

The logo for Tom Clancy's Ghost Recon Wildlands. It features a small silhouette of a soldier in a crouching position to the left of the text. The text "TOM CLANCY'S" is in a smaller, bold, sans-serif font. Below it, "GHOST RECON" is written in a very large, bold, sans-serif font. The word "WILDLANDS" is positioned below "RECON" and is contained within a yellow, trapezoidal shape that tapers to the right.

TOM CLANCY'S
GHOST RECON
WILDLANDS

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Name: Ghost Recon Wildlands

Website: <http://ghost-recon.ubi.com/wildlands/en-gb/home/>

Developer: Ubisoft Paris

Platforms: PlayStation®4, Xbox One and PC.

System Requirements: TBA

Release date: TBA



Game Description:

Ghost Recon: Wildlands is an open world co-operative shooter set in the country of Bolivia. Bolivia has become the largest cocaine producer in the world. The vicious Santa Blanca drug cartel has turned the country into a narco-state, leading to fear, injustice, and violence. The Ghosts, a legendary US Elite Special Operations team, is sent behind enemy lines to wreak havoc and break alliances between the cartel and the corrupted government.

You and 3 others (AI or Players) are part of this team, you must complete a series of objectives across the open world environment, and how you choose to do this is completely up to you, whether it is stealth, tactical or guns blazing!

From the infamous Death Road to the iconic salt flat, journey through the expansive, gritty, and vibrant backdrop of Bolivia, South America. Explore the mountains, deserts, rainforests, or hundreds of villages and landmarks in one of many available vehicles.

Combat will be fairly hardcore, with only 5 or 6 shots necessary to kill a player, requiring teams to plan out their assault tactically before moving in. This game will require intense teamwork to complete.

You will be able to heavily customise your gear, drive and fly a variety of vehicles across a huge open world environment. According to Ubisoft this is going to be the first military shooter set in a massive and responsive open world.

Multiplayer:

Multiplayer so far is simply a co-op open world between yourself and 3 others, no pvp has been announced but it has not been denied either. The game requires no server management requirements as everything is handled on Ubisoft's side.



Sources:

<https://www.youtube.com/watch?v=WdJub3Kz2wI>

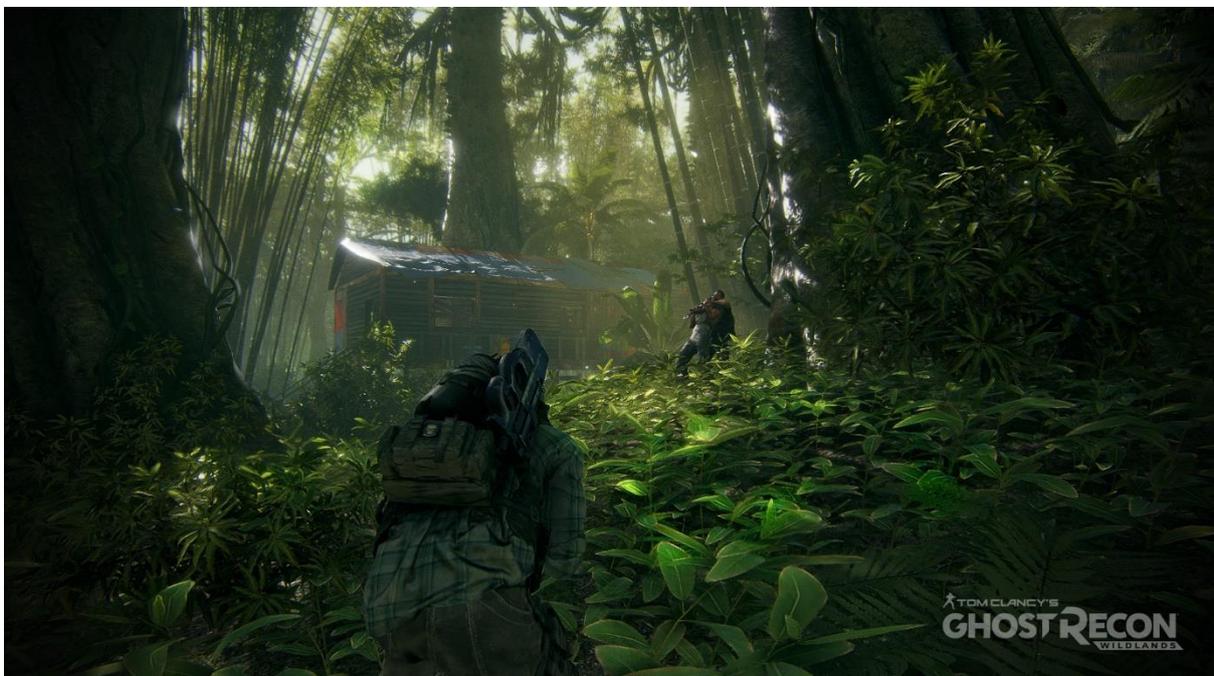
E3 Reveal Trailer, includes gameplay

<https://www.youtube.com/watch?v=Hg5n8mAgTKo>

Some more game play

http://www.videogamer.com/ps4/ghost_recon_wildlands/screenshots.html

Screenshot library



Division Organisation:

First of all I would like to nominate myself for the position of CO. I understand this does not guarantee me the position.

As the game is not out yet, and may not be out for some time. I will start by creating a player base from within SF, aiming to be at around 20-30 players by the time a closed beta comes out for the game. Which, if it follows the pattern of recent Ubisoft releases, I expect to be about 3 – 4 months before the actual release of the game.

Hopefully with a substantial player base established, I will be able to draw in outsiders during the closed and open betas by using Reddit and the Ubisoft forums, along with any other social media platforms that is created between now and then.

Once the game actually comes out I will try and keep staff down to an absolute minimum, since there are no servers needed I will not need a technical officer. Mainly I will get staff officers for recruitment so we can keep numbers and interest up. Day to Day management will most likely be handled by myself and my XO making sure we keep users interested and active numbers up. More long term planning would also be decided between myself and my XO, who would mainly be focused on recruiting and creating a larger division above anything else.

As there has been no pvp announced as of yet, I cannot say whether or not there will be a competition background for this game. However, if there were to be a competition I would very much like the division to be involved in this, probably assigning a competition organiser to deal with such things.

Since this is a AAA game that has not yet been released, the recruitment pool will be massive and I believe has the potential to draw in over 100 members over its lifetime. There are already over 1000 people on its reddit page, as well as a large interest in this game across the gaming community.

Existing team members who would want to be part of the division:

Sternab

Rentthol

miNd

Nikean

Helmut

RyanVodka

AutonomosVox

FieldReck

Paxten21

HadesReborn

InsaneDane

TheDemonKiller

RicoandBelial

jasfest