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Ghost Recon Advanced Warfighter 2 by Ick

Monday, March 03, 2008

Maps and Gametypes

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		Map Name	Description	Alt. time of day *	Team													Solo									Co-op- 3 difficulty settings							
					Elimination			Territory				Objective			Battle			Elimination					Territory		Objective			Elimination		Exfiltrat.		Objective		
					Takedown NEW	Last Man Standing	Sharpshooter	Blind Siege	Domination	Hamburger Hill	Siege/Double Siege	Capture the Flag	Recovery	Search & Rescue	Team Battle	Divide & Conquer NEW	Mision NEW	Bounty Hunter	Last Man Standing	Seek & Destroy	Sharpshooter	Thief	Domination	Hamburger Hill	Escort NEW	Flag Carry	Campaign Mission	Firefight	Helo Hunt BACK	Teritory: Defend	Evasion DLC #2	POW DLC #2	Intel Recon NEW	Recon	Stealth Recon NEW
1	Adversarial Maps	Aftermath 8-12	This flooded city features debris and deluged cars throughout the streets, offering cover for both sides. Buildings in the center of the town all offer balconies and high stonewalls, making long range engagements and close-quarter firefights both viable choices.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
2	Adversarial Maps	Back Alley 8-12	A small urban town positioned around a bridge running through the middle of the city. Multiple alleyways and paths allow for a tactical choice between moving in from above of below the enemy.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
3	Adversarial Maps	Crash Site 12-16	Large open valley with a half-mile long trench dug into the middle of it by a downed plane. Hills in the area offer long sight lines, while debris from the wreck provides plenty of cover options.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
4	Adversarial Maps	Embassy 8-12	Open city streets leading to a large embassy building near the shores. The roof of the embassy provides an excellent sniper point, and there are plenty of back alleys to afford a more tactical approach.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
5	Adversarial Maps	Fort 8-12	A disused historical fort looks over the sea, with lush vegetation all around it's base. The jungle around the base provides cover while moving up to the fort itself.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
6	Adversarial Maps	Hydrodam 12-16	Large hydroelectric dam located on the side of a lake. Long sight lines offer great sniper support for both side, and paths underground give each team the chance to infiltrate the other base undetected.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
7	Adversarial Maps	Lagoon 12-16	A beautiful rocky island, featuring crystal clear waters and a shipwreck at the center of the island. Large boulders lend themselves to be great cover points, and the vegetation throughout the forested areas also offer excellent camouflage.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
8	Adversarial Maps	Monument Hill 12-16	An urban town built on a hill, featuring open streets and alleyways leading up to a marketplace. The alleys offer protection for an advance on the center, while balconies on the opposite sides of the plaza give snipers excellent lines of sight.	Yes	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
9	Co-op Maps	Station 12-16	A devastated railway, cluttered with rundown train cars at both the station and train yard nearby. Terrain around the station offers cover up to the center, where the action switched to close range engagements throughout the buildings. This is a daytime map.		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
10	Co-op Maps	The Cut 6-12	Excavated rock and dirt at the side of the cut offer up an excellent position for this encampment and facility. High clifffs provide excellent sniper positions and the dense vegetation also provide cover for a variety of tactical maneuvers. This is a daytime map.		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
11	Co-op Maps	Outpost 8-12	A main outpost, featuring one central building filled with disused factor equipment, surrounded by smaller warehouses. The whole area is quite open, so mid to long-range encounters is what can be expected. This is a daytime map.		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
12	Co-op Maps	Locks 12-16	A pinnacle of human engineering, the locks were built to raise an lower ships passing through the canal to the appropriate sea level needed to contine their course. Long sight lines across the entire map make this area a snipers dream. This is a daytime map		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
13	Co-op Maps	Hideout 8-12	An evacuated village with a church is the center of conflict in this area. The deserted streets in the town lend themselves to mid-range combat, while a rocky valley nearby offers up some close-quarter engagements. This is a daytime map		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
14	Co-op Maps	Caldera 12-16	A massive constrution site, with the foundation for a large satellite dish built in the center. Moving into the interior of the dish can be tricky, since it lends itself to very close quarter battles, while the elevated northern part of the map offers some long sight lines. This is a daytime map		Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

15	Cut-Down Maps	Riverbank 4-8	Rocky cliffs cut out from the initial excavation of the cut, have isolated this base on the side of the canal. Open-air buildings filled with various crates and shippments offer excellent protection while advancing on the enemy. Day.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
16		Pipeline 4-8	A large rusted pipe elevated above the ground winds it's way down from the outpost. Three small encampments offer some cover, and a bridge over the pipeline is an excellent elevated position for marksmen to test their skill. Day.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
17		Shoreline 4-8	A village situated between a sprawling beachfront and the canal's locks. High walls and long sight lines offer up many chances for intense firefights. This is a daytime map	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
18		Headquarters 4-8	A command and control facility, featuring various warehouses and other buildings recently used by a local militia. Two buildings are built with guard posts on top, allowing for excellent firing positions, while the rest of the layout is set up for much closer combat. This is a daytime map	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
19	DLC	Nowhere 12-16	A map from GRAW 1 is downloadable for players that link their ubisoft sign on with their XBOX LIVE Gamertag.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
20	DLC Throw-back Pack #1	Bonfires 4-12	From GR2 - Several bonfires punctuate a thick mountain forest. The abundance of trees breaks up sight lines and makes fast moving targets difficult to engage.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
21		Peninsula 2-8	From GR2 - A remote village built on a peninsula with bridges connecting many areas of the map. Houses provide good cover when in a close-quarters combat situation.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
22		Mountain Base 8-16	From GR2 - An abandoned Soviet base situated in the mountains of Kazakhstan, featuring narrow passes and dense pine forests in the surrounding terrain. Fortified ridges provide excellent defensive positions.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
23		Mountain Falls 4-12	From GR2 - A waterfall cuts a path down a steep mountainside, with the fast moving river dividing the map. Rocky cliffs provide excellent firing positions on enemies below.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
24		Desert Gulch 2-8	From GRAW - A rocky desert landscape carved into channels by rivers long since dried, featuring rolling terrain. Ridges overlooking twisting paths make long-range engagement and close-quarters tactics both viable options.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
25		Fishing Village 8-16	From GRAW - Dilapidated urban area gives way to a rustic fishing village near the shoreline. This map features a rolling, open terrain, abundant trees, and thick underbrush, making tactical movement a key to victory.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
26		Jungle Mines 6-12	From GRAW - A mining complex set in the jungle of El Salvador. A massive multi-tiered structure dominates the central mine, and provides ample access to the many levels of excavation in the surrounding area	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
27	DLC Throw-back Pack #2	Ghost Town 2-8	From GR2: Summit Strike - A rural North Korean village surrounds a temple courtyard. Narrow streets and back alleys make for intense close-quarters battles.\	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
28		Aral Sea 4-12	From GR2: Summit Strike - This map is a forgotten harbor village on the coast of a vast, empty sea. Grounded ships provide sparse cover on the dried sea bed dividing the map. The shelter of the docks above makes this map a favorite with marksmen.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
29		Government District 8-16	From GR2: Summit Strike - This map is a government district of a large Kazakh city. Open city streets make for long-range firefights, while winding alleys create flanking opportunities.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
30		Bunkers 4-12	From GR2 - Training grounds featuring several simulated bunker complexes divided by open ground with intermittent cover. Players must move quickly from cover to cover to avoid marksmen in the firing positions above.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
31		Rocky Cove 4-12	From GRAW - This is a coastal area, featuring tidal pools and an imposing central promontory. Beaches are littered with large rocks, and long sight lines invite marksmen to test their skill.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
32		Boneyard 2-8	From GRAW - This is a vehicle graveyard, with rusting aircraft parts and scrap metal piled all around. Tight quarters ensure no one is ever far from the action.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
33		River Depot 6-12	From GRAW - This is an old abandoned storage facility, overrun by the surrounding jungle and repurposed for military use. Deteriorating railways run the length of the map, connecting two gates on higher ground to a warehouse near the river.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y		Y	Y	Y	Y	Y	Y	Y	Y
34		Caves 8-16	From the original Ghost Recon - Large wooded hillside with vegetation as visual cover. There are caves in the north and several camp areas.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
35		Swamp Airfield 8-16	From GRIT? - This remake includes some rolling hills and low swamp areas surrounding an airfield and small grouping of buildings.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

36	DLC Coop Collection #1	Railroad Bridge 8-16	From GRIT? - This remake includes a central road with a railroad bridge above. The outlying areas include a network of hills that provide excellent cover for movement.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
37		Battlefield 8-16	From GRIT? - This remake includes a dark pitted landscape and multiple areas filled with rubble and collapsed buildings.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
38		Plantation 6-12	From GRIT? - This remake includes 6 fields surrounded by roads at a higher elevation.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
39		Business Park 2-8	New to the series, this map consists of several separate office buildings and a parking lot area.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
40		Rooftops 2-8	New to the series, this map consists of several levels of rooftops. Cover consists of short walls and various equipment.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
41		Castle 6-12	Remake from GRIT - Somewhat similar to an old GRIT map, the center of this area is composed of a walled caslte with varrying levels.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
42		Prison 6-12	Remake from GRIT - Somewhat similar to an old GRIT map, the center of this area is an abandoned prison.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
43	DLC Coop Collection #2	Bridges 8-12	Numerous bridges span a river winding through hilly jungle. Thick foliage provides cover and a few sniper spots. Supports medium- and long-range combat	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
44		Stronghold 12-16	A central stronghold on a hill surrounded by deep valleys. Supports multiple play types from stealthy sneaking to defending from towers.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
45		Depot 12-16	Large train depot facility surrounded by rocky hills. A high ground vs. low ground dynamic with lots of open terrain and long sightlines.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
46		Riverbed 12-16	A dry riverbed snakes through weathered rock formations and various ruins. A mixture of terrain and cover supports all types of combat.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
47		Ghost town 8-12	Dry, dusty shantytown in the midst of a sandstorm. A large villa sits on the hill in the center of the map. Some CQB in town and other opportunities for snipers.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
48		Road Block 8-12	A steep hill with an ancient fortress at the top and a roadblock at the bottom. Rolling terrain and scattered ruins dot the landscape.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
49		Island 4-8	Small tropical island with a lighthouse perched upon a rocky hill at its center. Maze-like paths through tall grass lead to the caves in the hill.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
50		Treatment Plant	Rusting pipes and tanks highlight this water treatment plant under repair. An open center area contrasts with a dense mixture of waterworks and construction.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
51		Mining Camp 4-8	An abandoned mining facility carved into a mountainside. Catwalks provide access to the interior cave spaces. Mostly medium range and CQB, allowing stealthy players to flank opponents.	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y

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Campaign - Mission
Play a campaign mission where players must defeat enemy forces and complete objectives to win. Respawns are off.

Co-Op Exfiltration - New with Throwback Pack DLC #2
Players work together to protect AI officers as they escort them to extraction zone through a map populated with enemies.

Co-Op Elimination - Firefight
Players must eliminate a large enemy force. Each player has three respawns; all players are on one team.

Co-Op Elimination - Helo Hunt
Players must survive against multiple waves of enemy helicopters.

Co-Op Territory - Defend
Players must prevent enemy forces from planting bombs at various zones. The team wins when all enemies are eliminated or when the time expires. No respawns.

Co-Op Objective - Intel Recon
Players must retrieve intel from each of five zones and return it to their insertion point while enemy forces patrol the area. The team wins when all intel has been successfully retrieved. No respawns.

Co-Op Objective - Recon
Players must recon each of five zones while enemy forces patrol the area. The team wings when all five zones have been successfully scouted. No respawns.

Co-Op Objective - Stealth Recon
Players must recon each of five zones while enemy forces patrol the area. The team wins when all five zones have been successfully scouted. Points are deducted for each enemy killed. No respawns.

Team Elimination - Last Man Standing
Each team attempts to eliminate the other. The team with the most points when time is up wins. No respawns; players on on two teams.

Team Elimination - Sharpshooter
Each team attempts to eliminate the other, and players receive points for each kill. The first team to 50 points wins. Infinite respawns.

Team Elimination - Takedown
Each team attempts to eliminate the other, and players receive points for each kill. A player on each team designated as the officer is worth more points when eliminated. Infinite respawns; players on on two teams.

Team Territory - Blind Siege
One team defends a random zone. The other team inserts at a random zone and must take the defending zone. No respawns; players are on two teams.

Team Territory - Domination
Teams must capture each of five zones, and they score points for each zone they control. The team with the most points when time is up wins. Players get infinite respawns and are on two teams.

Team Territory - Hamburger Hill
Get to the central zone and remain in it while keeping the enemy team out to score points. The team with the most points when time is up wins. Infinite respawns; players are on two teams.

Team Territory - Siege
One team attempts to capture the other team's base. Whichever team eliminates the other, or owns the base when time is up, wins. No respawns; players are on two teams.

Team Objective - Capture the Flag
Each team attempts to retrieve a flag from the opposite base and return it to its own. A point is awarded for each capture. The first team to 10 wins. Infinite respawns; players are on two teams.

Team Objective - Recovery
Teams must retrive a single flag from a central zone and return it to their base. A point is awarded for each capture. The first team to 10 wins. Infinite respawns; players are on two teams.

Team Objective - Search and Rescue
Teams must escort three unarmed officers back to their base. Teams score per second for each officer held. The team with the most points when time is up wins. Infinite respawns; players are on two teams.

Team Battle - Battle
Teams must capture each of five zones, and they score points for each zone they control. The first team to 1,500 points wins. Infinite respawns; players are on two teams.

Team Battle - Divide and Conquer
Teams must capture each of five zones, and they score points for each zone they control. AI soldiers are given as reinforcements as zones are captured. The first team to hold all five zones at once wins. Infinite respawns; players are on two teams.

Team Mission - Mission
The Ghost Team must place demo charges in three of the five enemy zones, then reach the extraction area. The enemy team must work with its AI support to stop the Ghosts. Five individual respawns are allowed; players are on two teams.

Solo Elimination - Bounty Hunter
Players receive incrementally higher points for consecutive target kills. Killing others resets points per kill. The player with the most points when time is up wins. Infinite respawns; each player is on his or her own.

Solo Elimination - Last Man Standing
The player with the most kills when time is up or when only one player is left alive wins. No respawns; each player is on his or her own.

Solo Elimination - Seek and Destroy
Score by eliminating and becoming the target, or by eliminating players as they become the target. The player with the most points when time is up wins. Infinite respawns; each player is on his or her own.

Solo Elimination - Sharpshooter
The player with the most kills wins the round. Infinite respawns; each player is on his or her own.

Solo Elimination - Thief
The player with the highest score becomes the thief. Score two points for killing the thief and one for other kills. The first player to 15 points wins. Infinite respawns; each player is on his or her own.

Solo Territory - Domination
Players work to capture five target zones, and they score points for each zone they control. The player with the most points when time is up wins the round. Infinite respawns; each player is on his or her own.

Solo Territory - Hamburger Hill
A single, central zone is the target, and a player must remain in it to gain points. The first player to 150 points wins. Infinite respawns; each player is on his or her own.

Solo Objective - Escort
Players gain points for escorting an armed officer. The first player to 50 points wins. Infinite respawns; each player is on his or her own.

Solo Objective - Flag Carry
Pick up the flag for points. The flag drops when you are killed. The one with the most points when time is up wins. Infinite respawns; each player is on his or her own.

Thanks to Payle Ryder for typing the game mode descriptions!

Notes
* The new time of day setting allows the host to change the time of day between two options.

In Ghost Recon Advanced Warfighter (March 2006) the download content included several maps

This map is available through DLC if you link your XBOX LIVE gamertag to your Ubisoft

Throwback pack #2 was release on August 28, 2007.

Co-op Collection #2 was released on Tuesday March 4, 2008 for 800 microsoft points.

* The new time of day setting allows the host to change the time of day between two options.

In Ghost Recon Advanced Warfighter (March 2006) the download content included several maps already in the game that were simply re-lit. Much to our pleasant surprise....this made the maps VERY different tactically. This was even more revealing when my group of regulars played any of the co-op games and the slower no-respawn matches like siege and LMS.

Therefore, the 18 maps included in the game is somewhat misleading. A true dedicated fan of the series....thinking very tactically about map strategy....could very well consider this to be a game with 26 maps.

This map is available through DLC if you link your XBOX LIVE gamertag to your Ubisoft forum sign-on tag.

Throwback pack #2 was release on August 28, 2007.

Co-op Collection #2 was released on Tuesday March 4, 2008 for 800 microsoft points.

Throwback pack #1 was released on or about May 9, 2007 for 800 microsoft points. It became a free download on approximately August 19.

The Co-op Collection was released on Tuesday January 29, 2008 for 800 microsoft points.