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OFFICIAL GAME GUIDE

MERCENARIES 2

WORLD IN FLAMES



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BASED ON A GAME
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WRITTEN BY

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CONTENTS:

01: GUN FOR HIRE.....	2
02: TOOLS OF THE TRADE.....	9
XBOX ACHIEVEMENTS.....	18
03: FACTIONS	21
04: FULL INVENTORY	28
05: MAP OF VENEZUELA.....	60
06: FACTION: PMC.....	62
FACTION: UNIVERSAL PETROLEUM ..	89
FACTION: PEOPLE'S LIBERATION ARMY OF VENEZUELA....	113
FACTION: PIRATES	135
FACTION: CHINESE.....	152
FACTION: ALLIED NATIONS (AN) ..	174
FINAL CONTRACT:.....	194
07: SPARE PARTS.....	197
08: MULTIPLAYER STRATEGIES...206	

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Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in *Halo* as well as arranging a perfect little village in *Animal Crossing*. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

We want to hear from you! E-mail comments and feedback to cbrowne@primagames.com.

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01: GUN FOR HIRE

PANIC IN VENEZUELA

Venezuela, one of the jewels of South America, is threatened. Not from the outside—but from within. A military coup, lead by General Carlos Carmona, to overthrow the democratically elected government has failed, leaving the nation in a state of distress. Faith in the military has been permanently shaken, as the very forces charged with protecting Venezuela have splintered into two factions—those that are loyal to Venezuela, and those that pledge themselves only to Carmona. Trust is a precious commodity in Venezuela now. The nation is only one disaster away from devolving into the “every man for himself” mentality that can rip a people apart.

Carmona's loyalists are unable to spring their leader from captivity on Isla de Muerta. Enter Roman Solano, a brilliant and ruthless businessman known throughout Venezuela by his carefully cultivated populist message. Instead of sending more Venezuelan soldiers to die in what could be a very messy prison break, Solano does what all good corporate titans do—he delegates. Solano hires a mercenary to slip into Venezuela and liberate Carmona from prison in the hopes of repairing the widening rift in the nation. Solano, schooled in the underworld dealings of soldiers of fortune by the leader of his security detail, Blanco, decides to hire a mercenary.

his prison. The mercenary takes Carmona back to Solano's villa near the city of Maracaibo to collect payment and then vanish back into the murky world of “gun for hire.”



But today, there is no honor amongst thieves. Blanco and Solano double-cross the merc. Solano only wanted Carmona freed so that his coup would be complete and all of Venezuela would be brought under his well-manicured fist. But the mercenary escapes the hit job with only a little parting gift. As the mercenary swims away from Solano's villa, thoughts naturally turn to revenge. Revenge against Blanco. Against Carmona. And especially against that snake Solano.

Revenge may be a satisfying job, but it's not necessarily an easy one. Solano and Carmona



A lone mercenary answers the call and heads into Venezuela to consider the contract. It helps that the merc is quite familiar with Blanco, as he is a familiar face on the mercenary circuit. Assured that the job is legit and the pay is good, the merc accepts the deal.

As Solano expected, the operation goes off without incident. The professional mercenary raids the island and Carmona is able to escape



have consolidated power. The Venezuelan army, the VZ, is purged of dissenters. Only Carmona's loyal remain. Solano announces to his fellow countrymen a plan to nationalize Venezuela's greatest resource—oil. Solano promises to use to proceeds of oil sales to lift every Venezuelan up, but in reality, Solano only intends to use the nation's considerable oil supplies as a bargaining chip to get a seat among the world's elite. He wants to put Venezuela in the big game, with himself as the star player.



Sure, eliminating Solano, Carmona, and Blanco would do the people of Venezuela a great favor. But altruism isn't in the mercenary's charter. In addition to revenge, the merc must integrate with the various factions within Venezuela to earn money and gain access to military-grade hardware. But where to install the new HQ? What piece of real estate would tell Solano that he made the biggest mistake of his life—a life that won't last much longer—in wronging this mercenary.

He could have paid for Carmona's release in dollars.

Now he will pay in blood.

THE PMC

The PMC is the name of your mercenary group. After Solano and Blanco sold you out, your business in Venezuela took a turn toward the personal, which is usually considered a mortal sin to the PMC. All that matters is money. Getting out alive actually comes second.

THE MERCS

When you first land in Venezuela, you must select one of the three mercenaries. Each mercenary is a pure killing machine, capable of tearing apart an entire army with both skill and ingenuity. (A little luck doesn't hurt, either.) There are no differences in how the story unfolds with each mercenary, so don't worry about missing out on anything by choosing the Viking warrior, Nilsson, over the black widow, Mui. However, once you make a choice, it's final. The only way to change mercenaries is to invade Venezuela all over again.

Mattias Nilsson

From the files of the PMC:

Mattias thrives on chaos. He loves it when governments collapse and things go crazy. He hates authority and doesn't care for people in general, but sometimes shows a soft spot for the little guy trying to get by. He doesn't care about his personal safety, doesn't care if he lives or dies. He just likes having fun.



Mattias Nilsson the daredevil



GUN FOR HIRE



Chris Jacobs

From the files of the PMC:

Chris is a hearty, larger-than-life figure. Faced with the worst mankind can do, Chris reacts with a wry smile and a smart-ass remark. He doesn't expect any better. His only problem is figuring out who the bad guys are—it used to be so easy. Now he's not so sure.



Chris Jacobs in action



Jennifer Mui

From the files of the PMC:

Mui (Jen only to her friends) is the most expensive mercenary on earth. If it seems like she focuses on money and nothing else, it's because she focuses on money and nothing else. She finds it amusing that there are people dumb enough to think anything else is important.



Jennifer Mui—as beautiful as she is deadly

TEAM SUPPORT

After setting up the remote PMC HQ in Venezuela, you work closely with PMC Technical Officer Fiona Taylor to coordinate contacts, contracts, and other business dealings.

Venezuela is a huge place, though, and you may need more than just two sets of hands to work all the levers. As you get closer to Blanco and Solano by working with the factions, you must keep your ears open for information about potential hires in Venezuela. Allies are few and far between in hostile territory like this, but you might be surprised by the rogues you find around the country. Solano hasn't exactly fostered good will with some high-level players in Venezuela and you could persuade them to work toward his downfall. The promise of money might pique their interest, too.

Fiona



Fiona Taylor is your best asset while working the angles in Venezuela. She is a fountain of information, almost instinctively understanding the ins and outs of the nation and its different factions. While you are out in the country making a general mess of things (on purpose), Fiona works diligently at the PMC HQ to sniff out new contacts and contracts.

While you are in the field, Fiona is in constant communication with you via an earpiece and your PDA. She has hacked into CIA satellites and can see almost anywhere in Venezuela, giving you advance intel on a situation—often seconds before it goes bad. When new objectives arise or she discovers special routes, she updates your PDA with markers to help you navigate the expansive countryside. Fiona also hops on the radio to share information about your new employers in Venezuela, alerting you of any possible harm you are about to do to your reputation.

NOTE

The purple car out front of the PMC HQ—the Racing Inferno? That's Fiona's personal ride. If you borrow it and destroy it, you owe Fiona \$15,000.



Fiona is almost always glued to her computers, gathering intel on the different factions. But she's more than happy to push back from her desk and talk to you.



GUN FOR HIRE

Ewan

Venezuela is just too big to travel entirely on foot. Sometimes you need to hitch a ride to get from one side of the country to the other. You need somebody like Ewan, a chopper pilot who is currently employed by Universal Petroleum when you first arrive in Venezuela. The Irishman is a cool character who responds well under pressure, making him an ideal delivery man in tough situations. He uses his chopper, the *Lucky Lady*, to cart support drops and spare vehicles into war zones. And so far, the chopper has lived up to its name. Ewan doesn't have a scratch on him.



You meet Ewan while working with the oil company. If you can woo Ewan away from his employer, he becomes a tremendous asset to the PMC. He shuttles you around the country for free (you only pay for the fuel). And unless his life is directly threatened by anti-air defenses, he risks swooping down to drop off the vehicles and gear you buy from the various factions without needing a single "thank you."



After Ewan joins the PMC, he sets up a lounge on the second floor. Visit Ewan anytime you need a lift.



Eva

Admittedly, you're hard on your toys. You need a mechanic to join the PMC to keep the fleet in tip-top shape as well as build vehicles you can buy directly at HQ in the event that you've spoiled your rep with the other factions and they refuse to sell to you. Eva works in her own garage to the east of Maracaibo. She is very hesitant to join the PMC, so you must convince her by running a series of errands for her without taking payment. Fortunately for you, these errands involve stealing and causing trouble. Those are two of your specialties.



Eva is not driven by greed. She is deeply offended by Solano and wants him put out of business. Whenever you drift toward thinking only about money and mayhem, Eva's on hand to remind you that there are higher causes than self. And she's right. The people of Venezuela desperately need to get rid of Solano. Just don't let on that you have a soft spot. You have a reputation to think of, you know.

EVA'S INVENTORY

After Eva joins the PMC, you can buy vehicles from her at a good discount. To unlock all the vehicles, complete Eva's training exercises.

Eva's Shop Items	Cost
Cacharro de Muerte	\$20K
Bogden Buggy	\$25K
The Norse Wind	\$25K
Black Heart	\$50K
Saboteur	\$50K
Panzercycle	\$75K
Scorcher	\$150K
Vulcan 4x4	\$400K
Triton Patrol Boat	\$500K
Urban Commando	\$1000K



Eva installs a garage on the first floor of the PMC HQ. If you ever need to buy a vehicle at HQ, talk to her.

GUN FOR HIRE

Misha

Sometimes you need to fight fire with a firestorm. Some targets in Venezuela are so large you cannot take them down with conventional weapons like C4 and grenades. You need something with a little more *oomph*. You need air strikes. Which means you need Misha. Misha is a jet pilot in exile up in the pirate islands. He's hiding out from a vengeful VZ official, so if you scratch Misha's back, he'll scratch yours—and scratch entire buildings right off the map.

After Misha joins the PMC, you can call on him to drop bombs and other munitions on designated targets. You must earn Eva's trust before she tells you about Misha, though, so if you want the benefits of air strikes—and they are a necessity in the second half of your mission to dispose of Solano—you'd better please Eva.



Misha is a lush, but he has a heart of gold.

02: TOOLS OF THE TRADE

MERCENARY SCHOOL

You've been double-crossed, swindled out of your paycheck, and left for dead in a foreign country. For anybody else, that's a very bad day. But for a mercenary in the PMC, there's another name for it: Tuesday. Your survival training and inventiveness have gotten you out of tougher spots. But the situation in Venezuela threatens to rapidly devolve into pure chaos, and that stands to make this revenge-fueled operation your biggest test yet in the field. Only with a full grasp of every tool at your singed fingertips can you raise the cash needed to launch a full-scale attack on the treacherous Solano and restore some semblance of order to Venezuela. Usually you're not down for humanitarian missions, but you have a good reason to make an exception this time. And that reason was just pulled out of your upper thigh with a pair of alcohol-soaked needle-nose pliers.

HUD

Your head-up display (HUD) is an ever-present information service that provides necessary facts about your current status. Think of it as a real-time situation report, or sit-rep, as they like to call it in the real military.



- 1. Health:** This tracks your vitality and stamina. When in Freeplay mode, if your health reaches zero you are automatically medevaced back to PMC HQ. At this point, if you're in a contract you are given the option to retry it, which will restart you at the last checkpoint in the contract, or the beginning of the contract if no checkpoint has been reached. If you're taking on one of the missions prior to the establishment of the PMC, you will automatically restart the contract at the beginning or at a checkpoint. However, if you manage to find cover before the meter zeroes out, your health will quickly climb back to 25, and then gradually increase back to 100.
- 2. Radar/Minimap:** This minimap displays your immediate surroundings. Current objectives are marked, as well as the location of faction HQs. Tougher enemy units and positions (tanks, choppers, occupied buildings) are denoted in red.
- 3. Fuel:** Acquiring fuel is a top priority. You cannot call in support drops or air strikes without fuel reserves. Buy PMC fuel storage upgrades to increase your maximum amount of fuel reserves.
- 4. Cash:** There is no such thing as a free lunch in Venezuela. Keep track of your cash so you can buy weapons and vehicles. Complete contracts and bounties to earn extra scratch.
- 5. Explosives:** You carry both grenades and C4 charges. Your currently selected explosive and the number available is denoted here.

6. Weapon/Ammo Count: This shows the weapon you have selected (you can carry two) and how much ammo you have for it.

7. Disguise: If you are using a faction or civilian vehicle, this meter shows the integrity of your current disguise. If you're spotted, this meter rapidly drains. Find cover to restore your disguise.

8. Target Cursor: This is your targeting cursor, which shows where you are shooting. The small meter beneath it notes the health/hull integrity of your target. When the meter empties, your target is out of commission.

9. Support Menu: This quick-access menu lists the three currently selected support items you can order up while in the field. Any special support options, such as calling for an extraction of a specific target or requesting a faction strike team, are added to the support menu in specific situations. To scroll through the support menu, press up or down on the d-pad.

SURVIVING AND THRIVING

PMC Health Care Plan

The PMC flies under the radar, so you're on your own. You must acquire first-aid while in the field. As previously mentioned, if you ever drop below 25 health, seek immediate cover. You quickly regenerate health up to 25. From there, your health will gradually make its way back up to being full. Seek out first-aid kits hidden inside villages and outposts or call in a support drop that contains a first-aid kit to regain health more quickly. One first-aid kit restores about half of your health. (First-aid kits are noted with little crosses in the field.) Even better is a health crate, which is marked with red and white stickers, Bash open the crate with a melee attack and first-aid kits spill out.

OVERVIEW

NOTE

Through equal parts resilience and good luck, you often find yourself barely surviving a major blast or hit with just 1 health. The screen turns red and you hear your heart beating as if the drummer from the Red Russian Army marching band was following right behind you. At such times, getting to cover ASAP supersedes all other objectives.

If you get in real trouble out in the field and there is no hope of finding a first-aid kit, you can call in for a medevac. This feature is available after Ewan the helicopter pilot joins the PMC team (don't worry, this happens pretty early after your arrival in Venezuela). Ewan swoops in like a guardian angel with a thick Irish brogue and takes you back to the PMC HQ. However, Ewan is not a philanthropist. He charges \$10,000 for the pick-up.

Fuel

Running out of gas is a serious problem. Fortunately, Venezuela has a bustling oil industry (which has been hijacked by the greedy Universal Petroleum, mind you), so fuel supplies are plentiful in the country. You are paid in fuel in early missions, but soon you are responsible for replenishing your own supplies. Once Ewan is on the team, you can steal fuel supplies you run across when completing your contracts or just looking around.



When you spot a fuel tank like this, simply walk up to it and tag it with the Action key. A small green beacon appears above the fuel tank and the extraction option appears on your support menu. Step back and toss a smoke grenade to let Ewan know where to find the fuel tank. Within a minute, Ewan drops down and grabs the tank with his winch. He then carries it off to the PMC HQ where 500 fuel units are added to your fuel supply.

CAUTION

Most fuel is controlled by a specific faction. That faction's flag is painted on the tank. Even if you are in good with a faction, stealing fuel right in front of their eyes is a good way to quickly piss them off! Make sure nobody is looking if you plan on snatching a fuel tank from one of your friends.

TIP

Whenever you blow up a vehicle, either an enemy vehicle or your own if you've just driven it until it explodes, pick up the small fuel tank that falls on the ground from the wreckage. It's worth 25 fuel.

NOTE

A nearby fuel tank shows up on your minimap as a green droplet of oil.

NOTE

In addition to fuel tanks, you can also find munitions in the field, like bombing runs. Those show up as green bombs on your minimap.

Cash Money

"Everybody pays." That's not just a gruff promise of revenge, it's a business motto. The PMC operates strictly on a cash basis. To increase your cash supply, you must accept contracts from the different factions. Almost every faction offers cash as part of the reward for completing a contract. (Vehicles and support items are often also part of the payment.) There is no payment for only partially completing a mission—it's all or nothing. The tougher the gig, the more cash is offered as part of the reward.

NOTE

Many factions offer standing bounties for eliminating their enemies' assets. You can pocket small change by just shooting down a soldier in a rival faction. It's only about \$5,000 a pop, but that adds up over time.

Cash is used primarily to buy support items from the different factions. When you first come into contact with a faction, most of its shop inventories are blocked. As you complete contracts for the faction, more and more items are unlocked for purchase. The general rule of "you get what you pay for" applies here. The more expensive an item or vehicle, the more powerful it is.



Much like locating fuel tanks out in the wild, you often find briefcases full of cash and entire pallets of bills. The briefcases of cash are worth approximately \$25,000, while the bigger stashes—which require Ewan to fly in and pick up—are worth much more: \$100,000. If you come across a pallet of cash and you haven't yet recruited Ewan, you have the option of blasting the pallet with a grenade, which blows the stash into smaller bundles that you can then pick up yourself, but it will only be worth half of the stash's original value.

NOTE

A nearby pallet of cash shows up on your minimap as a green dollar sign.

PDA



One of your handiest tools is your PDA. You can access this portable information center at any time and call up a plethora of pertinent data. When you first open the PDA, it immediately take you to a map screen that shows you much more real estate than your on-screen minimap. On this PDA map, you can see the faction HQs and outposts, the location of your next objective if you are in the middle of a contract (it's marked with a yellow exclamation point in a triangle), and any standing bounties you receive from the factions, such as high-value targets (HVTs), you have been asked to terminate or bring to justice.

But that's just the tip of the info iceberg in your hands. While looking at the map, you can run a cursor over faction outposts to see what contracts are currently available, or gather payment information on a bounty. You can also look at a tab of all of the factions you currently have contacted and see not only what options you have open, but view lists of potential rewards for completing a job. For example, after befriendling the People's Liberation Army of Venezuela (PLAV) faction, you can pull out a tab that shows you how many billboards you've destroyed for the faction and see what the next reward threshold is.



Faction listings in your PDA

Scrolling through the different sections of the PDA reveals even more. The factions tab shows you your current standing with each faction, such as "friendly" or "hostile." This is critical information to have before stepping into territory that a faction controls. If you saunter into a base controlled by the PLAV and you've wronged them by taking a contract with their rival faction, Universal Petroleum, you should expect to be shot at. Repeatedly.



Stockpile tab in your PDA

The next tab in your PDA lets you manage your personal inventory. Faction chiefs will often reward you not only with cash, but also new vehicles and support items. From this menu, you can scroll through your stockpile of stuff. The vehicles are divided into categories like military vehicles, civilian vehicles, and helicopters. Inside each header, you can see exactly what vehicles you have been awarded or purchased. From here, select a vehicle or support item to place in your support menu. You have three slots in your support menu to fill. They can be changed at any time. After you've placed an item in your support menu, you then just scroll through the list while in the field by pressing up and down on the d-pad.



Game information menu

Finally, your PDA has a section where you can review past conversations with characters, recheck mission objectives while in the middle of a contract, as well as look over your in-game progress. The PDA tracks stats like how much of the game you have completed, how many vehicles you have unlocked, and so on.

ACTION STAR

You cannot spend all your time with your head in your PDA. You must get out there and mix it up with the locals, taking jobs to earn cash and vehicles, and keeping your

ears open for any information on Blanco, Carmona, or Solano. Knowing what your merc is capable of is essential for survival. And your merc is capable of a lot of mischief-making.

THE BASICS

You've played a game before. You know that moving that left stick around makes your hero run. You know all about jump buttons. You figured out after two seconds that the right stick handles the camera. What you really want to know is how do you blow stuff up real good. Because that's what we're all really here for.

Gun Combat



You can carry only two weapons at a time. You begin your operation with a single firearm and not very much ammo. It is critical that you keep one eye on your ammo count and the other on the ground so you can scavenge guns from dead enemies. When you step over a weapon that you want to pick up, hold the Action button command that flashes on-screen. If you only have one weapon, you holster it and immediately carry the new one you've just picked up. If you have two weapons when you try to pick up a gun, you drop to the ground the weapon currently in your hands in favor of the new gun.

When your target cursor turns red, you are aiming directly at an enemy. (If the cursor turns blue, you're pointing at a friend. You can still shoot, but be ready for some consequences.) Pull the right trigger to fire your weapon. If you hold down the trigger, you fire until your clip runs dry. The next time you pull the trigger, you reload the gun, which takes a couple of seconds. You can reload any time with the Reload button.

OVERVIEW

TIP

Reload anytime you are not in a hostile situation. That way you are set with a full clip when trouble starts. Time spent reloading a weapon during combat is time spent as a sitting duck.



Looking for something to shoot? Click the right stick in to switch to your binoculars and scan your surroundings. Any targets, human or vehicle, are noted on-screen.

Melee Combat



You're not trained in martial arts, but you sure know how to swing an elbow. If you are out of bullets or find yourself in a close-combat situation, press the Bash button to send out a melee attack that instantly drops an enemy.

NOTE

Melee attacks are necessary to take down high-value targets and bring them in alive for your various employers.

Explosives



You have two types of explosives: grenades and C4. To switch between your explosives, press left on the d-pad. To use the explosive selected, press the Grenade button, which is the left button above the left trigger. If you have a grenade selected, you throw the grenade in the direction of your target cursor—no matter which way you are running. If you are running away from an enemy, you throw the grenade over your shoulder. If you are running to the side, you toss the grenade away as you move. Naturally, you do not get as much distance with the grenade while throwing it back or to the side as you do if you are looking directly at your target.



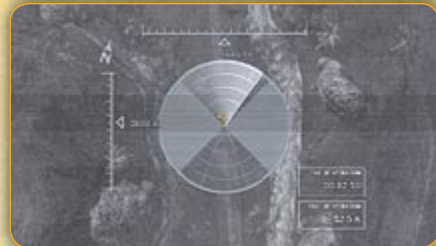
You throw C4 in the same way, but unlike a grenade, it does not explode after a few seconds. A C4 charge sticks to any surface and then flashes a red light. On-screen, the C4 charge in the upper-left corner is replaced with a detonator icon. Your merc even carries a detonator in his or her hand. The next time you press the Grenade button, the C4 charge explodes. You can lay out as many C4 charges as you want by switching back to the C4 while holding the detonator by pressing left on the d-pad. All of the charges you have set explode at the same time when you use the detonator.

CAUTION

C4 has a huge blast radius, so put some distance between you and the explosive before detonating it.

Using Air Strikes

Air strikes? Now we're getting into the big stuff—the *fun* stuff. Once you have acquired air strikes, place them on your support menu to use them in combat. Many of the air strikes are called in by placing a smoke grenade next to a target, painting a target with a laser, or attaching a beacon to the target. However, some air strikes, like rocket artillery strikes, use satellites for target tracking.



After selecting the air strike from your support menu, you automatically switch to the satellite view. You look straight down on your immediate surroundings. Move the target cursor with the left stick and press the Jump button over the designated target. Now, a radar sweep appears on-screen. Press the Jump button when the radar sweep crosses one of the colored zones on-screen. When you hit all required zones, the air strike is deployed.

CAUTION

The longer it takes you to set your target and input the commands on the radar sweep, the more the air strike costs. Watch the money meter on the bottom-right corner of the screen. You can spend as much aiming the air strike as you did when buying it from a shop.

NOTE

The list of air strikes in chapter 4 denotes what targeting mechanism each strike uses. Each air strike targeting mechanism has its strengths and weaknesses. For example, the beacon can be disrupted by a radar jammer.

Until the jammer is destroyed, the air strike will not commence. Some air strikes, such as those called in with smoke, are dropped at a lower altitude, making the pilot vulnerable to anti-air guns.

VEHICLES

Getting from one end of Venezuela to the other on foot isn't always practical, especially when you're under time constraints and have ten of Solano's thugs shooting at you. Fortunately, you are an expert driver and pilot, able to command any automobile, truck, boat, or chopper in the country.

Hijacking Vehicles



Many vehicles are just there for the taking. Walk right up to the vehicle and press the Action button to take control and speed away. However, some vehicles have current occupants—a problem that's easily remedied. To hijack a vehicle, walk up to the driver's side of the vehicle (or to the small wheel icon on something bigger, such as a tank) and press the Action button. If you are swiping a civilian vehicle or something basic like a jeep, you simply toss out the driver and replace him.



Larger vehicles occupied by enemy troops are a bit more complicated to hijack. When you approach the vehicle's wheel icon, you go into a contextual command sequence. You must follow the on-screen prompts to take over the vehicle. For example, when you try to take a tank, you must press the on-screen command to break open the hatch, then another button to grab the driver and force a grenade into the vehicle with him. Some vehicles require that you repeatedly press the on-screen button, such as when you are struggling with a driver over a pistol. Every vehicle has its own sequence, but the required commands always appear on-screen, no matter how many times you have hijacked that same type of vehicle.

TIP

To hijack a tank, you must always shoot the gunner on the roof before approaching. Otherwise, you cannot swipe the tank. And you get shot. A lot. In the face.

NOTE

Every vehicle has an armor meter, which replaces your health meter in the bottom-left corner of the screen. When the meter gets close to zero, the vehicle catches on fire. As soon as you see flames, abandon the vehicle so you don't take severe damage when it explodes.

Using Choppers



Using choppers is a bit different than driving a jeep, car, or tank. You simply steer the chopper with the left control stick, moving it forward, backward, left, or right. You control the chopper's altitude with the Altitude Up and Altitude Down buttons. To land, you must drop to the ground and gently set the vehicle down. If you just slam the chopper into the ground for a quick landing, you do damage to the chopper.



Once you have a grappling hook (acquired by recruiting a mechanic) you can hijack choppers, which is extremely beneficial. The chopper must be low enough to the ground to grab it with your grappling hook. When you look up at a chopper close enough to hijack, the hijack command appears on-screen. Press the Action button to latch onto the chopper and automatically reel yourself in. (If you press the Action button again, you release the cable and fall back to the ground.) Once you reach the chopper, you enter a contextual command sequence. Follow the on-screen prompts to wrench the pilot from the cockpit and send him earthbound while you assume his seat.

OVERVIEW

NOTE

Every chopper has a different payload. Some have only guns, while others are equipped with different types of missiles, such as anti-tank or anti-air. You fire the chopper's current weapon with the right trigger. To change weapons, press the button above the right trigger.

Disguises



As a mercenary dealing with many different factions, you are bound to ruffle a few feathers and find yourself unwelcome in several corners of the country. When a faction is hostile to you, its members will likely shoot on sight and ask questions later. The key to surviving is to use disguises. We're not talking about glasses-and-fake-nose disguises, but rather about hijacking vehicles associated with different factions to sneak into enemy territory undetected.

By hijacking a faction vehicle, including those of the VZ, you temporarily assume that faction's identity. The meter in the lower-left corner of the

screen slowly fills. When the meter is full, the flag of the faction appears and you are then disguised as a member of that faction. Now, just jumping into any vehicle doesn't do the trick. If you are in hostile territory and hijack a jeep in plain sight of enemy soldiers, you will not earn the disguise no matter how long you wait. You must vacate the area. Once you're at a safe spot, the meter will slowly start filling up.

The easiest way to break a disguise is to fire upon that faction's assets. For example, if you stole a UP chopper and hung back long enough to get your UP disguise, you can fly over UP territory without any worry of attack. However, the moment you launch a missile at a UP asset, like a tank or guard tower, the disguise vanishes and you are once again considered hostile, despite your disguise.



Civilian vehicles are a bit different than faction vehicles. The roads and highways of Venezuela are full of regular people just trying to get by. If you steal a normal sedan or a truck, you earn the civilian disguise. This disguise works on all factions, so you can drive practically anywhere. If you drive into hostile territory in a civilian sedan and get close to enemy soldiers, you start losing your disguise. If the meter empties out entirely, you are considered hostile. If you evacuate quickly before the meter empties and wait in a safe spot, like behind trees or a rock, you can regain the disguise and return to hostile grounds.

After the second mission, you take control of a private villa on Lake Maracaibo that acts as your personal HQ. From the PMC HQ, you interact with other team members, such as Fiona, who alerts you of new contracts and offers training exercises that lead to friendly wagers.

PMC HEADQUARTERS

There are a handful of contracts you do not take from factions, but instead pick up at PMC HQ. For example, after discovering two pieces of information about Blanco, reporting to Fiona opens up a contract to hunt Blanco. There is no payment for this contract since it is self-serving. You can also take on training exercises at PMC HQ that earn you cash and support items—as long as you are willing to wager on your ability to complete the training.

Team Members

After your betrayal, only you and Fiona remain in Venezuela to clean things up. However, you soon discover that you need a few more sets of hands at PMC HQ to get your revenge. You need to hire some locals.



As you do business with Universal Petroleum (UP), you hear about your first potential teammate: Ewan. Ewan is a chopper pilot working for UP, but you think you have a better deal for him. After completing the Phone Call mission, Ewan joins the PMC. He's the easiest team member to coax to your side. But from there, you must sniff out new PMC hires. Each new employee has a lead on another potential team member. After Ewan joins the PMC, talk to him about Eva the mechanic. After convincing Eva to join the PMC by completing a series of errands for her, talk to her about Misha, the jet pilot. After cleaning up a mess for Misha, he joins the team.

NOTE

While Fiona provides many services for you, an important one is her ability to bribe factions back to non-hostile status. You'll likely find this comes in handy down the road.





When new teammates join PMC, they install an “office” in the PMC HQ. Talk to them at their digs to take on training exercises or inquire about their special gifts.



It is absolutely critical to hire these people as soon as possible. Each teammate offers a special talent that makes your job in Venezuela that much easier. And you can't even go after Carmona until you have Misha on your team. Here's what each team member has to offer:

- **Ewan:** Ewan offers transportation around the various landing zones in Venezuela; he delivers vehicles and support items; and he collects found items in the field, such as fuel tanks and munitions.
- **Eva:** The mechanic stores any car you bring back to PMC in your stockpile. Eva also opens a shop if you bring her enough spare parts. (See the “Spare Parts” chapter for a full list of locations of these hidden items.) Some of the coolest vehicles in the game are available through Eva's shop. She also provides you with a grappling hook that can be used to hijack helicopters.
- **Misha:** Getting the pilot to join the PMC unlocks the ability to use air strikes, such as bombing runs.



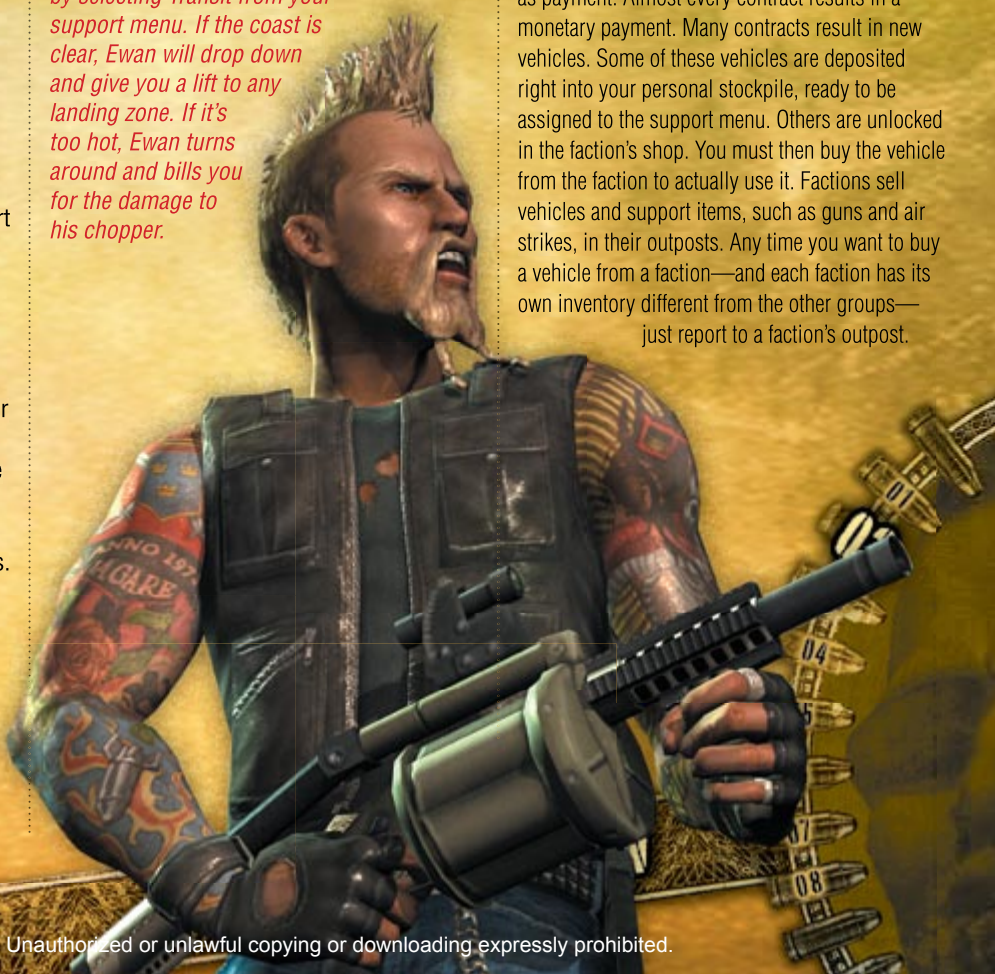
Call Ewan for a ride anywhere in Venezuela by selecting Transit from your support menu. If the coast is clear, Ewan will drop down and give you a lift to any landing zone. If it's too hot, Ewan turns around and bills you for the damage to his chopper.

WORKING WITH FACTIONS



Since you arrive in Venezuela without any contacts beyond those who betrayed you, you must lean on Fiona to find potential employers. The first faction you make contact with is UP. As you complete contracts with factions and get closer to having your revenge, Fiona connects with other potential employers. For example, after completing the Phone Call contract for UP, Fiona establishes contact with the guerilla faction (PLAV). You must report back to the PMC HQ and talk to Fiona to get a full briefing on the new faction. When you first approach a faction, only a single contract is offered. Think of it as a loyalty test. If you complete the contract to the faction's satisfaction, another contract is offered.

When you go to a faction contact to learn more about the contract, the faction member offers a full description of the contract and its goals as well as payment. Almost every contract results in a monetary payment. Many contracts result in new vehicles. Some of these vehicles are deposited right into your personal stockpile, ready to be assigned to the support menu. Others are unlocked in the faction's shop. You must then buy the vehicle from the faction to actually use it. Factions sell vehicles and support items, such as guns and air strikes, in their outposts. Any time you want to buy a vehicle from a faction—and each faction has its own inventory different from the other groups—just report to a faction's outpost.



NOTE

Factions offer you a special price on vehicles and support items if your rating with the faction is “friendly.” All prices in this guide are “friendly” prices. If you have a “neutral” rating with a faction, expect to pay a bit more for goods.

CAUTION

If you anger a faction, it will close its outposts, landing zones, and shops to you. The only two ways to get access to these areas again are to complete a faction’s standing contracts, like bounties, to get back in its good graces, or to outright bribe the faction with a cash payment. To bribe a faction, talk to Fiona. She’ll ruefully tell you how much it costs to redeem yourself.

NOTE

You cannot do business with every faction right away. Certain events must transpire in Venezuela before you establish contact with a new faction. For example, China is one of the last factions you meet because its arrival to the scene is brought about by a specific plot point.

NOTE

The only faction that is technically optional is the pirates. The pirates should not be ignored, though, because theirs is the only inventory that offers VZ vehicles.

FACTION CONTRACTS



As previously mentioned, the first time you establish communication with a faction, you have only a single contract offer. Introducing yourself to that direct contact adds a business card to your PDA, which allows you to look at that contact’s location on the map and see what missions are available. Each faction has a series of main contracts and optional contracts. The main contracts are what drive you toward getting the necessary information and equipment to take down Solano. The optional contracts should not be ignored, though. Those other contracts, such as hunting bounties or running races, result in cash prizes, free support (supplies, vehicles, and air strikes), and support unlocks—most major contracts do not offer these items.



Outpost Liberation

Each faction has at least two outpost liberation contracts. These contracts require you to take control of a building on behalf of the faction so they can turn it into a base of operations. When you take over a new outpost, you meet a new faction contact who offers another mission. Every faction outpost offers a shop and a new landing zone that you can use when flying with Ewan. Either talk to Ewan at the PMC HQ or call him while in the field and then select your destination from a list of available landing zones.

Destroying Assets

After first earning the trust of a faction, you are then offered a series of standing contracts, such as bounties and building demolitions. These contracts remain open even if you fall out of the faction’s grace. There are two types of bounties. One is an open contract for eliminating the assets of a rival faction. For example, the UP and PLAV are rivals. UP offers you \$3,000 per PLAV guerilla you eliminate—plus, you are given vehicles at certain kill thresholds, like 10, 20, and 50 PLAV soldiers.

Building Demolitions



Every faction has identified a series of buildings it wants wiped off the map. Buildings marked for destruction are noted on your GPS map with blue crosshairs. (You also see these crosshairs over a building whenever you’re running around Venezuela.) These buildings are either VZ-controlled or they’re inside rival faction territory, so they are well-guarded. Expect resistance.

Buildings can be destroyed with conventional explosives, like C4, or shot to pieces with a tank. However, for a sure-fire demolition, use air strikes on a building. A giant VZ-controlled skyscraper in downtown Maracaibo requires too many direct hits from a tank to bring it down—you are thus left exposed to return fire by the VZ. Instead, run up

and plant a beacon on the building to call down a ferocious air strike, like a Daisy Cutter. One hit. Boom. Done. Cash in your pocket.

In exchange for destroying marked buildings, a faction also pays you in vehicles. There is a threshold chart for each faction. Destroying a certain number of buildings earns you a specific vehicle or air strike.

HVT Bounties



There are also high-value target (HVT) bounties. Each faction has approximately ten HVTs it wants taken out of commission. These HVTs are not immediately noted on your map, unlike building demolitions. You must locate the HVTs manually, such as by flying over a base of operations while running missions for a faction. Most factions have ten HVTs, but China only has eight. The HVTs are either VZ officers or high-ranking members of a rival faction—again, expect resistance.

While hunting an HVT of another faction, you risk blowing your reputation with the rival. The HVT's guards will call in to that faction's HQ to not only report your behavior, but also bring reinforcements. You only have a few seconds when you hear the call going out to eliminate the guard who is radioing. If you kill the guard, the call stops and the reinforcements stay put. However, if that call is completed, your reputation with the rival faction drops precipitously. Two calls are usually all it takes to plummet from friendly to hostile status.



There are two ways to complete an HVT operation. You can either assassinate the target or apprehend it. Apprehending the HVT is tougher because you must get close enough to the HVT to physically subdue him. Use a melee attack to knock him down, then subdue him so he doesn't go anywhere. At this point, a new option is added to your support menu: Extraction. You throw out a smoke grenade to call in a chopper. You must then pick up the HVT and load him onto the chopper. However, if the area is too hot, the pilot cannot land and you lose money paying for

damages to the chopper. So, you must clear all enemies out of the area—but that means you risk further chances to be radioed in as a traitor.

If the situation is too much and you don't want to risk calling for extraction, you can simply assassinate the bounty. When the HVT is dead, take a photo of the body. Be warned, though. A dead HVT is worth only half the bounty's cash value.

Like the building demolition contracts, there is a threshold list. Each HVT you bag is worth more money than the last and reaching certain numbers lands you a new vehicle or support item.

NOTE

If you kill an HVT and receive only half of the cash payment, but the HVT pushes you to a threshold that offers a vehicle, you still get the vehicle.

NOTE

If the faction that hired the hit on the HVT is hostile to you, you cannot call in an extraction. You have to go for the kill and accept the partial bounty. However, this assassination helps recover your rep with the hostile faction.

TIP

We list what you can expect at each HVT's site. If the situation looks tough—target that particular HVT early. It's better to accept only half of a \$100,000 bounty than half of a \$1 million bounty.

OVERVIEW

XBOX 360 ACHIEVEMENTS

Playing *Mercenaries 2* on an Xbox 360? Boost your Gamerscore by earning all the achievements in both the single-player and co-op games. Some achievements require that you merely complete specific missions, while others are linked to your shooting or driving skills. Use this list to track all the achievements, the criteria for earning them, and how many points they are worth.

Xbox 360 Achievements

<i>Achievement</i>	<i>Criteria</i>	<i>Value</i>	<i>Tips</i>
Be Quick or Be Dead	Snipe 50 vehicle drivers	10	Park it on high ground and use a sniper rifle to pick off drivers. VZ jeeps offer little armor and a clean shot at the driver.
Dirty Deeds	Maximize reputation with UP	10	Fulfill contracts for the faction to raise your rep.
Eat the Heat	"Burnout" (perform a burnout with any vehicle)	10	Use the sports car Veloce for this achievement.
Forever Free	Maximize reputation with PLAV	10	Fulfill contracts for the faction to raise your rep.
Heavy Metal Thunder	Successfully hijack 10 vehicles	10	Hijack all the VZ tanks and choppers you see. Vehicles that require contextual commands are the only ones that count toward this achievement.
Highway to Hell	Complete 3 different race missions	10	Finish racing missions like "Built for Speed" for the UP.
Island of Domination	Maximize reputation with Pirates	10	Fulfill contracts for the faction to raise your rep.
Longing For Fire	Maximize reputation with Chinese	10	Fulfill contracts for the faction to raise your rep.
No More Mr. Nice Guy	Make all factions hostile to you at same time	10	This is easy. Blow up faction-owned buildings or kill faction operatives in plain sight to make factions hostile.
Ride the Dragon	Successfully hijack the tank in Solano's villa in "Moving In"	10	Run to the door the tanks pop through and be ready to jump onboard as soon as it appears.
Stand Up and Shout	Maximize reputation with AN	10	Fulfill contracts for the faction to raise your rep.
Armageddon It	Destroy 20 buildings	20	Once you get airstrikes, call down massive attacks in the alleys between buildings so both are destroyed with a single drop.
Balls to the Wall	Complete level 3 of Ewan's Winching Challenge	20	Follow the tips in the PMC chapter to complete this training challenge.
Digital Man	Unlock all support drops	20	Check out the rewards for each contract, including HVTs and buildings. Fulfill the contracts that unlock support drops.
Gone Shootin'	Complete one of Fiona's training challenges	20	Complete any of Fiona's training challenges. The first level of any of the challenges shouldn't pose a problem.
Hail and Kill	Destroy 50 objects using melee attacks	20	Patio furniture, crates, and potted plants are everywhere. Just bash them with your elbows and guns.
Holy Smoke	Destroy 50 objects with a grenade	20	Toss grenades into hordes of enemies, such as VZ at an outpost.

<i>Achievement</i>	<i>Criteria</i>	<i>Value</i>	<i>Tips</i>
Little Savage	Destroy 50 objects with an RPG	20	After you find (or buy) an RPG, use it to blow up patios and stacks of crates.
No Compromise, No Regrets	Complete either "Battle For Caracas" contract	20	Follow the strategies in the AN or Chinese chapters to get this achievement.
Oil and Gasoline	Recruit Eva	20	Follow the strategies in the PMC chapter to get this achievement.
Pipeline	Complete all outpost liberation contracts for any one faction	20	Liberate all of the outposts for the UP to get this achievement early (and unlock useful landing zones).
Runnin' with the Devil	Verify Blanco in "Finding Blanco"	20	Follow the strategies in the PMC chapter to get this achievement.
School's Out	Complete "Rescue Carmona" Tutorial	20	Follow the strategies in the PMC chapter to get this achievement.
Shoot to Thrill	Get 25 headshots	20	The sniper rifles make grabbing this achievement a snap. Pick off VZ thugs at outposts from a distance to bank headshots.
The Analog Kid	Recruit Misha	20	Follow the strategies in the PMC chapter to get this achievement.
The Rage	Complete "Rescue Carmona"	20	Follow the strategies in the PMC chapter to get this achievement.
Wild One	Recruit Ewan	20	Follow the strategies in the PMC chapter to get this achievement.
You Better Run	Verify Carmona in "Get Solano"	20	Follow the strategies in the PMC chapter to get this achievement.
Billion Dollar Babies	Bank \$1 billion	25	This is a bit tough. Use only provided vehicles to save cash, destroy assets for each faction to bank repeat cash, and play through the game multiple times.
Tattooed Millionaire	Bank \$1 million	25	Don't splurge on vehicles right away and you will earn this achievement after just a few UP contracts.
...And Justice For All	Verify all HVTs	50	Complete all of the HVT bounty missions for each faction. Not only do you get this achievement, but you also pocket a lot of cash and gear.

<i>Achievement</i>	<i>Criteria</i>	<i>Value</i>	<i>Tips</i>
Aces High	Capture all high value targets (HVTs)	50	Do not kill any of the HVTs. Instead, eliminate enough guards so the extraction chopper can land. This is tough when you are bagging an HVT for a faction that considers you a friend.
Damage, Inc.	Use 20 airstrikes in co-op	50	Call down 20 airstrikes while playing with a friend on Xbox Live.
Everybody Wants Some!!	Play online with a developer during the Xbox Live launch event or join a player that earned this special achievement	50	This achievement is tough to get. You need to either jump online during the Xbox Live launch event or find somebody that already has this achievement and play with them. Scour your friend lists and use "Compare Games" to see who already has this coveted achievement.
Hello, Hooray	Acquire the PMC (Complete "Moving In")	50	Follow the strategies in the PMC chapter to get this achievement.
Nothin' But a Good Time	Destroy 200 objects from the gunner seat of any vehicle in co-op	50	Take to the guns of trucks, tanks, and choppers in co-op and light up the cityscapes.
Partners in Crime	Play co-op	50	Play the co-op game over Xbox Live at least once.
The Hero and the Madman	Complete the game	50	Take down Solano in the final mission.
We'll Burn the Sky	Unlock all Landing Zones	50	Liberate every outpost to earn this achievement.
Wheels of Steel	Come in first in a co-op race	50	Race a friend online.



03: FACTIONS

WHO'S WHO IN VENEZUELA

Many people and organizations call Venezuela home—and there are a few more on the way. In order to get revenge on Solano, you must work with the various competing factions inside Venezuela. Establish contacts within these different factions and, once you gain the trust of the faction, pursue contracts to earn cash and supplies. Some factions are the sworn rivals of other organizations, so you must walk a high wire as you exploit them all for personal gain. Should you disappoint a faction with your betrayals, you must work overtime to repair that broken trust. Or, you could just buy them off. Money goes a long way toward improving your relationships with these factions.

UNIVERSAL PETROLEUM (UP)



Universal Petroleum is the largest oil producer and exporter in Venezuela. But this is one corporation with a heart of coal. UP is concerned with one thing and one thing only: profits. The sole mission of the company is to get that oil out of the ground and off to Western nations. UP has such a stranglehold on Venezuelan oil, it even charges the citizens of the country for their own natural resource. UP is the first faction you do business with in Venezuela. They have immediate need for a mercenary like you. You must prove yourself to UP first, though, before they offer you the juicy contracts.

Dr. Lorraine Rubin

Dr. Rubin is in charge of UP's Venezuelan operations. She works in the penthouse office at UP HQ in downtown Maracaibo. Rubin is a ruthless shark who calculates the cost of everything in dollars before factoring in human life. Her reign over UP in Venezuela has been extraordinarily profitable, though, which is why she's been authorized by her bosses back in Texas to use any means necessary to keep UP assets from falling into Solano's hands. You are one of the means that proves necessary.

UP Inventory

As soon as you establish your first UP outpost, you can buy vehicles and supplies from UP stock. The more contracts you fulfill with UP, the more items in this inventory become available. Consult the UP chapter to see what is required to unlock each item.

UP Shop Items	Cost
CQB Kit	\$5K
Light MG Drop	\$5K
UP Inflatable	\$5K
UP Supply Drop	\$5K
C4 Supply Drop	\$10K
Grenade Launcher Drop	\$10K
Archer Guntruck	\$20K
Raven	\$20K
Raven GL	\$20K
Luxury Car	\$25K
Warhorse Patrol Boat	\$25K
Mantis Light Tank	\$50K
Rogue Transport	\$50K
Anti-Tank Rogue	\$75K
Combat Rogue	\$75K
PMC Fuel Storage Upgrade (x3)	\$100K
Rogue Assassin	\$100K
Combat Air Patrol	\$150K



FACTIONS

PEOPLE'S LIBERATION ARMY OF VENEZUELA (PLAV)



The PLAV is a guerilla faction operating out of the jungles to the south of Maracaibo. These ragtag freedom fighters are dedicated to driving out not only the VZ, but also UP. Because the two factions (PLAV and UP) are bitter rivals, helping one out can greatly affect your standing with the other—it's something to think about when you have a UP officer in your crosshairs at the behest of the PLAV. The PLAV offers several contracts that task you with driving the VZ out of key positions near PLAV territory as well as a few less dangerous missions, such as smuggling a prototype boat down a river. The river is full of mines and UP patrol boats, but that's beside the point, isn't it?

Marcela Acosta

Marcela Acosta is the leader of the PLAV. She is a brilliant tactician who has steered the PLAV through very tough times and come through with impressive victories. Her hatred for the VZ and corporate bulldogs like Dr. Rubin smolders behind every command she barks at her loyal PLAV guerillas. The rise of Solano, though, has put the PLAV at a disadvantage. With their forces stretched thin, Acosta must rely on you to help the PLAV meet their objectives and push back against Solano and his thugs. Don't let the low-tech look of the PLAV fool you into thinking Acosta is asking for charity. She pays well for hard work.

PLAV Inventory

After you liberate the first PLAV outpost, Acosta orders her guerillas to open their stock to you. Not every item is available right away, though. To get the really good stuff, you must keep working for the faction.

PLAV Shop Items	Cost
Cardenas Inflatable	\$5K
Junker	\$5K
PLAV Supply Drop	\$5K
Support Weapons Drop	\$5K
C4 Supply Drop	\$10K
Chinese Sniper Kit	\$10K
Corales Scout	\$10K
RPG Kit	\$10K
Bolivar Guntruck	\$15K
Civilian Car	\$15K
Corales MG Scout	\$15K
Bolivar Quad-50	\$25K
Martinez APC	\$30K
Arbenz Mobile AA	\$35K
Castro Transport	\$40K
Castro Attack Copter	\$45K
Cavalera Light Tank	\$45K
Prestes Patrol Boat	\$45K
Castro-II Attack Copter	\$60K
Bombing Run	\$75K
Castro-V Attack Copter	\$75K
PMC Fuel Storage Upgrade (x3)	\$100K
Tank Buster	\$100K
Artillery Strike	\$150K
Combat Air Patrol	\$150K
Daisy Cutter	\$250K

PIRATES



An island chain to the north of Maracaibo is inhabited by a band of pirates that largely keep to themselves—but the severe actions of Solano and the VZ army are forcing these smugglers and thieves to take action. Now, you do not have to do business with the pirate faction to get at Solano, but these pirates are so beneficial to your mission that you really should take the time to get in good with these guys. The pirates offer a number of VZ and civilian vehicles that make excellent disguises when running missions deep into VZ-controlled territory. To earn an audience with these pirates, you must befriend the leader of the faction, Devilbwoy, and then help out with recapturing pirate outposts from the VZ as well as go on a few smuggling runs to prove just how much of a pirate you really are.



Devilbwoy leads the pirates from his neon-crusted palace in the northern island chain

Pirate Inventory

As soon as you complete the very first pirate contract—Blended with a Twist—you can start shopping with the pirates. To get access to all of their wares, though, you must complete all of their contracts, including the bounties and demolitions missions.

Pirate Shop Items	Cost
Pirate Supply Drop	\$5K
Wave Skimmer	\$5K
Covert Supply Drop	\$10K
Motorcycle	\$10K
Russian Sniper Kit	\$10K
Speedboat	\$10K
Iguana MG	\$15K
Motorboat	\$15K
Buju Technical	\$20K
Capuchin Guntruck	\$20K
Sports Car	\$20K
Utility Vehicle	\$20K
Devilbwoy's Buggy	\$25K
Capuchin AA	\$30K
Monster Truck	\$30K
Armadillo	\$35K
Armadillo AA	\$40K
Armadillo Jammer	\$40K
Condor	\$50K
Gunney Transpo'	\$50K
Toucan Transport	\$50K
Gunney Attack Copter	\$75K
Kestrel Attack	\$75K
Piranha Patrol Boat	\$75K
Puma Light Tank	\$75K
Jaguar Tank	\$100K
Kestrel Tank Hunter	\$100K
PMC Fuel Storage Upgrade (x2)	\$100K
Kestrel	\$125K
Mosquito AA	\$125K
Calderone Heavy Tank	\$150K
Anaconda	\$250K

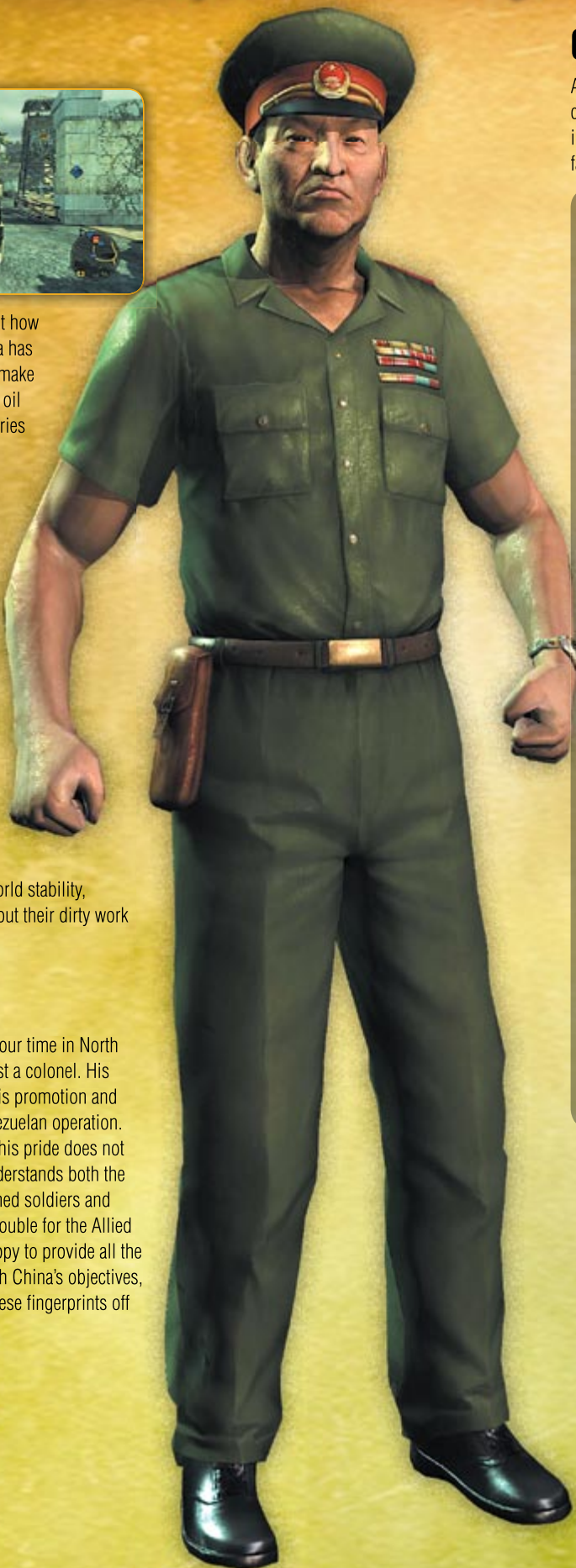
CHINA



When the world finally sees just how badly the situation in Venezuela has deteriorated, two superpowers make a play for the nation's priceless oil resources. One of the two that tries to fill the void left by Solano's unstable leadership is the Chinese. This well-funded, extremely organized army lands in eastern Venezuela and sets up operations around the town of Cumana. The Chinese have no pretenses about their mission in Venezuela—they want the oil to fuel their growing military back home. But to take control of the oil, China must push its rival, the Allied Nations, out of Venezuela. Such obvious war-making between the two superpowers would threaten world stability, so the Chinese opt to contract out their dirty work against the AN.

General Peng

You know General Peng from your time in North Korea, but back then he was just a colonel. His efforts in North Korea lead to his promotion and now he controls the entire Venezuelan operation. Peng is a very proud man, but his pride does not translate to foolishness. He understands both the shortcomings of his newly trained soldiers and the delicate nature of making trouble for the Allied Nations. Peng is more than happy to provide all the support you need to accomplish China's objectives, he just needs you to keep Chinese fingerprints off your results.



Chinese Inventory

As soon as you make contact with the Chinese, you can shop its stores. The Chinese offer an extensive inventory, but you must perform well in all of the faction's contracts to gain access to the best stuff.

Chinese Shop Items	Cost
C4 Supply Drop	\$10K
Chinese Sniper Kit	\$10K
Chinese Supply Drop	\$10K
12.7mm Anti-Material Rifle	\$15K
Anti-Air Kit	\$15K
Fuel-Air RPG	\$15K
Leaping Fox	\$35K
Locust Assault Helicopter	\$40K
Leaping Fox GL	\$45K
Jade Wind Heavy Transport	\$50K
Armored Tiger MLRS	\$60K
Salamander APC	\$70K
Bombing Run	\$75K
Cluster Bomb	\$75K
Sundered Dragonfly IFV	\$85K
Dragon Lance Light Tank	\$100K
Tank Buster	\$100K
Tempered Hammer Artillery	\$100K
Artillery Strike	\$150K
Combat Air Patrol	\$150K
Iron Dove Heavy AA	\$150K
Iron Dove Jammer	\$165K
Fuel-Air Bomb	\$200K
Laser Guided Bomb	\$200K
PMC Fuel Storage Upgrade (x3)	\$250K
Rocket Artillery Strike	\$350K
Surgical Strike	\$350K
Warsong Attack Helicopter	\$350K
Strategic Missile Strike	\$400K
Iron Mountain Heavy Tank	\$425K

AN Inventory

The AN shops stock an impressive number of air strikes, so if you like to rely on Misha's talents, definitely seek out contracts that put you in good stead with Joyce. The more work you do for the AN, the more items become available at the AN outposts.

AN Shop Items	Cost
Light MG Drop	\$5K
AN Supply Drop	\$10K
C4 Supply Drop	\$10K
Grenade Launcher Drop	\$10K
.50cal Anti-Material Rifle	\$15K
Anti-Air Kit	\$15K
Anti-Tank Missile	\$15K
Messenger	\$15K
Guardian APC	\$20K
Messenger .50cal	\$20K
Guardian 25mm	\$25K
Messenger GL	\$25K
Guardian AT	\$30K
Guardian Jammer	\$30K
Guardian SAM	\$30K
Anti-Tank Messenger	\$35K
Guardian Artillery	\$40K
Messenger SAM	\$45K
Liberator	\$50K
Bombing Run	\$75K
Cluster Bomb	\$75K
Tank Buster	\$100K
Combat Air Patrol	\$150K
Statesman IFV	\$150K
Ambassador Gunship	\$200K
Bunker Buster	\$200K
Laser Guided Bomb	\$200K
Carpet Bomb	\$250K
Daisy Cutter	\$250K
PMC Fuel Storage Upgrade (x3)	\$250K
Smart Bomb	\$300K
Surgical Strike	\$350K
Cruise Missile Strike	\$400K
Diplomat Heavy Tank	\$425K
MOAB	\$500K

Allied Nations (AN)



The rival faction of the Chinese is the Allied Nations, an American-lead military force that has entered Venezuela under the guise of a humanitarian mission. But who are they kidding? Just like the Chinese, the AN wants access to Venezuela's sweet crude, and with the UP pipeline no longer a sure bet, its soldiers must secure the supply. The AN have taken up residence in the capital city of Venezuela: Caracas. When you accept contracts from the AN, you generally make life difficult for the Chinese so AN forces can keep their focus on the oil supplies. If you choose to do business with the AN, you put your relationship with the Chinese at permanent risk. Should the Chinese catch you icing their operatives, you will be completely shut out of its outposts and shops.

Agent Joyce

Agent Joyce is a chillingly efficient CIA operative who has been placed in charge of handling the unsavory parts of the AN mission in Venezuela. He's a smart man and certainly knows you're helping the AN only for cash and the ability to get revenge on Solano, but he's not one to begrudge ulterior motives as long as they do not interfere with his mission to secure the oil.

FACTIONS

THE VILLAINS

When Solano double-crossed you, he signed his own death warrant. But Solano is hardly alone in needing a lethal dose of comeuppance. The silver-tongued would-be dictator is assisted by two powerful henchmen: Blanco and Carmona. To get to Solano, you must go through these heavies. Fiona provides you with ample detail about these characters, but before you head into the countryside, why not get a little advance intel on this terrible trio?

Carmona

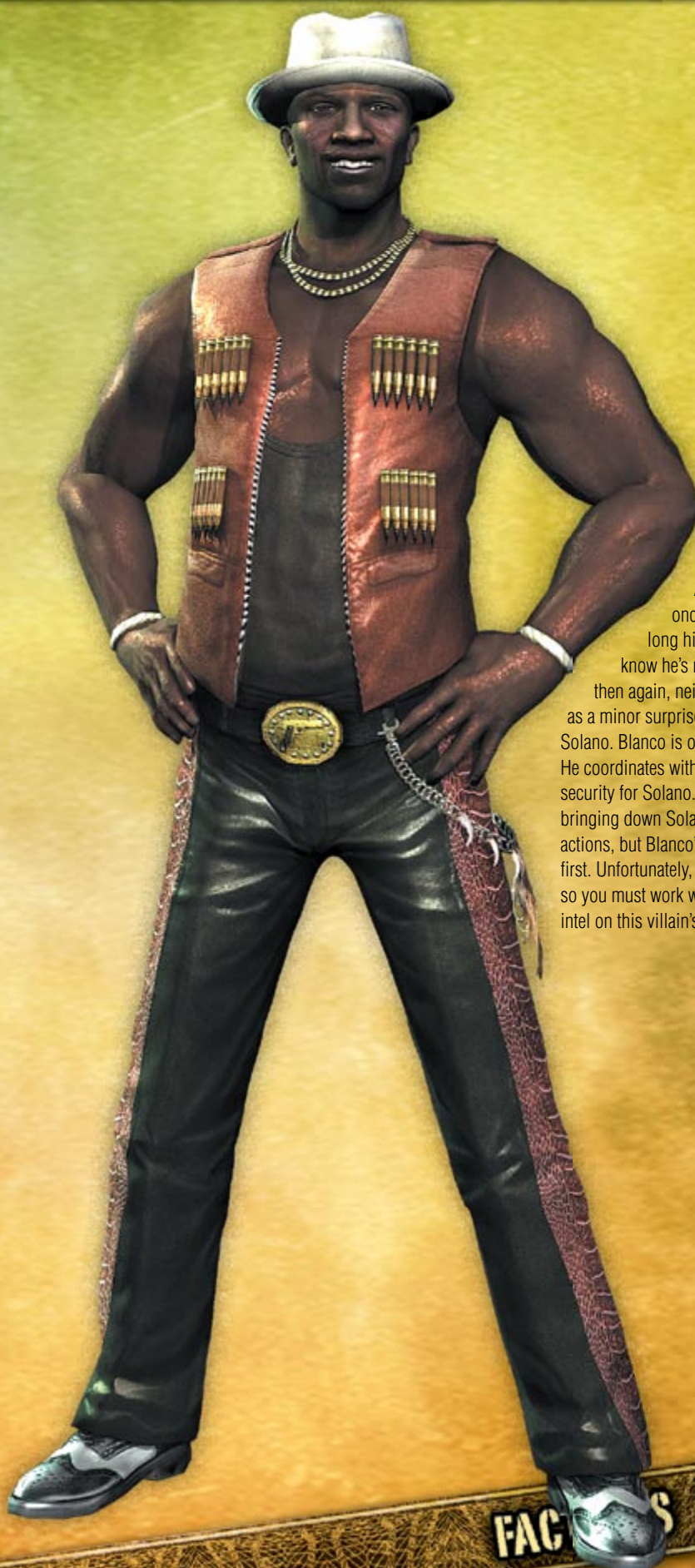
General Carlos Carmona is the brutal leader of the VZ. He attempted a coup before you ever arrived in Venezuela. The failure of that coup is what sets everything into motion, as Solano himself hires you to free Carmona from captivity. Because you're good at your job, Carmona is restored to power within a single day. But then came the double-cross and now Carmona is using the full might of the VZ army to choke Venezuela into submission. You must eliminate Carmona to shatter the resolve of the VZ forces. Once you crack the VZ, Solano no longer has an entire army to hide behind.

Solano

Roman Solano is a wealthy businessman in Venezuela. He's well respected by his peers. The people love his success story. But that's not enough. Solano has his eyes set on running Venezuela, disguising his brand of fascism as patriotic nationalism. He promises to nationalize Venezuela's oil industry so the profits from the country's natural resource no longer go into foreign pockets. With that million-watt smile, he manages to convince the good people of Venezuela that he means only the best.

But you know better.

This serpent is a thief, a liar, and a murderer. He will stop at nothing to quench his thirst for absolute power, even if that means overthrowing any hope for democracy in Venezuela. He gets an assist from General Carmona, his military toady. Solano's HQ is in a bunker at Angel Falls in southeastern Venezuela. When it comes time to take down Solano, you'd better have the right tools to knock on his door.



Blanco

And to think—this man was once your friend. Blanco has a long history with you. You already know he's not entirely trustworthy, but then again, neither are you, so it comes only as a minor surprise when Blanco sells you out to Solano. Blanco is one of Solano's top lieutenants. He coordinates with the VZ commanders to run security for Solano. You have every intention of bringing down Solano and Carmona for their actions, but Blanco's betrayal must be dealt with first. Unfortunately, Blanco has gone underground, so you must work with UP and the PLAV to gather intel on this villain's whereabouts.

04: FULL INVENTORY

Your chances for success in Venezuela increase when you have as much advance intelligence as possible. Understanding every tool at your disposal, from guns to choppers, is essential for maintaining an advantage over Solano and his thugs. Before putting a single toe on land in Venezuela, check out this full catalog of all weapons, vehicles, and support items available to you. Each listing gives you the full details so you can plan shopping trips at the faction stores and know which vehicles to prioritize when hijacking a new ride.

WEAPONS

PERSONAL WEAPONS

Pistols and Shotguns

Pistol



Clip Size: 15

Description: What this sidearm lacks in punch, it makes up for in accuracy at close range. Easy to aim in a group setting, the pistol is capable of knocking off thugs and troublemakers with easy headshots. In an intense situation, though, like a major firefight, the pistol is a fine last-ditch weapon, but it's always preferable to have a rifle of some sort.

Covert Pistol



Clip Size: 13

Description: This pistol comes equipped with a silencer, making it perfect for sneaking up on enemies and delivering a fatal shot before anybody is the wiser. (It's perfect for situations that put you in restricted zones, like the Corporate Headhunting contract for the PLAV.) However, the silencer does lower the weapon's accuracy, so there is definitely a trade-off for the stealth benefit.

Hunting Pistol



Clip Size: 6

Description: This is one nice hand cannon. A revolver with a limited ammo count (only six shots before you have to reload), the hunting pistol offers incredible stopping power. It may not be high-tech compared to some of the other weapons, but sometimes a classic never goes out of style.

Machine Pistol



Clip Size: 45

Description: The machine pistol is an automatic hand weapon that fires in fast bursts, shredding the target area. In a close-quarters situation, the machine pistol is good for stopping an enemy target. At long range, though, the weapon's accuracy drops considerably.

Shotgun



Clip Size: 7

Description: There is no equal to the shotgun, a weapon with a wide spread that can put down an enemy with a single squeeze of the trigger. The limited clip means you must reload more often, but if you can catch each target inside the shotgun's larger target cursor, you won't need to wait around to take a second shot.

Machine Guns and Assault Rifles

Assault Rifle



Clip Size: 30

Description: The assault rifle is an excellent all-purpose automatic rifle, capable of ripping apart a target in seconds with sustained fire. The rifle has decent accuracy, but loses effectiveness as the distance between you and the target increases.

Automatic Rifle



Clip Size: 75

Description: The automatic rifle is another useful, all-purpose weapon with an extended clip size, a good reserve-ammunition supply, and a steady rate of fire.

Bullpup Rifle



Clip Size: 30

Description: This Chinese-made automatic weapon outstrips the basic assault rifle thanks to its increased rate of fire and accuracy. Upgrade to this weapon when possible, as it makes medium-ranged combat much easier to survive.

Carbine



Clip Size: 30

Description: The carbine is a deadly rifle with increased range over other assault weapons, a good clip size, and solid accuracy.

Combat Rifle



Clip Size: 40

Description: The Allied-made assault weapon is superior to the automatic rifle, thanks to its sturdy build, improved accuracy, and great rate of fire.

Covert SMG



Clip Size: 30

Description: The covert SMG is a silenced automatic weapon with poor range, but the stealth element is worth the trade-off. If you have to take down a target or two without waking the neighbors, this automatic weapon will get the job done. Just make sure you're close enough for your shots to count, as the sound dampener reduces the gun's accuracy.

FULL INVENTORY

Light MG



Clip Size: 100

Description: This AN assault weapon has a huge 100-round magazine that makes it effective in drawn-out firefights. The weapon's accuracy is solid and when a target is effectively caught in its crosshairs, there is little chance for survival.

SMG



Clip Size: 50

Description: This small automatic weapon has an excellent rate of fire, but suffers from lower range and accuracy than many of the assault weapons. Still, it's a great weapon in a medium- to close-range firefight, as you can ventilate a target with a fat burst of bullets in just a second or two.

Sniper Rifles

Anti-Material Rifle



Clip Size: 5

Description: What the anti-material rifle lacks in frequency of shots, it makes up for in deadliness. This rifle is capable of penetrating armor, making it perfect for picking off an enemy inside a vehicle or standing behind the shielding around mounted weapons.

Sniper Rifle



Clip Size: 10

Description: Pinpoint exact targets from great distances with the sniper rifle. Call up the scope by clicking the right control stick and then aim for headshots to take out an enemy with a single bullet. The accuracy of this base-model sniper rifle is solid, but not flawless. For better sniping, definitely upgrade to the Soviet-made model.

Launchers

Stinger



Clip Size: 1

Description: This anti-air missile locks onto flying targets, such as helicopters, and homes in on their heat signals. Just hold the targeting area over the chopper long enough to see the green diamond "lock" and then pull the trigger. The missile streaks across the sky and destroys its target.

AT Rocket



Clip Size: 1

Description: The AT rocket launcher is a heavy weapon that rips apart armored vehicles, such as tanks, with superior accuracy and deadly force. Although the ammo supply is low, the weapon's brutal hit usually takes out a target with a single strike. If you know you are going into a situation with tanks, the AT rocket launcher is worth having at your side.

Fuel-Air RPG



Clip Size: 1

Description: The fuel-air RPG is a devastating weapon. This launcher volleys an explosive round that not only does blunt damage, but then unleashes a concussive firestorm. This fuel-air RPG is not only good against armor, but is also capable of shattering small buildings and taking out enemy positions with a single well-placed round.

Grenade Launcher



Clip Size: 6

Description: This multishot launcher lobbs grenades with a wide arc. The launcher's rounds are good against light vehicles (such as jeeps) as well as personnel.

RPG



Clip Size: 1

Description: The rocket-propelled grenade launcher fires a single explosive round at a target that explodes on impact. The accuracy of the weapon is its biggest weakness, as the round tends to veer left or right as it travels long distances. Still, a direct hit is deadly against most enemies.

FULL INVENTORY

SUPPLY DROPS

Each faction offers a series of supply drops packed with weapons, ammunition, and sometimes explosives and first-aid. Some of these supply drops are exclusive to a specific faction. When this is the case, we tell you in the supply drop's description. All supply drops are requested via smoke grenades.

UP Supply Drop

Description: The UP-exclusive mercenary kit includes a 5.56mm carbine rifle and full ammunition supply. Also, in case you run into trouble, the supply drop includes first aid.

Grenade Launcher Drop

Description: This crate is packed with a personal grenade launcher and a full load of ammunition.

CQB Kit

Description: The close-quarters combat (CQB) kit is packed with a shotgun, pistol, and plenty of extra ammunition for both weapons.

C4 Supply Drop

Description: In need of some explosives? Call down this crate loaded with C4 bundles and detonators.

Light MG Drop

Description: The light MG drop includes the weapons and plenty of extra ammo for its impressive 100-round magazine.

PLAV Supply Drop

Description: This PLAV-exclusive drop equips would-be guerillas with an assault rifle, grenades, ammo, and a first-aid kit.

Chinese Sniper Kit

Description: Not limited to just the Chinese, this 5.8mm sniper rifle set offers a gun and ammo for hunting specific targets with lethal accuracy.

Support Weapons Drop

Description: This one's for heavy-hitters. The included automatic rifle and RPG are good for pushing through thick resistance.

RPG Kit

Description: Need a rocket-propelled grenade ASAP? Call in this support drop for an RPG delivery, plus plenty of extra ammo.

Russian Sniper Kit

Description: This drop includes a Soviet-made 7.72mm sniper rifle with a high-powered scope and extra ammo.

Pirate Supply Drop

Description: This supply crate includes a shotgun, machine pistol, and plenty of ammo for both weapons.

Covert Supply Drop

Description: Sneaky mercs call in this supply drop, which includes a covert SMG, pistol, and ammunition.

Chinese Supply Drop

Description: Tucked inside this crate are a Chinese bullpup rifle and ammunition, grenades, and first-aid.

Fuel-Air RPG

Description: Handle this crate with care—there's a thermobaric 93mm rocket launcher inside.

12.7mm Anti-Material Rifle

Description: This sniper rifle support drop is perfect for situations in which you need to pierce light armor. The crate includes ammunition.

Anti-Air Kit

Description: Take down choppers from the ground with the launcher inside this support crate. Includes ammo.

AN Supply Drop

Description: This crate includes a combat rifle with ammunition, grenades, and a first-aid kit.

.50cal Anti-Material Rifle

Description: Dealing with armored targets? Call in this supply drop to get your hands on this anti-armor rifle with a solid supply of ammunition.

Anti-Tank Missile

Description: If tanks are your problem, radio Ewan for this support drop. There's an anti-tank launcher inside with extra ammo for busting armored transport.

NOTE

All Supply Drops with faction names—such as “AN supply drop”—are only sold at that faction's shops.

AIR STRIKES

This is a complete catalog of all available air strikes. Each air strike has a different request method—some can be directed by means of a costly satellite hijack while others use more conventional means, like a homing beacon or smoke grenade. Remember, homing beacons and satellite deliveries can be disrupted by radar jammers while air strikes directed by smoke grenades require Misha to fly low enough to be shot down with anti-air weaponry. So, before you deploy an air strike, make sure the area is secure.

Combat Air Patrol

Request Method: Smoke

Description: This air strike destroys all enemy helicopters in the immediate area.

Tank Buster

Request Method: Smoke

Description: Call in air support to attack enemy tanks in the immediate area.

Smart Bomb

Request Method: Beacon

Description: Need to take out a moving target? Attach a beacon to the target and the smart bomb homes in on it.

Surgical Strike

Request Method: Satellite

Description: Perfect for shattering buildings and large stationary targets with deadly accuracy.

Cruise Missile Strike

Request Method: Beacon

Description: This homing missile zeroes in on its target by flying beneath anti-air coverage, making it a perfect weapon for a thick war zone.

Cluster Bomb

Request Method: Smoke

Description: This air strike has a wide spread, which blankets a site with explosives that eliminate small vehicles and personnel.

Bombing Run

Request Method: Smoke Grenade

Description: This devastating strike drops two 500-pound bombs on a target. That's more than enough to eliminate enemy fortifications and a rather large building.

Bunker Buster

Request Method: Laser

Description: This earth-penetrating weapon is designed to destroy heavily fortified buildings.

MOAB

Request Method: Satellite

Description: MOAB stands for "mother of all bombs," and it lives up to its title. This air strike delivers a preview of hell, cratering a wide target zone.

Daisy Cutter

Request Method: Beacon

Description: Massive firebomb that burns up a large area—good for incinerating several targets at once.

Laser-Guided Bomb

Request Method: Laser

Description: This precision weapon drops a single high-powered bomb on a target.

Artillery Strike

Request Method: Beacon

Description: This artillery barrage uses a beacon to pinpoint a target area. An entire volley of shells ensure a wide destruction area.

Fuel-Air Bomb

Request Method: Beacon

Description: This dual-stage firebomb is good against light fortifications. A single bomb dropped directly on the target area destroys personnel and light vehicles.

Strategic Missile Strike

Request Method: Beacon

Description: The strategic missile strike delivers a large airburst over the target area, shredding the site with shrapnel and debris.

Rocket Artillery Strike

Request Method: Satellite

Description: This improved artillery strike pounds the target with rocket fire.

FULL INVENTORY

VEHICLES

Mercs in the employ of the PMC must be capable of driving anything with wheels, wings, or rudders. Thanks to the ample garages of all the factions operating in Venezuela, from UP to the Chinese, you have access to dozens of vehicles. Most vehicles must be unlocked by completing errands and contracts for the factions. Once they are unlocked, stock up at the outpost shops to fill out your own fleet. Load up on choppers, tanks, and watercraft. And don't ignore civilian vehicles. Blending in with the common man is almost as beneficial on the battlefield as roaring across it in a massive tank.

This is a complete listing of all the vehicles you encounter in Venezuela, broken down by class, as seen in your PDA, such as light military and helicopters. Each listing details the vehicle's faction identification (important for disguising yourself), its general use, the number of potential passengers and gunners, and what weapons (if any) are onboard.

PURCHASABLE VEHICLES

The following vehicles are available in the shops at the various faction outposts as well as the PMC HQ.

Unarmed

These are civilian and custom PMC vehicles you can acquire via the shops. All other civilian vehicles, such as a Valorous sedan or a basic trawler, are listed at the end of this chapter. All unarmed vehicles use 40 fuel for delivery.

Black Heart



Faction: PMC
Weapons: None
Armor: Light
Passengers: 1
Gunners: None
Description: Eva's custom muscle car has excellent speed and handling.

Cacharro de Muerte



Faction: PMC
Weapons: None
Armor: Medium
Passengers: 1
Gunners: None
Description: Eva's custom monster truck comes with a jump booster that launches the rig over obstacles, such as rocks and gaps in the road.

Civilian Car



Faction: Civilian
Weapons: None
Armor: Light
Passengers: 1
Gunners: None
Description: When Ewan drops off a civilian car, you randomly get one of a few different models, such as the Belmont or Hunchback.

Corales Scout



Faction: PLAV
Weapons: None
Armor: Light
Passengers: 1
Gunners: None
Description: This basic PLAV jeep is fast and reliable on several different terrains and grades. There is an upgraded model with a mounted machine gun, too.

Iguana



Faction: VZ
Weapons: None
Armor: Medium
Passengers: 1
Gunners: None
Description: A speedy jeep with decent armor. It's great for slipping into a VZ disguise and exploring enemy territory.

Junker**Faction:** Civilian**Weapons:** None**Armor:** Light**Passengers:** 1**Gunners:** None**Description:** A cheapie civilian vehicle that's good as a wholly disposable disguise.**Messenger****Faction:** AN**Weapons:** None**Armor:** Medium**Passengers:** 3**Gunners:** None**Description:** Basic troop transport. It's a reliable vehicle that sacrifices armor and guns for speed.**Motorcycle****Faction:** Civilian**Weapons:** None**Armor:** Light**Passengers:** 1**Gunners:** None**Description:** A basic motorcycle that comes in a few different models, but all have roughly the same performance. Decent speed and medium acceleration.**Luxury Car****Faction:** Civilian**Weapons:** None**Armor:** Light**Passengers:** 3**Gunners:** None**Description:** Finely crafted luxury automobile, perfect for melting into civilian crowds.**Monster Truck****Faction:** Civilian**Weapons:** None**Armor:** Medium**Passengers:** 1**Gunners:** None**Description:** A great off-road vehicle that can negotiate most terrains. But it lacks the jump feature of the Cacharro.**The Norse Wind****Faction:** PMC**Weapons:** None**Armor:** None**Passengers:** 1**Gunners:** None**Description:** Eva has tuned this hog to Mattias's personal preferences. This beefy ride offers incredible bursts of speed as soon as you hit the throttle.

Sports Car



Faction: Civilian

Weapons: None

Armor: Light

Passengers: 1

Gunners: None

Description: The Veloce sports car is a road rocket capable of incredible speeds and excellent acceleration. Just mind the looser handling.

Utility Vehicle



Faction: Civilian

Weapons: None

Armor: Medium

Passengers: 2

Gunners: None

Description: This civilian truck is not unlike an armored car. It can take a decent beating thanks to the extra plating, but the acceleration is slow-going.

Light Military

All light military vehicles feature weapons, but lack the heavy armor of tougher transports, like tanks. All light military vehicles use 40 fuel for delivery.

Anti-Tank Messenger



Faction: AN

Weapons: 4 anti-tank missiles

Armor: Light

Passengers: 3

Gunners: 1

Description: This anti-tank vehicle features guided missiles, but the low armor requires the driver to never linger in one spot.

Archer Guntruck



Faction: UP

Weapons: 2 .50cal machine guns

Armor: Medium

Passengers: 1

Gunners: 2

Description: UP's mobile gun platform features two .50cal guns with 180-degree angles for full coverage of an entire area. If you need to set up a roadblock, this is a good vehicle for guarding both directions, and the woods on either side of the road.

Armored Tiger MLRS



Faction: Chinese

Weapons: Artillery Pod

Armor: Light

Passengers: 1

Gunners: None

Description: This Chinese military truck is equipped with a rocket pod for raining down missiles from great distances.

Bogden Buggy



Faction: PMC

Weapons: 2 .50cal machine guns

Armor: Light

Passengers: None

Gunners: 1

Description: This off-roader is equipped with two machine guns. One is controlled by the driver while the other is attached to a gun nest atop the buggy. Great speed and all-terrain access make this a great vehicle to use when roaring into hot spots.

Bolivar Guntruck**Faction:** PLAV**Weapons:** 4 .50cal machine guns**Armor:** Medium**Passengers:** None**Gunners:** 4

Description: Much like the UP's Archer, this PLAV vehicle is suited for creating roadblocks. The four .50cal guns can lay down heavy fire in all directions.

Buju Technical**Faction:** Pirates**Weapons:** .50cal machine gun**Armor:** Light**Passengers:** 1**Gunners:** 1

Description: Pick-up truck with a mounted .50cal in the bed. Not exactly a high-tech solution to a mobile gun platform, but still effective.

Capuchin AA**Faction:** VZ**Weapons:** 4 .50cal machine guns**Armor:** Medium**Passengers:** 1**Gunners:** 3

Description: This rolling guntruck is armed with four heavy machine guns that are well suited for ripping apart light-armor vehicles or shooting down helicopters.

Bolivar Quad-50**Faction:** PLAV**Weapons:** 4 .50cal machine guns**Armor:** Medium**Passengers:** None**Gunners:** 1

Description: Budget anti-air vehicle courtesy of the PLAV. The four guns work in tandem to spray the sky with a torrent that can bring down a helicopter almost as well as a missile.

Corales MG Scout**Faction:** PLAV**Weapons:** .50cal machine gun**Armor:** Light**Passengers:** None**Gunners:** 1

Description: Good off-road vehicle from the PLAV faction. Mounted machine gun is effective against other vehicles with light armor and enemy personnel.

Capuchin Guntruck**Faction:** VZ**Weapons:** 4 .50cal machine guns**Armor:** Medium**Passengers:** 1**Gunners:** 3

Description: The VZ edition of the guntruck is also suited for roadblock creation thanks to the extra armor plating and the four .50cal machine guns.

FULL INVENTORY

Devilbwoy's Buggy



Faction: Pirates

Weapons: .50cal machine gun

Armor: Light

Passengers: None

Gunners: 2

Description: Speedy dune buggy modified with a gunner-operated machine gun.

Guardian APC



Faction: AN

Weapons: Minigun

Armor: Medium

Passengers: 6

Gunners: 1

Description: The driver of this speedy troop transport controls the mounted minigun. Biggest drawback: its wide turning radius.

Guardian AT



Faction: AN

Weapons: 4 anti-tank missiles, .50cal machine gun

Armor: Medium

Passengers: 1

Gunners: 1

Description: The all-terrain Guardian is exceptional at creeping into rough spots and pounding enemy fortifications (such as tanks). Features excellent speed and off-road capabilities.

Guardian 25mm



Faction: AN

Weapons: 25mm cannon

Armor: Medium

Passengers: 6

Gunners: None

Description: The driver of this superlative APC controls the mounted cannon, which is incredibly effective against helicopters and other light-armor vehicles.

Guardian Artillery



Faction: AN

Weapons: 105mm cannon

Armor: Medium

Passengers: None

Gunners: 1

Description: This AN APC is equipped with a devastating 105mm cannon that shreds armor and can flatten many heavy targets. The generous speed is useful when the demolition job is done.

Guardian Jammer



Faction: AN

Weapons: None

Armor: Medium

Passengers: None

Gunners: None

Description: This AN APC is not equipped with a mounted weapon. Instead, it is fitted with anti-radar systems for jamming enemy radio signals. If you want to block air strikes, this is a solid solution.

Guardian SAM**Faction:** AN**Weapons:** Minigun, 8 anti-air missiles**Armor:** Medium**Passengers:** 6**Gunners:** 1**Description:** Air defense vehicle equipped with rockets and a machine gun to shoot down helicopters.**Leaping Fox****Faction:** Chinese**Weapons:** 12.7mm machine gun**Armor:** Light**Passengers:** 3**Gunners:** 1**Description:** The Chinese light vehicle is fast and efficient but extremely vulnerable to direct hits. The mounted machine gun helps cut an exit route through battle zones.**Messenger 50cal****Faction:** AN**Weapons:** .50cal machine gun**Armor:** Medium**Passengers:** 3**Gunners:** 1**Description:** This armored car is good for roads, as it offers moderate defenses against small-arms fire and the mounted .50cal can open a path in and out of a target area.**Iguana MG****Faction:** VZ**Weapons:** .50cal machine gun**Armor:** Light**Passengers:** 1**Gunners:** 1**Description:** Basic military jeep with good speed and off-roading capabilities. Features a mounted machine gun for one lucky passenger to use against incoming forces.**Leaping Fox GL****Faction:** Chinese**Weapons:** Grenade launcher**Armor:** Light**Passengers:** 3**Gunners:** 1**Description:** Chinese scout car modified with a rapid-fire grenade launcher for bombarding targets before making a quick getaway.**Messenger GL****Faction:** AN**Weapons:** Grenade launcher**Armor:** Light**Passengers:** 3**Gunners:** 1**Description:** This AN armored car sports a rapid-fire grenade launcher that can light up a city block.

Messenger SAM



Faction: AN

Weapons: Heavy machine gun, 8 anti-air missiles

Armor: Light

Passengers: 1

Gunners: 1

Description: AN vehicle equipped with twin machine guns and anti-air missiles capable of tracking helicopters.

Raven



Faction: UP

Weapons: .50cal machine gun

Armor: Medium

Passengers: 3

Gunners: 1

Description: Militarized version of basic UP transport. Ravens also come equipped with mounted grenade launchers.

Saboteur



Faction: PMC

Weapons: .50cal machine gun

Armor: Light

Passengers: 1

Gunners: 1

Description: This old-school chopper is fashioned with a sidecar and .50cal so your riding partner can spit bullets while you drive. It's a gas to use when teaming up with a buddy.

Panzercycle



Faction: PMC

Weapons: Microguns

Armor: Light

Passengers: 1

Gunners: None

Description: Hybrid bike comes equipped with small guns good for cutting a path through low-armor targets. Excellent on all terrains.

Raven GL



Faction: UP

Weapons: Grenade launcher

Armor: Light

Passengers: 3

Gunners: 1

Description: This Raven SUV features a mounted rapid-fire grenade launcher that is effective at clearing paths through trouble spots.

Scorcher



Faction: PMC

Weapons: 4 anti-tank missiles, grenade launcher

Armor: Light

Passengers: 1

Gunners: None

Description: Total *Road Warrior*-esque buggy. This fast-moving buggy zips into dangerous spots, unloads anti-tank missiles, and then retreats before the enemy can even draw a bead. And who doesn't love a grenade launcher?

The Urban Commando



Faction: PMC

Weapons: Rockets

Armor: Light

Passengers: 1

Gunners: None

Description: Awesome sports car made even better by an onboard missile launcher. A real lifesaver when getting out of a hairy situation.

Vulcan 4x4



Faction: Civilian

Weapons: 20mm cannon

Armor: Medium

Passengers: 3

Gunners: None

Description: This SUV has been upgraded with a mounted, driver-controlled cannon. The powerful cannon can rip through tough armor.

HEAVY MILITARY

This class of vehicles includes tanks and other heavily armored vehicles. When you need to linger in the war zone long enough to really pound some targets, seek out these monsters. All heavy military vehicles use up 80 fuel for delivery.

Arbenz Mobile AA



Faction: VZ or PLAV

Weapons: Minigun

Armor: Medium

Passengers: None

Gunners: None

Description: This APC features a mounted minigun for bringing down helicopters as they swirl overhead. The PLAV have stolen many of these from the VZ, so you will encounter them with both paint jobs.

Armadillo



Faction: VZ

Weapons: .50cal machine gun

Armor: Light

Passengers: 6

Gunners: None

Description: The Armadillo lacks sufficient armor to repel heavy attacks, but it's speedy for quick troop delivery and the mounted gun offers moderate resistance to incoming forces.

FULL INVENTORY

Armadillo AA



Faction: VZ and PLAV

Weapons: Minigun

Armor: Light

Passengers: None

Gunners: None

Description: The mounted minigun on this modified APC is powerful enough to strike down a helicopter.

Jaguar Heavy Tank



Faction: VZ

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Heavy

Passengers: None

Gunners: 1

Description: The VZ's heaviest tank features upgraded armor, but not the armor-piercing rounds found in heavy tanks from the Chinese or AN.

Armadillo Jammer



Faction: VZ

Weapons: None

Armor: Light

Passengers: None

Gunners: None

Description: The VZ use this radar jammer to block radio transmissions that call down air strikes and reinforcements.

Jaguar Tank



Faction: VZ

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: Carmona's soldiers use this middle-weight tank for standard battle situations. The turret delivers hardy blows, but for real stopping power, upgrade to the heavy model.

Cavalera Light Tank



Faction: PLAV

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: The PLAV have converted these old American tanks for use in the jungles. While not the best tank in your potential fleet, it's still quite capable of wreaking havoc.

Diplomat Heavy Tank



Faction: AN

Weapons: Tank turret (35 armor-piercing shells), .50cal machine gun

Armor: Heavy

Passengers: None

Gunners: 1

Description: The Allied Nations' biggest tank is a 70-ton leviathan that sports a 105mm armor-piercing cannon. The Diplomat can hammer buildings, flatten enemy tanks, and crush enemy fortifications with ease. It's an expensive acquisition, but a terror in the field.

Dragon Lance Light Tank



Faction: Chinese

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: This middle-weight Chinese tank is cheaper than many of the heavy tanks, but it still packs a hard, armor-shattering punch.

Iron Dove Heavy AA



Faction: Chinese

Weapons: 2 miniguns, 4 anti-air missiles

Armor: Medium

Passengers: None

Gunners: None

Description: This is the best anti-air vehicle in the entirety of Venezuela, period. The quad-linked miniguns pull helicopters out of the sky long after the ample missile supply has been depleted.

FULL INVENTORY

Iron Dove Jammer



Faction: Chinese

Weapons: None

Armor: Medium

Passengers: None

Gunners: None

Description: This well-armored vehicle features a radar jammer to block radio signals, such as air strikes and calls for reinforcements.

Mantis Light Tank



Faction: UP

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: This is the UP's basic tank, a rolling menace against the PLAV's dilapidated fleet, but easily outclassed by heavier tanks from the Chinese or the AN.

Iron Mountain Heavy Tank



Faction: Chinese

Weapons: Tank turret (35 armor-piercing shells), .50cal machine gun

Armor: Heavy

Passengers: None

Gunners: 1

Description: This is the Chinese faction's deadliest tank, a behemoth capable of reducing even the biggest targets (including buildings) to twisted metal and smoking rubble. It's spendy, but worth every penny.

Martinez APC



Faction: PLAV

Weapons: .50cal machine gun

Armor: Light

Passengers: None

Gunners: 1

Description: This PLAV APC is equipped with a .50cal gun. It's capable of chopping through moderate enemy fortifications.

Mosquito AA



Faction: VZ

Weapons: 10 anti-air missiles

Armor: Medium

Passengers: None

Gunners: None

Description: This mobile anti-air platform is capable of bringing down as many as 10 helicopters with its mounted surface-to-air missiles.

Puma Light Tank



Faction: VZ

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: This VZ light tank is faster than most tanks due to the removal of some armor plating. This makes the tank weak against incoming attacks—especially shells from other tanks—but the speed makes it exceedingly mobile on the battlefield.

Salamander APC



Faction: Chinese

Weapons: 25mm cannon

Armor: Medium

Passengers: 6

Gunners: 1

Description: The Salamander APC is highly mobile thanks to excellent off-road capabilities. The cargo—up to six soldiers—is protected by moderate armor and a 25mm cannon that can tear apart enemy targets.

Statesman IFV



Faction: AN

Weapons: 25mm cannon, .50cal machine gun, 2 anti-tank missiles

Armor: Medium

Passengers: 6

Gunners: None

Description: The AN IFV is a brute on the field, as it is equipped with enough firepower to repel tanks and choppers. With the ability to hold up to six passengers, the vehicle's medium armor is necessary to protect them as it moves through dangerous terrain and enemy territory.

FULL INVENTORY

Sundered Dragonfly IFV



Faction: Chinese

Weapons: 25mm cannon

Armor: Medium

Passengers: 4

Gunners: 1

Description: This Chinese IFV (infantry fighting vehicle) features a mounted 25mm cannon for ripping through enemy defenses at a decent clip. But without heavy armor, the IFV is vulnerable against attacks from armor-piercing shells.

Helicopters

Helicopters are excellent for winning cargo, flying high above enemy territory, and delivering devastating attacks from the sky. Each chopper costs 80 in fuel for delivery.

Ambassador Gunship



Faction: AN

Weapons: Minigun, 8 anti-tank missiles, 38 rockets, 2 anti-air missiles

Armor: Light

Passengers: None

Gunners: 1

Description: This is the most powerful AN copter, equipped with enough firepower to start and end a small war.

Tempered Hammer Artillery



Faction: Chinese

Weapons: Tank turret (35 shells), .50cal machine gun

Armor: Medium

Passengers: None

Gunners: 1

Description: This Chinese artillery striker is effective against all targets—tanks, guard towers, buildings, jeeps, etc.

Anaconda



Faction: VZ

Weapons: Minigun, 2 anti-tank missiles, 72 rockets

Armor: Medium

Passengers: 4

Gunners: 1

Description: This is the toughest VZ helicopter. Use it as a disguise to sneak into enemy territory and then unleash chaos from the rocket pods and anti-tank missiles. The medium armor lets this chopper withstand more hits than other birds.

Anti-Tank Rogue**Faction:** UP**Weapons:** 2 .50cal machine guns, 4 anti-tank missiles**Armor:** Light**Passengers:** None**Gunners:** 1**Description:** This UP scout chopper is equipped with anti-tank missiles for taking out enemy armor before other forces advance on enemy territory.**Castro Attack Copter****Faction:** PLAV**Weapons:** 2 miniguns, 19 rockets**Armor:** Light**Passengers:** 2**Gunners:** 1**Description:** Light, nimble attack chopper painted in PLAV green.**Castro-II Attack Copter****Faction:** PLAV**Weapons:** 4 miniguns, 38 rockets, grenade launcher**Armor:** Light**Passengers:** 2**Gunners:** 3**Description:** Celebrate (and start) the revolution with the best PLAV attack chopper, which is loaded to the brim with guns and explosives.**Castro Transport****Faction:** PLAV**Weapons:** None**Armor:** Light**Passengers:** 4**Gunners:** None**Description:** Basic transportation chopper with zero offensive capabilities.

FULL INVENTORY

Castro-V Attack Copter



Faction: PLAV

Weapons: 2 .50cal machine guns, 2 miniguns, 38 rockets

Armor: Light

Passengers: 2

Gunners: 3

Description: This heavy PLAV chopper is equipped to deliver devastation from the air thanks to the multitude of guns and rocket pods.

Condor



Faction: VZ

Weapons: None

Armor: Light

Passengers: 12

Gunners: None

Description: The largest chopper in Venezuela, perfect for moving armor and soldiers around the country.

Combat Rogue



Faction: UP

Weapons: .50cal machine gun, 19 rockets

Armor: Light

Passengers: None

Gunners: 1

Description: Small UP attack copter with a decent loadout, but upgrade to Rogue Assassin ASAP.

Gunney Attack Copter



Faction: Pirates

Weapons: Minigun, .50cal machine gun, 38 rockets

Armor: Light

Passengers: 3

Gunners: 2

Description: A pilfered pirate chopper, painted up in bright colors. Don't let the festive paint fool you. The Gunney is capable of slicing apart enemy units with its guns and rockets.

Gunney Transpo'

Faction: Pirates
Weapons: None
Armor: Light
Passengers: 3
Gunners: None
Description: Pirate aerial transport without any onboard weapons.

Kestrel

Faction: VZ
Weapons: 2 miniguns, 38 rockets
Armor: Light
Passengers: None
Gunners: 1
Description: Nimble VZ chopper with twin miniguns for raining hot lead down on ground targets or slashing the rotors of enemy helicopters.

Jade Wind Heavy Transport

Faction: Chinese
Weapons: None
Armor: Medium
Passengers: 12
Gunners: 2
Description: This Chinese aerial troop transport has extra armor so it can withstand incoming fire.

Kestrel Attack

Faction: VZ
Weapons: .50cal machine gun, minigun, 1 anti-tank missile
Armor: Light
Passengers: 1
Gunners: 2
Description: This breezy VZ attack chopper is equipped with a minigun and .50 cal for spraying ground and air targets, but in case a tank is on the scene, it packs a single anti-tank missile for eliminating ground armor.

FULL INVENTORY

Kestrel Tank Hunter



Faction: VZ

Weapons: 2 miniguns, 2 anti-tank missiles

Armor: Light

Passengers: 1

Gunners: 1

Description: Scout chopper with good mobility and anti-tank missiles just in case enemy armor is spotted.

Locust Assault Helicopter



Faction: Chinese

Weapons: .50cal machine gun, 38 rockets

Armor: Light

Passengers: 6

Gunners: 1

Description: This heavy Chinese aerial troop transport fights back with onboard rockets and a mounted machine gun.

Liberator



Faction: AN

Weapons: 3 miniguns

Armor: Light

Passengers: 6

Gunners: 3

Description: The AN troop transport chopper comes with ample defenses—three miniguns allow gunners to cover almost every angle against incoming choppers or advancing ground forces.

Rogue Assassin



Faction: UP

Weapons: 2 miniguns, 19 rockets, 2 anti-tank missiles

Armor: Light

Passengers: None

Gunners: 1

Description: UP's zipper packs a punch. The rockets and anti-tank missiles are perfect for blazing a trail for ground forces or just pounding an enemy installation.

Rogue Transport



Faction: UP

Weapons: None

Aarmor: Light

Passengers: 3

Gunners: None

Description: This UP aerial transport shuttles execs around Venezuela.

Warsong Attack Helicopter



Faction: Chinese

Weapons: Minigun, 38 rockets, 8 anti-tank missiles

Aarmor: Light

Passengers: None

Gunners: 1

Description: Top Chinese helicopter featuring a full spectrum of weapons, such as anti-tank missiles and rocket pods. A great selection when delivering death from above is a priority.

Toucan Transport



Faction: VZ

Weapons: None

Aarmor: Light

Passengers: 4

Gunners: None

Description: Inexpensive aerial troop transport without any onboard weapons. Use at your own risk.

Boats

Use these watercraft to skim the lakes, seas, and rivers of Venezuela. Each boat uses up 40 fuel in the delivery process.

Cardenas Inflatable



Faction: PLAV

Weapons: None

Aarmor: Light

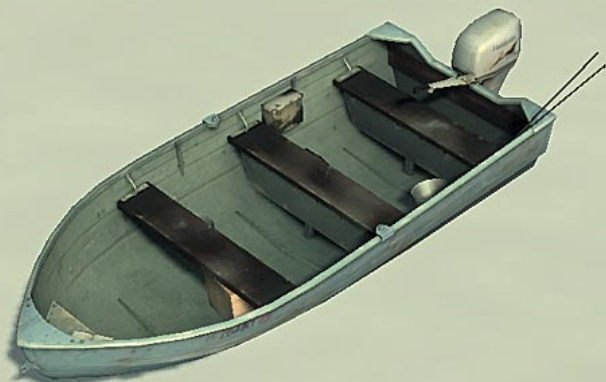
Passengers: 1

Gunners: None

Description: Basic rubber raft with an onboard motor.

FULL INVENTORY

Motorboat



Faction: Civilian

Weapons: None

Armor: Light

Passengers: None

Gunners: None

Description: Inexpensive civilian watercraft. Not a bad little disguise when you just need to ease up a river.

Prestes Patrol Boat



Faction: PLAV

Weapons: .50cal machine gun

Armor: Light

Passengers: None

Gunners: 1

Description: Speedy patrol boat has a boost for extra kick when jumping ramps or skimming over low land masses.

Piranha Patrol Boat



Faction: VZ

Weapons: 2 .50cal machine guns

Armor: Medium

Passengers: 1

Gunners: 2

Description: This armored boat is a floating attack platform thanks to twin .50cals right on the deck.

Speedboat



Faction: Civilian

Weapons: None

Armor: Light

Passengers: 2

Gunners: None

Description: High-performance speed boat is great for crossing lakes and seas in record time—and in a cool civilian disguise.

Triton Patrol Boat



Faction: PMC

Weapons: Minigun, 20 rockets

Armor: Medium

Passengers: None

Gunners: 1

Description: Eva's waterborne concoction features an awesome missile pod and minigun for striking real fear into high-seas enemies.

Warhorse Patrol Boat



Faction: UP

Weapons: .50cal machine gun

Armor: Light

Passengers: 9

Gunners: 1

Description: UP rigid-body watercraft uses mounted weapons to protect patrols as they move up and down the rivers.

UP Inflatable



Faction: UP

Weapons: .50cal machine gun

Armor: Light

Passengers: None

Gunners: 1

Description: Basic inflatable raft, but the UP security forces added a machine gun for patrolling the waters around UP properties.

Wave Skimmer



Faction: Civilian

Weapons: None

Armor: Light

Passengers: None

Gunners: None

Description: Simple, fast jet ski for plying the waters of Venezuela.

FULL INVENTORY

FOUND VEHICLES

The following vehicles are encountered in Venezuela and can be hijacked, but are not available in stores. You can, however, take these vehicles back to the PMC HQ and store them for later use. Just park land vehicles inside the garage, place choppers on the front lawn, and moor boats at the docks behind the villa. The listings are divided by faction. Not all vehicles have weapons, such as UP's Ogre semi.

UP

Courser SUV



Weapons: None
Armor: Light
Passengers: 3
Gunners: None
Description: Basic transportation with no weapons, unlike the similar Raven.

Ogre Semi



Weapons: None
Armor: Medium
Passengers: 1
Gunners: None
Description: Giant semitrailer truck painted with UP colors. A rather large, slow-moving disguise.

UP Tanker Trailer



Weapons: None
Armor: Light
Passengers: 1
Gunners: None
Description: Huge tanker trailer loaded with fuel—and ready to pop.

PLAV

Bolivar Tanker



Weapons: None
Armor: Medium
Passengers: 1
Gunners: None
Description: A PLAV fuel truck that's ripe for the picking.

Bolivar Truck



Weapons: None
Armor: Medium
Passengers: 7
Gunners: None
Description: Giant truck that can carry multiple passengers.

Mirabel Off-road Bike



Weapons: None
Armor: Light
Passengers: None
Gunners: None
Description: PLAV motorbike found around outposts.

Pirates

Buju Pickup



Weapons: None
Armor: Light
Passengers: 1
Gunners: None
Description: Pirate-owned pickup truck painted in bright yellow. It's essentially a Buju technical without the mounted weapon.

Culican Cutter

Weapons: 2 .50cal machine guns

Armor: Light

Passengers: None

Gunners: 2

Description: Medium-sized pirate vessel featuring two machine guns for patrolling the seas around the pirate islands.

Marky Truck

Weapons: None

Armor: Medium

Passengers: 1

Gunners: None

Description: The pirates have procured a few semis for personal use and painted them bright yellow. Very subtle.

Armored Tiger Semi

Weapons: None

Armor: Medium

Passengers: 1

Gunners: None

Description: Huge Chinese-owned semi truck. No weapons—but great for ramming enemies.

Little Dimba

Weapons: None

Armor: Light

Passengers: None

Gunners: None

Description: Small, efficient jet ski found around the pirate islands.

Chinese**Armored Tiger Cargo**

Weapons: None

Armor: Medium

Passengers: 1

Gunners: None

Description: Chinese truck used to transport cargo.

Armored Tiger Tanker

Weapons: None

Armor: Medium

Passengers: 1

Gunners: None

Description: Chinese fuel truck.

FULL INVENTORY

Bladesong Missile Boat



Weapons: 2 25mm cannons, 4 missiles
Armor: Medium
Passengers: None
Gunners: 2
Description: Chinese artillery boat capable of striking enemy targets from great distances with its onboard strategic missiles.

Dirt Runner



Weapons: None
Armor: Light
Passengers: None
Gunners: None
Description: AN motorbike found around AN outposts.

Emissary Semi



Weapons: .50cal machine gun
Armor: Medium
Passengers: None
Gunners: 1
Description: Large AN-owned semi with a mounted weapon that is capable of ramming speeds that cause significant damage.

AN

Alamo-Class Missile Destroyer



Weapons: Tank turret, 2 miniguns, 16 surface-to-air missiles
Armor: Heavy
Passengers: None
Gunners: 5
Description: Deadly AN destroyer that can launch major assaults from the water. It's a slow-moving battleship, though, making it an easy target—but it will take a lot to sink this boat.

Emissary



Weapons: .50cal machine gun
Armor: Medium
Passengers: 6
Gunners: 1
Description: Basic AN troop transport equipped with a machine gun.

Emissary Tanker



Weapons: .50cal machine gun
Armor: Medium
Passengers: 1
Gunners: 1
Description: AN fuel vehicle. You had better take out that gunner before trying to lift the gas.

VZ

Capuchin Cargo



Weapons: None
Armor: Medium
Passengers: 6
Gunners: None
Description: VZ truck and troop transport.

Capuchin Tanker



Weapons: None
Armor: Medium
Passengers: 1
Gunners: None
Description: VZ fuel truck. Steal it to swipe that sweet crude.

Crocodile Gunboat



Weapons: Minigun
Armor: Medium
Passengers: None
Gunners: 1
Description: VZ mid-sized boat complete with anti-air weaponry.

Scorpion



Weapons: Minigun, 2 anti-air missiles
Armor: Medium
Passengers: None
Gunners: None
Description: Stationary VZ anti-air installation.

CIVILIAN RIDES

The following vehicles are strictly civilian—hijack these cars, boats, and trucks to assume a civilian disguise and enjoy the temporary freedom.

Air Boat



Ambulance



Austin Semi



Bad Attitude



Belmont



FULL INVENTORY

Broadside



Custom Belmont



Hunchback Racer



Carbyne



Dinghy



Impact



Carbyne GT



El Grande



Impact Sport



City Bus



Gopher



Inferno



Commercial Van



Hedgehog



Junker Belmont



Cougar



Hunchback



Junker Inferno



Junker Valorous*Scooter (AKA Devastator)**Sport Bike**Junker Van**Shuttle Van**Taxi**Kodiak**Spectrum**Thunder**Mark Truck**Spectrum Coupe**Valorous**Racing Inferno (Fiona's favorite!)**Spectrum GTX**Valorous Sedan**Repair Van**Spectrum Sport*

INVENTORY

04

05

06

07

08

05: MAP OF VENEZUELA

THE GRAND TOUR

Venezuela is a sizeable piece of real estate in South America that features such extremes as steamy rain forests and glass-and-steel cities. Knowing the general lay of the land, as your enemies Solano and Carmona do, puts you on equal footing with these thugs. Plus it helps immensely when you're running contracts for the competing factions operating within the Venezuelan borders.

Use this map as a guide while exploring the country. Each faction's outposts are labeled, so you know which landing zone to pick when asking Ewan to shuttle you around Venezuela. (Of course, you have to liberate these outposts for the various factions before you can use them.) Each general area of the map is also marked, such as the major cities of Maracaibo and Caracas, as well as the more exotic Amazonas and Pirate Islands.

NOTE

When you first set out for revenge, you can only explore Maracaibo and Amazonas. More areas open up as you expand your contact database to include the pirates, Chinese, and Allied Nations.

Each faction has carved off a corner of the country. You will also find little camps for each faction outside their base of operations. It's good to know who is claiming what territory—especially if a faction is hostile toward you. You should definitely avoid setting foot in that part of the country until you've buttered them up again. Here are each faction's areas:

UP: Maracaibo

PLAV: Amazonas

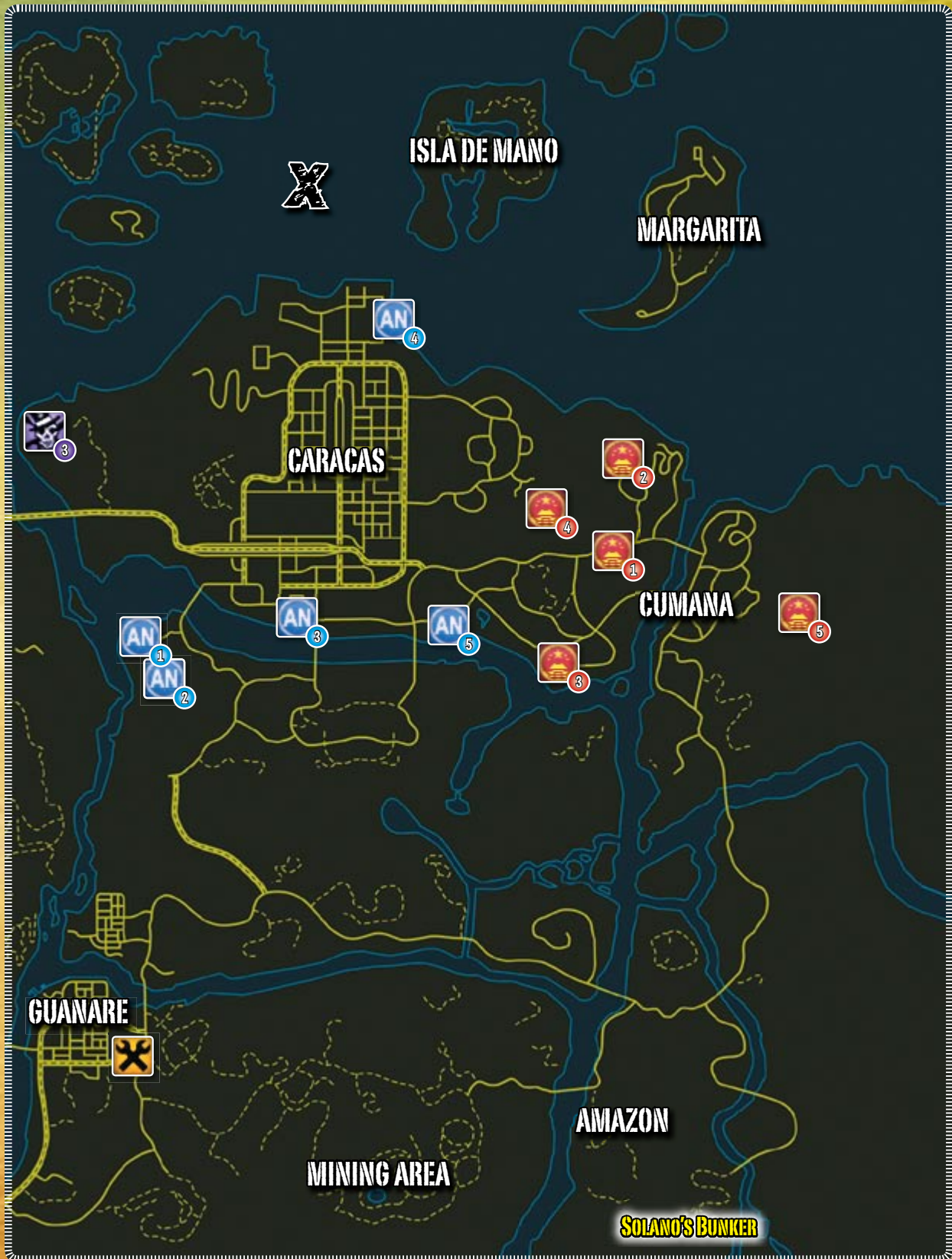
Pirates: Pirate Islands

Chinese: Cumana

AN: Caracas

The VZ, controlled by Solano and Carmona, fill in the gaps, such as in the mining zone to the south or around the smaller cities of Merdia and Guanare. Those areas, until subdued, will remain largely hostile to you no matter what.





06: FACTION: PMC

Before you can start taking assignments from the different warring factions in Venezuela, you must get your feet wet—and your hands a little bloody—all in the service of feeding the PMC coffers. The first missions in the South American country set the stage for an epic (and revenge-fueled) takedown of a corrupt administration. So, as soon as you select the mercenary you want to take into battle, get ready to not only learn the ropes, but also to be given a painful reminder of the simple fact that in your line of work—gun for hire—nobody can be trusted.

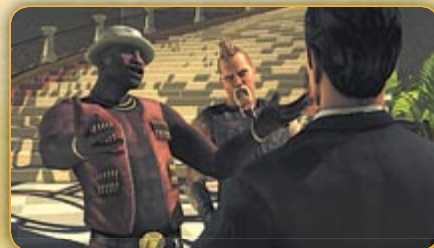
Once the chess pieces really start moving, you can start undertaking missions that prop up the PMC, such as resource-gathering trips into the countryside or making contact with figures sympathetic to your cause. As allies join the PMC team, such as Ewan the helicopter pilot, new missions become available.

NOTE

Due the branching nature of the narrative—you often choose the order of the contracts you wish to undertake—consult the table in the previous chapter (along with the map), to see when contracts come available. Then turn to that faction's chapter and follow the strategies to fulfill the contract obligations. For example, you cannot undertake Eva's missions until you fire Ewan at the end of the Universal Petroleum contract "Phone Tag."

RESCUE CARMONA

You have come to Venezuela to take what seems at first like a rather ordinary contract for a mercenary: a simple rescue mission. Your point of contact in a man nicknamed Blanco, with whom you once worked in an operation that went bad (but at least you got paid). Blanco is happy to see you again, and to see that you made it out of the meat grinder in one piece. And speaking of pieces, Blanco needs you to hand over your hardware before you can meet his new employer. Again, nothing out of the ordinary. You can never be too careful when dealing with unsavory company—and that includes you.



Inside a magnificent villa, Blanco introduces you to the businessman Roman Solano. Solano greets you with a wide grin. Apparently, he likes what he sees. You're just the kind of rough-and-tumble trooper for this gig. Solano needs you to rescue General Carlos Carmona. The general recently attempted a military coup, but before the full operation could be launched, a faction of his men turned on him and took him prisoner. Solano wants you to infiltrate the soldiers' base of operations, snag the general, and return him to his rightful position. It seems Solano wanted to see that coup through to completion. And judging from Solano's suits and his decidedly decadent lodgings, he has the coin to pay for such an expensive operation. You gladly accept the contract.

ISLA DE MANO



- 1 Landing Spot
- 2 Carmona's Prison

STORMING THE BEACH



As you roar away from Solano's villa in a tricked-out speedboat, Fiona comes over the air. She establishes a hacked link with a CIA satellite to watch your every move and keep you abreast of any interesting (and unfortunate) developments during your missions. She'll help you out quite a bit in this first contract as you get acquainted with all the shooting, driving, and general mayhem.

First Approach



Carmona is being held on the Isla de Mano just off the coast. Guide the speedboat between the sharp rocks, aiming for the yellow exclamation point on your minimap. Just drive the boat right up onto the beach. As soon as you land on the beach, hop out and move up the sand. According to Fiona, one of Solano's choppers is en route carrying a load of guns and gear for you. Wait for the chopper to swoop down and drop the payload.



The crate contains bullets for your automatic rifle as well as a grenade launcher. Swipe all of it—especially that launcher—and start running inland.



Worried that the island is deserted? The welcome wagon arrives soon enough. Four soldiers run down the dirt road ahead of you, guns blazing. You must take out each soldier, helpfully identified with the yellow exclamation marks. Watch for them to dart between the trees and rocks, taking cover.

TIP

Use your grenade launcher if you catch any of the soldiers bunched up. The splash damage can eliminate multiple targets. If they stay spread apart, just pick them off with your rifle.



As soon as the soldiers are down, Fiona asks you to open your PDA so she can sync up with you. Follow her instructions so she can relay your coordinates back to Solano. Don't worry, you actually want these people to know where you are.



There is a massive gate blocking your way into the heart of the island. From your PDA, select the air strike option Fiona just added. This immediately brings up a black-and-white satellite view. You need to position the crosshairs on top of the gate to direct the air strike. As soon as you are in position, lock the target and enter the sequence to commence the attack.

CAUTION

The longer you take to position the crosshairs and enter the firing sequence, the more expensive the air strike. You can lose precious resources by dillydallying.



As soon as the gate is destroyed, rush in and mop up the mess. Three soldiers are swarming the next waypoint, now marked on your on-screen minimap. Pop a grenade over the sandbag barrier just beyond the gate to start the rumble. (If you need more ammo, there is a free rifle

CONTRACTS

FINAL CONTRACT

on the ground nearby.) After blasting the sandbags, enter the clearing's center and cut down the remaining soldiers. As soon as they are down, Solano's crew will chopper in a vehicle for you.



The Iguana jeep is crude but effective for off-road situations such as this



Power up the dirt road, jumping over the roadblocks made of crates

TIP

A small gunner's nest stands along the road, just off to the left. Drive past the nest and then jump out to pop the gunner from the back. There are lots of goodies in the nest, such as first aid and an RPG.



There's another gate blocking your path. Call in another air strike to ruin the gate and press deeper into the island.

TAKING THE BASE



The road becomes steep beyond the gate. You can use the jeep to drive up the mountain road, but there are several switchbacks and a handful of soldiers hiding in the trees that will open fire as you pass. Hoofing it up the mountain lets you run straight up as well as easily return fire. After you reach the top of the mountain, you can look down over a small shantytown. The base where Carmona is holed up is at the bottom of the mountain. Several soldiers lurk among the shacks, so keep your eyes peeled for movement or tracers as you run to the next checkpoint.



The soldiers' base looms large at the bottom of the hill. Don't go rushing in. There is a guard standing on the broken bridge that extends halfway across a shallow river. He's armed with an RPG. Prioritize this target and then start moving closer. Take refuge behind the two parked trucks to the left and pick off any swarming soldiers.



Fall back to the edge of the river and call in another air strike to shatter the base's facade

CAUTION

Keep out of the drink whenever you are under attack. You cannot shoot while swimming, so you are extremely vulnerable in the water.



Pick off any remaining soldiers as you storm the remnants of the base and rescue Carmona from his makeshift prison



Puzzled at first by the antics of your one-man army, Carmona is happy to be free. But when you return him to Solano's villa, you learn that with Carmona's military might back in force, Solano will install himself as Venezuela's new president. And that's when Blanco turns on you. So much for honor among mercs. These guys played you for a patsy, an expendable pawn. But they didn't count on you rejecting the "expendable" part. You narrowly escape the set-up.



Back at your small HQ, the team is getting ready to fold the tents and move on. Venezuela is too hot for you now, especially with Solano controlling the military through Carmona. But as you see Solano on television spouting nationalism hidden behind the false smile of patriotism, you cannot help but retreat to thoughts of revenge. Surely there are enough people in Venezuela interested in Solano's downfall that you can strike back—and earn a little money while doing so.

MOVING IN



Solano thought he'd pull a classic screwjob on you, but he made a fatal error: you survived his betrayal. Now it's time to show him that the only backstabber who's going to make it out alive is you. Fiona has other plans. She's ready to pack it in. After all, with Solano in the driver's seat, there doesn't seem to be any safe base of operations in Venezuela. However, she relents when she sees your determination to settle the score.

And that's when the devious side of Fiona reveals itself.

She has an idea for a temporary headquarters: Solano's beachside villa. With Solano running the show out of the government buildings, he's left his villa in the hands of Carmona's thugs. Although taking over the villa won't be a cakewalk, there's no better fuel for an operation like this than pure, unbridled spite with a revenge kicker.

STORMING THE VILLA



First things first: you need some wheels. Fortunately, the parking lot of the bar has several options, including a fat-wheeled chopper. Either nick one of the parked cars or the hog and roar south on the Maracaibo Coast Highway. Use the minimap to orient yourself—aim for the yellow exclamation point and you cannot miss it. Traffic is thick, so weave around cars and trucks.



The chopper is undeniably cool, but it leaves you exposed to fire from Carmona's patrols



The front gate of Solano's villa is guarded by four soldiers. Breeze between them and punch it up the long driveway until you're in the shadow of the majestic villa.

TIP



There's a supply crate right out front of the inner wall surrounding the villa. Bash it open with a melee attack to claim some timed bombs.



You're not exactly a welcome presence on the villa grounds. Several soldiers burn rush the inner wall to stop your progress, so lay them out with sharp bursts of rifle fire. To access the villa interior, you must eliminate five gang lords around the villa. The gang lords all wear bright white suits (it must not be Labor Day yet), making them easy to spot among the brown uniforms of Solano's goons.

CONTRACTS

FINAL CONTRACT

TIP

There's nothing worse than running out of ammo, so always keep both eyes peeled for the dropped rounds of fallen thugs.

SOLANO'S ENTOURAGE

After stocking up on ammo and guns dropped by the welcome wagon, it's time to zero in on the five gang lords spread across the property. You can tackle these menaces in any order, but the one closest to you when you first breach the villa grounds is in the hedge maze to the left. Gang lords are typically flanked by at least two troops, so be ready for resistance.



Each gang lord is protecting a stash of cash. This is a great way to boost your starting income, so be sure to scoop up the money near the gang lord's crumpled body.

Gang Lord 1



The first gang lord is milling about the maze. As you enter the shrubbery, look out for soldiers around every corner. It's easier just to get close and bust their chops with a sharp elbow than to back up and take aim with your gun. The gang lord's white threads stand out nicely against the greenery,

making him an easy target to spot. Ventilate the heavy with a full volley.



The gang lord's cache of cashola is next to the decorative fountain in the hedge maze

Gang Lord 2



The second gang lord is out in the open, but he is surrounded by loyal troops. As you exit the maze, you spot the thugs swarming around him. Spray the soldiers, dropping them before they can overwhelm you. The gang lord is typically near the sculpture. Pop a few rounds into the gang lord and then sniff out his cash.

TIP

There are more thugs by the giant fuel tanks behind the sculpture. Popping those tanks will put on quite show and eliminate the soldiers, but there is a pile of loot and a first-aid crate behind the tanks that will be lost in the resulting inferno.



Once the coast is clear, swipe the cash from the crate next to the troop transport

Gang Lord 3



The next gang lord is behind the villa. When you round the corner, look out for a pair of soldiers taking refuge near another truck. Don't those two realize they're standing next to some plainly marked exploding barrels? You can pop the barrel, but you'll incinerate the cash next to the nearby wooden crates. Instead, pick the soldiers off one at a time, and watch out for rocket fire. One of them is packing an RPG—an RPG you can pry out of his dead hands.



The gang lord is near the rocks leading down to the water. He's flanked by an armed guard.



Use that RPG to exterminate the shooters on the balcony overlooking the ocean

TIP

Smash the supply crate under the balcony for first aid, ammo, a rifle, and extra grenades.

Gang Lord 4



The fourth gang lord is on the opposite side of the back landing. It looks like he's alone, but don't fall for it. Blending in among the greenery is a machine gun nest. As you close in, the gunner opens fire. If you have an RPG round, crater the gunner. If not, throw a grenade to stop the incoming fire. After the gunner is toast, rush in and finish off the gang lord.



Very nice. The gang lord's cash is next to the palm behind the now-empty machine gun nest. Add it to the PMC kitty.

Gang Lord 5



Run down the narrow corridor to return to the front of the villa. Pop the soldiers that step out to greet you. The fifth gang lord is standing firm with more soldiers just around the corner leading out front. He's next to a jeep—and some barrels. Go ahead and light up those barrels. The resulting blast radius will put the gang lord and his lackeys down for the big sleep.

TIP



Don't forget to salvage the fuel tanks from wrecked rigs like the jeep.



The gang lord's cash (and a first-aid crate) is next to the sculpture behind the wreckage of the jeep



Now that you have eliminated all five of Solano's entourage, it's time to investigate the villa. Slip in through the front door. It's quiet inside. Too quiet.

REDECORATING



It doesn't take long for the remaining soldiers to make their last stand—and it's quite a stand. Nothing less than a tank breaks through the wall to your left. That turret is swiveling to face you, so you had better do something about that tank. Running away just isn't your style, so attack the tank head-on. That's right—you are going toe-to-toe with a tank. Rush the tank and use the carjack button to attempt grand theft tank right inside the villa. Follow the on-screen commands to fight off the tank commander and commandeer the vehicle.

CONTRACTS

FINAL CONTRACT



Nobody except you (and Fiona) is happy that you took the tank. Solano's soldiers swarm the foyer, descending on you like uncouth party guests on a tray of cocktail wieners. They want their tank back, and they have the hardware to get it. Several RPGs are among the hostile crowd. You need to eliminate fifteen of the soldiers to scare away the army and take over the villa.



Swivel the turret and blast away. You have plenty of rounds to drop the necessary fifteen troops and prove you're the new king of the castle. When the last body hits the floor, the rest of the patrol beats a hasty retreat.

OPEN FOR BUSINESS



Fiona immediately starts setting up shop in the villa. As she opens her laptop to search for any available work for the PMC, you spot a newspaper. While Fiona tickles the keyboard, your eyes settle on the front page photo. It's Blanco and he's walking next to a woman identified as Rubin, an executive for Universal Petroleum, the biggest oil producer in the country. And wouldn't you know it, Rubin has slyly put out word that she needs some hired muscle for a few jobs. Maybe if you scratch Rubin's back, she'll scratch yours and get you some face-time with Blanco.

Now that you secured new headquarters for PMC, you must make your first executive decision. Multiple jobs are available:

- Emplaced Weapons Challenge (PMC)
- Universal Petroleum (UP)

FIONA'S CHALLENGES

Fiona has complete faith in your skills as a merc, but a little training never hurt. After you've set up shop in Solano's now-abandoned villa, she offers you four different training exercises across a series of skill sets, such as wielding a pistol and using emplaced weapons. However, to make these training programs interesting, Fiona decides to put a little money on the line. You can make friendly wagers with Fiona before embarking on each exercise. If you complete the exercise under the time limit, you win the wager. If you fail, Fiona gladly pockets your money.

Each training exercise has three challenge levels. Each level of challenge ups the difficulty by lowering the time limit. By the third level, you will be rushed to finish in time. But the pressure teaches you how to make split-second decisions and hone your aim. You will be better in the field for completing these exercises. And richer, too.

TIP

You can wager up to \$100,000 on each challenge. While you may wish to dial back to a meager wager when attempting a Level-3 challenge for the first time, you can score serious money by goosing your bets in Level-1 challenges.

NOTE

Completing Level 1 of the Emplaced Weapons Challenge opens the Grenade Launcher Challenge. Completing Level 1 of the Grenade Launcher Challenge unlocks the Pistol Challenge. You will not unlock the Sniper Challenge until you recruit Ewan, the helicopter pilot.

EMPLACED WEAPONS CHALLENGE

This first training exercise tests your skills on three different weapons: heavy machine gun, recoilless rifle, and emplaced grenade launcher. You move from one weapon to the next, taking out targets pointed out by Fiona. As soon as you finish the final weapon—the grenade launcher—you

automatically return to Fiona inside the villa where you either pay out or collect money, depending on your performance in the field. The course remains the same across the three levels of challenge—it's the time limit that shrinks as you move up the ladder.

Level 1: 4 minutes

Level 2: 3 minutes

Level 3: 2 minutes

TIP

Press the left control stick to sprint between weapons. You cannot afford to dawdle.

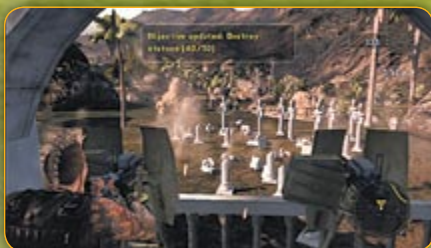
Heavy Machine Gun



You begin the challenge by standing out on the villa lawn. You must rush to the heavy machine gun as soon as the clock starts. There are two guns at the top of the steps. Take your pick. Each gun has 300 rounds. If you run dry, just switch to the other gun. There are 50 ceramic busts of Solano in the field below the guns. You must shatter all 50 with the gun to complete this third of the exercise. You must actually shoot the busts, though. Splintering the columns that hold up Solano's chiseled features does not help your score. In fact, it just makes it tougher to see the fallen bust among the pieces of broken pillars.



Start on one side of the field. Aim directly for the heads and then start snaking around the field. Keep steady. Just spraying the field back and forth leads to trouble.



Sweep the front of the field and work toward the back. Remember: smooth arcs across the rows of busts.



Slow down as you shatter the back row. Precision takes a little longer, but not nearly as long as backtracking to aim for a bust you missed while acting like a lawn sprinkler.

Recoilless Rifle



As soon as you finish the final bust, release the machine gun and hoof it down the stairs and across the lawn to the pair of recoilless rifles behind the sandbag barrier. The goal here is to shoot nine cars. Fiona launches these cars through the air, arcing them across the dusky sky. The cars follow no set pattern, so they change every time you try out the challenge. But they usually come from the same places: dropped from above, a low arc from the rear of the course, and a basic arc either left or right.

The recoilless rifle is a powerful weapon. A single direct shot turns one of Solano's cars into a fireball. But the gun requires a little finesse. The rounds move much slower than the machine gun rounds, so you have to lead your targets by at least a few feet. And the farther away the target, the more lead required. This takes practice. By Level 3, this part of the course requires precision. You must hit at least three cars in midair to freeze the clock and have any hope of finishing the exercise in time.

TIP

Shoot a car out of midair to freeze the clock for five seconds.



The cars are marked with blue exclamation points. Use these as on-screen guides to see where the next car is coming from.



Cars dropped into the course from above are moving fast. You need to lead them by several meters to get a midair hit.



You only have a few seconds after the car bounces across the ground to score a hit. If you miss, the car rolls to a halt, killing time while offering no bonus.



Be careful about popping cars if they roll too close to the guns. You can get tagged with shrapnel if you aren't careful.



The next car will pop out faster if you hit the current target right away. If you shoot them all in midair, you will only lose a few seconds on this part of the course. Otherwise, this is the easiest place to get tripped up.

Grenade Launcher



After the ninth car has been destroyed or rolls to a complete stop, run back toward the wall and ascend the highlighted stairs to reach a pair of mounted grenade launchers. Fiona has set up another field of 50 Solano statues. (Always a pleasing target.) You must lob grenades into the thick of the field to break the busts and finish the training exercise. Each launcher has 150 grenades, so don't worry about running out of ammo unless you go absolutely hog wild and miss the targets.

The two keys to finishing the final third of the exercises are:

1. Pop the explosive barrels on the field and let the splash damage take out multiple statues.
2. Remember that you must aim higher than the target due to the arc of the grenade.

CONTRACTS

FINAL CONTRACT



Start with the high ledge to the left. Drop a few grenades into the center of the first few statues and then drop one right on the red barrel peeking out from behind fallen pillars to the right.



There's another red barrel right below your guns. Shoot that target next so the blast radius takes out a few more statues as you start to clean the center of the field.



To hit the statues closest to the road, you must actually raise the target reticle so that it's pointing at the pavement. Gravity will do the rest.



Another exploding barrel is behind the rocks to the right. Aim high and drop a grenade next to the barrel. The explosion shatters all the statues behind the rocks.

NOTE

Having trouble finishing this challenge on Level 3? You stand to lose the most time on the recoilless rifle. If you enter the grenade launcher sequence with anything less than 15 seconds, you are destined to fail. Practice that recoilless rifle. Getting good at it will serve you quite well when you tackle contracts later in the game.

GRENADE LAUNCHER CHALLENGE

This training exercise teaches you proper grenade placement when using a handheld launcher. Fiona has set up a field with several targets you must take out with the portable launcher; these include a parked car, rooftop statues, and even a few Solano busts that can only be broken with splash damage. You must run to each station in this exercise while the clock is ticking. But instead of running out of time, you must beat times set by Fiona. Also, she's a stickler about one little rule: you must be standing behind the designated embankments for your shots to count. If you step in front of a sandbag embankment and pop off a round that destroys a target, she will disqualify you and keep your wager.

Fiona's Times:

Level 1: 3 minutes

Level 2: 2 minutes

Level 3: 1 minute

Barrels



The first part of this challenge is to destroy three busts located next to three red, exploding barrels. To eliminate the statues quickly, aim directly for the barrels instead of the busts. The resulting explosion of your first strike will destroy the closest bust, but will most likely knock over the remaining two. Now that they are on the ground, pop the barrels to finish off this section.

Rooftop



Get behind the sandbags and look to the roof across the way. Three large busts of Solano are perched there like gargoyles. Each one is next to a red barrel. Aim high and launch a grenade right into the barrels to detonate the busts. If the explosion of one bust knocks the next nearest one loose, you may have to aim directly for the statue as it either slides off the roof or the red barrel rolls away from it.

Statues



Run to the next set of sandbags. Twenty-one statues stand in front of you. Launch grenades into the middle of the statues and use splash damage to reduce multiple targets to rubble with a single shot. Aiming directly for the statues is actually a waste of time here, as Fiona has smartly placed them just close enough that you can do more damage by dropping a shot into the pavement.

Splash Damage



The final part of this challenge is to destroy six more busts, but they are tucked behind concrete shields. You cannot blow up these shields with your grenades, so you must rely on splash damage to break the busts. The most effective shot here is to aim high and to the left of each shield. The grenade will fall next to the hidden bust and knock it over. If you are too far away, the bust will topple, but not shatter. Then you have to fire another shot to finish it off.

CAUTION

You have six shots per magazine. Precious seconds are wasted when reloading, so conserve your shots—especially in Level 3. Reloading too many times can be the difference between winning serious cash and making Fiona's condo payment.

PISTOL CHALLENGE

The Pistol Challenge is the easiest of the four exercises. Armed only with a basic pistol, you must rush through another of Fiona's training courses. This time, she's set out dozens of paintings of Solano's smug mug. You must shoot every portrait at each station while standing behind the sandbags to move on to the next set of paintings. Can you beat Fiona's best times on the three levels of challenge?

Fiona's Times:

Level 1: 2 minutes

Level 2: 90 seconds

Level 3: 1 minute



1. Pop the three portraits right in front of the cargo containers. After the third is down, run into the cargo container maze.



2. Drop the next three portraits. They are right on top of each other, so smoothly move the target cursor from right to left and don't waste any rounds.



3. The next set is a mirror of the previous collection. Because they're stacked close, you can shoot these three portraits in rapid succession.



4. The next set is spaced wider than the others. However, they are on the same horizontal plane, so start at one side and sweep across the field.



5. The fifth range is just like the previous, but after you blast what looks like the last portrait, a few more pop up. Sweep from left to right and when the new portraits rise into view, just sweep in the opposite direction.

TIP

Bet the maximum wager on the first two levels of the Pistol Challenge—it's easy money!

SNIPER CHALLENGE

Now that you have access to the sniper rifle, you should practice with the scope and long-distance targeting. Fiona sets up another course on the villa grounds: 19 targets including portraits and prized hot rods. The cars are flanked by red barrels, so shoot those to blow up the cars. Fiona judges you by time on this course, and challenges you to beat her record. To stop the clock for a few seconds, shoot the Solano bust being carried through the air on Ewan's winch.

Fiona's Times:

Level 1: 2 minutes

Level 2: 90 seconds

Level 3: 1 minute

NOTE

You must reload the sniper rifle after five shots, burning a commodity you just don't have much of: time.

CONTRACTS

FINAL CONTRACT



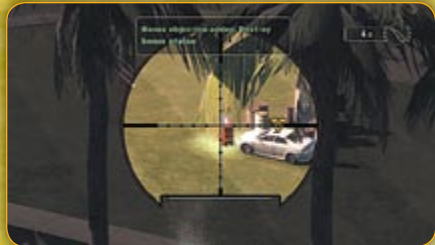
When you first look out over the course, yellow markers designate the targets' locations. Use these to get a good idea of the layout before going into scope mode, which severely limits your peripheral vision. Start on one side of the field and sweep to the other, smoothly moving from target to target.



The foreground portraits are easy targets



The portraits in the back are not. Carefully position the crosshairs. If you miss, you are one shot closer to having to reload.



After shooting a red barrel, verify that you see the blue flame and then move on to the next target. You don't have time to watch the pyrotechnics.



You can shoot through the palm tree fronds



Some portraits hide behind the trees. If you cannot get a clear shot, you may need to drop the scope and move to the left or right.



If Ewan swings into view, shoot the Solano head to stop the clock. This is absolutely critical in Levels 2 and 3 of this challenge.

WINCHING CHALLENGE



This training exercise only becomes available following the completion of the Phone Call contract with Universal Petroleum and the hiring of Ewan the helicopter pilot by the PMC. This challenge is designed to teach you about piloting helicopters and using the winch, a cable you can lower from the chopper's undercarriage. The winch has a magnetic claw at the end that snaps up a variety of objects, from cars to cargo containers. (Of course, the heavier the object, the slower the chopper flies when the winch is deployed.)

Ewan challenges you to stack objects with the winch and achieve specific height requirements within a five-minute time limit. There is an orange case that must remain at or above the designated height for three seconds, settled on top of a stack, completely detached from the winch. This exercise takes place at the villa and Ewan has placed around

the substantial grounds several objects you can grab with the winch, such as burned-out tanks and cars.

Ewan's Challenges:

Level 1: 5 meters

Level 2: 6 meters

Level 3: 7 meters



When the challenge begins, rush out to the driveway in front of the villa and hop in the pilot seat of the giant Castro transport. As soon as you start the rotors, the clock begins the countdown. The orange case you need to hoist is right in front of you, but don't winch it just yet. You need to position objects first. Also, when you lift off, a yellow circle forms around the test site. You must erect the stack inside the circle. If even a centimeter of the orange case is outside the circle, Ewan will not count it, no matter if you build the Tower of Babel out of cargo containers.



Press down on the d-pad to deploy the winch. The cable drops right away. See the claw at the end of the winch? Just drag it across the flat surface of an object like a tank. The claw snags the object. Then, punch the gas to spin up the rotors and rise into the air, pulling the object off the ground.



The best building block is one with a flat top surface. Cargo containers are excellent bases for your stack. Plus, they are four meters tall, so that gives you a big leg up in the first two levels of this challenge.



Another cargo container is over the nearby wall, by the large garages. The cargo container is heavy and slows your chopper, but if you neatly stack two cargo containers, you will win this bet.



The burned-out tank is another good building piece, as its top is fairly flat. However, it is only one meter tall.



Avoid the car. Its top is totally uneven, making it difficult to stack, especially if you try to place the small orange case on top of it. You can waste a lot of time trying to be precise.

CAUTION

Try to line up similar building blocks. Mixing containers, cars, and tanks is a recipe for trouble, as you can knock the whole thing over by accidentally grazing the structure with the chopper.



Got your stack all set? Grab the orange case and hoist it on top of the stack. Release the case by raising the winch (press up on the d-pad) and if the case stays still above the required height for the full three seconds, Ewan is forced to hand over your cash wager.

EVA'S MISSIONS

After Ewan officially joins with the PMC, he alludes to a mechanic hiding out near the town of Guanare, to the east of the PMC HQ. Since you have a tendency to be a little rough on vehicles, you could use a good mechanic. Besides, having Eva on your crew also opens up the use of new vehicles, both added directly to your stockpile and available in shops. So, when you are ready to make contact, drive across the bridge over Maracaibo Lake, through the slums of Guanare to find Eva's garage, which is pinpointed on your map with a small wrench symbol.



Eva's garage



Inside the garage, you find Eva hunched over an engine, with grease up to her elbows and a tool belt dangling from her waist. Indeed, she's a vision. And she's actually heard of you. News about a mercenary

who's out for revenge for being paid for a job well done with a bullet in the butt travels fast in the Venezuelan underground. But Eva isn't exactly looking for proper employment right now. She's a wanted woman, but not for the reasons you may think. Apparently she has run afoul of Carmona, so she's understandably hesitant to leave her garage. You need to win her trust. To do that, you need to perform a little test drive for her.



Eva is in the process of finishing some sort of vehicle for a hidden client. It looks like a monster truck, but you can just tell this is no ordinary big wheel. Eva is serving this one up with a slice of love. She isn't telling who the truck is for, and you figure it's pointless to ask. But if you complete the test drive, she will join the PMC. So, you get no money for testing the monster truck. But not all payoffs have to be monetary. The goodies Eva unlocks for you are worth their weight in gold, especially when you see what she's cooking up in this scrap-iron kitchen.

NOTE

You cannot meet the jet pilot Misha until you complete Eva's request. And since you need Misha's air strikes to complete certain tasks, like leveling buildings for Universal Petroleum, you had better get started pleasing Eva.

CONTRACTS

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DOOM PATROL



It's tough to believe she built such a thing, but there it is in Eva's garage: a monster truck. The Cacharro de Muerte, to be exact. (Rough translation: "Jar of death.") But before Eva can deliver the truck to her client, she needs somebody to take it for a test drive. Since you were so kind to gather up all the necessary pieces, Eva thinks you are the perfect volunteer for this task. Eva really wants to run the truck through a gauntlet, so expect some serious off-roading. As always, expect a little unwelcome company.



City streets are no good. Even some of the nearby dirt roads are still not rugged enough to see what the Cacharro can do, so Eva directs you to the nearby strip mines. Follow the on-screen gates to reach the entrance of the strip mine. When you reach the strip mine, come to a stop in the golden circle. When you are idle, Eva starts a clock. She's not terribly generous, either—she puts only 30 seconds on the board. You must complete the test drive under a strict time limit, but every yellow gate you rumble through adds 10 seconds to the clock. There are 28 gates on this course.

TIP

If you smoothly hit all of the early gates, you can bank more than enough time to complete this challenge.



The course starts out easy enough. The packed dirt roads are easy to negotiate. But soon, rocks start blocking your path. Eva has equipped the truck with jump jets that propel it into the air for a few seconds. Squeeze the right trigger to initiate the jets and hop over the rocks. You cannot turn the truck in midair, though, so make sure you're pointing in the direction you want to land before hitting the jet.



The dirt road gives way to rough terrain in the strip mine. Jump over the massive boulders.



When you reach this fork, either head to the left and circle the gravel pit or drive straight into it and use the ramp to bounce back out in front of the next gate



After hopping the abandoned boxcars, you approach a huge gap in the road. Gas up the wooden ramp and hit the jets right at the top to launch the truck over the gap.



Uh-oh. The strip mine isn't so vacant after all. The VZ are using the mine as a staging ground. As soon as you roll into the industrial area, bullets scream through the air. Two tanks even show up on your radar. You have no time to stop and engage, though. Eva's clock is still ticking, so hit the gas and roar away from the immediate action.



NOTE

Keep track of the several fuel tanks out here. If you ever need fuel, be sure to come back and tag these assets so Ewan can replenish any spent supplies.



VZ activity heats up again after the wide turns in the high road. When you drop down into the lowest part of the mine, look out for rockets and gunners flanking the road. Never slow down—you just make yourself an easier target if you do.



As you escape the concentration of VZ troops, look out for traps. The VZ drop rusted water pipes into the road. If you cannot swerve around them, jump over the pipes.



Slow down as you approach the bridge. If you miss the hard left turn and plummet into the canyon, you will run out of time.



After the next trap, jump down into the canyon to the left. Staying on the narrowing upper ledge until it runs out is too dangerous.



As you exit the canyon, you drive right into another VZ stronghold. Not only are their troops lining the road, but there are two tanks and a SAM battery in positioned on the ledge overlooking the road. Jump over the tank in the road and power away from the stronghold. Don't worry about the SAM; it ignores your truck. But if you ever come back in a chopper, taking out that SAM is critical.



The road leads out of the mining area and points you back toward Guanare. More troops open fire, but just speed past them. Keep abreast of the clock. You need to cross the finish line in front of Eva's garage with time to spare or else you must run the entire course again.

CONTRACTS

FINAL CONTRACT

EVA JOINS UP



By completing Eva's four contracts, you convince the ace mechanic to join PMC. She automatically sets up shop on the first floor of the PMC HQ. You can now go talk to Eva in the garage to learn more about the jet pilot she mentioned earlier, Misha, which places Misha's icon on the map. If you want Misha to join PMC, you must go talk to Eva and complete any contract she offers.

In addition to gaining Eva's loyalty and learning about Misha, completing Eva's missions also unlocks a handful of goodies:

- New Shop Item: Monster Truck
- New Shop Item: The Norse Wind

Eva now offers you two challenges: Destruction Race Challenge and Race Challenge. You must complete the first level of Destruction Race Challenge to open up the first level of Race Challenge. Each challenge has three levels and completing these races unlocks additional stockpile items, so they are well worth your time. In addition to the challenges, Eva also offers a shop where you can buy vehicles and items.

Finally, if you have not talked to Fiona since completing the Phone Call contract for UP, chat her up to get the full scoop on the PLAV. Doing so unlocks access to another faction and the potential for new contracts and outposts.

EVA'S CHALLENGES

After Eva joins the PMC, you can accept her training exercises from HQ. Just step into the garage and talk to Eva. She offers only one of the two challenges at first, Destruction Race Challenge. But after you finish Level 1, you can take on the second challenge. Like your exercises with Fiona and Ewan, each of Eva's challenges has three levels of difficulty and you can make friendly wagers with Eva. The maximum bet is \$100,000, so here's another good opportunity to pocket some big coin.

DESTRUCTION RACE CHALLENGE

Eva has set up an obstacle course for you to complete within a time limit. She even provides you with a Vulcan 4x4 to complete the challenge, which comes factory standard with a heavy-cal turret on the roof. The goal of the challenge is to race through the loop course, passing through the gates and shooting six targets placed along the road. The targets are exploding barrels, which your turret is more than capable of taking out. This challenge is designed to teach you how to shoot and drive at the same time with vehicles that come equipped with guns. There are three levels of challenge. The course does not change across the three levels; only the time limit changes.

Level 1: 2:25, each target adds 15 seconds

Level 2: 1:45, each target adds 10 seconds

Level 3: 1:25, each target adds 7 seconds



When the race begins, run over to the garage and hop in the cab of the Vulcan 4x4. This starts the clock. Now, race out of the villa grounds via the main road and cross the highway. Follow the gates to reach the obstacle course and really start the challenge.



After entering the course, look for the first target to your left. As you drive through the gate, rotate the turret with the right stick and shoot the barrel. As soon as you see those blue flames, you know you've hit it and can move on to the next gate. Don't waste time lollygagging about until you see a proper explosion. Just move on to the next gate.



The second target is on the right side of the road, next to the gate



Look for the third target among the crates to the left of the following gate



As you wind around the next corner, swivel the turret to the left to pick off the fourth target



Drive through the next few gates quickly. The fifth barrel is near the rock wall you see in the distance.



Pop the fifth barrel as you round the corner to the left and power through several more gates on the way to the final target



Shoot the last barrel as the road straightens out



Now, you must return to HQ to finish the challenge. Follow the gates to return to the highway and watch for traffic as you cross it. Pass through the villa entrance and zoom up the main drive. The finish line is exactly where you started, so turn left at the big statue and shoot for the garage. Here are the rewards added to your stockpile for finishing each level of the challenge:

Level 1: Monster Truck

Level 2: Bogden Buggy

Level 3: Panzercycle

RACE CHALLENGE

Eva's second challenge is more of a traditional race around the villa grounds. After accepting the exercise and placing your bets, you head outside. There is a parked Racing Inferno off to the right, where you found the Vulcan 4x4 in the previous challenge. As soon as you hop behind the wheel, the clock starts. You must complete the course within the time limit, but passing through each gate adds seconds to the clock. For every level you complete, Eva drops another useful item into your stockpile inventory. Free money? Free cars? Does life get any better?

Level 1: 1 minute, 25 seconds, each gate adds 15 seconds

Level 2: 55 seconds, each gate adds 10 seconds

Level 3: 45 seconds, each gate adds 5 seconds



After racing down the driveway, pop over the bridge and make an immediate left across the lawn. Point the Inferno toward the wall that protects the grounds, as you need to steer down a very narrow passage along the house's right side.



Watch out for the extrusions from the outer wall. You can lose precious seconds if you accidentally tag one.



Tear across the back patio of the villa, smashing through tables and umbrellas on your way to the personal airstrip



Shoot up the airstrip, but hit the brakes as you near the gate at the end of the run. If you aren't careful, you can drive right off the edge of the airstrip and crash into the water below. Drift through the gate so your car is pointed back down the airstrip as you swing through the gate. Punch the gas and roar back down the airstrip.

CONTRACTS

FINAL CONTRACT



Jump the ramp leading over the wall. This deposits you outside the villa grounds in the middle of some pretty rocky terrain. Steer around the rocks and merge onto the highway. Follow the highway back to the entrance of the villa grounds and turn into your property.



Race up the main drive and swing the car wide to the left as you bounce over the bridge. The finish line is exactly where you started.

After you win the race, you return to Eva's shop where she begrudgingly offers you the following rewards:

- Level 1: Sports car (added to shop)
- Level 2: Angriever (added to stockpile), Black Heart (stockpile)
- Level 3: Vulcan 4x4 (added to stockpile)

MISHA THE PILOT

After Eva joins PMC and installs her shop in your headquarters, speak to her to learn about another potential hire: Misha. Since the contracts being offered are becoming more complex with larger targets, having a jet pilot to call on from time to time is now imperative. As soon as Eva clues you into Misha's location and talents, he appears on your GPS as a small jet symbol up in the Pirate Islands. Now you just need to convince Misha that joining the PMC is in his best interests, not only

financially, but for his own safety as the country threatens to rip itself apart. To reach Misha you need the means to cross the waters north of UP HQ, so find a chopper or a boat.



Misha is holed up in a shack right on the shore of one of the pirate-controlled islands. Don't worry about any trouble with the pirates. They are a laid-back bunch—for now.



Misha is slumped over in a chair inside, completely blitzed. He stirs when you enter and after a moment or two of mistaken identities, Misha confirms that he is indeed the jet pilot. Your skepticism is healthy, especially because Misha boasts of being able to fly any jet, anywhere, and under any condition. (Is he talking about himself or the weather?) Apparently, Misha used to be in the employ of the VZ, but a bum bombing run has put him on the outs with his former boss. Misha claims the accident was not his fault and that he is shouldering the blame unfairly. The person who gave him the mixed-up coordinates for the botched bombing, a VZ lieutenant, wants Misha's head. Fortunately, since everybody in the country fears the pirates, Misha is safe where he is. But you need his services, so you'd better find a way to lure him out of hiding.

NOTE

As soon as Misha joins your team, you can start calling in air strikes. This makes taking down buildings much, much easier. Just be ready to shell out a considerable amount of cash and fuel for the munitions.

MISHA MILANICH

To get Misha to join the PMC, you need to take care of his little problem. So, here's the deal: you offer to eliminate the lieutenant threatening Misha and in turn, he pledges his jet to you. But there's a catch—there's always a catch. The lieutenant is hiding out inside a bunker on an island to the east. Since you cannot coax the lieutenant out, you must bring the roof down on top of him. To accomplish that feat, you need a bunker buster. Misha is fresh out. So, you must first steal three bunker busters from the VZ. Once Misha has the bunker busters, he will drop them on the base.

Objective: Steal bombs and eliminate lieutenant

Reward: Misha's services

Risk: Medium



Stealing the Bunker Busters

Fiona manages to find three bunker busters for you in record time. They are housed on a VZ-occupied island to the east. To reach the island, you need either air or sea transport. Since the VZ are protecting the bombs with a SAM battery, artillery guns, and a tank, approaching via watercraft is more appropriate. There are a handful of Little Dimba jet skis bobbing in the water next to Misha's shack. Grab one of these vehicles and steer eastward.



The trip across the sea isn't terribly eventful if you are on relatively good terms with the UP. If you are on the outs with that faction, though, watch out for UP patrol boats in the water.



Park your watercraft (don't beach it) and prepare for immediate action. VZ troops pour down the sand to push you back into the drink. A light Serano tank is not far behind, crashing through the beach huts. Target the tank's gunner and then hijack the monster.

CAUTION

The light Serano is a double-edged sword. While it's awesome for blasting away the SAM battery and any VZ troops, you must be mindful of the splash damage unleashed by its shells. If you rock the bunker busters, the whole island will erupt in flames.



Use the tank to destroy the SAM battery and incoming jeeps.

TIP

There are a few fuel tanks on the island. Be careful not to blow them up. After you have subdued most of the VZ, you can call Ewan to pick up the tanks.



To grab a bunker buster, mark it and then toss out a smoke grenade to call in Ewan, just as if the bomb was a fuel tank or cash bundle.



Each bunker buster is heavily guarded, but since the VZ resistance is so close to the actual munitions, you need to abandon the tank and take out these troops with just your guns. You simply cannot risk accidentally blasting the bunker buster. Just make sure you have zeroed out enough VZ forces around the bomb so Ewan can get in there without taking any damage.



As soon as you snake the third bunker buster, Fiona comes over the radio. She has the location of the lieutenant and the munition is all loaded up on Misha's jet. Get to the island to the north and use a laser designator to pinpoint the bunker. Then make yourself scarce.



Return to your landing spot to reclaim whatever watercraft you used to reach the island or find another means of getting across the water. If there is a VZ chopper flying low and slow, grapple it and kick the pilot out to take control of the aircraft and zip northward.

Paint the Target



This lieutenant must be pretty high up in the VZ, as a small army stands ready to defend him to the death. The beach is lined with small gunner nests that light up the sand as soon as you are in their line of sight.

TIP

There is an alarm system on the beach. If a VZ soldier activates it, make it a priority to turn it off again. Otherwise, the beach is about to get a lot more crowded.

CONTRACTS

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A lone road slithers around the island, leading to the lieutenant's large bunker. If you steal a jeep, you can rip right up the road, but be mindful of several VZ installations along the way. Much like the smaller island with the bunker busters, this island has fuel tanks that are ripe for picking.



Look for the Kestrel helicopter parked near the island's center. Its guns are great for strafing the VZ around the lieutenant's bunker, but watch out for shells from the tank on the ground.



The complex surrounding the lieutenant's bunker is considerable. There are numerous guard towers. Sentries armed to the teeth patrol the grounds. A tank rumbles in a circle around the central bunker,

its driver hungry for a good scrap. Several barracks are inside the complex, too, and if the alarms are sounded, these barracks release a stream of VZ reinforcements.

TIP

Hijack the tank and take a lap around the base, blasting the barracks to thin the herd of VZ swarming the base. Plus, if you control the tank and can take out the barracks, Ewan can get in there and steal the fuel tanks without much trouble.



The tank makes short work of everything

CAUTION

If you hijack the tank but later abandon it, listen for the sound of those treads rolling again. The VZ will always try to reclaim the tank—and then run you over with it.



As soon as you spot the bunker in the center of the complex, get close and prep the bunker buster. Call it from your support menu. This automatically puts the laser designator in your hand. Point it at the front doors of the bunker just like a rifle. Hold the trigger. It takes a few seconds for Misha to get a good read on the target, but as soon as he confirms, he's on the way. Get out of there. Fall back as far and fast as you can because that bunker buster will strip the paint off a house from a thousand feet away.

MISHA JOINS UP



You carry Misha back to PMC HQ and drop him on the couch. Fiona isn't impressed with your jet pilot. But Ewan can vouch for his talents in the sky. Reluctantly, Fiona agrees to take him onboard, as you are right about needing somebody to drop ordinance on bigger targets. Bringing on Misha does not unlock any new equipment or vehicles, but he does open up a new training exercise: Air Strike Challenge. Plus, you need Misha on your team after you finish your business with the PLAV faction to move on to the next phase of your revenge.

AIR STRIKE CHALLENGE

Adding Misha to the team gives you another chance to win money through training exercises. This is another three-level challenge, with each escalating level requiring greater skill. While this is a good way to bank a little cash, accepting and completing Misha's challenges also adds up to three more vehicles to your stockpile.

Here's the exercise: Misha will set up a collection of targets in an open field. Each target is loaded with fuel, such as a truck or jeep. Each target is worth a specific number of points:

- Barrel: 1 point
- Jeep: 2 points
- Truck: 3 points
- Fuel Tank: 5 points

The targets are placed in such a way that explosions will cause chain reactions that tear through the field. If you can rack up enough points, you win the challenge. However, you only have two air strikes to hit the required point totals. Think you can drop bombs with the best of them?

- Level 1: 40 points
- Level 2: 55 points
- Level 3: 70 points

Chain Reactions



When you arrive at the edge of the field, take a good look at the layout of the course. The objects are randomly generated—no two fields are alike. You need to drop the first satellite-guided bomb on a target that will spark a huge reaction. When that first target explodes, you need it to send burning shrapnel into nearby fuel tanks and barrels. Those ignited tanks and barrels then need to pop and set off more targets like the jeeps and trucks, which in turn must explode close enough to other targets to keep on keepin' on.



When you initiate the first bomb, you get the top-down view of the field. Look at the patterns on the field and pick something that will likely cause fire to spider outward.



This truck located in the center of some barrels is a good start



Don't start in the center of the field. Try to at least eliminate an entire side of the field with your first bomb. If you go right for the center, you risk having the chain reaction dwindle too soon, leaving too many untouched targets on the far sides of the field. With nothing flammable in the middle to link them, you will have effectively painted yourself into a corner.

CAUTION

You cannot step out onto the field and move the trucks and jeeps into more favorable positions. If Misha spots you cheating, he gives you 10 seconds to get back to the edge of the field or else you forfeit—and he keeps your cash.

CAUTION

Be careful trying to target jeeps. They are small and if you are not precise, the bomb will hit the dirt next to them and not go off.



Watch the barrels. They are only worth one point, but they are critical for bridging the gaps in the field, as they bounce around in shock waves.



A fuel tank looks like an obvious target, but it doesn't give off as much shrapnel as a truck.



By the time you reach the third level of the challenge, you really need to make that first bomb count. If you do not reach at least 50 points with the first bomb, you're in trouble. It may be necessary to lower your wager on Level 3, as this challenge is much harder than the previous two. However, don't give up just because it takes several tries to find the right spots on the ever-changing field. The reward for beating Level 3 is worth the time and spent money:

Level 1: Scorcher

Level 2: Piranha

Level 3: The Urban Commando

FINDING BLANCO

As soon as you complete the Leave No Trace and Tropical Island Getaway contracts for Universal Petroleum and the PLAV (respectively), you finally have the where and when of Blanco's secret meeting. Blanco is meeting some VZ top brass on an oil rig in Lake Maracaibo. The rig is loaded with VZ guards, so this will not be a bloodless mission. There are dozens of VZ troops between you and revenge. If you want to get your hands on Blanco's throat, you must go through them first.



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PMC
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According to Fiona, the PLAV have a bounty on Blanco's head, so not only will you get your vengeance, but you will also be paid for your efforts. Talk about having your cake and eating it, too! Acosta and the PLAV will only pay half of the bounty for Blanco's body, though, so make every effort to deliver him alive. That extra cash is needed to fund further acquisitions, such as tanks, helicopters, and air strikes. After all, Blanco is only one-third of the unholy VZ trinity. Carmona and Solano are still on the loose and turning beautiful Venezuela into a fascist hellscape.

In addition to taking down Blanco, the PLAV also want you to destroy the oil rig. There is no set way to do this—it's up to you to improvise. So stock up on things that go boom, get some transportation, and head east to Lake Maracaibo.

Objective: Apprehend Blanco, destroy oil rig

Reward: Unlock next mission

Risk: High

GEAR UP AND GET GOING



Before heading directly for the oil rig, you need to go shopping. The essentials are transportation and explosives. You need a means to cross the water, so get both a boat and chopper. You cannot just zip out in a chopper. If you get too close without disabling all SAM batteries and anti-air guns, your chopper will be at the bottom of Lake Maracaibo before you can say "Solano sucks." A chopper with a decent missile pod, such as the Anaconda (a reward from the pirates—you did undertake their errands, yes?), is incredibly destructive and can disable the SAMs from a safe distance. If you have a smaller chopper, like a Rogue Assassin, you may be able to outmaneuver the SAMs and land on the rig before the chopper is obliterated, but why take the risk?

Get a boat with a gun so you can motor out to the rig and shoot the VZ boats in the water around the rig. The VZ boats are armed with anti-air measures, so they must be dealt with so you can reach the platform by air without getting shredded by shells. After you sink the VZ boats, you can return to PMC HQ and get your chopper. (There is no time limit.) Or, if there is a VZ chopper in the air, you can grapple to it and use that to land on the platform.

Once you have your transportation worked out, you must decide how you want to take down the oil platform. Air strikes will certainly do the trick, so purchase three artillery strikes from the PLAV. (You can always save cash by scouring the countryside for abandoned munitions and calling in Ewan to collect them.) The oil rig has a hidden weak spot you can exploit from a distance: the legs. Four legs are holding up the rig. If you take out two of them, the rig collapses. You can do this two ways: one, get a chopper with plentiful missiles (again, we have to recommend the Anaconda), or two, load up on C4, drive out to the platform in a boat and throw it to attach it to the legs. Steer away from the rig and then hit the detonator.

NOTE

You heard Fiona. You are welcome to improvise. Maybe you'll find your own unique way to destroy the platform.

TIP

Not to dwell on the Anaconda too much, but it's a VZ vehicle. This offers the element of surprise, as you can get close to the rig without the SAM batteries opening fire. That is, until you fire the first volley of missiles.

Lower Water Defenses



Now it's time to put these plans into action. Call in your boat (a Prestes or Piranha is a good choice)

and wait for Ewan to drop it off at the pier behind the PMC HQ. Steer across the lake, slowing down only as you get close to the rig. As you close in, you can see the SAM batteries on the rig, but your targets are in the water.



As you approach the rig, the VZ boats take an interest in you, but you have the upper hand here. If you did choose a small rig, you can drive circles around the VZ craft. Plus, these boats might be loaded with enough weapons to bring down 20 choppers, but there is not a single on-deck gun capable of firing on your boat. They are sitting ducks here since you opted to move below their line of fire.



Aim for the cabin on the VZ boats—it's the biggest target.



Stay close to the rig's legs. There are two choppers on the platform that the VZ might put in the air. If the VZ soldiers put up a bird, use the platform itself as cover while you hunt the boats.

Attacking from the Air



Now that the anti-aircraft guns on the boats are under the waves, it's time to take to the air. Return to PMC and trade your watercraft for a chopper. Return to the rig but stay back so the SAM batteries can't get a bead on your position. Circle the rig and shoot out the SAMs. Two or three direct hits with a missile are enough to disable the SAM battery and eliminate its operator.

TIP

If you are out of missiles and the SAMs are still active, land on the deck of the rig as fast as you can before you are targeted.



Did the SAM get a lock? Dodge the incoming missile by immediately lowering altitude while banking hard to the left or right.



If the VZ did not put the choppers in the air while you attacked via boat, destroy the choppers on the rig's helipads so the troops cannot use them while you hunt Blanco.

TIP



Did one of the VZ Kestrels take flight? Get above it and shoot out the rotors for a quick kill.



So, the SAMs and Kestrel choppers are out of commission—now it's time for some general mayhem. Undoubtedly, somebody sounded the alarm while you were finishing off the SAMs or just as you closed in on the rig. The deck swarms with VZ troops, but they are tough to see from your altitude. If you still have some missiles, you are in a great position to cull the herd before landing. If you are out of missiles, you can either land on the rig and take them out with your rifle and grenades or return to PMC and get more munitions.



Because it's not easy to see individual VZ troops, use your targeting cursor as your guide. When it turns red, you have just skimmed over some VZ. Pepper the site with gunfire or bounce a missile off some helmets. Keep moving in a wide circle around the rig, slamming the VZ with airborne attacks. The fewer VZ on the deck when you land the better.

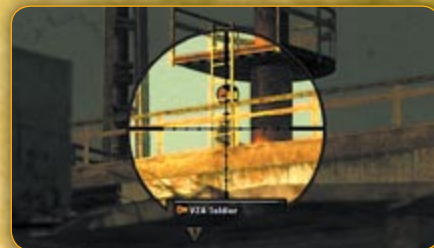
CAUTION

Do not shower missiles on the rig's southeast corner. That's where Blanco is hiding and you need to talk to him before deciding his fate.

GET BLANCO



As soon as you touchdown on the rig, you must sweep out the VZ troops between you and Blanco. If you hammered the platform from the air, resistance is minimal. If you had to ditch your chopper early, expect a hard push back from the VZ troops. Use grenades to blast them out of dug-in positions around cargo containers and pop the barracks with C4 to slow the release of reinforcements.



Use a sniper rifle to pick off VZ from a distance when clearing the way to Blanco's meeting

CONTRACTS

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Be cautious around wire mesh floors. Gunfire from watercraft below passes right through it, hitting you from an angle you cannot defend.



Ready for Blanco? Run to the upper deck on the southeast corner of the platform and pass through the marked door.



Inside the office, Blanco is holding court with VZ bigwigs as Solano looks on from a secure location elsewhere in Venezuela via video conference. Blanco is only half surprised to see you. The turncoat refuses to tell you Solano's location, but you know one of these VZ cowards won't. At gunpoint, one of Solano's henchmen tells you about his bunker to the southeast, near Angel Falls. Disgusted by the weak-willed official, Blanco drops a grenade in the meeting room and leaps through the door. As you jump out after him, the explosion kills the VZ officials. Now you must hunt down Blanco on what's left of the rig.



Blanco doesn't get very far. Jump over the railing across from the office to join him on the main deck.



To deliver Blanco alive, you must stun him with a melee blow. Circle Blanco to avoid his shots and then rush in with a sharp elbow.



After subduing Blanco so he cannot escape, call for PLAV extraction by tossing a smoke grenade in a clear space on the deck, such as a helipad. While the PLAV swoop down, throw Blanco over your shoulder and take him to the extraction site. If any VZ stragglers interfere, drop your bounty and use deadly force against them.

Destroy the Oil Rig

It's decision time again. If you have a chopper on the rig, you can place the beacons for artillery strikes and then zoom away before Misha drops his explosive payloads. If you lack a chopper, you can still use air strikes, but you will have a long swim back to PMC HQ. Just place markers for Misha (bombing runs also work well here) and then jump off the edge of the platform and into the water. Start swimming because you must be clear of the platform before Misha ruins it.



If you still have missiles onboard your chopper, you can also aim for the rig's weak spot. Fly low and circle the platform, moving your cursor over the legs. Use the damage guide to check the integrity of the legs. If one is already weak, start there. Pound the legs with missiles. As soon as you destroy two legs, the oil rig shudders and then slides into Lake Maracaibo.



WHAT'S NEXT?



Carmona and Solano watch your handiwork on a bank of monitors. They also keep an eye on American news. Word of the government collapse in Venezuela is now global. Your antics have also caused some headlines—except to the outside world, you are now viewed as a terrorist for blowing up the oil rig. With the scent of blood now in the water, the remaining superpowers are sure to circle Venezuela. It's an oil-rich nation, a jewel to add to any budding empire. Solano knows a full-scale invasion is coming, but he doesn't seem as worried as Carmona. Although he plays his cards close to the vest, Solano does tell Carmona that he is in negotiations with North Korea and the fruits of a deal could stave off a war with the superpowers. The only wildcard in the mix is you. Carmona pledges to rub you out. It's up to you to rub first.

The next mission is Get Solano, which is available from Fiona at PMC HQ. It is only available if you have Misha on your team, though, which you should have done as soon as Eva offered to introduce you in the Pirate Islands. You do not have to immediately chase down Solano at his bunker to the southeast. You can complete any outstanding contracts or bounties to earn cash and supplies. Since the pirates have a great supply of stolen gear from the VZ (here comes another plug for the Anaconda), you should definitely finish up their open contracts to unlock additional wares. The more equipment options you have open to you, the more inventive you can be while blasting the VZ and finding creative solutions to tough problems.

GET SOLANO

Blanco only whetted your appetite for revenge—now it's time for the main course: Solano. Solano is holed up in his mega-bunkers down by Angel Falls. The bunker is heavily guarded by VZ forces including tanks, Kestrel choppers, SAM batteries, anti-air batteries, and several platoons of foot soldiers. Just getting to the bunker will be a challenge, but that will be nothing compared to getting inside.



Solano's bunker is fortified with concrete several feet thick, and it's likely to be reinforced with steel. The front door looks blast-proof, but hopefully your bunker buster will be enough of a firecracker to break open the bunker.



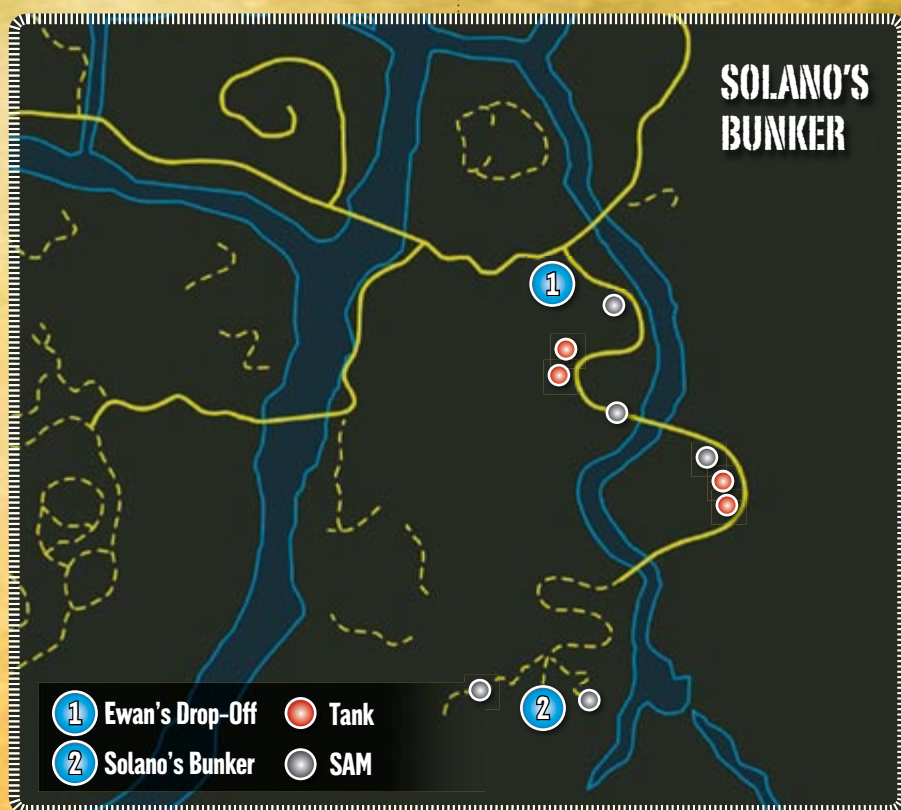
You do not have to take the contract as soon as it is offered, as there are some very useful supplies you might want to grab before taking the trip, such as your own Kestrel chopper to fool the first line of VZ defenses. (The pirates have VZ gear for sale.) The road to the bunker is lined with VZ tanks, so your own tank would also be exceedingly useful. Once you are satisfied with your loadout, accept the mission from Fiona and get ready to turn the waters of Angel Falls blood red.

Objectives: Reach bunker, eliminate Solano

Reward: None

Risk: High

HEAD TO THE BUNKER



CONTRACTS

FINAL CONTRACT



Up to this point, the eastern third of Venezuela has been off-limits to the PMC. Completing this mission will open up all territories, but since the area is still effectively a no-fly-zone, you must rely on Ewan to get you close to Angel Falls. Hop inside the *Lucky Lady* on the front lawn of PMC HQ and enjoy the ride to Angel Falls.



When Ewan drops you off, the scene is silent. You have a safe staging ground for calling in transportation and any support items, like C4 and RPGs. Because the road to the bunker is lined with SAM batteries and tanks, you should stick to the ground—no choppers. Even if you did use a Kestrel to trick the VZ, your disguise will not last very long, especially as you close in on the bunker. Call in a tank instead—preferably one with heavy armor.

CAUTION

Don't try to outsmart the VZ by flying in from the sides or the rear of the bunker. Several SAM batteries are just waiting for some clever pilot to shoot down.



It doesn't take long to find the first line of defense. As you roll up the road, look for a small outpost to the left. There is a SAM battery here as well as three concrete bunkers with VZ shooters. Plus, there are barracks behind the sandbags, so expect plenty of enemy troops. As you roll by, flatten everything and everybody with your tank. Don't go hog wild with shells, as you don't want to run dry with the bunker still so far up the mountain. Just use enough to leave a smoking crater or two and then keep rumbling up the road.



Another defensive position is just around the bend, and not only is this one bigger, it's also protected with two VZ tanks and guard towers. Start leveling everything, but preserve one of the VZ tanks for as long as you can. Instead, drop the boom on the guard towers and barracks. When you get low on shells, abandon your tank and run for the preserved VZ tank.



Shoot the gunner and then hijack the Puma light tank. Now you have a potential VZ disguise if you can get out of sight long enough to lose the heat.

TIP

First order of business after stealing a Puma: destroy your old tank. If you leave it alone for even a few seconds, you risk surrendering it to an ambitious VZ soldier.



As you near the first bridge, you encounter another SAM battery, but also several barracks and two guard towers. With a fresh Puma, you have more than enough shells to lay all of this to waste. Empty that turret into everything, opening up the road so you can creep closer to the bunker.



The VZ try to block the bridge with concrete barricades. Either roll through the sandbags or blow the concrete barricades with a shell.



It takes two direct hits to shatter a guard tower. If you are on foot, one bundle of C4 does the trick.



There is a massive outpost as the road bends back toward the river. The road runs right through the center of the outpost, exposing you to more guard towers and two Puma light tanks. These Pumas are not active when you first arrive, so if you are low on shells, you can steal one without any fight. However, if you are slow on the draw, VZ soldiers will drop into the tank hatches and roll into battle. Blast anything that shoots, especially any occupied tanks and guard towers as you storm through the outpost en route to the bunker.



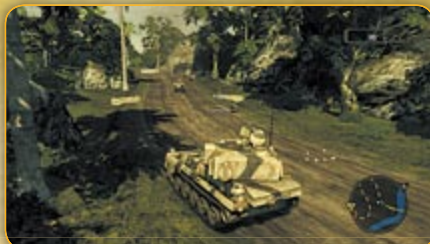
If you plan on calling Ewan for any support drops, you'd better smash that SAM battery



The bridge on the opposite side of the outpost is blocked with concrete barricades. Steering through this makeshift obstacle course takes too long. Blast a path through the obstructions with the tank turret.



There are two VZ APCs on the opposite side of the bridge. Blast them to eliminate the support vehicles—the resulting explosion rips through any nearby VZ.



The paved road gives way to dirt on the far side of the bridge. The defenses thin out a bit, as sandbag barriers with mounted weapons replace concrete barricades and barracks. There are a few jeeps on the road, too, but if you are still in the tank, they are easy targets. If you lost your tank (or never had one), steal one of the jeeps to cover ground faster.



The brush is too thick and full of rocks to cut through the switchbacks. Stick to the dirt road and keep pounding VZ defensive lines.



Solano's bunker is at the top of the dirt road overlooking Angel Falls. The thing looks even bigger in person. There are no defenses right in front of the bunker, but before you can call in the bunker buster, you must destroy the two SAM batteries flanking the bunker.



Rumble up to the SAM batteries and shoot everybody. In the face. With a tank.



As soon as the SAM batteries are down, return to the bunker door. Call up the bunker buster from your support menu

CONTRACTS

FINAL CONTRACT

and paint the door with the laser. Misha confirms the location. Get back and wait for Misha to throttle overhead and drop the bunker buster. The explosion lights up the mountainside—but the bunker is still intact! You need something with a little more kick to break down the door. You need a nuclear bunker buster. That kind of hardware is not easy to come by—the only forces with these weapons are America and China, which just happen to be your new neighbors.

However, before you can start negotiations with the superpowers to get your grubby mitts on a nuke, the PMC HQ comes under attack. It's Carmona. He just arrived at HQ with a small army. Fiona and the rest of the crew can withstand only 10 minutes of Carmona's bombardment. You must get back to PMC HQ ASAP and repel Carmona's assault. Fiona also warns of a VZ attack chopper that's en route to your location.

That's your ticket to ride.



Wait for the Anaconda to swoop overhead. Grapple to it and eject the pilot by following the on-screen prompts.



As you fly back to PMC HQ, VZ choppers intercept. Shoot them down with air-to-air missiles.

TIP

Save your regular missiles and anti-tank missiles. You will need them back at HQ.

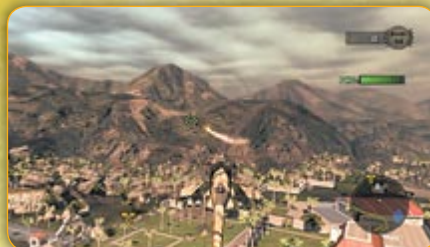
DEFEND PMC HQ



As you approach PMC HQ, Fiona marks your radar with several ground targets and puts up a damage meter for the villa on your HUD. You must get rid of Carmona and his tanks before the villa is razed and PMC ruined. There are three SAM batteries in the first wave of attacks against HQ, so back up and pepper the batteries with regular missiles and air-to-ground missiles. Try to do as much damage as possible from the air before you have to land and then hijack one of the tanks.

TIP

If you shoot the tanks from a distance, you can maintain your VZ disguise.



Watch out for a VZ chopper in the air with you. If you still have them convinced you are VZ, you can take it down before it fires a single shot.



After two waves of tanks, Carmona slips inside PMC HQ. Land the chopper (or abandon your tank) and run to the front door. Inside, Carmona holds Fiona hostage. Ewan sneaks up on Carmona and bashes him in the back with a ceramic bust. Ewan's second swing misses Carmona and hits you, giving Carmona a chance to escape. You follow him outside to punish him for sully your stolen villa with his despicable presence.



Outside, shoot the VZ soldiers that block you from chasing Carmona



Carmona boards a jeep to steal away. If you have a chopper, use it to shoot his jeep before he gets too far. Otherwise, you must outrun him as he roars down the main drive.

NOTE

Try to shoot Carmona before he even reaches the jeep. You do not have to take him alive to complete this mission. His cold, dead body will suffice.

To end this mission, finish off Carmona and verify his body. Once Fiona and the crew know he's dead and PMC HQ is safe again, the team rejoices. But the celebration won't last too long. Venezuela is about to get a bit more crowded.

HERE COMES THE CALVARY



The superpowers, Allied Nations (AN) and China, arrive in Venezuela and threaten an all-out land war to secure the nation and its resources (read: oil). This introduces two new factions for you to do business with, but like UP and PLAV, AN and China are mortal enemies. Almost everything you do for one faction angers the other. However, each faction has serious gear that you definitely want, so get ready for a balancing act.

Both factions have a nuclear bunker buster, but convincing one or the other to give it up requires a litany of trust-building exercises. To get the weapon, you must complete the four main contracts for one of the factions. You do not need to satisfy both factions to get the tools you need to go after Solano in his bunker. So, what will it be? The Allied Nations or the Chinese?

FACTION: UNIVERSAL PETROLEUM

The very first outside faction you come into contact with is Universal Petroleum (UP), the largest oil company in the country. Venezuela's numero uno export to the world is oil, and as part of his power grab, Solano aims to completely nationalize the oil industries working inside the nation's borders. Obviously, this move troubles UP's executives greatly, as they've made quite a bundle by drinking Venezuela's milk shake for all these years without paying much back to its citizenry. The threat of nationalization has the company on high alert; they are fearful that the violence overtaking the country will soon spill over the high walls surrounding its corporate headquarters in downtown Maracaibo.



After establishing your base in Solano's villa, Fiona discovers that UP is looking for a little muscle for a series of jobs. Your profile and hatred of Solano make you an ideal candidate. But all your swagger means little unless you can deliver, so expect UP to put you through a few smaller contracts before it hands over the juicy, high-paying jobs.



There are numerous benefits to working for UP. The most obvious is that it gets you closer to Blanco. But UP has a lot of resources and it will be more than happy to share them with you as part of your employee benefits package. UP commands a large fleet of vehicles you

can use in the field, such as the Raven. As you help secure UP's outposts around Maracaibo, you gain access to their shops, where you increase your stockpile of supplies. Working for UP also puts you in the orbit of Ewan, a helicopter pilot currently on the UP payroll. But since that gig is looking shaky, he might be open to aligning with PMC.

So, what are you waiting for? Let Fiona hook you up with your first UP contract and see where it takes you. Not only do you stand to pad your pocketbook with fat payments for services rendered, but the chief of UP, Dr. Lorraine Rubin, whom you saw in the newspaper photo with Blanco, is also likely to have zero qualms about ratting out Blanco since he aligned with Solano to UP's detriment.

NOTE

Fiona gets you the first contract with UP. Once you enter into the Faustian bargain with the naturally duplicitous faction, it's up to you to scout out additional contracts within UP.

UNIVERSAL PETROLEUM

The first contract with UP is a breezy gunrunning errand. It seems some of Solano's thugs have pilfered an arms shipment from UP and the oil company wants its property back. The contract states you must steal back the truck full of guns and deliver it safely to UP's downtown headquarters. There are

CONTRACTS

FINAL CONTRACT

\$9,500 worth of firearms in the truck bed. Every gun you lose in the chase to the UP HQ (and there will be a chase) deducts \$500 from the shipment's value. If you lose the entire shipment, you fail the contract. UP will pay you the amount equal to the value of the surviving gun shipment when the truck is parked on its grounds.

Objective: Return stolen guns to UP HQ

Reward: \$500 per gun

Risk: Low

STEAL TRUCK



As soon you step outside PMC HQ, Fiona marks the location of the gun shipment on your GPS. (It took her only five minutes to find something UP has been looking for throughout Venezuela for days. How's that for service?) You must drive to the shipment, so slide behind the wheel of the parked Racing Inferno right in front of the villa. Rev the motor and roar down the main drive to hook up with the Maracaibo Coast Highway. Drive north to find the beach with the gun shipment.

CAUTION

That Racing Inferno is Fiona's favorite ride. If you wreck it, she deducts \$10,000 from your personal bank account.



The gun truck is parked in a small beach community off the highway. It looks like a sleepy little burg, but looks are often deceiving here in Venezuela.



The moment you touch the sand, bullets whistle through the air. Solano has both his own thugs and VZ troops guarding the shipment. They are fearless, storming up the sand to greet you with the unfriendly ends of their guns. Stand your ground and let the bad guys come to you. Pick them off one at a time as they approach. After you've dropped a few, inch toward the truck, keeping an eye on the docks for any additional guards. A gunner is on the moored ship at the docks, tucked behind a metal shield that you cannot penetrate with regular rounds. You need something a little bigger—a little *louder*—to drop the gunner.



Check the shack on the edge of the sand to the right of the ship. It's loaded with supplies and weapons, including an RPG. Grab the RPG.



Use the RPG to eliminate the gunner. Now that every shooter in the area is down, you can steal the truck without any disturbance.

TIP

Scavenge weapons and bullets from fallen enemies on the beach. There are more supplies, such as first-aid and grenades, next to the cabin farther up the beach from the truck.



Jump in the El Grande truck and merge back onto the Maracaibo Coast Highway heading north for the downtown area

RETURN THE TRUCK TO UP HQ



At first, there is no resistance—just regular traffic. Don't drive like a madman just yet; there's no reason to risk any of your cargo now. However, Fiona will come over the air when she spots inbound VZ trucks via satellite. That's when you had better pick up the pace. The El Grande doesn't have much armor, so speed up and keep ahead of the trucks and jeeps before they flank you.



The UP has the city on lockdown. There is an enormous roadblock on the main drag into town, so swerve to the right and use side streets to zero in on UP HQ. Cut through bistro seating, parks, lawns—just keep moving north to escape the VZ forces with your shipment intact. You cannot miss the imposing outline of the UP tower on the city skyline.



UP roadblocks are designed to stop VZ thugs from marching on UP HQ, so if you are being chased by a VZ jeep, skirting around a UP roadblock will stop the advancement of the VZ



The UP HQ is surrounded by tall concrete walls designed to keep out intruders in the event something like the nationalization of the oil industry ever happens. UP execs don't know you well enough yet to open the gate and let you into the inner sanctum, so drive around the walls to a small lawn marked with a UP trailer.



Park the truck in the golden circle next to the UP trailer to officially deliver the guns and collect your payment

THE DEVASTATOR



The UP security forces are certainly happy to see those guns. Fiona thinks you need to ingratiate yourself with UP even more to gain their trust and make contacts for securing additional hardware. To speak to Dr. Rubin, report to the security gate in front of UP HQ. Talk to the squawk box. The guards seem a little skeptical of you still, so before they let you in to see Dr. Rubin, they ask you do them "a solid." The contract is to fetch a piece of high-tech equipment called the Devastator and bring it back to UP HQ. It seems like a minor errand, but the money is good and you need to talk to Dr. Rubin, so accept the contract.

Objective: Bring Devastator to UP HQ
Reward: \$25,000
Risk: Low

GET THE DEVASTATOR



Fiona notes that the Devastator is located to the south of UP HQ, in a hot spot of skirmishes between UP and VZ forces. You must hoof it south, breaking into the conflict area to grab the one-of-a-kind vehicle. As you run, look out for explosions and any rogue VZ troops on the periphery of the hot spot.



When you spot the UP roadblocks, you're almost there. Weave between the concrete barriers. Take care not to disturb the UP troops doing their jobs—looking out for VZ. You need to befriend these people, after all.



Talk to the sitting UP guard. He points out the location of the Devastator across the street.

CONTRACTS

FINAL CONTRACT



Run over to the gas station. Wow. Check out that tank. Too bad that's not the Devastator. Step behind the tank to see this coveted piece of technology.



They have got to be kidding. They expect you to ride that thing through the city streets back to UP HQ?

DELIVER THE DEVASTATOR



As you ride the Devastator away from the UP roadblock, enjoy the taunts of the security forces. ("That might be more bike than you can handle!") Seriously, \$25,000 to ride a pink and purple scooter? The ends justify the means, though, and if getting this scooter back to UP HQ will get you an audience with Dr. Rubin, you have no choice but to do it. Zip around the roadblock and drive north to return to UP HQ.



Watch for VZ jeeps. You have no shielding on the Devastator; you are quite vulnerable.



Park the Devastator in the golden circle on the northwest lawn outside the UP HQ—the same place you dropped off the gun shipment

You are now officially on friendly terms with the UP faction. A meter that tracks your favorable rating with UP appears on-screen and in your PDA. The more jobs you do for them, the better your standing within the faction. Maintain these good graces so you can access UP shops for gear and wheels.



Now it's time to meet Dr. Rubin and accept a real contract from UP: Phone Tag. Walk to the front gate. The giant security door automatically opens. The courtyard is thick with UP guards. You see several Ravens you are now more than welcome to borrow and a helipad that becomes your first outpost after completing the next contract. Step inside the building to meet Dr. Rubin and get the briefing.

PHONE TAG



When you enter the penthouse office of Universal Petroleum, you overhear the final seconds of a conversation between Dr. Rubin and what sounds like a kidnapper demanding some sort of ransom. The kidnapper is VZ and the ransom is not monetary. The VZ want UP out of the country in under six hours. Dr. Rubin thickly lays on her Texan accent as she explains that it would be impossible to evacuate 2,000 employees spread across several locations within such a narrow window of time. Instead, she offers, why doesn't the kidnapper meet Dr. Rubin for a latte and they try to work things out in more reasonable measures. The kidnapper is firm, leaving Dr. Rubin in the lurch.



Don't buy that Southern belle shtick for a minute. As soon as she closes her cell phone, you get a look at the all-business side of this corporate viper. Her job is to keep the oil flowing, no matter the costs in human suffering. Dr. Rubin needs you to seek out the executive the VZ have kidnapped using three transmitters to triangulate his location. The kidnappers have been using the executive's cell phone to call Dr. Rubin. After you zero in on the signal and save the executive, Dr. Rubin will not only pay you a handsome fee, but she will also give you the time of a meeting that will take place between Solano and Blanco. She doesn't know the exact location—but she points you to the local guerillas, the People's Liberation Army of Venezuela (PLAV), as an additional source of information.

Objective: Rescue UP executive

Reward: \$500,000, 250 fuel

Risk: Medium

DELIVER LISTENING POSTS



Outside the UP tower, you immediately have access to one of the company's useful Ravens. Fiona has placed three markers on your GPS, denoting

exactly where you need to place the listening posts. When you secure the area around one of the spots, you are to throw a smoke grenade to call in the UP helicopter pilot, Ewan. Ewan will swoop down and drop the listening post. However, if the area is too hot, Ewan's chopper will take damage and retreat, which costs you money. So, it is key that you clear away any and all resistance that could damage a chopper, such as a SAM battery or a tank.



As you drive to the first listening post location, Fiona also notes that UP has generously offered PMC some additional supplies free of charge to complete the contract. According to Fiona, you have two UP supply drops (guns, ammo, and first-aid), a demolitions drop, two Ravens, and two cluster bomb runs. Since these goodies are free, make sure you use them.

TIP

With the exception of the two cluster bomb runs, any supplies you do not use in this contract are added to your stockpile at the completion of the mission.

Much like Ewan needs a safe window when dropping the listening posts, you must have a calm area for UP to chopper in to you either the UP supply drops or a Raven.

NOTE

You can tackle the three listening posts in any order, but if you start with the one we suggest, you have access to an incredibly powerful tank for the remainder of the contract, which really makes things easier. Plus, you get to see more stuff blow up.

TIP

Take a Raven with a rocket launcher. The extra firepower is great for flattening base defenses.



Listening Post 1



Drive east from UP HQ to take on the most defended of the three listening post sites. You must place one of the posts on top of a parking garage next to the Maracaibo Airport, which has been completely overrun by VZ troops. The airport is guarded by dozens of VZ, but the real threats here are a helicopter and a SAM battery. If either of these are operational, Ewan cannot drop the listening post on the garage.



The airbase next to the airfield is walled off, so you must drive around to the airstrip and then cut over into one of the few base access points. As you roar down the airstrip, look for the SAM battery on top of a structure as well as an enemy Kestrel attack chopper rising into the sky. VZ run toward the airfield to greet you, but these two major obstacles are your top priorities right now.

CONTRACTS

FINAL CONTRACT

NOTE

You can steal the grounded Kestrel to pursue the enemy chopper, but that SAM will blast you out of the sky before you can count to five.



If you stole a Raven, hop out of the cab and jump behind the mounted gun. Blast the SAM battery. Now you can use the Kestrel to pursue the enemy chopper.



Taking down the Kestrel from the air is tough, as the chopper only has miniguns. You need steady aim to shoot down the other aircraft.



However, you can certainly strafe the base and cut down VZ troops with ease



Where are all of these troops coming from? They keep running across the street to attack, or hopping into jeeps and troop transports to run you down. You can slow the arrival of enemy reinforcements by targeting the alarm system and the barracks next to the listening post drop site. If the alarm tower is going off, hit the button on the street below it to turn it off. As long as that alarm is on, troops will pour out of the barracks. And if you don't keep on top of the troops around the alarm tower, they will turn it back on and start the VZ parade all over again. Solve the problem by detonating the barracks with a bomb.

TIP

Why not call down the thunder on those barracks? Use a cluster bomb attack to wreck everything in this area—barracks, alarm, and VZ vehicles.

Any time you blast an enemy vehicle, be sure to salvage the fuel. Fuel is a pretty hot commodity, even in a part of the world where oil is as plentiful as widows.



Jeeps scream across the airbase. Target the gunner first and then take out the driver.



As soon as the barracks are down, the airbase is clear enough for Ewan to bring in the listening post



Select Listening Post Delivery from your support menu. Toss the grenade in the golden circle. Ewan will confirm and bring in the goods.



As you drive away, you ask Fiona why you don't have a cool Irishman like Ewan who brings you whatever you need. Fiona mentions that the PMC is running a lean operation right now, but she will look into finding a helicopter pilot for the PMC to use while in Venezuela. Maybe Ewan can be lured away from UP?

Listening Post 2



The next listening post location is to the west. When you spot the VZ banners flying high over a small outpost, you're in the right place. The VZ are strong here, but there is a tank on-hand that you can steal and use for your own nefarious purposes. Fortunately, there is no SAM battery or Kestrel to shoot down Ewan, so you just need to sweep away ground forces. The tank is the perfect vehicle right now to make that happen.





Blast everything in sight, save for the fuel tanks off to the left. (Again, you need to conserve fuel.) But definitely take down the nearby trucks, the barricade near the front gate of the outpost, and especially the square building in the back-left corner of the outpost. That building is lousy with VZ. They hang out the windows and rip the scene with repeated volleys of gunfire. A few shells is enough to bring the roof down on top of them.



There's another alarm tower in the outpost. Either disable it via the switch or just blast it with the tank.



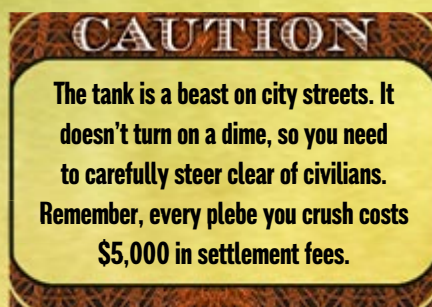
TIP
Don't waste tank shells on individual soldiers. Hop out of the tank and finish off any stragglers with a hand cannon.



Is the outpost empty? Scoop up any fuel tanks and ammo deposits. As soon as you

have pocketed your fill, call in Ewan. He arrives within seconds and drops the listening post in the heart of the outpost.

Now it's time to move on to the final outpost. If you still have the tank, you're in excellent shape. Hop back inside and drive north. If you lost the tank or just don't have one yet, no worries. Another tank is waiting for you at the gates of the next listening post drop zone.



Listening Post 3



The gate to the listening post drop zone is locked and the VZ aren't budging. You need to blast your way in there, and a tank is the only thing you have access to right now that can knock down such a gate. If you have a tank already, this task is that much easier. However, if you are without one at this time, you can hijack a tank positioned outside the gate. Just sneak through the bushes leading up to the gate, flank the tank to pick off the gunner, and then dash in front to hijack it.

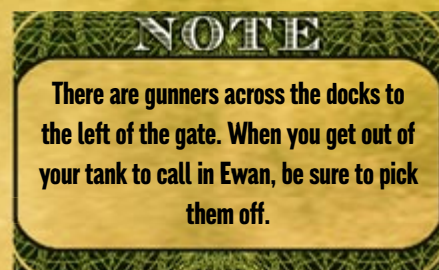


If you already have a tank, you can crash through the trees and bushes, lining up your turret with the red outline of the enemy tank on your minimap. As soon as you have a visual, launch a shell at

the tank. Two direct hits takes out the tank. If you aren't quick about delivering the death blow, you risk being blown apart yourself. As soon as the tank is down, either through hijacking or destroying it, blast open the gate and roll inside.



Shoot everything in sight. Use up the remainder of your shells to take down the VZ vehicles, alarm tower, and barracks.



When silence blankets the once-bustling outpost, call Ewan to deliver the listening post

If this is the third listening post you've positioned, give Fiona a few seconds to triangulate the

CONTRACTS

FINAL CONTRACT

signal from the UP executive's cell phone. While Fiona is locating the executive, you overhear Dr. Rubin asking the kidnapper for more time. No dice. The exec has minutes to live. As soon as Fiona pinpoints the exec on the map, hurry to that location before the deadline clock runs out.

RESCUE THE EXECUTIVE



The tank is just too slow to rescue the executive, as you soon discover that he's being held inside a moving vehicle. Ditch the tank and carjack a sedan or motorbike in town. As you drive toward the locator on your map, you ask Ewan if he'd consider working for you instead of UP. Ewan is a bit cagey about switching teams, but he agrees to give you a lift back to your villa where you can talk shop.



There's the executive. He's inside the red armored truck.



Either chase down the truck or get in front of it. If you can nose in front of the truck, pull into its path and abandon the car or bike. The truck is forced to slow down, which gives you a few seconds to get behind the truck, the only spot you can hijack it from.



Eject the driver from the truck, then drive it down to the UP HQ. Park the truck inside the golden circle and the executive jumps out. That's another job well done.



Meet Ewan within the UP HQ walls. His chopper, the Lucky Lady, lands. When you climb aboard, select the PMC HQ from the available destinations. The contract is fulfilled and you are paid your reward.

WHAT'S NEXT?



When you arrive back at PMC HQ, Fiona greets Ewan with a healthy share of skepticism. But you persuade Fiona to let you keep him around. After all, you do need a helicopter pilot for delivering supplies and getting around the country in a hurry. Now that Ewan is onboard, you have a number of open contracts:

- UP Bounties (UP)
- Destroy Occupied Buildings (UP)
- Altagarcia Outpost (UP)

- Winch Training (PMC)
- Sniper Training (PMC)
- Meeting Eva (PMC)
- PLAV Introduction (PMC)

If you continue taking contracts with UP, you can unlock a number of outposts around Maracaibo and open lots of vehicles and support items. Should you stay at PMC HQ, you can talk to Ewan about Eva the mechanic, which opens up a string of contracts that lead to her joining the team (which, in turn, leads to getting a jet pilot for destroying the 13 buildings for UP). Finally, you can talk to Fiona about the PLAV guerilla faction which leads to even more contracts. How you proceed is entirely up to you, but there are great benefits to sticking with UP for now and expanding both your arsenal and bottom line.

ALTAGARCIA OUTPOST



To take on this contract, you must report to the UP outpost to the east of UP HQ. Since you are in good stead with UP, the gates to the facility open upon your arrival. (Screw your reputation with the faction and those gates will slam shut.) The outpost

is stacked with vehicles like tanks and Ravens you can take for a spin, but in order to accept the Altagarcia Outpost contract, you must go see your new UP contact, Drew Marlowe.



As soon as you talk to Marlowe, this outpost (Oil Depot) becomes available on your GPS. Now Ewan can take you directly here for a modest fee of 20 fuel units.

Marlowe is happy to see you. He asks you to capture a VZ outpost near some UP refineries. The VZ are threatening oil production output. To claim the outpost, you must clear out enough VZ troops for a UP chopper to land. The chopper deposits three UP strike team soldiers. If the three UP soldiers enter the main building alive (it's up to you keep the VZ at bay while they do), they will claim the outpost for UP. The outpost is then added to your list of transit locations on the GPS.

Objective: Liberate outpost

Reward: \$300,000, Raven, PMC fuel storage upgrade

Risk: Medium

LIBERATE THE OUTPOST



The first order of business is to reach the outpost, which is to the east, across the bridge. There are a number of vehicles at the Oil Depot that you can borrow for this mission, such as Ravens. The Mantis tank, however, is a pretty imposing presence and it's massive turret will make short work of any of the on-site VZ. It will be a slow drive to Altargarcia, but the fireworks when you get there will be worth the extra time.



VZ thugs are waiting for you on the eastern bridge. Blast them before crossing the water.



When you arrive at the outpost, expect immediate resistance from the sandbag barrier at the entrance by the dozens of troops protecting the base. You need to eliminate most of these troops so the strike team can safely land. If you have the tank, the mop job won't take very long. But the tank is not a precision instrument and you risk blowing up the precious fuel tanks inside the outpost, which are far better used by adding them to your own stockpiles.



Approach one of the fuel tanks and highlight it to call in Ewan. The chopper pilot descends from the heavens and, if the coast is sufficiently clear, makes off with the sweet stash.



Shoot the gunners in the guard towers as you enter the base. Tower gunners can pick away at your health while you try to manage ground troops.



Work your way around the central building in the outpost. This is

the structure the strike team must take to assume control of the outpost. As you circle the building, use grenades to flush out VZ taking refuge behind trucks and crates. Finish them off with your rifle as they step out into the open.



There are supplies in the base, such as first-aid and bullets



After you complete a lap of the central building and clear out most of the soldiers, call up the UP strike team from your support menu. Toss the smoke grenade right in front of the building. While you wait for the chopper to bring in the strike team, keep pushing back any VZ survivors from your big sweep.

TIP

Place the smoke grenade fairly close to the building to minimize exposure. The less real estate the strike team has to cover between the chopper and the building, the better.

CONTRACTS

FINAL CONTRACT



Stay frosty while the strike team enters the building one by one. If a single strike team member is gunned down, you must call in a new team. The strike team will use deadly force against any nearby VZ, but a swarm of VZ can overwhelm them.

Taking over the Altagarcia Outpost results not only in another great payday, but now you have another landing zone for Ewan. Plus, you can now return to the Altagarcia Outpost at any time and shop for additional supplies (such as the tankbuster air strike and Courser SUV added to the shop inventory). Completing this contract also unlocks another UP contact: Jim Wahlquist. Wahlquist is right here in the outpost, so talk to him to see about a new contract: Maracaibo Airport Outpost. You can also return to UP HQ to take on another contract from Dr. Rubin.

- Maracaibo Airport Outpost (UP)
- Leave No Trace (UP)

Now, you can certainly rush straight to Dr. Rubin at UP HQ and take on her next assignment, which propels you closer to Blanco. But as a wise prophet once said: "Only fools rush in." There are two more UP outposts to capture, and doing so unlocks two more contracts from the contacts at those outposts.

MARACAIBO AIRPORT OUTPOST



Wahlquist offers you another outpost contract. This time, you need to report to the Maracaibo Airport to the west of the main city and flush out the VZ troops. Like the Altagarcia Outpost mission, for this one, you need to secure the area long enough for a three-man UP strike team to land and take over the outpost's central building. Once UP wrenches control of the airport from the enemy, you will

have another outpost to utilize as well as new UP contracts on the table.

Objective: Liberate outpost
Reward: \$300,000, Mantis light tank, PMC fuel storage upgrade
Risk: Medium

LIBERATE THE OUTPOST



After taking the contract from Wahlquist, head straight for the airport to the west of the downtown area. You have a number of options for getting there from the Altagarcia Outpost, as there are a host of vehicles on-site. Some of the Ravens already have UP troops stationed at the guns, so grab one of those vehicles. The gunner will shoot at the VZ targets that approach during the drive westward, such as jeeps on the bridge that feeds into the airport.



As you close in on the airport, several VZ point men will launch an initial salvo. It's nothing heavy, but it does alert the rest of the outpost to your arrival.



The building you must secure for the UP strike team is on the airport's northern end, opposite the parking garage you had to clear out for the Phone Tag contract. Zip up the main stretch until you reach the walled-off complex. A sandbag barricade blocks the entrance, complete with tank stoppers. You can plow through the wooden crates to enter the complex, though.

TIP

Need first-aid? There is a first-aid kit to the right as soon as you enter the outpost complex.



There are two VZ gunners in concrete bunkers right in front of the building you need to secure



The outpost is loaded not only with fuel to harvest, but also munitions you can snag. Call in Ewan to pick up the bombing run support items.



The outpost is crawling with VZ, high and low. Shoot the guards in the towers ASAP, as they are best equipped to pick off the UP strike team.



After circling the outpost once and cleaning out most of the VZ troops, flag the strike team by tossing the smoke grenade in front of the central building. The strike team arrives in just a few seconds, giving you a small window in which to pick off any stragglers. Watch for the chopper to land, though, because as soon as you see boots on the ground, you need to fall back and stick to the team. Protecting them as they infiltrate the building is your top priority.

NOTE

All the ammo and first-aid kits you spot on the ground will still be there after the contract is fulfilled.

CAUTION

Before calling in the UP strike team, nick the munitions and fuel with Ewan's help. As soon as the strike team overtakes the outpost, the place becomes UP-controlled territory. Stealing the fuel and munitions after that will be seen as a hostile act against UP and will weaken your reputation.

NOW OPEN

As soon as the outpost is secure by UP, you have another landing zone for when Ewan is tasked with carting you around Venezuela. The Mantis Light Tank and the new PMC fuel storage upgrade are added to the shop and an anti-tank Rogue is gifted into your stockpile. Plus, you have a new UP contact named Matt Kresge. Here are your new contracts:

- Cambias Outpost (UP)
- Into the Green Zone (UP)

Your bank account is getting pretty fat, so why not check out the shop inside this outpost and buy one of the PMC fuel storage upgrades, which expands the maximum amount of fuel the PMC can inventory by 140 units. These fuel tanks are expensive, but worth the coin as you will need as much fuel as possible to keep Ewan (and later, a jet) in the air to deliver much-needed supplies in the field.

CAMBIAS OUTPOST



Matt Kresge, overseer of the Maracaibo Airport, has another outpost contract up for grabs. The VZ are interfering with UP refinery operations southeast of Maracaibo. Kresge requests that you head down to the VZ-controlled outpost and flush it of Carmona's men. As soon as the outpost is secure, you will have a new contact for both commerce and contract, as well as another landing zone for Ewan. This outpost operation is a little tougher than the previous two, as the VZ have installed air defenses that can shoot down UP choppers.

Objective: Liberate outpost

Reward: \$300,000, anti-tank Rogue, PMC fuel storage upgrade

Risk: Medium

LIBERATE THE OUTPOST



Thanks to your efforts at the airport, you can now travel to the Cambias Outpost via land or air. If you wish to take to the skies, call in Ewan to drop off the anti-tank Rogue you just banked. However, the Cambias Outpost is guarded by tanks and an SAM battery. That SAM battery will make short work of your Rogue if left in operation for more than a few seconds. For this reason, you may wish to keep the Rogue in your stockpile for now and either just drive a Raven off the Maracaibo Airport Outpost or buy a Mantis light tank. Drop a beacon on the Cambias Outpost via the GPS and follow the trail across the city.



When you spot the refinery poking through the hazy horizon, you're close to the outpost. Veer off the bridge to the south, and either approach through the rocks and trees or right along the main road. There is heavy resistance waiting for you at the outpost's front gate.

CONTRACTS

FINAL CONTRACT



Two trucks are parked behind a sandbag barrier. Shoot the VZ guarding the access road and then hijack one of the well-armored trucks to drive into the heart of the outpost.



Or turn your attentions to the VZ tank crawling the outpost grounds. Shoot the gunner and hijack the tank. Now you have a real party favor.



It's just as effective to run over a VZ troop in the tank as it is to unload a shell



Much like the other outposts, you need to circle the central building and weed out VZ troops. Make the SAM battery your top priority, as that's what can stop the UP strike team's chopper cold. If you're on foot, you can toss grenades at the SAM battery and destroy it. But the tank is an even better means of smashing the SAM. You have 35 shells, so make good use of them. Blow up trucks. Enjoy a little overkill by shelling a VZ soldier as he flees.

CAUTION

Since the tank is not exactly a surgical instrument, be careful when shelling anything near a fuel tank. The blast radius of a shell attack is forceful enough to detonate a fuel tank. Don't waste this resource.



Look out for the gunner on the bridge leading to the central building



It's just as effective to run over a VZ troop in the tank as it is to unload a shell

TIP

Make sure you deactivate the alarm system in the outpost to slow the arrival of VZ reinforcements.



Blast the RPG out of the crane to the west of the outpost. If you let him live, he can easily shoot down the UP strike team's chopper.



TIP

There's a cash stash on top of one of the nearby water towers.



After a few laps around the central building, lay down the smoke grenade that calls in the UP strike team. As the chopper lands, look around for any sign of VZ activity. Pop off shots at the VZ while the UP guys storm the building. As soon as the third strike team operative slips inside the building, the VZ lose control of the outpost. This is UP turf now, and with that comes plenty of benefits for you.



Climb the crane to the south of the outpost to claim some extra cash

NOW OPEN

As a result of securing the Cambias Outpost, you have a new contact at this location: Sean McKinney. McKinney offers both a shop and a new contract: Built for Speed (UP). Since the Cambias Outpost is the final outpost mission for the UP, now is a good time to finish up any outstanding UP contracts, including the new one offered by McKinney. Built for Speed and Into the Green Zone are excellent vehicles for obtaining more support items, such as the Ogre Semi, as well as a pile of cash. And remember, you can always break from the string of UP contracts and pursue work with the PLAV faction or follow up on Eva the mechanic if you have not done so yet.

INTO THE GREEN ZONE

To take on the Into the Green Zone contract, report back to the Maracaibo Airport Outpost. Talk to your contact there to glean the details of the open contract. Three UP executives are en route to Venezuela, but they land under threat of assassination from VZ operatives. UP needs these executives alive to keep the company running smoothly. Your job is to escort these executives from the airport to the UP HQ in the downtown area as well as other UP-controlled outposts. Expect heavy VZ resistance.

This contract is actually split into three parts since there are three executives. The contract has three levels, just like a training exercise. After each successful delivery, you can report back to the airport outpost to accept the next level of the contract or venture out to find other work and just come back for other pick-ups later. Each completion of the contract results in a cash payout as well as a specific support item or vehicle. Since time is of the essence, the executives are offering hefty tips if you manage to bring them to UP HQ under a tight time limit. The longer you take, the smaller the tip.

Objective: Escort UP execs to UP HQ

Reward: \$300,000 per drop-off, light MG drop (first drop-off), C4 supply drop (second drop-off), CQB kit (third drop-off)

Bonus Reward: \$30,000 (first drop-off), \$45,000 (second drop-off), \$60,000 (third drop-off)

Risk: Medium

ESCORT FIRST UP EXEC: 4 MINUTES



As soon as you accept the contract, report to the terminal next to the airstrip. The UP executive sits on a bench, just waiting for you. There is a Raven waiting for you right next to the terminal, complete with a mounted rocket launcher. The launcher is manned by a UP trooper, so you will have additional

firepower as you navigate the VZ-choked streets. Talk to the UP executive. He rises and follows you to the Raven. As soon as he jumps into the cab, the timer starts. Hit the gas.



As you drive eastward toward the city, drop down the incline. Look for the first VZ contact on the incline. If you slow down for just a second or two, the UP trooper at the launcher can draw a bead on the jeep and open fire. If you race by the VZ jeep, the UP soldier is likely to overshoot the jeep.

CAUTION

Don't get greedy with trying to take out VZ jeeps and soldiers. More jeeps come into your field of vision as you approach the downtown area. If the UP exec is peppered with too many shots, he dies and the contract ends in failure.



Cut through alleys and take sharp corners to shake the VZ as they pursue you



The VZ roadblocks clog some of the streets leading to UP HQ. Zip around the sandbags to either the left or right.



You must drop the UP executive off at the front of the UP HQ building. Drive up to the front gate and slip inside as it opens. Roll forward to the golden circle and come to a complete stop. The UP exec jumps out of the cab. If you made it here in less than four minutes, he pays you the fat tip in addition to the UP contract fee. It's a great payday for a simple delivery.



NOTE

There are numerous pick-ups around the northern end of the airport, such as a cash stash, bombing runs, and a cluster bomb air strike. Now that you have Ewan on your team, make good use of him. Just make sure you clear out any nearby enemies that could bring down a chopper, such as tanks or RPG-toting troops.

CONTRACTS

FINAL CONTRACT

ESCORT SECOND UP EXEC: 4 MINUTES



The second part of this contract starts the same—report to the airport terminal and pick up the UP executive on the bench. The UP exec follows you into the parked Raven (still sporting that handy rocket launcher). However, this exec needs to be dropped off at the Oil Depot to the west of downtown. Drop a beacon on the Oil Depot and let Fiona chart a route for you. If the action gets too hairy, though, deviate from Fiona's route and freehand it to the Oil Depot.



VZ forces concentrate as you approach the downtown area. Hopefully your UP trooper can survive the hail of bullets and keep on that launcher.



VZ roadblocks block easy passage through the city. Use ramps to jump over the roadblocks to the thrill of the UP exec.



Zoom through downtown at full-speed, cutting across parks and through alleys to escape the VZ jeeps that give chase. When you see the UP banners poking above the trees, you're in good shape. Drive down the main road of the Oil Depot and drop the executive off at the golden circle just inside the large gate.

NOTE

Since you're now in an outpost, why not check out the shop and stock up on any needed support items?

ESCORT THIRD UP EXEC: 3 MINUTES



The final UP executive demands you take him to the Altargarcia Outpost across the water from the Oil Depot. And he puts even tighter time constraint on your mission—he needs to be there within just three minutes. Follow the same opening act, leading the UP executive to the waiting Raven and then start down the hill toward downtown. If you need help with directions, call up the GPS and drop a beacon on your destination. Fiona will then lead the way.



This must be a real bigwig—the VZ have deployed tanks at the bottom of the hill to stop you. The Raven is no match for tank shells, so avoid the tanks altogether by veering wide. The downtown area is also crawling with VZ. VZ jeeps are everywhere and they open fire as soon as you enter their field of vision. Since time is money, don't slow down out here. Power through traffic and just let the UP soldier take whatever shots he can.

CAUTION

Watch your minimap for the red outlines of tanks. When you spot one, chart a course that takes you away from the tanks. That's a fight you cannot win.



The VZ are clogging the bridge with jeeps and a tank. Keep the pedal to the metal and swerve around the VZ.



Stick to the outside lane of the bridge. The tanks are primarily stationed right in the center of traffic.



More VZ are positioned on the far side of the bridge, ready to pounce. Keep using that minimap to spot tanks in advance. Drive around the VZ roadblocks and use side streets to avoid contact with the tanks. The entrance to the outpost is on the opposite side of the complex, so you must drive around the walls.



Pull into the outpost and drop the exec off at the golden circle to fulfill the contract and collect your money. Did you earn your tip?

BUILT FOR SPEED

Your contact at the Cambias Outpost has a contract that requires a lead foot. The mission this time is very simple: drive a fancy sports car to the UP HQ downtown from the outpost in a set period of time. There are three levels to this contract, much like a training exercise. The goal remains the same in each level of the contract, but resistance rises while the time limit shrinks. If you have the need for speed, accept the contract and get ready to race.

Objective: Drive sports car to UP HQ

Reward: \$300,000, Archer guntruck (first car), Warhorse patrol boat (second car), Rogue Assassin (third car)

Risk: Low

FIRST CAR



When you accept the contract, a shiny red Veloce appears at the outpost. As soon as you get inside the car, the clock starts. You have only 8 seconds. That's hardly enough to get downtown! However, every gate that you drive through adds 7 seconds to the clock. So, you must keep moving through the gates at a good clip to keep enough time on the clock to complete the contract.



As soon as the race starts, you notice that the Veloce handles a bit different than other vehicles you've driven thus far, such as a jeep or tank. This ride has some serious kick under the hood. This is awesome for straight stretches, but it requires a deft touch for drifting into sharp turns. As you approach a hard turn, such as the sharp left at the refinery, hit the brake as you turn to initiate the drift. Then, accelerate out of the turn so you don't lose any more time.



Stick to the outside lane of the bridge to avoid most of the traffic



The course doesn't necessarily take you straight to UP HQ. The execs have set up an extended course that roars along the freeway and ducks up toward the airfield before swinging into the thick of downtown. There are a few VZ jeeps near the airfield, but you are going far too fast for them to touch you.

NOTE

The race course takes you close to one of the UP bounties you can hunt for extra cash and supplies. This marks the HVT on your map for later reference.

CONTRACTS

FINAL CONTRACT



Traffic really snarls up in the curves on the stretch of highway that's below street-level



The finish line is directly in front of UP HQ's main gate

Second Car



The race course is exactly the same for the second run to UP HQ, but there are some significant changes to the parameters of the contract. First, you start with only 6 seconds on the clock and each gate adds just 6 seconds. This makes the need to hit each and every gate in a smooth fashion all the more important. Also critical: driving safely. Traffic is a touch thicker on the course this time. If you turn this race into a session of bumper cars, you risk losing the Veloce and having to start the contract over.



Third Car



The final dash for UP HQ is the same as before—the gates are in the same places. However, you start this race with even less time. When you turn the key on the Veloce ignition, only 5 seconds appear on the clock. Each gate only adds 5 seconds, too. And this race seems to take place at rush hour, as the traffic is even heavier than the previous race. You must nimbly avoid cars on the bridge and the highway, especially in the curves where it's easy to get clipped by a van. If you wreck at high speeds, you can easily flip the car and completely wreck it.

LEAVE NO TRACE



It's time to hold Dr. Rubin to her word. Return to UP HQ to speak with the UP executive. She's on another phone call as you swagger into her offices, conveying the situation in Venezuela to one of her superiors. She hangs up as you enter and demand Blanco's meeting time. Dr. Rubin hesitates. Apparently the UP CFO with information about

the meeting has been surrounded by VZ forces at one of UP's refineries. Dr. Rubin asks you risk your neck for her CFO and provide cover while he finishes some data dumping. As soon as the UP files are destroyed, the CFO will provide you with the information you desire.

This job pays exceedingly well and it's a major advancement in your Venezuela operation, opening up a variety of new contracts with other factions. However, this is the toughest gig you've yet undertaken, so get ready for some serious action. Solano wants that UP information pretty bad, and he's sent in considerable VZ forces to secure it.

Objective: Protect CFO

Reward: \$995,000

Risk: High

RESCUE THE CFO



If you have completed the Cambias Outpost contract, you can ask Ewan to take you to the landing zone, which is just a stone's throw from the refinery in question. However, if you have not yet liberated the outpost from VZ control, you must either drive a borrowed UP vehicle or call in a vehicle from your own stockpile.



There are eight VZ targets at the refinery. You must eliminate all eight targets in order to reach the CFO. The targets are grouped together, so if you have something with considerable firepower, you can take out the horde in just a few attacks. The missiles from a Rogue, for example, will crater the VZ troops within seconds.

CAUTION

You don't have time to hem and haw after accepting the contract. The CFO will be killed and the data stolen by the VZ in just a few minutes. Traveling by air is the fastest.



If you fulfilled the Cambias Outpost contract, borrow a tank from the outpost and use it to destroy the VZ forces that have the CFO pinned down



Once the VZ have been disposed of, step inside the warehouse. The CFO is in the corner of the room, hiding. Talk to the suit. He appreciates your rescue, but he isn't done with his job. The CFO still has data to ruin at two additional sites. If you keep him alive while he handles the data, he will give you the information you desire about Blanco. The CFO follows you outside to your vehicle and automatically gets in after you, whether you drove a tank or flew in a chopper.

TIP

There is a supply crate inside the warehouse with guns, ammo, and first-aid. It's right next to the cowering CFO.

FIRST SITE



The first batch of documents the CFO must destroy is at the shipyards to the south. There is a small trailer next to a massive oil tanker. Drop the CFO off in front of the trailer. He gets out and enters the building. However, as soon as he steps inside, you get word that VZ forces are on the way. And they are coming in no small number. Fortunately, the shipyard is a great place to play defense.



Scramble to the deck of the tanker via the nearby stairs



Run to the north end of the deck and grab one of the mounted recoilless rifles. Get ready for the VZ circus to come blazing down the street directly in front of you.



The VZ launches the first of three pushes on the shipyard. The outlines of vehicles appear in

the distance. Reinforcement UP soldiers take to the concrete barriers on street level to guard against foot soldiers. Launch volley after volley at the jeeps and troop transports rolling toward the ship. Anytime your target reticle turns red, fire. You need to leave that street full of smoking, twisted hulls.



Blast everything in sight. Wave after wave scream down the street, but you have the high ground and a considerable advantage. You cannot let anybody near the trailer, so even if you only see a single foot soldier running, flatten him with a shell so the CFO and the trailer remain intact long enough to complete this portion of the contract.

TIP

The shock wave of a shell is powerful enough to overturn VZ jeeps. Fire between two jeeps so they both tip over, making them easy targets.



After the first wave dies down, run to the south end of the deck and jump on the heavy machine gun. Another wave of VZ forces is coming down the street on the southern end of the shipyards. Pump all enemy vehicles full of lead, turning them into giant fireballs. Lay out every VZ thug you see.

CONTRACTS

FINAL CONTRACT



The third wave of VZ troops tries the northern street again. Return to the recoilless rifles and lower the thunder. Blow apart every vehicle as the CFO finishes his task. As soon as you hear that the CFO is ready to go, release the recoilless rifle and jump down the stairs. Pick up the CFO in whatever vehicle you brought to the site (or use the Raven your UP reinforcements brought) and head north.

SECOND SITE



The next set of document are in another trailer at the huge refinery. UP soldiers are already there, anticipating a major VZ assault. Several concrete barriers are set up around the trailer, as well as a handful of emplaced guns that point down the three access roads. The UP soldiers will put up a fight in this hard stand, but you need to do the heavy lifting here if the CFO is to survive.

TIP

An RPG is outrageously useful in this showdown. A single rocket can blow up an incoming jeep.



The first wave of VZ forces comes down the street directly opposite of the trailer. Grab one of the mounted guns and take aim at the outlines of jeeps as they pull into view. The jeeps lack armor, so you can tear them apart with several direct hits to the engine block. Be sure to take out the gunners on the

back of each jeep. The more VZ grunts that pour into the area, the quicker you lose your UP backup.



Next, VZ forces attack from the two side streets—at the same time. Use the emplaced weapons to tear up the jeeps and then cut down any surviving foot soldiers. After seeing a break in the action on one side of the street, run to the other and throw everything you have at the VZ forces as they sidle up to the trailer. Toss grenades. Use the emplaced weapon. Launch RPGs.



Don't ignore the main drag. There may be stragglers on the road you cannot quite see through the haze.

Retreat to the Tower



Fiona comes over the radio. More forces are en route. She recommends you head up the tower behind the trailer for a better view of the streets. Follow her orders. There is an emplaced grenade launcher on the first landing, overlooking the action. Drop grenades on the incoming jeeps.



Before long, Fiona chimes in again. There's trouble in the skies. VZ choppers are swirling above the site. She promises you will find a useful package on the roof. She has yet to steer you wrong, so hike up the stairs to the top of the tower to see your surprise.



An anti-air missile launcher? Fiona is truly a lady of taste and refinement.



Pick up the launcher. There is only one shot in the tube, but there are a few ammo packs on the rooftop. (If you need additional ammo, you can throw a smoke grenade to call in for more.) Aim at the VZ choppers as they hover around the site. When the giant reticle is over the chopper, you see a green flashing diamond. Track the chopper until the diamond turns solid green. You have the lock. Pull the trigger and launch the missile at the chopper.



Continue bringing down the choppers one at a time until you hear the CFO tell you he's finished destroying the documents. Now, you need to beat feet downstairs and pick up the CFO in whatever vehicle you can find. You must return him to UP HQ to fulfill the contract.

CAUTION

If any choppers are still in the sky, do not try to use your own to flee the area.



Drop a beacon on UP HQ and follow Fiona's route out of the refinery area

As you drive the CFO back to UP HQ, he brags about the operation he's set up here in Venezuela. He actually has the citizens of the country paying UP for their own oil. Lovely. Soon, he tells you what he knows about the upcoming meeting between Blanco and Solano. It's this weekend. You press him for the location, but he refuses to talk. If he gave up that information, you'd have no reason to bother taking him back to UP HQ. In your line of work, you can appreciate that logic. Drop the CFO off in front of the UP tower to complete the contract and bank your fee.

WHAT'S NEXT?

Leave No Trace is the biggest UP contract. If you have not yet finished the other contracts offered by UP, such as liberating outposts or hunting bounties, you can continue working for the faction to earn money and supplies. However, you only have part of the equation for finding Blanco at this point. You cannot advance your plot without fulfilling the PLAV contracts. So, if you have not already spoken to Fiona about meeting the PLAV contact, do so now. In addition, if you have not pursued Eva, you should also complete those missions. Eva is instrumental to getting PMC a jet pilot. You need that pilot to demolish the 13 buildings for UP to earn even more support items and vehicles.

It's a mad world out there right now, and you thrive in chaos. Keep pushing the factions for work and make new contacts to expand your PMC resources. The only way to get your revenge is to fight your way to the top of the food chain.

UP BOUNTIES

As soon as you have gained the trust of Universal Petroleum by finishing the Phone Call contract, Dr. Rubin offers you a series of bounties. (These are separate from the standing rewards for just taking out PLAV forces for UP.) The faction has identified 10 high-value targets (HVT) it wants eliminated for reasons that should mean nothing to you. (What does matter—you're getting paid.) As you explore the areas around Maracaibo and Merdia, Fiona points out these HVTs and adds them to your GPS. At any point during your time in Venezuela, you can pick up on these bounties to earn cash, curry favor (which is especially useful if you've bruised your relationship with UP), and unlock extra supplies and vehicles in UP outpost shops.

UP bounties includes both VZ and PLAV targets. While nobody seems that busted up over spilled VZ blood, if you are in cahoots with the PLAV, you can lose influence by taking down PLAV HVTs. If the PLAV spots you taking out its own people, PLAV members will radio back to HQ for backup. Take that person out to stop the transmission.

NOTE

While hitting UP bounties is good for restoring your rep with the faction, you may want to consider taking out the PLAV HVTs on the UP list before doing business with PLAV. There are no complications then.

TIP

Scout out HVTs from the safety of the air by circling around the areas in this map in a chopper. If you are not concerned about getting the full dollar value of each bounty, you can use a chopper's guns and missiles to easily dispatch the HVT and all surrounding forces.



UP Bounty Rewards

- 1 Target: \$150,000, Combat air patrol x3
- 2 Targets: \$200,000
- 3 Targets: \$250,000, Mantis light tank
- 4 Targets: \$300,000
- 5 Targets: \$400,000, Anti-Tank Rogue
- 6 Targets: \$500,000
- 7 Targets: \$700,000
- 8 Targets: \$1 million, combat air patrol
- 9 Targets: \$1.2 million
- 10 Targets: \$1.5 million, combat Rogue

BOUNTY LIST

Here are all ten UP bounties, numbered to correspond with the map. Plus, so you aren't flying blind, each entry offers a heads-up on what to expect from each location.

1: PLAV HVT



The PLAV have set up a small base overlooking the Maracaibo Coast Highway. The base has a moderate number of PLAV troops defending the HVT, which is located at the southern end of the base. There are a few jeeps in the base, each with a mounted gun. PLAV troops try to ram you with the jeep or open fire with the mounted weapons. Use grenades to pop the jeeps. The PLAV are quick to call in your position if you linger too long, so be quick about neutralizing tattletales.



The HVT cowers near the house farthest from the base entrance. Subdue him or drop him. Either way, you get paid.

2: PLAV HVT



The PLAV are eager to protect the HVT, who starts out near a house on the northern end of the base. (He will move if the action gets close to him.) As you enter the base, watch out for a mounted weapon at some sandbags. Eliminate the gunner and then check the rooftops. PLAV try to rain down bullets. Answer their attacks with your own, but always prioritize neutralizing a PLAV trooper that tries to radio in for reinforcements.

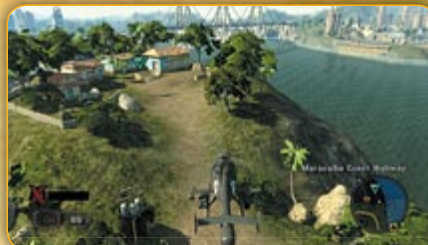


Check behind the house where the HVT stands. There's some serious cash on the table.



Spot the HVT by his red beret. It stands out from the green grasses like a flare.

3: VZ



This is a small VZ outpost, so there's no need to worry about offending any factions here. The HVT is at the rear of the base, standing behind some sandbags. You must shoot through several VZ troops to reach him, though. After eliminating the HVT's support staff, zoom in and bash the HVT across the mouth. Subdue him and call for an extraction.



The base has a nice central clearing that is a perfect landing zone for the UP extraction chopper, so go for the full bounty here

4: PLAV



The PLAV are dug into the side of these mountains like Alabama ticks. If you have a chopper, it's easy to swing around to the southern end of the base (while peppering targets with machine gun fire) and land out of sight of any PLAV troops.



The HVT is standing on top of a rock at the rear of the base. If you have a sniper rifle, he's an easy shot. But that will sacrifice the full bounty. So, make your choice. If you want to go for the full bounty, rush behind the rock and then jump up to bash the HVT. Now you must sweep the site for PLAN troops so the UP extraction chopper can land.

NOTE

If you have been angering UP by taking PLAV contracts, you cannot call in the extraction chopper. You must be in the good graces of a faction to extract and get the full bounty. Otherwise, you can take a digital photo of the body and earn only partial pay.

5: VZ



The VZ have holed up in the middle of a village. (Human shields? Stay classy, Solano.) The VZ are stocked with an Iguana jeep complete with mounted machine gun. As you enter the base, expect the jeep to charge you. Sidestep it and shoot the gunner. Then, ventilate the driver. Finally, push into the base, weaving around fences and shacks to thin the VZ herd before descending on the HVT.

TIP

Once the HVT is subdued, you can leave him and scour the area for any remaining resistance before calling in the extraction chopper.

6: VZ



The VZ continue to house their HVTs among civilians. Watch your fire so you do not injure any innocents while storming the base to collect your bounty. This is a small base with few defenses, making it a perfect spot to infiltrate via chopper. Mop up the HVT's guards from the safety of the sky and then land to finish the job.

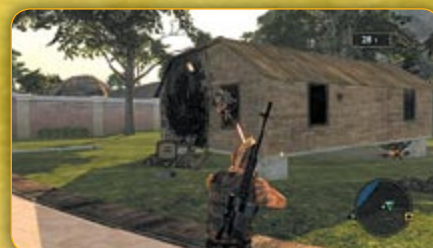


This is another sweet spot for an extraction, thanks to the clear landing zone. You do not need to carry the subdued HVT very far to reach the extraction chopper. Once the HVT is out and the VZ dregs are scrubbed off the hill, be sure to call in Ewan to score the nearby freebie munitions.

7: VZ



The VZ HVT is living the good life in a swank mansion (not as swank as your "borrowed" villa). The grounds are expansive and well guarded. Several towers overlook the property, so if you infiltrate on foot, expect to be looking up quite a bit to take out guard tower gunners. If you swoop down in a chopper like the Rogue Assassin, you can clean the tower with guns or missiles.



There are barracks on the property. If the alarm is sounded, look out for RPG-toting thugs hanging out of the windows and firing. If you see the red lights go off, empty missiles into the barracks.

TIP

You should pick up munitions and a cash stash on the grounds as soon as the HVT is taken out.



The HVT is behind the house, hiding between some rocks. There are more barracks in the back, so take those out with missiles.

CONTRACTS

FINAL CONTRACT

via the air or by using C4 on the ground. (Out of both? A few RPG rockets also does the trick.) After clearing the backyard, subdue the HVT and call for extraction.

8: PLAV



The PLAV have set up camp on the mountaintop to take advantage of full visibility. Guard towers give the PLAV advance warning of any attack, so you must be swift if coming in via air. If you are trying to maintain your rep with the PLAV, you must work your way up the side of the mountain, picking off PLAV troops with the sniper rifle. The PLAV have an APC up here, so watch out for its guns.



Rush in to slam the HVT to the ground. If you are risking your rep, weigh losing a little cash by eliminating the HVT and making a hasty getaway versus trying to snipe every PLAV off of the mountain to call in a clean extraction.

9: PLAV



This PLAV base offers two full fuel tanks, so watch

your guns when you approach the area. You want to preserve that fuel so Ewan can snag it after the action dissipates. If you are taking the base by air (which is advised here), cut down the troops guarding the main road. If you are on foot, you must wait for them to pop up from behind their sandbag bunkers.

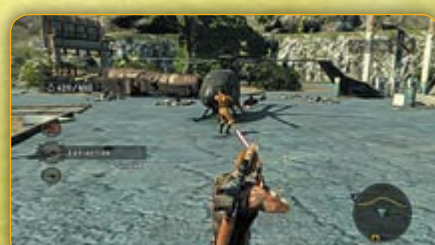
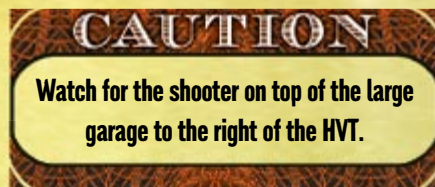


The HVT is standing on the platform around the giant tower. If you pop the fuel tanks by accident, the splash damage could kill the HVT, cutting your options in half. If the HVT survives, you must get her off the tower and down into the flat area at the base of the tower. That's good, level ground for calling in the airlift extraction.

10: VZ



The VZ have taken up arms around a gas station. The whole joint is loaded to blow thanks to numerous explosive barrels, gas pumps, and a huge fuel tanker. If you are coming in from the sky, you can light this place up within seconds by blasting the pumps and tank with missiles or gunfire. The HVT is at the back of the station, away from the pumps, so if you choose to heat things up, you can still take him alive.



Oh, you did not try to steal my chopper!



Crack the HVT in the mouth, wrap him, and call down extraction to collect the full bounty

UP DEMOLITIONS

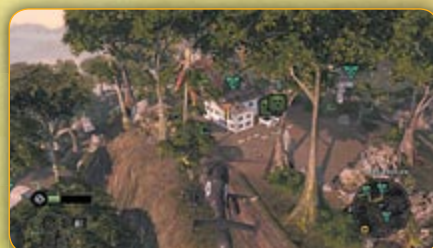
UP has targeted 13 VZ-occupied buildings they want destroyed. They are offering supplies in exchange for your assistance with reducing these buildings to rubble. You can eliminate these buildings in any order and whenever you want. Like taking in HVTs, destroying buildings for the UP is a good way to boost a flagging reputation.



Building 1



Building 2



Building 3



Building 4



UP BUILDING LOCATIONS



Building 7



Building 8



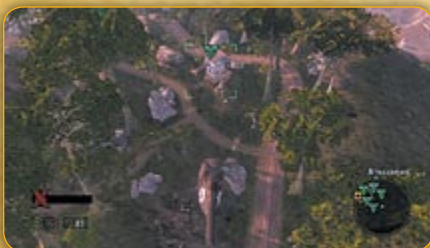
Building 9



Building 10



Building 11



Building 5



Building 6

CONTRACTS

UP
PLAY
PIRATES
CHINESE
AN
FINAL CONTRACT



Building 12



Building 13

Rewards

Unlike HVTs, you only receive rewards for hitting certain thresholds—not for destroying each building. Here's a list of goodies waiting for you:

- 1 Target: Grenade Launcher Drop x2
- 3 Targets: Warhorse Patrol Boat
- 5 Targets: Rogue Transport
- 8 Targets: Grenade Launcher Drop
- 13 Targets: Luxury Car

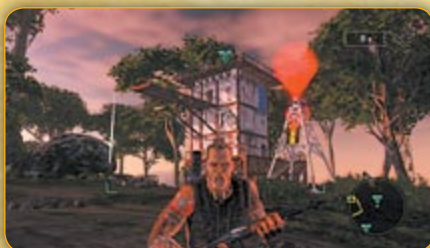
Destructive Strategies



Building 1 is a monster. Set in the center of a walled-off area, it's easiest to drop in via air and then tag the building with a bombing run or bunker buster. Watch for a tank circling the building and several barracks just loaded with troops. If you arrive via the air, you can pepper these targets with missiles, making your landing that much easier.



Buildings 2 through 7 are grouped together in a forested area. The central building is the largest, surrounded by smaller outposts. The smaller buildings can be dropped with repeat missile attacks. If you have no missiles, just eliminate as many ground troops as possible with guns before putting your bird on the ground. An artillery strike is sufficient for any of these buildings, including the central structure.



As soon as you hit a building with a beacon or mark it with smoke, beat feet. You cannot survive a blast from Misha's munitions.



Building 8 is on the outskirts of the downtown area. Try to harvest the fuel tanks before calling down an artillery strike.



Building 9 is laid low by a bombing run



Buildings 10 through 13 are to the north of the city, located on pirate territory. You cannot reach these targets until you have spoken to Eva about recruiting Misha the pirate. Once you can get into the neon-drenched islands, try not to disturb the locals. Just concentrate on the VZ. Rush out to each of the satellite buildings and drop it with an artillery strike before taking down the big building.



VZ troops earn their pay by trying to stop you from demolishing the buildings out in pirate country. Expect very heavy resistance from guns and RPGs.

DESTROY PLAV FORCES

The UP has an open bounty on up to 50 PLAV assets. Every PLAV guerilla you neutralize is worth \$5,000. As you reach specific thresholds, you earn extra supplies and gear:

- 3 Targets: Raven GL
- 10 Targets: Archer Guntruck
- 25 Targets: Rogue Assassin
- 50 targets: Raven GL

TIP

Even after you bag 50 targets and collect the last vehicle reward, you still earn \$5,000 for every PLAV guerilla eliminated. If you are ever low on cash, neutralizing assets for different factions is a good way to scrape together some quick coin.

FACTION: PEOPLE'S LIBERATION ARMY OF VENEZUELA

Solano's coup has only strengthened the resolve of the second faction you encounter in Venezuela: the People's Liberation Army of Venezuela. The PLAV, lead by Marcela Acosta, is a band of freedom fighters determined to push back as the VZ attempts to grind the populace into fascism. Unlike many guerilla operations, the PLAV is surprisingly organized. The PLAV has its own fleet of vehicles, and as you ingratiate yourself with the guerillas, you are granted access to its impressive inventory. But the real prize for working with the PLAV is finding out the location of Blanco's meeting. If you can earn Acosta's trust, she will give you the information you need to get your revenge on Blanco.



Fiona first catches wind of the PLAV following the completion of the UP contract Phone Call. To get your first PLAV contact, Manuel Diaz, report back to Fiona at PMC HQ. She points you to the PLAV HQ high in the Amazonas. You must actually travel there yourself. Since you do not have a reputation with the PLAV, Ewan has no available PLAV landing zones. (This quickly changes, as your very first PLAV mission is to liberate one of their outposts from VZ control.) Unless you borrow a chopper from your stockpile or UP, you will encounter VZ ground forces as you pass through Merida on the way to the Amazonas.



The PLAV HQ is protected by anti-aircraft guns and many, many armed PLAV soldiers. Since Fiona set up your contact with Diaz, the guns are silent when you arrive and none of the PLAV soldiers bother you. That's one of the

benefits of a neutral reputation. Should you anger the faction at a later date, expect a much different welcome at the PLAV HQ. The PLAV contracts consist of outpost liberations, assassinations, and general mayhem against the VZ. This should be a fun faction to work for. Now, go find Diaz and take your first contract. Each shot fired on the behalf of the PLAV brings you one bullet closer to Blanco.

NOTE

Working with the PLAV is bound to challenge your reputation with UP. Should you fall in UP's standings, you can regain its good graces by taking on UP contracts such as bounties, or simply making a large cash bribe.

ORINOCO RIVER OUTPOST



When you duck in to meet Diaz, you discover he's quite happy to see the famed mercenary who has already brought suffering to the VZ. Diaz is quick to offer the Orinoco River Outpost contract, but you can also shop with Diaz. However, at this point, his wares are limited to only a PLAV supply drop and a Castro transport. If you scroll down, though, you can see the many benefits of getting right with these guys. A \$10,000 bombing run? A Castro-V attack copter? How do you get your hands on these wonderful toys?

Your first step is to take this contract. If you help the guerillas take back their outpost along the

river, you will earn a fat cash purse and access to more gear. Plus, Diaz will introduce you to Acosta, and she's the gatekeeper of the knowledge you seek. Take the gig.

Objective: Liberate outpost
Reward: \$300,000, Martinez APC, artillery strike, support weapons drop, PMC fuel storage upgrade
Risk: Low

LIBERATE OUTPOST



The outpost is to the northeast. You can reach it by dropping down the windy road and joining the main highway. As you close in on the outpost, signs of VZ increase in frequency. Eventually, jeeps crisscross the road and two machine gun nests in front of the outpost entrance light up. Time to engage the VZ again.



CONTRACTS





The outpost is much smaller than the previous UP outposts you may have encountered thus far. But don't equate the amount of real estate with the ferocity of the VZ combatants. They fill the air with bullets to keep you out. Toss grenades at the nests to clear the entrance and then start circling the center building, taking out the guards on the towers.



There is a dock below the outpost that the VZ are determined to protect. Swing around behind the center building and take out the gunner watching the river as well as any VZ patrolling the outer wall. You need to silence the base before calling in the PLAV strike team that will secure the center building. Remember, you need to get three strike team members into the building to secure the outpost and unlock it as a landing zone.

TIP

Without any major defense systems, you can roll over this outpost with a tank. Since the tank won't take too much damage, you can drive it to the next outpost mission and use it to soften up the defenses there.

There are no anti-air defenses at this outpost, so an attack chopper is another option for taking this base. Pepper the towers with missiles and then strafe the ground forces with your guns.



As soon as the coast is relatively clear, call in the PLAV soldiers with a smoke grenade. Play it safe by placing the marker close to the entrance of the center building.

While the PLAV comes in for a landing and unloads the soldiers, sweep the vicinity for any stragglers. Only three PLAV soldiers are dropped off and it requires all three to secure the outpost. If one is shot, you must wait a few minutes for the PLAV to get together another strike team and then attempt the takeover again.

NOW OPEN

Liberating the River Shore Outpost impresses the PLAV. You are now officially in the circle of trust. The three reward items are now available for purchase in the shop. The PLAV now entrusts you with their bounties, which includes taking down VZ buildings for PLAV, as well as a little UP headhunting. You also have two new contacts: Maria Vargas here at the base and Marcela Acosta back at PLAV HQ. Now, you have the following contracts to choose from:

Eastern Merdia Outpost (PLAV)
 Paint the Town (PLAV)

Taking the Paint the Town contract puts you only two contracts away from learning Blanco's location. But the PLAV really does have some impressive gear, so why not take the time to liberate two more outposts for the faction and see what else they offer to those they trust?

EASTERN MERDIA OUTPOST



Maria Vargas expresses her pleasure with your decision to help the PLAV loosen the grip of Solano and the VZ. The VZ still controls too many pivotal outposts, though, and so the PLAV faction has another liberation contract for you: Eastern Merdia Outpost. Vargas and the PLAV are willing to match the monetary reward of the first liberation, plus unlock two additional items in the PLAV shops. The outpost is near the city, in a walled-off area to the southeast. You must infiltrate the heavily fortified outpost and push out the VZ to secure the area for the incoming PLAV troops.

Objective: Liberate outpost

Reward: \$300,000, Cavalera light tank, Chinese sniper kit, PMC fuel storage upgrade

Risk: Medium

LIBERATE OUTPOST



Because the VZ have control of not only the outpost, but the majority of Merdia, expect strong resistance. The VZ have a tank patrolling the outpost and several VZ choppers in the air. If you try to infiltrate the outpost by the air, these choppers will be ready to intercept you. And should you fly too low, the tank will bring you down with a single shell.

TIP

With choppers and a tank ready to push back, calling in your own tank will even the odds. The turret will make short work of any chopper pilot that dares to strafe the area and stand still for a few seconds. Plus, you can outflank the tank and pop two shells in its hull before it even gets a bead on your position.

NOTE

No money to buy a tank? Grab one of the Corales MG Scouts in the River Shore Outpost that already has a PLAV soldier behind the mounted gun.



Swing around the walls and infiltrate the outpost via the main entrance, which is in the northwest corner of the outpost



The VZ tank is the toughest customer on the ground. As long as it is in operation, you cannot safely call in the PLAV. As soon as you make it inside the walls of the outpost, zero in on that tank. If you have your own tank, reduce the VZ machine to metal shavings. If not, neutralize the gunner on top of the tank. Circle the tank to lure the turret away from the front and then hijack the tank. If any VZ choppers are in the sky, shoot them down.



Before calling in the PLAV, ring Ewan and get him to pick up the fuel tank next to the outpost building you need to secure



As soon as the VZ influence has been run out of town, call in the PLAV strike team. Direct the chopper close the building and then stand guard as the PLAV secure the outpost.

NOW OPEN

Liberating this outpost adds the Cavalera light tank and fuel tank to the shop inventory, which you can now purchase right here at the outpost if so needed. Since you are spotting more fuel tanks under VZ control, you may want to invest in the extra fuel tank to up your capacity. Fuel is almost as valuable as money—the more you bank, the better off you are in Venezuela. You now have a new contact at the Southeastern Merdia Outpost: Corporal Huang. Huang has two open contracts:

Corporate Headhunting (PLAV)
Southwestern Amazon Outpost (PLAV)

The PLAV only has three outposts, so take the time to liberate the third outpost and add even more items to PLAV shop inventories. You may need the gear, too, because if you take on the Corporate Headhunting contract, you are putting your alliance with UP at serious risk. Anger the UP and it will cut you off from outpost access and shops.

SOUTHWESTERN AMAZON OUTPOST



Huang is exceedingly pleased to have a mercenary with your skills working for the PLAV instead of against it. As such, he opens up his stock to you—as long as you have the cash to make it worth his while. After checking his wares, listen to his pitch for liberating the last PLAV outpost. The VZ has set up an outpost too close to the PLAV HQ in the Amazonas. Having Carmona's thugs only a stone's throw away is murder on morale and threatens PLAV operations. Huang wants to you secure the VZ outpost for the PLAV. Once you have run the VZ out of the area, call for PLAV forces. Liberate this outpost and Huang will not only allow you access to the Castro-V

attack copter, but he'll give you a pretty big cash reward that will dent the helo's price tag.

Objective: Liberate outpost

Reward: \$300,000, Castro-V attack copter, PMC fuel storage upgrade

Risk: Medium

LIBERATE OUTPOST



The Southwestern Amazon Outpost is located several clicks to the west of PLAV HQ, high in the mountains. The terrain between the Southeastern Merdia Outpost and the target is decidedly uneven. Roads are carved in narrow canyons between peaks. And these roads are heavily guarded by VZ troops. Expect roadblocks if you travel by land across the roads.

CAUTION

The hills are too steep to effectively cut across in a slower vehicle like a tank. Even jeeps are occasionally unable to find purchase on the steep inclines.



If you have a chopper available, flying to the outpost is a sound solution. There are no anti-air defenses at the mountain outpost. Plus, you can strafe the VZ soldiers from the safety of the sky.

CONTRACTS

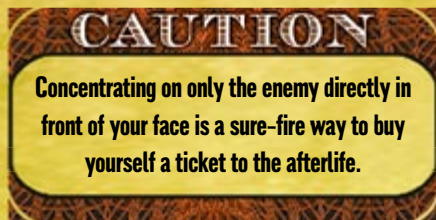
FINAL CONTRACT



If you are taking the outpost by land, expect a roadblock at the base of the hill. A mounted machine gun behind the sandbags will chew you up if you do not flank it. A well-thrown grenade is usually enough to flatten the VZ thug behind the gun.



More VZ troops line the road leading up to the outpost. Look for targets on the high rocks and behind sandbags. More VZ soldiers are in the guard towers around the outpost (including one right by the access road) and they will wear you down unless you make short work of them.



There are makeshift wooden barracks inside the outpost area. VZ soldiers hang out the windows and spray bullets across the outpost. If you have a tank, you can level the barracks with just a few shells. Otherwise, snipe a few soldiers on one side of the barracks and then toss grenades or bombs under the floorboards.



When the action is waning, call in Ewan to pick up the fuel tank and munitions (artillery strike) on-site



After Ewan swipes the last of the goods, call down the PLAV troops. You need four PLAV soldiers to take over this outpost. Because it will take longer to get those four troops inside the central building, make sure you have truly swept the area for VZ presence before marking the site with a smoke grenade. Guard the troops as they storm the central building and secure the outpost.



Taking the outpost introduces a new PLAV contact: Manuel Vega. Vega does not have any new contracts to offer, but he does open up the PLAV inventory to serious buyers. Note that as soon as the outpost is PLAV property, the PLAV installs three huge fuel tanks. Don't steal them now as you don't want to anger Acosta and have to fight to regain her trust (or just buy it). But should you ever be desperate for fuel, you know you can come back here.

CORPORATE HEADHUNTING

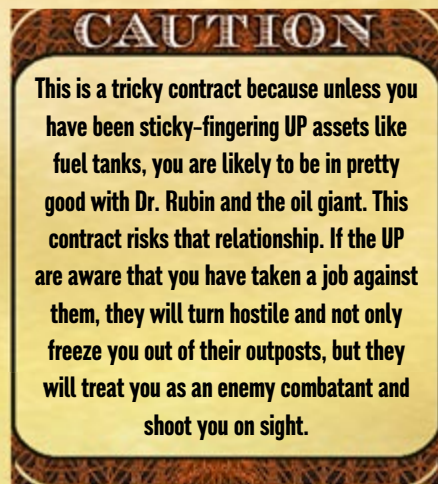
Huang has another proposition for you: assassinate four Universal Petroleum targets. These targets are spread across Venezuela, from the east of Meridia to Maracaibo Airport. He is willing to pay

handsomely for this contract, plus give you access to two more items in the PLAV inventories. But this is a dangerous mission. The UP targets are heavily guarded, so you'd better be a crack shot with a sniper rifle if you want to rub these people out with the least resistance possible.



To help you get started, after accepting the assignment, Huang leaves a crate with a sniper rifle and ammo just outside the outpost building.

Objective: Assassinate Four UP targets
Reward: \$300,000, \$3,000 bonus per UP guard, Castro-V attack copter



Advance Intelligence

Before embarking on this mission, you need to know a few things about what to expect. The UP do not mess around if they detect your betrayal. So, make sure you are aware of the perils of trespassing.



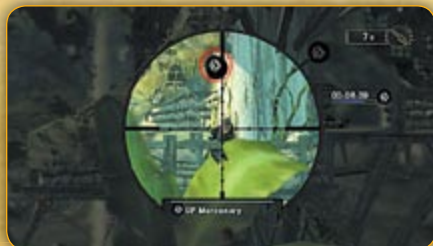
When you close in on an assassination target, look at your on-screen minimap. There is red around the target's turf. That is patrolled UP ground. If you step into that area, a red "trespassing" warning appears on the map. If



VENEZUELA

- 1 Target 1
- 2 Target 2
- 3 Target 3
- 4 Target 4
- Restricted Zone

you step into the sights of any UP guard while trespassing, he will react—negatively. The key to success here is to nail the target, if possible, from outside the trespassing border.



If you are spotted, the UP guard will hit the radio and call for back-up. A 10-second timer appears on-screen next to a meter showing UP's disposition toward you. If you want it to stay friendly, you'd better eliminate that guard before the timer runs out. If you step back outside the trespassing line and the timer runs out, the UP meter will drop down into neutral territory. (Not bad, you can make that up by bombing a couple buildings for them.) If the guard completes the call and you are still inside the trespassing zone, the UP will send in immediate reinforcements and will now consider you an enemy. The UP meter will now read hostile. And now you have some real brownnosing to do. Like, apple-on-the-teacher's-desk brownnosing.

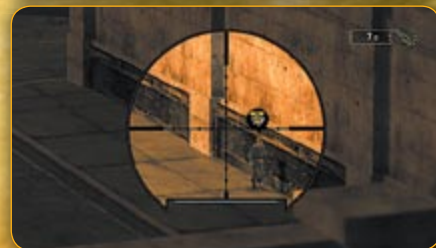
TARGET 1: MARACAIBO AIRPORT



The Maracaibo Airport target is holed up inside a walled-off area to the west of the airstrip. This is the easiest of the four targets, as you can get a great shot at him without getting too close to the trespassing line. Head to the airport and look for the small hill north of the walled area.



Ascend the hill and look inside the walled area. The target is the businessman in the gray suit. He is flanked by three UP guards.



Line up the shot. A direct hit to the head eliminates the target with a single bullet. If you miss the head and hit the torso, the target will suspect something. Maybe not an assassination attempt, but he will step away from the open and seek cover,

CONTRACTS

FINAL CONTRACT

such as the cargo containers. If he moves, you'd better hit him before he hides completely behind something. If that happens, hoof it to the front entrance of the area and see if you can pick him off from there.



Need a better angle for your shot? Blast down one of the walls with a missile and then back off to let the heat die down before coming back to make your shot.

If you cannot get the shot or scare the target deep into the cargo containers, you may have to creep inside the facility. This is where you start risking relationships. If a UP guard sees you, he will call in for back-up. Pick off UP guards with headshots when they are alone so you can creep into the trespass area without detection. Get close to the UP target and finish him off.

NOTE

If you miss the target from the hill and he hides, you may want to just cancel the contract altogether and start over. There's no reason to start this contract from a deficit position.

TARGET 2: UP OUTPOST



The second target is another businessman located in the heart of the UP Outpost. (Drew Marlowe

was your contact here.) This target has three UP guards right next to him, so he's already going to be a tough kill. But at least you have one immediate advantage: there is no trespass area in the outpost. So, if you are still in the faction's favor, you can actually walk right into the outpost.



Once you are inside, though, your options constrict. While you can easily just pick off the target (from behind a cargo container or the crane), you have to get out alive—and hopefully with your reputation intact. Going out the front door is no longer an option. There are too many UP guards that will radio for reinforcements.



The sea is an acceptable escape route. Stand near the edge of the outpost, right next to the water. There are boats below you. Get your feet right up to the lip of the outpost platform and then take your shot. You then have about three seconds to disappear. Falling back toward the boats gets you out of the sight line of UP troops. Now, take one of the boats and head for the next target. Just make sure you put some distance between you and the UP Outpost.



Got a chopper with missiles? Target the UP businessmen and rain down some hellfire—then vanish into the skies.

CAUTION

There is simply no way you can shoot your way out of the UP Outpost without ruining your rep with the faction. You must rely on a modicum of stealth here.

TARGETS 3 AND 4: JUNGLE BASE

Targets 3 and 4 are within the same trespass area, but when you're trying to eliminate the two UP businessmen without being noticed, it feels like they are miles apart. The easier of the two remaining targets is number 3 (marked on the map), so load the sniper rifle and sneak up to the southern border of the trespassing zone.



This area is heavily guarded. There are well over a dozen UP guards stationed around the targets on the lookout for assassins like you. You must pick off enough of these lookouts to get close enough to target 3, who is standing inside a tent. Use the scope and check the four bird's nests in the trees surrounding the target. There are two UP guards in each tree house. You must eliminate them in pairs. If you drop one and then just leave him on the floor of the tree house, the other guard will spot the body in a minute or two and immediately radio for back-up.

TIP



Sweep the area while looking through your scope. If the scope passes over a guard, a UP symbol appears.

After clearing the outlying guards, you need to move in even closer. Sweep the site again to make sure you didn't miss anybody. Look down at the tent and shimmy to the left so you can see the target. Guards are standing around him. You must pick off everybody in rapid succession so reinforcements are not alerted.

NOTE

Even the target himself can call for reinforcements, so don't just prioritize the guards around him. The target will duck behind rocks or rush behind a tree to obscure your view while he radios for additional UP soldiers.

TIP

Back out of the trespassing area completely and walk to the east. Stand on the rocks across the road and see if you can pick off any stray UP guards from way outside the zone.



Continue working your way into the campsite, picking off the guards in the trees and near the Raven. (That Raven is equipped with a rocket launcher, so expect some fireworks if you are spotted.) As soon as you spot the target, eliminate him and then jump over the railing to the east to escape the trespassing area as soon as possible.



After emptying the tree houses, sneak into the trespassing area and pop the UP guard ducking in the rocks



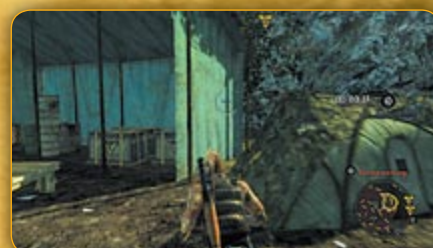
Two guards are along the road to the right of the tent. One is in the bunker (shoot him through the window) and the other is out in the open.



Target 4 is farther up the hillside. After verifying that the lower area is completely clear of UP guards, ease your way up the road to the east. There are several huge rocks you can use as cover as you advance to the top of the hillside.



You can also work your way through the lower camp and then sneak up on the target from the opposite side of camp. You cannot spot the target from the ground—you must somehow get as high as the ground above you.



There are supplies inside the tents on the camp's ground level.

CONTRACTS

PLAY
PIRATES
CHINESE
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FINAL CONTRACT



There is a narrow ridge that runs along the edge of the trespass zone. If you can sneak up to it either from the east or by tiptoeing through camp, you can toss explosives up to eliminate the target above you.



Make sure you keep nailing those UP troops in the tree houses. They are the eyes of the camp and are adept at spotting movement in the trees.



Duck up to the edge of the camp, behind the rocks and zip to the target. Eliminate him with a melee attack. Clean up any UP troops that spotted you and then make a fast break for the trespassing line.

NOTE

It's extremely tough to get both of these targets from the ground without being spotted. If you don't have any qualms about offending the UP, you can rush in and just shoot the place up or even call in an air strike to flatten everybody in the blast area.

AIR RAID



You should not just hoard your cash—spend it on gear and vehicles that make these contracts easier to complete. For example, buy Rogue Assassins from the UP to make the Corporate Headhunting contract a much smoother affair. Targets 3 and 4 are prime pickings from the sky if you just hover outside the trespassing line. You cannot quite make out the figure of each target, so use the yellow triangle as your guide. The splash damage from a missile is more than enough to shatter a target's body.



And even if you are spotted by a UP soldier in one of the trees or on the ground, in the chopper you have the range of movement in the sky to quickly turn and blast him before he radios for back-up. Just make sure that as soon as you confirm that the caller is dead, push back from the trespass zone. Give the UP a few moments to cool down. There is no time limit on this contract, so take your time. Buying off the UP if you infuriate it is expensive (upwards of \$1.4 mil depending on how bad you soil your rep with the oil folks), so just be methodical.

PAINT THE TOWN



Marcela Acosta is bemused to see you step into her situation room. She is welcoming, but there's some acid behind her kind words. Even though you both hate Solano and Blanco, she fights for her country while you are driven by money and revenge. But since you are a means to an end for her, she is happy to accept the work you have done so far for the PLAV and is willing to extend another contract your way. In exchange for helping her dismantle Carmona's operations in the area surrounding the PLAV HQ and Merdia, she will tell you what she knows about the location of Blanco's secret meeting.



Carmona has installed a ruthless general, Mendez, in the town of Merdia. The people sympathize with the PLAV, so they have stood against Mendez and his troops—and paid a price in blood. Acosta wants you to free Merdia from Mendez's viciousness. Mendez controls three strongholds in Merdia. Shatter those buildings to flush Mendez out. Then, apprehend Mendez and bring him to Acosta. She will appreciate it if you bring him in alive, but a corpse will do.

Objective: Eliminate General Mendez

Reward: \$750,000

Bonus Reward: \$50,000 if you do not kill any civilians

Risk: Medium

DESTROY THREE STRONGHOLDS



After receiving your briefing from Acosta, the PLAV give you a little present that will help make the operation go smoother: three artillery strikes. These bombardments are enough to level a large building, but the three strongholds you need to wipe off the map are medium-sized. Surely, you can appreciate a little overkill. After the air strikes are added to your support menu, you need to leave the mountaintop PLAV HQ and head down to Merdia. There are a number of on-site PLAV vehicles you can borrow, such as a jeep or the Arbenz mobile AA.

Roll down the hill to Merdia. Avoid using aircraft because the skies over Merdia are thick with enemy choppers, there's a SAM battery on full alert, and the VZ tanks in the streets can take down a helicopter with a single direct hit. The road is windy, but you risk injury if you just barrel down the center of the hillside.

CAUTION

You are under strict orders not to damage the church in Merdia. That is a PLAV stronghold.



As soon as you enter the city, you spot VZ troops and a Jaguar tank. You know you want to hijack that tank.



Flatten the other VZ tanks you see in the streets as you close in on the first Mendez stronghold



You have two choices for razing these buildings. You can flatten them with the artillery strikes Acosta gave you. (All you need to do is get close to the target building and throw a beacon right onto the site. Then, run away as the PLAV jet screams overhead and pounds the site with ordinance.) Or, you can bank the artillery strikes and tear the buildings apart piece by piece with tank shells.

TIP

If you run out of ammo for a tank, hijack another one. Basic economics says you should bank those artillery strikes. You can use them later when you destroy buildings on behalf of the PLAV for some extra supplies and influence.



Each building site is crawling with VZ troops. If you can just get close enough to toss the beacon right on the building, you can pull back and let the heavy artillery do the dirty work.



If you exhaust your supply of artillery strikes, you must then rely on the tanks. As soon as the third stronghold is rubble, Fiona hits the airwaves. You have Mendez's attention. But he's not coming out of hiding. In fact, he's ordered his tanks to attack the church. You must get to the church on time to repel the VZ tank attacks.

CHURCH DEFENSE



Mendez is without shame or mercy. In retaliation for your destroying his strongholds, he launches a full-scale attack on the beloved church in Merdia. Sure, the PLAV are occupying it as a stronghold. But it's a *church*. As soon as the attack starts, two meters appear on-screen. The empty green meter shows Fiona's success at tracing Mendez's location. When the green meter fills up, Fiona tells you exactly where to find Mendez. The yellow meter represents the church's stability. The meter starts out full. As the tanks and choppers attack the church, the meter empties. If the church falls before you get a bead on Mendez, you fail the contract.



If you do not have a tank, now is the time to get one. Run to the church and zero in on the first tank you see. There are only one or two tanks when the attack begins, so you should not have too much trouble hijacking one of them. However, the longer the battle rages, the more tanks arrive on the scene.

CONTRACTS

FINAL CONTRACT



Use your on-screen minimap to look for tanks. They show up as red outlines.

CAUTION

You will run out of shells during the attack, requiring you to step into the war zone and hunt down another tank.



Keep circling the church and blasting tanks. It typically takes two direct hits to rip apart a VZ tank.

CAUTION

Don't be lured too far away from the church to pick off a single tank. The travel time is not worth the trade-off for a single tank. While you are targeting just one tank, three more are pounding the church in your absence.



Take that extra second to make sure you have a direct hit on the tanks. You waste shells by just grazing your targets and doing minimal damage.

Watch the skies, too. In addition to lining the streets surrounding the church with tanks, Mendez also sends in several choppers to fire on the holy site. The chopper pilots usually swing low and then hover in one place for a few seconds while unloading their guns. As soon as you spy a chopper slowing to deliver a salvo, raise your turret and blast it out of the sky.

You just need to hold off Mendez's onslaught long enough for Fiona to lock onto Mendez's location and relay it back to you. As soon as she does that, pull back from the church. It's pretty much a lost cause at this point and you may never have another chance to snare Mendez.

SEIZING MENDEZ



Mendez is directing the church attack from a small soccer stadium to the west of town. (He appears on your minimap, courtesy of Fiona.) The stadium is fortified and Mendez will not go quietly. You are safer heading into the stadium inside a vehicle, so roll a tank over there or steal one of the VZ APCs in the town—or what's left of it.



Mendez is standing between two barracks on the left side of the field. He's not alone. Troops are running out of the barracks and headed your way. There is a tank on the field that roars into action upon your arrival. Gunners aim from the bleachers. This small field is about to turn into an ugly showdown.



Did you arrive in a tank? If so, pepper every vehicle in the middle of the stadium with shells so only foot soldiers can attack you.

CAUTION

There are civilians on the right side, locked behind a fence. If you kill any of them by mistake, you forfeit your bonus. However, if you roll over part of the fence, the civilians can escape.



Destroy the barracks to slow VZ reinforcements

Acosta wants Mendez alive. To subdue the general, get in close and deliver a sharp elbows across his chops. Mendez drops. Now, stand over him and tie his hands and feet so he cannot run away. With Mendez subdued, clean up the rest of the field and pay special attention to gunners in the bleachers.

Call for an extraction. As the chopper descends to the field, keep sweeping the bleachers for any rogue shooters. As soon as the chopper lands, throw Mendez over your shoulder and carry him to the chopper. Drop Mendez on the chopper. Ewan automatically takes Mendez back to Acosta, who shows her gratitude with a massive pay-out.

NOTE

Finishing Paint the Town unlocks your next PLAV contract: Jungle Cruise. It's available from Vargas at the River Shore Outpost.

JUNGLE CRUISE

Vargas has an intriguing proposition for you. The PLAV have managed to snake a speedboat prototype and need to deliver it to a special contact downriver. However, none of the PLAV is especially adept at maneuvering a speedboat through enemy fortifications. So, they turn to you. If you can take three Prestes patrol boats down the river, the PLAV will reward you handsomely. Oh, and what makes the Prestes a prototype? How about a rocket engine?



This contract is a three-part endeavor. Each successive run downriver adds more resistance, such as mines and UP patrol boats. (The course takes you right under a UP-owned oil derrick.) You need to complete only the first level of the contract to unlock the final PLAV contract, but if you manage all three, the rewards are indeed worth the effort. Wouldn't it be cool to have a rocket-propelled boat to use for every water-based mission?

Objective: Deliver boat downriver

Rewards: \$300,000, Arbenz mobile AA (Level 1), junker (Level 2), Prestes patrol boat (Level 3)

Bonus Rewards: \$500,000 if prototype takes less than 50% damage

Risk: Low (Level 1), Medium (Levels 2 and 3)

SETTING SAIL.



After leaving Vargas, drop down to the river's edge. The prototype Prestes patrol boat is moored at the short pier. Step up to the boat and hop inside. As soon as you get behind the wheel, the clocks starts and the race downriver is on. You begin the cruise with a comfortable 45 seconds, a good lead that will keep you in the race as long as you don't make any titanic errors.



As you pull away from the pier, the first gate appears to the north. Sliding through the gate adds 12 seconds to the clock, boosting your already sizeable race time. If you steer the boat smartly without making too many errors (or beaching it on a rock), you should cross the finish line at the river's northern end with a nice pillow of extra seconds.



There is a moderate amount of traffic in the river near the PLAV outpost—just a few small watercraft like inflatables and dinghies. Steer around them.



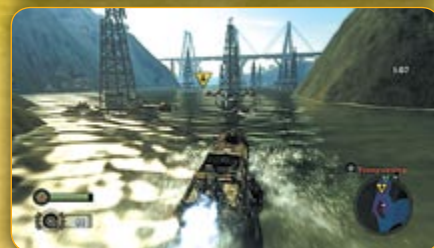
As you glide up the river, you will spot cash bundles and other pick-ups. Take a note of these extras and then come back later to claim them with Ewan's assistance.



A few tugs clog the river where it narrows. Slip past the boats. If you slam into one while boosting, you risk turning the tug sideways and blocking the whole river.



Hit the boost and launch the Prestes off this ramp. You need the extra juice to clear the boat on the other side of the ramp. Otherwise, you may strand yourself right on the boat's deck.



As the river opens up again, you close in on UP-controlled territory. This is oil-rich country and the faction fiercely protects it against anybody, even mercs with good reputations. There are lots of mines floating in the waters around the buoys. Shoot any mines in your path with the Prestes's guns to detonate them and clear away potential trouble. As you slip into territory marked with red on your minimap, be ready for incoming fire from UP patrol boats. Try to avoid the boats if possible to minimize damage to the prototype. There's half a million on the line here if you can retain over 50% hull integrity by the final gate.

CONTRACTS

FINAL CONTRACT

CAUTION

A direct hit from two or three mines is enough to spoil your bonus.



Cut between the long UP oil tankers as they try to block the river. There are UP inflatables between the tankers that open fire, so slip around them to avoid getting shot.



Hit the boost to power over the sandbar and slide through the gate.

TIP

Note the secret machine part on the sandbar. You definitely want to come back and score this!



Now that you are out on the giant lake, the gates spread apart. Because the gates are next to mined

buoys, you must zigzag through the water to hit each gate. Slice hard after each gate so you don't lose too much precious time trying to hit the four gates in front of the massive oil platform. Fire on the mines when your targeting cursor lines up so you can reach the gate without worrying about the mines.



Hit the boost and zip right under the platform, hitting the gate. Keep to the left or right of the scaffolding under the platform. If you slam into it, you risk getting caught up. Once wedged between the bars, you cannot free the boat no matter how many times you fire the rocket engine. You just have to let the race end and restart from the outpost.



After slipping through the gate on the far side of the platform, cut to the right. You're now on the last leg of this river relay.



The last two gates lead you right into the heart of a firefight between the UP and a new faction operating in Venezuela: the Chinese. Don't worry about the bullets right now—nobody is aiming for you. (When you walk up on the beach after moving the boat through the last gate, the situation may change.) After hitting the last gate, Vargas gives you your reward. Did you make it with over 50% of the boat intact?

Level 2



Although the number and position of the gates remain the same in levels 2 and 3 of this contract, your second prototype delivery is a bit tougher. The clock remains the same—as do the number seconds added with each gate—but the river's waters are more treacherous. Expect mines bobbing in the river right off the pier and a lot more private traffic to be a nuisance.



The UP patrol boats between the long boats intercept your path. Shoot them out of the water as they cross your target cursor, but don't waste time trying to hunt them. Speed is a better defense.



A tug manages to pull right in front of you as you approach the gate near the sandbar. Zip around the tug, but watch for UP inflatables.



Blast the mines near the buoys as the river empties into the lake so you can hit the gates without risking damage.



Nice parking, buddy. Don't hit boost if you are pointed right at some scaffolding or a buoy.



As soon as you pass under the oil platform, the final leg is pretty open. A few small UP craft try to make trouble, but just boost past them and steer through the final corner and arrive at the last gate. Avoid taking any collateral damage from the Chinese firefight and glide the Prestes through the finish line.

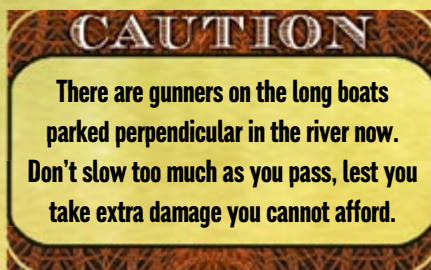
Level 3



There's no shortage of excitement in the river as you make your way to the lake for the third time. In addition to UP inflatables and patrol boats, there are rival Prestes boats making trouble. Boost through the first two gates and zip around the Prestes watercraft to minimize potential damage. You'll need to bank that hull integrity for the big minefields out in the lake and when the river narrows.



This is what happens when you hit the boost near the rocks



As you enter the mine-filled lake, shoot the mines from as far away as possible. You must avoid steering right into the flames and crumbling buoy scaffolding. The UP patrol boats are thick around the oil platform, so bust through there as fast as you can, but don't hit the boost and then accidentally park the boat in a minefield or a buoy. Boost when you have a nice clean stretch of water in front of you.



The obstacles thin out as you approach the finish line. Just watch out for crossfire between the UP and Chinese near the last gate and you're golden. Slip through the finish line to collect your cash and your very own Prestes, which will be useful during future dealings with the pirate faction.

NOW OPEN

Completing the first level of the Jungle Cruise contract opens up the final PLAV mission: Tropical Island Getaway. If you have not completed the other outpost contracts or Corporate Headhunting, consider doing those now while you are still in the good graces of the PLAV. Future missions will threaten your rep with the PLAV faction, and to get access to outpost and Corporate Headhunting contracts again, you must either bribe the faction or hunt down its bounties.

Before taking on the Tropical Island Getaway contract, make sure you have a good attack chopper, like a PLAV Castro or a UP Rogue Assassin. The final PLAV contract is much more manageable with a chopper equipped with guns and missile pods. The aircraft is not necessary to complete the contract—you will complete three of the objectives on foot—but it makes your approach and earning the bonus reward much easier. Also, while you're shopping, buy a C4 supply drop. Some C4 will come in handy, too.

TROPICAL ISLAND GETAWAY



After delivering the prototype Prestes boats downriver, Acosta welcomes you back to the PLAV HQ. She

CONTRACTS



has been pleased with your work thus far and is ready to bestow vital information about Blanco's secret meeting location. However, before giving you that critical location, Acosta has one last contract to offer you on behalf of the PLAV. The VZ have set up a stronghold in an old Jesuit sanctuary on an island to the northwest of Maracaibo. From the stronghold, the VZ can control water traffic and launch strikes against nearby targets. Acosta wants you to eliminate this stronghold.



As much as you like to make things go boom, this is not a cakewalk contract. The island fortress is heavily fortified with SAM batteries and mounted weapons on every single wall. Dozens upon dozens of VZ troops are housed inside the fortress in eight barracks. Once you manage to breach the fortress walls, you must bring down three features inside the stronghold: a bridge, a tower, and the main citadel. Acosta gifts you six artillery strikes to assist with the operation. Whatever you don't use, you can bank. As soon as you finish off the stronghold, Acosta will be more than happy to slip you the location of Blanco's meeting. Even the noble People's Liberation Army of Venezuela understands the hunger for revenge.

Objective: Destroy 3 VZ buildings

Reward: \$850,000

Bonus Reward: \$500,000 to destroy 8 VZ barracks

Risk: High

INFILTRATE THE FORTRESS



As mentioned at the conclusion of the Jungle Cruise contract, the absolute best way to take the stronghold is via the air. The high walls are a huge impediment to water traffic because you are funneled into a central harbor that is heavily guarded with towers and a dozen VZ guards. A

Prestes boat will get you inside and the mounted weapons on the prototype are good for pushing back against base defenses, but there is no denying the superiority of an attack chopper like a Castro or Rogue Assassin.

NOTE

There is a beach landing site on the western side of the fortress. A dirt trail leads right inside the base, but you end up right in the middle of a few barracks and tons of VZ resistance.



As you approach via the sky, the three targets come into view. All you need to do to bring them down is get close and attach an artillery strike beacon to each structure. But nothing is ever that simple. Not only is each structure heavily guarded, but two on-site radar jammers must be destroyed before Misha can drop the artillery strikes.



If you have a chopper with missiles, blast the jammer off the main structure as you close in on the base



Naturally, you want that bonus reward. This is another task simplified by using an attack chopper. Slow as you approach the outer wall and set a course to circle the base counter-clockwise, starting from the main structure. Pepper the barracks (marked in blue) with missiles. Work your way around the wall, dodging any incoming fire as you pound those barracks with missile attacks. You won't have enough missiles to take out all eight barracks from the sky, but you can easily flatten four of them.

NOTE

No chopper? Already shot down? C4 bundles are your next-best solution for leveling the barracks.



VZ gunboats in the water move into attack position as you circle the stronghold. They are equipped with missiles that can shred a chopper's armor. Sink the boats with your own volley of missiles.



Note the SAM battery along the western side of the fortress. Smash it with missiles.



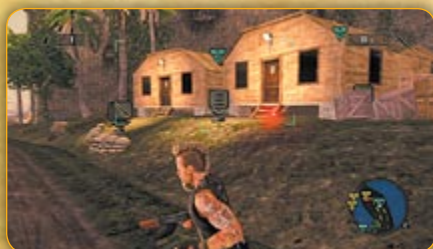
Even when you run out of missiles, the chopper is still effective at mopping up ground forces. Cut down the guards running along the main road, especially near the alarm towers. There are several pick-ups for Ewan to retrieve on this island, such as munitions, fuel, and cash stashes. It's far too hot to call Ewan right now, but after you sweep the majority of the island, snag those pick-ups.



You cannot destroy the bunkers from the air with your guns, so you might as well land. Should the alarm go off, RPG-wielding VZ troopers will hang out of the barracks anyway and they will fill the sky with shells until you ground that bird.



Once your boots are on the ground, throw C4 bundles at the barracks. A single bomb is potent enough to take down each barrack.



Keep moving up the road toward the giant tower. There are two more barracks in its shadow. As you approach, VZ jump out and open fire. Watch for RPG fire from the windows. Use C4 to destroy these barracks. If you run out of C4 before the job is done, you can call for in a C4 support

drop (you did buy one as suggested, yes?), or pick up an RPG and fill the windows with grenades. It takes a handful of RPG shots to blow up one of the barracks, though, and that leaves extra time for more VZ thugs to step outside and open fire.



You may be right in front of the tower, but you can ill-afford to ignore the inner harbor. There is another barracks down there, as well as cash, fuel, and munitions (artillery strike). Plus, with an alarm system nearby, these barracks become a VZ factory unless dealt with accordingly. You must take out the RPG-toting troops in the guard towers around the barracks if you plan to call in Ewan to pick up your findings.

TIP

Crates full of first-aid and ammo are on the harbor. They're very useful if the firefight starts to overwhelm you.



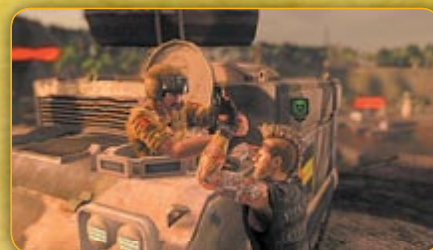
Recoilless rifles guard the tower. Use grenades or an RPG to clear out the shooters so you can approach the tower and the radar jammer.



If you need more C4, a box of bombs is next to the tower



Check that briefcase of cash next to the artillery guns beneath the tower. Easy money—the best kind of money. Maybe next to blood money.



The Armadillo jammer must be destroyed. Load it with C4 and blow it sky-high. If you are out of C4 (or simply like to indulge in a little overkill now and again), hijack the jammer and drive it down the steps. Now, step behind one of the recoilless rifles and pop it like a balloon.

CONTRACTS

FINAL CONTRACT



Don't destroy the tower just yet. It's easiest to clear a path to the main structure and then work your way back to the tower.



Run across the bridge, eliminating any VZ troops standing post



TIP

As you step on the main structure on the other side of the bridge, run to the left to pick up supplies like C4, guns, and ammo.



If you destroyed the radar jammer on the main structure, you just need to step out into the landing (after clearing out a few VZ troops) and throw the artillery strike beacon on the ground. Retreat and let Misha take out the horde of VZ troops using mounted weapons to guard the structure. However, if the jammer is still in play, you must physically fight up the steps and neutralize the troops. Watch for gunners on the walls around the structure. Carmona installed some crack shots to protect this fortress.



Toss some C4 on the side of the jammer and step back. Detonate the jammer so Misha can commence his bombing runs. Quickly access the artillery strike from your support menu and drop a beacon the ground. Now, retreat to the bridge as quickly as possible.



The bombs look so small, but they pack a wallop



As you run across the bridge, toss a beacon at your feet to call in the next artillery strike. Misha obliges without hesitation, so make sure you are completely off the bridge or else you will end up in the drink.



Finally, attach a beacon to the tower to finish the contract.



Acosta is pleased with your talents and, as promised, tells you where to find Blanco. Fiona is now ready with the full intelligence report for you to head to Blanco's secret meeting, so return to PMC HQ if you want to start that mission. However, before leaving the island, sweep out the remaining trash and then call in Ewan to pick up the support items at the former VZ facility. As soon as the island is barren of valuables, you can either return to PMC HQ or finish any outstanding PLAV or UP contracts. And, there's always the possibility of seeking employment with those pirates to the north.

PLAV BOUNTIES

The PLAV offer you a list of bounties as soon as you are in the faction's good graces. The PLAV has hits out against both VZ and UP targets, so accepting puts your reputation with the oil giant at risk. Dr. Rubin will not take kindly to reports that you have turned on her faction to work for those guerillas. If UP HQ finds out about your betrayal, you will lose access to the UP Outpost, UP shops, and any outstanding UP contracts (with the exception of UP bounties and building demolitions).

The majority of PLAV are to the south of PMC HQ, around Merdia and the Amazonas. HVTs are located at small outposts, typically in the trees. You can access any of these sites via the air, and if you don't care about collecting the full bounty, you can take out all ten HVTs with a good missile strike. You just need to land long enough to take a photo of the corpse.

TIP

If you are worried about your rep, you are better off taking out the UP HVTs early so you aren't financially penalized too badly for verifying dead bodies and accepting half of the promised bounty. Save the VZ HVTs for the higher end of the bounty chain, that way you can harvest the full bounty without worrying about sticking around too long for the extraction process, increasing your chances of being reported to UP HQ.



PLAV Bounty Rewards

- 1 Target: \$150,000, Cardenas inflatable
- 2 Targets: \$200,000
- 3 Targets: \$250,000, bombing run x3
- 4 Targets: \$300,000
- 5 Targets: \$400,000, Daisy Cutter x3
- 6 Targets: \$500,000
- 7 Targets: \$700,000
- 8 Targets: \$1 million, bombing run
- 9 Targets: \$1.2 million, bombing run
- 10 Targets: \$1.5 million, Daisy Cutter

BOUNTY LIST

Here are all ten PLAV bounties, numbered to correspond with the map. Plus, so you aren't flying blind, each entry offers a heads-up on what to expect from each location.

1: UP HVT



The small UP outpost is located in the mountainous region near Merdia. This base is guarded with only a handful of troops and just a few mounted weapons. With such clear visibility, it is easy to snipe the UP guards from a distance and clear a path to the HVT. If you aren't concerned with reputation, you can just march on to the base, using your rep with UP as a hall pass.



With the open space, you can hunt the UP troops one by one right inside their territory. Since only one UP trooper calls for back-up at a time, you can sweep the entire place before your rep suffers if you're always mindful of the radio. The HVT is in the center of the four black trailers. After subduing the target, call for extraction.

2: UP HVT



This HVT is hiding in a base to the east of Merdia. The base is surrounded by trees and has only one access road, although you can sneak through the grass and bushes to close in on your target.



The HVT is inside the warehouse on the site. If your rep with UP is good, you can march straight to the warehouse without any resistance. However, since UP knows you have no business with the HVT, the target's guards inside the warehouse will open fire on sight. This put your standing with UP in immediate jeopardy. If you want the full bounty, you must clear out the whole base and then drag the HVT outside. Otherwise, toss explosives inside the warehouse and clear out the joint the messy way. Snap the photo for the PLAV and collect your half-bounty.

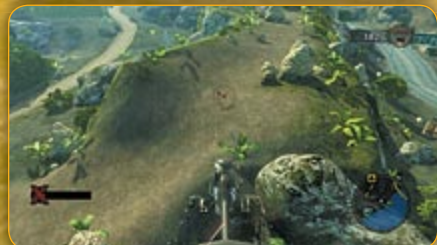


If reinforcements were called in and your rep with UP is shot, you might as well steal the UP chopper that dropped off the extra bodies.

CONTRACTS

PLAV
PIRATES
CHINESE
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3: VZ HVT



This small base on the bank of the river is VZ-only, so there are no repercussions for staging a full strike. If you have a chopper, emptying this base of the VZ is easy as pie. From the safety of the sky, shred each jeep on the ground with bullets. Then strafe the site and pick off all ground forces, save for the HVT. Once you are satisfied that the coast is sufficiently clear, land the chopper and zero in on the HVT.



Watch out for VZ trying to steal your chopper after you land.

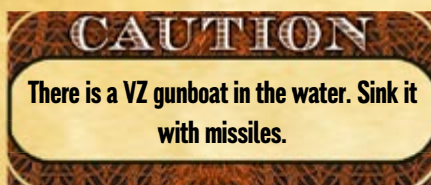


Bust the HVT's chops and subdue him. Call for extraction from the PLAV (if you can—maybe they are mad at you?) and then collect your bounty.

4: VZ HVT



Farther south on the riverbank is another VZ camp that you can attack from the air. There are greater defenses at this camp, so be ready to dodge rockets from the ground. Follow the trail to the source and then pepper the shooter with gunfire to eliminate further threats. To finishing weeding out trouble, land your chopper and storm the base.



Mounted weapons guard the HVT. Flank the sandbag barricades and take down the shooter so you can harvest the HVT in relative peace.



The HVT is in the rear of the camp. If you want to extract him, you must direct the PLAV chopper toward the beach. Otherwise, gun down the thug and take his photo.

5: VZ HVT



Travel west along the river to discover another VZ campsite. The camp is small, but adequately guarded by mounted weapons and a bunker on the northern end. The gunner in the bunker can complicate the contract, so if you arrive via the air, pop a missile in the bunker to even out the odds. If you are taking the camp on foot, start at the north and empty the bunker first, then work your way down to the riverbank.



The HVT is standing near the ramshackle outpost building behind some sandbags. Stun the HVT and call down the extraction chopper to collect the bounty.

6: VZ HVT



The next VZ HVT is at a fuel depot in the mountains to the north of the river. There are six full tanks on this site, so watch your fire. That's valuable fuel you need to keep Misha and Ewan in the air. So, if you approach by air, steer clear of missiles as their splash damage can set off the tanks. And since they are so close together, you could then expect a chain reaction that eliminates the entire row of fuel tanks.



Take the base from head on and shoot the VZ troops around the cars. Steady your aim. If you pop a car, you risk setting off the fuel tanks.



Land your chopper to take out any VZ that linger near the fuel tanks. Melee attacks will keep those tanks intact. Nab the HVT and call for extraction.

7: VZ HVT



The VZ are dug into the jungle at this campsite. An alarm tower stands in the center of the camp. When you start your attack, expect a trooper to make a break for the alarm and trigger a steady flow of VZ reinforcements from the two barracks on the site's southern side.

TIP

If you destroy that alarm tower first with a missile, there will be fewer reinforcements.



Missiles from the air make short work of those barracks. The HVT is close to the back barrack, though, and will die if you pop the barracks next to him.



Always go for extraction with VZ HVTs since you aren't protecting your rep. You can take your time to clear out the whole camp without constantly watching for radio signals.



VZ soldiers hide in the trees. After bashing the HVT, clean out these troops to make the site safe for extraction.

8: UP HVT



The UP are encroaching on PLAV territory, so Acosta's guerillas want them out. If you are in good with the UP, you must approach this assignment with caution—unless you are sitting on enough bank to make a \$1 mil bribe without batting an eye. If you approach via the air, you can pepper the HVT's guards with missiles and then back away before being caught by a radio man.

CAUTION

The HVT is standing right next to two large fuel tanks. If you blow those tanks, the HVT will die.



An alarm system in the center of the camp rouses extra UP reinforcements from nearby temporary barracks. The more bodies on the ground, the more chances you have of being reported, so disable that alarm system as soon as possible or destroy the barracks first thing upon arrival.



From the air, it's easy to target radio reporters with missiles before they can complete their calls.



Caught in the blast, this HVT is only worth half the bounty.

CONTRACTS

FINAL CONTRACT

9: UP HVT



There is a lot of real estate to manage in this UP site, so it's ideal to start with an air raid before landing and taking down the HVT. Destroy jeeps and Ravens with your guns and missiles to foster mayhem on the ground, keeping the UP soldiers too busy to concentrate on you. When you do spot troops on the radio, drop them with gunfire or a missile. Continue cleaning out the site from on high so that when it does come time to claim the HVT, you don't have any enemies on-foot hunting for radios.



UP soldiers engaged in fire fights don't have time to radio HQ.



Sometimes it's just easier to take a photo.

10: UP HVT



This UP camp is carved into the side of the mountains to the north of PMC HQ. A single access road leads right into the heart of the camp. This view gives you a great angle for sniping at a safe distance. If you must enter the camp on foot and do this the hard way, duck behind rocks and pop out to engage troops so that they are too busy to call for help.



Guards will often duck behind objects to make their calls, obscuring their melons so you cannot get a headshot.



There's a shooter on the water tower to the north. Take him down before he can radio for back-up.



Take the cash off the table at the camp's northern end for a few quick bucks.

NOTE

After clearing the camp, call for extraction. If you just cannot keep the UP at bay long enough without risking the arrival of reinforcements, just execute the HVT and accept the half bounty.

PLAV DEMOLITIONS

The PLAV has targeted 13 VZ-occupied buildings they want wiped off the map. You can eliminate these targets in any order and whenever you want to claim the offered rewards and restore a tarnished reputation.



Building 1



Building 2

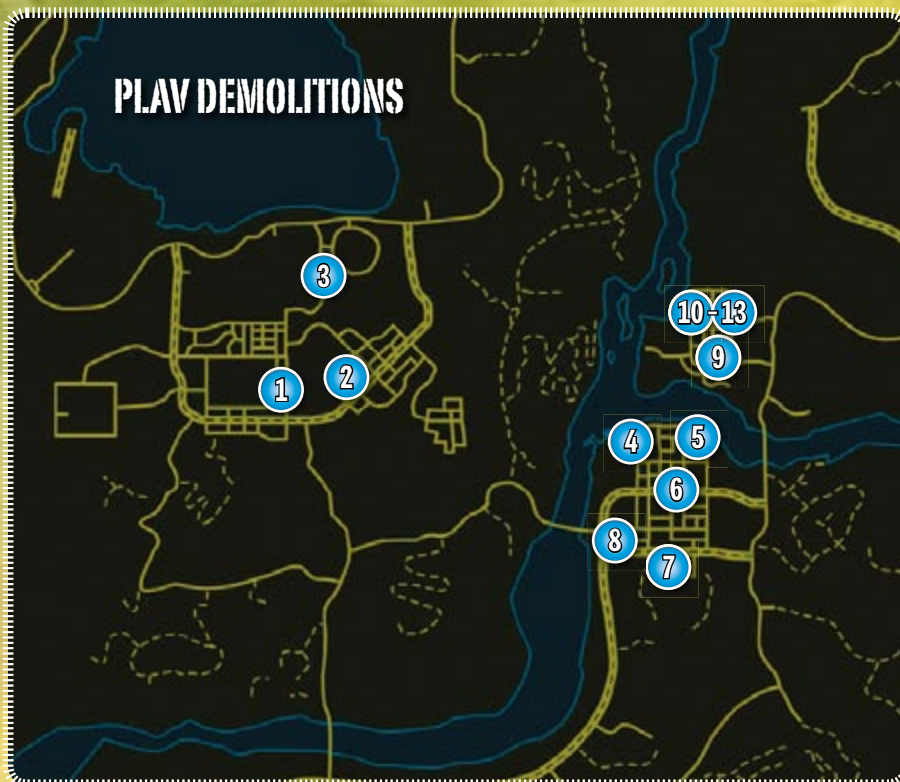


Building 3

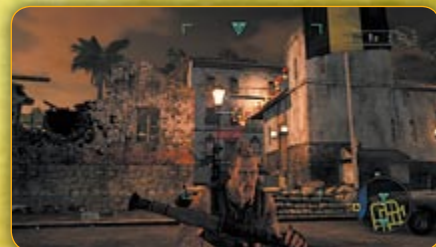


Building 4

PLAY DEMOLITIONS



Building 11



Building 12



Building 13



Building 5



Building 8



Building 6



Building 9



Building 7



Building 10

Rewards

Unlike HVTs, you only receive rewards for hitting certain thresholds—not for destroying each building. Here's a list of goodies waiting for you:

- 1 Target: RPG kit
- 3 Targets: Combat air patrol
- 5 Targets: Bolivar guntruck
- 8 Targets: Civilian car
- 13 Targets: Arbenz mobile AA

TIP

Don't laugh at the civilian car reward—it's a pretty useful tool for blending into crowds or getting some heat off your back or sneaking into enemy territory.

CONTRACTS

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Destructive Strategies



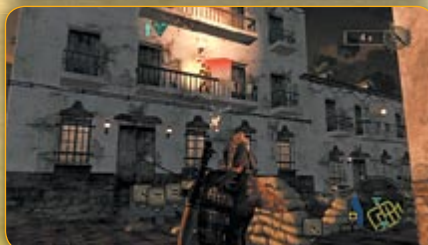
Buildings 1 through 3 are in downtown Merdia, which is a hotbed of VZ activity. The streets are full of Iguanas and tanks just looking for any sign of trouble. These buildings are easy to destroy with missiles, but if you are relegated to the ground, you do not need excess force to eliminate these structures. A little C4 will bring smaller buildings down at great savings.



Buildings 4 through 8 are in the southern half of Guanare, a rough neighborhood to the east of Merdia. These buildings are larger than the Merdia targets, so you need to use air strikes. These buildings are also guarded by on-site soldiers. Watch out for RPG gunners hanging off balconies. Zip in close and attach a beacon to a building or mark it with a smoke grenade so Misha can rain down death and destruction.



Fall back as soon as you mark a building for Misha so you aren't splattered in the blast. But try occasionally to get a look at your handiwork. You deserve it.



The real party is in the northern half of Guanare. These remaining buildings (9 through 13) are heavily fortified with sandbag barricades and mounted weapons. The streets are crawling with VZ reinforcements, and each building is protected by a small platoon of soldiers that defend the structure like their lives depend on its survival. (Knowing how ruthless Solano and Carmona are, that is probably not much of an exaggeration.)



If you have some bunker busters, you can paint these buildings for destruction from a good distance. If you must rely on bombing runs and artillery strikes—both are quite effective here—you must charge the VZ defenders to get close enough to mark the site. This is dangerous.

TIP

You know what would make this a little easier? A tank. Why not ask Ewan if he would bring you a Mantis or Cavalera? "Pretty please? With a cherry?"

DESTROY UP FORCES

The PLAV has an open bounty on up to 50 UP assets. Every UP trooper you neutralize is worth \$5,000. As you reach specific thresholds, you earn extra supplies and gear:

- 3 Targets: Bolivar guntruck
- 10 Targets: Cavalera light tank
- 25 Targets: Castro-V attack copter
- 50 targets: Bolivar Quad-50

DESTROY BILLBOARDS

The PLAV is decidedly anti-capitalism. Down with commerce! Down with consumerism! And down with billboards! The PLAV pays a \$3,000 bounty on every billboard you destroy in Venezuela. They are plentiful in the big cities, with Maracaibo alone having well over 40 billboards.

- 1 Target: C4 supply drop
- 5 Targets: Caroles MG Scout
- 10 Targets: Castro-II attack copter
- 20 Targets: Tank buster
- 40 Targets: Castro-II attack copter



Look for billboard along the highways leading into Maracaibo. Any advertisement is fair game.



Billboards are easily destroyed with explosives and RPGs, but if you have a chopper, you can fly low through the city and strafe them with missiles and guns.

FACTION: PIRATES

To the north of Maracaibo lurks a band of modern-day pirates that also have it out for the VZ. These pirates and marauders are surprisingly organized for a tribe of outlaws, as they have taken over a series of islands and driven out the majority of outside influences. The pirates have a flair for the dramatic, too, having decorated their paradise in garish neon and painting their fleet of vehicles in bright colors like purple and yellow. Despite the sunny appearance of their vehicles and the fairly laid-back attitude of the pirates, very few people on the island are dumb enough to rattle these guys. It would be like hitting a hornet nest ... with a baseball bat ... and then standing there to see what happens.



The pirates are as ruthless as they are jovial, cultivating a reputation as businessmen with a deadly sense of retribution. This faction props itself economically by stealing vehicles from the VZ and selling them on the black market. Getting in good with the pirates cracks the door on a storehouse of incredible gear, such as the Jaguar heavy tank and the Anaconda attack chopper. Adding these vehicles to your personal fleet gives you instant access to VZ disguises that allow you to get close to VZ defenses and deliver a scorpion-like first strike before anybody knows what happened.



The pirates are lead by Devilbwoy, a smooth talker who rules the roost from a neon-drenched building on the southern edge of the largest pirate island. Here, you gain audience with the charismatic pirate and peruse open contracts that help curry favor with the faction. Unlike the other factions on the island, the pirates are not primarily in the business of acquiring new territory. They just make as much money as possible. If you help Devilbwoy and his crew, a

whole new world of hardware awaits—hardware that will make Solano and Carmona wish they had never crossed you.

NOTE

The pirate faction's missions are entirely optional. You do not need to do any business with Devilbwoy to pursue Solano, but there are only benefits to helping out the pirates. Getting on their good side requires simply helping out with business dealings and pushing the VZ out of pirate areas. The number of missions that threaten your relationships with the other factions is minimal, save for some of the bounty contracts. Don't skip those bounty contracts, though. Doing a little headhunting for Devilbwoy unlocks some sweet gear.

BLENDED WITH A TWIST



Devilbwoy may like the cut of your jib when you first meet at Pirate HQ, but there is no business with this faction without establishing a little trust. To start your relationship with this band of thieves and smugglers (honorable as they are), you must perform admirably in a water race that traces the path of one of the pirate trade routes. This race is fast-paced with some sharp turns and jumps. To succeed, you must run the course while making as few errors as possible, especially during the third level of the contract. Devilbwoy provides the ride, so why not take a chance

and see if you have what it takes to hang ten with these pirates?

Objective: Win race

Reward: \$100,000, wave skimmer (Level 1), motorboat and monster truck (Level 2), sports car and Devilbwoy's buggy (Level 3)

Risk: Low

HIT THE WAVES



After accepting the contract, you arrive at the docks near the Pirate HQ. Devilbwoy has a jet ski waiting for you—the Little Dimba. It's a fast watercraft with zero armor and no onboard weapon, but its speed is perfect for getting out of tight spots while other water-bound enemies are still turning their boats around.



As soon as you hop onto the Little Dimba, Devilbwoy puts up the clock. The pirates expect a lot out of you, so they only give you 8 seconds to begin with. Each gate you pass through in the first level of this race adds an additional 8 seconds to the clock. If you maintain constant speed and don't bobble at all, you can bank a good cushion of time before hitting the course's final stretch.

CONTRACTS

PIRATES
CHINESE

FINAL CONTRACT



Use your on-screen map to spot the gates. The fourth gate, for example, is behind you when you pass through the third.



Keep the jet ski straight when you go over the ramps in the water. If you land at an angle, you lose time trying to straighten out and get back up to full speed.



Mind the pillars holding up the piers. Glancing off the pillars slows you down.



TIP

Check out that cash stash on the pier. Come back after completing the race and call down Ewan to swipe it.



When you circle to the backside of the island, scoot along the pipe to pass through the gate



Steer around the brightly colored pirate vessels as they pass in front of the gates



The larger posts in the water stop you cold if you plow into them by accident



Cut toward the beach to the north of Maracaibo to pass through the next few gates



Point the front of the Little Dimba down so you don't slam into the ceiling of this shack



Cut your speed by just a hair as you approach the minefield. Carefully avoid the mines because the Little Dimba has zero armor to protect you from an explosion.



Watch out for the tugs as you enter the last leg of the race



The finish line for this race is inside the boathouse. Straighten out and steer the Little Dimba right inside the boathouse, shooting up the ramp to pass through the final gate. You bank the \$100,000 reward and Devilbwoy unlocks the Wave Skimmer in the pirate shop.

WHAT'S NEXT?

Completing this first contract for the pirates unlocks two new contracts: Yo-Ho-Ho and a Truck Full o' Rum and Central Island Outpost. You can now start hunting down the ten pirate bounties as well as flatten 11 of the 12 VZ-controlled buildings the pirates want demolished. (The 12th building is just out of bounds unless you have already started doing business with the Allied Nations or the Chinese.) Don't ignore the buildings and bounties, as these tasks unlock some awesome gear in the pirate shop. You can also complete the next two levels of the Blended with a Twist race to get access to even more vehicles. Definitely complete this task, as unlocking the sports car gives you a civilian disguise that is ultra-helpful when working in big cities.

Levels 2 and 3



Accepting the next two levels of the contract sends you back through the same course but with shorter time limits and slightly different obstacles, such as more aggressive pirate ships and tugs. In Level 2, you start with only 6 seconds on the clock and each gate adds just 7 seconds. The third level of the contract starts with 4 seconds on the clock; Devilbwoy awards you only 6 seconds per gate.



Be mindful around posts as you hurry to the next gate. With little time to waste, smacking into a post clips precious seconds.



Right before you reach the pirate ships on Level 3, a tug cuts through half the gate. Keep to the left to avoid slamming into the tug.



Now that you know the minefield, you don't need to slow down very much to successfully negotiate the dangerous waters around the explosives

CENTRAL ISLAND OUTPOST

Devilbwoy, pleased with your performance in the Blended with a Twist challenge, offers you an outpost contract. The VZ has overtaken a pirate outpost on the central island in the pirate-controlled chain. Under Solano's command, the VZ at the outpost are actively disrupting shipping routes. Messing with the pirates' money is a sin. Devilbwoy wants you to make the VZ atone for such an offense by flushing them out of the outpost so the pirates can retake the shipping lanes and get their smuggling operations back to full capacity.

This contract requires you to get across a body of water, so you need either a boat or a chopper. As soon as you have one or the other, you can launch. The VZ fight ferociously to hold on to this territory in the pirate islands, though, so be ready to push back just as hard.

Objective: Liberate outpost

Reward: \$300,000, Puma light tank, Piranha patrol boat, PMC fuel storage upgrade

Risk: Medium

LIBERATE OUTPOST



Unless you have managed to hijack a VZ chopper, flying to the island outpost leaves you open to early detection. The VZ on the island are on the lookout for any intruders and the beach front offers high visibility. You can bypass some of the advance defenses by swinging around the island and flying over the outpost from the north. However, you can hit the base head-on if you pick something like a basic civilian motorboat and land under the guise of being an average Joe out on a fishing jaunt.



There is a tank right on the beach and several guard towers. When you first land, nothing happens. This gives you a small window to seek cover behind one of the giant rocks on the sand before the VZ guards get wise to your presence. The guards in the towers are equipped with RPGs, so if they catch sight of you, be ready for a thunderous counterattack.



Use an RPG against the guard towers. A few direct hits shatter the tower, instantly killing the guard in the nest at the top.



Fast on your feet? Dash in and plant some C4 on the base of a guard tower and quickly retreat to the rocks.

CONTRACTS

PIRATES
CHINESE
AN
VZ
FINAL CONTRACT



Four bunkers sit on the beachhead. Get behind these bunkers and throw grenades through the narrow doors to blast the occupants. Use the mounted weapons to sink any VZ boats closing in on the beach.

TIP

The pirates actually back you up a little on this excursion. If you avoid the tank, a pirate attack chopper swoops down and plants anti-tank missiles on the VZ vehicle. If you want the tank, you'd better hurry and hijack it before the pirates get overzealous.



More bunkers line the road leading to the outpost. Get behind the bunkers so the gunner approaches the door. Slam the gunner with a melee attack for an instant kill.



If you clear out the guard towers, Ewan can safely drop off supplies and vehicles, such as your very own tank

TIP

Call down attacks like artillery strikes to pulverize the outpost defenses. Just don't plant the beacon too close to the central building you must secure.



If you do not have any air strikes (you haven't courted Misha yet?), call in a tank to mop up the remainder of the VZ forces in the Central Island Outpost. Batter the barracks with shells to keep any reinforcements from joining the fight. And while you're at it, why not reduce that alarm tower to scrap? There is a barrack tucked behind the central building, so be sure to swing around the back and clear out any VZ soldiers and targets before calling down the pirate team to overtake the outpost.

Be sure to clear the entire beach and the area behind the outpost of any VZ troopers before calling in the pirates. If you leave a single RPG-carrying guard alive, he will shoot down the pirate chopper. You need three pirates to enter the building to secure the outpost.



Direct the pirates to the rear of the central building so they have a short run to the door

NOW OPEN



Securing the Central Island Outpost unlocks two more contracts: Mainland Outpost and Endangered Cargo. Both contracts are available from the overseer of this outpost, Glamity Jane. Jane is happy to have you onboard with the pirates. Check out her contracts. The Endangered Cargo contract is another three-level delivery contract that offers new supplies and cash with each successful run. The Mainland Outpost is another liberation mission, but the resistance is significant. But with great resistance usually comes great reward. Which contract will you take?

MAINLAND OUTPOST

With the VZ putting the squeeze on pirate operations, Glamity Jane deduces that the pirates finally need to enter the real estate business. She has identified a military outpost on the mainland to the southeast of the pirate islands that would give the faction a base of operations close to the cities. With a mainland stronghold, the pirates can expand their smuggling racket and continue acquiring new goods for sale on the black market.

The outpost the pirates have targeted is heavily fortified. A SAM battery is ready to strike down any incoming choppers. A line of guard posts watches over the beaches at the foot of the outpost. And several barracks are loaded with reinforcements, just waiting to throw open the doors at the first sound of the alarm. Before taking this contract, consider making sure Misha is on your team so you can deliver air strikes. Also, make sure you have a steady supply of C4 for blowing up the barracks and guard towers.

Objective: Liberate outpost

Reward: \$300,000, Anaconda, speedboat, PMC fuel storage upgrade

Risk: High

LIBERATE OUTPOST



With the airspace over the outpost covered by an entrenched SAM battery, taking the beach by boat is your best option. If you have a civilian craft, you can land under the cover of disguise. Otherwise, grab something high-powered with a forward gun, such as the Prestes, and shoot across the waters to reach the outpost. The landing beach is to the right; don't mistakenly beach your boat on the shallow beach to the left and then get caught flat-footed.



When you reach the beach, make for the rocks. With such incredible visibility working against you, the alarms are bound to go off within seconds of your landing. The beach is lined with guard towers. Barracks stand behind the towers. Just getting up the beach so you can clear out the outpost is tough.

TIP

Use an air strike called in via satellite to pound the beach defenses. Designate the towers and barracks, then fall back to the water while Misha turns the sand to glass.



Use the rocks as cover to snipe the soldiers in the guard towers



Scour the beach for advance troops trying to flank your position



After taking out the troops in the towers, sneak up either side of the beach and eliminate the soldiers using the emplaced weapons at the sandbag barricades. Toss grenades to break them in one shot. As soon as the beach is clear, head for the stairs that lead up to a group of three barracks. Get that C4 ready to go so you can detonate these barracks in rapid succession to stop the flow of troops.



There are barracks on the left and right sides of the beach with troops hanging out the windows. As nice as it would be to claim the fuel tanks around the barracks, you may have to sacrifice them to blow up the VZ strongholds. Toss C4 on the doors of the barracks and fall back. On your way up to the next tier of the outpost, turn off the alarm tower.



Never ignore the guard towers. In the sunlight, it can be tough to spot a soldier taking aim, so run your crosshairs over the nest to see if a target is available.

NOTE

Two boxes of C4 are on the tiers leading up to the central building.

TIP

Use air strikes to take out these barracks.

The troops inside have RPGs that can murder you with just a couple of shots, which makes it difficult to get close enough to plant C4 on a wall. With an air strike you can destroy an entire area without worrying about little things like precision aim.



After emptying the beach and the two tiers of barracks, it's time for the final push to the central building. Before you call in the pirates, you must disable the SAM battery to the east of the building. The battery is between a set of barracks. Fortunately, the alarm tower is on the

CONTRACTS



way to the SAM battery, so swing by and punch the button to shut off the alarm.



The aim of the soldier manning the guns is trained on the skies, so shoot him as you approach



Use the guns on the SAM battery to eliminate the VZ hanging out of the windows of the nearby barracks. Once the coast is clear, you can plant C4 and blow up the barracks.



If you need C4, run to the north. A box of C4, a first-aid kit, and a tank buster air strike are there for Ewan to pick up after the VZ are gone.



Toss C4 on the bunkers surrounding the battery. Hit the detonator as you run from the barracks, blasting the targets into a zillion pieces. You must destroy all three before you call in the pirate strike team. If you are out of C4 entirely and have no access to rockets or grenades, just verify that the alarm is off and no VZ are poking out of the windows before calling down the pirates.



It's not over yet. A guard tower stands next to the central building as well as a mounted gun and some barracks. Advance up and pick off the VZ behind the mounted weapon. Blast the guard out of the tower with C4. If you have no C4, fall back and shoot him out of the nest. Finally, do whatever you can to ruin the barracks next to the central building. Hit it with C4, grenades, RPG fire—whatever you have left.

TIP

There is a cluster bomb that Ewan can pick up on the northern side of the central building.



When everything is quiet, call in the pirates. Drop the smoke grenade in front of the building and keep watch as the three pirates slip inside to secure the site. As soon as the third pirate enters, the outpost officially belongs to the pirates and you receive your rewards.

WHAT'S NEXT?



Liberating the Mainland Coast Outpost opens a third landing zone with the pirate faction. This is the last outpost contract, leaving only smuggling contracts for money and gear with the pirates. These contracts are entirely optional, but when the pirates are offering such incredible vehicles and gear—such as the Anaconda chopper—how can you refuse? Your new contact at this outpost, Queen Stoosh, opens her store to you and offers another three-level pirate contract: Black Market, Warm Heart.

YO-HO-HO AND A TRUCK FULL 'O RUM

Back at Pirate HQ, Devilbwoy offers you a new contract: booze-running. It seems some UP thugs have stolen a shipment of prized rum from the pirates. Naturally, Devilbwoy wants that hootch to get to where it's supposed to be—at a cantina along the Maracaibo Coast Highway, not too far north of the PMC HQ. Your mission, should you choose to accept it, is to infiltrate a small UP outpost and steal the truck full of rum. Drive the truck to the cantina without spilling too much. (Each level of this contract has a delivery requirement.) Expect interference from UP and the VZ as you rush to the cantina with the shipment.

Objective: Deliver rum to cantina

Reward: \$20,000, Buju Technical (Level 1), Gunney Attack Copter (Level 2), Armadillo (Level 3)

Bonus Reward: \$950 for every jug delivered
Risk: Low

DELIVERY MAN

The three levels of this contract all have the same goal—deliver the rum to La Cantina—but the shipment requirement changes with each advanced level. At first, you only need to get at least \$4,700 worth of booze to the bar. (The total shipment is

worth \$27,300.) Level 2 requires at least \$8,500. Finally, Level 3 requires that you deliver at least \$15,100 worth of rum. It gets harder to meet the shipment as the interference grows with each run you make down the highway: the VZ get a little more aggressive, vehicles cut across your path with greater speed, and soldiers shoot a little more. And if you ever slow down enough, the VZ will blast the tailgate off your truck and then you're in real trouble.

Stealing the Truck



The truck with the stolen rum shipment is to the south, across the water. You need some sort of watercraft to get over there (a chopper is just overkill unless you're filthy rich). Remember the boathouse where you ditched the Little Dimba when you finished the very first pirate contract, Blended with a Twist? Return to that boathouse to the east of Pirate HQ and "borrow" one of the jet skis from the pirate fleet.



As you close in on the UP site, notice the red line around the truck. That's a restricted area. The moment you trespass, the UP will turn against you, no matter how much the faction may like you for the work you did for UP after first landing in Venezuela. Run the jet ski up on the beach and dash to the truck, juking around any UP guards as they raise their rifles.



Jump into the cab of the pick-up and roar out of the UP site, leaving the security forces choking in your dust.



Watch the gate as you escape. If you run over anything and jar the truck, you risk bucking a few jugs out of its bed.

Southbound and Down



Follow the main road to the west as it curves under the shadow of the airport. A UP Raven opens fire, but at full-speed, you breeze past it. The bigger concern is normal traffic, as it suddenly feels like everybody forgot how to drive today. Trucks pull into intersections without stopping. Fender benders galore happen. If you crash, you will spill cargo. You might even lose the whole shipment by overturning the truck.



Note how the jugs shift independently in the bed of the truck. You can bounce them around so badly while dodging traffic they bump each other right out of the bed.



UP forces scream northbound as you head south. At first, they steer away from you and just open fire. If you keep on the gas, you can zoom past them.



The open freeway is a good place to open it up. Just keep to the middle of the southbound side of the four-lane highway.



What is that guy doing, breaking through the guardrail like that? You must be prepared for random traffic snafus like this.



Carefully make the right turn to hop on the Maracaibo Coast Highway at the south end of the city

CONTRACTS



Levels 2 and 3



Watch out for the UP ambush as you pull onto the winding highway. Don't slow down as you power through the center of the ambush.



Pedestrians in the road, UP Ravens firing from the bushes—this is a lot of hassle for a bunch of rum



Pull the truck into the golden circle in the parking lot of La Cantina. You must come to a complete stop to make the delivery. Don't slam the brakes as you enter the parking lot, though. If you are going full-speed, you may launch some product out of the truck. After parking, get out of the truck so the bar owner can grab the shipment. Contract complete.



There is a briefcase of cash on the table behind the cantina. Swipe it. Nobody's looking.



The next two levels of the contract throw increased opposition at you. The UP calls in more than just Ravens to run interference. Entire APCs pull into the middle of the road and just stop. Since this is not a timed race, you can afford to slow down a little. Sudden reactions to changing circumstances, like a parked truck, are the leading cause of spilled rum.



More Ravens fire on you from the opposite side of the highway as you pass alongside the downtown area



The Raven drivers are fearless and pull right in front of you



As you close in on La Cantina, watch out for a mortar attack. If you are dinged by the mortar or drive into the small crater it leaves in the freeway, you risk damaging the truck. If you lose the tailgate, you're sunk. There's just too much road between you and the cantina to get the needed amount of rum to your destination. Every time you hit the gas, the rum scoots closer and closer to the bed's edge. Eventually, you lose the load and the contract ends in failure.



Level 3 introduces tanks into the equation. Cut them a wide berth.



The tanks know to shoot the ground beneath you rather than aiming directly for your truck. When you see that turret moving toward you, veer away as fast as you can.



There is one last tank on the Maracaibo Coast Highway leading straight to the cantina. Swerve up on the grass to give it plenty of space.

ENDANGERED CARGO

The pirates deliver more than just alcohol and stolen vehicles. They traffic in some pretty exotic cargo, such as rare birds—and that's exactly what you need to deliver for the pirates in this short contract. The pirates have loaded up a truck at the Central Island Outpost with several boxes of valuable birds. You are paid by how many of the birds make it to the shipping dock along the coastline to the north of the outpost. Of course, nothing is that simple. There are remnants of VZ soldiers on the island looking to stir up trouble for the pirates. Find a safe route around the island to get the birds to the dock.

Objective: Deliver parrots to dock
Reward: \$30,000, Armadillo Jammer (Level 1), Kestrel attack chopper (Level 2), Capuchin AA (Level 3)
Bonus: \$2 million if all parrots survive
Risk: Low

THE BIRDMAN COMETH



After accepting the contract, take the yellow truck loaded with parrots next to the outpost's central building. The entire cash value of the shipment is \$79,800. Here are the required amounts of surviving parrots required to complete the contract successfully:

Level 1: \$13,300
 Level 2: \$28,500
 Level 3: \$47,500



The drop-off spot for the parrots is on the northeastern corner of the island. Between the outpost and the docks is VZ-controlled territory, though. VZ thugs

will try to ... ahem ... ruffle more than a few feathers as you zoom to the dock, so you must seek out a route that avoids as much VZ as possible. Total off-roading is not a viable option, however, as the uneven island terrain offers too many bumps and ruts. If you hit one of these divots too fast, you risk launching the parrots out of the truck.



The northern road is the natural way out of the outpost. The VZ have blocked the route about a quarter-mile down the road, though, so you need to take one of the two available turns on the left and seek an alternate path. The first road takes you away from the dock before circling back around, so use the second left. It's closer to the VZ guards—they open fire when they see you—but it offers a slightly more direct route.



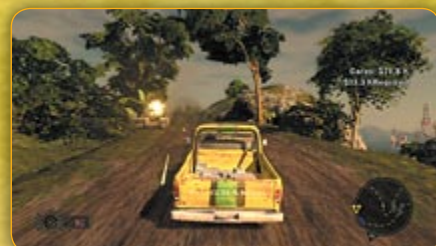
Cut between the switchbacks as the road bends north. The ground is fairly even between the switchbacks. Return to the main road as the slope gets rocky again.



The road leads you into a VZ outpost. There are no tanks here, nor any alarm systems that call out a full parade of troops. But there are a few shooters around the outpost's structures, and a guard tower houses a soldier with an RPG. Buzz by the tower on the straight stretch to avoid RPG fire.



This unarmed VZ troop transport pulls across the road. Brake a little to let it pass and then hit the gas to put it in the rear-view mirror.



As you reach the top of the mountain road, a VZ jeep pulls out and opens fire. Swing to the road's right side and zoom past it.

NOTE

You can get out of the truck and blast the VZ jeep, but make sure your truck is a safe distance from the jeep. The shock wave from an explosion can overturn the truck, ditching the valuable shipment.



Just as the road ends, another VZ jeep pulls out. Play chicken. If you keep coming, the jeep's driver drives into a nearby ditch.

CONTRACTS





The road dead-ends in a small fishing village. The dock drop-off is farther down the hill from the village. You must find a way to drive through the shanties without disrupting your shipment and rejoin the road below. If you drive straight through the village, you pass the docks and have to backtrack a little to reach the drop-off. Instead, look to the right as you pass through the village. There is a hole in the wall visible for only a moment.



Drive your truck through the hole and gingerly drop down the slope



Steer the truck into the golden circle at the docks. When you come to a complete stop and get out of the truck, the contract ends.



Before leaving the village to accept another contract, pick up the cash-filled briefcase to the west of the docks. There is a supply crate near the docks loaded with a machine pistol too.

Levels 2 and 3



The VZ troops in levels 2 and 3 of this contract are more aggressive, but their positions are not drastically different. You may see a few more foot soldiers in the outpost or a jeep, but there are no sudden appearances from tanks or choppers that can blast a truck with a single shot.



The jeep near the village in Level 1 is replaced by a huge truck in Level 2, but it still crashes into the ditch



If you drive straight through village instead of taking the shortcut, be mindful of shanties and clotheslines that can trip up your truck



In Level 3, a jeep replaces one of the foot soldiers. It's parked off to the right and opens fire as you roar past the guard tower.



Also in Level 3, the jeep near the village at the end of the road doesn't blink when you play chicken. You better stick to one side of the road and let it pass you by.

BLACK MARKET, WARM HEART

Queen Stoosh at the Mainland Outpost has a three-level smuggling job for you, quite similar to the parrot- and rum-running contracts also offered by the pirates. Stoosh needs you to drive a truck full of goods—nobody's telling what's in the back and you aren't asking—to a drop-off location to the south. There is a significant UP presence between the outpost and the drop-off spot, so you'd better be nimble behind the wheel if you want to earn the rewards associated with this three-tiered contract.

Objective: Deliver cargo

Reward: \$300,000, Capuchin guntruck (Level 1), Kestrel tank hunter (Level 2), Mosquito AA (Level 3)

Risk: Medium

SPEEDY DELIVERY



As soon as you hop in the truck filled with the precious cargo, the requirements for the smuggling

run appear on-screen. You must deliver a specific amount of the \$30,000 cargo to its destination before time runs out. Here are the requirements for each level of the contract:

Level 1: \$3,000 within 7 minutes

Level 2: \$5,000 within 6 minutes, 30 seconds

Level 3: \$8,000 within 6 minutes

The destination remains unchanged in each level of the contract and the VZ resistance is largely the same, with escalating ferocity as the stakes are raised.



After you take the truck, drive along the winding dirt road that leads south of the outpost. There are no UP guards on this road, as this is strictly pirate territory. However, the road is not exactly smooth, so don't rush around corners. There's no need to eject cargo when you're not under the gun. There's plenty of time for evasive maneuvers as soon as you hit the highway.



You spot your first sign of UP on the bridge leading south. The Raven is on the opposite side of the bridge and opens fire from a distance.



UP sets up a major roadblock on the far side of the bridge. As you exit the bridge, check out the parked Ravens, troop transports, and ground forces. They open fire as soon as they see you. Steer off the road onto the grass to bypass the roadblock. A giant fuel tank behind the roadblock blows just as you pass, though, so put several feet between the truck and the road so you are not affected by splash damage.



A VZ truck pulls out in front of you. It screeches to a halt. Swerve to the left to dodge the truck.



The VZ blow a smokestack next to the road. The debris crumbles into the street to block your path (and also crushes a VZ jeep—delicious irony). Smoke billows out from the wreckage, blocking your view. Steer to the left. There is a narrow hole between the base of the smokestack and the wreckage where you can pass through.



Another explosion rips through the refinery to the right, sending more debris into the road just as a

VZ jeep passes. The jeep's gunner opens fire but the driver does not attempt a game of chicken. He zooms by you, giving the gunner a clean shot. Hit the gas to avoid the jeep and steer to the left again to dodge the debris.



More VZ jeeps enter the road. Swerve around them.



The VZ drop a load of pipes into the road. Swing to the right side of the street to avoid the trap.



Traffic thickens as you leave the refinery behind. Watch for civilian vehicles driving excruciatingly slow on the main drag.



Another VZ truck swerves to park perpendicular in the middle of the road. Swing around the truck to the left.

CONTRACTS

UP
PLAY
PIRATES
CHINESE
AN
FINAL CONTRACT



The drop-off point is to the right of the main road. The VZ do not follow you into the area, so just ease into the shipping yard and pull the truck into the golden circle. Come to a complete stop and get out of the truck to finish the delivery and pocket your cash.



There are some free goodies at the drop-off point. Fuel tanks and a cash bundle are waiting for Ewan. Devilboy buggies are parked next to the warehouse along the water's edge.

Levels 2 and 3

While the job's essence does not change in the higher levels, every obstacle is amplified: more traffic, more UP, more VZ. Here are some things to watch out for as you retrace your steps from Level 1:



Look for greater traffic on the bridge leading down to the refinery site



A minor skirmish between the VZ and UP is developing at the corner of the refinery. Drive through it quickly.



You'll encounter more vehicles around the UP roadblock



The VZ set up something of a small gauntlet to the south of the smokestack implosion. Swerve around the jeeps parked in the middle of the road and zoom between the troop transports.



In Level 3, expect heavy resistance from the VZ around the refinery explosion. Lots of parked trucks create an obstacle course in the middle of the road.

PIRATE BOUNTIES

The pirates' bounties come from a variety of factions, such as the Chinese, plus a few targets from the VZ. Whereas many bounties are concentrated in specific areas, the pirate bounties stretch across the entire map. There are ten total bounties to hunt on behalf of the pirates. The more of these targets you bag for the pirates, the more cash you earn and the more vehicles are unlocked in the shops. The Jaguar heavy tank is a fierce fighting machine and a perfect VZ disguise, so it is well worth the effort to work through the list of bounties.

Pirate Bounty Rewards

- 1 Target: \$100,000, Gunney Transpo'
- 2 Targets: \$125,000
- 3 Targets: \$150,000, Iguana MG
- 4 Targets: \$175,000
- 5 Targets: \$200,000, Motorcycle
- 6 Targets: \$250,000
- 7 Targets: \$300,000
- 8 Targets: \$500,000, Kestrel
- 9 Targets: \$750,000
- 10 Targets: \$1 million, Jaguar Heavy Tank

BOUNTY LIST

Here are all ten PLAV bounties, numbered to correspond with the map. Plus, so you aren't flying blind, each entry offers a heads-up on what to expect from each location.

1: VZ HVT



The closest VZ target is right in the center of the largest pirate island, to the north of Pirate HQ. The base is surrounded by rocks, offering ample cover opportunities for sneaking up on the VZ thugs and enjoying the element of surprise. Pop off the guards in the towers from behind cover to thin the defenses before going into the camp. There is no heavy resistance here, such as a tank or attack chopper.

PIRATES BOUNTIES



The HVT is hiding behind some cargo containers on the camp's south side. Instead of strolling through the front of the camp, circle around through the brush and take out the HVT without firing a single shot. If you are fast, nobody sees you. You can then silently carry the subdued HVT out of camp and down the hill for extraction.



If you do fire a shot around the HVT, the UP spring into action. Guards immediately call for support. Take out those radios so you aren't inundated with UP reinforcements.

3: PLAV HVT



The pirates hold a grudge against a PLAV official who's hidden deep in PLAV-controlled territory. Use a chopper to reach the small PLAV camp quickly—



An APC is at the base, but it's easily destroyed with an RPG or a C4 charge



The HVT is inside the small bunker. Storm through the door and elbow him in the face to take him down. If you want the full bounty, subdue him and clean out the entire base so you can call for extraction.

2: UP HVT



The pirates have a serious beef with UP, so you are tasked with infiltrating a UP camp alongside Lake Maracaibo and taking down a particular target. A long, winding road leads to the UP camp. If you are in tight with UP, nobody blinks as you walk up the road. If you are on the outs, though, expect fire from the guards lining the road.

CONTRACTS



and if you use a PLAV chopper, you can get right on top of your quarry without anybody being the wiser. Unfortunately, the HVT is in the middle of camp, surrounded by plenty of PLAV bodyguards.

NOTE

If you are not concerned with getting the full cash price for these HVTs, just use a sniper rifle to take them out from a distance. You can then rush in, snap your photo, and then get out with little resistance. You may have to eliminate just one or two radios before you melt back into the jungle.



Radiomen love to duck down so you cannot see them right away. This forces you to spend extra time getting closer to take them out.



Riling the PLAV is like making a mule angry. It kicks back—hard

4: VZ HVT



The VZ have set up camp in another mountainous region. It offers them a panoramic view of their surroundings so nobody can sneak up on them. You can drop in from above, though, and pepper the camp with missiles before the alarm is sounded. Target the barracks and bunkers to stem the flow of reinforcements before landing and going in for the HVT.



Really pound the camp from the air. The HVT is inside a concrete bunker, protected from the carnage outside.



Really? Are you that much of a coward, Mr. HVT?

5: PLAV HVT



This PLAV camp, located along the river's edge, is loaded with guards ready to lay down their lives for your HVT. As you approach from afar, peek into the camp with your binoculars to verify just how many targets stand between you and the HVT.



Use grenades and C4 to blast out PLAV troops dug into their positions around the guard tower



Take down the guard tower, and the gunners shooting at you from the top, with a single C4 bundle placed right on the base



The HVT is under the blue tarp on the eastern side of the camp. Typically a soldier is there protecting him.

TIP

After subduing the HVT beneath the tarp, break open the nearby PLAV-marked crates for extra supplies, such as first-aid and ammo.

6: Chinese HVT



This HVT is really dug into the forest, occupying a small Chinese campsite. There are several vehicles in this camp, including a tank. Two guard towers watch the access road leading into the camp. If you have access to any Chinese vehicles, call one in so you can use it as a disguise in the event you are not close to the faction. If you have no Chinese vehicles in your stockpile, steal one from the Chinese territory in the northeast.



With a tank, you can wreck the base from a relatively safe distance. Stay close to where the road leads into the campsite and pound those defenses.



The HVT is near the big tent in the middle of the camp. If you are using a tank, be careful that you don't blast too close to the HVT and kill him by mistake.

7: AN HVT



The pirates don't seem friendly with anybody—they even want you to take out an HVT from the Allied Nations. The AN camp is well protected with a tank, guard towers, and well over a dozen troops. If you are spotted and word gets back to AN HQ, an attack chopper will be overhead within seconds. Using a tank to shatter this campsite is effective, especially one with heavy armor. The HVT is close to the center of the campsite.

8: Chinese HVT



This Chinese camp is fairly small and not well guarded, making this an

easy HVT to abscond with for the full bounty. Since the HVT is also standing on the outskirts of the camp, you have a good buffer zone for smashing the majority of the site with missiles without risking the HVT's life. Shatter the guard tower, tent, and western barracks from the air to soften up the camp.



After destroying much of the camp, land and chase down the HVT. He doesn't have anyplace to hide, so zigzag around the wreckage and bust him across the mouth with a melee attack. Bind his hands and then call down the extraction chopper to carry off this HVT.

9: AN HVT



Not far from HVT 8, the pirates want you to bring in an Allied Nations target. This is another small camp with few defenses. However, the HVT is standing between two buildings that cannot be blasted with missiles, lest you kill him with splash damage.



If you have missiles, drop low and smash the bunker in the center of camp. Now you can land and work on grabbing the HVT.



There is a briefcase loaded with cash behind the long building on the west side of camp



The HVT is hiding in a sandbag bunker. Sneak around the back of the bunker to flush the HVT out. He runs out into the open to escape, especially if you parked your chopper nearby. Smash the HVT in the back as he runs and then subdue him for extraction.

10: UP HVT



The UP has an oil-producing site in AN territory. There are two derricks working overtime to pull the black gold out of the ground. Blowing up those derricks causes a massive explosion that sends the whole camp into a panic, so if you thrive on chaos, smash those first. The HVT is standing on the balcony of the garage to the south of the derricks. If you blow up the garage, the HVT dies. If you want the full bounty, you need to get up those stairs and bash the HVT in the back without accidentally killing him with splash damage from explosives.

CONTRACTS





The UP has no gripe with the AN, so you can infiltrate the camp with either UP or AN vehicles



There are C4 charges and first aid next to the smaller garage



Run up the stairs to seize the HVT. Subdue him and then deal with any trouble as it arises, such as a radio call.



If the operation is going south, blast the derricks to send the whole camp up in flames

PIRATE DEMOLITIONS

The pirates have identified 12 targets they want turned into rubble. These targets are controlled by both the VZ and UP. You can eliminate these targets in any order and whenever you want to claim the offered rewards and restore a tarnished reputation.

PIRATE TARGETS



Building 1



Building 5



Building 2



Building 6



Building 3



Building 7



Building 4



Building 8



Building 9



Building 10



Building 11



Building 12

Rewards

Unlike HVTs, you only receive rewards for hitting certain thresholds—not for destroying each building. Here's a list of goodies waiting for you:

- 1 Target: Covert supply drop
- 3 Targets: Armadillo AA
- 5 Targets: Utility vehicle
- 8 Targets: Jaguar tank
- 13 Targets: Condor chopper

Destructive Strategies



A handful of the targets are not actually buildings, but oil tankers close to the pirate islands. The key to destroying these targets quickly and effectively is to swoop overhead with an attack chopper loaded with missiles. Pound the fuel tanks on the decks with missiles or guns. The fuel tanks explode, causing great damage to the tanker and eventually sinking it.

CAUTION

The tankers are controlled by UP. As soon as you start attacking, they radio for help. If you want to preserve your sterling rep with UP, you'd better sink that tanker ASAP.



This small island is stocked with six buildings the pirates want destroyed. If you have an attack chopper, circle the island and smash the targets with missiles. Otherwise, you have to land on the VZ-infested island and fight tooth and nail with guards to get close enough to the targets and plant C4 on them.



The satellite dish in the center of the island requires several missiles to destroy



Building 12, another tanker, is out of reach when you first make contact with the pirates. You cannot get at this supertanker until you eliminate Carmona. Once territory controlled by the Chinese and AN is in play, you can swing eastward to sink this massive vessel and finish off the demolitions work for the pirates.

NOTE

The pirates have no standing order for eliminating random rival targets like the other factions.

CONTRACTS

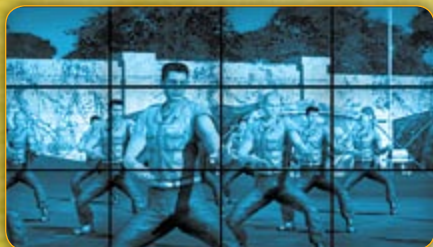


FACTION: CHINESE

Eliminating Carmona and destroying a massive oil rig on live television for the entire world to see has brought some extra attention to Venezuela. The world's remaining superpowers—the Allied Nations (AN) and China—see a real opportunity to expand their empires in the oil-rich nation. The Chinese arrive in the country under no false pretenses of a humanitarian mission or stabilization efforts. The Chinese want to control Venezuela's oil to bolster China's already growing economy.



You have a little experience with China. The Chinese were major players in North Korea while you were out to bring down the wicked General Song and prevent the North Korean government from acquiring and using nuclear devices. Your main contact in the Chinese military while working in North Korea was Colonel Peng and he returns to direct Chinese military operations in Venezuela, but now as General Peng. And he's very happy to see you. You're deadly, inventive, and reliable—just the kind of troublemaker he needs right now to help his faction garner control over the country's oil supply while pushing back against maneuvers by his rivals, the Allied Nations. In exchange for your help over a series of contracts, Peng will deliver you the nuclear bunker buster you need to defeat Solano.



The Chinese are a good faction to fall in with, as they possess some incredible toys—even better than the gear the pirates snake off the VZ. However, the Chinese are in a bitter contest with the AN over the fate of Venezuela, so working both factions requires a serious balancing act. Response to betrayal is swift from the Chinese. But even though it appears to just be easier to pick a side in the third act of your adventures in Venezuela, there are definite benefits to working for the Chinese and the AN at the same time: you score vehicles that act

as useful disguises against the other faction, for example. And both factions pay very, very well.

SOUTHWESTERN CUMANANA OUTPOST



To reach the southern Chinese HQ and accept your first mission, you must pass over the capital city of Caracas, the staging ground for the battle between the Chinese and AN. The HQ is loaded with a variety of vehicles, such as Salamander APCs. When launching a contract from this outpost, consider whether there is a vehicle on the base you can take for free before spending your hand-won cash for new supplies. (There are no choppers, so if you want to take to the air, you must dip into your own stockpile.)

Your contact at the southern Chinese HQ is Lieutenant Chan, an eager officer who wants to please his commanding officer, Peng. Chan immediately opens his stocks to you and the initial inventory is impressive; bombing runs and artillery strikes right off the bat? Chan has only one contract for you right now: Southwestern Cumana Outpost. The Chinese view this as a test of sorts. If you claim the outpost from the VZ for them, they will offer more work. The outpost is near the town of Cumana, a pivotal launching site for attacks against AN forces in Caracas.

Objective: Liberate outpost

Reward: \$1 mil, tank buster, tempered hammer artillery, anti-air kit, PMC fuel storage upgrade, rocket artillery strike x2

Risk: Medium

LIBERATE THE OUTPOST



If you are broke or have no VZ-marked vehicles in your personal inventory, go ahead and borrow one of the Chinese vehicles at the HQ and drive south to the outpost. However, this operation goes much smoother if you do have a VZ vehicle to use as a disguise. (This is one reason you should do all of the pirate contracts.) Use a VZ chopper like an Anaconda or Kestrel to get close to the VZ outpost without arousing any suspicion. If the chopper has anti-tank missiles, all the better.



This may be a small location, but it has enough defenses to give you some trouble. As you enter the airspace over the outpost, you can see two red tank outlines on your minimap. Prioritize those tanks as targets. If you are in the air, smash the tanks with an anti-tank missile or pepper them with regular missiles. If you are on the ground, definitely hijack one of the tanks to use it against the rest of the VZ defenses.



Destroying one of the tanks raises the alarm. Now it's time to target the barracks before too many reinforcements emerge.



The VZ barracks are actually the houses on the site. With little armor, the buildings crumple under a missile attack or a single bundle of C4.



Once the barracks are down, comb the outpost for any foot soldiers that managed to escape the explosions



Watch out for VZ using mounted weapons at sandbag barricades both inside the outpost and along its borders



There is a RPG gunner on top of the water tower near the central building. If you let him live, he will shoot down the Chinese strike team as they approach.



Once the outpost is clear, toss a smoke grenade near the central building to call in the Chinese commandos. It takes six commandos to secure the outpost, requiring you to be extra vigilant as the Chinese copter lands and drops off the crew.

The first chopper drops off four commandos, so you must call in a second team to finish the job. As soon as the fourth commando is inside the building, lob another smoke grenade close to the building to bring down the second team and finish securing the outpost. You now have a new landing zone and the trust of the Chinese faction. Now, can you maintain that trust?

NOW OPEN

Completing this first contract actually unlocks two outposts. Not only can you now use the Southwestern Cumana Outpost as a landing zone, but General Peng's northern Chinese HQ is also open for business. Visiting Peng leads to the second of four contracts required to get your mitts on a nuclear bunker buster. However, there are many benefits to pursuing the other contracts and Chinese outposts, such as extra money and gear. Here's what's open now and where to pick up the contract:

- Caracas Estates Outpost
- Exit Strategy

In addition to these two proper contracts, the Chinese now opens the bounties and buildings contracts to you. You can also now start hunting 50 AN forces as part of the standing offer to rack up rival kills.

CARACAS ESTATES OUTPOST



Your new contact at the Southwestern Cumana Outpost, Lieutenant Chu, offers you another outpost contract. The Chinese want control of a VZ-controlled villa on the outskirts of Caracas. If you render the outpost unto the Chinese, the faction can start spying on the AN. The contract requires a fair amount of demolitions, which is always a treat. Since this is a VZ site, using a VZ vehicle to disguise your arrival is beneficial. The estate is well guarded,

too, with a VZ chopper in the area as well as a SAM battery behind the main house on the estate grounds. Chu also offers the Last in Line contract, a racing mission involving a tank.

Objective: Liberate outpost

Reward: \$1 mil, Sundered Dragonfly IFV, combat air patrol, fuel-air RPG, PMC storage upgrade, Iron Dove heavy AA

Risk: Medium

NOTE

The fuel-air RPG is an incredibly powerful weapon. Liberating this outpost is good for the sake of gaining a new landing zone, but the real prize is that shoulder-mounted rocket capable of blasting tanks sky-high with a single shot.

LIBERATE THE OUTPOST



Naturally, it's easier to infiltrate the VZ outpost with a VZ vehicle, but if you cannot afford one right now, there are plenty of Chinese vehicles to take from the current outpost, such as a Leaping Fox jeep and the Salamander APC. Once you settle on a ride, head north to zero in on the ritzy corner of Caracas.



There's the outpost. From the air, you can see the SAM battery, which immediately opens fire if you are not in a VZ chopper. The house

CONTRACTS

CHINESE

FINAL CONTRACT

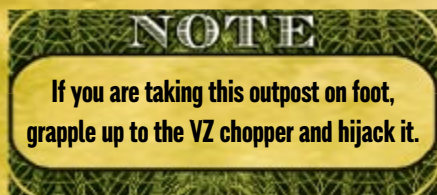
is surrounded by VZ barracks, guard towers, and alarms. As soon as you start your assault, expect the alarm to sound and reinforcements to pop out of the barracks. This is why it's good to attack from the air, as you can decimate most of the outpost from a safe height.



First things first—slam the SAM with missiles



Next, move to the front of the house to nail the tank guarding the estate entrance. Now that the two main defenses are down, turn to the VZ chopper circling overhead.



If you are taking this outpost on foot, grapple up to the VZ chopper and hijack it.



If you are in the air, engage the enemy chopper and blast its rotors



After eliminating the trifecta of trouble—tank, SAM, and chopper—turn your attention to the guard towers and barracks. On foot, use C4 to shatter those structures. If the alarm is going off, expect reinforcements to charge out of the main house also. The exit they use is under the pool of light near the rotunda.



Several shooters are on the roof of the villa. If you have a chopper still, or a tank, start destroying the rooftop with missiles and shells. While it is not necessary to destroy the whole house to secure the outpost, it certainly is a lot of fun to raze the building with missiles or C4.



Keep scouring the grounds for foot soldiers. The building you must secure is in the back of the house, but if you leave the doorways leading out of the main house intact, reinforcements will challenge the Chinese commandos. Plant C4 on the doors to ruin them and stop the flow of additional VZ.



When the scene clears, call in the commandos by placing a smoke grenade close to the back building



While the commandos infiltrate the building, check the grounds one more time to flush out any hiding VZ troops. You cannot afford any catastrophic surprises that can take out a commando team.



It takes six commandos to secure this outpost, so you must call in at least two of the three commando-filled choppers. Once the site is secure, the Chinese take over and you have a new landing zone with a new contract: Southeastern Cumana Outpost. This is the final Chinese outpost contract and another great source of revenue and support vehicles.

SOUTHEASTERN CUMANA OUTPOST



Captain Sun greets you inside the new outpost. Sun has a new contract to offer—he wants you to take the Southeastern Cumana Outpost. It's actually

a junk yard to the far east of the map, situated on the outskirts of Cumana. The outpost is far from AN forces, but the VZ are using it to launch attacks against the Chinese. Capturing the outpost from the VZ will keep you in good stead with the Chinese and unlock more items in the Chinese shops. This outpost liberation is not easy, as the VZ are really dug into the mountainside junk yard. You need some heavy artillery to wrest control of the outpost.

Objective: Liberate outpost

Reward: \$1 mil, Dragon Lance light tank, rocket artillery strike, PMC fuel storage upgrade

Risk: Medium



LIBERATE THE OUTPOST

Since you are headed back into VZ-controlled territory, a VZ vehicle is appropriate. The disguise allows you to venture close to your targets without being noticed and then launch a surprise attack. A VZ chopper is useful, especially since you can cover the distance between the Caracas Estate Outpost and the Southeastern Cumana Outpost. If you have no choppers, a tank is a reasonable substitute, as it can take a beating. And that is exactly what you should expect from the VZ as you rumble up on their doorstep.



Cumana is Chinese-controlled territory



The junkyard is protected by a SAM battery, guard towers, and a handful of barracks. As always, zero in on the SAM first if you're in the air, as it causes trouble the second your disguise is blown.



After flattening the SAM, turn your guns on the rest of the camp. If you are on the ground, use the boulders as cover to sneak up on guard towers and emplaced weapons. Bring the towers down with C4 and eliminate gunner nests with grenades. Watch for the alarm, because if that pops red while you are in the camp, the barracks turn lively. If you are in the air and still loaded for bear, slam the outpost with missiles, being careful to preserve the target building in the northern corner of the junkyard.

CAUTION

There are three VZ structures around the building you need to secure: a concrete bunker and two barracks.



Comb the camp, taking out foot soldiers equipped with rocket launchers. If these guys survive your initial assault, they will severely damage the Chinese commando chopper.



Flush the VZ out of the concrete bunkers with grenades and C4



If you plan on calling in any air strikes, destroy the Armadillo jammer at the bottom of the junkyard

TIP

There are munitions for free in the junkyard, such as bombing runs. Once most of the VZ are dead, call in Ewan to pick up the gratis strikes.



When the outpost is mostly clear, it's time to call down the Chinese commandos. Clear the space in front of the building of any debris and then lob a smoke grenade. The Chinese arrive within seconds, landing right on top of your marker. The commando team hops out of the chopper and spreads out a little. While the commandos secure the outpost, search the nearby wreckage and debris for any stray VZ troopers or dropped supplies. Remember, every vehicle you destroy drops a fuel tank. It only adds 25 to your fuel supply, but that gets you a free transit trip from Ewan.

CONTRACTS

CHINESE

FINAL CONTRACT

After completing the mission, step inside the outpost to meet your next Chinese contact: Commander Lee. Commander Lee has a single open contract, Medusplosion, that is optional and does not get you any closer to acquiring a nuclear bunker buster—but it sure does offer some great supplies and monetary rewards.

THE LAST IN LINE

Back at the Southwestern Cumana Outpost, Chu throws down an interesting challenge. Chu wants you to race a Chinese tank through AN territory in a show of force to the rival faction. He will even provide the tank, so there is no cost to you. This race takes a tour of the AN zone, pushing you through a series of gates. This is a three-level contract, so as you accept higher levels, the AN push back harder with more troops and vehicles, plus they will radio back to AN HQ your activities and ruin your rep with the faction. If you can pass through all of the gates before time runs out, Chu will unlock new items in the shop for you.

Objective: Win race

Reward: \$1 million per race, Armored Tiger MLRS (Level 1), Salamander APC (Level 2), Jade Wind heavy transport (Level 3)

Risk: Medium

RACE COURSE



Chu parks an Iron Mountain heavy tank just outside his building. This is one of the toughest tanks in the Chinese arsenal, so you should be able to handle any incoming fire from the AN forces. However, due to the extra armor and firepower, the tank is not built for speed. When Chu puts only 1:25 on the clock the first time you hop inside the tank, you have cause for concern. Unless you manage to get through those gates at a reasonable clip, you risk running out of time. You can earn bonus time by blowing up the bonus objective—explosive barrels. Each barrel you blast adds 15 seconds to the clock on Level 1 of the contract. There are 21 gates and 19 barrels, so get out there and do your best.

TIP

This contract is much easier to undertake if you are in good standing with the AN. If the AN sees you as hostile, it will fight back throughout the contract.



The first gate is just around the corner from the tank pick-up spot. There is no barrel at the first gate, but there is one at the second gate.



You can push the AN vehicles out of the way with your tank, but shelling them creates a powerful explosion that can set off the barrel without your having to adjust your turret and slow down.



As you start heading into town, AN soldiers join the vehicles at each gate. If you hurt the soldiers, expect to hear a radio call going over the air.



Blast the obstacles from a distance so you can just roll through the gate without slowing down or worrying about finding the barrel to add time to the clock



Don't try to blow up the AN tank at the intersection. It will leave you alone if you do not attack it, so just scoot by and pass through the gate.



That AN soldier is calling in your antics. Shell him to keep your rep with the AN intact.



The AN starts stacking vehicles behind each other so you don't see the full obstruction until you are close to the gate. For example, there is a tank behind these three armored vehicles.



The course leads you back to a Chinese outpost. Break through the fence and blast through the vehicles. Just make sure you don't accidentally shoot any Chinese soldiers. Otherwise, the Chinese will turn hostile and cut you off.

Levels 2 and 3

After you complete the first level of the contract, you are awarded money and the Armored Tiger MLRS is added to the shop. Now you can take the contract again to keep banking cash. The second level of the contract puts only 55 seconds on the clock and the barrels only add 10 seconds. On the third level, you have only 45 seconds at the start of the race and each barrel adds just 5 seconds.



On Levels 2 and 3 of the contract, there are more boxes blocking many of the gates. Your tanks can crush the boxes, but they often serve to hide vehicle obstructions or the barrels.



AN soldiers are quicker to radio your position back to AN HQ in higher levels of the contract. And they do it much sooner in the course, too.



The tank at the intersection is pointing the turret right at you. If you anger the AN, that tank—and every other one you'll encounter later in the course—will open fire on site. Your tank can take a beating, but it's not invincible.

While this contract is wholly optional, it's a great opportunity to bank \$3 million. That buys a lot of tanks, choppers, and air strikes. Those are three things you need as you make the final push toward Solano. The third level of this contract is tough—you must destroy all of the barrels with direct hits to earn enough time and not scrape any vehicles—but the cash is worth it.

MEDUSPLOSION

Commander Lee at the Southeastern Cumana Outpost has a three-level contract for you that, like Last in Line, is optional. Lee needs you to escort a Chinese ambulance through enemy territory to a campsite full of war victims. Lee provides the means of driving to the camp: a Sundered Dragonfly IFV. You must scout ahead of the ambulance and blast any barricades, mines, or AN vehicles blocking this humanitarian effort. Each level of this contract is timed. As you accept higher levels of the contract, the AN offers greater resistance to your efforts, requiring you to think fast and keep the road clear for the ambulance.

Objective: Escort ambulance to refugee camp

Reward: \$1 million, Armored Tiger MLRS (Level 1), cluster bomb (Level 2), Iron Dove heavy AA (Level 3)

Risk: Low

HUMANITARIAN MISSION



The Dragonfly Sundered IFV is at the base of the outpost, near the city's edge. The clock starts as soon as you step outside after talking with Lee, so waste no time getting down to your vehicle and rolling to the south to meet the ambulance. The ambulance idles at the entrance of a dirt road that leads to the refugee camp and does not budge until you arrive. It is in no danger in its current position, so you hurry only for the sake of the clock.



Be mindful of traffic in the city as you drive south to meet the ambulance. There's no need to lose \$5,000 for making careless turns or playing bumper cars.



The ambulance is parked to the south of the dirt road. When you drive through the golden circle at the entrance of the road, the ambulance shudders and lurches forward. The ambulance moves slowly, allowing you a buffer of time for getting ahead and paving a path. If the ambulance reaches a barricade, it comes to a stop. It will also stop if the road is blocked with wreckage, so be careful about shooting up AN vehicles right in the middle of the road.



Shoot the mine on the ground in front of the first barricade. If the ambulance rolls over it, you fail the contract.



The AN soldiers waste no time calling for reinforcements. Target the soldiers ASAP so your rep with the AN is not ruined and reinforcements do not arrive.

CONTRACTS





The AN soldiers often duck off to the side of the road and hide behind trees or rocks when they make a call into AN HQ

TIP



Look for the AN to use supply crates as roadblocks. Pop open the crates with your guns and then pick up the goods after you finish the contract.



Just as you close in on the refugee camp, one of the AN's Statesman IFVs rolls into the road. The vehicle is well armored, so you cannot pump it full of bullets before the ambulance catches up to you. If the ambulance arrives while the Statesmen is still active, it will take heavy damage. Roll your vehicle off to the side of the road and rush ahead to hijack the AN vehicle. Follow the on-screen prompts to steal the IFV and then continue traveling down the dirt road.



An AN jeep is near the next turn. The IFV makes short work of it.



The refugee camp is at the bottom of the dirt road



Roll into the refugee camp, but get out of the way so the ambulance can pull up to the tents and start administering assistance

After completing the first run of this contract, call in Ewan to pick up the cash stash to the north of the camp. After Ewan picks up the cash, you can either head off to accept another contract or return to Lee to take on the next level of Medusplasion. At a cool million a pop, it's hard to resist doing the right thing and rescuing refugees.

Levels 2 and 3



Level 2 of Medusplasion only has 8 minutes and 30 seconds on the clock—which is still plenty of time to get the job done. Level 3 starts with only 6 minutes and 40 seconds on the clock, which does tighten things up quite a bit, especially since the AN are really dug into the road to the refugee camp. The AN have planted more mines in the road requiring a keener eye. (Look for the flashing red

lights.) And there are more AN vehicles that try to block your path.



Put as much distance between you and the ambulance as possible, but don't race ahead so far that you cannot roll back in case an AN soldier pops out of the trees and opens fire on the ambulance



Make sure you destroy every single mine in the road!



That AN IFV is a tough customer—but the driver parked it right next to a mine. Shoot the mine to destroy the IFV.



This is what happens if you blow up the AN IFV in the middle of the road.

EXIT STRATEGY



Without appeasing General Peng, you cannot obtain a nuclear bunker buster. To satisfy the Chinese, you must undertake a series of complex and dangerous assignments from Peng, so report to the northern Chinese HQ. Peng's offices are inside an old castle. Hike up the steps and slip inside to visit an old friend and learn what is required to get the Chinese to bestow upon you the weapon you need.



Peng's first major contract for you is Exit Strategy. Peng is concerned about the AN taking up positions in eastern Carmana, so close to his HQ. Peng superiors want the AN chased out of Carmana, but the Allies have a valuable bargaining chip to keep the Chinese from launching a full-scale attack. The faction has a hostage—a party official. Until the hostage has been liberated, Peng is not allowed to attack the AN forces in the city. That's where you come in.



Peng wants you to venture into eastern Carmana and rescue the party official. He's being held on top of a skyscraper in the middle of town. A small army is guarding the official, so you must be prepared to take on choppers, tanks, and dozens of AN soldiers. In addition to snatching the official, Peng wants you to destroy three AN-occupied buildings in east Carmana. The Chinese provide you with artillery strikes to help with the demolition duties, but it's entirely up to you to rescue the hostage.



The entire area of east Carmana is restricted. Even if you have a solid reputation with the AN, you will be treated as hostile if you enter the red boundaries of the restricted zone. While trespassing, AN tanks and soldiers will not only attack you, but also repeatedly radio to AN HQ and request back-up. The whole city turns into a war zone within minutes. You must find a way to minimize the amount of negative exposure from the AN forces. If you can crack that problem, you might be able to get both yourself and the hostage out alive.

Objective: Rescue hostage

Bonus objective: Destroy 3 AN-controlled skyscrapers

Reward: \$5 million

Bonus reward: \$50,000

Risk: High

ENTER ENEMY TERRITORY



After leaving Peng's office, you must make a plan of attack. The streets of east Carmana are crawling with AN vehicles, so you need explosives. Load up with C4. An RPG is incredibly useful, but a fuel-air RPG is even better. (It's a reward for Chinese bounties.) A single rocket from the fuel-air RPG shatters an entire AN tank. Peng gives you three rocket artillery strikes, which are perfect for bringing down the three bonus objectives, but you should also look into grabbing some regular artillery strikes and bombing runs so you can sweep entire city blocks of AN soldiers. Take the time to gather your supplies now, because when mayhem erupts on the streets, you won't have time to fuss around and order supplies from Ewan.



East Carmana is just over the river. The trespassing zone is in the center of the bridge. If you cross the line in anything other than an AN vehicle, you will be attacked. If you have completed contracts for the AN and have earned some of their vehicles, now is the time to call one in so you can at least get a half-mile beyond the trespassing line before the bullets start flying. Otherwise, take a heavy Chinese tank and get ready for a good drubbing as you cross the bridge.

NOTE

You can cancel the contract and do a little business with the AN to unlock some AN vehicles without punishment. Peng will gladly offer the Exit Strategy contract to you again as long as you are in good standing with the Chinese.

TIP

Need an AN vehicle? Comb Caracas, wait until you spot an AN IFV or APC with nobody around, and then steal it. If you're not spotted and you bash the driver before he makes a peep, you can disguise yourself as AN at no charge.



If you cross the bridge in a non-AN tank, smash the AN soldiers and APC as soon as you can to prevent immediate reinforcements from arriving at the party

CONTRACTS

CHINESE

AN
FINAL CONTRACT

TIP

Cross the bridge and destroy a few targets, then fall back outside the trespassing line and let the heat die down a little before heading back into the potential war zone.

CAUTION

There are several SAM batteries in the city, so don't even try to swoop in with an enemy chopper. The AN will blast you out of the sky within seconds with deadly accuracy.



Inside the restricted area, move from one AN vehicle to another. Hijacking something like a Diplomat heavy tank as soon as possible (watch your minimap for red tank outlines) gives you an advantage against AN troops.



It is very difficult to pull off this rescue mission without angering the AN. There are just too many eyes on the ground. When reinforcements are called in, seek cover either behind some buildings or inside an AN vehicle. If you remain in the open without any armor whatsoever, you won't last long. The AN soldiers are crack shots. You will be overwhelmed before you have a chance to escape

to cover or find a first-aid kit. One of the favorite tactics of the AN is to keep you busy while a large vehicle, like an IFV or tank, moves into position and finishes you off.



Because you need to take to the skies to rescue the hostage, eliminate the SAM batteries around the city so you can make a safe getaway

HOSTAGE RESCUE

Once you are inside Carmana and shaking the nest, you need to control the situation as best as you can. The number of AN forces in the city is limitless only if you allow reinforcements to be repeatedly called in or alarm systems to keep blaring. One way you can shift the balance of power in the city is to give the AN a little demonstration of your air strike capabilities.



Shoot your way close to the three targeted buildings. The hostage is on top of one of the buildings—he's clearly marked with a yellow triangle. Target the building opposite of the one the hostage stands on, so that there is one building between that acts as a buffer of sorts. It will likely come down along with the targeted building, but it absorbs the impact of the blast so the hostage stays alive. Make sure nobody is around you that can interrupt your calling in Misha. Quickly access your support menu and call in one of the free rocket artillery strikes. Input the command sequence and then fall back away from the buildings.



The explosions around the targeted building send out enough splash damage to eliminate any nearby tanks and other AN vehicles as well as push back AN troops



Use other air strikes to take out SAM batteries



There is one big benefit to letting the AN call down the thunder. They practically deliver an AN chopper right to you. Sure, it's either full of AN troops or it tries to gun you down from on high, but that AN chopper is your ticket to getting at the hostage. When the AN chopper appears on your map, zigzag toward it and grapple up to it.



The AN Liberator is a troop transport with no weapons onboard. If that's what you manage to steal, so be it. You can still fall back out of the restricted area and wait until you earn the AN disguise.



As soon as you have an AN chopper and are fully disguised, fly back into the city and zero in on the hostage. He is being held on the rooftop helipad. There are two AN guards on the helipad with him. Land the chopper on the helipad, step out, and smash the two AN guards before they can call for reinforcements.



Go rescue the hostage and lead him to your chopper



Fly the chopper back out of the restricted area to regain your disguise



Return to the downtown area and land close to the remaining bonus building



Target the building via your satellite view and call in another free rocket artillery strike. Jump right back into the chopper and immediately take off so you are not caught in the blast.



With the hostage onboard your chopper and the three bonus buildings now just single-story flats, return to the Chinese HQ. The Chinese will not shoot you down unless you act aggressive over the HQ. Land the chopper and lead the hostage to the golden circle on the ground. The hostage offers his thanks and runs off to be debriefed as you collect your massive financial windfall.

WHAT'S NEXT?

General Peng already has another contract for you: The Price of Gas. You do not need to take it right away. If you have any outstanding Chinese contracts, such as outposts or races, you can pursue those to bank cash and earn new vehicles or support drops. You may need to repair your relationship with the AN at this point, too. It's important to point out, though, that you are nearing the final mission. So if you want to do business with the AN, now is the time to consider taking any open AN contracts.

Now is also a good time to shore

up any work with the UP you may want to finish because The Price of Gas is a full-frontal assault on the faction. If you succeed in that contract, the UP will be no more, which completely shuts down any access to their stuff. If you are on the outs with UP, that's fine. However, if you have any cred with the faction, you may want to buy up a couple of UP choppers to use as disguises in this next contract because those stores will soon be forever shuttered.

THE PRICE OF GAS

Now that General Peng's hands are no longer tied when dealing with the Allied Nations, the Chinese official reveals his next plan. Universal Petroleum has controlled the oil supplies in Venezuela for long enough. UP is just a shell, a front for the AN anyway. And the moment the Chinese arrived in Venezuela, UP militarized. Now UP looks more like an independent state than a simple corporation.

Peng wants you to rout UP—wipe it off the map entirely. He has drawn up a list of sites for you to destroy: Maracaibo Bridge, UP Oil Depot, and UP HQ. These sites are heavily guarded, especially the UP HQ in downtown Maracaibo. Peng doesn't care how you accomplish your mission. All he wants is to see UP permanently out of business and the AN fuel supply completely disrupted.

This is a fairly straightforward demolition assignment—it's merely the scale that has changed. You know how to blow things up quite efficiently by now. Air strikes. Missiles. Explosions. Now show Peng that he's hired the right person so he'll finally offer up that coveted nuclear bunker buster.

Objective: Destroy Maracaibo Bridge, UP Oil Depot, UP HQ

Reward: \$10 million

Risk: High

CONTRACTS



INSTRUMENTS OF DESTRUCTION



This contract requires three episodes of all-out destruction. The best tools for causing such havoc are air strikes. Sending Misha crisscrossing the skies over the UP outposts and the bridge is the quickest and easiest way to bring UP to its knees before putting your foot on its neck and snuffing out the faction's hold in Venezuela. So, before heading out into the field, buy air strikes—powerful air strikes. Artillery strikes are good, but rocket artillery strikes are better. A strategic missile strike is also useful, especially when targeting the UP HQ. A bunker buster is another earth-shaker that razes buildings with an impressive explosion.

The UP sites are well-guarded by Ravens and tanks. Since you chance spending some of this contract on the ground, having either an RPG or fuel-air RPG in your inventory is preferable. A single shot from a fuel-air RPG can take down both a tank and one of the smaller buildings at the UP Oil Depot.



Finally, if you are still in good stead with UP, buy up some UP vehicles before the shops are completely shut down. A Rogue Assassin may not have many missiles, but it is a useful disguise and gets you very close to one of the UP-controlled areas without hassle—that is, until you fire upon your first UP target. Then the call goes out over the radio. A UP tank is also an effective means of transport around the UP Oil Depot, as its shells can chip away at the smaller buildings on the site.

Once you have the gear needed to take down these UP targets, it's time to select your first site. You do not have to flatten these sites in any particular order. You can start at UP HQ or the bridge. You have 15 targets in all.

NOTE

The only way to get some of these weapons, like the strategic missile strike, is to bring in HVTs for the Chinese. Check the bounty rewards.

Maracaibo Bridge



As you approach the Maracaibo Bridge, note the presence of both SAM batteries and radar jammers. You must take out these targets to use your various air strikes. For example, a fuel-air bomb cannot be deployed with SAM batteries or any anti-air units in the area. (Misha may be crazy—but he's not stupid.) The strategic missile strike is thwarted by the jammers.



The restricted area around the bridge is fairly narrow. You can get pretty close in any chopper without raising immediate suspicions. However, using a UP or AN chopper does allow you to get closer.



Use anti-tank missiles to hone in on the SAMs and jammers. Wait for the green diamond to go solid and then let fly with a volley.



When you attack the bridge, AN forces on site radio for reinforcements. You must take out the radiomen to prevent more enemies from entering the area.



The jammers have little armor, so save your missiles and take them out with guns.



Aim for the rotors on the AN choppers to avoid a protracted dogfight.



Think of the bridge in thirds. Strafe one section completely to clear it of AN forces and then land so you can call in an air strike.

TIP

After eliminating the jammers and SAMs, you can retreat from the bridge and then approach it via boat. Launch the air strikes from the safety of the boat and then zip away while Misha does his thing.



While either of the artillery strikes are good on the bridge, the strategic missile strike is more effective because of its severe splash damage radius. The missile splits close to its target, sending smaller missiles outward from the main strike spot. If it's used on the center segment of the bridge, you'll weaken the other two sections.



Target the jammers on each side of the bridge. Each exploding vehicle also does damage to the bridge segments.



To take out the east and west pieces of the bridge, position yourself just off the part where the road leaves the earth and starts extending across the water. Take out any nearby vehicles with explosives or RPGs. Once

the scene is clear, call down another air strike to destroy the bridge segment.



A weakened bridge segment can be finished off with regular missiles from a chopper

UP Oil Depot



There are 13 structures at the UP Oil Depot that must be destroyed. Since these are smaller buildings, they can be effectively targeted from the air and smashed with traditional missiles. However, this takes longer and an air strike that covers a wide area can eliminate multiple buildings with a single shot.



If you still have a chopper with anti-tank missiles, circle the Oil Depot and target the tank in the center of the site and the SAM battery near the western entrance. Now you can call in support from Ewan if necessary, as well as use all air strikes in your personal stockpile.

TIP

Taking the site by ground? Blast a hole in the wall around the Oil Depot with a fuel-air RPG. Target one of the guard towers from just outside the trespassing line. The powerful rocket pops and smashes a wide hole in the wall you can either step through—or drive a tank through.



Step just inside the trespassing line and call down your first air strike. A rocket artillery strike can be directed toward the base interior via satellite. The splash is big enough to eliminate any buildings next to the central target zone.



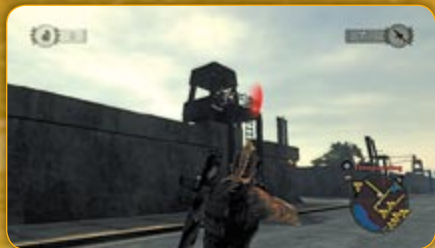
The air strike is the trumpet that brings the walls around the Oil Depot crumbling down. With the interior of the Oil Depot now fully exposed, you can enter and call down more air strikes or use explosives like C4 to take down the individual buildings. The fuel-air RPG is great for targeting buildings from halfway across the depot. Fire a rocket into the side of a building, count to "one," and then watch the whole building collapse as the fuel inside the rocket explodes.



Call in Ewan to drop off supplies, such as fuel-air RPG refills, outside the restricted area

CONTRACTS

UP
PLAY
PIRATES
CHINESE
AN
FINAL CONTRACT



Shoot the UP guards along still-standing walls so they do not call in your position



You must deal with the UP troops on the walls if you want to call in air strikes via satellite. If you are shot while trying to input a confirmation sequence, you're yanked out of the satellite view. Hide in between the wrecks of the smashed buildings for cover from UP gunfire to keep calling down air strikes.

UP HQ



The UP HQ tower is just about the only major building left standing in downtown Maracaibo. The streets around the HQ are crawling with UP troops in Ravens. The skies are choked with UP attack choppers. And the base of the building hosts two radar jammers designed to keep you from calling down beacon- or satellite-guided air strikes. If you are piloting a damaged vehicle or one with a depleted missile supply, you should trade it out.



Call in a new chopper from Ewan or grapple up to a UP chopper and use it against the ragged remainders of the once-powerful faction



Circle UP HQ and take out the two jammers so you can use air strikes. Anti-tank missiles zero in on the targets. If you only have regular temples, get close and hammer the jammers with a solid salvo.



If engaged by a UP chopper, lead it away from the downtown area. That way you can concentrate solely on it and not worry about incoming fire from other choppers or tanks.



UP soldiers in the guard towers around the building call for reinforcements as you circle. Hit them with missiles if you just arrived on the site. However, if this is your last stop on your tour of mayhem, you really don't need to worry about your rep with the faction. It's about to be no more. Plus, any reinforcements called in dissipate after the UP HQ crumbles.



The UP HQ is too strong to be brought low by regular missiles. You must use an air strike.



You can call down an air strike from anywhere around the UP HQ site, but there is something delicious about landing on Dr. Rubin's own helipad at the top of the monolith and ordering the final blow right in front of her office. Pure chutzpah. Zoom in and put your chopper down on the helipad.



Step out onto the helipad and plant a beacon on the building. A Strategic Missile Strike seems appropriate for this. As soon as the beacon is out, rush to the chopper and take off.



Be sure to turn around to watch the UP HQ implode under the might of Misha's air strike

WHAT'S NEXT?



After breaking UP's back, you have a number of options. If you want to push on toward your final battle with Solano, return to Peng at the northern Chinese HQ. He offers the final Chinese contract: Battle for Caracas vs. Allies. As soon as you complete this contract, though, you are hurtled into the final act with no opportunity to go back and finish up any outstanding contracts with other factions. It's you versus Solano.

So, if you want to keep building up that war chest or see what other mischief you can find in Venezuela, don't accept Peng's last contract just yet. Keep hunting bounties for the Chinese or other factions. Finish up any open business with the pirates. Make wagers with the PMC staff in the training exercises. When you're ready to finish up with Peng, he's more than happy to brief you on his plans to drive the AN into the sea.

BATTLE FOR CARACAS VS. ALLIES



General Peng is ready to lead the Chinese forces in Caracas and wrench control of the city away from the Allied Nations. He does not expect this operation to be easy. Caracas is heavily fortified. The streets are lined with AN jeeps, APCs, and tanks. AN choppers crisscross the skies over the AN command center in downtown Caracas. To go in against such an entrenched army would be like a wave crashing against rocks. That's where you come in.



Peng has targeted four buildings in downtown Caracas that, if destroyed, would significantly weaken the AN's resolve and make it easier for Chinese forces to overrun the city. These buildings are enormous, dwarfing even the impressive UP HQ. Peng gives your four cruise missiles to get the job done. But taking down four buildings is only a piece of Peng's plan.



The AN forces are lead by a shadow agent, not by generals and admirals. Peng has identified the agent—it's Joyce from the mission in North Korea. Peng wants Joyce dead and the body verified. Assassination is a cold solution. You may personally like Joyce, but business is business, and if Peng is willing to pay you \$25 million and hand over a nuclear bunker buster, then Joyce had better sleep with one eye open.

Objective: Destroy 4 AN strongholds, verify Joyce's death

Reward: \$25 million, nuclear bunker buster

Risk: High

AN STRONGHOLDS



CONTRACTS

PIRATES
CHINESE
AN
FINAL CONTRACT

Before heading to Caracas, check your inventory. Peng has graciously offered you four cruise missiles to bring down the AN strongholds in the downtown area, but you should pack along some extra firecrackers just in case something goes awry while you are in the field. These are huge targets, so something as punchy as a fuel-air Bomb or a strategic missile strike are good to have on back-up.



But even more important than having reserve air strikes is a proper disguise. Driving into downtown Caracas in an AN vehicle is good cover, especially since so many AN vehicles have mounted weapons. However, consider purchasing a civilian vehicle (or steal one) to blend in with the substantial civilian population still in Caracas. If you did a little business with the pirates, order up a Veloce sports car so you can throttle up to your targets in style.



Carefully drive into downtown Caracas. Don't bump into any pedestrians or accidentally hit an AN vehicle. This will blow your disguise.



Pull up next to the southeastern target building—it's the smallest of the four AN structures Peng wants leveled. Drive down the alley next to the building, sticking close to the wall. Get far

enough away from the street that nobody sees you stepping out of the car. If you are spotted, your disguise is shot. Now, make sure you pull straight in. You need to hastily back out of the alley after calling down the first strike and you can ill-afford to bump and bumble around while the missile is en route. These missiles are powerful enough to strip the paint off a house—a house five miles away.



Use one of the freebie cruise missile strikes and target the building



Jump into the car and roll back into the street

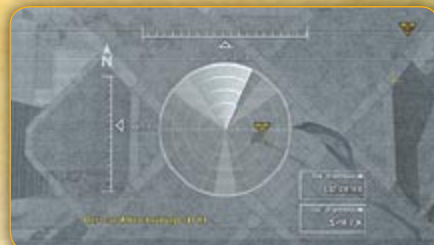


Be sure to at least move the camera so you can see your handiwork



Now, drive deeper into the city. There are two buildings close to each other to the west. Avoid

pedestrians and AN vehicles as you push eastward. Look for any available cover, such as the first floor of this skyscraper within a stone's throw of the western targeted building. Rotate the camera to make sure no AN troops will see you climb out of the car.



Get out and call in another cruise missile attack and rocket artillery strike against the eastern building. After you input the launch commands, get in your vehicle and drive away.



As you pull away, take a look over your shoulder at the moment of impact



Drive to the north to target the next building. Pull on to the southern lawn next to the building. There are rocks and bushes around the site to use as cover. Slow the car and look behind you to make sure no curious AN soldiers are patrolling the area. If the coast is clear, get out and designate another air strike. Get in the car and drive north to put some distance between you and building as the missile streaks down from the heavens.



The missile rips apart the giant AN building, leaving only a crater in its wake



When the scene calms, drive on to the final building. There is an overpass to the west of the building. AN vehicles patrol the site, so slow down under the overpass and wait until there are no AN trucks in your sight line. When it looks clear, step out of the car and immediately call up an air strike from your support menu. Punch in the command to order the strike and then hop back in the car. Pull around the block so you are out of the way when the missile hits.



Once the four AN buildings are down, it's time to hunt Joyce at the AN HQ to the southwest

Now, all of this depends on your ability to stay out of sight and maintain civilian cover while hitting these buildings. If you are spotted, you must quickly eliminate the AN soldier before he finishes radioing in your coordinates for back-up. If the AN is alerted of your presence while you try to rip apart their infrastructure, the fury of the city turns on you. AN choppers hit the

skies. Tanks rumble. You must retreat from the city and wait for the heat to die down. If your rep with AN is totally spoiled by being caught blowing up its buildings, you can dart in and out of the scene in a chopper. Just land on top of the buildings, call down the air strike, and then immediately take off so you are not caught in the blast.

TAKING JOYCE

Your strategy for eliminating Joyce for the Chinese depends strictly on your relationship with the faction. If you are on positive terms with the AN, you can actually stroll right into the AN HQ. However, you arouse suspicion if you walk directly for Joyce and the whole base turns on you. If the AN is hostile to you, find other means for taking down Joyce, such as a sniper rifle.



The AN base is peaceful if you are in good with the faction. The four SAM batteries around the site rest easy as you approach and the AN soldiers simply wave you inside.



Making an attempt on Joyce totally changes the dynamic. Even if the alarms aren't piercing the air, the AN soldiers turn on you like jackals.



Joyce is standing near several vehicles and tents to the right of the base entrance. You are not supposed to bring Joyce in alive, only verify his body for Peng's satisfaction. Go ahead and light up the entire area with grenades, shells, and RPG rockets. Cause as much disaster and mayhem as possible to push back the initial stab of AN defenders. As the vehicles go up in flames, they take down not only Joyce, but also several AN soldiers.

NOTE

Unless you have not already taken down the four AN buildings, don't sweat the hit your reputation with the AN takes as a result of bagging Joyce. This contract ends your involvement with all factions in Venezuela.



Get close to Joyce and snap his photo. That instantly ends the contract as long as you have destroyed the four buildings.

CONTRACTS

CHINESE

FINAL CONTRACT

WHAT'S NEXT?



After eliminating Joyce, the Chinese are able to take over Caracas and drive out the AN. Peng is supremely pleased with his victory and has no problems awarding you the nuclear bunker buster, as he has an idea what you plan to do with it—get Solano. Unfortunately, Peng's celebration is cut short as a flash as bright as the sun envelops the sky. You turn to see one of the great horrors man has unleashed on this planet. Solano has set off a nuclear weapon within his own borders. As the mushroom cloud rises in the distance, Peng's heart sinks. He knows exactly where Solano detonated the weapon: at the Chinese HQ.



Peng has been ordered by his superior to withdraw without conditions. That doesn't sit well with the fiery general, especially as he watches the smoke from the nuclear detonation billow above the former location of his fellow countrymen. Peng implores you to take the nuclear bunker buster and kill Solano. You are more than happy to oblige. And you won't even ask to be paid to do it.

CHINESE BOUNTIES

After earning the trust of the Chinese, the faction opens up a series of standing contracts to you—HVT bounties, buildings it wants destroyed, and a standing bounty on up to 50 Allied Nations targets. The more of these bounties and buildings you eliminate, the more cash goes in your pocket. But even better, you earn access to some of the best weapons in Venezuela for taking out these critical targets for the Chinese.

TIP

Don't wait to tackle these bounties. The vehicles and air strikes earned by fulfilling these standing contracts make the Chinese missions much easier to complete.



CHINESE BOUNTY TARGETS

Chinese Bounty Rewards

- 1 Target: \$1 million, strategic missile strike x2
- 2 Targets: \$1.2 million
- 3 Targets: \$1.5 million, Warsong attack helicopter
- 4 Targets: \$2 million
- 5 Targets: \$2.5 million, laser guided bomb
- 6 Targets: \$3 million
- 7 Targets: \$4 million
- 8 Targets: \$5 million, fuel-air bomb
- 9 Targets: \$7 million
- 10 Targets: \$10 million, strategic missile strike

BOUNTY LIST

Here are all ten Chinese bounties on the eastern half of the country, numbered to correspond with the map. Each entry offers a heads-up on what to expect from each location.

1: AN HVT

There is an AN HVT on the oil rig near the pirate islands. Since the oil rig is heavily protected and guarded with well over a dozen troops, you may want to just fly overhead to identify the HVT and then sink the whole rig, which is also designated as Building 8 in the Demolitions section that appears later in this chapter. The body of the HVT floats in the water, so just get down into the drink and snap a photo to verify the kill for the Chinese. Since this results in only half of the bounty, do this first to sacrifice the least amount of cash.

2: AN HVT



This AN camp is located in the mountains to the west of Caracas. Without significant fortifications such as tanks or SAMs (there are SAMs at the very bottom of the hill), this is one of the easier HVTs to bag for the Chinese. The HVT is on the camp's northern end, standing behind a line of concrete barricades. There are two mounted weapons protecting the HVT.



If the alarm is sounded, you'd better destroy the barracks with C4



Get behind the concrete barricade so the AN troops cannot target you with the emplaced weapons. Smash the HVT across the face, subdue him, and then clear out any remaining AN troops so you can call for extraction.

3: AN HVT



This AN camp is long and protected by several levels of defense, such as guard towers and barracks that ooze

reinforcements if the alarm goes out over the air. If you arrive by air, clear the western half of the camp with missiles. The HVT is to the east, so there is no risk of accidentally dropping your cash cow.



The eastern half of the camp has two guard towers and two barracks. The HVT is in the sandbag bunker with the emplaced weapon.



Come at the eastern half of the camp from the hills. Drop into the sandbag bunker and smack the HVT while he's looking out across the camp.

4: AN HVT



This small AN camp employs a radar jammer to keep you from calling down any air strikes right away. If you want to level the entire camp with a single shot, you need to get rid of the jammer before calling in Misha. Since there is also a SAM battery watching the skies, you should only approach via the air in an AN disguise.



There are no barracks in this camp, limiting the number of AN soldiers you must deal with unless reinforcements are called in from AN HQ



The HVT is tucked behind barrels and crates. AN supply crates are back there, so smash them open to get extra ammo and first aid.

5: AN HVT



Expect a bit of resistance at this AN camp, especially if you are on the outs with the faction. The site is guarded by at least one tank and it opens fire as soon as you get close. If you steal an AN vehicle, you can pass the tank without suspicion. However, as soon as your cover is blown, it roars to

CONTRACTS

CHINESE

FINAL CONTRACT

life. Either destroy the tank right away or hijack it to use against the rest of the AN troops in the camp.



Several guard towers stand around the camp; it has a SAM battery, located in the dead center of the site, too. Use an air strike to take out the AN defenses. Call down some artillery strikes on the AN bunkers and barracks before any alarm can be sounded. Just sneak in via the trees and quickly use the satellite link to relay the coordinates back to PMC.



Grapple up to enemy choppers as they slow overhead. Even if you don't want the chopper, at least take it so your enemies cannot use it against you.



If you take out that SAM with anti-tank missiles, the explosion will rock the HVT



After lighting up most of the camp with C4 or missiles (or tank shells if you stole the AN tank—or brought your own), zero in on the HVT near the building in the center of the camp. He's next to the crates. Subdue the target, clean out remaining AN forces, and call for extraction.

6: VZ HVT



The VZ operate an enormous camp on this site. The central building is a palatial estate, surrounded by barracks, guard towers, and tanks. Since you don't need to concern yourself with reputation or radio calls for reinforcements, really let fly with some hard hits. If you have a chopper, slam the site with missiles to disable tanks and towers. Up close, use C4 to destroy every building in the camp.



Attack the camp via the air with a chopper loaded with anti-tank missiles. Smash the tanks before landing and finishing the job on foot.



The HVT is in the central courtyard of the estate. You must blast through several VZ soldiers to get inside. C4 brings the facade of the estate down on top of them.



Shoot the VZ troop guarding the HVT—he's behind the emplaced gun. The HVT opens fire with his pistol, so swing around the sandbags and punch him. Clear the site and call for extraction.

7: VZ HVT



This small VZ camp is protected by two tanks and a few guard towers. There is an alarm on-site, so destroy it to prevent a mobilization of forces. The HVT is located next to the long house in the middle of the camp. He's between two sandbag barricades guarded by emplaced weapons. You can kill the HVT by destroying the longhouse, but you will sacrifice half of the bounty.

TIP

There are lots of supplies to steal at this camp, so be mindful of fuel tanks and free munitions.

8: VZ HVT



The Chinese have targeted a VZ HVT down in the old mine area—that's where Eva directed you to try out her brand-new monster truck. The site is protected by two tanks and a single SAM battery.

TIP

Buy a VZ chopper off the pirates so you can enter the mining area wearing a VZ disguise.



After taking out the SAM and tanks, circle the camp in the chopper and cut down any VZ troops breaking from the barracks in the middle of the camp

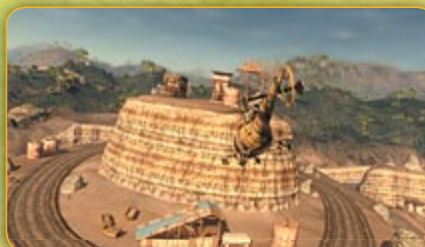


The HVT is on the lower deck of the guard tower. Run up the ramp, smashing the two VZ guards, and take down the HVT.

After subduing the HVT, clean out the rest of the site. Blow up the alarm tower and barracks so

no more VZ troops enter the campsite. Finally, call for extraction and carry the HVT into the Chinese chopper.

9: VZ HVT



Farther east in the mining area is the next HVT on the Chinese list of bounties. This VZ nest is built upon an abandoned mining camp. Buildings have been turned into barracks and guard towers. As you fly in—using a VZ chopper as a disguise—look for a tank standing watch at the foot of the base. The HVT is in the center of the camp, standing beneath some of the old architecture. If you shatter the camp with missiles, the falling debris will surely kill the HVT.



Before going for the HVT, blow up the longhouse next to the HVT with C4. Several VZ troops are using the building as a staging ground. By blowing up the building, you take out all of the troops at once.

10: VZ HVT



This is a small VZ camp in the jungle. It's guarded by two tanks, but neither are terribly close to the central building: a ramshackle garage where the HVT hides. This allows you to circle the site without too much concern for the tanks (although, if you have anti-tank missiles, why not use them?), and pepper the guard tower and ground troops with your guns. If you are taking the camp on foot, crawl through the trees for cover and sneak right into the garage to nab the HVT.



The HVT is a gang lord in a white suit. He's hiding behind the crates.

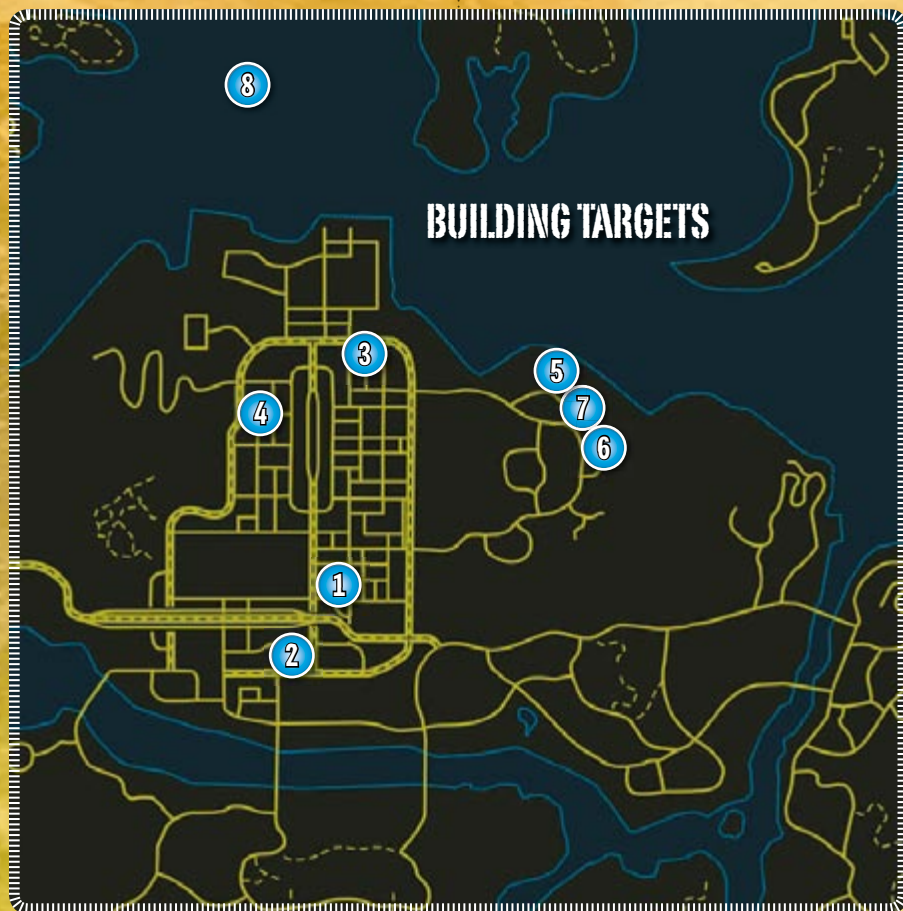
CONTRACTS

CHINESE

FINAL CONTRACT

CHINESE DEMOLITIONS

The Chinese have targeted eight AN-occupied buildings they want flattened. You can eliminate these targets in any order and whenever you want to claim the rewards and possibly restore a tarnished reputation.



Building 1



Building 2



Building 3



Building 4



Building 5



Building 6



Building 7



Building 8

Rewards

Unlike HVTs, you only receive rewards for hitting certain thresholds—not for destroying each building. Here's a list of goodies waiting for you:

- 1 Target: 12.7mm anti-material rifle
- 3 Targets: Iron Dove jammer
- 5 Targets: Leaping Fox GL, surgical strike
- 8 Targets: Iron Mountain heavy tank

Destructive Strategies



Buildings 1 through 4 are located in downtown Caracas. These are much smaller targets than those Peng wants destroyed in the contracts he personally offers you. You can take out all four of these targets with regular missiles from a chopper or by means of an air strike. The catch with an air strike, though, is that you have to call it in on foot. If the AN is angry with you, that leaves you without armor behind enemy lines.



Buildings 5 through 7 are ritzy estates to the northeast of downtown Caracas. These are bigger targets than the buildings in the city, so while you can take these out with a lot of regular missiles, consider blasting open the front gates of these properties from a safe distance with missiles and then rushing with an air strike at the ready. Use something with a wide targeting area to cause splash damage to the other nearby estate targets.



Building 8 is an oil platform in the seas north of Caracas. The rig is fortified with SAM batteries and multiple troops. If you have a full pod of missiles on an attack chopper, circle the legs and pepper them with missiles. (Very similar to how you brought down Blanco's oil rig.) Or, get in the water and climb aboard one of the boats surrounding the oil platform and order up an air strike. If you are still friendly with the Chinese, for example, hop on one of their boats and stand on the deck.



From the deck of a nearby vessel, call in an air strike against the oil platform

DESTROY ALLIED FORCES

Like most other factions, the Chinese have an open bounty on up to 50 AN assets. Every AN soldier you neutralize is worth \$5,000. As you reach specific thresholds, you earn extra supplies and gear:

- 3 Targets: Dragon Lance light tank
10 Targets: cluster bomb x2
25 Targets: Locust assault helicopter
50 Targets: Warsong attack helicopter



CONTRACTS

FINAL CONTRACT

FACTION: ALLIED NATIONS (AN)

That little stunt with the oil rig, combined with rumor of Solano's loosening grip on Venezuela, has captured the attention of the Allied Nations, one of the world's last remaining superpowers. The AN is namely an American organization that pursues both humanitarian and military missions around the world. The AN isn't quite a police operation, though. Unless you think Daisy Cutters and an entire fleet of tanks are acceptable implements for the police.



The AN operations in Venezuela are headlined by esteemed generals and top military brass, but the real power is wielded by Agent Joyce, a member of the CIA who is quite aware of the PMC. He even knows all about you. Joyce may not exactly be happy about relying on mercenaries to accomplish his goals in Venezuela, but he recognizes that there are some missions he'd rather not have associated with the AN. Despite outward appearances that the AN is trying to quell violence to prevent loss of innocent life, the real reason behind AN involvement is to secure the oil—and secure it *before* the Chinese can establish a foothold in Venezuela.

The AN is headquartered in the capital city of Caracas, uncomfortably close to the Chinese-controlled city of Cumana to the east. Having these two superpowers in such close proximity is sure to breed tension—and tension leads to minor skirmishes that threaten to explode into global crises. The AN needs you to help secure additional territory and push back against the Chinese. Naturally, this puts you at odds with General Peng. If you want to maintain a good reputation with both the AN and the Chinese, you must practice the art of discretion—which, according to some people, is the better part of valor.

SOUTHERN CARACAS OUTPOST



After establishing contact with the AN through Fiona, you must report to the AN HQ to the southwest of downtown Caracas. There are two contacts at AN HQ—agent Joyce and General Welch. Before you can meet with Joyce and inquire about a nuclear bunker buster, you must see Welch in the smaller building. Welch offers you an outpost liberation contract as a test. If you seize control of the VZ outpost for the AN, Welch will recommend your services to Joyce.

The outpost is along the southern end of Caracas, too close to AN strategic interests. Welch offers you a lucrative reward for going in there, smashing all VZ defenses (there are not many), and paving the way for six AN assault squad soldiers to capture the outpost. After you complete this contract, you can then pursue additional AN contracts, talk to Joyce, and seek out AN bounties for cash and supplies.

Objective: Liberate outpost

Reward: \$1 mil, anti-tank missile, .50cal anti-material rifle kit, laser guided bomb, PMC fuel storage upgrade, carpet bomb x2, Guardian artillery

Risk: Medium

LIBERATE THE OUTPOST

If you have access to VZ vehicles, call one in and use it as a disguise to close in on the VZ outpost. The base is protected by guard towers, emplaced weapons, and a tank. Use a VZ chopper with anti-tank missiles to swoop overhead and flatten the tank before anybody catches wise. As soon as you attack the tank, though, the entire base springs into action and mounts an aggressive counterattack. If you are still in the chopper, use your missiles and guns to smash everything in sight—especially those barracks.



No VZ vehicles? Then just call in anything you have or borrow one of the AN vehicles from the AN HQ. As you approach the outpost, slow down. The outpost is walled-in and has only a single entrance. If you roll an AN vehicle in front of the entrance, expect the mounted weapon at the entrance to light up and the alarm to sound. Toss a grenade at the gunner at the outpost entrance to clear a path inside.



Two barracks stand to the left of the entrance. When the alarm goes off, the windows fill with VZ troopers armed with RPGs and machine guns. The barracks are too far from the front entrance to throw C4 charges. You must go inside the outpost walls to level the barracks.



Wait at the corner of the entrance and bash VZ with melee attacks as they come out to investigate



After clearing out a few VZ troops, dart inside and throw an air strike beacon at the barracks. An artillery strike is also quite effective.

TIP

If you have a satellite-controlled air strike, you can stand well outside the outpost walls and launch a devastating attack before the VZ even know you're there.



Air strikes may be a little spendy—\$80,000 a pop—but they let you wreak havoc without risking life and limb



As you push deeper into the outpost, the tank becomes a major concern. Either get close enough to shoot the gunner and hijack the tank or use an anti-tank weapon (a C4 charge on the treads works) to eliminate the threat. If you hijack the tank, use it to shatter the guard towers and the remaining barracks.



Tank out of commission? Rush across the outpost and plant C4 on the barracks and guard towers to completely neutralize the VZ presence inside the area. Don't leave those barracks up for very long or else more VZ soldiers will pop out of the windows and fill the skies with bullets and grenades.



Lots of supplies are being stored behind the central building. Sneak back there to pick up grenades, first aid, and rockets for launchers like RPGs.



Do not call in the AN assault squad until all guard towers are down



When you are satisfied that the VZ presence has been eradicated from the outpost, stand in front of the central building and throw a smoke grenade to call down the AN Assault Squad. Six soldiers must enter the building to secure it. The AN chopper holds up to eight people, so you may need to call only a single chopper to secure the outpost.

NOW OPEN

Liberating the Southern Caracas Outpost is all the assurance Agent Joyce needs to hire you to run some of the AN's dirtier contracts. If you return to the AN HQ, meet Joyce in the large tent next to Welch's office to take the dangerous Missile Commando contract. However, there is a contract also available at your newly liberated outpost: Port of Caracas Outpost. This is another real estate grab. It's optional, but the pay is great and the AN unlocks more gear in their shops if you accept and complete this contract.

PORT OF CARACAS OUTPOST



Jordan Smith is your contact inside the Southern Caracas Outpost. He's in charge of the Illegal Substances Enforcement operation here in Venezuela. Smith has been cleared to offer you a contract for clearing the VZ out of another outpost the AN wants added to its list of secured territory. The outpost is at the Port of Caracas, a major shipping hub for the entire country of Venezuela. It's located to the northeast of the downtown area—a stone's throw from some of the pirate islands.

Objective: Liberate outpost
Reward: \$1 mil, Guardian artillery, anti-air kit, PMC fuel storage upgrade, Statesman IFV

Risk: Medium

CONTRACTS

FINAL CONTRACT

LIBERATE THE OUTPOST



The Port of Caracas is guarded by a tank, a boat in the water with anti-air measures, and a SAM battery, so zooming in via the air in anything but a VZ vehicle is out of the question. You risk being shot down before you can even empty your miniguns into a guard tower. Instead, travel to the outpost via land. By now you have AN vehicles, so consider something like the Guardian artillery, which has impressive firepower and moves at a decent clip.



Several guard towers surround the outpost. The artillery gun of the Guardian can take down a tower with just two direct hits and has good range. As you roll up to the outpost, take aim and blast a tower twice before the outpost goes on alert.



Really? A jeep versus artillery? Punish the VZ for bringing a knife to a gunfight.



Linger outside the outpost walls and clobber the guard towers before entering the grounds



Once inside the outpost grounds, start systematically taking the place apart with your artillery (or explosives if on foot) before the VZ is properly mobilized. There's a good chance you will lose your vehicle due to VZ attacks, so make the most out of it by repeatedly pounding guard towers and barracks before being overwhelmed.



Watch out for the RPG gunner on top of the garage to the west. If not dealt with immediately, he could rip apart your vehicle.



Use an anti-tank missile or a fuel-air RPG to blast the VZ tank patrolling the grounds



Before calling in Misha for an air strike or dispatching Ewan to deliver supplies, sink the boat outside the outpost. Its anti-air guns are deadly.



The outpost extends farther to the north. Before calling in the AN assault squad, you must make sure the entire base is cleared of VZ. Work your way along the water's edge. Use cargo containers as cover to take out emplaced weapons. An air strike completely annihilates the VZ bunkers and guard towers at the northern tip of the outpost. Just get as close as you can and place a beacon so Misha can drop serious ordinance on the site.



Call in the assault squad. Direct them to the helipad right next to the building that must be secured. It's a straight shot from the helipad stairs to the building's front door. While the AN troops are running to the building, use the height of the base around the building to keep watch over the whole outpost and pick off any VZ survivors that eluded you during your sweep of the outpost.

Completing this contract unlocks a new contact—Sergeant Patterson—at this outpost. Now you can shop at the outpost, use it as a landing zone, and look into another open contract: Southeastern Caracas Outpost. You can also return to the Southern Caracas Outpost for a racing contract: Give It a Whirl.

SOUTHEASTERN CARACAS OUTPOST



Sergeant Patterson is pleased to have you onboard. In addition to letting you browse the AN stock, Patterson offers another liberation contract. The AN needs you to flush the VZ out of an outpost that's too close to Allied assets. This outpost is to the southeast, not too far outside Caracas, in an abandoned shipyard. Expect heavy resistance from the VZ, but by this point, you should have an impressive stockpile of weapons and gear to use against Solano's forces.

Objective: Liberate outpost

Reward: \$1 mil, Statesman IFV, Guardian AT, PMC fuel storage upgrade

Risk: Medium

LIBERATE THE OUTPOST



The shipyard is protected by at least two tanks, and the VZ has placed a radar jammer inside the boundaries to keep you from calling in any beacon-issued air strikes. Because air strikes are so critical for eliminating VZ forces when they group en masse, you must prioritize the jammer as you roll up on the outpost. The outpost is right on the waterfront with an access road running along the length of the base. From this road, you can roll by quickly while blasting guard towers before VZ soldiers can effectively draw a bead on you.

CAUTION

The VZ tanks immediately open fire when you arrive, so do not slow down while driving past the outpost.



If you miss the jammer on your first pass, hop out and target the vehicle with an explosive or rocket



Extra rockets? Keep running the length of the base and fire on the tanks. The turrets move slowly, giving you the advantage. An anti-tank missile does wonders here.

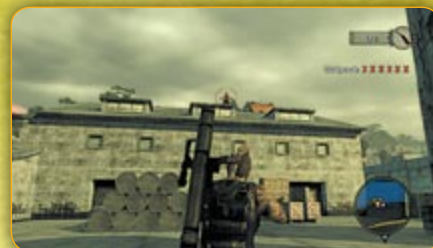
As soon as the radar jammer is disabled, retreat outside the bounds of the base and call in a satellite-directed air strike. Or, make a mad dash to the rear of the base and plant a beacon on the barracks to the left of the building you must secure.



From outside the base, shoot at the buildings that poke over the walls



Three bunkers are arranged around the building you must secure. If the alarm system is active, these bunkers come alive with VZ activity. Rockets fly out the windows. Shooters run out the front doors and make their way across the outpost in hopes of reaching the emplaced weapons near the front of the shipyard.



Target the shooters on top of the VZ-controlled buildings



Try using an air strike on the two bunkers to the right of the building you must secure



Any vehicle you abandon on the base can be stolen by the VZ. Even if the vehicle has no ammo, the VZ will try still to run you over with it.

TIP

There's a fuel tank next to the water's edge. Call in Ewan to pick up the tank before the AN takes over the outpost.

CONTRACTS

FINAL CONTRACT



When the action dies down inside the outpost, call in the AN assault squad. Place the smoke grenade close to the building so the soldiers don't have far to run. While they secure the building, keep watch for any sign of the VZ. If you have left anybody alive, you risk losing one of the AN soldiers. It takes six AN commandos to overtake this outpost and claim it for the AN.

GIVE IT A WHIRL

AN soldiers aren't all business—they need to blow off a little steam now and then while in the middle of a frantic situation. The AN has captured some surplus helicopters and is holding a series of races through the skies over Caracas to see who exactly is the best sky jockey. Naturally, the men want to test you. This three-level contract sends you zooming over the concrete jungle of Caracas, piloting the UP chopper through golden rings that mark the race course. Each ring adds a little extra time onto your clock. If you complete the course within the time limit and don't trash the chopper, the AN will give you cash and offer even more cool gear, such as the coveted Ambassador gunship. So, what do you say? Think you can thread the needle?

Objective: Complete race

Reward: \$1 million, anti-tank Messenger (Level 1), cluster bomb (Level 2), Ambassador gunship (Level 3).

Risk: Low

SKY HIGH



The UP chopper, a Rogue transport, is waiting for you by the helipad after you accept the contract. As soon as you climb into the cockpit, the timer for the race starts counting down. In Level 1 of this race, the clock starts with 24 seconds. Each ring you pass through adds an additional 8 seconds. On Level 2, you start with only 22 seconds and each gate adds 7 seconds. Level 3 of the race starts with just 20 seconds and each gate adds a mere 6 seconds. There are 36 gates in the course, so fly smart. Keep your eye on your minimap, as it always shows you where the next gate is located.



You must pass through the ring for it to count. If you miss the ring entirely, you must backtrack, costing valuable time.



The AN guys are clever—they place the rings in narrow gaps between the skyscrapers



When you see the marker over the highway, dip low. The ring is actually under the freeway.



The course leads you through the AN strategic building in downtown Caracas. There are two rings in the "hole" that divides the two halves of the building.



The course leads you north, out over the waters



That oil rig is restricted, but the first ring is just inside the trespassing line. Zip in and pass through the ring, then rise up so you can get a straight shot at the second ring over the rig.



The SAM batteries on the rig open fire. If a missile is trailing you, change altitude quickly and swerve to the left or right.



After leaving the oil rig, the course leads underneath a giant cargo crane over the nearby docks



Follow the rings as the course directs you back into Caracas. Watch for rings hiding behind the corners of buildings.



Some of the markers are joined by arrows that point to a ring that's much higher or lower than your current position



The course ends at the AN HQ. Land on the helipad to finish the contract.

Be sure to complete all three levels of this contract. Each run is worth a cool million—and that buys a lot of air strikes. The course does not change at all for Levels 2 and 3. Rather, the time just shrinks, making it even more imperative that you avoid any false moves out on the course. Bang the chopper on a few buildings or get caught under an overpass and the clock will run out long before you make it to the AN HQ.

MISSILE COMMANDO



Completing General Welch's contract opens the door to Agent Joyce, the real power behind the throne within the AN. In charge of securing the Venezuelan oil without making it look like that's all the AN is concerned with, Joyce needs an off-the-grid player like you to get some of the nastier tasks done. You bargain with Joyce for a nuclear bunker buster, something Joyce can summon up with a

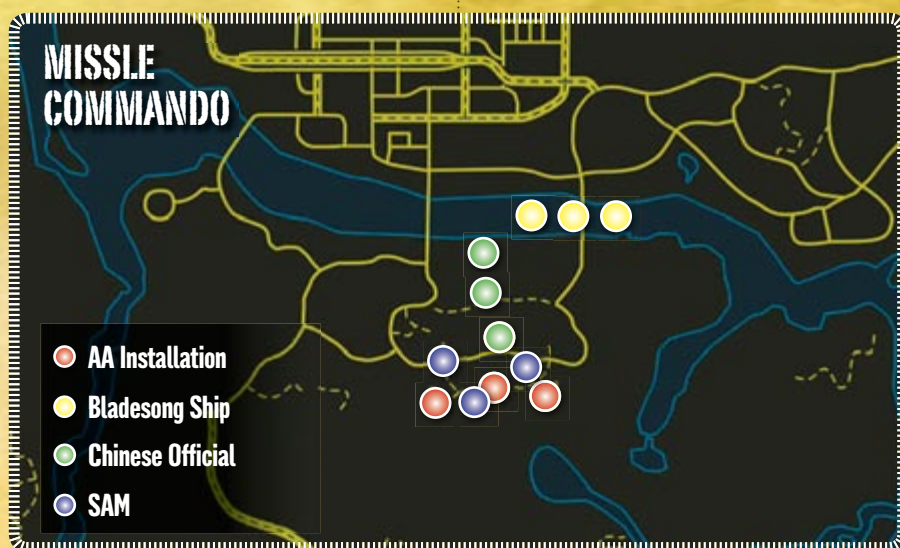
snap of his fingers. Joyce promises to give you the weapon if you complete three contracts for the AN. All three jobs revolve around preventing a complete land war between China and the AN.

The first gig, Missile Commando, sends you into enemy territory. The Chinese have installed artillery sites too close to Caracas. Joyce wants you to destroy those sites and he provides four free laser guided bombs to help your efforts. After eliminating the Chinese weaponry, you must then clear out three missile-carrying Chinese boats plying the waters to the south of Caracas. Taking out the boats requires some heavy artillery, so you may need extra air strikes or some sort of launcher to get this part of the contract done. Finally, there are three Chinese operators leading the Chinese charge against the AN installations in Caracas. Neutralize these targets for Joyce.

Objectives: Eliminate AA, sink 3 boats, neutralize HVTs

Reward: \$5 million

Risk: High



ARTILLERY TARGETS



The first third of this operation is to destroy the three artillery installations to the south of Caracas. The weapons are set up along a ridge

in an almost-straight line running from east to west. The installations are guarded by several soldiers as well as radar jammers and SAM batteries. With these defenses in place, you cannot take out all three artillery installations. You must break these defenses before moving on to the next part of the operation.

CONTRACTS

FINAL CONTRACT

NOTE

Unfortunately, you do not have unlimited time to get the job done. The artillery sites are shelling the AN positions hard. A meter in the upper-right corner of your HUD shows the current condition of the AN assets. When the meter empties, the AN positions are ruined and the contract is terminated due to your failure. The meter changes color as the AN sites are shelled. When the meter is green, the positions are in pretty good shape. When the meter turns yellow, the AN sites are damaged. Should the meter ever slip into the red, you have only a few minutes to finish the job before the AN sites are completely destroyed.

TIP

The beginning of this job is much easier if you have a good relationship with the Chinese and can get close to the positions without raising an alarm. Otherwise, expect immediate resistance.



Fly into the site from the south and land well behind the artillery sites so you can enjoy the element of surprise



If you steal a Chinese vehicle and make yourself scarce, you gain a Chinese disguise and can sneak up to the artillery sites without detection



Start with the western installation. It has the least defenses. If you are in good with the Chinese, you can walk fairly close to the artillery and paint it with the laser for the laser guided bomb.



You can bank the laser guided bombs and take out the artillery low-fi. Run up and plant some C4 on the artillery.



If the Chinese become aware of your treachery, take out the soldiers so they cannot radio in your betrayal



Artillery strikes are another good method to eradicate the Chinese artillery. From the mountains above the ridge, you can call down an air strike against the eastern installation since there is no nearby radar jammer.



An attack chopper loaded with missiles is another solid means of disposing of the artillery installations. As long as you can keep the Chinese from calling in reinforcements, you can actually take out all three artillery guns with just a chopper. Take out the SAM battery near the middle artillery gun before going for the actual target. This raises suspicions, so be sure to prioritize any Chinese soldier attempting to relay a message about your hostile behavior back to the Chinese HQ.



The eastern installation is also coupled with a nearby SAM. You cannot call in the laser guided bomb if the SAM battery is active. So, either rush down and use C4 to destroy the artillery and back off before the SAM opens fire, or devise the means of getting rid of the SAM. If you have anti-tank missiles onboard your chopper (the Anaconda is a great choice for this), you can zero in on the SAM from a great distance and take it out with precision.



With the SAM out of commission, paint the Chinese artillery with the laser and call down the thunder



As fancy as those laser guided bombs are, don't forget the artillery strike. It's terribly effective in circumstances like this. The spread of the attack eliminates any nearby targets, such as troops and vehicles.

SINKING SHIPS

As soon as you pound the third Chinese artillery installation, three new targets appear on your GPS. The Chinese have three Bladesong missile boats in the water to the south of Caracas. The boats move slowly along the banks, launching missiles into downtown Caracas. You must get down from the ridge and sink the three boats before the AN assets are ruined. An AN chopper is already in the air over the river attacking the boats. If you greatly damage one of the vessels, there is a chance the AN chopper will finish it off.



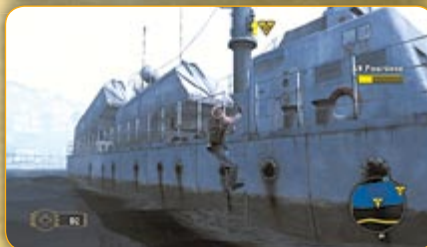
Fly over the Bladesong boats and target them with missiles. Anti-tank missiles lock on to the boats, but no matter which chopper you use, there are not enough missiles onboard to sink all three ships.



Regular missiles sink the boats, but they do not have the accuracy needed to pound a slender target with great precision. Unless you get low and close, you will waste missiles.

TIP

If you have a rocket, like a fuel-air RPG, you can target the boats from shore. You need to be right at the water's edge to hit your target, though, since these rockets rarely travel in a perfectly straight path.



No chopper? No rockets? Then take a running jump into the drink and swim out to the Bladesong boats. You can stand directly on the decks of these boats and call down an air strike or even hijack the boat and use the onboard guns to shoot at the other boats in the water.



If you opt to use an air strike on the boats, stand on the deck and pick a weapon with a wide attack radius, like an artillery strike. Because the Bladesong is slender and in motion, the chances of scoring a direct hit with a precision device like a laser guided bomb are low.

SMOOTH OPERATORS

After the final ship is at the bottom of the river, Fiona places the coordinates for the three Chinese officials on your map. You must kill all three officials to finish the contract. You only need to drop them. There is no requirement to verify their bodies with photos. You are no longer under a time limit, too, as the artillery and missile attacks on Caracas have been effectively halted.

TIP

You can wipe out all three officials easily with missiles. Since the timer has stopped, feel free to head over to friendly territory in Caracas and call in another chopper.



Fly back across the river and launch missile strikes against the Chinese officials, who are marked on-screen with yellow triangles. Just pepper the site of each official with missiles or chew it up with your onboard guns. These tactics invite extra

CONTRACTS

FINAL CONTRACT

attention, causing Chinese troops to radio back to their HQ. Spotting a radio signal from the air is easy, so if you see a call going out, slam the site with more missiles or gunfire.



This official has staked out a rooftop position, making him easy quarry



There are three active SAM batteries in the shantytown. If you are on the bad side of the Chinese, these SAMs fill the sky and force you to take down the targets on land.



On land, you must duck and dive down the alleys of the shantytown to zero in on the Chinese targets. In such close quarters, explosives like grenades work exceptionally well since the splash damage they produce stretches as wide as a narrow alley or small courtyard. Slither through the alleys, gunning down all soldiers in your path to prevent them from reporting on your position and calling in reinforcements.



If you hunt the targets on foot, the officials will run from you. Popping one in the back might feel cheap, but a \$5 million paycheck will surely assuage any guilt.

WHAT'S NEXT



Agent Joyce is grateful that the shantytown south of Caracas is now AN territory. It makes operations across the river much easier without the constant threat of shelling. The CIA agent has a new mission for you—it is the most dangerous assignment you've encountered thus far: Lost and Found. This mission takes you deep into hostile territory: Isla de Margarita. It's a Chinese-controlled island. Before you take on this assignment, try to score some Chinese hardware. A Chinese chopper is a good score. You can use the disguise when passing into the restricted zone around the island. However, getting a Chinese chopper at this point might require some brownnosing with General Peng. Chances are, you damaged your rep with China after the last contract. To raise your standing with the Chinese again, either visit Fiona and bribe the faction or, if you prefer, undertake some of China's standing bounties.

LOST AND FOUND



After you finish Missile Command and return to see Agent Joyce, the CIA operative comes clean—he doesn't care at all about any humanitarian effort in Venezuela. That's a job for uniforms. Joyce's sole purpose in Venezuela is to capture the oil reserves and the Chinese aggression is making it very difficult to maintain the AN's cover of "spreading freedom of democracy." The Chinese have just seized control of most UP assets, which has struck a major blow to the AN oil interests. The Chinese have also just made another strong move against the AN, one that stands to turn the entire situation on the ground upside-down.

So Joyce has another assignment for you. A CIA plane has been shot down over the Chinese-controlled Isla de Margarita to the northeast of Caracas. The plane was carrying some very sensitive technology and several CIA agents with intel on the VZ that Peng could use against the AN. Joyce wants you to go into the island and destroy the three pieces of plane wreckage so the Chinese cannot reverse engineer any of the AN technology. As for the CIA agents? They knew what they were getting into when they signed up. The CIA will completely disavow their existence if push comes to shove. If you can rescue any of the CIA agents, Joyce will offer up some bonus cash, but the top priority is destroying the plane wreckage.

You can see why this guy wasn't hired to handle the humanitarian part of the operation.

Objective: Destroy 3 plane pieces

Bonus objective: Rescue 2 CIA agents

Reward: \$10 million, \$4 million per agent

Risk: High

INFILTRATE THE ISLAND



The best means of reaching the island is via the air. You should never try to take the island in anything but a Chinese chopper since the restricted area around the island extends for miles. The response if you do try is severe. The island is lined with several SAM batteries and anti-air installations. Tanks are everywhere and they will train their turrets to the sky or sea if you arrive without a disguise.

TIP

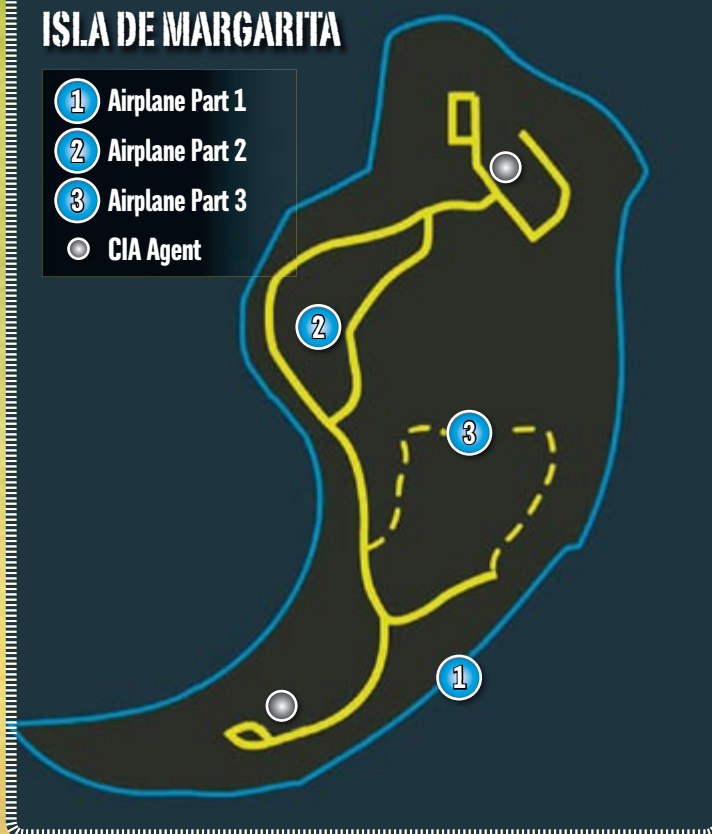
If you need a Chinese chopper but cannot buy one from China, head to the Chinese HQ and launch a small attack. Kicking this nest stirs up trouble, including choppers. Grapple to one of the choppers and hijack it. Fly away from Chinese territory, let the heat cool off, and then fly to the island with your new disguise in play.

Do not enter this operation without a decent supply of air strikes. Mix up your inventory. Get some that use grenades, some that use beacons, and a few that can be called in via satellite. That way you can adjust depending on the defenses in the area. Also, pack some anti-tank measures, like a fuel-air RPG or an anti-tank missile. There are a lot of tanks on the island.



ISLA DE MARGARITA

- 1 Airplane Part 1
- 2 Airplane Part 2
- 3 Airplane Part 3
- CIA Agent



As you close in on the island, you see the scope of the Chinese defenses. Fly just outside the restricted zone and investigate the shoreline. SAM batteries, tanks, and troops—this will be one tough nut to crack. Your primary targets are three airplane pieces, but as you approach from the south, one of the two CIA agents shows up on your radar. Don't go for the agent just yet. The island is too hot. If you're going to invite trouble, do it for the main objective.

First Plane Piece



The closest plane piece is on the deck of a ship in the island's southern harbor. From outside the trespassing line, the target looks like an easy kill. If you don't mind blowing all your missiles from this distance, go ahead and streak the sky in the hopes that enough of them land on the piece and blow it up. You'll wish you had all those missiles later, though.

CONTRACTS

FINAL CONTRACT



There are several launchers and guns on the deck of the ship. If you are discovered, the counterattack is fierce. Unless you juggle evasive maneuvers and targeted hits on the plane piece exceptionally well, you'll be blown out of the sky in a minute.



Instead, use your missiles on the deck of the ship. Aim for the white domes—those are anti-air guns and launchers.



Going to the plane piece on foot is dangerous, but it's a sure-fire way to do the job properly. Land your chopper on the beach and swim through the water to the harbor's edge. There are ladders leading from the water to the harbor. On the dock, seek shelter at the cargo containers. From the cargo containers, target individual troops as they close in.

Use explosives to destroy the plane piece on the ship's deck. At close range, the big anti-air cannons are useless, so you really only have to worry about Chinese troops. Toss C4 charges on the plane, retreat, and hit the detonator to destroy the plane piece.

NOTE

If you can eliminate all of the anti-air measures on the ship's deck, use an air strike to both sink the vessel and destroy the plane piece.

Second Plane Piece



After eliminating the first plane piece you need to recover your disguise. Walking around the island without a disguise is an invitation for disaster. Or, if you can, grapple to a Chinese chopper and hijack it, then fly outside the trespassing line to disguise yourself. If there are any ground vehicles around the harbor, hijack one and drive away from the scene, blending with traffic to regain your Chinese disguise.



The northern piece is the next easiest to destroy. By air, just swing outside the trespassing line to the north and wait until you have your cover. Going inland and destroying the piece from the air is tough, but with your disguise, you can land near a tank and hijack it. A hijacked Chinese tank is a great piece of hardware to hide inside. Your cover is impeccable and with 35 shells, you can do a great deal of damage when the chips are down.



The second piece is held at an estate. There is a tank on-site, just inside the gates that guard the piece, and a nearby radar jammer is designed to block potential air strikes.



Roll the tank onto the estate grounds, aiming straight ahead to pop the Chinese tank before the soldiers can get to it



Smash the airplane piece with shells until it explodes



Now reverse out of the estate grounds and look for the nearest north-south highway. You need to hurry to the third piece of wreckage and target it before the island gets any more hostile—if that's even possible.

TIP

Any time you spot a concentration of Chinese forces, use an air strike for a massive kill.

NOTE

Destroying the third plane piece ends the contract, so if you want the bonus rewards, you must rescue the CIA agents now.

Third Plane Piece



As you roll southbound to the next plane piece, smash the guard towers with your tank. One shell blasted into the nest is enough to destroy it. There are tanks, APCs, and other vehicles on the highway. If you get the first shot in, you have the advantage. The only trouble spot is if you meet another tank, as yours is most likely damaged by now. If you encounter another tank, especially a bigger one, abandon your tank. Seek cover and launch an attack to hijack the bigger one. Shoot the gunner while the tank is still aiming for your abandoned tank and then jump the turret before it can fire on your new position.



As you near the next plane piece, check your minimap. The place is crawling with tanks. You will be outnumbered if you try to rumble three-on-one with powerful Chinese tanks. Get as close to the piece as you can before you square off with the enemy tanks. Get out and head into the trees on foot.



From the trees, target the tanks with your missiles. Be sure to eliminate the nearby SAM if you want to use an air strike to take out the plane piece.



Shoot the tank gunners from the trees and then rush in to hijack the tank closest to the plane piece. Shellac the plane piece with the tank.



Option 2: use a cruise missile or other beacon-based air strike to take out the plane piece and all surrounding Chinese forces. All you need to do is drop the beacon near the piece and then get out of there.

CIA Agents



The CIA agents are being held in cages. Each site is guarded by several troops and there is typically a chopper circling nearby. You must eliminate all of the guards watching the CIA agent and then approach the agent to break his chains. After you manage this, you must then call for extraction. With the entire island a restricted zone, you must push back the Chinese enough so that an AN chopper can safely land and pick up the agent.



Walk up to the agent to free him. He will then follow you unless you tell him to hold his position.

CAUTION

The CIA agents are being held with other prisoners. If you accidentally shoot a prisoner, you lose \$5,000.



When the agent is free, you must make a safe zone. There is always a nearby flat area nearby where an AN chopper can land, but you must clear the area of Chinese. Use missiles to destroy tanks. Shoot gunners out of guard towers. And always use your minimap to zero in on SAM batteries. Those will tear apart a rescue chopper before it even gets close to the shoreline. Hijacking one of the Chinese tanks is a good start, as you can use it to smash nearby defenses.

CONTRACTS

FINAL CONTRACT

WHAT'S NEXT?



Battle for Caracas vs. China is the final AN contract. When you report back to the AN HQ to accept this contract, you discover that Joyce has been injured by an IED (improvised explosive device). His body may be broken, but Joyce's will is not. If you complete this final contract, you can have your Nuclear Bunker Buster. Before accepting this contract, do a little shopping. Buy air strikes. The AN gives you four cruise missile strikes for the operation, but having back-up air strikes is good insurance.

BATTLE FOR CARACAS VS. CHINA



The Chinese are making a heavy push into Caracas. General Peng is showing no mercy as he moves his troops and anti-air defenses within striking distance of all AN assets in the capital city. If the AN has a full scale engagement with the Chinese in the streets of Caracas, not only will the capital run red with blood, but the chance of securing the oil reserves will be forever lost. Joyce needs a free agent like you to do advance work on the Chinese invasion. Get into Caracas and target the

four Chinese installations with air strikes. After the installations have been destroyed, Joyce wants you to really get your hands dirty.

You must kill General Peng and then verify the body for Joyce's satisfaction. Once these two goals have been accomplished, Joyce will give you the nuclear bunker buster and his blessing to go eliminate Solano. Will you take this final contract?

Objectives: Destroy 4 AA installations, assassinate Peng

Reward: \$25 million, nuclear bunker buster

Risk: High

AA INSTALLATIONS



Because the AN still has control over Caracas, you can move through most of the city without worry of attack. So, grab an AN vehicle from the AN HQ or call in an AN chopper from your stockpile. Get something with a lot of onboard missiles, as you can take out the anti-air defenses from the sky if you are quick about targeting the installation before it can lock on to your position.

First AA



Fly to the east side of the city, close to the river. The first anti-air installation is near the highway in the Solano Memorial Dog Park. The AA is surrounded by an accompaniment of tanks. Switch to your missiles as you approach. As soon as the SAM marker appears above the AA installation, expect incoming fire. When the missile streaks toward you, bank and drop altitude. As the missile flies by, unload on the AA.

NOTE

After you destroy one of the AA installations, evacuate the area. AN gunships are en route to the sight to take out the rest of the tanks since the AA is now down. If you are on foot, hijack something—*anything*—and get out of there.

Second AA



Fly north to reach the second installation. This installation is in a much tighter formation with several tanks crowded around your target. Like before, as soon as the SAM marker appears, you are close enough for the Chinese AA to launch a counterattack on you. If your chopper has anti-tank missiles, now is the time to use them. Lock on to the target (wait for the diamond to turn green) and then rip it apart with anti-tank missiles. If you run out and the AA is still standing, switch to regular missiles to finish the job.

NOTE

If you are in the same chopper, your missile supply is most likely close to exhaustion. Call in a new chopper to keep to the skies or land and borrow an AN vehicle, such as a tank, to head west to the next installation.

Third AA



The third AA installation is at the Port of Caracas. The AA is on a small hill, surrounded by tanks. If you are in a chopper, circle the site and pound everything with missiles. If the AA fires on you, use evasive maneuvers to avoid the incoming attack.



If you are on foot, stage your attack from the port. Hide behind the cargo containers and make sure you have one of the air strikes ready in your support menu. Because the target is an AA, you need to use one of the cruise missile strikes that is not affected by SAMs. Blow up any tanks you can from the sidelines with an anti-tank missile or fuel-air RPG and then make a mad dash toward the AA.



You don't have to be right on top of it, but try to place the beacon as close to the AA as possible



As soon as you toss the beacon, run for the water. The incoming missile arrives within seconds and unleashes hellfire and fury that will kill you instantly if you're caught in the blast.

AA #4



The fourth AA is farther west of the Port of Caracas. This AA is paired with a radar jammer, so that presents a complication if you plan to use an air strike to take out the installation. If you have a chopper, slam the site with missiles to destroy both the jammer (it has poor armor) and the AA. On the ground, you must target the jammer if you want to use one of Joyce's cruise missile strikes.



Several tanks are on-site, close to the AA. Use the rocks as cover and shoot out the gunners on top of the tanks.



Rush in and hijack a tank. Drive the tank back toward the rocks to use them as cover.



Pound the AA with your stolen tank. It takes just a single shot to pop the AA and complete this objective.

CAUTION

As soon as the AA is gone, evacuate the area. Ditch the Chinese tank. The AN strikes the site within seconds of the fourth AA's destruction and they will not take the time to ask if that's you inside the Chinese tank.

CONTRACTS

FINAL CONTRACT

GENERAL PENG

NOTE

Taking on and completing the final contract for this faction closes off access to any unfinished contracts and takes you directly to the final mission. If you want to still accept contracts from any available factions, do so before accepting this final faction contract.



It's now time to close the door on any potential involvement with the Chinese. You must leave Caracas behind and fly to the Chinese HQ to the east. Peng is located on the overlook behind the castle base. The site is protected with SAMs and tanks. If you can steal a Chinese chopper to get close, this part of the operation is much easier. However, even with an AN craft, you can still drop in and clear a path to Peng.



Swing behind the castle and target the SAM battery with an anti-tank missile

Since you only need to kill and verify Peng, you have a golden opportunity to take him down from the air. Slam the overlook with missiles. The explosions cause the castle wall to collapse and Peng's body falls into the water below. Jump into the drink after him, swim to his dead body, and snap a photo to end the mission.



If you must handle Peng on foot, get as close to the base as possible. The defenses are strong, but if you can steal a tank and use it against the ground forces, such as the troops and other tanks, you stand to get pretty far into the courtyard. The resulting ground battle sends rockets everywhere, causing great damage to the castle. Pieces of it break off and soon the once-proud site looks like a pile of broken rubble.



The commotion brings down more Chinese choppers. Steal one and use its full missile pods to rain down destruction on the base.

TIP

There are no radar jammers inside the palace courtyard, so call in an air strike (maybe a cruise missile strike) to decimate the Chinese army.



Back on foot, shoot your way to the back of the castle



After eliminating Peng at the end of the overlook, snap a photo. You know, something for the scrapbook.

WHAT'S NEXT?



You should have known better than to trust Agent Joyce. After you agreed to get all that blood on your hands, the CIA operative rescinds his offer of the nuclear bunker buster. He makes a lame claim about red tape blocking the transfer of the weapon, but that's five-day-old fish and you aren't buying. Just before you can wring Joyce's neck, a flash goes off in the sky. It's as if the sun just landed right on top of Venezuela.



When the initial flash subsides, you feel nothing but horror. Solano's dealings with the North Koreans netted him at least one nuclear weapon—probably more. His first target: the Allied Nations HQ. That certainly cuts through the red tape. Joyce begrudgingly hands over the nuclear bunker buster to an international fugitive and known soldier of fortune. With AN and Chinese forces completely out of commission, only you can put an end to Solano's madness.

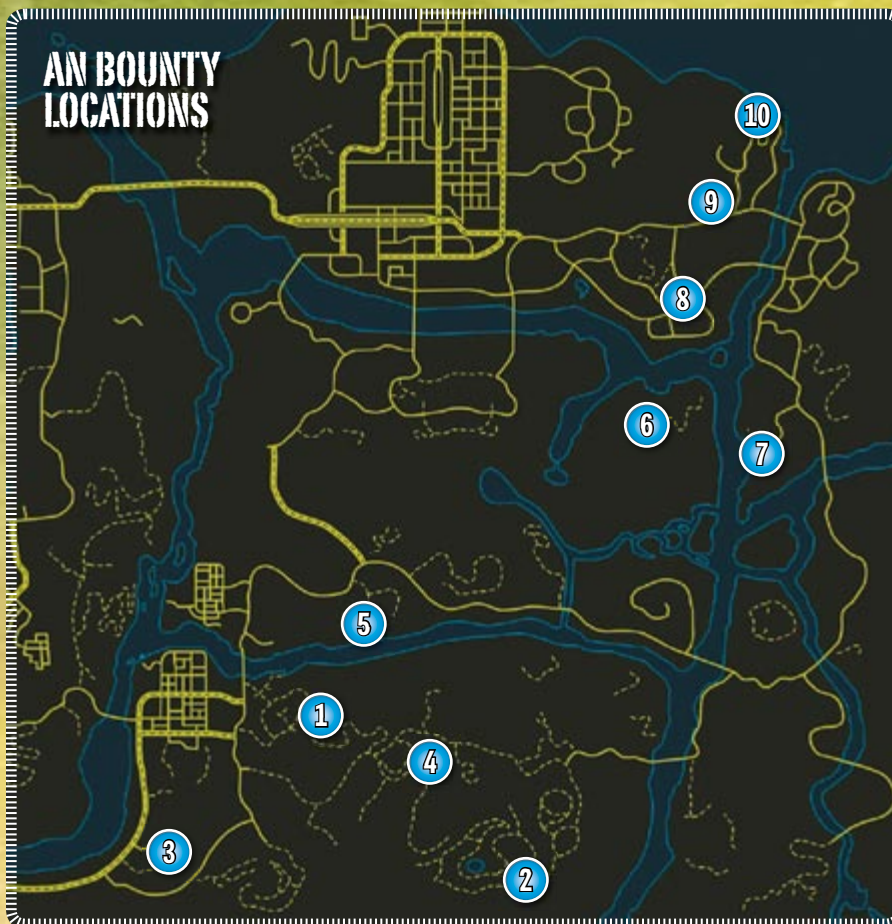
AN BOUNTIES

As soon as you take the first outpost for the AN, the faction opens its bounty list to you. There are ten high-value targets it wants eliminated and more than 20 buildings to ruin. The rewards for running these errands for the AN are well worth the effort. After all, who doesn't want a MOAB?

AN Bounty Rewards

- 1 Target: \$1 million, Messenger .50cal, bombing run
- 2 Targets: \$1.2 million
- 3 Targets: \$1.5 million, smart bomb
- 4 Targets: \$2 million

AN BOUNTY LOCATIONS



- 5 Targets: \$2.5 million, Liberator
- 6 Targets: \$3 million
- 7 Targets: \$4 million
- 8 Targets: \$5 million, Guardian APC
- 9 Targets: \$7 million
- 10 Targets: \$10 million, MOAB

BOUNTY LIST

Here are all ten AN bounties, complete with location, faction, and what to expect when you try to take the HVT into custody.

1: VZ HVT



This AN HVT is a VZ official holed up in a small but well-guarded camp. The HVT is near a sandbag barricade built right in front of one of three barracks that become hotbeds of activity if the alarm sounds. A tank in the center of camp also roars to life as soon as you either enter the VZ airspace or when you break into the heart of the VZ site. There are multiple emplaced weapons near the barracks.

CAUTION

Due to the on-site SAM, you should take this HVT by ground.



Steal the tank away from the VZ and then use it against them. Smash those barracks with the tank's powerful shells.

2: VZ HVT



The next HVT is at a VZ-controlled camp at the southern edge of the mining area you explored when testing out Eva's bouncy monster truck. Attack this site from the air with a VZ chopper (such as a Kestrel) so you can use surprise. The SAM battery will not attack if you are inside a VZ chopper, so hover low and pound the SAM with missiles to demolish it.



There is one tank in the camp. Flank it and then hijack it to blast your way to the HVT at the camp's western end.

CONTRACTS

FINAL CONTRACT



A briefcase full of cash awaits between the small houses

3: VZ HVT



A small VZ camp sits at the bend in the Amazon river. The camp defenses can be handled by air if you have a VZ chopper, but if you try to infiltrate in something like a pirate chopper, expect an immediate reaction. There are no tanks in the camp, though. The heaviest weaponry is the SAM. However, there are a few barracks that explode with VZ gunners as soon as the alarm goes off.



Use air strikes to smash the bunkers, eliminating all of the VZ inside with a single blow



Out of air strikes? Just use the traditional means of splintering bunkers: C4.

TIP

There are several fuel tanks and free munitions that you can carry away from the camp—if you manage not to blow them all up while nabbing the HVT.



Subdue the HVT by the sandbags at the eastern edge of the camp. After clearing the area, call for an extraction by placing a smoke grenade in the center of camp.

4: VZ HVT



This VZ HVT is located in a small camp to the north of the mining area. There are no major defenses at the site: no SAMs, no tanks. You only have a few guard towers to worry about, so use a chopper to destroy the towers before landing and making off with the HVT.



The HVT is beneath the alarm tower, between two guard posts

5: VZ HVT



This target is to the east of Guanare in a camp with several barracks but no SAMs to keep a chopper out. A tank sits on the dirt road leading into the camp, so if you are on foot, hijack the tank and use it to batter the barracks inside the camp. The tank's destructive power out-matches the barracks and guard towers, easily clearing a path right to the HVT's doorstep.



The HVT is located at the top of the camp. He's standing in front of two barracks. If the alarm goes off, the HVT enjoys a substantial amount of back-up, which complicates your mission.

6: Chinese HVT



South of Cumana, a small Chinese camp hosts one of the AN's HVTs. The camp is protected by a SAM, so only take the base by air if you have procured a Chinese chopper. Without a disguise, the SAM will blast you down before you get too close. Smash the SAM with the Chinese chopper's missiles (anti-tank missiles, if you have them) and then land to nab the HVT.

7: Chinese HVT



The Chinese have taken over a sizeable port along the river to the east of the previous HVT. The site is protected by a single SAM and no tanks, but it has plenty of real estate to cover. If you are approaching by air, target the SAM as soon as possible. From land, come at the port from the mountains to the east.



The HVT is just outside the walled-in area, so if you drop an air strike right in the center of the camp, the HVT will survive the strike

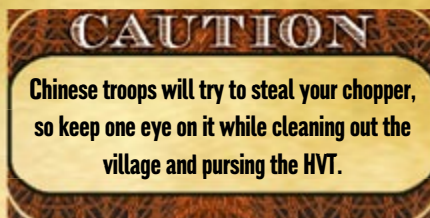
8: Chinese HVT



The Chinese have taken over a small village. The road leading through the camp is blocked with concrete barriers, so fly over the camp to get a good view of the situation. There are no defenses like SAMs or guard towers, just a single tank in the center of the village. Flatten the tank with missiles and then land to sweep the entire village.



Watch for gunners on top of buildings and water towers



The HVT is in hiding between a few houses. After subduing the HVT, pick up the nearby C4 and first aid.

9: Chinese HVT



The AN sure picked an HVT close to the Chinese HQ. The site is guarded by several SAMs and tanks, and should you be in trouble with the Chinese, expect two or three choppers to circle the camp and unload their miniguns on your position. You definitely should attack the camp in a Chinese chopper so you can at least get close before unloading missile pods on the SAMs.



Use the rocks around the camp as cover when working to close in on the HVT

CONTRACTS

FINAL CONTRACT



The HVT is in a small concrete bunker on the hill overlooking the camp. Sneak up behind the bunker and rush through the door. Before the HVT can react, break his nose with a melee attack and subdue him.

NOTE

With all the Chinese fortifications around this site, consider just accepting the half-bounty on this HVT. If you do plan only to send Joyce a nice photo of the body, be sure to nab this HVT early so you don't sacrifice very much bounty cash.

10: Chinese HVT



This HVT is in a small fishing village in the shadow of the Chinese HQ. Only one tank protects this HVT, so if you hijack the tank, you have the upper hand. Drop down on the tank from above, shooting the gunner, so you can immediately steal the vehicle.



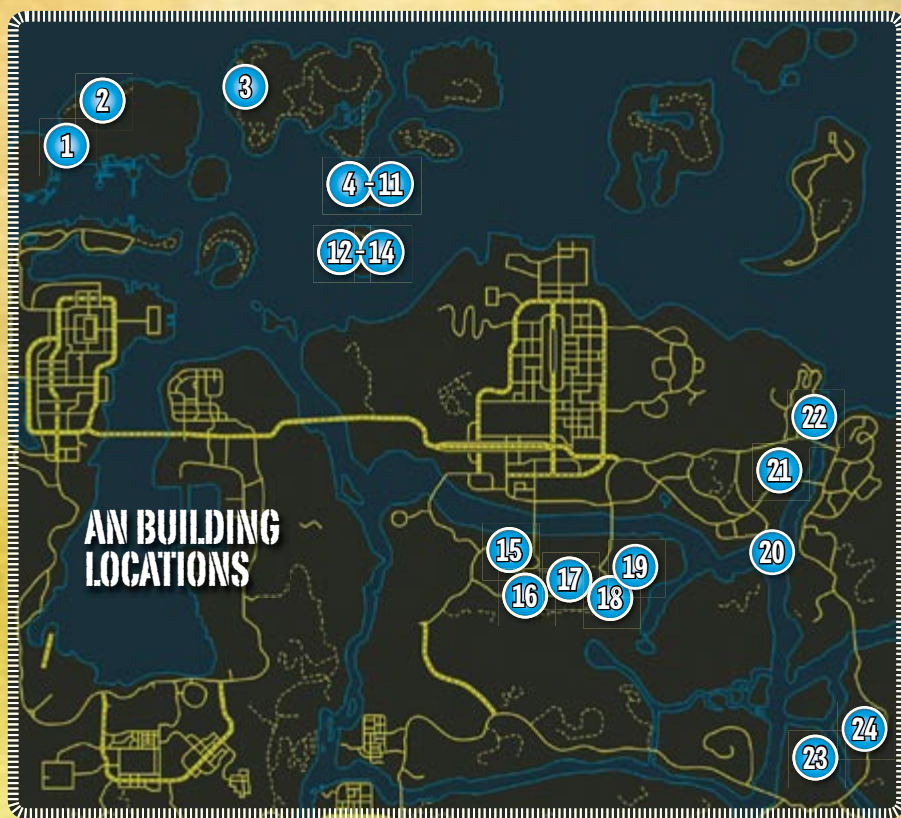
Use the tank to bring down the guard tower and eliminate any Chinese soldiers foolish enough to charge a tank



The HVT is inside the concrete bunker at the water's edge

AN DEMOLITIONS

The AN has targeted 24 Chinese- and pirate-occupied buildings. Eliminate these buildings with any available means to collect the AN's rewards.



Building 1



Building 2

*Building 3**Building 17**Building 23**Buildings 4-11 (8 buildings on small island)**Buildings 12-13**Building 14**Buildings 15-16**Building 18**Building 19**Building 20**Building 21**Building 22**Building 24*

Rewards

Unlike HVTs, you only receive rewards for reaching certain thresholds—not for destroying each building. Here's a list of goodies waiting for you:

- 1 Target: Messenger GL, cluster bomb x2
- 3 Targets: surgical strike, Ambassador gunship
- 6 Targets: bunker buster
- 10 Targets: cruise missile strike
- 15 Targets: Guardian SAM
- 20 Targets: Messenger SAM
- 24 Targets: Diplomat heavy tank

DESTROY ALLIED FORCES

Like most other factions, the AN has an open bounty on up to 50 enemy assets. Every Chinese soldier you neutralize is worth \$5,000. As you reach specific thresholds, you earn extra supplies and gear:

- 3 Targets: Guardian 25mm
- 10 Targets: Daisy Cutter, cruise missile strike x2
- 25 Targets: Guardian jammer
- 50 targets: carpet bomb

CONTRACTS

FINAL CONTRACT

FINAL CONTRACT

GET SOLANO, PART II

Any doubts that Solano would do *anything* to preserve his loosening grip on Venezuela are obliterated in a flash of heat and light. The maniac has detonated a nuclear bomb on his own soil, pushing the situation to the absolute brink. With the superpowers in complete disarray, there is only one hope for the nation's survival before Solano either consolidates what's left of the VZ to strike or he goes on a nuke spree. With the nuclear bunker buster now in your possession, you have the means of slipping through the panic and ripping open the madman's lair. This is also your lone chance at redemption. If you can take out Solano and restore a modicum of order to Venezuela, you might even persuade the various legal authorities of the world to drop some of the heat they have on you. Money, freedom, revenge—that's a trinity you simply cannot refuse.

Objective: Destroy Solano's bunker

Reward: Life and liberty

Risk: High

TRAVEL TO THE BUNKER



Whether you aligned with the AN or the Chinese, the goal is the same: take down Solano. You must travel to Angel Falls and deliver your nuclear payload to shatter the bunker doors and put Solano down for the big sleep. The defenses at the bunker are less than what you encountered during your first trip up the mountain. VZ forces are broken and scattered in the wake of attacks by the superpowers, fighting between the superpowers, and the pure shock of seeing a mushroom cloud billowing into the scorched heavens over their homeland. Still, some defenders stand in front of the bunker doors that must be destroyed to safely mark the site for Misha, so call in an attack helicopter. If you have a VZ chopper like an Anaconda available, you can use the disguise to get close enough to the VZ to launch a first strike. Otherwise, purchase and employ a Chinese or AN attack chopper with a solid missile payload so you can blanket the VZ defenses before landing and cleaning up on foot.



As you fly toward the Amazon, the air clears. The lush countryside comes back into view, a reminder of the paradise that will truly be lost if Solano is allowed to retain power for even a day longer. Don't worry about any ground targets as you travel. Just get to Angel Falls right away and zero in on the bunker.



If you are using a VZ chopper, the tanks and troops on the winding road leading up to the bunker will ignore you



Switch to anti-tank missiles (if you have them) as you approach so you can immediately eliminate the VZ tanks in front of the bunker door

DESTROY THE BUNKER DOOR

NOTE

If you are broke and have no means for buying a chopper, you can always cause trouble with another faction so they call in for reinforcements. Hijack the chopper and use that to travel to Angel Falls.

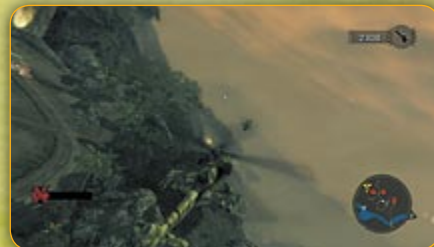
Another option: drive to the winding mountain road and then hijack one of the VZ tanks on the dirt trail.



When you arrive at the bunker, check out the defenses. You see one tank, a VZ chopper, and a handful of trucks—and those are just the vehicles. The two tents on the ground are behind mounted weapons and are manned by well over a dozen troops. There is no shortage of targets down on the ground (and one is about to go airborne), so ready those missiles and make some explosions.



Target the tank right away. If you have an anti-tank missile onboard, blast away until the tank pops like balloon.



The VZ chopper rises within seconds of your arrival. That's your next priority after the tank. If

you have anti-air missiles, bringing down the chopper is a cinch. However, if you must rely on your onboard guns, you must keep the battle as close to the bunker as possible. The VZ chopper will attempt to lead you away from the bunker, engaging you over the mountain road. There are VZ tanks down there that fill the sky with shells—and they are not shooting at the VZ chopper. Even if you have a VZ chopper of your own, the second the enemy engages, your cover is blown.



Fly over the VZ chopper and target the rotors. If you get a second or two of clean shots, your guns rip apart the rotors and the enemy crashes.



After dropping the VZ chopper, get back to the bunker. Smash the parked trucks and mounted weapons with any remaining missiles. The splash damage from the explosions takes out any nearby soldiers.



VZ reinforcements are in the trees, so swoop low and ventilate them with the guns.



If you run out of missiles, land the chopper and take on the VZ forces directly. If you did not have a chopper to use here, attempt to hijack either the tank or the chopper and then turn them against the VZ defenses. Being on foot here is dangerous, as reinforcements emerge from the trees and try to claim the mounted weapons. Reload your guns and get ready for a firefight.



Are the trucks still whole? Shoot them with an RPG or other such rocket so the gunner nests cannot be used against you.



Use grenades or C4 to destroy the tents and mounted weapons. The tent on the left side of the bunker is loaded with extra supplies, like ammo and first aid.



As soon as the scene is clear of VZ defenses, it's time to call in the nuclear bunker buster. Stand back from the door (way back), paint it with the laser, and then put even more distance between you and the door. Misha screams overhead in his jet and drops the bomb right on the front door. The bunker buster sinks into the concrete and then explodes. The nuke-powered bomb rips apart the enforced concrete and steel, leaving a gaping hole that leads inside to Solano's last stand.

THE FINAL PUSH



Solano has several bodyguards protecting him inside the bunker. The smoldering wreckage prevents you from seeing them as you approach the bunker interior, but gunfire and shouting are good clues about their presence. Lob grenades through the smoke into the bunker interior and clear out the guards waiting for you to charge. After popping a few grenades, push through the smoke and engage the survivors.



Keep throwing grenades as you enter. There are VZ troops around the cargo containers, close to the golden circle that denotes your checkpoint. There is a fuel tank next to the circle. If you drop a grenade close to it or shoot it a few times, it explodes, ripping apart any nearby VZ.



Watch for guards hunkered down between the cargo containers as you close in on the back of the bunker

CONTRACTS

FINAL CONTRACT



Run for the chopper—Solano is trying to escape!



Solano showers you with cash in a last-ditch effort to buy you off. No deal. You rush Solano, jumping onto the chopper as it takes off inside the bunker.



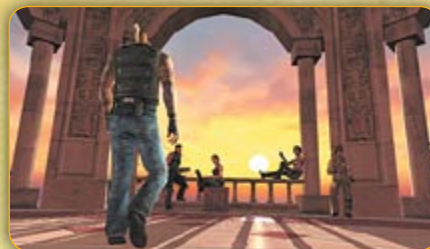
To take control of the chopper, you must hit the series of on-screen commands. If you miss a single prompt, you're thrown from the chopper into the flames. You must first bash the VZ soldier that guards Solano inside the cargo area of the chopper. After smashing him up, jump up to the cockpit and wrench the pilot out from behind the controls.



Kick Solano out of the cockpit and back into the cargo hold



Solano begs for his life in the chopper as it spins out of control. You put the madman out of his misery for the good of Venezuela and then jump from the chopper just as it crashes into the bunker wall and explodes. Blanco is dead. Carmona is dead. Solano is dead. Your job here in Venezuela is complete. Now it's just up to the AN and the Chinese to fill the void left by Universal Petroleum and continue the vicious oil cycle in Venezuela. At least the pirates have two new factions in the neighborhood to steal from.



Back at PMC HQ, everybody is ready to leave Venezuela. The complete collapse of the power structure in the nation is the perfect cover for getting out of Dodge with as few questions as possible. Fiona notes that there are contracts available for the new team. With the approval of Eva, Ewan, and Misha, Fiona suggests a potential assignment in India. Sounds promising. Except this time, you know to get the payment in advance.

07: SPARE PARTS

PICKING UP THE PIECES

While you're out and about, liberating Venezuela from a mad dictator and juggling the special interests of oil companies and Chinese armies, keep your eyes peeled for a set of 100 orange cases. These boxes contain spare parts that Eva needs to build you a series of slick rides for purchase inside her PMC garage. Some of these cases are right out in the open and easy to spot, such as the Compressors at the foot of UP HQ in Maracaibo. Others are deftly hidden, tucked behind houses or slid into narrow alleys. (Admittedly, it's easy to miss things like these crates when you're running from the VZ while tossing grenades over your shoulder to discourage the pursuit.)

We take the guesswork and wandering out of the equation, though, showing you exactly where to look for all 100 orange cases. Use our map to zero in on the vicinity of the case and then check the shot of the actual location so you can walk right to it.

CAUTION

Depending on your relationships with the different factions, some of these spare parts cases are located in hostile areas. You may have to shoot your way in to pick up the item.

NOTE

As the battle for Venezuela rages on, cities take heavy damage. But even if buildings crumble, the placement of the cases never changes, nor are they covered with debris.



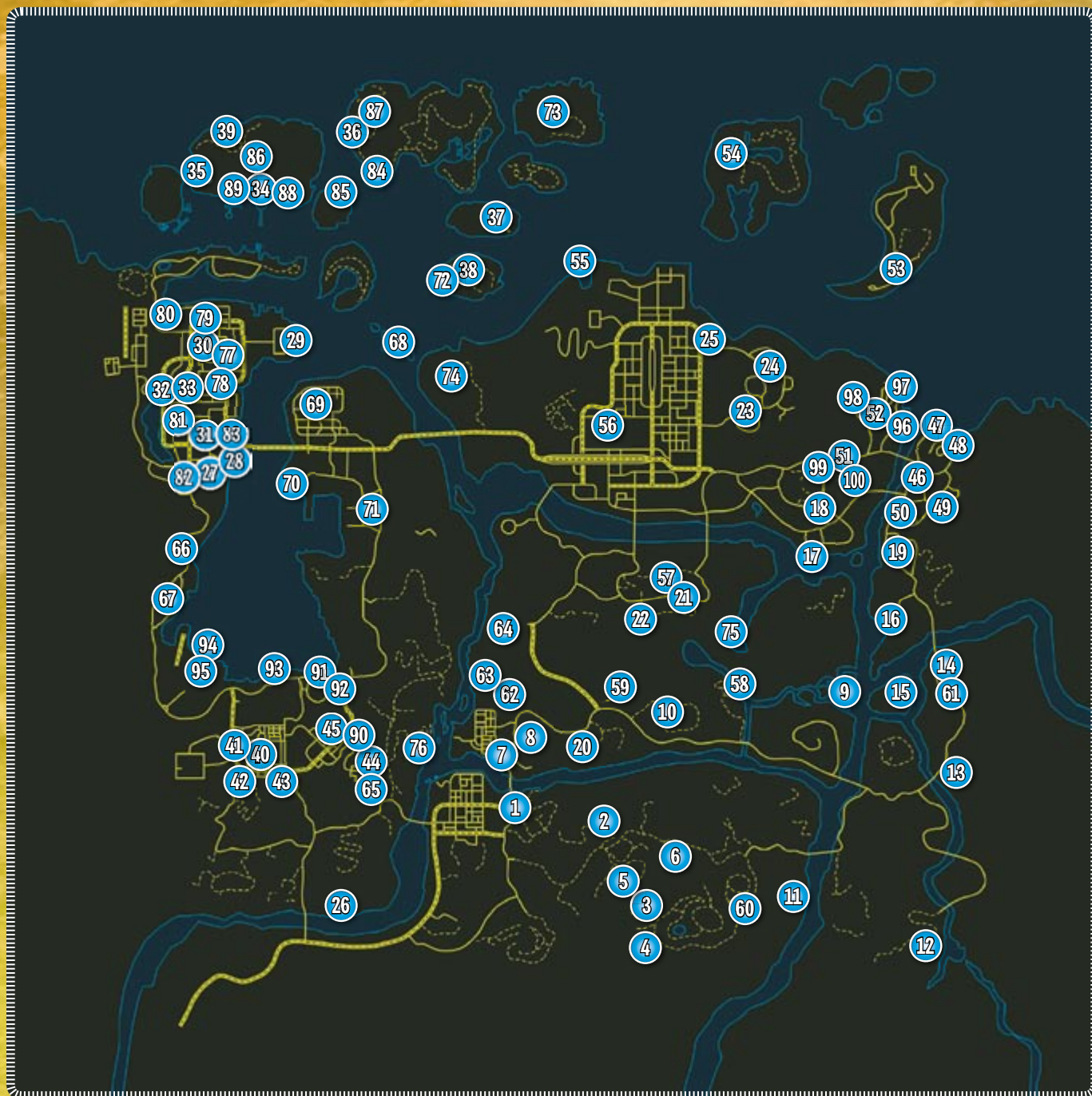
Spare parts case

SPARE PARTS

07

08

MAP OF SPARE PARTS



Eva's Garage

You do not have to collect the spare parts in any particular order to unlock vehicles in Eva's shop. Here are the parts thresholds you must reach for Eva to offer a new vehicle:

20 Parts: The Norse Wind
 30 Parts: Angreifer
 40 Parts: Blackheart
 50 Parts: Scorcher
 60 Parts: Bogden Buggy

70 Parts: Vulcan 4x4
 80 Parts: Triton Patrol Boat
 90 Parts: Panzercycle
 100 Parts: Urban Commando

Location Details



1: Throttle linkage



2: Castor washers



3: Chamber shims



4: Steering arms



5: Swivel joints



6: Tie rods



7: Wheel hubs



8: Battery cover



9: Vapor canisters



10: Jumper cables



11: Mounting brackets



12: Air filters



13: Steering box



14: Turning axles



15: Oil seals

SPARE PARTS



16: High voltage coils



21: Transmission brackets



26: Camshaft sprocket



17: Starter relays



22: Brake springs



27: Exhaust manifold



18: Pressure plates



23: Bellow gaskets



28: Stabilizer joints



19: Shifting levers



24: Crank gears



29: Control arms



20: Radiator assembly



25: Spare fuses



30: Fulcrum pins



31: Return springs



36: Transfer cases



41: Chris's weight lifting book



32: Push rods



37: Fuel lines



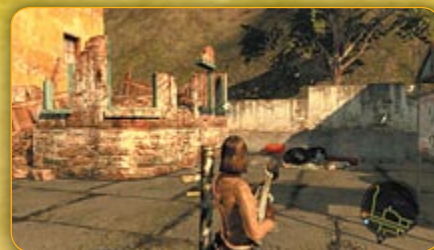
42: Mattias's explosive chili recipe



33: Distributor gear



38: Pinion gears



43: L. Paolilli's lolcat photos



34: Motor oil



39: Spare pins



44: Mercs 2 hair gel



35: Rear differential



40: Jen's bartending guide

45: Sleff's unknown
Godly powers

SPARE PARTS



46: Ali's retired chicken suit



51: Paekustan blueprints



56: Coolant



47: Copy of Mercenaries 1



52: Intake valves



57: Oil pan



48: Karaoke beer monster



53: Valve covers



58: Pistons



49: Cam's guitar picks



54: Intake parts



59: Camshafts



50: Scott Warner cereal



55: Headers



60: Exhaust valves



61: Rocker arms



66: Timing belts



71: Ignition coil



62: Spark plugs



67: Valve lifters



72: Windshield wipers



63: Rod bearings



68: Ignition wires



73: Intercooler



64: Weathered crankshaft



69: Distributors



74: V6 carburetor



65: Cylinders



70: Brake rotors



75: V8 carburetor

SPARE PARTS



76: Turbine



81: Leaf springs



86: Westwood village map



77: Compressors



82: Coilover kit



87: Crypto's ray gun parts



78: Ball bearings



83: Thermostat



88: Full Spectrum chewing gum



79: Bolts & screws



84: V. Phoenix's little black book



89: Sean Devillin's flask



80: Bushings



85: R. Djordjevich's spy photos



90: Solano's autographed baseball



91: Zamkoff's dollar



92: Viscariello's tangerine



93: Mercs 2 forum member list



94: Alastor's sword & shield



95: Marky D's extra ammo clip



96: Prothean beacon



97: Lawlowe's oven mitts



98: Saren's hoverboard



99: Gas masks



100: Stack of TPS reports

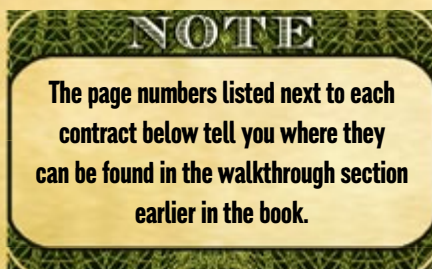
08: MULTIPLAYER STRATEGIES

Content by Rick Viscariello, Paul Schmolter, and Zach Kozak, Pandemic Studios

GENERAL HINTS & TIPS

- Don't be afraid to spend money in shops when you are in somebody else's game. The price paid for unused purchases will be refunded back to you when you leave.
- You can winch your teammate's vehicle while he is in it. Get creative!
- You are slow and vulnerable while carrying an HVT. Have your teammate provide cover as you move towards an extraction helicopter.
- If you are having trouble with the challenges at the PMC, have a buddy help you out.
- Take command of both ground and air. Split up and take control of a tank and helicopter.
- Press the fire button while looking through the binoculars to place a target marker. Use this tool to set waypoints for your teammate. Use the zoom button while using the binoculars to remove the target marker.
- Fiona can only track a small area of the map at any given time. Stay within 500 meters of your teammate to remain in Fiona's satellite coverage.
- Hitch a ride! Grapple your teammate's helicopter for a quick and easy extraction.
- If your teammate's health reaches 0, you will have 60 seconds to find and revive him. Be sure to clear out any nearby enemies first, as your teammate will only have half health when revived.
- Don't fight, there's enough for everybody! The full contents of supply crates can be picked up by both players.

- You are a team. That means that both players are penalized when one injures a civilian. It also means that any cash or fuel picked up by one player is given to both.
- Don't stress! You can kick an evil teammate from your game within the Multiplayer options in the Pause menu.
- SAMs can be hijacked and have amazingly good firepower.



CRITICAL PATH

Rescue Carmona (pg 62)

- Have your partner race ahead to the second gate to call in the air strike soon after you eliminate the enemies and wait for the jeep.
- Your partner can drive the tank while you man the gunner seat for extra firepower.

Moving In (pg 65)

- Have your partner jump the wall in a motorcycle to eliminate the drug lords in the backyard while you make the explosive entrance through the front gate.

Doom Patrol (pg 74)

- Race ahead on the dirt bike to eliminate VZ camps to prevent them from damaging the Cacharro de Muerte.

Misha Milanich (pg 78)

- Extract the two nearby bunker busters while sending your partner ahead to extract the third.
- Help your partner hijack the Kestrel helicopter and use it to eliminate the tank.
- Hijack the tank to storm the bunker from the ground while your partner attacks from above in the helicopter.

Finding Blanco (pg 81)

- Have your partner place C4 on the oil rig support pillars while you race ahead to find and verify Blanco.
- Take a helicopter airborne for your partner to hop on or grapple to after detonating the C4 to destroy the oil rig.

Get Solano! (pg 85)

- Race up the road to the bunker in a jeep with your partner manning the gunner seat.
- When defending the PMC, provide cover while your partner hijacks an enemy tank to use against them.

Universal Petroleum (pg 89)

- Split the load of guns between two trucks, doubling the chance of success.
- Or, have your partner clear a path through the enemy as you deliver the guns to the UP.

The Devastator (pg 91)

- Your partner can hitch a ride on the back of the Devastator, but would probably prefer to commandeer the tank beside it.

Phone Tag (pg 92)

- Approach the northeastern delivery site in a UP Raven with your partner in the gunner seat to quickly eliminate the gunner in the tank, leaving it vulnerable to hijack.
- At the Maracaibo Airport delivery site, eliminate the SAM on the parking structure to allow your partner to hijack the helicopter on the runway.
- During the objective to hijack the armored car, block it with a tank—or winch it with a helicopter!—and your partner will breeze through the hijack.

Altargarcia Outpost (pg 96)

- Have your partner call in the UP Strike Team and defend the door, while you clear out the rest of the outpost.

Leave No Trace (pg 104)

- At the first burning site, defend the exec from the north end of the ship while your partner defends the south end.
- At the second burning site, defend the exec from an elevated level of the oil structure while your partner defends from the ground level.

Orinoco River Outpost (pg 113)

- Help your partner hijack the tank to the south of the outpost for a bigger bang.
- Then, take a boat from the south and attack the outpost from the river side while your partner attacks through the front entrance with the tank.

Paint the Town (pg 120)

- Use the emplaced recoilless rifles to defend the east side of the cathedral while your partner defends the west.

Jungle Cruise (pg 123)

- Your partner can drive the other boat to increase your chance of success, or your partner can man the gunner seat in your boat and focus on destroying water mines while you focus on driving.

Tropical Island Getaway (pg 125)

- Drop off you partner at the tower, while you head to the castle to eliminate the jammers.
- Land on the back side of the island and sweep one side of the island, while your partner sweeps the other.

Southwestern Cumana Outpost (pg 152)

- Have your partner sweep the area of foot soldiers while you hijack one of the two tanks and use it to destroy the other tank and the occupied buildings.

Exit Strategy (pg 159)

- Take separate vehicles to provide additional armor against the SAMs.
- Have your partner call a Cruise Missile Strike on all three bonus buildings at once as you fly away with the Chinese VIP.

The Price of Gas (pg 161)

- Drop off your partner at the bridge from a helicopter to eliminate the Jammers while you land and prepare to call in an air strike.
- At the UP Depot Outpost, provide cover while your partner plants C4 and calls in air strikes and then switch roles when supplies run out.

The Battle for Caracas vs. Allies (pg 165)

- Try flying to the top of a building where your partner can call for an air strike, then grapple to your helicopter for quick extraction to a safe distance.

Southern Caracas Outpost (pg 174)

- Launch a two-person assault on the west side of the outpost to eliminate most of this outpost's defenses.

Missile Commando (pg 179)

- Divide and conquer the artillery with a partner to eliminate them before they eliminate the Allied HQ.
- If you run out of air strikes, have your partner provide cover from the shore while you pilot the airboat across the water to place C4 on the ships.

Lost and Found (pg 182)

- Have your partner clear or hijack the SAM by the plane piece on the west side of the island so that you can destroy it with a helicopter.

Battle for Caracas vs. China (pg 186)

- Call in a couple of tanks to use in the battle against the Chinese forces.

Get Solano, Part Two! (pg 194)

- Hijack the Anaconda helicopter at the bunker and use it to clear the area while your partner calls in the Nuclear Bunker Buster.

PMC WAGERS

Emplaced Weapons Challenge (pg 68)

- An extra set of hands will help you make quick work of the targets.

Grenade Launcher Challenge (pg 69)

- Have your partner race ahead to other sandbags to gain extra time.

Pistol Challenge (pg 71)

- Have your partner race ahead to other sandbags to save time running to the next set of targets.

Sniping Challenge (pg 71)

- Focus on one side of the yard while your partner focuses on the opposite side to avoid competing for the same target.

Winching Challenge (pg 72)

- Two helicopters should make stacking the containers twice as fast.

Destruction Race Challenge (pg 76)

- Take Fiona's car to the race track and destroy the barrels on foot to gain extra time for your partner.

Race Challenge (pg 77)

- Have your partner race ahead to drive through the check point at the end of the runway to gain some extra time.

Airstrike Challenge (pg 80)

- Your partner will need to join you before you accept the challenge to get an air strike of their own.

UP ARC

Maracaibo Airport Outpost (pg 98)

- Demolish the back of the outpost first by jumping the north wall in a speedy vehicle or blasting through the wall with C4.

Cambias Outpost (pg 99)

- Help your partner hijack the tank, and then work together to eliminate or hijack the SAM, bringing the outpost under your control.

Into the Green Zone (pg 101)

- Have your partner drive another vehicle in front of yours to distract the enemy and deflect fire.

Built for Speed (pg 103)

- If you or your partner is too aggressive, you will likely cause damage to both vehicles, so work together.

PLAY ARC

Eastern Merdia Outpost (pg 114)

- While your partner hijacks the tank, take out the occupied building and the alarm tower just south of the outpost building.

Southwestern Amazon Outpost (pg 115)

- Climb the hill north of the outpost and snipe the gunner from the tank, leaving it open for your partner to hijack.

Corporate Headhunting (pg 116)

- Split up inside the trespassing zone to assassinate the targets.
- Take a boat to the south of the target inside the Universal Petroleum Depot and drop off your partner. While your partner destroys the wall with C4 and hijacks the tank, continue to the east side of the outpost in the boat to be ready to rendezvous after your partner takes out the target and the nearby tank.
- Provide sniper support from the northern hill to help your partner take control of the emplaced recoilless rifle.

PIRATE ARC

Blended with a Twist (pg 135)

- Race against each other. Take risks! As long as you or your partner crosses the finish line, you both get paid!

Central Island Outpost (pg 137)

- From the south beach, have your partner hijack the tank and eliminate the forces toward the center of the outpost while you use C4 on the buildings along the eastern side to give the support helicopter a place to land.

Mainland Outpost (pg 138)

- Stick together! This one takes teamwork. Cover your partner as you work your way through the occupied buildings with C4 and air strikes.

Yo-ho-ho and a Truck Full O' Rum (pg 140)

- With a partner, you split the load between two trucks, doubling your chances of success.

Endangered Cargo (pg 143)

- Take two vehicles to increase your chances of success.

Black Market, Warm Heart (pg 144)

- If the roadblocks are too much to handle, have your partner race ahead to clear a path through the debris.

CHINA ARC

Caracas Estates Outpost (pg 153)

- Hijack the helicopter while your partner destroys the tank and SAM. Clear your way to lay waste to the rest of the outpost's defenses.

Southeastern Cumana Outpost (pg 154)

- Approach the outpost from the hill on the south and destroy the SAM while your partner approaches from the main entrance and obliterates the main defenses with an air strike.

The Last in Line (pg 156)

- Have the gunner focus on destroying the time bonus barrels while the driver clears the roadblocks with the tank's main cannon.

Medusplosion (pg 157)

- Have you or your partner stay with the ambulance and send the other ahead to clear the path of all obstacles.

ALLIED ARC

Port of Caracas Outpost (pg 175)

- Have your partner approach the outpost from the south and take control of the SAM while you approach from the west and take control of the tank. Then use your combined forces to take control of the entire outpost.

Southeastern Caracas Outpost (pg 177)

- Have your partner slip in the backside of the outpost near the river while you obliterate the main forces either by hijacking the tank or calling in air strikes such as the Tank Buster and Carpet Bomb.

Give it a Whirl (pg 178)

- Race your partner through Caracas and increase your chances of completing the course.

