

SOCOM: U.S. Navy SEALs Fireteam Bravo Crosstalk Objective Walkthrough

by ToxicNinja

Updated to v1.2 on Jan 11, 2006

SOCOM: U.S. Navy SEALs Fireteam Bravo Crosstalk Objective list.

| Table of Contents |

1. Introduction
2. Version History
3. Crosstalk Objectives
4. Contact Me

| 1. Introduction |

Crosstalk objectives allow you to change how missions progress between SOCOM 3 and Fireteam Bravo. Crosstalk objectives are not listed on the Mission Deploy screen, so you'll need to check the end of the Crosstalk list under Extras.

Because it doesn't matter what difficulty you play the game on to unlock Crosstalk objectives, this guide assumes you are playing as Ensign. This makes it far easier to complete the objectives, with reduced AI intelligence, and less enemies.

Also, it is recommended, if you have SOCOM 3, to unlock all Crosstalk objectives there first. Sync your PS2 and PSP. Syncing your PS2 and PSP is as easy as plugging in a USB cable to your PS2 and plugging the other end into your PSP. On each game, go to the Extras section from the main menu, and select Sync Files on both systems. It should only take 2-3 seconds to sync, and you'll be told when its successful or not. Syncing the SOCOM 3 Crosstalk objectives makes it easier to complete most missions, or gives you extra intelligence on the mission.

When you have completed the campaign and all Crosstalk Objectives, sync your PSP and PS2 to unlock everything for SOCOM 3.

For the most part, I use an M4A1 with Suppressor 2 and a High Scope. Because there is no encumbrance on this game (unlike the beta), it doesn't really matter what you take. I strongly recommend taking at least one set of flashbangs at a time, as well as 2X Ammo. Grenades are useless and cumbersome on this game. While they aren't Crosstalk objectives, I like to get all Bonus Objectives too. Missions where it asks you to neutralize a specific target usually have a Bonus Objective for capturing them alive, and flashbangs make it easy to get them to surrender.

Crosstalk objectives that require a whole mission to complete (like extracting someone, or killing all enemies in the area) won't show up until the end of the mission, so if it doesn't tell you its been completed, redeploy and try again. Other Objectives (like photographing someone, or retrieving a piece of intel) will notify you immediately that the Crosstalk mission has been completed.

There are some Bonus Objectives listed here as well. Some of these Bonus Objectives are tricky, and can be as elusive as the Crosstalks. For this reason, I have included a few of them.

If any of my descriptions aren't clear enough, please feel free to contact me, and I'll do my best to clarify it. My contact information is at the bottom of this guide.

| 2. Version History |

v1.2 (10/01/06) - Guide should be complete now. New authorized site for posting.

v1.1 (12/08/05) - Finally completed the Crosstalk for Undermining Authority, and have added a more detailed walk-through for it. Fixed Some spelling mistakes.

v1.0 (12/04/05) - Relatively detailed list of Crosstalk Objectives for Fireteam Bravo. Most details from memory.

| 3. Crosstalk Objectives |

Chile:

Village Recon:

-Eliminate all anarchists:

Simply put, eliminate every enemy. Make sure you check around every corner and behind every building. Clear an area out at a time. When you finish all of the primary objectives, you must return to the extraction and clear it out. When you eliminate the final enemies, it should tell you the Crosstalk objective was complete. If not, avoid the extraction and try to find the enemies you missed. Otherwise, start over.

Powderkeg:

-Photograph gas mask crates

The crates are easy to find. It is one of the locations where you must plant a satchel. Before planting the satchel, take out your Digital Camera and snap a photo of the crates.

Undertow:

-Obtain laptop

While making your way through the sewers, stick to the catwalks, instead of down on the ground. Along the walls, there are little rooms. Check the tables in all of them, eventually you'll see a laptop that can be taken. Don't bother searching the rest of the rooms after locating the laptop, it is a waste of time. You may want to still look in them, as there are still enemies along the way.

While this isn't a Crosstalk objective, further into the sewers, you'll come up to a light green hallway that has two enemies standing there. They should be talking when you get there. Just stay at the corner out of sight of them, and you'll overhear a conversation. Wait until they stop talking. This completes a Bonus Objective, and it will tell you as much.

Clean Sweep:

-Obtain Docs

Inside the warehouse, on the catwalk that surrounds the perimeter, there is an office where a Rail Worker is being held hostage. Kill the guard, and secure the hostage. On the desk in this office, there are some Documents you can take. Retrieve them. Finish the mission. Crosstalk Objectives for Chile are now completed.

North Africa:

Isolated Agent:

-Capture ODDBALL

Once you have snapped all photos of ODDBALL, follow him to the building at the top of the hill. Secure the building, and restrain the Village Elder. ODDBALL is also in this building. If you kill the guards around him, you can restrain ODDBALL. Order ODDBALL and the Elder to follow, and move to extract.

Short Fuse:

-Photograph Sarwat

Before entering the inner gates of the mansion, make your way through the maze to the front of the house. There will be a small break in the wall. From here, you can see Sarwat standing on the balcony directly in front of you. Take out the Digital Camera and snap a photo. You cannot get a photo from anywhere else, once you enter the gates of the mansion, you can see Sarwat run inside, and disappear.

-Capture NAPF Soldier

Make sure you take a double set of flashbangs before you deploy. You'll need them. After getting a shot of Sarwat, enter the inner gates of the mansion. You'll be on the left side. Kill the enemy in front of you, and make your way around to the back. There are a couple of enemies here, take them out. As you near the far wall (where you enter the mansion), issue a Hold Position order (issue Hold Fire for extra security). Switch to your Flashbangs, and peak around the corner. Throw 2-3 flashbangs, cause this guy takes a few. The soldier should give up. Restrain him. That should complete the Crosstalk. If you do not issue the Hold Position, Lonestar will come around the corner and break Hold Fire when the NAPF soldier starts shooting (and he will). If you kill the soldier, you'll have to restart to complete the Crosstalk.

Lethal Crossing:

-Destroy Trucks

This is actually a Primary Objective as well. Proceed through this mission as usual. You cannot complete this mission without completing the Crosstalk.

Desert Siege:

-Obtain map

From the main floor, enter. Immediately inside, kill the guard in front of you. Immediately take a left. You'll see a staircase, however, ignore it. Turn around, and you'll see a doorway. Follow it, and head around the corner. You should be in an open room with blue walls, with one enemy in it. Kill the enemy. After killing the enemy, check the box next to the doorway. There should be Attack Plans on it. Grab it. Crosstalk complete.

-Obtain memo

From the main floor, enter, kill the guard directly in front of you. Go immediately left, and there should be a staircase going upstairs. Head up. At the top, head right, go through where you plant the Satchel at the Supply Cache. Exit this room. Once in the main room upstairs (where you can see back downstairs), head west. You should see a small room at the end with

three stacked boxes. In the corner of this room, there is a table with a laptop on it. Next to the laptop is a Decoded Memo. Take it. Finish the mission. Crosstalk Objectives for North Africa are now completed.

South Asia:

Songbird:

-Extract MAGPIE unharmed

Complete the mission as usual. When it comes time to take MAGPIE and extract, just run and shoot whatever threat comes your way. Every time that I've played this mission, MAGPIE has been unharmed.

Biohazard:

-Obtain training film

Make your way into the compound. The terrorist leader you must photograph is near the top of a hill within the compound. Get a picture of him from a safe distance. Once you have done this, make your way to the top of that hill. In the immediate vicinity of the building where he was standing is another barracks-type building. Head inside of it. Once inside, go to the middle "stall". There is a cot there. Go up to it, and it should allow you to retrieve the training film. Unlike most Crosstalk objectives, this one seems to take a while to register, but it will.

Under Fire:

-Obtain intel

Eliminate all enemies outside of the bunker, and head towards the entrance. You should see a quick video of an airstrike on the bunker. Once over, enter the bunker through this airstriking entrance. You will be in a large room with what can really only be described as block buildings. One on the right and one on the left. Immediately to your right will be an enemy, kill him. Head forward towards the back wall, and look right. There should be 3 enemies there, kill them. Now turn completely around, towards the left block building. You can tell which one it is by the crates on top of it. Look around this building for a ramp that goes to the top, where the crates are. On the top, examine the crates, in the middle. You should get the option to Obtain Documents. Do so. Finish the mission. Crosstalk Objectives for South Asia are now completed.

Poland:

Supply and Demand:

-Secure terrorist

This one is easy. On the weapon loadout, take some Flashbangs. When the mission first starts, there is a terrorist immediately in front of you. Toss a flashbang or two at him, and he'll surrender. Go up to him and restrain him. Crosstalk complete.

-Retrieve all intel

This one is also easy. While one of the Primary Objectives is to search and locate 3 pieces of intel, there is a 4th. In the Northwest corner (where you extract to finish the mission), there is a large boat docked. When you are searching the warehouses, make your way there. Take out your Digital Camera, and snap a photo of the front of the ship, specifically, the name of the ship. This is the 4th piece of intel.

Undermining Authority:

-No alarms

This is fairly hard. There are two ways of successfully completing this mission. One is to use absolute stealth, which is incredibly hard. The

other, easier way is to run and gun, but slowly.

Before attempting this Crosstalk objective, I suggest playing it through, and locate the alarms. There are 5 or 6 of them spread throughout the map. Don't kill any of the generators, as it makes it very hard to spot the alarms on the walls. To see what the alarms look like, start the mission, and wait for a few seconds. A guy should run in front of you, kill him. Take a right, and immediately turn left. You should be in an open room (the room where the demo crew lies dead). Kill the two guys at the bottom of the ramp. Directly in front of you is a big archway door. On the right side of the door is the alarm. Remember what they look like, and find the rest of them. Alarms are incredibly loud in the room they've been triggered in, so you'll know if there is one in that room. Memorize each alarm location.

Once you've memorized them all, start the mission over. Try to run and gun, but keep yourself from being seen. There are typically 2 or 3 enemies in each room. If you are spotted, there will always be one running straight for the alarm, so take him out first, and quickly take out the others. Do this for EACH room there is an alarm in. When you have each room cleared, go back and complete the mission. When you are finished, it should tell you that the Crosstalk has been completed. If at ANY TIME YOU HEAR AN ALARM, restart the mission. Good luck, this is probably the hardest Crosstalk mission for Fireteam Bravo.

Chemical Reaction:

-Remain Stealthy

Before starting the mission, you'll definitely want a weapon with a scope, preferably a Thermal or High Scope. When starting the mission, move forward, holding down R. Eventually you'll see some targets show up. There will be one outside the gate, and two inside. With the Thermal, you'll need to get closer, so be careful. Kill the first three, and move to the front gate. Immediately in front of you are a few big trees, with a sniper on the roof, take him out. Move to the right side of the building, staying close to the back wall (opposite the building). As you reach the corner, you'll see two more guards, about halfway down the side of the building. Take them out, and move down past their bodies. When you reach the rear corner, you should receive notice that you've completed the Crosstalk.

-Kill all NSO

After completing the first Crosstalk, go in and disable the truck. Kill all enemies in this part of the warehouse. Immediately leave the warehouse, and take a left. Because you've already completed the stealth objective, getting spotted isn't a big deal. Proceed to the far left side of the warehouse, where the large tanks are. There are two guards here, take them out. That is all of the enemies outside. Now, head back to the warehouse where you disabled the truck. Simply put, sweep the warehouse and factory from right to left. Clear all rooms. When you are sure that you have all enemies taken out, proceed with the rest of the mission. In the room where TINMAN is waiting, eliminate the three enemies, and follow him to the roof. Proceed as normal. TINMAN will give up if you take out all of his guards on the roof. Restrain him. This completes the mission, and the campaign. Crosstalk Objectives for Poland are now completed.

| 4. Contact Me |

Feel free to contact me if:

-You need clarification

- You have a better description
- I have spelling/grammar mistakes (I misspelled grammar in v1.0 ;)
- Or something else ;)

E-Mail: [nix2k\[at\]telus.net](mailto:nix2k[at]telus.net)

MSN: [ktoxin\[at\]hotmail.com](mailto:ktoxin[at]hotmail.com)

This guide be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission, unless listed below. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

Sites authorized for posting:

GameFAQs.com

NeoSeeker.com

GamerHelp.com

Copyright (c) 2005 Nicholas Morrissey

This document is copyright ToxicNinja and hosted by VGM with permission.