

General Game Guide For

Operation Flashpoint: Dragon Rising XBOX 360

By Ick

Nobody else to thank just yet... since
I have done all the work!



Command Tree and Table of Contents

The following is a schematic of the command tree

Level 1	Level 2	Level 3	Page #
Move			
Follow Me			
Tactical	Formations	Column Wedge Line Vee	Page 4
	ROE	Return Fire Fire at Will Fire on my Lead Hold Fire	Page 5
	Spread	Tight Spread Combat Spread Normal Spread	Page 5
Orders	Fire	Engage Suppress Hold Fire	Page 6
	Offense	Assault Flank Right Flank Left Halt	Page 6
	Movement	Move Fast Follow Me Move Exit	Page 7
	Defense	Follow Me Fall Back Halt Defend	Page 7

Other Items

Aiming, page 8-9



Command Tree

The first level of the command tree has the following parts:

Move

Notes: changes to other commands like “treat wounds” and “clear structure”)

Description: Team moves (or other action) to location/item where reticule or map pointer is located.

Tactical

Notes: Sub-commands like FORMATIONS, Rules of Engagement, and SPREAD

Description: An overall order to put the team in a mindset for certain situations. i.e. what TACTIC you will be using.

Examples:

Go in covert, recon, and fire when I tell you. (wedge, hold fire, tight spread)

We are going in hot, spread out wide and fire at will, we are going in like the redcoats baby! (line, fire @ will, combat spread)

[See page 4 for Tactical commands details](#)

Other Notes:

If you have your team in the wrong TACTICAL mindset they can really put YOU in a bad situation.

Personally, as soon as the mission starts I order my team to “Hold Fire” in the ROE commands so they don’t engage until I am ready.

Orders

Notes: Sub-commands like fire type, offense maneuver, movement style, defense maneuver.

Description: Specific immediate actions you want your team to take, you team will MOVE out of formation **but will continue to follow ROE and SPREAD tactical orders.**

Examples:

Fire on that position (point cursor, select engage)

Throw smoke and retreat (Defense, fall back command)

Get your ass in there, overpower their position! (Offense, assault)

[See page 6 for Order commands details](#)

Other Notes:

Ordering the wrong command can be a death sentence for everyone.



Follow Me

Description: Team will “form up” on you the leader based on your **TACTICAL command.**

Notes: changes to other commands like “board vehicle”, etc.)

TACTICAL Command Menu

Tactical

Notes: Sub-commands like FORMATIONS, ROE, and SPREAD

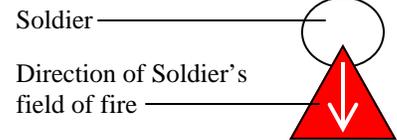
Description: An overall order to put the team in a mindset for certain situations. i.e. what TACTIC you will be using.

Formations

Definition: The manner in which a fire team forms up.

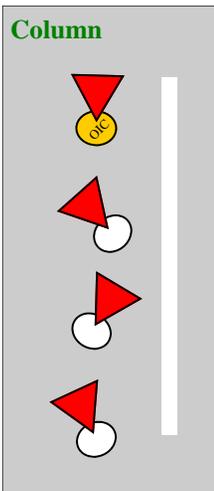
Composed of the following commands.

Please note how the team's field of fire changes for each formation type.



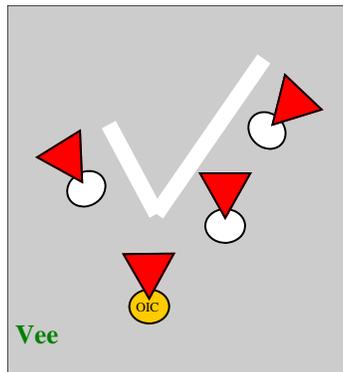
OIC = Officer in Command

Column



Column

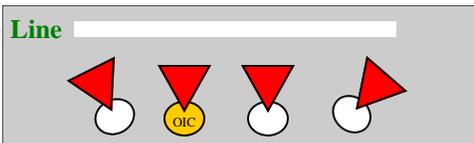
Strong formation for movement on recon missions. Your team SHOULD identify threats more easily in all directions. Weakness is that you have no concentration of fire in any one direction. Team has smaller "footprint" due to linear formation. The OIC should not lead the line, but oh well. That is how the game mechanics run.



Vee

Not as strong as "Line" formation for dedicated forward movement, but a strong formation to keep the team forward covering 180° to the front. This allows the officer in charge some protection to assess the tactical situation. This should probably be the most used formation in reality but unfortunately you are likely to have friendly fire especially when your team members move into your line of fire.

Line



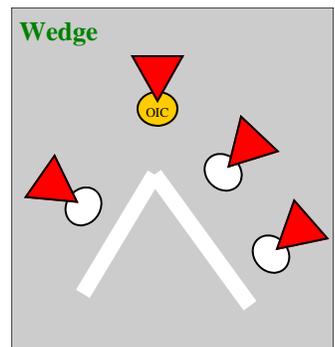
Line

Strong formation for overlapping fire forward, weak from sides and rear. Team creates a kill zone in front but vulnerable to enemy flanking maneuvers.

Wedge

Strong formation for combat with awareness to sides. Not as strong as other formations for specific situations and the OIC is out in front.... in peril. This should probably be the formation used the most as the game flows better when the player takes a more active role engaging targets before the team does.

Wedge



TACTICAL Command Menu (Continued)

Tactical

Notes: Sub-commands like FORMATIONS, ROE, and SPREAD

Description: An overall order to put the team in a mindset for certain situations. i.e. what TACTIC you will be using.

ROE

Definition: Designates for the team when to fire their weapon. Ergo... Rules of Engagement

Composed of the following commands.

Return fire

Definition: Team will fire when engaged by an enemy target.

Notes:

An option to control your team so they don't start firing and disclose your position to surrounding forces.

Allows the team to return fire.

Team MAY start firing when hearing gunshots nearby even though THEY are not the target, this may give away the fire team's position at an inopportune time.

Fire at Will

Definition: Team will fire when they see an enemy and choose to do so. In the game, if they see an enemy, they shoot.

Notes:

Good setting for an assault situation or when things are out of control. Otherwise a bad idea for most tactical maneuvers I have found.

Fire on my Lead

Definition: Team will commence firing when the team leader engages targets.

Notes:

Is an excellent setting when the team leader completes a flanking maneuver and is ready to engage.

Remember if you find yourself in a surprise situation and fire your weapon your team will commence firing.

Hold Fire

Definition: Team will not fire under most circumstances.

Notes:

Great method to control the team in a situation where you are in recon mode.

Watch you don't get caught in a compromising situation. The fire team will be vulnerable on this setting.

SPREAD

Definition: Designates the distance your team will maintain during maneuvers.

Composed of the following commands.

Normal Spread

Definition:

Notes:

Tight Spread

Definition: Team will maintain formation about two steps closer than "normal" spread.

Notes:

Combat Spread

Definition: Team will maintain formation about two steps further than "normal" spread.

Notes:

ORDERS Command Menu

Orders

Notes: Sub-commands like fire type, offense maneuver, movement style, defense maneuver.

Description: Specific immediate actions you want your team to take, you team will MOVE out of formation **but will continue to follow ROE and SPREAD tactical orders.**

FIRE

Definition: Designates the “type” of weapons fire your team will execute.

Composed of the following commands.

Engage

Definition: Team will fire at, or move to and fire at, hostile target.

Notes: Only works when you have a specific enemy target highlighted with your reticule or map pointer.

Suppress

Definition: Team will engage in suppressive fire at the location of your reticule, map pointer, or enemies.

Hold Fire

Definition: Team will not fire at a hostile target even when fired upon by that target... well, most of the time anyway.

OFFENSE

Definition: Designates the type of aggressive maneuver the fire team will execute.

Composed of the following commands.

Assault

Definition: Team leaves formation and advances directly at reticule or map pointer location.

Notes:

Flank Right, Flank Left

Definition: Team will leave formation and move left or right of reticule or map pointer, then converge on highlighted location.

Notes:

Halt

Definition: Stops a team immediately. They will no longer execute a movement, assault, and other command.

ORDERS Command Menu

Orders

Notes: Sub-commands like fire type, offense maneuver, movement style, defense maneuver.

Description: Specific immediate actions you want your team to take, you team will MOVE out of formation **but will continue to follow ROE and SPREAD tactical orders.**

MOVEMENT

Definition: Designates the speed and technique your team will utilize when changing their position on the battlefield

Composed of the following commands.

Move Fast

Definition: Fire team will execute commands by moving quickly.

Notes:

When they are taking their time, speed them up. This should be used in extreme situations or when you know the area is clear.

Follow Me

Definition: Orders the fire team to move back in formation. Seems identical to command level 1 "follow me" command.

Move

Definition: Orders fire team to move in a direction. Seems identical to level 1 "move" command.

Exit

Definition: When you select this command the OIC says "Disembark". Not sure what it does. Doesn't seem to "exit" the last order. I would imagine it has to do with vehicles, that seems to be the only thing that makes sense to me. It appears even when you are NOT in or near a vehicle though, which is strange.

DEFENSE

Definition: Designates the type of reactionary or retreat action the team executes.

Composed of the following commands.

Follow Me

Definition: Orders the fire team to move back in formation. Seems identical to command level 1 "follow me" command.

Fall Back

Definition: Orders your team to retreat to your reticule or map pointer location. If under fire I believe your team throws smoke. Not sure about that exactly.

Halt

Definition: Stops a team immediately. They will no longer execute a movement, assault, and other command.

Defend

Definition: Orders your team to move to your reticule or map pointer location and defend the area.

ACOG and similar rifle optics

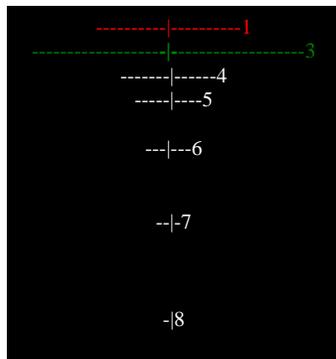
The weapons in this game are not comparable to your average shooter like Halo, Rainbow Six, Call of Duty, or other games with auto aim or magnetic bullets. In this game you will have to adjust your aim for drop (gravity), wind (sometimes) and flight time. When firing at a hostile target the shooter must compensate for these factors..

I have found that the weapons in this game, specifically the ELCAN scopes with mil-spec reticules are pretty well done. Nothing beats firing an actual rifle at a range, but these weapons are pretty representative of actual characteristics.



For example, my ELCAN has this reticle. As can be seen this is very close to the in-game reticule to the left. (Figure 1)

The graphic to the right is what the reticule and numbers look like a bit larger. (Figure 2)



It is the standard in the US armed forces for optics to be zeroed for 100 meters. This means that if your target is 100 meters away the round from the rifle will hit at the intersection of the horizontal line marked "1" and the vertical line. I have marked

this intersection in red above.

100 meters is about 110 yards. A lot of engagements are at this range in this game. A player SHOULD be engaging at longer ranges than that to maintain mission success.

This scope is specifically designed for the M4 and similar systems. It insinuates, by having a line at 800 meters, that you could hit something that far away. With wind, bullet drop, and "randomness" of your shot this is not likely. As I stated this does match actual weapon characteristics in the real world.. I know I personally could not hit a target at 400 meters with my M4, but perhaps a marksman could. I think, however, that this distance hash-mark on the scope can be important for getting more accurate suppressing fire.

Therefore if my target is 300 meters away... I know that I need to center my aim at the "3" marking. I have marked this in green (Figure 3). Of course windage and elevation can be a factor so compensate for that.

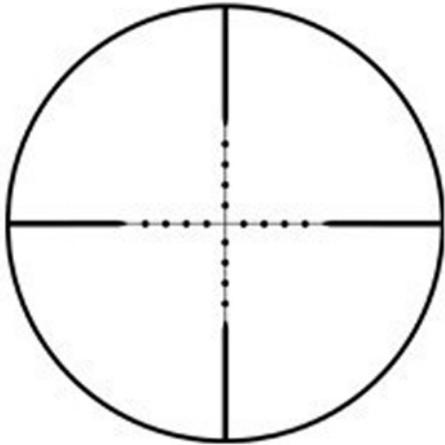
There is another aspect of the scope. The horizontal hash marks represent a 19 inch target at the corresponding range. A person standing at attention is approximately 19" wide. This allows the shooter to see a target in the scope and quickly approximate the range to target. Obviously the 300 meter hash mark does NOT serve this function for this particular reticule. However at 400, 500, and 600 meters a shooter can compare the hash marks to the width of his target and assess the distance. These hash marks could be very important in the game's hardcore mode to determine range quickly.

Using this as a guide it is MUCH easier to score upper body shots resulting in fewer hits to kill a hostile target.

Aiming (Continued)

Longer Range Scopes

As for several of the sniper rifle scopes, they have standard Mil-spec dots similar to this:



I forget exactly how these dots translate into distance and windage... but I know they are a standard distance allowing a shooter to engage a target effectively at multiple ranges.

More later when I get back to this topic.....