



Abstract: This document describes a strategy for surviving a coop defend mission on the Shoreline map for 60 minutes. Thanks to GEENO, R1vet, Estupidez RPT, paulhodgin, and phil1601 for laying out the base strategy. The strategy is fitted to the game-party.dk clan, including eight players with low → medium experience with GRAW2.

MAP RUNDOWN: SHORELINE

The Shoreline map is shown in Figure 1. The insertion point is at the far right side of the map. That area of the map contains some smaller buildings that can be used for cover until the fighting positions are taken. Enemies will automatically spawn all over the map and move towards the insertion zone, more specifically the “base” area in quadrant D7 in Figure 1. The enemy will come in large waves from the three access points that are denoted “e1”, “e2”, and “e3” in Figure 1.

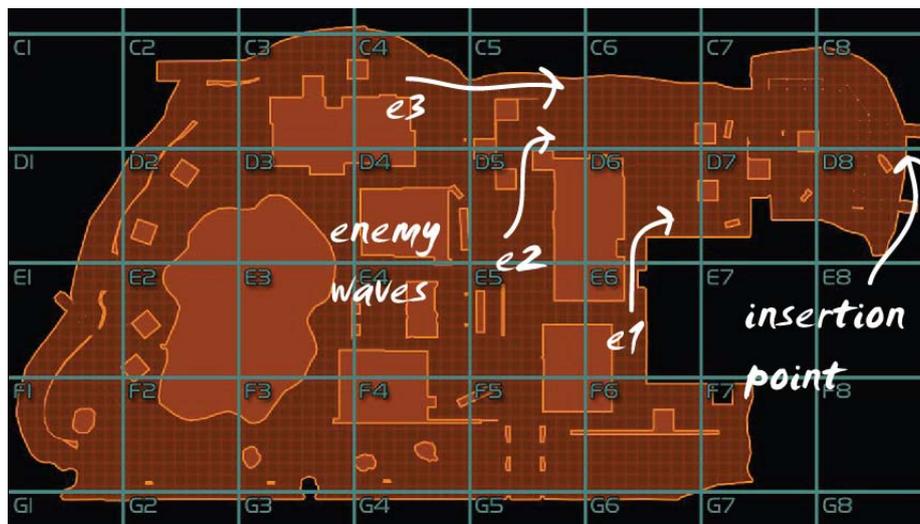


Figure 1. Illustration of the Shoreline map including insertion point and enemy waves.

During one hour, the players should expect about 700+ enemies coming from e1, 30+ enemies coming from e2, and about 150+ enemies coming from e3.

OVERALL STRATEGY

To cover the enemy access points on the map as well as to ensure a continuous supply of ammunition (in the form of collecting weapons from fallen enemies) it is proposed to use four different fight teams with two persons each. The team members take turns shooting and reloading and also provide additional coverage for each other if things get too hectic. The proposed location of each team on the map is shown in Figure 2. The teams are explained in Table 1 including specific roles/responsibilities. In Figure 2, (G) marks a “safe” area where enemies can be killed for weapon pickup when someone runs out of ammunition. Killing enemies in this area will only be done when weapon pickup is needed as (1) it imposes an additional danger to the teams and (2) the weapons only remain for pickup for a short period of time. The Main team will let one tango pass when weapon pickup is needed and the Ammo team will be ready.

The (UAV) denotes a preferred location of the drone. Control of the e1 area is critical to the mission success as about 70-80% of the enemies enter through this passage. Detailed knowledge of when there are “breaks” (e.g. only 1-2 enemies coming) is needed to coordinate weapon pickup etc.



The choice of automatic rifleman is primarily based on the increased levels of ammunition for that type. For the Snipe team, slightly different skills are chosen in order to include a weapon with zoom and better long-distance abilities (Marksman is tempting but ammunition for sniping rifles is too scarce for handling 150+ enemies by a 2-person team. Further, stability and recoil would become a problem during hectic times).

Table 1. Listing of fight teams, responsibilities, and preferred soldier type and weapon.

Team	Responsibilities	Type/gear
Main team (Simon, Frank)	- Drone control - Killing ~98% of e1 enemies	- Automatic Rifleman - M36 SAW (semi)
Ammo team (Per, Carsten)	- Ensure that when weapons are needed, enemies are killed in the (G) area where their weapons can safely be collected. - Killing ~2% of e1 enemies upon request from Main team. - 1 st backup to Main team if replacement needed.	- Automatic Rifleman - M36 SAW (burst)
Assault team (Michael, Peter)	- Killing 100% of e2 enemies - 2 nd backup to Main team if replacement needed.	- Automatic Rifleman - M36 SAW (burst, full)
Snipe team (Kaj, Troels)	- Killing 100% of e3 enemies. - 3 rd backup to Main team if replacement needed.	- Rifleman - Weapon with x2 scope, e.g. MRC (semi).



Figure 2. Illustration of team locations, attack strategy, best drone placement (UAV), and safe ammunition/weapon region (G).



The M36 SAW as well as the MRC should be put on semi-automatic setting so that it contains 800 rounds. Doing some calculations, the Main team likely will need to replace weapons at least three or four times each (as enemy weapons likely hold less rounds). Provided that the Main team remains alive and successfully replaces its weapons, there should be no ammunition problems for the Assault and Ammo teams. The Snipe team should also be ok with e.g. the MRC that holds 300 rounds. However, as the distance is significant, a relatively low efficiency is expected. Graphics showing the M36 SAW and the MRC on the weapon selection screens are shown in Figure 3. Note that the M36 SAW offers semi, burst, and full modes for rate of fire. Main team needs to stay with semi and other teams (Ammo and Assault) should also look after their ammunition consumption in case they are needed for backup for the Main team.



Figure 3. Illustration of the proposed weapons for the different teams.

TEAM LOCATIONS (DETAILS)

To better illustrate the locations of the four teams and identify cover positions, 4 screen shots have been made from the approximate positions including the overlook of the enemy paths and the ammunition area. These screenshots are listed in Figure 4 to Figure 7.

The Snipe team likely is unable to use the prone position due to the terrain properties. The team members should attempt to keep themselves at distance to make targeting less easy for the e3 enemy waves. **The Assault team** needs to get “up close and personal”. There are some trees near the position that can be used to cover the e2 region without being too exposed to enemies that may come out far through the e3 passage. **The Ammo team** should not see too many enemies from e1 unless weapon pickup is needed. They should be safe from both e2 and e3 waves if they keep themselves back near the car and the house. **The Main team** will be exposed to enemies from both e1 and e2 but should not have to worry about e2 as this



is taken care of by the Assault team. As they are exposed without too much cover, they should use the prone position. Possibly keeping on player safer than the other for reloads etc.

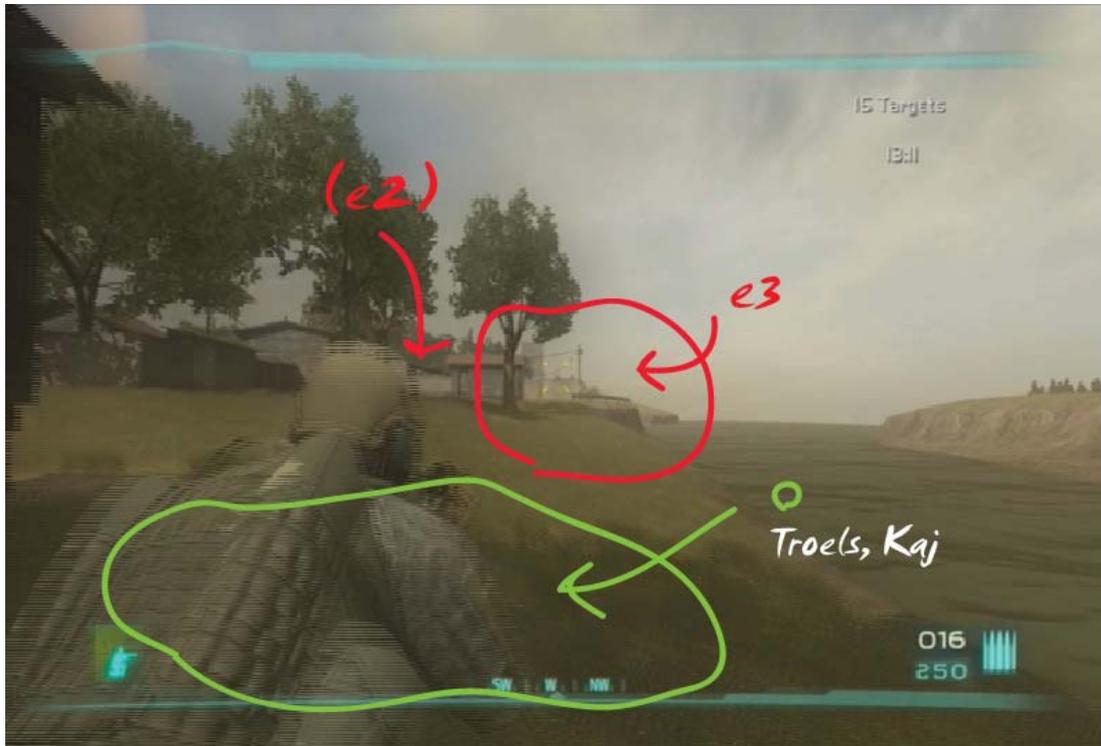


Figure 4. Position and points of interest for the Snipe team.



Figure 5. Position and points of interest for the Assault team.



Figure 6. Position and points of interest for the Ammo team.

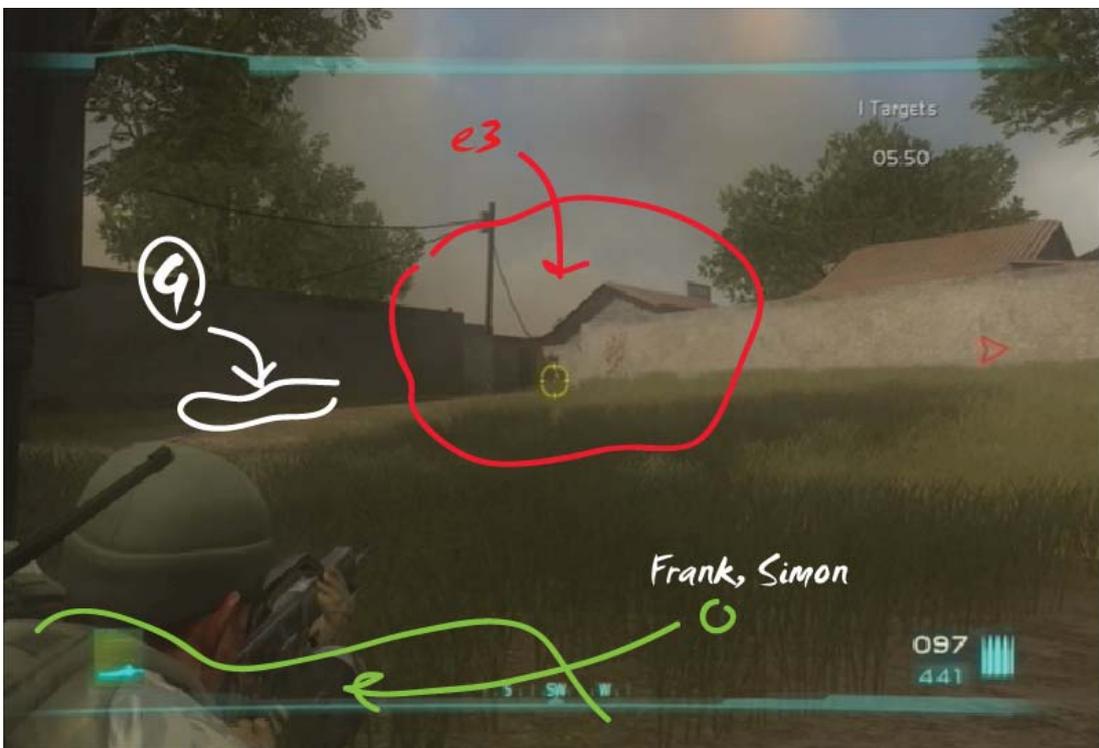


Figure 7. Position and points of interest for the Main team.