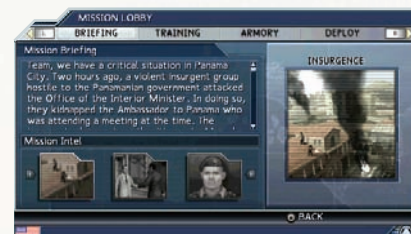


INSURGENCE

FIREFIGHT IN PANAMA CITY

Mission Briefing

Team, we have a critical situation in Panama City. Two hours ago, a violent insurgent group hostile to the Panamanian government attacked the Office of the Interior Minister. In doing so, they kidnapped the Ambassador to Panama who was attending the meeting at the time. The insurgents known to authorities as *La Mano los Gente* have launched a major offensive effort against the city in what appears to be a coordinated coup attempt. It is currently unclear if the Ambassador was the primary target or a casualty of today's attacks. Commander, this is a high priority mission. Locate the Ambassador and bring him home safely—at all costs. Local intelligence has been tracking *La Mano's* movements throughout these attacks. It is believed that several hostages, including the Panamanian's Interior Minister and our own Ambassador, are being detained somewhere in the vicinity of the city docks. Deploy your team immediately.



01



SUGGESTED LOAD-OUT

MEMBER	PRIMARY	SECONDARY	EQUIPMENT
A1	M40A1	HK7	Medkit
A2	M16A2	HK5	HE
B1	M16A2	HK5	Medkit
B2	M60E3	HK5	HE

OBJECTIVES

	PRIMARY	SECONDARY	BONUS
1	Secure the Hostages	Collect Intel – Shipping Manifest	Collect Intel – Shipping Manifest
2	Infiltrate Warehouse	—	—
3	Secure the Warehouse	—	—
4	Extract PSF Agent SANTOS	—	—



RECON

Panama City is an urban area, with tons of parked cars, boxes, and corners behind which to hide. Stealth is not paramount, so a “run and gun” strategy should serve you well. There are a number of areas to stop and snipe distant enemies and thin the herd, making it easier to push through the city and find your target. Rescuing the Ambassador is the overriding objective.



INFIL: DOCKS

Your team sets down on the docks in Panama City. Panama City is a hot zone right now, and La Mano forces have bunkered down in certain areas of the city. Your four-man strike force is the only way the Ambassador is going to get rescued, so gird your loins and get the job done.

TUTORIAL

If you are new to *SOCOM: Tactical Strike*, choose *Tutorial* as your Insertion Point rather than *Insertion A*. *Tutorial* breaks down the basics of the game and shows you the best route through the city.



SHOCK AND AWE

Able and Bravo teams begin on the docks of Panama City. Press the R button to select Bravo team. Use the movement skimmer to send Bravo to the brown car to the north at point **Charlie**. Place them on the rear bumper of the car. Once they stop moving, move Able to the next car. Repeat this process until both teams reach the blue vehicle midway between **Charlie** and **Delta**. Stop here and hold your positions until the first hostile appears.

LEAPFROG

Leapfrogging, the act of moving each team forward in increments while covering each other, is an invaluable skill. There are no enemies in this area, but getting into the habit of leapfrogging will serve you well in the future.

The target is patrolling between a trailer and a truck. Wait for his back to turn and order Able team to stealth move to the rear bumper of the green vehicle to the west. Press Up to zoom in if you can't tell which direction he is facing. Once Able is in place, send Bravo to the left side of the car.

AMBUSH

Proper use of **On My Signal** commands can mean the difference between life and death. Use them to set up ambushes from safe spots and to control the situation on the field. If you maintain stealth in battle scenarios, you have an advantage over your enemy. Utilize it.



Check the area, confirming that there are no more hostiles nearby. Once clear, order your team to attack the enemy. Time it so that your teams stand and fire when he turns his back on them. Send Bravo team forward to the trailer once the enemy's down. Send Able to the side of the white truck, and order Bravo to move to the second trailer with Able providing cover.



Move Able to the left side of the blue car. Another hostile comes around the corner once your team gets settled. Don't fire on him yet. Wait for him to begin to leave and then move Bravo into position beside Able. Select both teams by holding the R button.



Two more tangos come from around the corner to the northwest. Hold your fire and do not attack them yet. Instead, order Bravo to attack one of them using the **On My Signal** option. Able should be in position to attack the other hostile, so repeat the process for that team. The two hostiles are patrolling along a route. They'll approach Bravo's trailer, pause, and then turn around. Give the signal as soon as they turn around.



There are two hostiles patrolling here. Zoom in using Up on the D-pad to study their route. It is a little too tough to reach the brown car at point **Delta**, so use the blue car as your staging ground. Focus on the hostile that comes out from behind cover. Hold **□** and select **Sniper**. A1 will use his M40A1 to take one of them out. Now you should be able to sneak to point **Delta**.



Order Bravo team to the car at the base of the hill, directly opposite from **Echo**. Turn around, facing to the south, and locate the tango hiding behind the couch. Take him out and then regroup. Bring Able down to Bravo's position.

Echo is directly to the north and there are two guards patrolling inside. You won't be able to pick the lock and sneak inside while they're still alive, so take both of them out. One well-placed grenade ends both of them with no trouble at all.



INFILTRATE THE WAREHOUSE

Another hostile ascends the hill to back up the remaining tango. That leaves two targets, one for each fire team. Use the **On My Signal** tactic once again and have your team attack both tangos at once.



Leave **Delta** and start heading toward **Echo**. Send Bravo team down to the trailer at the bottom of the hill. Place Able behind the blue car just to the north of **Delta**. Use Able's **Sniper** command to kill the tango patrolling on the balcony to the north.

BREACHING

Breach and Clear is not the only option you have. Don't be afraid to **Breach with Frag** or **Breach with Stealth**. Sometimes, you can gain an edge in battle by coming in quiet or busting in loud.

Pick the lock and enter the parking area. This area is clear of enemies right now, so post up behind the boxes near the door and the green waypoint. **Breach and Clear** the door. Use both fire teams for breaching and clearing the room.

There are two hostiles inside the room. Able and Bravo have cover from barrels and boxes just inside the door. They plant themselves behind the cover and take out the two tangos. Send both teams down the ramp to the north and to the green waypoint. Use **Breach with Stealth** on this door and set Bravo to use the boxes just inside the door as cover.



QUIET AND DEADLY

Send Able to the west, just behind the boxes nearest the door. Focus on the target closest to Able and select **Stealth Kill**. Able will approach the tango and quietly kill him. Move Able into the tango's former position.



Switch back to Bravo. Choose **Suppression Fire** from the Attack Menu, but select the lightning bolt. Change back to Able and give the **On My Signal** command. While Bravo has the tango pinned down, use Able to attack him from his unprotected flank. While you're attacking this tango, another tango appears from the north. Change Bravo to **Field of Fire**, so that they will fire on the tango whenever he stands, and use Able to take down the new enemy.

Move Bravo to the brown boxes north of their position. Command Able team to take cover behind the pole next to Bravo's position. More enemies flood the area, and they must be dropped before you can move on. Two take position behind brown boxes, while another is in a room far off in the distance. Use a grenade to take out both of the nearest enemies at once. Two more enemies rush in to help out their comrades, but they keep their distance. Use the **Sniper** command to take them out.

The zone clears up once the encounter comes to a close. Approach the window, avoiding **Foxtrot** for now, and ensure that the soldiers inside are dead. When you're ready, proceed toward **Foxtrot**. Two hostiles rush outside when you get near. Eliminate them.

INTELLIGENCE



Keep an eye open as you progress through *SOCOM: Tactical Strike*. You'll often come across Bonus Objectives that aren't immediately apparent. If you find a room, search it. If you see suspicious boxes or alcoves, examine them.



Breach and Clear the door. The two tangos inside will be caught unawares, giving you plenty of time to kill them. Breach the door to the west with Bravo. Aim at the laptop on the desk and select **Take Intel**. Your team grabs the **Shipping Manifest**.



MAN DOWN

Regroup with Able. Send your squad to the set of barrels in the center of the large room. They'll call out enemy positions. There are two hostiles near a fallen soldier.



The soldier is fading quickly, so you must act fast. Use the **Sniper** command to take one of them out. Send Bravo after the remaining hostile. Two more tangos appear once the last of the original group falls. Kill them and rush to the fallen soldier's side. **Revive** him and speak to him.

Once he's finished speaking, look at the soldier and make sure that he's set to **Follow** Able. Proceed up the ramp to the landing. Park Able behind a box and send Bravo after the lone-remaining tango in the room to the south. If you can approach the tango without being spotted, use the **Use Window** command to take him out with no danger to your team. Breach the room and search it. Grab the map off the desk to acquire another **Shipping Manifest**.



EXFIL

Regroup your team and move toward the doors blocking point **Golf**. Have Bravo **Hack** the door, but don't go outside. Select your entire team by holding the R button and choose to hide them behind the cover just outside of the door. Survey the area using your scope and map. There is a cluster of enemies blocking the route to the west. Getting into a firefight while escorting a friendly is generally a bad idea.



Go to the south instead. Follow the alleys to the south, and then west, while making sure to stay behind cover. Once your squad reaches the point where they can see the tangos once again, select Bravo. Send them to the south and west. One lone tango is guarding this area. **Stealth Kill** him.



Regroup your team and head to point **Hotel** for your extract.

