

# **Insurgent Camp Tactical Resource Guide™**

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**The following guide is designed around the popular Americas Army map:  
Insurgent Camp.**

**Please read carefully, we have packed quite a bit of information into this  
guide.**

**So Read on Soldier! There is so much to read and so little time! ☺**

# 1.0~ Introduction

## Information from the writer

Ok, so Insurgent camp may not be the newest of the maps of Americas army. But remember that there is a fare share of those who love this map. The fact that it actually requires knowledge to play is what lead me to create a guide, not to mention the fact that the community felt the map needed a guide, for both the new players as well as the AA veterans.

Its not a surprise that many people are intimidated by this map, because of the fact most players die within a minute from spawn. I began to ask myself why this is? It is because you learn to play the map in a way its not meant to be played.

I've spent countless hours compiling data and shots, watching each players move, and I feel I have enough information to correctly direct players through this guide.

Ok, so without further adieu, here is the Insurgent Camp Tactical Resource Guide, Directly from the foxhole.

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## 2.0 ~ Map Essentials



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The following section is dedicated to providing you a basic understanding of the map. It contains map bird's eye views, and various aspects of information.

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## 2.1 ~ Map Overview



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Insurgent Camp just happens to be where rushing around will make or break your winning chances. You have little or no time to get where you need to go before getting shot. Remember that assaults spawn is literally feet away from sniper spots that have access to many different camping spots within the building, the bad part is, that defense has to travel to get to these spots, setup and scope out the enemy. By the time they even think about doing this, Assault has already set up and is scanning the front of the building like hawks.

This is why, the map seems so unforgiving to new players. They give up way too easily and never return because their perception of the map is that its so poorly designed you cant possibly have fun. Well, isn't fun avoiding the snipers, and killing others? Well, that's where this guide will most likely come in handy.

Afghanistan is the setting for this map and you will be fighting against the Taliban. Combat will be outdoors and indoors, therefore you will need to be efficient in your CQB and open combat skills. Here you can use the M4 Carbine, if you choose to be a rifleman class. The M4 Carbine is similar a smaller assault rifle with 80% commonality with its older brother, the M16A2. Mountainous terrain and darkness provide cover for both sides. (Therefore your players must be careful where you are throwing grenades as on Bridge Crossing.)

## 2.2 ~ Weapon Systems

The Primary weapon used on this map is the m4a1 rifle.

As for the others:

M203 – Most likely one of the most deadly weapons on this map

M24 & M82 – Primary means of kill off

M249 – Good gun for close protection of computer equipment

Fragmentation, Smoke, and Stun Grenades – Overall kill off means

You'll see why the M203, in my opinion is most deadliest weapon on this map, as is the sniper.

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I'm not one to say that any gun here is the best, that's up to you and your personal preference. It's all about how you look at and utilize your weapon to suit your needs.

As its been said many times before, a weapon is only as good as the man holding it.

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To be a successful 3<sup>rd</sup> party weapon user (IE: Sniper, M203, Sniper) on this map, you need to have someone to watch your back. As do you yourself. I strongly advise you to stay away (if on defense) from the buildings frontal windows. As you will see in upcoming pages, Assaults degree of view basically makes the frontal part of the building a firing range.

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Ok, so moving on with the guide!

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## 2.3 ~ Assault & Defense Objective's

Note: Objects Highlighted and/or in color are important

### Assault Information:

**Situation:** Intelligence reports that a terrorist planning cell and training camp are active at grid WQ038333.

**Mission:** First squad is assigned to secure computer terminal at grid US123456, In order to gather intelligence information about future terrorist action.

**Enemy:** Squad-sized force with advanced marksmanship team. Enemy reaction forces are less than 10 minutes away.

**Friendly:** Infantry squad of the 2d Battalion, 22d Infantry Regiment with advanced marksmanship team.

**Terrain:** Enemy camp located in the high desert with rolling sand dunes and wadis. Camp consists of a ruined multi-story building serving as headquarters, with training camp on western flank. Tunnel system enables both rapid reinforcement and alternate entrance to building. Intel indicates this entrance is to the south of the compound.

### Defense Information:

**Situation:** Having captured a terrorist planning cell and training camp, your unit is awaiting a technical team to process intelligence. A tunnel system is suspected to be under the complex. Enemy attack is likely to take place by local reaction forces emerging from tunnels.

**Mission:** Defend the compound to deny terrorist access at grid WQ038333 until reinforcements arrive.

**Enemy:** Enemy elements expected to be of squad size, with no reinforcements likely.

**Friendly:** One infantry squad of the 2d Battalion, 14th Infantry Regiment with advanced marksmanship team.

**Terrain:** Enemy camp located in the high desert with rolling sand dunes and wadis. Camp consists of a ruined multi-story building serving as headquarters, with training camp located on the western flank. Alternate access to the building basement is via a south tunnel entrance near the guard tower.

# 1.0 ~ Assault Tactics



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The following pages provide detailed information on how to access the computers within the building safely and securely.

Remember that this guide can only direct you, in the end it's your decision. We give you a number of different ways to take, but its up to you.

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## 3.1 ~ Assault Routes



Ok, so as you can see from the map located above, the building has many entrances. Well, they should be all safe right? Well, no, they aren't all safe, in fact some of them are quite fatal, as I learned the hard way. You'll start by seeing two routes, which run on the outer parts of the map. We'll name these the south and north access routes. I have found that defense snipers rarely look at the south end of the map. Mainly because within 1 minute of start, the enemy is already taking the North route in force, also remember, 203's are not always deadly. Un-Skilled players will shoot the mountain behind a hill thinking it will do damage when in reality It doesn't.

You'll notice that the South Access route forks out near the building. A lot of players tend to go left here and into the tunnels. I don't know why they do this because that tunnel is a death trap. There is so many cracks and crevasses that the enemy can hide in, it's not even funny. If you are daring enough to go down there, as most people are, take another soldier with you. Treat it like the vent system on the map Pipeline; bring a buddy so he can watch your back for you. And what's good about this also is that when you reach the computer, you have someone to defend you while you secure the objective.

Ok, for those of you, who are daredevils on assault, let me tell you about that tent route you see. It's an ok route, but you have NO time to get through it.

Right from spawn you better be sprinting over the hill and through those tents, because let me tell you, by the time your halfway through that maze of tents, you got some 203's on the way, and you are most certainly scoped out by a sniper on the building. But if your team's snipers are good enough, you should be safe, for they should take out these men. Once inside the building, (go in through the front door located directly in front of the camp) Go through that room, turn left, and go up the stairs. Turn around and look behind the file cabinets, the enemy has a tendency to camp there.

I'll say this to assault. Until about 2 minutes into the game, you are turkeys and defenses are the hunters. Because you have basically nowhere to hide where they cant take you out with either a sniper or 203.

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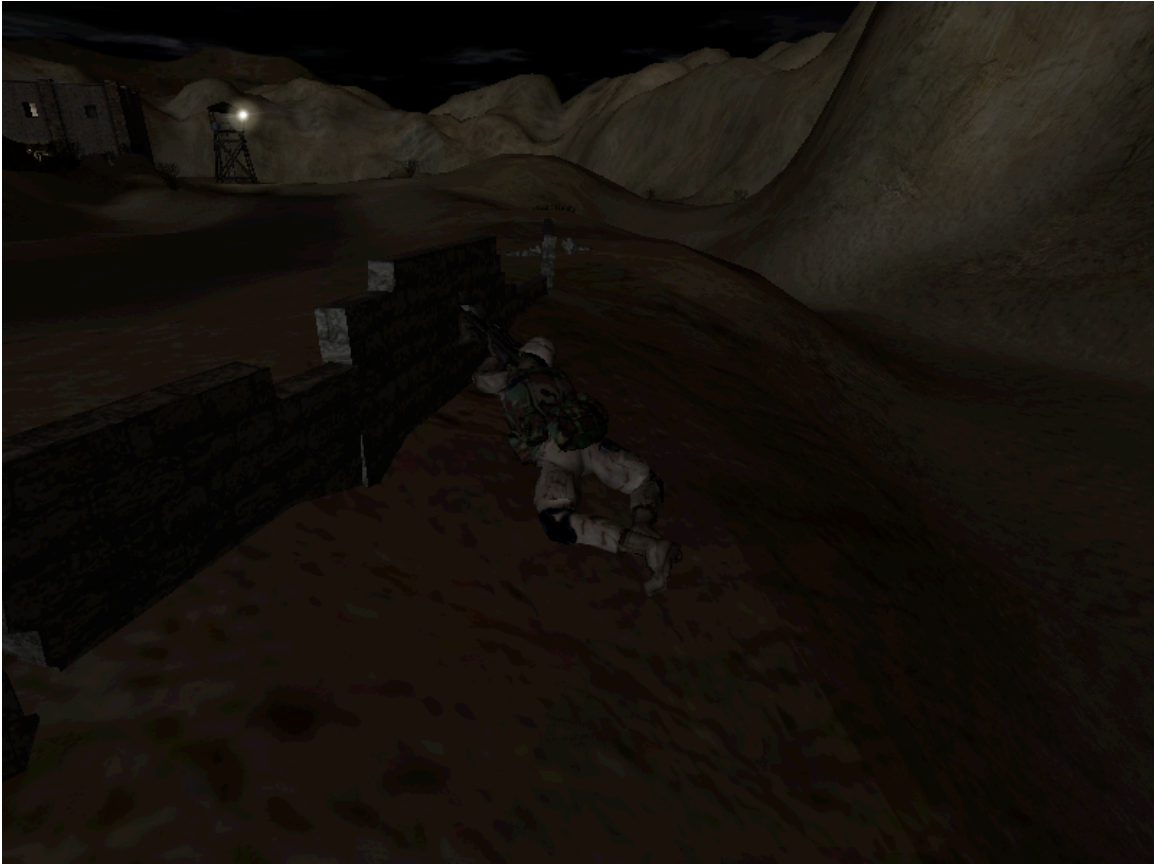
## 3.2 ~ Assault Advantages

- Assault can access sniper positions easier, and faster. Meaning that you can snipe out defense snipers while they are setting up.
- Assault has more Sniper positions that have adequate cover.
- Assault usually travels in groups, depending whose on the team. Meaning that you can accomplish tasks easier while staying alive.
- Assault can access the lower computer much easier than the upper computer.
- Take the long way to the objectives

It's difficult to write advantages that I haven't already stated in previous pages. But remember that defense rarely leaves the building. If so they are going out the back to spam 203 assaults. Or, they feel like a hero and run towards assault spawn, but on the way they get 203'ed. Keep the back of the building covered, defense tends to run around back there and camp out and wait for you to come around the corner of the building.

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## 3.3 ~ Assault Sniper



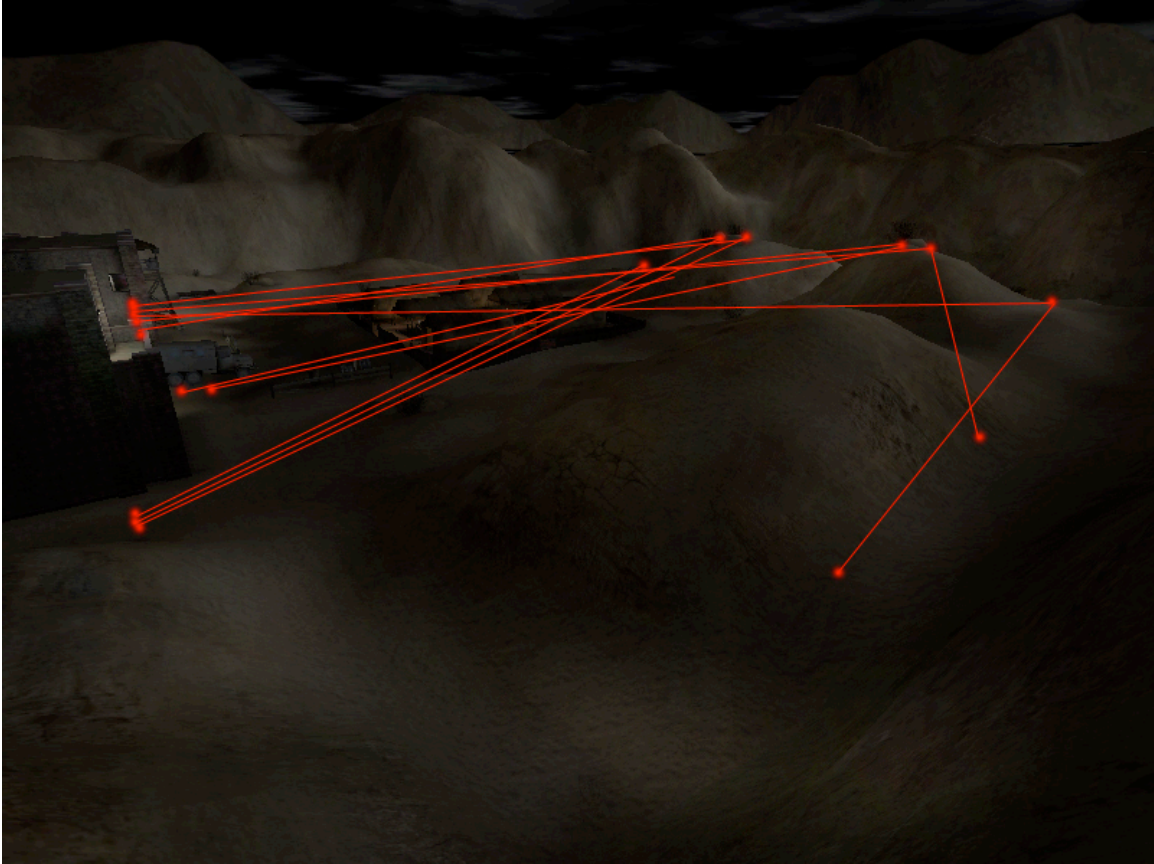
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This is where I will spend some time talking about snipers on assault. I do this because Assault sniping is such an important part in taking the round.

There is about 20 good sniper spots on the assault side of the map.

What you need to remember is that you can get to a good sniper position faster than they can. Use this to your advantage and plan ahead of time. If you wish to sniper rushers taking route across the roof of the building, then the top of the hill is for you. If you wish to snipe out those looking through the windows of the frontal side of the building, then off to the right of assault spawn, I recommend you set up behind the wooden fence and look through the small holes within it, much like the guy above is doing.

**Sniper Continued on next page**



**Red lines indicate sniper viewpoints. From assault spawn, snipers have a 180-degree view of the building and its surrounding area.**

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As you can see from the above screenshot, Assault has a very wide range of view on the defense side of the map. This makes it possible to defend assault runners to get to the building safely. That is, if the snipers are doing their job.

Of course there is only 2 snipers on each team, but remember that defense only has 2 also.

The farther you stay from the building the better. As long as you keep a ruff view of the building and its surrounding area you are doing ok. If at anytime you are out in the open, you better get cover quickly, because defense 203's are literally feet away.

You'll notice that most of the lines end on top of the buildings roof. This is where many of the kills are taken, because even if defense soldiers are in prone position, you can still take them out on their journey across the roof.

## 4.0 ~ Defense Tactics



The following pages explain Defense Strategy, and how to keep the computers both upper and lower safe from attack.

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## 4.1 ~ Defense Points

ok, as with most maps with a defense objective you would assume that camping is a good thing right? Well, I found out the hard way that this is in no way true.

We'll start off by pointing out some important positions that defense must maintain security at.

- Rear Door
- Front Door(s)
- Tunnel Access
- North and South Access routes ~ Very Important ~
  - All secondary entrances to the building
- Rear of and all surrounding areas of the building.
  - Keep the camp secure, watch for rushers

Although these are only minor guidelines, I will say that you should, at no time, go near assault spawn. I've tried it thinking Ill kill the campers sitting over there, and I got TK'ed a countless number of times trying, because the 203 spammers on my team were trying to be somebody. I have said many times, and many will agree with me that, 203 spammers ruin the map, and make it unplayable. Which is the main reason I do not encourage it, on any map for that matter. Its simply because I believe that is the lowest way to kill someone. It requires no skill what so ever. So now before I create an entire page about how the foxhole does not encourage spamming, lets move on.

When you're on defense you need to remember that assault has an advantage over you. They can climb to the top of those hills and have a 180-degree view of the entire map; they can virtually take out any moving object in and around the building with enough skill. You need to be cautious about your moves.

Now, about those objectives, this is one of the few maps where players actually try and go for the objective. As to why, I don't not know. But I can offer advice as to how to keep this from happening. Assault has a tendency to take the tunnels for some odd reason. And sometimes they travel the tunnel system in droves. So use this to your advantage, get into the tunnels, for you can get there and setup faster than they can even get to the tunnels entrance and wait. Hide in a dark area of the tunnel, in one of the many holes etc within. Put on those NVG's and camp out down there. If your lucky enough to have the saw, I suggest you wait behind the doors to the Computer room and wait for any unsuspecting enemy to come in. lead him on, and make him think no one is around, when you hear the typing, open the door and take him out.

## 4.2 ~ Defense Sniper

Due to the fact that I can only think of two good areas to snipe from on defense, I have decided not to include an image. Aside from the fact that I do not feel like opening AA atm and editing the image in PS...but anyway, moving on.

The first place that sticks out in my mind is the lower parts of the building.

There is an entrance, into a small room on the south side of the building.

Defense spawns steps away from the room. If you can get there and setup quickly, you can snipe out assault snipers as they run up to the top of the hill and rush around trying to get setup.

The second, and more dangerous place is the upper floor. There are windows located on west side of the building in which you can snipe through. Be aware that snipers as well as 203 spammers love these windows and anyone thinking they can look through, or walk by them. So stay alert. Because by the time you can get to these windows and setup etc, Assault has been prone and ready for you. Which is why a lower and easier accessible point is better.

Several important points:

- Never return to the same position round after round, improvise if necessary.
  - Once you make a kill, move from your current position as the enemy will be on his way to your location
  - Do not remain scoped the entire round, come out and evaluate your surroundings.
  - When walking to new location, do not use your sniper as primary means of defense. Remember that the enemy has an automatic weapon.
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## 5.0 ~ Credits

- [www.americasarmy.com](http://www.americasarmy.com) ~ Images + Objectives
- [www.aaotracker.com](http://www.aaotracker.com) ~ Various Aspects of Info
- [www.google.com](http://www.google.com) ~ images ☺
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## 6.0 ~ Closing

Hello all, Id like to thank you for taking the time to read the first version of this guide. I spent many hours gathering information and compiling it in here, keeping the file small enough to download. I know many will be asking for spark notes etc. And they aint coming Lol. Unless this thing won some award, which it wont. But I hope to see this one receive the same publicity our others have.

Thanks again!

- CHIEF