



XBOX

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FULL SPECTRUM WARRIOR

INSTRUCTION MANUAL



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Safety Information

About 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 sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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THQ Inc. 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301

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MOUT: Military Operations in Urban Terrain

You command a dismounted light infantry squad, a highly trained group of soldiers who understand how to operate in a hostile, highly populated environment. Everything about your squad—from its soldiers to its equipment to its tactics—is the result of careful planning and years of experience on the battlefield. Respect that experience, soldier, since it's what will keep your soldiers alive.

This field manual provides you with the basics to get you started. The rest you'll pick up in hands-on training.

The Fireteams

Your squad has two teams, Alpha and Bravo. You'll use these two teams together to move safely through dangerous environments that would be deadly for a single team.

Each team has four soldiers in distinct positions. They have been taught to work together, each with assigned duties and set scanning sectors. Your job is not to tell each man his responsibilities on the team. We spent years training them so you can focus on larger issues.

Team Leader (TL)

The Team Leader is the highest ranking infantryman on your team. He's an experienced soldier who has served in all three fireteam roles. He issues commands to the team: both the commands you give and other spontaneous commands that will save his men's lives under fire. Your TL performs several special functions explained later in this guide, including checking corners, reporting to the platoon leader, and consulting the Global Positioning System.

Automatic Rifleman (AR)

The Automatic Rifleman, or SAW gunner, wields the M249 Squad Automatic Weapon. The AR has field experience, and steps up as the Team Leader if the TL is incapacitated. In addition, the high powered SAW enables the AR to tie down enemies and help your team move safely under fire.

M203 Gunner or Grenadier (G)

The M203 Gunner carries an M class rifle with the M203 Grenade Launcher attachment. This enables him to fire normal rounds as well as more specialized, powerful M203 shaped charges. He can send these grenades down-range much farther than a soldier can throw frag grenades, and they can take down an enemy's cover with a single strike.

MOUT: Military Operations in Urban Terrain

Rifleman (R)

The Rifleman has the least experience of soldiers on the fireteam, but don't underestimate him—he's had extensive training. The Rifleman fires rounds from his M class rifle where you direct him, and he also gives aid to downed soldiers in the field.

Your Soldiers—Alpha Team



Nickname: "Iron Man"

Position: Team Leader

Age: 32

Ethnicity: Cuban-American

Hometown: Miami, FL

Education: AA, Sports Medicine

Years in Service: 10

Marital Status: Married, 2 Kids

Sgt. Mendez, Santiago Garcia

"Iron Man" Mendez and his brother are first-generation Americans born to Cuban immigrants, who he credits with instilling his strong work ethic and drive to better himself and his community. His decision to go into the service was based on a burning desire to see the world, and a convenient way to excuse himself from taking over the family business without hurting his old man's feelings. He married a female Army private during his third year. They have two children. He is a fiercely protective but loving father, a trait which comes through in dealing with his squad. He is a born athlete and avid bodybuilder.



Nickname: "Crawdaddy"

Position: Automatic Rifleman

Age: 26

Ethnicity: African American

Hometown: Baton Rouge, LA

Cpl. Devereux, Andre Ellis

"Crawdaddy" Devereux had a typical suburban middle class upbringing, complete with little league, summer camp, and a trip to Orlando, Florida when he was ten. That was the summer before he lost his mother to cancer. His father, a successful real estate agent, managed to raise his two boys with the help of the extended Devereux family. On the advice of a close cousin (also serving in the U.S. Army) Andre

Your Soldiers—Alpha Team

Education: AA, Restaurateur

Years in Service: 4

Marital Status: Single, Engaged

investigated college tuition via military service. Promising to both pay for his school and help whip him into physical shape, Crawdaddy joined the Army with his family's blessing. He has a passion for Cajun cooking and hopes to open a restaurant after this tour of Zekistan.



PFC Silverman, Alexander Isaac

"Philly" and his three siblings come from a fractured home in a rough part of town. His parents divorced when he was ten and his mother remarried two years later to a strict disciplinarian with serious issues towards his two step sons. Philly's real father was arrested for insurance fraud and is continually in and out of prison for various scams. He joined the Army to get away from his domineering step father. It's his own typical dumb luck that another war would break out while he was enlisted. Silverman is Alpha team's resident smart ass.

Nickname: "Philly"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Philadelphia, PA

Education: HS Diploma

Years in Service: 2

Marital Status: Single



Pvt. Shehadi, Asher Ali

Shehadi led an upper middle-class life in Southern California before graduating with high marks and a bright future. He took a year off to travel the Middle East and visit extended family, which further solidified one thing in Asher's mind: he's an American kid, through and through. Although he finds aspects of his parent's culture fascinating and takes pride in his heritage, he is also a proud American and considers himself no different from any other Southern California guy. Despite a healthy trust fund, Asher has

Nickname: "Rabbit"

Position: Rifleman

Age: 25

Ethnicity: Arab American

Hometown: Burbank, CA

Your Soldiers—Alpha Team

Education: 2 yrs. Pre-Law

Years in Service: 2

Marital Status: Single

something to prove and attempted to pay his own way through school. After his second year, his funds ran dry and he was forced to explore other options. With an interest in international law, he saw the Army as a good way to better himself and gain valuable experience for his career. Rabbit is a strict vegetarian. He has practical knowledge of several Middle Eastern dialects.

Your Soldiers—Bravo Team



Sgt. Williams, Eric Lewis

Eric's father was a New York fireman and his mother a nurse. He grew up in a quiet suburb outside of New York City and was a latch-key kid for much of his youth. As an adult he continued the family tradition by first joining the Army, then earning his POST certificate at the police academy. He served as a street cop for over fifteen years, doing his one weekend a month as an Army reserve. He was patrolling his regular beat in Brooklyn on September 11th and spent the next 24 hours just trying to get close enough to ground zero to help. A few weeks later, he was called up for active duty in Afghanistan, then Iraq, and now Zekistan. He was especially helpful in Baghdad controlling rioters and policing the city—it reminded him very much of his beat in Bushwick. On or off the battlefield, Williams is 100% cop, through and through.

Nickname: "Fuzz"

Position: Team Leader

Age: 38

Ethnicity: African American

Hometown: New York, NY

Education: POST Certified

Years in Service: 15 (reserve)

Marital Status: Married, 2 Kids

Your Soldiers—Bravo Team



Cpl. Picoli, Michael Francis

"Nova" Picoli grew up in a crowded household with four older sisters—his parents kept trying until they got a boy. Being the only boy in the house, his older sisters used him as their default dance partner and taught him how to swing dance with the best of them. He also learned to sew, cook, and make a mean double-chocolate fudge brownie. Nova—short for "Cassanova"—was rarely without one or two girlfriends (simultaneously) in school, a habit that he has carried into adulthood. After graduation, he struggled to become a singer or actor, fell deeply in debt and eventually joined the Army with his best friend. He somehow managed to avoid any actual combat in the Middle East for almost four years; his friend was wounded by a landmine in Baghdad and discharged from service. Nova has an R-rated mouth and a wicked sense of humor.

Nickname: "Nova"

Position: Automatic Rifleman

Age: 22

Ethnicity: Irish-Italian

Hometown: Newark, NJ

Education: HS Diploma

Years in Service: 4

Marital Status: Single



PFC Shimenski, David Daniel

David Shimenski is the youngest of two boys. His father is a sheriff deputy in Helena, while his mother works as a dispatcher. Breaking with family tradition, David decided from an early age that he would rather join the military than law enforcement (they get to carry bigger guns). A typical boy, he was obsessed with war movies, action figures, and realistic computer war games. He is a member of the NRA and an avid game hunter, like his father. For the past three years, he has served as a buck private. He married his high school sweetheart shortly before shipping out to boot camp, and was sent to Iraq for peace keeping duties before they could

Nickname: "Delta Boy"

Position: M203 Gunner

Age: 21

Ethnicity: Caucasian

Hometown: Helena, MT

Education: HS Diploma

Years in Service: 3

Marital Status: Married

Your Soldiers—Bravo Team

even take a honeymoon. Delta Boy has high aspirations of going to Ranger School and joining Special Forces someday. Unfortunately, enthusiasm cannot take the place of skill. If anyone is guaranteed to say the wrong thing at the wrong time, it's Delta Boy.



PFC Ota, Samuel Jay

Ota is the middle child (he has a younger and older sister) of a single-working mother in Honolulu. Growing up, he was a bright, personable kid, curious about everything and prone to getting into trouble. Of his two other siblings, he is the primary reason for most of his mother's gray hairs. He has two loves in his life—his computer and his car. He is a compulsive hacker on both and an avid gamer. After graduating high school (just barely) he joined the Army with hopes of studying computer science. As it turned out, he scored so high in infantry training that he was left with little choice but to be a rifleman.

Nickname: "Gidget"

Hometown: Honolulu, HI

Position: Rifleman

Age: 20

Ethnicity: Polynesian

Education: HS Diploma

Years in Service: 1

Marital Status: Single

The Conflict

A devastating wave of terrorist attacks spreads across Europe and Southeast Asia, targeting specifically U.S. and U.K. interests, including embassies, regional corporate headquarters, and even western retail and restaurant chains. After months of intense hunting, U.S. intelligence tracks the source of the attacks to the tiny eastern nation of Zekistan.

After the U.S.-led operations in Afghanistan and Iraq, thousands of ex-Taliban and Iraqi loyalists crossed the borders of Zekistan seeking asylum by invitation of the nation's dictator, Al Afad. It wasn't long

The Conflict

before the same terrorist training facilities and death-camps that the U.S. fought to remove in Afghanistan were operating again under full sponsorship by Al Afad's government. After repeated warnings and failed diplomatic resolutions in the UN, NATO votes to invade Zekistan to depose Al Afad, eliminate the terrorist element, and stop the ethnic cleansing of the Zeki people.

Pakistan grants the U.S. fly-through access to their airspace, and the operation begins. For several consecutive nights, carrier groups USS Carl Vinson and USS Ronald Reagan in the Arabian Sea launch thousands of sorties to take out air defense, armor, and enemy bases. With the dust barely settled, Infantry and Armor from seven NATO nations begin to land at captured air bases in southern Zekistan. The land invasion is underway...

Profile: Mohammad Jabbour Al Afad

Al Afad was born in Lebanon before the war to wealthy parents who sent him to study abroad. He spent time growing up in England, France, and eventually attended university in the U.S. Sometime in the late seventies, Al Afad moved to Pakistan. His whereabouts during this time are unknown, but he resurfaced three years later in Afghanistan, fighting the Soviet occupiers alongside Afghan Mujahideen. Trained by the CIA he swiftly climbed the ranks of the Afghan freedom fighters and gained a formidable reputation amongst the Soviet commanders, earning the nickname "The Lion of Khyber". A narrow escape from Soviet capture found him fleeing across the border into Zekistan where he was embraced by the ZLF and given command of his own unit. His actions in the ZLF made him a folk hero to the Zekis, but his bid for power was hindered by Western involvement. The CIA had watched Al Afad's ascent closely, and feared that his ties to terrorist groups and radical fundamentalists would prove perilous to western interests in the region.

Reign of Terror

As soon as Al Afad seized control of Zekistan, he began a steady process of converting the country to his own brand of fundamentalist worship. While many foreign settlers were driven out and persecuted, the group that fared by far the worst was the ethnic

Reign of Terror

Zekis, the nomadic mountain people that had originally settled the region thousands of years ago. During the Soviet occupation, Al Afad accused the ethnic Zekis of serving their own interests and aiding the Soviets. In 1996, the UN met to discuss the allegations that Al Afad was ordering genocide of the ethnic Zeki males and sponsoring forced sterilization of ethnic Zeki women.

The UN agreed to levy sanctions against the country, which resulted in little more than exacerbating the already dangerous levels of poverty and famine that were sweeping the country.

Geopolitical Intelligence Report: Zekistan

Excerpt from *Under the Gun—A Brief History of the War on Terror*, by Liam A. Gomez, Harper Jones Press, London 2004.

A Cultural Crossroads

The tiny desert nation of Zekistan is nestled between modern day Afghanistan, Pakistan, and China, occupying an arid landscape of desert plains and rugged mountains. Once a cultural crossroads, it has been located at the edge of Arab, Chinese, Indian and European civilization for three thousand years and has served as a meeting place for scholars, merchants, pilgrims, and invaders. Its history has always been punctuated by violence and bloodshed. At various points it has been conquered by the Mongols, Alexander the Great, the Roman Empire, the Ottoman Turks and the British Empire. The greatest threat, however, emerged in 1917 with the Bolshevik Revolution. Just as the October Revolution signaled doom to the Romanov Empire, so did it cast a foreboding shadow over Zekistan and its neighbors. It wasn't long before the tiny nation was absorbed into the Soviet Union, occupied by yet another foreign army.

The Soviet Era

The ethnic Zekis proved to be ferocious mountain fighters, and for fourteen years they managed to hold off the Soviet invaders. The resistance movement resulted in artificial famine, the removal of entire villages and the destruction of a cultural identity. Once under the yoke of Soviet rule, the U.S.S.R. made sure that the Zeki rebels would never stand a chance of reorganizing.

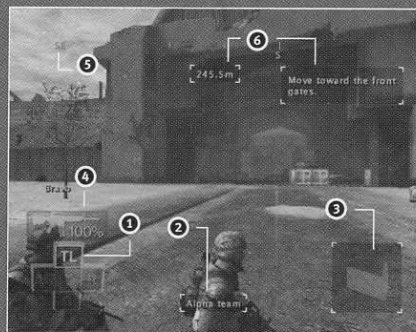
Geopolitical Intelligence Report: Zekistan

Funding for agriculture, education, industry and infrastructure was perilously low, while the Soviets used Zekistan as a veritable slave camp to mine the region's rich deposits of coal, zinc, silver and natural gas. It wasn't until the late 60's that the Zekistan Liberation Front was secretly formed and began waging guerilla warfare against the Soviets. For twenty years the ZLF and Soviet Army launched tit-for-tat retaliatory strikes against one another as the Zekis attempted to seek international support for their plight. In the early 80's, the CIA provided training and funding to the ZLF while simultaneously aiding guerillas in Afghanistan, hoping to squeeze the Soviets out of the region from both sides.

Civil War

In December of 1991, Zekistan awoke to find itself an independent nation once again. With the dissolution of the Soviet Union, the tiny country was at the center of a power vacuum with Pakistan, Afghanistan and China all maneuvering to seize land and resources for itself. To make matters worse, old rivalries and cultural differences between the various ethnic tribes and foreign settlers began to resurface as at least a dozen factions and splinter groups attempted to assert control of the fledgling republic. The power scramble resulted in a decade long civil war, with guerilla leader Mohammad Jabbour Al-Afad and his Mujahideen fighters reigning supreme.

The HUD



- ❶ Soldier Selector
- ❷ Info Bar
- ❸ Formation Icon
- ❹ AMMO
- ❺ The Compass
- ❻ Objective Information

The HUD

The Heads Up Display on your command screen is your interface to the world and your soldiers. It gives you information about your squad's status and limited information about enemy combatants. Understanding the HUD and using it to your advantage is key to success in the field.

❶ Soldier Selector

The Soldier Selector is on the bottom left corner of the screen. It maps the four soldiers on each team to the four directions on your D-pad. Pressing in a direction selects that soldier and moves the camera to his point of view.

TIP

Select a soldier if he has a better view of the action. You can issue commands to the team from any soldier.

❷ Info Bar

The Info Bar at the bottom of the screen updates to show you information as needed. By default, it displays the currently selected team. When you select a soldier, the info bar displays his name, and it will also display the name of a soldier who has been injured.

❸ Formation Icon

The small square on the bottom right of the HUD displays information about the formation your team will assume when it moves to the selected location. Under certain circumstances, other icons may appear in this section of the HUD as well. If you are in a position to save your progress, the save-game icon will display (see page 24 for more information). If you are in a CASEVAC position, a cross icon will display (see page 25 for more information). If the following icon ☹ is displayed, it means you cannot move your team to the intended area. If ☹ appears, it means you cannot move your team to the intended area until first completing certain in-game objectives.

❹ AMMO

The ammo indicator above the team selector indicates the percentage of ammo remaining for the currently selected team. Suppression fire exhausts more ammo than point fire, so use it carefully! When a team is running low on ammo, you can bring them to a CASEVAC for resupply, as described in the CASEVAC section later in this guide.

The HUD

● The Compass

Your compass is displayed across the top of the screen. It updates as you rotate the camera to indicate the direction you're currently facing. In addition, it has markers on it to represent different mission goals.

- Blue triangles point toward your current mission objective location.
- Red triangles point toward soldiers who have been incapacitated and are waiting for your team to aid them, and remove them from the field of combat.
- Red triangles with a cross symbol point toward the closest CASEVAC, or treatment facility. When you're carrying an incapacitated soldier, this marker will appear.

● Objective Information

When the objective marker on the compass is centered on your HUD, you can get more information. The distance readout tells you how far away the objective marker is, in meters. The objective text gives you a brief description of your current goal relating to the objective.

Assessing the Environment

Several tools let you become better aware of your environment and potential risks to your soldier.

The Camera

Moving the right thumbstick lets you rotate the camera to get a 360 degree view on the world. This is especially important at corners, where turning the camera means you can look around the corner.

Zoom

You can zoom in on your current view by pulling and holding the **LT** trigger. You can still move the right thumbstick while zoomed to look around.

TIP

Zooming can also help you aim the M203 toward distant targets.

Assessing the Environment

Fog of War

When you pull and hold the **D** trigger, you activate the 3D fog of war. The world is clear and bright where a soldier is looking, and out of focus in areas where no one is scanning for targets. By checking the fog of war, you can get a good idea of where you're vulnerable to attack.

Commands Overview

Pulling and holding the **D** trigger also puts you in individual command mode, explained in Individual Fire Orders (page 23).

You issue most commands in *Full Spectrum Warrior*™ using the four main buttons. Each button has a press function as well as a press and hold function. The press and hold function is a more advanced or specialized version of the press function.



Button	Press	Press and Hold
A	Rush or Point Fire	Bound or Suppress Fire
B	Cancel Order	Take Cover
X	Fire Sector	Grenades
Y	Switch Teams	Switch to Charlie team

The **A** button issues an order based on which cursor you currently

Commands Overview

have open. See Cursors, on page 14. If you press and hold the **A** button, you'll issue the alternate version of the order, still based on the current Cursor.

The **B** button cancels an order you've issued to a team. It is context sensitive, so pressing the **B** button while a team is firing cancels their fire, and pressing the **B** button while a team is moving cancels the move order. Pressing and holding the **B** button issues the Take Cover order, which causes soldiers to search for the closest cover against a threat, or go prone if there is no cover.

The **X** button brings up the fire sector cursor, which lets you set targets for your teams. If you press and hold the **X** button, you can issue orders relating to Grenades (explained in Grenades on page 21).

The **Y** button moves the camera and your control from Alpha team to Bravo team, or vice versa. At some points during your service as Squad Leader, you will gain command of a third team which will be called your Charlie team. Pressing and holding the **Y** button switches you to controlling Charlie.

Cursors

There are three cursor states in *Full Spectrum Warrior*, shown below. The current cursor state determines what command you are issuing if you press the **A** button.



The default state is no cursor. In this state, pressing the **A** button will cause your team to turn toward the direction you're facing.



When you have the movement cursor active (●), pressing the **A** button will issue a Rush order to that location, where your soldiers will take up the formation indicated. If you press and hold the **A** button, the soldiers will Bound rather than Rush, as detailed in the section "Moving Your Soldiers" of this guide.

Commands Overview



When you have the fire sector cursor active (●) (by pressing the **X** button), pressing the **A** button will issue a point fire order. If you press and hold the **A** button, you will issue a suppression fire order instead. See the "Fire Orders" section for more information.

Moving Your Soldiers

Moving safely in the environment is the most important element of successful command. The soldiers on your teams have been trained in movement formations, so your role is to select the best position for them on the field. They will automatically move to the formation selected and take up their scanning sectors, each man covering an arc of view.

Movement Cursor

Moving the left thumbstick brings out the movement cursor. You can continue to use the left thumbstick to move the cursor around the environment. The movement cursor continually updates to show you the formation a team will take when it reaches the destination. This formation information is conveyed to you in two ways.

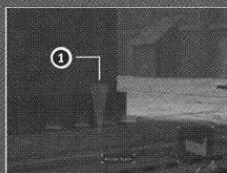
Formation Circles

The circles that make up the movement cursor show exactly where your soldiers will stand in the environment. The bright yellow circle shows where your Team Leader will stand, which is valuable information since placing your Team Leader at a corner enables him to corner fire. For more information about firing from corners and other cover objects, see the "Cover" section in this guide.

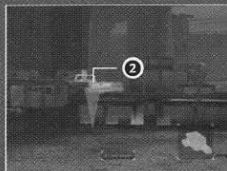
Formation Icon

When the movement cursor is at a position that offers good cover for your soldiers, you will see an icon of the formation at the bottom right corner of your HUD. Possible formations include:

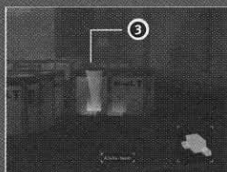
Moving Your Soldiers



Corner (1): A corner formation is one of the most powerful formations for protecting your men. Unfortunately, while corners are very safe positions, only two men on your team will be able to point fire, which limits your strength.



Cover Object, Line (2): Here, your soldiers will line up in a row along the cover object. This means all four soldiers will be able to fire at the target.





Cover Object, Stack (3): In contrast to the Cover Object, Line formation, this icon means your soldiers will stack (or form two rows) at the cover object. Depending on the height of the object, you may have all four soldiers able to fire, or only two of them.

Bounding Versus Rushing

The standard press version of a move order is the Rush. It is the fastest way to move since all four soldiers move toward the destination simultaneously. Well trained U.S. soldiers never fire a weapon without stopping their movement and going sighted (raising the gun to a firing position). In other words, Rushing soldiers never fire while moving, so they will not engage targets until they finish the move and you issue a fire order.

The hold version of a move order is the Bounding Overwatch or Bound. Bounding is the safest way to move when your team is going into unknown territory or moving against one or more enemies that are close together because your soldiers are sighted and return fire as they move.

Issuing a bound order has two steps. First, you press and hold the  button while the movement cursor is out to order the bound. This automatically opens the fire sector cursor so you can set the area for your soldiers to cover. Pressing the  button again completes the Bound order.

Moving Your Soldiers

Once they receive a Bound order, the soldiers will move into position. The first two soldiers will start toward the destination while the rear two soldiers provide cover fire. Once the first two soldiers finish their movement, they cover the rear soldiers' move. When soldiers fire while Bounding, they automatically suppress to keep the target's head down.


Note that Bounding is very unsafe if there are enemies who are too far apart to be in the same fire sector. If you Bound under these circumstances, you are very likely to lose one of your soldiers.

Situation	Best Move
One team covering, other team moves	Rush
Enemies in same fire sector or unknown enemies	Bound
Enemies not in the same fire sector	Get your other team—it is unsafe to move a team by itself under these conditions!

Fire Orders

Your soldiers are trained to wait for your orders before taking action. If soldiers have cover against an enemy, they will not open fire until you give them an order. The only time your soldiers will open fire without waiting for your command is when their lives are in danger, i.e. they don't have cover against a threat.

Fire Sector Cursor

Pressing the  button opens the fire sector cursor, which you can reposition using the left thumbstick. All enemies within the circle are considered to be within the fire sector. Note, however, that the number of enemies that actually come under fire when you issue the order varies depending on your team's formation and the type of fire order you issue, as explained on page 18.

Fire Orders

Point Fire Orders

Pressing the **⬇** button when the fire sector cursor is open issues a point fire order in that direction. A point fire order causes your soldiers to open fire on enemies within that sector. They will ignore enemies outside of that fire sector, even if those enemies are shooting at them.

Soldiers choose their targets carefully within the fire sector. They will choose targets out of cover first, since they can be eliminated immediately. They will also split their fire to take advantage of Engagement (explained in the next section, Effects of Fire). If there are more than two enemies in a fire sector, however, some enemies will not be under fire and will remain free to return fire at your teams.

TIP

If a team with a fire sector comes under fire, press the **⬇** button and cancel the sector. They will return fire at the enemy, giving you a few seconds to issue a move or suppression order to get them out of danger.

Suppression Fire Orders

If you press and hold the **⬇** button when the fire sector cursor is open, you issue a suppression fire command. Ordering a team to suppress causes them to fire continuously at all enemies within the sector. In order to get all four guns at maximum firing rate, your soldiers will step out of cover to suppress the enemies. The result is that all enemies within the fire sector will become Pinned, as explained in the next section.

TIP

Never order suppression if you can't fit all of the enemies into the fire sector. The team suppressing will lose cover, and enemies not in the fire sector will kill them.

Effects of Fire

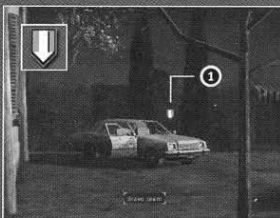
Incoming fire can affect soldiers and enemies in three distinct ways.

Under Fire

Soldiers and enemies who are under fire have a reduced rate of fire because they are forced to duck behind cover at intervals. Other than the reduced firing rate, being under fire has no other consequences as long as soldiers have cover. If they do not have cover, being under fire causes soldiers to go prone and return fire.

Engaged

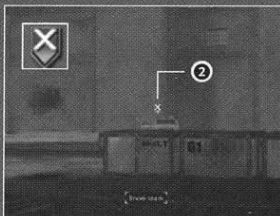
One advantage the U.S. Army has over most combatants is the extensive training given to our soldiers. They have experience under fire, and that experience lets them keep their cool and stay focused. Enemy combatants usually do not have that level of experience and as a result, being under heavy fire causes the enemy to become unfocused.



When three M class rifles or the SAW fires at an enemy, that enemy becomes Engaged. You can tell an enemy is Engaged because he shows the Engaged symbol (①) in his indicator. Engaged enemies will not shoot at anyone other than the soldier engaging them, unless they spot a team standing still without cover. In other words, when one team

has an enemy Engaged, you can safely Rush the other team from one piece of cover to the next, as long as you don't stop out in the open.

Because of their training and expertise, your soldiers never become Engaged.



Pinned

Soldiers and enemies can come under extremely heavy fire. This occurs with heavy weapons, such as .50 caliber machine guns, BMPs or Bradleys, or when a unit suppresses with a weapon on full or semi-automatic.

Enemies show the pinned symbol (②) when they are under suppression or heavy weapon fire. When an enemy is pinned, it means he is ducked down and will not return fire until several seconds after the heavy fire ceases.

Effects of Fire

Soldiers under heavy fire also duck down and will not return fire. They are unable to do anything but move under these conditions.

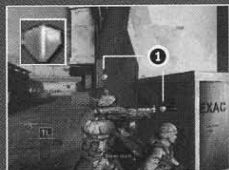
TIP

If you're desperate to move a team under enemy fire, suppress the enemy and place the movement cursor at the team's destination while the team is still firing. Issue the move order without canceling the suppression fire, and the team will "suppress and run." The enemy will keep his head down for a few seconds, which is often enough time for your team to reach safe ground.

Using Cover Against Threats

Successful performance in an urban setting requires you to assess and interpret the environment. An important part of the environment is the cover it provides for your soldiers. A team without cover can lose soldiers before you are even aware of enemy presence.

The formations displayed on the bottom right of your screen confirm when your team will enter cover at the end of a move. Note that cover is directional—it only provides defense against enemies from certain angles.



Cover Symbols

When your team becomes aware of a threat, icons over their heads (●) indicate whether they have cover against that threat. If an enemy is shooting at your soldiers and you don't see the shield icon above their heads, it means your soldiers don't have cover against an enemy who is targeting them.



When an enemy has cover against the team you're controlling, the enemy shield symbol appears over his head (●). In order to kill that enemy, you will have to find a position to flank him. Flanking an enemy means moving around the environment to

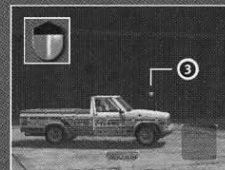
Using Cover Against Threats

find an angle from which he has no cover against the team's fire.

Cover Degradation

Not all cover is created equal. Some objects degrade under fire. You can tell visually by watching the object react to bullet fire. For example, the image below shows a car as it degrades from full cover to partial cover.

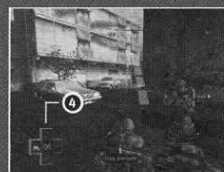
When cover degrades while your soldiers are using it, you'll see the soldiers' cover shields slowly drain to black (●).



Black shields mean the cover only offers partial protection—it's better than no cover, but not by much. The draining shields give you an indication of how long that cover object will last.

Naturally, some objects last longer than others. A refrigerator lasts quite a while as a cover object because it's heavy porcelain and metal. A sofa, on the other hand, only lasts a few seconds. Choose your cover carefully!

Grenades



When you press and hold the \times button, the Soldier Selector on the HUD changes to the Grenade Selector (●).

Using the Grenade Selector, you can issue three kinds of grenade orders as well as indirect fire.

Frag Grenades

The M67 Frag Grenade does damage in a radius around its point of explosion. Frag grenades are automatically selected when you bring up the Grenade Selector, or you can choose them by pressing \blacktriangle on the D-pad.

Grenades

To command a soldier to throw a frag grenade, use the left thumbstick to aim the visible arc so that it ends on the spot where you would like the grenade to land. If the arc is red, the destination may be too close to your team, so be careful! When you have the arc aimed correctly, press the **A** button to issue the order.

M203 Grenades

The M203 Grenade is a direct fire weapon and does damage on a single target at its point of explosion. To select the M203, bring up the grenade selector as you normally would by pressing and holding the **X** button. Press **↓** on the D-pad to select the M203.

You will have a new cursor indicating you have selected the M203. Use the left thumbstick to move the cursor over the target. You can also zoom in with the left trigger. When you're ready to issue the order, press the **A** button.

Smoke Grenades

The Smoke Grenade is used to conceal your team from hostiles. Deploy it when you need to traverse open or enemy controlled terrain. To select the smoke grenade, bring up the grenade selector by pressing and holding the **X** Button. Press **→** on the D-pad to select Smoke.

To command a soldier to throw a smoke grenade, use the left thumbstick to aim the visible arc so that it ends on the spot where you would like the grenade to land. When you have the arc aimed correctly, press the **A** button to issue the order.

Indirect Fire

When available, Indirect Fire is used to defeat enemies such as heavy armor. Most Indirect Fire is handled by air strikes or mortar strikes. To use Indirect Fire you must first indicate the target's position. Press and hold the **X** button, just as if you were throwing a grenade. Press **↑** on the D-pad grenade selector to choose indirect fire.

Use your left thumbstick to place the cursor over the target. When you've got a valid target, the cursor turns green. Press the **A** button to upload the coordinates to the gunship or mortar team, then stand back!

Individual Fire Orders

Holding the **D** trigger not only displays the fog of war—it also lets you issue individual fire orders. When you press the **X** button to open a fire sector while still holding the **D** trigger, you're giving that fire sector only to the currently selected soldier. If you select a different soldier while in individual mode, the camera stays with the current soldier so you can issue the order from your current point of view.

TIP

Giving an individual fire order lets you split your team's fire. If you have two enemies who are too far apart to fit inside a single fire sector, you can use individual fire orders to engage both enemies with a single team. Issue a team fire sector on one enemy, then give your Automatic Rifleman an individual fire order on the other enemy. The AR can engage an enemy by himself.

Team Leader Tools

Each Team Leader has two tools that give him information about the mission and the city surroundings.

Reporting with the Radio

The radio pack lets Team Leaders communicate with Lt. Phillips, your platoon's leader. While some reporting happens automatically at save points and in cinemas, you can also press the **●** button to report in at any time. Lt. Phillips can give you advice about the best way to proceed toward your objective.


At times, Lt. Phillips will call you on the radio to give you information or new objectives. When he's expecting you to report in, the red light on the radio pack will blink, and you'll hear him on the radio. Press the **●** button and your Team Leader will contact the Lieutenant for you.

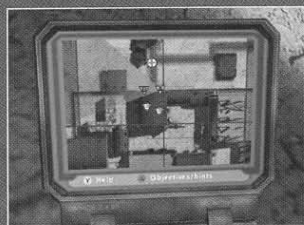
TIP

Get your Team Leader safely behind cover or he will be unable to complete his report.

Team Leader Tools

The Global Positioning System

Your Team Leader also carries a Global Positioning System receiver that lets him access satellite data about the current area. Pressing the  button orders your Team Leader to consult the Global Positioning System, which has several functions.




City Map


The default screen of the Global Positioning System is the city map, with a detailed view of several blocks around the Team Leader. Your two teams are marked on the map with A and B icons, and the current Team Leader's field of view is displayed as a green cone.

This screen shows any enemies currently in view of either team. CASEVACS, objectives and save points are also marked with icons matching their in-game appearance.

Objective Screen

Pressing the  button while the Global Positioning System is open displays the objective screen, which has information about the overall objective for the current chapter, as well as the most current objective.

Recon

Pressing the  button while the Global Positioning System is open calls in a recon flight. If a flight is available, the pilot will confirm her approach. As she passes overhead, she'll mark enemies she spots on your Global Positioning System and let you know if enemy presence is heavy or light. You can't call in a recon flight too frequently, so don't waste it.

Help

Pressing the  button while the Global Positioning System is open displays the Help screen.

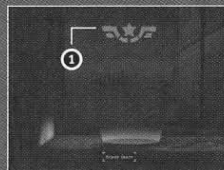
TIP


Use the Global Positioning System to find a way to flank enemies. The map shows you alleys and other routes you can use to find an angle on enemies behind cover.

Team Leader Tools

Saving your Progress

As you move through the city, your team will reach breaks in the action where they consider it safe to report a situation report, or sit-rep. You'll see the sit-rep symbol when it's safe to report in. Be sure to take these opportunities when they arise, because your soldiers will not report a sit-rep when they encounter additional enemies.






To give the Lieutenant a sit-rep and save your progress, watch for the sit-rep symbol (). Lt. Phillips will also tell you when a sit-rep is available. Bring both teams to the sit-rep area, and your team leader will automatically call it in.

Replays

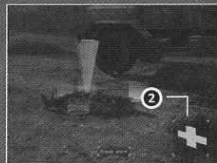
You can save and replay your game progress, similar to playing back a movie you just recorded onto a VCR. To save a replay, press the Start button and choose Save Replay from the menu. You can select a name for the replay, or leave the default name. Replays are also automatically saved each time you save a sit-rep.

When you choose a level to play, you can choose to view the replay instead. You can also load a saved replay by going to the Extra Content menu, then into the Saved Replays area.

When you choose to view a replay, you watch the game play as it was originally recorded. You can press the  button to pause or play the action, and you can press  to fast forward. If you press the  button during the replay, you can choose to Jump Into Replay, which lets you pick up the action from that point.

CASEVACS

When a soldier is shot, he may be incapacitated. When this happens, a skull icon will appear in his slot on the D-pad. You have a limited time in which you can give field aid to the wounded soldier before he dies, indicated by the skull icon losing color. If you don't give aid to the soldier before the time runs out, he will die and you will fail your mission. The U.S. Army has zero tolerance for casualties!



To give aid to a soldier and pick him up, place the movement cursor over the soldier's body on the ground. You will see the CASEVAC icon,

Team Leader Tools

which is a cross symbol (✚). A soldier on your team will aid the soldier and then pick him up. Note that your team can still come under fire while aiding a soldier—the safest approach is to have the other team keep enemies suppressed.

Once your team has aided and picked up the wounded soldier, you can carry him to a CASEVAC station for treatment. The closest CASEVAC will be marked on your compass with a cross icon. You will see a cross icon in the world when you reach the CASEVAC. Place the movement cursor in the red circle and press the **A** button to order treatment for your soldier. A medic will aid the soldier, who will then come back onto your team. If you bring back a soldier from Alpha with Bravo team or vice versa, the soldier will wait at the CASEVAC for his team.

You can also resupply with ammo at a CASEVAC. Place the movement cursor inside a CASEVAC's red circle then press the **A** button. When the team arrives, a soldier will resupply the team's ammo automatically.

Profiles

You must create a profile before playing the game. Profiles are user-defined, custom settings and saved games. To create or delete a profile, simply go into the profile menu from the main menu. If you do not have a profile created, the game will automatically prompt you to create one. You can custom name your profile or simply leave it as "default". Any settings or gameplay changes you make will be saved to the selected profile.

IMPORTANT

Deleting the Profile save from the Xbox Dashboard will cause ALL saves and replays to become damaged. These damaged saves and replays will be deleted once within the game. Also, if an individual game save is deleted from the Xbox Dashboard, the other game saves that are part of the same timeline will become damaged and will be deleted once within the game.

Mission Failure

Keep your soldiers safe! You will incur a Mission Failed status if you sustain more than one injured soldier, kill a friendly unit like a medic, or let a soldier on your team die.

The Mission Continues on Xbox Live™!

Xbox Live is an on-line high-speed or broadband Internet gaming community. By joining Xbox Live, you can create your own permanent gamer identity, maintain a Friends List with other players, send and receive invitations to join multiplayer games, and talk to other players in real-time as you play.

Connecting to Xbox Live™

Xbox Live gives you access to the latest downloadable content for *Full Spectrum Warrior™* and allows you to play co-operative missions with other Xbox Live gamers. Before you can connect to Xbox Live, connect your Xbox game console to a direct or shared high-speed/broadband Internet connection and sign up for the Xbox Live service. To find out if Xbox Live is available in your area and for help on connecting to Xbox Live, go to www.xbox.com/connect and select your country. If you need technical support, go to www.xbox.com/live or call (800) 4MY-XBOX.

Full Spectrum Warrior Downloadable Content

Stay up to date on the latest *Full Spectrum Warrior* intel by subscribing to Xbox Live. As an Xbox Live subscriber, you can download the latest content for *Full Spectrum Warrior* to your Xbox console as it becomes available.

To view available downloadable content for *Full Spectrum Warrior*, choose Extra Content from the Main Menu, then select Content Download. You are automatically taken to the Xbox Live Content Downloader to search for and download new content for *Full Spectrum Warrior*.

Co-operative Play

Full Spectrum Warrior allows squad leaders to pair up and engage in joint military operations. In co-operative mode the task of leading the eight man squad is divided between two squad leaders, each assigned a fire team of four men. The ability to give orders to both fire teams is suspended. Instead, fire team leaders must learn to coordinate actions, divide responsibility for the squad's safety, and work co-operatively to achieve the mission goals. This is further facilitated by the use of voice communication via the Xbox Communicator.

Co-operative Play

Voice Communication

Using the Xbox Communicator, you can speak with the other fire team leader during co-op play to coordinate and plan your maneuvers in real-time. See the instructions that came with your Xbox Communicator for more information on using voice communication with Xbox Live.

Signing on to Xbox Live™

Before you can deploy into a co-operative mission on Xbox Live, first select an Xbox Live account by choosing Xbox Live from the Main Menu, then choose Select Account. If no Live accounts exist on your Xbox console, choose New Account. You will be taken to the Xbox Live Dashboard and walked through the account creation process.

The next time you play *Full Spectrum Warrior*, co-operative play will always default to the last used Xbox Live account. You do not need to return to the Xbox Live menu unless you wish to choose a different Live account or make changes to an existing account.

Xbox Live™ Menu

When you sign on to Xbox Live, you are taken to the Xbox Live menu and presented with several choices:

Create Game	Create and host a co-op game.
Quick Match	Find a co-op partner immediately and jump straight into the action.
OptiMatch™	Find co-op games that match your specific preferences, such as favorite chapter.
My Xbox Live™	Manage Friends List, Recent Players, and trade saved replays.
Sign Out	Quit the current game session and log out from Xbox Live.

Create Game

To host your own co-op session, select Create Game from the Xbox Live menu. You can unlock other chapters for hosting by completing

Xbox Live™ Menu

them in the single player campaign. You can **join** a co-op game that uses any chapter, regardless of chapters completed in solo mode.

Deploy	Go to the Lobby and wait for a player to join your hosted game.
Change Mission	Change the mission and save point where you wish to begin your co-op session.
Public Game	Allows the user toggle between Public or Private games.

Quick Match & OptiMatch

Quick Match games allow squad leaders to deploy immediately into an available game based on your default Quick Match settings. OptiMatch allows you to set personal preferences like favorite chapter.

When playing either Quick Match or OptiMatch co-op games, the goal is to work together with your teammate to accomplish the mission objectives and get your squad out alive.

In co-op mode, each player is assigned a single fire team to lead. Unlike the single player mode, you cannot switch between Alpha and Bravo and cannot issue orders to both Fire Teams. The player hosting the co-op game is automatically assigned to Alpha Team, while the joining player controls Bravo.

Chapter Selection

Co-Op mode uses the same chapters and missions from the solo campaign. You will find that playing alongside another human fire team leader is a wholly unique tactical experience. Completing a chapter in co-op mode will require a different level of discipline, communication, and tactical thinking, since you're relying on your partner to provide cover and work together as a team.

Saving & Continuing in Co-Op Games

During co-op play, if you and your fellow fire team leader successfully complete the mission goals without losing any men, you can continue on to the next chapter in the narrative. In fact, it's possible to play through the entire solo campaign in co-op mode!

Saving a Co-Op Game

Save points in *Full Spectrum Warrior* co-op mode work exactly the same as they do in solo mode. Activating a save point in the game

Xbox Live™ Menu

world creates a save game file on your Xbox console. If you quit out of a co-op game in progress, you can return to the last activated save point simply by choosing Play from the Main Menu, then Co-Op Campaign. Your last activated save point in co-op mode is already selected by default to continue.

My Xbox Live™

The My Xbox Live Menu has three available choices:

Friends List

Invite friends to play on-line and accept invitations to join other players' Friends Lists.

Recent Players

View a list of recent co-op teammates, send invitations to join your Friend's List and provide feedback, and choose to mute or un-mute another user.

Trade



Trade saved replays with other on-line players. The "trade" icon will appear on screen when your teammate wants to trade a replay with you.

Xbox Live™ Options

To change preferences and options for Co-Op play, select Options from the Main Menu, then Xbox Live.

You will see the following options:

Appear Online

Shows or hides your presence on Xbox Live to other players on your Friends List.

Voice through TV

Lets you toggle between hearing the voice of other players via the Xbox Communicator headset or your television speakers.

Voice Mask

Digitally alters your actual voice over the Xbox Communicator.

Glossary

50 cal—Short for .50 caliber emplaced heavy machine gun

AA Team—Soldiers equipped with anti-armor weaponry such as demolition charges

AH-6J—The U.S. Army's only light assault helicopter, used primarily for special forces operations, as well as insertion/extraction and recon and surveillance operations.

AR—Automatic Rifleman



BMP—the Boyevaya Mashina Pyekhota is the Soviet equivalent of the U.S. Bradley Infantry Fighting Vehicle, designed to transport enemy troops and to provide support for dismounted enemy infantry teams. Usually seen in Zekistan armed with a heavy machine gun.

Bounding Overwatch—A movement order that splits the fire team into pairs, with the first pair moving cautiously with eyes sighted while the second pair provides cover. Once arriving at their destination, the pairs switch roles until the fire team is regrouped at the new destination.

Bradley—The Bradley Infantry Fighting Vehicle transports infantry on the battlefield and provides cover fire to dismounted troops and to suppress enemy armor and fighting vehicles.

CASEVAC—Casualty Evacuation. A designated safe area to heal wounded soldiers and replenish a team's ammunition.

Charlie 90—Designated in-game nomenclature for the player's squad

Charlie 32—Designated in-game nomenclature for the Platoon Leader

Charlie Team—Designated in-game nomenclature for any user controlled 3rd asset or team

Glossary

Cpl—Corporal

Fire Sector—An imaginary cone-shaped boundary designated to a fire team in which to concentrate fire, usually to provide cover or suppression fire on a known enemy position.

Friendlylies—Civilian or military forces in a combat zone that are sympathetic to the U.S. or its allies.

G—Grenadier

Helping Hands—Independent organization of medical personnel who lend their assistance in war zones.

JSTARS—Joint Surveillance Target Attack Radar System, carried on a jumbo jet, funded by the U.S. Army and the U.S. Air Force. A long-range, air-to-ground surveillance system designed to locate, classify and track ground targets in all weather conditions.

M1025—Armored Personnel Carrier.



M203—Rifle-mounted grenade launcher used by the U.S. Army

M67—U.S. Army fragmentation grenade

Magazine—A small, detachable box that holds cartridges and feeds them into the firing chamber of a firearm.

MOUT—Military Operations Urban Terrain

NATO—North Atlantic Treaty Organization

Glossary

On Station—Term often used by helicopter pilots when they are in the area and ready to assist ground units.

OPFOR—Opposing Force. Designation for enemy.

PFC—Private First Class

PL—Platoon Leader

Pvt—Private

R—Rifleman

Rangers—U.S. Army Rangers: Elite military force of the U.S. Army who take on special missions.



Recon—Abbreviation for Reconnaissance. Used in-game for Recon chopper flights, ordered while in Global Positioning System mode.

RPG—Rocket Propelled Grenade. A light, man-portable dumb-fire weapon used extensively throughout the Middle East in guerilla attacks, usually of Soviet origin, against armor and personnel alike.

SAW—Squad Automatic Weapon

Sgt—Sergeant

Sit Rep—Situational Report. In *Full Spectrum Warrior*, designated save areas.

Stinger—U.S. man-portable ground-to-air missiles

Suppression Fire—A military tactic where large volumes of gunfire are focused on an enemy position in order to keep the enemy pinned down and unable to return fire, usually used to allow another team the opportunity to maneuver or retreat safely.

Tango—Slang term for enemy. Often vocalized by soldiers when an enemy is spotted

Technical/Technical vehicle—Civilian vehicle used as improvised mobile heavy weapons platform

TL—Team Leader

UH-60 A—U.S. Army troop transport helicopter











ZLF—Zekistan Liberation Front

Quick Reference Sheet

Basic Commands

- C**—Activates Soldier Movement Cursor
- Q**—Camera Control
- D-pad—Select Individual Soldiers
- A** Button—Issue Command
 - With the movement cursor out
 - Tapping **A** Button issues a rush order
 - Pressing and holding **A** Button issues a bound order
 - With the fire cursor open
 - Tapping **A** Button issues a point fire order
 - Pressing and holding **A** Button issues a suppression fire order
- X** Button
 - Tap **X** Button—Toggle Firing Cursor
 - Press and Hold **X** Button—Toggle Grenades
 - **C**—Changes Location of Grenade
 - D-pad **↑**—Air Strikes and Mortar Strikes
 - D-pad **←**—Frag Grenades
 - D-pad **→**—Smoke Grenades
 - D-pad **↓**—M203 Grenades
- Y** Button
 - Tap **Y** button to cycle between Alpha and Bravo
 - Press and Hold **Y** button if you have a Charlie unit to cycle between Charlie and Alpha
- B** Button
 - Tap **B** Button—Cancel any command issued
 - Press and Hold **B** Button—Order Soldiers to seek cover
- O** Button—Call in a report, receive an objective, or get helpful hints
- O** Button—Opens and Closes the GPS
 - **X** Button—Request Recon
 - **Y** Button—Help
 - **A** Button—Objectives and Hints
 - **B** Button—Exit GPS
- L** Trigger—Camera Zoom
- R** Trigger—Activate Fog of War
- C** Button—Menu / Pause Game

Game Symbols

-  A location to heal downed soldiers and resupply ammo
-  The current goal the squad is trying to reach
-  An area designated as a save point
-  Character is in full non degrading cover
-  Character is in degrading cover
-  OPFOR has been pinned by suppression
-  OPFOR is engaged and being kept busy
-  OPFOR is out of cover
-  OPFOR has been killed
-  OPFOR status unknown