

America's Army : Proving Grounds (AAPG)

Written by mmoraw

Saturday, 31 August 2013 16:06 - Last Updated Saturday, 31 August 2013 16:23



America's Army Proving Grounds (AAPG) is a Free Team-based FPS (First Person Shooter) MMO Game.

“We took a back to basics approach that highlights a move, shoot, communicate system within a fun gaming experience that echoes teamwork-based Army training,” said Marsha Berry, Project Manager for America's Army. “Just like in the Army, America's Army: Proving Grounds focuses on creating elite, well trained Soldiers that will complete the missions as a fine-tuned team beginning with smaller, focused exercises and advancing up to larger, more complex exercises.”

Bringing the best features of the previous versions to a new America's Army environment, AA: PG stresses small unit tactical maneuvers and training that reflects the current day Army. America's Army: Proving Grounds (AA: PG) showcases the Army by emphasizing Army Values, teamwork, training and completing the objectives through gameplay that reflects the Soldier's Creed.

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{gallery width=500 height=300 alignment=center slider=boxplus.transition animation=3000}MMO/FPS/Americas-Army-Proving-Grounds{/gallery}

The America's Army game features: -Fast-paced Battledrill Exercises (BDX) for small engagements of 6 players vs. 6 players. These maps focus on the basic movements and maneuvers, allowing players to learn how the enemy might react and adjust their strategies for future engagements. -Forward Line Operation (FLO) training for 12 vs. 12 players. These larger mission-based exercises require players to use several skills learned in their Battledrills to achieve success. -New weapons such as M9 and Remington 870 MCS shotgun and M14EBR-RI sniper rifle, which join AA favorites such as the M4/M4A1 and the M249 light machine gun. -Situational awareness for spotting the enemies. -Weapon suppression which adds a new level of strategy to play -A Supported Fire system for steadying or resting weapons to help with aim -Self aid where players can stabilize themselves and get back into the battle quicker. -A more advanced hardcore mode. -New versions of AA fan favorite maps including

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Hospital and Bridge.

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