



## Call of Duty: Modern Warfare 2 Guide

What is the "call of duty?" Duty, is defined by Merriam Webster as "obligatory tasks, conduct, service, and functions that arise from one's position in ... a group."

Tasks and behavior that are obligatory are all ultimately voluntary. However, the "call" which precedes this statement makes shirking or ignoring these tasks socially unacceptable, and morally disdainful.

Here then, the phrase "call of duty" makes a set of tasks very obligatory. Those who ignore it are free to do so, but at the cost of their own conscience and contribution to the good of society.

- **BASICS** // Of the game, in case you're new to the series.
- **WALKTHROUGH** // For Veterans who've gone through the campaign on Normal already.
- **INTEL** // Because military intelligence is an oxymoron.
- **Q & A** // About common game problems (*note — technical PC issues are not covered*).

**IGN INSIDER EXTRAS**

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

**JOIN TODAY**

---

Wars are not all evil. They are part of the grand machinery by which this world is governed.

- General William Sherman

---

© 2009, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

## Call of Duty: Modern Warfare 2 Basics

---

Like the first Modern Combat, IGN recommends you soar through the game first on Recruit or Normal before you attempt Veteran (Hardcore is about the same as Veteran but with more checkpoints).

While you may find yourself taking chances you wouldn't on Veteran, the whole point of the exercise is to get accustomed to the maps, the goals, and where enemies appear (they still do the same silent spawn-ins). Once you're comfortable, you up the difficulty.

Murphy's Law of Combat  
Professional soldiers are predictable; but the world is full of dangerous amateurs.

---

### Note

Until you've gone through the campaigns on Normal, don't try Veteran. The difficulties dramatically increase the accuracy and damage from enemies, as well as their aggression. While your own weapons will do the same damage (killing enemies in one or two blows), being far less tougher and out-numbered all the time means you'll have a harder time of things.

Videogames are no different from any other task you take up; practice makes perfect. So practice dammit.

---

Depending on the distance of combat, you may want either a scoped or ACOG (Advanced Combat Optical Gear) sight or a red-dot or holographic sight (or no add-on sight).

Unlike more technical tactical shooters, Modern Warfare 2 features an "aim-lock" ability. By hitting the Fine Aim (or Aim Down Sight / ADS) function near a target, your character's gun will lock onto the last position of the enemy. With scoped guns, this ability still works, but the zoom can disorient your vision as the enemy runs around laterally to escape your attacks.

Murphy's Law of Combat  
Don't forget, your weapon was made by the lowest bidder.

---



(Above Left) The very welcome universal ammo crate. Using this item will instantly refill all your ammunition (magazines included), and both types of grenades. (Above Right) Intels are hidden through the various missions and are used only for collectible purposes.

Additionally, weapons and their attachments are generated randomly on the battlefield. If you killed a squad of Russian soldiers near an outpost and picked up a pretty nifty Ak-47 with ACOG, that same weapon may have a different attachment the next time you find it. Only pre-set weapons in the campaign and SpecOps missions are always "the same". For all else, randomness is the spice of combat.

Learn to work with what you have on hand. You will get really good, really fast at switching weapons and scrounging the

good stuff.

---

Speaking of weapons, the damage curve of Modern Warfare 2 depends on the difficulty and who's firing. On Recruit and Normal, your character takes more damage from enemies. On Hardcore and Veteran, your character is as easily killed as all enemies.

Where possible, you want to engage enemies from either far away, behind cover (stand to pop-out from cover), and with as many shots as you can spare without missing or running out of ammunition. Headshots are crucial, but not mandatory unless you are attacking a Juggernaut.

---

Murphy's Law of Combat  
You are not Superman --  
marines and fighter pilots take  
note.

---

If an enemy is shooting at you, that means they can see you and they can shoot you. This also means that they are vulnerable if you choose to fire back. Of course, the ideal solution is to be able to attack with impunity.

Because of the updated bullet penetration, certain pieces of cover you may recognize in Modern Warfare 1 (especially on the SpecOps missions) will not adequately protect your character. Hiding in houses and behind walls will no longer be as safe as it would be. Large caliber slugs (like cannon shells) tend to rip through the thin walls of American residential houses like wet tissue at a snort party.

---

Murphy's Law of Combat  
If the enemy is in range, so are  
you.

---

When you cannot locate enemies, you can wait for them to fire. Enemy tracers and muzzle flashes are easily visible provided you are looking for them. On SpecOps missions (especially in SplitScreen), players will also have a mini-map to display enemy locations as red dots when they are visible.

---

Murphy's Law of Combat  
Tracers work both ways.

---

The enemy A.I. will react to your attacks and attempt to evade fire. Fire near enemies if there are too many bullets coming from there. Just getting the enemy to go prone will take up valuable seconds so they can't fire (similar to your character going prone, getting up, etc.).

---

Murphy's Law of Combat  
When in doubt, empty your  
magazine.

---

Emptying your magazine into an enemy is also vital when fighting them up close and you're aiming dead center mass. This is to make sure that the enemy combatant doesn't enter a "Last Stand" with his pop-shot handgun and kill your careless ass.

When your character is seriously injured, the screen will blur and turn very messy (distortion of vision). If you can, find cover or duck to break line of sight from the shooter. Your character will "heal" (or reorient himself) after a little breather. Once your vision clears (a damage indicator), your character should be able to withstand some more hits before coming to grief once more.

---

Murphy's Law of Combat  
A sucking chest wound is God's  
way of telling you to slow  
down.

---

While this may be considered regenerating health, some of our IGN board users have readily explained this as: "disorientation" from being shot at while wearing a vest; as a game mechanic, that's how it works, so live with it.

In the SpecOps co-operative play mode, your fire team partner can revive you an infinite number of times provided he can get to you before your one minute bleed-out timer expires. Using this technique of revival, you can actually have one character revive the other and get through a lot of tough spots.

---

Friendly fire is lethal. While your enhanced reality HUD will display a blue cross over friendly targets, you may still open fire on your own allies if you are far back enough to prevent identification.

Killing a non-essential friendly character is permissible, but not "mandatory" story-related characters. Sgt. Foley, Cpl. Dunn, Captain MacTavish, Captain Price, and Ghost are all essential characters. Killing any of them will instantly cause mission failure.

Murphy's Law of Combat  
The only thing more accurate than incoming enemy fire, is incoming friendly fire.

---

Because enemies react differently, engagements may sometimes come out in your favor. Sometimes just going about an objective from another direction or with different weapons gets you better results than before.

However you do it -- take note and assess your current situation. If you come out on top (objective completed and you have good weapons, etc.) then take it as a win and go. If an enemy blows himself up with his own grenades and opens the way forward for you, take it and go. It might be stupid, but it got you past those tough spots.

Murphy's Law of Combat  
If it's stupid but it works, it's not stupid.

---

There will be missions where enemy patrols will come out in force, or there's a time limit. Always keep on the move unless you are positive events in the campaign are scheduled to go off at certain locations (like waiting for your character to breach and clear).

Certain SpecOps missions are designed with a timer in mind, so you will want to keep moving (within reason). In anycase, you should use time wisely. If you are walking towards an objective, use that time to reload weapons.

Murphy's Law of Combat  
Anything you do can get you shot -- including nothing.

---

Don't neglect your teammates (or your partner in SpecOps). In those giant firefights, your allies actually help out (especially since they can almost never die). Nibble away at large groups from far away and do your best to even the odds before you close up.

This is especially true in Wave Defence Missions in SpecOps. Once things are down to just one or two hostiles, you will find the odds much more improved (even on Veteran).

Murphy's Law of Combat  
One enemy is never enough; two are far too many.

---

There is brutal logic in much of the game. Standing up and sprinting across a field will get you noticed by enemies. Similarly, crawling prone in tall grass is stealthy and gives your accuracy a great boost.

Semi-automatic fire is much more manageable by your character than full automatic. When getting your dope, go prone (where possible; kneeling is often good enough except for very far engagements) and fire single shots slowly (like plinking).

Murphy's Law of Combat  
The important things are always simple; the simple things, always hard.

---

Don't forget at its heart, Modern Warfare 2 is still a videogame (complete with monster closets and spawn points). If you can see a way to exploit the game's engine or logic, take it up ruthlessly and think before you act. Chances are, you're missing something if you're having a harder than average time of things.

## Call of Duty: Modern Warfare 2 Campaign Walkthrough

| Act One |                             |
|---------|-----------------------------|
| 01      | <a href="#">S.S.D.D.</a>    |
| 02      | <a href="#">Team Player</a> |
| 03      | <a href="#">Cliffhanger</a> |
| 04      | <a href="#">No Russian</a>  |
| 05      | <a href="#">Takedown</a>    |

| Act Two |   |
|---------|---|
| 06      | <a href="#">Wolverines</a>                  |
| 07      | <a href="#">Hornets Nest</a>                |
| 08      | <a href="#">Exodus</a>                      |
| 09      | <a href="#">Only Easy Day Was Yesterday</a> |
| 10      | <a href="#">The Gulag</a>                   |
| 11      | <a href="#">Of Their Own Accord</a>         |

| Act Three |                                     |
|-----------|-------------------------------------|
| 12        | <a href="#">Contingency</a>         |
| 13        | <a href="#">Second Sun</a>          |
| 14        | <a href="#">Whiskey Hotel</a>       |
| 15        | <a href="#">Loose Ends</a>          |
| 16        | <a href="#">Enemy of My Enemy</a>   |
| 17        | <a href="#">Just Like Old Times</a> |
| 18        | <a href="#">End Game</a>            |

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

**S.S.D.D.**

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Plus ça change, plus c'est la même chose.  
The more things change, the more they remain the same.

**PRIMARY** | Follow Sgt. Foley's instructions and don't shoot your allies in the face.

This should be easy. Follow the instructions and you pretty much get tutored on the game. You can only fail by shooting or knifing someone or holding the live grenade too long. Finish the training and head over to The Pit by following the white dot.

**PRIMARY** | Locate Cpl. Dunn and run The Pit course.

Run the course in The Pit after talking to Cpl. Dunn. You may find the assault rifle handy in piercing several hostile targets at once (although shooting a civilian target is also possible). The course is designed for you to run through it once without reloading.

Regardless of how you finish the course, you can select any difficulty and stay with it. Veteran difficulty is not all that hard since there's a limit to the enemies now.

**INTEL** | There is only one laptop in this level.



There is one laptop in the training stage. From the stairs leading down to The Pit's entrance, head north and locate an equipment shelf (or makeshift counter) near the base's perimeter denoting the edge of the map. According to this illustration, there's a bridgelayer and a watchtower that are also visible.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Team Player

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

## Murphy's Law of Combat

Use the buddy system. It gives the enemy another target to shoot at.

**PRIMARY** | Defend the bridgelayer.

Crouch behind the berm on the bank and fire on the enemies across the river. You can use the grenades from your M4A1 grenadier, but you can save them for the school later. Fire on the bank and then on the soldiers who appear at the opposite bridgehead.



(Above Left) Attack enemies across the bank but stay kneeling. If you're about to die, drop and heal. (Above Right) The target bridgehead. One grenade turns those guys into a basketful of flesh.

**PRIMARY** | Survive the gun-ride to the school.

Note that damaging vehicles with the mini-gun will cause the car to explode and kill you before your own vehicle gets clear. Focus on hosing enemies operating weapons and aim high (not low). The enemies should die with one prolonged spray of gunfire from your General Electric mini-gun.



(Above Left) Interactive elements have an artificial gold texture to them. Touch or use them to interact with the object. (Above Right) Stock up on weapons if you want. You may want the Glock G18 as a side arm instead of your regular M9. IGN prefers a second AK-47 grenadier so you can hold more grenades.

**PRIMARY** | Clear the school.

Clear the school out and make sure to let Foley and Dunn take the lead. Allied bots do not die (even on Veteran), so letting them take fire so you can locate shooters is what most armed forces call, "teamwork." Yeah. My team work. Use your own grenades liberally on each floor. One or two in each room will generally clear out enemies if your explosion hits. Remember you also have four flashbangs and four frag grenades as well.





(Above Left) Check side rooms carefully, as one shot on Veteran will likely kill you. (Above Right) Be wary of weapons with the ACOG sight. It's earnestly too much zoom for distances at the school. Consider sticking to traditional iron sights for the rest of the mission.

Try and pick up an AK-47 Grenadier so you can carry more grenades. The grenades may not be always handy, but having one at the right spot means people get nuked quick. Note that the grenade round needs to travel some distance to arm itself -- if you fire too close, the round will impact an enemy or obstacle and fail to arm its detonator. Modern solutions like HEAB ammunition promise to resolve this "glitch".

**PRIMARY** | Head to the extraction point.

Follow Foley and Dunn out to the street once you clear the rooms. The last room in the school can be flashbanged or pounded with grenades (you pick). Don't forget your M4A1 has penetrating power, so if you spot movement behind some cover, fire into it. You may be surprised that shots penetrate more objects than you'd dare imagine.



(Above Left) Let your guys take the lead. If you want different weapons, you can walk back into the school and check out the dropped weapons. (Above Right) Watch for enemies in the small room to the left of the small green car. There is always one enemy there ready to shoot you in the face.

Work the streets slowly and time your grenades with masses of enemies. You're nearly close to the end, so saving up ammo is for losers. When IGN says expend ammo, you expend it, chiefly because you can sometimes score a very lucky hit and down enemies who are stumbling from your gunfire or from your thrown grenades. When you throw out so many damned explosions, you'd figure something will die. Meet Shepherd at the end of the CASEVAC site and end the mission.

**INTEL** | Both intels are at the school.



Inside the school, clear the second floor of enemies and follow the target Ranger. Sgt. Foley will state, "I saw one of them head into the classroom," which is the room where the laptop is. If you need to narrow things down, check the corner classrooms once you're on the second floor; it'll be in the one before you exit the rear entrance of the school.



This laptop is sitting on ammo crate outside rear entrance of school, next to a taxicab.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Cliffhanger

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Justice without force is powerless; force without justice is tyrannical.

- Blaise Pascal

**PRIMARY** | Infiltrate the airbase without alarm.

Follow MacTavish's lead and pull your aiming and firing controls to go along with the ice-climbing portion of the game. Note that after the jump, you should probably depress the fire key (default) to keep your right hand on the ice pick.

Once you get to the top, deploy the ACR with Heartbeat Sensor and use it to navigate through the blizzard. Note that even on Veteran, the enemies here will be fairly dumb and will not hear your approach unless you are moving quickly and doing it close to them.



(Above Left) The ice picks can be swung with the melee button, but they don't do anything apart from climbing the ice cliff. (Above Right) Most of the mission will be in the white-out with you using the objective markers, the heartbeat sensor, and the ACR its attached to. Anything louder means you should probably just use a suitcase nuke instead of stealth.

**PRIMARY** | Place C4 on the fuel tank on the airfield.

The first priority is to place the C4 charge on the end of the airfield to secure Plan B. Evade enemies, let MacTavish take them out for you and follow the white dot. There is a pattern to all guard patrols, but nothing beats the experience of learning it on your own -- no guide (not even a video guide) can assist you in learning from experience.

What we can say, is once you've reached the Quonset tent that serves as a mess tent, you want to move around its back (with the objective marker ahead, go right). This will put you up against fewer enemies. Remember that dead bodies cause alarm, and unlike Solid Snake, you have no method to pick up and move dead bodies, so you will want to pick isolated spots to drop foes.



(Above Left) Bomb the crap out of the Russians by placing a half kilogram of C4 on this tank. Once done, you have about 30 seconds to move towards MacTavish before the patrols on the runway sweep through. (Above Right) Enemies don't go near the planes on the tarmac, so if you can go prone and hide under them, you should be able to evade most patrols. Of course, the best medicine is simply to move (stealthily) and speedily towards the back of the hangar to trigger a checkpoint and get the mission moving.

MacTavish will neutralize enemies who are single and seek to avoid to kill those who are in pairs or part of groups (since he will have to kill all the enemies if that occurs). Keep this in mind as well as an eye on your heartbeat sensor as you move towards your goals. Just in case, check the bodies of those you kill. You may want to take an AK-47 Grenadier or AUG H-BAR Scoped for later.

**PRIMARY** | Retrieve the ACU and get the hell out of Dodge.

Once you've met with MacTavish, head into the building. Reload all your weapons as well, and consider using an AK-47 Grenadier if you have it. There won't be much stealth after you grab the ACU. With the ACU in hand, there'll be a large contingent of enemy soldiers holding up MacTavish. Opening fire, attacking, or doing anything other than the scripted Plan B will get MacTavish killed and fail the mission.



(Above Left) Wait here (crouched) for MacTavish to give you the go ahead for Plan B. Roach will switch to the detonator automatically. (Above Right) Hopefully, you picked up a loud automatic weapon with a scope just for those mid and long ranged shots. Once you slide down the slope past this orange fence, it helps.

After Plan B is put into action, shoot your way out to the airstrip. There are many enemies, but it is still possible to run at this point in the game (even on Veteran) after you clear the initial mess of enemies. Keep the ACR in hand unless you need to make far off shots. Any weapon will do now, since all the enemies are alerted to your presence.

Stay low, use the designated MiGs for cover and make your way to the orange fence demarking the start of the snow mobile course.



(Above Left) A scoped weapon helps in taking down the shooters who line up on the top of the hill after you slide down. (Above Right) For the final slope, look ahead and make just small course corrections while keeping in the center of the track. Too far left and you rebound off into the abyss. Too far right and you miss the jump and crash into the side of the mountain.

Hole up at the cabins until MacTavish and you down the snow mobile crews. There'll be a marker on the snow mobile you need to take. Don't touch it before the marker appears, or the vehicle collision will kill you (even if the snow mobile doesn't move).

On the snow mobile, your character has infinite Glock G-18 ammunition which you fire using the aim button. Gun the snow mobile, slowing down only for turns and you can't go wrong even with so many enemies in pursuit. Spray the front of the vehicle with 9 x 19 Parabellum and most of the pursuers should die with little trouble.

Jump the final gap and head towards the extraction chopper to end the mission.

**INTEL** | Two laptops are before the snowmobile chase; the third one is on the snowmobile course (just run it over to get it). Thanks to Gary Pollock, Lloyd Salmon, and simalcrum for checking in on this.



After Soap and Roach split, there is a guardtower with laptop on its catwalk. If you haven't yet reached the mess Quonset tent (and triggered the jeep event), the objective marker should read approximately 20 meters.



As you head towards MacTavish behind the hangar (after placing the C4 charge on the airstrip), check out the hangar where two orange suited technicians are working on a Mig-29. You will need to break the windows to get this laptop, so you can either take out the technicians or follow MacTavish into the building with the ACS unit. Once you (but before you take the ACS unit), you can wander back outside and the technicians will be gone.



Okay, so the final laptop is on an ice field while you're being chased by a Russian Kamov gunship (the new types are like Cobra clones and not counter-rotating) and Russian dudes gunning for you like in a bad James Bond (*The Spy Who Loved Me*) movie. What you want to do is locate this fence (above). This landmark is easily encountered if you stay on the right side of the course (instead of left, which is a SpecOps shortcut for the Time Trial).

Note that the distance shown here is relative -- the objective marker shifts from place to place during the motor chase (meaning the distances also change) so the "1880 meters" is a *guesstimate* of where you will be when you first see the fence.





From that fence, you will turn left 90° and come out onto a small clearing with a conspicuous looking patch of woods in the middle of your screen. Since the compass (and mini-map) has been so helpfully removed for this section of the mission, you're going to have to rely on landmarks to get around. Too bad for you (and us) that every damn landmark looks exactly the damn same.



The laptop is in the small woody copse, slightly on the right side. Here, you can see it above the snowmobile's left tachometer. Simply drive over it and you will get the item (you don't not need to hold your reload button).

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

**No Russian**

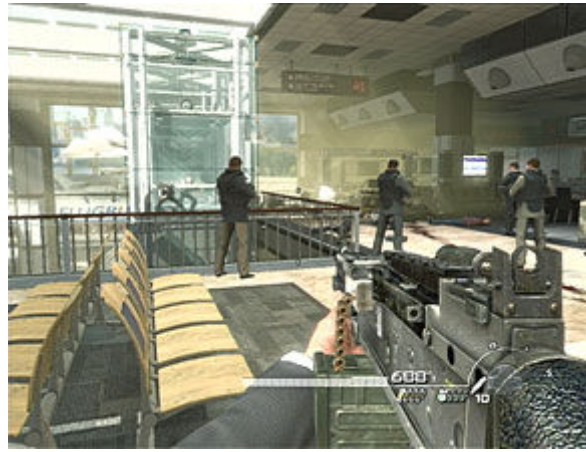
INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

The revolution does require of the revolutionary class that it should attain its end by all methods at its disposal. If necessary, by an armed rising; if required, by terrorism.  
- Leon Trotsky, *Terrorism and Communism* (1920).

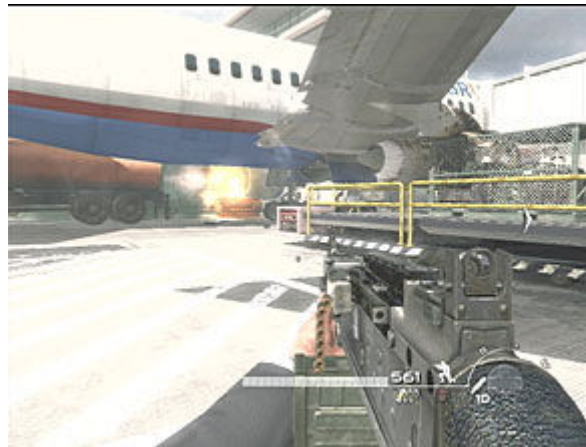
**PRIMARY** | Maintain cover as Alexei Roydin.

There are no laptops in this level, chiefly due to the slow, slow pace Pvt. Allan is walking. It should be noted that you don't need to neutralize civilians and non-combatants to maintain cover (even on Veteran). However, you cannot attack Markarov or his men since they are flagged as your allies for this mission.



(Above Left) Save your ammunition and scavenge weapons instead. Even if you don't use the M240, you may want its ammunition for the tougher fight later. (Above Right) Shoot back at targets who are armed, although Markarov and his men are probably faster than you (since they're A.I.) on the take. Hang back and let the suckers do the work.

What you want to do in the initial part is stay behind Markarov and his team of terrorists and check out the weapons being dropped by slain security guards. There's a dual wield M9 around the time you near the elevators as well as some MP5Ks you may want in lieu of the slow-to-reload M240. Keep the M4A1 Grenadier -- you will need the grenades for the riot shield carrying F.S.B. soldiers later.



(Above Left) FSB operatives will march in and out while maintaining strict discipline under fire. Use either flashbangs to disorient them, or frag grenades (launched or thrown) to disrupt their orderliness. (Above Right) Watch for exploding jet engines. Shoot an engine nacelle enough times and it acts (unrealistically) like a bomb. Use them to clear out the opposing FSB who take cover near them.

The action doesn't heat up until you hit the tarmac. There, Russian F.S.B. soldiers will appear and attempt to take down your party of insurgents. The FSB forces will have shield soldiers, so you either shoot them in the foot to cause them to stagger (and thus expose more vulnerable body parts), or you can roll grenades past them to disrupt their lines.

This will likely be the first mission you will undergo a level of firepower of which you've not experienced before. Only two of your bot allies (Markarov and the other guy) will be invulnerable to enemy attacks -- the others are easily killed off, shifting the battle slowly against you.



(Above Left) The second level office where FSB tries to nuke you. If you have those impact-detonation grenades from the M4A1, now would be a good time to fire them into the windows. (Above Right) Riot shields are handy once you get to the last few waves. Use one to defend yourself and draw fire while your allies attack enemies. Note that you cannot use weapons while using the shield.

Fight past the terminal office with the FSB, survive the last few waves and get to the extraction ambulance. Some surprises are genuinely the ones you don't want popping out of a birthday cake.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Takedown

|                 |                           |
|-----------------|---------------------------|
| INTEL LOCATIONS | CAMPAIGN MISSION SELECT » |
|-----------------|---------------------------|

Get there first with the most (men).  
 - General Nathan Bedford Forrest, C.S.A.

**PRIMARY** | Pursue and detain Rojas' right hand man.

Chase down Rojas' henchman -- but first, learn to duck while sitting in vehicles. Press the duck button and crouch down to avoid a favellan version of the drive-by (in favella, pedestrian drives-by you!). Once the driver is killed, MacTavish will signal you to get out. Do so and follow him. Ignore weapons (all of them are M9s) and chase after the quarry.



(Above Left) Learn to duck. The car's engine block should stop most small arms fire unless someone's using magnum cartridges. (Above Right) The pin-down is made at this alley. Take good aim at the fleeing suspect's legs and cripple him for the time-being. As the Governor would say, "He'll live."

Catch up to the target, zoom in with the UMP 45 with ACOG and let 'er rip -- at the legs. Neutralizing the enemy at this point won't assist in your interrogation, unless you happen to be Delta Green, and have a ghoul's ability to pick-up memories from the deceased by devouring their brain. Once the target is downed, the mission moves to the next section.

**PRIMARY** | Locate and corner Rojas.

Note that despite the frantic urgency of the radio transmissions, there is no real "time limit" in this mission so take your time and clear out the enemies as they come out in waves. You can probably withstand the first three or four waves of enemies right where you, Royce, and Meat all drop into the favella. Use the car wrecks for cover and take down enemies until they stop appearing.



(Above Left) Enemies can appear in the craziest of places here, including on rooftops you have no way of getting to. Use a scoped rifle to take down the enemy shooters from afar. (Above Right) Listen for the Portuguese swearing as well. Enemies will swear in non-English tongues, giving them away easily in combat. Remember your rifles and machineguns can also shoot through most thin materials in the favella.

Use this chance to familiarize yourself with the favella as much as possible. Despite its ramshackle appearance, it is actually quite a simple figure-8 (albeit several overlapping figures-8). As a general rule, the interiors are easier to lose enemies in while the outdoor areas are easiest for you to get a good line of sight on enemies to down them.



(Above Left) Beware of ambushes from windows and from enemies. Note that Roach is completely silent when moving, so if you manage to down an enemy with one shot, you can move around and down enemies from the opposite direction while the look the other way. (Above Right) Use both exterior alleys and interior rooms to get the drop on enemies. You'd be surprised how far (and accurately) the enemy can shoot if you are in their sights.

Once you're past the fence with the dog, you need to proceed more carefully. Retreat back to earlier (cleared) areas if you get under intense fire. There're plenty of checkpoints to insure you will learn your lesson when twenty enemies appear from the same location from the same house and waste you. Learn to trigger enemies, then hang back and pick them off one by one.

Fabrique Nationale's FAL with ACOG is a good weapons to have for this mission, since it's accuracy and semi-automatic performance is good for medium ranged sniping.



(Above Left) As you round the left turn at the upper favella's lower tier, watch for rocket soldiers firing from the rooftops. (Above Right) Ducking lets you fire from a steeper angle than if you are prone. Remember this if you are taking out the first roof corner overlooking the construction site from the roof hatch below.



(Above Left) The construction site has a ton of enemies spawning around the surrounding buildings. Trigger them and fall back to snipe them. (Above Right) The open window is an ambush spot; train your weapons on closed windows as you got forward. Using the aim-down-sight lock-on also helps in acquiring enemies in campaign.

Your character will catch up to Rojas, Ghost and MacTavish soon after the flaming blue car in the street. Simply battle the last few militia in the favella and you can move on.

INTEL | Four laptops here, all in the ramshackle favella which is *not* an example of good government subsidized housing.



In the first area of the favella (before the fence with the rabid dog) stick to the left side as you make way to the objective marker. There is a house (approximately 125 meters from the objective) with a fence/cage filled with junk (and is the only one in this section of the favella to have it). Inside this particular house is the laptop.



In second part of the favella (now past the fence with the rabid dog), there is a house with a ladder approximately 77 meters from the objective. This ladder leads to a room with the laptop.





From the building with laptop 2, head southwest (use compass) and through the building's door. Outside, there is a blue building in front and a brick building to the left. The laptop (#3) is in the brick building to the left.



As you near the "Capture" blip (or where Rojas is), there'll be a flaming car in the upper favella. Put the capture dot on the left side of the HUD and have the fiery car in front of you. Enter the building to the car's right. There is a narrow staircase leading down to the laptop (note, if you walk around, you can also jump down to the balcony to the laptop's room).

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Wolverines

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

... a basic principle of survival: (do) not take anything, (do) not build anything, unless you can defend it. Whatever you have, whether it be a source of water or the blood in your veins, there is bound to be someone or something else that wants it, and the only thing stopping the Enemy from taking it is you.

- The Bug Wars (Robert Asprin, 1979)

PRIMARY | Battle the Russian Army in eastern Virginia.

Follow Sgt. Foley to avoid the Russian BTR. You're lucky it's only a BTR and not a BMP -- the latter is tracked and has much more firepower. Follow the BTR to the ammunition cache on the right side of the street and throw the special grenades (smoke) to obscure the BTR's line of sight and head into the alley down the street (and on your right).

When you round the corner, try to duck behind the green dumpster, as there are plenty of soldiers waiting. Once the rest of the fire team catches up, you can head back towards the BTR. It should be gone and you can pick your weapons and refill them maximally with the ammunition cache on the top of the hill.



(Above Left) Follow Sgt. Foley until you reach the gas station. At that point, you may want to do some weapons preparation. (Above Right) Note that trucks often have troops. If you can hose it down with MG fire before they disgorge their cargo, you can save yourself some headaches. Just note that heavy weapons will be rare in this setting due to the use of the Predator Missile.

If you don't want intel, follow Foley to Nate's Diner. Otherwise, you can explore the town after you destroy that second BTR patrolling the immediate zone. Head for Burger Town to the south if you intend to explore. There is an RPG there (as well as the occasional RPG soldier). Clear out Burger Town and locate the RPG in the kitchen. Next, find the ladder to the eatery's roof. From the roof of Burger Town, you should be able to shoot down the BTR with one good RPG shot.

Once the BTR is killed, head back to Joe's Diner (the restaurant next to the Nova Star gas station). There is a EBR-14 with Thermal scope inside, as well several choices of weapons. Take the ones you're most comfortable with, and remember you will be doing a mix of sniping for a brief period of time.



(Above Left) The RPG-7 in the Burger Town kitchen. You may occasionally get a second shot from a randomly generated RPG soldier from the restaurant, but don't count on it. Figure you have one shot, so make it count. (Above Right) One shot, one kill from the rooftop of Burger Town. Aim carefully and make sure you're not being shot or your character's hand is wavering when you pull the trigger, or you'll likely miss.

**PRIMARY** | Defend the pilot at Nate's Restaurant ... and other crap.

Head to Nate's restaurant with (recommended) an EBR-14 with Thermal and any rifle with a dot/holo sight and preferably a grenade launcher. Go to the rooftop and refill on ammunition and other items. If you want, you can move the sentry gun turret to Joe's Diner (behind the counter) or alternatively mine the area behind the counter to kill a problem that spawns there later (sentry gun is better).

Place claymores at the tops of ladders and at the corners of doors leading into the diner and onto the rooftop. Note that your character will not trip his own claymores, so don't worry about it.



(Above Left) The sentry gun was move here to show you how much stuff you have on Nate's roof. Put the sentry gun behind the counter in Joe's Diner so you can kill the UCAV operator when he spawns (you can also use claymores), since you can easily use your regular machinegun or knife to kill enemies climbing the ladder to the roof. (Above Right) Claymores work once and the explosion warns you where you need to go. Careful when enemies detonate them -- even if claymores don't detonate when you're near them, enemies trip them. One explosion kills you on Veteran.

When you've taken account of how things are laid out on the rooftop (including the Meet Sgt. Foley and start the wave defence mission on Nate's rooftop. Exchange any weapon (EBR-14 or other weapon) for a Stinger before you are called off the roof by Foley because of an incoming Predator strike that slags the building's roof. This stinger (next to the ammo crate) will help you in a later part of the mission.



(Above Left) The sentry gun was move here to show you how much stuff you have on Nate's roof. Put the sentry gun behind the counter in Joe's Diner so you can kill the UCAV operator when he spawns (you can also use claymores), since you can easily use your regular machinegun or knife to kill enemies climbing the ladder to the roof. (Above Right) Claymores work once and the explosion warns you where you need to go. Careful when enemies detonate them -- even if claymores don't detonate when you're near them, enemies trip them. One explosion kills you on Veteran.

**PRIMARY** | Neutralize enemy UCAV operator.

If you slew the Russian spawns in Joe's Diner with the sentry gun, it should be an easy walk towards the diner. Otherwise, you will need to make your way to the diner carefully and down the enemies using sniping at medium distances. Clear the enemies at the counter and take the UCAV control laptop.



(Above Left) The laptop of death. Push your assigned item key to drop some heavy explosive diarrhea on the enemy. (Above Right) Enemies are bracketed in red (not visible at this resolution); however, it should be noted that the reticules show past solid objects like buildings and rooftops.

Clear out the enemies attacking the diner by going prone behind the counter and wasting the enemies who round the corner (an RPD or the M240 on the counter helps with this). You can also scan the stage using the Predator's missile cam to see if enemies are near you. Use the missiles to blast the concentrations of enemies as they close in on you and Nate's diner. If you need the missile to speed up, press and hold fire once the missile is launched to strike fast.



(Above Left) Head for Burger Town instead of Nate's Diner as requested by Foley. You can also try staying your ground at Joe's Diner, but watch for enemies if you do the latter. (Above Right) Enemies can only come in one place if you locate the meat locker in Burger Town. Once the tide is quiet, you can use the UCAV PC in peace.

Once the initial waves of enemies are downed using the NCAV laptop, you can head back towards Nate's and head towards the Burger Town. The fire team's goal is now to fall back to the Burger Town and none of the enemies inside will be vulnerable to the missile strike. You need to do it the old fashioned way.

**PRIMARY** | Neutralize enemy gunships and evacuate.

After a while, you'll notice your UCAV will be gone -- because it's been targeted and destroyed (in an event, not by enemy action). At this point, you'll find out that a pair of MiG Hokum gunships will be lurking in the area. If you brought down that stinger from the roof of Nate's restaurant, you should be good.



(Above Left) Remember basic Stinger operations -- when the square turns into a diamond and you hear the warning whistle, you may fire for an assured kill. (Above Right) The stinger on top of Nate's restaurant. You can get this earlier and lug it around, saving you a trip back here.

Head to Joe's Diner even if you have a stinger. Take the first shot against the enemy Hokum and down it. If you lugged the stinger from Nate's over here, feel free to take the Stinger in Joe's restaurant and shoot down the second Hokum when it appears.

If you didn't bring the stinger from Nate's, you will need to go back there (and up on the roof) to get the second Stinger S-A-M and down the second gunship before it turns you and your buddies into red, red chum. When both gunships are down, evacuate with the rest of fire team Hunter 2-1 by going south towards the convoy.

**INTEL** | Four laptops in the strip mall. Once Foley heads for the downed chopper, explore the town (but stay away from Sgt. Foley).



The first laptop is in the Nova Gas Station office (the station next to the Joe's Diner).



At the Burger Town, locate the garbage cage (a brick rectangular structure with no roof) on the east side of the establishment. It will be outside the burger joint. The laptop is inside the dumpster. Note if the Russian BTR is giving you trouble, there's a rocket launcher in the Burger Town's kitchen. Take out the BTR if it's interfering with your exploration.



Have it your way inside the Taco To-Go. That place is due east of Burger Town.





The CRB Financial building north of Nate's Restaurant. Avoid the CASEVAC and Sgt. Foley while going there, or Russian soldiers will spawn in the bank and kill your ass. Check the online banking area for this laptop.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Hornets Nest

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Atrocities were committed by both sides ... By definition, war is immoral; there's no such thing as a clean war. Once armies are engaged, war is total. We were ordered to commit an atrocity, pure and simple...  
 - General Chuck Yeager, (Yeager: An Autobiography, 1985)

**PRIMARY** | Escape the favella / barrio / ghetto.

Follow the rest of TF-141 to the top of the hill and whittle down the enemies here. Again, like the previous stages, there's no actual time limit here (unless something appears on your screen telling you so). Clear out enemies and you can proceed without being molested by enemy fire.

Down the enemy technicals ('technically' combat vehicles) and scour the ground for good weapons. You'd likely want a scoped weapon (the UMP45 you have works well) but a grenadier rifle would be better since you can simply explode people. Clear the first area and head down the street to the junk-littered lot.



(Above Left) The technicals are dangerous if they have gunners, but not so much if there are only drivers; vehicles in the game travel on rails, so you can easily predict where they go time and time again. (Above Right) There's an SVD Dragunov marksman rifle next to a white picket fence at the building to your right when you crest the hill. Use it if you need the extra zoom.

Follow the team down the street and take out the enemies in the junk-filled yard. That done, work over the enemies at the "Dragunov house" before proceeding to the next street. Note there are two routes to go, but you can always double back and take on enemies as they pursue you and the team into areas you've secured already.



(Above Left) Ambush the initial enemies in the junkyard from the shack on the left side of the street. Great place to snipe. (Above Right) The red house visible here in the junkyard is the "Dragunov house" since there's often a marksman in there with the same sniper rifle taking pot-shots at your team.

Head up the street and take down the enemies at the intersection (grenades work). The safest route, if you have a 30+ round machinegun and a full magazine, is to head into the ice cream shop, go upstairs and move slowly while prone, taking out enemies as you crawl back onto the streets. MacTavish and the ever immortal Gaz-Ghost dude will be able to kill other enemies as they move up the street with you.



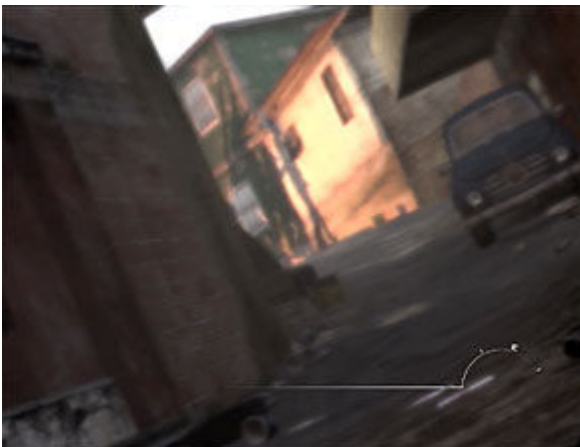
(Above Left) Slow and painful is the advance up the street next to the ice cream shop. Lucky for you, there are two invulnerable bots to help you take and make fire. (Above Right) Upstairs and inside the ice cream shop, you can mow down enemies as they spawn and run out from the house with the laptop.

Past the ice cream shop intersection, there's another junkyard with technicals, snipers and auto-gunners before the market. Spend time clearing enemies here as well and take stock of your weapons. You won't need the ACOG soon enough, and only any weapons with a dot/holo sight (or iron sights) as combat ranges start getting closer and closer.



(Above Left) The thin stalls at the market are not bulletproof. Shoot through and throw grenades. This should be more fun than the market stall scene in Metal Gear Solid 4, because you aren't fighting invulnerable anime robots. (Above Right) At the football field, trigger the enemies, then head back into the long house to shoot from the windows. It's safer that way.

Follow MacTavish and Ghost through the market and take things slow. An MP5K or UMP with dot/holo sights is perfect for this section. Use your allies ruthlessly, since they are invulnerable and you're not. You should be able to reach the end of the market without much problem if you expend your flashbangs and frag grenades -- use them up. You won't have them in about five minutes.



(Above Left) Once you miss the jump, you will be weaponless. Start running. (Above Right) Line up your final jump to the chopper's ladder. You have thirty seconds from the last checkpoint in this stage to re-do the event over and over again until you perfect it.

Mantle onto the rooftop after the football field fracas and jump for the transport. Roach will slip and fall down, losing all of his weapons. At that point, run for your life through the favella's buildings and rooftops. Pay attention to open doors and the objective marker as it shifts and moves from place to place. You will need it to guide you out. Sprint when you can afford to and you will slide down to the last room and the chopper as a thirty second timer counts down (you only need about 5 second to make the actual jump).

**INTEL** | All of the intel will be before Task Force 141 mantles to the rooftop to get to the escape chopper. Take your time and explore.



Destroy the two technicals in the initial area and cross first street. Check the first house on your right as you march towards the next objective. There is a blue mini-car in the garage of this house. The laptop is in that house.



At the turn in the street (past the technicals in first area), go southeast towards the chainlink fence demarking the edge of the map. There'll be a giant ambush in a junk-filled yard. A toolshed next to the building with the Dragunov marksman has this laptop.



Clear the intersection (as ordered by MacTavish) and locate Pelayo's ice cream shop. The laptop isn't in there, but it's in the second floor of a residence (same building) next to it. You can locate the blue mini-car parked in front of this residence and grab the laptop on the second floor, or you can enter the ice cream shop, go to level two and continue walking west (you should still be in the interior). When you exit, the first door to your right is the residence you're looking for.



Past the marketplace, the first dust-off is waved off by MacTavish so your team can get to the rooftops. Before leaving the soccer field on the ground level, locate the flaming pick-up truck. To the left is a soccer goal and behind the goal is an open window with the laptop.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Exodus

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Where soldiers begin to question the rightness of the cause for which they are fighting, armies soon collapse.

- Capt. B.H. Liddell Hart, Panzer Leader (foreword), 1952

**PRIMARY** | Battle Russians like that WKRP in Cincinnati episode that spoke of "invading enemy tornadoes".

Follow the Stryker (it's generally tougher than you are) and use the laser designator to hose down houses and enemies. If enemies are near a location, the Stryker's gun will attack them. The key is to stay off the street and pop out only long enough to fire the designation.

Hose down the first house on the left, then switch quickly to the yellow house on the right. Clearing enemy rocket soldiers will keep the Stryker in handy shape so it can help you take down enemies rappelling from choppers later. You can even use it to destroy sentry turrets, etc. with its explosive rounds.



(Above Left) Ammo crate alert. When you have one, spam fill the two best weapons you can find -- like rifles with grenade attachments. (Above Right) The Stryker's cannon can destroy enemy choppers before they disgorge their troops on fast rope. You just need to be quick and cool about your targets. There are three choppers, so take out the ones closest to you first. If you miss a chopper or two, the troops they drop will be further away, giving you a chance to react.



(Above Left) The enemy turret can be targeted if you move the damn Stryker up a bit more. Alternately, you can use launched grenades to knock it out. That ammo box at the start of the stage will still be there. (Above Right) You can aim at enemies from under the Stryker, but don't think it will drive over you and leave you in one piece -- if the Stryker moves, it will kill you instantly.

Take out the houses one at a time to the Arcadia community security checkpoint. Fight through the Russian opposition there and move over the long covered bridge into the neighborhood.

For those of you who completed Wardriving in Spec Ops, this section should be very familiar. Use the ammo crate and start weeding out the houses of enemies. Since you have more allied bots here, you can afford to take more chances and rush ahead knowing Foley and Dunn will cover you, as well as the Stryker.

Once you've taken over the house with the AA guns, the Stryker designator will be an artillery designator. Simply designate the AA tanks and send in the heavy rain. After all the SAM sites are taken out, follow Foley to the address General Shepherd orders you to inspect. Once you collect whatever is in the panic room, the mission is over (there are no more enemies after the SAM tanks).

**INTEL** | All the intel here is grabbed whilst the Stryker is still with fire team Hunter 2-1. Explore the houses near the street, but don't stray too far or you get pulped. Note that Honey Badger tends to fire through your character -- so on Veteran, you are easily killed if you stand between the Stryker and the designated spot.





Before the Russian checkpoint at Arcadia, locate the Garden Villas Apartment Building (north side of the street). There is a small security office for the apartment complex on the street. The laptop is in that security office.



At the Arcadia sheltered community's checkpoint (before the long covered bridge ... which is really an East Coast New England thing dating back to early colonial times in the Americas), check the southern security office for this laptop.



Cross the covered bridge with the Stryker into Arcadia. The second house on the right has this laptop on its second floor. The target house is next to the one with the AA guns.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Only Easy Day Was Yesterday

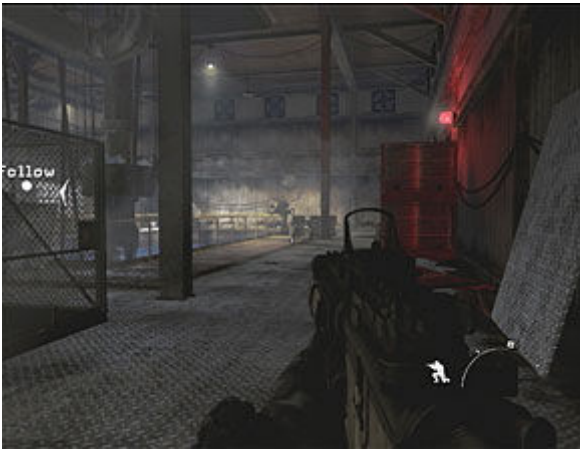
INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

The S.A.S. -- Speed. Aggression. Surprise.  
 - Andrew Sterling, Cold Winter (2005)

**PRIMARY** | Rescue the first and second rooms of hostages. Note that shooting any hostages results in mission failure.

Both weapons (SCAR-H with thermal and M4A1 MOD 1) are silenced, so use either for all operations apart from the breaching. You likely won't need to change your weapons at all for the whole stage, unless you run out of SCAR-H ammo at the top level and switch to an F2000 with thermal sights.



(Above Left) Kill the guy having a smoke at the railing in front of the first hostage room. That'll learn him to deaden his combat senses with nicotine. (Above Right) Pick your breaches carefully. The bots do a good job killing enemies, but half the job relies on you. Hip shoot enemies up close, but use snap aim for enemies further away. Beware that bullet penetration can kill enemies, hostages, and bombs on the other side of an enemy soldier.

Clear the first room of enemies, and head to deck 2. Wait for the chopper to pass by and get ready to breach a second time. Once the second room is cleared, place C4 on the highlighted bodies and follow MacTavish to the ambush point.



(Above Left) The scaffolding you use to ambush the patrol in campaign and the Juggernauts in "Armor Piercing" on Spec Ops. (Above Right) The AT-4 missile works okay against the gunship in campaign, but you'll need a proper Stinger in Spec Ops mode to take down the gunship.

Once the second deck is cleared of enemies, head slowly upwards towards the third deck. Stop and clear enemies at the stairs and ready your M4A1's grenades. You will need to head into a room with a Stinger launcher to take down the enemy gunship. While the AT-4 can take down the chopper on Veteran, the timing you need is exceptional, since you need the chopper to pause for five seconds or so for the rocket to be aimed and fired. The stinger makes this unnecessary provided you have a good lock-on.



(Above Left) The stinger is in the large room towards the rig's interior. The crate is by the light. (Above Right) There's a crate outside the rig with a Chey-Tac Intervention (with thermal) and several F2000s with thermal. Take them only if you need the firepower because your starting gear is all you need.

Grenade the corner past the stinger crate where enemies pour in. Blast the floor or wall behind them to catch them in the blast. Flashbangs also work, to buy you some time while you reload or for MacTavish to take them down. Once you've downed the eight enemies (or so) who pour into the room, secure the corner (i.e., make sure no other hostiles are there) and take the Stinger from the crate to swat that fly outside. Swap back weapons and continue.

Work up and around the next corner, and try to flash bang the door at the bottom of the stairs MacTavish takes (Ghost takes the outside of the rig, which is just as hard). Past that section, you will have the chance to stock more F2000 and Intervention ammo. Keep the weapons where they are -- you can always come back and get them if you run out.



(Above Left) Hiding in the corner of the barrel and forklift where MacTavish is lets you kill everyone who shows up. This works in "Wet-Works" for Spec Ops as well. (Above Right) The layout of the rightside of the final hostage room. We included this just because you may not get a chance to see it (in a different form) in SpecOps.

At the top deck where the smoke screen ambush occurs, take down the enemies in the corner past the forklift by the stairs. There's a corner where a fuel tank and the railing form a great corner for turtling and attacking enemies. Use up the SCAR-H with thermal and swap it out for an F2000 thermal. You want to keep your M4A1 SOPMOD1 for the breach.

Take down the enemies in the windows and work your way to the right door. This is an easier breach since two of the enemies are really close (the right one is a knifer -- kill him first). Once the room is cleared, follow the team to extract.

**INTEL** | The laptops are scattered everywhere, but all of them are found before reaching the top level with the smoke grenade ambush.



Save first room of hostages and go to deck two. In the storage room where you are warned about an enemy gunship, check the equipment rack for the laptop.



After saving hostages on deck two and placing Plan-B, check the corner room near the stairs leading from second deck to third deck. The laptop is again on a storage rack.



On the third level, there are stairs going up then down towards some enemies near fake (or non-interactive) weapon crates. Around this time, MacTavish or Ghost will say something about using the hallways to get around and ambush enemies. Check under the stairs in the rig's interior for the laptop.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

## The Gulag

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

War is not violence and killing, pure and simple; war is controlled violence; for a purpose. The purpose of war is to support your government's decision by force.

- Sgt. Zim, *Starship Troopers* (Heinlein, 1959)

**PRIMARY** | Enter the prison and locate inmate 627.

Start by sniping the enemies on the parapets and taking them down before they activate the SAMs. Don't fire too much though, as the EBR-14 you're using will be your main sniping rifle until you've entered the prison. Take pot-shots, but don't waste ammo. Once you're down on the ground, run towards the fence with the enemies to activate them, then retreat and pick them off slowly.

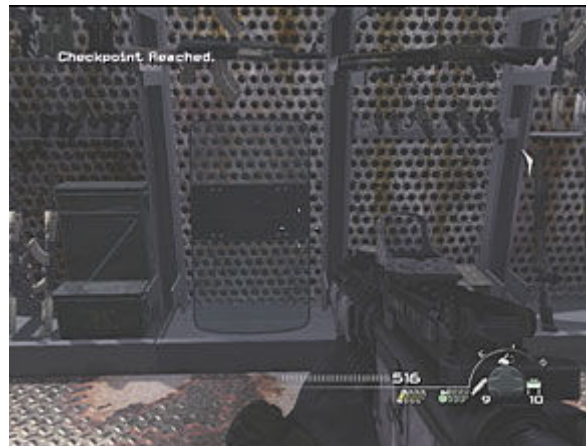


When enemy numbers wane, trigger more by approaching MacTavish. Retreat and resume sniping. You should have plenty of weapons to choose from after this is over.



(Above Left) Lingering at the helipad like a coward lets you live to snipe another day. Cowardice can be overcome, but being dead is a terminal condition. (Above Right) Check the windows and listen to your team's call-outs. They are surprisingly accurate since each enemy's location is tagged with a specific voice bit.

Swap the EBR-14 for something with grenades (scoped or not). You will need it for the shower room shoot-out (recreated for Modern Warfare 2 from its Modern Warfare 1 version, which was recreated from The Rock). The extra grenades will help in downing the gantry snipers.



(Above Left) The guys in the tower will spotlight enemies in the prison hallways for you. (Above Right) Take a riot shield in the armory and let Ghost and MacTavish kill everyone for you. Take your grenadier weapon once you've cleared the armory ambush.

Head into the armory and survive the ambush by using a riot shield. Kill your attackers and take-back your grenadier weapon if it's still there. Move to the next level and use night vision to see and down the enemies



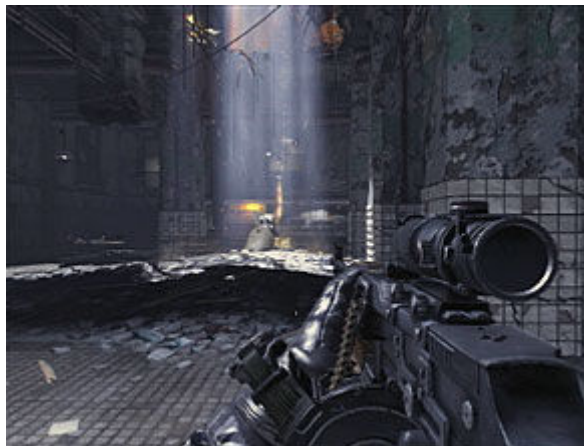
(Above Left) Turning up your gamma can fix your low-light conditions as well. You do not need night vision *per se*. (Above Right) At the pipes, learn to fire through them or fling a grenade very well. The pipes can be pierced, but barely. Otherwise, you will have to deal with enemies when you round the corner.

Head through the dark tunnel and let the team clear the rooms (not you). They are invulnerable and react faster than you do. Unfortunately, you have to clear the maintenance area yourself, but the lights are now back on. Use a mix of grenades and gunfire to pick troops off at a distance. At this range, you should be okay with the dot/holo sights.



(Above Left) Breach into the showers and take out snipers in the upper walkway with launched impact grenades. Note that the AK-74 and M4A1 use different grenade types, but only one total will be displayed at a time on your HUD. (Above Right) Clear the ground and head to the hole into the sewers.

In the showers, use grenades on the snipers in the walkway and flashbang the troops on the ground so you have a chance to kill them. Don't forget that you can knife enemies up close if you need to. Like MacTavish, Roach's fruit killing skills are exceptional.



(Above Left) There are no enemies in the sewers. (Above Right) This bomb is where you hook up and flee after finding Price in the

prison.

Locate the prisoner's cell, breach into it and prepare to escape. There should only be one more enemy as you try to escape, but he is often stunned from the debris and killed when more falls on him. Don't worry about it and head for the marker.

**INTEL** | The laptops are easy to find if you take your time. The last one is in the room where you find Captain Price. You have just enough time to grab it before the castle explodes in your face.



Before entering the prison, there are stairs going up to a control room overlooking the entry gate. Check this room for the laptop.



Inside first prison control center after entering the castle.



After the armory ambush, go to the next gate "airlock" and check the prison office (room 327). If you rappel down, you screwed yourself. Restart the checkpoint.



In Price's room. After meeting him, check to the breached hole's left for this laptop. We say left because the breached entrance should be behind Roach as you play -- not to the breached hole's right as you walk around a warzone snapping pictures with a 14.2 Megapixel digital camera you bought Costco.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

### Of Their Own Accord

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Wars are fought by soldiers, but they are produced by businessmen and politicians.

- General George S. Patton, Jr. (Collected Letters)

**PRIMARY** | Fight the Russians. Again with the Russians. Mr. Scott! I need more power. I's n'use Cap'n! I canna reach th'controls!

Head outside to Foley and Dunn to assault the Capitol building. There're several weapons in the bunker, but unless there's a second grenade weapon you can take, don't bother. You need more grenades here than you do anything else since you can impact those bastards instantly.

Stick to the trenches and follow Foley as usual. Stay low in front of the Capitol until Foley gives you the clear -- the LCAV needs to blast the enemy snipers and rocket soldiers so you can enter without being blasted. Once inside, use the ammo cache to insta-refill your grenades and blast enemies as they shoot from the upper level.



(Above Left) Tempted to take the EBR-14 at the start in the bunker? Don't bother. You're going to have infinite grenades once you hit the Capitol building. (Above Right) You can barely see the steps into the Capitol building, but as soon as the LCAV fires at the enemies and suppresses them, you can enter the building without being shot dead. Free ammo in ten seconds!

Continue through the Capitol's grounds and shoot up the place. Put a few rounds into closed doors to make sure no one is behind it. There are often enemies in closed doors looking down long hallways. Of course, an impact grenade instantly breaks such doors.



(Above Left) A second ammo cache is in the Capitol's inner garden, past the elevators. (Above Right) Blast doors with impunity. There are no friendlies apart from your allies here.

As you head back out to the mezzanine (an Italian architectural term for a level between levels), zap the soldier coming out from the right (grenades work) and clear out the losers on the left as well.



(Above Left) Enemies sometimes hide behind this monster closet on the upper level of the mezzanine. Grenades (or fishing with dynamite) solves that problem. (Above Right) One grenade solves the SAM site crew too. You can crawl towards the left and let Foley and Dunn take down the snipers on the other side if you don't want to be locked in a sniping war. If you want to snipe, there's

an EBR-14 leaning on the crates to the right when you enter the hall.

There's a third ammo crate on the balcony where the SAM station is. Blow up the SAM turret if you want (it knocks it out so you can attack the building safely again later) and restock on the ammo cache next to it. Take your grenadier weapon and follow the fire team deeper into the building and don't be afraid to flashbang rooms you're not sure of. If you're out, you can revisit the crate downstairs for more grenade ammo.

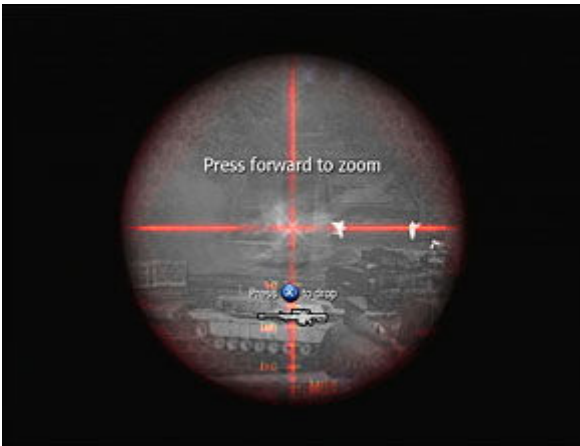
Head to the ambush point and slaughter the enemy fire team inside the overwatch spot. Before you head in (as per Foley's orders), play dumb to the A.I. and plant claymores around all the corners and desks in the hallways and rooms leading to yours.



(Above Left) The ammo crate next to the SAM site. The room with the second intel is nearby. (Above Right) There are infinite Javelins in the ambush room. Take one up for now, but don't man the sniper rifle to initiate the sequence until you've placed claymores around every corner and piece of furniture outside your room.

Ditch your sniper rifle(s) for a Javelin and reload your other weapon (the M4A1 grenadier will do). Snipe the rocket soldiers on the street. Once the targets are all downed, step back and switch to the Javelin launcher. This weapon will be able to lock onto the enemy tanks (correct) as well as enemy choppers (incorrect). Regardless, simply locate the nice bright green squares on your Javelin's viewfinder and let 'er rip.

Note that enemy soldiers, if they've been marching towards you in the hallway, should be decimated by the claymores by now and Foley and Dunn can take care of the few stragglers. If you do find yourself fighting enemies after the Barrett sniping sequence, do it quickly and avoid dying. Take out the Javelin after you've dealt with the enemy infantry.



(Above Left) The emplaced Barrett is set up just like Price's old mission in Pripyat, but there's infinite ammo and almost no drift. Fire away. (Above Right) In the chopper, hose the small structures with a quartet of SAM soldiers or you will likely die from their missiles.

When the last of the enemy troops and armor are blasted in this scenario, ditch the Javelin and switch to the M4A1. You will need to grenade, and shoot your way to the roof and board the escape chopper in two minutes. Let the soldier open the door and you're on your way. Use the minigun on the chopper and hose enemies on the ground and atop structures. Have fun blasting the SAM turrets on the rooftops, because you will eventually be shot down and crash. At that point feel free to do nothing. As long as Ramirez stays in the chopper's wreckage, nothing can injure him (it's a cinematic).



**INTEL** | The laptops are easy to find if you take your time. None of them will be in the shelter or the grounds to the Capitol building (eat that Congress). Both will be in the Capitol building.



At the lobby elevator, stand on the corpse blocking the doors and grab laptop inside. If you go further (to the SAM site) and then return, the dead body will be gone but the blockage will still be present.



Locate the SAM site in the Capitol building. A corner room next to a copy machine has an enemy hiding inside (and shooting) with this laptop.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

### Contingency

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

The development of guerilla and subversive war was intensified with the magnification of nuclear weapons ... the implied threat of using nuclear weapons to curb guerillas was as absurd as to talk of using a sledge hammer to ward off a swarm of mosquitos.

- Capt. B.H. Liddell Hart, Strategy 2nd Ed., 1967

**PRIMARY** | Infiltrate the subpen's perimeter with Price.

You will be with Price on this one. Follow his audio cues exactly, as the bot never makes a mistake in stealth or taking out the enemy. Only you can screw it up by firing early or missing targets. Take the shots he calls out and remember

that you can avoid most encounters by moving on towards the white objective marker.



(Above Left) Wait for the handler and the dog to stop before you down the two muppets on the left or you'll be discovered and attacked. (Above Right) When given the chance, down the handler first, then the dog. Dogs need time to run up and kill you, giving you a chance to kill it at a distance.

After you down the first patrol, you can move on. Don't bother grabbing a different weapon, as there'll be an M240 with Heartbeat sensor and some more powerful weapons when you actually have to fight. Trade the silenced EBR-14 for something heavier after you're done with the sneaking bit (when you and Price slide down to the village with the Predator AGM missiles activated).

However, you might as well start collecting ammo now. If there is an AK-47 Grenadier, take it in lieu of your handgun. You can start collecting ammunition and grenades for it as you check the bodies of the patrols you kill.



(Above Left) When you see the mobile Anti-Air being bussed in by chopper, get ready to run to the right at the end of the bridge. (Above Right) Avoid the first patrol and the three man team near the intel. You can grab it without alerting them.

Continue following Price and take down the targets he designates. At the three-man, two-dog patrol, you can take out the last two men and one dog, then get the final man and dog (or let Price do it). Follow him to the village and you will get a Predator missile as well as a change in tactics.

At the village, swap your sniper rifle for the M240 with heartbeat. Your secondary should be a grenadier rifle, because you will find them handy in killing groups of enemies later (on Veteran).

**PRIMARY** | Attack and hold the subpen.

With your allies covering you and the Anti-Ground missiles from the UCAV, you should easily take down the village to the subpen. Simply hide behind the houses and nuke the village of enemies. Refill your AK-47 grenadier (or if you don't have one, try to get one). While grenades are hard to use, they help immensely to clear the way to the subpen.



(Above Left) Take the machinegun with the sensor. It will help in clearing the subpen later. (Above Right) When attacking the subpen, take out the chopper with the first predator missile; if you don't it kills you instantly on Veteran.

At the subpen, take out the enemy gunship and head down the hill with your team. You have two minutes to reach the watchtower with the sub and defend it while Price does his thing. Aside from the enemies remaining in the base, there are two trucks that come in with *more* reinforcements. The first truck will arrive as you pass by the the helipad towards the road running next to the submarine. If you can, trigger the truck, head back to cover and drop a UCAV missile in the road to clear it.

Since you don't have a heckuva lot of time (it takes 30 seconds for the UCAV AGM to be loaded and readied), you will need to make some forward progress on your own before you run out of time. Head towards the objective marker and stick to your M240's sensor to tell you where enemies are, then quickly switch to grenades to down them (or just shoot them). Unless you're terribly fast though, the A.I. will likely get the drop on you before you can fire. Inch forward and you should grab a checkpoint just before you hit the road, but around the time the second truck drives up along it to drop off more soldiers.



(Above Left) The boxes past the road are tough or easy, depending how liberal you are with your grenades. Enemies generally litter the area around the containers. (Above Right) The watchtower you need to end the timer is on the left in this illustration. Get up there, go prone and hope Ghost is along with you to fend off enemies who storm the stairs.

As soon as you can make it to the submarine (and see it), the timer should end. Alternately, you can jump ahead to the watchtower overlooking the dock to the sub. The watchtower has weapons and plenty of area to hide behind so you can use up the UCAV missiles. Once the UCAV is destroyed, stick with your short ranged weapons and keep yourself alive. The sub itself is more or less invulnerable. Don't forget you have claymores, so put a few on the stairs. When the sub's missile hatches sports activity, you've pretty much finished the level. Just sit tight.

**INTEL** | Follow Price's lead into the forest. The intel laptops pop up from after the BTR attack to right before you have to defend the submarine Price enters.



After fleeing the BTRs, Price will say "Three man patrol, take them out or leave them be." There is a camouflage netting near where the three man patrol is. You can grab the laptop without alerting anyone, just move slow and stay out of sight.



At the sub-pen (after blasting the place with a Predator missile) hug the left side of the map edge and look for "Building 33" (note there are multiple such buildings in the base). The laptop is inside. If you've been messing around with the SpecOps mission "Sniper Fi", this is the same building you defend in that mission (except it has no interior in SpecOps).



From the building with laptop #2, head northwest and check the corner of the helipad where the gunship was idling. You may recognize it from the Predator strike (or worse yet ... from SpecOps; this is the rooftop where all those guys go up to so they can attack your defence point).

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

## Second Sun

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

## Pain pays the income of each precious thing. - The Rape of Lucrece

There no intel laptops on this level. If you're stuck in the space station scene, just tilt your view to the right to see what happens to astronauts exposed to orbital nukes.

**PRIMARY** | Get off the street.

After you are freed from the chopper wreckage, follow the others through the ruins to the building. If you don't, you will die. When things are finally quiet, follow Foley out to the next block to meet another Ranger (a courier). At the ammo crate, grab an extra M4A1 grenadier with plain old iron sights. You can use the extra ten grenades in the upcoming fights.

**PRIMARY** | Locate the entrance to Whiskey Hotel.

After meeting the Ranger runner, head into the office building and fight the Russians in the office building. Remember you have the ammo crate in the lower level of the building to restock your ammo and grenades, so be liberal with your explosives and flashbangs. If you are going to keep playing from Second Sun into Whiskey Hotel, see if you can pick up a rifle with an ACOG scope for later. It's not necessary though, if you are good with the placement of your impact grenades.

Fight through the first building, then the second office space. Things should quiet down when you head back outside into the rain. Let Foley and Dunn take out the crew near the disabled BTR while you restock. The final battle against the Russian army occurs after the BTR ambush. Use impact grenades on the enemies coming out while Dunn and Foley call out, "Star!" (a passcode). When all the enemies here are neutralized, move to the next mission.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

### Whiskey Hotel

INTEL LOCATIONS

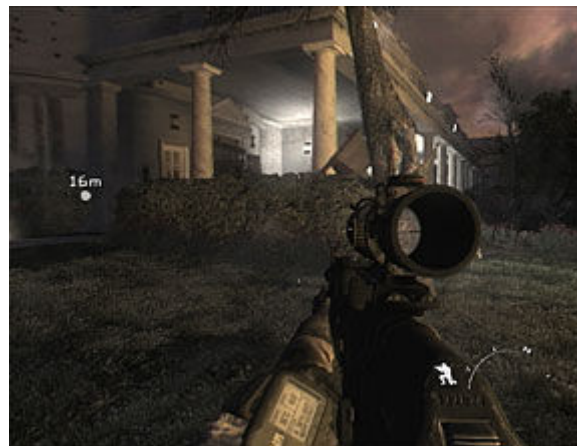
CAMPAIGN MISSION SELECT »

Modern war cannot be limited in its destructive method and the inevitable debasement of all participants ... We as well as our enemies have contributed to the proof that the central moral problem is war and not its methods, and that a continuance of war will in all probability end with the destruction of our civilization.

- Henry L. Stimson, *The Nurnberg Trial: Landmark in Law (Foreign Affairs, 1947)*

**PRIMARY** | Enter the White House.

Refill on the ammunition on the ammo cache before you meet the Colonel. From there on out, you can fight all the way to the Oval Office and come back to the ammo cache to refill on weapons. The key thing for this level is to fight only the enemies in front of you while ignoring the ones in the rooftops who are firing on other targets.



(Above Left) Ditches aren't real good cover, so avoid them. Use the wrecks on the left side of the battlefield and maybe an ACOG rifle or M240 to drop enemies. Once you reach the Oval Office, drop the ACOG for more grenades or weapon with a plain Jane



sight. (Above Right) The garden arcade next to the President's cubicle is a death trap. If you still have impact grenades, flashbang the area, then throw more explosives there. It should clear out the Russians under the arcade quickly. Restock at the ammo crate once the firing dies down; you'll need your weapons maxxed for the next part.

Use the wrecks on the left side of the battlefield and advance slowly from one wreck to another. You should be able to stop and whittle down enemies quickly as they rush to meet you. Sometimes, you can even take down shooters on the White House's roof. ACOG weapons are great for that, but less so once you enter the West Wing. Try to swap your ACOG weapon out for something for close-range wetwork before you meet Foley and Dunn in the President's office.



(Above Left) Entering the hall next to the Oval Office is deadly. Let Dunn take point so you can see the enemies shooting him up. (Above Right) The garden area outside the press room is ambush alley; take down the enemies slowly. Unless you move further forward, the timer won't start, so take your time here and weed out the unwanted enemies. You can even go back out to the ammo crate and restock!

From the President's Oval Office, you need to do some close range H-to-H fighting (CQB). Use a sight that doesn't zoom and work quickly with aim-snap to quickly down enemies. You can use some of your grenades, but save about five or six for when the timer starts.

Beware of the press room. The enemies there are dense and if you move further past it, the checkpoint will hit and start you on a two minute timed run to get to the end (it's likely cinematic, but the time remaining readouts from the C.A.G. will occur even if you are not moving).



(Above Left) Follow Foley since only he can open doors for you. He can also take hits intended for you. (Above Right) The final room before the roof is enemy filled. Grenade the enemies in the room, the ones coming downstairs (far in the back) and the ones coming out from the monster closet to your left as you enter the room. All those grenades you've saved till now are used up here.

Once the timer starts, follow Foley and let him take point. Back him up only by killing enemies and staying on Foley's six. This way, the bot opens the way forward and takes hits intended for you. The final room at the 30 second mark is really a hard case. Expend your grenades and keep in mind several things: flashbangs affect your own allies as well, and won't affect enemies who are moving into the room after the flash goes off. Impact grenades won't detonate unless it travels far enough to arm itself and frags take time to blow up.

Use your three grenade types and your weapons to best take down enemies up close and far away (grenade the far off ones, shoot the up-close ones). Once the room is cleared, you have a clear path to the roof. Simply follow the prompts

on your screen and you're done with the mission.

**INTEL** | This mission continues from Second Sun. If you start this level using Mission Select, you will start with a standard M4A1 Grenadier. Note the second laptop is in an area with a "hidden" timer; if your character (Ramirez) or Sgt. Foley don't reach the roof in time, you will fail.



As soon as Corporal Dunn shoots open the door in the west wing, follow him and stick to the left wall. The laptop is on a black sofa in a roomful of enemies.



At the 30 second mark (use the radio transmissions to determine where you are), you'll likely be at the top of some stairs in a small yellow room. A small bureau in this room has the laptop on it. Note if you move further towards the objective, you should see Sgt. Foley pull out his green flares and head to the roof.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

#### Loose Ends

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

History is written by the observer; propaganda, by the victor.

- The Keeper Annals, Thief III Deadly Shadows (2004)

**PRIMARY** | Escape the ambush.

Follow the rest of TF-141 down to the valley and go prone when the mine pops up in front of you. Once that's done, get back up and run through the smoke screen to safety. Going "left" through the smoke will deposit you in a field with tree stumps, which is a handy place to take cover and whittle down the enemy forces.

If you need a checkpoint, approach the cabin but you should spend some time clearing out the enemies around the cabin. This way, they will not be around when the final part of the mission starts.



(Above Left) At the smoke screen, run through the smoke towards the left for some tree stumps and much needed cover. Hopefully, your Remington ACR will be enough to keep enemies at bay. (Above Right) Explore the lowest level of the cabin first. Breach in and take out the door to the right of the bathroom first (leave the left door alone because it has nothing really useful). You will unlock the ammo cache and two weapons with thermal sights in the room, as well as some claymores near the G-18.

**PRIMARY** | Clear the cabin.

You have infinite time to breach/clear the whole cabin. Begin with the lower floor first so you can get to the ammo cache. You will also be able to find a handy L86-LSW (no scope) downstairs. You can take the scoped version of the L86 on the middle level of the cabin if you want. Take whatever weapons you want, but keep in mind that weapons you "Take" then "Drop" are prone to disappearing as more enemies are slain.

**PRIMARY** | Download DSM and defend it.

Take only the weapons you need at the moment and refill your ammo at the ammo cache on the lower level (it is on the shelf past the G-18). Once you've cleared the cabin of enemies, but before you use the DSM unit, make the following preparations.

First off, locate the L86-LSW -- a light machinegun with a detachable box magazine for faster reloading -- on the middle level of the cabin (scoped version) or the unscoped version (the Hitman 2 Silent Assassin weapon wall on the lowest level of the cabin). The scope version is handier for shooting enemies. Refill its ammo and keep your ACR for its grenades.

Next, place a few claymores on the two parked jeeps outside, as well as behind every damn corner on the lowest and middle floors with doors and halls leading outside (like the laundry room, the stairs coming up to the middle floor, etc.). Make sure enemies cannot see the mines, or they shoot them. Remember you cannot trigger your own mines. Once the place is sapped to the desk where the DSM unit is, you can activate the DSM download and prepare to defend it.



(Above Left) The Hitman 2 Silent Assassin weapons rack has some thermal weapons, but you mostly need it for the ammo cache and the claymores nearby. (Above Right) The top of the stairs facing the front door is a great spot to watch for enemies. The rest of the TF-141 team and your claymores will take down enemies coming in the back route to the DSM desk.

Hide at the top of the stairs and fire down at enemies. You should be able to easily take down a majority of the enemies from here; the claymores will do some of the dirty work for you.

**PRIMARY** | Get out.

When the DSM is downloaded, make sure the path is clear. Grab the DSM unit and stay at the top of the stairs, or fall back to Ghost in the study at the middle floor. Take out the rest of the enemies before you move out.



(Above Left) Make your way to extraction, but remember enemies will spawn ahead of as well as behind you. Stop and fire if necessary to avoid getting hit too much. (Above Right) The final part is dropping enemies quickly with the AK-47 without dying, so aim quickly and don't miss.

Inch towards the extraction point -- you can go back into the cabin and fight enemies, but it'll be a tough sell. By sticking to the "left" as you head towards the extraction point, you can use the curve of the stage (and the hump of the hill) to block line of sight. Watch for enemies spawning ahead of you. Once the cinematic explosion takes out Roach, simply defend yourself with the AK-47 until the end.

**INTEL** | Try not to breach the all the doors until you've explored the whole stage. As you're breaching, the stge stops and waits for Roach to clear the cottage, giving you plenty of time to explore.



Southwest of the cabin is a boathouse near the lake. The laptop is next to the fake netbook.



Inside the basement weapons cache -- the one cache with the ammo refill box.



The upstairs bedroom overlooking the two parked jeeps.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

### Enemy of My Enemy

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

When it is advantageous, move; when not advantageous, stop. Anger can revert to happiness, annoyance can revert to joy, but a vanquished state cannot be revived, the dead cannot be brought back to life.

- Sun Tzu, The Art of War

**PRIMARY** | Escape the graveyard.

Enemies will continually respawn here, but they will only attack you if they spot you, if you fire on them, or if you get too close. Stay low, unmoving, and behind cover or tall grass if possible. You must kill enemies who are manning turrets and who are in your way to your goal. Unlike Solid Snake, Soap MacTavish is rewarded for killing enemies, so do so quickly and quietly when enemies are close by.





(Above Left) You can barely see it, but the Technial's gunner was a danger and needed to be taken out before he kills you. (Above Right) Stick to the edge of the map (the chain link fence here is the edge of the map). Enemies don't really appear there and you have something of a blind side where enemies won't come from.

Stick to the edge of the map and advance slowly. There's no real time limit here despite the chatter. Speaking of chatter, listen carefully to the soldiers' comms. They will alert one another if they see you.



(Above Left) The container from the first zone to the second is a chokepoint for enemies. Clear it out once the enemies thin out. (Above Right) The ramp from the second zone to the final zone can be thinned out. Snipe carefully and retreat if you are seriously injured.



(Above Left) Go to the left of the wreckage with the last intel in this stage. You are better equipped to reach Price's jeep from there. (Above Right) Watch for a Shadow Company SUV around this red container as you near the end. Several lose control and may kill you if you are exposed as they crash in wild, careening paths.

Drop from the airplane ramp and move to the left side. You should be able to have an easier time as most of Shadow Company soldiers are killed or distracted by Markarov's men. Watch for the SUVs that lose control. Price should be past

a Shadow Company spawn point. If you have a flashbang, put one out and slip past them, or whittle away their numbers until there's a clear path to the jeep.



(Above Left) Once you board Price's ride, you're more or less invulnerable. Just keep shooting straight and you'll be fine. (Above Right) When the driver is killed, use the movement controls to steer left/right into the plane's cargo ramp.

**INTEL** | This stage isn't timed per se, but you'll be hard pressed to go out of your way on Veteran. Try grabbing laptops on lower difficulty levels.



From where the mission starts, drop down and check plane wreck next to your starting wreck. The laptop is in cockpit.



As you near Price's ride, you will see a wreckage of a jumbo jet with its nose pointed towards you. You should be heading west across a wide road (check your mini-map). Note that this road is occasionally patrolled by light armor. Head into this wreck for the laptop (there may also be an occasional checkpoint, if Price keeps talking to Nicolai).

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

### Just Like Old Times

INTEL LOCATIONS

CAMPAIGN MISSION SELECT »

Inter arma enim silent leges  
In times of war, the law falls silent.

**PRIMARY** | Infiltrate the cave without an alarm.

Follow Price's lead and take down the patrol (callsign Disciple 5) without alarm. Get the guys Price tells you to, or the A.I. will take a precious moment to reacquire a new target and that may sound an alarm. Get down to the road and neutralize the final two guards before you hook up.



(Above Left) Carefully use the Cheytac Intervention to down the two muppets on the right once Prince gives the go ahead. You won't be using this weapon soon, so use up the ammunition. (Above Right) Down the final pair of guards and swap your Intervention with something silenced (or not). It won't matter because you will get something awesome once you reach the cave.

Head down the cliffside and slow down as you near the guard below you. Press the melee button when you're close enough (you can also spam the key) and MacTavish and co., takes care of things. Quickly head into the cave with Price and head left to avoid being detected.

**PRIMARY** | Kill Gold Eagle Actual.

Avoid the patrol and kill or leave the lone guard alone. Kill him if you need the intel past him near the break room. Otherwise, follow Price. Avoid the first pair of guards and kill the next pair. Price kills the guard at the top of the stairs, or you can shoot him.



(Above Left) Wait for the patrol to pass and avoid this guard. You and Price will down at least three more hostiles before the red room ambush. (Above Right) In the red room, locate this lit weapons rack for an ACR with a heartbeat sensor. It help immensely in CQB.

Past the lone guard at the top of the stairs, the room will go dark and some soldiers will storm the room to murder you and Price. If you can locate the lit-up weapons rack, take the ACR with the heartbeat sensor. Otherwise, you will have to wait behind some columns and gauge the enemy's location by the laser sight.

You can try retreating to the stop of the stairs so you have more distance to down enemies, but remember that there are quite a few of them, and being that far away means your heartbeat sensor isn't that handy.



(Above Left) Keep your ACR with heartbeat sensor and ditch the silenced weapons for the riot shield on the cliff side. Once you clear the area, you can go back for a different weapon. (Above Right) For the smokescreen ambush, your combination ACR with heartbeat sensor and a SCAR-H with thermal is all you need to beat the rest of the level.

Past the red room, ditch your silenced Vector (keep the ACR) and take up a riot shield. Move forward and let Price snipe enemies to death. Don't forget you can melee enemies with the shield. When the cliff side is cleared, get ready to swap the riot shield for the SCAR-H thermal. Use your ACR with heartbeat sensor to deal with the enemies fast-lining down into the cave.

At the smokescreen ambush, let Price hold station in the middle of the room and cover his flank by using the ACR and SCAR-H and their enhanced detection gear to locate enemies and waste them. Take out the un-shielded enemies first (they tend to move close) then down the shield guys. This is really the last wave of enemies before the door breach, so once you're done, you're clear.

Breach the door using the ACR (it's sight is generally dot/holo) and watch for the knife guy (right) and the left guy (close). Take down the two enemies further on the left and down the right two (far) enemies on the right as they cock their guns. Use the keyboard override and escape the cave.



(Above Left) The keypad override is on the right side of the command cave. (Above Right) With an ACR and heartbeat sensor, you can detect close range enemies. With the SCAR-H's thermal scope, you locate distance enemies. How can you possibly lose?!

Fight through the final yard of enemies and hang back. There's no time limit and you can use your two different scopes/screens to find enemies easily. You should detonate the explosive barrels and use your remaining grenades carefully. Once you clear the last few soldiers guarding the cave, you can approach and end the mission.

**INTEL** | All the laptops are inside the cave (before the place is blown up). Balance your stealth with the need for expediency and aggression when grabbing your gamerpoints and trophies.



Once inside the first cave, kill the lone guard who is smoking and go towards the area Price says, "That area is filled with hostiles, stay left." There's a laptop just down the tunnel you can grab without causing an alert.



When the room goes dark and a squad of enemies come into the area with laser pointers, there is a small alcove by the door leading to the cliffside. Check it for the laptop.



At the smoke screen ambush near the ammo crate, go towards the northwestern direction into a small cave with some more weapons and the laptop. You can easily grab this after the ambush and before you breach the door to the control center.





On the table with explosives across from the door override. If you're looking at the two timers, it's near the table by the left timer screen.

|   |    |    |    |    |    |    |    |    |    |
|---|----|----|----|----|----|----|----|----|----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|---|----|----|----|----|----|----|----|----|----|

## End Game

INTEL LOCATIONS

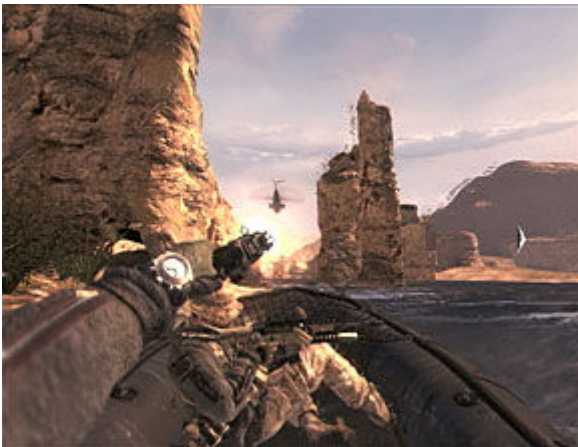
CAMPAIGN MISSION SELECT »

When the machine guns subsided in November 1918, there was actually less chance of a safe and democratic earth than when the slaughter started more than four years earlier ... The series of treaties signed in Paris' agreeable suburbs ... spoke of dreams and ignored realities. World War II, already inevitable, was thus made imminent. A Polish boy born on Armistice Day 1918, was now old enough to be killed fighting the German or Russian armies that would soon roll once again across his country.

- The American Heritage Picture History of World War II (1966)

**PRIMARY** | Catch up and neutralize Gold Eagle Actual.

The final part is more cinematic than actually play, but the gunships and RPG soldiers can kill your raft. Keep several things in mind: your G-18 has infinite ammo (like the snow mobile stage) and straying into the narrow fjords will thwart enemy choppers from mortaring your ass.



(Above Left) Stay out of open areas or the gunships have an easy time to track and blast your dinghy. (Above Right) At the final part of the motor chase, keep your raft centered and still for Price to take his shot.

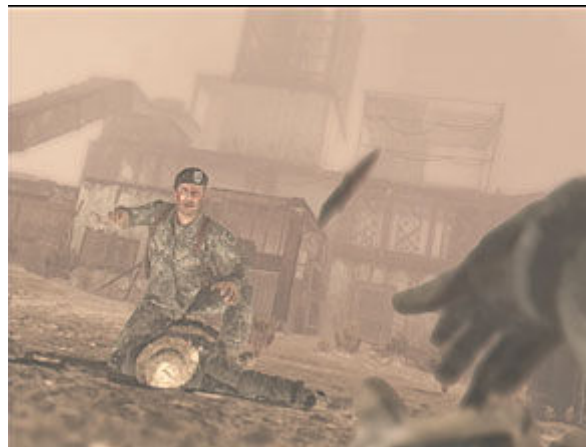
You should be able to get to the end of the course with little trouble (even on Veteran). Remember, go for the tight spots -- you're like Goldfinger. Toiyght. Toiyght like a tiger.



(Above Left) Locate the flaming chopper wreck and turn right to pursue your quarry. (Above Right) You'll find Gold Eagle Actual near this wreck. Too bad he exercises a lot for a sexagenarian.



(Above Left) Use the aim/fire controls (like the icepicks) to crawl towards the fallen handgun in the distance. (Above Right) Plan-B. Press the indicated button on your screen to yank that shiv out of your chest to shank some other bastard.



(Above Left) Ah, knives. Zytel, metallic, or flint, they pretty much do one thing pretty well. (Above Right) And that's (when properly thrown) they tend to bury themselves into soft carbon-based organic matter -- like your squishy eyeball.

**INTEL** | This is the final intel in the game.



On the dock. By the raft. Near the warehouse. At 8 o'clock. In Pasadena. P.S. Bring the pimp cane.

## Call of Duty: Modern Warfare 2 Intel

| Act One |             |
|---------|-------------|
| 01      | S.S.D.D.    |
| 02      | Team Player |
| 03      | Cliffhanger |
| 04      | Takedown    |

| Act Two |                           |
|---------|---------------------------|
| 05      | Wolverines                |
| 06      | Hornets Nest              |
| 07      | Exodus                    |
| 08      | Easiest Day Was Yesterday |
| 09      | The Gulag                 |
| 10      | Of Their Own Accord       |

| Act Three |                     |
|-----------|---------------------|
| 11        | Contingency         |
| 12        | Whiskey Hotel       |
| 13        | Loose Ends          |
| 14        | Enemy of my Enemy   |
| 15        | Just Like Old Times |
| 16        | End Game            |

---

Murphy's Law of Combat  
Military intelligence is an oxymoron.

---

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

**S.S.D.D.**



There is one laptop in the training stage. From the stairs leading down to The Pit's entrance, head north and locate an equipment shelf (or makeshift counter) near the base's perimeter denoting the edge of the map. According to this illustration, there's a bridgelayer and a watchtower that are also visible.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Team Player



Inside the school, clear the second floor of enemies and follow the target Ranger. Sgt. Foley will state, "I saw one of them head into the classroom," which is the room where the laptop is. If you need to narrow things down, check the corner classrooms once you're on the second floor; it'll be in the one before you exit the rear entrance of the school.



This laptop is sitting on ammo crate outside rear entrance of school, next to a taxicab.



|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Cliffhanger



After Soap and Roach split, there is a guardtower with laptop on its catwalk. If you haven't yet reached the mess Quonset tent (and triggered the jeep event), the objective marker should read approximately 20 meters.



As you head towards MacTavish behind the hangar (after placing the C4 charge on the airstrip), check out the hangar where two orange suited technicians are working on a Mig-29. You will need to break the windows to get this laptop, so you can either take out the technicians or follow MacTavish into the building with the ACS unit. Once you (but before you take the ACS unit), you can wander back outside and the technicians will be gone.



Okay, so the final laptop is on an ice field while you're being chased by a Russian Kamov gunship (the new types are like Cobra clones and not counter-rotating) and Russian dudes gunning for you like in a bad James Bond (*The Spy Who Loved Me*) movie. What you want to do is locate this fence (above). This landmark is easily encountered if you stay on the right side of the course (instead of left, which is a SpecOps shortcut for the Time Trial).

Note that the distance shown here is relative -- the objective marker shifts from place to place during the motor chase (meaning the distances also change) so the "1880 meters" is a *guesstimate* of where you will be when you first see the fence.



From that fence, you will turn left 90° and come out onto a small clearing with a conspicuous looking patch of woods in the middle of your screen. Since the compass (and mini-map) has been so helpfully removed for this section of the mission, you're going to have to rely on landmarks to get around. Too bad for you (and us) that every damn landmark looks exactly the damn same.



The laptop is in the small woody copse, slightly on the right side. Here, you can see it above the snowmobile's left tachometer. Simply drive over it and you will get the item (you don't not need to hold your reload button).

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Takedown



In the first area of the favella (before the fence with the rabid dog) stick to the left side as you make way to the objective marker. There is a house (approximately 125 meters from the objective) with a fence/cage filled with junk (and is the only one in this section of the favella to have it). Inside this particular house is the laptop.



In second part of the favella (now past the fence with the rabid dog), there is a house with a ladder approximately 77 meters from the objective. This ladder leads to a room with the laptop.



From the building with laptop 2, head southwest (use compass) and through the building's door. Outside, there is a blue building in front and a brick building to the left. The laptop (#3) is in the brick building to the left.





As you near the "Capture" blip (or where Rojas is), there'll be a flaming car in the upper favella. Put the capture dot on the left side of the HUD and have the fiery car in front of you. Enter the building to the car's right. There is a narrow staircase leading down to the laptop (note, if you walk around, you can also jump down to the balcony to the laptop's room).

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

**Wolverines**



The first laptop is in the Nova Gas Station office (the station next to the Joe's Diner).



At the Burger Town, locate the garbage cage (a brick rectangular structure with no roof) on the east side of the establishment. It will be outside the burger joint. The laptop is inside the dumpster. Note if the Russian BTR is giving you trouble, there's a rocket launcher in the Burger Town's kitchen. Take out the BTR if it's interfering with your exploration.



Have it your way inside the Taco To-Go. That place is due east of Burger Town.



The CRB Financial building north of Nate's Restaurant. Avoid the CASEVAC and Sgt. Foley while going there, or Russian soldiers will spawn in the bank and kill your ass. Check the online banking area for this laptop.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Hornets Nest



Destroy the two technicals in the initial area and cross first street. Check the first house on your right as you march towards the next objective. There is a blue mini-car in the garage of this house. The laptop is in that house.



At the turn in the street (past the technicals in first area), go southeast towards the chainlink fence demarking the edge of the map. There'll be a giant ambush in a junk-filled yard. A toolshed next to the building with the Dragunov marksman has this laptop.



Clear the intersection (as ordered by MacTavish) and locate Pelayo's ice cream shop. The laptop isn't in there, but it's in the second floor of a residence (same building) next to it. You can locate the blue mini-car parked in front of this residence and grab the laptop on the second floor, or you can enter the ice cream shop, go to level two and continue walking west (you should still be in the interior). When you exit, the first door to your right is the residence you're looking for.





Past the marketplace, the first dust-off is waved off by MacTavish so your team can get to the rooftops. Before leaving the soccer field on the ground level, locate the flaming pick-up truck. To the left is a soccer goal and behind the goal is an open window with the laptop.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## Exodus



Before the Russian checkpoint at Arcadia, locate the Garden Villas Apartment Building (north side of the street). There is a small security office for the apartment complex on the street. The laptop is in that security office.



At the Arcadia sheltered community's checkpoint (before the long covered bridge ... which is really an East Coast New England thing dating back to early colonial times in the Americas), check the southern security office for this laptop.



Cross the covered bridge with the Stryker into Arcadia. The second house on the right has this laptop on its second floor. The target house is next to the one with the AA guns.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

### Easiest Day Was Yesterday



Save first room of hostages and go to deck two. In the storage room where you are warned about an enemy gunship, check the equipment rack for the laptop.



After saving hostages on deck two and placing Plan-B, check the corner room near the stairs leading from second deck to third deck. The laptop is again on a storage rack.



On the third level, there are stairs going up then down towards some enemies near fake (or non-interactive) weapon crates. Around this time, MacTavish or Ghost will say something about using the hallways to get around and ambush enemies. Check under the stairs in the rig's interior for the laptop.

|    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|---|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | » |
|----|----|----|----|----|----|----|----|----|---|

## The Gulag



Before entering the prison, there are stairs going up to a control room overlooking the entry gate. Check this room for the laptop.





Inside first prison control center after entering the castle.



After the armory ambush, go to the next gate "airlock" and check the prison office (room 327). If you rappel down, you screwed yourself. Restart the checkpoint.



In Price's room. After meeting him, check to the breached hole's left for this laptop. We say left because the breached entrance should be behind Roach as you play -- not to the breached hole's right as you walk around a warzone snapping pictures with a 14.2 Megapixel digital camera you bought Costco.

Of Their Own Accord



At the lobby elevator, stand on the corpse blocking the doors and grab laptop inside. If you go further (to the SAM site) and then return, the dead body will be gone but the blockage will still be present.



Locate the SAM site inside the Capitol building. A corner room next to a copy machine has an enemy hiding inside (and shooting) with this laptop.

|   |    |    |    |    |    |    |    |     |     |
|---|----|----|----|----|----|----|----|-----|-----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | ... | ... |
|---|----|----|----|----|----|----|----|-----|-----|

### Contingency

Follow Price's lead into the forest. The intel laptops pop up from after the BTR attack to right before you have to defend the submarine Price is on.



After fleeing the BTRs, Price will say "Three man patrol, take them out or leave them be." There is a camouflage netting near where the three man patrol is. You can grab the laptop without alerting anyone, just move slow and stay out of sight.



At the sub-pen (after blasting the place with a Predator missile) hug the left side of the map edge and look for "Building 33" (note there are multiple such buildings in the base). The laptop is inside. If you've been messing around with the SpecOps mission "Sniper Fi", this is the same building you defend in that mission (except it has no interior in SpecOps).



From the building with laptop #2, head northwest and check the corner of the helipad where the gunship was idling. You may recognize it from the Predator strike (or worse yet ... from SpecOps; this is the rooftop where all those guys go up to so they can attack your defence point).



|   |    |    |    |    |    |    |    |     |     |
|---|----|----|----|----|----|----|----|-----|-----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | --- | --- |
|---|----|----|----|----|----|----|----|-----|-----|

### Whiskey Hotel

This mission continues from Second Sun. If you start this level using Mission Select, you will start with a standard M4A1 Grenadier. Note the second laptop is in an area with a "hidden" timer; if your character (Ramirez) or Sgt. Foley don't reach the roof in time, you fail.



As soon as Corporal Dunn shoots open the door in the west wing, follow him and stick to the left wall. The laptop is on a black sofa in a roomful of enemies.



At the 30 second mark (use the radio transmissions to determine where you are), you'll likely be at the top of some stairs in a small yellow room. A small bureau in this room has the laptop on it. Note if you move further towards the objective, you should see Sgt. Foley pull out his green flares and head to the roof.

### Loose Ends

Try not to breach the all the doors until you've explored the whole stage. As you're breaching, the stge stops and waits for Roach to clear the cottage, giving you plent of time to explore.



Southwest of the cabin is a boathouse near the lake. The laptop is next to the fake netbook.



Inside the basement weapons cache -- the one cache with the ammo refill box.



The upstairs bedroom overlooking the two parked jeeps.

|   |    |    |    |    |    |    |    |     |     |
|---|----|----|----|----|----|----|----|-----|-----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | ... | ... |
|---|----|----|----|----|----|----|----|-----|-----|

### Enemy of my Enemy

This stage isn't timed per se, but you'll be hard pressed to go out of your way on Veteran. Try grabbing laptops on lower difficulty levels.



From where the mission starts, drop down and check plane wreck next to your starting wreck. The laptop is in cockpit.



As you near Price's ride, you will see a wreckage of a jumbo jet with its nose pointed towards you. You should be heading west across a wide road (check your mini-map). Note that this road is occasionally patrolled by light armor. Head into this wreck for the laptop (there may also be an occasional checkpoint, if Price keeps talking to Nicolai).

|   |    |    |    |    |    |    |    |     |     |
|---|----|----|----|----|----|----|----|-----|-----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | --- | --- |
|---|----|----|----|----|----|----|----|-----|-----|

### Just Like Old Times

All the laptops are inside the cave (before the place is blown up). Balance your stealth with the need for expediency and aggression when grabbing your gamerpoints and trophies.



Once inside the first cave, kill the lone guard who is smoking and go towards the area Price says, "That area is filled with hostiles, stay left." There's a laptop just down the tunnel you can grab without causing an alert.





When the room goes dark and a squad of enemies come into the area with laser pointers, there is a small alcove by the door leading to the cliffside. Check it for the laptop.



At the smoke screen ambush near the ammo crate, go towards the northwestern direction into a small cave with some more weapons and the laptop. You can easily grab this after the ambush and before you breach the door to the control center.



On the table with explosives across from the door override. If you're looking at the two timers, it's near the table by the left timer screen.

|   |    |    |    |    |    |    |    |     |     |
|---|----|----|----|----|----|----|----|-----|-----|
| « | 10 | 11 | 12 | 13 | 14 | 15 | 16 | ... | ... |
|---|----|----|----|----|----|----|----|-----|-----|

End Game



On the dock. By the raft. Near the warehouse. At 8 o'clock. In Pasadena. P.S. Bring the pimp cane.

## Call of Duty: Modern Warfare 2 Q & A

**QUESTION** | How do I select the difficulty level on a New Game?

**ANSWER** | The difficulty level will appear after your character has finished The Pit once. You may select the difficulty then from the pop-up, and again when you use "Mission Select". You may only lower the difficulty level afterwards.

**QUESTION** | I accidentally chose to skip over the level "No Russian". How can I play it?

**ANSWER** | Reach the stage "Takedown" and you may select the previous stage -- "No Russian" -- in Mission Select.

**QUESTION** | What's the best weapon?

**ANSWER** | The one that gets the job done with the minimum of effort.

**QUESTION** | Is there stealth in this game? I keep getting discovered by enemy patrols!

**ANSWER** | Enemy awareness is dramatically reduced in blizzard conditions but most enemies should not be aware of you until you fire or stand up near them. Note that breaking line of sight by going prone in tall grass, debris, or trees will make your character harder to spot.

**QUESTION** | Still, Modern Warfare 2 is not a stealth game -- if an enemy gets a scent of you (like a dog or Juggernaut), it will find you and kill you.

**ANSWER** | Still, Modern Warfare 2 is not a stealth game -- if an enemy gets a scent of you (like a dog or Juggernaut), it will find you and kill you.

**QUESTION** | Are some of the Spec Ops missions impossible on Veteran?

**ANSWER** | Close but not quite. Most of them are do-able if you manage to find an exploit. Just remember that some missions earnestly use the two player feature to give you a far easier time of things.