

GRAW 2 - Gameplay Support

Whenever I equip the GL for my rifle in SP, the mission only starts me out with 1 grenade. How do I fix this? I have version 1.05.

This was something that appeared in patch 1.05, possibly in an attempt to stop grenade spamming. There is a workaround but it is only applicable for single player or co-op play because it involves editing game files and would get clients kicked from game servers for altered game files.

This solution courtesy of No Quarter.

- Extract the `\data\s_b_templates\s_b_weapon_data.xml` from patch.bundle

Edit the following lines, changing the 0 to 4.

```
<var name="gl_clip" type="number" default="0"/>
<var name="spare_gl_clips" type="number" default="0"/>
```

Now put this file in the `\Ghost Recon Advanced Warfighter 2\Local\english` folder.

Help with Extracting Bundles [Here](#) and [Here](#) .

Discussion on this issue [here](#) .

Unique solution ID: #1101

Author: Rocky

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