

TOM CLANCY'S
GHOST RECON
FUTURE SOLDIER™

Multiplayer Beta

April 19 - May 2



Introduction

Welcome to the Ghost Recon: Future Soldier beta! Before you get started, you need to know about a few features that make Future Soldier different from other military-themed shooters you might have played.

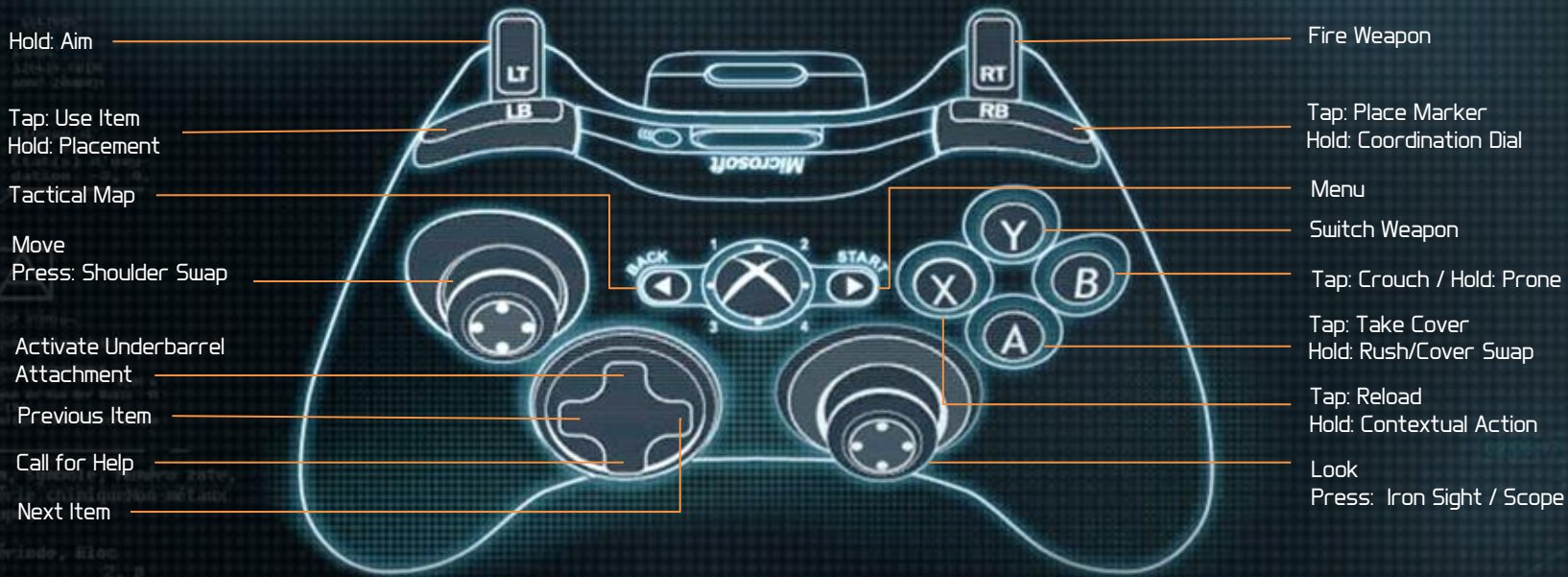
First, Ghost Recon: Future Soldier is a squad-based tactical shooter. You won't last long out there on your own. Firefights are quick and deadly, and if an enemy gets the drop on you, you could end up giving away your entire team's location. Stick with your fire team, keep each other covered, and you'll be on the road to victory.

Second, you don't have to be great on the trigger to be your team's most valuable asset. Completing objectives and using your skills and equipment to support your team are just as important, and often moreso, than killing the bad guys. Whether you're gathering intel on enemy positions or keeping your team supplied with ammo, covering your buddy while he captures an objective or suppressing an enemy while a teammate circles in for the kill, you'll be contributing to your team's overall score, and might even end up as the team VIP.

Be sure to check out the rest of this guide to get a complete picture of what roles you can choose from, more info on how the all-important Intel System works, and tips on how to tailor your character to best suit your personal style of play. Keep your head down, and remember: only the dead fight fair!

We'll see you in the field.

Controls



HUD



Enemy Intel

Threat Indicator

Objective Location/Status

Friendly Player Information

Round Timer/Status

Mini-Map

Expendable Item Status

Current Weapon Status

Factions



Ghosts:

An elite Special Mission Unit, the Ghosts are the premiere task force for any action requiring maximum impact and zero footprint. Recruited from the best of the best and equipped with the most advanced combat technology, the unit carries out reconnaissance, direct action, and covert/ clandestine operations wherever US interests are at risk, fighting from the shadows in any climate or terrain.

Bodark:

The Bodark are Russia's most secretive special operations force, deriving their name from folklore of men who choose to become wolves. Officially known as Special Training Unit 500, they are Russia's answer to the Ghosts; highly-sophisticated, highly-trained, ultimately deadly.



Weapon Classes

Assault Rifle

Assault rifles are some of the most customizable weapons in the game. They have multiple options for stocks, magazines, optics, triggers, gas systems, barrels, and muzzle devices, and the most underbarrel options of any weapon class. With all the choices available, an Assault rifle can be compact and maneuverable, similar to the Engineer's Personal Defense Rifle, or a highly accurate DMR type weapon, similar to the Scout's Sniper Rifle.



Sniper Rifle

Sniper rifles are the long range weapons of the game. Designed for that 1 shot kill, Sniper rifles have a slower rate of fire, but are devastatingly accurate, especially when supported with a bipod. The addition of a high power scope will bring the fight closer to you. A well-placed Scout with a heavy hitting Sniper rifle can be a real morale booster to his teammates, while keeping the enemy cowering behind cover.

Light Machine Gun

The LMG is the only weapon available that can be used to suppress the enemy. A strategically placed player with an LMG can effectively prevent enemy players from advancing forward. While the LMG is less accurate, and much harder to control than an Assault rifle, when utilized with a bipod from cover or from the prone position, it can become a devastatingly effective weapon.



Weapon Classes



Pistol/Less-Lethal

Pistols are your last line of defense. When at close ranges, it is often quicker to switch to your Pistol than to reload your primary weapon. The Less-Lethal weapons are intended to support your team. Smoke launchers can be used to hide your activities, EMPs can knock out enemy technology, Stun guns are used for data hacking, and BLD-3 blinds the enemy. When playing Saboteur mode, the player carrying the bomb will automatically switch to their secondary weapon, so choose wisely.

Sub Machine Gun

Sub Machine Guns are compact and highly maneuverable, with extremely high rates of fire. SMGs use pistol caliber ammunition, which does not have the power or range of the larger Assault Rifles or PDRs. But, with a much higher rate of fire, they are very deadly at close range. SMGs are ideal for the player who wants to use ambush tactics.

Shotgun

Shotguns are close quarters weapons, best suited for clearing rooms and tight corridors. The standard Buck Shot ammunition can be upgraded with either Slugs or incendiary Dragon's Breath.

Personal Defense Rifle

The PDR is designed to be a compact and maneuverable close quarters version of the larger Assault rifle. Due to their shorter barrels, they are less lethal and have a shorter maximum range.



Rifleman

Abilities: Bonus Armor

The Rifleman provides the core of any combat team. Outfitted with **body armor**, Riflemen can survive hits that would drop their more specialized teammates.

And when equipped with an LMG, the Rifleman can deliver withering **suppressive fire** to pin enemies down.

Suppressed enemies suffer massive combat penalties that prevent them from returning fire accurately.





Scout

Ability: Optical Camo

The Scout is a master of stealth, ambush, and hit-and-run tactics.

Their **optical camouflage** breaks up their silhouette, enabling them to get in close or lie in wait for the perfect kill shot.

Whether a Scout is supporting their team from long range as a sniper or infiltrating enemy lines to steal an objective, they are the masters of chaos on the battlefield.



Engineer

Ability: Scope Detection

The Engineer is a powerful support soldier who excels at **providing intel** on enemy forces.

With their magnetic sensor grenades and deployable UAV, an Engineer has multiple ways to **detect and highlight enemy soldiers** for their teammates.

They're also equipped with a sensor that provides a warning when they're targeted.



Character Progression

- New selections of equipment are available to each class at levels 4, 16, 28, and 40.
- New selections of weapons are available to each class at levels 20 and 32.
- Characters gain an attachment credit at every level. Use these credits to unlock attachments. When you unlock an attachment, it will be tied to a specific weapon.
- Players can reset all of their equipment and weapon selections by using a **Respec Token**. One token is available at level 1, and a second one becomes available at level 50.



Accessing Gunsmith

1. Select **Multiplayer** Menu
2. Select **Characters**
3. Select your **Class** (Rifleman, Scout, or Engineer)
4. Select **Loadout** to customize your gear
5. Select Primary, Secondary, Grenades, or Equipment and begin modifying your weapons

Please note that attachments are locked and must be purchased using Attachment Credits.

To change factions between Ghosts and Bodark press the corresponding face button on the **Character Menu**.



Gunsmith Features

View detailed statistics and descriptions

Preview future weapon and equipment unlock requirements

Inspect weapons down to the tiniest details

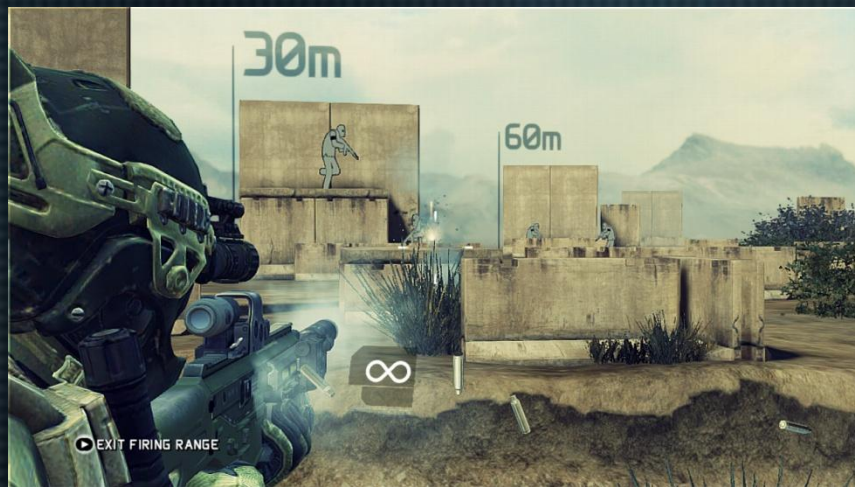
Disassemble and customize your weapons

Weapons have up to 10 modification points

Explore customization options with **Randomize**

Automatically **Optimize** a weapon for your play style

Visit the **Firing Range** to test your customizations



Cover and Cover Swap

- Stand in the open during combat, and you'll be treated to our innovative respawn system. If you like winning, use **cover-to-cover movement** to bound from one position to the next. You'll be harder to hit while moving, and safer while stationary.

- Our cover system is streamlined and extremely intuitive. You can enter and exit cover by just tapping the cover button. While in cover, you can swap to a nearby cover position by simply targeting the point, then holding the cover button to sprint to that location. Cover-swapping is the fastest way to move across the battlefield.



Intel/Data-Hacking

- They can run, but they can't ... hide? In Future Soldier, **intel is your greatest weapon**. Use drones, sensors, special vision modes, or even the enemy's own systems to **highlight enemies** for your whole team to see.
- Understanding Future Soldier's Intel System is critical to your success. When you have **intel** on an enemy soldier, he's highlighted for the rest of your team. A team with **intel** is far more effective than one without. There are many types of equipment that can detect enemies, from sensors to cameras to drones, but one of the most powerful ways to gain **intel** is to perform a data hack
- Think before you shoot! If you **stun an enemy** and hack his data, **every enemy will be highlighted** for everyone on your team. Remember, **intel is your advantage**. (Plus, you can always shoot him after you get his data.)
- From stun guns to stun mines, there are many ways to perform non-lethal takedowns on your enemies. When an enemy's down, you can hack into his system and tap into the location data of his whole team. Once the hack is complete, the entire enemy team will be highlighted for everyone on your team. Just make sure the bad guys don't get the drop on you! Staying close to your teammates will reduce the risk of getting data-hacked yourself.



Coordination System

The **Coordination System** is a quick and easy navigation tool that is also used as an advanced communication system for the tactical player. The **Coordination System** consists of four basic subsystems that work together to create a powerful tool for the user.

Over the shoulder interaction

- By simply looking around the play space and using the **Coordination System**, the player can place informational markers and support their teammates.

Coordination Dial

- Quickly navigate to **Fire Team** members, objectives and ammo re-supplies
- Quick access to information about your **Fire Team** and objectives (Which teammates are low on health, who needs ammo, which team members are trying to take objectives, what type of objective and its status)

Tac-Map

- See an overhead satellite view of the map showing teammates, objectives, landmarks and deployable items
- Create navigation paths to teammates, objectives, landmarks and coordination markers

Coordination Marker

- The coordination marker adds an additional level of communication with teammates beyond normal voice chat; players can actually show teammates points of interest, rally points and flanking positions in game.



Confidence

- The **Confidence System** rewards teams that work together, and awards points to more than just the guy interacting with an objective. If a player interacts with an objective by himself, the interaction can take up to 20 seconds. It'll seem even longer when no one's watching your back.
- However, with a teammate covering you, you not only have additional protection, the system recognizes nearby teammates and reduces the interaction time by up to half. Faster interaction times mean less chance of getting ambushed before you take the objective, and more points for your team.
- When the **Confidence System** is in effect, you'll see the objective icon fill up faster, and a change in the player character's animation as you're able to focus more on the objective and less on looking around for threats



Maps

Mill

Mill is set in a small farming community in rural Russia. A river cuts the space in half limiting the number of access points to the other bank.

Light fog, and long ranges, make snipers a deadly threat.



Maps

Pipeline

Set in dusty, urban Nigeria Pipeline puts players in intense close quarters battles.

This oil refinery turned shanty village provides hard corners and narrow passageways. They offer excellent locations to slip into the shadows or tuck away a piece of equipment.



Game Modes: Conflict

- Default Time Limit: 15 minutes
 - Respawns: Enabled
 - Rounds for Match Victory: 1
-
- Objectives are randomly located around the map.
 - Completing an objective scores for your team, and some offer an in-game reward.
 - The team with the most points at the end of the round wins.

Game Modes: Saboteur

- Default Time Limit: 10 minutes
 - Respawns: Enabled
 - Rounds for Match Victory: 1
-
- A bomb is located in a central location.
 - Both teams race to secure the bomb, carry it to the enemy team's base, and detonate it.
 - The first team to detonate the bomb in the enemy's base wins.

Matchmaking Quickstart Guide

Joining a GRFS Quick Match

1. "Press Start" after the splash screens when prompted.
2. If this is first time playing GRFS, user will be prompted to register for UPlay.
3. Select "Multiplayer" from the main menu.
4. Select "Join Game".
5. User will now be in a MP lobby.
6. Game will launch once 8 or more players join

UPlay Registration

1. At first screen prompt, select "Register Now".
2. Enter user name, password, and email address as prompted.
3. Select "Submit".

Exclusive access to the Ghost Recon Network beta for all GRFS beta players

<http://www.ghostrecon.com/network>

Available in your browser, on mobiles and tablets*

Login to the FREE service with your Uplay account and a linked console



Click [here](#) to watch the video



Customize your weapons on the fly and sync them to your console



View weapons created by others in the GunSmith Gallery



Access your multiplayer stats & global heatmaps on the go

Beta Schedule



Thank you

- Make sure to fill out the survey
- For more info watch the video tutorial here

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