Tips and Tricks

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This presentation will give you detailed information about tips and tricks to help you during clan wars, win specific game modes easily, and get your clan popularity rating up. These tips and tricks have been proven to work over various clans and clan types. So please enjoy and consider joining our clan.

- OExG

Team Deathmatch

While the most important thing in this game mode is to get the most kills and to focus on not dying a lot for your team, a lot of players tend to do just the opposite and run out in the middle of the map and die instantly. You and your party members need a tactic, set this up before you even go into a lobby. ALWAYS make sure you have at least half of your party members running SATCOM's. I know it may not be your favorite thing to run but if used correctly it will greatly improve your winning chance. Make sure to place SATCOM's in a hidden place like a bush or corner of the map so the enemy cannot have a chance to destroy it.

Unfortunately SATCOM's only last one minute which means you need to take advantage of them and stack them. Using more than one SATCOM at once allows your team to be more and more aware of enemy movements. Once you have four SATCOM's up at once you will be able to constantly see all enemy movements and direction for the allotted time. I.E.D's are also great in TDM especially if you are not dying a lot, they can be thrown into an area with enemies and armed shortly after then will explode the second they arm. They are also great for corners and it is a good idea to hide them in bushes. Keep your I.E.D's in a well traveled area. Rapid fire for any submachine gun along

with foregrip and or suppressor. The combination of these attachments makes you unstoppable against the enemy team. Make sure to run Agility along with this class in order to move even faster and run and gun your enemies. The most lethal strike packages for TDM are Sentry gun, (If correctly placed) Battle hind, Helo pilot, and Loki. These strike packages will deliver the most kills the quickest so you can help your team win the match.

Domination

Domination is different in that you don't need to have a good KDR during the match to win. You need to hold the objectives the longest and outscore your opponent. Whether you spawn at the "A" or "C" side your first and highest priority should always be the "B" point. This point is always the most fought over and most difficult to capture. When the game starts have your whole team but one run to the "B" point. Have one person stay back at your "A" or "C" point to make that capture. Weapon selection doesn't really matter in this game mode just make sure you are using

a weapon you are good with. I.E.D's, Sentry Guns, I.M.S's, C4, and Trophy systems are great to place on or near objectives in order to capture or defend them. Triple capturing is a HUGE MISTAKE, unlike the previous Call Of Duty games. Ghosts causes enemies to spawn at random locations sometimes half the team on one side and half the team on the other side while they are being tripled capped. This type of spawning can lead to losing more than one objective quickly or you getting spawn killed due to you being on the inside of the map and the enemy spawn on the outside and surrounding you.

Blitz

Just like in Domination it is important to have I.E.D's, Sentry Guns, I.M.S's, C4, and Trophy systems along with anything else that blows up. Remember it is your job to score in the enemy goal and keep the enemy out of yours. Laying down directly on top of your goal causes the goal to turn a light gray color which puts the goal in defensive mode and nobody can score on your goal unless the kill the person laying on top of it. Make sure to always have half your team scoring and half your team defending during this game mode to ensure your best scoring possibilities.

Search and Rescue / Search and Destroy

Both of these game mode require stealth and quietness. Make sure to run amplify or dead silence along with incog and run riot shields if need be. Search and Rescue is a little more relaxed due to the fact that you can respawn if your teammate grabs your tag before an enemy. Make planting the bomb priority over rescuing your teammates tags. Especially if there is only one person left on each team. Players tend to camp near tags and can draw you in with the tag then kill you to end the round.

Cranked

During Cranked you have to get a kill to get "Cranked" which makes you run the speed of a maniac and doubles your points for every kill you get. Be careful camping though, once cranked you only have thirty seconds to get another kill before you explode and die, in turn losing your streak. Sub machine guns with agility and rapid fire along with quickdraw AND ready up are key to this game mode because there is a lot of running and gunning with very little room to camp.

Kill Confirmed

Kill confirmed can be won very easily very quickly if you know what you are doing and are running the correct setup. Make sure to have as many people as possible running ground jammers in their support strike package, calling these out in Kill Confirmed will not allow the enemy to see their map which will make it so they cannot see their own tags on the map to pick up. Weapon choice for this game mode is completely up to you whether you are running and gunning or keeping your distance from your enemies. Also make sure to run SATCOM's along with your ground jammers, this will be a double team for the enemy because you will have an advantage while they have a disadvantage with no map.

Clan Wars

During Clan Wars it is your clans job to get enough wins in a certain game mode in order to capture the corresponding node. Each capture earns you CP or Capture points which build up and the team at the end of the five day period with the most CP wins the clan war. Make sure your entire clan is always going after one node all at the same time, this is a great way to ensure you secure that node and is also a quicker way. No matter how far behind in wins you are, always make open nodes TOP priority. Remember, each player in your party counts as a win for example two players winning a match counts as two wins while six players winning a match counts as six wins. The CP will not count toward the clan war if the player has been added to the clan during the clan war or within 24 hours before the clan war began. You can track your standings in the Clan Wars via the Call Of Duty: Ghosts application for all mobile smartphones, this is a free application that can also provide you with details and statistics about your clan and your character specifically.

Popularity

The most important thing to have in a clan is constant applications to keep the clan going. A great way to do this is to create tons of advertising pages for your clan, try to stay as professional as possible and avoid common spelling errors that make your clan look uneducated. Create Facebook pages, Instagram accounts, Twitter accounts, websites, etc. The OExG Clan has all of these and gets a minimum of 35 applications daily. Commonly used programs are Google Sites and Enjin.

We Thank you for watching this presentation and we hope it helps you and your clan in the future. If you would like to join our clan feel free to apply via the Call of Duty: Ghosts application or view more information about us and our clan before you make your final decision. We hope to see you on the Battlefield.

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