



# JRTC Farm Raid

## Tactical Resource Guide v1.0

Americas Army Forum Edition 1.0

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### Table of Contents

- 1.0 ~ Introduction
- 2.0 ~ Map Overview
- 3.0 ~ Assault
  - 3.1 ~ Assault Objective
  - 3.2 ~ Assault Routes
  - 3.3 ~ Assault tips & tricks
- 4.0 ~ Defense
  - 4.1 ~ Defense Objective
  - 4.2 ~ Defense Points
  - 4.3 ~ Defense tips & tricks
- 5.0 ~ JRTC Farm Secrets
- 6.0 ~ Closing
- 7.0 ~ Legal



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So get reading soldier! There is so much to read and so little time!



## 1.0 ~ Introduction

"Word from writer"

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Alright, so I spent a few weeks off, and touching up the site. Over the course of this, I started to understand that a lot of players, although they don't play JRTC often, really enjoy the map, and frankly believe its one of the best ever created. I in fact believe the same thing. I haven't really played this map, here and there, and probably have about 20 hours on it. So this guide does contain some non-foxhole generated tactics, and credits will be given to whom they deserve to go to.

It didn't surprise me that a lot of people liked this map, for one it's a straight forward assault and defend situation. The map layout and design allows for some pretty innovative on-the-field tactic development. I had the map figured out within 3 minutes of playing it and was already testing tactics. I found amazing tactics that kept me alive the whole round.

It's the foxhole's belief that utilizing the low-flying tactics are the best way to go. The obvious stake out points, barrels etc, are good ways, but don't insure you survive. Sure you will get kills, etc, but what about staying alive? I learned its about speed and immediately stopping. Especially if your on defense. However it can also be patience.

We explore many different approaches to this map, and how to take it on from either side. So without further adieu, here is your JRTC Farm Raid Tactical Resource Guide directly from the foxhole.

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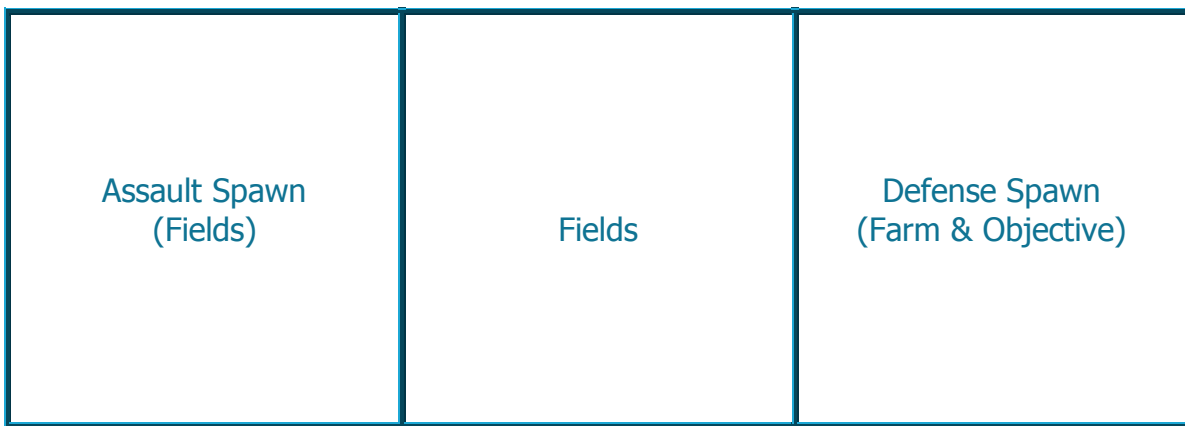
## 2.0 ~ Map Overview

"Lots of fog here sir!"

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JRTC Farm raid, in its entirety is a nighttime map. With dense fog that doesn't allow much visibility. Which of course is an enhancement to close quarter's combat. I've also noticed more recently that your E&E Training, if you completed it, helps you out a lot.

The map is set up much like a rectangle.



Assault has Night Vision, where as defense is left with no type of night seeing technology. This gives assault a HUGE advantage because you can see much farther than the enemy can.

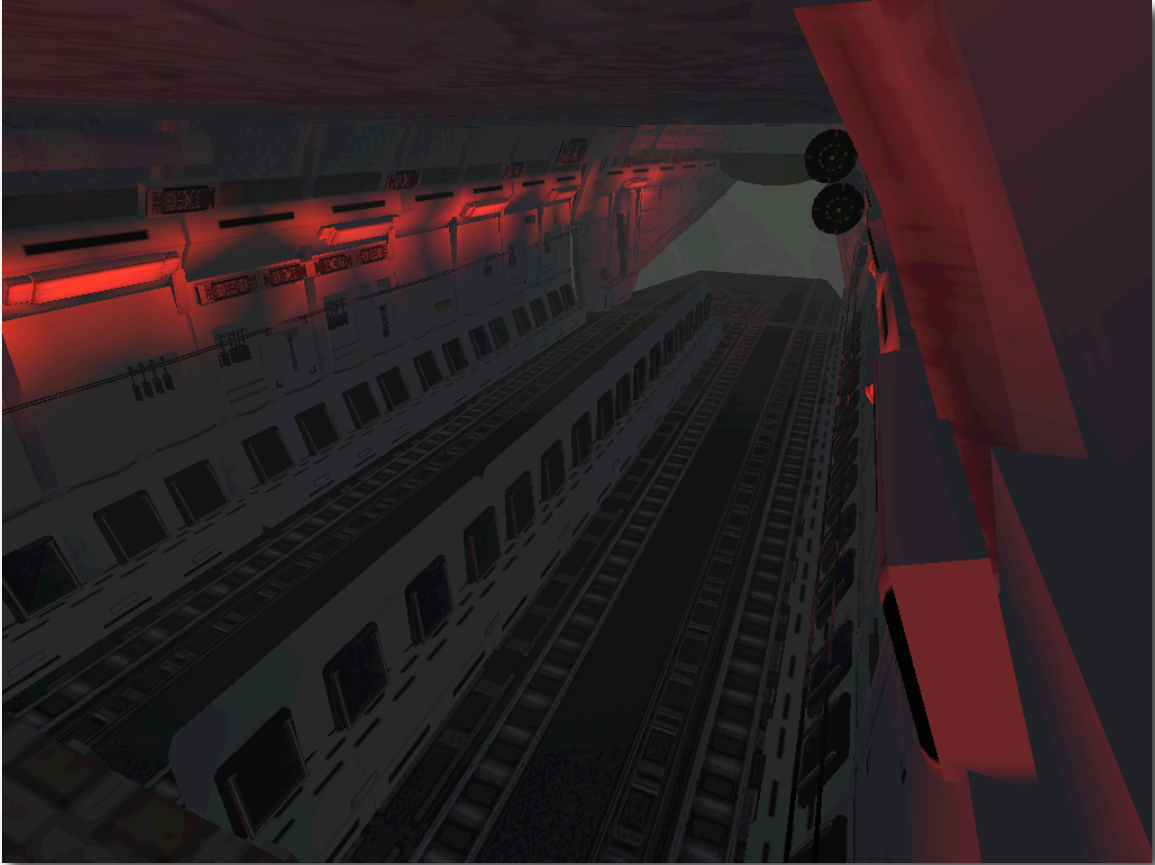
One point to remember on this map is that the lower and slower you go, the better your chance is of getting the objective.

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## 3.0 ~ Assault

"Go Go Go!"



The Following pages explain assaults purpose, It will cover various techniques and how to properly take the objective.

## 3.1 ~ Assault Objective

"Fall back you n00b!!!"



The Hind is one of those objectives that are among the most talked about. It is an extremely hard objective to take early in the round. Since you have about 5 buildings in which defense can hide in and around and unload thousands of bullets into that little circle.

Assault Objective Routes are shown on next page



## 3.1 ~ Assault Routes

"The final destination"

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The Following lists show various routes to the hind starting from the aircraft.

East Route:

- ◆ Jump East out of the aircraft
- ◆ Get to the east side of the field and go prone
- ◆ Continue south along the fence
- ◆ You will eventually end up on the extreme left of the farm.
- ◆ To your right, you will see a large rock
- ◆ Crawl up to the rock and peek over to see if you can take out any standing enemies.
- ◆ Continue south to the tanks. You will go behind the humvee building.
- ◆ Turn right and go west towards defense spawn
- ◆ You will eventually be directly in line with the hind if you turn right.
- ◆ Jump the fence, and secure the objective.

**Notes:** This route is strongly advised not to be used in the early stages of the round. It is only valid if assault is winning, and the defense team is losing an excessive amount of members. But by the time your about halfway through this route, you will know if you will be able to use this route anymore. If not, jump the fence early and go into the barn house and take out any enemies peering out through the upstairs windows.

West Route:

- ◆ Jump West out of the aircraft
- ◆ **Upon landing, run north.** This is because defense can, and most likely will run out into the field to take you out as you come down and land. You're a sitting duck for about 5 seconds upon landing. And anyone with a saw will kill you so fast you wont know what happened.
- ◆ They tend to go prone in the ditch on the far west side of the west field. So be sure to scope this area out before assaulting.
- ◆ If defense sees a parachute and no person, they will assume you have already left. Or if they are smart, they will run to the chute and check for prone enemies.
- ◆ If you engage enemies, be sure to go prone so it makes you a smaller target.
- ◆ Once the area is clear begin to move through the field going south.
- ◆ You will arrive in a forest.

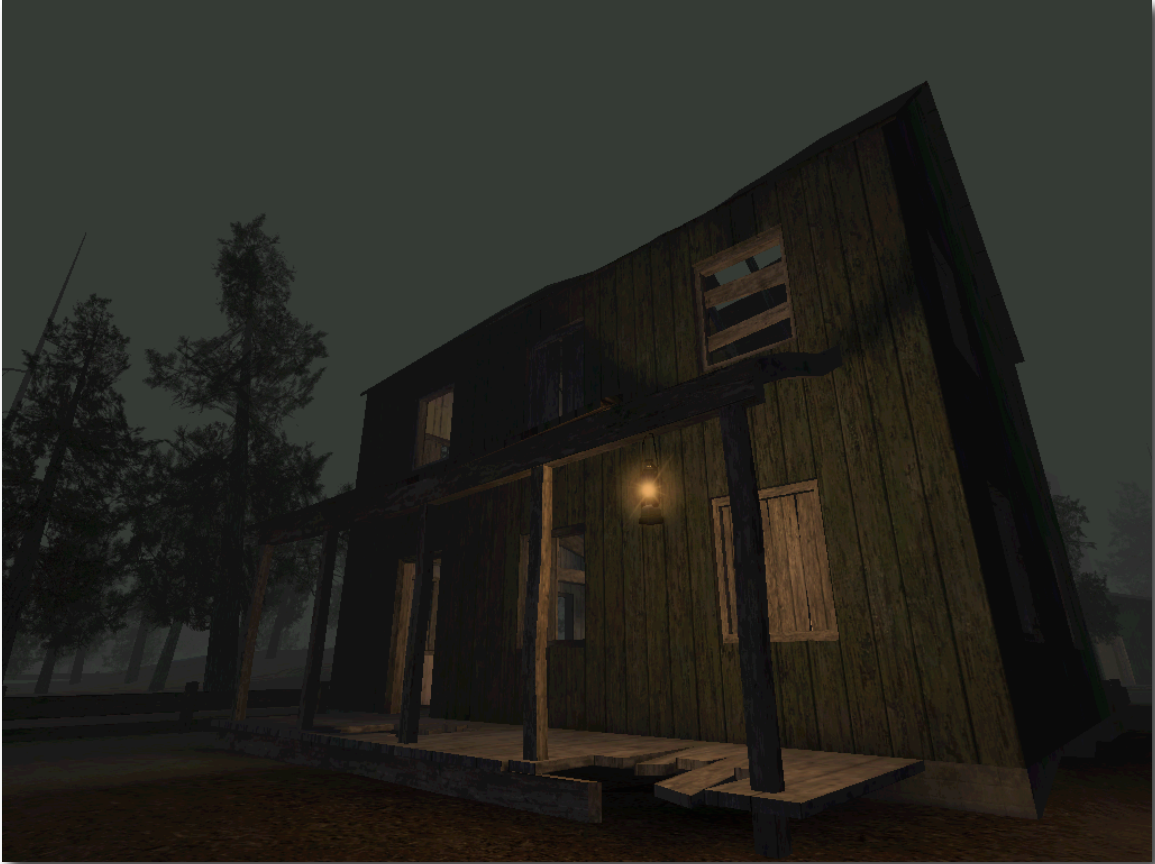
This is a part where it gets rather tricky. Because it is early in the round, there is about a 90% chance that someone is hiding in this forest. So go prone in front of one of the trees. (this of course is assuming your teammates are doing their job and clearing the field of defense heroes.) Upon going prone, scope out the surrounding area for any moving object.

If the area is secure, begin to move to the far south end of the map. Bypassing the outhouse, etc on the left. You will end up where the east route brings you.

I forgot to mention in the previous route, that you should pay close attention to these locations:



The Outhouse, an infamous structure in JRTC Farm Raid. I was never sure why, but everyone on defense insists someone must be in it.



The ranch house... Probably one of the most overused defense points in the whole game. It extends back and boasts a fair share of windows to defend from. So when taking both east or west route, be sure to make this a definite watch out point.

There are various trees off to the left of this image. You can go off route and go prone behind one of these to take out any defense campers that may be running around inside the house.

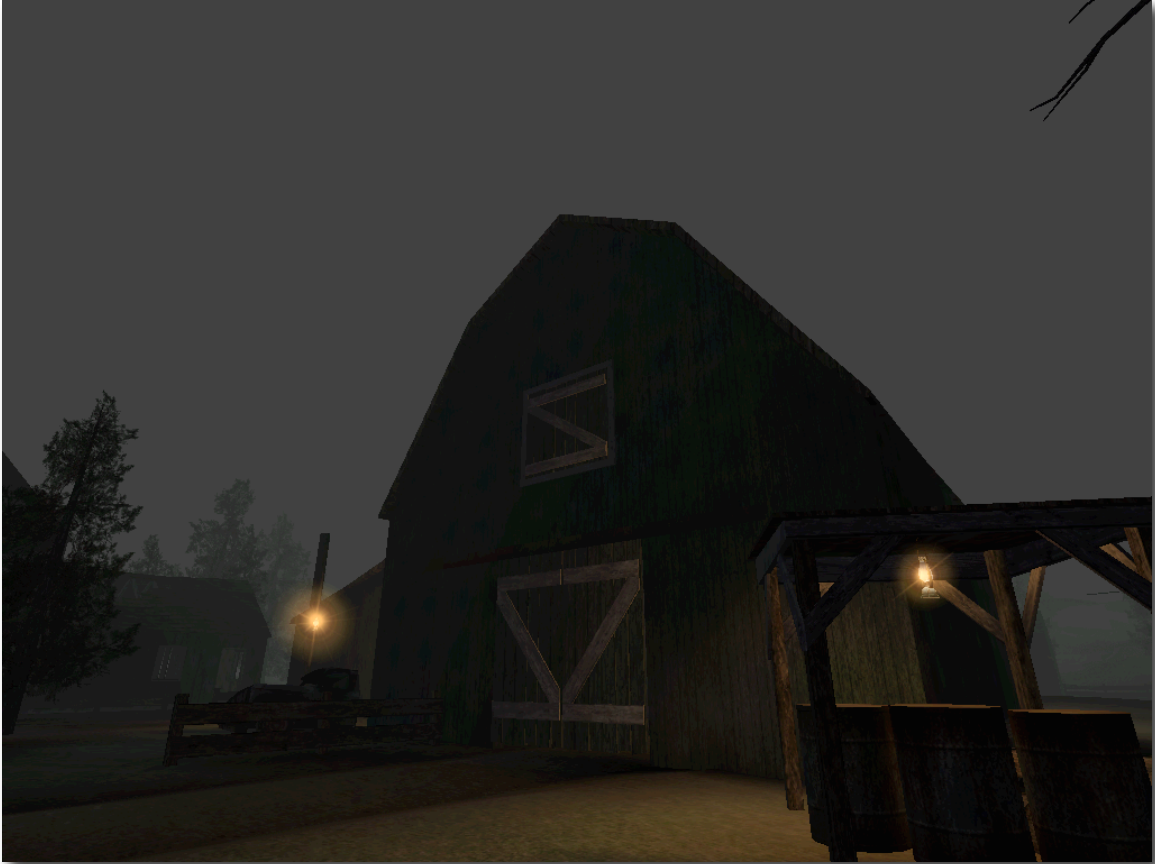
If you can make out the hill in the background, this is that rock I was talking about earlier. If you crawl up this, you can get a good view of the hind area.

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~ Guide Continues on following page ~

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And, one of the most important buildings, The barn plays host to many defense campers. You can usually spot them in prone position on the left roof. So be sure to pay careful attention to this barn. There are also the doors on the front. Defense likes to "crack" these open to the point where they can barely see you. The door up top is often just swung open and they will do a quick scope. They also like jumping out of that window. But remember, that the left roof on this barn has a large hole in it that allows defense to quickly escape into the horse area.

So if you aiming for kills, this is a sure bet to get some, but Id advise that you enter through the front of the barn, being that going the rear entrance means your exposing yourself to hummv, and outhouse campers.

I'm not saying that going through the front is a sure bet either. Because remember, there is a large forest to your right, and I can almost guarantee that someone is camping in prone behind one of those trees just waiting for you to run up. Also, take note of the barrels that exist along the front end of the farm. Defense LOVES to camp here.



## 3.3 ~ Assault tips & tricks

"Don't go anywhere soldier!"

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I was playing a round one time, and the squad leader told us all to wait until 6:00 to jump. I was like, alright, Ill do that. So did everyone else. We all jumped out towards the east. And landed far north. We immediately ran into the corn field and dropped down to prone position. By this time, defense was running around the field like a bunch of chickens with their heads cut off. Firing at anything that moved. We were calm, and began silently taking them out. Now, it wasn't long before the whole "omg where were you, you hacker!" flame fest started. But we were only exercising the rule of thumb; stay silent and quiet, and you shall win the match.

So if your ever playing a good game of JRTC with at least 12 people in the server, you should try this tactic. It puts defense in the palm of your hand.

Also, try to land in the north center field. Because defense rushes the west field and takes people out as they come down. You can usually find someone with an AR in the ditches on the sides of the fields waiting for you. So don't hesitate to throw a nade into the ditches.

Take it slow, Don't rush. Rushing on this map will get you killed. Rushing turns the map into a turkey shoot. Because the only way to go is straight. Your only protection is fog and the hay bails. If your too close to the farm, the fog wont help you. And if your not behind a hay bail, you might as well place a bulls eye on your forehead.

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As I said, you have 10:00. Use them wisely, you aren't under a harsh time limit, the slower you go, and the more secretive and quiet you are, the easier it will be to take the objective successfully. But remember, if the map is too quiet, defense will slowly move into the fields under the assumption that assault is camping far north or behind one of the hay bails. Trickery is a special tactic on this map, that can ultimately place the game in the palm of your hands.

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**SMOKE IS YOUR FRIEND:** ONLY when you throw it somewhere your not going. Why? Because of the rule of thumb; Smoke attracts bullets and nades meaning your dead.



## 4.0 ~ Defense

"im gonna go stir up hell in west field"

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Defense is the team that's often fought over to get on. Why? Because it's a turkey shoot! People who are hungry for that percentage rise on their frag rate run rampant on this map. But then again, you can still be a civilized player, so I'm here to help you do that.

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~ Defense Tactics continue on next page ~

## 4.1 ~ Defense Objective

"Sorry sir, the things just too big"



Once again, that infamous hind. Only this time, you are attempting to protect this mammoth and rather random object. (It doesn't even have a helipad!?! 😊)

Anyway, The following pages give an explanation on how to defend it. So move on!



## 4.2 ~ Defense Points

“ahem, Is there a reason your crawling to your death soldier?”

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Now, I've always been the one who follows the objective. In this case, it is to defend the hind (The huge helicopter). Now, last time I checked, defending is everything but running as far away from an object as you possibly can. I cannot tell you how many people I see rush west field and literally run to their deaths. There is only one correct way to do that, and its only if you want to get kills, and then die. Which, in my opinion, is a sorry way to die.

Now as I said, I'm against the whole rush to your death on this map, but if you insist on getting some easy kills, then spawn and run to the left side of west field and drop to prone position about mid way down. And look up, your bound to see someone coming down or simply walking around down range. Take them out, and GET OUT OF THERE if you want to survive your little suicide mission.

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### **The Farm...**

- ◆ The farm boasts a prime stake out point, as well as what I like to call “OMG RUN AND HIDE” position.
- ◆ The left or “east” roof area allows a high vantage point for anyone coming down center, east, or west fields. But remember, if you see them, they see you. And they have night vision, you don't. So keep this in mind. Never hesitate to utilize the large hole on this roof to escape down into the barn.
- ◆ The north side of the barn has two rather large doors. One on the upper level and one on the lower level. These doors can be slightly opened to give you a good view downrange, and impair the assaults vision of you.

### **The Ranch House...**

- ◆ Remember that if you get too close to the north windows of the upper floor, you make yourself a silhouette that can be seen by assault. So take caution when you find yourself in the upper floor.
- ◆ The Ranch house is a good place to defend east field assaulters. It can also provide a nice view of the hind/silo area.

### **The Hummv Building...**

- ◆ You should take notice that if ranch house defense does not catch assault on their pass by, enemies will camp behind the building. So don't hesitate to throw a nade into the forest behind it mid-way through the round.

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### **The Shed...**

- ◆ The shed is located just west of the barn.
- ◆ It provides good cover of the hind, and can offer a hiding place also for surprise attacks.

### **The Outhouse...**

- ◆ I was never sure as to why this is such a talked about area.
- ◆ I suggest not going in there, for one, its lighted, two, its open to nade attacks.
- ◆ I would stay out of there.
- ◆ But, do make sure to check behind it, its another one of those places to hide.

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When I'm on defense, I like to stay south of the hind and take out those that my teammates in the farm, and ranch house overlook or miss. This is important also because I tend to watch the sides for opfor who took the west and east to south routes. You can hider both these routes by providing proper cover from defense spawn area, or behind the silo's.

Keep a close eye over the forest on the east side of the compound. Assault rushers will get to this location and often camp deep in the woods and wait until late In the round. So don't hesitate to patrol this area early in the round. Or even go prone at the tree line and take out enemies as they advance towards the compound. They are often prone in the right side ditch. *key thing* to remember is that they have Night vision, so they can often see you before you can see them.

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## 4.3 ~ Defense Tips & Tricks

"omg what is he doing?! VOTEKICK HIM NOW!"

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It was always fun to find new areas to stake out assault from. I found a fare share of them.

For one, the farm area (compound) plays host to a hefty amount of little cabins, doors, windows etc. So it was interesting to see how overlooked some of these areas are. Youll find large buildings located around the hind area. The one on the west side of the hind has some dark corners/areas that are often looked over by opfor. So use this to your advantage.

If you happen to get a hold of the m249 saw, rush to the tree line on the west side of the compound, and unload bullets down range. You can SERIOUSLY hinder the assaults chances of a successful secure if you damage most of their soldiers. Remember that the hay-bails are eye candy, and your bullets can and will go through them (if and when you are on a miles server this does not exist, hay-bails will provide proper cover if on a MILES server).

Going prone behind a tree sets you up in a prime position to take the enemy down as he tries to advance. If you have ever played with a -=[BtS]=- clan member you will notice they HATE blindfire. Why? Because it gives the defense an upper hand. If you've played this map enough, you know that bullets penetrate the hay bails. So any assault player that has some time on the map knows that going anywhere near those hay bails is like slapping a huge bulls eye on your head. So defense will know that the only route an assault player will use is the side ditches. -=[BtS]=- has taken action on their server to make "blind fire" or "suppressive fire" in violation of their server rules. And they have a good point. Defense has an extremely high upper hand when this happens. But if and when you find a server that doesn't use these rules, it's a good tactic to keep assault back..and dead for that matter.

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## 5.0 ~ JRTC Farm Raid Secrets

"whoa!"

okay, we all know about the famous "yeti's" which exist in and throughout the game. They are seen in places like Urban Assault, and SF Taiga. But JRTC Farm plays host to one of the most famous yeti's of all. Hes even got his own space ship!



Now... Unfortunately... Yeti's cannot be seen in actual online game play. Because the only way to see them is to use the ghost command, In this case, the JRTC FARM Raid yeti sits directly above the aircraft. So all you need to do is open JRTC offline and type in mpcheat ghost into console and fly directly up, you should spot the blinking lights. And you have found the yeti.





## 6.0 ~ Closing

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Wow! Well, I really worked hard on this one. The same I do to everyone. Id like to take this time to apologize to the community for the long wait. School started, I had to work a lot, and didn't have any time to really site down and look for some good tactics. But, with the help of my staff, I created it! And there it is.

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Pages: 18

So there you have it, the JRTC Farm Raid guide. I hope you enjoyed it, and PLEASE provide feed back on **OUR FORUMS.** The more feedback we get, the better the next guide we release gets.

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## 7.0 ~ Legal Information

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