

A BASIC FOUNDATION

GAME SCREEN



1

CROSSHAIR: Your crosshair remains in the center of your screen and represents where your bullets will go once you begin firing. The small white dot in the center of the circle is where your first shot will land. The four blue lines represent how accurate your shots are. When you are moving, the lines widen and your accuracy is reduced. Your accuracy is increased when you are standing still or prone.

2

TIMER: The timer counts down the amount of time left in the current round. When the timer reaches zero, or the current objective is attained, the round ends. There is no way to halt the timer.

3

CONTEXT SENSITIVE COMMAND WINDOW: Your soldier has certain context-specific commands or moves that he can perform. It can be anything from climbing on top of boxes, scaling ladders, turning switches, opening doors, or ordering hostages to stay or follow. When there are no available commands, this window will disappear.

4

STANCE/WEAPON WINDOW: This displays your weapon, current amount of ammo, remaining clips, fire mode, and stance. Keeping track of your ammunition and your stance are vital to surviving a match. Standing when you should be crouching, or rushing into battle with just three bullets left in your gun, can quickly lead to death and the loss of a round.

5

RADAR: The radar can display the position of your allies, objectives, and enemies, depending on the game mode. Use the radar to guide you while you travel through a level.

6

COMMUNICATION: Messages appear in the upper-left corner of the screen. These can be messages from allies, taunts from enemies, reports about the current status of the objective, or warnings about your team's standing.

MOVEMENT

Push the left stick to move your character around. A light press results in a slow walk. A harder press makes your character run. Not every situation needs a full run. Sometimes have to creep around a corner or draw the attention of an enemy by walking slower than usual in order to draw him into a trap. Use your best judgment when moving around a stage.



Certain situations may require you to move faster than normal. Press **R2** while moving to activate the sprint. Your character will put his weapon in a safe position and begin to run faster than normal. While sprinting, you cannot fire, change weapons, or use night vision. In exchange for not being able to use those abilities, you will run considerably faster than normal. Use the sprint to escape from danger or quickly get to a position where you can assist an ally.



The game's battlefields are strewn with environmental obstacles that sometimes block your path. These obstacles can sometimes be used



as cover during a firefight, so keep an eye out for opportunity.

Press **Space** to jump onto low objects. This can open up new vantage points, sniper spots, or give you a basic tactical advantage. Some obstacles are too tall to jump over. In those cases, you can press **X** to climb onto them. This includes ladders, boxes, and a variety of other objects. Pressing **X** also activates certain context-sensitive objects.

Alt alters your character's stance. There are three possible stances: Standing, Crouching, and Prone. Standing is the most maneuverable position, while moving in a crouch is safer. Going Prone increases your accuracy and lowers the amount of shaking on your crosshairs, but makes you move much slower than normal.



COMBAT

The focus of *SOCOM: Confrontation* lies in combat. You're going to spend the majority of your time fighting, and the time not spent fighting will be spent preparing for battle. While weapon and armor customization is covered in another chapter, the basics of combat are explained here.

The most basic combat functions are aiming and firing your weapon. Push the right stick to aim. Pressing it lightly moves your crosshair a little bit, while pressing it hard will move your crosshair faster.

Press **R1** to fire your weapon. Each shot fired results in a certain amount of recoil. Recoil is best described as the upward motion of your gun. You can "fight" the recoil by pulling down on the right stick and trying to keep your crosshairs on target. Pressing **R3** reloads your gun. If you haven't fired all the rounds in your current magazine, those rounds will be lost if you reload.



The amount of rounds your weapon fires at once varies depending on its fire mode. You can either fire at a rate of semi-automatic, two-round burst, three-round burst, or automatic. There is an icon by the representation of your gun that will tell you the fire mode. Press **Space** to cycle fire modes. Cycling past your available fire modes while having grenade launcher equipped selects your grenade launcher. The plus sign with a bar above and below it represents the grenades. In addition, your crosshair changes to represent the grenade launcher.

Each fire mode has its own set of pros and cons. Automatic is good for laying down suppressive fire or for putting a lot of shots into an area quickly. Three-round and two-round burst are in-between automatic and semi-automatic. They allow you to put multiple bullets into a small area with a pull of the trigger, which helps with accuracy while still giving you the benefit of firing more than one round per second.

Semi-automatic fires just one shot at a time, but it is far from worthless. Firing one shot at a time makes recoil easier to control, which increases your accuracy. In addition, you can pick where each shot is going to go by aiming between shots. With automatic or burst fire, you pick the target of the first shot, but the recoil and speed of the shots precludes doing that for your next shots.

Selecting an appropriate fire mode for your current situation and style of play is important. Sometimes, one well-placed bullet is worth more than 15 wildly sprayed rounds. On the other hand, the more bullets you put into a target, the faster he is likely to die. Use your best judgment as to what kind of fire mode each individual situation requires, and don't be afraid to mix it up.

Changing weapons is performed by pressing and holding **○**. Point toward the weapon you'd like to select by pressing the left stick in the appropriate direction. Your primary weapon will be in the 12 o'clock position, your secondary in the 6 o'clock position, and your gear will be in the 2 and 10 o'clock positions. If you have equipped Claymores, the detonator will be at the 8 o'clock position. Quickly swap between your current weapon and your previously selected weapon by pressing **L1**.



You can zoom in slightly on your target when your weapon does not have a scope, but equipping a scope can give you multiple levels of zoom. Press up on your directional pad to zoom in, and press down to zoom out. Depending on your weapon and its scope, you can zoom in more than once. Continue pressing up to zoom in.



Pressing left on the directional pad moves your aiming reticule from one side of your character to the other. If you find your aiming impaired by the presence of objects in the environment,



press left to switch sides and hopefully alter your view enough to see.

Night vision is useable only on night maps, and may be activated by pressing right on the directional pad. Night vision allows you to



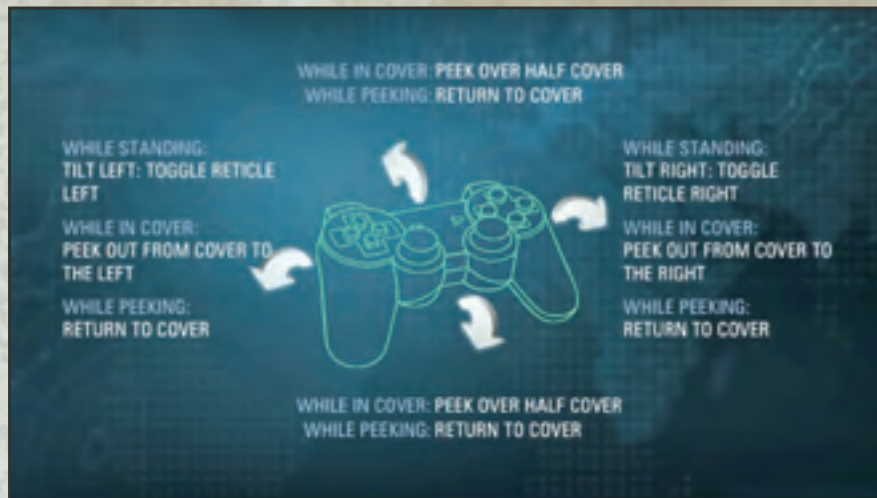
spot enemies or motion in the darkness when your vision would be otherwise impaired.



ADVANCED MANEUVERS

SIXAXIS CONTROLS

SOCOM: *Confrontation* supports the SIXAXIS wireless controller's motion sensing functions. The motion sensor allows your character to duck, lean, and stretch.



Leaning is an important offensive and recon maneuver. When behind cover or under fire, leaning allows you to sneak a peek at the surrounding environment and placement of your enemies without putting yourself in extreme amounts of danger. Tilt the controller to the left or to the right to lean in the appropriate direction.



You can also hunker down and duck behind cover by tilting the controller forward and away from you. Your character leans forward, reducing his profile and enabling him to hide behind objects. While ducking behind cover, take advantage of the moment to look around the area and attempt to discover a way out of a possibly dangerous situation.



Looking above cover allows you to fire over it. Tilt the controller backward, toward you, in order to do so. Your character peeks over the top of the cover. Press R1 to fire your weapon, and then return the controller to the default position, or duck, in order to return to cover.

VOICE CHAT

SOCOM: *Confrontation* supports voice chat via USB and Bluetooth® headsets. There are two different kinds of voice chat implemented in the game: **Team Chat**, and **Proximity Chat**. Proper use and knowledge of both kinds of chat will make your SOCOM strategizing and planning much more enjoyable.

Team Chat is Push-to-Talk chat. Pressing the chat button (**L2**) activates the channel. Your teammates can hear every word you speak as long as you hold down the button.

Proximity Chat does not require Push-to-Talk. Speaking into your headset via Team Chat or without activating the chat channel automatically activates Proximity Chat. Enemies and friends can hear Proximity Chat through their speakers, as long as they are relatively close to your character.

To avoid falling prey to being located or leaking strategies when using Proximity Chat, be careful when you speak. Make sure that you're in cover or in a cleared area. Try to keep chatter to a minimum, as well. The more you talk, the more distracted your teammates will be and the more likely it is that an enemy will hear you.

Keep your messages limited to specific references to strategy or location. If you see an enemy, call out his location. Use a reliable and easy-to-remember naming scheme when referring to objects in the environment. Make a note of landmarks and other items that will allow you to accurately and quickly identify areas in the game.



SOCOM GAME MODES

SOCOM: U.S. Navy SEALs Confrontation brings seven multiplayer game modes into the mix: Suppression, Elimination, Demolition, Breach, Extraction, Escort, and Control. Some modes are SOCOM classics, while others are remixed versions of old favorites.

Read on to learn the strategies for each game mode that apply to each map in the game and provide the basic building blocks you need to develop a solid foundation.



SUPPRESSION & ELIMINATION

OVERVIEW

Suppression and **Elimination** are similar game modes. The Commandos and Mercenaries must work to eliminate the other team in order to gain victory. Both modes involve a team switch after the midway point of the match. If you are playing a 10-round match, the teams switch after the fifth round.

The rules for each mode are slightly different. Elimination requires the complete defeat of the opposition. If any enemies are left after time has run down, the round ends in a draw. *All* enemies must be eliminated before you can win. There is no respawning allowed.

Suppression can be won if time runs out with one side having a higher score, or by one side attaining a specific amount of kills. Respawning is generally activated in Suppression.

The basics of Suppression and Elimination apply to most other game modes, as well. Learn these strategies and expand your skillset by adding other tactics that are more mode-specific.


SUGGESTED LOADOUTS

These four Loadouts provide a healthy balance of firepower and versatility for Suppression and Elimination modes. They are merely a starting point. Use them to build your own custom Loadout.


SUPPRESSION & ELIMINATION 1

Close range combat is a cinch with shotguns. Get close and let them have it.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON		M4-90	
			
ATTACHMENT 1		GEAR 1	
EMPTY		M67 FRAG	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	





FACTION: MERCENARIES

STATS			
PRIMARY WEAPON		USAS 12	
			
ATTACHMENT 1		GEAR 1	
EMPTY		M67 FRAG	
ATTACHMENT 2		GEAR 2	
EMPTY		C4	

SUPPRESSION & ELIMINATION 2

Breach and clear. Repeat that sentence. Breach and clear. Take point on clearing rooms with this machine gun setup.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON			MK .48
			
ATTACHMENT 1		GEAR 1	
FRONT GRIP		MARK 141	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	

FACTION: MERCENARIES

STATS			
PRIMARY WEAPON			RTK-74
			
ATTACHMENT 1		GEAR 1	
LOW SCOPE		C4	
ATTACHMENT 2		GEAR 2	
EMPTY		C4	

SUPPRESSION & ELIMINATION 3

Hit and run with small submachine guns. Pepper the enemy and move away. Use the grenades to cause havoc.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON			K5 SD
			
ATTACHMENT 1		GEAR 1	
EMPTY		M67 FRAG	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	

FACTION: MERCENARIES

STATS			
PRIMARY WEAPON			F90
			
ATTACHMENT 1		GEAR 1	
EMPTY		M67 FRAG	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	






SUPPRESSION & ELIMINATION 4

Get some distance and let them have it with these assault rifles.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON			M14
			
ATTACHMENT 1		GEAR 1	
MEDIUM SCOPE		M67 FRAG	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	

FACTION: MERCENARIES

STATS			
PRIMARY WEAPON			552
			
ATTACHMENT 1		GEAR 1	
LOW SCOPE		M67 FRAG	
ATTACHMENT 2		GEAR 2	
SUPPRESSOR 1		M67 FRAG	

GOING SOLO

It's possible to play Suppression and Elimination completely on your own, though that is never advised. *SOCOM: Confrontation* is a team-based game first and foremost, but if you absolutely must play without using teamwork, it is possible.



The first thing to remember about playing solo Suppression or Elimination is that you won't have all the benefits of having an entire team to back you up. You will be forced to clear alleys, rooms, and alcoves alone. If you get caught in a firefight, there may not be a teammate nearby to haul you out of the fire or draw enough fire to get you clear.

When rolling solo, keep an eye on all your surroundings. Those in front, behind, and to the side of you can hide enemies. If you get a funny feeling, turn around and check it out. If you see an open area on your left, and a dark alcove on your right, turn and look at



the alcove as you move past. Get used to strafing around corners and past dark areas of the map. Sweep and clear.

Being able to create confusion is also an important part of playing as a hotshot lone ranger. If you happen upon two or three enemies and end up pinned down, throw a grenade at an odd angle to create the illusion of having backup. Bounce a grenade off a wall and behind your enemies. The resulting explosion should



throw them off balance enough that they turn and try to find the source of it. At that point, hop out and begin attacking.

An RPG-7 or AT4 can be a lifesaver when it comes down to that last chance scenario. It is a weapon that is sometimes looked down upon, but not because of its effectiveness. One well-placed shot can eliminate multiple enemies. A poorly placed shot can, at the very least, scatter a group of foes. Use it to your advantage and try to trick your enemy into thinking you have backup, which may or may not have arrived yet.



There are a few benefits to going alone, though they pale in comparison to having a team at your back. You don't have to worry about someone else spoiling your shot, avoid getting ambushed with the rest of your team when they walk into a firefight, and generally chart your own course. However, once again, this is *not advised*. Playing with a team provides crucial support when you need it.



COMMUNICATION

Communication, first and foremost, is key. You are going to find it necessary to coordinate team-based tactics with your squad, which means moving in groups, attacking in unison, and helping out your teammates when they need it.

If you have a headset, always have it charged and ready. Voice chat is the quickest and easiest way to coordinate with your team. Don't play music in the background, and be sure to speak clearly and loud enough for others to hear.

Don't keep a running commentary on the match over the headset. Everyone else is playing the same game you are, so they do not need updates that don't have to do with the action at hand. Report when you find enemies, and include both their location and number when you do. If you are going to throw a grenade into a crowded room, it is a good idea to let your teammates know ahead of time.



RECON

Most players tend to create routes that they travel in, either consciously or subconsciously. They will leave the base and move to a certain point, over and over and over. Take advantage of this behavior. Take notice of where your enemies are pouring in from and plan to pay closer attention to that sector in the future. If one alley sees a lot of action, a well-placed grenade can save you some trouble later in a round.

A large part of recon in a Suppression or Elimination match is knowing the level well. Figure out where the hot spots tend to be. When enemies cluster in one area repeatedly, there is probably some tactical advantage to be found there. There may be great cover, a good vantage point, or something else important nearby. Make it a point to explore and find these areas out for yourself. If you can lock them down before the enemy gets there, you will do yourself and your team an enormous favor.



BUDDY SYSTEM

Don't go it alone. Having even just one teammate with you increases your odds of both surviving a battle and taking out your enemies. Three lets you employ advanced tactics.

Split up into logical squads once you begin a game of Suppression or Elimination. A sniper and a guy with a machine gun are not a good fit on the front lines, but if you put a sniper and someone with a sub-machine gun to back him up at a distance from the battle, you have a great fit.



Stick with your team. If you see someone else rushing off into battle, follow him. Cover the areas that he doesn't check and keep an eye on his back. If he's any good, he will be doing the same thing for you. Let him



know that you are shadowing him so that he isn't surprised when he turns around and sees you.



Learn to depend on your team. They'll back you up when you need it. Don't be afraid to call for help.

CROSSROADS

MAP DATA



CROSSROADS

The main theatre for political insurgency in the country, the once heavily populated government and market district of the capital now rests abandoned until stability can be restored.

CROSSROADS (LARGE)

Chaos of political insurgency is spreading from the epicenter of government district to outer temple districts and is forcing the residence to flee the area while various military forces are vying for the control of this politically important location.

HOT SPOTS



FISH MARKET

The fish market is tactically useful. It is the building nearest the Commandos' base, has an upper floor that leads to necessary assets, and has enough cover inside to prolong a firefight. Keep control of it.



MANSION

Expect the mansion to be a hot area. It is a little off the beaten path, but not so much that there is not a ton of action. Use the cars and natural cover to make your move.



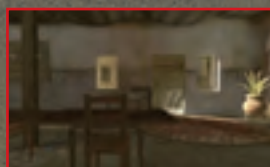
GOLDEN LION

The golden lion is not your average battleground, but it does have one large benefit. You can see most of the level from that area, which means that you can also snipe enemies easily.



DETONATE ONE

The first detonator is in the room above the fish market. Trigger it and you will collapse the bridge on the way to the house.



DETONATE TWO

The second detonator is in the café. Look for it on a table. Trigger it to blow up the bridge over the road leading to the loading ramp.

HOT SPOTS

6



BELL TOWER

The tower seems like the ultimate sniping position. There is only one entrance and you can see a good portion of the map. However, if you aren't careful, you can miss enemies who are too close to you due to the height.

7



SODA MACHINE

Plant a claymore near the soda machine or on the stairs. When an enemy gets near, blow it and take them out.

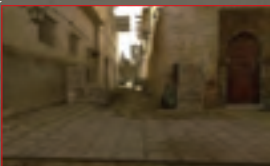
8



PATIO

There are two buildings near the patio. Use both as cover when fighting in that area. If you need to take a break from the battle, duck into the house opposite the café. There is only one entrance to it, so you do not have to worry about ambushes.

9



THIN ALLEY

Once you enter this alley, go prone and begin sniping. It is an unorthodox position, but you can gain quite a few kills when doing so, if only because no one expects it. However, watching your back is a must. If you cannot have a buddy at your side, you should snipe for a few moments and then move to a new position.

10



USE WINDOWS

Use this window to snipe enemies coming down the long road. Stand at the back of the room and use a high-powered scope to make your shot. With luck, you can kill them before they see you.

11



ROOFTOP WARRIOR

There is a wall in the Commando base that you can destroy with C4. Look for the swords painted on it and place the bomb. After it explodes, you can take to the rooftops of Crossroads and gain a new advantage over your enemy.

12



DIRT PATH

This path leads into the warehouse, which in turn leads to the loading ramp. Use it to quickly traverse the level and get to trouble spots.

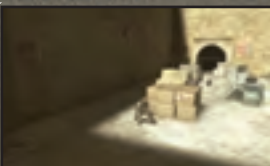
13



COMMANDOS SPAWN (LARGE)

The area with the large golden lion serves as the spawn zone for the Commandos. They generally appear on the lowest level of the area, nearest the bridge to the square, in an area that contains boxes and columns.

14



MERCENARIES SPAWN (LARGE)

The Mercenaries spawn on the opposite side of the map, in the courtyard of a tall building. Stacked boxes, columns, and stairs leading to a bridge are all nearby.

15



COMMANDOS SPAWN (REGULAR)

The Commandos spawn in the empty warehouse to the south of the square. There are two quick routes to reach the square. The spawn area contains three rooms, each of which can be used to spot enemies from afar.

16



MERCENARIES SPAWN (REGULAR)

The Mercenaries spawn in the large building to the north of the square. Two windows provide a way to snipe down two roads. Occasionally, you spawn just outside of the house, but near the stairs.

Crossroads's regular variation is the classic Crossroads map from *SOCOM: U.S. Navy SEALs II*. It is tightly packed and consists of a

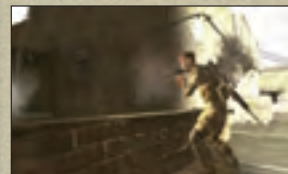


city square, fish market, and the surrounding streets and alleys, with a few warehouses and buildings around the outside perimeter.

The larger variation has two additional areas, which contain plenty of new ground to cover. There are bridges leading to both spawn areas, which in turn feature multiple levels of action. In the regular version, the extra areas are walled off with heavy-duty mobile walls.



The opposite area serves as the spawn zone for the Mercenaries. It consists of a columned courtyard, a few small side rooms, and a tall building with stairs. The upper floor of the building looks out over the rest of the map and allows you to fire on enemies in the distance.



CROSSROADS

BREACH



1



SACHEL

The satchel appears inside the Commandos base. Only one person can carry it at a time, so make that choice before you enter the match. When it is dropped, someone should grab it immediately.

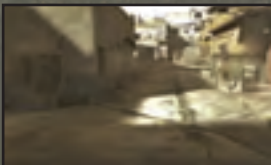
2



BOMB POINT

The bomb point is in the center of the square. It is surrounded by four destructible barriers, at least one of which must be breached before the bomb can be set.

3



LONG BOMB

Go prone here to get a great sniping angle on your enemies.



BOMB CARRIER

The bomb carrier has to be able to defend himself as well as the bomb. A quality shotgun will make that task simple.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON		M4-90	
			
ATTACHMENT 1		GEAR 1	
EMPTY		AN M8 WHITE SMOKE	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	

FACTION: MERCENARIES

STATS			
PRIMARY WEAPON		USAS 12	
			
ATTACHMENT 1		GEAR 1	
LASER SIGHT		MARK 141	
ATTACHMENT 2		GEAR 2	
EMPTY		M67 FRAG	

BOMB PROTECTOR

Protect your bomb carrier with this heavy-duty build.

FACTION: COMMANDOS

STATS			
PRIMARY WEAPON		M60E4	
			
ATTACHMENT 1		GEAR 1	
ACOG SCOPE		M67 FRAG	
ATTACHMENT 2		GEAR 2	
FRONT GRIP		M67 FRAG	

FACTION: MERCENARIES

STATS			
PRIMARY WEAPON		M60E4	
			
ATTACHMENT 1		GEAR 1	
ACOG SCOPE		M67 FRAG	
ATTACHMENT 2		GEAR 2	
FRONT GRIP		M67 FRAG	

The Mercenaries are on defense in Breach, and so spawn in the area around the square. Commandos, on the other hand, spawn in the area where the Mercenaries spawn.

Every entrance to the square is blocked off, and must be destroyed before planting the bomb. There are two barriers, in the form of concrete and metal walls, barring each entryway to the square, and an additional barrier blocking the bomb point itself. These must be blown with C4 before you can enter the area where you set the bomb. If you take a path straight to the bomb, there are a total of three possible barriers to blow through. Other routes vary in the number of barriers.



OVERVIEW

In *SOCOM: U.S. Navy SEALs Confrontation*, Clans are possibly the most important part of the online community. They provide a way for players to form relationships with each other both inside and outside of the game. Clans foster competition, friendship, and camaraderie. The friendships found in clans can last a lifetime.

Clans are dedicated teams of players that compete against each other in online multiplayer matches while sharing the same ideals and goals. Some clans may be focused on die-hard, never lose gameplay, while others may just be a loose group of players who just want to play with familiar faces.

In order to join a clan, you must either be invited to join an existing clan or establish one independently and grow its stature and name yourself. Each clan has the option to use custom colors on certain pieces of armor to signify clan affiliation. In addition, each clan has a motto and an abbreviation that is exclusive to that clan.

Clans must compete in ranked matches and tournaments in order to claim glory on the battlefield. A clan's statistics are persistently tracked and can be accessed via the **Clan** menus under the **Community** heading.

CREATING A CLAN



If you are not joining a preexisting clan, you must create your own. Select the **Community** option from the Main Menu. After that, access the **Clan** menu and choose to **Create Clan**. This menu allows you to begin customizing options to make this clan *your* clan.



NAME: Select the name that represents your clan for all time. Make the name memorable and distinctive.

TAG: The clan tag is the three-letter abbreviation of your clan name. This tag appears next to your online identity to signify your clan. The three letters should be unique and plain enough to let everyone know exactly what clan you represent.

MOTTO: The motto is a phrase that represents the beliefs and ideals that your clan follows. Another option is to make it something awesome and irreverent.

SPECIAL FORCES UNIT: Choose which Special Forces Unit your clan is a part of. Choose from the United States Navy SEALs, United Kingdom's SAS, France's RPIMA, Germany's KSK, and Spain's UOE. You are given different appearance options depending on which unit you choose. If you wish to change your Special Forces affiliation, you must first disband your clan, so select wisely the first time.



BADGE: Create an insignia that represents your clan. Use the customization options to create a unique logo for your clan. Rival clans need a symbol to fear and the clan badge is just that.

INVITING NEW CLAN MEMBERS



Recruiting new members is crucial to the success and survival of a clan. Once you have deemed a player fit to join your clan, you may send them a clan invite. To send a clan invite, access the Friends or Recent Players options in the **Community** menu, select a player name, and choose Send Clan Invite from the drop-down menu.



To check on the status of the invitations you have sent out, hit the Clan Management button in your clan's main screen, select the Clan Members category, and choose View Pending Invitations.

CLAN MANAGEMENT



Starting a clan is just the beginning of the clan experience. The many intricacies of maintaining a clan require a level of dedication and caring. *SOCOM: Confrontation* offers many tools to aid you in your clan management.

CLAN DETAILS

You may alter the aesthetic elements of your clan at any point in time.

MODIFY CLAN TAG AND MOTTO

Alter your clan's tag and motto. Use this feature if you want to send a different message to your opponents or realign your clan's public perception.

MODIFY CLAN LOGO

Change your clan's badge. Sprinkle some variety into what may have been a stereotypical badge. Give your clan some panache.

MODIFY CLAN COLORS

Change the camo pattern your clan uses in battle.

CLAN MEMBERS

Communicating with your fellow clan members and making personnel changes to your clan's roster can be a great boon when needing to make changes to your overall clan atmosphere. You can announce clan events, coordinate battles, or promote other players.

SEND MESSAGE TO CLAN

Send a clan-wide message to your clan with this option. Use this to make announcements about upcoming clan business and events.

VIEW PENDING INVITATIONS

Keep track of the clan invites you have sent out to your top prospects.

PROMOTE CLAN MEMBERS

Once you have earned officer credits, you can promote current members to officer status in the clan. Only promote players that you know to be trustworthy.

REMOVE CLAN MEMBERS

Remove any clan members that need to be dismissed.

DESIGNATE NEW LEADER

Appoint a new clan leader to take over your spot.

DISBAND CLAN

Permanently disperse your clan. Make sure that you are absolutely certain about selecting this option, as your clan will be eradicated from the face of the Earth, the member list purged, and your Special Forces affiliation lost.

SOCOM U.S. NAVY SEALs CONFRONTATION

OFFICIAL STRATEGY GUIDE

WRITTEN BY DAVID BROTHERS

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