SOCOM: U.S. Navy SEALs Fireteam Bravo 2 FAQ/Walkthrough

by Kranti1992 Updated to v0.35 on Jul 19, 2007

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SOCOM: US Navy SEALS Fire Team Bravo 2
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-Platform: PSP

-Complete Guide

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-Version: 0.3

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Version History
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0.1- Basically finished the layout of the guide. ready to start filling it in
     with information!

0.2- Finished the introductions and getting started sections.

0.3- Completed all except "The Story" of the SOCOM basics chapter, corrected
     some minor mistakes.

0.4- Added "Your Teammate" section in basics chapter, added a few weapons in
     weapons chapter, started the walkthrough.

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prohibited to do so, and is in violation of copyright.

Note that I've taken alot of time and effort into making this FAQ, so please
respect my guide and everything that's in it. Thank you.

These are the following websites that are welcome to use are guide:

1. www.gamefaqs.com

2. www.gamespot.com

3. www.gamefly.com

4. www.1up.com
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5. www.socomhq.boardzero.com

6. www.cheatcc.com

7. www.supercheats.com

8. www.ign.com

If any other webs want to use my guide, sure, as long as you ask me first.

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Contact Information
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To contact me just email me. My email is at the front of the guide so if you need it just direct yourselves to the top!

When contacting me you can ask any sort of question as long as it's to do with a the game, a comment on my guide, or mistakes in my guide. I'll post you a reply as soon as possible. Also remember to say if you don't want to be in the Frequently Asked Questions section. If you dont mind you dont need to say anything extra just post your message. Thanks for the cooperation.

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>Section 1: Introduction<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
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+1.1- Welcome, Soldier

Hey, great gamers! I made this guide for the excellent SOCOM 2 for the PSP, since I was surprised to find that after several months of release the game hasn't had a guide posted yet. So here it is, with detailed basics, weapons and walkthrough chapters to help you with the game. There's also a great extras section for you to check out. Come back frequently for updates since I have a holiday in school now, expect loads of updates!!

You'll experience a lot of real world team tactics in this game, as well as shooting, the weapons and cool situations. In order to fully grasp the fun gameplay of SOCOM: Fire Team Bravo 2 I recommend you to read the 'getting started' and 'SOCOM basics' sections first. Reading the game manual will also help. Ok thats enough talk..

Now go enjoy the guide!

Your pal, Kranti.

+1.2- Myself

This is a little introduction on myself, so you know what my gaming experience is like.

My whole gaming experience started way back when I was a kid of age 7, when I got my first gaming console- the NES. It was a great experience, and it still reminds me of the great super mario bros and other cool games. But obvioulsy the NES didn't start making me game regularly since I was small. A year after my beloved aunt gave me a SNES and it was even better, soccer games, mario kart and the like was all a great experience. But then again they were treated

more like toys than real consoles, so my real gaming experience didn't quite start there. Not until 1 and a half years later when my aunt (she's great man) gave me my first console which I did love and pick games for- the sony's playstation. I had over 50 games on the PS, and I tryed to get through most of them instead of playing each a bit everytime just for fun. I had It for one & half more years before my dad finaly let me buy the Xbox, which was actually the real start of my gaming experience. I chose games more carefully, read reviews and news about games, tryed to complete every game to 100 %, started to listen to the games story, and also started to make my own reviews and guides. I've had it for more than 4 years, and I have over 30 games on it. Finaly I recieved my PSP sometime in late 2005, which I give the same respect to. I got loads of great games like GTA: LCS, FIFA world cup, NFS: Underground rivals, Brothers in Arms and of course SOCOM: US Navy SEALS fire team bravo 2.

So y'see, I have a pretty straight forward gaming life, but the places I cant forget is the times I played games like Final Fantasty on PS, Halo 1 & 2, Conker: live & reloaded and Timesplitters on the Xbox, and finaly GTA and SOCOM 2 on the PSP. So here I bring you my second guide ever, on one of the best shooters (and best games too) for the awesome playstation portable.

XXXXXXXXX
WARNING!!: THIS GUIDE INCLUDES SOME SPOILERS LIKE ALL THE MISSIONS. BUT DON'T
XXXXXXXXX WORRY I'VE TRYED LIMITING THE SPOILERS SO IT WON'T BE THAT BAD. BUT
STILL READ AT YOUR OWN RISK!!

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>Section 2: Getting Started<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
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Before we actually start trying the amazingly satsfying stuff SOCOM: FTB 2 has to offer, we should definitley get started by learing some of the easy basics. Soldiers don't go shooting terrorists before they go through their training right? So get to it.

+2.1- Complete Controls

Here are the complete contorls for the game. The controls are laid out really comfortably for you, so memorize them and you'll have a great time with the game.

KEY: (This key applied to the whole guide not just only this section)
(A) stick- Analog stick
R & L Button- Left and right shoulder buttons
D-pad- The direction pad.
/\ Button- Triangle Button
[] Button- Square Button
O Button- Circle Button
X Button- Cross Button

The Controls
~~~~~~~~~~~~

(A) stick- Move character forwards/backwards, or turn left/right.

D-pad- UP: Zoom in Vision Mode. (May require multiple taps for various magnification)
~~~~~~~~~~~~

DOWN: Zoom out in Vision Mode. (May require multiple taps for various magnification)

LEFT: Toggle firing mode (tap).

Open equipment panel (hold).

RIGHT: Activate/Deactivate Free-Look mode.

/\ button- Change Stance to stand/crouch/prone (tap).

Weapon/Grenade quick swap (hold). If your holding a grenade, holding /\ takes out your primary weapon and vice versa.

[] Button- Special Action (tap). Perform various actions when available like opening doors when your near one, restrain a civilian if your near one, etc, depending on where you are.

Reload weapon (hold).

O Button- Open TCM (Team Command Menu, Tap).

Execute TCA (Team Command Action, Hold).

X Button- Fire/throw/deploy your current weapon.

R Button- Target lock-on (hold).

L Button- Strafe mode on (Plus use (A) stick to go left/right, Hold).

Cycle through targets (when locked-on a target).

SELECT Button- Open TacMap.

START Button- Open pause menu/pause game.

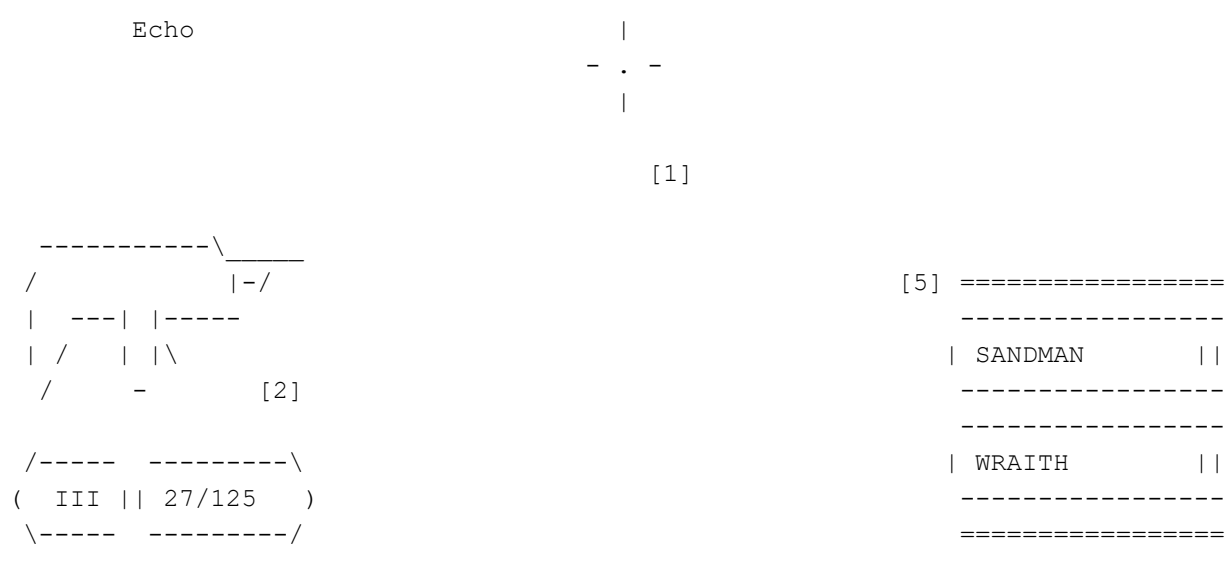
So thats the controls for the game, all layed out nicely for you :)

+2.2- Gamescreen

The gamescreen of SOCOM: FTB 2 is, well, pretty cool. It includes some good information on you and your team, such as how stealty you are, and your health statuses. There's also things like compasses with objective markers, and also info on your current weapon. All of the gamescreen provided info will be explained here, so there's no worries if you don't know what something means. Checking out the game manual will help you too.

THE GAMESCREEN_____

9.7m
[4] /\
/ \



[1]- Crosshairs/weapon reticle

This shows where your weapon fire will be going when you press X. It turns red when you position it over an enemy, and if you are close enough to the enemy, (depends on what the range for targeting an enemy is with your current weapon) you can press and hold R to lock-on to him. A red target box will appear around the enemy.

Different weapon types like launchers, grenades and rifles have different types of crosshairs. No matter what the reticle is like, when the crosshair lines are further apart it means the accuracy is lower because the bullet spread is going to be greater. This applies when you're moving or turning, so to maintain better accuracy simply keep still while you're firing.

[2]- Weapon display

In the bottom left corner of the screen you can see that there's a weapon info box where it shows you the amount of ammunition for the weapon and the firing mode.

The left box shows the current firing mode, it can be a mode like Auto, Burst, or Single, with a 5 bullets, 3 bullets, or single bullet sign respectively. There are also different firing modes like launcher mode, but im not going to explain each one here, check the weapons section if you want to know all the different types of firing modes.

The right box shows the amount of ammunition you got for your weapon. The left number indicates the ammo in your current weapon, while the right number shows the amount of spare ammo you have with you.

The picture above show you the weapon that you have in-hand currently, and that both the info given below it applies to that weapon. The weapon image disappears after a while so if you want to see your current weapon just open your equipment panel or change your weapons mode.

[3] Compass

Located at the top right corner of the screen is your compass. It provides some really helpful indicators for you, so while playing the game you should always check the compass for these following indicators:

N- The letter N represents the direction of North. Not for any real purpose

actually, but gives your compass a "realistic" look and feel.

^- If there is a chevron like this that is yellow, this shows you the location of the nearby navigation points. Although you can see the navigation point on the screen if there is one, having one on the compass can be helpful too if you are checking other stuff like enemy locations at the same time too.

O- A yellow circle with a coned light attached to it is you. It is always at the center of the compass and the coned light shows the direction you are facing.

o- A blue dot represents your teammate. It can be useful to see if your teammate is following you by checking the compass for the blue dot, instead of turning around and checking your teammate every single time.

o- A red dot represents a enemy that is visible or within visible range. You can use this indicator to plan your route when using stealth since you'll know where to avoid the enemies.

*- Your objective marker is shown as a star (bigger than this one). Sometimes you need to open up your TacMap and "snap to" your objective with the O button for the star to become available on the compass. You can use this to help you locate your next objective without checking your TacMap.

[4] Navigation Point

Navigation points are basically indicators to show you a key point in the area you are taking the mission in (aka Op area). The number above or below it shows the distance to the next nav point. Following navigation points can help guide you through the op area, wihtout getting lost. Sometimes it shows a point of a certain area when you need it, like the point of the Hangars. If that is the case then the name of the nav point on the screen (shown as a big yellow chevron) will be called the name of the point. If not, the names of the nav points will be random, like Delta, Echo, Romeo, India, etc. Like the one I drew in the gamescreen above shows "Echo".

[5] Team status panel

The team status panel shows several things that is important for your mission success.

The top box with the name SANDMAN inside is info fo your character, since you are SANDMAN in this game. The bar beside his name actually has something beside it too, but since the things I can draw is limited with things on the keyboard so I didn't include it on the gamescreen I made above. There's supposed to be a soldier icon beside your name, indicating your current position/stance. So if you're crouching, the soldier will be crouched, if your prone the soldier will be lying on his stomach, and so on and so forth.

The vertical bar beside your stance indicator is your concealment indicator. It shows how stealthy you are in the field and that reflects how easy the enemy can detect you. If the bar becomes brighter, it means you are being more visible and/or more loud. If it becomes completely white it means your location is very visible or will be known to the enemy if you come across one. If it is darker, then you are being more stealthy (covered, unseen, quiet) and the enemy will find it harder to find or notice you. If it is completely dark, then unless you touch the enemy or you are in the open ground with the sun shining your fellow enemies won't find you. If the bar turns red however, that means all enemies are aware of your presence completely. But his only happens if you fire with a non silenced weapon usually.

The horizontal bar beside above your name in green is your health bar. It depletes when you are hit by gun fire, explosives, or enemies' melee attacks. To refill it just use a medikit and it will be comletely replenished.

The box below SANDMAN's box (or your box, rather) is your team mates box, and all the indicators mean the same as explained above except they apply to that teammate. The name in the box shows the name of your team mate, it can be one of the three available in the game depending on which one you chose for that certain mission.

-------------+

So that is all the information for your gamescreen!! Make sure you learn what each indicator/icon means before you start playing.

+2.3- Main Menu

The main menu of SOCOM: US Navy SEALs Fire Team Bravo 2 (ok that name's too long, from now on the title will be shortened as SOCOM: FTB 2..) is layed out well so that you can easily find what you want from the main menu onwards.

The main menu consists:

-Campaign: Leads you to the great single player action where you can find all the main missions, dynamic missions, the stats of your overall mission performances and crosstalk stuff.

-Infrastructure: This option only appears if you have connected online and you are able to play online. By going into this option you can experience the other great side of SOCOM: FTB 2- the online multiplayer.

-Ad Hoc: It's ok if you can't play online, you can always play with your friends (or strangers nearby) through ad hoc. You can also have up to 16 players using this way.

-Profiles: You can change and customize all the settings for your profile and the single/multiplayer settings here. You can also change, delete create new profiles in this option.

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>Section 3: SOCOM Basics<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

+++---+++

Ok soldier. So you've reached the basics section of the guide eh? Well this won't be as easy as getting started, since you learn all the advanced basics here in this chapter. So focus now, and only after you learn these important tactics & basics will you be able to master the game. Or own your friends. Either way you'd like it so get reading guys!

+3.1- Your TCM & TCAs

Ok first things first. What is a TCM or TCA? Read what follows to know..

TCM: The TCM is your Team Command Menu. It's used to order your teammate to do what you want him to, in order to assist you in the mission objective or tell him to help you open a door or plant a mine.

To open up your TCM, tap the O button. A menu will appear, with the 4 main options surrounding the centre square being (from top turning clockwise) "Move To Crosshairs", "Deploy", "Cover Target", and "Tactical". Beside the "Deploy" and "Tactical" commands will be other options of that type of command, like "Follow" beside Tactical for example. What they do and what they mean are explained here:

"Move To Crosshairs"
==========

This is simply telling tour teammate to move to where your crosshair is pointing at. So it's better if you use freelook (press right on the D-pad) to gain control of your crosshair, and then point to a point where you want your teammate to go to with your (A) stick and then select this option. There's also a faster way to do this but it'll be explained later in the "TCA" section below.

"Deploy"
========

Your teammate will deploy whatever you tell them to if it is possible for them at the situation. The things you tell them to deploy is selected beside the "Deploy" option. They are (usually):

+Flashbang: Tell them to throw a flashbang to where you are pointing at.

+Stinger: Tell them to deploy a stinger to where you are pointing at.

+M7-A3: Tell them to deploy a M7-A3 to where you are pointing at.

Other options or differences may depend on what your teammate has in his equipment panel.

"Cover Target"
==========

You can point your reticle at a certain thing and issue this command to tell them to protect it. He will then move to it and shoot any hostiles that come near it. Great when you want your teammate to protect something for you instead of always bringing him there and then telling him to hold position.

"Tactical"
==========

Beside the Tactical option will be it's sub-options, and you can select them to let your teammate perform these various commands:

+Fire at will: Tell you teammate to fire at anything he wants to, so basically he will shoot as soon as he sees a hostile.

+Hold fire: Select this to tell them to hold fire and keep him from shooting unless he is fired upon or you are in danger. A good command if you want to use stealth and tell them to not shoot or you're afraid he'll hit a civilian target.

+Follow: You'll probably end up using this command the most out of all, since

it obviously tells your teammate to follow you. Once you select this option your teammate will follow where ever you go, covering your back and changing his stance as you do. So if you crouch, he will also do so.

+Hold position: This will tell your teammate to hold his current position and don't go away. You can't leave him for too far though, but it's useful if you want to enter, say, a building yourself first to check it out.

So there are the main options in your TCM, but when you point your reticle at a door and then tap the O button the TCM will consist 4 options that are different:

"Open Door"
==========

Tell your teammate to open the door you are pointing at. Only applys if your reticle is positioned over a closed door.

"Close Door"
==========

This option only appears if your crosshair is positoned over a OPENED doorway. Tells your teammate to open the door for you without entering.

"Move and Clear"
================

Tells your teammate to open the door for you and immediately engage in what is beind the door. There's a easier way of issuing this command but it'll be explained in the TCA section below.

"Bang and Clear"
================

Tells your teammate to open the door and toss a flash bang grenade before they enter.

"Frag and Clear"
================

Tells your teammate to open the door and toss a frag grenade before they enter the room/place.

So those are the numerous options you have in your TCM! I know this game has some great team commands, and they also work almost perfectly with style. It's important that you master using your TCM to help you with missions.

But now, you still need to learn what a TCA is..

TCA: The TCA is your Team Command Action. This is a faster way of issuing orders to your teammate, you just have to point your crosshair somewhere and HOLD the O button. If you aren't pointing at something in particular, you will issue a "Move To Crosshair" command to your teammate. All the possible TCA commands are explained below.

"Move to Crosshair"
===================

Tell them to move to a place by pointing somewhere and holding the O button. This is a faster way then opening the TCM and then selecting "Move to Crosshairs".

"Move and Clear"
==========

When you point to a door, the words "Move and Clear" should appear above your team status panel. At that time if you hold O you can order your teammate to open the door and engage anything that is on the other side. A alternative way of selecting the command from your TCM.

"Disable/Sabotage"
==========

When you point your crosshairs at something that can be diabled or sabotaged by your teammate the words Disable or Sabotage will appear above your team status panel. You can then hold O to tell them to disable or sabotage the vehicle, object or whatever it is your pointing at.

"Defuse"
========

The words Defuse will appear above your team status panel when you point your crosshairs to a bomb that your teammate can defuse. By holding O at that time you can order your teammate to defuse the bomb.

So there are the TCA commands! Remember to master both of these team commands to fully take advantage of having a team mate with you. Using him will also increase your team work score therefore increase your overall grade for that mission after you complete it.

+3.2- Basics and Field Tactics

There's loads of tactics and stuff like that you can perform while playing SOCOM: FTB 2, so I thought that it would be good if I included the main basics that will show you what the main tactics, maneuvers and actions are.

==========
Using Cover
==========

One of the most important filed tactic of all- using cover. Your health goes down quick whilst you get shot upon in SOCOM: FTB 2 since the game is being realistic, so using cover is always necessary.

Using cover is easy, all you have to do is find some sort of object, wall or building that can block off most of the enemies shots while you swap weapons, reload or even take a short breath. It's best to use crouching to hide behind your cover, so that the cover will have more effect and the enemy will obviously find it harder to hit you.

==========
Stance/Positioning
==========

Positioning and stance is what you need to think about in order to shoot out the most accurate bullets and take out your enemy in the least amount of time.

Your stance should be changed constantly throughout the mission you're playing in or in multiplayer. Standing normally is ok when you are trying to get from place to place normally, but it decreases your accuracy if you stand. So even if you aren't being extra careful or using stealth, coruching will still increase accuracy and decrease the chance of you getting hit by your enemy.

Usng prone further decreases the enemies' accuracy, and yours will be steadier so its great position for sniping and such. Obviously you can't stay prone all the time it'll take too long to get from one place to the other, but using it at the right time makes a difference.

Positioning is basically where you decide to stand to take on hostiles. You can always position yourselves normally, keeping some distance until you can lock on to the enemy but sometimes getting up close is better and more effective, but you'll also have to think about cover. So generally speaking, going close but still keeping distance for cover is the most efficient way of engaging hostiles.

========
Shooting
========

Shooting of course, is needed for your mission successes. Yes, you can always use items and other equipment to complete the missions, but no matter how stealthy you are or how many items & equipment you bring you will most certainly be shooting with some sort of weapon.

How to shoot is easy to plan out, but it depends on the weapon you are using. Since we will probably use some sort of machinegun or rifle as our primary weapon, I will explain when and how to shoot depending on the situation with a machinegun or rifle.

First, using a weapon with different firing modes is always the best, and you should always considering equiping a low scope on your weapon so you can get those head shots when you gat a chance. When you progress through a mission or in multiplayer you should always remain the firing mode at burst if it's available for more accuracy, but if it's not then you should put it on full auto. When a enemy comes into view you should always shoot it only if you can lock onto him, unless you want to shoot him from close range. When you fire, its always the best if you keep firing in bursts rather then full continuous fire until the magizine is emptied, this remains the best accuracy. When you see a enemy in a distance without noticing you, you should try to head shot him with your scope or using free look if your close enough. When you do this remember to use single bullets as the firing mode so you can fire a clean, one hit kill shot.

So you can see shooting is easy, you just need to know what to use and how to shoot in the situation. Don't worry, after a while you'll automatically know when to do what naturally.

============
Melee Combat
============

Melee combat is very useful whatever the situation is, becuase the two melee attacks you can perform in the game is very effective. But then they aren't that easily used without getting hurt yourself, so you still need some practice before you can pull off some highly skilled melee attacks.

Rifle Butt

The first melee attack you may know to use is this one, the rifle butt. It's exactly the same as the melee moves of any FPS, you basically hit the opponent with the end of your weapon. To do this, just get close to your enemy so that you can see that you can reach him if you put your hand out, and a on-screen prompt will say "rifle butt" with a [] button sign beside. At that point just press [] to butt the enemy with your weapon. Your enemy should fall back, and at that point you can finish him off or butt him once or twice more to make him surrender which is a alternative method of using non-lethal weapons. Also remember that if you advance to the enemy the on-screen prompt may take a second to appear, so you can just press [] without seeing the prompt if you want to pull off the move quickly (I mean whyu wait for the prompt..).

Knife

Your other melee move that is lethal unlike the rifle butt. To knife someone is difficult, since you need to use stealth to get behind a enemy. To pull off the move just keep quiet and preferably crouch, slowly advancing till you get to the back of the enemy where a on-screen promt will read "[] Knife". So you can then knife the guy by pressing [], it's incredibly satisfying and cool when you perform it, and plus you get to finish off the enemy with one blow :)

=======
Stealth
=======

Using stealth is something you must know how to do to succeed in SOCOM: FTB 2, and it is definitely not a very easy maneuver.

Ok for one thing, you need patience, and you also then need to be calm and steady. Some people will find it hard but once you know how to use stealth to your advantage it's really cool and satifying.

To use basic stealth, change your stance to crouching. If you stand, it'll be very, very hard to use, so thats why we crouch- keeps us less visible and more quiet when we move. After crouching if you want to use crouch to get through a area of enemies then move slowly, preferably only pushing half of the (A) stick. Remember to keep distance from your enemies, unless you are trying to get behing for a knife kill. Always use at least a low silencer to suppress your weapon incase you have to fire.

When you have doubts and think that the enemies will catch you, go prone. Oh and of course, you have a stealth/concealment indicator that shows how stealthy you are, so if you get it really dark then you'll be absolutely fine even if you think the enemy is going to see you- they won't. But becareful not to touch them or be directly in front of them that is.

So practice using stealth if you aren't comfortable with it and soon it'll be easier (stealth is never very easy) and you'll be knifing enemies from behind and roaming (quitely) through enemy terroritory without them noticing in no time.

+3.3- Your CE (Command Equity)

CE, your Command Equity points are pretty much the "cash" in the game where you can use it to buy more weapons, items, armor etc. This adds a really cool feel to the SOCOM game and should make you try and earn more CEs.

Earning them is pretty straight forward, all you have to do is complete missions, whether it's dynamic or main missions. The amount of CE you will earn is always shown before you start the mission in the mission lobby. You can also earn extra points by finding intel, destroying illegal stuff, and other bonus objectives in any mission.

They can be used to purchase things in you armory for help in your further missions. There's plenty to buy in SOCOM, so don't worry about having nothing to buy after you get all the weapons. You can also buy clothes and objects for your character in multiplayer.

Your CE is always shown on the bottom bar of the screen in the game menus.

+3.4- Your LI (Local Influence)

Local Influence is how the locals of Adjikistan respond to you. How they think of you improves by you performing more safer actions and helpful decisions. This means restraining hostages, civilians and all the people that should be safely secured and rescued. You can also improve the LI by using non-lethal weapons or by using stun grenades to make enemies surrender, then restraining them.

The higher your LI, the more information the locals will tell you (you will get their info in the Intel Dossier screen of the Mission Lobby). You will also gain access to loads of new black market weapons that are useful and always fun to use. The higher your LI is, the more black market weapons you will unlock.

Your LI, like your CE, is always shown on the bottom bar of the game menus.

+3.5- Your Teammate

Your teammate is an impotant role in SOCOM: FTB 2, since without him you will find it really hard to complete any mission at all. You can only take one teammate with you, but then it's actually better that way. This is because if your teammate dies, you fail the mission too, so if you have too many teammates to take care of you would end up being crazed about teammate's constantly depleting health and you having to refill it all the time.

For most of the time, you dont have to worry about your teammate becuase they are smart enough to take cover and fire for themselves. But you can still issue the many well-made commands available, which can always aid you. Look in section 3.2 for a full list and explanation of the team commands.

You have 3 different teammates that you can choose to use in the game, each with there own specialities and weaknesses. Here they are:

(3 *'s indicate the best performance fot that skill).

WRAITH:

Stealthiness: ***

Range with weapons: **

Assualt Abillity: *

My favourite teammate is this stealthy soldier. He has the best stealth overall, has pretty good range with weapons but is not really the best in taking down enemies. Great for stealth missions, he'll prove to you as the best ally in all stealth situations.

BRONCO:

Stealthiness: *

Range with weapons: *

Assualt Ability: ***

This guy is a "shoot first ask questions later" dude (he'll still listen to your HOLD FIRE command though haha). Let him use any weapon and he'll always take down the enemy in the a quick powerful way. He prefers to use some heavy machine guns that he can just blast upon the hostiles. But don't expect him to have good range with his weapons, and don't expect him to be able to be stealthy, this is not the guy for that job. Excellent for assualt missions.

LONESTAR:

Stealthiness: **

Range with weapons: ***

Assualt Ability: **

This is the "sniper guy" if you wanna see it that way. Lonestar has excellent range with his weapons, can use some stealth and has a decent assualting skill against your fellow Tangoes. Best when using the sniper rifles, he's good to use on any mission but best when you need some stealth and kills from afar.

So that's your teammates guys, choose wisely before you star each mission, your choice can effect your mission greatly! Now onto the story..

+3.6- The Story

In this section you will find the prologue, second, third etc, parts of the story. So there are spoilers if you dont want to know what happens in the future, so only read the prologue if you are in the earlier stages of the game or you just got it.

PROLOGUE..///
/////////////

The SOCOM: US NAVY SEALS are a team/organization of proffessionaly trained soldiers that send out teams of operatives to eliminate terrorists, solve problems to do with drugs or any other illegal activities, and rescue & secure hostages. The teams are separated to groups such as Fireteam Alpha and Bravo. Since the game's name is called SOCOM US Navy SEALS Fireteam Bravo, you should

have relised that the team you will play as is Fireteam Bravo. So as the game starts, It's basically where a team of US Navy SEALS crash down on a Helicopter as the result of terrorists' fire. So on your first mission you are inserted to this snowy mountain place in Kajikistan to find out what led to the crash and what the terrorists wanted. The story goes on from there.

+++--+++
Section 4: Weapons & Equipment<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
+++--+++

+4.1- Introduction

What makes SOCOM: US navy SEALs Fire Team Bravo 2 so good? Well, one of the big reasons is it's excellent choice of weapons, where the game has a wide selection and are made with different chararistics. Even more, they are all real-life weapons, with real life information provided with the weapon. They act real, sound real, and handle real. The great variety of weapons really makes SOCOM: FTB 2 something special that very few other games have to offer.

So that's really why there's this section in the guide, where you will get to see all of the weapons available, whether it's gut-busting shotguns or really damn powerful RPGs, I've wrote it here with detailed explanations and stats. So now go and enjoy the weapons section!

+4.2- Rifles

One of the most important main weapons in the game, and probably the type of weapon you'll use the most of the time, in any situation. This is not saying that if you nearly never use it as your main weapon that you're weird, but I'm just saying the rifles are basically the main weapons for everyone.

They all have decent fire power, good accuracy, a good clip size and a nice targeting range. There are loads of different types though, so check it out yourself:

*****
M16A2
*****
(Available at the start of the game)

FP: 7
AC: 8
TR: 40 Feet

Ammo Clip: 30
Fire Modes: Burst, Single

Overall: 10

Information: This is one of the best assault rifles in the world (and of course in the game too) and it's always SANDMAN's defualt weapon. If you are not picky, then you'd use this weapon for most of the missions. There are lots of attachments for this weapon, such as gernade launchers, silencers and all types of scopes. Generally assault rifles dont get any better than this one, your looking at one of the top weapons in this game.

*****
AK-47
*****
(LI cost: Average)

FP: 8
AC: 7
TR: 40 Feet

Ammo Clip: 30
Fire Modes: Full Auto, Single

Overall: 8

Information: One of the most famous assault rifles invented by Russia is an killer offensive weapon. Although you cannot silence this weapon, you can still add the gernade launcher attachment and the 2X scope. This weapon has a lower accuracy then other weapons, but then it has increased fire power. In the game it'll be mostly the enemies that'll be using this weapon, so you get many chances to try the AK-47 before you unlock it. A pretty great weapon overall that should consider to be used for certain assualt missions.

+4.3- SMGs (Sub-Machine Guns)

One of the main choices as secondary weapons, the SMGs are perfect for close to long range encounters with enemies. They aren't always powerful but they have pretty good stats all round, and there's a huge variety of types to choose from. So anyone should find a type of SMG they like, I like the really powerful F90 :) Ok onto the SMGs..

***
F90
***
(LI cost: Superb)

FP: 7
AC: 5
TR: 20 Feet

Ammo Clip: 50
Fire Modes: Full Auto, Single
Fire Rate: 900 rounds per minute

Overall: 8

Information: For a secondary weapon, the P90 is pretty damn powerful. It has a decent clip size which means less reloading, and it also has a fast fire rate. But because of the fire rate, when firing at full auto the accuracy decreases. All in all, there's ups and downs for the F90, but its one of the best SMGs you can find in the game. Thats why its got that solid 8 overall, but you still need to have a superb local influence to use it.

****
9mm SUB
****
(LI cost: Average)

FP: 5

AC: 5
TR: 20 Feet

Ammo Clip: 30
Fire Modes: Full Auto, Single
Fire Rate: 950 rounds per minute

Overall: 6

Information: Not only is this the most popular smg in the world, it also has one of the fastest fire rates out of all the weapons. Its really light and small, but it doesnt have a really good accuracy. A good choice for a secondary weapon out of the SMGs, but once you got other smgs to choose from I recommend you select another one.

***
GMP
***
(Available at the start of the game)

FP: 7
AC: 5

Ammo Clip: 30
Fire Modes: Full Auto, Burst, Single
Fire Rate: 700 rounds per minute

Overall: 6.5

Information: This, like the F90, is one of the most powerful SMGs in the game. it has a pretty slow fire rate though (for a smg) but has 3 firing modes including burst to maintain accuracy. A pretty decent weapon overall.

+4.4- Machine Guns

Coming soon!

+4.5- Snipers

Coming soon!

+4.6- Shotguns

Coming soon!

+4.7- Launchers

Coming soon!

+4.8- Explosives

Coming soon!

+4.9- Attachments

Coming soon!

+4.10- Equipments

Coming soon!

+++---+++
>Section 5: Campaign Walkthrough<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
+++---+++

+5.1- Introduction

Yeah, congrats, you've reached the main part of this guide- the walkthrough for the Campaign mode in SOCOM 2!!

This game has an incredible single player portion, it will most definitely fullfill what everyone that likes shooting, tactics, etc, wants. It's a thrilling action-packed story and game throughout, and you'll be satisfyed for sure in the end. There's hardly any games on the PSP that have such replay value, variety, length, accurateness, combined all together in single player.

I have divided my walkthrough into 14 different sections- 1 section for each mission. I've also provided detailed stats on different stuff before the walthrough for a mission. They are:

Approx Mission Length: Shows about how long the mission is (a time range is given. eg, 30-50 minutes).

Mission Difficulty: Uses a number out of 10 to represent how difficult the mission is.

Mission Briefing: A mission briefing taken from the game itself.

+5.2- Mission 1::Eagle's Nest::

Approx Mission Length: 25-50 minutes.

Mission Difficulty: 2/10

Mission Briefing:

\\Walkthrough\\

Before the mission, you should keep your weapon loadout on default. Don't worry about what you bring on the first mission, the game's default loadout is pretty all-round and good. Keep your partner/teammate as Wraith, since he is thestealthy one and on the mission you need some stealth.

You should have seen the cutscene where some SOCOM soldiers get shot down in a helicopter, crashing in this snowy mountain beside a village. Well now it's your job, as Fire Team Bravo to locate the crashsite, take a few pictures and found out who did this. After the cutscene you'll be dropped off on an open ground that's a few hundred metres away from the crash site.

Take time testing out what controls does what, assuming your a beginner. You can always check the in-game help in the pause menu if you need it too. If you turned the help on, you'll recieve helpers throughout the mission to aid you. Stay in crouched position and order Wraith (or whoever you chose as your teammate) to HOLD FIRE. Head through the right path leading to a Tango (Tangoes are the enemies in this game, which is just another name for terrorists). Crouch walk slowly to get to his back and press [] to knife him, or just shoot him from afar. Follow the winding path and make sure your last order for your team mate is set to follow.

+5.2- Mission 2::Last Harvest::

Coming soon!

+++---+++
>Section 6: Extras<<

have a big amount and varietied main objectives, but also tons of secondary objectives and bonus objectives. Many of the objectives that aren't primary require you to discover yourself so that gives SOCOM's missions incredible replay value, length and variety. It's also great that the levels are always set in some great, massive environments. Oh, and there is crosstalk objectives too. You can always go back and replay these missions to cover the stuff you missed before.

+6.2- Codes & Tricks

Coming soon!

+6.3- Review

Coming soon!

+6.4- Multiplayer

Coming soon!

+6.5- Extra cool stuff to try

Coming soon!

+++----------+++
>Section 7: Closing<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
+++----------+++

+7.1- See Ya!

That's it for now folks! Hope you enjoyed playing this great game and reading my guide! Sorry about the empty spaces, I'll update the unfinished sections as soon as possible. So remember to come back an check for frequent updates, or you'll be missing some of the good stuff. So see ya until the next update!!

+7.2-Credits

Here are all the people that had been helpful:

My Friends, who encouraged me to make the guide,

Zipper Interactive, for making such a great game,

Greg Mueller, for his awesome gamespot review for this game,

My hands, for typing this guide,

Offbase Productions, for creating the manual to remind me some basic names and controls for the game,

Wikipedia, for providing all the weapon names for the game,

Defitnitley YOU, for reading this guide,

And last but not least, Gamefaqs, for creating such a great site and letting me post my second guide.

Thank you all.

Your PAL,

Kranti1992

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