

THE OFFICIAL STRATEGY GUIDE

OPERATION

FLASHPOINT

DRAGON RISING™

FUTUREPRESS


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OPERATION FLASHPOINT DRAGON RISING

Welcome to the official guide to Operation Flashpoint: Dragon Rising. In producing this guide, our goal was to create a book that would act as a reference to the game, and ensure that everything a player could want to know was covered in detail. In essence, this is a guide to the game, rather than a basic strategy guide. We have provided as much information about the game as possible, with tremendous support from the Operation Flashpoint: Dragon Rising development team, and presented it in a way that allows players of all skill levels to get the most out of the game.

Of course, there are plenty of strategies in the guide for each of the game's missions, and even separate strategies and routes to help take advantage of co-operative play. There are many possible routes through most missions, and we've focused on the ones the game's designers have recommended as being optimal. These routes are the ones marked in the game by RV Markers, and will get new players through the game with the minimum of trouble. We've also provided alternate routes in many places to highlight different approaches, which may be tactically safer, or just much quicker than following the RV points.

This approach also allows us to point out things in the game that players could easily miss, and give a better picture of some key engagements by showing some of the different ways they can play out. Showing how the game really works, and helping players to understand it better is the aim in all chapters of this book. We hope that you'll find everything you're looking for in these pages.

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BASIC INTEL

CHAPTER 03



In this section we'll explain the basics of the layout and structure of this chapter. There is a large amount of information to absorb, so understanding the layout and what each piece of information means will be vital.

WEAPON LISTINGS

Every weapon (and its variants) in the game has an entry in this chapter. For each entry you will find a statistics table showing all the values for each of the weapon's significant primary attributes. The following sample tables show you what to expect while the accompanying text explains each entry in detail.

| Model | Attachment | Magnification | Effective Range |
|----------------------------------|--------------------------|---------------|-----------------|
| M16A4 Assault Rifle: Basic Model | None | – | 200 |
| M16A4 Assault Rifle: CQB | Holographic Reflex Scope | X2 | 200 |

WEAPON STATS

| Ammunition | 5.56 x 45mm FMJ | 40 x 46mm HE* | 40 x 46mm HEDP* |
|----------------------|-----------------|---------------|-----------------|
| Max Damage vs Humans | 6 | 20 | 20 |
| Damage vs Vehicles | 1 | 3 | 5 |
| Fragmentation Radius | – | 7 | 6 |
| Magazine Capacity | 30 | 1 | 1 |
| Reload Time | 4 | 3 | 3 |
| Fire Mode | 3-Rnd / Semi | Single | Single |
| Max Rate of Fire | – | – | – |

* Assault version only

Attachments

There are various types of scopes a weapon may be equipped with, and having any of these attached will change the weapon's use and effective range. For weapons that can use different scopes we will state the model name, attachment type, magnification and effective range.

For full details on each of the available optional scope types, see the Assault Rifle Scopes sections for the US and PLA just before a list of their rifles. If a weapon is not equipped with a scope, then you will target using its 'iron sights'.

Magnification

This value indicates the power of magnification the scope can provide. The higher the number, the further away you can sight and target your enemy. Possible values here are X2, X4 and X8. There are set values for basic weaponry, meaning that the power of the magnification is not scalable.

An entry of 'variable' means the scope has an adjustable zoom that can swing from X2 all the way up to X8 (depending on the scope). Variable scopes are only used on vehicle-mounted weapons. You can adjust the magnification power by clicking Down on the right stick.

Effective Range

This is the maximum distance, in meters, from which you can hit your target using the weapon with the specified attachment. Though the weapon may have a great potential range at which it can hit a target, this value only takes into account the range at which it is likely to do so using a standard aim.

Ammunition

This entry details the physical size of the round your the weapon fires. These measurements, given in mm, are: caliber x case length. The caliber is the diameter of the round. Case length is the length of the case that holds the round. This measurement is for the case only and does not include the length of the projectile.

If only one number is given, then it is the caliber of the round. After the numerical dimensions of the round are acronyms that describe the special properties or type of round the weapon is using. In the example shown here, the acronym is FMJ (Full Metal Jacket). We'll discuss the full list of acronyms after we have covered the rest of the entries in the 'Weapon Stats' table.

Max Damage vs Humans

As you might expect, this is the value of damage that your shot will inflict if you hit a human target. Note that this value is for maximum damage, which means landing a critical hit to a vital body part such as the head. If your shot lands on a minor body part, i.e. an arm or leg, then the damage value will be lower than this maximum value.

Damage vs Vehicles

The value listed here will be used to determine the category or amount of damage a vehicle sustains. Vehicle damage isn't as straightforward as just shoot it and subtract hit points. The amount of damage you do to a vehicle is based on the difference between the value listed in this table, and the vehicle's armor rating. For unarmored and lightly armored vehicles, it can be relatively simple, while heavily armored tanks are more complex, as this example shows.

Vehicle Armor Rating

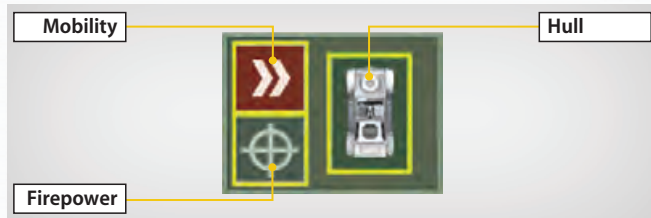
| Vehicle Type | Rating |
|--------------|--|
| Unarmored* | 0 for all locations on the vehicle |
| Light Armor | 2 for front half of vehicle; 1 for rear of vehicle |

*Includes Helicopters

M1A2 Abrams Tank

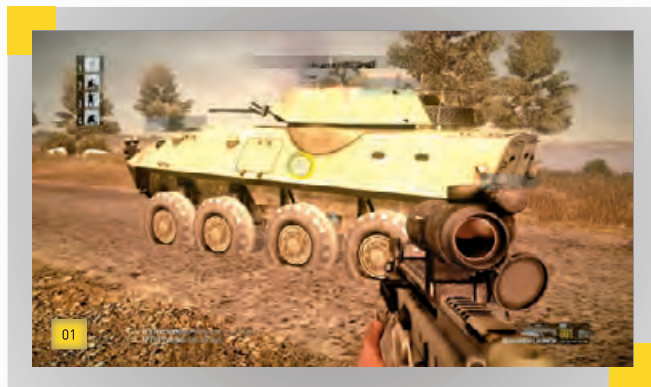
| Hull | | Turret | |
|----------|--------|----------|--------|
| Location | Rating | Location | Rating |
| Front | 10 | Front | 10 |
| Side | 4 | Side | 6 |
| Rear | 3 | Rear | 4 |
| Top | 4 | Top | 4 |
| Bottom | 3 | | |

Damage falls into three categories for a vehicle, and is represented by warnings on the HUD in the top right of the screen as follows:



Secondary Damage

One of the two main vehicle systems becomes non-functional (mobility or firepower) or one of the crew or passengers is injured. This also covers the tires being damaged on wheeled vehicles and turrets being damaged on tanks. Secondary damage can be repaired, which means that the damage isn't critical, unless you're in helicopter and the engine is taken out or the pilot is killed. [Screen 01]



Destroyed

Both main vehicle systems become non-functional simultaneously, and the vehicle catches fire. You'll hear a warning klaxon and, after a delay of 5 seconds, the ammunition will explode causing the total destruction of the vehicle; however the crew will have time to bail out. This type of damage cannot be repaired. [Screen 02]

Catastrophic Damage

The vehicle and its crew is destroyed instantaneously. This type of damage cannot be repaired.

The type of damage your weapon can possibly deal is determined by finding the difference between the Weapons 'Damage vs Vehicle' rating and the vehicle's armor value (above). The possible outcomes are as follows.

Damage Possibilities

| Calculation Value | Possible Outcome |
|-------------------|---------------------|
| 0 or less | No Damage |
| 1 - 4 | Secondary Damage |
| 5 - 10 | Destroyed |
| > 10 | Catastrophic Damage |

Let's look at a few examples facing light armor from the rear. From the rear, we see the armor rating is 1. Now consult the entry for your weapon and find the Damage vs Vehicle rating. Finally, subtract that value from 1, which is the vehicle's light armor rating for the rear.

The MEU (SOC) Pistol has a rating of 0. The vehicle has a rating of 1. When we subtract the vehicle's rating of 1 from the MEU's rating of 0, we are left with a value of -1. This result is less than 0, so no damage is sustained. Now a few more examples.

| Weapon Rating | Armor Rating | Calculation | Result |
|---------------------|------------------------|-------------|---------------------|
| M16A4 bullet = 1 | Light Armor (Rear) = 1 | 0 | No Damage |
| M4A1 HE grenade = 7 | Light Armor (Rear) = 1 | 6 | Destroyed |
| C4 Charge = 14 | Light Armor (Rear) = 1 | 13 | Catastrophic Damage |

The example chart shows that the M16A4 cannot damage a lightly armored vehicle, even from the rear. The M4A1 40 x 46mm HE grenade can destroy a lightly armored vehicle from the rear, and a C4 charge results in catastrophic damage, which means the total destruction of the vehicle and its crew.

Fragmentation Radius

This rating applies to explosive ammunition. It is the diameter range, in meters, that the shrapnel or explosive blast will achieve from the center (ground zero) of the explosion and inflict damage.

Magazine Capacity

Quite simply, this represents the maximum number of rounds that the weapon's clip can hold when full.

Reload Time

This is the total amount of time it takes to eject the current clip (or belt) and inject a fresh one and begin firing again. The greater the value here, the longer you'll spend on a reload, so be wary of this when confronting the enemy. Always take cover when faced with long reload times. [Screen 01]

Fire Mode

Most of the weapons have multiple fire modes that can be selected by pressing Left on the D-Pad. Pressing repeatedly will cycle through the available modes for the weapon. The modes are as follows.

Full [md] Fully Automatic. Simply pull and hold the trigger down for a non-stop spray of deadly rounds. Firing will continue until you release the trigger or you run out of ammo.

3-Rnd [md] 3-Round Burst. If you pull and hold the trigger down, the weapon will fire three rounds in rapid succession and then cease fire. To fire again, you'll need to release the trigger and then squeeze it once more.

Semi [md] Semi-automatic. Pressing and holding the trigger down will deliver a single shot. To fire another round, release and pull the trigger again. You can continue in this fashion until your clip is empty.

Single [md] A single shot only. As with semi-automatic, pulling and holding the trigger results in one round being fired. However, with this type of weapon, there is no clip to automatically advance the next round meaning you will have to manually reload the next round (if available) to fire the weapon again. [Screen 02]

The mode selected will be displayed on screen in the lower right-hand corner just below the equipped weapon icon. This is indicated by the five bullet icons. If all five are highlighted, then fully automatic is selected, while three highlighted icons indicates a 3-round burst. A single highlighted icon means Semi-automatic (or single fire for weapons where this is applicable). [Screen 03]

Max Rate of Fire

This rating only applies to fully automatic weapons. This value is the number of rounds per second that can be fired continuously when you squeeze and hold the trigger.

Ammunition Types Explained

Ammunition types is designated in the 'Ammunition' entry of the 'Weapon Stats' table. The designation is made by some rather cryptic acronyms, but read on to discover what all those letters stand for.

AP Armor Piercing

As the name implies, the armor piercing round is designed to pierce armor. More specifically, any hardened target that would be likely deflect a normal round, including, but not limited to, concrete, steel, ballistic vests, etc. The caliber of the round determines its ability to penetrate a substance. Obviously, the larger the caliber, the more punch the round has, and it will be able to pierce thicker and stronger armor.

The AP round is, at its core, a hardened 'penetrator' round made of hardened steel or some other suitably hard substance. It is shaped and pointed and designed to pierce barriers. It is wrapped in a softer metal jacket (often copper or aluminum). This outer jacket collapses and is destroyed on impact thus preventing a deflection. With the outer jacket destroyed (but not deflected), the inner penetrator round continues forward, penetrates the armor and pierces it.

APDS Armor Piercing, Discarding Sabot

APFSDS Armor Piercing, Fin Stabilized, Discarding Sabot

The sabot (in the APDS and APFSDS rounds) is a device used to wrap around a round that is smaller in diameter than the bore it is fired from. The sabot fits snugly into the bore of the weapon, thus centering the round and also allowing for an adequate build-up of propulsive gases to fire the round. Once fired, the sabot falls away as the round travels to the target. The fin stabilized version means that the round itself (not the sabot) has 'fins' at its base (like the fletching or feathers on an arrow) to help stabilize its flight trajectory once the sabot falls away.

APHE Armor Piercing, High Explosive

This is an AP round with a little something extra; a 'bursting charge' is incorporated behind the penetrator of the AP. The bursting charge is a high explosive that is typically detonated by a delay fuse. The idea here is that the round would pierce the armor, get 'inside' and then detonate, inflicting far more damage than any regular bullet ever could.

ATGM Anti-Tank Guided Missile

The anti-tank guided missile is just as the name implies [md]; a guided missile designed to take out heavily armored tanks. Early models of this weapon required the soldier to remain stationary after firing to manually use a joystick or radio to input adjustments to the missile trajectory; the soldier was basically the guidance system. Later, more advanced models rely on the radar in the nose of the missile to lock onto and make its way to the target.

FMJ Full Metal Jacket

The full metal jacket round consists of a soft inner core (typically lead) surrounded by a shell made of a much harder metal. The jacket could be complete, enveloping the inner core 100% or, more often, the rear of the inner core is left exposed. The FMJ offers several advantages over a regular lead round, for example, it allows for much higher muzzle velocities (which means better accuracy) and higher rates of fire.

A particular problem with weapons with a high rate of fire using a lead round is that the bore heats up and could melt the lead rounds. The lead can get deposited on the bore and clog it up, resulting in catastrophic failure [md], known as 'leading the barrel'. An FMJ round alleviates this problem, since the lead is covered in a harder metal. Other advantages are better armor piercing qualities, as they do not expand like softer lead rounds and can withstand some rough handling in the field.

HE High Explosive

The High Explosive round consists of a very strong steel casing, a bursting charge and a delay fuse. Once ignited, the explosive charge causes the casing to explode and shatter, emitting a deadly spray of pieces of steel (the casing) at high velocity. Most of the damage caused by this type of shell is from the fragments of the casing rather than the blast. Basically, this effect is 'fragmentation'. However, there are rounds that increase this effect with case modifications that are specifically labeled as fragmentation devices such as the HEF rounds (see below).

HEAT High Explosive, Anti-Tank

The high explosive anti-tank round is a very special round indeed. The warhead is a charged explosive shape which, when in contact with the target, explodes in a predefined direction (into the armor) creating a high velocity metal projectile that punches through the armor. This projectile moves at hypersonic speed (25x the speed of sound). Once the round hits its target, it immediately ignites the projectile that promptly burns through the armor plating as it moves forward. This round is very effective against plain steel, but not so effective against composite and reactive armor.

HEDP High Explosive, Dual Purpose

The high explosive dual purpose round derives its name from being both high explosive, and armor piercing. It is capable of penetrating the rear, flank, and top armor of some tanks making it a suitable weapon against armored vehicles.

HEF High Explosive, Fragmentation

High explosive fragmentation rounds are similar to the HE round, but have a larger explosion and a thicker, stronger casing designed to increase the fragmentation effect.

DRAGON RISING

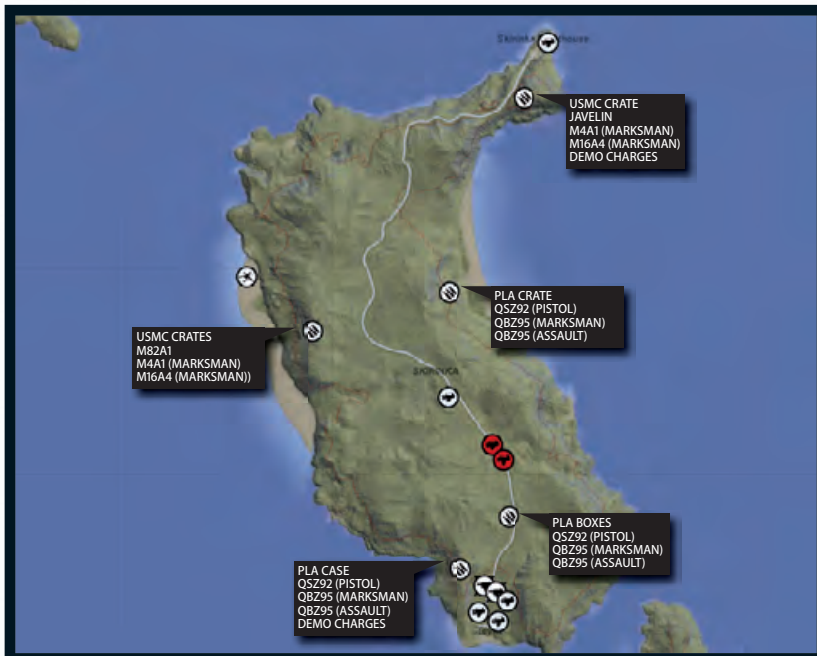
MISSION 01



The Dragon Rising mission has two main sections that can be completed in any order. The southern section of the island hides the main objective, which is to destroy the radar. The northern side of the island has three Secondary Objective targets, 2 x SAM Missile launchers and a Sunburn anti-ship system.

Equipment and Vehicles

At the start of the mission at RV1, there is an ammo crate you can raid for a Marksman that will come in handy later in the mission, and don't overlook the abandoned vehicles you can use in the south. To the north, you'll find a powerful Javelin Missile as well as an abandoned PLA vehicle that you can commandeer for your own use if need be. To the west, you'll find an assortment of long-range weapons. The M82 Sniper rifle being the superior choice for tackling the western SAM site. And don't overlook the abandoned PLA chopper on the western coast, which you can use for the Bonus Objective.



Primary Objectives

Destroy Early Warning Radar
Secure Landing Zone
Extract by Helicopter

Secondary Objectives

Destroy Surface-to-Air Missiles
Destroy Sunburn anti-ship system
Destroy Surface-to-Air Missiles

Bonus Objectives

Skirinka Island Tour

MISSION WEAPONS AND VEHICLES

| Item | US |
|----------|--|
| Weapons | US Knife MEU (SOC) Pistol MP5A4 Sub-Machine Gun M16A4 Assault Rifle (Marksman) M4A1 Assault Rifle (Marksman) Mk17 Mod 0 Assault Rifle (Marksman) Mk16 Mod 0 Assault Rifle (Assault) M249 Light Machine Gun Mk48 Mod 0 Medium Machine Gun M21 Sniper Rifle M107 Anti Material Rifle US Fragmentation Grenade US Smoke Grenade US Coloured Smoke Grenade Red US Coloured Smoke Grenade Yellow US Claymore US Anti Personnel Mine US Anti Tank Mine US Demolition Charge IR Strobe FGM-148 Javelin Guided Anti-Tank Missile SMAW Rocket Launcher |
| Vehicles | MH-60S |

| Item | PLA |
|--------------|--|
| Weapons | PLA Knife QSZ92 Pistol QBZ95 Assault Rifle QBZ95 Assault Rifle (Marksman) QBZ95 Assault Rifle (Assault) Type 81-1 Assault Rifle (Marksman) QBZ95 Light Machine Gun Type 67-II Medium Machine Gun PLA Fragmentation Grenade PLA Smoke Grenade PLA Coloured Smoke Grenade Red PLA Anti Personnel Mine Field Dressing PLA PF98 Queen Bee Rocket Launcher |
| Vehicles | Type 97 Infantry Fighting Vehicle BJS2022 with HMG Mi-171 Transport SX2190 Missile Launcher |
| Emplacements | QJC 88 Heavy Machine Gun * |

* Tall mount

OBJECTIVE OVERVIEW



PRIMARY MISSION OBJECTIVES

- 1 Once the opening speech is over, you'll have control of your character. You are the leader of a four-man Fire Team codenamed Saber 2 and, as the leader, it is your job to lead your men into combat. You find yourself in an open area after being dropped off by helicopter. This initial area is free of enemy presence, and is a great distance away from the nearest enemy. Because of this, you can safely fire your weapons here and the enemy will not be alerted to your presence. Now is a good time to familiarize yourself with the controls of the game, and even fire off a few rounds if you like. Be mindful of this starting area, as it is the LZ that will also be used to extract you at the end of the mission.

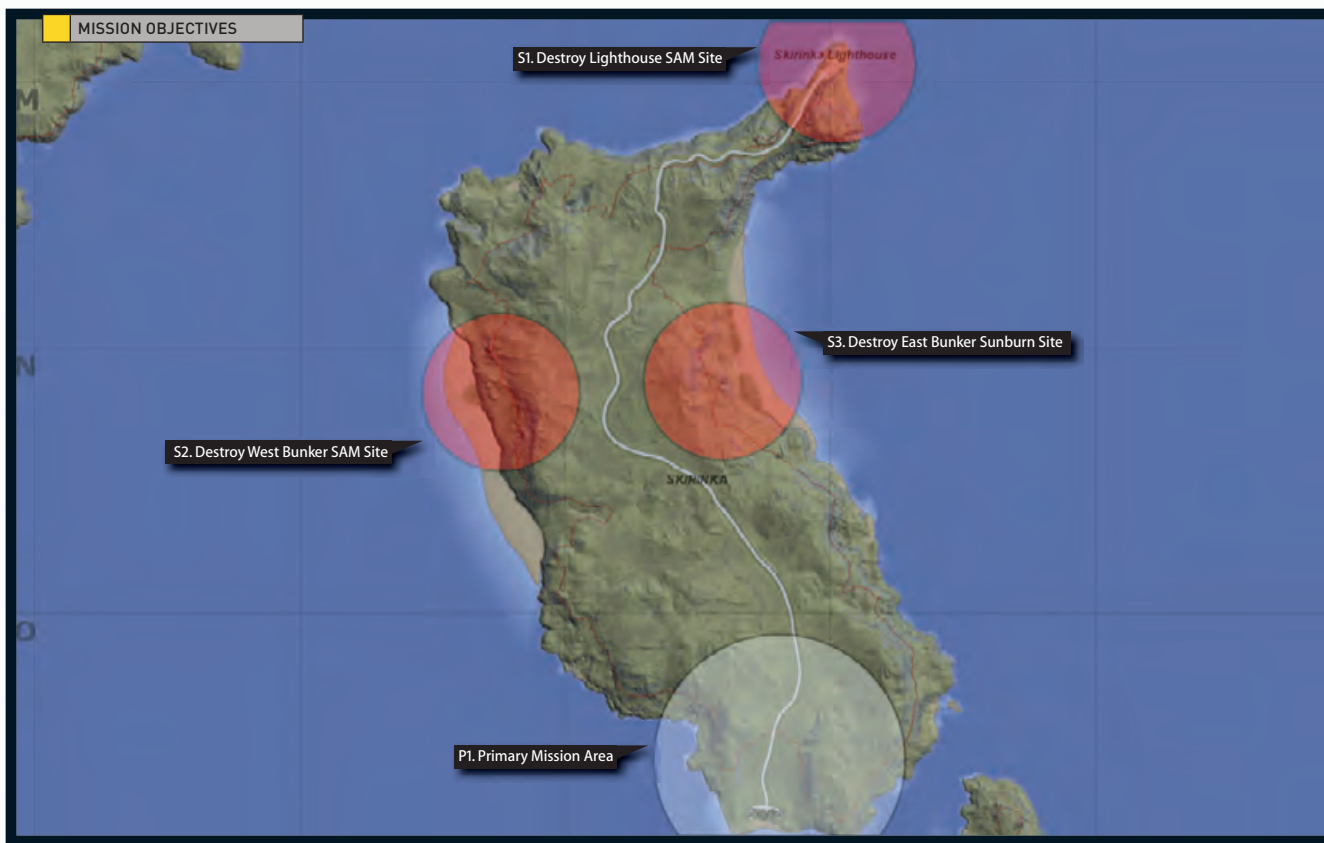
In this area you'll find a small, unmanned defensive position consisting of sandbags and camouflage netting. At that position, you'll also find your first set of ammo crates [**Screen 01**]. Approach these crates, and the interaction Hand icon will appear. Interact with the crates, and a menu will appear on screen showing you the contents of the crates. The QBZ-95 Marksman rifle is a great choice here. The scope on that rifle will allow you to zoom in from a distance and snipe the upcoming enemies in relative safety.

- 2 When you're ready, begin your mission by following the RV Marker. This small yellow flag that appears on screen will show you your suggested route to your next objective. By following RV Markers, you'll always know where to go next. The current RV Marker will lead you to a small abandoned building surrounded by a crumbling wall. Have your men follow you to this location. You can either walk around the wall or climb over it. If you choose to climb over it, pick a low spot in the wall and approach it. Once you are near, the interaction Hand icon will appear. Interact with the wall to get over it.



Now that you are here, your first enemy encounter is fast approaching. To the South, a new RV Marker will have spawned, and you'll soon see two enemy PLA soldiers coming round the building in the distance. The PLA soldiers will take cover behind some sandbags and begin attacking you.

Quickly issue the command to have your men lay down Suppressing Fire on the PLA's location. While your men are doing this, go to the right and make your way south through the woods and flank the enemy soldiers. Make sure you stay far enough into the woods to avoid being detected. Once you are slightly south of the enemy, make your way up and behind them and take



them out. Do this correctly, and you'll easily eliminate the enemy before they know what's hit them. As you are flanking the enemy, it is possible your men will kill them from a distance, which is also a welcome outcome.

Now that the enemy is disposed of, make sure you check their bodies for equipment and ammo. Approach a fallen PLA soldier and look down at him. The interaction Hand icon will appear. Interacting with the fallen PLA will open a menu identical to the one you saw at the ammo crate. As with the ammo crate, you can pick and choose what you want to take. It's a good idea to take all ammo and equipment. Also in this area is a checkpoint that will automatically fire once the PLA soldiers are down, so, if things go awry, you can always restart from here.

3 Destroy Early Warning Radar

You're close to your first objective now, the enemy radar station. The objective is guarded by more PLA soldiers. You'll need to take them out before you can destroy the radar. When you're ready, have your men fall in behind you in a Wedge formation. Switch over to the QBZ-95 Marksman rifle. Head south and to the right of the camouflage netting you'll see ahead. Move just past the netting to the top of the hill and look down to the south.

Immediately zoom in with the Marksman rifle and aim for the small building in the distance [Screen 01]. There you'll see the PLA soldiers come from round the back. If you're quick, you can easily snipe them all as they come milling out, before they get a chance to take a shot at you. While you are firing on the PLA, issue the command to your men to engage the area you are firing on. This will cause them to move forward and attack, making this firefight all the shorter.

If you don't have the QBZ-95, or you just want something a little more flashy, then switch to the Mk16 Assault Rifle you started with, or the QBZ-95 Assault Rifle. Both of these have an underslung grenade launcher. Equip the Assault Rifle and then change your ammo type to the grenades. Adjust your aim so that the arc of the grenade will reach your targets, and then let them rip. You'll notice an explosive barrel near the small building. Hitting it will cause it

to detonate and destroy the building, eliminating it as a cover point for the PLA [Screen 02].

Lay down a few grenades and your enemy will soon be vanquished. It should be noted that, if you opt for the grenades, don't tell your men to engage or assault the area. Instead, have them stay near you and use suppressing fire – you wouldn't want your men running into the splash of one of your grenades!

Once the PLA have been killed, have your men fall back to a safe distance – 30 to 40 meters will do it. Now approach the radar station. When you are near, a small tutorial will play out. When it's over, switch your weapon to the C4 charges. Get close to the radar station and lay a charge. Now retreat to a safe distance and rejoin your men. Once clear, detonate the charge, thus destroying the radar and completing the first Primary Objective.

ACHIEVEMENT / TROPHY



Without Warning. Destroying the radar will grant you an Achievement for the 360 or a Trophy for the PS3.

When the radar has been destroyed, you'll receive a radio communication informing you that, with the radar down, US forces can now provide you with Artillery Strikes. To summon an Artillery Strike, you'll need to press the "Call Combat Support" button. There are several options to choose from, depending on how you want the strike to play out. In this mission, you've only got one Artillery Strike to call in. Once you use it, that's it; so use it wisely.

PRO TIP!



If you plan on tackling the Secondary Objectives in this Mission, save your Artillery Strike for use on those. Do not use it now!





- 4 Now that the radar is down, command wants you to take up an overwatch position on the village below, where there is a strong PLA presence. The USMC is assaulting the PLA from the east, and command wants you to lend a hand in eradicating the PLA from the village. There are 20 PLA soldiers in total to deal with. All you need do is kill at least 16 of them and the USMC will mop up the rest.

One option here is to call in an Artillery Strike on the brunt of the PLA. This is a very powerful option that makes dealing with this part of the mission a breeze. However, if you plan on going after the Secondary Objectives, it's strongly suggested that you save the Artillery Strike for later. You'll find having the Artillery Strike for the Secondary Objectives will make your life a lot easier.

ACHIEVEMENT / TROPHY



Hard Rain - Calling in an Artillery Strike for the first time will grant you an Achievement for the 360 or a Trophy for the PS3.

Make your decision on whether or not to use the Artillery Strike. Then, when ready, head down the slope and through the trees to the east. Near the road is a small outpost with a PLA soldier and an emplaced machine gun [Screen 03]. Use the trees for cover and ease up close until you can sight him with your rifle. Take him out quickly and then prepare to enter the village, which is now due south.

- 5 In the south-west corner of the village is a building [Screen 04]. Move towards it, and once you can see it, order your men to enter the building. Follow them in. Once inside, use the building for cover and attack the PLA forces through the doorways and windows. Check your map often to see where the PLA soldiers are located. When you have killed the soldiers closest to your location, move east to the next building. Continue using the buildings for cover and check your map frequently. If a PLA soldier is hiding round a corner, have one of your men flank him to the right or left to draw him out so that you can get a clean shot.
- 6 After you have killed the requisite 16 PLA soldiers, the USMC will move in and finish the job. When the USMC begin to move in, go ahead and scavenge the fallen PLA soldiers for inventory. Once that is done, head north. You'll find an off-road vehicle just south of the enemy emplacement you attacked prior to entering the village. Board the vehicle as the driver and order your men aboard as well. Now head north up the dirt road toward the LZ, where you started this mission.

7 Secure Landing Zone / Extract by Helicopter

As you get close to the LZ, you'll cross a checkpoint and will be informed that PLA vehicles are heading your way. Stop your vehicle immediately and disembark. Two PLA vehicles are coming with three soldiers in each: a driver, passenger, and gunner. If you attempt to stay in your own vehicle, you'll be a very easy target for the opposing vehicle gunners, so disembark and head west to take cover amongst the low walls and trees of a ruined building that you'll find just off the road.

Hold your ground, making sure you use the low walls for cover – crouching is best here. Look at your map to see where the vehicles are located, and then order your men to engage them. As your men do so, lend them supporting fire from your cover point. When attacking the vehicles, always go for the gunner in the rear first, as he is your most dangerous opponent in this confrontation. Once he is down, try to take out the driver so as to stop the vehicle in its tracks, and then follow up by finishing off the passenger. Once all six men are down, the LZ will be secure and your evac helicopter will fly in and land. At this point, you can board the helicopter with your men and end this mission or you can continue to the north to tackle the Secondary Objectives [Screen 05].

ABOUT THIS CHAPTER

Here we will cover the strategic and tactical options available when playing in Co-op and in the Multiplayer modes Annihilation and Infiltration. For Co-operative play, the focus is on tactics that Co-op players can use which would not be as effective if attempted in single player mode. Even a single extra player taking control of a member of the fire team can open new tactical possibilities, or allow for different approaches to engagements.

Co-op Mission Briefing

The full details of the campaign mode can be found in the Campaign Mission Briefing chapter. Instead of going back over the scenarios and events of each mission, we will simply provide additional tactics or alternate routes here, to take advantage of the additional players. The information is provided in the following format:

FORCE SUMMARY

This will explain what your most valuable assets and equipment are for the mission ahead, and which fire team member will be most beneficial for players to take control of when not using a full four-player team.

Squad Name

This is the currently designated fire team name. You will be addressed using this name in all communications with the officers in command of that particular mission. The squad name also gives a quick indication of the squad's intended role for the mission.

Squad Member Details

This gives the number, name and rank of the individual squad member. You'll also see the soldier's class icon by his name, indicating what his primary role is. See the Specialized Training chapter for a full rundown of the various types of classes available.

SPEC OPS SQUAD: ENGINEER TEAM SABER TWO



2ND LIEUTENANT. MULHOLLAND (SF LEADER)

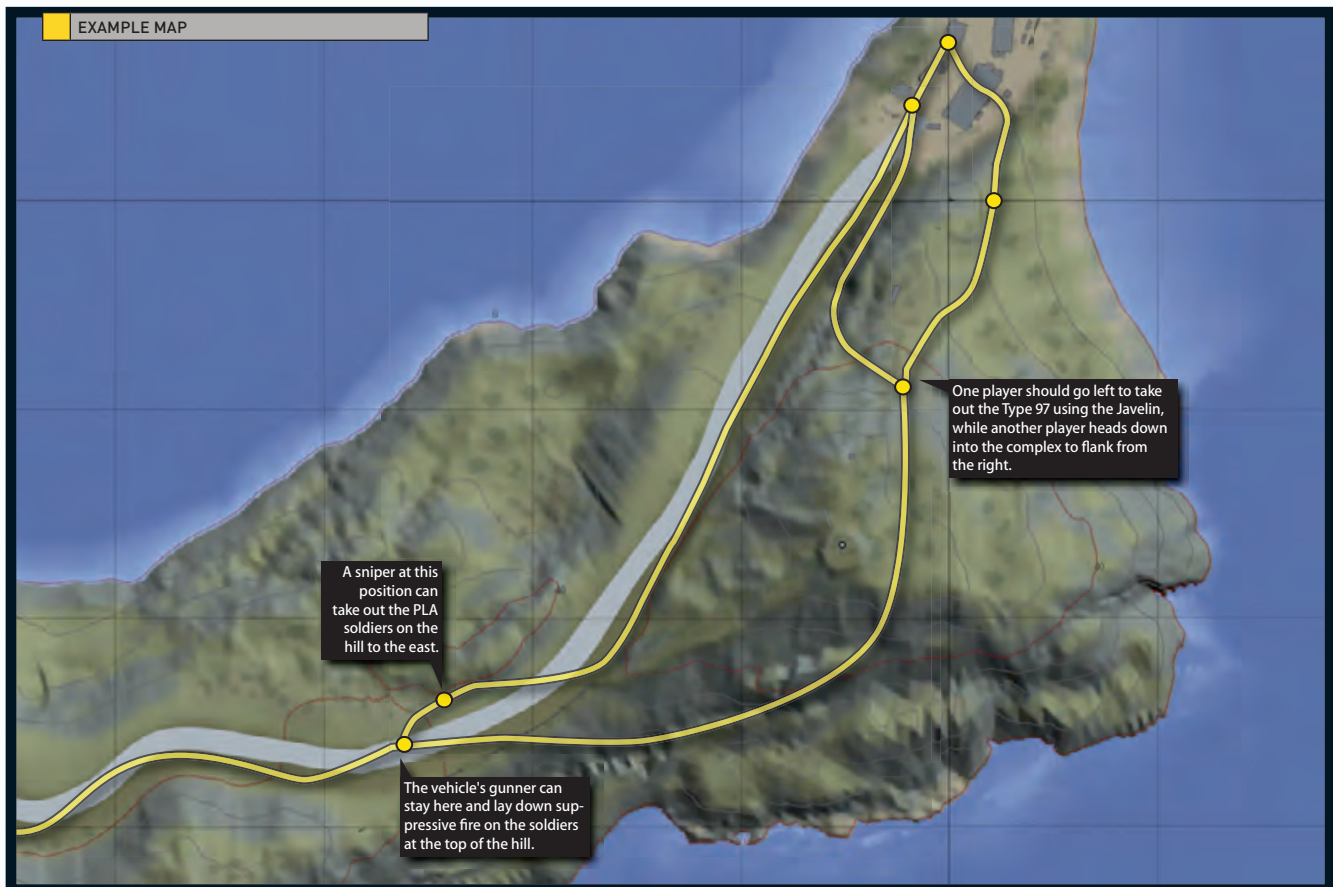
| Initial Loadout | Primary Weapon | Mk16 Mod 0 (Assault) |
|-----------------|-----------------------------|--|
| | Primary Weapon Ammunition | 9x30 FMJ round magazines, 9xHE projected grenades, 3xHEDP projected grenades |
| | Secondary Weapon | – |
| | Secondary Weapon Ammunition | – |
| | Additional Equipment | 2x M67 Grenades, 2xM18 Smoke Grenade, 3xIR Strobes, 4xC4 Demo Charges, 1xNVG |

Initial Loadout

The squad member's primary and secondary weapons are listed here, along with any additional equipment. This list does not include equipment that all soldiers have by default, such as the combat knife, pistol, binoculars and field dressing.

Engagement Point Maps

Each key point in a mission will be shown on a map like this one, which we will use to show suggested routes through specific areas, along with the positions of any type of flanking maneuvers described in the text. The legend for these maps is exactly the same as the legend used in the main Mission Briefing chapter.



MULTIPLAYER BASICS

CHAPTER 05

Outside of the Co-op campaign, there are also two additional Multiplayer modes in *Operation Flashpoint: Dragon Rising*: the team deathmatch-style **Annihilation**, and a **Search & Destroy** mode called **Infiltration**. In this section of the chapter we'll go over the basics of starting a game, and the rules and options available to players across these modes.

GETTING STARTED

Like many online games there are a few steps that players must go through in order to either join or start a multiplayer game. Once you're inside the online or system link menus, you are given the option to either browse the available servers and look for a specific game type or map, create a match to your own specifications, or look at your overall multiplayer statistics.

Browse Servers

The Browse Servers menu lets players search for any available games. You can also alter the search criteria to look for a specific type of game. **[Screen 01]** By moving the highlighted section either left or right, you can select one of the three filters that are available by pressing the Action Button. The filters themselves are fairly self explanatory: The Game Mode filter will let players select the exact type of game they wish to join, and the Map filter lets them search for a game on a particular map. To the right of that there is a column headed by a grayed-out character silhouette, which can be used to filter the amount of participating players within a Game Mode that the player is looking for.

Once a game has been found you will be able to highlight the Session by moving down onto it. You will then be provided with some more information about the specific rules which the host has set up, such as difficulty and time limit; if you are happy with the rules you can then press the Action Button again to join that host's server and be taken to the Multiplayer Lobby. If there are no games currently active that meet your search criteria, you can press the Reload Button to refresh the page and see if any new games have started up or become available.

Multiplayer Lobby

The Multiplayer Lobby is where players will gather while they wait for everyone to be ready and for the host to start the game. **[Screen 02]** This screen is dominated by the large table on the left-hand side, which lists all of the players currently in the lobby. In the list you can see the player's name, Ready status, which team they are playing on, and the strength of their connection. When an individual player is highlighted you will get a small summary displayed in the box at the bottom right of the screen. In here you will be able to see the player's rank, along with some of their statistics.

To indicate your Ready status you need to press the Start Button, which will then turn the grayed-out circle to the left of the player's name bright yellow and place a check mark in it, so it's clear who is ready and who is not. When all players have set their Ready status the host can then press the Start Button to begin a 10-second countdown until the match begins. Once the countdown has begun only the host has the power to stop it. Even if a player changes their status, the count will continue, unless the host notices it and decides to stop and wait.

Before the match starts players will also have the option to change which team they are playing on (USMC or PLA). By default, as players join they will be assigned to alternating teams as the game tries to balance both sides, but by pressing the Reload Button you can bypass this and switch to a different side.



01

You can filter the search results by Game Mode, Map and Number of Human Players

SELECT FILTER CANCEL REFRESH



02

This server is set to Normal difficulty.

BACK



03

Play co-operatively through either the main game campaign, a single mission or FTE in a fire team with up to three other players.

Create Match

Selecting Create Match from the main online menu will bring you to the server creation screen, which gives you all of the options you need to set up any game mode to your exact specifications. **[Screen 03]** When selecting Co-operative Single Mission, Annihilation or Infiltration you will be able to bring up the Map List by pressing the Combat Support Button. From here, you will be able to select the exact map that you wish to create a game on. Note that this option is not possible with Cooperative Campaign mode, as that uses the player's saved progress through the game to start a game. By pressing the Reload Button you are able to bring up a list of Advanced Options, which can be used to customize the rule set of your game.



OPERATION FLASHPOINT DRAGON RISING

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