



## Introduction

In war, nothing is sacred. The respect of the opponent is only measured by the dignity in his combat style, and often it's low and dirty, gritty and bear, or if you're playing online, loud and obscene. The enemy is only as strong as his tutor... sadly, so are you. If your commander officer is a piece of junk—and not the kind in the trunk—what are you going to do, soldier? We have an idea, and it involves the saline in your eyes dripping onto your mommy's shoulder.

But hey, don't jingle your bells, baby. IGN Guides is here! If you're pondering what a "hockey" is after the lockout, you're trapped here in the Intro. If you're getting shot and called a noob, glance at the Basics section. Want to know the differences between hoopties? Ride on into our Vehicles selection. If you're wishing you could blaze through the single player mode, browse our Campaign mode. Wanting some tips to improve your online thang? Break off a piece of our Multiplayer section. If you want to tear into some noobs, post at our Boards.



***In this SOCOM 3: U.S. Navy SEALs strategy guide, you'll find:***

- Basic training for green soldiers.
- Vehicle info and details.
- Complete SOCOM 3: U.S. Navy SEALs campaign walkthrough.
- Multiplayer strategy to explain your difficult online missions.

You're about to get BRAAAAP'd unless you listen to our words of guidance... and buy us presents for the holidays. We celebrate any that allow gift-giving, so you're gonna be broke by the end of this.

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## Basics

### Picking and Choosing

Before you start each new mission, you will have the option of choosing your own custom weaponry selection. If you think you're better off with a certain gun type, try taking that one in for combat. This gives you a unique approach to each mission, giving you different ways to complete each mission over certain weapon sets. Take in your favorite weapons, or be situational and only take in weaponry that works best on the type of terrain you'll be battling across.

### Cover Fire

One of the great things about squad-based tactical shooting games, much like the *SOCOM* series, is that you can send in your team to help you out whenever you need them to. You're never alone in a situation unless you choose to be, so select your options wisely. In certain situations, like where you're surrounded by dozens of enemies, you will definitely want your squad by your side. In other times, where you must sneak around and silently infiltrate a specific region, you must go alone to hinder the chances of being detected.

### Destination Unknown

Whilst progressing through the game, you will quickly notice that there are names popping up in the distance with meter amounts next to them. Veterans of *SOCOM* won't have any trouble figuring out what they are, but for you newbies out there, these names (Charlie, Foxtrot, Echo, etc.) work as waypoint markers. Since the battlefields in *SOCOM 3* are fairly large, it's very easy to get lost and not know where to go. These waypoint navigation markers will direct you to the next destination, and will disappear once you reach it or once you complete the objective there...

### Destination Confusion

...A common misconception when first starting the game regarding the waypoint navigation markers is that they will not disappear until you have either cleared the entire region of enemies (unlikely, but it happens sometimes), destroy the location that it is pointing to (rigging an object, such as a bridge or a missile silo, with explosives), or simply gone to that region to make the waypoint marker disappear. Knowing this will hinder the chances of you throwing your controller at the TV, or attempting to eat it.

### Check, Please

As you proceed throughout the game, you will soon notice that everything is not a walk through the park. You will have to deal with getting shot at from all different angles, getting pelted with enemy fire within fortresses, and much more, meaning you're bound to die here and there—even if you are a fairly skilled player. That's why the Checkpoint system exists! After completing a certain destination (Foxtrot, Victor, etc.), your checkpoint will be automatically saved. You can save it manually, too, in case you have to turn off your PlayStation 2 and come back later. You will start out at the last checkpoint. Note that not all destinations carry checkpoints, only after you complete an objective of solid weight.

### Vehicular Manslaughter

One of the bright points to the vehicles in *SOCOM 3* is that you can conserve your health and ammunition by hopping into the driver's side of one of these large behemoths and simply smash smack-dab through a line of enemies, killing them instantly. This works wonders when your health is low, or you simply grow tired of braaap'ing your enemies until they keel over before you.

## Vehicles

### Eurovan

Rarely used throughout the game, the Eurovan is a big, bulky piece of work that can only work well in destination purposes. It is by no mean a combat vehicle, and it is only available very briefly in the Campaign (Single-Player) Mode.

### Pickup

The standard combat vehicle throughout the first portion of the Campaign Mode is the Pickup truck, which allows you to have a gunner helming the turret. Drive by your enemies and give them a nasty headache. Get ready to fight over who gets to drive and who gets to gun!

### Armored Hummer

Sure, it's not officially licensed, but this thing has a turret attached to the bed of it, and being armored you will definitely be able to tear ass through the deserts and other terrain types. This is the ideal combat vehicle, so you can even jump out and hide behind it in your common storm of bullets.

### SUV

The SUV works a lot like the Pickup in the facts that it has a turret and it looks a lot similar. The main differences being that it can sustain a little more damage, and it handles like an SUV rather than a Pickup.

### Barracks Carrier

The Barracks Carrier is primarily known as a loader truck that carries troops from one destination to another. It does not have any turrets attached, so you cannot attack with anything. You can easily use your gigantic size to your advantage to run over infantry units on the ground. The size can work against you, as well, since they can be easily targeted.

### ALSV

The ALSV is a lot like the Armored Hummer without that Hummer frame. It's an excellent vehicle for fast-paced combat, as you can squeak by tight places and feel secure with your turrets a-blazin'. It will go down in flames a lot faster than your average vehicle, but the light frame of the vehicle will send you soaring through the enemy fire instead of slowly rolling into it.

### CRRC

This is about the sissiest of all vehicles in the game, much less watercrafts. This little inflatable device will allow you to transport troops through the water carefully, but it has no defenses.

### SOC-R

This bad boy is the casual water-gunner's dream boat. Unlike the Speeder, it cannot obtain high speeds, but it does have four turrets for your party members to blow the enemy away with. Just drive by solid land where the enemies are attacking and watch the bodies drop!

### Speeder

Much like the SOC-R than the CRRC, the Speeder is used for getting out of places in a hurry—and using defense turrets along the way. The Speeder has a couple of turrets for use (one on each end), and you can still do a little bit of damage by using them. Just speed up alongside of your adversaries and let them have it!

## Walkthrough

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Start the first real mission of the game by hopping into your vehicle and taking off until you see an enemy vehicle in the distance. Chase it down and load it full of bullets. A second enemy vehicle will soon pull up. If not, track it down and switch to your turret again by pressing right on the directional pad and unloading more of your ammunition into the dismantled parasite and the engine of the truck to complete this bonus objective. Get to about 80m close to Charlie and jump out of your vehicles. Climb up the ramp and scope out the area from below, out of sight.



Walk up to the two rendezvousing informants and drop down to reach Delta. Fairly uneventful, but continue following the path to reach a small ditch off of the side of the road. Use this as cover and blow away all of the enemies that appear from the large military vehicles. Choose your shots wisely, as to not waste any ammunition. With the objective complete, stop the vehicle from getting through by blocking it with another and jack it. Once inside, drive it towards Echo until around the 80m marker. Hop out and travel swiftly on foot.



Kill the patrolling enemy on the outside of Foxtrot, and be careful, as if you're spotted as you round the building you will fail the radio transmission objective. It's best to keep your teammates behind while you scope things out. Sneak through the hole in the wall in the back, and sneak through the waters and crawling to the enemy, and kill them with your silenced weaponry. Destroy the radio in the room and climb the ladder to pick off all of the remaining enemies. With this complete, you will have to take out heavy resistance as you head toward India if you did not shut down that radio in time. Take the car outside and drive to India.





Along the way, India turns to Juliet. Take the road to a bunch of infantry units that are cluttering the roads. Drive by them to have your gunner snatch their lives away. Jump out at the gate at the bottom of the hill and charge up there. Take the right, bumpy path to Lima, which is within a gated area at the top of the hill. Sneak along the dirt and go through the back entry point to reach the warehouse on the left. Snipe the two guards and go through the building to reach more guards. Kill everybody in the area, and plant the explosive satchel on the tower. Clear the way and it will explode.



Kill the couple of Tangos at foothill entryway, and hop into that vehicle you left behind for snaggin's. Drive through the rest of the checkpoints, and kill the lot's worth of Tangos that come out of the armored truck near Whiskey. Enter the yard at Xray to meet up with the resistance leader and complete the mission.



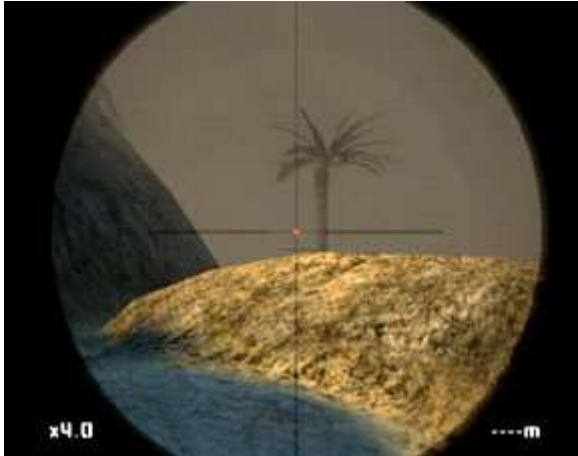
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Start the mission by walking forward to Charlie. This turns into Echo, and you will be given a direct view of two enemies atop a hill. Zoom in with the scope and take off their heads before walking forward and causes a cut-scene. Hop into the water and head towards the downed chopper. Take care of the enemies from afar with your scope to down them, and head forward to find a few enemies running away. Go right to find the pilot to complete the secondary objective by taking him over to the left, and keep going straight in the water to notice a tank rolling over the bridge.



To destroy the tank, you will have to hide behind the rubble and equip the Detonator. Press L1 to aim and get ready to fire at the large tank. If you're shot at this time, you will be interrupted. Fire at the tank to destroy it, and turn right to defeat the enemies that are bundled on the hill before seeking out the remaining enemies to clear the Echo region. Check behind the building, if you're having problems locating them all. Go through the city ruins to find a ton of enemies crowding the streets. Clear them with your team in-toe, and save the allied prisoners.



Walk through the upcoming alleyway to watch a cut-scene and enter a large gated yard. Send your team in with you and pick off all of the enemies with singular shots to the head using your scope. Go around to the left and raid the warehouse, killing everyone inside and grabbing the item on the table on second floor to complete a bonus objective. Go to the bridge outside at Echo and set the explosives to destroy it. With all of the enemies killed, the trip to India and Juliet are walks in the park. Place the satchel within the warehouse at Juliet to destroy the building and complete the mission.





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When the mission begins, equip your silenced weaponry and walk forward. Put on your night vision goggles and stay off of the road. Walk up the path on the right and when you see the guards, begin crawling towards the wall. Look to the left and snipe the guard standing there. Pick off his buddy as he's coming back from down below and quickly run into the yard and go into the building on the right to disable that radio. Stay in this room to kill all of the soldiers that come in (if any are left). If the alarm goes off, you will have to deal with additional enemies later on, so it's best to Restart a few times to get that alarm silenced.



Begin walking to Delta and you will see a building in the distance to the left. There is a guard watching over it, so defeat him first and move towards the guards that are coming after you. Kill them all and move for the gate. Engage the enemies within the missile yard face to face, killing them with your heavier firepower. When the yard is clear, inspect the missile crate to complete an optional secondary objective, and set the explosives on the missile launcher. Clear the area to save the checkpoint.



Head toward Echo and take the rocky path on the right to Foxtrot. There are a handful of enemies around the corner to the left, so it's best to just encounter them and blast away. Equip that rocket launcher and blow away that anti-air tank. Keep walking along the Foxtrot path, which leads to India, to find a few loose enemies (including one atop of a tower structure). Defeat them all and walk to Juliet, where you will find the second missile silo.

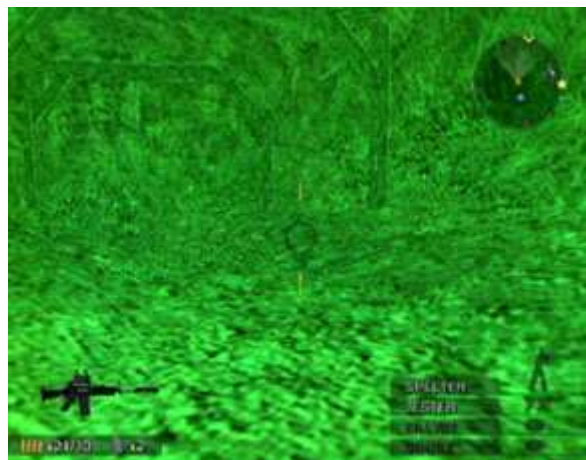


Sneak up there and pick off some guards with the silenced pistol. There's a second radio inside of here, and they will use it to alert the enemy. Disable the radio ASAP and sweep the area, killing every enemy in sight before they release that second missile. Step outside towards Kilo and snipe away at the enemies outside of the gate from afar. When you reach the cave, grab the pick-up with the gun mounted in the bed and charge at the cave to kill and/or disarm many enemies the easy way. Run over any remaining enemies.





Bumrush the station with the radio in your car, running over the guard outside of the gate along the way. Disable the radio and hop out of the cabin to run along and defeat all of the stray Tangos in the region. Blow up the third missile silo to knock out this checkpoint and head toward Papa in the distance. Go up the hill and through the tunnel to Romeo while killing folks along the way to Victor. Go left at the fork to pick off enemies on the way to Whiskey, where you'll encounter even more. Xray follows, but make sure to kill the soldiers between hiding behind crates. Yankee is next, and Zulu is the final checkpoint. Be sure to eliminate the enemies before carrying on. Defeat the enemy next to the missile silo and plant the satchel to destroy it. This concludes the mission.



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A gigantic sandstorm clouds your vision, so get ready to get nasty! Rush forward and grab the turrets from the enemies to blow them away. You can mow down lines upon lines of soldiers before pushing onward and shooting several soldiers straight ahead. Backtrack before you go out of bounds and hop in the vehicle with the mounted weaponry to travel the vast sea of sand in search of more goons to defeat. Go up to the large tank that appears and place the explosives on it to destroy it, and complete the secondary objective.



Hop into the pickup truck and drive it towards Delta. Drive up to the turret at the top of the hill and hop out to use it. Mow down countless amounts of villains, leaving a trail of dead in your wake. Afterwards, enemy vehicles will begin showing up, so destroy them as they come into view to avoid a big mess. Once that is over with, you'll secure the central outpost and complete the objective. Watch the cut-scene and get ready to head for Echo to the right of where you stand. Take the pickup truck once again.



When you arrive, grab the turret and quickly blast away at the opposing forces in the area. Sooner or later a few trucks will pull up, so blast away at them with your turret to destroy them and all of the villains within them. Lastly, another tank appears out of nowhere, so defeat all of the surrounding enemies before going to plant the bomb on the tank to destroy it. Go for India in your truck afterwards, which leads to Juliet. The final stand is coming up, so drive through and hop out once the pickup catches fire. Within here, climb the wall on the left and snipe away at all of the enemies within the compound. Blast away at the ones on your platform before covering your teammates on ground level from above. Once the tank explodes, the mission is cleared.





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Start by walking up to the stairs and popping a cap into the lone Tango standing here. Walk into the building and point left to find another enemy waiting for you. Walk through the building towards the left to find a closed door that you can open and go through. Up ahead is a large maze-like area where you will find a few loose enemies (nothing to worry about, really, just stay alert to kill them easily). You can venture up to the rooftops to pick off the remaining enemies. Run towards Echo to find Marcy Raines.



Restrain Marcy by walking up to her and pressing the X button. Afterwards, kill the two guards by the doorway and walk



over to the window to find another. Blow him away and have Marcy follow you. Cap the guard to the left outside of this room and travel towards Foxtrot. Deliver her to the navigation waypoint, and eliminate the remaining enemies to officially rescue her. A checkpoint ensues as you must head for India and Juliet. Along the way to Juliet, pop a cap into a guard's head as he comes running through the hallway.



After passing the next codename, put up your scope on your weaponry and get ready to pick off a lot of enemies along the stairs leading to a higher ground. Go up the stairs and through the corridors up here, killing enemies as they round the corners to defeat you. Watch the cut-scene on the Kilo bridge, and walk down the stairs to reach Kilo. The enemy soldiers will not take too kindly to your plans, so get prepared to clean up the area. Take cover behind the tank as you wipe them off of the face of the planet, and ascend the stairs to reach Lima.



Go through the building and kill the guard crouched down to the right on your way to Papa. Kill the next guard and, at the checkpoint, look off to the right with your infrared scope to spot a loosey goose to shoot like a moose. Go through the door and shoot the two guards in the living quarters before grabbing the documents on the table. Collect the map, as well, and get ready to face Sarwat. Throw a Flashbang grenade towards him and cuff him.



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As the final mission in North Africa begins, you'll have to find Mahmood and capture him alive. March forward and throw on your scope to snipe away at the enemies, one by one. Headshots are best, as they will quickly down the enemy without much noise. Once you've cleared the highway, walk to Charlie to reach the checkpoint. A military vehicle pulls up and drops off some troops, so hop in and begin driving to waypoint Delta.



Drive through the line of blown out cars and run over the lines of enemies that come out of the woodwork. Hop out and pop a cap into the soldier atop the mountain. Keep driving towards Echo and switch to the cannon to defeat the enemy tank to the right. Continue running over enemies to reach Foxtrot. Hop out of the vehicle and travel on foot. Hug the right walkway and travel up to the city. Zap the enemies as they appear to sustain your health. Go into the building and take the blue prints to complete the objective.



Go over to other "village" and climb atop the rooftops to pick off the enemies from up above. Search the building here to kill another troop and snatch the map. With this completed, go to Kilo to search for the terrorist in question. Kilo turns to Lima, so follow the path and shoot the soldier here. Take the right path to reach the site where the man is hiding out. There are a lot of enemies, including some that drive up in a barracks truck. Just hide behind walls and pop up to pop them out. Your team will capture him after you've cleared the area.



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Nautical Salvage | [Friend or Foe](#) | [Heart of the Fist](#)

Start the South Asia missions by moving forward to Charlie after hopping into the boat. Head left to march onward to Delta, and drive by the enemies to have your gunners take them out. Hop out of the boat and go up the ramp on the right. Head left and move across the bridge after knocking off the guy that was up there. Traverse this large island and watch your radar to spot the enemies as they appear. Zoom in to find and kill them, and make your way towards Juliet. You will see a boat containing quite a few enemies to the left, so zoom in for headshots to avoid confrontation.





Swim towards Juliet and reach the campsite. Hide along the grass and inch towards your enemy. Kill him with the pistol to the head, and take out the guards in the watch towers. Raid the building, killing all enemies inside and snatch the map on the table to complete a bonus mission. Now head towards Kilo, which turns to Lima, and jump up onto the land to the right to bump off the enemies here. It might be best to switch your weapon with theirs, as there's more ammo around. Your call, though.



Pick off (or restrain) the guard to the left on the isle where Lima stands, and Lima will soon turn into Papa. Papa leads to a large battleground chocked full of enemies, so beware! This entire construction yard is littered with enemies. The initial wave is completely unaware, but the last layers will come at full force. Don't forget about the snipers on the rooftops, the containers, and the structures themselves. Head for Victor and kill two enemies along the way. Kill the sniper on the left and the two enemies on the path. Pop the sniper on the building to the left along the way.





Head through the blown out doorway and dispatch the two soldiers inside. Head towards Whiskey and set a charge on the door to blow it open. Go through the many doorways to reach a checkpoint and Xray. At Xray, go through the containers on the right and to the left, picking off enemies as you go. Set the charge on the gate and go inside. Kill the guard to the right, and kill the guard to the left before heading forward to Yankee. Climb into the building and go upstairs to Yankee. Quickly go back downstairs and attempt to intercept the truck. Afterwards, meet your contacts at Zulu.



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This is an escort mission, meaning you'll be banging your head against the wall if Magpie dies. Go forward to Charlie and kill the Tango on your way to Villager #1. Leave your team behind at this point. You cannot be shootin' everything in sight, as your team will certainly be detected. Inch forward to the first villager, and watch the cut-scene as you approach him. Send Magpie over to talk to the villager by bringing up the command menu with the Circle button and selecting "Friendly." Put your gun at the villager and select "Move to Crosshairs." Watch the cut-scene and move towards Delta.



Bust a cap into the soldiers that spot you along the way, and call your team over to assist you. Delta and Echo lead to a handful of enemies that can easily be dispatched from afar. Those shotguns will sweep you off of your feet if they connect, though, so look out. The path to Foxtrot is a fairly boring stroll through the wilderness, so just follow the path until it becomes Villagers #3 and 4. Hold your team back and sneak onward to find villager #4. Send your buddy Magpie in to chat with him.



Afterwards, go to India and save the checkpoint. Juliet is next, so march forward and shoot the enemies on the path. Climb up the wall straight ahead and look left to shoot the sniper on the rooftop. Climb the wall to reach said rooftop and strafe while sniping away at the soldiers down below. Go underground and kill an enemy guarding the radio, which you should disable immediately. Head to Lima afterwards and hit the checkpoint.



Defeat the enemy on the trail, and get ready to fight a small handful of terrorists down the road to Papa. The MG Nest is



across the bridge, so take a gander at it from the other side to find and kill a couple of guards. Continue to Romeo and deal punishment to all of the coordinated guards along the way. Run towards Victor to watch a cut-scene. Go through the water to reach the village. Lines upon lines of enemies attack, so clear the initial load and wait for your team to gather together. Slowly march into the heart of the villages together, killing every terrorist that you can sink your teeth into. It's best to pick their heads off from afar.



This standoff is the area that can really tear Magpie apart, so be very prepared with your ammunition limits and everything. After the village is liberated, hop into the boat and drive away through Whiskeys, Xray and Yankee to finally see Zulu and Satchel. Plant the satchel charge at that location and walk to Zulu after killing some guards to complete the mission.

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#### Nautical Salvage | Friend or Foe | Heart of the Fist

Start by swimming toward Charlie. There are two guards between Charlie and Delta, so eliminate the both of them before moving out. Watch the cut-scene as you confront Echo, and kill the guard behind you. Shoot the guards in the distance (including the one in the moat), and run towards Echo. Kill the two enemies beyond the log and hop over to reach Foxtrot. India appears afterwards, which leads to a few additional Tangos and a building. Kill the first enemy and use a Flashbang grenade to stun Abbas. Restrain him and kill his partner behind him, if he doesn't surrender.



Now, head down to India via the path closest to Foxtrot. This will lead directly into the town rather than going through the front entrance that leads downhill. Kill all of the soldiers behind the turrets first, and everyone else afterwards. Check out the crate near the entry point to complete an objective. Run for Juliet, and enter the underground tunnel via the stairs. Kill the two lollygagging soldiers and work for Lima. Blow away the two guards in the next room and discover another crate, as you'll encounter some sneaky guards in the upcoming hallway.



Raman is in the door in this very same hallway, so equip your Flashbangs and let him have it immediately after popping the door open. After restraining him, follow his tunnel to find a few of his goons slacking off down here. Bust a cap in their asses before killing the other guards storming down the stairs. Kill the terrorist holding the hostage (restrain the hostages) and go full circle. Head for Papa and kill the unsuspecting guard. Move deeper and defeat another guard within the room as you break for Romeo.



Once outside, defeat as many soldiers as you can find straight ahead, and take off the skull of the enemy with the hostage in the shack to the left. You can hold off on restraining the hostage to find more enemies to kill, and grab the contact list on Raman's table. Go up the hill to reach Victor, which turns to Whiskey. Kill the three enemies in this tunnel, and go down to the beach to find three enemies (including two reporting from the turrets). Go right to find three more enemies (two more on turrets again) and place a satchel charge on the boards along the entrance behind them to reveal a guard within this tunnel. Kill/restrain him, and place another charge on the next doorway. Kill the enemy within this shortcut back to Raman's joint. Grab the contact list on his table while you're here.



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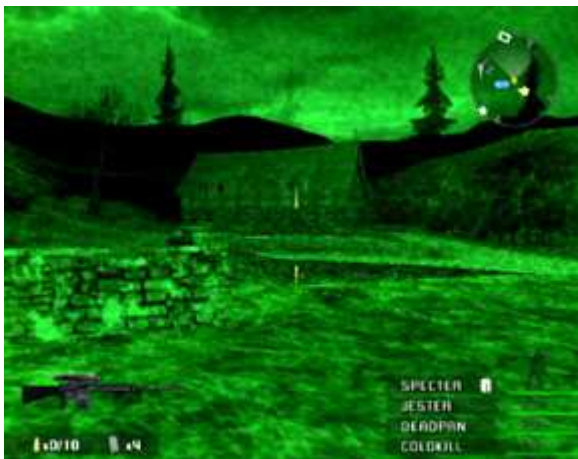
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**Nightcrawler** | [State Security](#) | [Retribution](#) | [Waterlogged](#) | [Brewed Chaos](#)

Sneak across the street and go up the stairs of the bombed out building. Snipe the guard's head walking along the bridge for a quiet kill, and head for Charlie, which shows Delta across the water. Put up your scope and snipe the head of the patrolling guard that's headed your way. Get it? Headed? Go across the way via the ramp to the left, and watch the cut-scene. Snipe the guard in the skull to the left, and reach the checkpoint at the front of the building. Snipe the guard straight ahead as he's running, and walk into the building.



Blow up the windmill with a satchel charge and head for the Overwatch waypoint. Kill the two guards that are headed for the explosion area, and reach the house. Kill the guard to the south and enter the house to bug the phone. Once it's bugged, go into the next room and bug the computer on the table. Exit through the back door and head for India to the extraction point. Snipe the heads of the two guards blocking your way, and shoot the enemy to the north from afar. At the 85m marker, you'll begin to cross a bridge. After you reach the other side, the mission ends. That was... brief.



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Start off by shooting the enemy to the right, beyond the large construction equipment. Go right and shoot the enemy behind you before picking off the three guards holding the First Lady hostage. Run for Delta and shoot the guards arriving at the dock behind you. Afterwards, hop into the boat they rode in on and drive towards Delta, ignoring the two enemy boats that arrive. Go right through the tunnel at Delta to march onward for Echo. Get ready to dodge death as you drive through the city's stream and hop off of it at Echo, going through the small tunnel.





Go right in the tunnel and follow the open paths to reach a checkpoint. Climb up the ladder at the end of the tunnel to reach a building where you have to open some doors to reach the outside—and Foxtrot. Shoot the three enemies outside (one to the right, two to the left) and use the blown-out buildings for cover as you inch toward the string of enemies. With everyone blown to bits, go right through the alley that is absolutely swamped with enemies. Play it smart; this is a tight corridor and you cannot afford to take many shots.

Head through the town and pick up the enemies' primary weapon so you'll have plenty of ammo. Kill all of the enemies that play hide and seek, and once you cross the bridge and go into the building to the left. Snipe away at all of the enemies in the distance as you make your way towards the building to the left. Go around here to reach a checkpoint and Juliet, which is at the town's square. Kill the four enemies scattered near the large monument. Once everyone has been defeated, watch the cut-scene and park the van near the street exit. Gun down everyone in the van that comes by and kill the guards near the statue to complete the mission.



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Hop into your armored hummer across the street and drive over the bridge. Run over any enemies that you see, and all of the enemies at waypoint Charlie. With everyone dead, go across the bridge on foot towards Delta to find a few scattered enemies in the distance. Put on your scope and shoot them away. Kill the enemy inside of the house via the window and the guard to the left of the stairs and go into the house. Go to the basement and secure the building. With every enemy in the stage, currently, defeated, you can hop back into your hummer and head for Echo in the distance.



Follow Foxtrot across the bridge and run over the two guards that appear. Hop out and defeat the enemies within the destroyed building structure. There's one atop the stairs and two to the right afterwards. Don't forget the sniper atop the archway. Kill a loose one roaming along the building, and you'll achieve the checkpoint. Go towards India and snipe the two soldiers atop the rock, and watch out for the pick-up truck containing several enemies, including a gunner that will tear your team to shreds. Get rid of him first, and take out the driver before he can run you over.



Quickly steal the pick-up truck and attack their enemies, but be careful not to get hot-headed and kill your own man. Use their truck to battle with the second pick-up that pulls up to kill you. Go down and pick off the enemies near the building, and secure it by defeating more as they appear. Hop in your truck and take the turret, as you'll have to blow up another pick-up truck that comes by. Pick off some soldiers in the bushes and go to the large house in the corner. Kill the two guards in the front yard and sneak around the corner to shoot the guards in the distance within the pick-up truck, unless you blew it up earlier.



With the barn clear, it's time to sweep up the mine. Go underground to Kilo within the barn, and you'll finally reach a checkpoint. Kill the guard on the spiral staircase and when you see Papa, kill the guard to the left. Disable the generator to the left and go down the stairs to find an enemy in the left hallway. Go left and kill the guard in the circular room. Hit the other generator and head for Papa (you should be around the 45m mark). Pick off the enemy to the far left, way in the distance, and shoot the guard high on the ledge to the right.



Drop off of this ledge and walk down the ramp to get a bird's-eye view of the enemy below you. Kill him, and kill the other enemy to the left. The ramp on the left leads to the arms dealer, so restrain him to secure the bonus mission. Follow this path to find the remaining salt mine enemies, and backtrack to the main room. Walk up the ramp on the left to spot Romeo in the distance. Kill the guard here and the two guards taking a smoke break in the tunnel. You'll come out at Whiskey after killing off another guard, so turn right and blast away at the two enemies. Take in that beautiful weather!



Go through the train cars and defeat the enemies from every side of you (one on the left, one on the right, two straight ahead). In the final train car, turn left and shoot the watcher in the bushes. Go across the tracks and shoot the villains to the right as you approach Yankee. Kill the three enemies in the ditch to the left and hop into the train car for shelter. Destroy the two enemies to the right (your guys will clean up the third one). Go left for Zulu, taking the right path at the fork in the road. There are tons of Tangos in this grassy region, so look on your radar to seek them out.





Head for Zulu afterwards and kill the two guards setting up shop outside of the shack. FATCAT will put down his weaponry so you can restrain him. Job well done, crew.

North Africa	South Asia	Poland
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[Nightcrawler](#) | [State Security](#) | [Retribution](#) | [Waterlogged](#) | [Brewed Chaos](#)

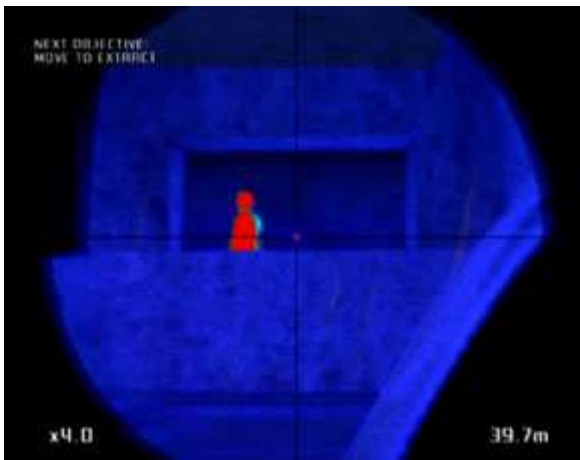
You cannot engage any of the terrorists in this stage! Move to Charlie and quickly to Delta. You'll soon notice a large building with a chimney stack atop it. This is the brewery, and this is the area where you must climb the ladder on the side of the building. Hop through the window and zoom in on the Doctor to complete this task. With this objective complete, go back down the ladder and sneak to the south. Remember that you *can* kill the guards, but you'll lose the bonus objective of going through the mission without harming a fly.



Hug those walls as you inch toward Foxtrot. You will have to dodge the sniper and avoid the two patrolling guards in the alleyway (unless you're not going for the bonus... otherwise just kill everybody!). Hug the right wall very tightly to avoid detection from the patrol as you head for India, and go through the alleyway on the right to reach Juliet. Hop the fence and go through the door to go upstairs. When the guard starts walking away, go outside and quickly to the left. Open the door and go down the stairs. More enemies lurk outside, so stay in and move forward to reach a door. Go through and move to the left to reach Kilo.



Checkpoint. Leap over the two fences at Lima to reach more snipers and take Papa to Romeo while hugging the wall. Make sure the boat passes you before moving forward, as you do not want to be detected. Gryc's waypoint will pop up to the right, so follow it to Victor before or after the boat makes its way around. Zoom in on Gryc to collect the info and head to the extraction point. Be careful of that final Tango down the stretch, as he's the last one to put up a fuss. Reach Xray and up onto solid ground to the extraction point.



North Africa	South Asia	Poland
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[Nightcrawler](#) | [State Security](#) | [Retribution](#) | [Waterlogged](#) | [Brewed Chaos](#)

Move forward and blast away at the two enemies to the left once you're out in the open. With them killed, go to Charlie and kill the two guards hanging around on the porch. Now, run for Charlie itself and engage the soldiers around the area. There are about 8 of them in all directions, and they all close in at the same time, so there is no surefire strategy to get by them. Defeat them all and kill the guard on the stairs while avoiding the boat filled with enemies on turrets.



Climb the stairs and kill the three guards along the catwalks. Snipe away at the enemies in the boat from up here until they're all toast. Those turrets up here work wonders on them. Enter the safehouse near Charlie and kill the lone gunman inside to clear the safehouse. Move to Delta and hop the gate to the warehouse. Take the ladder up and follow the path. Kill the guard on the staircase below, and zoom quickly to the right to kill the rooftop guard. Kill his buddy to the left, and backtrack once everyone is killed. Hop the second fence to reach the checkpoint, and Echo appears.



You'll reach the courtyard, where you'll want to clear one side immediately so you will have some safety room. Clear the sniper from the balcony, as he will surely defeat your team otherwise, and kill the other half of the area. There's one guard inside of a door, so bump him off. Hop the fence to Foxtrot, which turns to India at 90m away. Kill the sniper on the right-center rooftop, and kill the guard beyond the brick wall to the right. Climb the stairs and kill the terrorist to the right. Climb the walls to the left and defeat the other rooftop sniper. Climb down all the way and kill the enemy at the turret in the distance.





India is inside of the warehouse, so get prepared for some violent resistance. Go in and kill Mironova immediately before moving on to kill the others. This completes part one of the mission. It's best to attack these guys from above via the ladder outside. Run outside and take over the turret at the northwest position. Defeat all of the enemies on the bridge and on ground level. Run to Kilo and exterminate the troops with your own automatic weaponry. Run to Juliet to defend your stance once again.



After clearing Juliet again with fire to the ground level. Run inside of the warehouse at India to fend off the room as they trample your defenses. Just watch your map and run to defeat the enemies as they pop up. Do not let them get to you. Defend the open-ended room and kill the guards as they come at you. Gryc will be included in this lot. The final enemy comes from behind you.



Congratulations! You've completed SOCOM 3! Now go kick back and watch some TV, eat some buffalo wings, and do other things that are bad for your health to celebrate such a job well done!

# Multiplayer

Teamwork is the key on every single map/mode you play. If you do not have an extra gunner, you have very little chances of survival. This point will be brought up several times. Take note and have fun!

## Suppression

### Objective Overview

During the Suppression crash course, you will need to conserve your troops as much as possible. The game mode is timed, and while you don't necessarily need to defeat every enemy on the opposing team, you will need to have more troops alive than the opposition. The tactics you use to complete the objective will determine everything, as if you rush in to defeat the enemies, you may end up killing yourself if their defense is strong enough—and thus completing the exact opposite of what you wanted to accomplish. Note that you can defeat all of the enemies instead of just having more allies within the time limit. If you're ahead by a big lead (by three or four), it's best to sit back and go into defensive stance. This varies from Seal to Terrorist.

### Strategies

The best thing to do here is scout about. If you're playing multiple sets with the same group of enemies, note their strategies by scouting and seeing what they do for yourself. Once you've figured out their patterns, have a few of your snipers set up shop around the corridors that the enemy casually seeks out. It's okay to sacrifice a match for the sake of feeling out your enemy. As for attacking, it's best to travel in packs. Make sure you have wingmen at your sides to spot and brush off enemy fire. The Terrorists have a few advantages over the Navy Seals, and the most dominant one of all is the ability to kick back and let your defenses do the trick, considering you have the ability to set mines in places to blow those Seals out of the water (or elsewhere). Split their troops evenly in groups of eights or fours, and go through separate checkpoints to eventually encounter the enemy. As long as you have three to four Terrorists in each group, you should be strong enough to seek and destroy. Cover fire is vital to survival.

## Breach

### Objective Overview

The Terrorists have to keep a defensive stance throughout the Breach match-up, as the Navy Seals will come after their properties to plant charges. If successful, the Seals will plant the satchels and blow up the points—and thus win the match. The Terrorists must defend their forts by planting mines around the area to defeat the Seals. If their territory goes unscratched by the time limit, the Terrorists win the match.

### Strategies

Both of the strategies are fairly obvious, as the Seals must infiltrate the Terrorist bases and destroy their workshops by planting charges in the specific area. Once this is successful in all of their regions, you will win the match. There are multiple ways to look around for the bases, but it's best to go in hordes to avoid getting blown to smithereens by enemy fire and to detect the mines with little mess. Chances are that beyond the mines, a few Terrorists will be waiting to claim your lives; hence why it's best to go in bunches for cover fire. The charger will need back-up to protect his hide. Look out for enemies that leap over walls near the point of protection, as they can startle the casual gamer. Try using armored vehicles when moving from point A to point B, which makes things a lot easier. As for Terrorists, again, this should be very apparent judging by the objective. You will have to defend your fort! Do not let anybody even get near you! Take no prisoners! Kill, kill, kill! Oops, sorry, we got ahead of ourselves. It's a lot harder to defend your area by just going on a massive killing spree, as you'll get cut down by enemy fire along the way. Set up mines to use as traps, and place them in less-than-obvious places to catch the enemy off-guard. Use a sniper to pick off anybody that goes around your mines for the ultimate defensive effort. Hide behind crates or other goodies to catch the enemy off-guard, and make him/her pay for that mistake. If you're not into defensive tactics, try jumping the Breach walls to shake up the enemy offense, and hopefully catch them off-guard.

## Demolition

### Objective Overview

Think of this as explosive war, as each of the teams will have to make a run for a bomb (usually stationed in the central position on the map) and dash for the enemy HQ. After planting the bomb, the enemy can quickly defuse it, so you may want to stick around for a while to take out any enemies that might be lurking around the corners. On the defense, you will want to stick around and hide behind something. You can kill the bomber immediately or simply defuse the bomb. Of course, that's easier said than done, but checking that compass should let you know what's up from time to time.

### Strategies

This all depends on your general outlook of the battle, no matter who you use. If you're more of a defensive fella, you'll want to hide in the areas where they'd least expect you between your fortress and the bomb, that way you can leap out of nowhere to defend your palace of goodness. You can even set up shop near your HQ, if you're into that, and rig the

place with snipers to attack the initial wave, and bombs carefully placed after that. The opposing team will likely be so scared of dying from the sniper that they won't notice those claymores. Boooooom! About the best bombing strategy to use is to go on the offense, taking all but three of your men (those three protect the base) in and attempt to kill all of the Terrorists. While they're defending themselves, they may leave their base open to attack. Grab that bomb and plant it once they're backed into a corner. With the Terrorists, your tiny little bombs will come up big in Demolition mode, all you Terrorists out there! You can use the vehicle mines to destroy the Seals as they drive through popular riding areas to really mess them up, and even planting mines around the bomb itself and sit back to watch them turn into chunks of meat as they reach for that bomb. Be careful when rushing the bomb into the Seal base, as you will have to likely traverse through sniper-ridden areas. Keep some troops stationed back at your headquarters as you charge into the enemy base in waves, carefully protecting the bomb carrier. Try to be coordinated as you run in to avoid snipers taking your head off.

## Escort

### Objective Overview

This one is exactly as it sounds. The Seals and Terrorists are virtually the same team in terms of objectives, as it's simply the Escorting Team and the Elimination Team. The Escorting Team must escort two (minimum) of the three targets out of harm's way or eliminate the opposition entirely, and the Elimination Team must kill all of the targets or eliminate the opposition entirely.

### Strategies

On the Escorting Team's side of things, you can painlessly take a heavy duty vehicle and hop in with the targets to escort them a lot easier. Of course, the Elimination Team could easily take out the targets by shooting them through the windows, but it's a lot harder to hit them if you're speeding through the region in your vehicle than walking carefully on foot. You'll have to be wary of where you drive, however, as explosives may cause some spills here and there. It's also wise to have different squads within your Escorting Team take the targets in different directions. The enemy likely won't anticipate this, and they likely won't be able to hit all of their targets. On the Elimination Team, it's a lot easier to go after the targets rather than go after all of the Escorting Team. You have the time limit working in your favor, so hiding is not really an option for the opposing team. Set up shop within the woods or in areas that are obstructed from the opposing team's view, and pick off their drivers as they come by. This makes for easy-pickings against the targets. Your opponents will likely blow the entire thing by taking all three targets together, allowing you to kill them in one quick blow with a rocket launcher or some other sort of heavy firepower. Like shootin' fish in a barrel!

## Control

### Objective Overview

In the Control guidelines, you will have to stick beacons on properties within the map to clarify that you control it. In other words, you place little thingies on separate sections of the map to claim that portion of land. The team with the most areas claimed will win the match, and once a beacon is placed, it cannot be destroyed. The enemy can also place a beacon on the same map space, hence why it's wise to travel together and leave defenders behind to eradicate such circumstances before that become a problem. Obviously, you can also kill all of the enemies to win the match.

### Strategies

Using your dangerous squad of rightful lawmen or deadly terrorists, you will want to get around the map as quickly as possible to avoid confrontation with the opposing team too much, and to claim as much land as possible. This becomes a staple with using large vehicles that can hold a lot of troops. You can use the smoke grenades to fog the view and shoot the predators on the defensive side of the ball club with either team. Keep your defenders on duty, as they'll be in charge of keeping the property solely yours. Your team is only as good as every person on it in this mode, more so than the others, so all you newbies better learn the ropes—fast!

## Extraction

### Objective Overview

This is a hostage situation in the most tedious of conditions. There are two teams, and both the Seals and Terrorists are alike in this, as the teams consist of the Extraction Team and the Renegade Team. The Extraction team must rescue two hostages being held by the Renegade Team, and the Renegade Team must stop them from rescuing said hostages without accidentally killing them. If the Renegade Team bumps off one of their hostages, it will count as a rescued hostage for the Extraction Team. You can also defeat the entire team on either side to win.

### Strategies

On the extraction team, you'll have a really tough time penetrating the defenses. The hostages are going to be nearly impossible to reach without bloodshed of some sort, so send in a handful of troops in separate teams to different areas. Use formations with wingmen to eliminate the enemies, if you encounter any. Carry C4 in case you need to blow down breach objects to get through areas (we had a few hostages kick the bucket from C4 explosions, so be careful as hostages *can* reside beyond the breach walls). You can use the old "Which hand is the peanut in?" trick by sending in a bluff squad to fight the enemies and either send in a back-up team to assist or send in a rescue team from a different



direction. Teamwork is key here! On the Renegade side of the ball, place mines to blow up any vehicles that may or may not come around. If you sink their battleship full of troops, you remove a huge part of their strategy. Be sure to place hostages next to the breach walls, since this can work in your favor. Don't do this too often, since you're playing real people that spot patterns. The easiest way to clear the stage is by dividing your troops into two groups, and sending one along the outer corridors to take out the enemies that storm the place. The second group can defend the hostages.

## Convoy

### Objective Overview

The Terrorists and Navy Seals have vastly different objectives in this game mode, as the Terrorists will control cargo-loading trucks and drive towards the loading points. After hopping out, they can walk over to the piece of equipment and load it into the truck. The objective is to take it to the drop point with either of the vehicles successfully. For the Seals, you will simply have to stop both of the trucks from making it to the drop point.

### Strategies

Obviously, the Seals and Terrorists have very different approaches to the battle. For the Seals, you will definitely want to keep a keen eye on the Terrorist movement. You can stack the odds against the Terrorists at the loading sites, as it is incredibly tough to defeat them once they've gotten away. Stack the odds against them by throwing some snipers around to snatch the life away from the drivers of the trucks, planting mines to take out their cargo vehicles near the site, or set up an ambush by parking your vehicles in front of the cargo and busting a cap once they hit this "roadblock." Try to have a few people equip RPG's to take out the convoy and support vehicles. On the Terrorist side of things, you'll want to protect your drivers above all else, as things will be a lot slower without a fast vehicle to take you to and from the pick-up point. Watch that clock, as you could definitely lose very easily by not paying attention to the time limit. Use explosives on the breach points to carry on, and use the armored vehicle to lead the way. If you take damage with it instead of your cargo truck, you'll have a better chance of winning (especially if they bust out the rocket launchers). Simply put, it's not easy being a Terrorist, specifically in Convoy mode.

*Special thanks to Leroy O'Grady for his SOCOM expertise. He's da man, dog.*