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OPERATION FLASHPOINT®_RED RIVER™

FIELD MANUAL

 **havok**

 **BINK
VIDEO**

 **ego**

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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu



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INTRODUCTION

THE GAME ENVIRONMENT

The year is 2013 and Tajikistan will be your home for the next few weeks. It is called the crossroads of Central Asia for a very good reason, now it's time to go back to school!

Tajikistan is a landlocked country that shares borders with Uzbekistan, China and Afghanistan, with Pakistan adjacent to its south. Over 90% of this country is mountains, mainly the Pamir range, part of the "Roof of the World". Our operations will take place on and around the Vakhsh River, better known as the Red River. The capital city is Dushanbe and its two main exports are aluminium and cotton. The indigenous population are the Tajiks, a Persian speaking people, with a culture and history tied into Afghanistan and Iran.

Its colourful history has seen it often conquered but never occupied. It belonged to the Persian Empire until the 4th century BC, when Alexander the Great claimed it for the Greco-Bactrian Kingdom. Over the next two millennia, it passed between the Scythian Tukharas, Chinese, Arabs, Samanids and the Mongols (latterly as part of the Emirate of Bukhara). In the 1920s, the Bolsheviks waged a bloody war for four years, persecuting the religious and closing down mosques, synagogues and churches across the country. This led to the creation of the Tajik Soviet Socialist Republic in 1929, which remained until the collapse of the Soviet Union in 1990. Tajikistan declared its independence and fell almost immediately into a bitter civil war for seven years. Democratic elections were finally held in 1999 when President Emomali Rahmon was elected.

BASIC TACTICS

STAFF SERGEANT KNOX'S 10 RULES FOR SURVIVAL IN THE CORPS ARE SPREAD THROUGHOUT THIS FIELD MANUAL.

**RULE 1 - DO. NOT. GET. SHOT.
KEEP YER ASS IN COVER. DO NOT GET ISOLATED FROM YOUR FIRETEAM AND STAY AWAY FROM OPEN SPACES. I AM NEVER AMAZED HOW MUCH THE BASIC HUMAN SURVIVAL INSTINCT SEEMS TO HAVE PASSED Y'ALL BY.**

MAIN MENU



CAMPAIGN

The Campaign screen allows you to start or load saved progress from a previous campaign. In the Red River campaign you take the role of one of four fireteam disciplines in the Squad "Outlaw 2". Each discipline has its own strengths and characteristics that it can bring into play against your opponents.

FIRETEAM ENGAGEMENTS

Fireteam Engagements and other additional downloadable content missions will be available to select from this screen.

JOIN GAME

The Join Game screen allows you to browse for co-op games to join, either via the Quick Match option or by utilising filters to find a game that best suits your preferences.

CLASS SETUP

The Class Setup screen allows you to customise your fireteam's loadout and skills from items unlocked as you progress through the game. You can also select which discipline you want to play as from this screen.

PLAYER PROGRESS

The Player Progress screen allows you to track your progress through Operation Flashpoint: Red River. You can view your progress on your CORE SOLDIERING SKILLS, awards for individual missions as well as statistics and XP earned for each of the four Marine disciplines.

OPTIONS

The Options screen allows you to access Audio, Graphical and Controller options.

GAME MENU



RESUME

Returns you to the game.

LOAD LAST CHECKPOINT

Allows you to restart your mission from the last saved checkpoint.

RESTART MISSION

Restarts your current mission from the beginning.

OPTIONS

AUDIO

Adjust audio settings such as Effects, Speech and Music levels.

GRAPHICS

Adjust individual graphic settings.

GAME SETTINGS

Toggle on screen display elements, subtitles etc.

CONTROLS

The Controls screen allows you to select which controller configuration you wish to play with as well as controlling vibration settings and sensitivity.

QUIT GAME

Quits your current game and returns you to the End Mission Screen.

**RULE 2 - SHORT, CONTROLLED BURSTS.
EVEN IF YOU'RE SUPPRESSING, YOU NEED TO KNOW WHERE
EACH BULLET LANDS! MAKE EVERY BULLET COUNT.
AND WATCH YER RECOIL!**

CONTROL SYSTEM

XBOX 360 CONTROLLER

BACK MAP

LT AIM

LB EQUIPMENT OPTIONS
HOLD: USE WITH D-PAD

L MOVE / STRAFE
CLICK: SPRINT

DPAD TEAM SELECT RADIAL
UP: SELECT ALL FT MEMBERS
LEFT: SELECT FT MEMBER 2
DOWN: SELECT FT MEMBER 3
RIGHT: SELECT FT MEMBER 4

DPAD EQUIPMENT OPTIONS
WHILST **LB** HELD
UP: TORCH TOGGLE
DOWN: NVGs TOGGLE
LEFT: IR POINTER TOGGLE

DPAD QUICK COMMAND RADIAL
WHILST **RB** HELD
UP: MANOEUVRE
LEFT: FOLLOW
RIGHT: TACTICS
DOWN: SUPPRESSION
+ PRESS **LB** TO CHANGE TO COMBAT SUPPORT RADIAL

START GAME MENU

RT FIRE / USE EQUIPMENT

RB QUICK COMMAND RADIAL
HOLD: USE WITH D-PAD

Y SWAP WEAPON
HOLD: GRENADE LAUNCHER

X RELOAD
HOLD: CHANGE FIRE MODE

B SWAP EQUIPMENT

A CONTEXT SENSITIVE ACTION

R TURN / LOOK
CLICK: STAND / CROUCH TOGGLE
LONG CLICK: STAND / PRONE TOGGLE

XBOX XBOX GUIDE

CONTROL SYSTEM CONT.

VEHICLE CONTROLS

ACTION	CONTROLLER	KEYBOARD
STEER		
SWITCH SEAT	Press & hold	Left
ACCELERATE		
BRAKE / REVERSE		
SWITCH TO EXTERNAL VIEW		
TURN VEHICLE LIGHTS ON / OFF	Hold + D-pad up	
TURN IN / OUT (GUNNER ONLY)		Left
NIGHT VISION	Hold + D-pad down	
HANDBRAKE		

SQUAD CONTROLS

ACTION	CONTROLLER	KEYBOARD
MOVE		
SPRINT		Left
PRONE	Long click	
CROUCH		Left
STAND UP		
MAP		
TORCH	Hold + D-Pad up	
NIGHT VISION GOGGLES	Hold + D-Pad down	
TOGGLE IR POINTER	Hold + D-Pad left	
ACTION		
RELOAD		
CHANGE FIRE MODE	Hold	
GAME MENU		
WEAPON SWAP		
EQUIPMENT SWAP		
UNDERSLUNG GRENADE	Hold	
SELECT ALL	D-Pad up	
TEAM MEMBER 2	D-Pad left	
TEAM MEMBER 3	D-Pad down	
TEAM MEMBER 4	D-Pad right	
QUICK COMMAND RADIAL	Hold	
COMBAT SUPPORT RADIAL	Hold + press	Left
AIM		
FIRE / USE EQUIPMENT		
CYCLE WEAPONS		Wheel up
CYCLE EQUIPMENT		Wheel down
ACTION		Wheel click

OVERVIEW



CAMPAIGN PROGRESSION SCREEN

This screen allows you to track your progress through the Operation Flashpoint: Red River campaign. From here you can view the timeline, your current mission, and change the difficulty level.

MISSION BRIEFING SCREEN

The Mission Briefing screen allows you to review all your objectives and any intel gathered for the mission ahead.



CLASS SETUP SCREEN

The Class Setup screen allows you to select your class using the tabs and then specify your loadout, including: Primary and Secondary weapons and their attachments as well as equipment, Special Training and B-Mods (class specific training).

You can also configure the loadout and class of any AI fireteam members in your squad using the same method. First make sure you have them selected via the lobby.

PLAYER PROGRESS SCREEN

There are two types of skills to earn in Operation Flashpoint: Red River. Core Soldier Skills which are independent of class, as well as B-Mods; these are skills and training that are specific to the individual classes.

The Player Progress Screen allows you to view the progress you have made with your characters from each of the four disciplines. You can upgrade your Core Soldiering Skills here using the points unlocked from mission awards. You can also review your scores, total awards for the missions you have completed, and performance statistics.

COMMAND AND CONTROL

QUICK COMMAND RADIAL (QCR)

A Marine is part of a team! Bravo team to be precise. You and your other 3 fireteam members will enjoy far more success working together than as lone wolves.

Each class has its own abilities and loadout to bring to the team. The fireteam leader calls the shots using the Quick Command Radial hold **Ctrl** or **RB**. This will provide you with an in-world point target and the Radial.

Each order type comes with 3 sub-orders which are context sensitive. Follow, Tactics, Suppression and Manoeuvre orders can all be issued to one or all of your fireteam either in game or from the command map tap **M** or **BACK**.



FIRETEAM STATUS (FTS)

The FTS displays the key information pertaining to your team members. To issue an order to a specific fireteam member, press **F2**, **F3** or **F4** or D-Pad left, down or right to select them. **F1** or D-Pad up will re-select the entire fireteam. The FTS also displays important status updates for your fireteam including their formation, health status, their class and whether they are in a vehicle.

RULE 4 - WATCH YOUR BULLET DROP. SURE, IT'S KENTUCKY WINDAGE, BUT IF YOU DON'T ACCOUNT FOR DROP-OFF YOU'LL BE SHOOTING ALL DAY AND YOU WON'T HIT A THING. BATTLEDROP ZERO ISN'T ALWAYS THE BEST AIMING PROTOCOL!

COMBAT SUPPORT RADIAL (CSR)

Holding left **AR** with **W**, **S**, **A**, **D** or pressing **LB** whilst holding **RB** allows you to access the CSR. This radial works in the same way as the DCR, however it is used for calling in the various types of combat support at your disposal: Air Strikes, High Explosives, Smoke etc. The target area is chosen using the in-world cursor.



ADVANCED TRAINING

Want to learn more? For additional tutorials, tips and much, much more head over to <http://www.flashpointgame.com/> or click the button.



COMMAND MAP

The Command Map can be accessed via **M** or the **ESC** button giving a high level tactical overview of the theatre of conflict. US units will be displayed in blue and all targets will be displayed in red at their last known location.

OBJECTIVE MARKERS

As a result of the open nature of Flashpoint's gameplay you decide the best way to complete your mission, however you are provided with specific tasks for your fireteam to achieve in addition to the overall squad goal. These objectives are marked in-world and on your maps.

Stay frosty and stay on target Marines!

RULE 5 - PATCH YOUR WOUNDS.

YOU CANNOT HIDE BEHIND A ROCK AND HOPE IT ALL GOES AWAY. IF YOU LOSE TOO MUCH BLOOD, YOU'RE OUTTA THE FIGHT AND WORTHLESS TO ME! YOU GOTTA PATCH YOUR WOUNDS BEFORE YOU BLEED OUT. WAIT FOR THE NOISE TO DIE DOWN BEFORE YOU HEAL YOURSELF UP FULLY! REALITY SUCKS, SO BLOW ME!

COMMAND AND CONTROL (CONT.)

MOVEMENT

Stand still for too long and you're an easy target. A Marine is always looking for his next cover spot and so should you be. Remember Rule #1. Don't get shot!

You can move your Marine using either **W**, **S**, **A**, **D** and the mouse, or **↑** and **↓**. Pressing **W** or pushing **↑** forward will make your Marine move in the direction you are facing while the mouse or **↓** will control the direction your Marine is facing. Combine both to stay fluid, alert and aware of your surroundings.

Toggle the sprint mode using either left **↑** or **↓**, which will allow your Marine to cover limited distances quickly, however be aware that you will need time to recover if you exhaust yourself.

Pressing left **Ctrl** or **R** will change your stance to crouched. Pressing **Z** or holding **R** will change your stance to prone. This will help when you are trying to seek cover behind low objects.

COMBAT

Open fire on the enemy using the **RT** or **LT**; you can improve your accuracy by aiming with the **MOUSE** or **RT**. Accuracy improvements will depend on what scopes and B-Mods you are using. You can also improve your accuracy by crouching and going prone.

Reload your weapon by pressing **R** or the **X** button (pressing **T** or holding the **X** button will change your fire mode, if available). Pressing **1** or the **V** button will switch between your Primary and Secondary weapons.

Your equipment slots can be accessed by pressing **Z** or the **B** button; once a grenade is equipped an aiming reticule will appear on the ground showing the expected impact spot. Use the mouse or **RT** to aim this reticule, then **RT** or **LT** to throw the grenade overarm or **MOUSE** or **LT** to bowl it underarm. Holding either **MOUSE** or **LT**, or **MOUSE** or **RT** will 'cook' the grenade, reducing the time to detonation.

HEALTH

The trick to not dying is not to get shot, however there will be times when your Marine receives penetrative wounds. When this occurs you have two options open to you; you can apply a field dressing to your wound that will stop you bleeding out, or (if you have time) you can apply dressings and then first aid to patch up any wounds you have incurred. Both of these actions are activated by pressing and holding **E** or the **A** button.

If you receive a serious enough wound you may go down incapacitated. In this instance you'll need to rely on your team to get you back in the fight. Likewise, if one of your team goes down, get them back on their feet before they bleed out by moving to them and pressing and holding **E** or the **A** button.



CORE SKILL POINTS AND EXPERIENCE POINTS

CORE SKILL POINTS (CSP)

As you play through and complete Operation Flashpoint's Campaign and Fireteam Engagements you will earn Core Skill Points. The amount of Core Skill Points you earn depends upon how successful you are at achieving your mission objectives. This will be reflected in your award level shown in the Mission Summary screen (Gold, Silver & Bronze).

Core Skill Points can be spent in the Player Progress screen, increasing the effectiveness of your 6 Core Soldiering Skills. Improvements to Core Soldiering Skills are applied regardless of your current Marine role.

EXPERIENCE POINTS (XP)

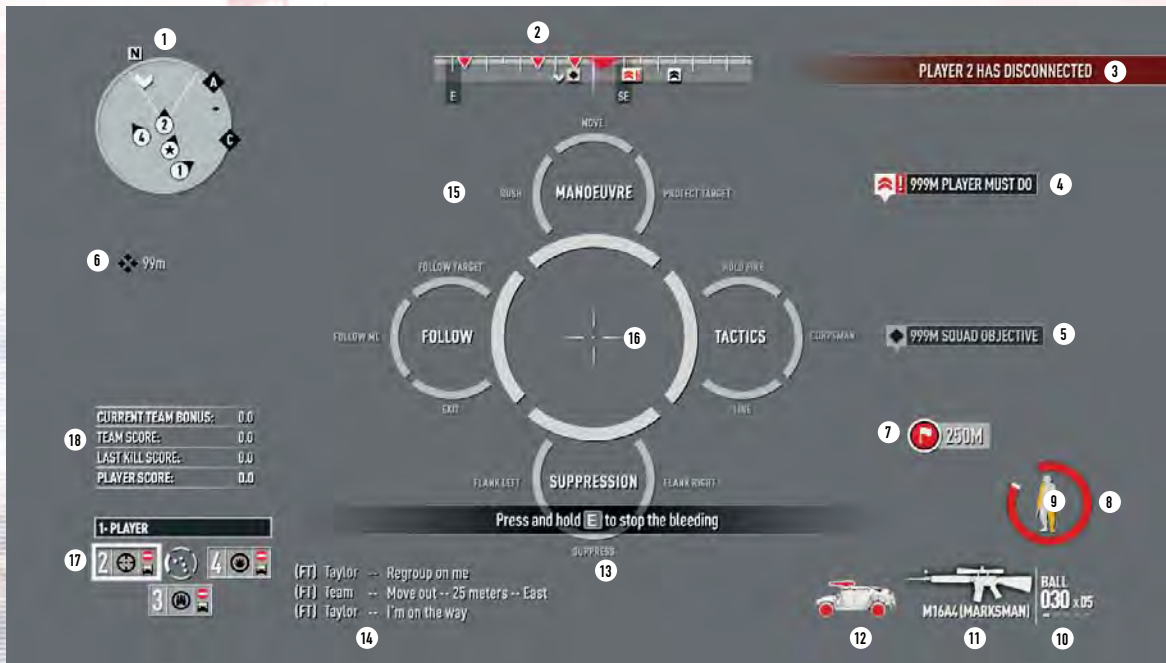
Experience points are earned in game by your actions and are used to increase the level of your Marine. Experience points are gained for actions such as completing missions, number of kills, healing a team mate, or repairing a vehicle. You will lose experience points for negative actions such as blue on blue or friendly fire.

When your Marine levels up they will be given access to new weapons, attachments and B-Mods.

RULE 7 - IF IN DOUBT, FALL BACK. DON'T PICK A FIGHT YOU CAN'T WIN. WHEN THE ENEMY'S GOT YOU PINNED DOWN, TACTICALLY WITHDRAW AND WORK ANOTHER ANGLE. USE YOUR HEADS, STAY ALIVE.

RULE 6 - KEEP A FULL MAG. WORKING OUT YOU'RE OUT OF AMMO WHEN THE BULLETS START FLYING IS TOO LATE. GET READY FOR EACH FIGHT AND MAKE SURE YOU'VE GOT A FULL CLIP.

HUD



- 1. RADAR** – Displays the position of fireteam members, Alpha and Charlie, Sgt Knox as well as objectives, waypoints and discarded weapons
- 2. COMPASS** – Shows your direction of travel as well as enemies' last known positions
- 3. NETWORK MESSAGES** – Displays any pertinent messages relating to online play
- 4. PRIMARY OBJECTIVE MARKER** – Displays location and distance to your primary objectives
- 5. SQUAD OBJECTIVE MARKER** – Displays location and distance to your squad's objectives
- 6. SQUAD LEADER MARKER** – Displays location and distance to Sgt Knox, your squad leader
- 7. RENDEZVOUS (RV) POINTS** – Displays the optimal route through the mission
- 8. BLOOD METER** – Displays the amount of life-sustaining blood your Marine has coursing through his veins
- 9. DAMAGE INDICATOR** – Displays where your Marine has taken damage and how severe it is
- 10. AMMO COUNT** – Displays how many mags you have left and how many bullets are left in the current mag
- 11. WEAPON SELECTION** – Displays what weapon you are currently equipped with
- 12. VEHICLE STATUS** – Displays the damage status of the vehicle you are currently in
- 13. HELP TEXT** – Displays context sensitive hints and tips
- 14. DIALOGUE PANEL** – Displays and stores the text from orders spoken
- 15. QUICK COMMAND RADIAL** – Used to issue orders to your fireteam members
- 16. CROSSHAIR**
- 17. FIRETEAM STATUS** – Displays the status and role of your fireteam members and which members of your fireteam you are issuing orders to
- 18. FIRETEAM ENGAGEMENT PANEL** – Displays information relating to Fireteam Engagements



MAP OF ENGAGEMENT AREA

RULE 8 - KEEP THE ENEMY SUPPRESSED. ONE LIGHT MACHINE GUN CAN SUCCESSFULLY PIN A WHOLE BUNCH OF ENEMIES. PIN THOSE BITCHES DOWN AND GET THE REST OF YOUR FIRETEAM TO PICK 'EM OFF.





CLASS AND CHARACTERS



GRENADIER – IMPACT

NAME: LANCE CORPORAL DANIEL TAYLOR

The Grenadier class adds impact and firepower to the team, specialising in close quarters combat and explosive ordnance.

Employed in offensive operations, the Grenadier is vital for storming compounds and clearing emplaced positions; whilst in a defensive role, the grenadier can offer mine laying and close quarter defensive capabilities.

The Grenadier's relative lack of long range effectiveness means that he relies on other classes to provide cover at distance from the enemy.

RIFLEMAN – FLEXIBILITY

NAME: SERGEANT WILLIAM KIRBY

The Rifleman is a tool-for-every-job class capable of being highly adaptable in the heat of combat. The Rifleman gets access to the full range of attachments to the M4A1 and the M16A4 rifles, allowing him to mould his weapon loadout towards a particular role, whilst remaining general-purpose on the battlefield.

The Rifleman's only relative weakness is a lack of specialisation at either long or short range, therefore requiring assistance from other classes to break stalemates.



SCOUT – RANGE

NAME: CORPORAL JOSE SOTO

The Scout class provides a combination of extended vision range and precise aiming, allowing him to increase the effective range of the fireteam. Increased stamina allows him to cross open terrain with sustained sprinting, allowing him to both close gaps and scale heights quickly.

Most effective at longer-range engagements, the Scout needs the support of his fireteam at close quarters, where he lacks the rate of fire and armour to sustain a fire fight.



AUTO RIFLEMAN – SUPPRESSION

NAME: CORPORAL RYAN “THE BEAST” BALLETO

The Automatic Rifleman's ability to lay down large amounts of sustained fire and tie up multiple enemies with suppression makes him a vital addition to any fireteam. Modern Marine fireteams are built around the central Automatic Rifleman role, and this is reflected in Operation Flashpoint: Red River.

He is limited at close quarters, and unable to fire with great accuracy unless prone, so the Automatic Rifleman relies on his other fireteam members for support at all times.

RULE 9 – ORDERS.

KEEP TELLING YOUR FIRETEAM WHAT TO DO.

KEEP DOING WHAT I TELL YOU TO DO.

THAT WAY WE ALL GET ALONG LIKE ONE BIG, MESSED-UP DYSFUNCTIONAL FAMILY.

MULTIPLAYER

GAMES FOR WINDOWS - LIVE

Play online for free! With Games for Windows—LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows—LIVE games. Plus, you can download game content from Games for Windows—LIVE Marketplace. Get connected and join the PC gaming revolution!

CONNECTING

To connect to Games for Windows—LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows—LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows—LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.xbox.com/familysettings.

MULTIPLAYER SETUP

Operation Flashpoint: Red River offers both online multiplayer functionality via Games for Windows—LIVE, and local network play via LAN for your PC.

To host a game use the host options via the lobby or Fireteam Setup to specify your session type, Privacy options and invite friends. The lobby can also be used to select and choose the class of any AI members in your fireteam, and to assign any players the Fireteam Leader role.

To join a game select the Join Game option from the Main Menu where you will be given the option to join a Quick Match or Browse Servers. Use the search settings to filter your results to find games to suit you.



RULE 10 - BEWARE OF CONFINED SPACES. THIS IS SOME REAL SELF PRESERVATION SHIT RIGHT HERE. YOU GET YER ASS INTO A COMPOUND AND SOME BAD GUY TOTING A CANNON OR A SNIPER GETS A BEAD ON YOU, YOU'LL BE PINK MIST BEFORE YOU EVEN KNOW WHAT HIT YOU. QUESTION EVERY BUILDING, EVERY HIDING PLACE AND COMPOUND IS 100 PERCENT HOSTILE UNTIL PROVEN OTHERWISE.

GAME MODES

CAMPAIGN

Operation Flashpoint: Red River's fictional back story sees China and the US drawn uncomfortably close together as a result of an insurgency in Tajikistan. Destabilised by a number of factors, including the fallout from neighbouring Afghanistan, the country's government struggles to maintain control.

The US and its allies, having worked hard to bolster Afghanistan, are alarmed by the implications of Tajikistan's insurgency, concerned that events there will destabilise the entire region. The US goal is to enter the country, stabilise the region and support government forces there to retain control.

China, meanwhile, grows increasingly worried at the implications for its internal Xinjiang region, and moves to prevent the instability spreading across its own border. China's solution is to quell the insurgency, occupy regions of Tajikistan and create a "buffer zone" beyond its own border that should prevent the insurgency spreading into China itself now, and in the future.

With both countries moving to quell the insurgency, but with differing aims for the region and conflicting solutions for bringing the insurgency to an end, the UN is unable to reach agreement on the correct international response. The US and its allies find themselves repeatedly vetoed by Russian and Chinese delegations.

With the insurgency spreading, both China and the US cannot wait any longer, and deploy forces across the borders of Xinjiang and Afghanistan, respectively, to quell the insurgency inside Tajikistan. This brings the two superpowers perilously close together, in active combat operations. Airspace is contested and as both powers move quickly to secure the country, concerns mount that clashes between the two superpowers are inevitable.

Operation Flashpoint: Red River's compelling campaign can be played in single player and co-operatively. Host a game, invite your friends and experience the excitement of the campaign all the way through to its conclusion.

FIRETEAM ENGAGEMENTS

Enjoy 4 jump-in-and-play co-op fireteam engagement game modes, where you score points to achieve Bronze, Silver or Gold. Each mode is set over two maps located in a bespoke area of the game world.

COMBAT SWEEP

ASSAULT AN URBAN LOCATION HELD BY ENEMY FORCES

Insurgents are hidden amongst the buildings of the maze-like compounds where they have hidden 3 weapons caches. Use your fireteam to root them out and destroy the weapons caches for bonus points. Your transport helo will circle the area spotting insurgents and notifying you of their location. The quicker you defeat the insurgents and call in your extraction helo the more you score.

KILL TYPE	KILL SCORE
ENEMY KILL	100
HEADSHOT	200
USING EXPLOSIVES	150
DESTROYING A VEHICLE	300
TEAM KILL	-4000
DESTROYING A WEAPONS CACHE	2000
KILL ALL ENEMIES (CLEAN SWEEP)	10,000

CSAR

RESCUE PILOTS LOST BEHIND ENEMY LINES

A Super Cobra has gone down behind enemy lines, and intelligence informs us the pilots are still alive and being held hostage. It's up to Bravo to find the pilots and get them safely back to the extraction point. Remember, no-one gets left behind!

KILL TYPE	KILL SCORE
ENEMY KILL	100
HEADSHOT	200
USING EXPLOSIVES	150
DESTROYING A VEHICLE	300
TEAM KILL	-4000
DESTROYING A BONUS HELO	5000
BONUS	POINTS
EACH PILOT RESCUED	30,000

ROLLING THUNDER

DEFEND A MOVING CONVOY FROM ENEMY AMBUSH

Mount up your fireteam and roll out with a convoy on patrol in the badlands of Tajikistan. Your Humvee (or bullet magnet) will be an irresistible target to the enemy allowing them to be flushed out and eradicated. Use teamwork to fend off attacks and protect the convoy until it reaches its location.

KILL TYPE	KILL SCORE
ENEMY KILL	100
HEADSHOT	200
USING EXPLOSIVES	150
DESTROYING A VEHICLE	300
TEAM KILL	-4000
BONUS	POINTS
EACH VEHICLE REACHING ITS DESTINATION	4000
EACH SOLDIER REACHING HIS DESTINATION	1000

LAST STAND

DEFEND A FIXED POSITION AGAINST UNLIMITED WAVES OF THE PLA

Fireteam Bravo is tasked to hold the line as long as possible against the unrelenting might of the PLA infantry and mechanised units. When all is lost the team can call in an extraction helo and perform a tactical withdrawal. Score points by eliminating the enemy and increase your score by earning Multipliers.

KILL TYPE	KILL SCORE
ENEMY KILL	100
HEADSHOT	200
USING EXPLOSIVES	150
DESTROYING A VEHICLE	300
DESTROYING BONUS HELO	1000
TEAM KILL	-4000

FIRETEAM ENGAGEMENTS

MULTIPLIERS

Multipliers add 10% to your score for each time you achieve them e.g. Killing 4 enemies without dying will add an additional 40% to your kill score.

The Multipliers are:

- Flawless – Killing spree without receiving a hit
- Efficiency – Killing spree without getting killed
- Multi kill – Killing multiple enemies consecutively

In Combat Sweep, CSAR and Last Stand modes, the final score the team receives will be multiplied by 0.75 if only one team member survives. If two survive, it will be multiplied by 1.0, if three survive, 1.25, and if all four survive, the team's score is multiplied by 1.5 when the mission is completed.

However, scores are only recorded if a mission is a success. If a mission is failed, aborted, or the team is killed, then scores are not recorded – it's as if the final score is zero!

KILL TYPE	COMBAT SWEEP	CSAR	ROLLING THUNDER	LAST STAND
ENEMY KILL	100	100	100	100
HEADSHOT	200	200	200	200
USING EXPLOSIVES	150	150	150	150
DESTROYING A VEHICLE	300	300	300	300
TEAM KILL	-1000	-1000	-1000	-1000
BONUS				
DESTROYING HELO/CACHE	2000	5000		1000
PILOT RESCUED		30,000		
KILL ALL ENEMIES (CLEAN SWEEP)	10,000			
VEHICLE REACHES ITS DESTINATION			4000	
SOLDIER REACHES HIS DESTINATION			1000	

THANKS TO:

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- Textron Innovations Inc.

CREDITS

Fever

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Stricken

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