

PRIMA'S OFFICIAL



STRATEGY GUIDE

Tom Clancy's



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ISLAND THUNDER™

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GHOST RECON™

ISLAND THUNDER™

PRIMA'S OFFICIAL STRATEGY GUIDE

MIKE SEARLE

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GHOST OF A CHANCE

No matter the terrain—desert, plateau, or swamp—the Ghosts are there to save the day.



The world might end tomorrow.

Only one team stands in the way—you, the Ghosts—unseen soldiers who move through the night, deadly, and silent as the grave. You are America's elite Special Forces team, U.S. Army Green Berets sent to the world's political hotspots to keep the peace at any cost. Against impossible odds you rescue hostages, eliminate hostile military factions, and recover classified documents that could change the face of a nation. It's about risking your life for the greater good.



Your special operations team is back, this time on the beaches and in the jungles of Cuba.

Two years after your first mission to Moscow's Red Square, your team is back and headed to a Cuba awash in chaos. The year is 2010, Castro is gone, and the void he leaves behind is about to be filled by someone even nastier. Despite the first free elections in decades, a Colombian drug-funded warlord, Priego, secretly aims to control the country.

Warlord Priego's men control the military. Stop them from controlling the people, too.



MISSION BRIEFINGS

Your first mission? A contraband raid to disrupt Priego's illegal funding.



Be sure to assemble the most versatile team you can for the *Island Thunder* missions. Your first mission may be a straightforward shootout—a simple contraband raid on Priego's guerrillas—but you'll need savvy and stealth to rescue Esteban Ordonez, a high-ranking official in Priego's presidential campaign, when you launch your fifth mission.



Whether fighting in Cuban streets under the hot sun or sneaking through the jungles under cover of night, your team's many skills will come in handy.



In the days between those missions, you'll eliminate a terrorist camp, destroy a SAM site, seize a rebel airfield, and blow up an enemy ammo dump.



You may be called upon to defend a community's voting center or assault a heavily guarded fortress.



However, your toughest task may be mission six, where you're forced to defend a voting center from an all-out invasion in the claustrophobic streets of Cienfuegos. Or maybe it's mission seven's all-out beach battle, or the last mission, where you must strip Priego from his fortress in the midst of more than 50 armed bodyguards.



In most missions, the enemy outnumbers you seven to one. So how is it that the Ghosts always come out on top?

BASIC PRINCIPLES

Avoid the body bag and read up on your field training.



For those of you who want to keep bullet holes out of your fatigues, this book will get you through unscathed. **Chapter two** explains how to pick your team; **chapter three** gives you the complete rundown on the game's weaponry, while **chapter four** instructs you on field training—everything you need to master missions, from coordinating movement to operating in complete stealth to employing insidious cheats. As a final tour of duty, **chapter five** shows off the strength of each of your soldiers with visual scenarios.

After a few basic training sessions, you'll be weaving in and out of cover, downing bad guys like a true pro.



If you're already an expert and want to skip directly to the single-player mission briefings, flip to **chapter seven**, which details the game's first objective, Watchful Yeoman. Finally, fans of multi-player shoot-ups should turn to **chapter six** to get the full skinny on team tactics and online scenarios.

LIGHTNING STRIKES



The best missions are the ones where the enemy never even knows what hit them.

Swift. Silent. Invisible. These are the watchwords of the world's elite fighting force. You must enter like the wind and strike like the storm. If you fail, the hope of a new, liberated Cuba falls with you. But you are the best of the best, and you haven't failed yet.



BASIC TRAINING



Choose the right team. You don't bring a support soldier on a stealth mission unless you want a permanent vacation.

Big things come in little packages. You've probably heard that phrase, and it couldn't apply more to your Ghost unit. You might be only six men, but it'll seem like hundreds when you tap into your sniper, rifleman, and demolitions expertise. That's *if* you pick the right combination. One error in judgment—adding, say, a support soldier with his loud M249 on a stealth mission—could put you in the hospital or worse. This chapter will tell you how to get started with a fledgling fireteam.

The rifleman is your best warrior for up-close-and-personal fights.



PERSONNEL FILES



A high Endurance skill means you can take a bullet to the hand and still have a trigger finger.

In *Ghost Recon*, each soldier has four skills: Weapon, Stealth, Endurance, and Leadership. After each successful mission, participating operatives each receive a combat point to increase a skill. Spend these wisely, or you'll end up with a sniper who can take two shots to the chest but can't sneak up on a guard enjoying a siesta.



A good leader not only guides the team but makes each and every individual stat better.

CAUTION

Spend your combat points wisely. Remember, you receive a maximum of only seven per soldier, and that's if that soldier survives every mission.

RANKING THE STATS

WEAPON SKILL



A bunch of pacifists wouldn't get too far in this game. That said, your Weapon skill is the most important.

The most important skill, since the name of the game is mowing down enemies, is Weapon. Weapon represents the soldier's accuracy with his gun, as well as how fast his reticle pips (crosshairs) close on a target. There's nothing more frustrating than picking off bad guys like Jesse James while your supporting teammates miss every shot, sending you on a one-way trip to the morgue. Equally annoying is when your soldier's crosshairs close slower than a rusted elevator door. Avoid this by spending combat points, whenever possible, on Weapon. A good rule of thumb is to spend two of every three combat points earned on the Weapon skill.



There are also basic differences in a soldier's accuracy depending on their specialty. See how the rifleman's M16 reticle pips don't focus as tightly as those on the sniper's M24?



TIP

Spend two of every three combat points earned on your Weapon skill.

STEALTH SKILL

Next up is Stealth, which represents your skill at moving quietly and, therefore, determines how close you can get to an enemy without being detected. You always want to surprise your enemies, especially if you can get off several rounds before they can return fire, so Stealth is a must. Avoid soldiers with a Stealth of one—the lowest Stealth number for a fireteam brings down the entire team's ability to sneak up on an enemy. But if you have to take someone who happens to be low in Stealth, spend the points early to bring him up to an acceptable two or three before taking him on a mission.



With a high Stealth skill, you can sneak up on an enemy and pick him off even when he's on high alert. A low Stealth rating means guards will spot you a mile away.



LEADERSHIP SKILL

A high Leadership score can be critical, though only one of your soldiers has to concentrate on it. For every three points, Leadership increases all other soldiers' skills by one. It's extremely important since it beefs up five of the six soldiers. However, pump up one of your guys since the game checks the highest Leadership in the platoon and designates that soldier as the leader. The effect isn't cumulative, so having two operatives with a high Leadership skill is a waste, unless you want one as a backup in case the other kicks the bucket.

ENDURANCE SKILL



When the lead starts flying, dive for cover.

Endurance signifies the ability to withstand physical damage. A single shot takes out low-Endurance guys, but a soldier with an Endurance of eight can take a couple of hits and keep ticking. A soldier with a low Endurance level can also be slowed down in combat if he's carrying too much equipment. Endurance is the least important stat for two big reasons. First, missions are based on stealth; avoid heavy-duty firefights. Second, you can always restart a mission or return to a previously saved position if one of your team takes a bullet.



If you make a colossal mistake, like shooting the hostage you were supposed to save, don't stress yourself—just restart the mission.

CAUTION

Don't handicap yourself. After each mission, gain immediate benefits with your extra combat points.



Always use the soldiers with better stats. Would you rather have Steve Benson with a full eight combat points or the lowly Danny Wells?



To improve your chances of a killer squad, try this trick. Look at your recruits, and if you're not happy with the result, simply restart the campaign. Each restart spawns new recruits, so keep going until you find the platoon you like.

NOT ALL RECRUITS ARE THE SAME

Soldiers have different skill distributions. Chris Corum starts with a respectable two in everything except Leadership.



Soldiers start with different skill points, from four to eight, and it's not random. Pay attention to the new recruits. You'll see some are better than others. For example, Steve Benson and Tim Smith have eight points (two in all four categories), while Cesar Escobar and Nathan Qiang only have five points. Obviously, for the best fighting chance, you want a platoon full of eight-point operatives. Unfortunately, that's not possible; there just aren't enough high-stat studs to go around. A soldier like Matthias Finch is perfectly acceptable with six skill points, especially since his Weapon and Stealth numbers are two apiece.



Each mission has a hidden specialist who can bring serious firepower to your team.

Don't worry too much if you can't find the ultimate set of six soldiers. As you complete missions, the game unlocks six different specialists (one after each of the first six missions) whom you can add to your teams. These specialists come ready to go with high stats and special weapons, so include them in the mix if you need their skills, replacing one soldier for another.



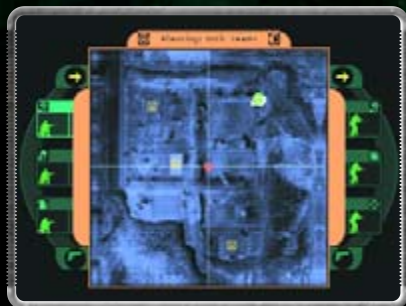


Complete the first mission's special objective to unlock Will Jacobs, a born leader.

THE ALPHA/BRAVO TAG TEAM

Every mission in *Ghost Recon* can be accomplished with just two teams. During times of particularly hairy gunfire, it's difficult to switch between characters and not end up like Swiss cheese. This guide's combat tactics rely on two teams working in tandem, so you won't fall into sticky situations often.

Two combat teams are the key to victory.



That said, the first slot of both Alpha and Bravo should be filled with a rifleman. When you're moving a fireteam on a mission, your rifleman will most likely engage the enemy first. If someone has to shoot from close to medium range, it should be your rifleman and his M16. A support soldier might get big casualties, but he'll also take a slug just as quickly, and a sniper's reload is just too slow for rapid-fire kills. In a quick fight, the rifleman has the best chance of survival.



For short range, rely on the rifleman. The sniper covers long range.

Most of the time, either your Alpha or Bravo rifleman will also be your leader. Snipers need to raise their Weapon and Stealth skills faster since they're the ones crawling amidst the enemy patrols. Support and demolitions soldiers aren't guaranteed to come on every mission. That leaves riflemen with a few extra combat points to spend on Leadership.

TIP

Snipers need to raise Stealth quickly. Support soldiers will be better off with higher Endurance.



Support soldiers don't go on every mission. They tend to slow you down and make for big targets when they start unloading.



The second slot in both Alpha and Bravo teams should be filled according to the needs of the mission. Take at least one demolitions expert on every mission. There's always something to blow up, even if it's not scheduled in the mission. You might not need to plant a demo charge on a downed F18, but you can always aim an M136 rocket launcher at a group of hostiles and inflict heavy damage.



Take at least one demo expert on each mission. If you run into any armored vehicles, you'll be glad you did.

If you fill the second slot in your Alpha Team with a demo expert, consider your play style before filling the second slot in your Bravo Team. If you're expecting heavy resistance and lots of firefights, bring along a support guy. Otherwise, they tend to be a bit trigger-happy and open up on anything that moves. That can prove troublesome and makes your whole fireteam a target, especially if you need Stealth. Usually, another third rifleman works better. He can give you some additional firepower with a quicker trigger and more mobility. Another option is a second demolitions soldier. Planning for the future is always good, and bringing two demo guys increases their combat value, so they're ready for the tougher missions.



Support soldier or another rifleman? You make the call, depending on whether you need additional firepower or a better all-around soldier.



The third slot in each fireteam is all about the sniper, the most important soldier in the game. This guide's combat strategies constantly utilize the sniper's long-range scope for surveillance and mission planning. Snipers sit in the rear mostly for protection. They aren't terribly effective in firefights, so your riflemen and support should be up closer in case of a sudden attack. Plus, when a fireteam is hunkered down, the sniper has the best range and can hit a target from the back position. Even though the sniper sits third, you'll find yourself controlling him more than any other in the unit.



Snipers are your eyes, but they're not without teeth.



TO FRAG OR NOT TO FRAG?

SOLDIER KIT: RIFLEMAN

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M16	M203	Field Approved
2	M16	Binoculars	Not Recommended
3	M16	M9SD	Backup Kit
4	M16	Extra Ammo	Not Recommended

SOLDIER KIT: SUPPORT

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M249	Extra Ammo	Field Approved
2	M249	Frag	Backup Kit
3	M249	Binoculars	Not Recommended
4	M249	M9SD	Not Recommended
5	7.62 DP	Extra Ammo	Field Approved
6	7.62 DP	Frag	Backup Kit
7	7.62 DP	Sensor	Not Recommended
8	7.62 DP	9mm Russian	Not Recommended

SOLDIER KIT: SNIPER

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M24	M9	Not Recommended
2	M24	M9SD	Field Approved
3	M24	Extra Ammo	Not Recommended
4	M24	Frag	Backup Kit

SOLDIER KIT: DEMO EXPERT

Kit Number	Primary Weapon	Secondary Weapon	Recommendation
1	M4	Demo Charge	Field Approved
2	M4	M136	Field Approved
3	M4	Frag	Not Recommended
4	M4	M9SD	Not Recommended
5	Z-84	M136	Field Approved
6	Z-84	Frag	Not Recommended
7	Z-84	9mm SA	Not Recommended
8	Z-84	Demo Charge	Field Approved



Want a rapid-fire grenade launcher? Pick up the Objective on Individual Combat Weapon.

Okay, you have a solid team, but do you have the right weapons for them? If you let the game choose for you—never a good idea—your demolitions expert will end up with a charge he can't use, and your sniper will carry a pistol he'll never fire. Better to examine all the kits and pick the best weapon match-up.



Which kit would you choose? The rifleman doesn't need binoculars or a silencer on his pistol. He works best with a grenade launcher attached to the M16.



CAUTION

Never auto-assign your platoon. The computer doesn't look at stats wisely, and you may end up with a four-point loser in a critical slot.



Start with the rifleman. Kit #2 gives you an M16 with binoculars. However, since the sniper's scope doubles as "binoculars" for scouting out enemy locations, this kit is out. Kit #4 isn't much better; it provides extra ammo, which is fairly useless on the rifleman. Kit #3 has the M9SD, a pistol with a silencer, which backs up the M16. Certain situations may call for a quiet kill instead of the barrage of an assault rifle, but that's best left to the snipers. The correct choice is kit #1. You want the M16 with a built-in M203 grenade launcher. Nothing clears out a building faster than a well-placed frag.



Equip frags if you think you'll be engaging large enemy groups or need to clear out buildings.

Kit #1 is the choice on missions where you need a demo charge. Other than that, there's no reason to pass on kit #2 with its lethal M136 rocket launcher (three rockets). Alternately, equip kit #5 if you prefer the Z-84 and the four-rocket version of the M136.



If you can't settle on a good back-up weapon, choose extra ammo. It never hurts to have a few extra rounds on a long mission.

Support personnel benefit from the extra ammo in kit #1 (armed with an M249) and kit #5 (armed with the 7.62 DP). A support soldier doesn't need a silencer (kit #4), a sensor (kit #7), or a light-weight pistol (the 9mm Russian in kit #8). Binoculars don't do much either (kit #3), and only kits #2 and #6 with their frags offer up an alternative if you think your ammo can last.



A demolitions expert chooses the demo charge for explosive missions. Otherwise, choose either the M4 or Z-84 with antitank missiles.



The demolitions expert doesn't want kit #4. A silencer doesn't benefit a guy who wants to blow things up. Same goes for kit #7 and its Z-84/9mm SA combo. You could opt for kit #3 (an M4/frag combination) or kit #6 (a Z-84/frag combination) if you know it's an indoor mission and want to use the grenades to clear out rooms, but why stop there when you have heavy weaponry at your disposal?

TIP

Study your kits and try out each weapon to find the ones that fit your particular play style.



The sniper's second kit, with an M24 rifle and a M9SD pistol, provides long-range assault power and in-close silent kills.

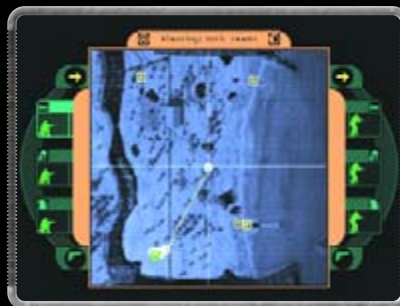
Kits #2 and #4 are the best options for the sniper. The M9 pistol never becomes a factor, so skip kit #1. Same with kit #3 and its extra ammo. Kit #4 gives the sniper some much-needed muscle in tight with its six frags—definitely the right choice if the enemy looks overwhelming. Usually, though, utilize the silent killing power of the sniper. Sneak up on an enemy and use kit #2's M9SD to take him out. Don't underestimate its effectiveness when your sniper needs to take out a single guard to get in a better position to eliminate several more hostiles.



Properly outfitted, the camouflaged sniper can take on a whole army.



MORE THAN A ROAD MAP



Seconds into a mission you should toggle on the map to plan out your assault strategy.

Novices make the critical mistake of relying on their eyes rather than the game's mapping system. Of course, that's fine during combat—you can't afford to take your eyes off a guy with a gun 20 yards from you. However, the *Ghost Recon* map is more than rocks and weeds.



Zoom in on a map to pick out terrain details.

At a glance, the map gives you a global idea of the terrain. You want the soldier's perspective for your immediate surroundings, but while planning the long haul to an enemy complex on the other side of the island, the map can show you the quickest or safest way.



Lots of enemies all over the place? The map can tell you who's dead and who's hiding around the next corner.

Sometimes in the panic of battle, you get lost. Sometimes the terrain you're in looks identical to the terrain you just left five minutes ago. Did you already cover this ground? Are you wandering in circles? Since the map shows your position and the direction of your gun barrel, simply revolve in place until you line up back on target.



The map does some other subtle things as well. For example, you may think the other two soldiers in your fireteam have your back guarded, then bam—you end up dead as a disco fashion statement. Use the map to adjust each teammate's arc of fire. By aiming individual soldiers at varying degrees, you ensure that approaching enemies will be spotted.



Change your soldier's fire arcs to prevent enemies from penetrating blind spots.

The map is your best friend in tight situations.



Finally, flipping back and forth between the map and the screen can help you zero in on hidden enemies. When a bad guy disappears from view, click to the map and he may appear as a red X.

Tools like the map and the threat indicator simulate the top-notch reconnaissance you receive on your mission, plus your good ol' five senses at work.



ENDLESS POSSIBILITIES



One team takes the road. The other team, the swamp. When you converge on the enemy, it's all over quick.

Experiment with your two teams until you like what you see. Once you get good at lobbing grenades around, load up on a ton of them and barrage the enemy. Same goes for support soldiers and their heavy artillery. It's possible to go in guns blazing and obliterate the enemy.

But that's the hard way.

The approach to take with your squad is stealth. You don't want the big support soldier unloading while your sniper's climbing into position. You also don't want a single grenade discharge to clue the surrounding enemies in on your position. With two teams equipped as previously suggested, you will have the best chance to minimize casualties to yourself and the hostages you're out to save.

WEAPONS ACADEMY



The M16 and M24 are your standard rifleman- and sniper-issue weapons.

Scrap metal or precision weapon? That's the question you'll ask of each *Ghost Recon* weapon. After all, your life is only as good as the tools at your disposal. Some weapons have great range, some fire with silent killing power, some can blow holes in aircraft carriers. You'll have to match the right weapon to the right soldier, and the correct weapon to the correct mission.

Can you kill an enemy with a claymore? Is the M16/M203 the best weapon in the game? Will the M136 antitank rocket singe your pants if you're not careful? All these questions and more will be answered as we analyze the *Island Thunder* weapons.

Match the correct weapon to the situation. A rifleman's grenade launcher shouldn't be the option when the enemy stands 10 feet away.



PISTOLS AND HANDHELDS

When your platoon is armed with rifles, it's better to take extra ammo than a pistol. In a firefight, you don't have time to switch to a pistol. Even if you did, a pistol's short range can't compete with the enemy's weaponry. Avoid the M9 pistol at all costs. That said, the M9SD with its silencer is an effective weapon for a sniper sneaking in for a silent hit.

CAUTION

Don't pick your soldier's kit based on a pistol. Other than the M9SD for the sniper, all other soldier classes rely on rifles or automatic weapons.



Only the sniper can get away with carrying an M9SD pistol. Everyone else should take explosives or extra ammo.



New to *Island Thunder*, the demolitions expert's 9mm SA pistol is a step up from the other option, the M9SD. Leave the stealth to the snipers; the 9mm SA gives you 10 clips of seven rounds and packs a more powerful punch. Support soldiers gain the new 9mm Russian pistol with its nine clips of eight rounds. It's similar to the M9SD, but I would rather have my support personnel armed with something packing a little more kick. It's the best choice only on the day the supply store's out of extra ammo or frags.





The 7.62 DP and Z-84, two weapons new to Island Thunder, give you more choice options.



There are more choices for the handhelds. The M18 claymore, an antipersonnel mine meant to shred those closest to it, uses a detonator. Think of it as a fragmentation grenade you plant and trigger whenever you want. The claymore works best when you want to set up a defensive perimeter; say, to seal your escape route back to the extraction zone. The problem lies in the time it takes to drop the claymore in the correct spot, retreat far enough not to be hit by the explosion, then detonate when the enemy is near enough to take casualties. That's a lot of time to do something with the same effect as a fragmentation grenade. Unless you have an elaborate plan to take out a lot of enemies at once from afar, stick to frag grenades.



Unless you fear an ambush in a key position, soldiers' scopes work better than sensors.

In "Basic Training," you learned how binoculars are inferior to a sniper's built-in telescopic sight. It's the same with the AN/GSQ-187 sensor. You plant a sensor and it acts like a remote invisible sentry, detecting enemy infantry and vehicle movement. Most of the time, a well-placed, hidden soldier works better. A sensor provides great reconnaissance in an area you visited, then vacated. However, you must give up your second weapon slot for the privilege. It's seldom worth it to forgo a rifleman's grenade launcher for some spotty extra recon.



The difference between lying in a ditch somewhere and overcoming the enemy lies in your hardware, like the support soldier's 7.62 DP.

TIP
When in doubt, take a frag as your backup weapon. Its 15-meter explosion clears out enemy groups the best.

There are two absolutes for handheld equipment. First, you can't leave home without the M2 demolitions charge on missions that require blowing up a target. Second, the M67 hand grenade (or "frag") should be your default second weapon (if you don't take extra ammo). With its explosion potential of up to 15 meters, it's the best weapon for clearing an enemy group—just don't get caught in the blast.

ASSAULT RIFLES AND CARBINES



The enemy uses assault weapons, but they don't get as high-tech as the demo expert's Z-84.



Learn how your basic weapons—the M4, M16, and M24—fire because they're with you the entire game. The M4, designated to your demo expert, is a scaled-down version of the rifleman's M16. Not to worry, though; you don't want your demolitions soldier involved in many firefights anyway. When you get into some shooting, *Island Thunder* upgrades the demo expert to a Z-84 assault weapon. The Z-84 holds 300 rounds (10 clips of 30) and fires on single or full auto just like the M4, but: it's smaller so you can carry an extra rocket for your M136.



The M203 grenade launcher can reach enemies 400 meters away.

Your riflemen are usually in the thick of things, and that's why they carry the M16. The semiautomatic M16 shoots through 30-round magazines, and each rifleman carries 10 clips. You seldom burn through that much ammo, but just in case, you've got the M203 grenade launcher attached. With a range of 400 meters, your five grenades should make mincemeat out of the competition. The combination is the strongest of the beginner weapons.

TIP

The longer your shot with the grenade launcher, the higher you must aim. The frag can reach up to 400 meters, but only if you shoot high enough overhead that it arcs right on target.



The sight on an M24, a sniper's assassination rifle, can zoom in on the enemy at 10 times magnification.



The majority of your field time is spent cradling the sniper's M24 bolt-action rifle or one of its cousins. Its 10x-power telescopic sight performs terrific recon and surprise assaults; however, the rifle's downsides include a slow reload and a meager six shots per clip. Despite the limited firepower, with practice you'll take out multiple targets before they fire a shot.





The most powerful weapon in the game, the OICW, has a built-in semiautomatic grenade launcher.



Other more powerful weapons arrive on later missions. Your specialists come armed with some top choices. The OICW, or objective individual combat weapon, consists of an assault rifle and a semiautomatic grenade launcher. Its mass damage capabilities make it the weapon of choice in *Ghost Recon*. Both the L96A1 and SVD carry 10 rounds per clip—though the L96A1 is a single-shot rifle and the SVD is a semiautomatic. If you gain an M82A1, make sure a soldier with a high Endurance skill wields it. The game's heaviest weapon, the M82A1 stands 1.5 meters tall and can take out lightly armored vehicles.



The support soldier's base weapon, the M249 SAW, holds 1,000 rounds of ammo.

MACHINE GUNS AND ANTITANK WEAPONRY

Your beginning support troops come equipped with the M249 SAW. Firing off 200 rounds per clip isn't too much for this big gun. The M249 and its sister machine guns are the best for laying down cover fire into the enemy flanks and dishing out serious damage in a heavy firefight.

CAUTION

The longer you hold down the trigger on an automatic weapon, the worse your aim. On the higher-powered weapons, you may want to switch from full auto to a three-shot burst.



The enemy barrages you with mounted machine-gun fire. Good thing you have the M136 rocket launcher for taking out armored vehicles and tough, bunkered positions.

Just like the demo expert, the support soldier gains an extra weapon for *Island Thunder*. The 7.62 DP carries 15 clips of 47 rounds each. Though that's fewer bullets than the M249's 1,000 shots, the 7.62 DP has slightly better range and control. You can't go wrong with either weapon.



Priego's men own the turf. You own the weaponry that's going to take it back.

Only one antitank weapon, the M136 rocket launcher, fires 84mm, high-penetration antitank rockets capable of destroying armor 600 millimeters thick. Say goodbye to that enemy battle tank, but be careful where you point the thing. The M136 can't be fired from a prone position, which means you're an easier target while standing to discharge it. Also, it always fires from your right shoulder. When peering around a corner with your left shoulder, step out and away from the obstacle to fire the M136, or you'll catch a face full of rocket fuel.



Fun with a rocket launcher.

CAUTION

Watch out for walls. When firing the M136, step away from the obstacle in front of you, or you'll eat hot rocket fuel.

HIDDEN WEAPONS



The VZ58 and the M4 SOCOM provide powerful cover fire.



As you unlock hidden specialists throughout your campaign, you can experiment with each person's new toy. Each specialist carries two special weapons that the regular soldiers don't have access to (Will Jacobs has three). After the first mission, Will Jacobs gives you heavy assault weapons, the OICW, the 7.62 carbine, and the VZ58. Mission two unlocks Henry Ramirez and his deadly MP5-SD and M4 SOCOM automatic weapons. After the third mission, Klaus Henkel grants you an MP5 submachine gun and an MM1 grenade launcher.



For unleashing mass damage on the enemy, try the MM1 and the MP5-SD.





As you get into the tougher missions, your fourth trip adds Jack Stone with his L96A1 and SR-25 high-powered sniper rifles. In mission five, Susan Grey joins the team with her assault weapons, the MP5-SD and AK47. The final specialist, Buzz Gordon, comes from the sixth mission, and he carries a 5.56 carbine, an AN94, and another M4 SOCOM.



The sniper's SR-25 and the rifleman's AN94 bring down the house.



The L96A1 and 5.56 carbine are not beginner's weapons. Your specialists bring them to the game after you unlock them.

TIP

Once you unlock a specialist and his or her weapon, there is no need to regress to your original weaponry. In almost every way, a specialist's weapon betters standard models



FIELD TRAINING



Time to lock and load.

The command is given. Your mission is underway. So how do you avoid a bullet to the skull the first time you cross open terrain? Experience is the best tutor. However, a crash course on the ins and outs of combat in the field can save you headaches—literally. Whether you're on a night mission, scouting for snipers in city streets, or diving for cover under fire, this section will prep you for your first live mission.

BATTLE PREPARATIONS

Before you jump into a mission, you must remember a few things that don't rely on how fast you can press the trigger button. Here are some pre-mission tips to get you ready for battle.

Urban combat comes into play for one of the missions.



TWO TEAMS

As mentioned in "Basic Training," you want two teams. It's easy to control two teams, and after you get to "Movement" (later in this section), you'll see how the fireteams work to engage the enemy in a crossfire. Make sure the two fireteams run at least two snipers, two riflemen, and a demolitions expert.

One team doesn't cut it. You need the balance of two teams to guard each other from attack.



TIP

Always run two snipers, two riflemen, and one demolitions expert on each mission.

PAY ATTENTION TO YOUR BRIEFING

Pay attention during the mission briefing. It spells out your tasks, which are your top priority. It also gives you clues about the type of resistance you'll face, as well as possible nasty surprises. For example, say you're deep in a mission without a demo soldier and his trusty M136. If you stumble across a tank, you're toast. Your team doesn't have the weaponry to deal with an armored vehicle without demolitions. Don't forget a demo charge on a mission with a demolitions target; you will forfeit the mission objective or reward. Study your briefing to be better prepared for the task ahead.



Pay attention during the mission briefing. Your primary threats will be mentioned in the details.

SAVED BY A KEYSTROKE

Tom Clancy's Ghost Recon: Island Thunder can make you paranoid. If it's not the crunch of leaves right next to you, it's a guard who appears out of the jungle. You can become frustrated if you don't "paranoid save" often. Save after every major firefight. If you get killed after that point without saving, you will have to repeat the battle.



Are you ready for all-out warfare? By following the tactics outlined in this section, you can overcome the odds.





No one should die on your team, either. Some fans like to play "Iron Man," where there are no saves and if a soldier dies, a soldier dies. We believe the game's hard enough without this added pressure. After you become an expert, you can play "Iron Man." Until then, stick to saving so you can keep your team members alive and earning combat points each mission. This goes double for the missions where the special objective is to avoid team casualties.



Beware of friendly fire. Never position one soldier in front of another.

MOVEMENT

Move quickly and seek out trees and bushes for cover. Never linger in an open space.



Most people think shooting is the key to a game like *Island Thunder*. It's not. Stealthy movement and tactics keep you alive. It helps to kill the enemy in a single shot, but if you aren't in the proper position, the return fire can cut you to ribbons. Your missions will be more successful if you move and deploy according to these guidelines.

CAUTION

Shooting doesn't win you games. You may cut down an enemy or two, but when you're out of position, the return fire will shred you.

THE CROSSFIRE

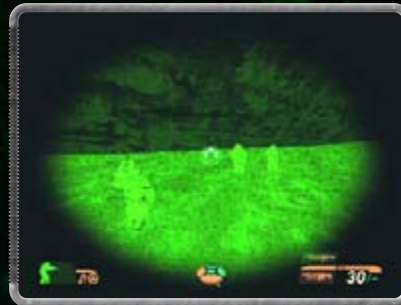


Set up a crossfire and one of your teammates will have a free blindside shot at the enemy.

The idea here is to move one team a short distance, then have the first team cover the second team as it moves. As you work toward your objective, the teams flank out around the enemy. If one team runs into a group of hostiles, it doesn't have to fight alone. In fact, the other team should surprise the hostiles and take them down before they have a chance to mow down the vulnerable team. When setting waypoints on the map, select a fireteam's arc of fire by holding down **A**. A team's arc of fire should be straight ahead or aimed in front of the second team's planned location.

TIP

Flanking your enemies assaults them with gunfire from two directions. Even a fortified position can't hold long.



Switch to night vision to see in the dark.



Here's an example of how to work together. Alpha Team wants to move into a cave entrance, but it's dark, and line of sight is impossible to establish from the team's current position. If enemies are inside, they could be hidden in a crevice ready to blow out someone's brains. Move Bravo Team into the trees nearby with an arc of fire into the cave. When Alpha Team gives up its secured position and charges into the cave, Bravo has first shots at anyone foolish enough to pop up. There are no guarantees in dangerous situations like this, but getting the first shots often makes the difference.



Recon and deadly assassin all in one, the sniper guides your team through this game.



Ideally, you spot the bad guys before they spot you and move into position. Alpha Team takes a position in cover near enough to draw an arc of fire on the unsuspecting enemies. Bravo Team does the same thing from the opposite side. One team opens up, and if any enemies survive the initial barrage, their attention is fixed on the first team. They don't have a chance against the wave of bullets hitting them from their unprotected side.



A sniper's rifle can also aid you in dodging fights you don't want to start.

SNIPER TIME

The sniper's a good shot. Each fireteam uses the sniper's telescopic sight for recon.

After you spot the enemy with your sniper, use the command map to maneuver Bravo Team into a flanking position.



Before you move a team's position, scout the surrounding area with the sniper. Move carefully until you spot an enemy at long range. Identify the enemies in the area using both teams' snipers, then plan a route that can flank the nearest ones without danger from return fire. If you can't engage an enemy without exposing your backs to other enemies, use your sniper to pick off as many targets as possible, then relocate to attack from a different angle.

TIP

A sniper's telescopic sight is 10 times better than your normal vision. Add the long-range accuracy, and the sniper becomes the most important soldier in your fireteam.



Rather than charge into a hornets' nest, use your sniper to pick off the easy targets before the heavy shooting starts.



For example, say you want to take a ridge guarded by a fortified machine-gun post atop the rocky cliffs. If you were to charge up the slope, guns blazing, the machine gunner would bury you before you got halfway up the hill. Instead, zoom in with the sniper's scope and monitor the post for a few minutes. You notice two guards; more importantly, you discover that the machine gunner leaves the weapon every so often to take a stroll. Time the raid for when the gunner next leaves, and have your sniper take out the second guard. With your second team charging up the hill, keep your sniper focused on the machine gun. You can't let that be manned or your friends are doomed. The second someone grabs the machine gun, fire. A little luck will have you unscathed and inside the post in no time.



Snipers don't do well indoors. Switch to a rifleman or support soldier for tight fights.

CROUCHING SOLDIER, HIDDEN ENEMY

This is not a racing game. Speed through *Island Thunder* and you'll alert every enemy unit and have a losing gunfight on your hands. Move slowly, using your snipers to note every enemy location and scout out the best spots to move under cover.



Speed through a mission and you'll draw every unfriendly barrel in your direction.

Never stand during a mission. You still move quickly in the crouch position, and it increases your defense. Work your way from tree to rock, vehicle to building, as you search out your objectives. When you let the computer A.I. plan a route for your alternate team, double-check to make sure the team is hidden in the best cover in the area. The enemies in this game aren't stupid; they don't stand around in one spot. A patrol might wander into your position, and cover gives you the edge.



Use the cover the mission provides—trees, bushes, barn silos, doorway, etc.

TIP

Hug the mission map's borders so enemies can't flank you.

CHEATING

The legitimate way to "cheat" on a mission is to hug the map's border. The mission boundaries are not endless, so you can skirt along one edge and gain the luxury of knowing an enemy cannot attack from that side. It's possible to travel deep into enemy territory this way and not meet a single hostile. The map border also provides a good retreat point. For those times when you're under heavy enemy fire, unsure of where the shots are coming from, beating it back to a border can give you a new launch point for redeploying.



Weave in and out of buildings to avoid detection; pounce on the unsuspecting from open windows and doors.



NIGHT MISSIONS



In the night, your stealth factor goes up.

Nighttime is your best friend. While the enemy has normal peepers that have trouble seeing very far in the dark, you can toggle on night vision and attack like an owl after a field mouse. Night missions allow you to move more quickly and give you the element of surprise. You can get closer than you normally would to assault an enemy location, thus increasing your accuracy and kill rate. Don't forget night vision on a day mission, either. Rather than stab around in the dark, flip on your infrared goggles inside a gloomy building or underground parking garage.

Without night vision, you're dead in the dark.



ENGAGING THE ENEMY

You have a split second to react under fire. Will you make the right decision?



It's the reason you've been called to this assignment—field combat. You've mastered the art of movement and learned the value of smart reconnaissance. Now it's time to engage the enemy. Under fire, you only have a split second to make the right call. Memorize these safety rules or end up in a body bag—your choice.



Learn your basic combat maneuvers and everything will become second nature. That alone will make you better than your enemy.



HIT THE DECK



Hit the dirt when the enemy surrounds you. Rely on your secondary team to drive off the hostiles.



The most important rule in combat is, when you see your threat indicator turn red, go prone. This makes you a harder target to hit and increases your accuracy, because you can steady your weapon on the ground. From a prone position, search for enemies and line up your sights before they spot you. If you're in a vulnerable position—say, in the middle of an open field—crawl to the nearest piece of cover, then begin your enemy scan. For prolonged sniper reconnaissance, stay prone to cut down on patrols spotting you.

Yellow means you've taken a wound. Drop and fire from your current position. You can't move well, so do down the enemies in the area before continuing.



TIP

If the threat indicator goes red, go prone.

PEEKABOO



Peeking around corners will save your life. Inch to a building's edge, so that your body is hidden, then peek out so you can fire and duck back if need be.



You've learned to cover your butt at every chance. There's no reason to stay out in the open. Master the art of peeking—leaning around a corner to see what's there without exposing your body. You can even shoot around corners—peek until your reticle pips have the enemy in sight. It takes practice, but peeking takes hostiles by surprise.



The same rules for field combat apply to cities. Think of the pavement and walls as your concrete jungle.

CONTROLLED FIRE



You might as well close your eyes and pull the trigger if you plan on hitting anything with the M249 on full auto.

Avoid using full auto except in extreme situations where the enemy is overwhelming you. You can get a high rate of fire by rapidly clicking the trigger button, and you maintain accuracy while using single shots. This goes double for support troops with their machine guns. When controlling a support soldier, fire in bursts of two or three seconds. Reacquire a new target or the same one if your foe is not dead yet.

TIP

Switch to full auto when you want to lay down cover fire. The rest of the time leave your gun's rate of fire on single-shot or three-shot burst to maintain accuracy.



Practice your rates of fire on the training camp dummies.

FRAGFEST

Switch to the rifleman's M203 grenade launcher if you feel loads of bad guys are over the horizon.



When in doubt, take a frag as your extra weapon. It takes time to learn how to throw a grenade to hit the proper spot, but it's worth the investment. Heaving a frag into an enemy-occupied building can clear a room. Don't forget your rifleman's M203 grenade launcher, either. If enemy snipers pop up in bunkers, doorways, or windows, cork them and any other hostiles inside by shooting off a frag. Of course, you've got to throw the thing right. Watch out for nearby obstacles, and don't throw it short—hold the trigger button for a few seconds for maximum distance.



Hold the trigger button for a few seconds to launch a grenade the maximum distance.

MEMORIZE YOUR SQUAD



Memorize the order of your personnel so you can immediately cycle to the correct soldier.

Before you take your first step, memorize the order of your teams. You can cycle through the soldiers with **[4]**, starting with the first Alpha member and ending with the third Bravo member (it wraps around if you keep going). Under pressure, you must flip to the person you need, so remember who you are and how many touches it takes to get that support soldier when you need the heavy artillery.

Support soldiers come in handy against large crowds. They're not too good when all is quiet and you want it to stay that way.



TIP

Don't be a hero. If an enemy has Alpha pinned down, take cover and bring Bravo in from a different angle to deal with the threat.

PINNED DOWN

A bullet whizzes by your head—a second, a third. You can't figure out where the enemy is. After dropping prone, what do you do?

If your teammates aren't firing, they can't see the hostile either. At this point, don't get in a prolonged shootout. It will end up with you or someone else in the team biting it.





The enemy is using real bullets and you don't have bullet-proof vests. Flank them whenever you can use the cover to get into position.

Take the best cover possible and switch teams. If Alpha is pinned, toggle to a Bravo team member and identify the enemy's position. Most likely, the hostiles are intent on putting holes in your Alpha team members. While they're occupied, move in and unload with Bravo's weaponry. After your threat indicator goes blue,



switch to an Alpha member and carry on.

Take the high ground and you can survey the enemy positions better.



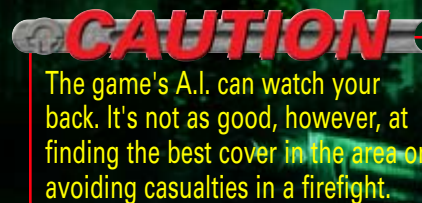
THE MAP

Think of the map as your second team. You're in control of one team, and the computer controls the other from the commands you input on the map. Practice setting waypoints, adjusting arcs of fire, and reading the map symbols—and keep in mind the following tips.

TAKE CHARGE



It's not paranoia if you glance over your shoulder from time to time. It's common sense.



The computer isn't a bad ally, but you're smarter. Take charge of the key team, whether it's finding good cover, engaging the enemy guard post, or running across open territory. Don't send an A.I. team into an enemy nest and expect to clear it out. If you operate this way, you'll end up with too many casualties. The secondary team works great at covering your advance and defending a position.



Take charge of the primary fireteam on any given task.

CLEAR THE EXTRACTION ZONE

Your first priority on a mission is to clear out the extraction zone if it's near the insertion zone. You don't want to be moving into an ambush first thing off the chopper. More importantly, though, you want the zone enemy-free for the return trip. If you have to vamoose in a hurry, you don't want enemies chasing you into other enemies. Dying a few steps away from the finish line is frustrating.

TIP

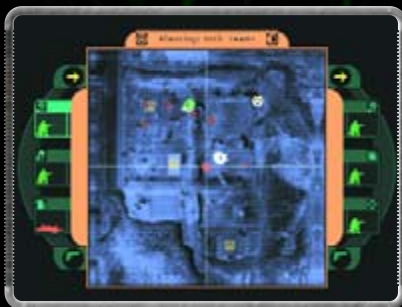
Perishing a step away from the extraction zone is frustrating. Clear out the extraction area if you have the time so resistance doesn't catch you unaware.

Clear out the extraction zone so you don't get sandwiched by enemies on your return trip.



RED SOLDIERS

It's impossible to see through all your soldiers' eyes at once—or is it? Sometimes enemies are shooting at you, and you have no idea from where the bullets are coming. A team member who spots the enemy will shoot—most of the time. Sometimes a pinned-down team member spots an enemy and can't return fire. If you have a spare second, toggle on the map and scan for a red O in the area—that's your unseen foe.



An enemy's position is designated with a red O on the command map.

BONUS POINTS

On some levels, you might be too competent for your own good. If you kill the enemies on a mission before you complete a bonus objective, the mission will end, and you won't earn the extra credit. To avoid this, carry out the bonus objective before you finish the primary and secondary objectives. Be careful, though. Don't botch the main mission seeking out the least important objective.



In the event that your ammo gets low, conserve for your best opportunities only and switch to single-shot.

PRACTICE

Your head should be swimming with information at this point. You don't have to master everything at once. Run through a mission or two following these tips, and eventually movement, surveillance, and combat will become second nature.

Meet the challenge of any obstacle in this game with stealthy tactics, and you will come out on top.





20

BATTLE TACTICS



There will be many obstacles on your missions, and you need to learn which soldiers work best to overcome them.

Baseball teams don't win with just one good pitcher, nor do football teams win with just a guy who can kick it 80 yards. It's a group effort that wins you championships, and it's a group effort that will keep your Ghost team alive and operational. You may have the best sniper in the business—someone who can shoot a penny from your fingers a football field away—but when that sniper runs afoul of three machine guns in an office corridor, there had better be a rifleman for backup or it's all over.

The same could be said for any members of a Ghost fireteam: They're indispensable in their specialized situations. A mission may become impossible if, for example, you leave your demo expert at home and come face to face with a mean tank.

So how do you know the perfect combination? Every soldier type has strengths and weaknesses, and you must learn them all. When push comes to shove, here are the scenarios you want and do not want your soldiers in.

A rifleman against a tank doesn't make for a pretty picture. You would rather have a demolitions expert in this case.



SNIPER

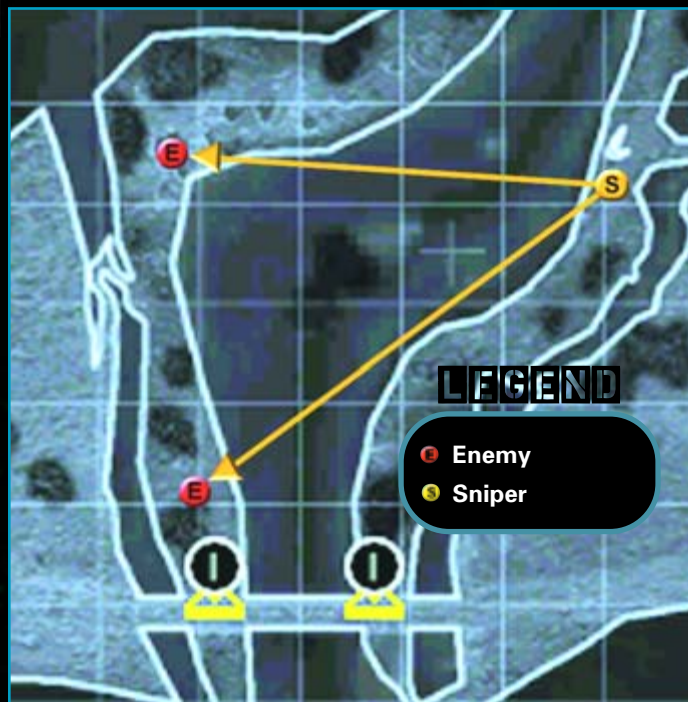


A camouflaged sniper blends in with the ground.

The sniper is your team's MVP, someone who can scout at long range, shoot an enemy from across the map, and slink through the shadows to kill a guard from behind. You will control the sniper more than any other soldier. In *Island Thunder* you'll learn that charging into a battle will get your squad killed nine times out of ten; these enemies can shoot. The best path to survival lies in smart reconnaissance through the sniper's eyes.



THE LONG SHOT



Sniper Scenario #1

Ghost Recon is the name of the game, so the sniper is the prominent player. The reach of a sniper is great and deadly. Control the sniper so you can see through the M24's scope. After the battle heats up, you can switch to a rifleman or support soldier for close-combat action.



At long range, a sniper can pick off a single enemy target without risk to your team, and without risk of alerting nearby guards.

In sniper scenario #1, your mission is to reach the bridge at the river's south end. Normally, it wouldn't be a problem to stick to the trees and brush on the map's eastern side and make your way south. The western shore borders the river, so you don't have to worry about attack from that side. Or do you?



On a night mission, sniping becomes doubly effective. The sniper can eliminate enemies without fear of being located.

Two enemy snipers patrol the western shore itching for targets. Your rifleman, support soldier, and demo expert are useless in this situation. The enemy snipers are outside of their range—it would be a lucky shot to hit the enemy across the river—and they can't walk on water to close the distance. If your team did not include a sniper, you would have to use your stealth skills to head south. Should your cover be blown, your team wouldn't make it out alive.

The M24, the standard sniper rifle, carries six shots per clip. Reload when you get down to three shots or fewer.



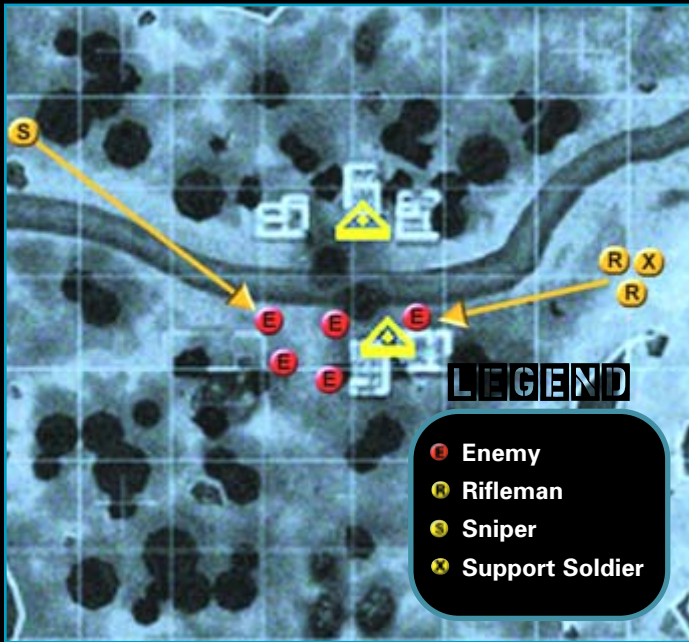
For the sniper, though, this setup is easy. Drop prone with an angle on both enemy snipers. Keep the rest of the team hidden while the sniper pulls the trigger on the first enemy. One shot should bring the guard down, and while the second guard tries to figure out where the shot out of nowhere came from, the sniper finishes him, too. Snipers specialize in the long-range kill.



After each shot with a sniper rifle, it takes three seconds to load another bullet in the chamber.



TWO-PRONGED ATTACK



Sniper Scenario #2

In our second sniper scenario, two teams attack an enemy-guarded village. You want to reach hostages at the yellow triangle spots, but five armed enemies—three with machine guns—stand in your way. How do you eliminate them without losing a hostage or team member?



The sniper can kill silently up close with the M9SD pistol.

You need a two-pronged attack to confuse the enemy. Team #1 (the sniper) finds a fortified location and sights in on the enemy's western flank. Team #2 (two riflemen and a support soldier) draw as close as they can without risking exposure. The plan is to reach the first hostage (the one whom enemies surround on the road's southern side) and prevent the enemies from firing shots at the second hostage (north of the road).



Against three or more advancing hostiles, switch to another soldier with a faster rate of fire.

The sniper fires at range and kills the closest guard. The four remaining guards swing around to defend against the attack. Simultaneously, team #2 charges at the enemies from their now-rear flank. Combined, the two teams might kill all enemies in the chaos, but at the least, team #2 should secure the first hostage and be able to fire at the enemies in the open from cover. If an enemy decides to go after the second hostage to the north, the sniper will pick him off halfway there. With two teams, five enemies are not a problem no matter what their hardware.



If you need pinpoint accuracy in tiny spaces, the sniper is the right choice.



NO WAY OUT



Sniper Scenario #3

A sniper, however, cannot fight in close. Because it's difficult to sight on an enemy quickly through a long-range scope, and because the sniper rifles reload slowly, a sniper makes a poor hand-to-hand warrior. You can get away with sneaking up on a single guard and popping him with your silenced pistol, but all other options will leave your sniper with a messy uniform.



A sniper's least significant weapon, the M9 pistol, isn't even good for backup.

Avoid sniper scenario #3. Surrounded by enemies, the sniper would be lucky to kill a single enemy before dying from several bullets at once. Either the rifleman or the demo expert from the team (in the northeast corner) would have a better chance at survival, because their guns are faster and more mobile. A sniper is too valuable to lose to a situation like this.



For the silenced, in-close kill, try the sniper's M9SD pistol.

RIFLEMAN

After you can call rifleman specialists to your team, you can play with the big guns, like the OICW.



When in doubt, go with the rifleman, who has decent range (and a grenade launcher for mass-damage capabilities at that range), and who's the best in most close-combat situations. The M16 can rattle off quick bursts with accuracy, so a rifleman hits targets often and they stay down.

RUN AND HIT



Rifleman Scenario #1



The rifleman offers mobility and firepower. In rifleman scenario #1, we see what the rifleman is best at—covering ground quickly and surprising enemies with a potent assault. When time is of the essence and your sniper can't hit the target for whatever reason, call in the rifleman.



Riflemen are the utility soldiers, ready to lay down cover fire or bolt into the action.

Two enemies plant explosive charges on a key bridge in scenario #1. You have a minute before they blow the crossing sky-high, and your sniper doesn't have a clear shot due to the angle. How do you stop them?

When enemies charge at you, the best soldier to defend is the rifleman, who has the strongest combination of rate of fire and accuracy.



You don't send the support guy, who's too slow weighed down with the big gun and that extra ammo. Not to mention you don't want the support soldier causing explosions with hundreds of bullets. The sniper can't hit the enemy from this ground position, and you don't have time to look for a better perch. The rifleman can reach them by running up the eastern embankment and catching the first enemy by surprise. With a second, controlled short burst, the rifleman nails the remaining guard and prevents the final wires from touching.



Riflemen have to be ready for anything, because they may be called on to shoot at range or rush in close.

SURROUNDED



Rifleman Scenario #2

In the second rifleman scenario, it's a similar setup to sniper scenario #3. Your soldier is surrounded by hostiles with no immediate backup. We saw that the sniper was lucky to take an enemy down before dying. Is the rifleman in the same shoes?



A grenade from the rifleman's M203 can easily shred two or three enemies.

No way. The rifleman's M16 can fire three-shot bursts with great accuracy. With three shots, you're bound to strike the intended target, and you won't have more than a half second to do so. The rifleman must fire, spin, fire, spin, fire. You have no time to think, only to react. A single miss means lights out.



The rifleman is the glue that holds a squad together in heavy combat situations.

The rifleman can sneak up on enemies but also react if the single enemy suddenly becomes many.



We already know the sniper has no prayer in this situation. The support soldier might survive. However, the weaker accuracy of the M249 might mean a miss, and you won't get a chance to correct that mistake. The demo expert might have a better chance of pulling off this maneuver than either the sniper or the support soldier.

In a squad of six, the riflemen take two or three of the slots. Depending on the enemy encounters, you may want a support soldier or demo expert, but you'll always want a couple of stalwart riflemen by your side.



Against insane odds, a rifleman is better off retreating to use the grenade launcher or to slip in from a different direction.



THE SUCKER KILL



Rifleman Scenario #3

You don't want to get caught in rifleman scenario #3. It appears as if the rifleman has a relatively easy kill: Shoot the closest enemy, then go after the others. Sound strategy? Not a chance.



Because the rifleman does the most moving in the game, utilize cover.

Unless you know the other three enemies can't hear the attack, you will alert them to your presence. You take the one enemy out but zero in three others on your position. If any of the three enemies has a sniper rifle, the rifleman is dead meat. The other three enemies can't be hit and they'll be watching for any signs of movement. The rifleman is trapped, and it's only a matter of time before the game is up.



If you're a beginner, it doesn't hurt to use the rifleman's M230 to time where your grenades land.

Looking at support scenario #1, you might think the rifleman should handle the chore. That's a possibility, but the support soldier is better suited to take on large enemy groups at once.



Think extra ammo when you're drafting a support soldier for your team. The M249 burns through bullets on the field.

SUPPORT SOLDIER

Support soldiers draw attention to themselves with their heavy armament. Don't be surprised if they're the first to fall in your squad.



In this scenario, a large enemy group patrols the western woods. A rifleman could move in, but we don't need speed in this attack. The forest shields the enemy from seeing the ambush, and the support soldier's M249 chunks out gobs of bullets that can pelt all four enemies. When you don't care about accuracy and want quantity—in this case, we want to throw as many bullets into the cover as possible—the support soldier deliver in spades. The four enemies will go down faster from the supporter's barrage than by any other soldier's hand, and the fifth enemy shouldn't pose a problem one on one.

The support soldier is the big commando, the one who lugs the machine gun. When you need cover fire or large chunks of enemies on the floor yesterday, send in the support soldier.

CONCENTRATED FIRE



LEGEND

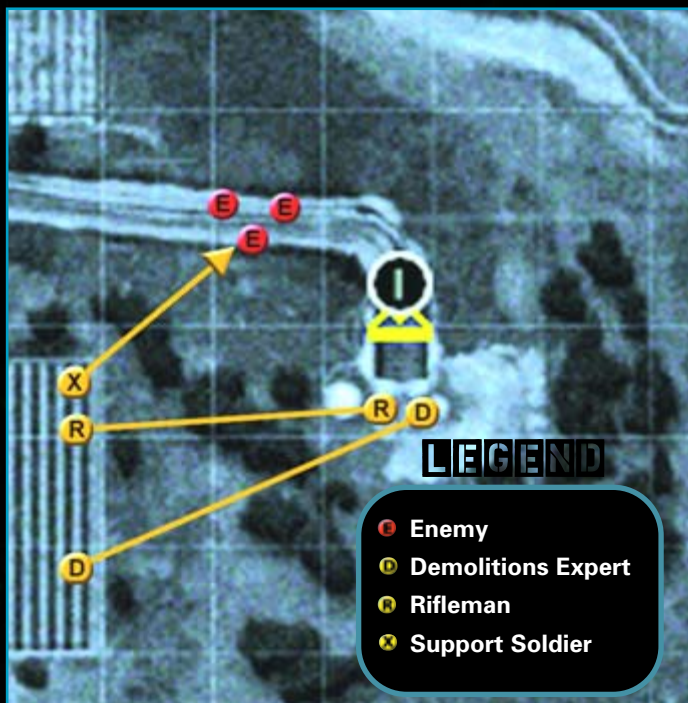
- E Enemy
- D Demolitions Expert
- R Rifleman
- X Support Soldier

Support Scenario #1



When a team enters the fray, a support soldier lives up to the name, laying down cover fire so the enemies don't strongly retaliate.

COVER ME



Support Scenario #2

Most of the time, the support soldier lays down cover fire for the team. It could be defensive (fire at any enemy to minimize the enemy's return fire) or offensive (to augment attacks from your other team members), but the soldier will burn through clips.



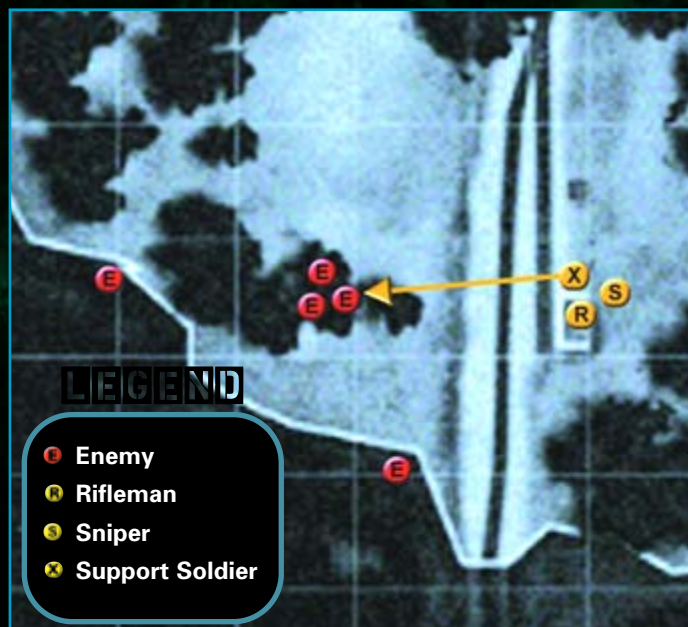
Against enemies in bunches, the support soldier can inflict big casualties.

In the second scenario, you want to achieve the eastern house's objective. Despite some cover, there is no way to cross to the house without the road patrol spotting you. It's time for the support soldier to take one for the team. From a ditch out in the field, the support soldier spits out cover fire at the road patrol. The enemies duck for cover, then return fire in the direction of the support soldier. At the same time, the rifleman and demo expert dash for the house. If all goes according to plan, the two team members arrive at the house safe, sound, and unnoticed.



When you don't pack extra ammo, a nice backup weapon is the frag, because the support soldier is all about heavy damage.

STAY DOWN



Support Scenario #3

Support soldiers are trigger-happy. It's in their nature to want to fire, and this can cost them in the field. That's why, if you're on a stealth mission, you want nothing to do with support soldiers.

Lying flat, the support soldier sprays down on the enemy without being exposed to return fire.





20

In the third scenario, the support soldier sets sights on the three-man patrol emerging from the woods. The majority of the time, especially if the computer is controlling the support soldier, the gun-happy supporter will take this shot. Three targets with a squeeze of the trigger is an opportunity too good to pass up.



Notice that the reticle for the support soldier is shaped like an oval, different from the rifleman's circle.

It could be a deadly mistake. Two snipers sit on the cliff walls. One or both of those snipers will zoom in when the support soldier breaks from cover to ambush the three-man patrol. The support soldier will kill the three-man patrol, only to die a split second later.

Support soldiers come along on the least number of missions, though they're indispensable when the enemy count is high.



Because the team has a sniper, sit tight with the support soldier. Leave the supporter on the three-man patrol and let the sniper kill the two snipers first. You risk the three-man patrol gaining good cover, but you still know their position and they don't know yours. It beats the alternative of both of you dead.



Against 40 enemies, you might wish you had 40 Ghosts. You'll have to live with one support soldier to guard your back.

DEMOLITIONS EXPERT



Demolition experts plant charges to blow up key enemy locations and special objectives.

The demo expert is a specialist, but not in the sense of better equipment and higher skills. No, the demo expert just knows all there is to know about explosives and carries the means to blow things up.



An enemy bunker doesn't stand a chance against a demo expert's well-placed rocket.



TANKS VERY MUCH



Demo Scenario #1

The demolitions expert is a tank hunter who loves to load a rocket and drive it down the throat of a giant steel behemoth. Any mission that mentions enemy armor means you send an automatic invite to the best demo expert in your ranks.



A demo expert battling alone against several enemies will die.

In the first demo scenario, it's an easy tank kill. The two enemies guard against an attack from the east. The tank points to the north, expecting resistance there. The Ghosts stage a backdoor attack. The demo expert runs up into position southeast of the tank, in cover.

Your demo expert should not run point. In the back it's tougher for enemies to hone in.



A single rocket should destroy the tank and rip apart the two nearby enemies. The demo expert, with the M4, is not without marksmanship abilities, so if an enemy survives, mopping up is not a problem.



At the training grounds, practice blasting tanks to smithereens.

BOWLING FOR STRIKES



Demo Scenario #2



When you don't have any spare grenades left and the enemy forces are overwhelming, load a spare rocket. Given a second or two for a quick ambush, the demo expert can even the odds for you.



A demo expert doesn't have to rely on demo charges to destroy things. One option is to hop on a mounted machine gun and go to town.

Take a look at scenario #2. The Ghosts have to head north through the heart of a five-man patrol. There is no discernible cover in that area and your rifleman is out of grenades, so it'll be a dogfight to command the plateau. Someone will bleed after this fight.



Carrying the large M136 is a tough task. A demo expert can't drop prone with the rocket launcher out.

Or maybe not; send the demo expert with the M136. So long as it isn't necessary to save a rocket for a prime target, the demo expert could fire the missile as a "super grenade." Land that bad boy in the middle of the five enemies, and no one will be picking up the pieces.



WRONG TURN



LEGEND

- E Enemy
- D Demolitions Expert
- S Sniper
- X Support Soldier

Demo Scenario #3

The demo expert should never lead the charge in a normal battle. Snipers are better at range, and both the rifleman and support soldier are better at close combat. Think of the demo expert as an extra gun who should be sparingly used.



The specialist demo expert Klaus Henkel wields the shorter MP5 submachine gun.

The third scenario involves several mistakes. The demo expert only spots the one guard in the house (the yellow triangle). The two guards from the woods nearby and the guard up north will track and destroy your soldier. The explosives specialist should never break cover first. The sniper has the best shot at the bottom three enemies, and the support soldier would be better served to take on the three outside enemies. If collateral damage isn't a concern, the demo expert would help more by launching the last rocket into the house.

COMBINED FORCES

As a final lesson, let's look at all four soldier types working together to destroy an enemy tank inside a guarded fortress. Every soldier has a part to play, and when they stick to their primary roles, the enemy can't stand against them.



The fortress's side entrance has two guards sitting in tower turrets.



Only the sniper can hit the tower guards, and without return fire.



Inside the fortress, three enemies sweep the grounds. The rifleman charges in and surprises the enemy—one, two, three.



Across the courtyard at the main gate, a group of four enemies reacts to the gunfire. Before they can scatter, the support soldier guns them down with a thick blanket of bullets.



Left undefended, the tank rotates its turret too slowly to prevent the demolitions expert from planting a rocket in its treads. A second later, the mission objective explodes in glorious fashion.

XBOX LIVE

Computers don't have much of a sense of humor. Nor do they think quite as fast on their "feet" as humans. No, when it comes to the most realistic, most exciting military simulations, nothing beats playing with your fellow living beings through the magic of Xbox Live. After you finish the eight single-player missions, your *Ghost Recon* experience doesn't have to end.

BASIC TRAINING. AGAIN

Those of you who graduated through all eight single-player missions, get ready to forget everything you learned. There's a vast difference between the solo and multiplayer experience. It's not just that you pit your wits against other humans; many of the strategies that apply to mission-based teams don't apply in the multiplayer arena. The following are some fundamental changes.



Forget everything you know about Ghost Recon combat—it's all going to change for online play.

MOVE, MOVE, MOVE

You tend to take things slowly in single-player mode. Most of the missions are not timed, so you can leisurely scout out the enemy, set up your attack plan, hide in cover, fix your sniper scope on the biggest threat, and initiate the battle. Not so in multiplayer. Do you think the other human opponents are going to sit around and wait for you?

Keep on the move to avoid the continuous enemy fire in multiplayer games.



In multiplayer, you almost always want to move as this will disallow the enemy player or team to get an accurate fix on you. If you see a group of enemies, circle and flank them as you fire. It makes you a difficult target to hit.

In cases where you're assaulting an enemy outpost or there's a target guarded by the enemy, apply the lessons learned in single-player missions. If you have time, you can set up a long-range shot. Otherwise, pretend you're on a vigorous exercise program with no breaks.



If you spot a fortified enemy position, drop prone for maximum protection and better accuracy.

That's not to say prone is a bad position. When you spot an enemy in a place you can't move from—where you might be seen if you bolt, for example—or your adversary knows exactly where you are, then dropping is the best course. Lying prone takes the best advantage of the cover around, and your foe has to readjust aim when you change stance. Hopefully, you can fire a killing shot during that precious moment.

NO RIFLES

The advantages of long-range rifles are lost in fast-paced multiplayer games. The sight's still excellent for scouting, but most of the maps you play on are smaller than the mission maps, and everyone already knows them inside and out. Plus, the blind spot around the edges of a sniper rifle can be deadly when you need to react quickly. The worst disadvantage, however, is the reticle pips that close very slowly. Pinpoint accuracy means nothing when you get shot three times in the heart before you have a chance to lock on to your victim.

Avoid the machine gun. Though you can spread a lot of bullets, you have poor accuracy, zoom, and reload speed.





Set aside the machine gun, too. Generally, you have poor accuracy and poor zoom with machine guns. They reload slowly. Unless your express purpose is to play a support role and lay down cover fire for your teammates, leave the belt ammo at home.



Where the demo expert might have come in last in our single-player soldier rankings, now the explosives specialist's carbine finishes first as the best multiplayer weapon.

The best weapons are carbines. The reticle pips close the quickest, which means greater accuracy, and they don't spread out as far when you fire at full auto. Try the M4 on smaller maps and the 5.56 on larger ones. Though they are technically assault "rifles," you can make do with the M16 and OICW. They're faster than their cousins and therefore don't have the same drawbacks. For extra fun, the MM1 lobbs explosive grenades into the enemy's midst; the downside is you can't do much when a hostile gets in close.

Grenade launchers, like the rifleman's OICW, can cause all kinds of chaos on the multiplayer battlefield.



A GRENADE IN HAND

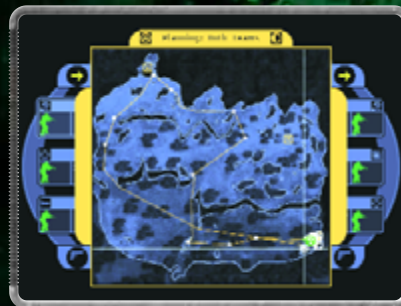
Given a choice, frags should be your backup weapon. Especially in a large multiplayer game with lots of potential targets, a fragmentation grenade can do in one explosion what a handful of bullets might not be able to. Keep in mind that you can lob grenades over hills, toss them through trees, and even bank them around corners in an office building. There really is no downside, except that, maybe, if you get shot in the act of tossing one, you could end up burying your teammates.



More fun with grenades—you can drive players out of fortified areas like caves.

KNOW THY MAP

You can bet everyone else knows each stream, cave, and city street on the map, so you had better memorize them, too. Where can you find cover fast? What's the best ambush point? What are the shortcuts? In order to take advantage of hiding spots or the high ground, you must know the terrain like the back of your hand.



Learn every rock and tree on a map. You can be sure your opponents will know the best hiding spots and attack points.

Heard of camping? It's not kicking back in a tent and toasting marshmallows around the fire. It's the multiplayer practice of sitting in the best spots on a map. On map C03, High Sierra, players camp in the tower on the central plateau to barrage anyone below them. On map C08, Mountain Stronghold, who can resist the mounted machine guns on the corners of Priego's fortress? You need to know the favorite camping spots so you can either utilize them yourself or plan around others doing so.



When you know where the insertion points are, you can set yourself up for kills as opponents enter the game, or execute quick escapes if the enemy is coming for you.

Finally, remember all the insertion points. This helps speed up your attack plan. You can immediately take off without having to toggle on the map and figure out which way is north. You also have the advantage of knowing the starting position of the enemy. From there, you can better anticipate the enemy's movement and attack strategy.

Always take the high ground if you can. Running and shooting uphill is a distinct disadvantage.



COMMUNICATION BREAKDOWN

In single player, you are the voice of authority. You tell the five computer players what to do, and they do it. It's not the same in multiplayer. Everyone else on your team has a mind of his or her own. You need to communicate effectively with them, or you'll be ducks in a shooting gallery. Appoint one person the captain, and if you get into a disagreement, resolve it quickly, or the enemy will outflank you.



Arguments with your teammates can cost you precious time while the enemy sneaks up on you.

MULTIPLAYER SCENARIOS

There are dozens of multiplayer variations that don't involve mission setups. From giant firefights to search-and-rescue attempts to battles determined by the most kills, the games are endless. Which scenario will you jump into first?



What scenario will you choose: a giant firefight, an attack on an enemy installation, or something else?

FIREFIGHT

Players must defeat a map seeded with random enemies. These are brutal fights. No slinking around the map. Once you engage the first enemy, the rest tend to zero in for the kill.

In multiplayer, shoot one enemy and you can expect others to come swarming your position.



MISSION

Go through the eight single-player missions with partners. Try different strategies, and break up into small teams to take out objectives simultaneously. Experience the same stories from a new perspective.



Try running through a single-player mission with a team of your friends. You can have fun with the stories from a new perspective.



RECON

Players must cross from the insertion zone to the extraction zone without dying. On maps where the single-player insertion zone and extraction zone are the same, a new extraction zone is added to a far corner of the map. Of course, zillions of enemies are placed to interfere with your trip.



Start at the insertion zone and race to the extraction zone in recon mode.

ADVERSARIAL

Your standard "deathmatch" equates to adversarial mode. You run around the map blasting the other player(s). You can set the kill limit from one to infinity, plus you can also set a time limit. Tournament mode (a subset of adversarial mode) works similarly, but you have to win a certain number of matches to be crowned champ.



Deathmatch battles are common in adversarial mode.

HAMBURGER HILL

Spend as much time as possible in a designated location. This location usually has minimal cover, so expect to dodge a lot of bullets. Whoever spends the most time in the zone wins.



When you enter a hamburger hill game, the player who spends the most time at the designated location without dying wins.

LAST MAN STANDING

As you would guess, the last player alive on the map wins the game. Unlike adversarial mode, where the number of kills counts, staying alive is all that matters in this variation. To discourage cowards from hiding out to the bitter end, a time limit is usually set so someone is forced to come out and shoot before the match is called a draw.



Last man standing means exactly what it sounds like: The winner is the final player alive.

SEARCH AND RESCUE

Race against the other players or teams to rescue randomly placed hostages.

Sometimes killed players who respawn serve as hostages. The first player to return the hostages to the insertion zone wins.



Collect hostages and escort them to the insertion zone in search and rescue games.

DEFEND

Computer-controlled enemies attack the map of your choosing. All human players defend the area together against the A.I. horde. If you can eliminate all the enemies or hold off until time expires, you win. It's a fun, cooperative game where players are allies instead of adversaries.



Choose a map and let the computer go wild. If you and your human allies can successfully hold the map against all the A.I. enemies, you win in defend games.

CAT AND MOUSE

Each player starts as a cat. Cats come armed with the weapons kit of their choosing, and the first person to shoot another player becomes the mouse. The mouse loses his or her current weapon and receives a super-weak mouse kit, plus appears on the command map with a white mark so all other players can zero in on the target. Each time the current mouse gets shot, that shooter becomes the new mouse. Points are awarded as follows: 2 points for becoming the mouse, and 5 points for each kill as the mouse. Shooting other players when you're not the mouse removes a point. The player with the most points after a designated time period wins.

Heavily armed players chase after the lone lightly armed player in a cat and mouse scenario.



ISLAND THUNDER MAPS

CO1 PLANTATION

Key strategic points, like the old road near the plantation buildings, give you the advantage on this map.



For a change, the strategy is "stay on the roads." The old road up north by the plantation buildings and the southern road offer good sniper locations due to their elevation. If you go for buildings, try the plantation up north or the shacks in the southeast; all other buildings, particularly the central warehouse, are vulnerable to flanking and incursions.

Respawn areas in the north include the barn, the corral, between the farmhouses, and near the original insertion zone. In the map's middle, respawn occurs just south of the wrecked truck near the warehouse. To the south, players reappear in the field near the second package, the embankment in the flooded field, and behind the shed on the hill south of the farm.

CO2 MILITARY CAMP

Take the mounted machine guns on the tower hills if you have the manpower to defend them.





There are a lot of entrances into the map's military base, so it's a stretch to hold that place for long. Your prime defensive spots lie near the guard towers. The second guard tower you tackled in single-player mode (northwest corner) provides excellent cover—it's on a hill with only two points of entrance, and you can't be flanked because of the map border. If you need more, the rocky terrain in the northwest can be defensible.

Respawns happen around the military camp, but not inside or immediately around it. You can re-form in the northwest rocky terrain, south near the original insertion zone, just north of it in the hills, or up in the northeast by the prime-time guard tower.

CO3 HIGH SIERRA



Get used to chugging up mountains on the High Sierra map.

Expect a ton of traveling time on this map, since the respawn points are spaced to the four corners and the map's very nature—a maze of canyons—means the enemy can play peek-a-boo with you all day. The northern half of the map has higher elevation and consequently a better view of the southern half. The guard tower's dead center can be sniper's paradise, if you have enough soldiers to cover all areas of access.

The respawn does hit all four map corners almost perfectly. In the northwest, you reboot near the original insertion zone, while the northeast point relocates you near the SAM site. To the southwest, look to appear around the crash site, and in the southeast you re-form near the extraction zone.

CO4 SWAMP AIRFIELD

The base in the middle of Swamp Airfield controls the whole map, if you can hold it.



As on the second *Island Thunder* map, Military Camp, it's very difficult to hold the open-ended airfield. Don't even try unless you have a huge team ready to seize and secure all its entry points. The rest of the battlefield is well balanced. The village to the southeast gives good cover with an eye toward attack from the map's center; however, one of the respawn points occurs around the hut, so beware. The ammo shack hill, especially the rocky outcropping near the extraction zone, also serves as an excellent team base with the same proviso as the village—watch out for the respawn in that immediate area.

Besides the respawn areas near the village huts and the ammo dump, you can also show up unannounced at the south end of the footbridge, in the northeast near where the vehicles begin in single-player mode, or inside the airfield itself.

CO5 BRIDGES



Believe it or not, on night missions it can be even easier to see the enemy than in day missions.

The only night mission in *Island Thunder* delivers what the title states—it's all about controlling the bridges. To cross back and forth between the east and west, you must secure a bridge. The central one is the hardest to maintain, while the northern one is probably the easiest.

Respawns zap you near the original insertion zone, south of the southern bridge (east side), northeast (where Ordonez was captive originally), and to the northwest (where the enemy originally wanted to retreat). You may also, unfortunately, end up re-formed in the map's center on the bridge.

C06 POLLING CENTER



Urban combat is in store for those who want to use the Polling Center map.

Prepare to fight building by building and stone by stone. Of all the new *Island Thunder* maps, the Polling Center offers the most interior locations. Arm yourself with grenades and move with a healthy dose of paranoia—the enemy could be around any corner, in any window. For those inclined to wait for the kill, several of the terrorist buildings (like where the sniper sat on the big eastern building's balcony) can ring in the kills.

Respawning anywhere but the voting center does you little harm. Up by the old headquarters, down by the hostages, even in one of the courtyards shouldn't cause too much stress with so much urban cover nearby.

C07 BEACH RESORT

Sand dunes and sunshine might distract you from violence for a few seconds on the Beach Resort map.



Most of your action on this map will be on or around the various staircases to the beach. Those on the beach want the high ground, those on the high ground want to snipe at the beach bums. Usually, an attack from the north offers more solid cover, so be careful the enemy doesn't flank you from that direction.

Most of the respawn locations lie on the beach. There's one by the north docks, one by the south docks, and one by the beach fire pit. Up top, you have two respawn areas: the original insertion zone and the resort parking lot.

C08 MT. STRONGHOLD



Terrible weather conditions on the Righteous Archer map mean good communication among your team is a must.

As on the High Sierra map, fighting can be widespread on this map. With the respawn locations being each of the four guard towers, lots of mini-fights will break out in the corners. Only a large force will conquer the fortress and hold it, though the administration building and the machine-gun nests rest on the highest elevation points. From the front steps, you can even snipe anyone securing the northwest and northeast machine-gun tents.

CPO1 HUNTING LODGE



Created for medium-sized battles, the hunting lodge gives you diverse terrain factors with woods, water, manmade obstacles, and high and low ground.

Guess what? The hunting lodge isn't a vacation spot. It'll probably be under fire the entire battle on this map. Sure, it's one of the manmade cover spots on the map, but if everyone wants a piece of it, is it really that good? You're better off staking out key locations along the highway (higher elevation is best), and if you want to move around the map, try the water or the significant tree coverage around the hunting lodge area.

CPO2 ISLAND

The island's hill gets a bird's-eye look at everything. Hold it if you can.





The entire island has beach surrounding it, and you've been trained to avoid beach if you can—except for a few dunes and palm trees, there is no significant cover. The best spot, obviously, rests on top of the island's central hill, with a bird's-eye view of the countryside. Should you and your team hold this position, nothing short of artillery will drive you from playing king of the mountain.

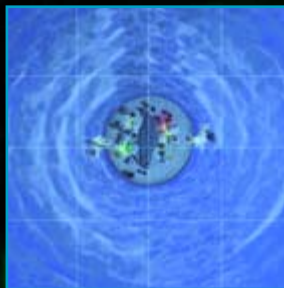
CP03 PRISON



If you like to do a lot of running and gunning, the prison map was tailor-made for you.

With holes that tanks could drive through in its stone walls, the prison isn't looking too good lately. Loaded with ruined buildings, the map offers a great arena for hide-and-peek firefights. The best position, really, is one with an arc on the enemy, so your first priority is to scout the enemy and adjust your facing to intercept from behind. The short span between ruins should allow you to pounce quickly without being seen.

CP04 ISLAND VILLAGE



Unite the two villages, split by a mountain range running north to south, if you want to master the Island Village map.

It's two maps in one. A central, impassable mountain separates the two villages, and there's only a small area to either side that circumnavigates the mountain. Of course, this battlefield works best when a team occupies each village and must seize the other. Don't go blindly charging into enemy territory around the mountain—you'll be shot to pieces more often than not. Establish a perimeter to guard both the north and south openings and be patient—if you get the enemy to come to you, the casualties should be higher on their side. Recruit a sniper for this mission to perch on the docks. From there, the sharpshooter can zoom in on either the north or south opening and pick off opponents with ease.

CP05 MARKET



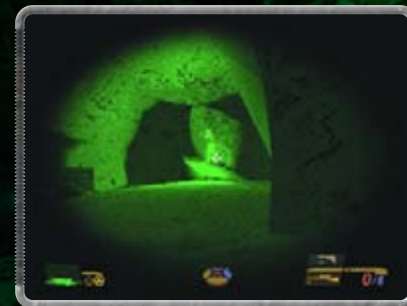
Don't go bolting through the market area unless you have a plan. You risk a bullet in the lung if you're not careful.

The battle will be for the open market in the center of the map. Anyone who controls that area cuts off an opponent's flanking options or scores big kills against foes foolishly seeking to slip through. With indoor and outdoor action possible, choose frags as your backup weapon. A single grenade can clear out the room you plan to move through or catch an enemy unaware in the market area.

BEST OF THE REST

As previously discussed, you must have intimate knowledge of the maps or you won't get anywhere. Here are some tips on some of the more popular multiplayer maps available from the original *Ghost Recon* missions.

MOI CAVES



Though a day mission, the Caves map allows for some night-vision play inside the winding cavern area.

Head to the high ground. The top of the mountain provides an excellent view of the valley below. Don't get trapped inside the bunker unless you know you have support to the rear.

M02 FARM

Don your night-vision goggles and run for the farmhouse. It's very defensible with its ample windows, garage, and cars as cover. You can also hold the woods by the insertion zone if you have a lot of troops.

M03 RR BRIDGE



On the Railroad Bridge map, the two hills join at the main bridge, a key location to control or ensure that the enemy doesn't control.

Without tanks bearing down on you, the Georgian HQ with its machine-gun nest is the perfect camp spot. Don't get caught on the railroad bridge; you can get picked off from either side and from the road below.

M04 VILLAGE

The map might be named the Village, but you want the bridge. If you can secure the bridge on the insertion zone side, it'll be darn near impossible for any enemies to break through. With enough support, you can hold out the village for a while, too.

M05 EMBASSY

Atop the embassy itself, a sniper or a rifleman with an M203 grenade launcher can pummel the enemy on the streets below.



The fifth map has many places from which to lay down heavy fire. The best place is the embassy, with its reachable rooftops for sniping and its walled grounds. Coming in a close second are the tight alleys and the underground parking lot.

M06 CASTLE

This map makes for an interesting game of "siege," as you literally have to storm the castle. Of course, the castle can be an impregnable fortress with enough muscle to guard each entrance. If you don't have that many team members, aim for the ruins that hold the communication station. It's a fortress within a fortress.

M07 RIVER



Firefights can happen across the river on map M07, or they could come to a head at the camp in the northwest or the main bridge to the south.

Forget about the Russian camp. The best place to defend is the bridge, or try any number of spots along the river. The northeast and southwest corners of the map are too wide open.

M08 BATTLEFIELD

This map's wide open. Any of the ruins can serve as temporary cover, but keep moving to keep the enemy confused. The eastern artillery is okay, but the northern artillery zone can see more of the map. It's really potluck with this fog-shrouded map.

M12 DOCKS

The fuel tanks serve as prime real estate for staging operations on the Docks map.



As you know from playing the 12th mission, the submarine hangar can be a killer. Set up inside there and no one's getting in. The fuel tanks can also be prime real estate—they offer lots of cover and a great view of the south half of the map.



M15 RED SQUARE

The very southeast corner of the map, the brick wall and machine-gun nest in Red Square, can take on any comers. If you get stuck in the middle of the map, head straight for the narrow passages that connect the northern section to Red Square, and hope the enemy didn't get there first.

D03 TRAIN DEPOT



The Desert Siege Train Depot map comes equipped with a camp and abandoned train station to sling bullets around in.

The high ground, up where the single-player mission's insertion zone starts or the location of the military camp, becomes an important battle site. The big railroad building can be defended, but since visibility is poor, you never know when an enemy force is making a run at you (unlike the high ground locations). The smaller railroad buildings work as a better choice, if you want to hole up in the comforts of civilization. Both smaller buildings give you corner coverage, plus neither can be flanked well.

MPO2 NIGHT BATTLE

Night Battle can scare the living daylights out of you. Fighting jets scream overhead, fires burn across the blasted landscape, and artillery fire flashes in the clouds. Take advantage of the ruins and craters for cover.

MPO3 TRAIN WRECK

Train Wreck contains two machine-gun nests on one end, a derailed train on the other, and plenty of balanced terrain between the two. Race for one side or the other and work your way toward the middle.

MPO9 WILDERNESS

As it's name suggests, there's a lot of open space on the Wilderness map, MP09. Follow the tree coverage where possible, and don't get suckered into one of those wooden mazes unless you want to ferret the enemy out.



MISSION I: WATCHFUL YEOMAN

You'll feel like a beat cop making a bust when you go on this seek-and-secure contraband mission. Priego's men are holed up on an old tobacco plantation—complete with dilapidated buildings, downed fences, and dead crops—and one of our birdies spotted two suspicious packages airdropped for the guerrillas. The job is to retrieve these two packages. With fuel running low, however, the copter watching over the stuff has to return to base, and it's no surprise that Priego's men want the packages just as much as you do.



Your sniper will snoop a bunch of different fields in search of patrols that might cause you some real headaches.

LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- X Special Objective

MISSION CONDITIONS

Mission Name: C01 Watchful Yeoman

Location: Punta Tabacal

Date: 03/20/10

Time: 6:30 A.M.

Weather: Clear

Item Requirements: None

Hidden Specialist: Will Jacobs, Rifleman (Weapon 3, Stealth 2, Endurance 2, Leadership 4, armed with the OICW/GL or VZ58)

OBJECTIVES

1. Seize Plantation
2. Secure Package 1
3. Secure Package 2
- X. No Team Casualties (unlocks the hidden specialist for the next mission)



SMOKING GUNS

You begin in the northeast corner of the tobacco plantation. Fortunately, tree foliage and a large hill to the north cover you from spying eyes.

Forget about the packages at first. We'll get to them eventually, but we have to deal with the old plantation buildings, which the radicals are using as bunkers.

CAUTION

If you go straight for the packages, the whole camp will descend on you from every direction, and not even the fastest trigger finger will save you.

Better to be cautious. We'll clear the plantation buildings to the north, eliminating much of the resistance, then concentrate our firepower on both package areas. As long as you don't lose one of your own along the way, you'll clean up on all four mission objectives.

MAP LOCATION #1



From your insertion zone, crawl forward and use your sniper to spot the two guards by the truck. Another guard patrols around them, so be careful not to trigger a sudden sneak attack.

Your insertion zone couldn't be better. No enemy can spot you—unless, maybe, you stand up and dance a jig. That's not recommended. Instead, drop prone and crawl up as far forward as the cover allows. Your sniper should draw a bead on the two guards in the truck. Another guard patrols this first field, so figure out his location before you start blasting. You don't want to shoot the two guards in the truck, only to realize the third guard has the perfect angle and plants a bullet through your scope. The two truck guards are impatient. Approximately 25 seconds into the mission, if you haven't shot anything, the truck will drive up to reinforce the guards to the north on the plantation hill. You don't want this to happen.

CAUTION

This ain't your granddaddy's *Ghost Recon*. The enemy A.I. has been greatly improved for *Island Thunder*. Don't be surprised if enemies under fire regroup to call for reinforcements, flank faster than before, or even clip you with a single shot.

Once you drop all three in the northeast field, you're free to move. Don't linger at the insertion zone. The gunfire in the first battle is sure to alert everyone. Enemies converge and start to make it a hotspot. Lure them into thinking they have your position, then surprise them from the north.

MAP LOCATION #2



Head north until you hit the map border—this cliff face. Hug the cliff and head west to cut down on the number of enemies tracking your movement.

Both Alpha and Bravo teams should skedaddle after the initial encounter. Head north until you hit the map border (it's a short sprint). Follow this cliff face west. If you hurry, no one should spot you crossing any of the open ground.

To your west (map location #3), a small hill divides the fields from the plantation buildings. You want this hill. From atop, you get a great view of all the plantation buildings and the old road, plus some brush on the far side offers hindering terrain for the long-range enemies trying to snipe you. To seize the hill, you initially only have to worry about the two guards immediately to your left (due south).



From a northern attack route, one hill separates you from the plantation compound. Take command of this hill to seize superior position on the enemy.

MAP LOCATION #3



Remove the two guards on top of the hill first. You don't want them to unload on you while you scan the main plantation compound.

Assault the plantation hill by going after the two guards to your left. Switch to Bravo for this move. Charge up the hill and pick them off while you have the element of surprise. Drop Bravo prone and now you've set up a perimeter of cover fire that spans your southern flank. No one will sneak up on you this way.

TIP

Dropping prone increases your defense; it also steadies your aim, especially against moving targets.

The plantation hill offers the most tactical location for the upcoming battle—and it's going to be a big one.



Move Alpha up the hill and lie prone on top. You can now see the whole northern half of the map. Zero in on your nearest enemies, the guards at the corners of the two houses directly in front of you. Your first priority is these enemies, even if hot lead flies at you from other locations. Remember, the closer the enemy, the better his chances of killing you.



The guard at the southern house has a good angle on your position. Don't let him reel off too many bullets.



The most important, immediate danger comes from the soldier at the corner of the southern house. He has the best shot at your guys on the hill. Shoot him first if you can. No sense in letting him get off a quality shot while you hunt for the northern enemies.



The guard at the northernmost house is tricky. He likes to conceal himself against the corner of the building or behind the fallen tree. You may have to shoot his legs to pick him off.



The first guard at the northernmost house won't go down easy,



either. He likes to skulk around at the northwest corner of the house. Either that, or he'll dart over to the fallen tree and try to hide there. He may not shoot at you right away. Don't forget about him, though. The northern side is the only place you can get flanked from.

CAUTION

Adjust your attack plan according to the danger of the moment. The enemy A.I. doesn't always act the same way to a barrage of gunfire.



Kill the second set of guards immediately.

After the first two guards fall, another two take their place. These guards occupy the opposite corners of their respective houses and rotate into play when their partners drop. Kill these enemies before searching for any others.



Wait for the three barn enemies to show their faces. It's difficult to take them out when they hunker down inside the barn; it's easy with your sniper from the hill.

When you have a free moment, reload and use your sniper to scout deeper across the plantation grounds. Depending on how much firefighting has been going on, you should see a group of three enemies standing outside the barn (the small building farthest northwest). Don't waste an opportunity—zing them one, two, three if you can. Otherwise, the three guards retreat to the barn stalls and you'll have to go in after them at map location #5.



More than likely, all the gunfire brings two more enemy teams into the mix. A three-man group patrols the silos, while a two-man group scours the yard all the way on the western end.

Your last enemy groups at the first mission objective may or may not join the fight. It all depends on whether the gunfight's gone on for any length of time. If you do your job quickly and efficiently, they probably won't approach, which gives you the chance to sneak up on them. If they do join, a two-man group in the far backyard (far west) will scramble up behind the barn, and a three-man group that patrols the silos will cut across and reinforce. After you cut them down, the first objective is yours.



REAPING THE FIELDS

After the hill, it's a little less intense. Time to put that sniper rifle away in favor of the rifleman's toy—the M16.

MAP LOCATION #4



All the enemies may not fall from your sniper fire on the hill. Eventually, your rifleman will need to go from building to building and wipe out the stragglers.



If you don't hear gunfire for 10 seconds, and your sniper can't spot any bad guys, it's time for your rifleman to take up point. There are 12 enemies on the plantation grounds (not counting the two soldiers on the hill with you, but counting the silo team), so you may still have three or four left. Bounce from building corner to building corner and watch your threat indicator for activity. At this point, all enemies on the northern half of the map should be eliminated. If the three guards retreated into the barn, don't go after them until all others are cleared.



Building interiors offer excellent cover, especially against exposed enemies.

A word of caution about grenades: *Island Thunder* soldiers love them. You will get hit with a lot more in this game. If you ever see an enemy drop his gun and make a fist, he's got a grenade. Shoot him fast. Failing that, immediately jump up to a crouch position and watch where the grenade lands. Put something firm and solid between you and that grenade or you're dead. No cover? Run the opposite direction for two seconds, then drop and pray. Unfortunately, you may get shot by someone else during all this, but you know you're finished if you don't get out of the way of the explosion.

CAUTION

Island Thunder bad guys pop grenade pins like they're beer tabs. Unlike the original *Ghost Recon*, you will get inundated with shrapnel. Expect at least two to three grenade scrambles per mission.

MAP LOCATION #5

After the bodies stop twitching around plantation hill, you may have to fish the remaining three enemies out of the barn. Move to map location #5, drop,



and peer into the barn proper. While on alert, the guards dash back and forth inside, so you should be able to draw a bead on each one with patience. If you think it will take any length of time, bring Bravo down from the hill and have them fan out behind you, watching enemies to the south.





Three enemies patrol the pond outside the big warehouse. You should surprise them if you come from where they think the silo guards are.



Cross through the fence dividing the plantation's north and south, then head for the cover to the east of the silos (including the silos themselves). Along the way, if you've done your job up top, the patrol at the pond should be easy work for your sniper.



If you don't count 12 dead bodies up by the plantation buildings, expect more than the one patrol at the warehouse pond.



MAP LOCATION #6



The first package you need to retrieve lies inside the big warehouse near the map's center.

It's off to grab the first package (and your second objective). Rather than break open the door and take your chances, there's a safer plan. Look east, up on the old road. You should spot a broken-down truck. Head up there as quickly as you can, then turn to face the warehouse. Ta da! You now can look down into a whole row of windows, and the four enemies inside frequently walk right by.

Look for the deserted truck on the old road. Your sniper will command the perfect assassination spot for the warehouse from there.



You shouldn't be harassed by any other enemies for the next few minutes, so crouch or lie prone (we don't recommend standing and drawing undue attention) until you can find a good angle into the warehouse. Wait and you'll be rewarded with a target shortly enough. Finish the target with a single shot, then wait for another to show his face. You may have to move back and forth across the ridge a little, but you should pick off all four enemies without having to engage in close combat.



Your sniper should scan the warehouse windows until a target shows up. Repeat until all four interior enemies are dead.

TIP

Grenades can clear a room for you. Before charging into a potential death trap, open the door, chuck a grenade in, and duck around the side. The noise alone will shake up any remaining enemies to give you the advantage.

MAP LOCATION #7



Use the warehouse's northern door. The south bay door might have an outside patrol nearby.

Head down to the warehouse's northern door. You don't want to swing around to the south. There are still active enemy patrols on that side of the map. Why draw more guns into the situation?

Your sniper needs to down four enemies from the old road. If not, it's time for the rifleman to close on the warehouse. Watch out, though; there are many corners for the enemy to pop out behind you.



Assuming your sniper hasn't picked off all four enemies inside the warehouse, your rifleman will have to clear it out the tough way. Open the door and slide in behind the nearest boxes. Determine the general direction of the enemy with your threat indicator and do a lot of peeking to track a target down. Unload in short bursts and duck back for cover.



Securing the first package completes the mission's second objective.

With a little work, the package in the center of the room becomes Ghost property. The second package (and final objective) lies out in the middle of the southeastern field, so no more buildings for cover.

ON THE ROAD TO VICTORY

With objective #2 in your hands, one package still eludes you. Rifle through the dozen remaining enemies for the prize of a good night's sleep.

MAP LOCATION #8

Two guards walk the road running south of the warehouse. Sneak along the northern side of the road, using the hillside as cover if need be, and get close enough to down them with your sniper.



Exiting the warehouse, hurry up to the road that looks like a T on the map, just south. This road separates the southwest and southeast fields. The southeast field contains the package.

TIP

Eliminate any enemies with machine guns first. They can deal the most damage to your team.

However, we'll take out the southwest guards so they don't join the party when we least expect it.



Two particularly efficient guards man this road. They use the trees to weave in and out and get close to your position if they spot you from afar. Scout with your sniper and try to pick them off from behind. If they're too far, run along the road (it's up on a short hill), drop, and climb up into a better shooting position.



Five guards watch the southwest field. Two hang out near the wrecked equipment shed and three walk the field.

Once the two western roadside guards fall, look east. A second two-man patrol walks this half. Time your attack on the southwest field when these guards are on the eastern end of their route. It's no problem taking them out later. You just don't want them running up from behind.

A two-man team patrols the eastern end of the road. Time your attack on the southwest field when these guards are on the far end of their route.



In the southwest field, three guards watch for attacks from the south and east. When you strike from the north, you should eliminate at least two with your sniper before any return fire hits. With the field guards down, turn your attention on the two guards inside the wrecked equipment shed. With those two buried, it's onward to the last objective.

MAP LOCATION #9



A three-man patrol secures the area south of the insertion zone. Normally, they're not a problem and you can ignore them. However, just in case, snipe them before attempting the final objective.

The southeast field holds the third mission objective. On the way, be careful of any remaining patrols that may still be out for your blood. One three-man team circles around the field south of the insertion zone. No problem, unless they hear gunfire and add to the reinforcements. If you have time, search for them and pick them off at range with your sniper. Better safe than sorry.

From this shack, you can stage the assault on the second package.



When you're ready for the last assault, head for the shack on the western hillside of the southeast field. You can see the entire field—the four enemies and the package.

CAUTION

Looks can be deceiving. Don't think an area isn't guarded just because you don't see any guards. They can hide as effectively as you can at times.

MAP LOCATION #10



The second package rests smack-dab in the middle of a field. It looks safe enough, but don't be fooled.

Take your time heading down from location #9. You don't want to alert any guards to your presence. If you can take the old shack without anyone seeing you, do so. The shack offers protection against return fire; even better, its walls will absorb shrapnel from the grenades that are sure to come.



Two teams of guards sweep the southeast field. They always stay on opposite ends, so you can attack one without alerting the other.

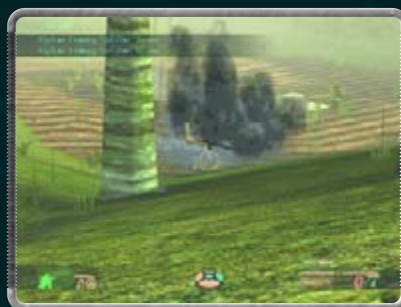
Set up inside the shack or go prone and use at least some of the shack as partial cover. Notice that the two guard teams circle the perimeter at opposite ends. Should one team get shot at, the other team automatically zeros in on your position. With not much in the way of cover (other than the shack), you have to be careful or you'll lose a team member and lose out on the special objective reward, specialist Will Jacobs. As a double safety precaution, place Team Bravo on the south end of the shack, while you control Alpha on the north end. You could also send Bravo into the trees on the field's northern face; however, if you trigger the field guards, Alpha won't be in position to do much about it.

Once the shooting starts, prepare yourself for lots of gunfire in close.



Ready to go? If you want to blast away with your sniper, you'll have to be fast. Most likely, you'll get a single shot off before the enemies scatter every which way. You also might want to use the rifleman's grenade launcher, and it's very difficult to switch from sniper to rifleman in the middle of heavy combat.

For that reason, stick with the rifleman the whole time. Pick one enemy off at range to start the fracas. Switch to your grenade launcher and lob a grenade toward the other guard pair. You may not kill everyone, but you'll have them ducking for cover. Hopefully your teammates will pick up the slack and kill a few guys for you. The battle's not impossible if you stick to standard tactics; it's just tough to avoid losing a team member.



A simple solution to the enemy pest problem? A single grenade from your rifleman's grenade launcher takes out two enemies.

If that assault doesn't work for you, try an incursion from the north side. The field's northeast corner has a hill with lots of trees and a building on top. You can come down the hill from that house, so long as you've killed the two-man roadside patrol that passes close by. This attack gets you closer to the action with a little less cover. Who knows? You may be able to run in full tilt and take the final enemies down without a sweat.

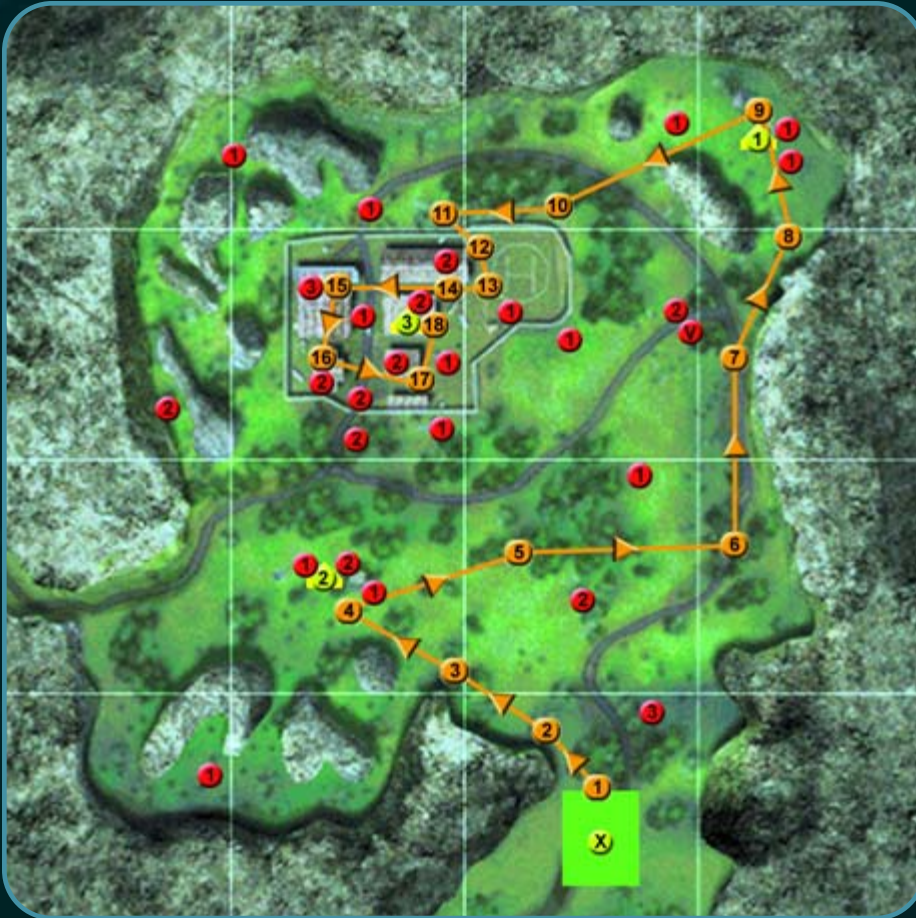
Once your carbines cool, head down to map location #11. The final objective triggers the end of the mission and a job well done.





MISSION 2: ANGEL RAGE

Time to strike at the heart. After a successful contraband raid, you get reports from a recon unit that has tracked down those responsible for recent brutalities against the Cuban people. Seems the bad guys are training out of a terrorist camp in the jungle. The camp is heavily guarded on the perimeter, so your mission is to systematically disable the camp's defense towers and then go after the camp itself. Though not fully trained yet, the terrorists are many.



LEGEND

- Number of Enemies At Location
- Objective Number
- ▼ Vehicle
- ✕ Special Objective
- Insertion Zone

MISSION CONDITIONS

Mission Name: C02 Angel Rage

Location: Pinar del Rio

Date: 04/03/10

Time: 7:30 P.M.

Weather: Heavy Rain

Item Requirements: None

Hidden Specialist: Henry Ramirez, Rifleman
(Weapon 4, Stealth 3, Endurance 3, Leadership 2, armed with the MP5-SD or M4 SOCOM)

OBJECTIVES

1. Neutralize Guard Tower 1
2. Neutralize Guard Tower 2
3. Seize Control of Camp
- X. No Team Casualties (unlocks the hidden specialist for the next mission)

THE HOUSE ON THE HILL

The enemies on this map are learning to be just like you, training in the art of covert warfare. One wrong move and there'll be a mess, as setting off the alarm amid all these enemies will trigger a hail of bullets, explosions, and fireworks.

MAP LOCATION #1



Heavy rain protects you from scouring eyes. It also cuts down on your vision and hearing.

You start on the map's main road, all the way in the south. Don't follow the road—enemies will beset you like a hive of angry bees. Instead, veer off to the northwest and follow the rocky hilltop. No enemy will shoot at you from your left flank while you follow this outcropping, so you need only concern yourself with your right side and the enemies to the north.

TIP

Never run along a road, even if it looks like the most convenient route. Enemies can spot movement on an open road from three or four times the distance than if you traveled within cover.

MAP LOCATION #2

Travel along the rock outcropping until you come to the second of its "horns."



Follow the rock outcropping over its first protrusion—it looks like the end of bull's horn—and head northwest toward the second horn. If you don't dally at the insertion zone, you won't have to worry about enemies to your north and east. Take a few glances just in case. It never hurts to be paranoid in this game. Just before map location #3, spot the tower on top of the hill.

MAP LOCATION #3



To lay siege to the first tower, wipe out the guard at the southeast corner. There's no way you can assault this hill with a ready machine gun pointing down on you.



From location #3, put your sniper to work. Search up the side of the hill until you spy the machine-gun nest on the tower's southeastern side. This guy's waiting for someone foolish enough to blindly charge up the hill. Line up a shot and make the first bullet count. Take your time. It's tough to see through all the rain.

MAP LOCATION #4

CAUTION

When you have a tower to deal with, try to eliminate the guards up top before challenging anyone else. You don't want bullets whizzing down on your head—or worse, a sudden grenade in your lap—while staging a fight with grounded hostiles.

So far the plan should be working and you've taken out the .50-caliber machine gunner on the southeast side. You have three to go. A second machine gunner, armed with an Automatic Grenade System, stands stationary on the northern side while another guard roams the tower's base. To make matters worse, the tower guard's a sniper who will shoot at anyone moving to the east and north of the tower.



On the opposite side of the house on the hill, a second machine gunner waits to mow you down.

Start with the tower guard. Inch your sniper up the hill until you have a clear shot at the tower's nest. Remember; the first machine gunner should be dead and the other two ground guards are unlikely to spot you on this side of the hill. As with most tower snipes, it's a challenging shot, made more challenging by the terrible weather. Aim for his barrel and one or two hits should take him down.

A lone guard patrols the base of the first tower. He likes to visit the shack to the west.



Advance up the hill with your rifleman. The guard with the AGS is no contest. He's looking north and will never get a chance to glance south. The last guard, the one that wanders the tower base, will probably be found near the shack west of the tower. One on one, in the pouring rain, your rifleman should spring on him quickly.

TIP

Taking out a tower guard can be a difficult shot. Scan for a jutting shoulder or a protruding barrel and aim at that. If you don't kill with a hit, you should scare the guard into a sudden movement that will expose him further.

THROUGH THE WOODS

The first leg of your mission required a single team's experts. The second and third legs will rely on both Alpha and Bravo. While moving through the woods, set up one team for cover fire while the second team advances. By practicing standard field principles, you'll take fewer casualties—and the goal is to take none.

MAP LOCATION #5

Head toward the second tower at the map's northeast corner. While moving, have Alpha and Bravo teams cover each other. One watches the valley, while the other runs through it and finds cover on the other side. You don't want both teams together in case of an ambush or lethal grenade attack.



The southern face of the camp has three guards. One of them hides behind the lumber pile.

The first guards you'll encounter heading east will be to the north. Three guards defend the camp's southern side. One hides behind the lumber pile about midway along the wall. The other two check for movement on the road leading into the camp from the south. All three will leave you alone if you don't venture too far north (stay on the south side of the dirty stream).

Two guards patrol the main gate at the south end of the camp. If you engage them, make sure you kill them. You don't want either retreating into the camp and putting everyone on red alert.



However, you may want them whacked. When the camp alarm eventually sounds, they will add to the reinforcements. Should you engage, they must fall. If any escape, they'll retreat into the camp and warn everyone. It won't be a pretty scene stepping into a fully awake terrorist camp.



MAP LOCATION #6



Sweep north in the forest on the way to the eastern road and you should encounter light resistance.

On the way from location #5 to location #6, you may meet either a solitary soldier or a two-man patrol. If you beeline for the road, or wander even a little south, you'll run into the two-man patrol. Don't let them see you first. You're likely to take a bullet, and you might not even know where it came from with so many trees to cover them. Plus, one of the enemies has a machine gun. Let that thing crank for a few seconds and you're calling in evac.

For a short stretch we will use the road. There's no other way to stay far away from the camp on the way to the second tower.



You're better off straying a little north. A single enemy stakes out this part of the woods, and three-on-one—in your favor for a change—should end things before they really begin.

CAUTION

On rainy missions, take extra care. You can't hear as well, and the rain hampers your accuracy. Head shots are a luxury in this weather; for maximum impact, shoot for the chest.



Watch for enemy patrols on the road. With no cover, it's whoever shoots accurately first.

MAP LOCATION #7

It's a good sign if a jeep sits at the northeast crossroads. It means the base hasn't been alerted yet.



Continue north up the road. Your sniper should watch to the northwest as you move. Eventually, you come to a crossroads with a jeep parked on the western side of this intersection. This is a good thing. If the jeep isn't there, then the base has been alerted to your activities and the jeep—along with every other extra soldier—awaits your arrival inside the camp.



Wanna see a magic trick? Now you see them. Now you don't.

Let's assume it's there and you've been careful. Have your sniper line up a good shot, but don't shoot. It's just a range check. You don't want to miss with a sniper shot. The soldier in the jeep has a machine gun and can hit you from his position. Also, even if you strike the first guard, the second one (out of sight) will attack from cover or, worse, run for the camp. Switch off your sniper and onto your rifleman. Arc a grenade right into the front seat and—blam—no worries.



MAP LOCATION #8



At the north end of the road, leave the path at the waterfall and head up to the hill with the second tower.

At the northern part of the road, before it curves to the northwest toward the military camp, veer off the path at the waterfall. You want to attack the tower from the southeast, since most eyes are on the road to the west. In fact, were you to continue on the road, you'd get gunned down by the machine gunner on top of the hill.

The first enemy likes to play solitaire in the eastern guardhouse.



Slink up the hill until your sniper can draw a good shot on the tower guard. Don't shoot him yet. Wait patiently in the grass for the guard who swings out here to the east. He likes to enter the guardhouse and makes a fat, juicy target when he turns his back. After he falls, it's open season on the tower guard.



The second enemy stands up in the tower. He watches the road to the west and won't expect a sniper shot from the southeast.

Climb up to the flat of the hill and look for the third guard. Switch to rifleman, support soldier, or demo expert and engage the guard from cover. With surprise on your side, it's no surprise that he goes down without a peep.



The third enemy, the guard with the longest route, can't hope to survive if you've removed his first two supporters.

TIP

Never stand on a mission unless you know no one is around and you want to peer over something to line up a better shot.

In one of the rare instances where you stand on a mission, enter the hut to the tower's west. Hang a left and the window on your left offers a great view of the surrounding countryside, particularly the back of the machine-gun nest that wanted to pincushion you if you had continued on the road. Oblige the backstabber with a bullet to his back.



Enter the hut west of the tower for a great shot at the machine-gun nest.



KNOCK. KNOCK

MAP LOCATION #9

Two objectives down, one to go. Of course, the last one is the real challenge. Sneak into the camp and do as much damage as possible under the guise of confusion. Unfortunately, no matter how clever you are, the camp will respond at some point. The guards will be on the lookout, and any outside guards—like the four enemies that run up and down the western border—will be called home for the final battle.

MAP LOCATION #10



Don't forget to reload before you advance on the terrorist camp.

From the machine-gun nest, head southwest to the corner of the terrorist compound (north of the helipad). Remember to reload before you take the final plunge. Set Bravo up along the wall watching the east. We don't want a guard patrol surprising us at this juncture. Take Alpha west.

MAP LOCATION #11

A break in the fence is your ticket into the compound free of charge.



A short distance along the fence you'll see that the terrorists don't believe in carpenters. There's a gaping hole in the fence, perfect for stealth intrusions. Before you slip through, drop prone and scope out the west. One guard stands on the road. Snipe him so he doesn't do damage later.

One guard flags down vehicles that attempt to enter from the northern road. You could take him out and enter the compound by the road; however, there are more enemies on this side and more chances of discovery.



MAP LOCATIONS #12 & 13



A single guard walks the eastern perimeter along the helipad. When he gets close, blast him. Now your eastern flank is clear and you can concentrate on the western side of the camp.

Enter the camp through the broken fence. To your left is the helipad. Using the cover of the building in front of you, head left around the corner and continue to the next corner. Drop prone and wait for visitors. You'll see only one—a lone guard patrols the eastern perimeter along the helipad. Shoot him and you don't have to worry about your back for a while. Bring Bravo into the compound and have your associates drop prone at the same corner. As long as their arcs of fire cover the west and southwest, Alpha is ready to begin the building sweep.

DOOR TO DOOR

Here comes the hardest part. You can't rely on your sniper or secrecy. You might surprise an enemy when you suddenly rush into a room, but you have to respond just as quickly to return fire. One grenade at this point is lights out.

TIP

Save often. Until you know where every enemy is in the compound, you will get shot.



MAP LOCATION #14



Switching to night vision indoors, especially in gloomy rooms, can help you pinpoint enemies quickly.



Your first building contains two terrorists. The problem is they move around the interior, so there's no way to tell where they'll be. Watch that one isn't in the gloomy corner immediately to your left. He'll shoot you dead if you step foot over the threshold. If you can't tell because it's dark, switch to night vision and shoot at the lighter greens.

If an enemy isn't in that corner, two could appear at any moment on the far side of the room. Wait for a clean shot and clip them if they show their faces. After 30 seconds, move in slowly and aim around the corner. The two will be in that room, on the other side of the large curtains, if you haven't seen them yet.



MAP LOCATION #15



The large storehouse holds your toughest fight. At least three guards patrol within (more if the alarm has been sounded). The first guard will be just inside the eastern door.

Prepare for the toughest fight in the complex. Three guards hunker down in the storehouse (the big northwest building). One guards the eastern door and the other two wander. Even worse, if the alarm has sounded, you might run into a second group inside. With so many bodies, the bullets are bound to find flesh. Just hope it isn't yours.

TIP

A support soldier's M249 or MP5 works best against a high enemy concentration, such as in tight quarters in a corridor or room.

Start by kicking in the door on the eastern face and blasting the first guard. If return fire comes immediately, you know the other two guards have great position on the door. You may have to try the southern door, but that's trouble because you might trigger another group of enemies if you head down there now. It's best to force your way into the eastern door if you can.



If you have time, lobbing a grenade or two into the storehouse's corners works wonders for cleaning out cobwebs and other unwanted pests.



Once inside, you must locate those other enemies before they locate you. Controlling a support soldier? Start spraying every nook and cranny with bullets. Looking through your rifleman's eyes? Click on to grenade launcher and drop a few across the room. The goal is to kill the last two enemies. However, flushing them out works just fine. You want them on the defensive. You don't want to allow them any time to line up a shot on you.



Inside the storehouse, guards can come at you from any crate or corner.

Scour the storehouse until everyone is dead. Another clue: If the southern door is open, you have more uninvited guests.

Reinforcements like to frequent this building, so you may end up fighting more than three. Any time you have to fight more than two guys in close quarters, switch over to the support soldier. You need that rapid spray of bullets to cover lots of space.

It's less about fancy accuracy and more about brute force when the odds are seriously against you.



A support soldier's machine gun has a better chance of mowing down the enemy inside the storehouse.



MAP LOCATION #16



Jackpot! The command post houses the compound's officer and his bodyguard.





Head south to the next building. When crossing the gap between buildings, always be on the lookout. You never know who might walk by. Dash across quickly and open the door right away.

You should surprise an officer and his bodyguard in the command post. A quick rifleman will make mincemeat of them both. If not, skip the northern door and run around to the east door. This should catch them by surprise. However, again, you run the risk of alerting other guards, especially the ones by the main entrance.

MAP LOCATION #17



To cross from the command post to the communication center, you will have to deal with the main entrance guards.

Crossing from the command post to the communication center can be dangerous. You have to pass by the main gate. Even if you've wreaked havoc up to this point, you most likely have not dealt with the two main entrance guards yet. Also, the three outside guards that patrol the compound's southern face (if you haven't picked them off yet) will come calling if shots are fired.



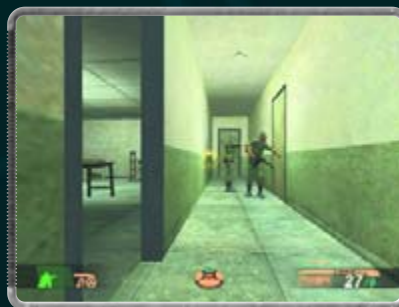
Inside the communication center, two guards get a wake-up call courtesy of the Ghosts.

Shoot the main entrance guards first. The best course is to take them out from the protection of the command post building. As they fall, dart across to the communication center due west. Enter quickly through the northern door to surprise the officer and soldier inside. Keep shooting until they're dead. There's only one door, so you don't have much choice but to plunge in and gun them down.

TIP

Don't assume that once an area is clear it's always clear. Enemy patrols you may have missed might fill in. Be on your toes at all times.

MAP LOCATION #18



You can enter the education center from either the east or the west. Choose correctly and you'll be rewarded with a pair of surprised enemies.

The last building isn't the most important—you've already taken care of them by this point—it's just the most convenient on your systematic sweep of the compound. Head north of the communication center to the education center. You can assault from either the eastern or western door.

Gun down the final enemy and the terrorist camp falls. Congratulations—objective #3 has been met.



Prepare to fire as you open the door. If you get lucky, the last two soldiers will be right there in the corridor like ducks in a shooting gallery. When nothing meets the squeak of the door, you'll have to move carefully from room to room and flush them out. As soon as you take care of this last bit of business, you've finally achieved the third objective and can change into some dry clothes.

MISSION 3: JAGUAR MAZE

An MV-22 helicopter has been shot down, and it's your job to rescue the marine crew flying the bird. While en route, your superiors have asked for two tasks: destroy the SAM that took out the MV-22 and retrieve the USMC codebook that went down with the helicopter. As usual, the enemy will be swarming all over the scene to hassle you at every plateau.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ✕ Special Objective

MISSION CONDITIONS

Mission Name: C03 Jaguar Maze

Location: Sierra de los Organos

Date: 04/12/10

Time: 11:20 A.M.

Weather: Clear

Item Requirements: M136 Rocket Launcher

Hidden Specialist: Klaus Henkel, Support (Weapon 4, Stealth 4, Endurance 3, Leadership 2, armed with the MP5 or MM1)

OBJECTIVES

1. Neutralize SAM
2. Rescue Air Crew
3. Reach Extraction Zone
- X. Retrieve Codebook (unlocks the hidden specialist for the next mission)



ROCKY MOUNTAIN HIJACK

Marines are tough. There are only two of them, and they're surrounded by enemies, but we're still making the rescue our second objective. They can take care of themselves for now. The first step is blowing up that SAM on the top of the hill so your rescue support can reach the extraction zone.

MAP LOCATION #1



From the insertion zone, head south for the easiest path through the mountains.

Even though we want to find the SAM at the mountaintop, we don't want to head up (east) at the start. That might be the most direct route to the SAM, but it also takes us through a bunch of enemies we could avoid. Our initial goal is to seize control of the guard tower in the middle of the map. This tower surveys the entire land, so controlling it gives us the freedom to move around without too many laser sights lighting up our backs.

MAP LOCATION #2

Take this small gap through the rocks to arrive at location point #3.



Advance south and follow the rocky plateau base southeast. You'll wind through small gaps in the mountain and a cave. Keep alert in case a guard patrol wanders through, but most of them stay east and south of these rocks.

TIP

Always use higher ground to scout lower terrain. A sniper with a scope can identify multiple enemies from a single position on high.

MAP LOCATION #3



The last gap brings you out into the midst of your enemies. Tread with care.

While still inside the last cave, hide within the shadows and peer into the expanse on the other side. There will be a two-man enemy patrol to the northeast of this position. They don't seem to be as alert as the other guards, so chalk this one up to the fact that the game designers want to ease you into this mission. Two quick shots should be all she wrote for the first enemy patrol.

A two-man patrol chats northeast of location point #3.



MAP LOCATION #4

As you head to location #5, watch for a single enemy to the northeast. Normally, he patrols more to the north, so he should never see you. There is a chance, though, that he could take a shot at you. If you want to remove him, veer up to the north a bit before continuing on to position #5. Should the enemy see you first, he'll run northeast, where his two enemy friends hide. He hopes to bait you into an ambush. One of the enemies sitting up there has a .50-caliber machine gun, and he's itching to pump bullets in your direction.



Between you and the central guard tower stands a two-man patrol. With a sniper, using this terrain wisely, you should knock them off their feet before they know what hit them.



Drop down southeast to the big rock formation before the central tower. Your path will almost intersect with a two-man patrol. From the higher ground, drop prone and let the sniper hunt them out. With the flora as it is, even a missed shot or two won't cause grief. The enemy won't see you when you embed yourself between giant fern leaves and moss-covered rock.

MAP LOCATION #5



Near the map's center look for this rock. From here you can look left and spot the central guard tower.

Your sniper should still look for enemies. Before you engage with the central tower, track down the two patrols to the south and west of you. If either is in range, give the order to fire at will.



Should you miss, expect the enemy to close.



It'll be like a snake in the grass if you miss. Especially in the valleys, there's so much grass and brush that an enemy alerted to your location could sneak up on you if you're not paying attention. Make sure Alpha and Bravo teams are both guarding each other's backs as they move in tandem toward the central tower.





We don't care about the two-man patrol west of map location point #5, as long as the patrol never fires on us. However, we'll be charging right by the one to the south to rescue the marines.



Ascend the final embankment toward the central guard tower. Hug the rock. You don't want the tower spotting you first. Drop prone near the end, so you can crawl the last few feet and expose your gun barrel to the tower. You're now in position to pick off the tower guards.



Your sniper should take out the two front guards. Return fire can be a problem because to get the best shot your sniper must be in an exposed position.

Two guards stand in front of the central tower. One holds a sniper rifle for long-range attacks. The other carries a heavy assault weapon to spray down on the unsuspecting. You must engage all four central tower guards here and now. There's no way you can waltz around the middle of the map without them burying at least one of your team.



CAUTION

Do not fire on the central guard tower until all the patrols in the area are wiped out. The fight with the tower might be prolonged, and you don't want another enemy team clobbering you with your attention elsewhere.

MAP LOCATION #6



This embankment puts you in close to the central guard tower. A sniper from this position can tag each tower guard.



After the two base guards fall, snipe the tower guard. If you can't hit him, run your rifleman up to plug the guy.

Shoot the two with your sniper. The guard in the tower can't hit you from your position unless he changes facing. In which case, you'll have a clean shot first. Line up the best shot you can—probably at a weird angle and at his gun barrel—and chip away. If you get frustrated, send the rifleman up there to give him a calling card.



The central tower offers a wonderful view of the map. Scan around with your sniper until you find an enemy target.



With the central tower under your control, survey the open areas around the tower. You should spot at least one or two enemy patrols. Snipe wherever you can. Even if the enemy figures out where the bullets are coming from, you already know how hard a shot it is to hit flesh.

SAM SPADED

Alpha and Bravo split up for this part of the mission. Bravo will take on the SAM. Alpha will rescue the marines and retrieve the stolen codebook. The next time the teams meet will be at the extraction zone.

MAP LOCATION #7

Alpha and Bravo part ways at this location. Don't let any patrol in the area get close. One grenade at this juncture could finish the whole mission.

MAP LOCATION #8



The first three-man team on the way to the SAM has the high ground; your team has the surprise. Get as close as you can for quality shots, then unload a clip on them.



TIP

Keep the demo expert in the rear and out of fights. His contribution comes from blowing apart enemy armor.

Team Bravo steps into action against the mission's toughest resistance. Head northeast until you hit the rock formation below the SAM site. A three-man enemy patrol may be lurking in the vicinity. Ambush them here. If they stick around, they will attack you from the rear if you engage the SAM soldiers. Clear them out now so they don't become a pain later. Unless you spot them from long range, opt for the rifleman over the sniper. The sniper may take one, but the other two will scatter. It's better to fire with the rifleman's three-shot bursts and coat the area with lead. You want them dead fast so they don't retaliate.



MAP LOCATION #9



A well-placed grenade annihilates a full three-man group.



You repeat the same maneuvers from location #8 here. You have a three-man patrol that you could bypass, but they may cause problems later on. It's safer to take them out. Unlike at location #8, you can usually glimpse the location #9 guards from farther away. A well-placed grenade should do nicely. Send an M16-armed rifleman in after the smoke clears to check for survivors. Make sure there aren't any.



After a grenade strike, send your rifleman, armed with his M16, to clean up any survivors.

Note that there may be a second patrol to the south. This two-man patrol scouts the southern map, from the point southeast of location #9 to the downed MV-22. You will catch them at some point. Just be aware that they're floating about.

MAP LOCATION #10



Up by the SAM's tent camp, a single guard walks the perimeter.

Bravo has one last task: Destroy the SAM. Before the team can get there, four more soldiers have to bite it. The first one patrols the tent camp southeast of the SAM. Bring your sniper into position—you should see the tents—and wait. The guard circles the tent camp, so he may be hidden from sight when you first arrive. You want him downed before you tackle the remaining guards.



Three enemies stand watch over the field below the SAM. When you fire, they scatter and attack from different angles.



A batch of brush runs in a line down from the SAM site to the rock formations below. Advance on this brush so you have cover and scope out the plain to the west to search out the three-man patrol. This patrol scatters when you fire, and at least one of them will come straight for the brush you've got for cover. Shoot the one running toward you and follow the movement of the other two. With your three soldiers in the proper position, the enemy has no prayer.



To achieve objective #1, launch your antitank missile at the enemy armor.



Now it's your demo expert's turn. Switch to the M136 and climb up the hill until your sight lies in the heart of the SAM. Launch the missile and stand back for the fireworks. As the last chunk of metal falls, you accomplish objective #1.

TIP

Always clear the area around a SAM site first before deploying your demo expert. While he unslings his rocket launcher and sights the perfect shot, he's vulnerable. When your demo expert dies, the enemy's armor survives and your mission may be over.

MARINE CORPSE?

Bravo has done its duty. Team Alpha now takes over to rescue the marines and retrieve the lost codebook. Bring Bravo down to the mountain pass just southeast of location #9, and plant your teammates there. They can stop enemies from accumulating for the final march to the extraction zone.



MAP LOCATION #11



A fight will happen on Alpha's trip to location #11. A two-man patrol to the west likes to ambush anyone in the vicinity.



Team Alpha's back on full alert. Head your squadmates due south from map location #7 (where we last left them) to location #11. Two enemies look to ambush anyone passing east or west around the rock formation to the south. If you go west, you run into them. If you head east, they shoot you from behind. The best course of action is to drop prone at location #11 and scout them out with your sniper. Embed yourself in good cover and weed them out one at a time.

MAP LOCATIONS #12 & 13



Do not shoot the two marines at location #13. Keeping them safe is mission objective #2.

Head east to location #12, then south to location #13. The two downed marines are holed up at location #13, lying under the cover of a big tree. Don't shoot them. Run up and touch them to trigger the "second objective complete" message.



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CAUTION

Beware of friendly fire. Enemies will fire at you and never show up with a tag. Friendlies will flash a blue nametag when your reticle passes over them.

CODE RED

You could finish the mission without this last step, but then you wouldn't earn the special objective reward, specialist Klaus Henkel. Rather than head straight to the extraction zone with the marines, sidetrack west to collect the missing codebook. You only have seven enemies to wade through.

MAP LOCATION #14



Watch for an enemy patrol from the west as you head toward the downed MV-22. There may only be one soldier, but sometimes he brings along two friends.

Take Alpha southwest to location #14. Your final run to the extraction zone will start from this point, but we're recovering the missing codebook first. Scope out the west. A lone enemy scout lingers in this area. He will not engage, but he calls upon his two friends (the enemies north of his position) to prepare an ambush. Try to slip past him without being seen. If you fail, fight the three enemies here so you can return to the extraction zone in peace. Keep the marines in the back during your firefights. Otherwise, the whole mission is scrapped.

MAP LOCATION #15

The far side of this hill holds the MV-22. Notice the wreckage in front.



From location #15, you should spot pieces of the shredded MV-22. On the other side of the pictured hill, two guards watch over the codebook and the wrecked hardware. If you keep this hill between you and the enemies, they won't see your approach.

TIP

When an objective calls for a downed aircraft, look for wreckage spilled about the area. The destroyed craft never crashes in one piece, and the wreckage may lead you to the prize.

MAP LOCATION #16



The two guards hide on the far side of the wreckage. You can see their legs near the MV-22's tail.

Approach cautiously. Use the hill as cover until the MV-22 comes into sight. You will not be able to spot the enemies clearly. In fact, only their legs may be visible at the tail end of the wreckage. You could take a shot at downing them with a wound or two to the leg. However, if you miss, one of them might try to run for help. Get in close and switch over to a rifleman or support soldier.

Sweep around to your right and kill your foes either at the copter or as they try to escape for extra help.



Sweep to the right and prepare to fire when a torso or head comes into view. The enemies walk the side of the wreckage, but sometimes they disappear into the MV-22, making it difficult to drop them with a single shot. Open up when you see them and keep at it till they aren't moving. If one tries to escape, shoot the one staying to fight first, then run after the other one. You have time, since you're so far removed from enemy help at this point.



The codebook lies on the floor in the wreckage. Recovering it completes the mission's special objective.

Inside the MV-22, in the dark eastern corner, the codebook lies on the floor. Pick it up to complete the special objective and unlock specialist Klaus Henkel.

RUN FOR THE HILLS

All you need now is to return to the extraction zone and deliver the air crew to a rescue helicopter. It's easy with, at most, half a dozen enemies left to guard the home stretch.

MAP LOCATIONS #17 & 18

The first of two guard teams stands between you and the extraction zone.



Drop the last guard team and you can stroll to the pick-up spot.

The last couple of battles depend on how much clearing out you've done to this point. If you've quietly slipped through the map utilizing stealth and only taking out the necessary targets, you'll have a few more fights as enemies make a last stand to try to stop you. Team Bravo soldiers up at location #9 might have also helped. While Alpha recovered the marines and codebook, they were in position to pick off some enemies patrolling through the area. By the time you reach location #18, you will probably have two remaining enemy teams.

Use the rock formation for cover and move east, then northeast. When the first team comes into view, drop prone. Line up a few choice shots, or launch a grenade into their midst. You may wipe both of them out with a grenade, but you'll alert every other guard in the area that you've arrived. It's less likely that sniper bullets will alert everyone.

MAP LOCATION #19

TIP

If the mission doesn't end when you reach the extraction zone, make sure all surviving team members and rescued personnel are inside the zone. It takes both teams at the zone to end the mission.

On the way from location #18 to the extraction zone at #19, the last enemy team might whiz a bullet or two at you. If you haven't located them with Alpha, switch back to Bravo and come at them from the north. They've probably heard what Alpha has been up to and will have their attention turned to the south. Bravo should get the jump on them and shred them in a few seconds.



Take a deep breath and escort the marines to the safety of the extraction zone. You've all had a long day and it's time to for some serious R&R before your next mission...into a swamp.



MISSION 4: HIDDEN SPECTRE

Drugs. Weapons. Top secret information. Priego's base in the middle of the Isla de la Juventud swamp operates in all three trades, and you're about to shut it down. Destroy the primary target, the airfield, so the guerrillas can't run their supply line through there. Next, blow up the ammo dump on the camp's northwestern side. Wipe out all the baddies while you're at it. You want the special objective, don't you?



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- ⓧ Vehicle
- ⓧ Special Objective

MISSION CONDITIONS

Mission Name: C04 Hidden Spectre

Location: Isla de la Juventud

Date: 04/21/10

Time: 10:40 A.M.

Weather: Foggy

Item Requirements: Demo Charge

Hidden Specialist: Jack Stone, Sniper (Weapon 6, Stealth 3, Endurance 2, Leadership 3, armed with the L96A1 or SR-25)

OBJECTIVES

1. Seize Airfield
2. Destroy Ammo Dump
3. Reach Extraction Zone
- X. Neutralize All Opposition (unlocks the hidden specialist for the next mission)

BEACHFRONT REALTY

Your drop-off point for this mission is the map's south beach. Rather than charge into the thick of the enemy forces, we'll circle around the beach to the east and use cover to access a strategic entrance onto the airfield.

TIP

Don't engage your foes right away. Probe the enemy's weaknesses and get a feel for the terrain before the heavy gunfire begins.

MAP LOCATION #1



Your Ghosts land on the south beach. Head right and keep away from the enemy scouts around the airfield.

The mission begins on the south beach. It's a good spot—lots of sand, soothing waves, and no enemy guards. We'll use the beach as much as we can to stay away from the enemy until we're ready to engage at a weak point.

MAP LOCATION #2

Identify the enemy positions by the southeast village.



A small village lies outside to the airfield's southeast. It's where the soldiers hang out in their off hours. No one's playing cards or watching the tube at this hour; only two guards patrol the whole area. Our route takes us along the village's beachside real estate or through the village itself for maximum cover, so those two guards will have to be dealt with.



Two bullets for the two enemies guarding the village.



At location #2, drop prone and have your sniper scope around. Eventually, the two guards come into view as they walk through the village. Wait until they're on the southern end of their route—you want your rifle shot as far from the main airfield as possible—and shoot them both there.



After the first patrol falls, enter the village and use it for cover. Scout in the northwest and watch that the lone guard up on the hill doesn't spot you.



If all goes well, no one will hear or stumble across the two missing guards. A single guard patrols the airfield's south walls. He wanders as far southeast as the bog, but not into the village. Provided he doesn't show up at the exact moment you pull the trigger on the two village guards, he shouldn't cause you a problem. Leave him be so no one notices your assault. Take him out now and another guard closer to the complex might notice. Then the alarm bells go off and all sorts of trouble follows.



MAP LOCATION #3



Stay wide of the airfield and prying eyes. Move along the beach until you reach location #4.

Keep wide on the beach. You don't have much beach left to utilize, so let's get the mileage out of it on the way up to the airfield. Keep both teams out of sight on the sand while you reload and prepare for the run up to the complex.

MAP LOCATION #4

Use the rock at the airfield's south-eastern corner as a staging ground. Pull both teams up here and break out your sniper for some long-range work.



The largest rock on the map's east side provides the best cover for both your teams. Set Bravo down on the southwest side, aimed up at the two guards in the gap in the airfield fence. Alpha takes the northeast side, and your sniper zeros in on the two eastern guards.



The sniper may take out one guard, but not both. Have your troops set up to return fire on the guards at the eastern gate.



Look for a head shot with the sniper. Take out these guards before they alert the whole base. Fire on the first guard and drop him. With all six of your soldiers in place, they should obliterate the poor second guard before he can touch his trigger.

THE AMBUSH

The airfield is wired for intrusion. As soon as one of your soldiers steps on the airfield, the ambush is triggered and 12 enemies rush at you from every direction. Prepare for the biggest fight in *Island Thunder*.

CAUTION

Enemy snipers may be the most dangerous foes. Their longer range and better accuracy can kill a Ghost before you know what hit you. If you spot one, he's top priority.

MAP LOCATION #5



An enemy sniper commands the airfield's northeast corner. You must snipe him to move farther.

You're about to assault the airfield, and it's no picnic. Your first step is to deal with the sniper at the airfield's northeast corner. He commands a view of the whole east side and will kill one or two of your guys if you blindly run up the hill into the airfield.

When you enter the airfield perimeter, reinforcements begin the slow drive from the north road (the map's northeast corner) into the airfield proper. Prepare for more than you think inside the base.



This sniper duel is important. You can't move on the airfield until you kill the enemy sniper, and your very movement now has triggered two vehicle reinforcements to begin a slow drive from the north road down into the airfield. There's nothing you can do about this, so deal with the reinforcements when they arrive. If you don't, they disperse throughout the complex and make it harder when the ambush chaos reigns. Take your time and line up a perfect one-trigger kill shot. Then rush Team Alpha up the hill to the sniper's position behind the northeast building.



From the enemy sniper's position, you can gun down the three-man patrol in the north woods.



Move past where the sniper lies dead and peer over the cliff drop. A three-man patrol is down in the woods. When the base goes on alert, they'll run up and join the fight. Instead, we plan on cutting them down where they stand. It's important to remove them here, since one of the bunch holds a grenade launcher that could kill your whole team.



Use the sniper shack as a barricade between you and the arriving enemy reinforcements. Unload from the northwest corner, then double back to the southeast corner to attack from there.

The reinforcements have shown up by now. Creep up to the northwest corner of the northeast building and peek around. You should see a jeep and driver sitting there, maybe even two. It's time for a game of misdirection. Have your rifleman peek around the corner and plug a guy. The enemy will return fire and zero in on the northwest corner. Double back around to the southeast corner and peek there. You should have at least one flanking shot at an enemy. Shoot to kill and repeat the steps, bouncing back and forth between corners as you whittle away the enemies honed in on you.

MAP LOCATION #6

TIP

In a big firefight, stay down when the threat indicator is red. Wait for a target of opportunity, shoot, and move on to the most likely enemy encroachment point.

You're about to be ambushed—or are you? You know it's coming, so turn the tables. When you set foot on the airfield strip, you hear a voice say, "It's an ambush!" That's the sound cue that all enemies are alerted to your presence. They pour out of buildings and head into the airfield from the swamp and woods around. Lock and load—it's time for the biggest fight in the game.





Team Bravo assaults the airfield from the south. The helicopter and the plane both provide good cover. Whichever you choose, creep up there and go prone—the enemy will be shooting lots of bullets.



This fight is all about timing. You're going to fight more than a dozen guys in one rush, and you can't afford to let any of them get behind you. The best plan of attack is to work Alpha and Bravo squads in tandem to cover the whole airfield strip.



Watch out for enemies throwing grenades and enemies running to fetch more gun-toting enthusiasts.



Send Bravo down south along the embankment (back the way you came), below the airfield's line of sight. Come up around the southeast corner and drop prone just inside the helicopter. You can also drop prone a little more to the west (near the plane), but wherever you choose, do it in a hurry. The ambush triggers as soon as you touch the airfield soil.

Switch back to Alpha and move out from the northeast building's protection. The guards around the jeep should be dead, so move south of it so the vehicle doesn't block your view. Bravo should have the northwest angle covered (most of the airfield). Alpha should have the west angle covered (reinforcing Bravo, where most of the fighting will take place) and the northeast (in case any guards try to sneak around the back of the buildings). Keep shooting at any hostile that moves.





Move frequently during the ambush. If you have a few seconds of quiet, slide a team over to a new location so you can find enemies trying to sneak up on you from a different direction.



Dispatch enemies with grenades quickly or you might be without a team. If you can get the enemy to drop the grenade so it blasts his nearby companions, that's even better. When there's a lull in the fighting, shift both teams' positions slightly if you can. For example, drop Alpha down to the top of the helicopter and rotate Bravo over to the plane. This prevents surprise grenades from hitting your team and causes frustration for sneaky guards trying to get a cheap shot off.



Open the door to the airfield's northeast building (not the corner building). Two enemies hide inside, unless they've taken the west exit and joined the forces on the western side of the airfield.

You may have to weed out enemies that have gone prone in defensive positions. The northeast building (not the corner one you've been using as a barricade) contains two guards. Snipe through the door or go in if you know their whereabouts. It's possible that they've left out the back door and will regroup with the troops on the western side of the airfield.

TIP

In large fights, position Alpha and Bravo so their arcs cover the whole area. Each team can generally see 180 degrees, so two teams together should never be taken by surprise.

Proceed carefully with Bravo to the fuel drums at location #7. Alpha should stay put and cover the open airfield in case of renewed activity.



Head for the large fuel drums. Don't worry—a stray bullet won't ignite them, and they offer the best angle from which to shoot at the guards on the airfield's western end.

MAP LOCATION #7

An enemy sharpshooter hides in the last doorway of the north building. Don't lose sight of him in all the confusion.



From location #6 (the fuel drums), you can get a much better angle at any guards in the second half of the airfield. One guard likes to shoot from inside the northern building, so eliminate him first; he has the best shot back at you. It's possible that one of the vehicle reinforcements parks here instead, in which case you may have two to four other enemies loose in the area. Between the crossfire Alpha and Bravo have set up, no one should escape.



The western side of the airfield looks relatively quiet. That's only because most of the guards are holed up along the perimeter.

MAP LOCATION #8

A two-man patrol stands pat at the northwest corner. Hit them from the corner of the large southwest building.



From location #7 on the corner of the southwest building, Bravo should see and take out a two-man group guarding the northwest airfield. Keep in mind that their deaths may alert the three-man team in the woods behind them (if they haven't already joined the mayhem by now). Watch for this team, since one of the them carries a grenade launcher.



After you emerge from the southwest building's corner, look due west. Two guards check the road for any trouble. The trouble, however, will come from the east and your two quick bullets.

Keep Bravo on this angle and switch to Alpha. Follow in Bravo's footsteps until you reach location #7. Alpha will cross the open airfield to reach the northwest corner. On the way, pay attention to the west near location #10. Two guards check for disturbances on the road, and they may not be drawn into the fight. If they're there, drop prone and blast away. Once they fall, continue to location #8.

IN THE DUMPS

For a key ammo dump, your second objective is lightly guarded. Run through three enemies and you can plant your demo charge to blow it sky-high. One team should watch for road patrols while the second plants the charge.

TIP

Do not set a demo charge until the building or area has been wiped clean of all foes. There is no time pressure to get it done.

MAP LOCATION #9



The ammo dump, objective #2, lies northwest of location #8, up the hill.

From the fence at location #8, the top of the ammo building is visible off to your northwest. Run down the hill into the small valley and come up on the road just across from the ammo dump. Crawl the last bit so you're less exposed and can line up on the ammo dump's front door.

Crawl up the hill until you can rest on the road and get a clear view of the ammo building.



Around the ammo dump, a single guard checks to make sure everything's on the up and up. It isn't—he should have heard all the ruckus at the airfield—but he's fairly oblivious. Wait until he's outside the doorway, preferably at the dump's side, and pick him off there. You don't want the two inside guards knowing anything's wrong.



Three enemies guard the ammo dump. Usually, one of them walks the outside, and the other two are bunkered down inside. Watch that you don't get plugged stepping in the door.

As with any one-door room, the first few seconds of entry can be deadly. You don't know where your opponents are, while they certainly will see you enter. Fortunately, the ammo dump's door is open, so you don't have to worry about that alerting them.

Plant the demo charge in the center of the room and boom—objective #2 accomplished.



Charge in with your rifleman and look right first. There's almost always a guard in that gloomy corner. Down him and move to put the big ammo pile in the center of the room between you and the other guard. When you find his position, shoot him before he shoots you. See, some things are very simple in *Ghost Recon*.



From the ammo dump, look northeast for a two-man road patrol. It's best to eliminate them now before they intercept you heading for the extraction zone.



Your demo expert plants his charge, and objective #2 is a rousing success. At this point, don't head to the extraction zone. The special objective is to eliminate all soldiers, and there's no way you've done that yet. A two-man patrol lies on the road to the northwest, so find and eliminate them while you're in the area. The last enemy group defends the bridge, the alternate approach to the airfield, which we chose not to use because of its heavier defenses.

MAP LOCATION #10



Head south along the road after the ammo dump lies in pieces. You must wipe out the last few enemies down by the bridge to trigger the special objective.

Head south down the main road. If you've done your tasks to this point, the road won't have any resistance except from the south. The more enemies you let slip, the more on your guard you'll have to be.

THEY ALL FALL DOWN

The special objective is simple: Eliminate all enemies. Before you enter the extraction zone, make sure you've dealt with all foes. It may take a quick trip around the whole island to collect anyone you've missed.

MAP LOCATIONS #11 & 12

TIP

When tracking down the last few enemies on a map, use your threat indicator like a compass. Follow the orange lights until a red circle appears in the center. The enemy is within sight distance.

You'll catch the final three guards down by the bridge, enjoying the nice bog. The first guard circles the guardhouse north of the bridge. Approaching from the north, he should have his back turned to you.



A guy without a gun? Don't be fooled. As soon as you shoot or he spots you, the guard draws his heavy assault rifle and ducks for cover.

Hopefully, you'll down him in a single shot. Otherwise, he immediately scurries for cover. Usually, he ducks behind the building, then tries to fool you by sliding around to one of the trees. When you go in expecting him to appear from the house, he shoots you in the back or side from a tree. Another problem: He's armed with a machine gun, and those bullets hurt.

The bridge building guard doesn't hang around. He likes to work along the tree line for a better shot.



The final two enemies on the bridge will hear your first shot at their guardhouse partner. The closer guard likes to pop a grenade and heave it at your feet. Avoid any grenades and return fire from nearby cover (probably the guardhouse). If you can catch them quick enough, they're very exposed on the bridge. The grenades are the only difficulty to overcome.



Two enemies guard the bridge. They are not stupid. After the first shot fires off by the building, the first enemy arms a grenade and tosses it at your face.

At last, all the enemies have fallen. When they do, you unlock specialist Jack Stone for the next mission. He's the best specialist, since he's the only sniper and has an even more powerful range with his sniper scope. Killing the last of the enemies also saves you from having to walk all the way back to the extraction zone.

Cut down the last of the guards to complete the special objective and unlock specialist Jack Stone.



MISSION 5: RAPID PYTHON

Esteban Ordonez may be scum, but he's the lesser of two evils. A high-ranking member in Priego's cabinet, Ordonez has decided that Priego can't win and wants out. As a bribe to extract him, we get his brain and a document of top-secret information. Alas, Priego's men grab Ordonez before he can be secured.

This mission has three conditions. Find the secret information before Priego's men do. Rescue Ordonez from Priego's clutches. The regional commander for the FDG is overseeing the operation, so your third task is to blow his tank into orbit. You only have a handful of minutes to accomplish all that. It'll be a race.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Extraction Zone
- T Tank
- V Vehicle
- X Special Objective

MISSION CONDITIONS

Mission Name: 05 Rapid Python

Location: Matanzas Province

Date: 04/27/10

Time: 1:00 A.M.

Weather: Cloudy (nighttime)

Item Requirements: M136 Rocket Launcher

Hidden Specialist: Susan Grey, Rifleman (Weapon 5, Stealth 3, Endurance 3, Leadership 4, armed with the MP5-SD or AK47)

OBJECTIVES

1. Find Intelligence
2. Rescue Ordonez
3. Reach Extraction Zone
- X. Destroy Boevaya Mashina Pekhota (BMP) (unlocks the hidden specialist for the next mission)



A BRIDGE TOO CLOSE

A bridge in the southeast serves as a chokepoint for your mission. You must deal with the guards who defend it, as well as two jeeps full of reinforcements. You're under a time pressure to complete the first objective. Two minutes into the game, two of Priego's men will find the top-secret information unless you stop them.

TIP

Switch to night vision for any dark mission like "Rapid Python." Your stealth factor increases because you can spot your adversaries' heat signatures, but they can't see yours.

MAP LOCATION #1



The insertion zone starts you in the river. Switch to night vision and get ready to rock and roll.

Flick on night vision and grab your sniper. For the first part of this mission, the sniper will do the shooting.

Run from the river, through a windy rock passage, and onto a hilltop overlooking the valley. Be careful as you exit the rock passage near map location #2. You're in enemy territory.

MAP LOCATION #2



Enemy patrols start at the top of the tunnel leading up from the river.

TIP

Don't forget your specialists. Henry Ramirez and his MP5-SD can prove invaluable on this mission, when a stealth kill allows you to delve deeper into enemy territory without reinforcements raining on you.

As you emerge from the rock formation, look left, at the hill's northern section. A lone soldier patrols here. His death could alert the soldiers on the road below. If you brought specialist Henry Ramirez, and he's armed with the MP5-SD, you can prevent that. The MP5-SD shoots silenced auto fire. It's an awesome weapon that'll make mincemeat out of the lone guard without stirring even the crickets.



One guard wanders the hilltop near the river. Take him out as close as you can to your position at location #2 so the noise doesn't alert the other guards below.



If you don't have Ramirez, don't fret. You can still use your sniper. Wait until the guard is as close as possible to you as you hide in the grass. Hopefully, those below will not hear a thing. Even if they do, you have time to crest the nearby hillock and lay waste to them.



MAP LOCATION #3



A two-man patrol watches the road below the hill. From your position in the weeds, pelt them. If you miss, don't get up and move. They'll have trouble spotting where the initial shots came from, and you'll get another chance to finish the deal.



After the first guard, head northeast toward a higher hillock that will give you the best vantage point for surveying the road. Two guards walk these grounds. If they heard the gunshot that killed their partner, they may be on their way up the hill, using trees as cover to get close. If not, they're easy pickings. As with the first guard, the only danger is that their deaths will alert the bridge guards.

MAP LOCATION #4

Two guards, at either side of the bridge, peer out. Remove them so you can concentrate on the more important targets.



To zoom in on the bridge, climb down the hill and put yourself on an even level with the bridge (too much tree coverage prevents a good shot from up top). Two guards flank the bridge and will be your first victims here, because they're the closest.



Don't take your eyes off the northwest road for long. Two jeeps are on their way as reinforcements.



After they fall, glance northwest. Eventually, two jeeps—each manned by a driver and gunner—will reinforce this bridge from their position up in the northwest map corner. It takes time for them to get down here, but you don't want them to catch you crossing the road when they show up.

TIP

Sometimes you can hear the jeeps' engines before you spot the headlights. Go prone and fire on the jeep gunner before he shreds you.



Two of Priego's men search for the intelligence information on the bridge's other side. Stop them, even if it means rushing the bridge and engaging in close combat.



The biggest danger in this area comes from two innocent-looking guards. When the game starts, two of Priego's men are on a two-minute timer. After the timer expires, these two men walk south. They start north of the bridge, and it only takes them a minute to reach the end of the south road where the intelligence is (objective #1). You must kill them before this point or you lose. Settle down at location #4 and take a look. Your sniper will spot them at the scope's range. It's easiest to pick them off with the sniper, but if need be, advance up to location #5 for a better shot or to the other side if that's what it takes to bring them down.

MAP LOCATION #5



Check the bridge for survivors. Some guards may lie prone to either side, and you won't spot them until you're crouched on the bridge.

Depending on how much fighting has gone down, the guards may or may not be dead. At location #5, search the bridge for lingering bad guys. At the battle's start, two guards defend the bridge's north, one shoots from the south end, and another combs the woods to the southeast looking for the intelligence information. He won't find it, but he will join the fight if he thinks he has a nice opening. If they are quiet, proceed to location #6.

MAP LOCATION #6



Head down the south road to retrieve the top-secret intelligence. When you reach the fallen trees, the objective message pops up complete.

Head south down the road to retrieve the top-secret intelligence and complete objective #1. There is no visible package, but if you walk far enough you'll see a lumber stack. Approach that and the objective message pops up.

TIP

Whenever you have multiple targets to take out at the same time, make sure the fire arcs of your fireteam are pointing in that direction. In the seconds before return fire strikes, you want a volley of bullets hitting the original targets.

MAP LOCATION #7

On your way back from objective #1, watch that the two reinforcement jeeps haven't arrived. If they have, go with either a sniper at long range or a rifleman's grenade launcher.



Return to the bridge. If you haven't dealt with the jeep reinforcements, they'll park on the bridge here. It can be quite a fight, so attack them from the trees south of the bridge. If any of the enemies stay in the jeep, leave them be for the time being—they won't get a decent shot at you. The ones outside the vehicles can lay a hurting, so beat them to the punch. When you have idling vehicles, advance to location #8.

THE RESCUE

Priego's men have Ordonez, and they plan on delivering him to a big tank for safekeeping. You must hurry to intercept before the exchange can take place, or else Ordonez is dead and you've failed.

TIP

While there was a time limit for fetching the intelligence information around objective #1, there isn't one so stringent on Ordonez's rescue. The time limit for Ordonez won't start counting down until you enter the top third of the map.

MAP LOCATION #8



Enemies on opposite ends of a woodpile make for a difficult shot. When you unleash on the first, the second will return fire.

You can bring Bravo Team down now. The reason we've kept them at the river so long? You don't want the A.I. handling them when those jeep reinforcements show up. If they position themselves wrong, the jeeps will kill all three team members. Now you can set them up on the bridge. No enemy patrols will be able to sneak up on you now. If you're carrying only one demo expert on this mission, that soldier should be in Bravo avoiding combat, waiting for the big time later when we engage the tank.

From location #8 on the road, your sniper will notice two enemies ahead on either end of a woodpile. Be quick and you've got them both. When you open up on one, the second returns fire, so a quick draw means no friendly

casualties.

MAP LOCATION #9



Two enemies north of location #10 drop into view for a short while as you camp at location #9. Snipe them before they can warn others.



Two more enemies guard the pass to your northwest. Wait for them to investigate the gunfire and they won't stand a chance. If any of them escape, speed up your rescue and beeline for Ordonez. You don't want advance warning hitting his prison team, or they could have him under wraps before you arrive.

MAP LOCATION #10



Hearing the noise of your recent gunfire, two guards come up from the bridge to the west. Before they can investigate far, plant them in the ground.





It's a repeat performance at location #10. Two curious enemies leave their posts at the central bridge to find out what the shooting is about. Let them know firsthand.

TIP

This mission does not require you to kill all the enemies. If an area gives you trouble, or you fear time is running out to save Ordonez, abandon the fight and concentrate on the mission objectives.

MAP LOCATIONS #11, 12, & 13



There's not much to see through the middle of the board. Make the best time you can to reach Ordonez.

If ever there was an easy part of a mission, it's these three locations. The closest you'll come to hostile movement is a scared rabbit darting through the brush. Proceed with a few glances to make sure an enemy hasn't veered from his post.

MAP LOCATION #14

No matter how fast you run to objective #2, Ordonez will be heading toward the BMP tank.



After you cross into the top third of the map (about where the road runs to the northern bridge), Ordonez's prison guards will force him toward the tank by the northern bridge. You can't let him get into that tank or the mission ends.

If you're fortunate enough to reach location #14 with all three of Ordonez's guards in view, drop and let your sniper have at them. Don't hit Ordonez with a misfire or that ends the mission, too. Before you charge after Ordonez, call Bravo up to the fun. It'll take them a minute or so to reach your location, but you'll need them for extra support and the demo expert's rockets.

MAP LOCATION #15



Gun down the soldiers around Ordonez, but don't hit him or the mission is over. Ordonez will go prone during the shooting, so keep zinging over his head until the guards can't return fire.



CAUTION

Ordonez shows up whiter than his guards in night-vision mode. Don't shoot him by accident or the mission ends.

Ordonez will be on the move. Run to location #15, drop prone, and start firing. Besides Ordonez's immediate guards, three more guards around the BMP join in the fireworks. One of those guards smartens up and tries to flank you from the trees to the north. Keep an eye on him while you reenact "Custer's Last Stand" for the tank enemies.



An enemy tries to flank you from your north side. Don't let him get close.

MAP LOCATION #16

After the Ordonez guards fall, advance to get a better angle on some of the guards defending the bridge.



Advance farther to location #16. With Ordonez's prison guards dead, you don't have a time pressure any more. Climb slowly up the hill to get a better angle on the remaining guards around this end of the bridge.



In the midst of the chaos, your demo expert should launch a missile to destroy the BMP before it retreats over the bridge.

Switch to your demolitions expert when the coast is clear. Line up a shot on the BMP and say good-bye to the FDG regional commander. In the explosion's aftermath, have your demo expert or the Bravo rifleman make contact with Ordonez to secure him under your control. Advance Alpha up to the bridge and have a look around.



When you can't see any more enemies on this side of the bridge, retrieve Ordonez from his groveling position.

ESCORT SERVICE

Rescuing Ordonez was the first step. You have to escort him to the extraction zone. Several snipers and armed guards will have a say about that.

TIP

When you have a civilian in tow, link him to the team that will see less action. The fewer bullets fired in the civilian's direction, the better.

MAP LOCATION #17



More guards at the bridge, this time on the western side. Show them how it's done.





The guards aren't done with this bridge. Even with that damage, a few of them linger on the western slope. Dance back and forth between the bridge walls and pick off the last few guards.



There's confusion going on with bullets flying and tanks blowing up. Some of Priego's men might come at you from the trees.



Watch the woods for any stray guards. Your night vision works wonders here. It's hard for an enemy to hide behind trees. If even a part of him is exposed, the night vision will pick it up.



You may have to weave back and forth between the bridge walls to pick off the soldiers hiding on the other side.



MAP LOCATION #18

You have Ordonez with you now. Be careful that no enemies surprise you. One grenade or stray bullet could kill Ordonez.



On the bridge's far side, set Bravo Team on permanent rear guard. They will follow Alpha at a safe distance so nothing happens to Ordonez. Double-check to make sure Ordonez has been following one of your soldiers. If not, head back and touch him.

MAP LOCATION #19



On the bridge's western side, a nasty sniper will mow you down if you advance without first checking the cliff above you.



All that remains is a short trip to the extraction zone, but it's not without its peril. A sniper sits on a plateau to your right. Scour the cliff edges with your sniper until you snoop him out. Don't continue past location #19 until the sniper has been offed by your

CAUTION

The most dangerous enemy on the map rests up on the plateau west of the northern bridge. If you advance south without downing him first, you will lose one or two members, if not a full team.

sniper. Six green berets around Ordonez won't matter to that enemy sniper.

MAP LOCATION #20



A three-man team patrols the route you're taking to the extraction zone. Scope them out before you pass the sniper plateau. Finish them.



Location #20 is a two-pronged attack. Your first priority is a three-man team that runs north-south through the route you're taking to the extraction zone. Spot them before moving your teams through the area. Your sniper may be able to take them down, or else you can send Alpha through the trees on a flanking run to drop them from the side. Ordonez sits tight until this is accomplished.





A second soldier waits on the sniper's plateau. To be safe, run a rifleman up there to take care of his gun. You don't want any fire from behind you on your return to the extraction zone.



A last party tries to intercept you. If that second guard gets to throw his grenade, the mission is finished. Don't get caught in a situation like this. Proceed slowly and use your sniper from range to keep Ordonez safe.



To be safe, Alpha should also assault the sniper plateau. The biggest threat has been dealt with; however, a second guard waits up there. Sometimes you can head south without a bother from him. Sometimes not. Better to surprise him with a quick attack and eliminate the possibility of a problem.

MAP LOCATIONS #21 & 22

One enemy team to go. A group of two soldiers and another point scout circle the southwestern area between you and the extraction zone. The big headache: One of the guards is hand-grenade happy. He doesn't bother with a gun. He throws grenade after grenade in the hopes of blowing up Ordonez and you with him. Hang Bravo back at location #20 so there's no risk. Alpha should engage and identify the grenade lunatic first. Blast him, then run through cover to flank the remaining two. A couple of bursts will do them in.

Call Bravo down and head south to location #22, where you link into your original route. You've come full circle, with a turncoat and top-secret info in your possession. If only all Priego's men were like this one....



MISSION 6: LIBERTY STORM

This mission ain't named "storm" for nothing. Every enemy on the map has one thing on his mind: Kill civilians on the way to killing you. Priego's men will pull out all the stops to assault the voting center you start within, and if you're not careful, more than one innocent will perish in the attempt. Somehow, you need to defend the voting center with one team while sending the second team to battle through an enemy headquarters and save three different hostages at gunpoint. How much do you get paid for these missions?



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- V Vehicle
- X Special Objective

MISSION CONDITIONS

Mission Name: C06 Liberty Storm

Location: Cienfuegos

Date: 05/12/10

Time: 6:45 A.M.

Weather: Clear

Item Requirements: None

Hidden Specialist: Buzz Gordon, Rifleman (Weapon 5, Stealth 3, Endurance 2, Leadership 6, armed with the 5.56 carbine or M4 SOCOM)

OBJECTIVES

1. Rescue Civilians
2. Defend Voting Center
3. Take Command Post
- X. No Friendly Casualties (unlocks the hidden specialist for the next mission)



COMMAND DECISION

How hard could a voting center be to defend? Nigh impossible. With entry points at two opposite locations and 35 enemies willing to throw themselves at the building to bring you down, you're in for a dogfight. Oh, yeah, and you'll be shorthanded. While Bravo defends the voting center, Alpha has no choice but to travel the streets in search of hostages and enemy HQ.

TIP

You can't wait around in the voting center all day long. Too many enemies attack the center if they aren't engaged outside. If you sit around, eventually an enemy will slip in and let a few well-placed bullets fly.

MAP LOCATION #1



Team Bravo defends the voting center and hopes to hold out as Alpha completes its many objectives.

All looks peaceful in the voting center, right? Just one civilian and he's minding his own business voting over on the side. Who could know that dozens of bloodthirsty rebels are seconds away?

The upcoming fighting will be intense, so intense that one of your teams stay inside the voting center at all times. Periodically throughout the mission, enemy patrols will take a stab at overrunning the premises. Your team must stop them or your second mission objective fails and you need to restart the whole thing.

The voting center's north exit appears empty, but off to the left two patrols are coming.



We're going to try to do something about it, but troops will pour through the voting center plazas, and even into the building proper. Three minutes into the mission, a jeep and its two enemies assault the southern plaza from the street along the southeastern strip of the map. Three and a half minutes into the mission, two more jeeps from up by the enemy command post (southwest map corner) drive down and attack the voting center's northern side. Without a defensive plan, these forces—plus the ones already in place around the voting center—will prove too much for all but the luckiest fireteam.

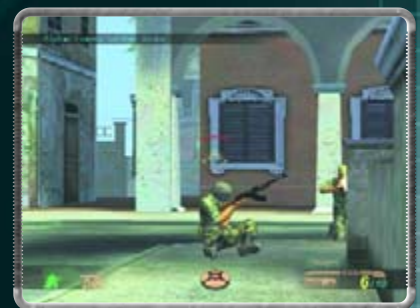
TIP

Unlike on the other missions, only a single sniper accompanies your teams this time. Keep the sniper with Alpha, to use against long-range targets and terrorists with guns pointed at the heads of hostages.

Alpha and Bravo both have a key part in your defensive plan. First, Alpha storm out of the voting center and intercept the convoy heading down from the command post. This convoy represents 75 percent of the reinforcements. If Alpha can prevent them from penetrating the center of the map, Bravo should do fine guarding the voting center interior.



At the northwest corner of the north plaza, two enemies prepare an ambush for you. Beat them to it.



Bravo stays behind inside the voting center. Position your soldiers just in front of the one civilian (they need to protect him to keep the special objective alive). Don't drop prone. You need to move quickly if the enemies enter the center. You don't want them gaining position behind any of the tabulation machines or coming in one door while you're flat on your stomach watching the other.

With that in mind, carefully select Bravo's firing arcs from the command map. Set one soldier to watch the south door, a second to watch the north door, and the third to watch directly across the room (and able to react to either door quickly). Bravo should be armed with two support soldiers and a rifleman, or two riflemen and a supporter. For this mission alone, include just one sniper, since it's an urban conflict with limited space, and you need serious firepower to defend the voting center.



East of location #1, a two-man patrol walks north to south on a route. If you see them when you emerge from the voting center, shoot them down so they don't assault Bravo later.



Finally, you're ready to send Alpha on its mini-mission. Use the voting center's north exit, since it's closest to the enemy convoy you want to intercept. At the northwest corner of the plaza, two bad guys lie in wait. Shoot them over the lip of the wall or move west and clip them along the wall's side.

CAUTION

Don't drop prone in the voting center. Though it offers defensive protection, you may have to move quickly to cover both entrances or plug an incoming threat.

A second patrol walks the plaza's eastern side. You don't have to engage them now. In fact, if you get tied up setting up Bravo in the voting center, skip them so long as they can't see you. If you have a spare 30 seconds, wait for them to walk to a gap in the plaza walls and finish them off.

MAP LOCATION #2



Use the bus as a shield against the convoy about to head right toward you.

When the coast is clear in the northern plaza, run to the west. There's a street that runs east-west; it turns north and heads up to enemy HQ. You should spot a bus on the right-hand side of the street. Set up at the front end of the bus. This will be your ambush point for the convoy that's about to turn the corner up ahead.



Ambush the convoy before it can continue its attack on the voting center. Leave no one alive. Anyone you miss, your buddies back in the voting center will have to deal with.



With the bus as cover, drop prone and have your rifleman or support soldier watch for the convoy. Don't worry about a long-range shot as the convoy turns the corner; you don't want to alert them until you can take several out with a single burst. Keep your sniper in the rear; his single-shot rifle won't cut it when you have seven guys crawling all over you.

As the convoy emerges from the parked car in front of you, open up on the first jeep. Cause as much damage as possible, and hopefully the vehicle will swerve and block the whole convoy from proceeding. Jump up to a crouch and prepare for several firefights.

MAP LOCATION #3



If guards get off the jeep, you may have to advance up the street to get a better shot.

Depending on how the convoy ambush goes, you may have to move up the sidewalk to get a better angle on the scurrying guards. There are seven—two in each jeep, plus three trailing behind—so count bodies before exposing yourself to possible hidden fire.

MAP LOCATION #4



Don't enter the street by the enemy's headquarters until you've wiped out the first patrol. You won't have to wait long—they appear within seconds.



Several yards past the wrecked convoy, enter a building that cuts through to the street the enemy HQ is located. Rather than go the long way, take this shortcut and use it to ambush the two-man patrol that wanders across the front of the building. Don't rush to the HQ street until you've dealt with these enemies from the building's shadows.

TIP

Like trees on the outdoor maps, cars on the urban maps make for decent cover. Pinball back and forth from car to car as you advance up a street.

MAP LOCATION #5



A second two-man patrol on HQ street may go down easily. They're not expecting an attack with their command post right behind them.



Before you seize the command post, you have one last street team to remove from the picture. A two-man team patrols the eastern end of the street (past the command post from your vantage point). After the first enemy team falls in front of your building, slide out into the street and set your sights on the enemies down the road. You don't want them mucking up your rush on the command post. The five enemies inside there are more than a handful by themselves.



MAP LOCATION #6



An enemy guard peeks around the command post corner. There's another one on the other side, too.

Five guards secure the enemy command post. Two guards, one on either side of the south street entrance, present the first obstacle. How do you shoot one without taking a slug in the back? Use a grenade. Lob one just inside the opening and the blast radius should take care of both. Out of grenades? It'll have to be some sly work. Go prone in the street and slink toward the HQ's outer wall until you can see a sliver of the easternmost guard. Nip him, then jump to a crouch position and go after the other. He'll be ready, but you can outdraw him.

When the first bullet flies, an enemy guard will dive prone behind the pineapple crates in the yard.



Once inside, two guards hide behind the pineapple crates to your left. The rightmost one drops prone and looks for a good shot. The leftmost one charges straight at you on a suicide run. Gun down the suicidal guard first. The prone guard shouldn't line you up if you're quick enough with his pal.



The second guard by the pineapple crates charges at you in a suicide run.



The last guard holds a sniper rifle on the eastern entrance. If he's slow to react, he may still be on the ground and an easy kill. However, if he gets his act together, watch out for a shot in your flanks. He might not fire often, but he fires accurately.



The last HQ guard watches the east entrance for an incursion there. Drop your sniper prone near cover and set your sights on a quick kill.

As the fifth guard collapses, the enemy command post falls under your control. It took a bit of effort, but now you have a mission objective under your belt.

HOSTAGE NEGOTIATIONS

While the voting center holds, Alpha continues to race around the map searching for three hostages. Angry terrorists with loaded guns don't make for a good scene, so rescue these hostages now before a bullet winds up lodged in gray matter.



MAP LOCATION #7



Double back to the voting center and help Bravo deal with any enemies around the building. Should any thugs get inside, make them part of the carpet.

The command post should now be a bunch of shot-up pineapples; no more enemy intelligence. Double back on Alpha's route and see if Bravo needs any help at the voting center. If you have time, do a quick recon around the building, eliminating any enemy patrols that might have an urge to vote.

No doubt three minutes have passed during your seizure of the command post. That means an extra jeep has pulled up outside the voting center and will have to be cleaned up before you can proceed out the south exit.



Enter the voting center at the north end and come out the south end. A sniper lurks in the building directly across the plaza. If you can find him, snipe him first. If not, try to escape with no interaction and head for the first civilian hostage.



Look out for a sniper on the balcony of this building. The voting center's southern courtyard falls under the sniper's scope.

MAP LOCATION #8



This back alley cuts down on your exposure as you close on the first hostage building.

Cut through the back alleys to reach the first hostage building, down in the southwest part of town. It's unlikely you'll meet with any patrols, so you can relax. Switch to your rifleman if you haven't already done so. He's the best soldier for a room-to-room search.

CAUTION
 It's not wise to have a support soldier try to rescue hostages. You want precision marksmanship with civilian lives at stake.

MAP LOCATION #9

Inside the first hostage house, one guard stands watch at the base of the stairs.



The first of three guards holding the unfortunate hostage stands at the base of the stairs. He'll shoot on sight, so it's one of those "rush in and take no prisoners" moves. Turn the corner and spray a burst right at his gut. You don't want prolonged firefights in close quarters—that's begging for casualties.



The second guard lingers near the top of the stairs. It's very gloomy in the hostage building, so switch to night vision if you're having trouble detecting movement.

The second guard watches the stairs from above. At the sound of gunfire, he'll be prepped. Switch to night vision here. You need to get a glimpse of him to lock on. In the gloom, it's difficult, and he may very well take off your head before you find his location. Grenades are out—given that there are civilians inside the house—so you must be very accurate with your shot.



The final guard threatens the hostage with a pistol. You only have one shot—make it count.

Hang a left on the second floor; your hostage and trigger-happy terrorist are in the next room. Again, be careful here to not hit the civilian. The guard is off to the hostage's left side, so shoot left when you rush in.

Secure the hostage with your sniper (that way you keep him in the rear and out of direct harm, for the most part). The mission objective doesn't pop up at this stage—this hostage is the first of three you must rescue to fulfill objective #1.

STREET JUSTICE

With one hostage secured, you have two more to bring home safely. Both are on the eastern street, one guarded by two thugs and the other by a nasty-tempered one. Dole out punishment one by one, and you'll eventually bring the hostages home to their families.

MAP LOCATION #10

Sleek, futuristic model or a retro-classic? The red car marks the street you'll take back to the voting center plaza.



It's time to head back to home base. Same deal as before: As you pass by the voting center, look for prowling enemies and wipe them out so Bravo doesn't have to. Reload and, for a change of pace, let your support soldier take point for a while.

MAP LOCATION #11



The jeep from the southeast quadrant of the map parks in the southeast corner of the voting center plaza. Surprise the two guards from the west.



It's possible that you've dealt with the jeep at the south plaza, or maybe you just ignored it in all the chaos. That's okay. It's time to put it on your action list now.

Approach from the west and place the nearby columns between you and your antagonists. It's easy to sneak up on the unsuspecting patrol this way, and the gaps in the columns offer great hit-and-run possibilities. Watch that one of the enemies doesn't hide behind the jeep. You might think there's just one driver, but there should be another armed flunky somewhere around the vehicle.

TIP

Each time Alpha passes the voting center, call for a perimeter search. Clearing up the new bad guys can only help Bravo hold the fort.



MAP LOCATION #12



Zero in on the lone watchman patrolling between you and the next set of hostage guards.

The second hostage has been taken at gunpoint right out in the middle of the street (at the corner of the main street heading east from the voting center). Before you get there, you have two separate enemies to remove. First, a lone gunman walks the road ahead of you. Sneak up on him, using cars as cover, and drop him with your sniper at range or your rifleman up close.



As you head toward the second hostage, watch out for a building to the north. A sniper sits in the balcony and will aerate you given a second or two.

Be careful not to pass the intersection with the street heading north. An enemy sniper waits in the balcony at the end of that road and has no trouble zooming in on your team as you pass. Ideally, hit the lone gunman at a distance, then inch up and sight the enemy sniper with your sniper. If you don't have a sniper of your own, make a run for it with cars as barricades.

MAP LOCATION #13



Two enemies surround the helpless civilian at the street corner. Take out the angry one first; he's more trigger-happy.



It's another terrorist training exercise. Can you kill both guards without a single bullet striking the civilian? Let's hope so. Shoot the angry guard first, then hit the second guard as he runs for cover. If you let him return fire, the civilian will get mowed down as he lies in the street between you.

MAP LOCATION #14



The last street patrol lies north of the second hostage.

North of the second hostage, your last enemy patrol scours the streets for infidels like yourself. Oblige them with a clip or two, and stand your ground until they've been marked in red on your command map. There are lots of cars, so return fire should be easy to dodge.



The last hostage kneels on a balcony in this building—at gunpoint, of course.

MAP LOCATION #15

Before you take on the last hostage-holding terrorist, make sure the local three-man patrol doesn't have anything to say about it.



Comb the area at the top of the street for stray patrols. None should directly intersect you, but you never know when one might notice you at a distance. When all is quiet, lock on to the balcony scene with your sniper. It's gloomy up there, so you may need night vision again.

TIP

Even after you rescue the last hostage, the mission may not end. If there are any enemy patrols on their way to attack the voting center, you'll have to track them down to finish your second objective.

The last terrorist holds a gun to the head of the third hostage.

You have one shot, and one shot only. Make it a head shot so the kill is instantaneous. Your sniper is your only chance. If you miss, your team can't race to the second floor fast enough. Even if they could, the balcony poses a serious problem—it's small, with little access, and the terrorist will have time to shoot you or your victim.



Up on the last balcony, the terrorist looks like he's about to use his pistol. Switch to night vision for a clearer view and take the head shot when it presents itself.



But you have one of the best snipers in the business, right? As the terrorist goes down, the hostage is free. Rush upstairs and touch him to complete the first mission objective. You may have to mop up a few more enemies to end the mission, but it'll be a joy compared to command posts and terrorists in the shadows.

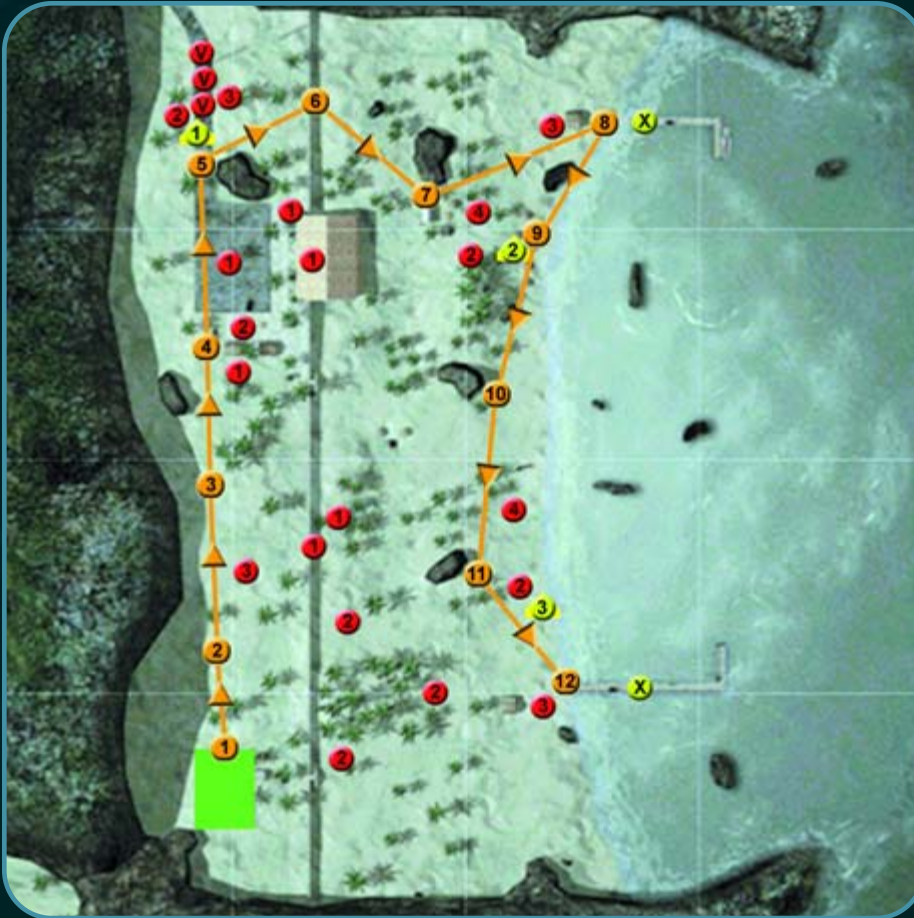
Rescue the third hostage to finally complete your first mission objective.





MISSION 7: OCEAN FORGE

The election results are in, and Priego comes up short. Sore loser that he is, Priego has asked his bosses to throw more troops his direction to seize the country by force. Rather than throw an army in the way to block these reinforcements, the government has sent you. Blow up the vehicles Priego's men plan to escape with, then take on a small army on the beaches. With your spare time, assault a manned automatic grenade launcher and steal sensitive materials that have fallen into enemy hands. When you're done, you can get a suntan.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- Tank
- Vehicle
- X Special Objective

MISSION CONDITIONS

Mission Name: C07 Ocean Forge

Location: Near Dimas

Date: 05/19/10

Time: 6:45 A.M.

Weather: Cloudy

Item Requirements: M136 Rocket Launcher

Hidden Specialist: None

OBJECTIVES

1. Disable Vehicle Column
2. Clear Beach
3. Seize AGS
- X. Seize Materials

ESCAPE VELOCITY

From the second you hit the drop zone, start hoofing it up the beach. Time is of the essence, as the enemy troops plan on hopping on their vehicles at the north end and escaping in a matter of minutes. You've got to do more than slash their tires; you've got to obliterate every last scrap of metal.

CAUTION

You have approximately three minutes from the start of the mission to stop the vehicle column. Fail to put up a fight and Priego's men drive off to victory.

MAP LOCATION #1



How convenient. You start out of sight behind this Christmas-colored shack.

The insertion zone starts you at the south end of the beach. Of course, you need to reach the beach's north end pronto. Three minutes from now, Priego's vehicle column leaves on a one-way trip to "game over." You must advance steadily up the map and adeptly pick off those who would stop you. If a ranged firefight isn't going smoothly, switch to your rifleman and think "hit and run." Dart from cover to cover—palm tree to dune to building—and shell enemies on the all-out run. You can't blow your chance at the



vehicles.

MAP LOCATION #2



First contact is with a three-man patrol about halfway up to the beach resort. Your sniper at range handles them nicely.



The first patrol circles the dunes between the insertion zone and the beach resort. You can catch them out in the open. However, when you fire, they'll scatter for the nearest palm tree or large dune. No other enemies will trigger at this point, so gun them down one at a time without fear of a counterattack.



Keep your eyes on the wall running along your eastern flank. Several sections have steps leading down to the beach below, and enemies attack unexpectedly.

Once you're on the move again, glance over at the eastern wall every once in a while. An enemy may pop up to cause you grief. So long as you're aware of the stair locations, you won't fall prey to a sneak attack. Also, as tempting as it is to follow an enemy down those stairs, resist the urge. You have a schedule to keep up here on the top level, and the "lone" enemy might lead you into an ambush with a whole lot more guns than you're prepared for.

TIP

Visibility is excellent on this map. Your sniper's effectiveness increases that much more for the mission.



MAP LOCATION #3



One guard inspects the buildings south of the resort's parking lot. As soon as you see him, drop prone and nail him with the sniper.



A single guard stands between you and the beach resort now. Wait for him to lap around the back of the buildings to the south of the parking lot. Out of sight of the others, eliminate him with the sniper and move on.



A guard lies in wait at the corner of the parking lot buildings. Notice the other guard in the distance patrolling the parking lot.



From location #3, look along the northwest corner of the closest building. You should be able to identify an enemy soldier, or at least his gun shoulder. Pick him off so you can move up to that position next.

MAP LOCATION #4



The second guard by the parking lot buildings secures the inside perimeter. Sneak up and fire around the corner and he won't feel a thing.

The guard you just killed has a partner on the opposite corner. As you arrive at the dead guard's position, peek around the corner and unload on the second enemy. A single, three-shot burst from your rifleman should do the trick. Most of the time, the guard watches the building for an eastern approach, so he'll be surprised to see you sitting on his doorstep.

CAUTION

A single guard walks the beach resort's perimeter. You never know when he'll show up and change the fight odds.

A third guard lies right next to the palm tree in the parking lot. Depending on your movement pattern, you may have to wing him first, before you challenge the guard at the corner. As long as you're not risking return fire at this stage, go with whatever works.



When you're ready to cross the parking lot, watch out for the assassin inside the resort.



Don't cross the parking lot yet. A single sniper bunkers down inside the resort behind the front desk. The first Ghost to cross bites it. When you're ready, your sniper should out-duel him. Don't shoot low or you'll sink a bullet into the desk instead. It's got to be a heart or head shot, and one bullet there should finish him. Don't worry about him right now, however; you have more work to do before you move on to map location #5.



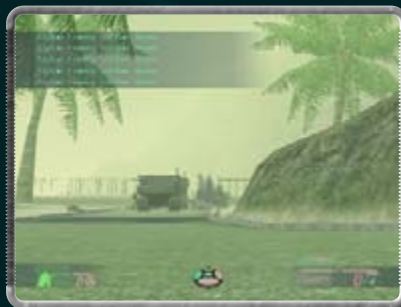
Your first sniper shot on the vehicle column will alert the other enemies in the vicinity.



Drop prone and line up a shot on the enemy column with your sniper. You want to kill the guard you've set your sights on, but more importantly, you want to alert every guard in the area.



Prepare for a large battle against the vehicle guards. When things get too intense, launch a grenade in there to calm the joint down.



Why are you dispensing with the stealth mantra? Simple. The alerted guard will naturally move to protect the vehicle column. While they're gathered together in one cluster, your rifleman can lob a grenade into their midst. It's possible to kill as many as five guards with a single explosion.

TIP

It's helpful to enlist a demo expert with an M136 on this mission. One rocket can shatter the vehicle column, and a second can smash the AGS down on the beach.



MAP LOCATION #5



Snoop around the destroyed vehicle column and hunt down possible survivors.

At this point, the vehicle column should be disabled. If a firefight is taking too long, especially if you see the vehicles' tires start to roll, call in drastic measures. Arm your demo expert with a rocket and let it loose on the front vehicle. If that doesn't finish the convoy, I don't know what will.

When all are dead at the vehicles, turn your attention to the steps leading down to the beach. This is where you play "shoots and ladders" with the beach enemies.



Advance to location #5 (after you've dealt with the sniper in the resort—you didn't forget about him, did you?). Take a quick sweep of the vehicle column and put any survivors out of their misery. This may sound harsh, but I've had limping enemies manage to shoot me when I decided to be merciful.

CAUTION

Downed enemies, even limping ones, can't just be left for a clean-up crew. So long as they still have guns, they're fair game. It'd be a shame if a wounded enemy decided to kill you.



Watch for enemies looking to slip through the secret northern passage. You don't want any foes getting up on the road behind you.

With the vehicles out of commission, turn east toward the stone stairs that descend to the beach. It's from here that you'll take on the vast force spilling onto the beaches. Note that there's a second stairway all the way to the north. Enemies seldom run all the way up there, but if they do, catch them before they can flank you from behind.

BEACH BOYS

A second wave of troops hits the beach after you destroy the vehicle column. Close to 20 in all will pound the sand looking for blood. Provided it's theirs, you should have no problem with their assault.

TIP

Don't be afraid to retreat in the beach battle. It may take more than one assault to down all 20 enemies.

MAP LOCATION #6



At the base of the stairs, zero in on enemy beach positions.

You're on the stairs now. Head down the south side and jam yourself against the stone edge. The more protection, the better. You want a good view of the surrounding beach without exposing too much of yourself. When the fighting begins, your sniper should gun down as many as possible. The enemy will close, so when you feel it's too hot an area—when you hear a lot of bullets pinging off the stone around you, that's a good indication—retreat up the stairs and come down the other side on the west. Take up a new angle on the advancing bad guys and trim the fat some more.

TIP

With upper and lower levels and many different staircases, this map always offers an avenue of retreat. When the resistance gets too fierce, regroup and choose an alternate entry point for a new fight.



Directly to the east, down on the beach, three enemies safeguard the first set of materials on the dock.

Running from side to side, east to west and back again, keeps the enemy guessing and prevents a grenade from locking on (unless they guess correctly). Remember, you don't have to stay put. You have the option of advancing to location #7 at any point—maybe to snipe a single troublesome enemy during a lull—or retreating back up to the top level. You can regroup and attack from another stairwell if necessary.

One excellent regrouping area is the rock by the destroyed vehicle column. The enemy has to come all the way around from one of the stair locations or walk out onto the parking lot in full view. When you have reloaded and have a new game plan, the rock offers you four possible routes—the seldom-used northern staircase, the staircase you just came from (not recommended), and the two staircases on either side of the resort (probably the best option, depending on what resistance remains).

After your first sniper shot, the beach enemies will advance—sometimes all at once—in the hopes of killing you or driving you back to the upper level.



When all immediate threats have been neutralized, continue on the route to location #7 and beyond. If you have time, count bodies in the sand. This will help you identify the enemy teams you've split apart or completely annihilated. If an enemy team still seems on the loose, stay on red alert. Your adversaries may have relocated, but you never know when they're going to jump out from a rock or doorway.



MAP LOCATION #7



Take as many beach bums with you as you can before you retreat to the stairs again.



From location #7, your sniper can sweep the entire northern half of the island. Your goal here is to clean up any stragglers—enemies who might join other groups or harass you when you engage with a larger force. By eliminating the entire northern force, you don't have to worry about a backstab when you head south.

Finally, it's time to call in Bravo. It's been a one-team show up to this point, mostly due to the speed with which you had to accomplish the first part of the mission. Now you can set Bravo to fire south and cover your western flank from nasty surprises. As you proceed south, Bravo should follow shortly behind.

MAP LOCATION #8

TIP

With so little cover on beach terrain, take advantage of the big rocks and palm trees. They're worth their weight in gold.



With no more guards on the northern half of the beach, you're free to run up on the dock and grab the first half of the materials to complete the special objective.

The second half lies behind the automatic grenade system to the south.



The materials for the first half of your special objective rest on the docks to the northeast. Simply run up on the dock and touch the package there to trigger the first half of the objective. While there, set up your sniper to scope out the south beach area. From that angle, you should see a few things impossible to view from the sand dunes.

SANDSTORM

Action could come from any direction. March your way down the beach and quiet any resistance. Aside from the powerful automatic grenade launcher, you've been in this situation before.

MAP LOCATION #9



Another group emerges from palm trees to mess with you. Don't they ever learn?



TIP

After the initial time crunch to destroy the vehicle column, you have no time pressure to complete the rest of the mission. When you're set up at the beach's better defensive positions, don't leave them until you've taken a few enemies down. Let them come to you for a change.

A four-man team, usually split into twos, starts at the very bottom of the south beach and slowly works its way up to the north end. You will probably run into those forces here. Survey the trees and rocky outcroppings from location #9 and give it a minute or two. You'll be rewarded if a group or two show up and you can pop them without a fight.

MAP LOCATION #10



Three separate enemy groups fan out around the AGS and the second materials dock. You will have to fire on them one by one.



Along the rock at location #10, things heat up. Three separate enemy groups roam around the AGS in a vague triangle. Each enemy group can see the others, so when you blast one, the other two teams will fan out and try to flank you. Some soldiers will even creep in, trying to make it easier to land a grenade in your pocket.





Fire on one enemy group, but don't lose sight of the other groups or they'll creep up on you—and they won't be delivering a group hug.



It's really a matter of first come, first serve. The closest enemy group takes the first bullet, and you have to bounce back and forth between all three to see who has the best shot at you (usually the closest squad). Your sniper will do most of the work, but switch to a rifleman or support soldier if multiple enemies get in close.



Stay hidden by location #10's rock and let the enemy come to you. With no cover on the open beach, it shouldn't be much of a task to serve them a little steel.

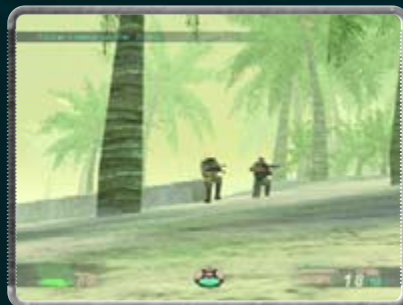


TIP

When an enemy charges at you, it's natural to panic and try to shoot quickly. There's no need. The ones that charge forgo shooting, and you actually have more time to deal with them than with an enemy thinking about return fire.

As far as tactics go, the enemy group on your right likes to stay wide and fire wildly in the hopes of getting lucky. The enemies front and center prefer the old-fashioned bayonet approach—run straight at you and, presumably, make you eat the barrel. You can let them get in closer than the left group, since they rarely fire until you can see the color of their irises. The leftmost enemies hide in cover and return sustained fire. These guys are the most dangerous. All things considered, eliminate them first if you can.

MAP LOCATION #11



A two-man patrol falls with several quick shots from your rock shelter at location #11.

The two back patrols—a two-man patrol along the wall and a three-man patrol near the water below the dock—will join the party. There's no one else to protect the AGS, after all. You should have more cover against the two-man team, so concentrate your initial fire on the three enemies ahead of you.



An incoming three-man patrol? No problem for a rifleman with plenty of cover and bullets.





Any remaining enemies will slowly make their way down to the south beach. Some that you may have missed (such as the resort's perimeter guard or a guard or two that showed up at the vehicle column party fashionably late) could prove troublesome if left unchecked. Check your threat indicator at intervals to make sure the orange compass lights are pointing only at the AGS. If not, remove the new enemy threat before attempting the AGS.

CAUTION

You thought dodging one grenade was tough? Try avoiding rapid-fire explosives from the AGS on the south beach.



The dreaded AGS and its two operators.

Ideally, you want no enemy movement when you assault the AGS. It's hard enough with just two guys whose exact position you know. More enemies will almost always cause a team member to go down.

Tackle the AGS by nestling against the rock and sniping at the gunner. Once he falls, your problems are over. One miss, though, and it's serious artillery jammed down your throat.



The AGS guards could charge at you. Or, in an amazing show of brilliance, they could turn the automatic grenade launcher on you.



The AGS launches multiple grenades in a single burst. The shock from this blast will sound like you're underwater for a full minute. The explosion rocks the whole screen and the smoke can be thick enough to disorient you for several seconds. If only you could have a weapon like this on your side.

The surest method of attack might be a dose of their own medicine: a hand grenade rolled to their feet. Again, pry the gunner away from those AGS controls and you have a two-second fight on your hands. Without grenades, use your peek skill to line up a shot and stay steady. Whether or not you hit, duck back behind the rock if you favor your forehead.

MAP LOCATION #12



The second dock holds the other half of the materials you seek for the special objective.

TIP

Should the AGS fall first, don't be shy. Jump in and pepper the beach with mini-bombs for any new aggressors.

Eventually, the two AGS guards will fall. They're outnumbered and out-skilled. The bigger gun can't hold you back for too long. Move in and grab the second half of the materials off the dock.

Priego's last attempt at military rule has been crushed. All you need to do now is fish that coward out of his fortress in the mountains. Maybe you can haul the AGS along for backup?



MISSION 8: RIGHTEOUS ARCHER

Priego's come to the end of the line. The elections are over, his Colombian drug lord friends have cut him off, and all that's left is his fortress in the Sierra de los Organos. The fortress, however, is loaded with two dozen enemies and a full-fledged tank. Weather conditions as crappy as they are, an air strike has been ruled out. It's up to you to drag Priego out from under his rock. And no shooting him—you don't want to make a martyr out of a madman.



LEGEND

- Number of Enemies At Location
- Objective Number
- Insertion Zone
- T Tank

MISSION CONDITIONS

Mission Name: C08 Righteous Archer

Location: Sierra de los Organos

Date: 06/06/10

Time: 8:20 P.M.

Weather: Rain

Item Requirements: M136 Rocket Launcher

Hidden Specialist: None

OBJECTIVES

1. Capture Priego



FRAG THE BIRDIE

Priego has an escape plan: an M18-Hip helicopter on the hidden helipad to the southeast. Meeting up with the first guard within the fortress grounds triggers Priego's escape. He will either run out the back entrance or use a secret tunnel to hook up with his contingency plan. With less than two minutes to find Priego once the alarm sounds, you don't have a prayer of completing the mission. A much better idea: Destroy the birdie before it can fly.

TIP

You must destroy Priego's secret helicopter first. He will escape if you leave the chopper operational, no matter how fast you are at dispatching his guards and closing in on his hideout.

MAP LOCATION #1



Rain and near-night conditions make for poor visibility and enemy attacks from anywhere.

The weather will be a factor. Rain and dusk-like conditions make it difficult to see enemies at a distance, and they're liable to sneak up close before you realize. For the first mission objective (blowing up the birdie), it is important that Alpha and Bravo cover each other as you descend to the helipad. There aren't many enemies, but they can be very deadly.



MAP LOCATION #2



In one of the most difficult shots in the game, your sniper must hit an AGS guard in a bunker, on top of a mountain, in the howling wind, through the ferocious rain, with a single bullet.



You'll never see the first enemy encounter unless told about it. Way up high on the northeast plateau, a guard points the muzzle of an AGS down on the road. If you move too close to the road's bend, it'll be Armageddon—grenades pelting everywhere. Your team won't survive the fireworks.

Instead of that scenario, sneak your sniper along the northern cliffs and sight the AGS guard out. Yes, you're in the middle of a roaring storm, but you're still going to be asked to make this shot with a single bullet. If you miss, the AGS will unleash the barrage. Mark the crosshairs on his forehead and make the shot count.

MAP LOCATION #3



Check to see if the road is clear before heading down to eliminate Priego's secret escape copter.

With the AGS out of the way, the road remains relatively safe. You'll need to cross it for a short while before descending through the mountain pass to reach the helipad. Check for enemies and use the high rock formations as cover.

CAUTION

Avoid the corners of the map if you can. The guard posts stockpile heavy armaments like AGS explosives and have a bird's eye view of the surrounding countryside.

MAP LOCATION #4



A single guard stands on the road up to Priego's fortress. Talk about misleading. All the enemies are inside the fortress.



As you head toward the mountain pass, watch to the west. A single guard patrols the road leading up to the fortress. Don't risk that route. However, depending on the guard's route, he may still spot you. If he's in sight, he has to be eliminated. You may alert the fortress guards, but if you don't shoot him, he'll alert the guards anyway. Even if you blow your covert status, you can hustle down to the chopper and prevent Priego from climbing aboard.

MAP LOCATIONS #5, 6, & 7



Eliminate the two-man patrol in the mountain pass down to the helipad. The only other enemies in this area guard Priego's birdie.



Compared to other enemy-infested areas you've passed through in Cuba, the mountain pass down to the helipad should seem like a park stroll. You'll hardly break a sweat with the single two-man team that trudges through the pass. When you reach location #7, look east. A second two-man patrol combs that section of the pass. Usually, though, you can avoid fighting them altogether.

TIP

You won't encounter many guards outside the fortress. Most of them are bunkered inside the fortress walls.

MAP LOCATION #8



You emerge from the mountain pass onto a helipad equipped with a fully juiced chopper ready to go at a moment's notice.



Three guards stake out the helipad. Two man the tower off to your left. One of these (the one in the tower proper) wields a sniper rifle, so he's the most dangerous. The second is no slouch, though. He carries a machine gun. Since you should arrive unannounced, settle into the grass with your sniper and pop the tower sniper with your first shot. As the second tower guard adjusts to the sudden attack, snipe him.



Two enemies fire on you from the tower. The tower guard is a sniper, and the guard on the stairs carries heavy weaponry.



The third guard hears your firefight from the other side of the helipad. He has one thing on his mind: heaving a grenade at your head. In fact, he might throw three or four hand grenades before he begrudgingly switches to a rifle.



The guard who walks the helipad platform favors grenades over rifle bullets.

Obviously, this can be a serious health hazard. While you take care of the first two guards, the third guard might take care of you. For that reason, the longer your fight goes against the tower guards—hopefully it will only be two shots—the more likely you'll have to switch to Plan B. The backup plan is simple: Send Bravo directly at the third guard while you fight the tower guards. Normally, I don't like letting the computer control a team in a potentially lethal situation, but you may have no choice if you want to prevent a single grenade from landing.



Say goodbye to Priego's escape clause. He might elude your grasp in the fortress, but he won't have anywhere to go now.



Once all three helipad guards lay face down, call up your demo expert and load a rocket. Burst the helicopter into tiny little pieces and Priego has no choice but to accept your terms of surrender later on. Leave Bravo here in a defensive position aiming out from the guard tower base. You want them ready for when Priego flees to his chopper after your rush on the fortress. Select Alpha and hoof it toward the fortress.

ROAD RAGE

The helicopter in flames takes the time pressure off. After eliminating the escape route, you can plan a methodical attack on Priego's fortress and men. We don't want to knock on the front door; it's much better to sneak up the back road and assault from the rear. You'll have fights on the road to whet your appetite for destruction, but it's not until you're inside the fortress that the real action begins.



MAP LOCATION #9



A two-man road patrol comes right at you out of the fog. Shoot first and ask questions later.



Head west and the road takes you up to Priego's fortress. The first two enemies appear out of the fog like ghosts. Fortunately, they don't have the savvy and firepower of the real Ghosts. At range, your sniper has more accuracy than they do. Don't settle for anything short of dead enemies and a healthy, unscratched team to continue on.

CAUTION

Out of the four corner fortress guards armed with .50-caliber machine guns, only the southwest guard poses a threat. He faces the road you want to advance up, so it's up to your sniper to splatter him or you could face heavy casualties.



MAP LOCATION #10



On the road up to the fortress, a second enemy team closes quickly. Your sniper might be able to take them, or switch to your rifleman for the up-close-and-personal message.

Sweep the road up to the fortress. At about where the road bends to the north, you should catch a glimpse of the second enemy patrol. If so, perform the usual sniper tricks. If not, switch to your rifleman. They may be lost in the rain and fog, and if they come upon you quickly, it's better to have the M16 ready.



Blow a kiss to the sniper at the fortress's southwest corner, courtesy of your M24.

After the last road enemies fall, switch back to the sniper and zoom in on the southwest corner of the fortress. You'll see a guard armed with a .50-caliber machine gun. He'll mow down anyone approaching the back entrance. You must remove him with your sniper to continue. At this point, the fortress might be on alert. So be it. No one said it was going to be a training exercise.



MAP LOCATION #11



The back entrance to the fortress beats the front entrance with a tank parked two inches away.

We've crept up on the fortress's back entrance for two reasons. One, if your secrecy has held, the back entrance affords you a chance to strike at Priego without wading through his entire army. Two, there's a tank parked at the front entrance. Who wants to fight a tank if they can help it?

TIP

The tank looks formidable, but you can leave it till last. Its current positioning doesn't allow it to fire inside the fortress.

A single guard wanders the administration building, not really paying much attention to anything but keeping his face dry.



Inside the fortress, watch the east behind the administration building. A lone guard loops this building and will be the only enemy you see in the southwest corner. He isn't much of a threat, unless he's allowed to retreat and warn others. Shoot him and you've secured the southeast sector. You can now use this area as a safe staging ground from which to attack the rest of the fortress.

FORT HELL

There's a backdoor shortcut that could nab you Priego without much bloodshed. That's if you get lucky, though. Otherwise, you must systematically wipe out the whole fortress from top to bottom. When the resistance peters out, Priego will make a run for it. With Alpha and Bravo in the proper positions, the tyrant can't escape your grasp.

MAP LOCATION #12



Crawl along the front of the admin building until you can clip the .50-caliber machine gunner on the front steps.

You have several options for capturing Priego. First, we'll talk about the shortcut. Priego hides in the admin building (the big one directly in front of you). You can use the back door (located on the south side of the building) and go straight for him. Two guards will shoot at you from the corridor when you open the door. Deal with them by peeking around the corner with a support soldier's M249 or rolling a grenade in there (just make sure it doesn't blast Priego).

Priego paces in the room to your immediate right. His two bodyguards will defend him with their lives, so you have to kill them both without hitting Priego. For identification purposes, Priego wears a solid white suit, while his bodyguards are in camouflage. Duck back and forth, into and out of the doorway, and take them both out with a rifleman (you don't want the support soldier spraying bullets around).

TIP

If Priego is not in his administration room, he has escaped down to the helipad with his bodyguards.

Should you accomplish all this, Priego will surrender and the game will end. However, that's probably a dream. Priego has a secret tunnel he uses to cheat his way out of the fortress and down to the helipad. Like it or not, you'll probably have to wade through his guard squad and let Bravo corral him down by the helipad.

With the .50-caliber out of the way, your sniper can pick off anyone across the courtyard, like the guard who hangs out in the barracks.



Assuming you go the normal route, it's time to kill a bunch of Priego guards before you lock up the man himself. From location #12 at the edge of the admin building, go prone and crawl along the ruins near the front steps. A single guard points a .50-caliber machine gun down on the courtyard. You need to slip out into the courtyard just far enough to catch a piece of his soldier with your first burst.

After that, zoom in at the far building on the eastern wall. Two enemies hang out in the barracks there. Focus on each window, and if you spot movement, take an enemy out. If all seems quiet, go ahead and assault the rest of the complex.

MAP LOCATION #13



Three sets of foes crowd the northern half of the fortress. Two enemies stand by the barrels east of the tank. Four loiter around the tank. The final two are along the fortress wall to the south, with a perfect shot at the first one through the open gate.



The fortress's northern half can't be taken lightly. Immediately crossing through the gate into the northern half, you have eight enemies bearing down on you. Two enemies parked by the barrels east of the tank add their gun power to the four enemies surrounding the tank itself. The last two might be worse. They line up along the southern wall (the one that divides the fortress in half) and have the perfect shot at whoever enters the northern courtyard.



From the open gate, but not inside the northern half of the fortress, gun for the barrel guards first. Next, peek around the corner and try to hammer the guard lying in ambush.



How to approach this big battle? Fearsome as the tank is, leave it till last. Its gun barrel points out the front entrance; it won't have time to rearrange its position to get a crack at you *inside* the fortress.

CAUTION

Watch out for the two guards lying in ambush along the northern courtyard's south wall. They will kill the first person to enter the fortress's top half.

Inch up to the gate between the two courtyards and set your sniper on the two guards at the barrels. Since you don't have to expose yourself to anyone but them, fire quickly and they won't respond fast enough to do you harm.





20
30
40
50
60
70
80
90
100



The guards that don't hide behind the tank should go next.



Killing the first two guards should send the tank guards scurrying behind the tank for protection. That's good. You don't want them brazen and in your face. Instead, they abandon their friends along the south wall, leaving you the opening you need. Peek with your rifleman and drop those two pain-in-the-neck guards ready to ambush you. They are the linchpins of the northern defensive position. If you remove them from the picture, you have free access to move in the courtyard.

MAP LOCATION #14



Advance slightly into the northern courtyard and aim for the far sniper. No sense in letting him get off a shot from above.

Enter the courtyard and have at it with the tank guards. Shift around to get the best angle on each enemy and take your time picking them off. When all four drop, switch your attention to the sniper in the northwest corner platform. He can't turn his machine gun on you, but who knows what other weaponry he has lying around.



Bring in Johnny Demo and let the tank eat an M136 missile at point-blank range.



It's time for the tank to become landfill. Load your demo expert with a rocket and fire away. If there were any guards still hidden behind the tank, there won't be anymore. At this point, the resistance in the northern quadrant has been routed.



Don't go anywhere near the corner shack. It's wired to explode and will set off other buildings in the complex.



A word of warning: Don't approach the shack in the southwest corner. A single enemy wires up explosives in that hut. When you open the door (or shoot him), the shack detonates and will kill anyone nearby. After that, several of the fortress buildings will be similarly wired. If you approach, for example, the building directly north of the courtyard gate, it will explode too. All can be avoided if you just leave the poor guy alone with his TNT.



Look for enemy stragglers in the debris.

Before you return to the administration building, check the northern half for hidden enemies. A straggler might try to shoot you in the back, and you might as well be sure the whole place is safe.

MAP LOCATION #15



Inside the administration building, you have two guards in the main room. The rifleman handles them best.

TIP

A grenade may soften up the guards in the administration building's main hallway.

You may be hitting the admin building interior for the first time or you may have tried to grab Priego earlier (see location #12). Let's assume it's for the first time. The guard on the front steps is dead. You must, however, open the front doors and deal with two guards ready to put holes in your chests. Unlock one side of the double doors, but don't rush in to a stream of bullet fire. Roll a frag through the door for a little devastation and distraction. The two guards will probably bite it, or at least you'll shake them up enough so that you can dart in with your rifleman and have a better chance at escaping unscathed.

The room in the southeast corner of the administration building holds Priego—if you're lucky. He has two escape plans: the back door or, if that's blocked, an underground tunnel in his room.



Again, Priego may or may not be in the southeast room with his bodyguards. If he is, your job is to kill both bodyguards without hitting Priego. He then surrenders and the mission is a success. If he's not, Alpha's job is finished and it's Bravo's turn.



Finally, the man himself, Priego in his immaculate white suit. Priego escapes your clutches in the fortress, but with his helicopter in flames, he's helpless.

Bravo has been waiting patiently in the rain down by the helipad. When Priego escapes, he'll head down here. He doesn't know the chopper has been destroyed, so his only plan is to reach the helipad. Watch for his white suit from either the mountain pass (the way you came down) or, more likely, the road. Keep your squad on a tight rein. You don't want anyone killing Priego by accident.



Cut down Priego's bodyguards and the coward surrenders. It's time to bring him to justice to pay for his crimes.

From the shadows under the tower, wait for a clean shot on the bodyguards. They all run without stopping, and we all know moving targets make for difficult shots. Hold steady and pop one, then the other. Priego will finally surrender when no one else can kill for him. With all the grief he's put the Cuban people through, it might have been nice if he had drawn a weapon on you without his guards around to defend his butt. Still, you did manage bring a despot to justice, save a country, and avert a potentially nasty global crisis—all on the anniversary of D-Day. You've done your nation proud, soldier.

