

Question: How is Ghost Recon aiming different than other shooters?



Not Ghost Recon: Center Line Aiming

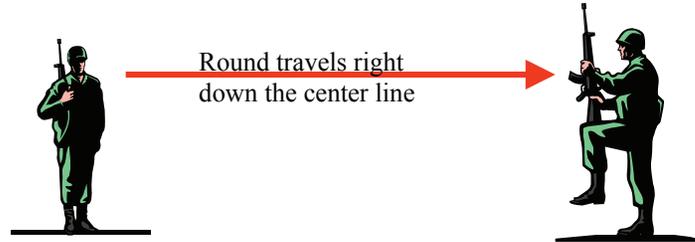
Bullet always travels down the center of the crosshairs. Sometimes there is a magnetic effect so that if the shooter gets close, the aiming system records a hit.

Example: Halo 2 sniper rifle (magnetism), Perfect Dark Zero sniper rifle (no magnetism)

Result: Where your reticule is, you hit.

Movement: The wildest movement, including jumping, does not affect aim.

Realism: Even the most precisely calibrated sight never hits exactly on target in the best conditions, so no, this is not realistic.



Not Ghost Recon: Target in Zone Hit System

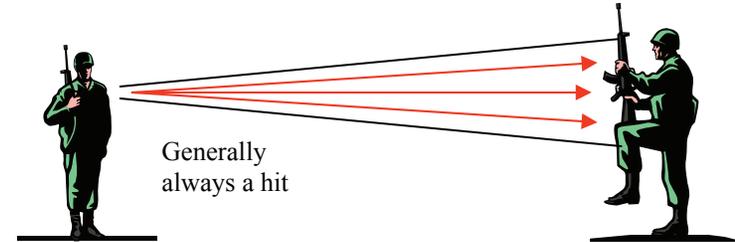
Bullet travels down a conical area. If you get a target within the zone you will hit it. When you fire your "reticule" shrinks, requiring you to keep your reticule on target to continue to score hits.

Example: Weapons of Rainbow Six, carbines in Halo 2.

Result: Where your reticule "zone" is, generally you hit.

Movement: Some games movement effects aim, most do not.

Realism: I suppose the game developer is saying that your soldier is a trained sharpshooter, so if you can get the target in reticule, you will hit. Doesn't seem real to me.



Ghost Recon: Conical Hit Pattern

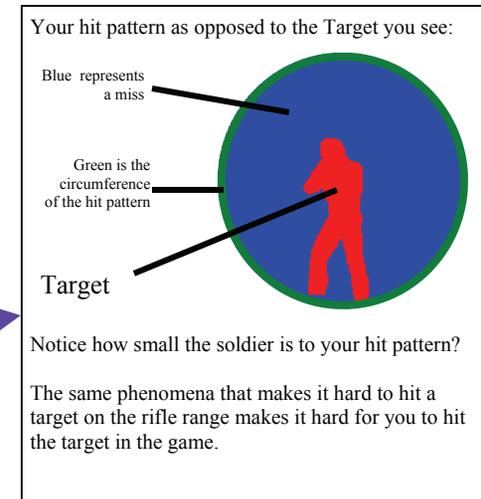
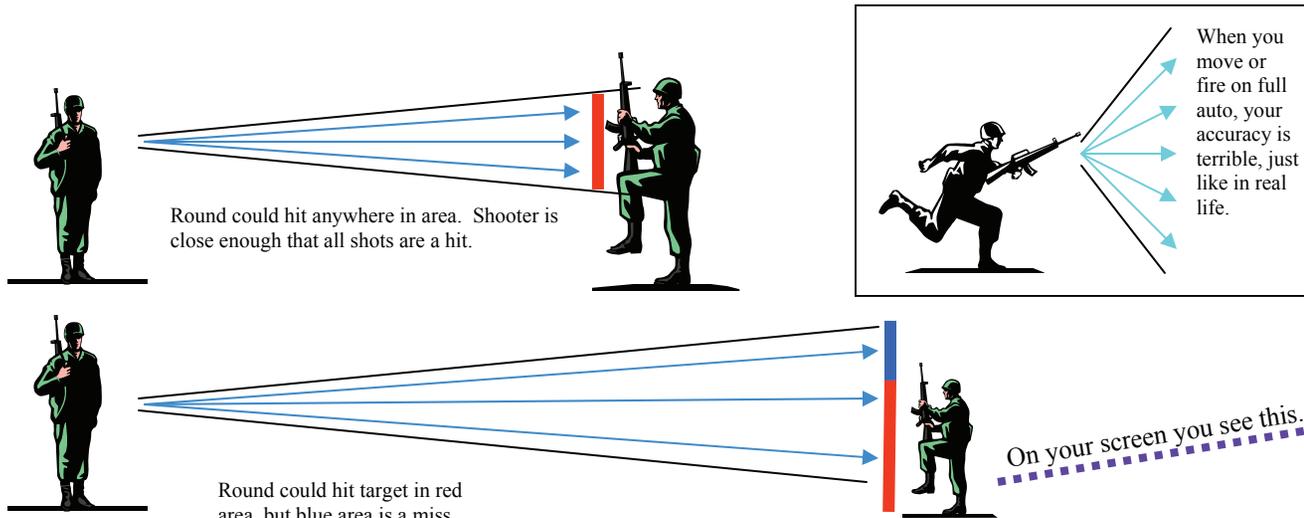
Bullet travels down a conical area. Round will take any number of paths down the cone towards the target.

Example: Weapons of the Ghost Recon series

Result: Your pips or "hit zone" represents your down range hit pattern. Further targets you may or may not hit. It depends on your distance, weapon, and other factors.

Movement: Moving means you cannot aim effectively.

Realism: Ghost Recon aiming system is very true to actual rifle characteristics. Wind, round imperfections, shooter habits, weapon characteristics, and a myriad of other factors means that even the best marksman cannot ALWAYS hit targets, especially far away.



Question: How is Ghost Recon aiming different than other shooters? (Continued)

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Here is an in-game photo from Advanced Warfighter

Notice that his “pips” equal the size of the blue circle.

This represents the area where his round will go.

If we project that area over the closer target, we can see that he will likely hit the target.

If we project that area over the further target, we can see that he only has a 20% hit probability and will likely miss. He will need to fire additional rounds to eliminate the target.

In most other first person shooters on the market, both of these would be hits. What if this was an actual soldier in true combat? The soldier would have a much harder time hitting the further target, obviously. This is a key element in Ghost Recon games..

