

THE MONTHLY SALUTE

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HALO
WAYPOINT

CALL OF DUTY
BLACK OPS II

US MILITARY
GAMERS



IT'S ABOUT THE GAMER NEXT TO YOU!



Happy
Birthday





HALO 4, CALL OF DUTY: BLACK OPS II PREPARE TO DROP IN NOVEMBER

Two of the most highly anticipated games of 2012 will be hitting the shelves in a matter of days.

First up, the Xbox exclusive title *Halo 4* will roll out on November 6th, which coincidentally is election day in the United States (do your duty and vote!). The most notable new feature of the game will be a co-op mode called "Spartan Ops". This mode will feature missions revolving around a specific, objective. As with previous *Halo* titles, players will be able to play with up to three other teammates to complete the objectives. You can expect the USMG contingent to be well represented in co-op and multiplayer competition.

Looking forward one week later, *Call of Duty: Black Ops 2* will drop on November 13th. Anticipation has been building for this game since it was first announced. However, there is a definite curiosity among members of US Military Gamers as to the direction of the game. Set in the year 2025, the main character of the campaign will be David Mason, son of the main character from the first *Black Ops* game, Alex Mason. There will be "flashback" sessions that harken back to the Cold War during the 1970s and 1980s, so players can expect a lot of jumping around between these eras, adding twists to the plot as the game progresses. There will also be ample amounts of futuristic technology involved, as the main story revolves around the "cyber hijacking" of critical technologies.

Of course, the big draw of any *Call of Duty* release is the multiplayer competition. As with Modern Warfare 3, Black Ops 2 will integrate with the Elite online service to allow players and clans to track their progression and tackle challenges. Also returning is the popular "zombie mode", with plenty of undead to be splattered about.

What are your thoughts on these two titles? Join our community and share your opinions on our forums at www.USHMilitaryGamers.com



USMG RAISES OVER \$2,300 DURING EXTRA-LIFE MARATHON

For the third year in a row, US Military Gamers members participated in the Extra-Life 24 hour gaming marathon, with donations raised going to help Children's Miracle Network hospitals. In an amazing turn of events, USMG smashed its previous donation records, as well as far exceeding the 2012 established goal of \$800.

USMG members raised just over \$2,300, with some members raising several hundred dollars on their own. This represents a combined effort of all participants, and shows what the USMG community is capable of when functioning as a team.

US Military Gamers would like to extend a big "thank you" to Ironhide400 for coordinating the event over the past few years. Your willingness to lead the way and get members interested is a huge testament to your class and character. Thank you to everyone who participated and went above and beyond in going out of your way to help kids!

Let's do it again next year!



"USMG RADIO" TAKES OFF RUNNING

USMG Radio added new broadcasts to airwaves over the past few weeks, and more and more it has become apparent that the highlight of the show are the members of the USMG community. Recent discussions have included recently released titles (i.e. Assassin's Creed III, Medal of Honor: Warfighter), and forthcoming titles as well. Conversations sometimes take a turn for the unexpected, and you never know what hosts Dahlia Bellona and River Rat will conjure up next. Future plans are to include special guests as often as possible, so stay tuned!

Visit www.blogtalkradio.com/militarygamer to listen live on Saturday nights at 7 p.m. ET, or to stream past episodes. Members can call in at (760) 454-8829, or send questions and comments via Twitter to @USMGRadio or using #usmgradio.

HAIL AND FAREWELL...

We would like to take the opportunity to give a huge and well deserved "THANK YOU" to Ironhide400, who recently announced his retirement from the USMG staff as well as retiring from his position as the features editor for *The Monthly Salute*. "Iron", as he is more commonly known, will be devoting more time to his occupation as well as exploring different business opportunities. He will remain an active member of US Military Gamers and intends to participate in online gaming with fellow members. Thanks again!

We also bid welcome to Dahlia Bellona, who is joining *The Monthly Salute* as a features writer. Aside from producing the *USMG Radio* and *Gamer Girls* online podcasts, she is a long-time member of US Military Gamers. A former active duty Soldier and now a proud wife of a Soldier who is still serving, she will bring a unique perspective from not just a gamer standpoint, but from that of a veteran. Welcome!

'TIS THE SEASON

Commentary by Dahlia Bellona

What the hell? It is now just going into November, Dahlia. Okay, give me a minute.

'Tis the season of awesome game releases! These past few months have been fantastic so far. Of course, Borderlands 2 made sure they kept up with the crazy ultimate-release-of-games season by shooting our addictions up with Gaige, the young mechromancer that was strikingly similar to Tiny Tina, the world's most dangerous, (and badass) 13 year old.

Mass Effect 3 made a few changes that could have benefit the game much more if it was released on the game's original release date. They had added a few changes to their multiplayer to make it interesting to those who want to shoot up reapers and friends by adding a new challenge system

that can unlock some pretty sweet signatures. I am now a "Biotic God" with a volus on the signature to prove the point.

Yup; the volus has been added as a playable class in adept as well as the engineer. Along with other characters released and readied to be unlocked within the multiplayer, each challenge weekend will release a new character in a random class. So far, it's been a Krogan Shaman (Krogan Adept), and an Asari Vanguard (Sentinel Class). They've also tweaked a few existing maps in a "Hazard" mode, and brought in a new addition to the reaper minions: Collectors. They've also added more challenging characters to each of the opponent groups, which have all become the bane of my existence.

October was a huge month for me and my fellow Assassin Creed fans, as we were finally fed the highly anticipated release of Assassin's Creed 3. I've barely made it through the first three sequences, because there's just so much to do and explore. The graphics are amazing, Ubisoft had also made the controls a little easier to handle, improving the annoying "climb up a wall but fall to your ultimate death instead" concept in the past games. The multiplayer had also improved with a few new modes to play, including the new "Wolf Pack" mode, allowing up to a team of four players working together to assassinate NPCs.

Medal of Honor: Warfighter also had graced us with its presence this past month, with fantastic graphics, and a compelling story that was inspired by true events. Some of which were the train bombing in Madrid, and the SEAL mission against the Somali pirates. The multiplayer had improved, however instead of random respawning (because I do honestly suck at FPS for some reason), you either respawn near your squad buddy, wherever that player is on the map, or you fall back to the original spawn. Personally, I'd rather it be random respawning to avoid jackholes from spawn killing.

But the concept of "playing for the home team" within the multiplayer is a new concept that caught my eye. Countries around the world bring in their own Special Operations Operators to the mix, giving us the opportunity to play as other countries' badasses. This was definitely one concept that caused the game to be stolen from my grasp by my own badass here at home.

As we head into the next month, gamers everywhere are peeing their pants in anticipation for the release of Call of Duty: Black Ops 2, and Halo 4. Fans are of course waiting impatiently for the highly popular multiplayer for these titles, but they're also hoping for campaigns that won't disappoint them. I'm not sure if I'll get into these two titles when they are released, but, I'll most definitely be interacting for opinions on these two titles with other gamers.

It almost seems that this time of year for the past few years have been the time for the highly anticipated titles to come out, doesn't it? It's more than likely a marketing strategy. However, last year we saw the battle between the Call of Duty fans and the Battlefield fans as one title was released right after the other; and it'll be interesting to see the Call of Duty fans face off with the Halo fans this year.

In my choice of multiplayer games, it'll be a lonely time for me online once COD Black Ops 2 and Halo 4 come out. I'll just have to make do.





HAPPY BIRTHDAY UNITED STATES MARINE CORPS

Semper Fi and Happy Birthday to our brothers and sisters who have served or are serving in the Marine Corps! The birthday of the Corps is officially recognized as November 10th.

SALUTE!!



OCTOBER'S MEMBER OF THE MONTH IS PORT66

For his incredible fund raising efforts associated with the Extra Life gaming marathon (and for just being a heck of a guy), US Military Gamers members voted for Port66 as the Member of the Month for October 2012..

Let's get to know him a little more:

Please tell us a little bit about yourself (military and civilian):

I was a cav scout by MOS, but after being stationed with my childhood favorite 11th ACR, I got orders for V Corps G3. I became the MCS guru for Europe, spent a lot of time in MOOTW deployments, and got to fight on the dark side for a while. I got out in '99 and spent a year in the National Guard redeployed to Bosnia. I then became a business consultant in UPS's logistics group, maintaining and training logistics software for large companies like Frito Lay, Pepsi, Sysco Foods, all beer companies, and food service. It was fun to travel the world doing that for 5 years. My supervisor was a Marine vet so we got a long well. I then took over payroll and it for Snelling Personnel (a national temp company). My job was to streamline automation and payroll services, and I saved the company a weekly amount of five million dollars. I then moved to Montana where I decided to do IT in education and am now an IT facilitator. Basically, I maintain all data and am the "call in case of emergency" person for any electronics in the schools. All along I have played pro football in Frankfurt Galaxy to arena in Florida and Texas, (and) now semi-pro in Montana, I won the 4 Statewide championship in June. I love playing offensive guard and crushing big muscle guys, LOL.

What games are you into right now and what are you looking forward to?

I play EVE mainly currently. I am excited about the new Halo and Black Ops 2. I took a step back this summer from console just to make it a little seasonal. It helps my family deal with me hid away in the late fall with new releases. .

What brought you to USMG?

I was in competing (sic) gaming years ago and recently had been in a semi-competitive group on PS3. A good group, but they were all school kids or a few immature adults. I then decided to find a good, mature group and an old Army friend had said he had heard of USMG. I love gaming and the military so the community this group has become is a perfect match. My own girlfriend and I talk about USMG often and happily.

How do you feel about being voted for by your peers?

It is an honor! I was up for the vote a few times and with so many great people here I always ended up in second place. I am honored to be a part of this group, and being voted by my peers shows me they are happy to have me here as well.

Any additional comments?

I brag to my military friends about our community. It is a beautiful place, as much as I have fun talking and looking at things people post. I can be myself and be understood. Even when I am wrong... HAHA.

HAPPY BIRTHDAY IN NOVEMBER TO...

- MuleTheDestroyer
- ASignorelli
- Specops03SS
- jxspyder
- RedCon-ONE

COVER DESIGN CREDIT

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