

# Improving Your Game

– By Ick

I hope this information is helpful to improve your game play, and thereby improve everyone's experience on XBOX LIVE. I have purposely avoided discussion of "server settings" and "personal ethics." This report is broken into the following parts:

- Getting OWNED online?
- Want to improve our game?
- Bored and looking for some variation?

Look no further.

## Table of Contents

### GENERAL TIPS

Microphones  
Xbox Gamertags  
Compass is your friend  
But I have no compass in GRAW!  
Early Discovery  
Banter and Offending  
Serious vs. Lighthearted  
You are not the Host

### TEAM COMMUNICATION

Strategic Communication  
Giving a status report  
Avoid friendly fire  
Call out enemy locations  
The dangers of using map coordinates  
Working closely with others  
Cover Fire  
Synchronize  
Watch out for Blacksheep  
Markers in GRAW  
Cross-com  
Counting Kills

### Examples of Strategic Communication

### STRATEGY AND TACTICS

Grenades  
Smoke Grenades  
Movement  
Pip Closure  
Soldier Stance  
Claymore  
Travel in Groups  
Watch the Score  
Listen  
Spinning  
Full Auto, Burst, Single Shot  
Silenced Weapons  
Silenced Pistol

Proper Engagement of Target  
Select Your Weapon  
Getting Stuck in a Rut  
Forget About Scope Zoom  
Don't Forget About Scope Zoom  
Left Trigger Zoom  
Knowing the Map  
Drone  
Soldier Class

### TEAM ORGANIZATION

Roles of Team Members  
Leader  
Defense  
Offense  
Communicator  
Motivator  
Poor Players

### Team Hierarchy

Dictatorship  
Anarcho-Syndicalist Commune  
Silent Partners  
Team Hierarchy  
What is Best?

### GAME VARIATIONS

Hanoi Jane (Mole)  
"Radio Man"  
One Grenadier Only

### APPENDIX – Single Player Game Help

Items added specific to Ghost Recon Advanced Warfighter are shown with this icon



# GENERAL TIPS

The general outline below contains helpful hints on general game topics in online games.

## MICROPHONES

If you are using your TV speakers for voice communications then turn your TV down. That annoying echo is caused by having your TV voice up too loud. The sound of a team member voice comes out the speaker and goes into the microphone causing a repeat of what was just said. This needs to be avoided.



Mute your microphone when you are on the phone or talking to someone in the room. I'm sure you don't like it when your mom/dad is nagging you...well guess what we don't like it either. No one wants to hear your mom telling you to take out the trash. For you adults, we don't want to hear the issues you have with your wife discussed, let alone your child crying in the background. Be courteous and mute your microphone.

Lower your microphone to point over your mouth and not your noise. No one wants to hear your imitation of Darth Vader.

Of course you can always mute a player like this, but that does not lend itself to great communication. If it is just the two of you left and you muted his annoying wheeze, well then you will be at quite a disadvantage.

## XBOX GAMERTAG

Although it is likely a little late now.....pick a gamertag that people can say. If your gamertag is impossible to say then more than likely you are going to get less help than someone with an easy name.

At the start of game look over your teammates names and make sure you can say their name. If you can't ask them how to pronounce it and get that out of the way before you have to guess at it during battle.

Sometimes if the name is so obscure, making up your own translation may be the only way. Just make sure the rest of the team knows who it is you are referring to.

## COMPASS IS YOUR FRIEND

Get used to using your compass to report locations or help players in bad situations.

"The EAST Stairs is taking fire"

"Mike one target WEST of you 50 m"

"Enemy spotted along NORTH wall heading WEST"

[Just in case you are a little rusty, north is the top of your map and the "N" on your radar.]



N  
W+E  
S

### BUT I HAVE NO COMPASS IN GRAW!

In Ghost Recon Advanced Warfighter tap the "back" button to call up your map. It really isn't important for single player, but in multi-player having compass orientation is crucial.



The same compass does exist in multiplayer, but it isn't really useful the way it is shown. For multiplayer assume the top of the map is North (All military maps are oriented top = North). I use that as my reference point and call out communication to my team members using that point. For example, you will hear me say things like:

- I just saw one, West wall, almost to the beach.
- Bronk, there is a man exactly north of you, grenade range, just over that wall.
- We are open to attacks from the South.

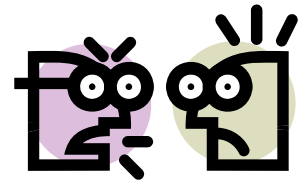
Generally that works well, especially when I play with guys that are more than familiar with that kind of communication.

### EARLY DISCOVERY

Many games are lost because the defending team is unable to effectively determine where the enemy is coming from. For example: in Pumping Station the enemies approach from only one direction during a siege game. If you call out "they are west" right away, all of your assets can be deployed quickly to stop the attack. If, instead, discovery takes too long then you find yourself with assets on the other side of the map out of position. Furthermore, and I have done this as well, should you call out the **WRONG DIRECTION** by accident...this generally spells disaster for your team.

### BANTER AND OFFENDING

Trash talking can be fun but try not to bash your own teammates all the time. If your teams morale is low cause everyone is just griping and moaning then more than likely your going to get your [hind quarter] handed to you all the time.



Please try to remember that there are ladies and young players present in some games. Racial religious or political slurs do not belong in a room either.

Cut back on the "you are an idiot" or "how'd you miss that shot" or "my team sucks" talk. There is nothing worse than playing with a team of guys where someone is just being negative all the time. If your teams doing something wrong or you feel like they suck then try and get them working together.

Also remember some people like me play in first person mode so what you may be seeing is not always what I'm seeing and vice versa. So those "How did you not see him" aren't always called for not to mention unproductive.

Throwing in a "good shot" or "nice try man" can help players recover and actually help them perform better in game versus the "dude you suck" or "my grandma could play this game better than you" etc. isn't going to help.

I have seen many times underdog teams come back from terrible losses or at least see marked improvement by good morale support.

Sure there are times when you just need to boot someone because they have no idea what in the world they are doing. I bet in most cases a little bit of good morale support can help a player play better in the long run.

### SERIOUS VS LIGHTHEARTED

There is a time to talk about the latest movie while playing. There are also times where it is appropriate to get down to business because something needs to be said. Generally you want to keep those discussions to the "dead room", not while a live team members is trying to determine target locations and get a win. Of course always be respectful of other players, don't hog the whole conversation talking about your clan when the other dead players want to discuss the unfolding game.

Once the fighting starts, that is the time to get serious. Players may like to have some conversation and there is a time for that, but there is also a time to be quiet for the dissemination of battlefield information.

### YOU ARE NOT THE HOST

When you enter a public room or join an unfamiliar room from a friend's name act respectful. By far the worst thing you can do is to start asking for changes. It is very rude to tell the host what map, uniforms, and game type should be put on. Generally you want to keep your mouth shut for at least several games. A little "hey, I really haven't played Quarry in a while, do you think we could try it soon?" after a few games would probably not be out of line



# TEAM COMMUNICATION

The general outline below contains helpful hints on team communication in online games.

## Strategic Communication

More often than not in my experience it usually comes down to the team that is communicating the best that usually wins versus the team with a bunch of Rambo players on the team looking for a kill count of five.

### GIVING A STATUS REPORT

On siege games call out if you are attacking or defending. This can be important if during weapon selection your team members forget what happened in the last game.

Always call out your kills. If you shoot and kill someone then let your teammates know. It also helps if you can give location as well.

"Deltax down, north of Pagoda"

"I tagged Just Mike at the East entrance"

"Killed three with a grenade down by the South wall"

Report or Check in. If everyone is being quiet for a long time ask what the status is. Make sure everything is ok etc. If it suddenly you find a lack of team communication it may be a good indicator that your team now consists of one player, you.

"Who do we have left?"

"Does anyone have contact?"

Calling out a headcount and time left is also helpful for two reasons. First, your team members don't have to refer to the stat board themselves. It gives them one less thing to do and allows them to keep their eyes looking for targets. Second, it helps everyone determine if an alteration of strategy is in order. For example, "Five targets left, two of us left, 30 seconds in match left" is a very different situation than "Two targets left, we have FIVE, eight minutes left." Remember that one split second where your checking the stat board could be the one split second an enemy lines you up in their sites or turns the corner. Elimination while looking at your map ranks right up there with being killed during the reloading of your weapon.

Sometimes the quiet player may just not speak the same language as you. Remember, this is a world-wide event, not local. I had a room full of French in the other night. This problem was solved easily by letting them all stay on the same team. Even though they were bilingual, it was easier to communicate in their native tongue. And, it is not wrong to mute someone if they only speak a foreign language. You cannot understand them as much as they cannot understand you.

### AVOID FRIENDLY FIRE

Friendly Fire is a team killer, literally. Keep a fair level of communication so your team has a fighting chance of suspecting you are a team member when they are zoomed in on you with no "X" coming up.

The other killer is crossing another player's line of fire. This can be rather difficult. I am told that in combat if one soldier enters the other's line of fire it is the soldier behind that is blamed for the friendly fire. Unfortunately while you are zoomed in you can be helpless to protect against this kind of thing. Of course in the best conditions you should pass **BEHIND** your team member. When this is not possible it would be best if both players watch out to prevent this kind of thing.

Grenades are particularly dangerous. The grenade section here has more information, but generally if you are pulling out a fragmentation grenade you need to tell your team, and tell them the target area you are trying to clear. Anger abounds when you lob a grenade into the base only to kill your own team member there to take it.

"I am along the West wall headed north."

"I am across the river from you headed back to the base."

"I just saw an enemy down by the bridge, watch you don't get me while you look for him too."

"Shark and I are on top of their base heading to the right. Watch your fire!"

"I see someone by the truck on the road, Ick, is that you?"

"I am crossing in front of your line of fire Mot."

#### CALL OUT ENEMY LOCATIONS

Call out enemy locations when possible. Always refer to your map and try and get an idea what areas you're scanning at all times. This is very helpful when an enemy passes by in that area or opens up on you...you can then call out for help or give a general idea where the enemy might be so other teammates can help out. Of course try not to yell out "behind that tree" when you are in a forest. The more quick detail you can put in your team's strategy the better.



"I am taking fire; enemy is **RIGHT ON TOP OF ME**"

"Silent Sniper is shooting from North of base. I am behind a rock."

"There are three guys charging the base, help!"

"I just saw a guy duck through the trees south of you Bronk, I don't have a shot. You should be able to see him now."

"Center bunker, left window"

"I've got three running down the center."

#### THE DANGERS OF USING MAP COORDINATES

Be careful in calling out map coordinates. This can be **VERY** dangerous as people do not know where B3 is without looking, but they **DO** know where the digger is just outside the base. Calling out coordinates can be tricky; many players cannot see the grid numbers clearly. Landmarks and compass directions relative to their position is generally the most helpful.

#### WORKING CLOSELY WITH OTHERS

Let people know when you are watching their back or if you are following them. Your friendly will hear footsteps, hear gunshots, or see your shadow and be all thrown off unless he knows to account for it. If you play with a group of guys



that love to pistol whip or satchel an enemy from behind suddenly finding another player behind you, even if a friendly, shakes you up. Let your teammate know that you are looking over their shoulder, and which side.

“I am on the path right behind you King.”

“King, I am watching across the road if you want to advance along the South wall.”

Furthermore, cover as the other moves, and when positioned, they will do the same. For example, one player selects a rifleman weapon while his buddy will cover from a distance with a sniper. As sections are clear the sniper can move up, allowing the rifleman additional room to maneuver with sniper cover.

To take the thought further, three team members can effectively cover an entire 360\* radius, not having to worry about their flanks. While this doesn't work in linear maps like Pagoda, it works well for very open maps.

### COVER FIRE

Generally I have found that cover fire has a very limited use. While you are laying down cover fire you are screaming to the other team “HERE I AM, KILL ME”. You show up on their fire indicator, they can see your tracers, they can hear your shots, and they can see your muzzle flash. Whatever you are doing, you better do it quick. Keep in mind if you do use cover fire make sure you lay down a consistent barrage of bullets. Effective cover fire is a BLANKET of bullets.

### WATCH OUT FOR BLACKSHEEP

Watch your six, especially late in the game. Panning to either side is good, but based on the map and game situation you are also susceptible to an enemy looking to embarrass you by killing you with a pistol at close range.

### SYNCHRONIZE

One of the main reasons to communicate is to synchronize. When your team all attacks the same location at the same time, with divided zones of fire your chances of success are drastically increased. Otherwise you end up running around the map in shambles and your team relies on individual skill only. This is when it comes in handy to always work with the same people, or if not, to formulate a plan of attack.

### MARKERS IN GRAW

(D-pad Up and D-pad Down)

There is a new feature in Ghost Recon Advanced Warfighter that is a breakthrough in communication, the new marker system. It really is something you have to use to get a clear understanding on how it impacts communication.

- If you have the drone screen open in your cross-com the D-pad controls the drone. Switch to a friendly soldier cross com to use the marker system.
- The most basic function is for a soldier in distress to hit “D-pad Down”. This puts a clearly visible marker around your soldier. Allies can see where you are when you call for help.
- The other function is pointing to an area of the map with either your reticule or map marker (in map mode) and hitting D-pad up. Should you observe enemy movement that



you cannot react to you can quickly mark the area when you say “enemy at my marker moving West along the wall”. Here are some other examples of how to use the marker system:

- I just killed a target here.
- Let’s try to take this point here.
- We are open to fire from here
- We just lost a man here.
- There is a guy right on top of me here.

## CROSS COM

Once you get used to the cross-com screen it is not a hindrance to your field of view. It really does come down to comfort level. Here are a few of points about the cross-com.



- It does not and cannot replace good old communication.
- It can be quite handy for knowing when your team member is moving. For example, if I am taking the base with another player and we both are holding position and he suddenly decides to move, I know it without him saying a word.
- For Random Squad matches it is a great way to cycle through to see who is on your team.
- When the chips are down you can use it to see who is alive. Sure you can ASK, but often everyone talks at once OR nobody talks at all.
- You can often use it to see where your team members are. GREAT information especially when you don't have to switch to your map to see where they are. This is especially important in IFF OFF games. If you know the maps I find that I can quite easily tell where my friendly is at even on that little screen.
- Switching to, or leaving the cross com ON a deceased player, can be crucial to watching an area other than the way you are facing. For example, on Rocky Cove if my team member dies in the north pathways I can watch the south approach whilst I rely on his dead cross-com to show me enemies that walk right by his body. It is like having eyes in the back of your head.

## COUNTING KILLS

Ghost Recon Advanced Warfighter does not have a “Status Screen” like the past Ghost Recon games. This can be important information if the tactical situation is 6 team members on 2 targets during an attack of a siege base. It can be quite a challenge in limited respawn matches to keep track of what is going on. If you can keep track you will find yourself a BIG help to your team. Disseminate this type of information with statements like “6 on 2 targets, two minutes left” or “Six targets left, two of us, lost last man on north wall, known target on perch near center of map.”



## Examples of Strategic Communication

State the obvious when you get a chance. For example, if I get behind the enemy or know I am relatively safe I will check the board and map, trying to provide my team members with useful communication. Even the best pistol whip scenarios have gone awry, and if you did not communicate, they will never know where you were trailing the opponent.



"Two targets left. We have 3. I am just north of the base. Just Mike usually plays as a sniper. I don't know the other guy. We are vulnerable from the west if he managed to get around us."

"That fire is coming from your south somewhere Reed."

"There is no way they got across the road north, I can see the whole way to the edge of the map"

"I am in the valley throwing a grenade north, wish me luck."

"That was a friendly grenade, no kill."

"That explosion was near me, he has to be just over this hill somewhere to get it that far."

"Red, is that you under the tower? Looks like the guy that got Futile will probably come at you from your west. Can you see him?"

"It is just you and I left Dodge, there are 8 of them. Good luck."

If a game just starts and immediately you have contact from a close spawns, better start screaming "North! North! North!" or whatever direction they are coming from.

"I am open to fire from across the river Politician01; I can cover the north from here. You got my back?"

"They just got Del at the bridge by the monument."

"Are you there? Hello? Any one there? Help.....?"

"Watch out Tack, we have a friendly just to your north around that building."

"I am wounded and near the base. If he gets a bead on me we lose. Can someone get back here?"

"Three targets left, one just took out Mightywhitee by me and the other is shooting at me from the north. So you guys have one to deal with. I will keep these two busy. Try taking the base."

"Deltax, I can't go behind you so I am crossing in front of you."

"JOKERtheSHARK I saw someone running behind that building, going to the right. I have the left, but your side is exposed, can you get that?"

# STRATEGY & TACTICS

The general outline below contains helpful hints on effectively using strategy and tactics in online games.

## GRENADES

Learn not to throw grenades and avoid killing yourself. With the new OTS view it sure is easy to hit trees that you think are not in the path of your grenade...then have it strike the object and kill yourself. Throwing uphill can also be perilous. Your grenade will roll down the hill towards you if you are not careful.



Throwing a grenade into a base to destroy a claymore can be handy. Just keep in mind that the other team will figure out that a hostile grenade has just gone off and will suspect your presence.

A grenade, in flat ideal conditions, can be thrown 30 meters, no more. Know this distance and know your map. Superior positions like high ground or steep hills, can give you additional grenade distance.

As stated earlier, before you toss an explosive, make the others aware. "I'm pitching a frag over the cliff at the base." The same can be said for rockets I suppose, except that most rooms are played without launchables.

## SMOKE GRENADES

There are obvious benefits of smoke grenades that I don't need to get into here save two things.

- Watch out for, or use, the smoke grenade decoy. Smoke one approach. While your enemies look there, attack from another area.
- Watch out for enemies seeing the "arc" of your smoke grenade and therefore knowing where you are at.
- Use smoke to rattle your enemies. Nothing rattles a player more than taking his visual ability from him.



## MOVEMENT

Getting behind the enemy can mean victory. Let those that can execute such a strategy do so. If you can't be successful at this, let someone else do it. Nothing is worse than everyone trying to go out and flank only to lose half of your defenders. Also you can end up with no base guard, resulting in a loss because your team members are too far from the base to help. Decide who stays behind.

Movement is dangerous. Know when to move and when to sit and wait for targets to move to you.

There is a difference between camping, and strategically awaiting to lure a fly into your web. Arbitrarily running into a corner without helping your team is counter productive. If you move

up, pick a spot, and wait, this is a valid strategy. There are some crucial areas of every map that are high traffic. Watching such a bottleneck can help your team immensely.

Moving from cover to cover coupled with a “juke” in your step (changing soldier trajectory often), can make you very hard to hit. Snipers love smooth linear movement in enemies. As a sniper it can be very difficult to lead your target. See further discussion on pip closure.

Use 3<sup>rd</sup> person view (Over the Shoulder) to see over or around a target. This allows you to watch an area without exposing your soldier to fire. If you don't already know this, I am concerned about your reasoning abilities.

Learn when you are prone to strafe, and not roll. This is a gentle movement on the left thumb stick. Going prone can hide you very well but remember it is characterized by limited movement and slow reaction time.

Also see the soldier stance section.

## PIP CLOSURE

Pip closure is certainly important in the game. Not sure that much needs to be said about the topic save these items:

1. When you are wounded, your pips close much slower. For rifleman and gunners this is unfortunate news. For snipers it generally makes them useless.
2. When your target is moving it can be very hard to get a kill. Constantly moving your reticule on a moving target means your weapon will never stabilize. There are only **THREE** ways to counter this as I see it.
  - A. Select a weapon with a tight full auto grouping.
  - B. Get your crosshairs on target and, while in single or burst, fire off tight groups at the target.
  - C. Place the reticule in the anticipated path of the target and wait for them to cross it.

Of course a sniper does not have A or B as an option. Good luck snipers.

3. Know the pip closure of your weapon. Make sure you check out [www.ick.bz](http://www.ick.bz) to make sure you are not selecting a weapon with seriously inferior stabilization without getting some kind of tangible superior characteristic in the trade off.



## SOLDIER STANCE

Standing - The fastest, and hardest to hit, stance is a moving at full speed standing soldier. This is how I play most of the time.

Crouched – Most weapons have slightly poorer accuracy in this position. Forward movement is slower than when standing. This can be an effective stance when there is shoulder high cover or using a hill for cover. You may be able to line up a target (with full cover) then stand and take him out.

Prone – Very limited in movement, but this view allows you to use OTS on very short objects like railroad ties or small folds in terrain. Make sure you don't "roll" by accident since you cannot fire during the maneuver. One of the other keys to the prone position is the spin maneuver. If you hold down the left thumb stick you can spin in position. Remember that when you are prone switching to claymores is slower.

One of the tactics of using the prone position is dropping prone position when engaging a target. This causes the opponent to fire over your head as you drop, but it does leave you temporarily unable to fire. Usually this is worth the trade, especially if you are caught off guard.

### CLAYMORE

Plant a claymore in the base. Even if they can see it generally they will have to blow it up with a grenade first or risk going in to the base and being killed. When they throw a grenade in your base, you know that an enemy is close. Figure out the blast pattern of a claymore, and place it so the angle of the cone is effective. (GRAW does not have a claymore as an equipment option)

### TRAVEL IN GROUPS - KNOW YOUR TEAM

Working together in close proximity with a team member can take communication to the next level. See the communication section. There has already been quite a bit said about this in other sections here.



### WATCH THE SCORE

Who was killed by who and where? This can be a key question. For example, you know Blaksheep01 was taken out near you by Just Mike. You also know Just Mike ALWAYS brings a silent sniper; this gives you a clue to his distance and location. You now may have the advantage on Mike.

### LISTEN

Often you can tell how far away an enemy is based on how loud the gunfire is and often how red the fire indicator is. If you communicate this information to your team effectively and they know about where you are they can triangulate their position based on "how loud" or "how red" their own indicators are. Surround Sound can be a crucial component to doing this even more effectively. If you do not have it, get it. When used with the fiber-optic cable you have an advantage over your enemies.



### SPINNING

Many people don't know about the spin tactic. In the older Ghost Recon games there was a threat indicator, much like the fire indicator, that showed the general direction of where the enemies were. In those games you could "spin" and see when the indicator changed from "front" to "side" and tell almost precisely what direction your target was in. During a firefight of multiple shots you can use your red fire indicator in this same manner. By spinning and seeing when your fire indicator changes from "front" to "side" you can tell the general direction of your enemies. This tactic, when coupled with "LISTEN" above allows you to determine their location with surprising accuracy

## FULL AUTO, BURST, SINGLE SHOT

Make sure you appreciate the differences in these settings. The best players I have played with generally leave the weapon in single shot. Should you engage an enemy you can squeeze off several rounds in a tight grouping much better than you can control a full auto burst. Sometimes, a burst is a very effective option. It allows you to place a nice tight group, while retaining the single shot accuracy.

Other weapons, like the silenced MP5 can be very effective in both full and single shot. For example, the MP5 has a great close range grouping on full auto. However, you can leave it in single shot mode, tap the trigger as fast as possible, and get an even tighter grouping without an appreciable loss in rate of fire.

## SILENCED WEAPONS

The battlefield is largely ruled by information. Generally the more of it you have the better your chances and this is largely a function of your team paying attention, team communication, and tactics. However, by selecting a silenced weapon you are obviously trying to deny the enemy this information. Proper use of these weapons, especially the MP5, can be tricky.

Even though the red arrow does not show up on a silenced shot you still risk being seen from the muzzle flash of sustained fire. This defeats your effectiveness of being sneaky.

The silenced sniper in GR2 has the same stopping power as any other rifle, about 1.36 hits to kill. The MP5 takes an average of 2.25 hits to kill. Keep this information in mind.

## SILENCED PISTOL

I equip a silenced pistol during siege games unless I bring a silenced rifle. For those times when I bring a silenced weapon I generally select an un-silenced pistol. You never know when making some noise is necessary to distract an enemy while your team takes the base. The pistol itself takes an average of 3.83 hits to kill in the abdomen; silenced pistols take even more shots.

Play pistols only matches. These help you to: (in no particular order)

- 1) appreciate your assault weapons
- 2) gain better accuracy
- 3) quicker reflexes
- 4) help you out if you play a sniper a lot, being this is his backup, and you will probably have to use this on occasion – sometimes it is easier to “dance” with a pistol than a long sniper rifle.

## PROPER ENGAGEMENT OF TARGET

Shooting an enemy target, especially if he doesn't know you are there can be the wrong strategy. Hesitation is a killer, but if you do get behind enemy lines, and can keep from being discovered, victory is only a step away.

Another common sense rule, but here it is anyway, shoot the guy shooting at you first. If you do find yourself engaging multiple targets quickly engage those that have observed your presence (the spotter may have not yet clued the others in on your location). An additional tactic is to

eliminate those with weapons that you are most susceptible to. For example if in close quarters, eliminate rifleman or gunner weapons first, snipers will be largely useless in close quarters. If your multiple enemies are half a map away, likely all are a threat. If the enemies are far, say, over 100 meters, you are in trouble against a sniper. Unfortunately you likely will RARELY be able to make such slight tactic modifications in game play. But in case you do, at least you have thought it out once.

NOTE: A true killer will be patient and if unseen will wait and see just how many there are crossing his path. Wait, let them pass, then fire from behind. Firing prematurely may result in death, or scaring the others so they will not expose themselves when they might have otherwise. Plus, if you mess up, now you have just pinpointed yourself, allowing them to flank, and triangulate upon you.

### SELECT YOUR WEAPON

It is always a good idea to check the statistics of your weapon on [www.ick.bz](http://www.ick.bz). While you may be perfectly satisfied with your selection it is a good idea to check that weapon to its peers. This can leave you with an “ah-HA!” kind of revelation when you see how horrid your weapon pip closure is yet you seem to be able to see so much further than others. Not that you will make a change, but it is good to know the differences if you want to tweak your selection based on a map.



Know your range of effectiveness for the weapon you do choose.

Support - Most support weapons are not terribly effective over somewhere around 60 meters, perhaps even less than that. However, you won't find yourself in need of a reload if things fall apart quickly and you have to engage multiple charging targets. Know your advantage and limitations. Single shot with these weapons is poor at best, controlled bursts seems to me to be the way to use this weapon. Sustained fire is only good for close combat or cover fire scenarios.

Rifleman and Grenadier – Reloading can be a problem, but with an effective range of somewhere near 100 meters, this is the best all around weapon class. Most engagements are between 20 and 100 meters, and these can be used, without zooming, effectively at that range. Reload when you can under cover, and BEFORE you charge. Many times the kill has been lost and resulted in death because the person charged while reloading.

Sniper – Most effective at 80 meters and longer these weapons are the best for early discovery of enemy positions, just don't get in close. Oh, and don't get wounded, you will be largely useless as a sniper. This is when it is ideal to find a more suitable weapon from a deceased player. Even though it is possible to charge an enemy position and rapid fire a few shots up close, the percentages are really against you as a sniper.

Don't forget you can swap weapons. If you are the last man standing and you are a wounded sniper, pick up some poor dead guy's rifleman weapon and improve your sad situation.

### GETTING STUCK IN A RUT

Don't select the same weapon over and over, try to mix it up. Try silenced every once in a while, try choosing the M8 and quickly getting into battle, try a sniper and hang back, or try a unique weapon like the SKS 84M. Whatever you do, avoid the dog weapons like the AK-47 (and the like weapons). Sometimes when my game is off and I seem unable to assist my team I take a weapon I normally do not select, especially of a different class.

### FORGET ABOUT SCOPE ZOOM

Some guys just can't engage without being able to zoom in on a target. Remember, with a rifleman weapon you are likely to hit and kill your target within 100 meters without zooming in. Take your shot, get your kill, and take cover. Don't take the time to zoom in and potentially lose your target AND give yourself tunnel vision. You can also miss ambient enemy grenades and muzzle flash while zoomed in.

The biggest advantage of no zoom is the third person peep or lean. In the "over the shoulder" (OTS) view you can stay crouched behind complete cover, line up your crosshairs, then stand. This allows you to essentially "pop up" and take out your target. Of course the "lean" feature can also be used in this way as well. The enemy has almost no chance. This is the biggest problem with OTS.

### DON'T FORGET ABOUT SCOPE ZOOM

Some guys seem to forget that they can zoom in to check out an area that they otherwise would be unable to see using the OTS view.

### REMEMBER LEFT TRIGGER ZOOM

An important addition to GRAW, the left trigger zoom restricts your movement quite a bit, but can be the added accuracy you need to take down a target. This is particularly important for snipers engaged in close quarters battles.



### KNOWING THE MAP

This is everything like:

- Knowing how far the defenders can get within a certain time so you know where potential enemy contact begins.
- Knowing how where the hotspots are for grenades.
- Knowing if you are at position X you can get position Y with grenades.
- Knowing if you are at position X you are susceptible to grenades from position Y.
- Knowing the possible spawn points of enemies and knowing how to react when the spawn point is discovered.
- Knowing the likely route of attack of enemies and where your defense will be weak.
- Knowing the choke points to keep an enemy out of, or enclosed in, a certain area.
- Knowing the nooks and crannies like the best spot to go if you are solo, or setting up an ambush.
- Knowing the spawn zones and general direction of approaching enemies.
- Knowing landmark locations and their "names". This is absolutely essential to get team communication to a higher level.



## DRONE

As you know GRAW has added an intelligence drone as an option. Many hosts do not play with this technology, so my comments here are somewhat limited in usefulness. A few comments:



- I assume you know how to use the drone properly. If you don't, read your manual.
- It is best if a team establishes who commands the drone and how to use it.
- Your drone is great for eyes and ears, but it is also a great decoy. You can use it to "fake" the enemy into thinking you are approaching from one direction when in fact you are not.
- Drone killer sniper rifles like the M107 and SR AS50 are great for drone killing, just remember that the "textbook" number of shots to kill is 4, but quite often it will take more due to lag and some kind of "game effect" people have noticed. These two factors sometimes increase the damage a drone can take significantly.
- If drones are on, make sure to note the respawn times. This can be crucial.
- Announce "enemy drone down" and note the time. This is crucial to know when to expect the enemy to have a respawn.
- When your drone is shot down, also announce this. Likewise pay particular attention to when this happens and when you will have an additional drone.
- Sometimes it can be VERY important to keep the drone moving. Quite often I send a drone to an area and watch for it to stop in the cross com. I give it plenty of orders to KEEP IT MOVING. This keeps the enemy from targeting it easily...especially with a rocket launcher.

## SOLDIER CLASS

A new edition to the Ghost Recon series is the advent of "soldier class". The classes are as follows:

- R = Rifleman
- G = Grenadier
- A = Assault Rifleman
- M = Marksman



Essentially if you select a class and bring the corresponding rifle you get two bonuses: A bonus for accuracy with that rifle and a bonus for recoil. There is NO COMPELLING REASON to bring a mismatched class/rifle combination. There is one exception though. Rifleman will reload weapons a tenth of a second faster in their non-rifleman class. The damage to recoil and accuracy for bringing a rifleman with a non-rifleman weapon is much too great for that slight reload time to have any positive effect.



# TEAM ORGANIZATION

The general outline below contains helpful hints on organizing your team effective in online games.

## Roles of Team Members

People generally fall into these roles:

- Leader
- Defense
- Offense
- Communicator
- Motivators
- Poor Players

In all reality, you SHOULD be able to switch from role to role instantly (except for the poor player of course) and know when to do it. The best teams are made up of players that can do everything. The best team members excel in all areas, not just their specialty. For us mere mortals, we must realize what our role is and how to use it. Please realize that the following is not black and white, and there are always exceptions. Also keep in mind that you can be more than one role at a time, such as an Offense and Assist player.

### LEADER

The leader gives orders. That's about it for that role. He looks, listens, and guesses on what to do next contingent on the information given to him. He tells his teammates, and the teammates do thus. This role is obsolete in well practiced teams, and is generally only found in dictatorship hierarchies. See TEAM HEIRARCHY below. Generally you want your team leader to have the role of defender or communicator.

### DEFENSE

Defensive players guard certain locations (like key choke points), or objectives (like the flag, base, or hill). His goal is to sit and roast marshmallows until he has an opportunity to hurt the enemy from his location he is defending. This role is the most important in objective games, and should not be taken with a "blah" attitude, nor given to someone who does not play well. Many times the defenders that remain at the base win the round with multiple kills. Additionally the defenders quite often end the game with no kills. With the attackers taking out all targets, but there is no mistake. The defensive player allows the offensive player to do this. Know your job and how to do it effectively. No job is menial.

### OFFENSE

Offensive players go to the enemy, as the enemy approaches his position. He is the one who goes to take the base and grabs key positions, generally a role given to those that have good survival skills. The offense player's goal is to keep the enemy from reaching the defensive

player, and to speed up the progress of the game in his team's favor. In defense siege games this player will charge out to catch the enemy off guard or get to a choke point first. He does this to:

1. dominate the map,
2. get behind the enemy, and
3. discover the general direction of the enemy spawn or approach. Key information early in the game for his team members.

## COMMUNICATORS

The Objective player is one that doesn't care about the limitations that offense and defense has, but instead keeps his mind on the objective at hand. He is the one that constantly communicates vital game information. Dedication, awareness, and good survival skills are a must. I personally take this role in most of my games.

## MOTIVATORS

Not really a player type, I suppose, but can be the key to a team. Like stated before, I have observed teams lose several games in a row that pull themselves back together by verbally supporting one another's efforts verbally, and therefore taking the overall victory.

## POOR PLAYERS

There certainly are quite a lot of other players that do not function well with the player types described above.

- Loner – this guy works alone as if he was the only member of the team.
- Rambo – This guy is like a loner with an itchy trigger finger and volatile explosives. Often taking one or several team members with him, the Rambo sabotages your silent attack or otherwise thwarts your team tactics much like an elephant during a slow dance. Fortunately he will tend to take a target down with him, just make sure it is not you.
- Jackal – These morons will purposely touch the rock in D2 to have everyone crash. These jesters will also team kill and quite often talk so loud and so much it is impossible to carry on a conversation in the lobby. They should be booted from the room as soon as they enter.
- Braggart - There can be subtle braggarts and obnoxious ones. The worst ones are the players who sabotage team communications to make sure you know they eliminated a target. I just love it when I guy repeats three times that he killed Butcher. Big deal, at least tell me where it happened on the map. Don't repeat it three times, once is enough for me to weigh the effect it will have on the game. Please leave the game and go get an ego. Don't get me wrong, sometimes you do need to repeat, jut don't overkill.
- Good Time Players – These guys are playing the game for fun. I am reluctant to criticize this gamer because most nights this is the type of player I enjoy being. We generally have a group of friends playing Ghost Recon 2 or similar game. They are enjoying the dead room discussion, the trash talk during the lobby, or the discussion on current events or particulars of our lives.

Just don't try to be this player when it is time to seize victory, especially when your team is behind or has just lost the last 5 games in a row.

Hopefully seeing these roles in writing rather than in action, you can understand more clearly how they work. This will also help you realize what your enemy is doing; when you see a player on defense all the time, you can quickly realize that he won't leave his base. That means that only so many of the other players on the enemy team will be on offense, at the most. Putting two and two together like that can be the difference between victory and defeat.

## Team Hierarchy

This article will hopefully have a good effect on your teamwork, and help you understand the different forms of team hierarchy that you will find. Most groups of players that have played together will generally have some form of command structure. Groups of players in public rooms will likely have NO command structure.

### DICTATORSHIP

The first and most common form of team hierarchy is the dictatorship form. When you are playing with a new group of people, you will more than likely be receiving dictatorial commands. You will not be the dictator.

The dictatorship form is simple. There is one player who (generally) is of greater skill, fame, and/or competence. The dictator gives orders, and the orders are obeyed without question. When one brilliant strategist and player is giving the orders, if they are all followed exactly to the point, it is natural to believe that the team will prevail over any adversary. Of course this is not necessarily true, but we have to go with something don't we?

There are several problems with the dictatorship form.

- No player is ever 100% correct. There is the possibility of giving wrong orders because you do not have all of the information, because of anger, rashness, poor experience, or even simple ignorance.
- Every time the dictator dies, there are several-seconds in which his teammates are leaderless, assuming someone takes command at all. Since the dictator needs to give orders, he has to be alive to do so. Of course when there is action, you die.
- A common problem on X-box Live is that some people won't listen. When the dictator says "Futile and Del go North, Hoosier, you and Mike stay at the base, Bronk come with me" and such, the entire team rests on those orders. If there is one hotshot on your team that gets frustrated because he "doesn't like playing defense (AKA Just Mike)", he will generally cost your team the game by rushing straight into gunfire.
- The most serious problem with the dictator style is the burden that it puts on one player. When you are in command of a force you are responsible for the outcome. This may result in the dictator switching roles every game or so. This results in inconsistencies in game play.
- If the leader does perish there should be someone chosen to take command. Know the job of the person before you and after you in case that situation arises.

ANARCHO-SYNDICALIST COMMUNE AKA AUTONOMOUS COLLECTIVE  
(see [The Holly Grail](#) by Monty Python)

The next hierarchy is the "revolving dictatorship" form. It is the second most common form found, and is a natural evolution from the dictatorship form. It isn't a democracy per se, but instead is just a constant change of the figurehead giving orders. There is never a clear indication of when the change takes place, but it generally lasts several minutes when it does, and is most commonly triggered by the failure or elimination of the previous dictator.

As you can imagine, there are problems with this form as well. In addition to the dictatorship flaws, the revolving dictatorship leads to a lot of squabbling. Two people will start giving off orders at once, and they will often clash. Dictators that have their role stripped from them will often continue to spout off orders even though someone else has plans in action. A lot of pointless bickering comes from this, and makes this form even more dangerous than the dictatorship form.

### SILENT PARTNERS

The third most common hierarchy is rarely found now that those with XBL have microphones. The silent (or "leaderless") form is rare because naturally people like to give out orders, especially when they feel they know what is best. There are a few silent teams out there that do nothing but play the game and rely on their shots rather than teamwork to win.

There are obvious problems to the silent form. It is important to communicate, very important in fact. No matter how good individual players are, communication allows each player to be better than they would be playing individually.

### TEAM HEIRARCHY

The last hierarchy is very rare indeed, and generally only comes about when a group of equal players have played together for some time. The team hierarchy is one of support and respect. Everyone acts of their own accord, yet in accordance with every other teammate. It is difficult to explain, but easy to perceive. If someone says "help me out", the team helps him out. If someone says "help me out", but you are on your way to eliminate two targets from behind, the player may decide to leave his teammate stranded. If this occurs, the team doesn't chastise the teammate because they trust in him to behave wisely. The entire team can follow one another's lead and advice confidently.

### WHAT IS BEST?

Obviously the team hierarchy is the best, and you should strive for that. But realize that you cannot immediately achieve it. Learn your role and the hierarchy you are in, and play it accordingly. Don't create trouble unless you absolutely have to. Naturally, over time, you will achieve the team hierarchy. Sometimes, however, a dictatorship is required to get the job done. Teams with the proper attitude that have assimilated the "team hierarchy" method will know when those times are, and a dictator will rise to the surface to take command when needed.

# GAME VARIATIONS

Below are several game variations you might enjoy:

## Hanoi Jane (otherwise known as “Mole”)

This is a game description was originally formulated by Handlebars. It has been slightly modified by Ick.

Two teams are selected. In a full room of 16 three players go on the Blue attacking team. The other 13 go on the Yellow defending team. One blue player selects who he wants to be the traitor on the yellow team by sending a friend request. The traitor (or mole) quietly accepts the friend request acknowledging that he understands he is the mole. Once the blue team member sees that the friend invite was accepted he tells the host to launch the room.

Thirty seconds after the game start the mole tries to kill as many Yellow team members as possible without being discovered, hence making it much easier for the blue team to win.

### **Best used with:**

**Rooms with 10 or more players ESPECIALLY when everyone is familiar with each other.**

**Best Game Mode: Siege or Double Siege (using one base)**

**Advantages: Requires teamwork and communication to determine who the mole is and to eradicate the traitor.**

### **Unusual Settings:**

**Blue team should try to take the base. Yellow defends.**

**Swap Insertions: ON**

**Radar OFF and IFF to Reticule only. This makes determining who the mole is that much harder.**

**Approximately 20% of the room should be on the blue team.**

**No-one is allowed to shoot for first 30 seconds of the game, including the mole.**

### **Disadvantages:**

- **Can get confusing and agitating at times.**
- **Weak players may never find themselves picked as the mole.**
- **Constantly having to re-explain rules if people constantly enter or exit room.**
- **Some people may gripe if “upload scores” are turned on.**

### **Rules and explanation:**

#### *Choose the Mole*

The mole is chosen at the beginning of every game in the lobby. If this is the first game, the host of the lobby will choose the mole; otherwise the person who was the mole will choose the next mole. A mole is "chosen" by sending a friend invite (not a game invite) to a player in the lobby. Only the chosen player will be able to see the friend invite icon. To confirm receipt of the invitation, the chosen player may either accept or decline the invite. The person choosing the mole will monitor the invite and notify the players that the mole has been chosen.

### ***Hint on Choosing The Mole:***

You choose a player by going into the online options and choosing players list (not friends list). You will then see the list of current players in the lobby on the left side. The right side shows you past players no longer in the room. Some players will have a friend icon next to their name, and others won't. To select a friend as the mole, you will need to select his/her name, remove them as a friend, and then add them (send friend request) again. That way, he/she will see the friend invite icon. To select a person who does not have a friend icon, simply select the name and send a friend request. You can always remove them later if you do not want to keep them on your list of friends.

## ***2. Configure the Game***

The host can do this at any time before the start (*except for dodger, then its a 30 minute venture*). Usually, the game is siege (although not necessary), all radar is turned off as well and the IFF is set to Reticule (to make it harder to discover the mole you have to use communication skills and more map watching although you can set the reticule to identify the player's name. Time limit is optional; however, 10 minutes is suggested to put urgency in completing the game as opposed to sitting or camping for hours. The map selection can be on random, or the host can do all the work (*which is not suggested for you dodger, since you make it harder then it really is anyways!*)

## ***3. Rules for the Mole***

Once the mole has been chosen, the host will start the game. The mole cannot intentionally kill any friendly players within the first 30 seconds. This time can be altered according to the players' preference. The mole can kill any friendly after 30 seconds has expired. (This will eliminate base spawn killing) The mole can use any weapon, including grenades & purses to kill any friendly.

## ***4. Rules for the Mole Chooser***

The person who chooses the mole obviously will know more than the other blue team members in the lobby. The mole chooser should not give out the name of the mole prior to game start. Once the game is launched the selector should inform his blue team who the yellow team mole is. Of course they have no way of knowing if the enemy they find in the field is actually the mole working for their team so be careful. This way nobody on the yellow team will know who the mole is. The Yellow team will have to deal w/ paranoia until the game is over or someone is positive the mole is dead.

### ***5. Goal for the Blue Team***

The goal of the blue team player is to complete the game by capturing the base or killing everyone.

### ***5. Goal for the Yellow Team***

6 Once a yellow team member determines who is the mole that person should identify the mole to the other players (either by name or position on the map). Of course a player could be just blaming someone else to get accusations off of his back. The yellow team wins when they have killed all blue players, even if the mole is still alive.

This should make a very good game. My personal group has played something like one week straight. Being on the blue team is fun, but being the mole is even more fun.

## **“Radio Man”**

This is a game description was originally told about by Dbest1 on the XBOX forums. It has been slightly modified by Ick.

Basically you split your friends into two teams. Each team mutes the opposing team so they cannot hear their voice communications. ONE player leaves EVERYONE unmuted. He is the “radio man” or “commander” and will coordinate between the two teams. This way Alpha team works independently of Bravo team. Anything status wise that needs communicated between the teams requires the radio man to communicate.

#### **Best used with:**

**Co-op rooms with 8 or more players**

**No respawns – Death is very damaging to the team and needs to be avoided.**

**Advantages: Requires teamwork and cuts down on the talking during battle and it helps to complete the larger maps more quickly and more efficiently.**

#### **Disadvantages:**

- **Setup can be tedious and take a lot of time.**
- **Revising teams after first game can be confusing if “radio man” does not keep control of lobby.**
- **Constantly having to re-explain rules if people constantly enter or exit room.**

Split your room into to three fire teams (larger groups may want 3 fire teams). Designate names for each group, like Alpha, Bravo, Charlie, etc.

Designate squad leaders for each squad (this should be someone who knows the map well and have good leadership skills) and a "Radio Man" (this roll should be given to someone with good communication skills).

Each squad will now mute everyone on the other teams except for his own team.

For small rooms: The "Radio Man" will NOT do any muting.

For larger rooms: The "Radio Man" also mute all the other teams except for the team leaders. The "Radio Man" will be the commander for all of the team leaders.

The "Team Leader" is usually the host but it can be anyone

NOTE: The "Radio Man" or "Commander" role is very important, he is in over all command of all the fire teams (his team should be Alpha team for protocol purposes). He should have a vast knowledge of the map, and possess good tactical skills and situational awareness in positioning his fire teams around the map. "Squad Leaders" have command of their teams but they work in conjunction with the "Radio Man" or "Commander". The commander can and will order the team leaders to assist or flank. His word is law on the battlefield.

5th" Make sure you set your enemy radar to off and place the difficulty setting on Hard, do a mic check to make sure you can communicate with all the other "Radio men" and make sure you didn't mute any of your own squad mates by accident.

Once the battle start, all unnecessary chatter should be kept to a minimum so that your "Radio Man" can relay any instructions received to your "Squad Leader" so he can lead you out.

FINAL NOTE: Maps sectors and the compass are use heavily so get use to it, if your Radio Man gets killed then someone else should take over that position by simple un-muting the other radio men, if your Squad Leader gets killed then the radio man should take over that position. If both Squad Leader and Radio man gets killed, and no one wants to take over the position of Radio man then just un-mute one of the radio men on the other team, and try your best to link up with them on the map or hold your position until help arrives. Communication is the Key in "Radio Man" and if done correctly the results are very rewarding it is a fun way to play Firefight, and you can put your own twist on it if you like.

## One Grenadier Only

This is a game my group has enjoyed in the past. Gives a little bit of a twist to a normally "No launchable" game like Ghost Recon.

Basically in the lobby each team announces which player gets to play with full launchables (no lone wolf weapons). That person can select any grenadier weapon and use it. That person can also use rockets. NO OTHER PLAYER CAN USE LAUNCHABLES, even if the grenadier dies and his weapon is picked up.

**Best used with:**

**Even Teams with people that have a vested interest to cooperate.**



**Server Settings: Launchables must be turned on yet players are not allowed to use them unless it is their turn.**

**Advantages: Allows the strategizing around a “strong” team member that gets to use superior weaponry like a grenadier does.**

**Disadvantages:**

- **Non-cooperative people or rooms where it is hard to make an “announcement” can be troublesome.**
- **Constantly having to re-explain rules if people constantly enter or exit room.**
- **People constantly coming and going can make it hard to make sure everyone gets a turn as the grenadier**

Each player, in order, should be the grenadier even if he doesn't want to be. This forces snipers or silenced weapon players to branch out and try something different.

Effective allocation and use of the grenadier can be key. Also knowing when the enemy grenadier is dead will likely change your strategy for the remainder of the game.

## SUMMARY

Remember, this is just a game. Others are not as fortunate as we are. For them, there is no reset. We are playing to have fun. Hopefully this article will help to bring the game to a higher level for you. Sometimes all it takes is just a little bit of clarifying information to make all the difference in the world. Have fun, play smart, and do not forget why it is that we purchased Xbox Live in the first place.

Enjoy and happy gaming.  
Ick

Thursday, June 08, 2006  
Copyright © 2005 by Ick

## THANKS

A special Thanks to Mot Mayhem, FutileDr Death and Bronk for their contributions.

Very special thanks to all of the authors of game and tactic guides on the internet. Having done a guide I know what dedication and thoroughness it takes. Many of those guides were used in my research.

This may not be the most recent version of this file. Go to [www.ick.bz](http://www.ick.bz) for the most recent version of this file.

For the most recent version of this file and weapon statistics please see [www.ick.bz](http://www.ick.bz).

# APPENDIX

## Single Player Game Help

Here are some thoughts to improve your single player game:

You might be missing the "recon" in "ghost recon". Some times you cannot avoid the enemy discovering your position. Many times it is best to be "crouched" and move slowly to avoid detection. There seems to be a "sensor" aspect to enemies and if you are careful, you can sneak a lot more and pick your engagement time and location to YOUR advantage. This is a thinking man's shooter after all.

I find it more helpful to have my AI team members behind me. This keeps them from shooting wildly. Many times I find that they start shooting at a target I can't see and the whole town comes down on my position when I am unprepared.

I also generally keep them on "weapons hold". This also helps me keep them under control.

Try placing your AI team behind cover and order them to engage. If done correctly you should be able to flank the targets. It is possible to send your team around to flank, but I rather enjoy doing that myself.

In my estimation,

1. 20% of the game is reaction to the enemy catching you unprepared.
2. 20% of the game is recon of the area and choosing how to attack.
3. 60% of the game is trying to learn how to do #2 and avoid #1

Some new players tend to get their AI team too far away from them. Remember to move as a unit and communicate with them often. The more I played GRAW the more I used my team to watch my back door while I did all the work. They are also pretty effective for watching the flank while I covered the approaching targets

Don't forget to move from cover to cover. If that is not possible, keep your rifle at the ready directed to where you think enemies might come from. Get your ass to cover as soon as you can. Never run blindly down the middle of the street.