pistol
- M96 Frag

#### Ramirez:

- MRC CQC
- Zeus MPAR
- M96 Frag

## 1: Reach Salvatore's Position

Seek cover near the insertion point and call out targets for the M1 tank. The rebel armored cars don't stand a chance!



The search for VIP 1 [the U.S. president] continues with Captain Salvatore reporting a build-up of rebel activity in the vicinity of a shanty town on the outskirts of the city. Alpha must reach Salvatore's position and then locate VIP 1. The area just north of the insertion point is crawling with rebels, including several armored cars. Fortunately, you start the mission with the support of an M1 tank. Stay low while creeping north and engage infantry as they come into view. Take cover among the shacks scattered around the insertion point and call out targets for the M1, starting with the armored cars. When all the enemy vehicles are destroyed, peek out from your cover and mop up the surviving rebel troops.



While traversing the narrow streets of the shanty town, be prepared for close encounters with enemy troops. Consider setting your weapon to automatic and keep a fresh magazine loaded at all times.

Captain Salvatore is holed up in a shack to the west. To reach him you must maneuver through the narrow shanty town streets, as shown on the map. Take it slow and try to spot and engage rebel troops at long range, keeping them in front of you at all times. Carefully lean around corners and scan every potential hiding spot for enemies. As you get closer, Captain Salvatore reports coming under heavy fire. Don't worry about rushing to his position—the outcome is scripted. You eventually find Salvatore on the floor of a shack, apparently wounded from rebel attacks. While you await new orders, use the supply point in the adjoining courtyard to stock up on ammo.

No matter how quickly you rush to Salvatore's position, you always find him sprawled out on the floor of this shack.



## 2: Provide Cover for Bravo Team

Having found Captain Salvatore, you're now clear to move south to VIP 1's reported position. However, Bravo needs help silencing the artillery to the southeast, even if it hasn't been announced. This is an optional secondary objective, but helping Bravo destroy the rebel artillery now will prove useful later. Head southwest until Bravo requests assistance, then head for their objective marker.

Bravo is pinned in this valley to the east. Give them a hand by wiping out their attackers.



Bravo is located in a valley on the western edge of the shanty town, pinned by several rebel troops and an armored car. Fight your way toward their position until you can flank the rebels from the rear. Start your attack with a big bang, knocking out the armored car with your Zeus MPAR. As soon as the armored car is destroyed, join Ramirez in thinning out the rebel infantry below. Hold at your lookout position as Bravo moves east to spot the rebel artillery guns. The location of the enemy guns is then relayed to your HUD and map. HQ immediately allocates artillery to destroy the enemy guns. Although you don't have line of sight, you can still call in artillery on the rebel gun position by lining up the artillery reticle with the red enemy icon on the HUD.

Although the enemy guns are on the other side of this hill, you can still call in an artillery strike on them.



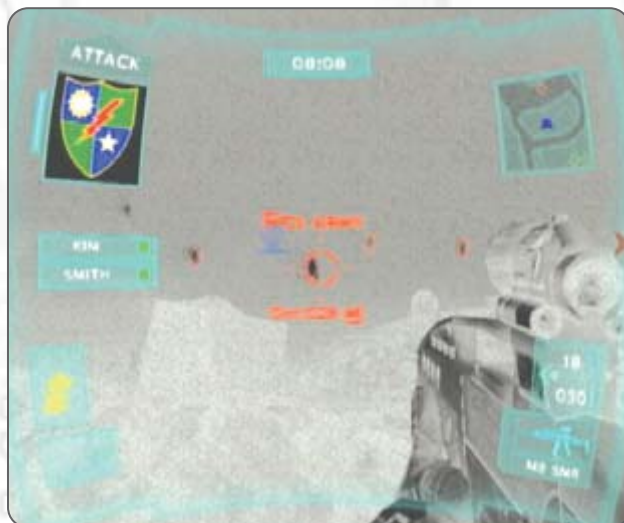
## 3: Find and Secure President

Before proceeding any further, drop smoke to the south to hinder the visibility of the rebel troops guarding VIP 1.

Now it's time to rescue the president. Set the ROE back to recon and move along the adjacent path heading south.

Once again, watch for rebel patrols

along the way. When you pass through an open gate leading into an open area, HQ reports multiple snipers to the south—don't take another step! To aid your advance, HQ has provided smoke artillery upon request. Call in the smoke artillery strike to the south, among the numerous enemy contacts. As long as you aim to the south, the smoke is dropped on the same position every time.



Activate your thermal vision to get a better view of the rebels in the smoke screen. But let Charlie do the heavy lifting. There's no need to alert the rebels to your presence.



Charlie team reports in shortly after the smoke is dropped, offering to help clear a path to the president. Move to one of the slight hills overlooking the heavy concentration of enemy troops and take Charlie up on their offer. As long as you keep your distance (and your guns silent) the rebel troops caught in the smoke never fire on you. Call out targets for Charlie until there are no hostiles around VIP 1's position. While you're at it, use Charlie to clear out the area to the west, too—once you rescue the president, Charlie won't be available. Finally, make your way to the president's position and hold until a Blackhawk arrives to pick him up.

**At last, the U.S. president is safe! Provide security until a Blackhawk arrives for extraction.**



#### 4: Recover Football/Destroy Enemy Air Support



**Make a pit stop at this supply point near the map's center on your way to the football's position.**

Although VIP 1 is safe, the rebels still possess the nuclear football, stolen when the president was abducted. HQ has been tracking the football, and now it's your job to recover it. Soon after the short briefing from HQ, the football shows up on your map and HUD as an objective marker, moving from east to west—apparently it's in a helicopter. Move out, heading north as plotted on the map. Along the way, stop at the supply point in the center of the map and make sure you have ammo for your Zeus MPAR.

**Assault the refinery from three different directions. Take the high ground on this hill in the southeast corner and order Ramirez up the middle while Charlie provides covering fire from the east.**



The football eventually comes to a halt in the northwest corner of the map at a refinery. Creep up to the refinery's open gate until a few rebel troops come into view. Give Ramirez the order to take out one of the hostiles. Meanwhile, race up the nearby hill and fire down on the rebels to the north. Charlie team covers the refinery from the east and automatically joins the firefight. Keep up the pressure and push north. Watch for a few more tangerines hiding among the buildings on the north side of the facility, including three on the main refinery structure.



Crouch behind the sandbag barricades while you exchange fire with the last few rebels.

**Order Ramirez to fire on one of the attack choppers, then set the sights of your Zeus MPAR on the other one. Don't fire until you have a lock!**

During the confusion of the firefight, the helicopter carrying the suitcase escapes. But your fight isn't over yet as two enemy attack choppers close in from the north. If you hope to survive this attack you must act quickly. As soon as the first chopper flies into view, order Ramirez to attack it. He's also equipped with a Zeus MPAR and fires it at the chopper as soon as he attains a lock. While Ramirez attacks the first chopper, center your MPAR's sights on the second one. Hold the aiming brackets steady over the chopper until the missile locks on. You have a lock when the aiming brackets turn to a rectangle and the beeping sound becomes a solid tone. After firing the missile, move to avoid getting peppered by the chopper's chain gun—your missile continues its flight path into the chopper. If all goes well, you can eliminate both choppers within a few seconds.

#### CAUTION



If the perimeter of your HUD flashes red, it means the attack choppers are trying to lock a missile onto you! Move quickly and seek cover in an attempt to break the lock.

#### 5: Extract From Area

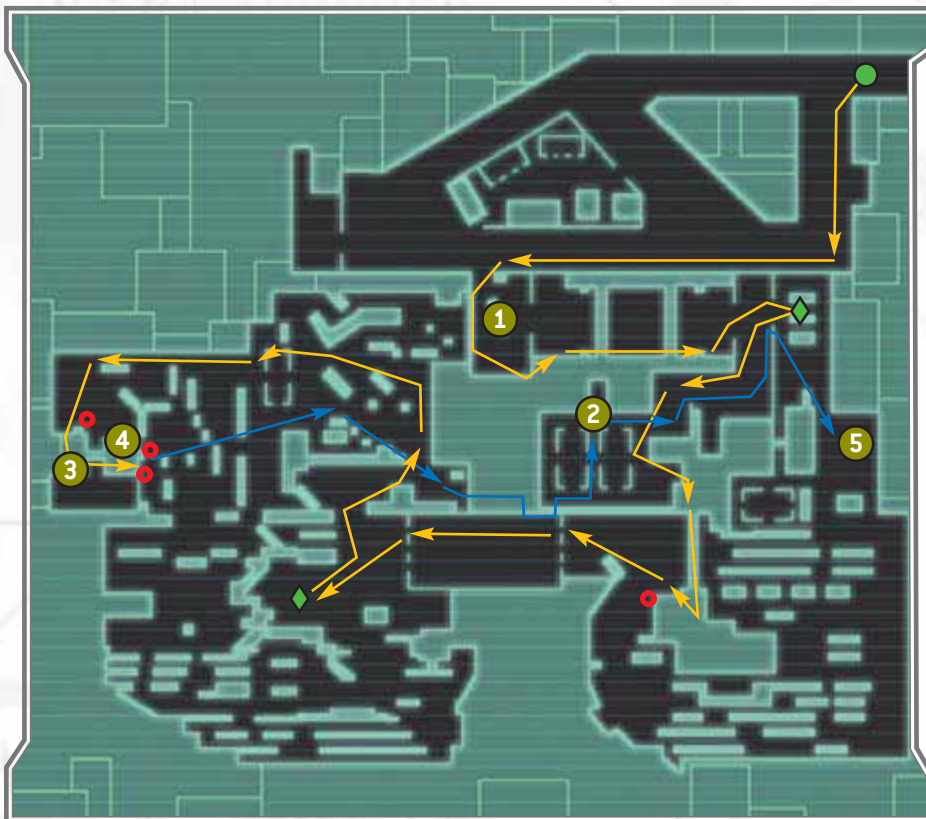
Although the football remains in enemy hands, at least you're still alive to continue the pursuit. Once both rebel attack helicopters are destroyed, a Blackhawk flies in and sets down near the refinery for extraction. Rush to the chopper to complete the mission.

**Don't shoot at this incoming helicopter—it's your ride out of here!**



# Industrial District Revisited

INDUSTRIAL DISTRICT REVISITED



## LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

## OBJECTIVES:

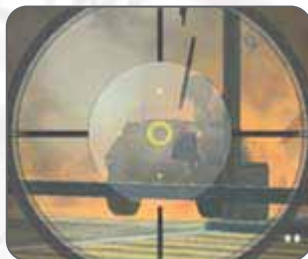
- 1: Infiltrate Train Yard
- 2: Secure the Football
- 3: Destroy Guardrail IX Scrambler
- 4: Hold Position for Extraction
- 5: Extract From Area

## EQUIPMENT LOAD-OUT:

### Mitchell:

- M8 CQC
- M109
- C4
- M96 Frag

## 1: Infiltrate Train Yard



**Stay alert for an armored car patrolling near the insertion point. Find some cover and take it out with one shot from your M109.**

HQ has traced the football to the train yard in this industrial district. You're moving in solo on this mission, so keep your eyes peeled for threats and neutralize them at long range whenever possible. Start by moving south along the street near the insertion point. Stick to the eastern sidewalk using various objects for cover while identifying and eliminating the patrolling rebel troops. Stay behind cover until an armored car passes your position. Equip your M109 and destroy the vehicle before its gunner spots you.

## TIP

The M8 CQC isn't the most accurate assault rifle, particularly when engaging targets at long range. To maximize accuracy, switch the weapon to the single-shot mode and manually fire 2-3 round bursts, allowing the weapon to recover from recoil before firing a follow-up shot. Even then, scoring head shots can be tough at great distances. Instead, deliver a few upper torso shots to ensure a quick kill.





Continue pushing to the train yard, following the street west. Don't try to sneak past the rebel troops to the north—if you don't kill them now, they may flank you later. Use parked cars and other objects for cover while you engage the rebels—don't miss the one on the roof just north of the train yard. If they get too close for comfort, fall back to stay outside their hand grenade range.



**Don't wait for the enemy to initiate contact. Kill targets as soon as they come into view.**

The entrance to the train yard is guarded by several rebels. Consider using a couple of explosive M109 rounds to pick off a few and then wipe out the survivors with your M8 CQC. As you approach the gate leading into the train yard, HQ reports rebel reinforcements closing in on your position. Turn west and scan the street ahead for an incoming truck—it's carrying rebel troops. Immediately pump two M109 rounds into the truck before the troops inside can disembark. Scan the wreckage for survivors, then proceed through the train yard's gate.

**The truck approaching the train yard is filled with rebel reinforcements. Destroy it before the rebel troops unload. It takes two M109 rounds to stop it.**



## 2: Secure the Football

At the train yard objective marker, move along the western side of the semi truck while awaiting new orders. HQ has tracked the football to an area just south of your position. But to reach its location, you must first move through the warehouse to the east. Instead of rushing

through the large warehouse door, move to the southern side of the structure and climb the stairs leading to an upper-level entrance.



**The warehouse is packed with bad guys. Kill as many as possible from this upper-level doorway on the south side of the structure.**

The warehouse is packed with rebels and there's no way to sneak past them, so load a fresh magazine and prepare to go to work. Lean into the doorway at the top of the stairs and pick off the tingos on the upper level. Next, hit the troops on the ground, but don't step into the warehouse yet. The firefight draws more rebels into your sight, so you can take them out from the doorway. If you can't get a good line of sight, use hand grenades to flush the tingos out into the open. When you cannot see any more rebels from the doorway, enter the warehouse and creep east along the catwalk. Expect a few more tingos on the eastern floor of the warehouse and feel free to use the M109 to take them out—don't worry, there's a supply point outside. Hold your position on the catwalk and keep killing rebels until HQ reports no more enemies in the area. Descend the ladder to the warehouse floor and head east toward the supply point outside. Take care not to draw any attention to yourself, as there's more tingos to the south and west.

**Instead of conserving M109 ammo, put the rifle to use against the rebels in the warehouse. You can get more ammo at the supply point to the east.**



## 3: Destroy Guardrail IX Scrambler



**After killing a tango, hold your position and wait for more to investigate.**

Shortly after you exit the warehouse, HQ reports a change in objectives. The Guardrail IX scrambler has been located to the west of your position. It's your task to destroy it. There are several possible paths to Guardrail IX, and all of them are dangerous. Rebel troops patrol the entire train yard, so move slowly (preferably while crouched) and always peek around corners. Start off by moving through the alley south of the warehouse, clearing a path as you go.



**Clear the train yard from this rooftop south of the warehouse. Watch for reinforcements approaching from the shed to the west.**

On the eastern end of the alley is a set of stairs leading to a narrow footbridge crossing over the railroad tracks. Before crossing the footbridge, turn south and eliminate a guard standing behind a rooftop-mounted machine gun on the opposite side of the tracks. Next, turn west and pick off several rebels guarding the rails below. Once again, feel free to use the M109 to deal with these troops. When it's clear, cross to the southern side of the tracks and then move west through the large railway shed. While passing through the shed, your HUD flickers, indicating you're getting close to Guardrail IX. Scan your map one last time and make a mental note of your position in relation to the objective marker—you must head northwest. Before advancing on Guardrail IX, visit the supply point just west of the railway shed. It won't show up on your HUD or map due to jamming.



**Guardrail IX jams your HUD and communications. Until it's destroyed, enemies will not be marked on your HUD or map.**

From the supply point, there are two general directions you can go to reach Guardrail IX. The path to the south is a maze of boxcars, increasing the likelihood of point-blank encounters with rebel patrols. The northern route isn't much safer, but it allows for longer-range engagements, giving you the definite upper hand. Take the northern route. Remember, threats won't show up on your HUD, so move slowly and peek through your scope frequently to scan ahead for hostiles. Just east of the objective marker is a checkpoint-like defensive line, guarded by several rebels. Find some cover and light up the checkpoint with your M8 CQC. Hold your position while firing, but watch for tangeros attempting to flank you from the north. As the activity dies down, cautiously advance northwest toward the open shed.



**Use the M109's powerful scope to recon the area around the Guardrail IX. Initiate the attack by neutralizing the guards near the two eastern machine guns.**



Guardrail IX sits on the rooftop of the central building to the west. As expected, it's under heavy guard, so thin out the defenders before moving in. Move to the northern opening leading into this area and scan the surroundings for threats. Two machine guns are positioned along the eastern side of the building. Start off by taking out any guards near these guns with the M109. Be prepared for a counterattack from other rebels, but keep your distance and fall back toward the checkpoint area if necessary. Draw as many rebels out into the open before approaching the building. When the eastern side of the structure looks clear, circle around to the northern side and be prepared to drop another guard near a machine gun. Climb the nearby staircase to reach the rooftop and approach Guardrail IX—you know you're close when your HUD goes dead. Plant a C4 charge at the base of the console and back off before it explodes.

**Meet Guardrail IX. Destroy this unassuming piece of equipment with a C4 charge.**



## TIP



Before destroying Guardrail IX, plant a C4 charge in the choke point to the southeast. This is where the rebel counterattack will be concentrated. A well-timed detonation here can take out three or four tangeros at once.

## 4: Hold Position for Extraction

**Stay on the rooftop near the smoldering remains of Guardrail IX to hold off the rebel counterattack. Toss grenades and fire M109 rounds to repel the onslaught.**



Knocking out Guardrail IX restores your HUD and communications with HQ. You're ordered to stay put until extraction can be arranged. In the meantime, multiple rebels are moving in on your position. Instead of manning one of the eastern-facing machine guns, make your stand on the rooftop and use the piece of sheet metal for cover. Rebel troops attack mostly from the southeast, but keep an eye on the northeast as well. The rooftop's height advantage pays off—you can spot and engage incoming troops at greater distances. Watch for tight clusters of tangeros and use the M109 to knock them down with one shot. Keep up the fight until all enemies are down.

## 5: Extract From Area



**Get around this closed gate by climbing the ladder onto the shipping container to the south. This shortcut guarantees a quick egress.**

Following your impressive display of defensive firepower, HQ reports in with details on extraction. A Blackhawk sets down to the east, on the opposite side of the train yard. Move east through the checkpoint, then into the adjoining alley as shown on the map. At the closed gate, turn south and climb the ladder on the shipping container to bypass this obstacle. Drop to the ground on the other side and keep pushing east. As you approach the southern side of the warehouse, watch for three more tangeros attempting to halt your escape. Once they appear, find some cover and finish them off. When the threats are down, continue east past the supply point and toward the LZ for extraction.

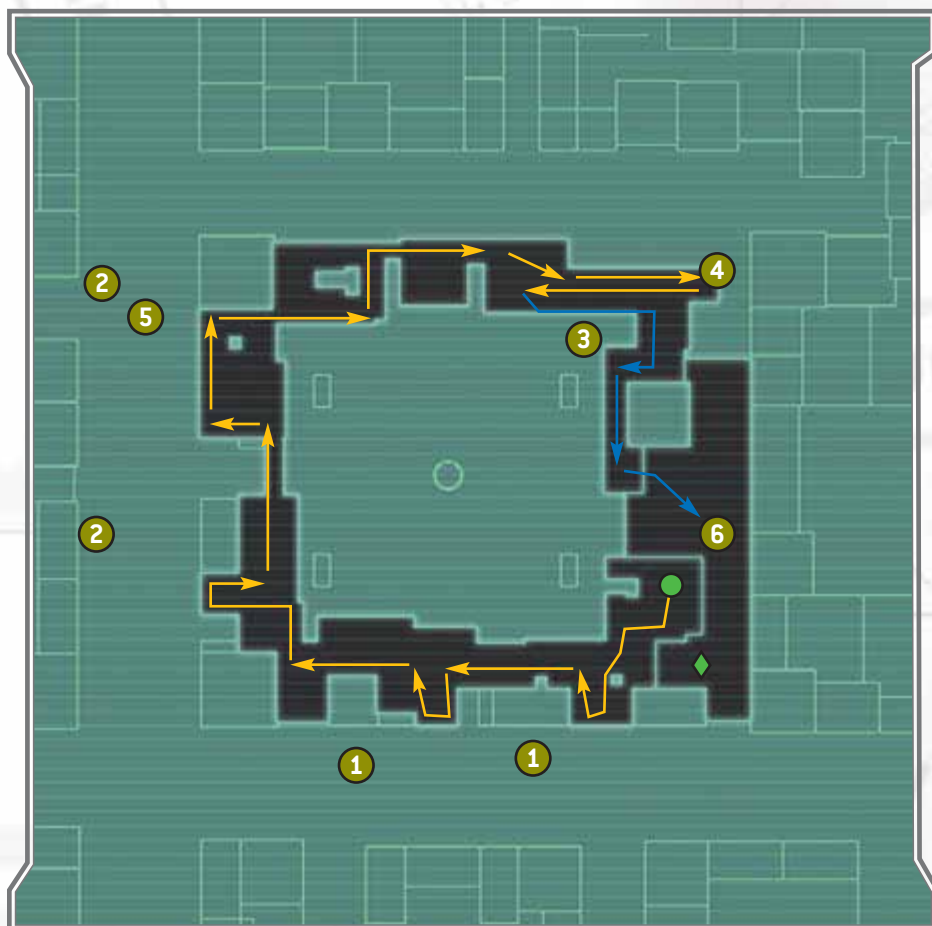
**If the tangeros near the warehouse hide behind cover, toss grenades to kill them or draw them out of their hiding places.**





# Suburbs Revisited

## Phase 1



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Destroy Enemy Roadblocks
- 2: Destroy Enemy Anti-Tank Batteries
- 3: Destroy Enemy AAA Batteries
- 4: Assist Bravo Team
- 5: Clear Zone
- 6: Extract From Area

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- MRC/GL
- M95
- M9 Pistol

#### Ramirez:

- M8
- Zeus MPAR
- M96 Frag

## 1: Destroy Enemy Roadblocks



At the first roadblock, locate the sniper on the rooftop to the southwest and pick him off before he spots you.



## TIP

This level's supply point can only be accessed by descending the ladder near the insertion point. As a result, it won't be much use as you move further away. Therefore, go easy on the ammo for your sniper rifle and grenade launcher.



The U.S. intervention in this rebellion isn't going well and HQ needs the Ghosts to clear a path into the city before armor and air assets move in. During this mission, Alpha traverses a series of rooftops and provides cover while Bravo demolishes a number of obstacles and threats on the streets below. The first obstruction is a roadblock located southwest of the insertion point. While you move toward the objective marker, watch for rebel troops patrolling the rooftops, including one overlooking the first roadblock. A number of rebels guard the roadblock on the street below. Clear them out with Ramirez's assistance, but watch for a sniper on the rooftop across the street to the southwest. Use the M95 to pick off the sniper, then scan the street to the west for more tangos gathered around the second roadblock. When the street is clear, give Bravo the go-ahead to destroy the first roadblock. While Bravo sets their explosive, advance west toward the second roadblock. Expect to encounter a few more tangos on the rooftops along the way. Move to the rooftop overlooking the second roadblock and clear the street below. Bravo reports in when it looks clear. Order Bravo to knock out the second roadblock and reload your weapons while you await new orders from HQ.

**Make sure the streets and surrounding rooftops are clear of threats before ordering Bravo to plant their demo charges on the roadblocks.**



## 2: Destroy Enemy Anti-Tank Batteries



**The grenade launcher is the best way to eliminate the rebels clustered around the anti-tank guns. Take the shot before they spot you and spread out.**

Next, the Ghosts are ordered to destroy a pair of self-propelled anti-tank guns parked on the street to the west. Like the roadblocks, Alpha must move ahead of Bravo and eliminate the guards surrounding each gun. With Ramirez in tow, move northwest toward the first gun. Just before reaching the overlook position, equip your grenade launcher and drop to a crouch. At the roof's edge, stand up and launch a volley of grenades at the unsuspecting rebels below. When all the guards are down, give Bravo permission to destroy the first gun, then proceed along the rooftops to the north. Scan the large courtyard in the center of the map for tangos while you move toward the second gun. With Ramirez's help, gun down any threats below. Also, watch the rooftops to the north for snipers and deal with them as they come into view. Continue to the second anti-tank gun and take out the lone rebel patrolling the rooftop to the north. Once again, use the grenade launcher to quickly eliminate the guards surrounding the second gun, then call in Bravo for another demolition job.

**Don't neglect the courtyard in the center of the map. Engage the tangos below as soon as you spot them.**



## 3: Destroy Enemy AAA Batteries



**Don't wander far from the second anti-tank gun. Assume a sniping position on the western rooftops. Eliminate the snipers on the northern rooftops, then engage the guards around the AA gun.**

Before air assets can move in, a couple of anti-aircraft guns need to be destroyed. The first gun is located in the northeast corner of the courtyard. Instead of rushing toward the gun, hold at your northwestern position and scan the adjoining rooftops to the east for more tangos and snipers. Equip your M95 and deal with the snipers first. Once the rooftops to the east are clear, focus on the guards surrounding the gun in the courtyard below. By now Bravo is probably engaging them. Help them out with some accurate long-range sniping. Once the courtyard is clear, move along the northern rooftops and ensure all hostiles are down. Finally, clear Bravo to move in and blow the AA gun.

## 4: Assist Bravo Team

**You must move to this northeastern rooftop to complete the secondary objective of assisting Bravo. This puts you within dangerous range of the tangos on the corner below, so exercise caution.**



HQ orders your teams to split for the next objective, instructing Bravo to take out the second AA gun (to the north) and Alpha to cover the attack zone to the west. The M1 tanks advancing along the western street can manage things on their own for the time being, but Bravo runs into more trouble on the northern street. Therefore, move along the northern rooftops and pick off rebel troops in the street below. Advance all the way to the objective marker on the northeastern rooftop and quickly wipe out the cluster of tangos down on the street corner. As soon as the northern street is clear, order Bravo to advance on the second AA gun.



## 5: Clear Zone



Use the enemy infantry icons on your HUD to relay attack orders to the Apache.

Now that both AA guns are down, an Apache joins the fight in the street to the west. Instead of moving all the way to the northwestern rooftops, hold your current position to the northeast and relay targeting information to the Apache. Even if you have no line of sight, there should be several enemy infantry icons on your HUD. Give the go-ahead for the Apache to take out these targets with its chain gun. When all enemy units in this sector are down, you're clear to move out for extraction.

## 6: Extract From Area

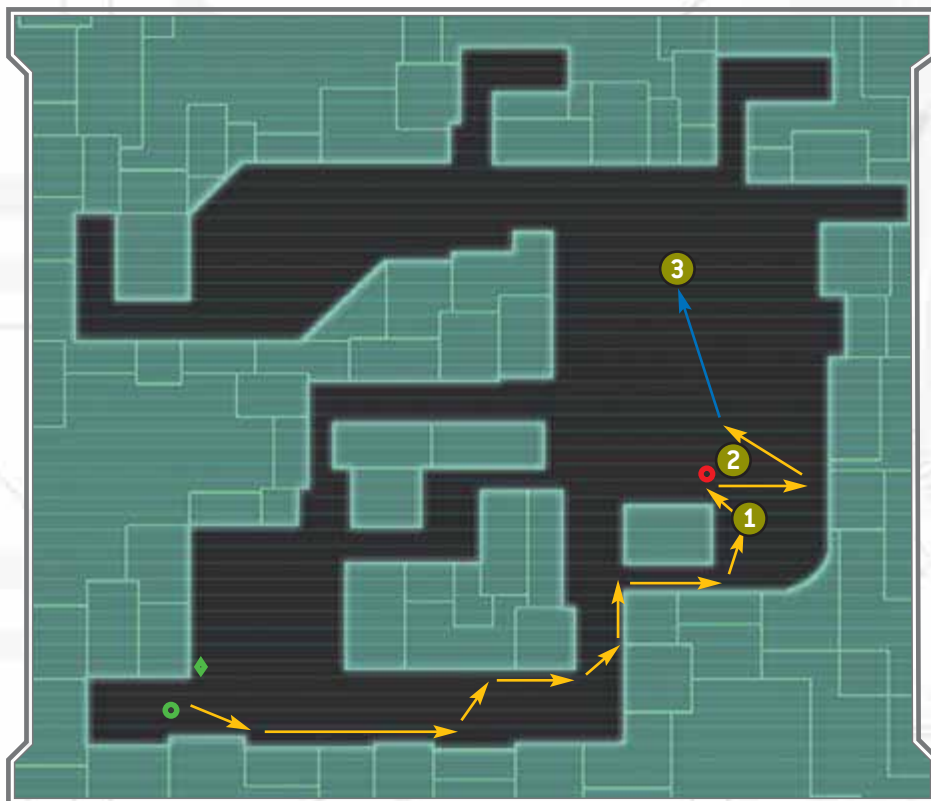


The path to the extraction point isn't clear of rebels, so keep your eyes peeled for enemies on the eastern rooftops.

A Humvee waits for you at ground level on the eastern side of the map. Keep the ROE set to assault while moving toward the extraction point, as you encounter a couple of tangers on the eastern rooftops. Climb the ladder down the ground and approach the Humvee to complete this phase of the mission.



## Phase 2



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Reach General Martin's Position
- 2: Protect General Martin
- 3: Extract From Area

### EQUIPMENT LOAD-OUT:

- |                  |                 |
|------------------|-----------------|
| <b>Mitchell:</b> | <b>Ramirez:</b> |
| • MRC/GL         | • M8            |
| • M95            | • Zeus MPAR     |
| • M9 Pistol      | • M96 Frag      |

## 1: Reach General Martin's Position

Set up camp behind this Humvee and hold off the rebel attackers closing in from the north and east. Don't worry about using up grenade and sniper rounds—the nearby supply point will keep you in business.

As the next phase of the mission begins, you're caught in an intense ambush. Take cover behind the Humvee and order Ramirez to move behind the nearby dumpster to the south. Keep the ROE set to recon and equip your grenade launcher to thin out the ranks of the attacking rebels to the north and east. During the chaos, listen for Bravo to offer assistance. Take them up on their offer and watch them take positions on a rooftop to the



north. Hold at the Humvee until all hostiles surrounding the insertion point are eliminated. Before moving out, restock on ammo at the nearby supply point.

**Although you must reach General Martin in a timely fashion, clear a path as you go to avoid walking into an ambush.**

Stay on guard while moving along the street to the east. Watch for tangers positioned along rooftops and balconies on the north side of the street. While you move along this street, General Martin reports his Blackhawk is under fire. HQ confirms this report, instructing Alpha to immediately proceed to the crash site. Cautiously, but quickly, move to the eastern intersection and peek around the corner to the north. Engage all visible tangers down this street. Don't worry about the tank—Bravo will take it out. Once the street is relatively clear, cross to the east and rush into the adjoining alley. Follow the objective marker to the General's position. He's injured, but alive, taking cover behind a stone railing.

### CAUTION



When General Martin's Blackhawk is shot down, you only have a few minutes to reach his position before the rebels find and kill him. Get there first to avoid a mission failure.

## 2: Protect General Martin



Get Ramirez behind the machine gun while you snipe from behind the Blackhawk wreckage to the east.

The downing of General Martin's helicopter has drawn a large force of rebels moving in from the north. It's your job to hold them back. Right after you reach the General, order Ramirez to man the machine gun to the north. While Ramirez opens fire on the incoming rebels, equip your sniper rifle and move to the tail of the Blackhawk, along the eastern edge of the plaza. Crouch behind the Blackhawk wreckage and put your sniping skills to use, preventing the rebels from flanking Ramirez. With Bravo on a rooftop to the east, Ramirez on the machine gun in the center, and you sniping to the west, you create a solid defensive line in front of the General.

**Make sure Ramirez is well concealed in the north side of the plaza before the tanks arrive.**



When the infantry attacks die down, prepare for the next attack wave consisting of two M1 tanks approaching from the northwest. With no anti-tank capability of your own, you must rely on Ramirez and Bravo to deal with these threats. Set the ROE to recon and order Ramirez to move behind cover along the northwestern side of the plaza. Find some cover for yourself and watch for the incoming tanks. As soon as the first tank rolls into view, order Ramirez to attack—he'll probably have to maneuver for a clear shot before firing a Zeus MPAR round. Bravo automatically attacks the lead tank too, destroying it within a few seconds.

Immediately focus Ramirez on the second tank and hold back while he fires another missile. With Bravo and Ramirez nailing the tanks from both sides, this armor assault shouldn't last long.



**Stay out of sight and spot the incoming tanks for Ramirez. His Zeus MPAR is the only weapon Alpha team has that is capable of stopping tanks.**

## 3: Extract From Area

Now that General Martin is safe, the Ghosts are cleared for extraction. A Humvee pulls into the north side of the plaza, waiting for you to hop in. Instead of running to the Humvee, move through the plaza cautiously and watch for more tangers in the street to the northwest.



Pick them off at long range with your sniper rifle, then move toward the Humvee for extraction.

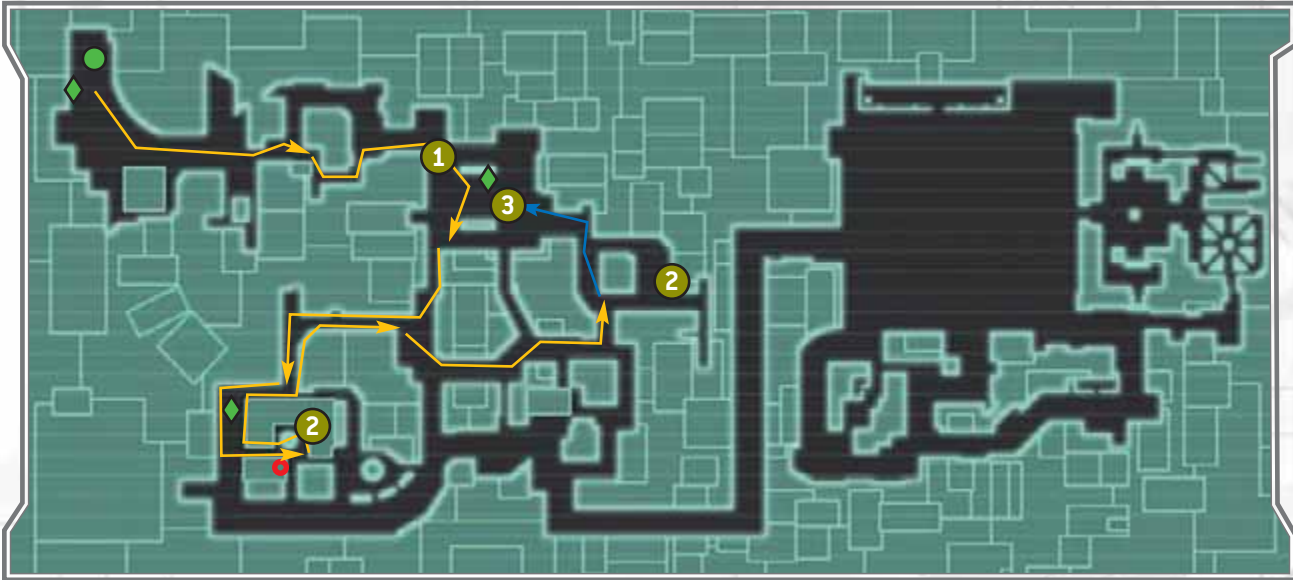
**Make sure the extraction zone is clear of enemies before rushing to the Humvee. There may be a few enemy troops hiding along the street to the west.**



# Zocalo Plaza

## Phase 1

## 23: ZOCALO PLAZA



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Reach Zocalo Plaza
- 2: Locate and Destroy the Two Jamming Signals
- 3: Move to Extraction Point

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- MRC CQC
- M109
- M9 Pistol
- M96 Frag

#### Ramirez:

- M8 AR
- Zeus MPAR
- M96 Frag

## 1: Reach Zocalo Plaza



Use the two cars near the extraction point for cover while engaging the first round of tangos.

Your efforts are finally yielding some results as the U.S. forces squeeze in on the rebels at Zocalo Plaza. But the battle is far from over. You begin this mission

several blocks west of the plaza. Start by moving east, toward the small plaza marked on the map. As usual, take your time and use cover as much as possible. The streets are still filled with rebel troops, including several patrolling just east of the insertion point. There are also a couple of tangos posted on rooftops in this area.

## TIP

Don't shy away from using the M109 to blast rebel troops, especially if they're grouped in tight clusters. There are plenty of supply points on this map to keep you stocked on ammo.



While moving east, you eventually come to a cramped alley. This is the ideal enemy ambush, so stay on your toes. As you enter, watch for a tango patrolling to the east. There's also a rebel waiting in the adjoining alley to the north. Once you've dealt with the ground threats, watch for a couple of tangos on the rooftops to the south. If you can't get a clear shot on these rooftop-based tangos, toss a few grenades in their direction. Finally, be prepared to engage a couple more rebels patrolling the nearby street when you exit the alley. The small plaza to the east is clear of threats. Use the supply point while HQ relays new orders.

**The rebels overlooking the alley from the rooftops are serious threats. Instead of engaging them directly with firearms, use grenades to knock them off their feet.**



## 2: Locate and Destroy the Two Jamming Signals



With the ROE set to recon, use Ramirez to scan new streets and alleys for threats. He peeks around the corners and relays enemy positions to your HUD and tactical map.

A pair of jamming signals has been spotted near your present position. Before advancing on Zocalo, HQ needs you to eliminate both signals. The signals can be destroyed in either order, but start out with the one to the southwest. Follow the path drawn out on the map, taking the back alley running along the north side of the jamming device. Before entering the alley, you face several tangos in the street. Finish them all off, then enter the alley.

**Keep track of Ramirez's position while clearing the area around the jamming device. Due to the HUD scrambling effect and the use of night vision, you might mistake him for an enemy.**



You eventually reach a street running west of the jamming device. Use the nearby supply point and cautiously approach the courtyard where the jamming device is positioned. With Ramirez's help, clear the courtyard of threats, including a few tangos positioned on the balcony of the northern building. Before destroying the jamming device, order Ramirez to move onto the rooftop to the south—the one with the eastern-facing machine gun. Instead of ordering Ramirez to man the machine gun, make sure he's facing the western edge of the roof. Shortly after destroying the jamming device, several rebel troops counter-attack from the west. Pre-positioning Ramirez in this spot allows him to engage the attackers as they move into view. Once Ramirez is in position, destroy the jamming device, using either C4 or a shot from the M109. Next, help Ramirez halt the counter-attack to the west. Then, use the supply point before heading to the second jamming device.

**Stage a mini-ambush at this street corner. Move toward the second jamming device to get the rebels' attention, then race back to this corner and gun them down as they run after you.**



Retrace your steps through the alley on your way to the next objective, but expect to encounter a couple of tangos en route. From the alley, head west along the street shown on the map. There are several tangos positioned along this street, including a couple in an alley to the south. Take your time and stay behind cover as much as possible. Order Ramirez to take long-range shots with his M8 AR or take the rebels down yourself with a devastating shot from your M109. At the next intersection, order Ramirez to hold at the northwestern corner. Meanwhile, creep northeast toward the jamming device. As soon as you spot some tangos, fire a few shots at them to get their attention, then race back to Ramirez's location at the street corner. The tangos guarding the jamming device give chase, allowing Ramirez to gun them down as they approach. Hold at the street corner and help Ramirez eliminate the rebels. When it's clear, move north and



scan the adjoining street to the west, leading to the jamming device. Instead of moving to the jamming device, equip your M109 and take it out at long range.

**Use an explosive M109 round to destroy the second jamming device.**

## 3: Move to Extraction Point

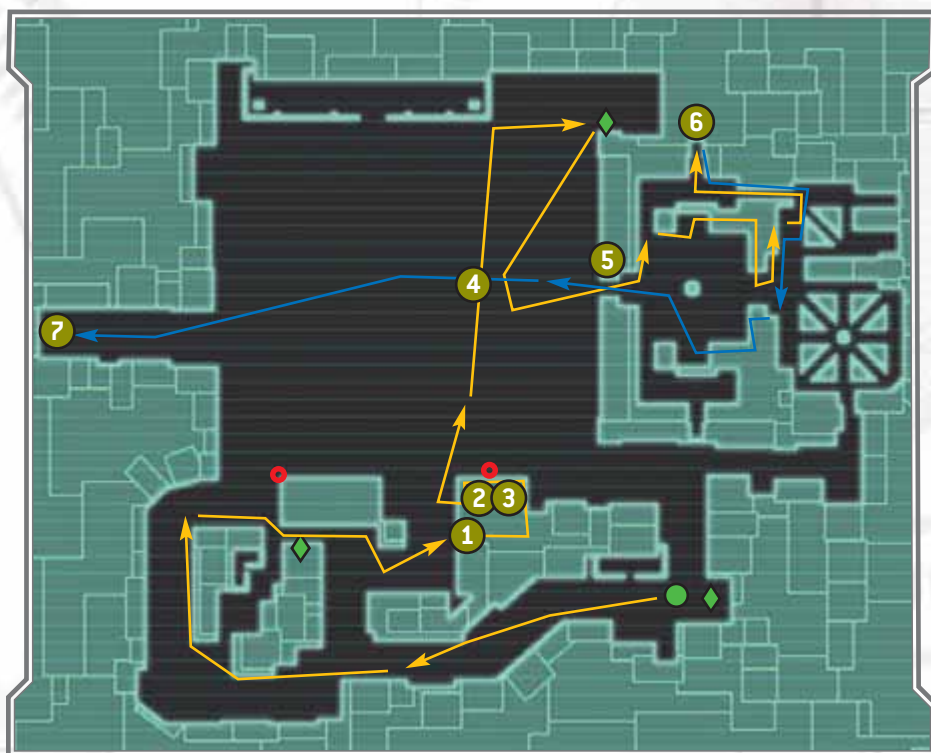
Immediately after destroying the last jamming device, run toward the extraction point in the small plaza to the north. Like the last time, the destruction of the jamming device triggers a rebel counter-attack moving in from the south. The enemy reinforcements initially move toward the remains of the jamming device, but if they spot you, they give chase. While moving, make sure Ramirez follows closely behind by setting the ROE to recon and issuing frequent regroup orders. Approach the Humvee waiting for you at the extraction point to complete this phase of the mission.

**Instead of sticking around for the counter-attack at the second jamming device, run to the Humvee at the extraction point.**





## Phase 2



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Reach Zocalo Plaza
- 2: Destroy Enemy Tanks
- 3: Destroy Roadblock
- 4: Clear Zocalo Plaza
- 5: Infiltrate the Palace
- 6: Secure General Ontiveros
- 7: Rendezvous with APC for Extraction

### EQUIPMENT LOAD-OUT:

#### Mitchell:

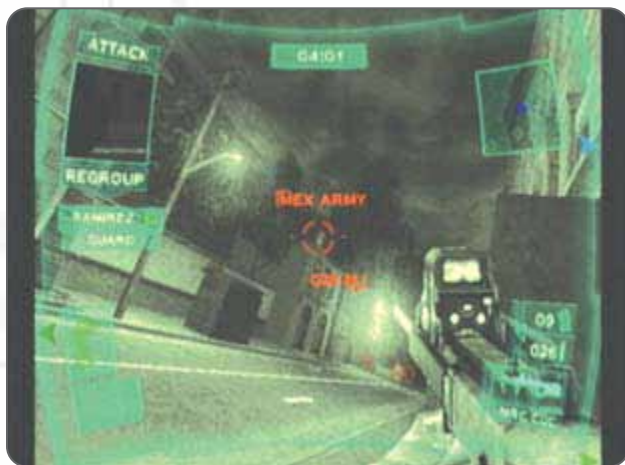
- MRC CQC
- A550
- M96 Frag
- C4

#### Ramirez:

- M8 AR
- Zeus MPAR
- M96 Frag

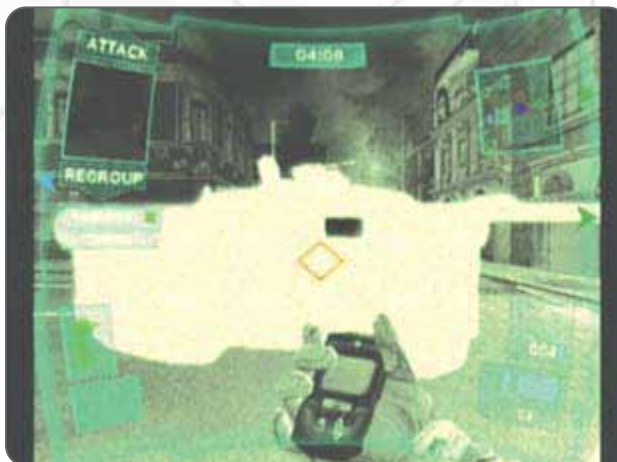
## 23: ZOCALO PLAZA

### 1: Reach Zocalo Plaza



The street west of the insertion point is crawling with rebel troops. Stick to covered positions on the sides of the street and lean out to engage the threats ahead.

General Ontiveros has barricaded himself inside the palace at Zocalo Plaza. You need to reach the plaza and assist U.S. forces as they make the final push to end the coup. Start by moving west along the street, but watch for several tangos along the way, including one on a rooftop to the south. Try to identify the targets at long range and give Ramirez the kill order. Race across the intersection ahead, continuing west along the southern street. If you move north at the intersection, you come face to face with a rebel M1 tank—it's best to find another way around. As the street turns north, watch for more rebels on the rooftops ahead. Take cover and use your sniper rifle to silence them.



Sneak up behind the rebel tank from the alley to the west and slap a C4 charge on it before its turret can rotate and blast you.

Follow the street as it turns north, then enter the alley to the east. Order Ramirez to hold in the alley near the supply point while you rush ahead and plant a C4 charge on the rear of the tank in the street to the east. Quickly duck back into the alley near the supply point and detonate the charge to knock out the tank. Use the supply point to restock on ammo, then move out into the eastern street and cautiously approach the building at the objective marker. Engage any rebels loitering around the building before dashing up the steps.

## 2: Destroy Enemy Tanks



Cover Ramirez as he fires on the two easternmost tanks with his Zeus MPAR. Watch for crossfire originating from the tower to the west.

Ascend the series of stairs inside the building to reach a large balcony overlooking Zocalo Plaza—watch for the two rebels at the top of the steps. Stop short of stepping out on the balcony. Instead, turn west and scan the tower of the adjacent building for rebel troops. Hold on the northeastern side of the balcony and use your sniper rifle to deal with them. When it's clear, creep out toward the balcony and peer over the edge to the north to spot three rebel tanks in the distance. HQ has allocated artillery to deal with the rebel armor, but you need to use the limited amount of strikes sparingly. Order Ramirez to destroy the easternmost rebel tank with his Zeus MPAR. Next, carefully move west along the balcony while watching for rebels in the adjacent tower and the street below. Move out onto the walkway on the western side of the building and order Ramirez to engage the tank in the center of the plaza. Cover Ramirez while he fires a couple of Zeus rockets to destroy the second tank. Retreat into the northwestern tower and peer out the western window to target the last tank with an artillery strike.

It takes two artillery strikes to knock out one tank, so reserve the artillery for the one to the west.



## 3: Destroy Roadblock

Hold in the northwestern tower following the destruction of the last tank. Before General Martin and his convoy can push into the plaza, they need you to target a roadblock to the west. Select the F-15 on your cross-com and order it to bomb the roadblock. Even if you can't see the roadblock at this range you can still call in the air strike by targeting the red objective marker on your HUD. Stay in the tower while the F-15's incoming munitions pummel the western edge of the plaza.



## 4: Clear Zocalo Plaza

The machine gun on the balcony is a quick way to clear the plaza of rebel troops. Order Ramirez to man the gun while you provide support with your sniper rifle.



Once the roadblock is destroyed, General Martin and his tanks move into the plaza from the west. Assist his advance across the plaza by engaging the rebel troops on the ground below. Move Ramirez behind the machine gun at the balcony's center. Use your A550 rifle to help him out, but don't expend all your sniper ammo—leave at least a full magazine.

## PROTECT GENERAL MARTIN

Move down to the plaza to engage the snipers in the palace. They're easier to hit from this angle than they are from the southern balcony.



As General Martin's tanks approach the middle of the plaza, make your way to the ground via a pair of ladders to the west and north. Move toward the friendly tanks and take cover near one of the large crates on the eastern side of the plaza, just across the street from the palace. When General Martin tries to persuade Ontiveros to surrender, he's fired on by rebel snipers inside the palace. Immediately zoom in on the snipers in the windows to the east and pick them off one by one. During the exchange, lean around your cover to avoid exposing your whole body to sniper fire.

## 5: Infiltrate the Palace



Use the M1 to blast open the palace doors, then hold back and snipe the rebels inside before rushing in to arrest General Ontiveros.

Before storming the palace, you must first secure an entry point. HQ has placed an M1 tank under

your command for that sole purpose. Order the M1 to target the front door of the palace. While the M1 moves into position, rush to the supply point at the northeastern corner of the palace's exterior to stock up on ammo. Return to the front of the palace and position Ramirez behind one of the large crates northwest of the front door. Then move toward the M1 as it drives directly in front of the palace door. Wait for the M1 to blast open the front doors, then use your sniper rifle to pick off all visible rebels inside the palace. As Ramirez joins in, the rebels are cut to shreds in your crossfire. Hold near the M1 and order Ramirez to the northern side of the front door. This may trigger more rebels to appear inside the palace. Open fire with the A550 until no more rebels can be seen through the doorway.



## 6: Secure General Ontiveros



The firefight inside the palace is one of the most intense you've faced yet. Use the pillars for cover while advancing to the northern staircase.

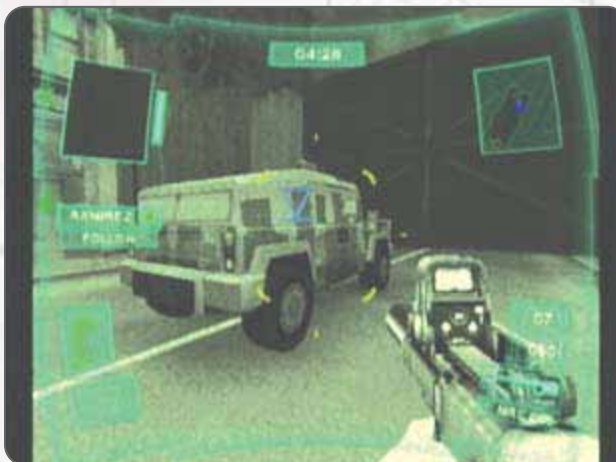
General Ontiveros is located somewhere inside the plaza. Your job is to flush him out while Bravo team covers the palace's northern exit. Slowly move inside the palace and take cover among the pillars lining the square atrium. Watch for rebels attacking from the north and south. Carefully advance to the staircase on the northern side of the room and ascend the steps to the upper-level walkway. Use the sandbags positioned along the upper-level railing for cover while engaging more rebel troops to the east. Circle around the top walkway to target rebels on the ground below before exiting through the eastern passage. This leads out onto a balcony overlooking a courtyard. Pick off all visible threats to the east, then climb down the nearby ladder to reach the ground. Carefully move to the northern side of the courtyard, then through the narrow passage leading west, as shown on the map. Eliminate the rebels along the way and proceed to the objective marker to the north. When you reach a closed gate, Bravo reports taking General Ontiveros into custody.

This is the end of the road for General Ontiveros. By moving to this gate, you've forced him to flee the palace, right into the hands of Bravo team.



## 7: Rendezvous with APC for Extraction

An extraction point is set up to the west following General Ontiveros's capture. While this puts an end to the coup, the General is not in possession of the football. HQ believes the General's son, Carlos, has the football—your job isn't over yet. Proceed to the extraction point by retracing your steps through the palace. Keep pushing west across the plaza until you reach the Humvee at the objective marker. It's time to hunt down Carlos and retrieve the nuclear launch codes.



The extraction point is located on the western side of Zocalo Plaza. Your journey to the Humvee should be clear of threats, but keep an eye open for any stragglers in the palace and plaza.

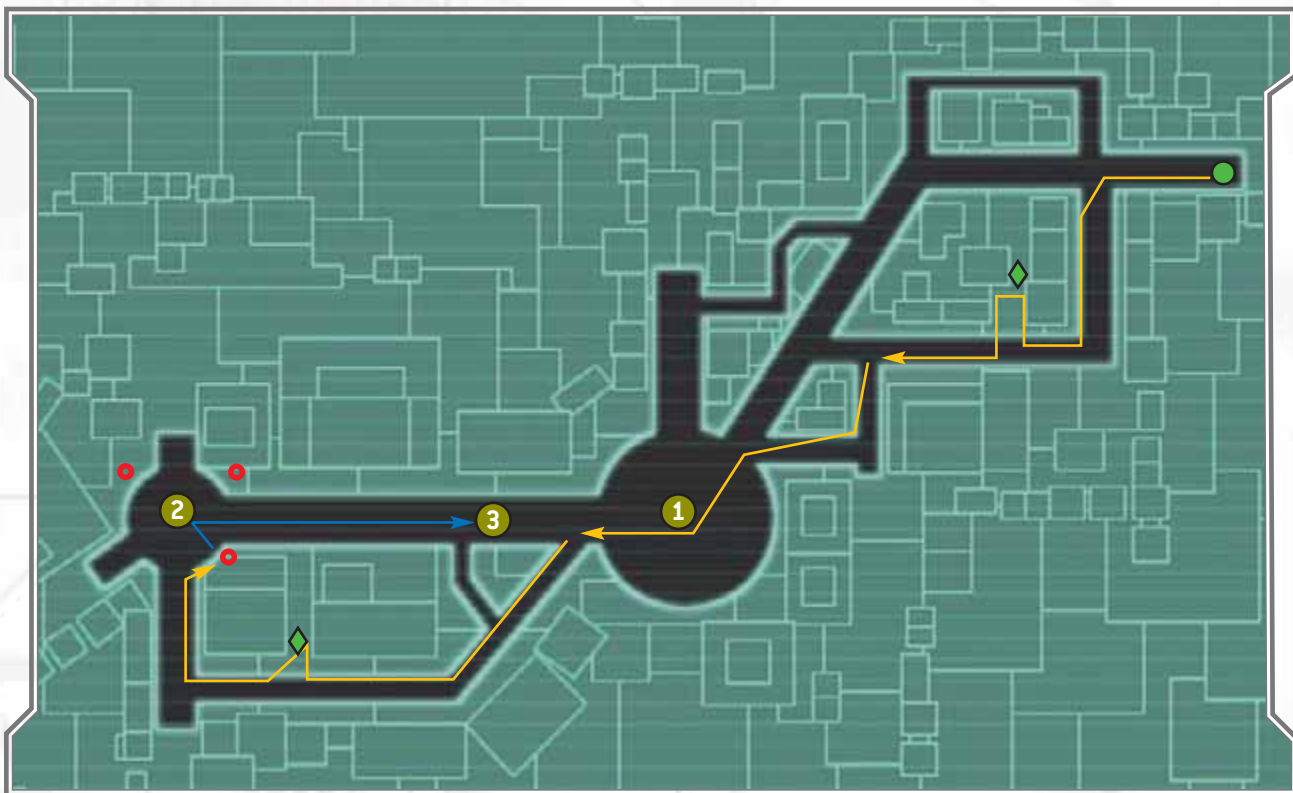
23: ZOCALO PLAZA



# Downtown Revisited

## Phase 1

DOWNTOWN REVISITED



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Secure Bravo's Crash Site
- 2: Take Down Carlos
- 3: Extract from Area

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- MRC

#### Ramirez:

- MRC
- M96 Frag

### 1: SECURE BRAVO'S CRASH SITE



**Don't stand around in the street and let Carlos make another pass at your position. Take cover on the southern side of the street until Carlos is distracted by Bravo team's arrival.**

Carlos Ontiveros has commandeered an Apache attack helicopter and is using it to attack U.S. ground forces. Your Humvee has just been hit at the start of this mission, so take cover on the south side of the street to avoid getting hit in Carlos's follow-up strafing runs. The overhanging roof to the south allows you to stay out of Carlos's sights. While taking cover, engage the rebels in the street to the east. Bravo team eventually radios in, reporting that they're landing nearby to assist you. But Carlos gets to them first, shooting down their Blackhawk in the plaza to the southwest. You need to reach Bravo's position before Carlos's men do.



Rebels keep appearing at the end of this street to the south. Hold on the north end near the bus and engage them at long range. But keep an eye on Carlos's chopper as well, to prevent getting shot in the back.



As Carlos goes after Bravo, take the opportunity to duck into the nearby street to the south. This street is filled with members of Carlos's elite Aguila 7 paramilitary group. Use the bus for cover while firing on the rebels at the end of the street to the south. While advancing south, move along the western sidewalk to stay out of Carlos's sights once he flies back to the north. Carefully maneuver into the adjacent street heading west and duck into the nearby alley to use the supply point before pushing on to the crash site, as shown on the map. By the time you reach the downed Blackhawk, Bravo team is missing. It appears Carlos's men have captured them.

A few rebels patrol the area around the plaza where Bravo team's Blackhawk was shot down. Locate and neutralize them before investigating the crash site.



## 2: TAKE DOWN CARLOS



Head south at the Y-intersection to avoid a toe-to-toe stand off with Carlos's Apache.

Shortly after reaching the plaza, Carlos peels away and flies his chopper west at the end of the street. HQ needs you to shoot down Carlos before he can inflict any more damage on U.S. forces.

There are three machine guns at the end of the street that you can use to shoot down the Apache. Instead of heading west—directly at Carlos—move southwest at the Y-intersection ahead and move along the southern street to reach your primary objective. There are more rebel elites in the southern street, so utilize cover along the way. Before reaching the end of the street, move into the alley to the north and use the supply point. From this same alley you can also engage several rebels in the adjoining street to the north.



Use this supply point in the alley off the southern street. Afterward, peek past the rubble at the end of the alley to engage a few tangos in the street to the north.

Return to the southern street and cautiously approach the next corner, peeking out to the north.

Engage all visible rebels from this

street corner before making a move to the nearby machine gun. When it's clear, climb up the pile of rubble in the street ahead to access the nearby machine gun on the second floor of the damaged building south of Carlos's helicopter. Don't move to the machine gun just yet. Take a few moments to engage more rebels in the street below while staying out of Carlos's line of sight. Wait until Carlos's Apache is facing away from your position, then rush to the machine gun and open fire. Carlos won't stick around long enough for you to shoot him down, but damaging his helicopter causes him to retreat.

This southern machine gun is the easiest to reach and provides the best cover. Continue firing on Carlos's Apache until it begins trailing smoke. No matter how quick or accurate you are, you can't shoot him down.



## 3: EXTRACT FROM AREA

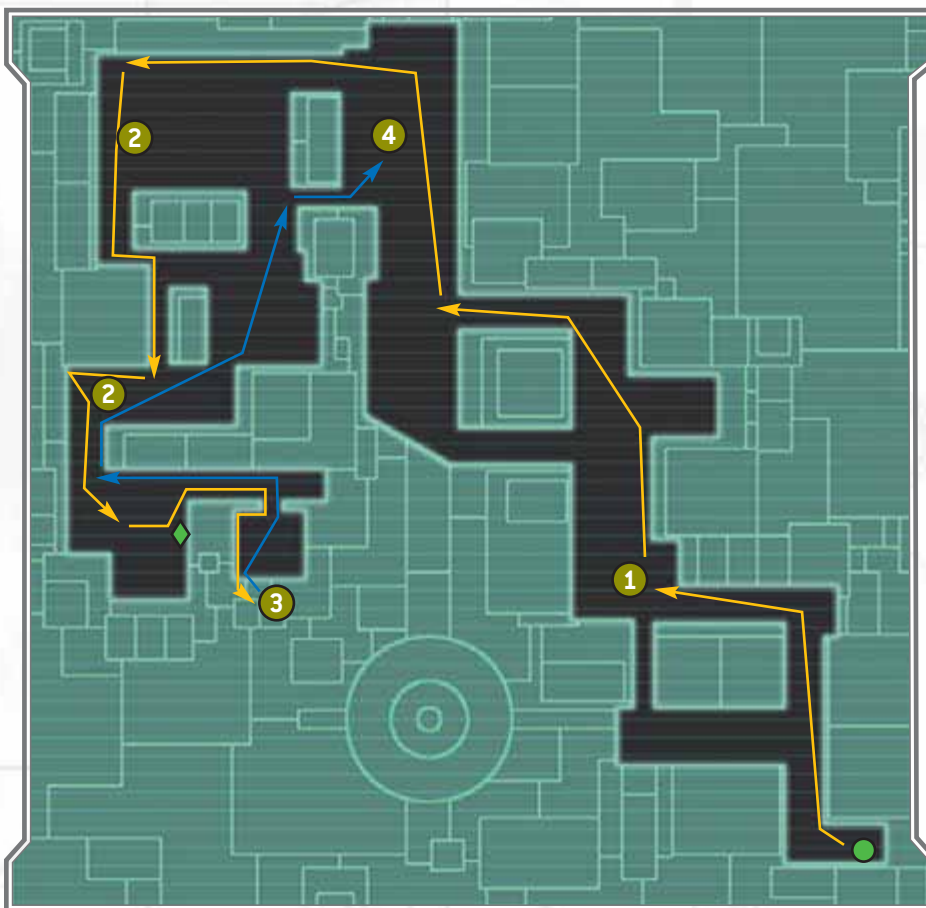
HQ needs you to keep up the pressure on Carlos and secure the football. A Humvee arrives in the street to the east to transport you to the next zone. Climb down from the damaged building and advance toward the objective marker. There may still be some rebel troops in the street, so keep your eyes peeled and don't stray too far from cover. You're safe once you reach the Humvee.



This Humvee arrives in the street to the east, waiting to drive you to the next zone of the city. Make sure to eliminate all surrounding hostiles before rushing to the extraction point.



## Phase 2



### LEGEND:

- = Insertion Point
- ◆ = Supply Point
- = Fixed Weapon
- = Ingress Route
- = Egress Route

### OBJECTIVES:

- 1: Rendezvous with U.S. Tank Support
- 2: Destroy Enemy DCAs
- 3: Retrieve the Football
- 4: Reach the APC for Extraction

### EQUIPMENT LOAD-OUT:

#### Mitchell:

- MRC

#### Ramirez:

- MRC
- M96 Frag

DOWNTOWN REVISITED

### 1: RENDEZVOUS WITH U.S. TANK SUPPORT

Move to this M1 and use it to engage the rebel tanks. It can also fire on rebel troops. Try targeting tight clusters of infantry to maximize the damage.

Carlos's possession of the football has created an international crisis. You must track down Carlos and retrieve the football before things spiral out of control. A pair of friendly M1 tanks is located to the northwest. However, a rebel tank sits around the corner to the north. Since you have no anti-tank capability, run past the tank and head toward the objective marker. When the objective marker is within sight, move to the nearby M1 and take control of it through the cross-com. Use the M1 to engage the rebel tanks approaching from the north and the one chasing you to the east. Move away from the M1 during the tank battle and scan the area to the north for incoming rebels troops. Once the enemy tanks are destroyed, move back to your M1 and use it for cover while engaging the rest of the attacking rebels. As the rebel attack dwindles, HQ reports a pair of Mi-28 attack helicopters moving in on your position. Move north when you hear this report and stay clear of the explosions as the rebel helicopters destroy the M1s.



### 2: DESTROY ENEMY DCAs

Use the cover on the north side of the plaza while engaging the rebels around the first DCA in the northwest corner of the map.

The rebels have anti-air defenses in this sector of the city, preventing U.S. air units from shooting down the Mi-28s. It's up to you to take out a pair of DCAs to



the northwest so U.S. air superiority can be established in this sector. HQ has dropped smoke artillery in the city near your position, allowing you to move west without being spotted by the rebel choppers. Follow the path shown on the map to reach the northwestern DCA. Cautiously enter the plaza from the northeastern side and engage all visible hostiles. Creep along the northern side of the plaza while aiming south to clear the area around the DCA. As you near the DCA, watch for more tingos appearing in the alley to the south. Position Ramirez behind cover to the west while you stick C4 to the side of the DCA, then move to a safe distance before the charge detonates.

**A Mi-28 hovers south of the last DCA. Destroying the anti-air threats allows friendly fighters to shoot down the rebel choppers.**





Another DCA is located in a small plaza to the south. Advance through the nearby alley, but stop short of entering the next plaza. Hold at the alley corner and scan for threats to the east and west. Eliminate all visible hostiles from the alley. Then, inch out along the northern side of the adjacent plaza to engage a few more rebels gathered around the second DCA. When it's clear, rush over to the last DCA and destroy it with another C4 charge. Shortly after knocking out the last gun, the Mi-28s are shot down, allowing you to proceed with your primary objective.

### 3: RETRIEVE THE FOOTBALL

**Rush through the embassy entrance with guns blazing to gain entry into the courtyard. Otherwise, you may get pinned outside.**

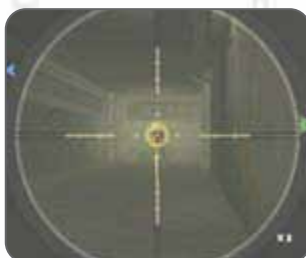
HQ has tracked the football to the embassy southeast of your position. Before rushing to the embassy, move south into the adjacent plaza and use the supply point—watch out for a couple of rebels patrolling nearby. Once you have a fresh supply of ammo, advance along the pathway leading east toward the embassy entrance. Aggressively and quickly fight your way into the embassy courtyard before the rebels can establish a defensive line at the entrance. Take cover along the planter on the west side of the courtyard and engage the rebel troops, including a couple on the balconies to the south and east.



**Carlos has ditched the football, but left a few of his men to guard it and secure his escape. Eliminate the rebels, secure the football, and race after Carlos before he gets away.**

After clearing the embassy courtyard, carefully enter a doorway in the southwest corner to access a tunnel system. Peek around each corner as you move inside the subterranean passage and consider setting your MRC to full automatic mode. As you near the objective marker, you eventually spot several rebels. Open fire and clear the area thoroughly before approaching the football sitting on a table at the back of the room.

**Carlos isn't easy to kill. You must hit him several times while evading his erratic automatic fire. When he stops, zoom in and make each shot count.**



You're cleared for extraction once you recover the football, but if you want to hunt down Carlos, move through the adjacent passage to the left. Carlos is fleeing through a tunnel system beneath the embassy, lecturing you as he goes. You must run through the tunnel corridors to catch up with him. As you get closer, Carlos stops and fires at you briefly, then continues running away. When Carlos fires at you, try to seek cover behind an object in the tunnel or by leaning around a corner. In all cases, try to return fire each time Carlos is visible—it takes multiple hits to kill him.

Keep up the chase until Carlos is dead. If you're not quick enough, he escapes through a manhole at the end of the tunnel.

**Gun down Carlos before he can reach the ladder at the end of the tunnel.**



### 4: REACH THE APC FOR EXTRACTION

**Before rushing to the extraction point, rescue Bravo team in the underground passage on the other side of the embassy. This console controls the lock on their cell door.**

Whether Carlos gets away or not, you must find Bravo team next.

Retrace your steps back through the tunnel and return to the embassy courtyard. If you didn't clear the courtyard completely before, watch for rebels loitering about, particularly on the balconies—you've come too far to get shot in the back now. Move down into the tunnel in the southwest corner of the courtyard and prepare to mow down a few more rebels inside. Bravo team is held in a cell in this passage. Rescue them by destroying the nearby console with a C4 charge.

Now that the football is secure, Carlos is dead, and Bravo team is safe, you can proceed to the extraction point. Advance through the nearby plazas to reach the Humvee to the north. Now that the coup is over and the football is secure, your work in Mexico City is finally over.

**Stay on guard while moving to the Humvee. There may still be a few rebel troops wandering around, particularly around the embassy.**



### NOTE

There are three game endings based on how many final objectives you complete. At the very least, you must recover the football for a successful mission. Maximize your success by killing Carlos and saving Bravo team.

# Xbox Multiplayer

## Prepare to Go In-Country

Lock and load, soldier, you're about to enter a war zone. *Ghost Recon Advanced Warfighter* includes a complete multiplayer mode, with 12 maps based on locations from the single-player campaign and a plethora of game types that will satisfy all players, from Sharpshooter deathmatches to Siege, which is literally a battle of inches.

Even though battle conditions change rapidly once feet are on the ground, pre-action intelligence is almost as valuable to a soldier as his or her sidearm. Before wading into a match, study up on all of the different maps. Learn where the best sniper perches are and find the most efficient routes for getting deep into enemy territory. The more you know going into a battle, the better your chance for coming out of it on two feet and not a stretcher.

To play *Ghost Recon Advanced Warfighter* online, you must have an active Xbox Live account. Please see the Xbox manual for instructions on how to set up and maintain your Xbox Live account or visit [www.xbox.com/connect](http://www.xbox.com/connect) for more information.

Multiplayer games are not limited to Xbox Live subscribers. All game modes can be played via split-screen game play (players share a screen divided into two or four portions) or System Link. System Link requires one Xbox system and television per player. An Ethernet cable or home network connection (such as a router) is required to link the consoles.

## GAME OPTIONS

Select what kind of multiplayer game to play—Xbox Live, split-screen, or System Link. If you are joining Xbox Live, you have the option to either find a game to join, or host your own match.

Should you choose to host a match, you have a variety of options to change that affect your game experience. From choosing match types to selecting available weapons, the choices you make before hosting a match are final. If you want to make major adjustments, you must back out of the game to make changes.

## GAME PARAMETERS

**Game Type:** Select the game type you wish to create from the available options of Sharpshooter, Team Sharpshooter, Last Man Standing, Last Team Standing, Strike Command, Solo Strike Command, Bounty Hunt, Surveillance Strike, Siege, and Assassination.

**Weapons Package:** Select the available weapons package for all players joining the game.

**Map Rotation:** Off/In Order/Shuffle. If you select "In Order," the game moves on to the next map at the conclusion of a match. "Shuffle" randomly selects a map for the next match.

**Map Repeats:** Off/1–10. If "Off" is selected, the game will not repeat a map during the rotation. You can also choose how many times a map can be repeated during a game session.

**Random Squads:** On/Off. If "On" is selected, players are randomly split into two factions whenever a team-based game type is selected.

**Time Limit:** Selects the amount of time each match lasts. The matches can be 2, 5, 10, 15, or 20 minutes long. The time limit can also be disabled for an "endless" match, or a match that ends only when a specific Kill Limit has been reached.

**Intel Settings:** None/Full Intels/Friendlies Only. If "None" is selected, every player must rely on their own eyes and ears for on-the-fly intel about the enemy. If "Full Intels" is selected, players can access information about both teammates and enemy players. If "Friendlies Only" is selected, players only receive information about teammates during a match (if a team-based game type is selected).

**Allow Grenades:** Yes/No. If "Yes" is selected, players can use grenades during the match.

**Allow Explosives:** Yes/No. If "Yes" is selected, players can use explosives during the match.

**Allow Voice:** Yes/No. If "Yes" is selected, players can use headsets to speak to each other during the match.

**Kill Limit:** Selects the number of kills required for victory. The available amounts are: 5, 10, 20, 50, and 100. Kill Limit can be set to "off," in which the match ends when time runs out.

## WEAPON PACKS

Advanced warfighters have access to the latest tech and weaponry, but not all of it is available in multiplayer matches. The host selects a Weapon Pack before the game begins, then players select from the available designated hardware before the match begins. There are a total of 15 Weapon Packs, which include everything from the firepower-heavy M8 Pack to the tricky Guerilla Pack, which only allows access to the AK-47 as the lone projectile weapon.

Additional weapons can be taken from fallen soldiers in the field, but there are no weapon spawns on the maps that generate an endless supply of guns. You need to make smart decisions before entering the field and conserve ammunition between visits to supply points, which grant complete restocks of your expended rounds. Surviving in a match for a lengthy stretch is certainly commendable, but if you have done so at the expense of your ammo stocks, you may find yourself cornered too far from a supply point with no way to defend yourself.



Weapons don't always make the warrior. Just because a warfighter struts onto the scene with the biggest gun of all players doesn't mean that he or she is invincible. Much like the story of David and Goliath, a soldier swinging a rocket launcher around the map can be taken down with a pistol—if the pistol-packing soldier takes the time to become proficient with the weapon.

The biggest mistake a soldier can make in the field is to underestimate the enemy. To avoid this, understand that every weapon has stopping power. Learn the advantages of every weapon, because when you join a game, you may not have any input over the selected Weapon Pack. Having undeniable expertise with the M60 doesn't do any good in a match that employs a Weapon Pack that excludes the weapon.

## SQUADS

*Ghost Recon Advanced Warfighter* supports squads, which allow players that know each other to establish a unit that acts as a team in team-based games. Squads can challenge other squads to matches, such as Siege and Strike Command. Players can create and manage squads from the Xbox Live menu within the Multiplayer menu.

Players can only belong to one squad at a time. If you want to start a new squad, you must leave your current squad. You can then establish your new squad, name it, and send out invites to your friends to join in. From the My Squad menu, players can manage the squad by recruiting new members or removing (sometimes called “kicking”) members.

Squads are a great way to play with like-minded gamers. Playing with friends means you have an established repertoire, which can often make it easier to communicate—especially in a game where shared intel is so important for success. Squads also have a tendency to keep players “honest,” as you don't want to behave in any way that may jeopardize your membership in a squad you like.

## NOTE

Players that do not belong to a squad cannot join a game in progress between two competing squads, even if the maximum number of players has not been filled.



## HUD

The Heads-Up Display (HUD) in the Xbox multiplayer game is essentially the same as the single-player campaign, except for the removal of the mission objective window in the upper-left corner of the helmet display. However, everything you counted on for intel, such as selected weapon and time remaining, is in the exact same place.



## GAME TYPES

There are 10 available game types in Xbox multiplayer that test your mettle as an advanced warfighter. All your skills, honed by playing the single-player campaign, are put to the test in these contests for survival. All game types can be played on the available maps, which often drastically change your strategy and approach to an arena. The sniper perch you used to gun down traffic in Sharpshooter on a particular map may be too far away from the central action in team-based Strike Command on the same battlefield.

## SHARPSHOOTER



Sharpshooter matches unfold not unlike established deathmatch games, where every player is on their own in an all-out battle for survival. Soldiers spawn into the map and use different tactics (from stealth to brazen warrior) to hunt down their quarry—other players. The soldier with the most

kills by the end of the match is declared the winner.

No two Sharpshooter matches unfold the same, as every soldier brings their own style of play to the table. A player that prefers to camp in a sniper spot may reign supreme in one match, only to end up pitted against an accomplished hunter in the next round. That makes it a top priority to prevent snipers from digging in.

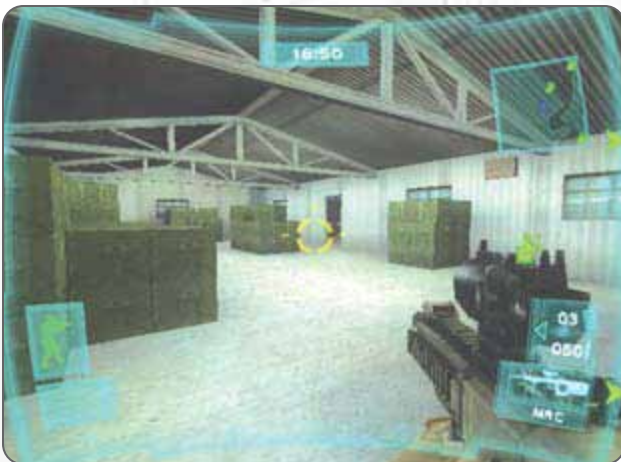
## TEAM SHARPSHOOTER



Team Sharpshooter introduces a need for communication and teamwork, as the goal is no longer to shoot anything that moves. Soldiers must work together to flush out their prey, sweeping the map as they push into enemy territory to score more points than the other team before time runs out.

Sharing intel is the key to winning Team Sharpshooter matches, especially if you discover you're facing an enemy squad that isn't playing fast and loose. Keeping your fellow players abreast of your location and relaying any sign of enemy presence allows you to make the most of sniper perches and choke points. Once you take a lead over the enemy, you must continue to squeeze—the soldier that cools his heels at the first sight of victory often watches it slip through his fingers.

## LAST MAN STANDING



The name of the game says it all—to win one of these frenzied matches, you must be the last soldier alive in the field. In Last Man Standing matches, you only have one life—one chance to clear the field of enemies. If you are shot, you have to sit the rest of the match out. However, being a spectator at a Last Man Standing match is always a good way to spot the plans and preparation of your foes for future matches.

Tactics in these games vary wildly, depending on player preference. You will encounter players that prefer to act like wrecking balls, hoping their strong-arm tactics will force other players to make mistakes as they flee for higher ground. There are also soldiers that try to stay calm and collected, searching out sniper perches where they can survey a sizeable chunk of real state and pick off their opponents one by one. And then there are campers—players that find hiding places and burrow into them, hoping that by avoiding firefights for as long as possible, they can let the herd thin itself before wading into the fray.

## LAST TEAM STANDING



Last Team Standing strips away the free-for-all element of the match, as squads of players must now work together to ensure survival of at least one team member to declare victory. The match ends as soon as all opponents have been taken out.

In these matches, open lines of communication are especially important. You win as long as one member of your team is alive, so if you spot an enemy creeping up on one of your comrades, you have to act by not only taking the shot, but by alerting your team members to the threat's location. You may end up getting killed in the resulting fracas, but ensuring the survival of a teammate is tantamount. At the end of the day, all that matters is that your team is on the board.

## STRIKE COMMAND

Strike Command introduces a new wrinkle into team play—the need to control territory on the map as well as hunt down opponents. The supply points act as uplink terminals that give you access to ancillary weapons, such as deadly air strikes and mortar attacks.

Once you control a terminal and log in, you can launch attacks that the other team will have great difficulty recovering from.



The terminals do more than allow air strikes, though. Each team enters the match with a specific number of points. Controlling an uplink terminal causes the enemy team's point count to gradually shrink—the more terminals you control, the faster those points vanish. So, in addition to watching your own back, you have to set up protection for controlled terminals to keep pressure on the enemy. As soon as you start gaining control over terminals, you can expect the enemy to do whatever is necessary to wrest the terminal back to halt the loss of points. The match ends when one team completely runs out of points.

## SOLO STRIKE COMMAND

Solo Strike Command combines the thrill of Sharpshooter with the access to air strikes from normal Strike Command play. Every player watches their own backs and uses their weapon sets to take out enemies the old-fashioned way, but crafty soldiers will make attempts on the uplink terminals to call down the proverbial thunder.



Uplink terminals make attractive targets for sneaky soldiers. Setting up a sniper position that overlooks an uplink terminal is a good way to take advantage of increased traffic—let them come to you! Always be aware that anytime you approach a terminal, there is a good chance you are being watched.

## TIP

A good tactic is to seek out the uplink terminal on the furthest reaches of the map. The action is likely to coalesce around the terminals closest to the center of the map.

## BOUNTY HUNT



In Sharpshooter, you score points simply for making the kill—but Bounty Hunt makes you really work for your pay. To earn points, you must recover the dog tags of your fallen foes and then take them to one of the supply points to get credit for the kill. You can carry more than one dog tag at a time, and many soldiers try to pick up a few before risking a run to the supply point.



Soldiers need to watch their back around the supply points, as everybody knows that the repositories are going to be heavily visited over the course of a match. Nothing is more frustrating than triumphantly snatching three or four dog tags from expertly eliminated opponents, only to be cut down mere feet from the supply point. However, there is little that is more sneakily satisfying than snagging the credit for somebody else's kills by dropping them en route to the supply point. After all, the closer you kill somebody to the supply point, the less territory you have to negotiate before earning your credit.

## SURVEILLANCE STRIKE



Surveillance Strike divides the players into two teams, like Team Sharpshooters, but then charges the players to seek out the opposing team's scrambler and destroy it instead of only eliminating other players. The first team that manages to destroy the other team's scrambler wins.

Teams must now work both offensively and defensively as a cohesive unit to succeed in Surveillance Strike. Communication is required as the team splits into two internal forces—one that pushes forward to wreak havoc on enemy positions and destroy their scrambler and another that defends their own scrambler against encroachers. For example, should the team working its way toward the enemy scrambler spot an enemy that has somehow slipped through, they need to relay that information to all team members so the problem can be dealt with swiftly.

## SIEGE

Soldiers are divided into two teams in Siege matches. One team is assigned the task of defending a particular zone or real estate on a map while another team does everything in its power to infiltrate the defense point and eradicate the opposition. Siege eliminates the need to balance offense and defense, as the roles of the two teams are clearly defined.



Communication is king, especially for the defending team. As the defense point often has limited access, defenders must alert their teammates every time an enemy is spotted en route to their position. Offensive players have a slightly easier task, as they simply have to pillage and destroy in an attempt to wrangle control of the defense point from the opposition. It won't be easy, but with a solid game plan (such as concentrating fire on one access point to distract the defenders), the team can succeed.

## ASSASSINATION

Imagine taking the scrambler from the Surveillance Strike, and making it mobile—that's the crux of the Assassination match. Instead of a Scrambler, the game automatically picks a random player on one team as the VIP. The VIP then becomes the sole target for the opposing team. Dispatching the VIP leads to victory, as does successfully defending the VIP until time runs out.



Strategies for Assassination vary depending on the team dynamics and the will of the selected VIP. Some teams attempt to keep the VIP hidden and protect the position with brute force. Some VIPs try to keep moving under the assumption that a mobile target is infinitely harder to hit than a stationary one—especially one that has been effectively cornered. The VIP has to work in tandem with teammates to survive—going rogue is a good way to become isolated. And if the attacking team gets a whiff of that, the hunt goes into overdrive.

## MAP INTEL

Each strategy section for the 12 Xbox multiplayer maps includes detailed information regarding the battlefield's sights and sounds, as well as pivotal points of interest that affect gameplay. Each map shows callouts for map features (such as supply points), gameplay features (such as sniper perches and choke points), and game-specific features (such as the defense point for Siege matches).

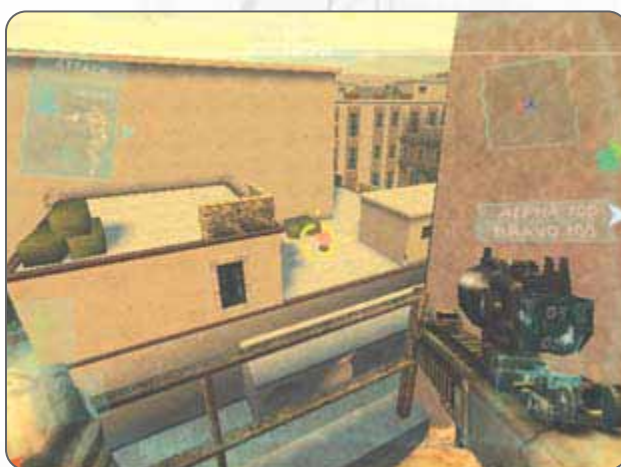
## SUPPLY POINTS



Supply points serve multiple purposes, depending on the selected game type. These mobile carts primarily provide fresh ammo stocks of all types, but in Strike Command or Solo Strike Command, supply points also double as access terminals for calling down air strikes, mortar attacks, and UAV support. In Bounty Hunt matches, supply points serve as the repository for collected dog tags.

Supply points show up as green diamonds on the map, and green arrows point out the direction to the supply points on the main HUD. When you roll your target reticule over the green icon for a supply point, your visor informs you of the distance to the supply point.

## SCRAMBLER



Scramblers appear in team-based games and serve to counter any enemy intel-gathering pursuits. If you know that the enemy had collected any intel on you (such as the ability to see your location on the map), stepping near a scrambler erases the intel. You then vanish from the radar until you have been spotted again.

If the scrambler is a mission objective, such as in Surveillance Strike, the scrambler is noted on-screen by a blue arrow.

## SIEGE POINT



In Siege matches, you must either attack or defend a small piece of land on the map. This real estate is noted with a blue icon on the mini-map, as a blue arrow appears on your visor to point you toward the contested land. Siege points are also noted by the large Ghost Recon insignia painted on the ground.

## SNIPER PERCH



Sniper perches are locations that offer sweeping views of the map—perfect spots for a sniper to dig in and attempt to pick off enemy soldiers on the ground below. Sniper perches, once well-known, lose some of their effectiveness, because active (read: non-camping) warriors will try to keep the access routes to the perches covered.

If you do manage to access a sniper perch, make the most out of it by not attracting too much attention to yourself. Only squeeze off rounds when you are positive you have a kill shot. If you miss, there's a good chance your target will figure out where the bullet came from. In a team-based game, you can be assured that not only does your quarry know your location, but so do all of his or her friends.



## CHOKE POINT



Choke points are positions on the map where passages get narrow (forcing team members to stick uncomfortably close to each other) or are easy to cover. If you have a solid perimeter of fire set up at a choke point, you can pin down an enemy squad and chew them up.

## AMBUSH ZONE



Ambush zones are areas on the map surrounded by plentiful cover opportunities. If a team can spare the manpower, positioning a few soldiers in the bushes or behind debris is the perfect set-up for an ambush. When an enemy soldier walks through the area between or near the hidden players, the ambushers can stand up or step out and pepper their prey with lead before they can get their bearings.

There are a couple catches with ambush zones. If the opposing team spots you creeping into position, they can either avoid the area altogether (and perhaps take advantage of your displaced manpower) or sneak up from behind while your attention is focused on the interior ambush zone.



## Rust

Nightfall transforms a train yard into a lethal arena for carnage and chaos as Ghosts engage each other in tactical war games. The map consists of a large rail warehouse to the south, full of parked cargo cars. The east end of the map doubles back on itself and feeds to the west, crossing a shipping yard full of cargo containers and depots. Outside in the actual yard, night vision is recommended, as there isn't much natural light to illuminate the scene.



25: XBOX MULTIPLAYER

### ADVERSARIAL

#### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

Elimination-style matches that erupt in Rust tend to be quick and dirty due to the small size of the map. There are only two main areas—the train yard and the shipping grounds. There are plenty of objects on the map to use for cover, from parked boxcars to old cargo containers.

### CAUTION

Snipers can get a lot of mileage out of the perches, especially the western one, but climbing the tall ladder is always a risk.

Snipers can sit on the second floor catwalk that wraps around the train yard and target shooters that attempt to infiltrate the building from the east. The bay doors at the end are huge and provide ample visual warning of incoming enemies.



The sniper perch on the west side of the map (on top of the building just north of the train yard) offers an excellent view of the shipping grounds.



Before visiting a supply point, verify that either nobody is around or that your teammates have the area covered. The Rust map is small, and it's easy to get caught restocking ammunition.



Several teammates can gather inside one of the small shipping depots and stage an assault, choking off an entire route on the map.







A sniper on top of the cargo containers to the east of the yard doors effectively controls traffic in and out of the warehouse. On team games, this stops the advancement of the Alpha team cold.



Clamber on top of the cargo containers just outside the train yard to get a long look at the shipping lane between the Bravo base and the entrance of the large warehouse.

### STRIKE COMMAND (TEAM/SOLO)

There are three uplink terminals on the Rust map, two of which are affected by scramblers. If you push all the way into enemy territory (on a team game) and access their terminal, you win the match. Use the other terminals to gather points and launch strikes.



If you get to the uplink terminals around the field, you can call down strikes on your opponents. However, the map isn't very large, so make sure your teammates are at a safe distance before bringing in the thunder.

The Alpha team's uplink terminal and scrambler are on the second floor of the train yard warehouse. The scrambler's reach is extensive and starts tweaking with your cross-com and weapons systems when you enter the hallway that leads upstairs to it.



In team games, set up defenses at the entrances to your bases. Inside the train yard, snipers on the catwalks control the influx of enemy troopers trying to push their way into the building. Snipers on top of the building next to Bravo rain down destruction on soldiers attempting to infiltrate that base.



### SURVEILLANCE STRIKE

The two scramblers aren't that far from each other and the west side of the U-shaped map, so you enjoy most of the map without your HUD going haywire.



When you see your HUD start to wiggle and flicker, you're getting close to the scrambler.



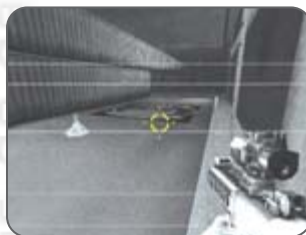
It doesn't take much to destroy a scrambler, but a little overkill won't hurt in this situation. You may only get one shot at it before defenders take you down, so something with a little extra kick is helpful.

## TIP

Roll your firing cursor on your HUD over the enemy scrambler to see how far away it is. When it is approximately 30 meters away, start treading a little more carefully because its effects soon kick in.

### SIEGE

Laying siege on Rust is tricky, because there is only one way into the area with the siege point. Defenders have no shortage of warning for your approach if they install a sniper on the rooftop next to the siege point. It takes a fast, vicious strike to dislodge the defense and lay claim to the siege point.



The siege point on Rust is tucked back behind Bravo team's base. Sending a squad all the way from the train yard and through the shipping yard requires communication and concentrated force. The scrambler zeroes out any gathered intel, so make sure

everybody is on the same page before mounting the assault on the siege point.

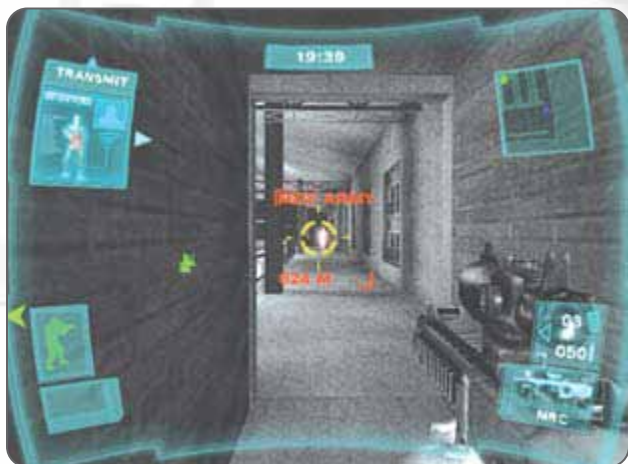


Defenders can position a sniper on the rooftop above the siege point to pin down and pick off incoming troops. Keep an eye on head movements on the ground. If you see a face swivel to look up at you, back off from the edge. You may soon see a frag grenade lobbed up on your perch.



## Co-op BATTLE

Teaming up with another player against the rebel army on Rust requires quick reaction rather than patience. The map is small and the rebels group in two places: inside the train yard and the western choke point. When you engage each group, be ready for a swift counter-attack.



As soon as you leave the safety of the spawn point at Alpha base, look for a lone rebel on the catwalk facing away from you. Make this shot count and get others in position looking down into the train yard. As soon as the shot rings out, the other rebels in the yard immediately turn and fire.



Take down the first rebel, and then swing around and pick off rebels on the ground level.

While you wait for the other player to take down the first rebel on the catwalk, point your rifle through the broken windows on the second floor and draw a bead on a target. Take the shot as soon as you hear the first rebel go down, because the rebels on the ground will scatter. Some may try to throw a frag grenade up at you, but chances are that the effort will be futile.



Eliminate all of the rebels and slowly exit the train yard, stopping at the supply point if necessary. Raise your guard as you turn back to the west in the shipping yard. There are more rebels in the choke points ahead.

As soon as you take down the rebel in the western depot, a small handful of nearby guards mobilize and descend on your position. Fall back a little, but not too much. The rebel patrol isn't too numerous and you should be able to use machine guns to tear through them and press on to the end of the map.





## Shantytown

The outskirts of the city reveal extreme poverty close to great wealth, evidenced by a ramshackle shanty community. The haphazard structures provide great cover as soldiers weave through angled streets. Tin roofs offer enough support for shooters to get off the street and cross the map from above, keeping low to surprise garrisons without the wisdom to occasionally look up.



XBOX MULTIPLAYER

### ADVERSARIAL

#### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The shantytown is full of debris and broken fences that can be used for cover when stalking prey. Sticking to the streets can be hazardous to your health, so consider two alternate routes through the map: the rooftops and the central trench that connects the north and south ends of the map. Just beware of getting spotted in the trench, as the walls are sometimes too steep to quickly evacuate.

Controlling the area around supply points generates a few solid kills before the other players get wise to your tactics. Try to guard supply points from the rooftops, as you can usually spot players coming from farther away.





The rooftops are good sniper points. Crouch down to minimize your visibility to the ground-based players. Your dark outline sticks out against the dusky sky.



Many of the shanty-lined avenues are also littered with debris and sandbag bunkers. Use these bunkers to control traffic around them in team games, but always make sure you have somebody watching your back so an enemy doesn't sneak up on you from behind.



A long trench cuts through the center of the map. There are two bridges that cross it, but there are also a few shallow inclines that you use to clamber out of the trench. Drop down into it from time to time and hide behind the debris—sometimes you catch other players hoping



to use the trench to get around the map without being obvious.

There is a tall building in the southwest corner of the map—two stories of terror. If you reach the top without being shot off the ladder, you have an incredible view of the entire map.



Look for cover, such as fences that you can blend into. A soldier running by this fence may only see a swatch of brown and gray, completely missing the lethal killing machine behind it.



## STRIKE COMMAND (TEAM/SOLO)

The uplink terminals are rolled out across the map, providing players with the means of attacking from above. Snipers provide intel so that players know when is the best time to send out hellfire from an air strike or mortar assault.

In a team game, make sure to assign at least one guard to your uplink terminal. This player can defend both the terminal and scrambler from an enemy attack. There are sniper perches above each team's terminal.



If you have players in the field that successfully relay the coordinates of opponents, access your own uplink terminal and send a devastating air strike.

While accessing a terminal, you are completely vulnerable to enemy attack. If you are using the "neutral" terminal in the center of the map, make sure somebody has your back—or you've killed every player in a 20-meter radius.



If you destroy your opponent's scrambler, you can run through the area around their terminal without losing your HUD or communications with the other team.

## SURVEILLANCE STRIKE

With conditions clear enough to see without the aid of night vision, the need for the HUD and all of its communication tools is slightly lessened. However, there's nothing worse than losing your HUD—and also the knowledge that your current clip is about to run dry in the face of three enemies.



Always install a sniper over your scrambler. Make sure the sniper is up on one of the noted perches, as they provide the best view of the access routes to your scrambler.



Running up on the other team's scrambler is suicide—there is always one defender that can pick you off before you get too close. However, if you station and protect a sniper some distance from the scrambler, you can nail the target from a distance and avoid any messy close-quarters combat.



## SIEGE

The siege point is tucked near the Bravo stronghold, directly below the tallest building on the map. Expect heavy resistance at the site, as the defenders have a superlative sniper perch as well as several corners and cover opportunities to hide behind in anticipation of an assault.



Making a break for the enemy stronghold at the onset of the match is a good strategy—you don't want to let them control too much of the area around the siege point. However, slow up as you get close and start taking calculated moves to sniff out first-defense forces.



You know you're close when your HUD starts breaking up. If you have the siege point in sight, communicate with your teammates. Assign players to search out defenders (such as a sniper up on the two-story roof) when others target the scrambler and try to infiltrate the siege point.

Defending the siege point? Always install a sniper on the rooftop above it. The only tactic you must worry about is thrown frag grenades, but hopefully another teammate will call out any sign of an attacker attempting such a bold maneuver.



## Co-op BATTLE

The battle for the shantytown starts in the northwest corner of the map and advances all the way into the area labeled Bravo. Along the way, you encounter pockets of rebels armed with machine guns and frag grenades (which they use quite liberally). These forces are smart enough to use cover effectively, so keep an eye out for any bunkers or fences that might harbor rebels. Use the rooftops to your advantage, as they allow you to scan the horizon for any activity.

The battle starts near the Alpha stronghold. The first patrol of rebels is just on the other side of the building. One curious rebel comes around the corner and starts the engagement. The sound of gunfire brings others to the scene.



While one player engages the enemy coming around the corner, the other can use the nearby ladder to snipe the rebels from the rooftop or fall back to the sniper perch right above the corner where the first rebel appeared.

## TIP

Always be wary of cover opportunities. If you see something that you would use as a defense point, like these sandbags, assume the rebels would use it, too.



Players should always stick close together to watch each other's backs, but try to split the action between a rooftop sniper and a ground-based fighter.



The rooftop player should always call out any sighted enemies to the other player. Do not take the shot and start an engagement without alerting the other player that trouble will soon break out.



## Duel

The city shopping center is hosting a red tag sale—on carnage. The massive commerce complex hosts several tall buildings and a monster parking structure, all of which can be used as expert sniper points to watch over the majority of the map. Troops on terra firma are not without strengths, though. There is ample cover from snipers, courtesy of abandoned cars, boarded-up newsstands, and a gasoline station where prices are rising as fast as the body count.



## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

Elimination matches in Duel mode divide the players into two types: shooters and snipers. With so many rooftops, many players gravitate to high ground in the hopes of getting the advantage of surprise and better visibility of the streets. Shooters that remain on the ground, however, can try to corner snipers and choke them off from the rest of the map, forcing them to make mistakes.

Use the top of the parking structure at the north end of the map to snipe players along the avenues heading toward and away from the Alpha stronghold.



The giant parking structure is connected to the other central building rooftops by a system of wooden planks. The only way down from the structure is via the large ramp, but it creates some nasty blind spots as you follow it down and around.



Use cover when peering down the long streets that flank the central shopping buildings. A good sniper can almost see from one side of the map to the other.



When using the ramp to exit the parking structure, walk backward so you see both the next floor and the one you were just on. Players can come across the planks that connect the structure to the central buildings and surprise you from behind if you are not careful.



## NOTE

Snipers have a tactical advantage from the rooftops, but they can run out of ammunition if they never come down—the only supply points on the map are on street-level.



The gas pumps at the station on the south end of town are mercifully empty. Duck and dodge around the entire gas station, engaging the enemy in firefights.



Use the barbed wire-topped concrete bunkers as cover. Other players might not see you though the barbed wire, but your bullets easily pass through.



Tall ladders grant access to several of the sniper perches, but verify that no enemies are bearing down on your position before ascension. You can be easily shot off a ladder.



As the sun sets over the map, it causes a blinding glare for soldiers scanning the rooftops for snipers. It is possible for snipers to hide in the glare.

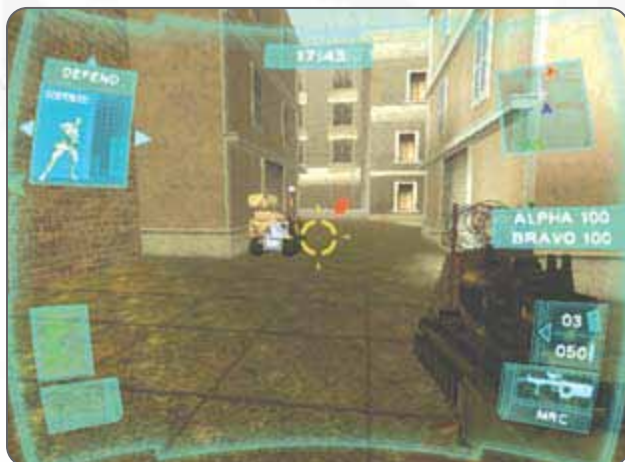


### STRIKE COMMAND (TEAM/SOLO)

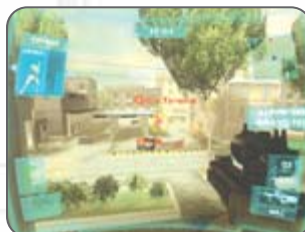
The three uplink terminals can send destruction on your enemies, but be aware that each team has cover opportunities they can use to avoid air strikes. Alpha team players can duck into the parking garage and Bravo team players can seek cover beneath the gas station roof.



Be careful when walking across the wooden planks that connect the rooftops. You are exposed to shooters on the ground on both sides. Should you fall off the planks, the distance to the ground is too great to survive.



Capture the central uplink terminal not only for points, but also to launch pivotal strikes on the opposing team.



The fire escape directly across from the Bravo base looks like a good place to stage an attack on the stronghold, but all the switchbacks on the steps make you easy prey for a defending sniper.



Try to snipe the other team's scrambler whenever possible so you can relay any intel gathered at the base back to all other teammates.

### SURVEILLANCE STRIKE

The scrambler is a small target on this large map. Teams need to coordinate between ground shooters and snipers to keep enemies off their half of the map, while forcibly pushing into enemy territory to go for the objective.

Always position a sniper over your scrambler to ward off incoming opponents.





**Bravo team:** Beware of enemies using the planters directly across from the gas station as cover. They can shoot through the leaves, but you may have a difficult time spotting them on the other side.



When attacking bases, such as the Bravo stronghold, use cover to inch up and get in position to strike. Sending all teammates into the stronghold in an attempt to crush the defender may work sometimes, but it leaves your scrambler woefully unprotected if your efforts fail.

## SIEGE

The siege point is located in the Bravo stronghold. It is against the far wall, but can be seen from a tremendous distance. Attackers must watch for snipers around the siege point. Deploy your own snipers as countermeasures.

**Defenders:** Assign a sniper to ascend the perch directly over the siege point. Players can try to sneak under the gas station roof to infiltrate the point and avoid detection, but they always have to step into the open to make the final push.



## Co-op BATTLE

The battle begins near the Bravo stronghold. At the beginning of the match, the two players should split up—one sticks to the ground while the other scrambles to the rooftops and performs sniping duties. Together, clear out rebel patrols efficiently.



The ground-based soldier should creep up and get in position to start sweeping the streets, but wait until the rooftop sniper has picked off the first few rebels.



You see the first rebel off to the right, a little farther up from the gas station. Pick him off as he walks away—if you miss, he still has difficulty figuring out where the shot came from.



As soon as you snipe the first rebel, reinforcements push up between the two central buildings. Keep your eye on the base of the fire escape for the first sign of the new troops.



Keep sniping reinforcements as they move up. While they have their eyes on the sky, the ground soldier can lean out and try to drop a few with his rifle or machine gun.



As soon as the first part of the map is clear, start moving along the streets leading down toward the Alpha stronghold. Look for enemies on patrol in the streets. Do not fire immediately unless you see them looking straight at you. If their attention is elsewhere, take an extra second to set up a perfect first shot.



The rebel army is wise to the advantages of using snipers to control traffic. Whenever you see an accessible rooftop or second story level (such as the parking garage), scan it for sniper activity before stepping out of cover.



The ground-based teammate can cut through advancing rebels with a heavy-duty machine gun, such as the M60. It burns through a lot of ammunition, but it has the kind of stopping power needed to drop a surprise patrol.

The player assigned to sniping duties encounters rebel snipers on the rooftops. Even on rooftops, move from cover to cover and scan the horizon for other snipers in position to shoot your teammate on the ground.





## Downtown

The downtown area is quiet tonight, as most commuters and businesspeople have long since evacuated. Tonight, these downtown city streets do double duty as black canyons beneath a pale moon, where soldiers explore a concrete jungle for signs of their prey.



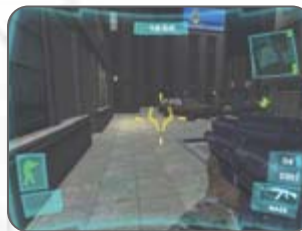
XBOX MULTIPLAYER

## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

Use the cover of night to creep through the alleys and side streets while hunting your quarry. The Downtown map provides several places where a team can gather and stage an ambush from several hidden spots, such as behind newspaper stands and planters.

Snipers can do a lot of damage on this map. Not only are there several accessible rooftops, but even night vision is inadequate for spotting most crouching snipers behind guardrails. If you do manage to see a sniper—usually only because they missed you on the first shot—try to locate the ladder they used to reach their perch. Either clamber up it to challenge them directly, or hold them up there until they run out of ammunition. There are no supply points on the rooftops.



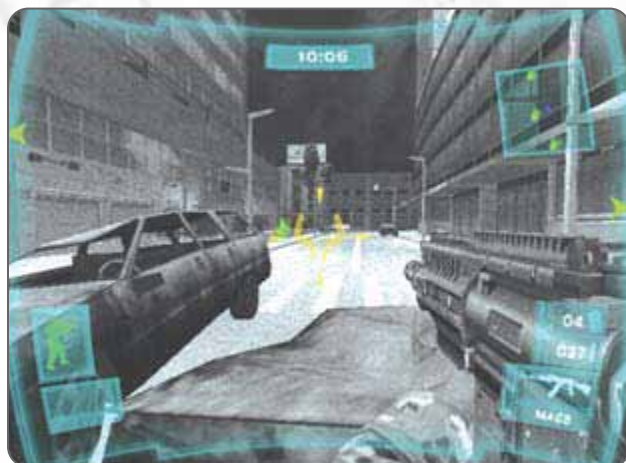
The streets are incredibly dark—night vision really pushes out your field of vision. While you lose some detail, you can always make out the white outline of enemy agents in the field, silently moving under the cover of nightfall.



Although it may be difficult to see through the potted plants that line the main avenue, if you have advanced intel gathered by other players, you see the tell-tale red diamonds on the other side. Bullets effortlessly pass through foliage, so if you have the shot, take it.



Drop down behind planters or closed newspaper booths and keep watch on intersections. There is plenty of traffic on each side of the long, central avenue.



The pile of cars in the middle of the main street is a prime choke point. With narrow passageways, surround players moving as a patrol and put the squeeze on them.



With so many tall buildings downtown, there is an excess of sniper perches. If you have the proper hardware, make some pretty spectacular head shots from the roofs of the skyscrapers.



The ladders to the rooftops are long hauls and leave you incredibly vulnerable to attack from the ground.

## TIP

While you cannot shoot while climbing a ladder, glance off to each side and at least keep watch for any incoming enemies.



Parked cars are like unexploded bombs. If you spy an enemy agent sliding up to one, throw a frag next to the car and let the explosion take them out.



## STRIKE COMMAND (TEAM/SOLO)

Strike Command in the downtown area can be difficult unless you successfully control the half of the map that contains the central uplink terminal. Make good use of your scrambler. If you ever get shot at but are lucky enough to survive, fall back to the scrambler and disappear off your enemies' HUDs.

The neutral uplink terminal is positioned next to the wreckage in the center of the map. The first team to reach the uplink terminal is off to a good start, but because the terminal is surrounded by sniper perches, it can easily change hands a few times during the match.



Because you cannot see the opponent's scrambler on your HUD, you can always sense it by the first signs of HUD malfunction.



Use side alleys to sneak around the map. There is always more than one route to the other team's uplink terminal, so stay off the main thoroughfare as much as possible.



## SURVEILLANCE STRIKE

The scrambler is a small target, so consider using means other than gunfire to get rid of it. Frag grenades are excellent solutions—once thrown, enemies cannot pick them up and hurl them back. The splash damage from a frag grenade is usually enough to disrupt a scrambler.

Side alleys and back routes are always the best way to sneak up on your enemy's defenses, as they usually have at least one spotter keeping watch on the main street. If you come around the back side of the scrambler rather than taking it head-on, you employ the element of surprise.





Consider distracting your opponent with a decoy on the main street. Because your enemy likely expects the back alleys to be used, ruffle some feathers and divert resources by making it look like you are heading straight for the scrambler via the front door.



There is always a sniper perch above the scrambler. Destroying the scrambler usually takes at least two shots. After the first one, everybody knows you're in the area. However, if you simply drop a frag grenade over the side, there's nothing the opponent can do about it—even if they manage to take you out before it detonates.

## SIEGE

The siege point is located in the Bravo stronghold, just around the bend, so players on the main street cannot see it. There is a sniper perch above that should be a priority for the defending team. If the attackers wrest control of it, they can keep back defenders while teammates pour into the siege point.



The siege point sits beneath one of the taller rooftops, so a sniper can not only provide protection for the defenders, but also help clear the way for attackers—depending on who gets there first.

The siege point is always the priority, but if you eliminate the scrambler, you can share intel with other players on your team. In such a heavily contested area with multiple access routes and a sniper perch, you need all the information you can get.



If you do manage to take the siege point, don't celebrate right away. You still have to hold it for five seconds, and that is more than enough time for the opposition to blast you clean out of it. Guard the two main approach angles while the clock ticks down.

## Co-op BATTLE

There are three main hot spots on the Downtown map that you must worry about: the parking lot near Alpha, the central choke point (which is typically crawling with rebels), and the alleys near Bravo. Players should split up into snipers and ground support, relaying intel back and forth so there are no surprises.



The sniper should ascend to the nearest rooftop and look for the first rebel guard, located in the parking lot below. Shoot the rebel, but then look to the alleys in the corner for one or two more rebels to investigate.

While the sniper drops rebels in the lot, start slowly moving up to the corner that turns down the main street. Don't step out just yet, but get in position.



The rebels sometimes walk different paths. The parked car at the first major corner may be clear in one match, but serve as a hiding spot for a rebel in the next one. If you see a rebel, crouch down and take the shot. Shoot out the car windows if the rebel refuses to peek out from behind the auto.



The biggest group of rebels is in the center of the map. Let the ground shooter verify their presence and send the intel to the sniper, who can then advance and get in position to take the first shot.

As soon as the sniper starts to attack the central group, lay down heavy fire from the end of the street. Seek cover—but be careful about holing up behind parked cars. If enough bullets—or a single frag grenade—hit the car the whole thing will go up, and so will your chances of victory.



Continue pressing through the map when the big group of rebels is down. The sniper can keep scanning the streets and alleys while the shooter continues pushing up to the Bravo stronghold, where you find the last few rebels.



## Chapultepec Park

The Chapultepec Park is a lush city luxury, a giant natural area full of tall trees and gentle meadows that rustle listlessly in the summer breeze. The centerpiece of the park is a crumbling arc of columns that run behind a once-glorious statue. Since the rebel incursion, though, the park no longer hosts locals—picnic areas are now military outposts.



25: XBOX MULTIPLAYER

## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The park provides solid hunting grounds for players that are willing to patiently stake out their enemies. Use the long roads to snipe other players from great distances or use choke points to bottleneck enemy players and attack from all angles. Crouching down in the tall grass or ducking behind concrete barriers are great ways to get the upper hand on more aggressive run-and-gun players.



The central focus of the map is the marble plaza, which has certainly seen better days. Two of the columns no longer pierce the sky and the statue has fallen into disrepair.

The raised marble platform at the plaza acts as a low-lying sniper perch in a map that is devoid of any building taller than one story. You have a full view of a few roads that wind through the park from the plaza.



Use the concrete barriers and fallen columns around the plaza as cover when engaging enemies that come stomping through the dirt paths or along the streets.



The rebels have installed many concrete barriers laced with barbed wire. The wire can be used to obscure your profile as you draw a bead on a target. However, if you are spotted, remember that bullets pass through the barbed wire.

There are three supply points on the map. Snipers that use the long roads to pick off incoming enemies or cross traffic will need to keep visiting these sites for additional ammunition.





The campsites are full of tents that can be used for cover. Firefights often erupt in these sites, with players ducking around the tents and diving behind barriers.



The park is surprisingly devoid of litter—but then again, there is no shortage of giant garbage bins. Use these massive bins as cover when advancing on an enemy.



The administration building was built over one of the park's many water features. With only one way onto the platform, it is easy to trap players. Snipers can also attack the administration building from several angles.



Sneaking up on the administration building is difficult, because the view from the roof is so vast. If you survive the initial approach, use the concrete barriers and garbage bins as cover while moving in.

Assign one player to run out into the open and throw a frag grenade at the scrambler. Even if the player is shot, as long as the frag is in the air before he is eliminated, it will destroy the scrambler.



Defenders can fall back and use the administration building when repelling encroachers. A sniper can use the roof to fire at incoming players, while shooters use the pillars that support the roof to identify potential targets.

## STRIKE COMMAND (TEAM/SOLO)

Scramblers wreak havoc with enemy HUDs, so try to set up defensive perimeters that funnel the opposition toward them. In solo games, identify one uplink terminal you want to secure (such as the one on the marble plaza) and move up on it. If the terminal has already been secured, chances are that other players are already on the way. Hang back for a few seconds and watch how the battle unfolds before making your move. If three people are fighting over one terminal, wait for two of them to fall before moving in on the survivor.



The scramblers are typically placed a little further up from the uplink terminals, so enemies experience HUD malfunctions in advance of acquiring the terminal.



The neutral uplink terminal is located on the marble plaza in front of the statue.

Once you take the neutral terminal, you can defend it at almost every angle from the plaza's defenses. Hide behind fallen columns and duck below concrete barriers to repel enemies that attempt to secure the uplink terminal.



## SURVEILLANCE STRIKE

Snipers and frag grenades are the best weapons to use against the scramblers in these matches. Running up on the scramblers to shoot them is difficult, because each stronghold has a great view of all access points.

Expect enemy players to be positioned near the scrambler, waiting to neutralize you while you are experiencing distracting HUD malfunctions.



Several bridges cross the waterways that run around the outside perimeter of the park. Duck down along the side of the bridge, watch for incoming enemies, and relay that intel back to other players.



Snipers can peer all the way into the Bravo stronghold from across the water. Players at the base defending their scrambler need to watch for snipers that try to shoot the target from the waterfront. Counter with a rooftop sniper.



## SIEGE

Laying siege to the administration building can prove tricky, because a rooftop sniper has a complete view of the entire area around the siege point. Attackers must slowly creep up to the outskirts of the site and try to neutralize the rooftop sniper before making a play for the siege point.

The siege point is located directly in front of the administration building.



There are two roads that lead to the entrance of the administration area. If the road that runs along the water is too perilous, try leaving a distraction to hold the defenders' interest and reposition forces to come in from the opposite side.



Defenders should always install a sniper on the roof of the administration building to pick off players that manage to press their way into the siege point.

Siege point defenders should use forward shooters at the crossroads near the waterfront as a first warning system. Enemy intel can be relayed back to other teammates before engaging the enemy.



## Co-op BATTLE

The battle for Chapultepec Park can be long and drawn out, thanks to the large amount of real estate. Players need to work together to scout out enemy patrols along the streets, as well as surround enemy strongholds, such as the marble plaza and military campsite.

The lengthy park avenues provide excellent views for snipers to start picking off early patrols before leaving the starting point near Alpha. Look for the first target across the river to the north. You can see all the way up to the administration building, where there is also at least one rebel on patrol.



After shooting the first rebel along the northern street, look for a second rebel investigating the commotion. You may have to creep to the right to look around the trees.



While the sniper takes out the first patrol, the other player deals with a more immediate threat. There is a rebel crouching in the grass on the other side of the first set of concrete barriers. Throw a frag grenade over the barrier (toward the bridge) to eliminate the rebel.

As soon as the rebel by the bridge is down, the shooter needs to watch for reinforcements and relay back any intel.



The sniper can watch a dirt pass from the bridge where you threw the frag grenade for several reinforcements who cross into the area from other parts of the park. Use the choke point to pick them off.

The shooter and sniper need to keep moving up in tandem, spotting enemies, sharing intel, and taking shots whenever appropriate. Going solo and making risky moves can get the group killed.



Use frag grenades to take out patrols on the other side of dirt mounds or small hill crests. At the military campsite, you count on another patrol. Before moving into the area, lob a frag grenade over the crest to kill at least one rebel on patrol and send the others into a panic that has them looking in all directions.



## City Heat

Don't let the sweat on the back of your neck distract you from the task at hand—flushing out enemies burrowed into the sweeping cityscape. Construction work is underway on a skyscraper that will tower over the other, older buildings.



XBOX MULTIPLAYER

### ADVERSARIAL

#### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The City Heat map plays to the strength of street warriors as well as snipers. There are multiple sniper perches that look down on heavy traffic routes and corners, as well as choke points and ambush areas for ground troops to use to their advantage.

The southern half of the map is dominated by a long avenue that eventually feeds into the northern plaza. The street is lined with crates and corners that can be used for cover.





Use the trees that line the southern avenue as cover. Peek through the fences that surround the trees and spot enemy activity in the nearby area.



Shooting through the fences is not advised. However, you can use them to obscure your profile to other players while gathering helpful intel and radioing it back to the rest of the team.

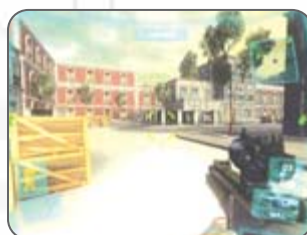


The skyscraper is still months from completion, but the crew left behind a ladder that can take you up to the second level, which provides a solid sniper perch overlooking the southern avenue and a side alley between the site and the major bend in the street.



The avenue bends to the north before leading into the plaza. Use the crates as cover when advancing up to the plaza. Grenades are a good way to clear a path if enemy activity is thick.

If advancing on the plaza (or trying to defend yourself from players coming from that area), use a sniper to create an ambush. Position players behind the crates, and as soon as the sniper sees activity, all players can pour out from behind the boxes and launch an attack.



The northern plaza is comprised of a few smaller streets with plenty of places to hide, as well as sniper perches that also cover the bend in the main avenue.



A sniper can look down almost the entire length of the southern avenue. In a team game, Bravo must install a sniper up here as soon as possible to control traffic.



Use cover at all times. Every street is lined with piles of crates, shallow corners, and trees that can be used to hide behind and monitor enemy activity.

### STRIKE COMMAND (TEAM/SOLO)

Using the main streets to reach the uplink terminals is almost suicidal, because sniper perches have almost every major route covered. Instead, use the system of back alleys around the map to move between the two main sections of town.

Avoid the main avenues whenever possible—there are several alleys you can use to move up on your opponent's uplink terminal, as well as get close to the neutral one.



The neutral uplink terminal (in team games) is located in a small area just west of the bend in the road that feeds into the northern plaza. Watch out, though. Quarters are tight and the enemy team may be waiting with an ambush or have a sniper already installed above the site.



The stacks of crates are high enough to almost block the entire profile of a standing soldier. Use the crates to watch traffic.

There is a small side passage that leads directly to the uplink terminal at Bravo. If caught in the passage, however, there is little you can do to escape.





Use snipers to control traffic around the uplink terminals in team games.



## SURVEILLANCE STRIKE



Keep a shooter along the north side of the avenue to protect the Alpha scrambler. Not only can you see the bend, but you can also guard against players trying to sneak through the side alleys.



Watch traffic at the bend in the street. A sniper can stand safely behind stacks of crates and monitor the entire street and the bend.



There are two ways to approach the Bravo scrambler—from the front or side alley to the south. If you run players through each approach, you should be able to get the target.



## SIEGE

The siege point is located near the Bravo stronghold, and is easily guarded by at least one sniper. Frag grenades are a good way to push back any ground defenders, but you must do something about those snipers before taking the siege point.



Use the HUD to judge the distance to the siege point. The closer you get, the more resistance you can expect.

There are two approaches to the siege point. The direct approach puts you beneath the defending team's sniper.



The side passage feeds directly into the siege point. If you are stealthy enough, send a shooter up the ladder to take out a defending sniper.

## Co-op BATTLE

The battle for City Heat is fairly straightforward. Snipers need to always scramble up to rooftops and scout ahead and take out any lone rebels they see in advance. If any large patrols are spotted, the ground shooters can move into position (always behind cover) and work with the snipers to cut down patrols.



Never just completely run past a blind corner. The rebel patrols can be in almost any alley, so always scout ahead before making a move across an opening.

There is always at least one rebel patrolling the base of the construction site. If there are two, the other is further to the right and may not respond to you shooting the first visible rebel.



Use the ladder in the first alley to the left of the starting point to access a sniper point overlooking both the second floor of the construction site and the end of the main avenue before it bends to the north.



Look for a sniper waiting on the second story of the construction site. Snipe him from the first perch. If you try to go up the ladder, he can see you coming.

Move up to take out the second rebel guard on the ground level of the construction site. Hide behind a support column and shoot him as he investigates the bend in the avenue.





Use the crates as cover as you advance up to the bend in the main road. Remain standing to peek over the top, as the rebels are unlikely to spot you.



Once you move up to the corner, snipe right into the northern plaza. There are at least four rebels walking around. You have enough time to get two or three shots off before panic subsides and they start hunting you.



Even if you don't see anybody in the plaza, beware of rebels hiding around corners. They wait until they hear you coming and then step out to fire.



## Te-Kill-Ya Factory

The tour through the largest Tequila factory in the city is about to start. But there is no time to sample the wares, as the scene has erupted into violence. The train yard beyond the factory is a perfect place to stage ambushes—the cars are packed together tightly, creating dozens of blind corners. Can you survive long enough to eat the worm?



## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The train yards are the most exciting areas on the map for deathmatch antics. Snipers pick off players as they run between the train cars, while crossfire zones can choke enemy patrols trying to move into the area. The high visibility guarantees snipers an excellent view of the train yard, but the building between the yard and factory is too tall to peek over to see the loading docks.

The loading docks next to the Tequila factory can be used for cover. Duck and slide down the ramps while keeping your eyes to the east, where players from the train yard funnel in from.





Use the large trucks pulled up to the loading dock for cover. Players may round this blind corner without even seeing you sandwiched between the wall and the truck.



The train yard on the other side of the wall from the factory is full of opportunities for teams to gather and put the squeeze on opponents. Set up crossfire to catch players moving between the cars, or hide in wait for an entire patrol to enter the area and then lunge from behind cover.



The dark interiors of the shipping depots are good places to stalk prey. Hide behind cargo containers at the far end of the building to see the entirety of the depot.

There are ladders leading to the top of the cargo containers that are useful sniper perches. Hide behind the crates on top of the containers or duck down to minimize exposure.



From the top of the cargo containers, a sniper can monitor the majority of the train yard. If advance intel indicates a sniper on the cargo containers, set up cover fire when moving along the cars.



Always check the corridor running along the wall and depot that divides the train yard from the main factory. You have an unfettered view all the way to the other side of the map.



## STRIKE COMMAND (TEAM/SOLO)

The two uplink terminals in team games are situated in areas that are easy to defend and difficult to infiltrate. The train yard offers Alpha lots of opportunities to set up fire and direct traffic away from the terminal while snipers on the cargo containers keep players out of the area in the first place.

The Bravo players can set up a perimeter around the loading docks. The only way into the factory area is through the passage on the south end of the map, near the shipping depots, where the third uplink terminal is located.



If you are on Alpha team, try to control the train yard to keep players from creeping up on your uplink terminal. Use crossfire to control traffic.

The neutral uplink terminal is located in the shipping depot to the south, where the train yard and factory areas meet.



The interior of the factory is full of boxes to use for cover when moving on the uplink terminal.

There is a catwalk that extends along the length of the factory floor and can be used to expertly snipe players attempting to infiltrate the building and launch an attack on the uplink terminal.



## SURVEILLANCE STRIKE

Getting close to the scramblers to take a shot at them proves extremely difficult, because each team's stronghold offers so many defensive positions. The best method for destroying the scrambler is to push as deep into enemy territory as possible, but use a frag grenade to get the extra distance. The location of the enemy scrambler won't show up on the HUD, so use the map to judge your trajectory.



Controlling the train yard is the best way for Alpha to prevent the other team from getting close to their scrambler. Setting up fire lines keeps opponents on their toes as they try to infiltrate the train yard.



Defenders at Bravo use the trucks at the loading dock for cover, so carefully move up on each one, looking for feet beneath the wheels or signs of an arm or leg behind the trailer.



As you creep up on the loading dock to infiltrate the Bravo base, use the crates and boxes for cover before finally rushing inside and tossing a frag grenade near the scrambler.

## SIEGE

The siege point is in front of the Tequila factory, next to the loading dock. Defenders use the crates on the dock and the cover provided by the trucks and ramps to launch counterstrikes against incoming players. The best plan of attack is to use the shipping depot to snipe any enemies you see and then press forward with shooters.



The supply point is next to the siege point. The location is convenient, because defenders that run low on ammo can restock while protected by teammates.



Defenders: Use the trucks as cover to cut down attackers that attempt to pour into the siege area and overwhelm your defenses. For example, there is no way for an attack to spot you behind this truck. However, they can throw a frag grenade back there for preventive measures,

so keep an eye out for the small, black outline of a frag flying through the air.

## Co-op BATTLE

The battle at the Tequila factory begins in the crowded train yard, where snipers can thin out the first rebel patrol without much worry of repercussions. However, as the battle twists its way to the actual factory and loading docks to the south, the rebels stage a last-ditch counterattack, aimed at pushing the Ghosts back into the yard.

At the start of the game, players need to divide into ground forces and snipers. Snipers carry the first part of the workload, scrambling to the top of cargo containers and clearing out the train yard.



## Sniper Patrol

The rebel patrols in the train yard start at the east end of the tracks and slowly work their way into the area. Quick action from snipers can take out two or three rebels right away, tipping the odds of successfully clearing the train yard in your favor.



Use the long docks that hold the cargo containers as sniping alleys to catch rebels off-guard at the other end. They use crates as cover if you alert them to your presence, so make each shot count.



Once the rebels at the east end of the train yard have been dispatched, climb on top of the cargo containers and clear out the handful of rebels patrolling the area between the cars.

After the snipers clear the yard, shooters need to move up to the shipping depots to the south and make sure the coast is clear before making a final push on the factory.












From the supply depot, shooters can launch attacks on the rebel patrols of the factory grounds. The more noise you make outside, the fewer rebels stick to the factory interior. It's better to fight outside where you have plentiful cover and a direct fallback route than getting caught up around the trucks at the loading dock.

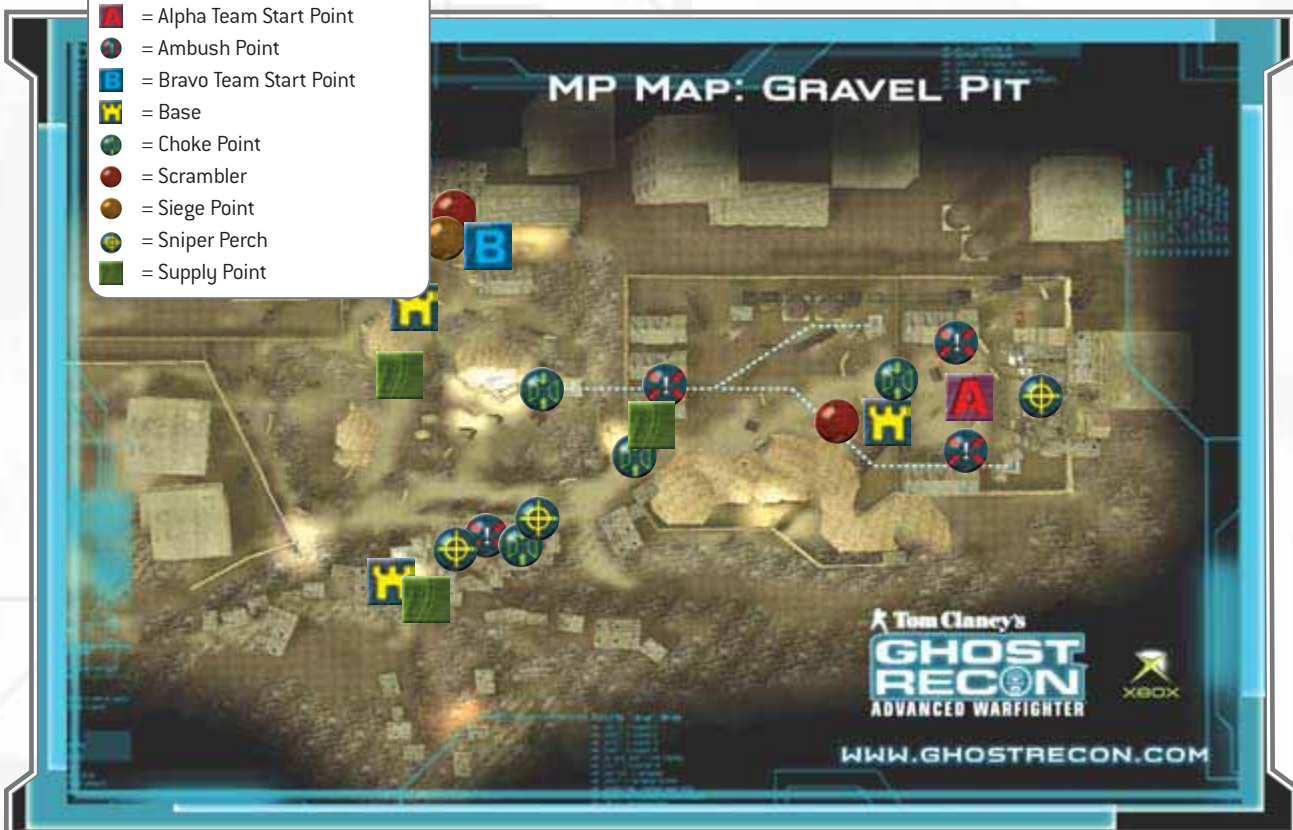


## Gravel Pit

The gravel pit moves more than rock and dirt—the site is doing a healthy business in bodies, too. As darkness settles over the quarry, night vision goggles became almost as essential as a full clip. In the dimmest corners of the map, it can be hard to spot a lurking enemy, so even the score with superior equipment. The two halves of the gravel pit are connected by a system of underground tunnels, which play host to some frenzied firefights.

### LEGEND:

-  = Alpha Team Start Point
-  = Ambush Point
-  = Bravo Team Start Point
-  = Base
-  = Choke Point
-  = Scrambler
-  = Siege Point
-  = Sniper Perch
-  = Supply Point



XBOX MULTIPLAYER

## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The tunnel that stretches beneath the map will always be a hot spot, thanks to the close quarters and extra cover opportunities. The problem with the tunnels is that getting out is tricky. Coming up the ladders on the west side of the map leaves you completely vulnerable, and the eastern access doorway can be easily covered.



The gravel pit is fairly dark in places, such as inside buildings and under overhangs away from lamps, so use night vision to explore your surroundings and watch for enemy activity.

The entrances to the underground tunnel on the east side of the map are ladders leading straight down. Watch out when coming back up, lest another player be standing guard over the hole.



You're helpless when traveling down the long ladders leading into the tunnels. If a player spots you coming down or heading up, they can effortlessly pick you off.



The interiors of the tunnel are well-lit and stuffed with crates and boxes that can be used for cover as you cross between the two sides of the map.



There is no shortage of sandbag bunkers around the gravel site that you can duck behind to scan the horizon for targets. Snipers must use this cover when scoping out enemies, because there are few rooftops to use for sniper perches.



The sides of the gravel piles are shallow enough to climb. However, with no cover on top the piles, you are completely out in the open. Take your shot, and then immediately relocate before other players trace your position.



There is a small collection of shacks near the center of the map. Use the stacks of crates inside this area as cover and watch the entrance to the circle for curious players.

The ledge just outside the circle of shacks offers a view of the entire west side of the map, but little cover. A sniper may choose to creep out, take their shot, and then fall back to the shacks to wait for the heat to die down.



## TIP



Supply points can be rigged as traps. If you have C4, drop it behind the supply point where another player might not see it when approaching to restock ammo. While they are collecting additional rounds, detonate the C4 (from a safe distance) and enjoy the fireworks.



There are extra drainage duct tubes sitting around the east side of the gravel pit. Duck into one of the tubes and watch for players coming in from the west.



## STRIKE COMMAND (TEAM/SOLO)

Again, the tunnels play an important role in trying to take control of the uplink terminals. Use the tunnels as a diversion—lead enemy players into them as a trap while a ground force simply walks the distance between the two strongholds to hack the terminals.



Alpha team's scrambler is a little easier to defend than Bravo's. As long as shooters are positioned behind the sandbags, watch for opponents making a direct approach, and monitor tunnel access, it is difficult to penetrate the area.



There is another uplink terminal at the circle of shacks between the two sides of the map. This is a pivotal location to hold, and not just because of the uplink terminal. The shacks are just behind the sniper perches that overlook the entire western half of the map.

If Bravo can get a shooter up on the sniper perch by the shacks, that shooter can pick off any players making an attempt on it. Should Alpha grab the perch, they can keep defenders away from the terminal long enough for allies to get in there and hack it.



The tunnel access point on the east side of the map feeds directly out on the ground—there is no need to worry about ladders. Defenders can watch this access point and pick off shooters that try to push their way into the eastern half of the map via the tunnel.

## SURVEILLANCE STRIKE

Zeroing in on the small scramblers is a tough task on such a sizeable map. Sniping the targets is often the best bet, because getting close can be brutally difficult. If you manage to break through defenses, nothing works better than a frag grenade.

Use night vision when protecting your scrambler. You need the added ability to spot incoming targets that you might otherwise miss in the darkness.





The tunnels beneath the map are heavily contested, because they provide shortcuts between the two scramblers. Make sure you have defenders monitoring the access points on your side of the map so you are not surprised by somebody coming through the tunnels.



When you walk through the tunnel access point on the west side of the map, you are completely exposed to at least six shooter angles. They could be hiding behind buildings, sandbags, or tubes—so either rush the tunnels with a huge force or consider going the long route.



Snipers can take out the scramblers with one or two shots, depending on how solid their aim is. Look for the telltale red flashing light on top of the scambler to reveal its location in the dark.



If all else fails, equip a frag grenade and go on a suicide run directly for the scambler. As long as the frag leaves your hand before you're shot down, there is nothing the enemy can do about it except hope you missed.

## SIEGE

The siege point is located near the Bravo stronghold, directly across from the eastern tunnel access point. Snipers can survey the area at the circle of shacks, so defenders may want to position a shooter up there to monitor traffic from the west side of the map and relay intel to all teammates.

Attackers may wish to split their efforts between the tunnel and the southern route. The defenders may mistakenly concentrate their efforts on the first group they see and accidentally let your second party slip through.



The defending team can use frag grenades to keep attackers from getting inside the siege point, which is located near the Bravo stronghold.

If you do manage to take control of the siege point, keep an eye on all angles until the clock runs out. There's nothing worse than getting shot with only one second to go.



## Co-op BATTLE

The battle at the gravel pit begins near the western half of the map and the Bravo stronghold. As you push your way east, you need snipers to keep track of any rebels across the quarry while shooters deal with the enemies in the immediate vicinity.



When the mission begins, identify your first shot all the way across the gravel quarry by the circle of shacks. There should be only one rebel up there, but because he can act as an early warning, take him down immediately.



As you ease up on where the Bravo stronghold is, two rebels round the corner of the building next to the gravel pile and supply point.

Keep moving up from building to building, nearing the tunnel entrance. You see at least one rebel every time you move up a building.



Use the gravel pile as cover when trying to clear out the rebels guarding the tunnel entrance. A sniper rifle should be able to easily cut down the rebels.

As you move up to the tunnel, keep a watch on the gravel quarry to the right. There may be one or two rebels patrolling the area. You cannot afford to miss them or they may fall in behind you as you enter the tunnel.

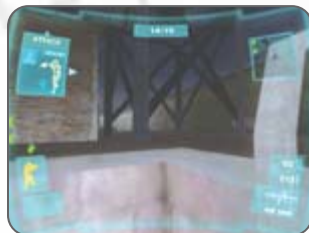




Move through the tunnel slowly—you have time. There may be a guard walking around some crates and shelves in one of the small rooms.



As soon as you are top-side again, turn around and face into the Alpha stronghold. There is a final patrol of rebels up here to pick off from cover.



Carefully come up the eastern ladder to avoid detection.



## Radio Gringo

Tonight, Radio Gringo broadcasts a block of commercial-free mayhem. Perched on top of a hill, the radio station looks down on the countryside. The sides of the hill are carved with paths that lead from the base to the crest, allowing players to scale under the cover of trees, rocks, and darkness. Do you have the skills to knock your enemies off the air for good?





## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The hillside presents a challenge for players fighting their way to the top. It's not impossible to scale the side of the hill, but the benefit is definitely on the side of the snipers and shooters, who can look down the sides of the hill and throw frag grenades or take pot shots at the ascenders.



There are four supply points on this map—in all four corners of the hillside area.

Heading up the sides of the hill is precarious, with several boulders and blind corners where shooters can hide.



Snipers on top near the station building have free range on players trying to traverse the switchbacks that lead up the face of the hill.



The interior of the station building on top of the hill is full of boxes that can be used for cover during intense firefights.

When you do have the high ground, don't waste it by standing in the open—it is just as hard to recover it as it is for the players you were shooting down at. Use buildings and rocks as cover.



There are small areas along the two main routes on the sides of the hill where players can snipe trekkers attempting the dangerous switchbacks in the center.

There are several buildings along the edges of the map that can be used as sniper points targeting the other structures that flank the bottom of the hill.



If you do spawn at the bottom of the hill, hold your ground and try to force players to come down to you. There are several structures to use for cover, such as the tin roof shacks on the southwest corner of the map.

### STRIKE COMMAND (TEAM/SOLO)

Snipers on rooftops and shooters hidden behind fences and trees can easily defend the uplink terminals at the top and bottom of the hill. The uplink terminal on the west side of the map is the one that will likely change hands a few times because it is almost equidistant from each team's stronghold.

Position snipers on the perches above each uplink terminal. Alpha team must beware of snipers on the other perches that flank it, because the enemy snipers can monitor activity at their stronghold.



The third uplink terminal is on the western road that leads to the summit of the hill. You are fortunately somewhat obscured by trees and buildings when you head up from the bottom, so players on the top cannot just pick off everybody that makes a move on it.



If you run up the direct path to the radio station, don't go it alone. You need extra firepower to push back the snipers and shooters raining bullets down on you.

### SURVEILLANCE STRIKE

Lining up shots on the scramblers can be difficult when entering easily defended areas, so consider falling back on the frag grenade strategy, which counts on splash damage making up for a lack of absolute accuracy.



When defending the scrambler at Alpha, position a shooter behind the barbed wire. The wire makes it harder to spot the defender, but bullets pass through the barbed wire uninhibited.



The switchbacks leading up to the top are dangerous—you have to run almost twice as far as the routes on each side. This gives shooters at the top almost twice as much time and space to shoot you down before you reach the summit.



If you are defending the Bravo scrambler, watch for snipers from each side of switchback route. They may try to pick off the scrambler with a scoped shot or toss a frag grenade at it before falling back down the hill to avoid the splash damage.

## SIEGE

The siege point is located at the top of the hill, in front of the radio station. The defenders have the greatest advantage in this scenario, as they can peer down every single access route leading to the top. It will take shared intel and teamwork to get around the defenses.

The blue marker points out the location of the siege point, but all paths up the mountain lead straight to it. You really only need to use the HUD marker to see how much distance is left and if you are close enough to throw a frag grenade up to clear out the area.



If you manage to make it up one of the side routes, you still have to shoot your way to the center of the clearing to reach the siege point.

If you clear out the interior of the building without being spotted and put on the defenders' HUD, step right out to the siege point. Of course, because this doorway looks straight out on to the siege point, expect at least one defender to be holed up inside the station building.



If you manage to penetrate the defenses and make it to the siege point, keep your eyes open for defenders to spawn right back into the immediate area.



## Co-op BATTLE

The battle at Radio Gringo starts at the bottom of the hill and requires Ghosts to fight tooth and nail to reach the summit and reclaim the radio station. The key is to slowly take the summit, using cover along the way to spy rebels ahead and taking decisive action when patrols are spotted.

Because the ultimate goal is above you, you are almost always at a disadvantage. The rebels have a tendency to glance down the sides of the hill. If they catch you in the open, they will raise the alarm.

When the match begins, send somebody up to the first rooftop and scout ahead for rebels. Relay all intel back to other players before taking any action.



The rooftops don't reveal any movement at the top of the hill, but look out across the hill and see rebels on roughly the same level that you are. Try to snipe them early so ground shooters don't have to deal with them later in the mission.



Once you complete a thorough sweep of the base of the hill, it's time to start pressing up to the summit. Use the western routes so you can stop at corners and peek ahead. The switchback route in the center is ill-advised.



As the route turns back to the east, look for another small patrol around the buildings in the northwest corner of the map. Duck behind the rocks and take carefully planned shots. The more you miss, the more rebels will be attracted to the area.





As you start to make the second half of the trip to the top, look for some rebel snipers on top of the last building before the hill summit. Hide behind the corrugated steel fences and zoom in to take your shot.

If your team is comfortable with splitting up, ascend the hill on both sides and relay gathered intel back and forth whenever a patrol is spotted.

The rebel patrol on the summit is small, but make sure you have a full clip before taking to the crest.

Lob up a few frag grenades to clear out any rebels that might be around the perimeter of the clearing in front of the radio building.



## Palacio Nacional

The sumptuous Palacio Nacional is a breathtaking exercise in architecture—an historic building flanked by beautiful gardens and fountains. The interior of the palace is open for action, with three entries that lead into a two-story courtyard that will host numerous firefights.

XBOX MULTIPLAYER

### LEGEND:

- = Alpha Team Start Point
- = Ambush Point
- = Bravo Team Start Point
- = Base
- = Choke Point
- = Scrambler
- = Siege Point
- = Sniper Perch
- = Supply Point



## ADVERSARIAL

### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

The map is split into two distinct areas: the gardens and the palace interior. The exterior allows for more free-form firefights, while the interior offers opportunities for close-quarters combat. Naturally, the mammoth courtyard inside the palace is going to be the scene for some serious deathmatch action—especially when a few players make their way to the second floor.

There are three entrances in the almost sheer face of palace. Park a gunner along the side of the palace and drop anybody that steps through any of the doorways.





There are buildings that tower over the garden, granting sniper perches for players with the appropriate hardware.



The west side of the gardens is full of trees that offer ample cover to players who weave around them while engaging enemies. Few of the sidewalks are extended straight lines and players cannot step out onto the grass.

## NOTE

Although the central entrance of the palace is wide, the western doors are narrow, making them ideal spots to watch for traffic.



Two of the three supply points are located inside the palace walls.

Use the deep shadows cast by the midday sun to hide from players patrolling the perimeter of the garden or taking a peek from the palace entrances.



The palace courtyard inside the main entrance is two-storied, with two staircases on the west and east sides that connect the floors. The stairwells are open and it's easy for players with a full clip on either floor to control traffic on them.



There is a supply point near the balcony that overlooks the exterior garden. The balcony has three windows that afford excellent views of almost the entire garden.

If there is a sniper on the balcony, use the trees on the west side of the garden as cover. Bullets can certainly pass through the leaves, but the sniper still cannot shoot what he cannot see.



A walkway rings the entire second story level of the courtyard. The only cover afforded on this ring is the arches that support the third floor and the colossal statue in the center of the courtyard.

## CAUTION

Watch out for glare from the bright sun. If you are looking up at rooftops to locate snipers, the glare could possibly block your view.

## STRIKE COMMAND (TEAM/SOLO)

Hunt along the back avenues of the garden on the opposite side of the palace. The Alpha uplink terminal is located in the southeast corner. A shooter that deftly avoids detection behind the pillars and support columns can sneak up on it.



The gardens provide ample cover for players spawning in the corner and needing to infiltrate the palace. Stay out of sight of the balcony so the enemy cannot relay intel back to the defenders inside the palace.



Unfortunately, the central uplink terminal is located directly in front of the palace balcony where a sniper can keep people away from it.



When you slip into the palace, watch for the effects of the Bravo scrambler, which is off to the west. You can see its effects as far away as the west side of the courtyard.



Snipers on the garden rooftops can cause trouble for the team at Alpha. The ladder to reach the building directly over the uplink terminal is across from the eastern door of the palace.

## SURVEILLANCE STRIKE

Check the map when zeroing in on the opposition's scrambler. The tiny target is not in an easy place to spot, even with the red flashing light giving it away.

The Alpha stronghold is on the other side of the garden from Bravo, giving Alpha plenty of time to set up defenses surrounding their scrambler. Install a sniper on the building over the scrambler and get a player near the eastern palace entrance to cut off traffic.



When getting ready to assault Bravo, be wary of trying to pour through the western palace door. The narrow opening is a natural bottleneck, and as soon as you get close, you see the effects of the scrambler on your HUD.



If attacking Bravo, it is better to head through the interior of the palace. Even though it is a greater distance with a few more blind corners, you can get a better approach on the scrambler.



To protect the Bravo scrambler, a sniper needs to be stationed on the balcony. From here, the sniper can watch the Alpha team move and relay intel back to the rest of the team.

## SIEGE

The siege point is located in the central courtyard, behind the central statue if you enter from the gardens.



Attackers should approach the siege point from the side, even though it is in the center of the courtyard. Stay out of view of the balcony and work your way into the palace grounds from the east to avoid the scrambler.

Creep through the interior, shooting anyone that may be stationed on the east side of the palace.



Come around the back of the palace courtyard, but don't tread too far east or you will step in the range of the scrambler. From this view, there are two staircases—one on the left and one on the right of the courtyard—to the second story (where snipers should be positioned).



Defenders need to secure the second story of the palace so they can repel attackers pouring through the front door or the side passages.

## Co-op BATTLE

There are more rebels to deal with in the gardens than the interior of the palace, but make the job easier by luring patrols out of the interiors (and the many blind corners) and into the open. If you do not see any action, fire a shot to raise the rebels' suspicions.

The battle begins in the Alpha stronghold and weaves through the gardens, but always watch the palace to make sure a balcony sniper doesn't spot your approach. Ground troops have a tough time working against snipers, so assign at least one sniper to park on the rooftops outside and keep watch for enemies on the second story who occasionally peer outside.

The first rebel you see is on the western side of the outer gardens, walking away from your position. Shoot him before he can turn around.







Carefully tread to the front of the palace and look to the west for a few rebels on patrol on the other side of the gardens. Shoot one or two of them from the ground, and then let snipers take out the rest from above.



Snipers on the building can look for the rest of the garden rebel patrol and keep an eye on the balcony above the main palace entrance.

### TIP

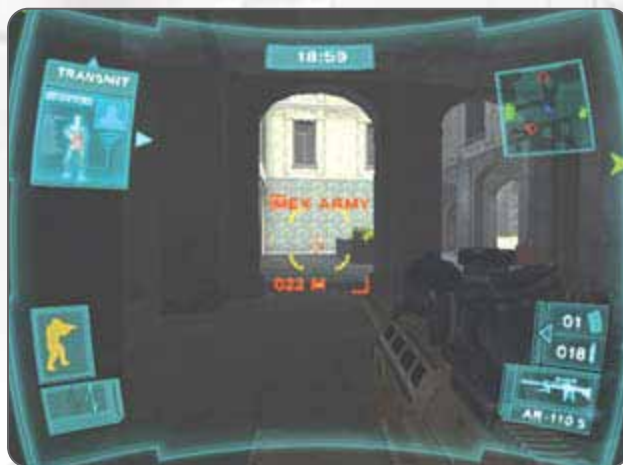
If you are on top of either sniper perch in front of the building and know there is an entire patrol beneath you, throw a frag grenade over the side to clear them out.



If there are still rebels in the garden, share intel with all players and then close the rebels out in the corner, in front of the west entrance to the palace.



Snipe any rebels that run out of the palace. The more rebels you draw out into the open, the easier time you have inside the palace.



Continue pressing through the interior of the palace, clearing out rebels as they move around the bottom floor.



## The Armory

Although the stage is set for action at an armory, these battles are settled only by the hardware you bring. The map is thick with rooftop perches for snipers, who can direct ground traffic by raining down destruction.



### ADVERSARIAL

#### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

Controlling the rooftops is the goal of this map. Snipers have complete run of the area, with very few corners that cannot be spied upon by rooftop shooters. However, the rooftops are all roughly on the same level, so snipers need to keep an eye not only on the street, but also on the other buildings.

The area directly around the armory is completely open, leading up to this system of arches that houses a supply point. With so many sniper points overlooking the streets, minimize the amount of time you spend in the open.





The sniper perches on the rooftops offer great views of the streets, but there is some safety for players sneaking along the wall just below the sniper.



Use the ladder directly behind the arches to access the rooftops—it grants a view of players trying to approach the supply point.



The streets around the armory are long and provide excellent visibility for shooters who want to scope out their destination before making a run for it. If you are playing a team game and spot an enemy player, be sure to broadcast it to your fellow soldiers.

Several of the rooftops can be accessed only by extremely tall ladders. Check your surroundings before making the big climb, as you cannot shoot while on the ladders.



Try to occupy the sniper perches that look out and across to other sniper perches. A lot of snipers have their eyes on the streets below, and you can pop one while they aren't looking.



Several of the rooftops are connected, so you can travel around the map without setting foot on the street.



### STRIKE COMMAND (TEAM/SOLO)

Watch the central uplink terminal from a sniper perch to keep enemy players away from it and guard your own while they access the terminal for points and to call down air strikes.



Use the weapon crates in the armory courtyard for cover—they do not explode if shot.



The Bravo scrambler is not located on the street like Alpha's. It is hidden on the roof of the building near the Bravo uplink terminal, between two walls.

### SURVEILLANCE STRIKE

Alpha team can protect its scrambler by positioning a sniper to watch the main entrance of their stronghold. However, there are side alleys that ground forces must protect.



The easiest way to dispatch the Bravo scrambler is to rush up to it and throw a frag grenade on top of the roof. The walls contain the splash damage, concentrating it on the scrambler.

### SIEGE



The siege point is located in the dead center of the map, in front of the green weapon crates.

A sniper can watch over the siege point to ensure few enemy players last more than a second inside its boundaries.



The siege point is out in the middle of a courtyard with multiple access points, so attempt taking it with a team of soldiers that can desperately watch all access points while the clock ticks down.



## Co-op BATTLE

This battle in the armory will be decided by snipers. As soon the match begins, seek higher ground. The vantage from the perches lets you look down on the streets for rebel patrols, as well as pick off rebel snipers positioned in the other buildings.



At the start of the battle, take the closest ladder up to the roof. As soon as you reach the top, drop to a crouch and start scanning the surrounding rooftops.



Roll your firing cursor over the other rooftops to get a positive ID on snipers. The shooters show up on your HUD. Zoom in with your rifle and take the shot.



Make sure there are no other snipers on the nearby rooftops that can shoot you, and then turn your attention to the streets below. One or two rebels walk along the sidewalks looking for ground forces. Surprise them from above.

Always take a moment to peer down the long avenues. Although you may not see any movement initially, your HUD identifies potential targets for you.



Continue moving along the rooftops, searching the skyline for rebel snipers that are doing the same. If you identify one, immediately seek cover and get into position to take your shot. If you act too hastily, you may miss and alert other rebels in the area to look up to the skyline for you.





## Shipping and Receiving

No corner of the city is safe from fighting, including the industrial district. One building in particular is under fire: a shipping warehouse. The warehouse is much longer than it is wide, with a great distance between the tow truck depots that flank each end. Several catwalks span the width of the warehouse and provide excellent vantage points for snipers controlling traffic inside the warehouse.



### LEGEND:

- = Alpha Team Start Point
- = Ambush Point
- = Bravo Team Start Point
- = Base
- = Choke Point
- = Scrambler
- = Siege Point
- = Sniper Perch
- = Supply Point

### ADVERSARIAL

#### ELIMINATION MATCHES (SHARPSHOOTER, LAST MAN STANDING, BOUNTY HUNTER, ASSASSINATION)

Shootouts in the warehouse can be fun, frantic affairs. With almost endless cover opportunities, thanks to the littered warehouse floor, and a system of catwalks that give snipers an unlimited run of the place, point totals are sure to skyrocket.



There is a tunnel on the exterior of each side of the warehouse. Players can use it to pop up inside without trying to push their way through the two giant doors.



The tunnel on the east side of the warehouse stops inside a room before feeding into the interior of the warehouse. The close-quarters room hosts a few firefights.



The inside of the warehouse is incredibly crowded, full of boxes and shelves that players can use for cover. The shelves are advantageous for skilled shooters, because they can shoot between the shelves and then quickly duck down to avoid return fire.



A system of catwalks stretches across the warehouse and provides almost a complete view of the entire building—as well as the immediate area in front of each doorway. Use ladders to access the catwalks.

There are several trucks parked on each side of the warehouse, just outside the main doors. Use the trucks for cover. Snipers can even step back far enough to a set of metal gates for cover when other players move all the way to the middle of the warehouse.



#### STRIKE COMMAND (TEAM/SOLO)

Strike Command matches are troublesome endeavors in the warehouse level because of the extreme length of the map. The two outer terminals are easier to defend than the interior one, which is likely to rapidly change hands.



In team games, each side begins outside the warehouse. Uplink terminals are placed well away from the warehouse doors, so attackers have to storm through a near-impossible gauntlet to reach them.



There is an uplink terminal in the center of the warehouse, tucked behind some crates.



The best way to reach the terminals outside the warehouse is via the tunnels. If you sneak into the tunnels from the interior of the warehouse, you can pop up away from the garishly large warehouse doors. However, expect some resistance, as teams likely post a guard to watch over the tunnel entrances.

### SURVEILLANCE STRIKE



Use the tunnels inside the warehouse to sneak into the other team's stronghold. Cause a distraction at the main doors in the hopes of diverting attention.

Use the catwalks that stretch across the warehouse to stage distractions to help one of your teammates move through the tunnels without being noticed.



With the scramblers behind the outer walls and difficult to reach on-foot due to the defenders, a frag grenade is a solid solution—as long as one player is willing to sacrifice themselves to get close enough to throw it.

### SIEGE

The siege point requires a calculated push from one side of the map to the other. Siege defenders may concentrate their forces on the immediate area around the siege point, but some aggressive defenders push forward and try to own part of the warehouse, too.



The siege point is located just beyond the warehouse doors leading into Bravo's stronghold.

If you survive the tunnel and make it out alive near the Bravo stronghold, you still have to get around a truck and in front of some giant stacks of crates—popular places for defenders to hide.



If you are defending the siege point, it's okay to fall back a little and enjoy a wider view of the landscape. Just be sure you don't stand out in the open too much and get picked off by a sniper on one of the catwalks inside the warehouse.

### Co-op BATTLE

Battling through the warehouse requires a complete push from one side of the map to the other. Watch out constantly for rebels. If they do not detect your presence, most of them foolishly stand in the open.



At the beginning of the mission, you see an entire patrol of rebels milling around the grounds outside of the warehouse as well as a few on the interior. Quickly gather intel, and then step to the side to mount your first attack.





Use a sniper rifle to carefully pick off the rebels. Start with the closest rebel and work your way back. The further away your targets, the less accurate their retaliatory gunfire will be.



Watch for rebels patrolling the catwalks above the warehouse.

Instead of running directly into the warehouse through the front door, use the tunnel to sneak into the interior. Be on the lookout for one guard stationed in the room between the two tunnel access points.



When you climb up inside the warehouse, immediately watch out for rebels on patrol in the center of the building. Look for another patrol near the far end of the building, but they are easy to take out from behind the multitude of cover opportunities inside the warehouse.

## 25: XBOX MULTIPLAYER





# Xbox 360 Multiplayer

## Next-Generation Warfare

*Tom Clancy's Ghost Recon Advanced Warfighter* for the Xbox 360 offers complete multiplayer gameplay both online (via Xbox Live) and offline, in which gamers share the same screen or connect multiple Xbox 360 consoles together via System Link. Whether you're wading online and clashing against next-gen soldiers from around the world, or you're battling the buddy on the couch next to you, you will find a host of different game types. Deathmatch purists can always lean toward Sharpshooter matches. Feeling less than adversarial? Try out co-op missions, where you work together to ward off AI-controlled terrorists.

The Xbox 360 multiplayer game offers a variety of different elements and enhancements not found in any of the other editions of *Advanced Warfighter*. Not every soldier enters the fray on the same footing. Players can choose between different soldier classes to suit their gameplay style. Expert snipers may gravitate toward the Marksman class, while players more inclined to blow things up may select Grenadier. You can alter the appearance of your soldier so you stand out against other players on the battlefield.

As with any war zone, advance intelligence is a key element to success. Study the included map to get pre-op know-how, like the most effective sniper points and the best routes for getting unarmed officers to safety in Escort missions. Familiarity with both the lay of the land and the firepower you must use to wrest control of the territory from the enemy goes a long way when trying to increase your TrueSkill ranking online.

To play *Tom Clancy's Ghost Recon Advanced Warfighter* online, you must have an active Xbox Live account. Please see the Xbox 360 manual for instructions on how to set up and maintain your Xbox Live account or visit [www.xbox.com/connect](http://www.xbox.com/connect) for more information.

Multiplayer games are not limited to Xbox Live subscribers. All game modes can be played via split-screen gameplay (players share a screen divided into two, three or four portions) or System Link. System Link requires one Xbox 360 system and television per player. An Ethernet cable or home network connection (such as a router) is required to link the consoles.

## Identity

While all soldiers fight for the same cause—victory—each player is able to set up an individual identity so they look different from the other soldiers in the field. Identity comprises three different factors: Class, Head Gear, and Face. The Head Gear and Face categories are only cosmetic alterations, but your selected class can have serious bearings on your performance on the battlefield.

## CLASSES

There are four different soldier classes, each with their own individual strengths. Benefits include additional ammunition and faster reload rates for certain weapons—which are listed with each class—as well as higher accuracy with preferred weapons in specific situations.

You can change your class as often as you like before going into battle. You can also select a default class you always occupy unless you specifically make a class change.

### RIFLEMAN

The Rifleman class enjoys accuracy bonuses while standing or moving, greater accuracy, quicker reload times, and additional ammunition from Rifleman weapons.

Rifleman Weapons: SCAR-L Carbine, MR-C, AK-47, A4 Rifle, M468-SD, T-95, 36K Carbine, M8 Carbine, MP5SD, SA-80, SCAR-H, SCAR-LCQC



### GRENADE

The benefits of the Grenadier class include bonus accuracy, quicker reload times, and additional ammo stocks with Grenadier weapons, rocket launchers, and launched grenades.

Grenadier Weapons: M8/M320, SCAR-H/EGLM, SCAR-LCQC/EGLM, MR-C/AGL, A4 Rifle/M320, M468-SD/M320, SA80/M320, T-95/M320, ZEUS MPAR.



### AUTOMATIC RIFLEMAN

Automatic Rifleman players receive extra accuracy bonuses when using weapons with full-auto fire and when firing from the crouched or prone positions. This class enjoys greater accuracy, quicker reload times, and extra ammunition when using light machine guns.

Automatic Rifleman Weapons: M60, T-95 LMG, MG21, MK48 LMG



### MARKSMAN

The Marksman class excels at single-shot firing and firing while in the prone position. Marksmen benefit when using sniper rifles by receiving greater accuracy, quicker reload times, and more ammo stocks.

Marksman Weapons: SR AS50, KJY-88 Sniper, M107 Sniper, PSG-1, SR 25 Sniper





## APPEARANCES

Before going into a multiplayer game, you can change your soldier's face and head gear. None of these options affect your soldier's skills—they are purely cosmetic ways of customizing your soldier's appearance.

### HEAD GEAR



**Bandana 1:** OD Bandana with Oakley M Frame Eyewear.



**Bandana 2:** OD Bandana with TCI Tactical Assault Communication Headset.



**Boonie Hat 1:** Crye Precision Boonie Hat.



**Boonie Hat 2:** Crye Precision Boonie Hat with TCI Tactical Assault Communication Headset.



**Boonie Hat 3:** Crye Precision Boonie Hat with Tactical Eyewear.



**Field Cap 1:** Crye Precision Field Cap with TCI Liberators II Tactical Headset.



**Field Cap 2:** Crye Precision Field Cap with Oakley M Frame Eyewear and TCI Patrol II Tactical Headset.



**Eagle Cap:** Eagle Industries Cap with TCI Tactical Assault Communication Headset.



**Liberator:** TCI Liberators II Tactical Headset.



**ACH Helmet 1:** ACH Helmet.



**ACH Helmet 2:** ACH Helmet with Oakley Tactical A Frame Goggles and TCI Liberators II Tactical Headset.



**ACH Helmet 4:** ACH Helmet with SWD Goggles and TCI Tactical Assault Communication Headset.



**ACH Covered 1:** ACH Helmet with Crye Precision Cover.



**ACH Covered 3:** ACH Helmet with Crye Precision Cover and Oakley Tactical O Frame Goggles.



**Oakley Cap:** Oakley Cap with Oakley M Frame Eyewear.



**Paraclete Helmet 2:** Paraclete Attack Helmet with Oakley Tactical A Frame Goggles.



**ACH Helmet 3:** ACH Helmet with BlackHawk Special Operations Tactical Goggles and TCI Patrol II Tactical Headset.



**ACH Helmet 5:** ACH Helmet with Tactical Eyewear.



**ACH Covered 2:** ACH Helmet with Crye Precision Cover, Hatch B.O.S.S. 6000 Tactical Eye Protection, and TCI Liberators II Tactical Headset.



**ACH Covered 4:** ACH Helmet with Crye Precision Cover and TCI Patrol II Tactical Headset.



**Paraclete Helmet 1:** Paraclete Attack Helmet.



**Paraclete Helmet 3:** Paraclete Attack Helmet with Hatch B.O.S.S. 6000 Tactical Eye Protection.



**Paraclete Helmet 4:** Paraclete Attack Helmet with Oakley M Frame Eyewear.



**Paraclete Helmet 5:** Paraclete Attack Helmet with Tactical Eyewear.



**Paraclete Cap:** Paraclete Cap with Tactical Eyewear.



**Patrol Cap 1:** Patrol Cap.



**Patrol Cap 2:** Patrol Cap with Oakley M Frame Eyewear.



**Safariland Cap:** Safariland Cap with TCI Tactical Assault Communication Headset.



**MICH 2001 Helmet 1:** MICH 2001 Helmet with TCI Liberator Tactical Headset.



**MICH 2001 Helmet 2:** MICH 2001 Helmet with SWD Goggles and TCI Tactical Assault Communication Headset.



**MICH 2001 Helmet 3:** MICH 2001 Helmet with Tactical Eyewear and TCI Tactical Assault Communication Headset.



**HeatGear Hood 1:** Under Armour Tactical HeatGear Hood.



**HeatGear Hood 2:** Under Armour Tactical HeatGear Hood with Oakley Tactical A Frame Goggles.



**BlackHawk WatchCap 1:** BlackHawk Hell Storm Low Profile Fleece WatchCap.



**BlackHawk WatchCap 2:** BlackHawk Hell Storm Low Profile Fleece WatchCap with TCI Tactical Assault Communication Headset.

## FACE SELECTION



Face 1



Face 2



Face 3



Face 4



Face 5



Face 6



Face 7



Face 8



Face 9



Face 10

## ACHIEVEMENTS

Achievements are recognitions earned by completing in-game requirements and are visible to other players from your gamer profile. The more Achievements you earn, the higher your overall gamerscore, which many players wear as a badge of honor. *Tom Clancy's Ghost Recon Advanced Warfighter* has 38 Achievements that are awarded by completing goals, such as a specific number of headshots. How many of these Achievements can you earn, soldier?



**Multiplayer Achievements**

Achievement	Requirement	Gamer Score Points
Heavyweight	Over 10,000 kills in multiplayer	24
Deadly	Get 4 kills in less than 4 seconds	20
World Champion	Rank #1 on universal leaderboard	40
Solo Champion	Rank #1 on solo leaderboard	32
Squad Champion	Rank #1 on squad leaderboard	32
Falcon	Shoot down 100 helicopters	16
Unyielding	Obtain 30 kills before dying	32
Sniper	Amass 500 headshots	36
Committed	Played 8 straight hours of multiplayer	28
Master of Ceremonies	Host 1000 matches	24

**Co-op Achievements**

Achievement	Requirement	Gamer Score Points
Co-op 1-1	Complete chapter 1, mission 1 in Co-op campaign	8
Co-op 1-2	Complete chapter 1, mission 2 in Co-op campaign	8
Co-op 1-3	Complete chapter 1, mission 3 in Co-op campaign	8
Co-op 1-4	Complete chapter 1, mission 4 in Co-op campaign	8
Perfect Chapter 1	Complete all primary and secondary objectives in chapter 1	40

**Game Modes and Types**

*Tom Clancy's Ghost Recon Advanced Warfighter* includes an abundance of game modes and match types, from team-based contests over real estate to cooperative missions that force players to work in an alliance to overcome a sophisticated, AI-controlled enemy. Of course, if it's deathmatch gaming you want, there is a Sharpshooter mode that embodies the "every man for himself" mantra.

There are three game modes:

- **Co-op:** All players must work together to defeat AI-controlled enemies.
- **Team:** Players are split into two teams and must complete match objectives to achieve victory.
- **Solo:** Every soldier for himself or herself!

There are a few game types within each game mode, such as Elimination or Territory. Once you select the game mode and type, you can then select the specific match type, which details the specific parameters of action and the necessary requirements for victory. If you want to test your skills in more than the included game types, there are multiple customization tools within each game mode that let you decide the factors for a successful match.

**CAMPAIGN MODE**

[such as heading off enemy reinforcements or gathering intel on enemy activities].

Campaign players must not only make mission objectives a priority, but must also work together and constantly communicate to keep each other alive. With default settings, there are no respawns in this mode—once you have been neutralized, you must watch the rest of the battle from the sidelines. However, respawns may be enabled by customizing the gametype. If you are playing online, keep chatter limited to mission-specific intel. With so much happening at once, a solid chain-of-command is a good idea, so all orders are routed through a single player.

Available Maps: Old Town, Wharf, Temple, Treasury

**Co-op ELIMINATION MODE**

Co-op Elimination mode mobilizes all players into a single tactical unit and charges them with flushing out and neutralizing enemies spread around the map. With the singular focus of dispatching enemy threats, players are able to take greater liberties with their in-game tactics.



Still, communication always trumps bravado when victory is on the line. Whenever an enemy is spotted, players should alert all other players of the enemy's location. If there are too many targets for one player to handle, back-up must be requested.

There is only one match type in Co-op Elimination mode: Firefight. The enemy density on the map is considered medium, with some pockets of safety between various hot zones. Each player must check their aggressions, because they are limited to three respawns. Once you have been eliminated for the fourth time, you are relegated to the role of spectator. Hosts can customize this match type to grant respawns and alter the number of enemies present in the match.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

**Co-op TERRITORY MODE**

Co-op Territory mode gathers all players into a single force to stop AI-controlled enemies from entering various zones on the map. The zones are noted on the charts for each available map. With multiple enemies making their efforts in tandem, teamwork is imperative. While it may sound easy to muster all available soldiers and squeeze each squad one by one, you can ill-afford to let even one enemy in.



The only match type for this mode is Defend. The value of life is at a premium, with absolutely no respawns available to players. Once you are out, you must spectate for the rest of the match. Players win by neutralizing all enemies, and having at least one soldier survive the end of the match. Hosts can customize this match type to grant respawns, alter the number of enemies present in the match, and alter the number of zones that need to be protected.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## CO-OP OBJECTIVE MODE

Co-op Objective mode enlists all players for duty on a single team. Unlike Territory, the goal is not to stop terrorists from permeating specific zones on the map, but to infiltrate those zones yourself and avoid enemy detection.



The only match type in this mode is Recon, which tasks players with entering five different zones on the map while the enemy sends out regular patrols. Firefights are not advised, as they raise alarm and attract reinforcements. Since players cannot respawn after being killed, stealth is priority one. Hosts can customize this match type to grant respawns, alter the number of enemies present in the match, alter the number of zones that players must recon, and whether or not being detected by enemies ends the match in failure.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## TEAM ELIMINATION MODE

Team Elimination mode splits the players into two warring factions with only one goal—complete elimination of the opposition. Soldiers must exercise teamwork if they are to successfully corner and neutralize the enemy team. Every kill equals a point, and the team with the most points at the end of the mode is the winner.



There are two game types in Team Elimination: Sharpshooter and Last Man Standing. Sharpshooter matches end with the first team to reach 50 kills. All players have unlimited respawns. Last Man Standing matches, however, allow no respawns—the game ends when one team is completely wiped out. Hosts can customize Team Elimination matches by altering the number of required kills for victory, how many respawns there are, and the amount of time the game lasts.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## TEAM TERRITORY MODE

Team Territory mode divides players into two groups and charges them with controlling specific zones on the available maps. The contested real estate sites are not terribly large, as pointed out on the individual maps. Ownership of the zones is staked out by initial physical presence, which can later flip-flop between factions as the match progresses.



Team Territory offers three pre-fab match types: Domination, Hamburger Hill, and Siege. There is also a customization tool for drawing up host-preferred match parameters.

**Domination:** There are five zones to be captured and points are continuously awarded as long as a team holds a territory. The team with the most points when time expires wins. There are unlimited respawns, and helicopters do not factor into gameplay.

**Hamburger Hill:** Teams contest a central zone in the map. The longer a team occupies the zone, the more points they receive. The team that occupies the zone benefits from additional support from a helicopter that flies above the map and attacks the team not currently in control of the zone. Players have infinite respawns and the team with the most points at the end of the match wins.

**Siege:** The team's base is selected as the territory to control. Teams must find the base and control it while the other team attacks. There are infinite respawns and no helicopter support. The team with the most points when time is up is declared the winner.

**Custom:** The host can decide the number of times each player can spawn, the number of zones or bases that must be controlled, which zones must be defended (team bases, central zone, etc.), and if points are earned by controlling zones or if just having control of all contested zones ends the game in victory. The host decides whether or not helicopters will support defenders, and whether or not a specific point total ends the match or the expiration of time. If the host chooses more than one zone, he or she can also dictate whether players must simply "take" the zone by an initial presence, or must occupy the zone with at least one team member to accumulate points.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## TEAM OBJECTIVE MODE

Team Objective mode also splits the players into two opposing parties, but it then sends them out into the field to capture a flag or officer on the map. This is another mode that requires deft teamwork and solid communication, as the objects in question are not plentiful. All players are alerted when somebody makes a move on the objective, which is likely to bring down the wrath of multiple players.





There are three ready-made match types for Team Objective, including the traditional Capture the Flag. Hosts can also customize their own match to their personal liking.

**Capture the Flag:** Players try to steal the opposing team's flag and return it to their base while defending their own flag from encroachers. Players benefit from infinite respawns. The match ends when the first team reaches 10 points.

**Recovery:** There is a single flag in the center of the map, which both teams must fight over. Points are awarded when the flag is taken back to the team base. Players have infinite respawns and the game ends when the first team reaches 10 points.

**Search and Rescue:** There are multiple unarmed officers located in the map that must be escorted back to each team's base. Teams earn points for every second an officer survives in their custody. The team with the most points when time runs out wins.

**Custom:** Hosts dictate the number of available respawns per player and the victory requirements, such as points or a specific time limit. The host chooses the objective of the game—flag, unarmed officer, or armed officer. (Armed officers shoot at their escort's enemies.) Hosts can also choose to place all objectives in the middle of the map, at bases, at three zones in the field, or have the contested zone picked at random every time a player scores.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## SOLO ELIMINATION MODE

Solo Elimination mode includes traditional deathmatch-style gameplay, as well as a few other match types that add wrinkles to the familiar formula. All games in this mode, though, are free-for-all firefights with all players looking out for themselves. Soldiers spawn into the map at random points, then seek out targets to earn points.



There are several match types for Solo Elimination, including Last Man Standing and Sharpshooter. There is also a customization tool for game hosts to set up matches of their own design.

**Bounty Hunter:** Players have infinite spawns, so carnage is high. Players are assigned a "target" opponent at the beginning of the match and receive bonus points for consecutive kills. If the player is shot, their point accrual starts over after respawning. Player with most points when time is up wins.

**Last Man Standing:** Players cannot respawn in this heated match. The last player to survive the firefight wins.

**Seek and Destroy:** When a player achieves the first kill, that player becomes the target. If another player manages to shoot the target, they become the target. Points are only awarded for shooting the target, not for eliminating other players. The target can earn points by shooting players. Players have unlimited respawns.

**Sharpshooter:** This traditional deathmatch-style game ends with the first player to achieve 10 kills. There are no bonus points for consecutive kills.

**Thief:** Players must shoot each other. The player with the highest score becomes the "thief," and is hunted by the other players. Players receive two points for killing the thief and one point for shooting other players. Each player has only five respawns.

**Custom:** The host can choose how many spawns the players receive, whether the objective is the flag (either one that remains stationary when dropped or respawns to center) or either an armed or unarmed officer, and the requirements for victory (points or time).

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## SOLO TERRITORY MODE

Solo Territory is another free-for-all mode where soldiers compete not for kills, but for square footage.

Players are certainly encouraged to hunt each other down, but players only win by occupying specific zones on the map to earn points. These games can be frenzied, especially if you are the soldier that occupies the sole contested piece of land.



Hamburger Hill is the only ready-made match type for Solo Territory, but hosts can use a customization tool to create unique matches.

**Hamburger Hill:** Players fight over the central zone in the map. Occupying the zone earns points, and the first player to reach 150 points wins. However, helicopters will circle the map and attack soldiers in the central zone. Players have infinite respawns.

**Custom:** The host can decide how many respawns players receive, which area of the map is considered contested territory, how long the game lasts, and whether or not helicopters will assist the attackers.

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## SOLO OBJECTIVE MODE

Solo Objective mode games strip away teamwork and force players to look out for number one. The goal in these games is to seek out an objective (flag, officer) and hold on to it for points while the other players hunt either him or her down without mercy. Players that manage to successfully acquire objects of interest are encouraged to make themselves scarce, as all players in the match are made aware of a met objective.



There are two pre-determined match types for Solo Objective, as well as a customization tool.

**Escort:** Players must seek out an armed officer. The armed officer shoots at all other players while in custody. The longer you hold on to the officer, the more points you receive. The first player to reach 50 points wins.

**Flag Carry:** Players make a mad dash for a single flag in the center of the map. Points are accrued as long as you hold the flag, but if you are shot, you drop the flag. The player with the most points when time is up wins.

**Custom:** The host can choose how many respawns the players receive, whether the objective is the flag or an officer, and the requirements for victory (points or time).

Available Maps: Desert Gulch, Rocky Cove, Boneyard, Old Town, Wharf, Temple, Treasury, Fishing Village, Nowhere, Dry Dock

## OTHER SETTINGS

In addition to choosing the game mode and match type, the host of the game can also adjust other settings that affect the way the game is played. There is a time limit adjuster that dictates game length (5, 10, 15, 30, or 60 minutes), as well as what kinds of weapons can and cannot be used via Kit Restrictions:

**No Restrictions:** There are zero restrictions on available weapons.

**No Explosives:** Players cannot use grenades or rockets.

**Pistols Only:** Players can only select pistols during the match. (This is a great equalizer because the benefits of the four soldier classes are nullified.)

**Grenades Only:** Players can only use grenades in the match.

**No Gun Cameras:** Players cannot use any advanced weaponry that has cameras.

**No Silenced:** Players cannot use silenced weapons that keep them off the radar.

**Silenced Only:** Perfect for stealth games, players can only use silenced weapons.

**Custom:** The host can dictate which weapons cannot be used on a case-by-case basis from the entire list of in-game weaponry.

**Camo:** Select the kind of camouflage each team will wear during the match.

**Game Start Timer:** Add a timer that freezes the action for a specified amount of time (10/20/30 seconds) after the map loads, giving players chance to select weapons before all players can start moving and shooting.

**Force Respawn Timer:** Forces players to automatically respawn when an on-screen timer is up (10/30/60 seconds).

**Respawn Wait Timer:** Players must wait for a specific amount of time (5/10/30 seconds) before they can respawn.

**Respawn Invulnerability:** Players will be invulnerable for five seconds after the respawns into the map.

**Force Camera:** Whether or not players are allowed to select which perspective (first-person versus third-person) they view the action from.

**Kill Camera:** When this option is turned on, players will see the location of the player that just eliminated them.

**Drones:** Determines whether or not drones can be used and how quickly they respawn if destroyed (30/60/120 seconds).

**ID Friendly/Foe:** Determines who appears on the HUD—friendlies and enemies, friendlies only, or nobody.

**Lock Room:** Prevents players from joining a hosted game.

**Class Modifiers:** Determines whether or not the benefits of each class are available.

**Show Enemies on Intel Map:** If this is turned on, enemies picked up in line-of-sight will be noted on the intel map.

**Allow Weapon Pickup:** If turned on, players can pick up weapons from fallen players.

**Map Rotation:** Allows host to determine which order the maps are played in.

**Map Plays:** Determines the number of times a map will be used before moving on to the next map.

**Voice Channel:** Determines which players can use voice chat. Host can decide if all players can communicate, if only "alive" players can communicate, or if there is complete radio silence.

**Allow Night Vision:** Toggles the ability for players to use night vision during the game.

In addition to these game settings, players can also make adjustments to their own personal settings, such as inverting the Y-axis or turning blood on or off.

## DRONE



One of the unique features of the Xbox 360 edition of *Ghost Recon Advance Warfighter* is the drone, an automated recon vessel that is able to silently hover above the map and scan the horizon for enemy activity, then relay the position of enemies back to the Ghosts as long as the target remains in the sight of the drone's cameras. When a drone spots an enemy, it paints a red diamond on the target and all Ghosts can then see the target on their HUD. However, the red diamond only indicates the position of the target on the HUD, not the distance from the Ghost.

Ghosts can direct the movement of the drone from the ground. Pressing up on the D-pad activates "Drone Order," which commands the drone to move in the direction the Ghost issuing the order is looking. If the Ghost needs to recall the drone to gather intel on his current position, pressing down on the D-pad issues the "Call Drone" command.

The drone is one of the most useful tools the Ghosts have in war games and campaigns. As such, it becomes a target to the opposition. The drone can be sniped out of the sky, instantly removing all gathered intel from the Ghost HUD. However, the drone is a small target because it hovers so high in the sky. It is advised to only shoot at it when you have a clear shot, because while looking up at it, you may not detect an enemy creeping up from behind you.



## NOTE

Drones only show up in Team and Co-op Games.



# Map: Old Town

26: XBOX 360 MULTIPLAYER

## Old Town

Modern times are slowly creeping into Old Town, as evidenced by the construction on the north side of the map that is slowly enveloping the parks and cobblestone streets that once hosted thriving businesses. Now, the Old Town area is more of a tourist zone, full of outdoor dining and lovely plazas. But because of the rebellion uprising, the streets of Old Town are now empty of civilians and host only Ghosts and rebels, locked in struggle.



## Co-op Mode

### ELIMINATION: FIREFIGHT

Your team begins the battle at Base 1, on the plaza above the parking lot. From here, it is a push into enemy territory, as swarms of rebels pour into the area from the east. The battle zone looks empty for the first minute, but don't let the initial lull fool you—there is indeed a storm coming. The goal is to eliminate all rebels, but with them taking refuge in every pocket as well as taking to the streets, you may have to make multiple sweeps up and down the map to catch them all.

Cars are essentially parked bombs—use them to your advantage. If you spot an enemy or two walking near one, blast the car with a grenade (or grenade launcher) to score multiple kills.



The rebels have to hoof it a long way to reach your base, but you're in serious trouble if they close in. If necessary, spawn behind the base and try to catch one of the encroachers by surprise by coming around one of the sides.

## TIP

Always have a few snipers in your midst—they are great for spotting far away threats, sometimes even before your drone can.



## TERRITORY: DEFEND

All soldiers start at the base located at the top of the Old Town plaza. The area under attack is just behind the pillars. You can expect the attack to come from directly ahead. Depending on how many troops are on the team, some can be placed in front of the base to take on the first wave of rebels and others can be placed to the sides of the base—along the street—to watch for any incoming rebels that slip past the first line of defense. Depending on how many players are in the game, a soldier can be left at the base as a last-ditch defense, should any attackers make it through all of your defenses.



Before the onslaught is underway, creep up to the half-wall on the balcony overlooking the parking lot—directly in front of your base. From here, you can launch a first-strike grenade attack (or use a grenade launcher, if one is available) to score a few early kills before backing off and defending the base.

The scene is still quiet for a good 20–30 seconds after the match begins. The rebels come from two directions: straight up the central avenue and around the building to the right of the lot. The rebels in the middle don't stream in a single-file line like the ones that come from the right, so focus your attention on the center for now. Wait until you hear the rebels' chatter or see the red diamonds spotted by the drone. Hurl the grenade at the rebels just as they march around the corner. If you time the attack just right, you can get at least three or four of them—just don't stick around to check, because they start shooting in the direction that the grenade came from. Back off to the base, or get into your position, if you have been assigned the street in front of the base.

**Soldiers positioned on the side of the base need to be far enough back so that if attackers make it through the first line, the rebels still only march on the base. You can pick off the attackers a lot easier if they are unaware of your presence.**



If you have enough soldiers to leave one at the base, make sure the soldier left behind is carrying a weapon with a high rate of fire and a large clip, such as the M60. The soldier must be able to cut somebody down the moment they step inside the base.

## OBJECTIVE: RECON

Because the rebel patrols walk different paths each time you play Recon, you can never stick to the same order of areas you need to infiltrate. Success is guaranteed not by habit, but by fast thinking and smart use of the drone, which can spy patrols ahead of your position.

When you first start out, you can see all five of the objectives on the map. Slowly work your way down to the main level from the base and pick your first target. Target A is always a likely first candidate, but make sure you check those patrols before going into the vicinity.



## CAUTION

Remember that the flares that mark the recon zones show up on thermal vision. Make sure you don't pop off a round at a harmless flare, thus calling down the wrath of any nearby patrols.



**Zone A:** The street that runs between B and D is a major patrol route. The drone can pick up a lot of activity, so duck behind one of the parked cars on the west side of the street and watch for a break before moving ahead.



**Zone A:** The recon area is located in the center of the map, just to the left of where the street that eventually rounds by D quickly bends. Come at it from the side alley, just behind the stone wall. From up here, you can peek over and verify that the coast is clear.

**Zone B:** As you approach B, which is just beneath the canopy leading out to the park, crouch down and verify that there is no activity inside. If there is a large gathering, you should wait it out behind the parked car. If you've been spotted, use a weapon that can clear out more than one rebel at a time, like the M320.



**Zone B:** When the area looks empty, rush in and take the recon spot. Don't celebrate while doing so, though. Keep down and scan the horizon for any more patrols.





**Zone C:** This point is located on the southern edge of the map, along the street that leads from D to the construction site. The easiest approach is the longest one. Sneak all the way around the east end of the map, near the construction site, and come at C by heading west. You have a view of the entire street, so you can watch all patrol activity.



**Zone C:** If the rebels are nowhere to be found on the street, head straight into C. If you have any inkling of activity in the area, try continuing south from the construction site and sneaking into C from the rear.

**Zone D:** Look for D near the two outdoor dining areas, both of which provide ample cover opportunities. However, the street that goes between the dining areas (and passes by D) is a heavily used patrol route. By creeping into D from the rear, you can peek out around the parked cars in the lot and verify that nobody is around.



## TIP

Go prone inside the dining area if a patrol moves in on your position. If you can wedge yourself behind a fence or between two objects, you can stay out of view until the patrol passes. Call the drone into the area just to make sure.



**Zone E:** This is one of the trickiest spots to reach, as the main entrance is in full view of the rebel patrols at both B and D. Creep along the fences to the north and use cover whenever possible. Duck down behind this parked car in the corner of the park and watch for patrol activity. Patience is best here—if you have extra time, use it and wait until both the drone and your eyes agree that nobody is around.



**Zone E:** Once the patrols have died down or gone elsewhere (maybe to go after a teammate's distraction), rush from the parked car into the alley that leads straight into E.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

Sharpshooter and Last Man Standing matches split players into two teams and put them on opposite ends of the map. In a long map like Old Town, a lot of action takes place in or around the center, as each player has a long way to hike after respawning. Staying put near your base likely gives you less kills, but because you need to keep the opposition from camping near your base—spawn-killers are hard to root out once dug in—having one base guard is not a bad idea.

The construction site is full of parked cars—perfect bombs to use against inattentive enemies.



Use irregular-shaped objects like tables and chairs to hunt your quarry. Ducking down behind a table might obscure your profile just enough for an enemy to mistakenly pass you by or not see you right away when entering an area.



Plants are good places to take cover, since the edges of the leaves are hardly uniform. However, if your opponents fire up night vision or sense any movement, bullets will cut straight through the leaves.

### TERRITORY: DOMINATION

Domination requires you to take and hold as many of the five hot zones on the map as you can until time expires. Each base has a zone or two fairly close to it, and those should always be taken first. It's the zones toward the center, such as A or B, that become more hotly contested as the match draws to a close.

At the onset of the match, rush for your closest zone. There is no need to leave players behind at the base at first, as the other team is too busy taking their own zones. Spawn-camping is not likely going to be a problem in this kind of match.



## NOTE

Remember, you don't have to be present to earn points on a "held" zone. There isn't much reason to leave a guard at the zones closest to your base right away, because the Old Town map is so wide.



After taking control of a couple zones, set up a sniper outside one that has yet to be taken. Patience pays off when an opponent tries to get in and take a zone, such as this soon-to-be-deceased player trying to take control of B.

## TIP

Most zones can be guarded by snipers, so make sure you have at least one or two Marksmen in your party.

### TERRITORY: HAMBURGER HILL

The center of the map is always a hard one to hold, but in the case of Old Town, snipers are of little use within the center. The area is small and enclosed with only a few narrow entrances. Better to get a brute or two in there to hold the territory. The zone is a rectangle surrounded by carts and tables that offer ample cover—too bad they don't help your score. The moment you step outside the flares that designate the zone to seek cover, you give up control. But sometimes giving up control for just a moment to set up a trap or surprise an incoming enemy is the best strategy.



It doesn't always pay to be the first person to the center of the map to take the zone. Because this zone is almost equidistant from both bases, the first soldier there may very well be the first to get picked off when the other team arrives.

## CAUTION

The contested zone may be surrounded by buildings, but that doesn't mean that the helo overhead can't get in a good shot.

Don't just stand blindly in the middle of the zone. Your opponent may have tucked a shooter off to the side behind a canvas sheet or table that isn't easy to see.



## TIP

Shooting down helicopters is always helpful to your team. Remember that you can score an Achievement for blasting enough of them.

### TERRITORY: SIEGE

The ultimate goal in Siege is to overrun the enemy base—or defend it with your life. Base 1 is the object of contention in this match, and its position above the rest of the playing field gives a nice advantage to the defenders...at first. The defenders will likely try to fan out a little on top and establish a forward defense to cut off any early attacks. Snipers on the attacking team might be able to pick off a few early warning troops before the defenders coalesce into a singular unit around the base.

Grenadiers prove to be an interesting addition to this match. Heavy explosives, such as a rocket launcher or a well-placed grenade, can really shatter defenses. If the defenders discover that there are a lot of Grenadiers (or other classes using a rocket launcher and the like), they should not make themselves easy targets for multiple kills. Spread out to minimize the effects of a rocket—and don't get backed into a corner. Grenadiers will seize upon that ripe opportunity with their superior boom-boom.



Get some forward snipers into position—you have ample time to prepare a solid defense while the other team runs all the way from the construction site to the upper plaza.

If you find yourself on the losing team as soldier after fellow soldier has been eliminated by a rapidly advancing enemy, fall back to the interior of the base and use the pillars as cover. You may survive long enough to pick off any remaining enemy that thinks the match has turned into a cakewalk.





## TIP

If the defenders fall back into the base, flush them out with frag grenades. The ensuing panic of seeing a grenade hit the ground will cause enough commotion for shooters to pick off any remaining defenders.

## OBJECTIVE: CAPTURE THE FLAG

Stretching a CTF match across the expanse of Old Town makes it incredibly difficult to score points—there is just so much real estate to cover en route to your own base once you've lifted the enemy flag. Also, every inch of the ground is another chance to die in a heated CTF match, especially when you now have an entire team bearing down on you.

With so much space between the two flag bays, defense takes a back seat to offense. You shouldn't entirely abandon the art of good defense—leave a flag defender behind to take care of opponents that slip through—but with so much opportunity to tag a flag carrier before he or she returns home, the better strategy is to spread into the field and cover all of the main routes.

## TIP

Learn the alleys in Old Town if you want to be a CTF champion on this map. There are hundreds of nooks and crannies to hide behind (tables, crates, barrels, washing machines) as you slip through the alleys. The only catch? All the twists and turns slow you down—especially those blind corners.



It is tempting to leave a flag defender right on top of your flag, but it is not wise to get caught in a corner. Any player that's good with aiming grenades can take a defender out, if spotted.

Sometimes standing off to the side and giving the opponent a false sense of security is better than being on top of the flag—especially if the drone is busy elsewhere on the map.



The good thing about standing on top of the flag is that you have full views of every approach angle. For example, if a defender on base 2 moves off to the side, the defender might catch somebody coming through. But if the player making a move on the flag has advance intel on the defender's position, that player can take the defender out before making a move on the flag.

## OBJECTIVE: RECOVERY

Recovery places the single flag right in the central zone, and players must weave through alleys to reach it. The area is easy to contest, with several angles for snipers and shooters to dig in—not necessarily to go for the flag, but to prevent the other team from doing so themselves. (Sometimes the best defense is indeed the best offense.)

Scoring should be a little higher in Recovery than regular CTF, as flag carriers only have half of the space to traverse to get a point. But it's getting to the bases themselves that can cause trouble, as neither of the bases is a straight shot from the single flag bay. Base 1 is up some stairs or around some lengthy, open, side streets, whereas base 2 is on the other side of a dense construction site full of machinery and debris.

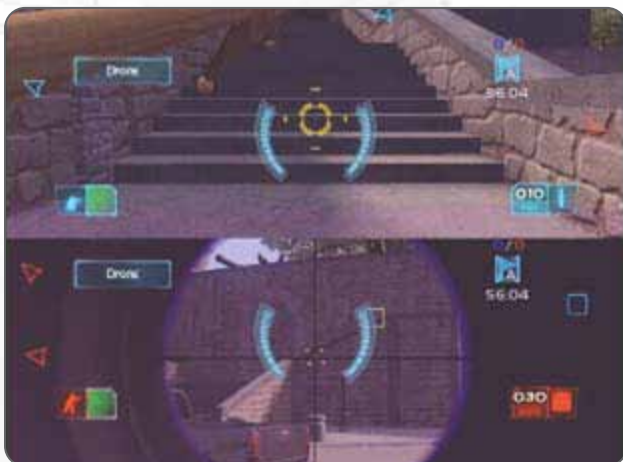
If there is too much attention paid to grabbing the flag, one team might miss the other team installing a spoiler or two between their base and the flag bay. An opponent could take the long way around to the other team's base and find a corner to hide in. Then, all they have to do is wait for the flag to be taken and pounce on the carrier en route to their base.

If you reach the flag bay first and are alone, consider not jumping on the flag right away. Instead, take up a position off to the side behind a cart and wait for the enemy to make an attempt. Shoot them and then, with one less opponent to worry about, grab the flag and start hoofing it back to base.



While the other players busy themselves with the flag, creep into enemy territory. Find a quiet spot somewhere near a main avenue and drop prone. If you can position yourself along one of the quickest routes between the bay and your opponent's base, you could catch a runner off guard.





If you are making a run for your base with the flag, always have an escort or somebody nearby to cover you. Because you're lit up for the entire map to see, always keep down. At these stairs leading to base 1, staying down keeps you from getting sniped while you slowly move up the stairs.

### OBJECTIVE: SEARCH AND RESCUE

Search and Rescue operations are a tug-of-war on Old Town, with each team trying to pull as many of the three officers as possible to their base. Once there, due to the size of the map, it's not too difficult to keep them there with adequate base protection. It's getting them there that's the hard part. Officers don't keep up with you very well in a full run and tend to drag behind, making them easy prey for poachers. Using a teammate to assist with the "rescue" is useful, as they can keep watch for any poachers trying to snag your officer before you reach the base.



The officer at zone B is a quick grab for the team at base 1. Run down the north side of the map and grab him right away, before the opposition has a chance to mobilize. Snipers on the stairs can guard the runner escorting the officer back to the base.

Even though the officer cannot be killed, be sure it is the opponent and not the officer in your sights when trying to poach an officer.

Going into the base to steal back an officer is an extremely tricky proposition—but it's not impossible. Since the officer is invulnerable, pepper the base with grenades and try to cover all defense points before rushing in and grabbing the contested officer.



### SOLO MODE

All Solo Elimination matches have the same goal—eliminate all other players—and are thus grouped together.

### ELIMINATION MATCHES

Elimination games in Old Town can be lengthy affairs, with so much map to cover and an excess of hiding spots. If you are playing Thief or Search and Destroy, this works to your advantage—especially if you are the target of the attention. Finding dead-end alleys where you can monitor the only way in and out can be useful, but if the other players all descend on your position and start throwing all sorts of projectiles and ordnance on your position, just ducking behind some boxes isn't going to help.

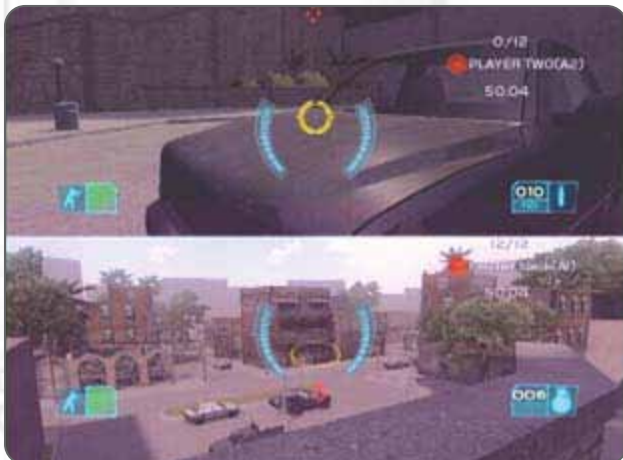
With the long streets that criss-cross the level, snipers are going to have solid run on the map. From the plaza at base 1 to the breadth of the construction site at base 2, there are many "open" spaces to take advantage of. Just don't spend the entire match with your face in the scope, because you'll never see the enemy coming from the sides due to the lack of peripheral vision.



Snipers need to always be on the lookout for areas where they can hunker down and survey a wide expanse, such as the parking lot beneath base 1.



There are a variety of spawn points all over the map, but try to keep an eye open for spawn campers that linger at the obvious places, like the stairwell in the alley.



Never underestimate the use of a parked car as a bomb. They are usually stationed strategically along streets or crowded together in lots. Many snipers and shooters use them as cover. If you can get the drop on a crouching sniper, a well-thrown grenade lands quietly enough not to arouse suspicion. The resulting explosion should detonate the car, killing the shooter.



## TIP

Keep moving. There is a lot of space on this map. If you camp in one place for a long time, you are likely to see less action—and end up with a smaller score—than a player who gets in the thick of it.



Keep your opponents on their toes by picking up weapons you don't normally use. If you've been blowing things up as a Grenadier during most of the game, try grabbing a sniper rifle from a fallen enemy.



It may seem like snipers have the run of the map with the ability to stake out entire swaths of land, such as the park. However, if you spot a sniper staring intently in one direction, move to the side. If they are looking through the scope for targets, they lack the peripheral vision needed to pick up incoming players.

## TERRITORY: HAMBURGER HILL

The central zone is again the object of fierce rivalry in Hamburger Hill. Expect the bullets to fly when multiple players descend on the zone at the same time. There is no reward for killing the other players, but it does bounce them all the way back to a spawn point away from the hot zone. No player will be able to maintain ownership of the zone for the entire match—it will trade hands repeatedly.



The moment you step inside the zone, it changes color and alerts the other players that you are there. Try a "step in/step out" method to get a few quick points. Then drop down behind the carts surrounding the zone and shoot any players making an attempt on the zone.



There are only a few access points to the zone. Before making a run for it, find a spot to hide and scan for anybody currently in the zone or getting ready to run for it. Clearing out one or two enemies before going for the hot zone should give you an extra second or two.

## OBJECTIVE: ESCORT

The objective in this match is a moving target—an officer that follows whomever "rescues" him by coming into contact with him. The officer is invincible, but not helpless. He will fire at players trying to make an attempt on his escort. Eliminate the escort, though, and the officer becomes fair game. In Old Town's great expanses, there are lots of places to run, but once you are on the map when you pick up the officer, there are few places to hide.

The officer's pot shots aren't terribly strong, but if he does nail you a few times, you lose significant health—enough that just a little splash damage from a grenade or a leg shot might finish you off.



Lurk around the central zone where the officer is found. If you can, pop off a few rounds at players trying to make a run on the officer before you rush in and take him yourself. Points accumulate quickly, though, so if you miss and another player grabs the officer, you need to chase them down as fast as you can to stop the score.



## OBJECTIVE: FLAG CARRY

Flag Carry on Old Town is a great battle for survival. When you have the flag, death can come from any angle, because the map is full of sniper perches, alleys, and objects to hide behind. Grabbing the flag from the central zone is tricky unless you happen to spawn pretty close to it.

Once you have the flag, you have to keep moving. Everybody in the match can see where you are and will come crashing down on you. Will you hold the flag for the entire match? Doubtful. But if you can zig-zag around obstacles (except cars!) and make yourself a harder target, you may gather enough points to win.



The great hiding places you can use in other matches are ineffective in Flag Carry. There is a massive target on your back when you have the flag, and it's just too easy for your opponents to salt the earth around you with grenades while you hide.

When you have the flag, you appear on everybody's screen. There is no way to drop the flag and seek cover when the heat is on, so have a clear plan of action when you make your play. Stay off the main streets and look for alleys you can duck into, and make yourself as scarce as possible.



## CAUTION

A sniper rifle isn't much use when you're the flag carrier—you have little time to hunker down and line up a shot and the sniper rifle has terrible "from the hip" accuracy.



## Campaign

Welcome to Nicaragua. While the rest of the Ghosts are busy in Mexico City, you must help preserve a command center important to the operation. Rebel resistance in the area is strong, and reinforcements are confirmed to be on the way. Your orders are simple: Eliminate every single rebel in the area and don't let the command center be overrun.



XBOX 360 MULTIPLAYER

## MISSION STRATEGY

The main thrust of the mission is to push across the map northward, clearing out every single rebel patrol you can locate. At times, the rebellion pushes back—and pushes back hard. At other times, you and your fellow soldiers try to track down one or two sneaky rebels hiding in a corner, just waiting for you to let your guard down for one second. That's all it takes, so never give them the chance.

The first objective is to secure the command center. Everybody is in a panic because a support helicopter has just been shot down by rebels. It's the first sign that a large patrol is en route, so you have to get in place to repel them when they arrive. As soon as the mission begins, rush forward. There are two mounted guns on the street parallel to the command center, but you have approximately 30–45 seconds before the first units make an attempt on the command center. Creep up to the wall overlooking the parking lot [3] and snipe a few rebel soldiers while they prepare to attack.



After 30 seconds, make sure those mounted guns are pointed down each side of the street. An armored vehicle comes up one side while three rebels on foot come up the other. They never travel on the same side, so if you see the truck, your friend on the other gun sees the foot soldiers.

Once the vehicle and rebels are down, return to the wall and start picking off rebels below.

There is another armored vehicle in the parking lot. Snipe the rebel behind the mounted weapon as soon as possible. Beware of rebels heading up the streets around the sides of the parking lot to attack the command center. Also, look for 1–3 rebels to snake up the stairs. Your AI-controlled soldiers may take them out, but never count on the assist. Keep an eye on those stairs.





**You cannot fulfill the first objective until the armored vehicle in the parking lot has been destroyed. Use a frag grenade to blast it. If it starts moving again, chase it down.**

Once the first objective has been cleared, your commander alerts you of activity in the park [4]. Start making your way over there. Stick to the west side of the map while en route to the park, because there are a few straggler rebels on the street that runs between [4] and [6].



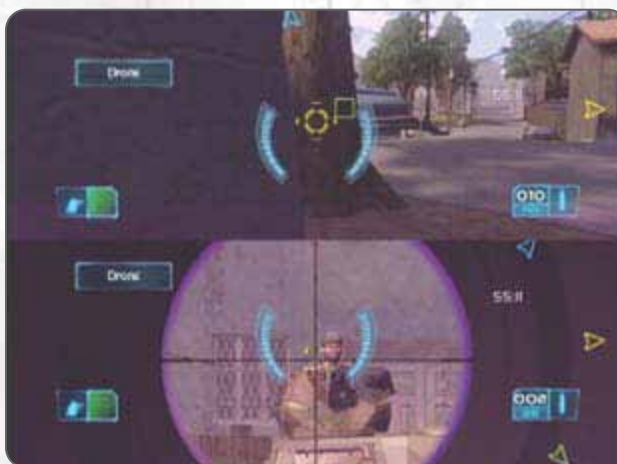
As you head around to the west, make sure one soldier covers the street while the others move. As soon as all teammates are on the north side of the street, make sure somebody covers the last soldier who moves across the intersection and joins the group.

As your squad approaches the park, you need to split up. There are rebels in place at the northwest corner of the park near a parked pickup truck. They shoot anybody who attempts to walk directly for the park.

While one or two soldiers follow the street as it curves to the north, the rest of the Ghosts can turn their attentions due north and look down the length of the park's eastern side. There is a parked car and a corner that can be used as cover. A sniper can peer all the way into the park and start picking off rebels, starting with the one standing at the mounted machine gun.



When the team headed for the pickup is in place, the other team can really turn up the heat on the rebels out in the park. Shooting the rebel at the mounted gun draws attention, but because you are so far away, there is some minor chaos as the rebels try to get their bearings. Take full advantage of it, shooting the rebels as they run around. The other team can then start taking out the rebels at the pickup truck. There should be three of them, so even if only two appear in the open, always assume there is one hiding behind the pickup truck to the north.



As soon as the pickup truck is clear, that team can start moving up. Follow the guardrail on the west side of the park, keeping an eye out for another armored vehicle. If that team stays low, they can sneak up and take out the gunner before he knows what is happening. The other team can keep squeezing the rebels in the park, taking as many out as possible.



The armored vehicle must be destroyed to complete the objective, so the team that took out the gunner must advance to the wooden fence to the east of the guardrail. The vehicle is located directly to the south, just inside the park. The other team must keep clearing out any remaining rebels. The commander tells you when the park is empty, so until you hear otherwise, always be on the lookout for the one last rebel that is especially good at hiding. He could be crouching behind the fence, beneath the canopy, or next to the pickup truck inside the park.

## NOTE

While clearing out the park, you get word that a group of your soldiers is pinned down to the east at [6]. This is an optional objective. If you want to engage the enemy and save the soldiers, you can break away now before pressing on to [5].

If you want to go for the secondary objective, start making your way south. The soldiers are pinned down just beyond where the street quickly bends near [6] on the map. There is a small patrol on the street and a few rebels in the outdoor dining areas near the spot.

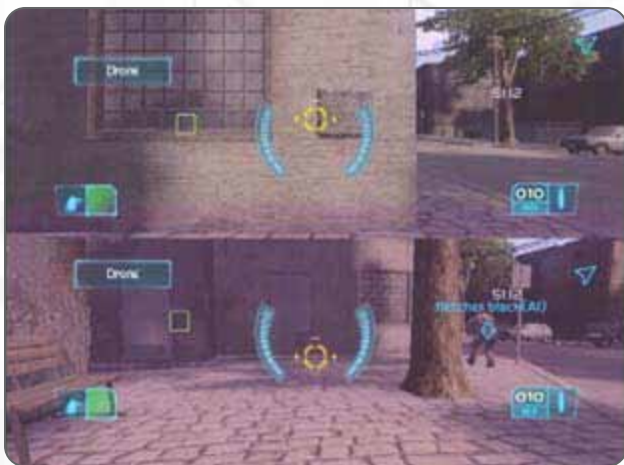


One team of soldiers needs to look out for the rebels on the street, while the other picks off the rebels near the soldiers. All of your soldiers appear with a blue outline, so be careful not to shoot one by accident. (Calling over the drone paints the rebels in red, which makes things a bit easier should the firefight get difficult.) There are at least two rebels in the street and two rebels near the pinned soldiers. Fortunately, your arrival emboldens the pinned soldiers. They open fire on the rebels, possibly dropping one.



Once the secondary objective is complete (or is ignored), you must press further east to the final objective: stopping reinforcements at the construction site. The area is thick with rebels, all crack shots. Proceed with great caution.

From the northern end of the park, continue through the streets. If you move immediately after clearing out the objective at the park, the area will be clear. Wait too long, and you may find one or two brave rebels pushing on ahead. Be sure to communicate with your fellow soldiers and make sure every movement is completely covered.



There are two angles you can attack the construction site from—an alley that looks southward into the site or the corner that looks to the east. Split up and start moving into position. You have to deal with at least fifteen rebels and two armored vehicles, each with a mounted gun. Taking out those guns is a top priority, but if you see a rebel moving too close to your position, take him out first.

The team looking at the site from the west should try to snipe any rebels at the northeast corner of the site. There may be a rebel or two right along the edge of the site or situated inside just a little further. They may use some of the construction equipment as cover. Look for any movement in the site because all of the equipment and materials are still—none of the machinery is currently operational.

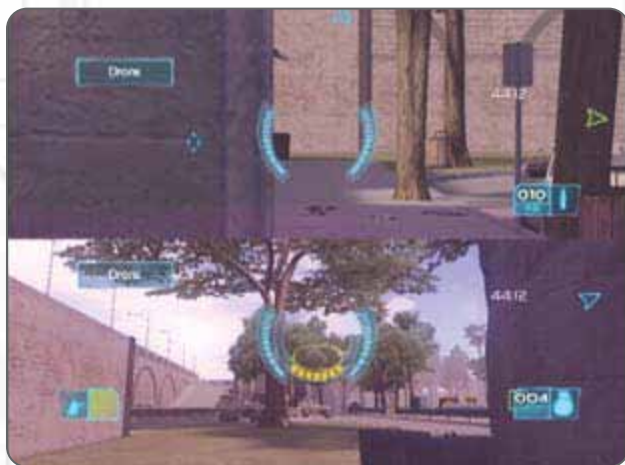
After taking out any rebels that you see right away, turn your attention to the first mounted gun as the other team slides into position in the alley. As soon as you hit the gun, back off. There is not only the other vehicle to deal with, but there are several rebels near the gravel piles by the vehicle you just attacked. They will try to figure out where the shot came from, and you do not want to be seen while they are looking around.



With the first vehicle down, it's time to create confusion via crossfire. If both teams fire up their rifles and start tagging rebels, the scene erupts in pandemonium. The rebels are sloppy shots for a little while, which is to your benefit. Take out a few each, then back up before the rebels get wise to your ruse.



**The second vehicle is to the west of the first and is flanked by several rebels. Take out the gunner and the remaining rebels. Use the drone to spot activity.**



Once the area seems quiet, you can move in and destroy the two vehicles with grenades or rockets. As soon as the vehicles have been disabled and all of the rebels are confirmed dead, the commander radios your team and the mission ends in success.



# Map: Wharf

## Wharf

The Wharf looks like the gnarled hand of an old fisherman, with each pier stretching out over the ocean like a bony finger pointing to the one that got away. Situated below a hilltop forest, a crumbling old fort still stands watch over the sleepy village below. But there is no time for slumber tonight. Whether it is flushing out rebel patrols or challenging fellow soldiers to intense war games, the sound of gunfire will echo off the trees and shanties until somebody holds a hard-won victory in their hands.



## Co-op Mode

### ELIMINATION: FIREFIGHT

Firefight begins in base 1 with no enemies in sight—however, they are indeed on the march. The first stream of rebels approaches from the beach, just around the bend from your starting location. The best plan is to intercept that group (or snipe them to death from the base), then start moving through the wharf mopping up small patrols. You may wish to split into two teams. One team can take the beach while the other sweeps the pier. Each team enjoys ample cover opportunities, thanks to the proliferation of crates and rocks.



The Wharf is extremely dark, even under the pale moonlight. It can be difficult to spot enemies in the distance without the aid of thermal vision. When you begin the match at base 1, creep forward along the wall directly ahead en route to the beach. There, you can use thermal vision to start spotting enemies coalescing in the distance.

If you are a sniper or a skilled shooter, attack from directly ahead. The rebels are usually grouped together, and you can pick a few off before retreating back to the base to regroup. In fact, you may even lead one or two rebels to the beach, which makes them easy prey from the base.



The oceanfront is another good staging area, because the wooden pier supports and rocks make excellent places to hide. The chance of an enemy patrol coming from behind (the direction of your base) is slim, although you should always have at least one teammate watching the rear.



Snipers are needed on this mission, as they can pick off an enemy from far away. Sometimes this thins the ranks enough so that when your team finally meets the patrol head-on, it is small enough to easily dispatch.

Frag grenades put out a lot of heat. Look out for the enemy to use them not only as offensive weapons, but also as a defensive measure. A big heat plume can disguise enemy movement.



## CAUTION

Enemies don't use thermal vision—trying to catch them off-guard with the heat signature from a frag grenade doesn't work.

## TIP

Never underestimate the use of smoke grenades. If you ever need to get from point A to point B without being detected, they are worth their weight in gold. Please note: this technique should not be used in Co-op play.



Use a grenade launcher when you see a patrol advancing. If you have a few rebels all in one place, alert the Grenadier and watch the fireworks.

## TERRITORY: DEFEND

The base is about to be overrun by incoming rebels, but you have the advantage of higher ground. They must hoof it up the beach and through the little village to reach their objective. The wide expanse of beach before the base gives you an excellent opening chance to knock down the first wave of rebels before pushing forward.



At first, don't be afraid to fall back. The initial stream of rebels must walk up the hill from the beach. Snipers, Riflemen, even Grenadiers on single-shot can make mincemeat of the first wave. Just don't go overboard and waste too much ammunition—after all, this is the first fight of the night.

## TIP

Use the drone to scout ahead once the first wave of rebels is down. It can give you a good idea of what's next.



Thermal vision is a great way to spot enemies in the distance, but don't be too reliant on it. Heat signatures don't always match up with the exact location of an enemy if they are moving, and you could miss if you're trying to snipe a thermal silhouette.



The Grenadier's grenade launchers and thrown frag grenades are good for sweeping aside patrols. If you see a group of three or four rebels together, call in a player with a grenade launcher. A well-placed round from the M203 (or its equivalent) should cause enough direct and splash damage to wipe out an entire patrol.



**OBJECTIVE: RECON**

**Zone A:** Tucked beneath the center of the pier, A is one of the hardest points to recon. Rebel patrols pass through here a lot. So you may wish to leave this for a little while—thin out some enemies first.

**Zone A:** If you can sneak in on your stomach, you can take A without too much bloodshed. But be sure you have a fresh clip ready to go before making a run on any recon point.



**Zone B:** This zone is another popular one, but is difficult to attempt first (or even second) since it requires stealthy infiltration of the pier. As you approach it from a distance, keep checking to the south for patrols. Use thermal vision to make sure.



**Zone B:** After the patrol has left the area, rush up to B and hide behind one of the boxes. If seen, you're cornered. However, you have a great view of the rest of the pier and can defend yourself while other teammates try to help out.

**CAUTION**

A Marksman has the added accuracy boost to mow down an entire patrol with a single clip—as long as the patrol is walking toward or away in a roughly single-file line.



**Zone C:** The beach near your starting point hosts C, which is typically the first (and easiest) recon point to make an attempt on. At the beginning of the match, there is always a large patrol at C. You can either wait for it to leave, or decimate it with a grenade and fall back until any potential reinforcements lose interest.



**Zone C:** When the coast is clear, rush into C and use the convenient nearby boulders as cover.

**TIP**

The more rebels you can kill near the beginning of the match, the easier it is to take the recon points. You can try to blast entire patrols with grenade launchers, or lure rebels into bottlenecks (like this opening in the rocks) by firing off a few rounds. Machine gun them as they step through.



**Zone D:** D is located beneath the northern pier, and is actually submerged in knee-deep water. You will not be able to see the flares marking the area with thermal vision.



**Zone D:** Sweep the area visually before taking D. There are a few wide open spaces you can monitor while one of the team stands in place.



Traveling beneath the pier is often safer than walking topside, as the beach is littered with boulders you can use as cover.

**Zone E:** The best way to reach E is to backtrack into the forest and walk south. There is a gap between the rocks you can slip through near the middle of the map. Monitor E until the time is right.



**Zone E:** The beach position of E leaves you wide open for attack from both the pier and just below it. Set up a perimeter to watch for trouble.



## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

The Team Elimination match primarily unfolds around the pier and village since the two bases are situated at opposite ends of the wharf. The pier is stocked with crates to use as hiding spots, offering plenty of blind corners. With nightfall shrouding everything in a protective layer of darkness, thermal vision is almost as essential as a full clip.



Guarding the bases is both important, and in the case of base 1, easy. A shooter positioned at the corner wall beneath the base leading out to the ocean can see a wide expanse of the beach and pier, making it easy to catch somebody trying to cross over.

Base 2 needs to be mindful of the sniper perch at the fort to the west. A sniper standing at the cannon in the fort has a crystal clear view of the pier.



The fort can end up being a hotly contested area on this map, as it not only provides a brilliant sniper point over base 2, but it also looks down on the back route from base 1 to base 2. Crafty players moving from base 1 to base 2 through the woods need to beware, as the base 2

team is likely to have the pivotal area covered.

## NOTE

Even though the two bases are positioned next to the pier and village, don't neglect the other half of the map. The woods and camp sites make great places to stalk prey.

The rocks on the beach beneath the pier are tricky hunting grounds, full of boulders and support columns to hide behind. Use thermal vision down here for an advantage.



## TERRITORY: DOMINATION

The five recon points on the Domination map keep the majority of the action strictly on the pier—and beneath it. Use the beach beneath the pier to travel (hopefully undetected) between recon points, but never just walk blindly up a ramp, because there is no shortage of sniper perches and blind corners where a shooter can get a drop on you.

Each team has one spot especially close to their base. Base 1 can make an immediate rush for C, while base 2 can drop down and take A.



D, out in the water, is fairly equidistant to the two bases. Use thermal vision to slip beneath the pier and try to take it for your team.



B hangs out over the water on a pier that is easy to get trapped on. Be sure to scan the surroundings for the heat signature off a sniper before moving in on B, as there are several angles a shooter can cover the recon point from.

While you score no points for eliminating other players, never pass up the opportunity to drop an opponent. The fewer enemies on the map, the easier it will be for you to stake out or reclaim recon points.





**TERRITORY: HAMBURGER HILL**

Watch out for the helicopter as soon as the other team takes control of the central zone. Stay beneath walkways or duck under the pier as soon as possible, because the gunner in the helo rarely misses his targets.

**TIP**

If you can drop the helicopter with a rocket launcher, you can move around the map a little more safely.



Use thermal vision beneath the pier to detect the presence of the opposition. It's just too dark down there sometimes to trust your eyes.

**CAUTION**

The flares that mark the zones put off heat, so be sure you aren't unloading a full clip into harmless sparks while an enemy creeps up on your position.

**TERRITORY: SIEGE**

Base 1 is the contested zone in Siege on the wharf. There are two main routes for accessing the base 1—via the beach and pier, or by hiking all the way around the back of the map (through the camp sites). Defenders will need to put point men on each route to prevent a successful infiltration.

Thermal vision is a good way to catch players attempting to rush the base from the beach. Because it's so dark, you may need the extra help to pinpoint their exact location.



**Defenders:** Always position one player in the rear of the base to overlook the path leading in from the camp sites. Since coming up the beach is obvious, many opponents may try to rush you from this direction.

**OBJECTIVE: CAPTURE THE FLAG**

With the flag bays stationed on the north-south axis of the map, there are two main flag routes—the camp sites to the west or around the pier to the east. Base 2 has an easier time protecting their flag in this match, because their bay is on the second story of a building. Base 1's flag is sitting on an incline which makes it hard to approach, but at least there are no stairs to worry about negotiating when trying to escape.



**Attackers attempting to steal the flag from base 1** will be on the lookout for an entrenched flag defender. Deny them the obvious by standing off to the side behind some trees, so when they scan the scene with thermal vision, they miss your signature.

When running the flag from base 1 to base 2, try taking the back route. Use the camp fires as cover so any pursuer using thermal vision is occasionally thrown off by the giant bright spots.



Before trying to steal the flag from base 2, install a sniper next to the cannon at the fort. The sniper can pick off any base defenders from afar.

**OBJECTIVE: RECOVERY**

Recovery places the flag in the center of the map, tucked beneath the pier. The contest for holding on to the flag long enough to return to base will be difficult, as the use of thermal vision will make any carrier stand out more than the on-screen alert does already. Keeping behind rocks and trees may block out a heat signature, but there is no shaking the big red diamond that follows you around the map.

Using the back route through the campsites can be difficult when trying to get a flag back to base, but the western half of the map should not be ignored. A sniper at the fort can pick off any flag carrier about to score at base 2, while base 1 defenders need to worry about somebody coming over the crest to pop a carrier before reaching home.

## OBJECTIVE: SEARCH AND RESCUE

Search and Rescue on the Wharf boils down to the battle of the pier. Controlling the top and/or the bottom will severely limit your opponents' movement options, and allow you a chance to swoop in and lift both the officer closest to your base (A or C) and the central officer at B. It may look like base 2 will have an easier time stealing the officer at B, but there is no direct route between the base and the officer.

Plus, base 2 is subject to a sniper perch from the fort, which can make bringing an officer home a real chore. Even if the officer is three inches from the boundaries of the base, if his escort has been neutralized, the officer immediately starts heading back to his original post.

Immediately go for the officer nearest your base and start earning points. The fight over the third officer and the tug-of-war over the one at base 1 will slow your score later in the match.



It is easier to steal back an officer from base 1 than from base 2, since the team at base 1 must sacrifice more soldiers to defense duty in order to prevent encroachers from rushing in and pilfering the quarry.

Both the officer and his escort put off a heat signature, so make sure you are aiming at the correct body before squeezing the trigger. A missed shot is enough for others on the map to figure out where you are hiding.



If you spot an enemy making a move on the officer at the long pier B, drop down and snipe him. If he's already collected the officer, the officer will just return to his post and await a new escort.

## SOLO MODE

All Solo Elimination matches have the same goal—eliminate all other players—and are thusly grouped together.

## ELIMINATION MATCHES

The action in Elimination matches doesn't need to be strictly limited to the pier and village areas—there is a lot of real estate on the west side of the map that offers excellent places to hide and hunt. The camp fires provide great cover from players hooked on thermal vision, and the fort is a compact arena within an arena where several players can really mix it up.



The night offers natural cover to soldiers, so try to stay out of the pools of light cast by the lamps on the pier.

The fort provides two great sniper perches for shooters to look down on the pier and eliminate opponents. Just be aware that you'll likely only get one or two kills from up here before the rest of the players figure out where the shots came from.



If you don't sit on a sniper perch, try not to focus all of your attention on the pier. There are no effective countermeasures for a sniper to use against players sneaking up on them. Be sure to take a look around and verify that nobody is about to compromise your position.



The circular fort is a fun area to stake out. You could even have matches with a make-shift rule that all players have to stick to the fort. It definitely keeps the scores high.

## TERRITORY: HAMBURGER HILL

The contested zone is situated underneath the pier, with multiple access routes that weave in between boulders. Use the rocks and support columns as cover when making a move on the zone. You won't last long inside, but every point you can acquire helps.

Players that manage to reach the zone should use thermal vision to detect opponents coming at them in the extreme dark.



Follow the mark on the HUD to locate the central zone, but use thermal vision to ID the exact location of the player (or players) standing in the center.



## TIP

Use a grenade launcher to blast opponents out of the zone as you approach—but be sure to reload the weapon (or switch to your rifle) as soon as possible.

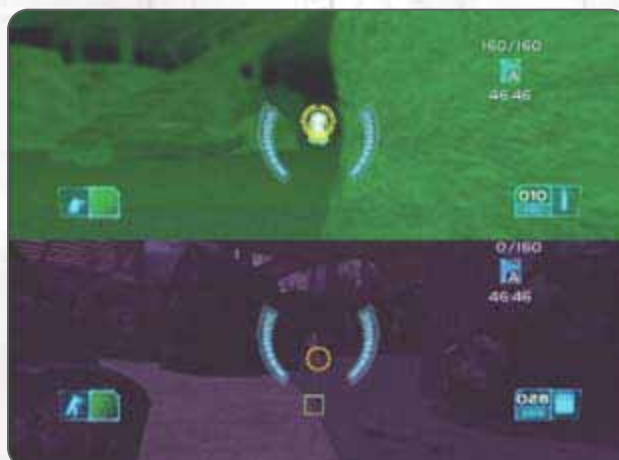
## OBJECTIVE: ESCORT

The armed officer is located in the central zone, beneath the pier. If you can lasso the officer, try to escape the mess of boulders and support columns quickly. There are far better cover spots topside. If you can survive long enough to escape to the encampments on the west side of the map, you can use the trees and camp fires to obscure your heat signature.

## OBJECTIVE: FLAG CARRY

The lone flag in the Flag Carry match is positioned in the central zone beneath the pier. Your heat signature already gives away your position, but the moment you grab the flag, the other players have another way to track your movement. Try to get out of the middle of the map and work the edges on the west side where you have more room to run.

## Campaign



Your heat signature is your own worst enemy beneath the pier. Even if you try to run for the water, your trace always gives away your position.



## MISSION STRATEGY

The mission at the Wharf requires a mastery of stealth, as the rebels guarding the pier and village are expert shooters and have a complete run of the place. They know all the routes and blind corners—you don't. To succeed at this mission, the team must be in complete understanding about one key point: patience is more valuable than bravery. The first few times you attempt this mission, crank the game time up to 60 minutes so you can take your time and scout out all enemy placements.

You begin the mission in the forest to the north of the wharf. The trees are dense, and there is an abundance of boulders dotting the landscape. Your first objective is to clear out three enemy encampments to the northeast—the quickest route is to the left of your insertion point. Avoid fort 5 for now, although it does offer another way to get into the encampment area.

## TIP

You need to have snipers on this mission. Completing the mission is possible without them, but having soldiers that can take out rebels from such incredible range is invaluable.

## CAUTION

The three camp fires can play tricks with your thermal vision, so use it sparingly in the campsite area.



Creep up to the narrow slit between the rocks looking out into the campsite. Stay back so you are not seen by the rebels at the tents directly to the left of the opening. You will see the rebels in one of two positions. They may be warming their hands by the fire, or on patrol en route to their tent. If you don't see them next to the flames, immediately scan to the left of the tent.



Taking out the two rebels at the first encampment has a strong possibility of raising suspicion from the other rebels in the area. Oddly enough, the biggest threat after eliminating the first two rebels is not the two rebels stationed at the tents to the left, but from the third encampment further to the east.



Creep up to the edge of the opening and get an idea of what's happening. Stay far enough back that you can peek out without being immediately seen. If the drone hasn't picked up their presence, try to get a visual on a rebel patrol (usually three-deep) headed along the rock wall. If you

spot them, fall back and get ready to shoot. The noise from this attack will likely get the rebels at the tents to the left involved. Crouch down and shoot the rebels as they investigate the opening in the rocks.

## TIP

If you have the extra manpower, sending a shooter up near the fort can help stave off the rebel patrol. Just make sure the shooter is the most accurate sniper in your party.

## TIP

Look out for rebels hiding behind the bodies of the fallen comrades. Unless you see kill confirmations at the top of the screen, don't let up.



If the rebel patrol fails to show, you can now sneak up and neutralize the two rebels at the tents directly to the left. You are likely to find one between the two tents and the other to the left of them. Creep up and take out the two rebels, then duck between the tents for visual cover from the final encampment.



From between the two tents, stand up and throw a frag grenade at the third encampment. Try to aim near the campfire, and throw at full force. If the rebel party is still there, you can kill two or three of them with just one throw. If you miss, don't try again, as the grenade likely caused them to scatter.



You receive radio confirmation when all rebels at the campsite are down, so if it doesn't come after killing a few with the grenade attack, drop back down to a crouch and get ready to pick off the last of the rebels. Peek out from behind the tents. You may see a head or hand sticking out from behind a crate at the camp site. Nail the rebel and then go back behind the tents.

The drone is a good way to find out where the last enemy is hiding. Send it ahead, and creep up on the site and look for the last rebel. He may be hiding behind the tent, to the south. Use a sniper to take him out.



## TIP

There is a supply depot between the two tents near the opening in the rocks. Use it before heading off to the fort.





Now it is time to storm the fort at the top of the hill overlooking the wharf. The fort is a much-needed tactical position, so even though it is not necessary to visit, taking the time to clear all of the rebels out of it (and those that try to wrest control of it back) provides two excellent sniper perches over the wharf. Head back through the encampment and south of the fort.



There are two rebels inside the fort, but their attentions are squarely on the wharf. A Rifleman can quickly mow down these two rebels, while a sniper might be better off either lobbing a frag grenade at them or temporarily borrowing a machinegun from the dead rebels back at camp.



Once the two rebels have been eliminated, stake out the perch next to the old cannon. You can look down on the wharf from up here and see the second objective 3. There are between three and five rebels visible from this area. If you have a sniper, take out all of them. While the sniper is clearing



off the visible part of the wharf, the rest of the team needs to provide cover, as the noise of shooting attracts a patrol from the beach below.



If the enemies are going to come up right away, they will pour through the stone arch on the north side of the fort. Guard the corner while a sniper takes out rebels on the wharf.



You can also head down some stairs just to the right of the fort's entrance. There is another great sniper perch up here that reveals a sliver of the wharf, but it covers a busy intersection. Take your time here. You will see a few rebels on patrol at first, walking along the main level. But after taking out one or two of them, activity will increase. You may see rebels come from behind crates and try to head down the ramp. Shoot those rebels, as this will thin out the beach patrol that stands between you and access to the pier for the next objective.

While the sniper is carefully picking off targets on the wharf, a shooter can hunker down behind some old stone bricks and wait for reinforcements to pour down the steps. The drone may identify them, and if it does, you can monitor their approach. The red diamonds will zig-zag down the steps, from left to right and back again. The first rebel will burst into the room valiantly, so put him down. This may give the others pause, but give them time, and they come all the way to the bottom to sneak a peek. There will likely be three rebels in the patrol.



## NOTE

If the rebel reinforcements do not come down the stairs, they may be up at the fort. If nobody is up there, fire off a couple rounds to get their attention. They should then start heading down the stairs.



Once you have sniped everybody you can see and cleared out the reinforcements, it's time to make your way down to the beach. There is a path directly across from the stone arch at the fort that leads down to the sand, but it twists and turns. At the bottom of the path, there are several large

boulders, which can be used for cover if you are spotted by any surviving rebels on patrol on the beach. (The more you sniped on the ramp, the fewer you see on the beach.)

Thermal vision works exceptionally well down here, as there are no running engines or campfires to cast false-positive heat impressions. Creep up on the right side of the thin rock that splits the passage leading to the beach. You need to make your way west, and look for a ramp heading up to the pier. The second objective is near the ramp.



After verifying that there are no rebels on the boardwalk above the ramp, slowly move up. The objective is one more level above you, but use the building as cover to peer out to the left and snipe any rebels you can see. Once the area has been cleared, head up the stairs.

Approach the computer at the top to satisfy the second objective: Gather intel on incoming shipments.



## TIP

There is another supply point just below the computer. Use it before moving on to the next objective.



You are now tasked with destroying two supply points on the wharf. To access them, you must go back down to the main level of the pier. Use boxes and corners as cover, and start to creep up toward the next objective.



Thermal vision is integral to success. The pier ahead is swarming with rebels, and there are so many obstacles between you and them that it can be difficult to spot them. Use their heat signatures to spot them. When all available targets have been eliminated, you need to move up further.

Make for the barrels ahead, stationed in the corner of the pier area you are currently on. Crouch behind the barrels and use thermal vision again to scan for rebel activity. Now that you are closer to the demo points, you will see more heat signatures.



The sniper in your group should be stationed here to eliminate targets from a distance. Once a target has been spotted, zoom in and take the shot. You should be able to make out the head without a problem, but if it is obscured by boards or debris, aim for the chest. An arm or leg shot will not eliminate the target—it only raises an alarm amongst any nearby rebels.

## CAUTION

If your sniper fires too many shots in a row, you can attract unwanted attention. Make sure a shooter keeps watch on the boardwalk leading to your area of the pier and can take out any rebels that decide to investigate. The sooner they are shot, the better the chance of them not calling for help.



## NOTE

From the barrels, a sniper can fire at the first demo point. However, it will take several shots to destroy each crate (there are three at each demo point), and doing so will attract attention.



After shooting as many targets as you can see to the closest supply point to the west (and any advancing from the south), continue creeping eastward along the pier, using crates as cover.

Switch to thermal vision every few steps. Enemies that were outside the range of your thermal vision may be just close enough to register, and then you can pick them off with a sniper.







Make your way to the supply point to the south first. The crates are sitting on a pier stretching out over the water. If you have frag grenades available, lob one at the crates. One should be enough to blast the boxes, but if not, use a second one—but not until you've taken cover and verified that nobody was alerted by the first one. Once you've finished off the south supply point, take care of the one to the south.

Finally, with both supply points successfully destroyed, it's time to get out of the area via the extraction point. Unfortunately, word comes over the radio that the landing zone (LZ) is too hot for extraction. You have to clear out any remaining rebels and get across the rest of the pier without being shot. If you've been carefully sniping rebels as you see them, you've already done a good deal of the legwork involved.



As you move north to the LZ, use buildings for sniper perches and peek ahead at available targets. The more rebels you can shoot from the pier, the better off you will be.



**The secondary objective is also to the north, just before the LZ. It's a computer terminal, just like the objective at 3. Snipe the rebel guarding the terminal and advance on it to satisfy the objective.**

Finally, weave around the boxes and crates on the pier and head for the LZ to be successfully extracted and end the mission.





# Map: Treasury

## Treasury

An overcast day has cast the governmental district in a dull gray, but the threat of rain has hardly dampened the potential for action. The enormous district—which encompasses everything from a bus terminal to an open air marketplace to an amphitheater—is full of sniper perches and hiding spots for soldiers and rebels to play hide-and-see-and-kill. Firmly divided into three zones, the action can quickly go from furious to sparse, as combatants come together and push apart, seeking refuge behind trees and in small alleys. The best seat in the house, though, is the central bridge between the park and bus terminal, where you can see all the carnage happen. From such great heights, you can bring so many to their knees.



## Co-op Mode

### ELIMINATION: FIREFIGHT

The firefight for the Treasury begins back at the first insertion point, in a parking lot behind the actual treasury building. The scene is eerily silent, as the rebel patrols are in the park, slowly marching in your direction. This gives you a merciful opportunity to set up some defenses, as well as move up so that if you start to become overwhelmed, you have extra ground you can give up without being absolutely cornered.

There are several balconies around the plaza in front of the treasury building. Install a shooter on one of them that can observe the entire area while other players move up.



If the rebels are slow—and in some matches, they will be—you can almost move all the way to the outdoor amphitheater in the park beyond the plaza. However, don't get too greedy, because there are always rebels tucked in the plants up ahead.



If you stir up the rebels in the park, they move into the plaza a lot faster. Use the drone to seek them out and get your shooters in position.



## NOTE

The rebels employ smoke grenades to hide their movements, but the drone helps you find targets through the smoke screen.



Grenadiers can clear out small patrols with their grenade launchers. If you spot three or more rebels moving together, make sure to alert the Grenadier.

The wall that divides the two halves of the map offers a superlative bridge. A player up here can monitor all activity in the park and around the bus station.



There are some stragglers in the alleys behind the bus station and they are slow to come out. You may need to send a shooter into the area to flush them out.

## TERRITORY: DEFEND

The action starts in the treasury building parking lot. Rebels are on the march, moving quickly and fanning out through the plaza to take the base from multiple angles. Defenders must stake out territory around the base so they are not trapped in the back corner when the rebels really start turning the screws and flooding the area.

If you are pushed into the base, chances are you will be overwhelmed. Try to take refuge behind cars and pick off rebels whenever you spot them, but be careful not to accidentally detonate the vehicles if fellow soldiers are standing close to them.

Use a spotter on one of the plaza balconies to look for rebels storming the area. They can radio the information back to the other soldiers, alerting them as to where to fortify defenses.



Use parked cars as remote bombs when you spot rebels coming up the alley between the base and the treasury. You can wipe out entire patrols with the splash damage.



Watch out for rebels trying to squeeze into the base from the west. They file through the narrow alley. This makes them easy to shoot as they come through, but their numbers are great, so make sure you have two shooters working the alley so there is never a dry clip.

## OBJECTIVE: RECON

There are several rebel patrols that cover the large expanse of the map. The five recon zones are spread over the entirety of the map, so you must exercise patience and wait for patrols to move a considerable distance from the recon zones before moving in. These enemies are brutal, and if even one of them happens to catch a glance of you moving in on a zone, they let out a holler to alert all nearby patrols.



You can attempt to engage the rebels if spotted. In fact, you can actually complete the mission by killing all of the rebels even if you have not visited all five zones. However, the rebels are numerous and have the innate ability to corner you if riled.



**Zone A:** The A zone is located in the dead center of the map, on top of the giant bridge that spans the park and marketplace in the central “tier” of the area. Each ramp leading up to the zone has two blind corners, so use the drone to identify any hazards before moving in.



**Zone A:** If you reach the top of the bridge, fall flat on your stomach and inch into the zone. You are completely exposed on the bridge, and if spotted, the rebels will try to squeeze you from both access points.

**Zone B:** This zone is located in the heart of the amphitheater in the park. You can use the cover of the plaza and the plants to scan for any sign of a patrol.



**Zone B:** Once inside the zone, make sure to keep your eyes peeled for a patrol possibly moving to you from D or C. If the drone is busy elsewhere, you may get a surprise from the other side of the bleachers.



**Zone C:** The zone is tucked between all the colorful canopies in the marketplace. It can be easy to miss enemy movement between all the tables, chairs, and awning posts, so take your time and carefully reconnoiter the area before moving in.

**Zone C:** When you slip into C, keep your eyes glued toward A. If a patrol is in the area, it is likely to be moving around the bridge area.



**Zone D:** This is usually the first zone you take, since it is the closest to the insertion point. The zone is right near the rotunda in the plaza.

**Zone D:** When you take D, look out toward B through the arches. There is always a patrol at either D or B, and if the coast is clear at one zone, the rebels are at the other.



**Zone E:** Rebel activity around this zone is a rare occurrence, but in order to get there, you have to walk by B and under the bridge at A—the rebels have plenty of opportunities to spot you.



## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

The size of the Treasury map means players will have a bit of a wait before they catch sight of the other team. With the two insertion points so far apart, this gives each team time to dig in and find sniper perches and camping sites. When you start taking a stab into enemy territory, always be mindful of danger zones and standing in the open.



Watch for snipers occupying the balconies that surround the treasury plaza, as they have general control over the area.



When engaging in firefights in the park near the amphitheater, use the trees and bushes as cover. Sometimes thermal vision helps flush out a foe.

Snipers on the bridge in the middle of the map can pick off players in both the park and the marketplace near the bus station. However, it's an “obvious” place, and players will always be cautious around it.



The buses at the station are like giant bombs. Use the buses as cover if necessary, but just remember that you're ducking down behind five tons of shrapnel with a 100 gallon gas tank.





**TERRITORY: DOMINATION**

Each team should have no difficulty snaring the two zones on their respective halves of the map. The big contest is for the central zone, A, on top of the bridge. Each insertion point is roughly equidistant from the bridge, so it's more a matter of who gets there first.

Because you have the time and space to claim the two zones on your half of the map, make A the first priority, and once it has been secured, take the other zone. But don't wait too long, because you want to start generating those points as soon as possible.

**TERRITORY: HAMBURGER HILL**

The "hill" is the central zone, A, on top of the bridge. The first team to take control of the zone has the advantage for the remainder of the match, but a concentrated effort can wrench control of it away.

Snipers on the bridge can easily pick off incoming players and the guard rail makes it difficult to return fire. Try lobbing grenades up on top to cause a panic.



If you make it to the central zone, drop prone and watch the two access ramps. From the ground, other players cannot see you when they decide to make a run for it—and only catch sight of you once it's too late.

**NOTE**

Due to the low clouds, it can be difficult to spot the helicopter flying overhead. However, this works both ways, as the helicopter has worse aim on this map than others.

**TERRITORY: SIEGE**

The siege point is behind the treasury building. The attackers have to hoof it for some distance before reaching the plaza, giving the defenders ample time to set up a solid ring of snipers and shooters to repel invaders.

If you are trying to penetrate the base, tenderize the area first with frag grenades thrown from the front of the treasury building. There are several parked cars up there, and if you can lob a frag right on top of one, you can cause enormous splash damage.



Watch for encroachers trying to enter the base from the small alley to the west. It's a bottleneck, but don't completely write it off, as attackers may bank on your assumption that they wouldn't even try it.



The third access point to the base is from behind the treasury building. There is a row of columns back there attackers can use for cover, moving up column by column until they can strike.

**OBJECTIVE: CAPTURE THE FLAG**

All flag carriers have to run either over or under the central bridge to bring their prize back to home base, so getting a sniper or two on the bridge is a priority. Before even making an attempt on the other team's flag, install shooters in the center and control traffic.



Defense is just as important as offense in CTF matches. Make sure to solidify your defensive perimeter before striking out for the enemy flag.



Before making an attempt on the enemy flag, station a sniper on the bridge. Since all paths must go by the bridge, you have a good chance at butting down a flag carrier.

**OBJECTIVE: RECOVERY**

Recovery is very similar to the start of a Hamburger Hill match. The flag is located in the center of the map at the bridge. It behooves each team to make a run for it as soon as the match begins, but they must also set up a few defenses so that if they manage to snag the flag first, they can protect the flag carrier en route to home base.

**TIP**

Leave a sniper on the bridge to take out players trying to cross the center area and pursue your flag carrier in your side of the map.

**OBJECTIVE: SEARCH AND RESCUE**

The three officers are located along the central strip of the map in Zones A, B, and C. With the bases dug in so deep behind several possible lines of defense, the key to success is securing the officer at A right away and getting him back to base. Once he starts generating points for the team, you can go after the officer closest to your base.



While it seems natural to immediately go for the officer closest to your base, the central bridge is a tactical spot that should be secured first. Not only is there an officer up there, but a sniper on the bridge can control traffic on the map.



Going after the officer at B? Keep an eye on the bridge, because a sniper can look all the way into the amphitheater.

## SOLO MODE ELIMINATION MATCHES

Depending on how many players are in an Elimination match, it can be a wild firefight or a calculated game of chess, with soldiers trying to anticipate each others' moves. Is there a sniper on the central bridge? Is it worth the risk to follow that player back into the graveyard? Will this balcony provide me with enough targets to win the game?

The sheer size of the Treasury map offers hundreds of places to run or hide, to engage the enemy directly or snipe from a distant ledge. With players randomly spawning anywhere in the map, no place can be considered truly safe. You may think you have the entire marketplace covered from a rooftop, but then a player spawning into the match on the avenue behind you might have different plans.

With so many hiding spots, the best way to find targets is to look for just the slightest bit of movement. A soldier shifting to look down another path must move, and if you see just a slight rustle behind some leaves or under an awning, you can zoom in to verify the target.

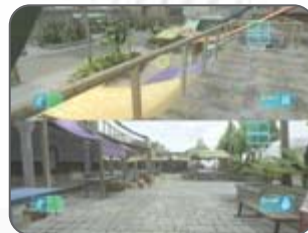


Only use cover that's actually big enough to hide your entire frame—a sniper can zoom in and target specific body parts. Getting shot in the hand may cause a slight loss of health, but a shot in the shoulder that goes straight through the torso is a killer.



If sniping from a rooftop or balcony, try to stand back enough so that a player directly beneath you (and out of your sightline) cannot look up and put one in your head.

There is a balcony over the awning in the marketplace. Beware of players hiding beneath the awnings that swoop down from the second level.



## TERRITORY: HAMBURGER HILL



Always drop to a crouch or go prone when you take the bridge. A shooter on the ground can target a standing player if they are close enough to the edges.

Because the zone occupant has likely gone prone, lob a frag grenade on top of the bridge before going all the way up the ramp to take the zone for yourself.



## OBJECTIVE: ESCORT



You may be able to duck down, but it's impossible to hide that giant skull over your head. Don't stay in one place—keep moving.



The armed officer cannot be killed, so don't worry about peppering the ground around him with grenades or trying to drop his escort. The grizzled officer can even survive an exploding car—which is a great way to keep other players away from him.

## OBJECTIVE: FLAG CARRY

Consider letting an ambitious player do the hard work for you—allow them to take the flag first and bring it to the bridge. Ambition has a funny way of not paying off in the end, and you can drop the flag carrier as soon as they are back on the ground. Now, you can pick up the flag, start earning points, and try to employ any of the hundreds of hiding spots and back alleys all over the map.

## TIP

Having a grenade launcher is extremely helpful in this match, as sometimes you cannot afford the luxury of pinpoint precision. The splash damage from a shell can clear out an enemy you suddenly spot coming at you, or drop a flag carrier that is about to escape down an alley.



## Campaign



26: XBOX 360 MULTIPLAYER

### MISSION STRATEGY

It's confirmed—the rebels have completely overrun the Treasury on the south end of the city. The Ghosts are now tasked with retaking the building and saving the innocents in the area. The Ghosts are now tasked with retaking the building, saving the innocents in the area, and neutralizing the official before he can escape to an undisclosed location. However, as the Ghosts push through the city, they must be on the lookout for targets of opportunity that could help the operation go smoother.

You begin the mission on the opposite end of town from the treasury building. You must make your way through a series of side streets, clearing out the small rebel patrols in the area. Because this is the furthest point from the treasury building, the patrols are small at this point—just two-man teams. There are at least three of them in the immediate area, starting with the graveyard.

After dispatching the two rebels in the graveyard, look out for another patrol on the street below the starting level, near an outdoor patio. A sniper can peer down the alleys and pick off patrols without getting too close. The goal right now is to access a rooftop directly across from the outdoor marketplace to the east of the bus station. As you move ahead, make sure to scout down each street and alley until you have eliminated three patrols.



**CAUTION**

You cannot take too much time. Your commander informs you that reinforcements are currently en route, so steadily press forward.

There is a staircase that leads directly into the bus station, but there are too many hostiles in the area. However, if you pursue the rooftop, you have an excellent sniper position over the marketplace.

**Step through the hole in the fence near 3c and immediately hide behind the rooftop A/C unit. Your commander radios in—there are three SAM (Surface-to-Air Missile) units in the area. You must take them out before heading up to the treasury building. The three SAMs are located in a straight line, from west to east in the center “tier” of the map.**





Drop prone when you step out on the roof. There is a shooter on the balcony over the marketplace. He may be hard to spot amongst the harlequin awnings. Crouch and shoot the shooter before turning your attention to the first SAM.

There are two rebels on the ground directly in front of the rooftop. They linger near the SAM. You can move up to the edge of the roof and pick them off from a crouching position, but be careful. They try to hide behind the SAM and between the two rows of plants. It's hard to spot them through the foliage, but they have no trouble seeing you. You can either dispatch them now or use a mounted gun on the rooftop to do so.



SAM units can be destroyed with grenades, rocket launchers, .50 caliber sniper rifles, and heavy machine guns, and there is one on the rooftop, directly in front of the missile launcher. Tear into the SAM until it explodes, then back away and turn your attention to the bus station.



The explosion attracts the attention of a couple of rebels. They start making their way toward the scene from the buses. A grenade launcher can cut them down just as easy as a sniper. You can even use the buses and cars as bombs, blowing them up to kill the rebels with splash damage.

## TIP

There is a supply station on top of the roof. Use it to refill sniper clips and spent grenades.



After destroying the SAM and dropping the rebels, soldiers can move up along the buses. The next stop is the bridge that spans the middle of the map—there is another mounted gun up there you can use to disable the second SAM.



Accessing the bridge is complicated by a ground patrol, as well as snipers on the bridge itself. Some players should press forward and attack the rebels near the ramp that leads up to the bridge, while a sniper keeps his distance and picks off the gunners on the bridge.



Attacking the bridge snipers attracts the attention of rebels on the other half of the map. They walk up a ramp on the other side of the bridge to investigate. Snipers and shooters can use the drone to monitor their activity and pick them off while other soldiers head up to the top of the bridge.

Carefully ease up the ramp to access the top of the bridge. There may be an unseen shooter up here, possibly even sitting behind one of the mounted guns. But don't go for the mounted gun just yet, because there are more rebels in the park on the other side of the bridge that will fire on you if you try to blow the SAM.



Ease up to the east edge of the bridge and target rebels down in the park directly below the mounted gun, as well as near the archways to the south. Reinforcement pours into the area from here as soon as the second SAM is destroyed, so covering the archways is of paramount importance.



Once the bridge appears clear, use the mounted gun to blow up the second SAM.

Come down from the bridge and check for any rebels along the path near the arches. Drop any targets, then move to the north side of the park. Use the planters as cover to avoid detection from rebels patrolling the east end of the area, including a balcony sniper that can end the mission if not spotted soon enough.



## TIP

Share the supply station in the park with other players—communicate to see who is running low on what.







Take down the sniper on the eastern balcony that overlooks the third SAM. There is only one shooter up there, so as soon as he's taken out, send a soldier to take his place and use the nearby mounted gun to destroy the final SAM. Now it's time to cross through the dangerous archways and make a push for the treasury building.



Creep through the eastern arch and along the east side of the plaza in front of the treasury building. There is another two-man rebel patrol along the avenue that runs between the archways and the treasury building parking lot. The rebels also guard a building with a balcony that overlooks the entire plaza, so as soon as the targets are down, send one or two soldiers ahead to go up on the balcony.

**There may be a rebel manning the mounted gun, so take him out as you round the corner.**



When your team takes command of the gun, action starts to erupt in the plaza. An armored vehicle squeals up to the front of the treasury. The mounted gun needs to take it out so the ground-based Ghosts aren't chewed up as they advance on the treasury building.



The destruction of the vehicle causes rebels to pile out of the treasury. The secondary objective now comes into play. The mounted gunner and the ground troops need to cut down all of the rebels on the treasury stairs, but everybody must be on the lookout for a car to pull out from behind the building. These are the looters. The gunner can take out the fleeing looters.



As soon as the coast is clear, it's time to make a final push on the treasury building to clean up the few remaining rebels and eliminate the lieutenant. As soon as the threat has been completely neutralized, the mission ends in success.





# Map: Temple

## Temple

The jungle air is almost thick enough to taste. The dense vegetation has grown over ancient ruins, toppling temple walls and flattening once towering columns. The uneven terrain is littered with boulders and thick tree trunks that make perfect cover points when stalking prey in this primordial forest.



XBOX 360 MULTIPLAYER

## Co-op Mode

### ELIMINATION: FIREFIGHT

Firefight at the Temple unfolds at the ruins in the northwest corner of the map. Surrounded by jungle, rebels approach from all angles. The attacks will come from the trees, from the road, and from the large temple at the northwest corner of the map.

When the match begins, the scene is quiet—save for some ambient jungle noise. Use this time to set up some defenses. Since the insertion point is surrounded by three walls, it's easy to get cornered unless you strike out first and try to assert control over the road and jungle just beyond the ruins.



The first wave of rebels will pour out of the trees directly ahead of you. Because of the incline and the thick trees, it is difficult to spot their heads poking up over the crest of the mound. Use the drone to scan for signs of life, and then tear into the rebels as soon you see them.



Watch the road to the south for more rebel activity. The menace won't come marching up the road itself, but will appear from behind the trees that line it.







The temple is the biggest site of activity. Send a team to infiltrate the temple from the rear.

Use the top of the temple to rain death down on the rebels below. Be ready for a counter-attack when you open fire, though, as the scattered rebels are quick to coalesce back into a unit and charge the temple.



Shooters on the stairs can watch for rebel reinforcements that are soon to come. This is where the body count will be the highest for the entire firefight.



The narrow passages amongst the ruins sometimes cause rebels to stick close together. Grenadiers can cause major damage on the temple patrols with a grenade launcher.

## TIP

When the action starts to slow, it means you're winning. However, the battle is far from over—it just means you have to risk going into the trees to find the remaining rebels. Use the drone to take out some of the guesswork.



## TERRITORY: DEFEND

You must defend your insertion point from a parade of rebels hiding out in the jungle. They are more than eager to take the fight to your doorstep and will attempt to overtake you not with superior marksmanship, but with sheer numbers.

As soon as the game begins, you must designate roles. Some players need to remain in or around the base and act as a last defense, while others should push out a little farther and act as an early warning system. Don't get too far ahead, though, because if too many rebels slip through, your firepower will be needed back at the base.



Defending the base begins much like the Firefight, with a few rebels slowly making their way through the trees ahead.



However, as soon as the onslaught begins, the rebels go into overdrive and start to flood the site. The drone starts picking up targets, painting the horizon with red diamonds.

When the march slows, it means you've made it through the worst. Use the map and the drone together to find the last few survivors hiding out in the trees.



## OBJECTIVE: RECON

Although the rebels can walk almost any route they wish, you can always count on them grouping up near the recon zones—especially the one you were just about to make a move on. The five zones are not spread too far apart, especially A, D, and E, which are all located at the northern temple ruins.







The dense trees offer considerable hiding spots for you to monitor the zones, but even the best hiding spots are sometimes found out. If spotted, you can fall back, but engaging the enemy isn't always a bad idea—as long as the patrol is small. (Taking shots at a ten-person patrol is like poking a hornet's nest with a stick.) After taking down the rebels that spotted you, flee for a quiet corner of the map and wait for the heat to die down before resuming your recon work.

**Zone A:** After taking D, head up the first flight of stairs to access the temple rooftop.



**Zone A:** If the drone is busy elsewhere, you might miss intel on a rebel patrol holding court on top of the temple. Making noise on top of the temple is a bad move, because you're stuck trying to take a zone while reinforcements are running up the stairs.



**Zone A:** The zone is on the southern end of the temple roof. Crouch down to avoid detection while taking the zone.



**Zone B:** This zone is close to your insertion point. The actual zone is located inside the excavation site and is often guarded by a small patrol. You can crouch down and creep along the rock wall until you see the site.



**Zone B:** Drop down into the excavation site and crouch while taking the zone to minimize your exposure.



**Zone C:** This zone is located inside another set of ruins on the opposite side of the map from the excavation site. It's easiest to take after scoring B. Just follow the rock wall, running from tree to tree.

**Zone C:** This zone is huge, taking up the entire center of the stadium-like ruins. Run into the zone and take up position behind the altar so rebel patrols cannot see you.



**Zone D:** This zone is at the northern temple site, closest to your insertion point. The site is along a major parade route, so hold back until you no longer see any activity.



**Zone D:** Slip through the holes in the temple walls to take the zone. Keep an eye on the main temple structure, as there is sometimes a large patrol in the area.



**Zone E:** This recon zone is on the far side of the temple from the insertion point. It's easier to access the site after going through B and C, as it takes you away from the temple—the nexus of activity.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

The jungle map mainly consists of pockets of ruins between thick patches of trees and boulders. The majestic trees have trunks big enough to hide behind, so players can engage in spirited duck-and-shoot matches out in the wilderness. The main temple in the center of the map sees a lot of action, as it is between the two insertion points.

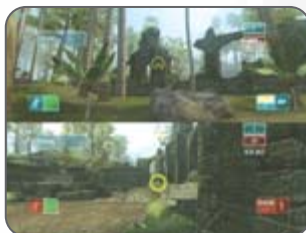


The temple ruins host plenty of frantic firefights, thanks to its system of stairs and walls that offer plentiful cover.



The temple roof is the best sniper perch on the entire map. A crouched sniper looking to the south can see a huge expanse of the map. The thick jungle air cuts down on visibility, though.

The altar on the east side of the map offers a wide open space for firefights, provided a sniper doesn't cut players down as they try to enter.



Drop down into the excavation site and press yourself up against one of the dirt walls to hide your profile. Players running through the area trying to escape detection may not see you until it's too late.

### TERRITORY: DOMINATION

At the start of a Domination match, players will be quick to take the zones closest to their insertion points. Zones D and E are tough to hold, though, because they are so close together, divided only by a few temple walls and Zone A. While trying to take either D or E, aim your weapons toward the top of the temple and fire upon any enterprising player trying to capture A.

### CAUTION

A sniper in either D or E can crouch or go prone and shoot an opponent trying to take control of the other zone.



### TERRITORY: HAMBURGER HILL

Hamburger Hill is indeed the highest point on the entire map—the roof of the main temple building. In order to take the zone, you must fight your way to the top of the building (the stairs can hide many enemies), but remember to duck to avoid shots from players on the ground. The player that gets there first is not likely to last very long, but every point counts in this contest.



As tempting as it is to peer over the edge of the zone and snipe incoming enemies, watch out for shooters that can lob a grenade in the zone and let splash damage do the rest.

Duck down when you reach the zone. The temple roof is narrow and ground snipers have several vantages to try and pick off any "hamburger hill" occupants.



### TIP

If the other team has control over the zone and an uncanny ability to spot you coming, shoot down their drone and eliminate their intel advantage.



### TERRITORY: SIEGE

The western insertion point is the contested zone in a Siege match. The zone is surrounded by walls on three sides, so defenders have to be conscientious about not getting pinned down against the far wall, away from the siege point. But they cannot push too far ahead, because the attackers—once they cross the temple grounds—have so many trees, rocks, and walls to hide behind before mounting one major assault.



There are too many obstacles between the base and the temple for a sniper to make clean shots, but if you move up and use the trees as cover, you can pick off a few base defenders to make the job of the attackers easier.



There are stairs behind the contested siege zone where a Grenadier can hide. If an opponent manages to infiltrate the base, a quick grenade attack will knock them out.



### OBJECTIVE: CAPTURE THE FLAG

There is no such thing in the jungle as a straight path—getting from one end of the map to the other requires deftly avoiding rocks and trees, and not stepping in recessed ruins that stop you cold. This is hard enough in just regular firefight, but when you've stolen the flag and the entire map can see you, every step counts.



Make sure you leave one sniper at the flag bay to guard against poachers coming through the center of the map. Let a teammate outside the base use the drone to spot enemies so the sniper can then settle into position.



Try to install one or two shooters near the center of the map, near the temple and the southern road. Should your flag be stolen, these shooters can take down the culprit as they make the long trek back home.

### OBJECTIVE: RECOVERY

The Recovery flag is perched on top of the central temple where everybody can see it. Actually getting to the flag, though, is the hard part. Snipers can pick off players trying to make the grab, but they may actually want to let an opponent bring it down to the bottom. It's much easier to shoot a flag carrier and steal the flag on the ground than it is to run the gauntlet and make the grab in front of a massive audience.

### OBJECTIVE: SEARCH AND RESCUE

The three officers on Temple are located at A, B, and C—two very close to the team bases while the other is waiting patiently for an escort on top of the temple.

Make sure one of your teammates heads straight for the officer closest to your base so you can start generating points. If you put too much initial emphasis on the central officer, you can find yourself at a deficit you can never make up.



Capturing the officer on the temple rooftop is a tough gig because the enemy can practically cover every route down. If you're shot, the enemies can then swoop in and steal the officer.

## SOLO MODE

### ELIMINATION MATCHES

Elimination matches in the jungle tend to involve long solitudes with players moving into hiding spots interrupted by quick bursts of action as they invariably go for the same hiding spot or run by each other en route to a camp site.



The temple contains several blind corners where players can hide and wait for an opponent to come running by without even noticing the gun pointed straight at them.

This is a dirty trick—but it works. Fall prone to the ground next to a tree or rock. You'll obscure some of your body and to a player just running through, you look like a corpse.



Seek out the largest tree trunks on the map and use them to hide. If you are being pursued, sometimes just slamming your body against a tree is enough to lose your tail.

As much fun as it is to duck around temple walls, don't let the southern half of the map go unused. There are some prime hiding spots along the southern rock wall, but sometimes you need to fire off a shot or two to lure in some prey.





**TERRITORY: HAMBURGER HILL**

There will certainly be hamburger on this hill, as every player opens fire while making a dash for the top of the temple. If you manage to take control of the top, you have to keep the other players out because the moment they step inside the boundary of the zone, you no longer earn points.

**It's a tough slog to the top of the temple. You're always more likely to be shot in the back than the front as players claw their way to the summit.**

**TIP**

Thermal vision is a good way to spot players running amongst the ruins or trying to tell the difference between a bush rustling from the wind or an enemy shooter getting ready to fire.

**OBJECTIVE: ESCORT**

The armed officer is just waiting for his escort on the top of the temple. As soon as you grab the officer, try to get down from the temple or vanish into the jungle. That will be exceedingly difficult since you have a major target now over your head, but your chances are better in the wilderness than on the temple mount.

**Players can still track you on their HUDs in the jungle, but they have no idea how far away you are—only what direction to run in.**

**OBJECTIVE: FLAG CARRY**

Reaching the temple rooftop is never easy, especially when you have every single player in the match trying to take the same stairs. You're bound to see a few exchanges on the rooftop as players try not to let each other possess the flag, even for a second. You can always try to stand off to the side of the temple and liberally pepper the roof with grenades from a launcher. If you can quickly kill one or two players, that's one or two players less to punch through when trying to go for the flag. While they're busy respawning, you're running down the side of the temple in the hopes of melting into the jungle.

**Campaign****MISSION STRATEGY**

Sources have confirmed that an enemy lieutenant is currently stationed in the jungle, somewhere in the crumbling temple ruins to the north. The Ghosts must fight their way through several rebel patrols before even getting close to the lieutenant's stronghold, a task made difficult by the thick jungle trees and uneven terrain that seems to give the rebels the advantage far more than the Ghosts. They'll have to act fast so this mission doesn't turn into a bungle in the jungle.



At the start of the mission, you must push forward and intercept a rebel patrol near the worship grounds. The rebels in the area are few and usually work in pairs, but they know several good hiding places—and are about to benefit from reinforcements. Start by walking along the waterfront. You should have a pretty uneventful walk until you reach the dock, which is when you need to start scouting for rebel activity.



The first pair of rebels is likely walking along the road—although they may be poking around the ruins by the time you get there. Shoot the first pair of rebels and then move back to the waterfront and slowly move up to the ruined walls.



You need to push up until you reach the proper worship grounds, which are much more complex than the simple half-walls you spotted several meters back. There is typically another rebel patrol in the area, but if you don't see anybody (use your drone to confirm), they are likely moving up the road under the protection of an armored vehicle.



You can hear the vehicle coming before you see it. Hide behind the walls, because the gunner on the vehicle is swinging his gun from side to side, looking for targets. If he sees you, it only takes one shot from that cannon to end your involvement in the mission. Try to snipe the gunner, or at least blow up the vehicle with a grenade launcher.

## TIP

There is a supply point amongst the ruins. This map is mercifully full of them.



Keep following the road to the west. Command comes over the radio. There are three targets of opportunity in the area: weapon caches. You don't have to destroy them to complete the mission, but they appear on your HUD as soon as you hear about them.



If you decide to seek out the weapon caches, continue moving west until you're forced to start turning north. Keep the drone busy scouting for enemies and scan the jungle for any sign of rebels.



You will find the find weapon cache at 6, just on the southern side of the large rock wall. There will be two rebels guarding the cache, but shooting them could raise the alarm with rebels on the other side of the wall, which you can see through an archway.



After destroying the cache, use thermal vision to make sure there is nobody waiting for you in the trees beyond the archway (shoot any outline you see). You then can walk through into the northern half of the map. At this point, you have a couple options. You can either continue seeking out the weapon caches or go directly for the lieutenant at the temple.

If you decide to go for the remaining two caches, continue moving north. There's an excavation site dug into the ground with at least two rebel guards. Use the trees as cover when moving up on the site. Try to shoot the rebels from the trees to minimize your exposure. After emptying the excavation site, continue north to 5.







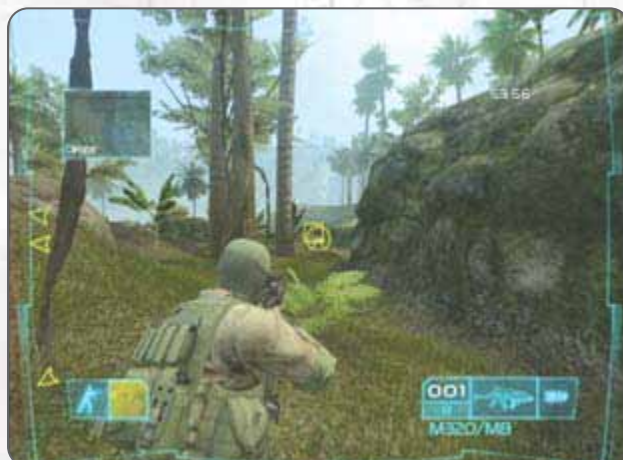
The weapon cache is hidden in the middle of some military-style tents to the east of some ancient ruins. Again, watch for rebels—but you will likely not see them until you have destroyed the cache. The rebels will then start crawling around the site. After dropping them, you can either start making your way to the east to take out the third weapon cache at 7, or drop back to the southern half of the map.



If you stick to the northern half of the map, you will start seeing more rebel patrols around 3, which is the start of the main temple ruins. There is a supply point underneath the ruins to the north, but make sure the coast is clear before attempting to access it.



It is much easier to fall back into the southern half of map and head east. There is an archway that leads back into the northern half near 8, which later serves as the extraction site. When you near the site, you can peek inside and pick off one or two rebel guards patrolling the area. If you don't spot them at first, back out of the ruins and call for the drone. Just poking your head around is a good way to get it shot off.



Continue north to 7. There is another pair of rebels at the camp site, but you can pick them off from afar. Or just use a grenade launcher to clean the camp site and destroy the weapons from a safer distance.



After eliminating all three weapon caches, it's time to make the big push on 2, where the lieutenant is stationed. As you approach the temple, you see increased rebel activity. Several patrols walk the perimeter of the ruins, so keep circling around the site, picking them off when spotted by either the drone or other Ghosts.



Make your way up the stairs to the top of the temple. The lieutenant is up there—alone. He won't go quietly, so shoot him on sight. Unfortunately, this raises the ire of the remaining rebels on the map and they start honing in on your current position. There is no time to lose. Drop back down to the ground and make your way to the extraction site at 8.





# Map: Boneyard

## Boneyard

The Boneyard—where the machines of war go to die. This arena is full of abandoned airplane wreckage and ruined armored vehicles, equipment that now only rusts between saltwater showers and baking hot tropical days. Tonight, though, these once proud machines serve a new purpose, to provide cover to rebel patrols seeking to strike out at the Ghosts or host war games between rival Ghost squadrons seeking to hone their combat skills before heading out for a tour of duty.



## Co-op Mode

### ELIMINATION: FIREFIGHT

The Boneyard can host a ferocious firefight since there isn't too much real estate to contest. The moment the match begins, patrols on the opposite side of the area from the insertion point will start their slow march, but you can ill-afford to wait for them to advance on your position. Take the initiative on this map and bring the fight to them.

Snipers are not as useful in the Boneyard as they are in the Old Town or on the Wharf. Grenadiers, with their extra grenade rounds, serve as the backbone here. The splash damage from a grenade can drop a small patrol of rebels squeezed into the tight spaces between the ruined machinery and shipping boxes.

The Boneyard isn't a very large piece of territory, but it offers a lot of places for rebel swarms to hide, then close in on your insertion point, such as behind the wreckage to the west.







Send your Grenadier or Automatic Rifleman after the closest patrol, which is immediately to the north of the insertion point. Arm the grenade launcher right away and take aim at the dead center of the group. You have to act fast or else the rebel patrol will start to spread out, and then they are harder to manage. While survivors recover from the initial blast, duck behind debris and reload, or have an accompanying Automatic Rifleman mop up the remaining forces.

The Boneyard is dark and the horizon doesn't stretch out very far—ideal conditions to get the most out of thermal vision. Use thermal from time to time to detect movement and identify groups of rebels versus loners.



If a teammate successfully identifies a group of rebels—three or more—alert a nearby Grenadier. If no grenade launcher-carrying soldier is at hand, make sure your rifle is on auto-fire, crouch down, and try to drop as many as possible before seeking cover.

## TIP

A skilled Marksman with a full clip can cut through several rebels in a patrol if they are moving in a single-file line. The quicker they pull the trigger, the lower the accuracy—but chances are the rebels will be too panicky to make any decisive maneuvers right away.

The Boneyard rebels have real skill with frag grenades, so don't give them an opportunity to show off their talents. If you get cornered behind some boxes or pressed up against a wall, they let fly with one or two frags and wipe you out.



If rebels start pressing in close, switch to single shot and hold your ground. One or two shots right to the chest can drop a rebel, and leave you with a pretty full clip to use on the next one. A full spray up close isn't as accurate, and you risk getting overrun while reloading.



Put the drone to use when the field starts clearing out. Order it to scout ahead and paint your remaining targets in red.



The last few rebels may actually hide from you. Carefully move up on their locations—as noted by the drone—and slowly peek around corners to verify your target. The stragglers will try to hide in corners or inside small areas, like this bombed-out fuselage.

## TERRITORY: DEFEND

The relative smallness of the Boneyard makes the danger of rebels overrunning the Base seem more immediate than it really is. A smart squad with good Grenadiers working in tandem with skilled shooters can keep the incursion at bay—as long as everybody remembers to communicate. The more players in the game, the more eyes are on the map, scouting out trouble as it closes in from every corner of the map.



The Base is in the exact same spot as the insertion point, behind the large building to the east. There are two ways into the base, from the north and the south. Each entrance is fairly wide, but fortunately, no patrol begins directly opposite of either Base entrance on the march straight for the goal.



You can sneak up on a patrol to the south of the Base. The small patrol (around five rebels) is starting its journey to the west. As they walk away, a grenadier can slip behind them and take out the entire patrol with a single grenade.

Always keep a Grenadier close to the base. If rebels manage to infiltrate the base and start going to work, a single shell from an M320 (or a similar device) can clear the entire area.



## CAUTION

Splash damage doesn't discriminate between targets. If you fire too close to a teammate, you accidentally kill them—and friendly fire always ends the mission in disgrace.



You will see patrols start their march toward the base, but watch out for lone shooters to the west peeking out from behind debris. None of them are accomplished snipers, but they can get lucky shots off from time to time.



Be careful not to get caught on debris while running to or from danger. You have to always be aware of what's around your feet, or you can get stuck just long enough for a rebel to draw a bead on you.

There is a sniper platform on top of the building above the Base. As the match begins, send a sniper to the roof to work on clearing out enemies to the east. Make sure snipers don't get distracted by targets to the north and south that base defenders can take care of themselves at the expense of distant targets.



## OBJECTIVE: RECON

The four outer recon zones in the Boneyard are tucked in the corners of the map, usually behind debris piles or on the far side of junked machines, such as the airplane wreckage that rots near B. There are rebel patrols that walk from each zone to the next, so the key to victory is to use the drone and scouts to monitor all enemy movement. When you see a patrol evacuate one zone, quickly move in and capture it. But don't stick around and gloat—because chances are another patrol is en route to the site.

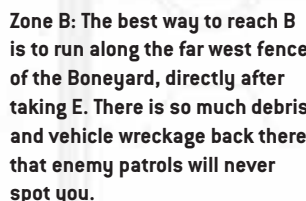
## TIP

Fluid movement between the recon points only comes from studying the map. Advancing intel on where you'll find piles of debris to hide behind (or to avoid while fleeing from overwhelming odds) will keep you moving smoother and faster.

**Zone A:** The central zone, A, is right in the middle of the empty plane fuselage. The zone is in the center of the map, so you have to wait for any patrols to be in the corners before darting across the map to take it.



**Zone A:** Before taking the zone, duck inside the plane and watch for any curious rebels that may get too close. Use the drone to spot any incoming targets.



**Zone B:** The best way to reach B is to run along the far west fence of the Boneyard, directly after taking E. There is so much debris and vehicle wreckage back there that enemy patrols will never spot you.



**Zone B:** The zone is just on the other side of the wrecked plane, between the fuselage and the wing. Slowly creep around the back of the airplane, carefully not stepping beyond the tail fin so any rebel guards can see you.



**Zone B:** Crouch down as you round the corner and look at the zone. If the drone hasn't caught up to your position yet, peek out. The patrol walks up and down the wing of the craft, so wait until the final rebel has both feet on the ground and is pointed away before slowly inching up to the zone.

**Zone C:** Use thermal vision to check for the presence of rebels at C before stepping out from behind the twisted rebar. If you see moving heat signatures, quickly fall back to the parked jeep (the only vehicle that isn't trashed) and wait until you see the patrol vacate the area.



**Zone C:** Once the zone is empty, rush down the decline, stepping around the debris and take up position at the bottom. Turn and watch the rest of the Boneyard. If you slipped into the zone right after the patrol left, you should have ample time to take the zone and move on before anybody returns.





**Zone D:** This zone is located due south of the insertion point, on the opposite side of a parked trailer. There is usually a patrol there at the very beginning of the match, so if you make D your first target, crouch down and ease up to the zone. Wait until the drone shows all of the rebels are on the move (usually heading west) before stepping on to the loading dock.



**Zone D:** When you drop off the dock and step into D, make sure you have a point man looking out into the Boneyard at the corner of the zone. You cannot afford any surprises.

**Zone E:** This zone is located directly to the west of C, inside a debris-filled warehouse. The route between C and E takes you through a small loading area, which requires you to go up some steps. Fortunately, you are behind a building and completely out of sight.



**Zone E:** As you emerge from the dock, use thermal vision to monitor any rebel activity in the area. When you see the last heat signature disappear into the heart of the Boneyard, forge ahead.



**Zone E:** Step into the warehouse and take the zone. The patrol could be on its way back, or trading places with any rebel group, so keep a watch from the inside.

## TIP

Most Recon matches on other maps are more random than the Boneyard—here, it's easier to predict enemy movement and draw up a plan of attack. Try this order for taking the zones: D, A, C, E, B.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

Team-oriented Elimination matches on the Boneyard can be quick, lethal affairs. There isn't a lot of room to run around, and eventually the action starts running along specific routes rather than just blindly through a central area of carnage. Players will see a lot of action between C and D, as well as C and E.

Moving through the debris-strewn area in the center of the map can prove tricky. Some of the trash looks like excellent cover, but you can get caught on beams or metal rods and be unable to move in the direction you want—even though the path you see in front of you looks clear.

**Stake out the route between C and E.** The cover from the overhang will help keep you out of sight from the drones above, plus the building to the south of the dock keeps you invisible to most players on the rest of the map.



The stairs leading down from the dock next to E make a great place to hide. Not only can you look out across the Boneyard, but anybody that comes rushing down the stairs is immediately dead to rights.

Don't stand in the open for very long on this map. The drones don't have much airspace to cover and are quick to point out opponents.



The broken-up fuselage and the separated cockpit in the center of the map make great places to hide. If you are in the cockpit, make sure you are aiming through the open windows; the rest of the glass is bulletproof.



Be cautious of debris that pokes out of a pile or hangs overhead. You can get cornered or trapped next to a pile, making yourself easy prey.

## TERRITORY: DOMINATION

The routes for taking the five zones in Domination are not entirely dissimilar from those used to capture the zones from the rebels in Co-op Defend. Use the outer rim of the map whenever possible to escape detection as you move from the zones closest to your insertion point to those near your opponent's.

**At the beginning of the match, make a direct run for the closest zone and start generating points.**



Zone E is directly in front of a massive warehouse door. Position a sniper on the hill near the western insertion point to cover the zone and keep the other team out.



After capturing E, set up a zone guard near the broken down Humvee and watch the route between C and E. Many players will try to use the northern route to sneak up to E.



Because the airspace over the Boneyard is so small, it's easier to locate and snipe your opponent's drone.

The central zone, A, is as tough to capture as it is to hold. Drones will easily pick up any player moving on the zone, and there are literally dozens of angles for players on the outer ring of the central area to look in to target a zone squatter.



### TERRITORY: HAMBURGER HILL

The wrecked fuselage in the center of the map is the contested zone in this match. Getting there first isn't terribly difficult, but holding it is. You have to hold the zone from inside the fuselage, making you an easy target for an enterprising Grenadier and a fully loaded M320.



You cannot capture and hold zone A on your own. You need at least one teammate to take the zone and watch one side of the open fuselage while you watch the other. For added protection, try to station a sniper nearby to drop any enemy making a move on the zone.

The best way to clear enemies out of the fuselage is with a grenade launcher. A good shot right on the inside wall of the fuselage will cause enough splash damage to kill anybody in the tube.



### TIP

Watch out for the helicopter overhead. As soon as one team captures the zone, death starts raining down from above—and without mercy.

### TERRITORY: SIEGE

The siege point in this map is the eastern insertion point. There are two ways into the base, from the north and south. Try to install at least one sniper on the perch above the base to pick off any incoming opponents while guards on each entrance (preferably with machine gun and grenade launchers) hold back attackers.

### NOTE

If you are defending, don't put all of your manpower inside the Base. The other team can squeeze you with grenade launchers and completely decimate your forces.

### OBJECTIVE: CAPTURE THE FLAG

Boneyard CTF scores tend to be higher than matches played on other maps, thanks to the smaller arena size. Getting a flag from the enemy bay back to your own requires less footwork, but you still have to be nimble. There are sniper perches that provide excellent defense, as well as piles of garbage and vehicle wreckage that must be avoided, lest you get caught on an errant beam.

Each flag bay has a sniper perch directly above to act as a first line of defense. The building over the eastern flag has two levels, while the crane that towers over the east side of the map has only one perch on the top level.



### NOTE



The Boneyard map is small enough that the two snipers above each flag bay can actually see—and shoot—each other. Because the air is a little thick, it may be easier to use thermal vision to pick off the opposing sniper.





Players seeking your flag rarely come directly across the map, so position shooters along the side routes (such as the plane at B) to intercept encroachers. If you can control the escape routes from your flag bay, such as the route between the western bay and E, you can stop any flag carriers before they get too far.

### OBJECTIVE: RECOVERY

Much like normal Capture the Flag, the secret to success is not necessarily to control the flag itself, but to control movement around the map. Close off escape routes with your snipers, and you effectively stop your opponent's chances of holding on to the flag for very long.

A Grenadier positioned close enough to the fuselage where the flag is kept can also keep opponents from grabbing the flag by firing a grenade into the shell. The fuselage is small enough that the splash damage kills anybody trying to grab the flag.

### OBJECTIVE: SEARCH AND RESCUE

Due to Boneyard's small size, stealing the other team's secured officers is suddenly a very viable proposition. With less distance to run back to your base, and a good deal of debris and broken machinery to use as cover, snagging away an officer is far from impossible. What you have to watch out for, though, are shooters set up on your opponent's half of the map. These defensive players are stationed to control travel, which is almost as good as controlling the officers themselves.

When the match begins, the first step is to immediately secure the officer closest to your base.



Use a sniper to keep opponents away from the central officer while you move into position to snatch him for yourself.



If you are going to make an attempt on an officer at your opponent's Base, coordinate with other players first. Make sure that somebody is ready to eliminate the sniper on the crane before you try to cross the map and make the grab.



## SOLO MODE

All Solo Elimination matches have the same goal—eliminate all other players—and are thusly grouped together.

### ELIMINATION MATCHES



The abandoned cargo containers and garbage piles make excellent cover for shooters that want to stay in the center of the map.

The warehouse at zone E offers some cover, but if you back up too far into the northern corner, a sniper from the south can see directly into the facility.



The interior of the warehouse at zone E is full of wreckage and support pillars, perfect for frantic firefights. However, be aware that in Thief matches, your red outline may give you away.



The dismantled plane in the center of the map—tail, fuselage, cockpit—is a good place to catch people. Go prone in the cockpit and you practically vanish since you are too low to be seen through the windows and the cockpit is just long enough to obscure the length of a body.

### TERRITORY: HAMBURGER HILL

The "hill" in Hamburger Hill is located in zone A at the center of the map. The broken plane wreckage serves as the staging ground for a fast-paced massacre, with players piling into the area in hopes of surviving just a few seconds for a small handful of points. In close matches, just an extra point can make all the difference, so don't spend the match sniping from far away. Get in there and fight for your place on the hill.



If you manage to hold the fuselage, watch out for players coming from each opening of the tube. A sneaky player might stage an attack from the cockpit.

The interior of the fuselage is intimate enough that even if you fire a grenade into the side of the tube, the splash damage is resounding enough to kill a player standing almost anywhere inside.



## NOTE

You don't have to always stand inside the fuselage to score points. The zone stretches a bit outside the fuselage, but not into the cockpit or tail sections.



If you have a shot on the player inside the zone, take it right away. If you get too close and set foot inside the zone, the player will see the flares turn yellow (points stop accruing) and will immediately start looking for the invader.

## OBJECTIVE: ESCORT

Escorting an armed officer around the Boneyard is almost like having a guardian angel—while you're scouting ahead for possible escape routes, the officer is firing at anybody coming in from the rear. Just don't run too far ahead of the officer. Sometimes it takes him a few seconds to catch up, and if you quickly dart around a debris pile, you leave him out in the open where he is easy prey.

The longer you can keep moving, the better chance you have of holding on to the officer since the whole map knows where you are anyway. Use the back routes, but avoid blind corners. If players see you headed across the western fence, they can hide behind the crane and wait for you to run by.

## OBJECTIVE: FLAG CARRY

Much like the Escort game, the goal is to keep moving since all other players can see you the moment you pick up the flag. You do not score points for neutralizing other players (even if you have the flag), but the fewer players on the field, the easier it will be to either survive the gauntlet or zero in on the flag for yourself.

The flag is located just off to the side of the fuselage in the center of the map.



If you get the flag, try to hole up in places you can easily defend, but also escape if too many players descend on your position simultaneously.





# Map: Desert Gulch

## Desert Gulch

The painted monuments of the Desert Gulch stand watch beneath the shadow of an abandoned bridge that arcs high above the map. The Desert Gulch was once the site of a great, raging river, but now is only a mere trickle. Signs of her former glory can be seen in the eroded rocks and boulders that dot the landscape. These stones provide excellent cover for players that dare set foot on the hot sand and accept their opponent's challenge.



## Co-op Mode

### ELIMINATION: FIREFIGHT

The high-visibility conditions in the Desert Gulch ensure a vigorous battle. Your team begins the match at the first insertion point, but there is little time to coordinate a plan of attack once the battle begins. There are swarms of enemies hiding behind the boulders, and as soon as the match begins, they begin their march.

In maps with wide open spaces, it is easier to corral and eliminate patrols—but the first shot causes them to scatter. When the rebels break apart and start clamoring around the rocks, you will have to rely on the drone and communication to hunt them down.



The scorching desert is not the ideal place to use thermal vision because it is so bright out. You can still spot the outlines of heat signatures, but only when they are relatively close to you—unlike the night scene of the Wharf.

The match begins with a few lone rebels creeping up through the rocks, but these are merely scouts. Behind them are a few large waves of enemies.



The rebels in the Gulch are equipped with frag grenades and use them regularly, due in part to the long field of vision. If they see you moving around, even the top of your head behind a rock, count on them to toss a frag grenade.



## CAUTION

Do not get cornered by patrols in the desert. They are likely to throw a frag grenade into the alcove you backed yourself into.



Even though you move slower when crouched, most of the rocks and boulders in the desert are not tall enough to obscure your entire outline.



Push forward as soon as you can—don't be too eager just to let the enemy march to you. You may be able to do some solid damage initially, but the chances of being overrun when patrols split up and start swarming around the rocks is too great to risk.

Burst mode may be effective at mowing down a small patrol, but it burns through ammunition too fast. If you get caught with a near-empty clip, you're in serious trouble. When you see enemies getting close to you, switch to single shot and take aim for the chest. Be careful when using a grenade, though, as you cannot absorb much splash damage and survive.



## TERRITORY: DEFEND

There is little time to waste when a Defend match begins—the rebels are just beyond the first tall cluster of boulders. Because they are so great in number, they exhibit bravery that borders on insanity. Rebels will rush you, run around rocks to get behind you, and even make terrifying beelines directly at you if spotted.



Falling back right away is not a good strategy for this match. Conceding any ground early in the game gives them too much space to fill. And with their superior numbers, it's easy for them to fill the cracks and crevices of the gulch.

The patrols rarely stay together as soon as the base is in sight or they are fired upon. The rebels scatter and start crawling around the boulders in an effort to become a harder target.



If you do manage to catch a patrol starting to walk en masse, don't make a move on them if there is a Grenadier in close range. A single blast can kill up to six or seven rebels, depending on how tight the group is.



When you spot a line of two or three rebels, open fire on them with full-auto or burst fire. But as soon as you see your clip is almost empty, back off and hide behind a rock while reloading.

## OBJECTIVE: RECON

Running the five recon zones in Desert Gulch is an exercise in patience and skillful attention. There are at least three main rebel patrols weaving through the boulders, inspecting the zone and keeping an eye out for you. The patrols at least have a tendency to walk the same routes in this match more than on other maps, so you can usually count on catching the patrols bound up together at a bottleneck. This is good for spotters keeping an eye on the operation for players actually taking the recon zones, or to alert Grenadiers of potential multiple kills—provided your team prefers to play a little more aggressively.

There are three main patrol lines that criss-cross the center of the map. You can usually count on seeing one of patrol moving between E and B, which is precariously close to A. You can try to take some of the patrols out so the rebels have less feet on the ground, but be prepared to pull back until the heat dies down.



**Zone A:** Zone A is located in the dead center of the map, beneath the rickety wooden bridge. The area is a hub for patrols—many will walk back and forth through the area en route to C, E, and B. Wait patiently off to the side and verify that all patrols have left before making your move.



## TIP

If you can catch a patrol at a choke point, such as walking between two tall boulders, use a Grenadier to score a few fast kills and distract the remainder of the patrol while other players move in on recon zones.



**Zone B:** One of the easier zones to recon is B, which is located to the north of the insertion point. There is often a patrol that starts its route at B, so reconnoiter the area before moving in.



**Zone B:** Once inside B, keep watch eastward to make sure no patrol sneaks up on you.



**Zone C:** This zone is located the farthest from the insertion point. Running directly between the insertion and C is not a good option—too many patrols. However, going all the way around the east side of the map and coming up the creek will help you avoid a lot of eyes.

**Zone C:** If you reach a zone, like C, and find somebody waiting inside, take immediate stock. If the drone shows no enemies nearby, shoot the guard and stand your ground with other players.



**Zone D:** D is located to the south of the insertion point and is often the starting place for a small patrol. Creep over to the zone and verify that the coast is clear before making a move. Using thermal from this distance isn't a bad idea, but just make sure that if you see an outline, you immediately pull back.



## CAUTION

The heat signature off of a rebel in the Desert Gulch can sometimes prove a little unreliable. For example, if you see the heat signature moving what looks like away from you, you may not notice that the rebel is looking straight at you and is about to turn and fire.



**Zone D:** This zone is situated in an alcove with only one access point. Keep watch, because the rebels will throw grenades into the alcove if they catch you trying to recon it. With only one place to run, there's a good chance you will be killed by splash damage.

**Zone E:** Located on higher ground and sandwiched between two tall boulders, E is a tricky recon zone to stake out. Patrols moving under the bridge will have an easy time spotting you, so use the drone to verify they are on the move—and moving away from your location.



**Zone E:** Never try to take this zone by yourself. Make sure you have at least one escort that can watch the east access route to E. A small patrol occasionally walks behind E, and you can afford to be caught alone.



## TEAM MODE

## ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

Team Elimination matches in the Desert Gulch will usually gravitate toward the center of the map, regardless of whether you are playing Sharpshooter or Last Team Standing. The outskirts are a good place to hide for survivors, but if you linger away from the action for too long in a Last Team Standing match, you find yourself very lonely after your fellow soldiers are carved up in the central area.



Use thermal vision sparingly in Elimination matches on Desert Gulch, as you cannot see very far ahead, even if you are a sniper.





The dry riverbed that runs beneath the central bridge offers support pillars and a boulder for cover. Plus, the ridges alongside the riverbed are good for staging ambushes on the enemy.

With so much action likely to coalesce in the center of the map, snipers can score a few solid kills by ducking into a shadowy corner and popping off players while they are too wrapped up in heated firefights.



## TIP

If you can spot the enemy's drone hovering overhead, find a safe place to crouch down and shoot it out of the sky. This severely hobbles your opponent's intel-gathering efforts.



Be cautious about backing into alcoves. Even though you have the benefit of seeing the only access point, if word leaks out that you're holed up in an alcove, enemies will try to trap you with grenades.

## TERRITORY: DOMINATION

The five recon points are almost evenly spaced between the two insertion points. The team that starts on the west side of the map has fast, easy access to B and D, while the eastside team can quickly take C and E. That leaves A, located beneath the wooden bridge, as the biggest point of contention in this match.

Immediately take the closest recon points from your insertion point—this will start generating points.



The central point, A, is going to be tricky to take over, but not any harder than pressing into enemy territory and trying to "steal" one of their claimed recon zones. Watch for snipers as you enter the riverbed.



If you began on the west side of the map, E is close enough to the midpoint that you can sneak over the invisible middle line and try to grab it from the other team. If E is on your side of the map, position a shooter to watch the recon zone at all times.

## TERRITORY: HAMBURGER HILL

Hamburger Hill can devolve into a mad dash for the central zone, but just making a run for it is a good way to get shot down. Since the central zone is in the middle of a riverbed, flanked on both sides by ridges that offer superlative views of the zone, expect the other team to set up snipers on their side of the river. If you cannot get at the zone yourself, at least you can keep the enemy out, too.

## TERRITORY: SIEGE

Base 1 is located in a fairly easy to defend area. The rocks surrounding it are short and squat, so you can spy on advancing players that don't think to crouch down when they move. Defenders must also be mindful of pushing ahead too far to stop incoming players—as all it takes is one enemy to slip through your ranks (usually by hiking all the way around the map rather than going through the center) to start earning points.



The defending team needs to set up snipers to cover the central ridge in the map. The most direct route to the base is through the middle, so make sure the bottlenecks are covered. Players may attempt to sneak around the sides to the north and south upon discovering a pile of bodies in the middle, though, so be ready to redeploy shooters.

**Attackers:** The best way to take the base is to endure the long route. Make sure you go in patrols, so you can overcome any shooters stationed in your way.



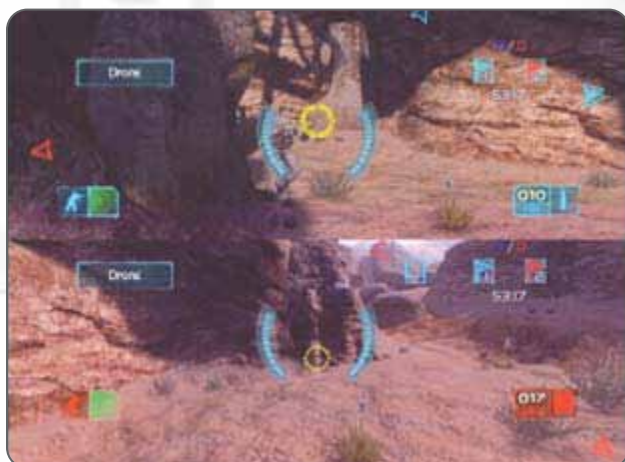


**OBJECTIVE: CAPTURE THE FLAG**

As soon as the match begins, each team must designate flag guards. These players do not need to stand right on top of the flag, but should instead back off and guard the outside routes that stealthy players might use to sneak into the flag bay.



Sniper should be positioned on ridges that overlook vast expanses of the map, or long corridors that see a lot of traffic. Controlling routes is an important tool for slowing the opposing team.



Use the support columns that support the massive wooden bridge as cover when guarding the middle of the map. The concrete and wood blots out any heat signature and provide thick enough cover to obscure an entire body.

**TIP**

The drone is a tempting target, but if the other team grabs your flag, the carrier instantly shows up on your screen anyway.

**OBJECTIVE: RECOVERY**

The central flag, located under the wooden bridge, may be easy to capture (each team will likely send a player on a direct dash for it), but holding on to it will be a real challenge. Once you have the flag, you appear on the HUD of each player. The best thing to do, next to never stopping, is to try and lose your pursuers amongst the boulders. Because the on-screen mark doesn't detail how far you are from the pursuer, they may run around a rock in an effort to catch you, only to later discover you were several rocks away.

If you're early to the flag point, but don't want to grab it right away, drop prone and snipe players that do make an attempt on it.



When you pick up the flag, try to "disappear" amongst the boulders. There is no distance gauge for the other players to see how far away you are.

**OBJECTIVE: SEARCH AND RESCUE**

Search and Rescue begins with a quick dash for the closest officer, but soon turns into a battle for the central objective. Sometimes the central officer is such a headache to capture, you are better off making sure the one you initially captured remains secure, and then start the long trek around the outside of the map to steal your opponents' officer. Teams should assign resources proportionately before attempting this tactic, because you don't want to hand over the central officer on a silver platter without a fight. But assigning a few base defenders to keep your officer stationed at home securely and assigning one or two to make trouble in the middle is a solid strategy.



Upon starting the match, make tracks for the officer closest to your insertion point.



As soon as you bring your first officer back to your base (and make sure he physically is standing there), head out to pick up the officer in the center of the map.



Players will soon begin to expect a sniper or two lingering around a point of interest, such as the central officer in Search and Rescue. Before making a move on the objective, quickly scan the vicinity for hidden shooters.



## SOLO MODE

All Solo Elimination matches have the same goal—eliminate all other players—and are thusly grouped together.

## ELIMINATION MATCHES

Elimination matches in the Desert Gulch fluctuate between brutal shootouts amongst the rocks and tense sniper exchanges across the great divide. Depending on which soldier class you choose, you can adjust your strategy to play defensively amongst the back routes of the map or get aggressive in the center. If you opt to play the center, you better bring the proper firepower. Slow-to-reload grenade launchers will do you no good; you need a rifle with fat clips and quick reload.

## TIP

Always keep crouched down when moving around the boulders to prevent detection.

Never set foot out in the open while standing up. You make yourself easy prey for snipers that way. If you see or hear a bullet whiz by your head, immediately drop to prone and start looking for a way out.



## TERRITORY: HAMBURGER HILL

Players descending upon the center of the map from the ridges will find nothing short of madness in the Hamburger Hill zone. There are so many angles for shooters to employ when clearing out any occupants that any residence in the center is temporary.



The central zone encompasses some of the bridge supports. If you manage to occupy the zone, try to use the supports to hide from players coming down from the ridges.

## TIP

Before coming over one of the ridges to claim the central zone, throw a frag grenade over the crest and try to clear out any other players on the other side.

## CAUTION

If more than one player is in the central zone, the score stops. If a player is in the zone, the ceased score and yellow flares are a major clue that somebody is almost upon him or her.

## OBJECTIVE: ESCORT

The armed officer in the center is good for more than scoring points. While weaving around boulders, the officer will take shots at your pursuers, even going so far as to actively target them when you are not looking. If you do break into a run, however, the officer will abandon shooting and just try to keep up.

The officer is smart enough to track your movements, so if you run past him, he will turn as you move and fire at you. If you disappear behind a corner, he will focus his attention on that corner until his escort starts moving again.



## OBJECTIVE: FLAG CARRY

Capturing the sole flag on the map is actually easier if you let somebody do it for you. The first rush on the flag is sure to produce several casualties, so hang back and try to track the flag via the on-screen signal. If you can learn all the crannies and hiding spots on the map, you can try to guess their escape route and cut them off.

When you manage to grab the flag, never stop running. You will have a giant red target plastered on your back, so weaving around rocks and dropping into gullies are the best defense against getting cornered.



When you see the mark of the flag carrier come into view, get ready to snipe. You may not know exactly how far away the flag carrier is, but you'll be ready if it turns out they really are just around the next bend and not seven rocks away.

## NOTE

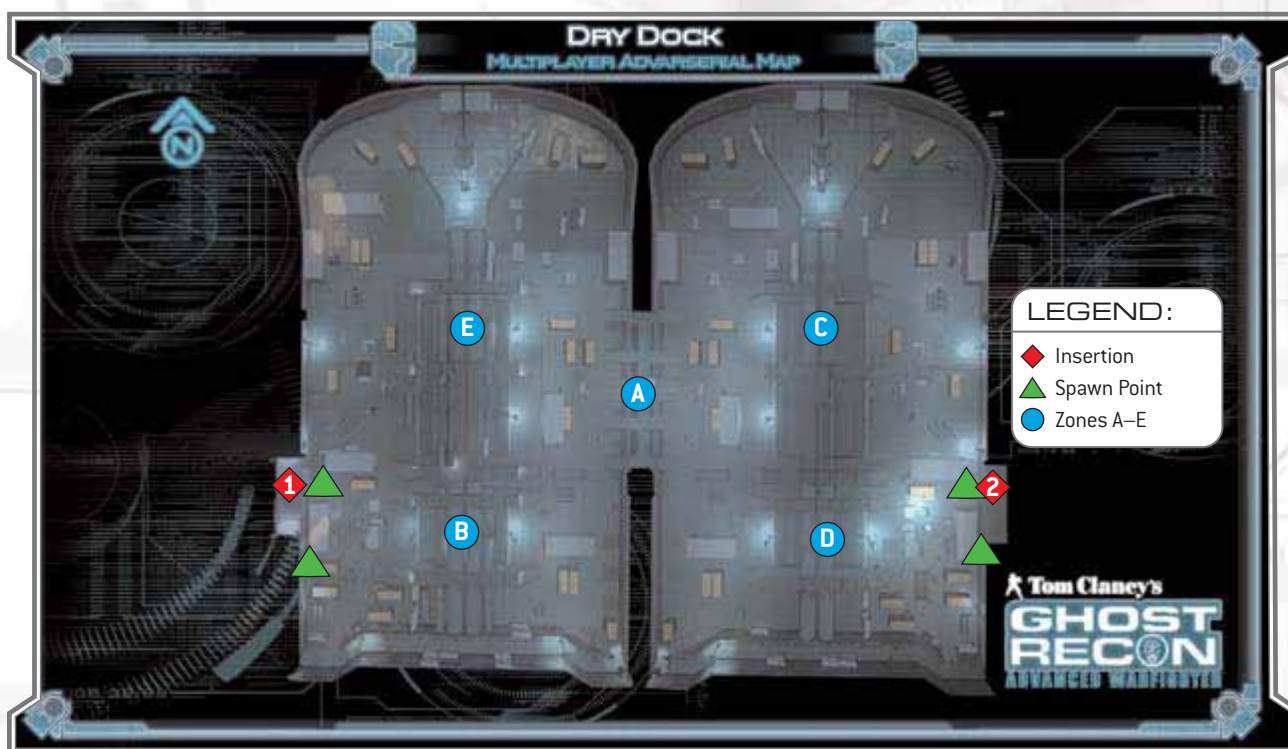
When you crouch while holding the flag, you cannot go prone.



# Map: Dry Dock

## Dry Dock

A heavy rainstorm pounds a pair of dry-docked ships, severely limiting visibility already cut short by nightfall. Occasionally, the moon peeks out from behind the grim clouds and casts a haunting, otherworldly glow on the scene, offering a brief patch of illumination before the clouds reassert their dominance. The twin ships, littered with cargo containers, pipes, and machinery, are connected by a series of four narrow catwalks that can turn into a death trap if a soldier is caught in a crossfire.



## Co-op Mode

### ELIMINATION: FIREFIGHT

The battle for the shipyards begins with a mad rush by the first wave of rebels, confident they can overrun you before you even make it past the line of pipes that run the length of the ship. The rebels will drive beneath the pipes and fill the catwalks, trying to squeeze you into one part of the deck and then finish you off.

Counter their efforts by sending forward Grenadiers to wipe out the first wave of rebels while snipers get in place on the catwalks to the south of the insertion point. If the drone hangs over the soldiers in the trenches, the snipers will be able to spot their targets from afar and help turn the tide.

The firefight begins on the west side of the map, on a small loading platform. The rebels are slowly scouring the deck of the western ship, working their way toward you.



The drone will pick up the first push of rebels under spotlights directly in front of the loading dock stairs. Duck down and take them out.



## TIP

Use shipping containers and pipes for cover when hunting the enemy. It's incredibly dark inside them, and if you walk very slowly, the rebels will not see you.



From the catwalks, a Grenadier can launch devastating strikes against the rebels as they try to cross over to your side of the ship.



The drone can pinpoint enemy movements, but it cannot tell you how far away they are. Use thermal (which is extremely effective on this dark map) in conjunction with the drone and you have the advantage.



Be mindful of the spotlights on the ship. Spotlights sometimes wash out your visibility when trying to target enemies, or can completely spoil your shadowy cover.

Watch for rebels to come over the catwalks as well as under them. Here, an entire patrol is ducking beneath the twin pipes that run the length of the deck.



### TERRITORY: DEFEND

The rebels waste no time trying to contain you on the loading dock. As soon as the match begins, you need to secure some extra real estate around the dock so if the fight does get too hectic, you have some room to sacrifice before being backed into the corner.



Use the cargo container for cover. The dark interior will hide you from the rebels until they duck beneath the pipes and get close enough to shoot. However, the first muzzle flash from the shadow will get their attention, so make the first shot count and don't play the hero. If spotted, retreat.



If the drone is elsewhere on the ship, thermal vision helps spot enemies as they get close to the base. Don't let them get too close, though. If they take the stairs leading down, you're done for.

Using the pipes for cover is a good strategy—until three or four rebels discern your location and start bearing down on you. If you cannot eliminate all of them right away, you'll have a hard time escaping since the only way out of the pipe is backward—don't get shot in the back!



### OBJECTIVE: RECON

There is no shortage of places to hide on the ships if you get caught trying to sneak into a zone. Just fall back as far as you can and hide inside a cargo container or crouch down behind some boxes. You need to get out of the rebels' sight lines until they lose interest and start to retreat.

Getting caught, however, does have its advantages. The patrols on the ship are thick and linger in the zones for extended periods of time—especially in the central zone, A. If a player purposefully attracts attention and leads one of the patrols away from a zone, other players can sneak in and take care of business while the rebels are preoccupied.



**Zone A:** This zone, located between the four narrow catwalks that connect the two docked ships sees the highest amount of traffic on the entire map. All routes lead through this zone, so you will have to stand back and watch closely and patiently before making a move.







**Zone A:** Once inside A, watch for rebels returning to the zone from their patrol routes. At least one player should watch each door, and the drone should definitely be overhead.



**Zone B:** This zone is located beneath the pipes on the northern end of the eastern ship. Slowly creep up to the recessed area and check for rebels before dropping down.



**Zone B:** Once inside the zone, watch the access point opposite of where you came in.

**Zone C:** This zone is close to the insertion point, so go for either zone C or zone D first. Just watch for patrols with the drone.



**Zone D:** The drone points out rebels in the area when you start approaching the zone. Just remember that rebels standing beneath the pipes are invisible to the drone and will not be painted with a red diamond.

**Zone D:** Don't linger under the light outside of D for too long. If the scene is clear, duck beneath the pipes and take the zone.



**Zone E:** Use cargo containers to creep up to E after crossing into the eastern ship.

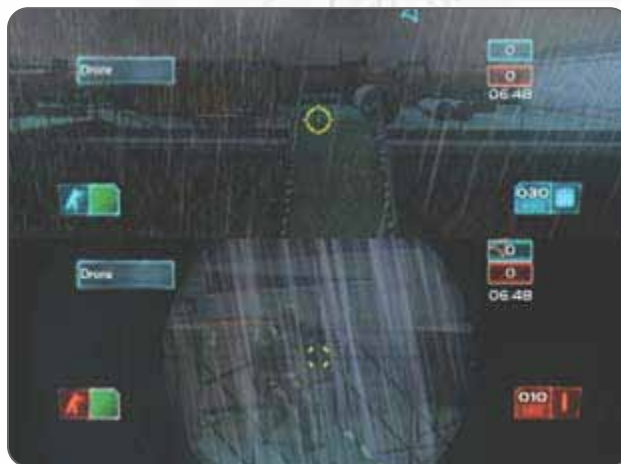


**Zone E:** While down in the zone, use thermal vision to spot hostiles. You can see the tops of rebel heads before they get close enough to shoot.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

Team games on the ships can be tricky, as there is only one route between the two sides—the narrow catwalks that span the small space between the docked ships. This area becomes a bottleneck difficult to break through if enough snipers are focused on the catwalks with laser precision.



Snipers on the southern catwalks can cover the bottleneck in the middle of the map, effectively cutting off traffic to one side of the map.

There is a small trench beneath the central four catwalks where players can target opponents trying to cross through the bottleneck. This is a great place to stage an ambush.



Lightning can come at any time—and often it seems to strike at the most inopportune time, too. Whether you are hidden inside a dark cargo container or behind a shadowy corner, one bright blot through the night sky is all it takes to give you away.

Be cautious about using the recesses under the pipes as a base of operations. If a Grenadier can get close enough, he only has to fire a shell into the area. Splash damage makes up for lack of accuracy in enclosed spaces.



### TERRITORY: DOMINATION

Domination matches comes down to a battle of inches at the center of the map since it's easy for each side to cut off access to their half of the map at the central catwalks. The biggest prize is zone A, which is mercifully enshrouded in a tent—but there are plastic windows that sniper can at least see through. Heat signatures can also be spotted through the windows, so if you spot the position of a player inside A, relay the information back to your teammates.

### TERRITORY: HAMBURGER HILL

The central zone, A, is the focus of attention in this match. Each team should be quick to set up snipers at the southern catwalks to prevent opponents from accessing the zone while moving up their own shooters in an attempt to make a grab.



The central zone is an enclosed space that must be held to generate points. Use snipers to keep opponents away from the zone, because splash damage from grenades can kill everybody inside.



There are boxes and barrels inside the tent to hide behind. If you need to flush out an occupant, use thermal vision to reveal his location.

## CAUTION

The helicopter flying overhead disappears against the grim night sky. Sometimes you can make out its shadowy outline against the angry clouds, but other times you only see the tracer fire coming down like rain.



### TERRITORY: SIEGE

If you are on the defending team, you need to get out of the loading dock as soon as the match begins. You cannot afford to get contained in such a small place, because attackers can overwhelm the site with explosives. Try pushing up and finding a hiding spot so that when the other team finally does pour into your side of the shipyard, you can take down the first wave without giving up any ground.



You can try to obscure your profile with the shadows, but nothing can disguise your heat signature. Always remember that the other players are sweeping every dark corner with thermal vision on, and you cannot hide forever.

### OBJECTIVE: CAPTURE THE FLAG

Capturing the enemy flag and making it all the way back to the other side of the ship is tough—a task not made any easier by the rotten weather and numerous shadows that can hide opponents. Be mindful that snipers will likely be covering the bottleneck, so if you can spare the manpower, try to cross the central breach in numbers so the sniper only picks off one of several flag stealers.



Crossing the middle of the ships can be hazardous. Try going beneath the catwalks instead.

### OBJECTIVE: RECOVERY

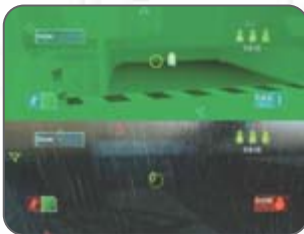
Recovering the flag from the central zone is difficult, thanks to snipers on constant lookout for enemy activity in the area. If you manage to move up enough players to the central zone and take the flag, leave one or two troublemakers behind to ward off enemies. If you can slow your opponents at the bottleneck, you may buy enough time for your flag carrier to get back to base.



**OBJECTIVE: SEARCH AND RESCUE**

Crossing both decks and digging into the other team's base to steal back an officer is unlikely to happen, so the chase is on for the central officer. The first team to get the officer is likely the one to win, so prevention means almost just as much as actual scoring in this match.

Make sure you grab the officer closest to your base as soon as possible so you can start generating points.



The central officer is the most contested. The officer can be physically covered by a sniper from the sidelines, but all it takes is a quick touch to get the officer—you don't need to run full bore into him and show yourself on the other side of the tent.

## SOLO MODE

### ELIMINATION MATCHES

Elimination matches on the ships can be nerve-racking, as you silently stalk your prey through the wet shadows, only to realize that you weren't the one doing the hunting. With the decks covered in hiding spots and flanked by sniper perches, staying alive is a tough proposition. And just when you think you've found the perfect place in the shadows to hide, the bright flash of a lightning bolt spearing the heavens gives you away.



If you're spotted going into a pipe or cargo container, be careful when coming out the other side. You may have a shooter waiting for you.



Players on the forward deck of each ship can actually volley shots at each other, so be mindful of any sharp-eyed company next door to you.

**TERRITORY: HAMBURGER HILL**

The central tent is sure to fill with hamburger—shots volleyed from every angle are bound to cut down any player that attempts to set foot in the target zone. Once inside the tent, however, you only have two directions to worry about, as the tent fabric can stop bullets.

**TIP**

When trying to knock another player out of the tent, lob a frag grenade into one of the openings. The contained splash damage should eliminate them, or at least cause excessive damage.

**OBJECTIVE: ESCORT**

The armed officer is keeping dry in the tent between the two ships. If you manage to grind through the gauntlet and grab the officer, he will shoot at your enemies while you attempt to flee the scene. With so many containers, scaffoldings, pipes, and machines on the deck, you can run circles around your pursuers. The worst thing to do if you have the officer? Stop moving.

**OBJECTIVE: FLAG CARRY**

Reaching the central flag isn't easy. You may not have to worry about snipers on the outskirts of the map since everybody is just as interested in holding the flag as you are, but for such a large map, you'll find the central tent start to get a little stuffy. Always run into the tent with a full clip ready to go, because even if you are alone right now, you won't be for long.

Watch out for shooters looking to pick you off just as you are about to take the flag. The closer you are to the center, the greater danger you are in.





# Map: Fishing Village

## Fishing Village

The quaint seaside Fishing Village is about land its biggest catch yet—an entire squadron of soldiers has invaded the sleepy burg and proceeded to set up explosive war games. There is a lovely park along the coastline, next to the village, full of walking paths flanked by shade-giving boulders. The abundance of trees and brush offers a multitude of hiding places when the action in the village square boils over.



XBOX 360 MULTIPLAYER

## Co-op Mode

### ELIMINATION: FIREFIGHT

The fight for the Fishing Village is concentrated on the western half of the map, although you will find a few hostiles patrolling the eastern half of the park. The best thing to do is set up a solid perimeter around the village and then start pushing into the park. You want to put the squeeze on the rebels, not the other way around.

The firefight quietly begins on the north edge of the village. The idyll is only kept up for a few moments as rebels begin to swarm toward the square from the seaside park and down the long avenue heading east.



While some players scout ahead, along the avenue, a team needs to start pushing into the park. First contact usually occurs near the power lines to the south.

Snipers can take out the first wave of rebels that start trying to enter the village from the waterfront park. Look for them to come from behind the buildings and rise up through the park.







While other players move into the park, another team needs to walk along the north side of the main street and pick off rebels that are headed in from the northeast. Use the building corners for cover.



The majority of rebels are in the park, hiding amongst the trees and rocks. The bright day makes thermal vision more of a hindrance than a benefit, so you'll have to use your naked eyes to spot movement in between the greenery.



Grenadiers can be counted on to eliminate small patrols. Bouncing a shell off of a tree trunk or against a rock pushes the splash damage in the direction of your target.

The northern team needs to press all the way to the edge of the map before turning southward to join up with the struggle in the park. There are a few rebel stragglers out in the east end of the park.



Look for rebels along the path that runs parallel to the waterfront. They may be difficult to see from the park interior due to the row of boulders that divide the park from the shore path.

### TERRITORY: DEFEND

The village square must be defended against a rebel incursion, which will feed out of both the park to the south and from the buildings to the north. The rebels work together to pinch you at your base, so try to capture some wiggle room before the first sign of trouble. You can later give up this extra space if the rebels start to overrun the area.

There is a large rebel patrol down by the power lines to the south of the base. Send a Grenadier down to investigate and shell any rebels he can spot.



More rebels will try to slip between the southern buildings and march down the main avenue on the base. Use the cars as remote bombs if you spot rebels swarming around them.



### TIP

When multiple targets appear in the street, it is sometimes easier (and more accurate) to switch to single-shot. Spraying a patrol with auto-fire may drop half of the rebels, but while you're reloading, survivors can return fire.



### OBJECTIVE: RECON

The recon zones can be taken in any order you choose, but B and D are the easiest to capture first. Try to end on E, because there's limited access to the waterfront, and the possibly of getting trapped by patrols is a very real prospect. Better to end the mission with success than trying to fight your way out of a tough situation.

In Recon runs, engaging the enemy is often the last thing you want to do. However, if you've been spotted and you know there's another rebel patrol along your escape route, you have no other option but to fight. There are benefits to engaging patrols. Any rebel you neutralize is one less rebel on patrol at the other zones.



**Zone A:** This zone is located in the center of the park, on the highest point in the entire map. This makes it easier to spot rebels in the area, but when you're trying to take the zone, you will be just as visible.



**Zone A:** From the top of the zone, keep watch on the waterfront, as that is the most likely place rebels will come from.



**Zone B:** This zone is the closest to your insertion point. It's directly to the south, just behind the base of the giant power line structure. There is always a patrol there in the beginning, so use the drone to monitor their activity.



**Zone B:** When you reach the zone, stand behind the concrete base to hide from the rest of the rebels until recon has been completed.

**Zone C:** Head for C along the north side of the map, moving through the village until you reach the edge of the park. Crouch behind the railings and check on any rebel activity before moving into the park.



**Zone C:** Once inside C, stand behind the concrete structure and look to the west. You need to make sure no rebels are walking your way.



**Zone D:** This zone is at the eastern end of the village. Players with scopes can safely monitor the area from near the insertion point and watch for any rebel patrols.

**Zone D:** Once at D, look toward the park to the south. If any patrol is going to return to the zone, they come through this passage.



**Zone E:** The southernmost zone is along the seaside path, behind the row of boulders. There is often a rebel patrol monitoring the route, so carefully wave around the boulders, taking peaks around corners before pressing ahead.



**Zone E:** When you finally reach E, keep an eye open for rebel patrols coming from behind you. This is an easy zone to get sandwiched in and have to fight your way out of—which only gets the attention of the other rebel patrols in the park.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

With one team starting in the village and the other in the southern tip of the waterfront park, the strip of green is soon bathed in red. Teams need to set up their own defenses around their spawn points (if this is a Sharpshooter match), so the other team cannot gather around the insertion point and just pick off players before they have a chance to get their bearings.

The village to the north sees some solid firefights in the streets, while the park dustups are a little more drawn out and calculated. Snipers try to control the main paths through the park, but players can dive into the brush and use the uneven terrain as cover when trying to sniff out opponents.

Snipers can peer though quite a bit of the park, but the uneven terrain and the host of trees and rock keep snipers from enjoying straight shots across the entire map.



Be careful with what you use for cover when infiltrating the fishing village. There are several parked vehicles that look like perfect places to hide, but if a shooter catches sight of your feet or if the drone spots you, you can count on the vehicle going up in flames—and taking you with it.



When moving along the waterfront path, look out for players hiding in the corners or behind boulders.



### TERRITORY: DOMINATION

Domination encompasses all five zones on the map. Teams will be inclined to go after the closest zones to their insertion points right away—always a sound strategy. The tough zone to take is the central one (as expected), but thanks to its increased size, taking it is not going to be as difficult as some of the smaller central zones on other maps (such as Dry Dock). Of course, holding on to it is the hardest part, as other players barrel into the zone to stop you from earning points. To offset this disruptive strategy, try to keep a couple sides of the concrete base covered by shooters. You can sidle up to corners and peek around to see if the other player is somewhere close by. If so, alert nearby players and get to work on dispatching the unwanted troublemaker.

### TERRITORY: HAMBURGER HILL

The central zone—the power line base in the middle of the map at A—is the titular Hamburger Hill. The zone is not just the base, but also quite a bit of space around it, making it one of the largest zones in the entire game. With extra space to fight over, players have an easier time stopping the score clock by occupying the zone at the same time.



Stay away from the edges of the railings on the power line base. Snipers from around the map have zero difficulty picking you off unless you minimize your presence.



If you do make it inside the zone, drop prone in the center and no shooter from below the base can see you. Just watch out for frag grenades being lobbed your way.

### TIP

You don't actually need to scramble to the top of the concrete slab to start scoring points, so just stick to your "side" of the base at first and start accumulating points.

The zone extends several feet outside of the concrete base, so if you cannot immediately kill the opponent earning points in the zone, you can at least press up against the base (making yourself hard to find) and stop the score.



### TERRITORY: SIEGE

Laying siege to the northern insertion point is much easier than defending it. Snipers can fire rounds from clear across the map and grenade experts can simply pepper the site with frags. To turn back the enemy, you must remain vigilant and look in any hiding spot you would use if you were on the other side of this conflict.



Beware of snipers that can peer all the way down the main village avenue, right into the base. The dust in the air decreases visibility, but the sniper can still easily make out outlines.



When assaulting the base, go prone beneath the abandoned trailer in the middle of the village. You may avoid detection long enough to pick off a few base defenders.

When hiding from snipers, make sure that all of your body is hidden. Just a hand is enough for a sniper to hit, and you cannot afford to lose any health in this match—there are no respawns.



Attackers: You can actually lob frag grenades into the base from the park. Simply run up to the waterfront and get behind the concrete base to the south of the base. Toss the frag over the fence with medium power and you can seriously rattle the defenders.



### OBJECTIVE: CAPTURE THE FLAG

Playing Capture the Flag in the Fishing Village requires sound knowledge of the different available routes. The waterfront is underestimated as a railroad between the east and west sides of the map, and that if defenders are put into position before a play is made for the flag, any pursuers after the flag carrier will be met with a wall of force.

Running blindly through the park after stealing the flag is hardly a formula for success because there are so many rocks and trees that make you slow your progress. Sure, they can be used for cover, but if you miss a stone and come to a dead stop, you're as good as gone. Instead, use the paths in the park for increased speed and leave your protection to a series of defenders your team should have positioned behind the trees and rocks you've avoided. These soldiers can jump into action and put up a crossfire that nobody can pass through while you are dropping the flag off in your bay.

### OBJECTIVE: RECOVERY

The single flag in Recovery is located in zone A, on top of the concrete base of the giant power line tower. There are only two sets of stairs that let you access the flag. Going up on your side isn't so hard, but getting back down can be trying, as every player is given an on-screen alert if you manage to grab the goods.

**Grenadiers, get ready to pelt the flag bay with shells as you zero in on the target, just in case the enemy makes it there before you do. There are enough fences and power line moorings to explode shells on, guaranteeing solid splash damage.**



**The flag puts a target on your back, so make it difficult to be tracked by weaving around trees and using the park structures—like these cabins—as interference.**



**Never underestimate the use of the waterfront path. It's a quick route along the east-west axis of the map.**

### OBJECTIVE: SEARCH AND RESCUE

The three officers are located in zones A, B, and C. B and C are close to the individual insertion points, and should be obtained first to begin the slow generation of points. The contest for the third officer, located in A, is a little more difficult, as every player makes the officer their singular goal once the outer officers have been escorted safely back to base.

Stealing officers out of the bases is not impossible in the Fishing Village. The waterfront path is a good way to creep into the eastern base without too much detection. If you manage to grab an officer from the enemy base, be sure you aren't alone. While you run back across the map on the waterfront path, you will need a couple good soldiers (Automatic Riflemen are good for jobs like this) to lay down a wall of fire that gives you a huge head-start.

## SOLO MODE

### ELIMINATION MATCHES

The shoot-'em-up Elimination matches that erupt in the Fishing Village are full of surprises. Action is not limited only to a few hotspots like other maps. Anywhere in the park, players can run into each other and exchange bullets. Players can stalk prey on the waterfront path. Shooters can slip between the buildings on the north side of the map, trading volleys until one player either leaves his head out a little too far or has the great misfortune of emptying a clip while in the middle of the street.

### TERRITORY: HAMBURGER HILL

The hill in this match is in zone A, at the power line tower in the center of the map. Clambering up to the top of the tower is not necessary to start earning points, you can just slam your body up against the side of the base to earn a few quick points before you are inevitably gunned down, or another player tries the same tactic and halts the scoring.

### OBJECTIVE: ESCORT

Escorting the officer around the map, once you manage to push through the melee surrounding the concrete base at zone A, ends up playing out like cats chasing a mouse. The mouse can find a number of nooks and crannies to hide in, but the cat will always sniff him out. The rocks and trees cannot disguise the giant marker over your head, so you have to keep sprinting around the map, hoping to survive long enough to earn more points than your competitors.

## NOTE

You don't always have time to stop and take a shot when escorting the officer. And besides, the grizzled old guy will do it for you in exchange for giving him the grand tour of the park.

### OBJECTIVE: FLAG CARRY

Much like an Escort match, once you get the flag from the central zone, you just have to hold on to it longer than the other players. (Unfortunately, the flag doesn't shoot back for you like the armed officer.)

If you are chasing down the player with the flag, don't do the other players a favor and shoot the carrier dead well out of range. You don't get any points for killing the carrier, and you don't want to shoot him right in front of another player and offer an easy pick-up.





# Map: Nowhere

## Nowhere

High in the mountains of Mexico lies a forgotten ghost town, left for dead by residents that have long since left the dusty wasteland for more temperate living. However, they left behind more than just crumbling buildings and junkyards full of trashed automobiles—they abandoned a perfectly good battlefield. Nowhere is largely empty with only small pockets of cover, making movement as hazardous as breathing in the fumes coming from the glove box of one of those old junkers.



## Co-op Mode

### ELIMINATION: FIREFIGHT

The firefight over Nowhere begins at the bottom of the mountain, but by the time you knock the last rebel to the dirt, you'll be standing tall over your kingdom of junk cars and crumbling house frames. The secret to success is to take the advantage of high ground away from the rebels. Use the narrow mountain pass and the ditch along the northern edge of the map to creep to the very top of the mountain, and then spread destruction as you march back down, catching rebels by surprise at the junkyard and in the buildings around the intersection.

Start moving up the western side of the mountain, looking for enemies that are still getting their bearing before storming down to the bottom.



Watch for rebels trying to slip through the narrow mountain pass to the east, which leads all the way up to an abandoned church.



Use your scope whenever possible to pick off players at a distance. With few obstacles on the map, nailing the rebels before you are within their range is paramount to success.



The junkyard is a major site of activity. If you sneak up the trench along the north side of the map, you can then turn back and liberally crater the junkyard with grenades.



Even if you aren't equipped with a sniper rifle, you can still pick off enemies—just with less accuracy. From the eastern fence of the junkyard, many guns can drop rebels in the main intersection.



Look out for rebels hiding in ditches, trying to make themselves scarce while you go on your rampage. Some of them lie perfectly still, playing possum until you get close enough to shoot.

Use the ruined buildings around the intersection as cover when picking off the last of the rebels. The end of the match often evolves into sharp, protracted firefights where players alternate between shooting and ducking.



## TERRITORY: DEFEND

You begin the Defend match at a complete disadvantage. The rebels have the high ground and they are going to use it for all it's worth, storming toward the insertion point in a ferocious run that can overwhelm base defenders unless a fight is put up immediately. As soon as the flood gates open, it's not a matter of stopping their progress, but of creating a bottleneck that few can get through. Set up crossfire between the two sides of the road with Automatic Riflemen loaded down with heavy-duty machineguns. Then let interior defenders pick off any rebels that manage to poke through.



Good offense equals good defense. Before the rush, push up the mountain a little and target the first few rebels you see crawling through the holes in the fences.



A Grenadier makes a good interior defender. A single grenade shell bounced off the buildings surrounding the base sends splash damage all over the place, dropping rebels.

Watch for a few rebels to attempt to sneak around to the west of the road while the majority runs down the direct route. Fall back to the west and snipe these encroachers as they try to circumvent your crossfire defense.



## OBJECTIVE: RECON

The recon mission on Nowhere again starts you at the bottom of the mountain and makes you slowly work your way up, deftly avoiding rebel patrols that walk between the contested zones—all while peering down the slopes for any sign of you. To beat the rebels and recon all the zones, you have to use the outskirts of the map to scout out the zones and monitor patrol progress.

**Zone A:** The central zone, A, is the hardest area to stake out on the entire map. The building acts as a hub that all patrols filter through, moving back and forth between the two junkyards.



**Zone A:** The interior of the building is typically full of rebels. You can try to stage an attack on the zone, pitching grenades inside the building every time three or more rebels gather inside, but if you don't immediately hide after firing your shots, you will be detected.



**Zone A:** Once you finally manage to take A, use the drone to monitor the patrols in the area and spot them before they're at the front door.

**Zone B:** This zone is in the small junkyard to the north of the insertion point. Wait in the rocks to the west of the site until the rebels in the area have wandered off to A.







**Zone B:** Once inside B, watch the holes in the fences for rebel activity. You can hide behind some of the clunkers and still be within the confines of the zone.



**Zone C:** The large junkyard on the northern ascent hosts zone C. There is an excess of rebel activity in the area, so watch the zone from the safety of the eastern fences. Use your scope to make sure every last rebel is out of the base and not just loitering behind a broken-down auto.



**Zone C:** Once you get into C, watch the breaks in the fences for any rebels on their way back to the zone.

**Zone D:** While there are occasional patrols making a stop at D, this zone at the top of the lonely mountain is the easiest zone to take. Just head up the mountain pass slowly, checking for any movement at the top.



**Zone D:** When you reach the summit and take D, watch the road that runs east-west through the map. The junkyard with C is just to the north of D, and you might be able to spot some rebels from back here.

**Zone E:** This zone is located to the north of the insertion point, well beyond zone B. Use the western pass to slip by the junkyard at B and sneak up on any rebels still lingering at E. You can engage them if you wish, because you are so far removed from the rest of the zones and have ample time to kill the rebels, recon the zone, and seek cover.



## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

Shooting matches on the mountain are tilted slightly in favor of the team at insertion point 2. They begin the game with the high ground and can start fanning out to take advantage of sniper perches and set up crossfire opportunities around popular routes, like the main street.

The southern mountain pass between the two insertion points will see severe exchanges. Players at the top can set up a wall of fire too difficult to get through, forcing the other team to turn back.



The junkyards offer extra cover for firefights, with players ducking and diving between the rusted cars while exchanging fire.



The crumbling house frames make great hiding spots if you want to ambush players moving on the main road. The daylight keeps players passing by from using thermal vision to any degree of effectiveness.



## TERRITORY: DOMINATION

The first plan of attack is to always take the zones nearest your insertion point so you can start generating a score for your team. Mercifully, the team at insertion point 1 has an advantage to offset the other team's higher ground advantage—there are more zones on their half of the map. B is going to be the first pick-up, but while the other team is heading for C and D, E and A are already in play.

## TERRITORY: HAMBURGER HILL

The empty garage in zone A is the site for Hamburger Hill. Although the site is technically indoors, there are so many openings in the building that you can barely stand still inside for fear of taking one in the back from the lone angle you weren't able to watch.

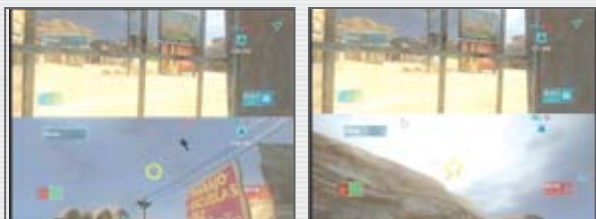


The team at insertion point 2 can use snipers to keep players out of A while they move into position.

Stay away from the windows and doors inside the garage, as shooters have no problem firing volleys through any opening in the building.



## TIP



The relatively clear skies over the ghost town make it easy for the helicopter to spot you. If your team is getting torn apart by the helo's uncanny aim, turn your weapons on the bird and shoot it out of the sky.

## TERRITORY: SIEGE

The path for attackers in Siege is straight down the mountain. Don't give the defenders any extra time to move up the incline and start digging in. You need to make the most out of your height advantage as soon as possible, pushing the defenders all the way into a corner where you can finish them off with brutal crossfire and grenade attacks.

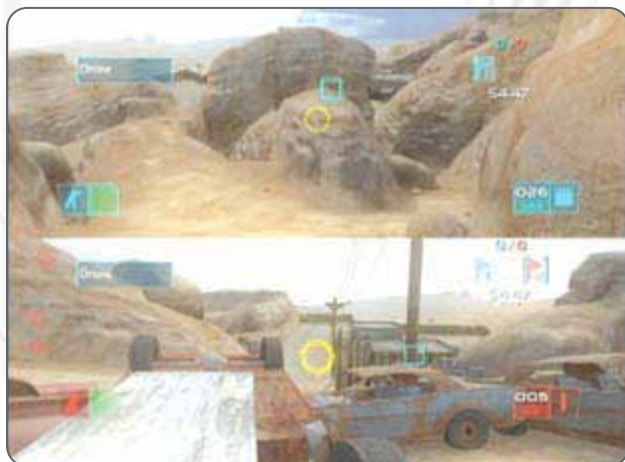


The base is not an entirely safe place to be. There is a sniper vantage point on the southern pass that gives snipers a clean shot right into the base, granting them the ability to pick off defenders.

## OBJECTIVE: CAPTURE THE FLAG

The flag bags at the insertion points are pretty far away from each other, and with no thick fields of cover between them (not even the junkyard is safe from a sniper on the top of the mountain), it takes solid teamwork to get a flag back to base. Flag parties need to push out together, running interference when a player gets spotted, and should you manage to steal the flag from the enemy bay, you need the extra help to keep your pursuers busy while you flee up or down the hill.

There is a small back passage into the eastern base—just follow the ditch that runs along the north wall of the map, passing the junkyard on your right. Look for the narrow opening in the rocks as the wall turns south.



If you've stolen the flag, the quickest routes between the bases are the main street and the southern mountain pass. Neither are particularly safe, especially if the other team has managed to install a shooter along the route just in case their flag is stolen.

## OBJECTIVE: RECOVERY

Picking up the flag from the garage in the center of the map will be easy for the first player there, but holding on to it requires teamwork. Touching the flag puts you on the radar for every other player to see, so as you return to the base to pick up some points, your fellow soldiers must close in behind you and hold back the other team. You can create lines of fire on the main road and the mountain pass to stop traffic from moving up and down the mountain.

## OBJECTIVE: SEARCH AND RESCUE

The three officers in Nowhere are located at A, B, and C. The central officer at A is a tough one to take, since the majority of players advance to the center of the map in an effort to grab him first. Securing the officer closest to your base is an easy task, however. In the map there are back routes that allow a sneaky player entry into the insertion points. Even though there is considerable real estate between the two bases, this is ample enough reason to leave behind at least one base defender.

## SOLO MODE

### ELIMINATION MATCHES

Elimination matches in the middle of Nowhere see firefights erupting everywhere on the map. Snipers have an especially good time on this map because the layout of the mountain gives shooters at the top unparalleled views down the map. Few places are truly safe from a sniper, including the insertion points on opposite ends of the map. Look for places to hide, like behind cars in the junkyard and in the house frames, and strike when players moving along the main road get close. Of course, there's always going to be somebody on the southern pass, so start at the top and work your way down, clearing out any players attempting to slog to the crest of the mountain.



**TERRITORY: HAMBURGER HILL**

The garage is the contested site in this match. The longer you can hold the garage—a tricky task since the building has more holes than a wheel of Swiss—the more points you will earn. Lying prone may minimize your exposure through the windows, but it limits your mobility. Try crouching in a corner and keep your eyes glued to the largest opening in the building: the front door.

**OBJECTIVE: ESCORT**

The armed officer is waiting patiently inside the garage for a soldier to brave gunfire and escort him to the outskirts of the map for safe-keeping.



The armed officer is stationed inside the garage. Players will randomly spawn around the area, so it's not uncommon to see more than one player bearing down on the objective at the same time.



When you grab the officer from the garage, take him into the junkyard and run around the heaps of rusted cars. The officer will help out by taking shots at your pursuers.

**NOTE**

There are no points awarded for kills in Escort, but thinning the field makes it easier to hold on to the officer for longer.

**OBJECTIVE: FLAG CARRY**

The flag is located inside the garage at the intersection. As soon as you grab the flag (if you can make it through the hail of bullets), use the surroundings like the junkyard, gas station, and empty houses as cover when hastily retreating from the area.



Players often spill into the garage from every entrance, so when you start getting close to the flag, have a full clip ready to go to defend yourself.

Use the empty houses as cover while fleeing from the center of the map. Your target will appear inside the frame, but pursuers won't know if you're inside or already out the back and halfway down the hill.



# Map: Rocky Cove

## Rocky Cove

The white sands of the Rocky Cove are about to run red with blood. This beach paradise plays host to a furious series of war games, with soldiers and rebels desperately trying to gain and hold ground. The beach is encircled by an outer route that runs from one side of the cove to the other—this is a solid method of slipping from one side of the map to the other. Unless, of course, you have a garrison of players waiting for you somewhere along the route. With nowhere to run, you realize your bones are soon to bleach beneath the hot tropical sun.



## Co-op Mode

### ELIMINATION: FIREFIGHT

Due to the size of the map, the Rocky Cove Firefight tends to be a lengthy encounter. The rebels that patrol the area are not terribly fast at first—although they move quickly if fired upon. They can afford to be methodical about their search for you, as their numbers are great.

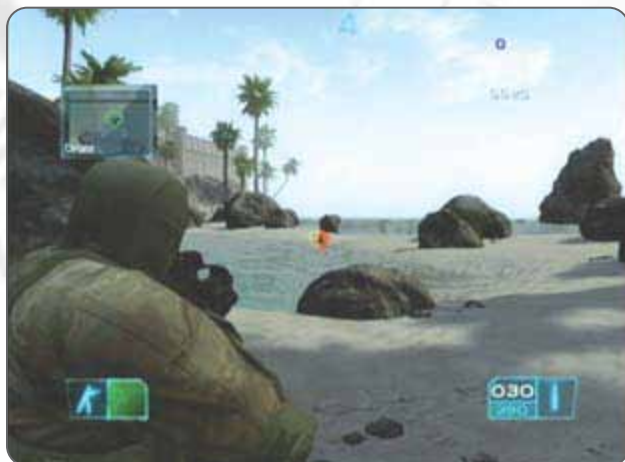
The best way to clear out the rebels is split the players into at least two parties, and assign each team a section of the island. One team can keep an eye on the beachfront while the other team starts making its way around the back of the area via the northern route (which is protected, for the most part, by giant rocks). As soon as the beach has been cleared out, teams need to start their push into the center of the area. Don't just run out with guns blazing—control traffic with Grenadiers and make the rebels come to you. If you can squeeze into the center of the map from both sides, players can then open fire on the small groups and defeat the rebel forces.

Mercifully, few rebels are close to you at the beginning of the mission. You can use thermal to scout out those that are within range—but be mindful that the daylight really cuts down on the distance which you can detect heat signatures.



If you do spot a tightly knit patrol working its way up the beach, call out the Grenadier to flatten them with a grenade round. You cannot blast a patrol too far away, so make sure that the rebels are well within the round's trajectory. If you miss, you only give away your position for free.





Teamwork wins the day, so split up and take different areas of the Rocky Cove. Send a small band to intercept the rebels walking across the beach while another force looks after the northern side of the map.



Even though you see the beachfront patrol first, you discover a heavy rebel presence on the northern side of the map only a few minutes into the mission. Use your scope you sniff out patrols, and make sure you have a Grenadier on hand to take care of any you spot. The

more rebels you can kill with a single shot, the better.



Cautiously push through the northern route. There are many ways for rebels to move into the route from the main area of the cover. Take your time, with at least one spotter looking forward and another covering the rear.

## TIP

Never blindly run past a break in the rocks that designate the outer route from the central section of the Rocky Cove. As long as you have somebody looking ahead, you should always glance out to the center of the island—maybe even using thermal—to check for incoming rebels.



The beach is littered with boulders you can use for cover when engaging the enemy. The rocks are tall enough to stand behind them without being seen. If you need to reload, you can quickly duck behind the rock for safety, or to let another teammate pop out and finish the job.

When engaging rebels at close range, switch to single shot. Not only do you enjoy greater accuracy, but you also conserve ammunition.



The Rocky Cove is a large map, so make good use of the drone. At the start of the mission, send it out to recon rebels across the beach. But as you start clearing out the major patrols, use it to scan the center of the island and point out rebels hiding amongst the boulders.

## NOTE

You only have one drone, so to get the most out of it, communicate with your teammates before issuing it an order. Maybe the area you want it to scout out can be seen by another player already, and the drone can be better used to scan an area of the map you haven't traveled yet.

## TERRITORY: DEFEND

The methodical march on your base begins rather uneventfully—again, this is a psychological tactic. If you think this is going to be easy, chances are when the rebels really turn on the heat, you won't be at the top of your game. Instead, use their slow start to your advantage. While the first patrol moves up the beach, put snipers and shooters in position to repel the first wave while another party starts pressing deeper into the area to thin out the ranks moving toward the base.



The slow pace of the first rebel forces is designed to throw you off your game. Don't let their measured speed affect your level of guard and attentiveness, because the moment you assume defending the base is going to be a cakewalk, the rebels step up and pour through the breaches in the rocks.



Use snipers to scout out patrol locations on the map while the drone moves into position. You may want your snipers not to fire right away, because as soon as the first shot rings out, the rebels start a ferocious attack. Wait until a few shooters are in place before you launch your first major offense.



The first sign of rebels is definitely on the beach, but there are more coming from the far side of the cove as well as along the northern route. Send a party to comb through the route and cut off any rebel patrols sneaking toward your base.



While exploring the northern route, watch rebel activity through the breaches in the rocks. The drone should be identifying enemies by now, but any visual intel you can gather and relay to the team will increase your chances for success.



There is just no better weapon to use on patrols than a grenade launcher. If you see a patrol within range and they are all standing relatively close, launch a shell at the ground between them. The splash damage will drop every single one of them—and should there be a survivor, he will at least be knocked off his feet. As he scrambles to get up, a shooter can finish him off.

## OBJECTIVE: RECON

Running Recon on Rocky Cove takes you on a tour of the outside route that runs the border of the map. Four of the five zones are located along the exterior route, but with some fairly heavy patrols moving from one zone to another through the center of the area, you have to patiently watch their movement from the outer perimeter before making a move on a zone. If you try to grab a zone too quickly after a patrol starts to leave, one of them may see you.



You should rarely travel across the inside of the map. When not keeping to the upper route along the north walls, use the large stones on the beachfront for cover while moving between D and E. The breaks between some of the stones are wide, though, so make sure all patrols have their attentions fixated elsewhere before making a move on the next rock.



Recon usually involves stealth tactics, but sometimes, you just have to take the shot. If you can drop an entire patrol with just one grenade, go for it—as long as there are no other nearby patrols that can rush in and investigate.

**Zone A:** This is the only zone located in the heart of the Rocky Cove—the rest are on the outskirts. Because most patrols make the center of the map a regular route, you have to be careful. Reconnoiter the area first and verify that the patrols are out inspecting the exterior zones before approaching A.





**Zone A:** The actual zone is placed on top of a tall outcropping, placing you in full view of almost the entire map. When you get up to A, drop to a crouch and start scanning the horizon for any rebel patrols that may be keen to your position.



**Zone B:** This zone is tucked along the northern pass, close to the insertion point. As you approach the zone, keep a close watch on the breaks between the rocks that let you look south.

**Zone B:** When you finally stake out B, keep watch on all angles so rebels cannot surprise you before you finish your recon duties.



**Zone C:** Moving to C from either B or E isn't especially difficult since you spend most of the travel behind the protective rock walls of the northern route. But just in case another teammate has accidentally given away your position, carefully creep up on

inclines or corners so you are never surprised.



**Zone C:** Once you reach C, walk down to recon the zone, but keep watch over the rest of the map. Not only should you make sure nobody is coming, but you can also monitor rebel positions and decide on which zone to recon next.

**Zone D:** This is the closest zone from the insertion point, but there is always a rebel patrol in the area at the beginning of the match. While another team starts moving out for B, you can hang back behind the rocks and wait for the patrol to start moving out.



**Zone D:** When you take D, press yourself against the rocks and watch the rest of the map for enemy activity.



**Zone E:** When you make your play for E, you expose yourself to the rest of the map. This is one of the only recon zones in which you should consider attacking the patrol, since it is large and doesn't move away from the area very quickly. If you have the time, you can wait them out, but in quick matches, you must be a little more proactive.



**Zone E:** Once down in E, watch across to D in case the patrol that starts in that zone has returned. If they are in the area, they may spot you trying to take E and send out reinforcements to fight you.

## TEAM MODE

### ELIMINATION: SHARPSHOOTER/LAST TEAM STANDING

The Rocky Cove map is a solid arena that sees a lot of bloodshed, thanks to the numerous rocks that double as hiding spots, as well as attractive sniper perches that offer sweeping views of the majority of the map. The back route that runs around the central beach will also host some impressive carnage, as players trapped in corridors have nowhere to go—except out in a blaze of glory.

High visibility means snipers can see almost all the way to the other side of the map.



The clear blue skies above the Rocky Cove make it easy to locate the other team's drone—just glance to the heavens and you see it hovering slowly over the map. If you happen to spot it and are not actively involved in a firefight, find a safe hiding spot behind a rock and snipe it out of the sky.



The central point of the map, the rock outcropping, provides an exquisite sniper perch that allows you to see almost the entire map, save for the outer route. Unfortunately, the view comes with a price. Almost everybody else can see you, too.



Snipers on the outcropping often miss players sneaking up behind them. If you have a grenade launcher, you don't need to walk very far up the incline to eliminate a sniper. Just tag the rock with the grenade and let the splash damage do the rest.



Running the outer route will generate some solid kills. If you can catch a player either running the opposite direction, or just joining the route via one of the breaks in the rock walls, you can probably drop them before they figure out they are not alone.



### TERRITORY: DOMINATION

Domination matches at the Rocky Cove require players to take control of as many of the five zones as possible and hold them until time runs out. Naturally, each team wants to snare the two zones closest to their insertion points.

The bases each provide great sniping points to look out over the center of the map, so try to avoid the amount of time you spend on the sand. To win this match, you must control the outer route that connects these four zones: B, C, D, and E. Zone A is going to be a toss-up since it is in the center of the map. Any player making a run on it will be subject to sniper shots.

### TIP

Direct your drone over enemy-held zones to see how many defenders they have lurking in the nearby area.

### TERRITORY: HAMBURGER HILL



With only one way up to the central zone, occupants must keep a watch on the incline to prevent an encroacher from sneaking up and delivering a lethal blow.

### TIP

If you are going to take control of the zone while it is currently occupied, be careful not to step inside of it if the occupant is unaware of your presence. If you trip the zone, they know somebody is close.

## CAUTION

With a clear blue sky and absolutely nothing to hide under, the helicopter can really carve up the team that currently doesn't have control of the central zone.



The zone occupant may try to go prone so that nobody on the ground can see him. Flush the occupant out with a grenade. Bounce the grenade off of one of the rocks on the outcropping and let the splash damage do the rest.

### TERRITORY: SIEGE

The defending team should apply similar tactics to those used to repel the rebel threat in the Co-Op Defend match. The key is to set up a successful watch system so that no angle is left uncovered within only a few second of the start of the match. Guards and snipers may fall during the course of the match, but if you can see every square inch of the enemy's approach routes, you will start off with the upper hand.



Attackers: Funneling into the base via the outer route is going to be expected—and costly. With nowhere to go but to surge forward or fall back, a Grenadier or accomplished Rifleman can chew up a force three or four strong without much difficulty.







Defenders that immediately set up snipers overlooking the beach can gain early control over the map. If a team of shooters or Grenadiers chokes off the outer route, the other has little choice but to attempt to storm the base via brute force. And that route takes them directly across the beach.



**Attackers:** Try to position a sniper on top of the rock outcropping in the center of the map. Drop to prone and then you can cover the base without being seen. Of course, watch out for the opposition's drone circling overhead, which can give you away.

### OBJECTIVE: CAPTURE THE FLAG

Controlling traffic in Capture the Flag is the most effective means of protecting your flag. It's one thing to blast any enemy that sets foot near your flag bay—but if they can't even cross the halfway mark due to a solid defense system, they'll never score. Plus, if you can control your half of the map, you have a good chance at protecting your own flag carrier if they manage to sneak into the other team's base and lift the coveted quarry.



Each team needs to set up flag defenders right away. Try to cover the beach and as much of the interior of the cove as possible.

In addition to covering the beach, make sure you position defenders that cover the outer route that connects the two bases. A Grenadier can do a lot of damage in this position, but if he misses with that first shell, he can be overrun by numbers.



If getting across the center of the map or around the northern route is too difficult, you can try to bravely cross the beachfront. Because you are so exposed, the other team may not suspect you to even try it. Just run from rock to rock, ducking down behind each one.



Try to get a sniper in the middle of the map, up on the outcropping. From up here, you can pick off flag carriers that decide the northern route is just too dangerous.

### OBJECTIVE: RECOVERY

Recovery on Rocky Cove is a lot like regular Capture the Flag—controlling traffic is key to keeping the other team from scoring. However, instead of controlling your half of the map, you need to keep the other team pinned down in theirs. Moving shooters farther into the map and along the back route to keep them from even setting foot in the central zone is the best way to prevent them from getting their mitts on the sole flag.

If you manage to get the flag, your team needs to go on the offensive. The fewer opponents on the map while you have the flag, the better. While enemies are busy trying to select weapons and respawns, you can run another few precious feet toward your base.

### OBJECTIVE: SEARCH AND RESCUE

Searching out the officers in this match is easy—two of them are right next to the bases, while the third can be seen from almost anywhere on the map. Controlling access to the central officer is important, as you need to keep the other team away from the final prize while you move into position for the grab. As soon as you do manage to get the central officer, your shooters become defenders, keeping marauding opponents off your back as you high-tail it back to base.

As soon as the match begins, send somebody to pick up the officer closest to your base. Stay behind the rocks along the outer route so the other team cannot see you.



Use a sniper to keep the other team away from the officer on top of the rock outcropping in the center of the map. Prevention, in this case, is almost as valuable as getting the officer yourself.

## NOTE

Stealing an officer from the bases is going to be extremely difficult unless you have a massive raiding party—but then you will have left your own base open to attack.

## SOLO MODE

All Solo Elimination matches have the same goal—eliminate all other players—and are thusly grouped together.

## ELIMINATION MATCHES

The Rocky Cove is the site of some intense firefights. No single soldier class has an absolute advantage, but each class's strengths can be exploited. Snipers get beautiful views, grenadiers can own the back routes and demolish players trying to hide next to rocks, while Riflemen and Automatic Riflemen are primed to dominate in close-quarter skirmishes.



Snipers can really tear it up on the Rocky Cove map, thanks in part to the lack of interiors and high visibility.



The outcropping in the center of the map offers a great view of the entire map—so much so that using thermal vision is actually detrimental.



Be sure to check every corner of the map for campers. You can sometimes find players hiding behind rocks along the beachfront, since the ocean poses no threat.

When running along the water, be careful that you don't actually set foot in it. Your gait is slowed considerably when anything more than ankle-deep.



Running the outer route is good way to rack up kills, since there are usually players trying to use it to cross the map under the safety of the tall rock walls.



## TERRITORY: HAMBURGER HILL

Hamburger Hill matches generally circle around the central outcropping, as players fight tooth and nail to reach the top and hold it for as long as humanly possible. The more players in the match, the harder this task is. Grenadiers can pepper the site with shells that blast anybody clean off of it, while snipers can take down players just trying to scramble up the incline leading to the contested zone.

Holding the site is not going to be easy, and you're likely to only get ahead for seconds at a time. But keep trudging up that hill and fighting for your time in the zone, and maybe you can eke out a victory.

## CAUTION

Going prone usually helps disguise your presence on the top of the outcropping, but the move is foolhardy in this match. You need to be able to move if another player is bearing down on you, and that's just something you cannot do while prone.

## OBJECTIVE: ESCORT

Holding on to the officer in an Escort match on Rocky Cove is a little easier since there is so much room to move around. Darting between boulders, standing behind palm tree trunks—as long as you keep moving from cover to cover, you may survive for longer than you think, even with that giant target painted on you.

## TIP

You are always on the lookout for incoming players trying to steal the escorted officer anyway, but use the officer's shooting as a warning device. If you hear him start to unload his sidearm, you know another player is too close.





Keep hiding behind rocks and boulders. Even though the other players can “see” you, they cannot see how far away you are. It may look like you’re just behind the next corner, but in reality you’re three boulders away and still on the run.

### TIP

While escorting the officer, steer clear of the waterlines. You cannot afford to get tripped up in the wet sand.

### OBJECTIVE: FLAG CARRY

Reaching the flag is only half of the battle in a Flag Carry match—getting it off the hill is a whole new problem. Other players will try to corner the flag carrier before he or she can even come down to the rest of the map, so use the rocks as cover and try to slip by any players storming up the incline. Keep your rifle aimed right at chest-level, and don’t be afraid to empty a clip while making a break for the bottom.



Unfortunately, there is no way to drop off the side of the outcropping once you pick up the flag. The only way down is the way you came up—and there’s a good chance somebody will be waiting for you near the bottom.

