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STRATEGY GUIDE

Tom Clancy's



KILLER  
SINGLE-PLAYER



AND  
TACTICS!

# GHOST RECON™

## ISLAND THUNDER™

SQUAD-BASED JUNGLE WARFARE



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This game has received the following rating from the ESRB



### 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

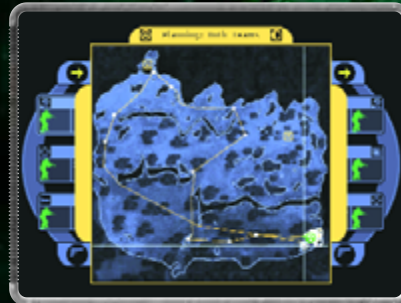
Given a choice, frags should be your backup weapon. Especially in a large multiplayer game with lots of potential targets, a fragmentation grenade can do in one explosion what a handful of bullets might not be able to. Keep in mind that you can lob grenades over hills, toss them through trees, and even 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.

## 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.



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## ISLAND THUNDER

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