

OFFICIAL GAME GUIDE

XBOX 360 | PC | PS3

BROTHERS ★ IN ARMS ★ HELL'S HIGHWAY™



BASED ON A GAME
RATED BY THE
ESRB



UBISOFT™

BROTHERS ★ IN ARMS ★ HELL'S HIGHWAY

PRIMA OFFICIAL GAME GUIDE

Michael Knight



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2008 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Product Manager: Todd Manning
Associate Product Manager: Sean Scheuble
Digital Product Manager: Lex Scheuble
Copyeditor: Cinamon Vann
Design & Layout: Calibre Grafix
Manufacturing: Suzanne Goodwin
Tech Editor: Erik Alfstad

© 2008 Gearbox Software, LLC. All Rights Reserved. Published and distributed by Ubisoft Entertainment under license from Gearbox Software, LLC. Brothers In Arms Hell's Highway is a trademark of Gearbox Software and is used under license. Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Gearbox Software and the Gearbox logo are registered trademarks of Gearbox Software, LLC.

All products and characters mentioned in this book are trademarks of their respective companies.

Novel excerpts taken from *Brothers in Arms: Hell's Highway. A Brothers in Arms Novel* by John Antal. Copyright © 2008 by Gearbox Software, LLC & ® or ™ where indicated. All Rights Reserved. Used under authorization. Published in the United States by Presidio Press, an imprint of The Random House Publishing Group, a division of Random House, Inc., New York.

Please be advised that the ESRB Ratings icons, "EC," "E," "E10+," "T," "M," "AO," and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the Ratings icons, please contact the ESA at esrblicenseinfo.com.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide any additional information or support regarding gameplay, hints and strategies, or problems with hardware or software. Such questions should be directed to the support numbers provided by the game and/or device manufacturers as set forth in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 9780-7615-5556-8

MICHAEL KNIGHT



Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the Star Wars universe including *Star Wars Republic Commando*, *Star Wars Episode III: Revenge of the Sith*, *Star Wars Battlefront II*, and *Star Wars: Empire at War*. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

BROTHERS IN ARMS

HELL'S HIGHWAY

FOREWORD.....	6
THE ROAD TO HELL'S HIGHWAY.....	7
COMBAT TRAINING AND TACTICS.....	12
Movement.....	12
Walking.....	12
Sprinting.....	12
The Compass.....	13
Vaulting.....	13
Crouching.....	13
Digging In.....	13
Using Cover.....	13
Combat.....	14
Ammo.....	14
Shooting.....	14
Machine Guns.....	14
Grenades.....	14
Teams.....	15
Assault Team.....	15
Fire Team.....	15
Machine Gun Team.....	15
Bazooka Team.....	16
Commanding Teams.....	16
Fall In.....	16
Move.....	16
Fire.....	17
Assault.....	17
Destroy Cover.....	17
The Map.....	17
Coordinated Combat.....	17
Find.....	18
Fix.....	18
Flank.....	18
Fire.....	18
Suppression.....	19
Frontal Assaults.....	19
Anti-tank Guns.....	19
Armor.....	20
Using Armor.....	20
Fighting Armor.....	20
Keep at It!.....	21
THE ARSENAL.....	24

U.S. Weapons.....	24
M1911 Semi-automatic Pistol.....	24
M1 Garand Semi-automatic Rifle.....	25
M1A1 Carbine Semi-automatic Rifle.....	25
M1A1 Thompson Submachine Gun.....	26
M1918 Browning Automatic Rifle (BAR).....	27
M3 Submachine Gun.....	27
M1919A6 Light Machine Gun.....	28
M9 Bazooka.....	29
A1 Mark II Fragmentation Grenade.....	29
Satchel Charges.....	30
Sherman Firefly Medium Tank.....	30
German Weapons.....	31
Walther P38 Semi-automatic Pistol.....	31
Mauser K98K Bolt-action Rifle.....	32
MP40 Submachine Gun.....	32
Sturmgewehr 44.....	33
G43 Gewehr Sniper Rifle.....	33
RPzB 54 Panzerschreck.....	34
MG42 Maschinengewehr.....	35
LOST.....	38
Escape the Hospital.....	38
Shot in the Dark.....	38
Take Cover.....	38
The Amphitheatre.....	40
OPERATION MARKET.....	41
Combat Training.....	42
Landing Zone "W".....	43
Germans in the Farm.....	45
Cleaning House.....	46
Counter Attack.....	47
Along the Road.....	48
Glider Infantry.....	50
FIVE-OH-SINK.....	52
Orders from Sink.....	53
The Bell Tower.....	56
In the Manor.....	58
The Sanitarium.....	61
Push Up the Road.....	62
South of the Canal.....	64
WRITTEN IN STONE.....	67
Among the Gravestones.....	68

CONTENTS

On Holy Ground.....	70	Stalemate	140
New Objectives	72	Push into Koeving	142
Backyards of Eindhoven.....	75	Threading the Needle	146
88 on the Outskirts	76	The Cavalry Arrives	148
OPERATION GARDEN.....	79	MULTIPLAYER.....	152
Ground Floor.....	80	The Squad	152
Going Up	83	Multiplayer Tactics	152
Across the Way	85	Know the Map	152
Sniper's Roost	86	Teamwork	152
Irish Guard.....	87	Use Cover	153
Rescue in the Flats.....	88	Attacker Strategies.....	153
BAPTISM OF FIRE	90	Defender Strategies	153
The Kid Goes AWOL.....	91	Destroyed Town.....	154
Resistance Bunker	93	Attacker Tips.....	154
Ashes of a City	94	Defender Tips	155
Eindhoven Burning	98	Factory.....	156
The Apartment.....	100	Attacker Tips.....	157
THE RABBIT HOLE.....	102	Defender Tips	157
The Girl in White	103	Industrial	158
Hide and Seek.....	104	Attacker Tips.....	159
Chasing Ghosts.....	106	Defender Tips	159
Just Save One	109	Lighthouse	160
Second Time Around.....	110	Attacker Tips.....	161
Madness Devours.....	112	Defender Tips	161
BLACK FRIDAY	113	Town Center	162
The Town Plaza	114	Attacker Tips.....	163
Chapel District	116	Defender Tips	163
To the Municipal District	117	Underground	164
Backyards of Veghel	118	Attacker Tips.....	165
Panzer Grenadiers	120	Defender Tips	165
Pushing Back.....	122	APPENDIX	166
HELL'S HIGHWAY.....	123	Xbox 360 Achievements.....	166
Taking the Farm	124	GEARBOX SOFTWARE	167
Water Under the Bridge	126	The <i>Brothers in Arms: Hell's Highway</i> Team.....	167
88mm Assault	127	Producer's Notes	169
On the Prowl.....	130	Director's Notes	170
Train Station.....	131	The Real History in the Game	170
Against All Odds	132	Level Design Credits	170
TOOTH AND NAIL.....	135		
Onto the Dunes	136		
6th Fallschirmjäger.....	138		
Trench Assault.....	139		

**BROTHERS
★ IN ARMS ★**
HELL'S HIGHWAY

NORTH
WESTERN
EUROPE



LARRY H.

563210023



TOP SECRET

CONFIDENTIAL

"This is it!" Lieutenant Fallow shouted as he reached for the tow rope release lever. "Brace yourselves!"

The glider suddenly shuddered and turned steeply, and Baker realized that his Waco had cast off from the C-47 tow plane. The scene changed violently as Baker's glider headed toward the ground. Fallow pulled hard to the right to avoid hitting the other glider. He circled over the DZ and then dropped the nose downward.

Time moved in slow motion as Baker watched the ground approach. The speed of the Waco glider seemed to increase as the ground drew ever nearer, until suddenly the glider touched down. The glider held firm under the tremendous strain of the impact, then broke a wheel as it hit and screeched across the flat Dutch field. It tore up about a hundred yards of real estate before finally coming to a halt.

In seconds, it was over. The glider stopped, there was silence.

Baker caught his breath, glad to be alive. He glanced at Lieutenant Fallow.

Fallow was grinning from ear to ear. "We made it."

A touch of euphoria overcame Baker. He and his men had survived the glider flight to Holland, and the landing couldn't have been better. His adrenaline was pumping as he patted Lieutenant Fallow on the shoulder. "Okay, now it's my turn."

Baker and Fallow struggled with the cockpit latches. After a mighty push the cockpit released and folded up on hinges in the ceiling. At the same time the men inside the glider worked furiously to disconnect the chains that held down the jeep.

"Move it. Out! Everybody out!" Baker ordered.

In minutes they were moving the jeep out of the glider and onto the landing zone at Son.

"Good luck, Baker!" Fallow shouted with a grin as Baker and his men began to move out.

"Thanks, sir! Good luck to you," Baker shouted as he snapped the pilot a proud salute. Baker made a quick check to see that his men and gear were secure in the jeep, then gave the signal to move forward. "Let's go!"

Baker's war had begun.

-from Brothers in Arms: Hell's Highway by John Antal



BROTHERS ★ IN ARMS ★

HELL'S HIGHWAY

★ FOREWORD ★

Brothers in Arms: Hell's Highway is a unique video game that provides the player with a glimpse back into World War II. This was a time when the entire world was at war and the freedom of future generations hung in the balance. The setting is Nazi-occupied Netherlands in 1944. Your mission: Lead a squad of paratroopers from the 101st Airborne Division into Operation Market-Garden and survive the hell of Hell's Highway.

The video game is an experience in itself and this strategy guide will provide you with tips and insights that will help you to win. This guide also goes behind the scenes to introduce the talented team of extraordinary people who created *Brothers in Arms* and some of their thoughts and tips about the game.

One of the most important aspects of any *Brothers in Arms* game is the story. At Gearbox, we strive to provide our players with a memorable, interactive experience. We hope that you empathize with the characters, become part of the squad, share in their challenges, and feel their emotions. We hope that you enjoy the game, learn something from the experience, and understand the great lengths that the Gearbox team underwent to provide you with the most historically accurate interactive gaming experience available anywhere.

I want to thank our publisher, Ubisoft, for bringing *Brothers in Arms* games to the public. As combat is a team effort, publishing a game is also a team effort and Gearbox could not find a better partner than Ubisoft.

Most importantly, I want to personally salute the people who made *Hell's Highway*. At Gearbox, we know that the most brilliant software we have is our people. People make things happen. People create. People matter... and the people who made *Brothers in Arms* are the best in the industry.

Enjoy the game, jump into the boots of Staff Sergeant Matt Baker, and good luck!

John Antal
Colonel, US Army (Retired)
Gearbox Software



★THE ROAD TO★ HELL'S HIGHWAY



On June 6, 1944, Allied forces returned to France on the beaches of Normandy. The night before the amphibious landings, paratroopers from the British 1st Airborne and the U.S. 82nd and 101st Airborne Divisions jumped into France to secure bridges and roads to prevent German reinforcements from reaching the beaches. The night drops resulted in a lot of confusion and lost paratroopers—some miles away from their planned drop zone, but the paratroopers were able to help make sure the Allies were not thrown back from the beaches into the sea. Although the paratroopers were to be relieved from front-line combat within a few days of D-Day, they ended up staying over a month and embarked back to England during the second week of July.



As Allied armies continued to push the Germans out of France, General Dwight Eisenhower, supreme commander of Allied forces in Europe, was looking for the next major operation. As he considered where to reinforce the success of his armies, he was limited by his reserve forces—the airborne divisions. Both General George Marshall, the U.S. Chief of Staff, and General Henry "Hap" Arnold, commanding general of Army Air Forces, wanted to see what a large airborne operation

far behind enemy lines could do. During July and August, 18 airborne plans were considered, of which five were planned in detail and three nearly launched. However, in most cases, by the time the operation was ready to go, Allied forces had already secured the objectives on their own. As August came to a close and the Allied armies approached Germany, the leaders began to look at plans to get across the Rhine into Germany. Operation Comet was one of these plans and focused on dropping paratroopers near Arnhem in Netherlands to secure bridges over the Rhine ahead of the Second British Army. Comet called for one and a half airborne divisions. Deemed to not have enough paratroopers for success, Operation Comet was cancelled on September 10.



On that same day, General Eisenhower was presented a new plan by Field Marshal Bernhard Montgomery, commander of 21st Army Group. It was essentially a reinforced and strengthened Comet. The new plan consisted of two separate operations that would work together to get Allied troops across the Rhine and into the North German Plain, where the Allied armies would have a straight shot right into the heart of Germany. The first part of the plan, Operation Market, would add two U.S. airborne divisions, the 82nd and 101st, to the original one and a half. These paratroopers would drop along a 50-mile-long corridor from Eindhoven to Arnhem to capture the bridges over waterways and hold them. Operation Garden then called for the Second British Army in Belgium to cross the Dutch border and drive along the highway connecting these bridges and beyond to the Zuider Zee, thus cutting Holland in half and providing a wide front for a push to the east. XXX Corps would lead this drive to the north.

BROTHERS IN ARMS

HELL'S HIGHWAY



Allied intelligence believed that German forces in the area were weak and consisted of units driven out of France and Belgium that were refitting in Holland. Unfortunately, after the Allies captured Antwerp on September 4, Hitler began to take the Allied invasion seriously and sent an entire corps, along with a division and other units, to defend Holland. They all arrived the following week.



Eisenhower agreed to Operation Market-Garden on September 10 and plans were quickly drawn up. The following day, during conferences with various leaders, Montgomery set the date for the operation to begin—September 17. From the day it was approved to the execution, Market-Garden had only seven days for planning. Although this was much less time than other operations had for planning, Montgomery believed that the Market-Garden needed to happen quickly to take advantage of the German disorganization. Some of the plans for Operation Comet could be converted for the new operation. One of the main decisions was whether to drop the paratroopers by day or night. Day would make it more dangerous for the paratroopers because of the German anti-aircraft guns, but the memory of the D-Day night drops helped planners decide on a day drop. The paratroopers could be dropped with less confusion and be able to regroup and get to their objectives more quickly, before the Germans could react.



The 50-mile corridor along Highway 69 was divided up among the airborne divisions. The U.S. 101st would land at the southern end to capture the bridges between Eindhoven and Veghel. The U.S. 82nd would drop in the middle to capture the bridges at Grave and Nijmegen and link up with the divisions to the north and south. The British 1st was assigned to capture the bridge over the Rhine at Arnhem and secure the area on the other side of the river to allow XXX Corps to easily push right through Arnhem and on to its objectives farther north.



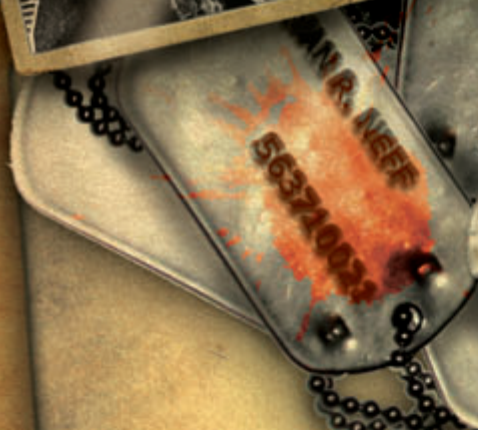
The paratroopers began assembling on September 15. On Sunday morning, September 17, more than 1,500 transport aircraft and nearly 500 gliders took off from England. After a flight averaging about two and a half hours, the lead planes began dropping paratroopers at 1300—right on time for the planned H-Hour. By 1420, nearly 20,000 American and British troops had landed by parachute or glider—most with near perfect accuracy. The largest airborne operation ever had achieved its first objective of landing the paratroopers behind enemy lines with great success. It looked like all would be roses. However, by the end of Operation Market-Garden, Highway 69 would be renamed by the Allied paratroopers—Hell's Highway.

THE ROAD TO HELL'S HIGHWAY



**BROTHERS
★ IN ARMS ★**
HELL'S HIGHWAY

NORTH
WESTERN
EUROPE



TOP SECRET

CONFIDENTIAL

"At them men!" Colour Sergeant Cat Gilchrist bellowed as the Irish Guards leapt from the armored protection of the Bren Carriers to the muddy ground of Holland. Gilchrist held his Sten submachine gun in his left hand and signaled his men forward with his right. "As my grandfather used to say, death never comes too late. On line. Forward, half right! Let's give it to them!"

Two platoons of Irish Guards Infantry led the charge, with one platoon in reserve following. First Platoon was on the right. Cat's platoon took the left flank.

The Germans fired at the advancing British from the trench line, but their fire was ragged and uncoordinated. Only one German machine gun at the far left of the line put up effective fire against the British attack.

"Corporal Ackers, move your section to the left," Cat ordered. "Clear this open ground fast!"

Corporal Ackers blew a whistle and the veteran soldiers of his section spread out to the left and moved on line, firing as they rushed. Then they deployed his section on-line with the Bren light machine gun to the right. Cat was on the right along with Guardsmen Barclay, Gaines, Logan, Roy, and Weller. The well-trained infantrymen moved forward in quick rushes, one section at a time, as the other section fired at the enemy.

Ackers's section took up prone positions and fired. The Bren Gun in Ackers's section chattered away as Cat's section rushed forward to a small rise that was perpendicular to the German line. Cat ordered his men to go to ground and pour a deadly enfilade onto the enemy line.

German soldiers started to run from the trench line. The moment of truth had been reached and the SS infantry could take no more.

"Everyone, to the trench line!" Cat ordered and started to sing. "In the ranks of death you'll find him!"

—from Brothers in Arms: Hell's Highway by John Antal



★ COMBAT TRAINING ★ AND TACTICS

You may have played a first-person shooter game before, but *Brothers in Arms: Hell's Highway* is quite a bit different. Holland in September 1944 was a dangerous place. Therefore, it is important you know what you are doing before you set one foot on Dutch soil. Otherwise, your role in Operation Market-Garden will be mighty short, soldier. *Brothers in Arms: Hell's Highway* is a tactical shooter. It takes more than just a steady hand and a trigger finger—it takes brains. So don't forget to wear your helmet. U.S. paratroopers during World War II were an elite fighting force. They had to drop behind enemy lines without heavy weapons and were often scattered into small groups once they landed. This chapter will help you gain the knowledge you need to succeed.



MOVEMENT



During the game, you play as Sergeant Matt Baker and need to move around the battlefield to complete your objectives. Non-commissioned officers don't have the luxury of staying back in a tent giving orders. You will be leading from the front.

Walking



Your squad lands in Holland via glider, along with a jeep. The jeep is just to get your squad to the battle, so you don't actually get to drive it. Instead, as a paratrooper, you will be on foot throughout the game, with the

exception of a couple sections where you take command of a British tank. You can walk forward and backward, and strafe to the left and right. Strafing is moving sideways while facing the same direction. This is useful when you are firing at an enemy or want to keep one in your sights, but need to move into cover.

Sprinting



At times you need to move across open ground as fast as possible. Hold down the sprint button to run. While sprinting, you can't use weapons—not even to reload them. You also do not have a lot of control over direction. You sprint in a straight line with the ability to veer to the left or right a bit. So, if you need to sprint, face the

direction you want to travel first, then sprint. If you need to make a sharp turn, stop sprinting, turn, and then sprint again.

The Compass

You know how to get around the battlefield, but it is important that you know where to go and don't get lost. To help you keep your bearings, a compass is provided in the lower left corner. The top of the compass shows the direction you are facing. Because you will often have objectives, a yellow triangle indicates the direction of your objective. A yellow line extends from the triangle, wrapping around the compass as you approach your objective. When you are at your objective, the line will completely encircle the compass. When you have teams under your command, icons on the compass show where they are located relative to you. Another icon shows whether you are standing or crouched.



Vaulting

Unlike some other games, you can't jump. Instead, if you need to get over a low obstacle, you vault over it. To do this, just move toward the obstacle. Instructions at the bottom of the screen will let you know when vaulting is possible and tell you to press the sprint button to vault. At times, the only way to get through an area is to vault over an obstacle. Vaulting also can save you from having to move around an obstacle, decreasing the amount of time you might be exposed to enemy fire.

Crouching



One of the most important moves you can learn is crouching. While crouched, you can't move as fast. However, crouching has many advantages. First, you are lower to the ground, so you make a smaller target that is more difficult for the enemy to hit. Crouching

also provides a more stable firing posture. You are more accurate while crouched. Don't forget, by crouching and moving behind cover, you can sneak around the battlefield—not only avoiding enemy fire, but also getting to places without the enemy detecting you.



If you are crouched, you do not need to stand up to sprint. Instead, just press the sprint button. When you stop sprinting, you will automatically go back into a crouch.

Digging In

Although crouching makes it tougher for the enemy to hit you, digging in can keep you safe. Digging in is simply taking cover behind an object that will provide some protection. To



perform this action, move up to cover and press the dig in button. You can dig in behind walls, fences, furniture, vehicles, trees, sandbags, and so forth. When you dig in, your view switches from first person to third person so you can see your character behind the cover. Moving left or right while dug in will cause you to move in that direction while staying behind the cover. When you get to the edge of the cover, you will lean around it and be able to use your weapon. If the cover is shorter than a standing person, you can push up to peek over it and use your weapons. While leaning and peeking, you are partially exposed and vulnerable to enemy fire. Just stop pushing up or to the side to duck back behind cover for safety. If you want to stay alive, use this move **whenever** enemies are around.

Using Cover



Cover is life in this game. You always need to be looking for cover—even when the enemy is not around—because once a hidden machine gun opens up on you, it is vital to know where the nearest cover is and dig in behind it. During a fight, always make sure you and your team are behind cover. If you have to move, look for cover first, and then sprint to it. A good soldier moves from cover to cover. It is also important to consider the quality of the cover. Wooden fences are quickly destroyed by machine gun and small arms fire. If you are up against a tank or anti-tank gun, find solid stone cover because these enemies can destroy sandbags and all other types of destructible cover.

BROTHERS IN ARMS

HELL'S HIGHWAY

COMBAT

Moving around is important to achieving your objectives, and the enemy is out to stop you. So, if you want to complete your orders, you will have to kill the enemy in combat. This section trains you to fight more effectively so you have an advantage.

Ammo



You can carry two different weapons at one time, in addition to the pistol, and can switch between them with a press of a button. Keep track of the number of rounds in the

weapon and the number of clips. As a general rule, you should reload your weapon if it is low and you are expecting to engage the enemy. There is nothing worse than sneaking up on enemies to flank them, and then only have one round in your weapon. It just ruins the whole maneuver.

If you get low on clips for your weapon, you can pick up more at ammo caches. These are containers filled with ammo and grenades that are dropped by parachute. Just walk up to a cache and press the appropriate button. There are no ammo caches in multiplayer games. You also can pick up weapons dropped by enemies or other paratroopers. Because you can have only two at a time, when you pick up another weapon while you already have two, you will drop the weapon you are currently holding. So if you want to replace the weapon you are not holding, switch to it first before picking up the weapon on the ground. You can get ammo for enemy weapons from ammo caches and by walking over a dropped enemy weapon of the same type. You will automatically pick up the ammo if you are not carrying the maximum number of clips for that weapon.

Shooting



Despite what you see in action movies, firing from the hip is not very accurate. During the game, you normally carry your weapon at chest level. By default, a reticle, or cross hairs, appears on the screen. If you desire to be more like real life, you can turn off the cross hair feature in the Options menu. However, even if you have the cross

hairs lined up on a target, you still have a low level of accuracy, which worsens with range. When you fire a weapon, take the time to raise the sights to your eye so you can aim. This is referred to as iron sights. For most weapons, you use the sights right on the weapon, but a few weapons have scopes for magnified views. Using iron sights limits your field of view because the weapon is up by your face. Some weapons, such as the panzerschreck, block nearly your entire view. However, just by using your sights, your accuracy is increased and you are more likely to hit the enemy at which you are shooting. While you have your weapon raised, you move slower. So, keep your weapon down while moving around the battlefield. Then raise it when you need to fire. Although it may take some practice to get used to, using iron sights will make you a much better soldier.

NOTE

While dug in, you can't use iron sights because you have a third-person view. However, pressing the iron sights button will give you a zoomed-in view that makes it easier to take shots at distant targets.

Machine Guns



Machine guns are large weapons that are not easily carried about the battlefield. Instead, they are positioned or mounted on a vehicle or in a defensive position.

For most battles, you will be attacking enemy machine gun nests. Once you have eliminated the gunners, you can use the machine gun. Just walk up to the machine gun and press the appropriate button. You also can pick up and carry these machine guns. However, you move slower and must ready the weapon before you can fire it. Because of the effect on your mobility, it is best to use the machine gun at its position while defending and then leave it behind when you advance.

Grenades



Grenades are a great tool for breaking a stalemate during a fire fight. If an enemy is behind cover and you can't get them with your firearms, toss a grenade so it lands on the other side of the cover and blows the enemy away. Throwing grenades is quite easy.

Just hold down the grenade button and a red circle appears on the screen to show you where the grenade will land. A smaller red circle will appear to show the path the grenade will follow, helping you better aim your throw when tossing grenades through windows. During most missions, you begin with six grenades and can get more only at ammo caches. Not only do grenades kill enemy soldiers, they also can destroy destructible cover such as wooden fences and sandbags. Just toss a grenade at the base of a sandbag position to blow away the sandbags and the soldiers behind them.

TIP

Be careful when throwing grenades while your squad mates are around. The grenades will kill them, too.

TEAMS



Brothers in Arms: Hell's Highway lets you play on two different levels. First, you are a soldier who can move about the battlefield and use weapons to attack the enemy. Second, as a squad leader, you also control the actions of the men in your squad. To make this manageable, your troops are divided into teams. Depending on the mission, you can be assigned four different types of teams. Each team carries different types of weapons and is specialized for a purpose. It is important that you understand the strengths and weaknesses of the teams under your command to get the most out of them.

Assault Team



The assault team is equipped with lighter weapons, such as carbine rifles and submachine guns, and grenades. This is your maneuver team. They can move quickly around

the battlefield and deliver heavy, close-range firepower against the enemy. You can order the assault team to throw grenades at the enemy, which are effective at

destroying some types of cover. Because they are often moving under enemy fire, it is important to ensure they are supported by covering fire from you and the other teams so they can do their job without taking casualties.

TIP

The assault team is the one you can go to in a crunch. They are great at moving in for the kill. Use them for flanking and frontal assaults.

Fire Team

Also referred to as the "base of fire" team, these men are armed with heavier, long-range weapons, such as rifles and the Browning Automatic Rifle or BAR. Their weapons



are heavier and don't have as high a rate of fire as the assault team, so they are not as effective as the assault team at firing on the move. However, maneuvering is not their job. Instead, the fire team is designed to maintain fire on the enemy to suppress the enemy and allow the assault team to move around without getting killed. The key to using the fire team is positioning it behind good cover that also has a good field of fire against the enemy.

TIP

Although the fire team lacks the close range firepower of the assault team, they can still be used to get in close to throw grenades at suppressed enemies behind cover. Don't be afraid to move them forward toward the enemy. They will not disappoint you.

Machine Gun Team

The machine gun team consists of a gunner and assistant. They carry a .30 caliber machine gun that they operate together. This team is vulnerable to enemy fire when they're out



in the open because they can't fire while moving. However, they are not intended to rush forward during assaults on enemy positions. Instead, the machine gun team must be carefully positioned behind cover that will protect them while allowing them to fire on a wide area of the battlefield without having to change positions. Because of the penetrating power of the machine gun, you can order the machine gun team to attack and destroy some types of light cover, such as wooden fences or wagons, forcing the enemy to move or die where they stand.

BROTHERS IN ARMS

HELL'S HIGHWAY

TIP

It takes the machine gun team some time to set up their weapon after moving, so it is best to keep them back some a distance from the enemy when possible. The main purpose of this team is to suppress enemy units, so give them fire orders on your main threats.

Bazooka Team



The bazooka team carries a bazooka rocket launcher and small arms. When up against enemy armor, this team is your best choice for getting rid of tanks, trucks, and anti-tank guns. Their bazooka is effective against fortified positions and for destroying some types of cover. The bazooka team is not that effective against infantry up close, so keep this team at a distance from the action, ordering them to target tough positions or vehicles so the rest of your squad can finish the job.

TIP

Use the bazooka team to eliminate enemy machine gunners in buildings and enemies behind sandbags or light cover. Order them to destroy the cover, and the resulting explosion will kill the enemies behind the cover. Think of the bazooka team as your own personal squad artillery.

★ COMMANDING TEAMS ★

One of the unique features in *Brothers in Arms: Hell's Highway* is the squad command system. In addition to your character, you also can have up to eight other soldiers under your command. These troops are divided into teams as mentioned earlier. There are five main orders you can give your teams. Before giving an order, make sure you have the correct team selected. The currently selected team's icon on your compass will be outlined in yellow. The first order is general, and the other four are position or target sensitive. Let's take a look at how you get your squad to do what you need them to do.

Fall In

The "fall in" command orders the selected team to follow you. While you are stopped, they will take up positions around you. This is the main order you will use while moving your squad around the battlefield before engaging the enemy. Remember to give this order if you are moving to another location. Your squad will stay put until you order them to follow you.



TIP

At times, you will move ahead of your squad to scout out the enemy. If you are in a position with good cover and want one of your teams to take cover there as well, order the team to fall in. Once they are in position, give them a fire order to get them to stay put instead of continuing to follow you.

Move



This command orders the selected team to move to a location you specify with a blue command ring that appears on the screen. Move the ring to the location

you want the team to move and give the order. The team will move to that position and seek cover if it's available.

TIP

When your teams are moving, they will try to move as stealthily as possible. If the enemy has not spotted your squad and started firing, your teams will move to your assigned position and hide behind cover. This is useful for getting your entire squad into position behind cover before starting an attack. However, if your teams come under fire, they will continue to cover, and then automatically return fire.

Fire



If you place the command ring over an enemy unit, it will change from a blue move ring to a red targeting icon. This will order the selected team to begin firing on

the designated enemy unit. Although your teams will automatically return fire at enemies in their field of view, the attack order causes them to focus on a specific enemy unit. They will continue to attack that unit until you give them a new order or the targeted enemy unit is dead or moves out of view or range.



When you give a team a move order, you also can immediately give them an attack order. This is very beneficial when you are under fire because the team will fire at the targeted enemy as they move, and then continue to fire at them once they reach their position. The attack order does not cancel the movement order.

Assault

If your team is close to the enemy, the red command ring will have a grenade inside it. This means that your team can assault. When assaulting, your team will throw



grenades at the targeted enemy and use their weapons to try to kill them. The assault team is best suited for getting in close to the enemy for this type of attack.



Getting in close enough to assault can be dangerous for your teams. Make sure the enemy is suppressed and keep firing at them while your team moves into position to assault.

Destroy Cover



Some teams have weapons that can destroy certain types of cover. When you place the command ring over a piece of cover, it will turn yellow to indicate that the

selected team can destroy that cover. The machine gun team can destroy wooden fences, while the bazooka team also can destroy sandbag cover and wagons.

THE MAP



One of the most important attributes a leader can have is the ability to remain aware of the situation on the battlefield. To help simulate this ability, *Brothers*

in Arms: Hell's Highway includes a map view. This view can be called up at any time during a game. For story missions, it will pause the game; however, for multiplayer missions, the game continues on—so make sure you are in a safe spot before calling it up or you may be dead before you return to the game view. The map gives you a bird's-eye view of the battlefield. You can view your location and those of your teams, Allied units, objectives, and detected enemy units. You also can see the terrain in which the enemy is located and whether there is cover you can use to flank them. You can't give commands to your teams in this view, but you can see how they are doing and monitor their health. The map also contains a list of your objectives, the number of recon points you have reached, and the number of Kilroys you have found.

COORDINATED COMBAT



As a squad leader, your job is to coordinate the actions of your squad with your own actions. Now that you have an understanding of the different types

of teams you can command, it is important to know how to use them.

Brothers in Arms: Hell's Highway is unlike most other first-person shooter games. You can't snipe or charge your way through the missions. Instead, you must use tactics—the same tactics the paratroopers used. During World War II, the U.S. Army was faced with creating a huge military out of civilians in a short amount of time. Instead of training their officers in a multitude of tactics to use for different situations, the Army developed a single tactic—the holding attack—that could be used in most situations, from a squad-level engagement to division- or army-level battles. This tactic could be taught to all officers and enlisted men, allowing a unit to continue to fight on even if they had suffered leadership casualties. The keys to remembering the steps of this tactic are the four Fs—Find, Fix, Flank, and Fire.

BROTHERS IN ARMS

HELL'S HIGHWAY

Find

Before you can engage the enemies, you must first find them. There are several ways to do this. First, you can see them on the battlefield.



The suppression indicators that appear above enemy units also make it very easy to find enemies—especially during dark missions. Just look for the red circle and you know there is an enemy there. Another way is through the map. When you open the map view, you can cycle not only through your forces, but also all detected enemies. You can even zoom in on them to see what kind of cover they may have and whether there is any terrain nearby that might be beneficial to you. The final way to find the enemy, and not one I recommend, is when bullets start flying in your direction. As a general rule, try to find the enemy before they find you.



Find is actually the planning portion of the holding attack. Make sure you know what you are going to do and which teams are going to do it before continuing to the next step.

Fix



Once you find the enemy, you want to set up a base of fire to fix the enemy in a position to prevent them from maneuvering against you and also to prevent them from effectively attacking you.

The way to do this is shoot at the enemy from behind cover. Although you can do this, it is usually better to use one of your teams. The fire team is designed for this type of action. While an enemy is under fire, it becomes suppressed and can't function as effectively.



Although you will usually use the fire team or machine gun team for fixing the enemy, you can also help out. When armed with a rifle and dug in, use iron sights or a zoomed-in view to get a better look at the enemy. Even if they are suppressed, they will still occasionally peek over the cover to fire off some shots. Wait for this and then take your shot. You might only shoot off a helmet. However, if you aim carefully, you may get a one-shot kill—and a nice dramatic cutscene of it, too. Clearing out enemies behind cover ahead of time makes the flanking part of the tactic easier because there will be less resistance.

Flank



Once an enemy is suppressed or "fixed," you want to flank them. A flank is a military term for a side or rear of a unit's position. Most of your enemies will hide behind cover

or terrain that you can't shoot through, and they will have cover on their front. But there is always at least one side of their position that lacks cover. Your job is to find that side and maneuver either a team or yourself into a flanking position so that you can fire at the enemy from the exposed direction. If possible, you should find a position that provides cover for you and your team so you can attack while being protected from return fire.



If you are doing the flanking, switch to a submachine gun if it's available before you make your move. You need some rapid firepower to mow down the enemies before they can turn on you or run away.

Fire



The final "F" is for "Fire!" Once you have a flanking position against your enemy, open fire.

Without protection, the enemy is easily taken out. However, if you are attacking a group of two or more enemy soldiers, make sure you are careful because they may get off a few lucky shots in return before you can kill them all. Your assault team is designed for flanking enemies and then finishing them off.

Suppression

During combat, you do not have to hit the enemy to make them stop shooting or reduce their effectiveness. When someone is under fire, their natural tendency is to duck or hide. This is modeled in *Brothers in Arms: Hell's Highway* through suppression. When you first detect an enemy, a red circle will appear over their position. This suppression indicator shows the status of the enemy unit. When it is red, or has any red at all in the circle, the unit is unsuppressed. They can fire and attack you and your troops normally. When the circle is completely gray, the unit is suppressed. They are ducking down and trying not to get hit. Suppressed units can still fire, but they will do so less frequently and their accuracy is reduced. It is important to note that a unit is either suppressed or unsuppressed. There is no middle ground. If the circle is only half red, they are not half suppressed—they are still unsuppressed and dangerous. Units will become unsuppressed over time if they are not receiving any fire. The gray circle will become darker gray as the unit grows closer to being unsuppressed. When enemies are behind cover, they're difficult to hit. However, if they are suppressed, you can move around to hit them from a different direction without taking a lot of fire. Your teams are great for suppressing enemy units and, in most cases where the enemy is behind cover, that is the main result of fire orders.

Frontal Assaults



Sometimes during a mission, you will not have the option of flanking. Instead, the enemy has cover and you have to go straight toward them.

Frontal assaults

are dangerous and should be avoided if at all possible. When necessary, there are several things you can do to kill the enemy while keeping your squad alive and ready to keep fighting. First off, get all your teams behind cover and firing on the enemy to suppress them. Focus on major threats, such as machine guns. As your teams are suppressing the enemy, use the rifle to pick off as many enemy soldiers as possible from your dug-in position. With a little patience, you may be able to kill the machine gunners on your own. Just be sure to duck behind cover if you start taking fire yourself.

Next, send the assault team forward to the next position of cover. If you have a long distance to cover, move your other teams forward one at a time, also. Make sure that all the other teams are firing on the enemy while one team is moving. Keep this up until you are close enough to throw a grenade or move the assault team close enough to assault the enemy with their own grenades.

Anti-tank Guns



During the campaign, you will have to destroy several German 88 anti-tank guns. Unfortunately, they do not just sit still, waiting to be destroyed. They will fire back. The highly explosive rounds they fire will kill you and your teams if you're caught out in the open without cover. They also will blast through wooden fences, wagons, and sandbags. When going after an 88, use buildings, stone walls, and stacks of lumber for cover. The anti-tank guns are manned by a crew of two soldiers. If you can kill those two soldiers, then the gun will cease firing. However, the crew is protected by a gun shield that will protect them from small arms fire coming at them from the front of the gun. You will need to flank the gun while one of your teams fires on it to keep it facing in their direction. Move in to kill the crew and eliminate the threat. Then all you have to do is place a satchel charge on the gun to destroy it.



If you have a bazooka team, use it to destroy the 88 as soon as you can get your team into range. The bazooka will not only kill the crew, but also destroy the gun. Note that bazookas can destroy 88s from the rear, but not the front. Also, you can use a grenade to kill the crew. Just make sure that the grenade lands next to the crew on the other side of the gun shield or the shield will protect them.



BROTHERS IN ARMS

HELL'S HIGHWAY

ARMOR

While you play as a paratrooper, which is considered light infantry, you also will have opportu-

nities to command a tank. During the campaign, you will have to fight against German tanks. Tanks are powerful weapons. However, they are also vulnerable—even to a single soldier, so it is important that you know how to take care of your own tanks and how to kill the enemy's.

Using Armor

During some missions, you will take control of a Sherman Firefly tank from XXX Corps. Your character is the tank commander and sits in the hatch on top of the turret. Not only can you drive the tank around, you also can fire its main gun and use the machine gun on top of the turret. Tanks are impervious to small arms and machine gun fire, but you are not. If you get in close to enemy infantry, press the dig in button to duck down into the hatch and button up the tank. While buttoned up, you can no longer use the machine gun—only the main gun. Tanks are best used for long-range firepower. Try to avoid getting in close to the enemy. Always check for anti-tank guns, infantry with panzerschrecks, and even enemy tanks. These can all cause damage to your tank. In fact, if you are exposed in the hatch, a hit from one of these enemies can kill you even if it does not destroy the tank. If you come under fire from any of those three types of enemies, button up quickly. The map is handy for scouting out threats ahead of you. Try to kill them with your main gun before they can fire at you.

Fighting Armor

Enemy tanks are among the toughest opponents you face. The weapons you normally carry can't stop these monsters. They also have enough firepower to wipe

out your squad in a matter of seconds if you let them. However, once you know how to defeat enemy tanks, they

are not quite as scary as before. Enemy tanks only fire in the direction their turret is pointing. Therefore, if the main gun is pointed in your direction, take cover quickly. This also means that you can stay safe from a tank by moving around it. You can usually sprint faster than it can rotate.

Destroying an enemy tank is fairly easy once you learn the tricks. If you can get in close enough, you can plant a satchel charge on the tank. The satchel charge has a four-second fuse, so place it on a tank and then dig in behind some cover. Unfortunately, it can be dangerous to get in close to an enemy tank, so you will have to use some heavier firepower. In missions where there are tanks, you may be able to find a crate with a bazooka in it or be able to take a panzerschreck from a dead enemy. Both are anti-tank weapons featuring a rocket projectile. If you are already carrying two weapons, you will have to drop one to pick up a rocket launcher.

Once you have a bazooka or panzerschreck, you are ready for tank hunting. They will cause damage to a tank from any angle. However, try to avoid attacking from the tank's front. Its armor is thickest there, and it is also usually the part of the tank that shoots at you. It will take two hits to the front or side to destroy a tank with a bazooka or panzerschreck. However, if you can get in behind the tank, it only takes a single hit for a kill.



The final way to take out a tank is with a tank of your own. German tanks are often more heavily armored and armed than American tanks. Therefore, don't go toe to toe

with a German tank. Instead, try to position your tank so that it can attack the German tank from the rear or side and then move behind cover, such as a building, before the German tank can turn and return fire. If possible, try to locate enemy tanks early, then fire on them from long range. You can try to get in at least one hit before they even know you are in the area.

TIP

When fighting tanks, try to use buildings for cover. Take a shot, then pull back behind cover while your main gun reloads. Then roll forward to take a second shot that will finish off the tank.





KEEP AT IT!



Brothers in Arms: Hell's Highway can be a tough game. If you have not played this type of game before, you may find yourself getting killed quite often. Don't let it get you down. As you learn the game's nuances, you will get better. Start off with the story missions because they serve as training and get progressively more difficult as you advance.

The key is to learn from your mistakes. For example, when you charge an enemy position and get ready to flank, only to discover you only have one bullet left in the clip, you tend to learn quickly to check your ammo before attacking.

Take some time to experiment and try playing missions again even after you have completed them. There is usually no single way to complete all the objectives. Try different tactics and movements against the enemy to discover what works best in different situations.



**BROTHERS
★ IN ARMS ★**
HELL'S HIGHWAY

NORTH
WESTERN
EUROPE



LARRY H.

563210023



TOP SECRET

CONFIDENTIAL

More Germans exited the woods. At least twenty heavily armed Germans in camouflaged battle smocks moved into the open field in front of them. The German infantry formed a skirmish line and headed northwest. Baker saw German sergeants issuing orders and two men carrying MG42 machine guns over their shoulders. It appeared that the Germans did not know the Americans were close by, waiting in ambush along the road.

"Hold," Mac sounded.

"There sure are a lot of them," McCreary whispered as he aimed his M1 rifle at an enemy soldier.

The line of German infantry moved perpendicular to the road, unaware of the Americans and offering Mac an opportunity to enfilade the German line.

More Germans came out of the woods. At least thirty were now in the open field.

"Now!" Mac shouted. "Fire!"

The entire American line exploded in fire. Twenty rifles blasted away. Baker emptied a magazine of .45 caliber slugs watching two Germans fall. Martino's .30 caliber Browning machine gun rattled like a sewing machine with every fifth round a red tracer. In the waning light, Baker saw tracer bullets skipping across the field and into the ranks of German soldiers.

The German infantry faced left and charged, straight for the American line. Figures in feldgrau and camouflaged uniforms fell, others knelt and returned fire, some ran back to the woods.

Baker reloaded and realized that this was a large attack, at least company strength.

... "Come and get it."

-from Brothers in Arms: Hell's Highway by John Antal



THE ARSENAL



U.S. WEAPONS



As a paratrooper in *Brothers in Arms: Hell's Highway*, you have access to a variety of the same weapons that actual troops in World War II used. These weapons have been modeled as accurately as possible for the game, further increasing the realistic experience of combat during this war. Each weapon has its own strengths and weaknesses. Although you can use whichever weapon you want, choosing the right weapon for the situation at hand helps make you a more effective soldier. This chapter also includes information on the tanks you can use during some missions and in multiplayer games.

M1911 Semi-automatic Pistol



Caliber/Cartridge	0.45 caliber (cal) x 23
Length of Barrel	128 millimeters (mm)
Muzzle Velocity	252 meters per second (m/s)
Weight	1.36 kilograms (kg)
Rounds per Clip/Magazine	7
Rate of Fire	Variable
Accuracy	Very low
Hits for a Kill	3-6

NOTE

HISTORICAL NOTE

During World War II, most European armies issued handguns only to officers as a badge of rank. The U.S. Army, on the other hand, considered handguns a valuable weapon for not only officers, but also for enlisted men who would not have a rifle, such as crew for artillery, drivers, tankers, etc. Though unauthorized, paratroopers and infantry soldiers carried handguns they brought with them or received from home as a weapon of last resort and for peace of mind. While hiding in a foxhole, if an enemy jumps in with you, a pistol is a lot more useful than a much longer rifle.

This semi-automatic weapon, with a seven-round magazine, has an effective range of 80 feet. It has been the standard sidearm of choice with Allied soldiers since the early 1900s.

The pistol is your weapon of last resort. It is only useful at close range. Fire several shots to kill an enemy. If your weapon is empty while you are engaged with an enemy up close, it is quicker to switch to the pistol than reload a rifle or submachine gun.



M1 Garand Semi-automatic Rifle



Caliber/Cartridge	.30-06 cal
Length of Barrel	610 mm
Muzzle Velocity	855 m/s
Weight	4.32 kg
Rounds per Clip/Magazine	11
Rate of Fire	Variable
Accuracy	Very high
Hits for a Kill	1-3

The standard weapon of the U.S. infantry soldier, the M1 Garand is effective at up to 1,300 feet. It is a self-loading shoulder weapon with a clip capacity of eight .30-caliber rifle cartridges.

The M1 Garand is the most accurate weapon in the U.S. arsenal. Fire it from the iron sights view while crouched down for maximum accuracy. It is great for picking off distant enemies as they peek around cover. Try for headshots because it only takes one hit for a kill. Otherwise, it will take at least two hits to the body to kill.



HISTORICAL NOTE

During the course of World War II, more than 4 million M1 rifles were produced. Their semi-automatic rate of fire allowed a U.S. soldier to put out a lot more firepower than an enemy with a bolt-action rifle.

M1A1 Carbine Semi-automatic Rifle



Caliber/Cartridge	.30 cal
Length of Barrel	458 mm
Muzzle Velocity	600 m/s
Weight	2.36 kg
Rounds per Clip/Magazine	15
Rate of Fire	Variable
Accuracy	High
Hits for a Kill	2-4

Smaller and lighter than the M1 Garand, the M1A1 carbine has twice the capacity of a .45 and is accurate at distances of 600 feet. This .30-caliber shoulder weapon is effective for medium-range light infantry.

If you have a choice between an M1 Garand and the M1A1 carbine, the Garand is usually the better choice because of its long range and better accuracy. However, if you will be fighting at close to medium range, the larger clip makes the carbine the one to take with you.



HISTORICAL NOTE

The M1A1 carbine was manufactured in greater numbers than any other American military firearm. More than 6 million were produced during World War II alone. The lighter rifle was developed in response to German blitzkrieg tactics that illustrated that rear echelon troops needed an effective weapon for engaging the enemy with little or no warning.

BROTHERS IN ARMS

HELL'S HIGHWAY

M1A1 Thompson Submachine Gun



Caliber/Cartridge	0.45 cal x 23
Length of Barrel	267 mm
Muzzle Velocity	280 m/s
Weight	4.9 kg
Rounds per Clip/Magazine	20
Rate of Fire	659 rounds per minute
Accuracy	Low
Hits for a Kill	3-4

NOTE

HISTORICAL NOTE

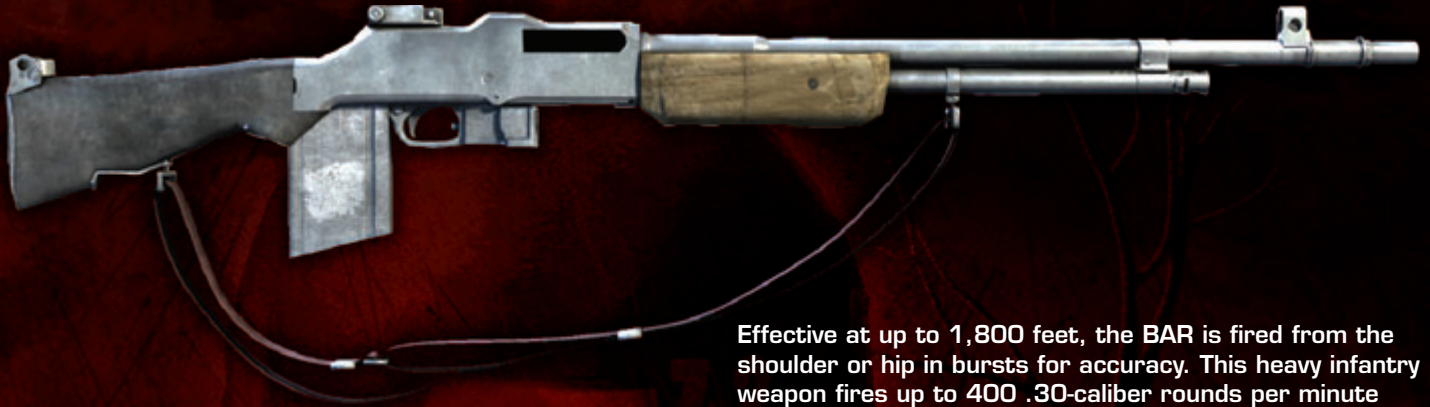
The Thompson was originally designed as a “trench broom” in response to the type of warfare that dominated World War I. Troops could use this small machine gun to literally “sweep” a trench clear of enemies.

Popularly called the Tommy Gun, this fully automatic weapon fires between 600 and 700 .45-caliber rounds per minute from a 20-round magazine. It is mainly used at close range. Soldiers carry magazine pouches with three magazines.

The Thompson is a great weapon for fighting enemies at close range. Its rapid rate of fire makes it effective at suppressing enemy units. Be sure to use this weapon as you are moving to a flanking position and for attacking enemies once you get on their flanks. It is more accurate when fired in short rather than long bursts.



M1918 Browning Automatic Rifle (BAR)



Caliber/Cartridge	7.62 x 63 mm
Length of Barrel	610 mm
Muzzle Velocity	808 m/s
Weight	8.8 kg
Rounds per Clip/Magazine	20
Rate of Fire	400 rounds per minute
Accuracy	Medium
Hits for a Kill	2-3

Effective at up to 1,800 feet, the BAR is fired from the shoulder or hip in bursts for accuracy. This heavy infantry weapon fires up to 400 .30-caliber rounds per minute and requires specialized training to use.

The BAR is great for attacking enemies at medium range. Although it is not as accurate as a rifle, it is better used to suppress enemies at a distance or for killing enemies while they are not behind cover or when attacking from a flanking position. It has a small cartridge and is designed to be fired in short bursts.

NOTE

HISTORICAL NOTE

According to U.S. Army tactics during World War II, each infantry squad was to have one BAR, which was referred to as the "squad's base of fire." However, if a squad could, they would try to get an additional BAR for increased firepower.

M3 Submachine Gun



Caliber/Cartridge	0.45 cal x 23
Length of Barrel	203 mm
Muzzle Velocity	280 m/s
Weight	4.65 kg
Rounds per Clip/Magazine	30
Rate of Fire	450 rounds per minute
Accuracy	Low
Hits for a Kill	3-4

BROTHERS IN ARMS

HELL'S HIGHWAY

Referred to as the “grease gun,” this weapon could be manufactured more quickly than the Thompson, which was in short supply. The grease gun can fire 450 .45-caliber rounds per minute, has a capacity of 30 rounds, and has an effective range of about 160 feet.

The M3 is not as good as the Thompson, so if you have the choice don't pick the grease gun. However, if you are armed with the M3, use it primarily for killing at short range or for suppressing enemies at longer ranges. Try to fire in short bursts for better accuracy.

NOTE

HISTORICAL NOTE

Rangers, paratroopers, and tank crewmen were some of the first troops issued the M3. In fact, this weapon's first main use in combat was by the 82nd and 101st Airborne divisions during the early-morning hours of D-Day.

M1919A6 Light Machine Gun



Caliber/Cartridge	.30-06
Length of Barrel	610 mm
Muzzle Velocity	854 m/s
Weight	14.7 kg
Rounds per Clip/Magazine	250
Rate of Fire	400-500 rounds per minute
Accuracy	Low
Hits for a Kill	3-6

NOTE

HISTORICAL NOTE

As with most compromises, the M1919A6 did not live up to expectations. It provided more firepower than the BAR, but it was heavier and more difficult to use. Also, because it used a lighter barrel than the A4 to reduce its weight, the A6 could not fire for sustained periods of time. More than 43,000 M1919A6 light machine guns were produced during the war. Some were used in the Korean and Vietnam Wars.

The M1919A6 was designed to fill a gap between the BAR and the M1919A4, which was mounted on a tripod and not very portable. While the A4 requires three or more men to carry the weapon, tripod, and ammunition, the A6 can be handled by only two soldiers—the gunner and his assistant. The gunner carries and fires the gun while the assistant carries the ammunition and helps feed the 250-round belts of ammo into the weapon. Because it uses a bipod rather than a tripod, this weapon can be fired prone rather than from a sitting position, making the crew less vulnerable.

During the missions, you can't carry around this light machine gun. Instead, you are assigned a machine gun team armed with the M1919A6 for some missions. It can be selected during multiplayer games. Remember that you have to press the iron sights button to make this weapon ready to fire. It is best fired from behind cover, so find a good spot and dig in.

M9 Bazooka



Caliber/Cartridge	2.36-inch rocket (60 mm)
Length of Barrel	1,550 mm
Muzzle Velocity	90 m/s
Weight	6.8 kg
Rounds per Clip/Magazine	1
Rate of Fire	Variable
Accuracy	Medium
Hits for a Kill	1

NOTE

HISTORICAL NOTE

The bazooka first saw combat action during the U.S. landings in North Africa. Since the bazookas arrived as the troops were shipping out, the crates were not unpacked until the soldiers were already on their way to North Africa. As a result, they were not able to practice fire the bazookas. For the soldiers armed with this weapon during the invasion, the first time they fired their bazooka was in combat. More than 450,000 bazookas were produced during the war. A parachute battalion would normally be assigned 21 bazookas.

The bazooka is a portable anti-tank weapon for infantry. It fires a rocket with a shaped charge warhead. This type of explosive focuses the charge on a single, concentrated point, thus allowing a small amount of explosive to penetrate thick armor. Because the tube is long enough that the rocket motor burns out before leaving the tube, the firer does not need to wear face protection. Although the bazooka is effective against light tanks, the rockets have trouble penetrating the front and some side armor of German heavy tanks. Therefore, bazooka teams must learned to fire at the rear of tanks, where the armor is thinner, or at the tracks to immobilize the tanks.

In addition to destroying tanks, the M9 bazooka is very effective at killing enemies behind sandbags or wooden fences. Just aim at the cover, and the rocket will destroy it and kill the enemies behind it. You can carry a bazooka in some missions and multiplayer games. Also, you are assigned a bazooka team during some missions.

A1 Mark II Fragmentation Grenade



With a killing radius of 15 to 30 feet, the "pineapple" contains an explosive charge designed to break the metal body into fragments upon detonation, which occurs four seconds after safety pin removal. They are often thrown less than 100 feet.

Grenades are great for taking out enemies hiding behind cover. Not only can they be thrown over cover to detonate behind it and kill the hidden enemies, grenades also can blow up sandbag cover. Although you have a limited supply of grenades you can carry at one time, feel free to use them for clearing out enemies you can't flank or for throwing into upper story windows to take out machine gun nests. If you know an ammo cache is nearby, there is no excuse for not using your grenades.

Weight	0.6 kg
Hits for a Kill	1

NOTE

HISTORICAL NOTE

This grenade's body was cast iron. The serrations that gave the grenade its pineapple appearance were designed to create about 1,000 lethal fragments. The grenade could be thrown about 100 feet, and its fragments could be dangerous up to 150 feet. Therefore, troops were trained to duck until their grenade detonated.

BROTHERS IN ARMS

HELL'S HIGHWAY

Satchel Charges



During missions, you may be required to blow up enemy guns, trucks, or even tanks. You carry an unlimited number of satchel charges inherently. To use them, just walk up to the object to be destroyed and press the "use" button. Once you have placed a charge, you have four seconds until it detonates.



Sherman Firefly Medium Tank



Weight	36 tons
Length	5.9 m
Width	2.75 m
Height	2.62 m
Armor	25-89 mm
Maximum Speed	25 mph
Armament	76mm (17pdr) main gun
	1 .50-cal machine gun
	1 .30-cal machine gun

The Sherman is the main tank used by the U.S. military in World War II. Nearly 50,000 were built and almost half were shipped to American allies such as Britain and Russia. Because the standard 75mm gun on the M4 Sherman is not effective at penetrating the thick armor of German tanks, the British installed a more powerful 17-pounder (pdr) anti-tank gun in more than 2,000 of their Shermans. These variants are nicknamed "Firefly" and are easily identified by the armored box attached to the rear of the turret, which contained the radio.

During a couple missions, you have the opportunity to take on the role of a British tank commander. The main gun is great for destroying cover, while the machine gun is best used for attacking and suppressing infantry. If you come under fire, duck down into the hatch by pressing the dig in button. While "buttoned up," you can't fire the machine gun—only the main gun.

NOTE

HISTORICAL NOTE

Unlike most European tanks, which ran on diesel, the Sherman used gasoline. Because this fuel is more combustible than diesel, Shermans had a tendency to catch on fire when hit, tank crews dubbed them with the nickname "Zippo," after the popular brand of lighter.



GERMAN WEAPONS



During missions, you can pick up weapons dropped by enemies. When playing as the Germans during multiplayer games, you also will be using German weapons. So, it is important to know about these weapons as well as those used by the Americans.

Walther P38 Semi-automatic Pistol

Caliber/Cartridge	9 x 19 mm
Length of Barrel	123 mm
Muzzle Velocity	350 m/s
Weight	0.96 kg
Max Clips/Magazines carried	5
Rounds per Clip/Magazine	8
Total Ammo	40
Rate of Fire	Variable
Accuracy	Very low
Hits for a Kill	3-6



NOTE

HISTORICAL NOTE

Incorporating such features as a hand-cocked hammer and improved safeties, the P38 provided the German army with a reliable replacement for the complicated P08 Luger. With its simple action and design, the P38 was easy to manufacture and maintain, and it was highly regarded by the soldiers who relied on it.

Considered one of the finest pistols ever put into service, the P38 is the primary service weapon of the German army for the duration of World War II.

This pistol is only available to the Germans during multiplayer games.



BROTHERS IN ARMS

HELL'S HIGHWAY

Mauser K98K Bolt-action Rifle



Caliber/Cartridge	7.92 x 57 mm
Length of Barrel	600 mm
Muzzle Velocity	745 m/s
Weight	3.9 kg
Rounds per Clip/Magazine	5
Rate of Fire	Variable (40 rounds per minute max)
Accuracy	Very high
Hits for a Kill	1-2

The Karabiner 98 is the primary infantry weapon for the German army throughout World War II. The action is a proven design first introduced in 1898. This weapon provides the German infantryman with a reliable weapon with excellent accuracy out to 800 meters.

Because this rifle is bolt action rather than semi-automatic, it has a slower rate of fire. However, the larger caliber round can kill with a single hit to the target's body.

NOTE

HISTORICAL NOTE

Many extras were evolved to provide additional capabilities, including grenade-launching devices, folding butts, and periscopes. Weapons that tested to be extremely accurate from the factory were equipped with scopes and used as sniper rifles. The K98 remained in production until the end of the war.

MP40 Submachine Gun



Caliber/Cartridge	9 x 19 mm
Length of Barrel	251 mm
Muzzle Velocity	365 m/s
Weight	4.03 kg
Rounds per Clip/Magazine	32
Rate of Fire	500 rounds per minute
Accuracy	Very low
Hits for a Kill	3-6

NOTE

HISTORICAL NOTE

Germany had begun to develop tactics that called for mobile infantry with plenty of automatic firepower, and the submachine gun was easy for untrained men to learn to use. In 1938, the Oberkommando der Wehrmacht (Wehrmacht High Command, or OKW) issued a specification for a submachine gun suited to mobile warfare. The Germans chose an automatic-fire-only design. In a nod to the future, the MP38 eschewed wood in favor of plastic and employed a folding metal butt. It retained the blow-back mechanism and telescopic bolt assembly. Below the barrel, a lug prevented the weapon from inadvertently moving inboard while firing from the gun port of an armored vehicle.

The MP40 became the first submachine gun to play a major role in a first-grade army. A 32-round box magazine inserts below the receiver to feed the ammunition.

The MP40, although not as accurate as the Thompson, is better than the M3 grease gun. During missions, if you have trouble finding ammo caches, pick up an MP40 to replace one of your weapons. You can always find ammo on dead enemies who carried these submachine guns.

Sturmgewehr 44



Caliber/Cartridge	7.92 x 33 mm
Length of Barrel	419 mm
Muzzle Velocity	650 m/s
Weight	5.22 kg
Rounds per Clip/Magazine	30
Rate of Fire	500 rounds per minute
Accuracy	Medium
Hits for a Kill	3-4

The Sturmgewehr 44 assault rifle, or STG44, is the first weapon produced to fit the combat needs of the modern battlefield and is considered the grandfather of the modern assault rifle. Firing a rifle-caliber bullet with a midrange cartridge, the STG 44 is accurate out to 600 meters and capable of fast, accurate fire like the MP40.

If you are playing as the Germans in multiplayer games and not carrying a special weapon, pick the STG44. It is one of the better weapons in the game.

NOTE

HISTORICAL NOTE

German evaluations of combat in World War I and the beginning of World War II determined that infantry engagements were occurring at ranges where they were often decided by the amount of firepower that could be brought to bear. The MP40 proved a success for close- and short-range combat, but was ineffective at intermediate ranges and lacked the killing power of a rifle. A solution was sought by taking the best aspects of a rifle and the best aspects of a submachine gun and combining them into a new type of weapon. Its introduction to the eastern front in 1944 was an unqualified success and these weapons were highly sought after by all combatants.

G43 Gewehr Sniper Rifle



Caliber/Cartridge	7.92x57 mm	Rounds per Clip/Magazine	10
Length of Barrel	546 mm	Rate of Fire	Variable
Muzzle Velocity	775 m/s	Accuracy	Very high
Weight	4.1 kg	Hits for a Kill	1-2

BROTHERS IN ARMS

HELL'S HIGHWAY

Also known as the Kar. 43, this sniper rifle is semi-automatic and fitted with a scope. It is effective at long range and has a good ammo capacity.

As with most German weapons, you can pick up the G43 from dead enemies or use it during multiplayer games. The key is to find a good piece of cover at a distance from the enemy and then start finding targets. Watch for enemies behind cover. Wait for them to peek over or around their cover and then fire.

NOTE

HISTORICAL NOTE

The Germans first began to design this semi-automatic rifle in 1941, after encounters on the Eastern Front with Russian semi-automatic rifles. All G43s were produced with a scope rail so that a scope could be easily attached for sniper operations.

RPzB 54 Panzerschreck



Caliber/Cartridge	88 mm rocket
Length of Barrel	1640 mm
Muzzle Velocity	110 m/s
Weight	11 kg
Rounds per Clip/Magazine	1
Rate of Fire	Variable
Accuracy	Medium
Hits for a Kill	1

The panzerschreck is the Germans' anti-tank weapon. It can penetrate 100 mm to 200 mm of armor, making it deadly to the tanks the U.S. uses during the war.

You can carry a panzerschreck as a German in multiplayer games, and you also can pick them up from dead enemies. During the missions, use them against tanks. They are also great for wiping out enemy machine gun nests or soldiers positioned behind cover.

NOTE

HISTORICAL NOTE

The panzerschreck was basically an improved bazooka. Some American bazookas were captured in North Africa and Russia (sent as a part of Lend-Lease). The Germans reverse-engineered the bazooka and used a larger, more powerful rocket so that it could penetrate greater thicknesses of armor. Because the rocket continued to burn for another 2 meters after leaving the tube, a shield was built onto the panzerschreck to protect the firer from the backblast.

MG42 Maschinengewehr



Caliber/Cartridge	7.92x57 mm Mauser
Length of Barrel	533 mm
Muzzle Velocity	755 m/s
Weight	11.57 kg
Rounds per Clip/Magazine	50
Rate of Fire	1,200 rounds per minute
Accuracy	Low
Hits for a Kill	3-4

NOTE

HISTORICAL NOTE

Because of the MG42's extremely high rate of fire—about 25 rounds per second—the individual shots couldn't be discerned by the human ear. Instead, the weapon sounded like ripping cloth. Allied troops nicknamed it "Hitler's zipper" and knew to seek cover when they heard the distinctive sound of the MG42 firing. The downside of this high rate of fire was that the MG42 used up ammunition very quickly and the barrel overheated rapidly.

The MG42 is designed to give German infantry some portable heavy firepower and is usually manned by a crew of two or three soldiers. It has the highest rate of fire of any light machine gun of the war—twice that of the American M1919A6.

After killing a German machine gun nest in the missions, you can dig in by the dropped weapon to use it from behind the cover like the enemy did. You also can pick up and carry the MG42, swapping it for one of your weapons. It is also available to the German players in multiplayer games.

**BROTHERS
★ IN ARMS ★**
HELL'S HIGHWAY

NORTH
WESTERN
EUROPE



LARRY H.

563210023



TOP SECRET

CONFIDENTIAL

The halftrack clanked by as Baker lay on the ground, concealed from view by the cover of the trees. The vehicle picked up speed, coming within fifteen yards of where Baker and his man hid in ambush. As the vehicle turned at the bend in the road, Baker peeked through the foliage, staring straight into the face of the commander of the halftrack.

Whether the German sergeant saw Baker or not, Baker would never know, but the German saw something and started shouting. The halftrack continued down the road as Baker screamed, "Zanovitch! Now!"

Zanovitch jumped out of the woods, ran ten yards, and then knelt on the side of the road.

The halftrack picked up speed and the Germans in the back scurried to turn the machine gun back to the rear.

Zanovitch placed the fifteen-pound launcher on his shoulder, aimed, taking a moment to sight the enemy vehicle in the stadia reticle of his rocket launcher.

Flames shot out of the front and rear of the bazooka as the 2.36-inch rocket grenade jetted from the tube. In a flash of fire and smoke the rocket impacted the rear of the halftrack, a perfect shot. There was a loud ear-popping sound as the round detonated against the rear of the halftrack and the high-explosive shaped charge seared through the halftrack's metal rear doors.

The vehicle lurched forward, as if it had been pushed by a giant hand and stopped. In the smoke and flame, two Germans who survived the initial blast struggled out over the sides. One man's clothes were on fire.

"Fire!" Baker ordered.

His men opened up with rifle and machine-gun fire. The rounds pinged off the metal of the burning halftrack. The two Germans who slid off the left side of the halftrack were easy targets. Every British and American weapon fired at them. The two men fell, riddled with bullets.

In less than twenty seconds it was over.

—from Brothers in Arms: Hell's Highway by John Antal



BROTHERS IN ARMS

HELL'S HIGHWAY

★ LOST ★

EINDHOVEN, HOLLAND

SEPTEMBER 20, 1944

D+3 0030

★ ESCAPE THE HOSPITAL ★



This first mission takes place toward the middle of the campaign following an artillery bombardment. Sgt. Matt Baker has gone into a damaged hospital to look for one of the soldiers in his squad. Sgt. Joe Hartsock saves Baker from a German soldier sneaking up behind him. As the roof starts to collapse in places, the two have to get out of the hospital.

TIP

At the start of the mission, you have the option of keeping the training aids on or turning them off. It is a good idea to keep them on—even if you are a veteran of the *Brothers in Arms* series—because there are several new features. If you do opt out of the training aids, you can always turn them back on by going to the Options menu.

Shot in the Dark



Take the helping hand.

At the start of the mission, you have collapsed after seeing a member of your squad die. Hartsock offers a hand to help you up. Follow the commands on the screen to get up. Once on your feet, follow Hartsock to a doorway. Part of an upper floor has collapsed at the doorway. To get through, you will have to crouch down. After moving through the doorway, you can stand up again. As you begin to advance down a hallway, both of you come under enemy fire. Get to the end of the hallway as fast as you can by sprinting—just press the sprint button and go.

Crouch down to get through this doorway.



Sprint through this hallway to avoid getting killed during the bombardment.

Take Cover



Dig in behind the gurney, then aim over the cover and fire.

Hartsock moves into a room on the left. Follow him and then move to the overturned gurney. The gurney acts as cover. To take advantage of that cover, move next to the gurney and press the dig in button. You will automatically crouch down and take cover behind the gurney. When a German soldier enters the room on the other side of the gurney, press the left control stick up to look over the gurney, and then fire to eliminate this threat.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Fire on the two soldiers to suppress them.

After you have killed the first enemy, two more will move in behind their own cover. Notice that a red circle appears over their heads. This is the suppression icon. When red, the enemy is not suppressed at all. However, as you fire at them, the red circle begins to turn gray. Keep firing at these enemies until the circle is completely gray.



Hit these suppressed enemies from the side while staying dug in yourself.

When you are dug in, and depending on the type of cover, you can quickly leave the cover by vaulting over it or rolling out from behind it. For this situation, follow the on-screen directions to jump over the cover. Then head through the doorway to the left. Since the enemy soldiers are suppressed, they will stay behind their cover rather than fire at you. As you enter the next room, head through a large hole in the wall to the right and quickly dig in behind some cover and start shooting at the suppressed Germans from their flank. Wait until they're exposed through the doorway or the hole in the tiled wall. Stay behind cover until both are dead.

Continue to follow Hartsock through the hospital, past burning rubble, and on to another hallway. Take cover behind the furniture on the left and aim down the hallway at the open doorway. When an enemy walks past, gun him down.



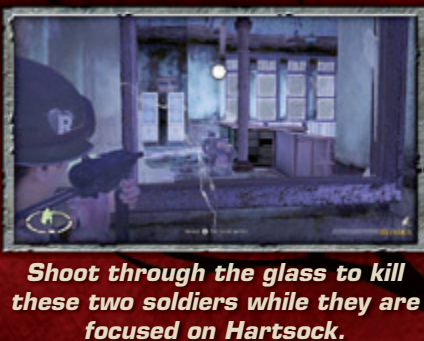
Hit this German as he walks past the open doorway.

Hartsock once again leads the way. Follow him until you come to some doors. Dig in on the left side of the doorway and lean around the corner to take aim at and shoot an enemy behind some cover. If you can't kill him from this position, suppress him by firing at him. When his suppression icon is gray, move forward to dig in behind some furniture on the left side of the room. From this position, either you or Hartsock will be able to take him down.



Advance down this hallway, moving from cover to cover, as you suppress and then kill this enemy.

There are more enemies in the room to the right.



Shoot through the glass to kill these two soldiers while they are focused on Hartsock.

There are two more enemies in the room to your right. If you enter this room, take cover behind a sofa and start shooting at the enemy behind cover ahead of you. Alternately, while Hartsock enters the room, you can move past the door and continue to the window at the end of the hallway. From there, you can dig in behind the short wall and fire through the glass to hit the two German soldiers from their unprotected flank. As before, follow Hartsock through the hospital to the next combat area.

Keep following Hartsock through the hospital as the bombing continues.



BROTHERS IN ARMS

HELL'S HIGHWAY

The Amphitheatre

Take cover to the side of this door while Hartsock opens it.



Suppress these enemies while you're dug in at the doorway.

at the enemy as you peek around. Suppress them so you can roll out from the cover and enter the room.



Sprint to the sofa and dig in before flanking and killing the two closest soldiers.



Destroy the table the Germans are using for cover.

Suppress them with fire, then fire at the table they're using as cover. It will splinter under your submachine gun fire and leave the two enemy soldiers out in the open. Duck behind cover if you need to reload, and then finish off the soldiers to clear out this room. Finally, move through the open doorway on the left at the end of the large room to get to the hospital exit.



Follow Hartsock out of the room where you killed the four enemies and make your way to the amphitheatre.



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

★ OPERATION MARKET ★

LZ 'W'—NORTH OF SON, HOLLAND

SEPTEMBER 17, 1944

MAIN OBJECTIVE

Secure LZ 'W'



BROTHERS IN ARMS

HELL'S HIGHWAY

COMBAT TRAINING

NEW OBJECTIVE Follow your compass



NOTE

If you have training aids turned off for your game, you can skip the Combat Training section and follow your compass to the Dutch resistance member who is waiting for you at the house up ahead.



Welcome to Holland.

the other is armed with an M1A1 carbine. Start off by ordering your team to fall in. Follow the on-screen directions. This will cause the team to move next to you and follow you wherever you go.

The first part of this mission features some more training. This time you have a machine gun team assigned to you. This team comprises two men—one carries a .30 caliber machine gun, and



Move to the spot indicated by the white arrow.

ring shows the direction of your next objective. Turn so the arrow is straight up at 12 o'clock to face your objective—the man in the distance. As you move toward the objective, the ring begins to turn yellow around both sides of the arrow and continues to grow until the entire compass ring is yellow when you are at your objective. Walk to the indicated position, and watch how the compass ring can help you gauge the distance to your objective. Lead your team forward to the field for some more training. Stop by the parachuted ammo cache.

Follow the on-screen directions to bring up the iron sights. Using iron sights lets you bring the weapon up to your shoulder and aim through the weapon's real sights rather than using an aiming reticle. Iron sights are more accurate and also give you a zoomed-in view. Line up your sight with the bottles and fire.



Iron sights are much more accurate than shooting from the hip.



Grenades can destroy sandbag cover.

Next, try throwing a grenade. If you hold down the grenade button, a red ring will show you where the grenade will land. Release the grenade button to throw. You also can quickly throw a grenade by tapping the grenade button. Aim for the sandbags near the bottles, and throw a grenade so it lands right next to the sandbags. When it detonates, it will blow up the sandbag wall.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



The blue command ring tells the team where you want them to move.

There are white rings placed around the field. Move the command ring into one and then release the button. Your team will automatically move to that point. Repeat the process twice more and move your team to different positions. At the last position, the team takes cover behind a roll of lumber. Your squad will automatically seek cover—especially when they are under enemy fire.

Although there are no enemies around here, you can still give your team an attack order. Some types of cover can be destroyed. Hold down the command button and aim at the wooden cart. Notice that the blue command ring changes to a yellow targeting ring. This lets you know that you are ordering your team to fire at and destroy the cart. Release the command button and watch your machine gun team open fire. Good-bye, cart.



Order the team to fire at the cart and destroy this form of cover.

TIP



know when you will find another. They also appear on the tactical map.

Look for ammo caches during missions. While standing next to one of the caches, you can pick up ammunition and grenades. It's always a good idea to seek these out because you never

NEW OBJECTIVE

Locate Dutch resistance member

It is time to get moving again. Follow your compass toward a couple of buildings. As you approach, a man will step out from behind one of the buildings. He is your contact with the Dutch resistance.



Meet up with the member of the Dutch resistance near this house.

After speaking to you, the man will hand you a map he has made. It's a tactical map of the area in which you will be operating during this mission.

Now that you have the map, you can access the tactical map screen.



LANDING ZONE "W"

NEW OBJECTIVE

Eliminate the German patrol



LEGEND

- 1 Player
- 1 Machine Gun Team
- 1 Enemy Squad

BROTHERS IN ARMS

HELL'S HIGHWAY

Now that you have a map, it is time to use it. Bring up the tactical map by following the directions on the screen. The tactical map is a squad leader's best friend. It provides an aerial view of the battlefield, showing the terrain and the locations of recon points, friendly units, and detected enemy units. It lists your current objectives and the status of the teams under your command. The tactical map can be panned in all directions, and you can even zoom the view in and out for an overall picture of the area or a closer look. Use the tactical map to plan out engagements against enemies by looking for cover for your teams and avenues for flanking. Just be sure you are behind cover because the game keeps going even while you have the tactical map open.



The tactical map offers a lot of information to a squad leader.

Order your team to move to the wall, and then assault the enemy squad.



Look around the corner of the building at 1. You can see three Germans on the other side of a stone wall at 1. Order your team to move to the wall at 2. They will quietly advance and take cover behind the wall. Once they are in position, order them to attack. If the enemy is still close, your team will assault because they are in range and throw a grenade. If the enemies are behind cover, your team will begin firing on them.



Head through this gate, then dig in and advance along this wall.

More enemies will join the first group at 3. Order your team to fire on and suppress them. Then head through the gate at 4 and advance along a stone wall after you dig in against it for cover. Stay low and continue to 5 to get to flank the enemy. Peek up over the wall and fire to kill them. The barrels are destructible. If the enemy is hiding behind them, shoot and destroy them.



Once you are on the enemy's flank, shoot!



Move your team forward to continue to fire at the enemy.



Be careful while firing at enemies. Even while you are dug in, you can still get hit when you peek over or around your cover.

As more enemies appear and take position at 6, order your team to move to the next wall at 7 for cover and to continue to suppress the enemy. Shoot at them yourself, trying to pick off the German soldiers as they pop up from their cover to fire. If they move from 8 toward the barn, you can sprint to 9 and hit them from behind. Once the German patrol has been eliminated, this objective is complete.

Flank another group of Germans.



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

★ GERMANS IN THE FARM ★

NEW OBJECTIVE

Clear German presence from the farm



Advance to the next area.

Your next objective is in the farm to the southeast. Follow your compass to a gate near a windmill. Pass through the gate and look to the right to find your first Kilroy.



Look for these Kilroy drawings during missions. As you find them, you can earn achievements.



Recon the farm from the windmill.

Look at your tactical map to see that the windmill is a recon point. Walk up to the stairs and press the indicated button to climb into the windmill. Once inside, walk around to the window. Press the use button to recon the area and to have a recon report unlocked, which will provide more information on the operation and the people in it. If you press the use button again when a command comes up, you can view a story moment that provides a little extra storyline to the mission. You can't give orders to your team while you're in the windmill; however, if you hold the command button, red suppression dots will appear over the German squads below, helping you to better locate them. After you are done looking around, exit the windmill and join up with your squad again.



There are several different ways to achieve your objectives. You can often choose where to position your teams, which paths you want to follow to get about the map, and so forth. Even after you finish a checkpoint, go back and see if you can complete it another way.

Position your machine gun team behind the stone wall up ahead.



Move through the field to this stone trough and dig in.

BROTHERS IN ARMS

HELL'S HIGHWAY

From the windmill, follow the stone wall toward the farm. As you enter a small shack, order your team into position behind the stone wall at ①. They will stay put until you order them to attack. Now, hop over the fence to the left and move forward through the high grain to the stone trough inside the shed at ②. As you get into position, order your machine gun team to begin firing on the enemies out in the open in the middle of this area around ③.

Order your team to attack this enemy group.



Your team will usually kill a soldier or two before they take cover around ②. Use the Thompson to help suppress them, then move around the shed to ②. Dig in behind the bales of hay and hit the enemies from the flank. There is usually one more squad of Germans at ③. Suppress them and then order your team to move to ②. From that position behind the truck, they can add their suppressive fire to keep the Germans pinned down and give you the opportunity to sprint to ③. Go through the barn doors and shoot through the window at the Germans just outside the barn. Even if you can't get all of them, you will force them to move out from their cover, allowing the team to finish them off. Now that the farm is clear, order your team to fall in and then advance to ④.

Flank the enemies and kill them.



Flank the enemies and kill them.

Now that the farm is clear, order your team to fall in and then advance to ④.

NOTE

Depending on exactly where the enemies take position, you may have to modify this strategy a bit to make it work for your situation.



Fire through the barn window to clear out the farm.



CLEANING HOUSE



NEW OBJECTIVE

Clear German presence from farmhouse

LEGEND

- ① Player
- ② Machine Gun Team
- ③ Enemy Squad
- ④ Machine Gun
- ⑤ Ammo Cache
- ⑥ Kilroy



Order your team to suppress that machine gunner on the second floor.



Kill the enemies to the west of the farmhouse.

The next part of the mission begins right after you kill the last enemy from around the farm. Quickly take cover behind the stone wall behind the barn and order your team to do likewise. Order them to fire at the machine gun on the second floor of the farmhouse and the two other squads of Germans at ① and ②. Now quickly move to ③ to begin a flanking maneuver. Dig in by the small gate and peek around the corner. There are a couple Germans up ahead at ④, so kill them with your M1 Garand rifle.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Hit these guys while they are concentrating on your machine gun team.

soldiers in front of the house at ⑦ while they are focusing on your machine gun team.

Throw a grenade through the upstairs window to take out the machine gun.



Finish off another German who takes over manning the machine gun.

the machine gun. Switch to the Thompson submachine gun and then enter the house. Turn to the staircase on the left and be ready in case a German soldier comes down them. Climb up the stairs to finish off any enemies that might have survived the grenade blast.

Walk past the machine gun to the opposite side of the second floor. Enter the bathroom and look on the wall to the left to find another Kilroy. Once you have left your mark, head back down the stairs.



Here is the second Kilroy.

Rush across the street and vault over the stone wall. Dig in on the wall to your right so you can move toward the farmhouse while staying behind cover. As you get to the end of this wall at ②, use the rifle to eliminate enemy

Two Germans are waiting to ambush you in the kitchen downstairs. Dig in along the wall to the side of the doorway to the kitchen. Since the Germans are taking cover, throw a grenade to take force them to move so you can shoot them. Once the kitchen is clear, head out the front door and walk to the ammo cache to the northwest of the farmhouse. Pick up some more ammo and grenades, then order your machine gun team to fall in behind you. Return to the farmhouse and walk through the kitchen and on out the back door.



There are two Germans hiding behind the kitchen table.

COUNTER ATTACK

NEW OBJECTIVE

Repel the German counterattack against the house



LEGEND

- ⑦ Player
- Machine Gun Team

BROTHERS IN ARMS

HELL'S HIGHWAY

Send the machine gun team to cover behind the chicken coop.



Dig in behind these sandbags.

disposal. While your machine gun team moves into position, dig in behind the sandbags to the right of the team. As you dig in, you also man the MG 42.



There is an ammo crate at the sandbag position, so you have an unlimited supply of ammunition for the MG 42 while you are there. You will still have to reload, which can take a few seconds, but you have an unlimited number of clips for the machine gun. Be sure to stay low behind cover while reloading and order the machine gun team to engage nearby enemies to help keep you safe until you can open fire again.



The MG 42 will mow down the advancing German squads.

The Germans will approach from the south—directly ahead of you. Order the machine gun team to engage an enemy squad while you fire at other squads. The enemy will take cover behind the hay bales and rock wall, as well as the wooden fence and wagon. Both the fence and wagon are destructible cover, so order the machine gun team to destroy these objects to deprive the German squads of cover so close to your position. Stay behind the sandbags through the entire counterattack. This cover can't be destroyed, and it is nearly impossible for the Germans to flank you. You also can throw grenades while you are dug in and using the machine gun. They are great for getting those enemies you can't seem to kill because of their cover. Keep up the fire until you receive word that your objective has been completed.



Grenades are great for getting those enemies hiding behind cover.



NEW OBJECTIVE Patrol to Landing Zone 'W'



Advance down this dirt road to continue the mission.

Once the German counterattack has been repelled, it is time to move out. Order the machine gun team to fall in and make your way south along the road to the gate that leads to the next area.

★ ALONG THE ROAD ★

NEW OBJECTIVE Defend the glider crash site



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Order your teams to move to the second stone wall, then fire at the approaching Germans to force them to take cover.

Some gliders have crashed and come under enemy fire. You have been ordered to advance to the gliders' position and secure it against enemy attacks. To help you accomplish this objective, you have been given command of an assault team in addition to the machine gun team you already have. No sooner do you get your orders than Germans begin approaching from the south. Quickly order both teams to move to the second stone wall directly in front of you as shown on the map. Start firing on the enemy as you move to the first wall at 1 yourself. The goal is not to kill all of the enemies at this time, but to force them to take cover behind stone walls at the opposite end of the field.



Two teams provide greater flexibility during combat. The machine gun team should remain your base-of-fire team. Use them to suppress the enemy, and make sure they have a good position with cover from which to fire. The assault team is better for close-range combat. Not only can you use them to suppress the enemy, you also can order them to advance on enemy positions to either flank them or, once they are close enough, use grenades to kill enemy squads.

Stay behind this fence as you move to flank the enemy.



Sprint to this shed.

out and flank them. While your teams keep up their fire, sprint to the wooden fence on your right, which runs

along the western edge of the field. Dig in behind the fence and follow it west toward 2 and then around to the south. This fence can be destroyed, so don't stay in one position too long or the enemy will shoot it away and deprive you of cover.

Kill the machine gunner first.



Hit the enemy in the flank.

position, you can kill the German machine gunner to the east. Then dig in behind the nearby water trough, which gives you cover as you flank the German squads behind the stone walls. Make sure your squads still have attack orders on these enemies. As you open fire on the Germans, some will try to run away and be killed by your squads. Kill the remaining soldiers yourself. Some of the enemies may try to get away from you by moving north. If your teams don't kill them, advance east toward 3 and use the stone walls for cover as you finish off the last remaining foes. Once this field is all clear, order both of your teams to fall in.

Before you leave this area, head back to the shed. On the north side, you can look through an open window. Inside you will find the third Kilroy for this mission. Once you have left your mark, lead your teams to 5.



Find the last Kilroy in the shed.

★ GLIDER INFANTRY ★



LEGEND

- Player
- Machine Gun Team
- Assault Team
- Enemy Squad
- Recon Point
- Sniper Rifle Pickup

Lead your teams across the road and into the next area, where the infantry from the crashed gliders are under attack. Order your teams to move to the stone wall and the hay bales as shown on the map and begin attacking the German squads near 1, 2, and 3. Because you're coming up behind the enemy, your teams should be able to kill most of the enemies without any trouble. If you dig in near the MG 42 by the stone wall, you can man the machine gun and use it against the enemy.



Get your teams into position so they can begin attacking the enemy near the crashed gliders.



Advance south along with your teams.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Once the northern end of the field is clear, move your assault team to ⑦ to take cover behind a trough. After they are in position, move your machine gun team to ①. Leave your two teams in their positions for now while you follow the road to the shed at ②. Inside, swap the M1 rifle for a German K43 sniper rifle. This will come in handy for engaging enemy soldiers at long range.



Pick up a sniper rifle in the shed.



Start killing enemies at long range with the sniper rifle.

More German squads will begin advancing toward the gliders from the south. Move to ③ and dig in behind the trough. Use the sniper rifle to start killing them and forcing them to take cover. This allows you to move your assault team to ④ and your machine gun team to ②. Move only one team at a time so the other can provide covering fire. Once the machine gun team is in position, order the assault team to ④ and pick a target for them to suppress. Finally, move the machine gun team to ②. Once both teams are firing at the enemy, move yourself to ⑤.



Follow your teams to the gliders.

When you get into position, take a moment to recon the area to unlock more historical information about this mission. The tactical map will show you where you need to be to perform the recon. Give your teams orders to fire at the enemy squads coming in to attack the glider infantry. These Germans will take cover behind the hay bales as they advance. Dig in behind cover yourself and use the sniper rifle to engage the enemies. When you bring up the iron sights, the view will change to your rifle scope, which magnifies the image. Take aim at soldiers who stick their heads up above the hay bales or other cover, and kill them with a single shot through the helmet. Continue to order your teams to engage new German squads that appear while you help eliminate them until the area is clear.



Recon the area from this position.

TIP



While your teams take position among the gliders, vault over the stone wall that runs west from the shed where you picked up the sniper rifle. Move to

the western edge of the field and snipe at the German squads coming from the southwest. From this position, you can hit the squads in the flank while they take cover from your teams near the gliders.

NEW OBJECTIVE

Rendezvous with Hartsock

Keep engaging the enemy squads until they have all been defeated. Sgt. Hartsock and his squad will drive up in their jeeps along the road to the south. Order your two teams to fall in, then advance to the road to meet up with the other squad at ⑥.



Meet up with Hartsock's squad.



BROTHERS ★ IN ARMS ★

HELL'S HIGHWAY

★ FIVE-OH-SINK ★

NORTHERN SON, HOLLAND

SEPTEMBER 17, 1944

MAIN OBJECTIVE

Capture the bridge



Recon Points: 2
Kilroys: 3

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

ORDERS FROM SINK

NEW OBJECTIVE

Recon the town



LEGEND

- 1 Player
- 2 Bazooka Team
- 3 Assault Team
- 4 Enemy Squad
- 5 Recon Point
- 6 Kilroy
- 7 M1/Thompson Pickup



Colonel Sink has some new orders for your squad.

Now that your unit has landed in Holland and secured the glider landing zones, you have been ordered to move in on your objective. As part of securing a road through Holland into Germany for the British XXX Corps, you must capture the bridge over the Wilhelmina Canal in the town of Son intact. In addition to an assault team, you will take along a bazooka team to help you deal with dug-in German defenders.



The bazooka team will give you some heavy firepower for this mission.

TIP



You begin this mission with an M1A1 carbine and a Browning Automatic Rifle (BAR). However, if you want to swap out either of these weapons, next to the jeep where you start,

you can pick up an M1 Garand rifle and an M1A1 Thompson submachine gun. The carbine has a larger clip than the rifle, but is not as good at longer range fire. The choice here depends on how much you use a rifle for long-range fire. The BAR is better at long range than the Thompson, but it has a smaller clip. During the first part of the mission, the BAR is very useful. You can always pick up a German submachine gun later if you need one.



The windmill is a recon point.

BROTHERS IN ARMS

HELL'S HIGHWAY



A woman is being dragged into the barn by German soldiers.

Your first order of business is to recon the area in which you will be operating. Windmills offer a high vantage point, so move to 1 southeast of your position and climb the stairs. When you get to the window overlooking the barn, follow the on-screen commands to view a moment where you see Germans interacting with a member of the local populace. After the scene plays, take a look at the positions of the enemy around the barn as you plan your attack. Once you have seen all you want, head back down to the ground and take command of your teams.



From the windmill, you can see the positions of the enemy troops below.

NOTE

HISTORICAL NOTE

Colonel Robert F. Sink was given command of the 506th Parachute Infantry Regiment (PIR) in July 1942. He turned down two promotions to stay with the regiment through the end of the war. As a result, the 506th was sometimes referred to as the Five-Oh-Sink. In addition to jumping during Operation Market-Garden, Col. Sink also jumped during D-Day and commanded his regiment at Bastogne during the Battle of the Bulge. He retired from the Army in 1961 as a Lieutenant General.

Order your teams to fall in; they are back at the jeeps, where you left them during your recon. There are three groups of Germans on this side of the barn. By looking at the map, you can see that it is possible to hit them from three different directions. Start off by ordering your bazooka team to move to 1. Don't order them to shoot yet. You want to get the rest of your squad into position before starting the attack.



Position your bazooka team behind this stone wall.



Move through this gate and position your assault team behind this stone wall directly in front of the barn.

Keep the assault team following you as you crouch down and move south through a gate to the west of the enemy. Order the assault team to take position behind the stone wall at 1. Continue on alone to 2, staying low and dug-in behind the wall as you move. Your squad is now in position to attack the enemy from the northwest, west, and south with enfilading fire.

While your teams force the enemies to seek cover, you can shoot them from the side where they are exposed.



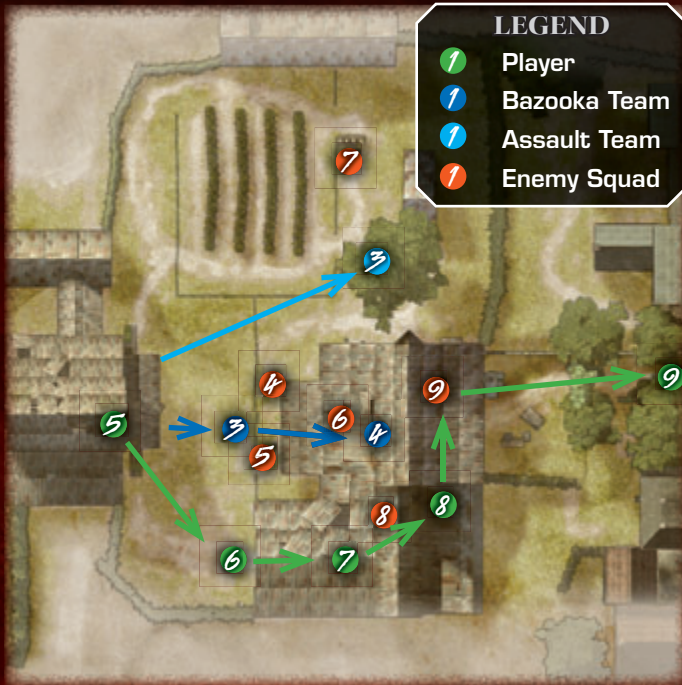
The last group in the barn can be tough to kill. Suppress them so your teams can move forward.

Once everyone is ready, order your bazooka team to begin firing on the enemies at 1 and the assault team to target those at 2. The teams may get one or two enemies; however, your position allows you to fire on the

Germans where they have no cover to protect them. When they respond to your fire and try to move, your teams will usually get them. The final German group at 3 seeks shelter inside the barn, making them tough to hit. Move to 3 and order the assault team to fire on the last group while you help suppress them. Then order the bazooka team to move to 4 by the car. If they can't finish this fight, then keep suppressing the enemy and move the assault team to 4 where they can use a trough for cover. Once the last enemy has been eliminated, move to 5 and order your teams to fall in.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



As you enter the barn, you see what the Germans have done to the woman they captured.



Place your teams behind this cover and then head up the stairs to the second floor of the barn, where you can give orders to your teams.

Stay crouched as you enter the barn. The Germans have left a grisly warning in the barn to any Dutch resistance member who might help the Allied troops. As you approach the back door to the barn, order your teams to move to cover behind the crates on the porch as shown on the map. Then head up the stairs to the second floor of the barn and dig in to one side of the open doorway at 5. Down below, you can see a couple groups of Germans at 4 and 5. Order your teams to each begin firing at different groups. Use your weapon to help kill these enemies. Your height advantage allows you to fire over the enemy's cover and get some head shots.



Use the carbine or rifle to shoot the enemies by the field to the northeast.

Once these enemies have been dealt with, more will arrive. Order the bazooka team to fire at the enemies inside the next barn at 6 while the assault team targets the squad of Germans that ran out of the barn

to 7. Help them eliminate these enemies with careful fire using your carbine or rifle—whichever you decided to carry. Along with the assault team, you can kill this group without having to move from your positions because the wooden fence they hide behind will get blown away by your assault team's fire.

TIP

While you're dug in, you can't use iron sights while firing. However, if you press the iron sights button, you will get a more zoomed-in view to help you make longer range shots. Notice how the reticle starts out large and then shrinks down as you hold it still. Wait until the reticle is as small as it can get before firing at long-range targets. This increases your accuracy and gives you a better chance of hitting your target.

Move the assault team to dig in behind the trough to the north of the second barn.



Don't forget to find this Kilroy in the barn.

BROTHERS IN ARMS

HELL'S HIGHWAY



Move to this barn gate on the southwest side. Vault over it and then kill the enemies ahead and to the left.

Once you've eliminated all the Germans outside the barn, send the assault team to 1. They can cover the doors on the north side of the other barn. Move the bazooka team to 2 so they can fire through the windows and into the barn itself. Before leaving the barn, head to the northwest corner on the second floor to find a Kilroy. Now move yourself to 3. Hop over the gate, and then crouch down and move carefully to 4. There are three German soldiers at 5. Toss a grenade around the corner to blow them all up or mow them down with your BAR.



Bring your bazooka team into the barn.

By this time, the only enemies left in this area are in the barn at 6. Order the bazooka team to take cover behind the trough inside the barn at 7. Wait for them to get into position, then move to 8, digging in on the corner just so you can see the enemies. Order both of your teams to open fire on the enemies, then fire on them yourself. They won't stand a chance against your combined firepower.



Clear out the final group of enemies from the barn.



Move through this back door of the barn to continue to the next area.

Give the order to your teams to fall in to your position in the barn, and then lead them out the back door of the barn. Follow a dirt path toward 9 to get to the town street to continue your recon of the town.



The Dutch people welcome your squad to their town.



However, the Germans have not yet left. An 88mm anti-tank gun positioned south of the canal fires on the crowd. Machine guns also cover the streets. You will have to find another way to get to the bridge.

★ THE BELL TOWER ★

NEW OBJECTIVE

Follow an alternate route



LEGEND

- 1 Player
- 2 Bazooka Team
- 3 Assault Team
- 4 Enemy Squad
- 5 Machine Gun
- 6 Ammo Cache

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Get your teams into position along this brick wall.

After the Germans open fire on the town, Baker is able to get his two teams into an alcove. Rather than advancing down the street, you must lead your teams around to the east to get to the bridge while avoiding enemy fire. However, the Germans are defending this area, too. Quickly get your teams into position along the brick wall as shown on the map. Dig in on the wall at ① so you can peek around it to see where the enemy is located. Your first threat is a squad of Germans at ②. They are taking cover behind sandbags and can hit you in the flanks as you advance south unless you eliminate them first. Because they are at a distance and you have no way to flank them, order your bazooka team to attack. The bazooka rocket will take out the sandbags and the soldiers behind them.



The bazooka team can take out that enemy position to the east.



Move your teams up to the next stone wall.

Order your bazooka team to move to ③ and then fire on ④. Once they are in position, make sure the Germans are suppressed, using your own fire if necessary. Then move the assault team to ⑤. Get them firing at the machine gun in the tower. Now sprint to ⑥. If you start taking fire, dig in on the stone wall to your right and suppress the enemy before continuing on. Dig in behind the corrugated metal and use it for cover.

A grenade will clear out the Germans behind the sandbags.



Get your team positioned along the northern stone wall.



Then flank the enemy in the field from the west.

Now that your flanks are secure, order your bazooka team to move to ⑦ and the assault team to ⑧. Have them target the Germans at ⑨ and ⑩ to suppress them. While they are keeping the enemy busy, sprint through the gate to the south to ⑪. Dig in on the brick wall and peek around the corner to hit the suppressed enemies from the side. You should be able to clear out the Germans in the middle of the field. However, another group sets up at ⑫, and there is a machine gunner in



Now hit the remaining enemies in the field from the side.

the tower to the south. It is still too far away for your bazooka to hit, so order your assault team to suppress the machine gun. More Germans will take up positions around ⑬. Order your teams to target them. Meanwhile, throw a grenade at the enemy at ⑭. It may take a couple tries to get it right. If you can land the grenade right at the base of the sandbags, you will wipe them all out. Send the assault team to ⑮, then sprint to ⑯ and dig-in on the stone wall. From this position, you and the assault team can attack the enemies out in the field from their flank and finish them off. Order the assault team to again target the machine gun in the tower while you move the bazooka team to ⑰. Once they are in position, they should be able to take out the enemy in the tower with the bazooka. If not, you may need to move them to ⑱. If the bazooka team is unable to kill the gunner, just keep the tower suppressed and you can kill him later.

BROTHERS IN ARMS

HELL'S HIGHWAY



*The bazooka team takes aim at the tower and fires.
Scratch one machine gunner.*

Once the tower machine gunner is dead, move to 5 and dig in on the wall. A couple German squads are positioned at 6 and 7. Order the bazooka team to fire on them while you move the assault team to 4. Add your fire to the mix and wipe out these remaining enemies. If you need to, throw some grenades to clear them out. You also can throw a grenade up into the tower if the gunner is still alive. Stand at 6 and position the grenade reticle right inside the window.

*Flank these
Germans with your
two teams.*



*Restock your ammo and grenades
at this weapons cache.*

An ammo cache has landed in the courtyard in front of the manor. Pick up some more ammo and grenades. Also exchange your BAR for a German MP40 submachine gun lying near the dead enemy in the courtyard. It will be more useful for the next part of the mission. Once you are all ready to continue, move to 7.



As Baker looks around the corner of the manor, he sees that the Germans have several machine gun nests in the building. They'll need to be silenced before the squad can continue to the bridge. He orders his squad to stay put while he enters the mansion to deal with those machine guns.



IN THE MANOR



NEW OBJECTIVE

Clear the machine gun nests



LEGEND



Player



Enemy Squad

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Once inside the manor, you are all on your own. You will have to deal with all the Germans by yourself. Keep the MP40 ready because most of the combat will be a close range. Start off by walking across the room to the stairs and climbing them to the second floor of the manor.



This part of the manor is dusty, but empty.

Kill the German in the radio room.



More enemies are waiting in the next room.

At the top of the stairs, keep moving to 1 and take cover on the left side of the doorway. A lone soldier walks in and out of the next room at 7 where the enemy has radios set up. As he walks in, gun him down.

Then move to 2 and dig in again, this time on the right side of the doorway. A German is hiding behind a sofa chair at 2 while more are behind a couch at 3. Kill the enemy behind the chair and then suppress those behind the couch. Quickly move to 4 and dig in.



As you move through the manor, walk by the bodies of the fallen enemies. Since many of them were carrying MP40s, you will automatically pick up their ammo clips. You will never run out of ammo in the manor.



There are Germans behind every couch!

A soldier is waiting at 4 to ambush you. Kill him with the submachine gun, then advance to the fallen door at 5 and dig in behind it. There is a German at 5 and a group behind him at 6. Throw a grenade through the serving window so it bounces off the back wall and lands at the feet of the enemy at 6. Wait for the soldier behind the billiards table to pop up, and gun him down.



A grenade clears out the enemies on the other side of the serving window.



Finish off the enemy behind the couch.

6 to make sure this part of the manor is all clear.

Vault over the door and take cover behind the billiards table at 5. The soldiers at 2 are just through an open doorway and will usually come after you. Shoot them and then carefully continue to

BROTHERS IN ARMS

HELL'S HIGHWAY



Suppress these enemies with the MP40.



The Germans have no cover when you hit them from the flank.

from this position. Just suppress them with submachine gun fire. While their heads are down, sprint to 9 and move through a side room to 10. From there, you can gun down the soldiers you had previously suppressed. Now move to 12 and head down the stairs to the first floor.

At the base of the stairs, dig in along the wall on your left and peek around the corner of the doorway. The next room contains a single German. Shoot him and then walk into the room. Follow the hallway to the left as it leads out to the garden area.



Shoot this lone soldier on the first floor.



Fire at the enemies to the south.





As you exit the manor, quickly move to 12 and dig in along the exterior wall. There are a couple groups of Germans at 9 and 10. Fire at them through the windows. They are tough to hit because they are behind their own cover. Try throwing a grenade so it goes through the opposite window openings and lands at the feet of the soldiers. This will usually take care of an enemy or two. Move to the doorway on your right and make sure the enemies are suppressed. Then run to 13. Peek around the corner of the doorway and mow down any remaining enemies in this area. Finally, head into the manor again to continue.



Peek around the corner and gun down the remaining Germans.



LEGEND

-  Player
-  Enemy Squad
-  Machine Gun
-  Kilroy

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Kill this first enemy machine gunner.

After entering the manor, turn right and walk along a corridor. Take the first right and then a left to get to 14. The first machine gunner is right in front of you. Quickly shoot him before he turns to attack you. Before continuing on, turn around and head into the room behind you. Look on the wall behind the chest of drawers to find the next Kilroy.



The second Kilroy is behind you.

Continue to 15. Peek around the corner to locate the second machine gunner. Give him a burst of submachine gun fire to kill him and complete half your objective. Quickly move to 16 before other enemies on the second floor balcony fire down on you.



The second machine gunner is your next target.



This room can be deadly if you are not careful. There are enemies on two different floors.

Dig in behind a wall and peek around the corner. A soldier is usually behind the table at 17 and two more are on the second floor at 18. Deal with the lower threat first, taking him out with the MP40. Then suppress the soldiers on the second floor so you can move to dig in behind the furniture at 17. Bring up the



Use the carbine or rifle to kill the soldiers on the second floor.

carbine or rifle and wait for the soldiers to look out from behind their cover to fire at you. Get in your shots first to kill them.



Kill these last two machine gunners to complete your objective in the manor.

Head up the stairs to 18 and kill the machine gunner at the end of the walkway. Move back down the stairs and then across the first floor room to 19. If you move carefully, you can come up behind the last machine gunner and kill him before he even knows you are there. With all machine gun nests in the manor silenced, it is time to make your exit. Follow the hallway around to 20 and descend the stairs to leave the building.



Your teams—and a new objective—are waiting for you.

★ THE SANITARIUM ★

NEW OBJECTIVE
Secure the sanitarium



LEGEND

- 1 Player
- 1 Bazooka Team
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun

BROTHERS IN ARMS

HELL'S HIGHWAY

Move along the stream.



Get your teams into position behind the stone walls.

your teams along the stone walls as shown on the map. Then move to on ② and dig in at the end of the wall. In addition to several groups of Germans in the yard area, there are two machine guns in upstairs windows of the two buildings. Be sure to stay behind cover as much as possible or those machine guns will chew up your squad.

Your next objective is to clear out the enemies from the sanitarium located just west of the manor. Order your teams to fall in, then step down into the stream and move to ①.

From here, position



The bazooka team can take out the first machine gun while you begin firing on the soldiers in the yard.

Once you are in position, order your bazooka team to shoot at the first machine gun in the eastern building at ①. The rocket will take it out. While they are firing, order the assault team to attack the enemies at ② while you begin firing at Germans at ③. After the machine gun has been eliminated, order the bazooka team to attack the enemies at ④.



Move to a wall on the north side of the yard and fire on enemies to the south.



The machine gun to the south still needs to be destroyed.

When the northern part of the yard is clear, sprint to ⑤ and dig in behind a stone wall. Fire on the machine gun at ② and any remaining enemies to suppress them, then order the bazooka team to move to ① and the assault team to move to the gazebo at ④. Use the bazooka team to eliminate the southern machine gun. Then have your assault and bazooka teams fire on the Germans at ④ and ⑤.



Move to the porch to attack the last groups of Germans.

While your teams are suppressing the enemy, move to the porch of the western building and dig in at ⑥. From this position, use the carbine or rifle to pick off the remaining enemies in this area as they poke their heads up above the cover. Also try ordering the bazooka team to target the cover and destroy it with rockets. Once all the enemies are dead, get your teams to fall in and march to ⑦ to exit the sanitarium.

★ PUSH UP THE ROAD ★

NEW OBJECTIVE Rendezvous with Hartsock



LEGEND

- ⑦ Player
- ④ Bazooka Team
- ① Assault Team
- ② Enemy Squad
- ③ Machine Gun

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Get your teams behind cover quickly.

As you exit the sanitarium, you are back on the streets of Son. Don't waste time because there are a couple machine guns and a couple of groups of Germans that will try to kill your squad. Move to 1 and dig in behind some crates as you order your two



The bazooka team blows up another machine gun nest.

teams to the stone walls as shown on the map. Order your bazooka team to fire at 1 while your assault team targets the enemy at 1. When both the machine gun and the enemy soldiers at these positions are eliminated, move the assault team to 1 and the bazooka team to 1.

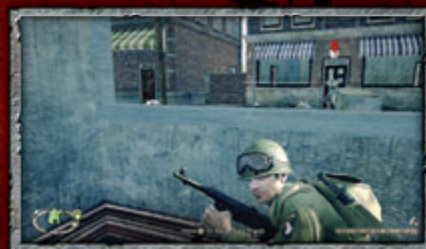


Move to this building to hit the enemy soldiers from a flank.



Once your teams are in their new positions, order the assault team to shoot at the group at 2 while the bazooka team engages the machine gun at 2. While the enemies are suppressed, sprint to 2 and fire on the German group at 2. Move to 2 and even 4 if necessary to hit this group from a flank. If the second machine gun has not been silenced yet, use the carbine or rifle to try to do the job.

Move your teams to the main street to take cover.



Move through the buildings to sneak up on an enemy flank.

Order your assault team to move to 2 while the bazooka team goes to 2 and you move to 5. The Germans have a machine gun and a few groups of soldiers blocking your way. Order your teams to begin suppressing these enemies and help them accomplish it by adding your fire to the mix. While the enemy heads are down, duck into the building you are standing next to and walk to 6. Then enter the next building to take cover near the window at 7. From here you can hit the Germans at 8 from the side and kill them.



Move your assault team forward.

BROTHERS IN ARMS

HELL'S HIGHWAY



Watch out for enemies hiding in the buildings and alleys.

out for a couple soldiers near 5. One may be in the alley between the two buildings. When you get to your destination, take cover near the window and kill the machine gunner and enemies at 4 since you are on their flanks.

Barricades across the street block your way. Therefore, you will need to move around behind the buildings on the main street. Order your teams to fall in as you move to 10. Send the assault team to 4 while the bazooka team moves to 3.

Put the teams to work firing on the enemies at 6 and 7. As the enemies are killed or withdraw to the south, move to 11 and continue down the narrow path to 12. Dig in on the corner of the wall and hit any remaining enemies from behind or from the flank. Some may have retreated to 8. The picket fence they take cover behind is destructible, so just fire away to finish them off.



Put your assault team to work helping clear the area behind the houses.



Along with your assault team, attack the last machine gun nest on this side of the canal.

All that remains between you and the bridge is one machine gun position. Order your assault team to move to 5 while you dig in on the doorway at 12. Order your assault team to attack the enemy while you open fire as well. Once the machine gun nest is destroyed, move into the building and complete your rendezvous with Hartsock.

Help suppress the machine gun and other enemies in the street so you can bring the assault team up to 2. Order them to suppress while you sprint across the street to 8. As you make your way to 9, watch



Colonel Sink shows up and orders your squad to cross the river and wipe out the Germans on the other side. The bridge is blown, so the river crossing is difficult and deadly.

Baker and Hartsock reunite as the paratroopers move forward to secure the bridge. However, just as they get there, the Germans blow up the bridge.



★ SOUTH OF THE CANAL ★

MAIN OBJECTIVE

Secure southern Son

NEW OBJECTIVE

Destroy the 88



LEGEND

- 1 Player
- 1 Bazooka Team
- 1 Assault Team
- 1 Enemy Squad
- Machine Gun
- Anti-Tank Gun
- Recon Point
- Kilroy

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

You regain control after your squad is on the southern bank of the river. The wooden fence near your position is poor cover for this engagement, so quickly order your assault team to move to ⑦ and your bazooka team to move to ⑦ while you move to ⑦.



Get your squad away from the canal and behind solid cover as quickly as possible.



Your squad will come under fire from the German 88 anti-tank gun. It is vital to keep your teams and yourself behind solid cover, such as stone walls. Wooden fences and sandbags will not stop an 88mm round and you will suffer heavy casualties. However, if you stay behind stone walls and duck when the 88 fires, you will be safe.

The bazooka team blows up a machine gun nest.



Use your assault team to fire on the soldiers to the south.

fire on the machine gun at ⑦. They will blow it apart. Instruct the assault team to attack the soldiers at ⑦ while you help suppress or kill other soldiers south of your position.

In addition to the threat of the 88, you also face a couple machine gun positions along the east side of road and a few groups of soldiers on the west side. Start off by ordering your bazooka team to



Send the bazooka team to the east side of the road while you suppress the second machine gun.



From your position, fire on the machine gun at ②. Also pay attention to the 88. As soon as it fires a round, order your bazooka team to move to ②. The stone wall will provide good cover. Tell them to attack the machine gun you have been suppressing. Once that threat is eliminated, send the bazooka team to ③ with orders to attack the 88.

Keep advancing the assault team down the west side of the map.



Recon the bridge and find a Kilroy while your squads keep the enemy busy.

As the enemy soldiers withdraw or are killed, send the assault team to ② to attack the enemies at ② and ②. While your teams are engaging the enemy, head to the southern side of the destroyed bridge to recon it and unlock a recon report. Then continue on to the north-eastern house with several small boats around it. You will find a Kilroy on the northern wall. Now head to ②, using cover along the way to keep you protected from the fire of the 88.

Order your assault team to move to ② to engage the soldiers at ②. Once this area is clear, rush forward toward ② while the assault team moves ahead to ②. From this position, you can kill the German officer in charge of the 88 battery at ②.



Advance with the assault team as you clear out German soldiers on the western side of the road.

BROTHERS IN ARMS

HELL'S HIGHWAY

Clear out the area south of the 88.



Throw a grenade at the 88 to kill its crew.

to kill its crew. If any survivors try to run away from the 88, gun them down.

Send the assault team to while you go to . Dig in behind the brick wall and kill the soldiers protecting the 88 at . Now all that should remain is the 88. Throw a grenade so it lands behind the 88 to try



Place a satchel charge on the 88 and back away as it blows up.

The 88 can be destroyed only by placing a satchel charge on it. Walk up to the gun and follow the on-screen directions to plant the explosive—then move back. The charge will eliminate the 88 gun that has wreaked havoc on the citizens of Son and the U.S. paratroopers.

NOTE

HISTORICAL NOTE

Shortly after landing, the paratroopers of one battalion of the 506th PIR moved toward the Son bridge over the Wilhelmina Canal, but were stopped by deadly fire from a German 88 to the west of town. The other two battalions of the 506th, thinking the bridge was already captured, spent time clearing out Son over a course of two hours. By this time, the first battalion had at last destroyed the 88. Both groups moved on the bridge together. When they were within 50 yards of their objective, the bridge blew up. Paratroopers swam across the canal or used a rowboat they found to get to the other side and cleared out all opposition in the southern part of Son.



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

★ WRITTEN IN STONE ★

OUTSKIRTS OF EINDHOVEN, HOLLAND

SEPTEMBER 18, 1944

MAIN OBJECTIVE

Destroy the 88s



Recon Points: 2
Kilroys: 3

BROTHERS IN ARMS

HELL'S HIGHWAY

★ AMONG THE GRAVESTONES ★

NEW OBJECTIVE

Rendezvous at church entrance



LEGEND

- 1 Player
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun



A sniper operating in the area has killed Lt. Col. Cole, Baker and Hartsock's commanding officer from the D-Day landings in Normandy. However, Col. Sink has new orders. The squad is to eliminate the German 88s on the outskirts of Eindhoven, which will make a U.S. entry into the city costly. To accomplish this goal, you will need to clear out some of the neighborhoods as you go after the enemy guns.

NOTE

HISTORICAL NOTE:

Lieutenant Colonel Robert Cole was the commander of the 3rd Battalion, 502nd PIR, 101st Airborne Division. He led this unit when it jumped into Normandy on D-Day and during the jump into Holland as part of Operation Market-Garden. On September 18, a pilot instructed Cole to place orange markers in front of his position before an air attack so Allied pilots would know where the friendlies were located. Cole performed the action himself rather than ordering another soldier to do so. A German sniper shot and killed Cole while he was making sure his troops were safe from Allied air attacks. Only a couple weeks later, Cole was posthumously awarded the Congressional Medal of Honor for leading a bayonet charge against a German position in the hedgerows outside of Carentan on June 11. Lt. Col. Cole was a leader who led from the front and did not order his men to do anything he was not willing to do himself.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Since you start in a church graveyard, headstones are a good source of cover.



Move your assault team forward.

Your first objective is to rendezvous with the rest of your squad at the entrance to the church. On your way there, you have a single soldier, Paddock, who makes up your assault team. He is armed with an M3 "grease gun" submachine gun and grenades, which make him good for suppressing and assaulting. There are two enemy machine gun positions between you and the church. So start off by sending Paddock to 1.

Move your assault team forward.

NOTE

The combat during this mission can be very fluid. The enemy does not react the same way every time. You may have to alter some of the following strategy to fit your situation. Just remember to keep your teams and yourself behind cover, suppress the enemy before moving in the open, and try to flank whenever possible.



Try to pick off some of the gunners with the rifle.

Follow Paddock and move to 1 yourself. Order Paddock to fire on the machine guns at 1 and 2. Use the rifle to try to pick off any enemies who stick their heads up above cover. If you can eliminate a couple enemies now, it will be easier to finish them off later. After the machine guns are suppressed, order Paddock to fall in and move to 2. Send Paddock on to 2 and eliminate the German group at 1.



As you move to flank the machine guns, watch for soldiers in the southern part of the graveyard.

TIP

During this mission, you won't always be able to flank every enemy. This is a good time to practice frontal assaults using Paddock. Fire on the enemy yourself to suppress them, then move Paddock to a position of cover close enough to the enemy that you can give the assault order. He'll then throw grenades to kill the enemies hiding behind cover. The keys are suppressing the enemies and getting Paddock in close.

One of Paddock's grenades blows an enemy soldier up and away from his cover.



Before you advance, order Paddock to move to 1 and take cover behind a wagon. Then move to 2 and dig in on the right side of the mausoleum. Another German soldier is at 2. Fire a few rounds to suppress him, then order Paddock to assault. He will throw a grenade to kill the soldier. Now move to 2 and begin engaging the soldiers behind a wagon at 2. Although Paddock can help suppress, you are better off just firing away with the rifle. Use carefully aimed shots to make the kills.



Fire the rifle at the enemy behind the wagon. Take careful aim at exposed body parts—such as heads—to kill them.



Send Paddock to suppress the machine guns while you hit them from their right flank.

There is still one more soldier in your area at 2. You can kill him from your position with the rifle and a bit of patience. Once he has been eliminated, move Paddock to 2 and order him to attack the machine guns. Meanwhile, head west through the graveyard and come around the truck to dig in behind some crates at 2. Kill any surviving German machine gun crew members to wipe out this threat.

BROTHERS IN ARMS

HELL'S HIGHWAY

Draw enemy fire as Paddock advances to assault range.



You can't flank here, so you will need to use your marksmanship skills to eliminate the enemy in your way.

Once these enemies are dead, move Paddock to 6 while you move to 7. Engage the enemy at 7 with your own weapons and Paddock's support. Once the area is clear, order Paddock to fall in as you advance to 8 to meet up with the rest of the squad.



Meet up with the rest of your squad.

★ ON HOLY GROUND ★

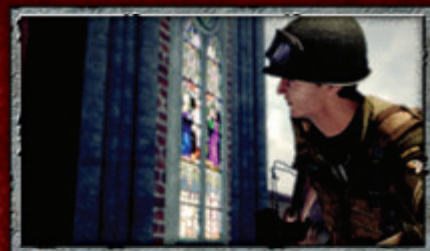
NEW OBJECTIVE
Eliminate the sniper



LEGEND

- 1 Player
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun
- 1 Kilroy

Enter the church to clear it out.



Take cover behind the stacks of bricks as you engage the enemy among the pews.

combat inside the church. After Paddock busts open the door and you enter the church, order Paddock to move to 1 while you dig in at 1. While you start firing at the enemy at 1, order Paddock to hit the Germans at 2. If he is close enough to them, Paddock will throw a grenade.



Before you can advance to destroy the 88s, you must first get rid of that sniper in the church tower. Once again, it is just Paddock and you for this part of the mission. However, he is all you need for the close-quarters

You can use the pews for cover, but they are destructible—so don't stay in one place too long while you're under fire.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Send Paddock ahead of you to a good cover position before you advance.

and dig in behind more bricks. More enemies will arrive at 5 and 6. The Germans also bring in a machine gun.



Suppress that machine gun and then move to a flanking position.

Stay behind cover as you clear out the enemies at 5. You want to clear a path for movement. Order Paddock to suppress the other group and the machine gun while you sprint to 2. From this position with more bricks for cover, you can hit the machine gun in the flank and take it out. Finish off any other enemies on the first floor of the church, then order Paddock to fall in. Continue to 4 to climb the stairs to the second floor.



You come under fire right away, so quickly dig in and shoot back.

The enemy is waiting for you on the second floor of the church. Send Paddock to 4 while you take cover at 5. A group of soldiers is at 7. Order Paddock to assault and he will throw a grenade. Keep firing to help clear out this threat to the north.

Clear out the Germans on the other side before rushing across these planks.



Paddock throws a grenade down the walkway to kill the soldiers blocking your way.

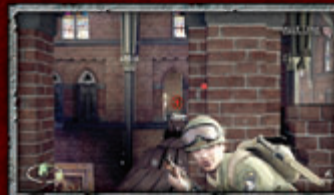
Engage the enemies at 8. Paddock can assault them. Once they are eliminated, rush across the planks and dig in behind the wall at 7. Send Paddock to 5 while you suppress the enemies at 9.

Be sure to find this Kilroy.



Kill the soldiers to the north.

Paddock to 4. Order him to attack the enemy at 7. Add your fire to the engagement to kill this group before continuing. Otherwise, they will make your movements on the opposite side of the church much more difficult.



Eliminate the enemies in the northwest corner before moving across the planks to the other side.

Now move to 8 while positioning Paddock at 7. There are more Germans to the north at 10. Help Paddock kill them when they peek around their cover. After they are all dead, rush across the planks to 9 and take cover behind some bricks. Watch for enemies that might still be alive to the east near 12.

BROTHERS IN ARMS

HELL'S HIGHWAY

Engage the enemies east of your position to secure this walkway.



Fire on and suppress the enemies in the northeast, then run across the plank to hit them from the flank.

Once you are in position and have suppressed any enemies at the other end of the walkway, send Paddock to 8. While he fires on any remaining enemies, advance to 10. The last German group is at 12. Move Paddock to 9 and order him to attack. Once the enemy is suppressed, rush across the plank to 11 and kill any remaining soldiers before they can react to your flanking attack. Finally, order Paddock to fall in and then move to 12 to head up to the tower.

You find the sniper's rifle up in the tower. However, the sniper is hiding in the shadows and knocks you down. Luckily, Paddock is there. He grabs the sniper and gets rid of him once and for all. Col. Cole has been avenged.



The rest of your squad is waiting for you outside the church.



NEW OBJECTIVES



NEW OBJECTIVE

Destroy the German trucks



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Get your teams into position.



Move down this alley to flank the enemy positions.

Order your teams to fall in as you move out to ①. From this spot, you can send the assault team to ② and the bazooka team to ③. Once they are behind cover, advance toward the bazooka team, then turn right into an alley. Follow it around to ④.



Order the bazooka team to fire on the first truck.

Dig in behind the concrete wall to get a flanking view of both groups of soldiers at ① and ②. Target the truck parked near your position for the bazooka team. When they fire their rocket, it will blow up the truck and kill most of the nearby soldiers. Order the assault team to help you shoot the rest. Once it is clear, move the assault team to ③ and the bazooka team to ④. Advance to ⑤ to see what new threats your squad faces.



The resulting explosion destroys the truck and some nearby enemies.

Send your teams forward and target the next truck.



Move into this building to flank the enemy in the street.

There are more Germans at the fork in the road. One group is at ⑥ near the second truck, while another group and a machine gun are behind a barricade at ⑦. Bring the assault team to ⑧ and have them fire on the machine gun while you suppress the soldiers by the truck. Send the bazooka team to ⑨ and order them to destroy the truck. The explosion will usually kill the adjacent soldiers, too. Move the assault team to ⑩ to keep the machine gun suppressed. After they are in position, advance to the building and dig in under the window at ⑪. From here you can wipe out the remaining enemies at ⑫.



Advance your squad down the street toward the final two trucks.

Exit the building and move to ⑬. Dig in behind some barrels and recon the area ahead to see what lies in store. You have three groups of soldiers and a machine gun in a second story window. Bring your bazooka and assault teams to ⑭ and ⑮ and order them to begin attacking the enemies at ⑯ and ⑰. When the third truck is destroyed, it will clear out the soldiers at ⑱.

TIP



Because the trucks are carrying either fuel or explosives, you can destroy them with grenades. Just throw one to land next to the truck and, when the grenade detonates, the truck will blow up. The blast will kill anyone nearby, so this tactic is good for killing enemies in cover. However, you can also leave the trucks intact and use them for cover if you wish. Then, when you do want to destroy a truck, just walk up to it, place a satchel charge on it, and get back.

BROTHERS IN ARMS

HELL'S HIGHWAY



One team advances down the right side of the street while the other moves through the small front yards on the left side.

With 5 clear, move the assault team to 6 and order them to engage the enemy at 6. Shoot at the other group at 7 and the machine gun to suppress them, then move the bazooka team to 5. From there they can blow up the last truck. After the assault team has cleared 6 advance them to 7 with orders to fire on the machine gun. Then move the bazooka team to 6 while you continue on to 7.

That barricade in the middle of the street is good cover for your assault team.



Flank the last group of soldiers from inside the building below the machine gun nest.

Another group of soldiers will move to 8 as you advance down the street, so be ready for them. You will need to keep them suppressed. The machine gun still needs to be silenced. You can order the bazooka team to take care of it. If they can't hit it from the left side of the street, move them to the right side while you suppress the machine gun. Now sprint to the building where the machine gun was positioned and dig in by the window at 8. From here you can shoot into the last group's flank and finish them off.

Another group of soldiers will move to 8 as you advance down the street, so be ready for them. You will need to keep them suppressed. The machine gun still needs to be silenced. You can order the bazooka

TIP



The machine gun at 2 can be tough to take out. In addition to having the bazooka team do the job, you can silence it yourself. Use the rifle and take careful aim at the gunner. You may want to use iron sights while you're not dug in behind cover. A good headshot will kill the gunner and get rid of that threat. Another tactic is to advance along the left side of road, staying right next to the buildings so the machine gunner can't see you. Get right up under the window and throw in a grenade to get the job done.

NEW OBJECTIVE Destroy the German fuel supply



Move through this gap between houses to find an ammo cache and a BAR.

Your new objective is to destroy a German fuel supply. Before continuing, move to the barricades at the end of the street and perform a recon to unlock a recon report. Then order your teams to fall in and head to 9 to find an ammo cache. Restock your ammo and grenades. Also pick up the BAR, exchanging it for the Thompson. For the rest of the mission, the longer range automatic fire will be more useful than the shorter range submachine gun. Position your assault team at 9 because a group of Germans will move to 9 and start attacking. Order your assault team to attack and help them eliminate the threat.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Advance to 10 and take cover behind a concrete wall. There are two groups of enemy soldiers at 10 and 11 protecting the fuel supply. Fire at the enemy to suppress them while you move the assault team to cover behind a stack of lumber at 10. Order the assault team to assault the enemy. They will throw a grenade that will blow up the fuel supply and all the Germans. Order your teams to fall in as you walk across the street.



The fuel supply is right behind the crates on the left. Assault the position to complete the objective.

Stay close to this wall and look for the Kilroy.



Hit the Germans in the garden from a flank.

As your teams begin engaging the enemy, sprint past them and follow the tall stone wall to 2. Along the way, stop to sign the Kilroy on the wall. At the opening in the wall, dig in and fire at the Germans in the

garden. You hit them in the flank from this position. If you don't kill them, your teams will as the enemy moves away from their cover in response to your fire.



Advance your teams to the western wall of the garden.

★ BACKYARDS OF EINDHOVEN ★

NEW OBJECTIVE
Destroy the radio post



LEGEND

- 1 Player
- 1 Bazooka Team
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun



Get your teams into position along the low stone wall and engage the enemy in the garden.

Move to the gate at 1. From there you can see a low stone wall that borders a garden. Position your assault team at 1 and your bazooka team at 1. As they move into position, so do groups of enemy soldiers in the garden. Order the assault team to target the Germans at 1 while the bazooka team goes after the enemy at 2. They are probably close enough that your teams may assault and throw grenades.

Once the garden is clear of enemies, send your assault and bazooka teams to 1 and 1. As they are moving, make your way toward 2. Stop at the gate about halfway there and fire at the enemy at 4. They will usually run to the north for better cover. While at the gate, give attack orders to your teams. They should target the soldiers at 5 and 6. Continue on to 2. From there, you can fire at the enemies your teams are engaging and those at 7.



This is a good spot to issue attack orders to your teams.

BROTHERS IN ARMS

HELL'S HIGHWAY



Clear out these Germans to the north of you so your squad can advance and use those walls for cover.

gun while you send the bazooka team to 2. Order them to attack the machine gun. Now move to 4 and fire on any enemies who might still be around 8 or 9. Once they are eliminated or withdraw, suppress the soldiers at 10 and move the assault team to 4.



Fire at the Germans near the large house to suppress or kill them.

to 5. From there, they can finish off this last group of Germans. From this position, they are also close enough to throw grenades at the machine gun if it is not already destroyed.



Enter the building through this door and kill the radio operator inside.



As you now move to 6, watch for a soldier to walk out the door. Kill him and then enter the building. Follow the dark hallway around until you come upon a lone German manning a radio. Shoot him to complete this objective.

After all the enemies around the low stone walls to the north of your position are cleared out, order your assault team to move to 2 while you fire at the machine gun to keep it suppressed. Have the assault team target the machine

Vault over the stone wall and move to 5, where you can dig in behind a white picket fence. From here, attack the enemy at 10. If you can't kill them, at least suppress this group and send the assault team



88 ON THE OUTSKIRTS



NEW OBJECTIVE

Destroy the Kloosterdreef 88



LEGEND

- 1 Player
- 1 Bazooka Team
- 1 Assault Team
- 1 Enemy Squad
- Anti-Tank Gun
- Recon Point
- Kilroy

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Get your squad together for the final part of this mission.

You have finally gotten to the 88s that you must destroy. They are both located to the north. Instead of making a frontal assault, you can use some stealth and sneak up on the first one. Order your teams to fall in, then cross the street and follow a path to the west. Hop over a low stone wall and make your way toward ⑦. There are no enemies in these backyards, so keep moving. Leave the assault team at ① as you pass this location.



Move through the backyards in the west.



Order the bazooka team to destroy the 88.

While you dig in along the wall of the shed at ⑦, move the bazooka team to ①, where they can take cover behind some crates. Give them the order to attack the 88. Make sure they are targeting the 88 and not one of the two groups of soldiers protecting the gun. The bazooka rocket will destroy the gun and kill some of the nearby enemies. However, not all are dead.



Your assault team moves in to clear out the surviving soldiers.



There is a recon point in this area. Unlock the report.

team to ② to engage any enemies who might have fled across the street. Before you leave this area, stop at the recon point near the green shed and unlock a historical report about this operation.

NEW OBJECTIVE

Destroy the Woenselschestraat 88

Set up your teams behind cover on opposite sides of the street.



Help the teams eliminate the German squads along the street to the north.

Once 88 down, one more to go. Move to ③ so you can see what lies ahead. Move the bazooka team to ② and have them start firing on enemies at ③ while you suppress those at ④. Now send the assault team to ⑤ so they can help you kill these enemy units. Once they are eliminated, sprint to ⑥ and suppress the enemy at ⑤ with the help of your teams. Continue on to ⑦ and then send the assault team to ⑧ while you keep suppressing the enemy to the north. Order the assault team to help you eliminate the enemy at ⑨ so you can bring the bazooka team up to ⑩. Order your teams to fire on the next two enemy groups at ⑪ and ⑫.



The left side of the street has a series of short brick walls that provide good cover for a methodical advance.

BROTHERS IN ARMS

HELL'S HIGHWAY

Sign this Kilroy on your way through the backyards.



Grenades work well against enemies hiding behind sandbags.



Make a flank attack on these Germans.

While your teams fire on the enemies to the north, head down a small alley between houses and then through backyards toward 5. Along the way, you will find a Kilroy on the larger house. Take a few seconds

to sign it, then continue to your destination. Dig in on the side of a gate and fire on the enemy at 6 and 7. Continue to 6 and locate the enemy to your north. After suppressing the soldiers at 8 and 9, order the assault squad to move to 4. Make sure the Germans to the north are suppressed, then send the assault team past you to 2 so they can help with the attack on the enemy. Finally, bring the bazooka team up to 4.

Use the rifle to kill the crew of the 88 and prevent it from firing at your squad.



Place a satchel charge on the 88 to destroy it and complete all the objectives for this mission.



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

★ OPERATION GARDEN ★

EINDEHOVEN INDUSTRIAL DISTRICT, HOLLAND

SEPTEMBER 18, 1944

MAIN OBJECTIVE

Make way for the XXX Corps



BROTHERS IN ARMS

HELL'S HIGHWAY



GROUND FLOOR



NEW OBJECTIVE

Secure the ground floor



LEGEND

- Player
- Fire Team
- Assault Team
- Enemy Squad
- Machine Gun
- Anti-Tank Gun
- Recon Point
- Kilroy

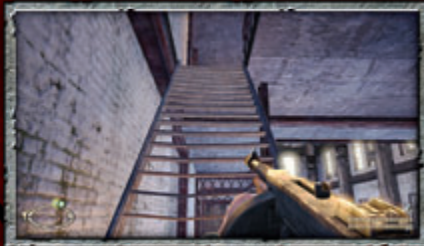
PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Your squad has progressed to the industrial district of Eindhoven by the time lead elements of the XXX Corps have arrived. Before the tanks can start rolling into the city, some anti-tank guns and enemy infantry must be cleared out from a large factory building. To help you accomplish this task, a tank commander of the Irish Guard by the name of Redwood gives you a Thompson submachine gun with a drum magazine. This will let you do a lot more shooting before you have to reload.

Get your teams firing on that machine gun.



Head up the stairs to flank the machine gun from the second floor.

taking cover. A machine gun at 1 opens fire on you. Fire back to suppress it and then send your fire team to 1 and the assault team to 1. Order them both to fire on the machine gun to keep it suppressed. Now head to the stairs at 2 and climb them to the second floor.



There is no way to flank these Germans on your own, so throw a grenade to take them out.

At the top of the stairs, advance to 3 and dig in on the side of the doorway. A couple German soldiers are inside the office at 1 waiting to ambush you. Fire at them to suppress them, then move to 4 and take cover. Kill them when they pop up from behind the cover of a desk. Another option is to just throw a grenade into the room to blow them up and clear your way.

Recon the area to unlock a report.



Flank the machine gun from a higher position.

the machine gun below. Fire down on the enemy and wipe them out.

Before leaving the office, move over to the desk in the northwest corner and take a look at a document to unlock a recon report.

Then move to 5 and take cover behind a sheet of metal. This position overlooks



Move the first team to cover on the right side of the factory.

Send your two teams to 2 and 2. Climb down the stairs near your position and move to 6 to dig in on the wall. There are enemy squads at 2 and 2. Suppress the enemy at 2 and order the fire team to 2 with orders to attack the Germans you have been firing on. Sprint to 7 and suppress the second group of Germans so you can move the assault team to 2. From there, they can assault the soldiers at 2.



Then send the second team to the left side.

BROTHERS IN ARMS

HELL'S HIGHWAY

Another group of enemies moves in toward ②. Fire on them to either kill them or force them to withdraw. Quickly move your assault team to ④ so they can hit the enemies at ② in the flank. By this time, any remaining enemies will have moved to ⑥. Order your fire team to suppress them while you move to ⑧. While they are concentrating on your fire team, move the assault team to ⑤ to wipe out the Germans.



Watch for more Germans to arrive.

enemy from behind. Kill the soldiers near your position, then move in to hit the machine gun in the flank.

TIP



If some of the soldiers run past you, they will take cover here just to the north of your position. Take them out.



There are a couple 88 anti-tank guns right outside the factory. Kill the crews.

Look through the large hole in the wall of the factory to see two German anti-tank guns positioned on the road. They are preventing the British tanks from advancing. You can't destroy the guns, but you can eliminate their crews. Take cover at ③ and then gun down those enemies. Once you do, Redwood will lead his tank platoon forward, destroying the 88s in the process.

Find a Kilroy on a wall in the drainage canal.



Come out behind the enemy.

to take cover at ④ and fire on the enemies at ⑤. Then move the assault team to ⑥ so they can suppress the machine gun at ⑦. Meanwhile, move through a drainage canal along the western wall of the factory to ⑩. Along the way, stop to sign a Kilroy. As you climb out of the canal, take cover behind a low wall. You can now attack the

While you were dealing with the anti-tank guns, the fire team rejoined you. However, more Germans have moved into the factory to the north of your position.

Order the fire team

Flank the machine gun up in the office.



Fire down on the soldiers near the elevator.

do this, a group of soldiers disembarks from the elevator and takes up position at ⑥. Fire at and suppress them, then move your fire team to ⑤ to attack the enemy. Bring your assault team to ④. With the two teams and you attacking, the remaining enemies on this floor will not last long.

There is still the machine gun up in the office at ③. Order the fire team to suppress it so you can rush up the stairs to the second floor, dig in behind a desk at ⑦, and silence that machine gun. As soon as you



Enter the elevator to go up to the top floor.

Now that the ground floor is secure, give the fall in order to both teams and move to ⑫. Enter the elevator to get to the top floor of the factory.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



GOING UP



NEW OBJECTIVE

Secure the top floor



LEGEND

- Player
- Fire Team
- Assault Team
- Enemy Squad
- Bazooka Team
- Recon Point
- Kilroy
- Ammo Cache

BROTHERS IN ARMS

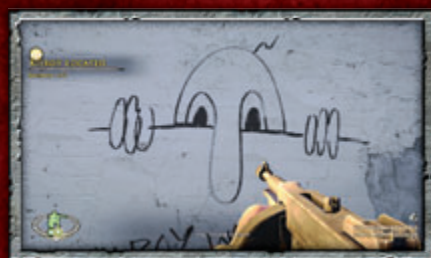
HELL'S HIGHWAY

The area right around the elevator is clear. However, there is a lot of danger on the top floor.



Get your teams into position behind cover and start attacking the enemy.

the factory. Therefore, don't hide behind crates. Stick to solid cover. Order your teams to fall in and then move to ⑦. From this position, you have a view of the enemies to the south. Fire at the enemy at ② to suppress the bazooka. Position the fire team at ① and the assault team at ④. Order each team to fire at different enemies.



There is a Kilroy on the northern wall of the factory.

While your teams are keeping the enemies suppressed, make your way to ② and stay behind cover. From this position, you can shoot at the German bazooka team from the side. Once you have eliminated them or forced them to withdraw, move the fire team up to ② so they can continue firing on the enemy.



Flank and kill the bazooka soldiers.



There is an ammo cache at the southern end of this area, so feel free to use up your grenades. You will be able to pick up some more.



Keep moving up the eastern side of the factory and flanking enemy positions.

Now move to ③ and dig in behind some machinery. Here you can attack soldiers at ⑦ and ⑧. Just watch out for another bazooka team at ②. Suppress these enemies and then bring the assault team up to ④. From there, they can assault some of the enemy positions. Continue on to ④ and finish off all the remaining Germans in this large factory room. Finally, bring the fire team up to ⑤.

Have your teams suppress this last group of soldiers in the next room so you can flank them.



Restock your ammo and grenades at the ammo cache.

Order both teams to fire on the soldiers at ⑨ to suppress them. Move the assault team to ④. This allows you to move to ⑤, from where you can flank the last group and clear them out. Another option is to move the assault team to ④ and let them assault the enemy. Once the area is clear, move to ⑥ and pick up some more ammo and grenades from the ammo cache. Order your teams to fall in and then move to ⑦.



Wait until the enemy patrol gets in close, then open fire!

As you move into the next room, you see German soldiers headed your way across a bridge connecting two parts of the factory. Quickly send the assault team to ⑤ and the fire team to ④ while you move to ③. Wait until the soldiers get into the middle of the room, near ⑩ and ⑪, then order your teams to open fire. The enemy will try to take cover; however, your teams are close enough to throw grenades. Your position allows you to flank the enemy—move south behind cover as needed.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



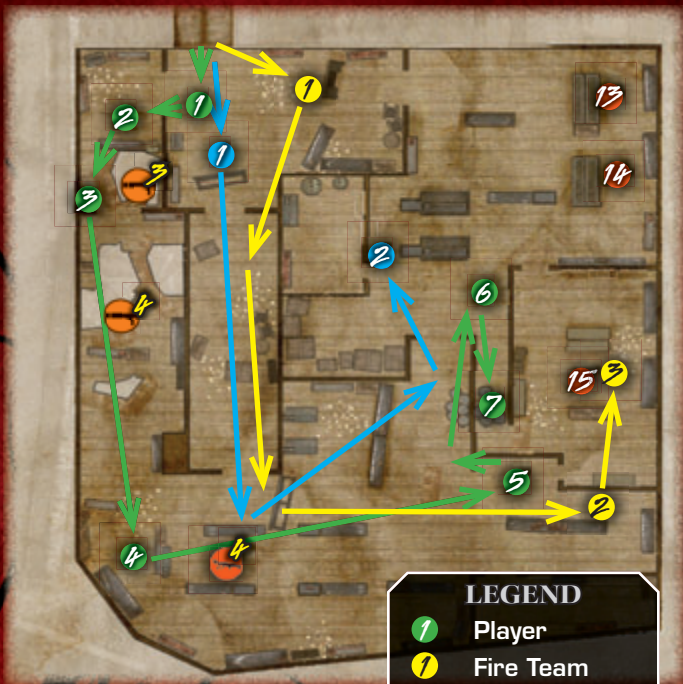
Advance across the bridge to the next part of the factory.

Once the room is clear, order your squad to fall in and then walk to ⑨ where you can stop at the recon point and unlock a report. Continue across the bridge to the other side.



The recon point is at the middle of the bridge.

★ ACROSS THE WAY ★



LEGEND

- ① Player
- ⑦ Fire Team
- ⑩ Assault Team
- ⑪ Enemy Squad
- ⑫ Machine Gun
- ⑬ Bazooka Team

As you enter the southern part of the factory, your squad comes under fire from two different directions. Position your fire team at ⑦ to fire at the Germans near ⑪ while the assault team moves to ⑩ to attack the machine gun at ⑫.



Put your assault team to work suppressing the machine gun.



Shoot down at the German bazooka teams through the holes in the floor.

While your teams are busy, move to ② and take cover behind a desk. Ahead and on a lower floor, a couple bazooka teams will fire at you. As long as you stay behind cover, you are safe. After the first group at ⑬ fires a rocket, pop up and shoot the two enemies to get rid of them. Then dig in along the side of the wall at ⑭ and kill the bazooka soldiers at ⑮.



While the machine gun is firing at your assault team, move behind cover to flank and then kill the gunners.

Make sure your assault team is still suppressing the machine gun and then sprint to ④. From behind this cover, you can mow down the gunners with the submachine gun. With this threat out of the way, order both teams to fall in. Now all you have to do is clear out the rest of the German soldiers in the eastern part of this area.



Your two teams fall in.

BROTHERS IN ARMS

HELL'S HIGHWAY

Peek through the window to see where the enemies are positioned.



After your fire team is ready, help them wipe out the soldiers in this room.

this room and then move your fire team to ⑤ to begin attacking the enemies at ④.

Move to ⑤ and look through the window to locate the enemy group at ④. Order your fire team to ② and be ready to fire on the enemy if they try to attack your team while it's moving into position. Wipe out all enemies in



Send in the assault team to flank the remaining enemies.

While the fire team keeps the enemy pinned down, move to ⑥ and send the assault team to ③. Now open up on the remaining German soldiers to clear out the top floor. With this objective completed, move to ⑦ and head up the stairs to the roof.

Climb these stairs to get to the roof.



SNIPER'S ROOST



NEW OBJECTIVE

Secure the roof

LEGEND

- ① Player
- ② Enemy Squad
- ③ Machine Gun
- ④ Bazooka Team
- ⑤ Sniper
- ⑥ Ammo Cache
- ⑦ Kilroy



You are on your own while you're on the roof.



From this position, kill the German sniper.

There is only one enemy on the roof—a single German sniper. Move quietly to ① and kill the sniper while he is firing at targets on the ground below. Before you move onto the platform where the sniper was standing, pick up some ammo and grenades at the ammo cache on the roof and be sure to sign the Kilroy on a northern wall. Now walk to ② to begin the next part of the mission.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Baker looks down at the Germans below.

Pieter is trying to get away from the Germans.



NEW OBJECTIVE

Protect Pieter

As you walk up onto the sniper's platform, you pick up the sniper rifle and look down below. Through the scope of the sniper rifle, you see the son of your Dutch resistance contact. He has killed a soldier and is trying to get away. You must snipe at enemy units below to protect Pieter from being killed by the enemy. Dig in behind the metal sheet and peek up over it to take your shots.



There are many targets for you to shoot at from the roof.



Machine guns are your first targets.



Watch out for these individual bazooka soldiers.

This part of the mission takes place in three waves. Once you clear all the enemies in a wave, Pieter will advance to another position of cover. During the first wave, you face a couple machine

guns and a couple squads of soldiers. Start by killing the two soldiers at each machine gun nest, then the soldiers who are hiding behind sandbags. During the next two waves, you will have to kill bazooka soldiers as well as machine guns and squads. Keep sniping until all enemies down below have been killed.



Pieter makes it out of the rail yard and into a shop. Good shooting!



IRISH GUARD



NEW OBJECTIVE

Destroy the 88s



LEGEND

- Player
- Enemy Squad
- Machine Gun
- Bazooka Team
- Anti-Tank Gun

BROTHERS IN ARMS

HELL'S HIGHWAY



Baker saw several 88s in the rail yard shooting down Allied planes. He orders Holden to get on the radio and contact the XXX Corps armor. Redwood will move in with his tank to clear out those guns. For this part of the mission, you are Redwood and command a Sherman Firefly tank. In addition to the eight 88s you must destroy, the enemy has several machine guns, bazooka teams, and infantry squads in the rail yards. The key is to attack from long range as much as possible.

Combat begins right at the start with the targets in front of you.



Fire the machine gun at enemies as they are running for cover. Blow them up if they get to the cover of sandbags or other objects.

machine gunners at 2 and 3. Once you get to your position, you can destroy the gun at 4.

From your starting position, use the machine gun to kill the bazooka team at 1. Then use the tank's main gun to destroy the first 88 at 1. Move to 1 and wipe out the machine gun at 1. Now move out toward 2. Along the way, kill the bazooka team at 2 and the



Another 88 goes up in flames.



You have to go around the derailed railroad cars to hit this 88 at close range.

team and machine gun at 3 and 4. Then blow up the next 88 at 5.

The two bazooka teams on the elevated walkway over the rail yards are a threat if you get too close.



All eight anti-aircraft guns have been destroyed.

gun to get them. Once they are eliminated, destroy the last two 88s at 7 and 8. Continue driving to 8 to complete this part of the mission.

Now drive to 6 from there, destroy the gun at 6. There are bazooka teams up on the elevated walkway at 4 and 5. Try to kill them with machine gun fire as you move to 7. You may have to use your main

★ RESCUE IN THE FLATS ★

NEW OBJECTIVE Rescue Pieter



You are once again in control of Baker, who enters the toy shop to make sure Pieter is safe.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

You are Baker once again. He enters a toy shop south of the rail yard to check on Pieter. After you regain control, walk through the door at the opposite end of the first room and turn left to find a German soldier firing out of a window. Kill him and then head up the stairs to the second floor.



Kill the soldier shooting through a window at your squad.



Walk into this room and watch a cutscene of Baker rescuing Pieter.

Once upstairs, follow the hallway around to the room in the west with the open door. Enter the room and a cutscene will begin. Baker comes up behind a German soldier who has Pieter cornered. Pieter shoots the German, completing the objective and the mission.



★ BAPTISM OF FIRE ★

EASTERN EINDHOVEN, HOLLAND

SEPTEMBER 19, 1944

MAIN OBJECTIVE

Defend Eindhoven



Recon Points: 2
Kilroys: 3

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



THE KID GOES AWOL



NEW OBJECTIVE

Rendezvous with 2nd Squad



Start

LEGEND

- Player
- Machine Gun Team
- Assault Team
- Enemy Squad
- Machine Gun
- Recon Point



The Germans are bombing Eindhoven and have troops moving throughout the city. Many of the U.S. paratroopers got to know some of the civilians of the town during the celebration and are concerned about the people now under bombardment. While many can handle the strain of combat, Pvt. Frank "Franky" Laroche is a replacement within a squad of veterans. He never experienced combat in Normandy. Now, he's concerned about a Dutch girl he just met. Unable to resist the urge to protect her, Franky takes off to go find this girl while leaving his squad behind.

NOTE

HISTORICAL NOTE

After nightfall on September 19, the German Luftwaffe send in about a hundred twin-engine bombers to bombard the central part of Eindhoven. Because most of the American units were positioned outside the city, they had no casualties. However, some British units from XXX Corps in the city were hard hit and more than a thousand Dutch civilians were killed. This was the only strike by long-range German bombers in the West during the fall of 1944.

Your squad comes under attack right at the beginning. It consists of a machine gun team and an assault team of only two soldiers because Franky took off on his own. Quickly give your teams orders to take cover behind the wall at your initial position, and assign each team to attack the enemy soldiers at ① and ②.



Make sure your teams are behind cover and give them attack orders.



From the recon point on the hill, you can see the engagement area and direct your teams to clear out the first groups of soldiers.

BROTHERS IN ARMS

HELL'S HIGHWAY

While your teams are firing away, move southwest to the sandbag position on the hill. This is a recon point. Not only can you unlock a recon report, it is also a good vantage point for ordering your squad through this first fight. After both enemy groups are suppressed, send your assault team to ⑦. Keep firing on the enemies and then advance the assault team to ⑧. From there, they can assault the soldiers at ⑨. Next, order both teams to attack the second group to eliminate them as they try to get away. If you would prefer to be in the heat of combat during this part of the mission, move to ⑩ after you send the assault team to its first position across the stream. From this spot, you can direct the assault team just like you could from the hill.



Move your teams up toward the gas station.

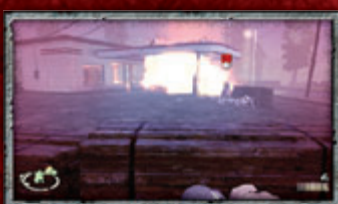
Advance to ⑪ so you have a good view of the area around the gas station. Move the assault team to ⑫ and have it attack the enemies at ⑬. Then send the machine gun team to ⑭ while you suppress the soldiers at ⑮. Once they get into position, the machine gun team can take over this job from you.



Shoot at the gas pumps to blow up the front of the gas station and kill some of the enemies.



Rush across the street to hit the soldiers in front of the gas station from a flank.



With your teams in position and engaging the enemy, check out the recon point across the street south of the gas station. After unlocking a report, move to ⑯. Make sure the Germans at ⑰ are suppressed, then vault over the wall and sprint to ⑱. Dig in behind a stack of lumber, then shoot into the enemies' flank to finish them off.

TIP



Don't hesitate to destroy the town to get the Germans out. Also, take some time during the heat of combat to appreciate the details in the game. While ducking behind cover or rushing through

enemy fire, it is easy to miss some of features of the environment, such as the Shell gas station after the gas pumps blow up.



Move your teams up to cover in front of the gas station.

Two more groups of German soldiers move into positions near the rear of the gas station. Send your machine gun team to ⑳ to fire on the enemy at ㉑, then move to the front of the gas station. From there, you can move the assault team to ㉒ to fire on the enemy at ㉓.

From inside the gas station, you can flank the enemy hiding behind the automobile.



Check out the Kilroy inside the gas station.

Enter the gas station through the front door and continue to the garage area, digging in at ㉔. From there, you can hit the enemy at ㉕ in the flank and wipe them out. Make sure the machine gun team

is still firing on them in case they try to move away from your fire. Next, move to ㉖ to hit the soldiers at ㉗ in the flank. It is time to advance your teams again. Send the machine gun team to take cover in the gas station at ㉘ while the assault team goes to ㉙.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



There are four more groups of Germans to deal with.

While you were clearing out the area around the gas station, more enemies moved into the area. A machine gun set up at 1 and three groups of soldiers spread out to the northeast of your position. Start off by ordering the assault team to attack the enemy at 2 while the machine gun team suppresses the enemy machine gun. The soldiers at 2 can be tough to hit. Don't run up to the white wooden fence to try to flank them. The fence gets chewed up by enemy fire very quickly. Instead, throw a grenade so it lands right at the feet of the soldiers to clear out that position.



Use a grenade to clear out the soldiers along the road.



Advance into the city.

Once you've cleared this area, order your teams to fall in. Then lead them through the alley to 11 to meet up with 2nd Squad.



Move around behind the wooden shed to get into position to flank the enemy.

Send the assault team to 6 as you help suppress the remaining enemies. Once they are in position, make sure your teams are suppressing the enemy machine gun and soldiers. Now sprint to 7 to take cover alongside the assault team. Fire a few rounds to make sure the machine gun is suppressed, then advance through the broken fence and around the back of the shed to 8. Order your teams to fire on 9 to suppress the soldiers, then sprint to 9 so you can hit the soldiers at 9 from the side and kill them. From this spot, you also can attack the enemy machine gun or at least force them to move so your teams can get them.



Use the assault team to help you corner and eliminate the last group of German soldiers in this area.

★ RESISTANCE BUNKER ★

NEW OBJECTIVE

Escape from the bomb shelter



BROTHERS IN ARMS

HELL'S HIGHWAY



This part of the mission is pretty easy. You just have to make it through an underground passageway that will take you farther into Eindhoven. There are no enemies along the way. At

Rally your teams to your position.

times, you can catch glimpses of Franky and his friend ahead of you. Order your squad to fall in and then follow the passageways to ⑦.



Though there is only one way to move through the passages, use the compass to get to your destination if you get lost.

★ ASHES OF A CITY ★

NEW OBJECTIVE

Fight through the debris

Set up the machine gun team to begin firing at the enemy machine gun and soldiers.



Help the assault team by picking off a few of the enemies they're trying to shoot.

the machine gun at ⑧. Position the assault team at ⑨ with orders to attack the soldiers at ⑩. Take cover behind a short wall at ⑪ and use the carbine to try to kill at least one of the enemies at ⑫.



Dig in along this wall and hug it as you move east to flank these soldiers while the assault team keeps them suppressed.

Once the enemy is suppressed, sprint to the wall ahead of you. Dig in behind it and then advance along it to ⑬. From this spot, you can use the BAR to finish off the soldiers at ⑭. Once they are eliminated, order your assault team to fall in. When they are near you, send them on to ⑮.

Before moving on, watch for a German soldier to move to ⑯ on the second floor of the building to the east. He takes cover behind a wooden table. Order the assault team to fire at him. The table will be chewed away by your team's fire. Help them kill this enemy and then get ready to clear out the rest of the immediate area.



Watch the upper floor for a single soldier who will try to ambush you.



Sneak up behind this machine gun nest and silence it.

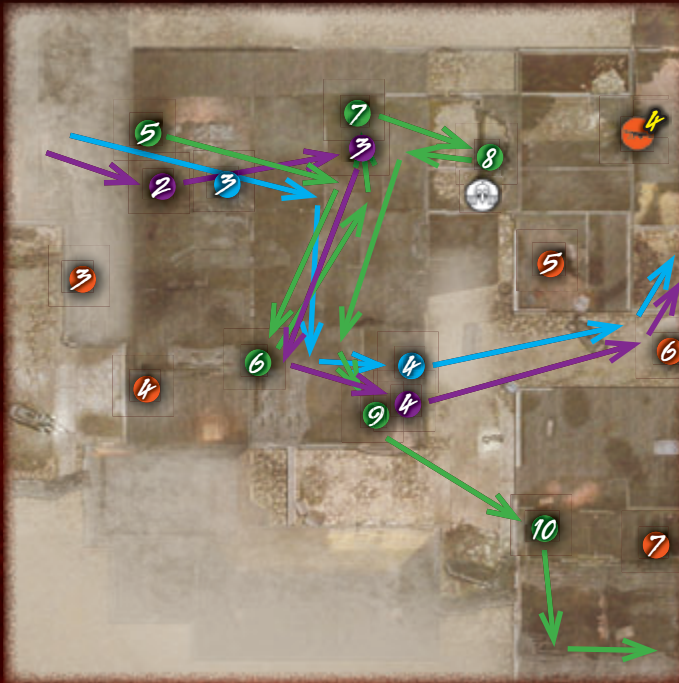
Now advance to ⑰ and take cover behind the wooden furniture. Peek around the corner and eliminate the machine gunners at ⑱. Once it is all clear, order your entire squad to fall in.



Move down through this hole in the floor.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



LEGEND

- 1 Player
- 1 Machine Gun Team
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun
- 1 Ammo Cache
- 1 Kilroy



Get your machine gun team set up to suppress another group of enemies.

Order both to fire on the German soldiers at 4.

To advance, you will need to walk through a large hole in the floor nearby and down an earthen ramp to a basement level. Move to 5 and then send your machine gun team to take cover at 2 and your assault team to 3.



Perform another flanking move to get in on the side of these enemies.



While your teams are suppressing the enemy, stay low and move east past the rubble and then south to 6. Dig in on the brick foundation support and then peek around the corner to fire at the German soldiers at 4.



The machine gun is on the other side of that hole in the wall.

Before continuing through the mission, take a break to find the second Kilroy. Order your machine gun team to fall in as you move to 7. Position them at 2 with orders to suppress the machine gun at 4 located to the east through a hole in the wall.



This Kilroy is tough to find.

While the enemy is suppressed, sprint to 8. The Kilroy is on the southern side of the room on a partial wall facing the enemy machine gun. Quickly sign it and then get back to 7. Although you can kill the machine gunner now, it is not necessary. You will have a chance to sneak up behind him later.

BROTHERS IN ARMS

HELL'S HIGHWAY



There are a lot of enemies in this next area, including machine gun nests on the second floors of buildings to the east.

Order your entire squad to fall in as you move to ⑨. As you climb up an earthen ramp back to ground level, you are in a room facing a large courtyard. There are several enemies in this area, so set up the machine gun team at ④ and the assault team at ⑤. Order them to target the enemy soldiers at ⑤ and ⑥.



Both teams need to be set up to provide suppressing fire while you go a-flanking.



If you are a good shot with the carbine, take cover near your teams and try to make this next part of the mission a bit easier by sniping at enemies. In addition to the soldiers out in the middle, see if you can kill the machine gunner at ②. It is a long shot, but taking out that machine gun early will help you avoid possible casualties later.



Sprint to this doorway.

When you are ready to do some flanking, sprint to ⑩. Enter the house, but instead of taking cover behind a table and fighting the enemy soldiers at ⑦, turn right and go into the next room. Make your way around to ⑪ and take cover behind a sofa. From here, fire into the side of the soldiers who are still covering the front door.



Go around through rooms inside the house to flank this group of Germans.



Start clearing out the soldiers in the middle of the area.



Snipe at a machine gunner to the south.

Advance cautiously to ⑫ and take cover behind some rubble. Make sure your machine gun team is still firing on the soldiers at ⑥. While they are suppressed, pop up and fire at this group to kill them.

Order both teams to attack the soldiers at ⑤ now. After they have gotten the enemy's attention, start firing at this second group. You might not hit any of them, but the fact that they are receiving fire from behind will often force them to move, allowing your teams to wipe them out. Before leaving the protection of this home, look out one of the windows to the east. Use the carbine with iron sights view to target the machine gunner at ②. Take the time to line up a good headshot to kill this enemy. If you miss, he may duck down and not pop up again until you move out into the open.



Rush across to this opening to a basement level.



Kill the machine gunner, then the squad to the northeast.

Now that all the enemy soldiers out in the open are eliminated, make sure the machine gun at ② is suppressed either by you or the machine gun team, then move to ⑬ and order your teams to fall in. When you get to your spot, position the assault team at ⑤ and the machine gun team at ⑤. Kill the machine gunner at ② and then target the soldiers that may be at ⑧.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Move the assault team to this position.

Once that location is clear, send the assault team to 6 to fire at more soldiers at 9. Now move to 14 and dig in behind a table. Pop up and kill the soldiers before they can move away or try to flank you. Order both teams to fall in and then continue to 15.

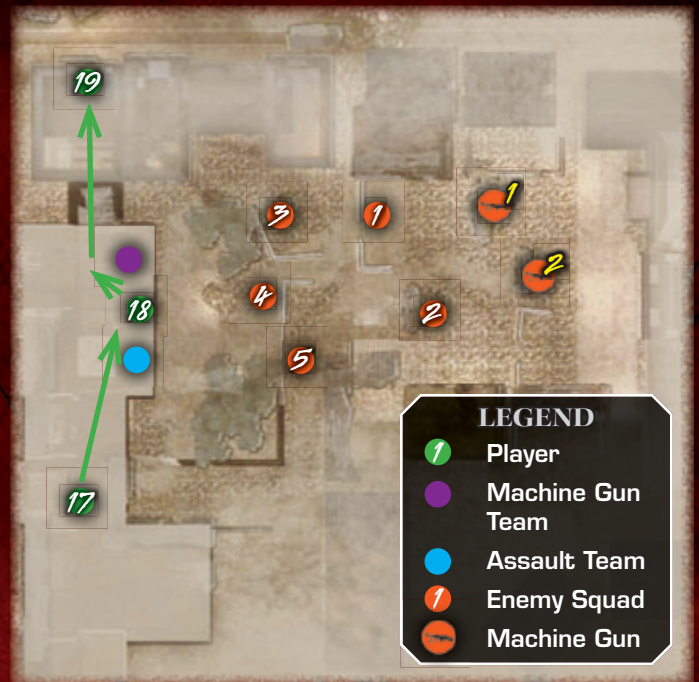


Flank another group of soldiers.

By this time, you will surely need ammo and grenades. You still have a lot of fighting left to do.



NEW OBJECTIVE Repel German counterattack



Send your teams up ahead of you to kill the German soldiers to the south.



Order the teams to take out that machine gun in the window above you.

While you stay put, send your machine gun team to 6 and the assault team to 7. From there, order them to attack the soldiers at 10 as well as the machine gun at 8 if you have not already silenced it. Once they are eliminated, order both teams to attack the machine gun at 2 directly above them. While they do this, move to 16 from where you can fire at the machine gunner if your squad can't do the job. Finally, restock your ammo and grenades at the ammo cache. Once you are ready to continue, lead your squad into the building at 17 and advance to 18.



This is a good spot for killing the machine gunner on the second floor.



The Germans are counterattacking. Get your teams into position.

Target the close groups of soldiers for your teams.



BROTHERS IN ARMS

HELL'S HIGHWAY

As you get to 18, position your teams next to the windows on either side of you. Germans are coming at you from the east. The soldiers are supported by a couple machine guns. Order the machine gun team to fire on the closest enemy approaching along the northern end of this area while the assault team covers the south. Help them suppress these enemies and try to mow down soldiers with the BAR as they are moving out in the open and before they get behind cover. Switch to the carbine and take careful aim at the machine gunners. You can kill the gunners with a single headshot or a few body hits. Once those machine guns are silenced, you can again concentrate on the enemy soldiers. Be sure to give your teams new targets as they eliminate enemies. After the counterattack has been repulsed, order the teams to fall in and move to 19.



A good shot with the carbine kills a machine gunner.



Clear out the closest group of soldiers first.

This part of the mission requires you to advance down a park area bordered by streets while clearing it of Germans. Before leaving the buildings, dig in at the doorway, by a window, or even

behind the sofa. Order the machine gun team to move to 17 and engage the enemy at 17. Send the assault team to 17 to attack the same enemy while you move to 17 and dig in behind the truck. As the enemy is suppressed, advance the assault team to 20 and wipe out the first group of soldiers. One group of British soldiers is rescued. There is still one more group to go.



Suppress the next group of soldiers so you can advance your teams.

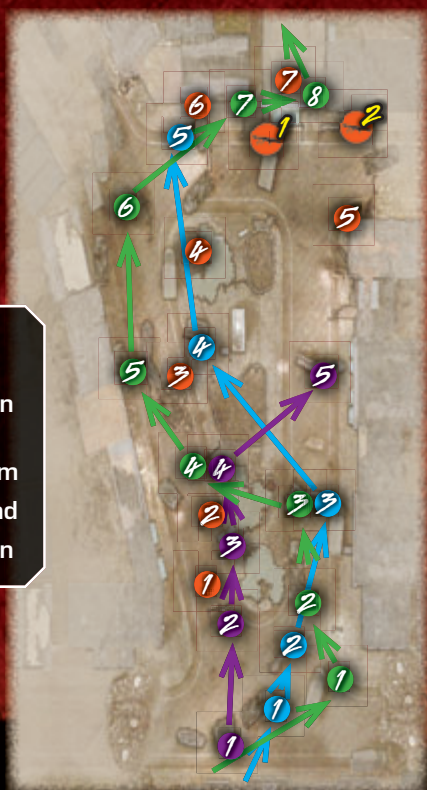
★ Eindhoven Burning ★

NEW OBJECTIVE

Rescue the Brits

LEGEND

- 1 Player
- 1 Machine Gun Team
- 1 Assault Team
- 1 Enemy Squad
- 1 Machine Gun



Focus on clearing the western road first with both your teams.

Sprint to 2 and take cover behind another truck. Fire along with both teams at the enemy at 2. Once they are suppressed, move the machine gun team to 2. Advance to 2 so you can hit these soldiers from

a flanking position. Bring the assault team to 3 to begin suppressing the machine gun at 1.



Move the machine gun team up from cover to cover.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Position the machine gun team behind the sofa so they can focus on suppressing the enemy machine guns.

out that group of soldiers. Now send the machine gun team to 5 to take over the job of suppressing the enemy machine guns.

Suppress the enemy to the north so you can bring the assault team to the western side of the area to help you clear it out.



You can't flank this group with their backs against the building, so throw in a grenade to take them out.

. Advance to 6 and take cover behind some metal barricades. Shoot at the soldiers at 5 while you are flanking them. Have the machine gun team help you. Then turn your attention to 6. Order the assault team to fire on them to keep them pinned while you throw a grenade to blow them up.



Hit the machine guns through a side window.

Now order your machine gun team to target the enemy at 2. Help them suppress the enemy, then move the machine gun team to 3. Keep the enemy suppressed, then send the machine gun team to 4. Between you and the team, you can clear

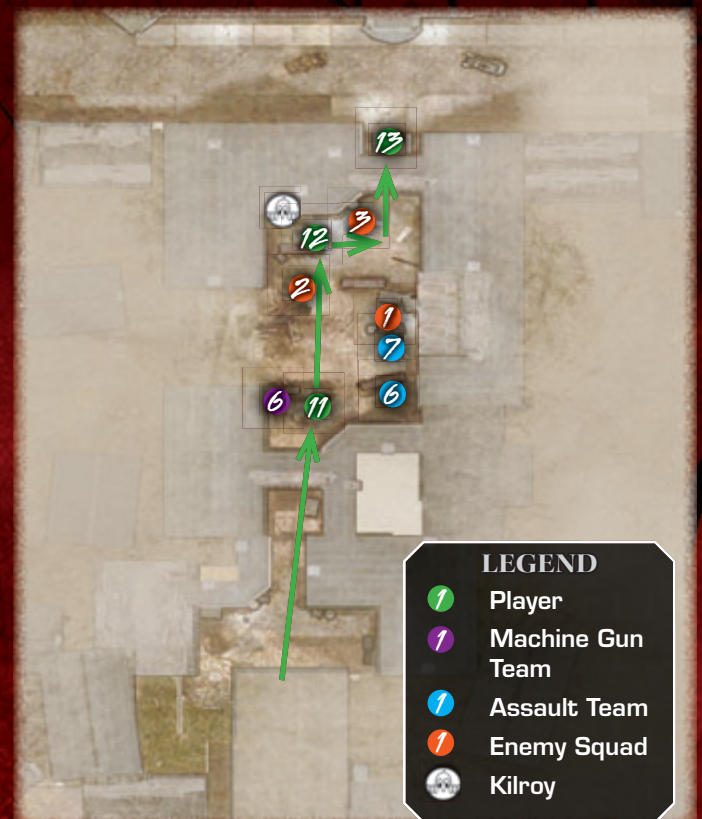
Now send the assault team to 5 so they can cover you as you advance to 7. Look through the side window and fire at the machine gunners inside the building. Once you have silenced the machine gun, the second group of British soldiers is safe. However, watch for more soldiers to come into the building from the north, and order your teams to help you fire on and kill them. Once the building is clear, order your teams to fall in and then enter the building. Head across the burning room and through a door to the left of the stairs. Follow the hallway to exit the building.



Move into the building and head through the door on the left.

NEW OBJECTIVE

Find Franky



As you exit the building, you see Franky and the Dutch girl moving away from you. Follow them.

BROTHERS IN ARMS

HELL'S HIGHWAY



Once your teams are positioned, this is a quick fight at close range.

Continue north down an alley and take cover at ⑦. Move the assault team to ⑧ while the machine gun team sets up at ⑨. Both teams are close enough to assault the enemy soldiers directly in front of them at ① and ②. Once both of these enemies are eliminated, target the soldiers at ③. Once they are suppressed, you can move the assault team forward to ④ to assault them. After the area is clear, head down the stairs at ⑤ to find the third Kilroy for this mission. Finally, move to ⑥ to go to the next area.



The Kilroy is at the bottom of these stairs on the left.



Vault over this piece of furniture.

Climb up these stairs to the second floor.



At the top, move forward and turn right. Crouch to get under the debris from the ceiling. Follow the walkway around to the right.



★ THE APARTMENT ★

The last part of the mission is just you as Baker. Your teams stay behind while you go into the apartment to save Franky. There are no Germans inside. The only enemy is fire. You have to keep moving quickly because the fire chases after you and will kill you if you stop or take a wrong turn.



Franky and the girl have just run into a burning apartment.

TIP

This last part can be confusing as you rush through a burning building. Use the compass to stay on track and sprint as much as you can.



Move down this hallway, then turn left through the burning hole in the wall.

Turn right and go through another burning hole.



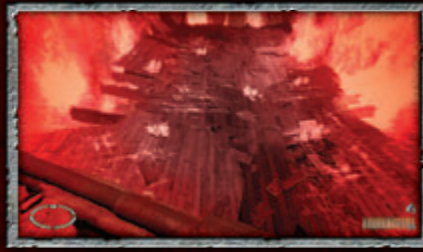
Turn right again and sprint across the hallway into the next room.



PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Turn left and vault over the furniture to move through the bathroom.



Turn left and sprint up this burning incline all the way to the window.



Baker leaps out the window of the apartment and lands in the river below to end the mission.



BROTHERS ★ IN ARMS ★

HELL'S HIGHWAY

★ THE RABBIT HOLE ★

NORTHEASTERN EINDHOVEN, HOLLAND

SEPTEMBER 20, 1944

MAIN OBJECTIVE

Find Franky



Recon Points: 2

Kilroys: 3

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

THE GIRL IN WHITE

NEW OBJECTIVE
Eliminate the German patrols



Stay low as you follow the stream.

During this mission, you are all by yourself. The only weapon you have is the pistol. However, you can always pick up weapons dropped by dead enemies. Start off by crouching down and following the stream around to the northeast. Continue to ①. A German soldier patrols around ①. Wait for him to turn his back to you, then sneak up behind him and shoot him with the pistol. Quickly pick up his MP40 submachine gun.



Sneak up behind and kill this lone soldier.



Pick up ammo at this cache.



After his leap from the flaming building, Baker comes to on the banks of a stream. Up ahead he sees a large building. It appears to be a hospital. Upon close inspection he sees some people near the front door. One of them is the girl Franky saved from the fighting and bombing in Eindhoven. A couple German soldiers have captured her. As she tries to run away, one soldier shoots her down with his submachine gun. Hopefully, Franky is still alive.

As soon as you fire the pistol, the rest of the Germans outside the hospital know you are there. Your element of surprise is blown. Before you can deal with them, you need to get some more ammo. Your captured submachine gun has only one clip. Head to ② to resupply your ammo at the cache. Unfortunately, there are no grenades—just ammo. Now head back to the stone shed near where you killed the soldier and dig in behind it. From here, you can fire at the soldiers at ② and suppress them.



Take cover by the stone shed as you suppress the enemy to the west.

BROTHERS IN ARMS

HELL'S HIGHWAY



Sprint to this sandbag for cover.

Peek over the stone wall to hit the enemy behind the truck.



You may have to rush the last group of soldiers if you can't flank them.

Rush to ⑤ and dig in behind the sandbags. Peek over them to kill the soldiers at ② when they stick their heads up over the brick wall they are using for cover. More soldiers are hiding behind the truck at ③. Move to ④ and look over the brick wall to shoot them. Now advance to ⑤ to engage the last soldiers at ④. These enemies can be tough to kill because they stay behind the brick wall. As a result, you may have to rush toward them to attack without having any cover. Make sure you have a full clip loaded and fire in short bursts for greater accuracy. If the return fire is getting too close, withdraw to cover.

NOTE

You may remember this building and the body on the steps. The very first mission of the game was taken from a part of this mission. Now you can find out what led up to Baker's experience and what happened after the first mission left you hanging.

NEW OBJECTIVE
Enter the hospital



Walk up to the front door to enter the hospital.

After you have killed all the German soldiers patrolling the area outside the hospital, it is time to head inside. Walk up to the stairs of the front entrance at ⑥ and Baker will make his way into the hospital.

HIDE AND SEEK

NEW OBJECTIVE
Search for Franky

LEGEND

- ① Player
- ② Enemy Squad
- ③ Ammo Cache
- ④ Kilroy



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ **The Rabbit Hole** ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Vault through this window.

Once you enter the hospital and regain control of Baker, turn east and vault through the window into the next room. Move to 1 and restock your ammo at the cache on the floor. Now move to 2 and continue on to 3. Stay away from the flames because they will hurt you if you get too close. There are no enemies in the next few rooms, so take a look around as you walk through the hospital.



Stop by the ammo cache to get some more magazines for the submachine gun.

TIP

This mission can be somewhat confusing because your compass does not show you where you need to go. However, the maps and waypoints in this chapter will help prevent you from getting lost.



Move across the hall into this room. A Kilroy is on the northern wall in the western corner.

Flaming furniture blocks the hallway in front of you, so turn left and head to 4. Now cross the hallway to enter the room at 5. Locate the Kilroy on the wall of this room—behind a curtain—and sign it.

Take cover behind this cabinet as you suppress the soldiers to the south.



BROTHERS IN ARMS

HELL'S HIGHWAY



Use the hallway to flank the soldiers and kill them.

cabinet to the south of the doorway. Wait for the soldiers to get close, then pop up and shoot at them. If they take cover, fire at their position to suppress them. Then rush out into the hallway to your right and flank the soldiers—firing through a doorway or window to eliminate them.

Once the patrol is taken care of, walk to 7 and then continue east. As you follow the hallway, stay left. Some of the radiators on the right leak steam that can burn you.

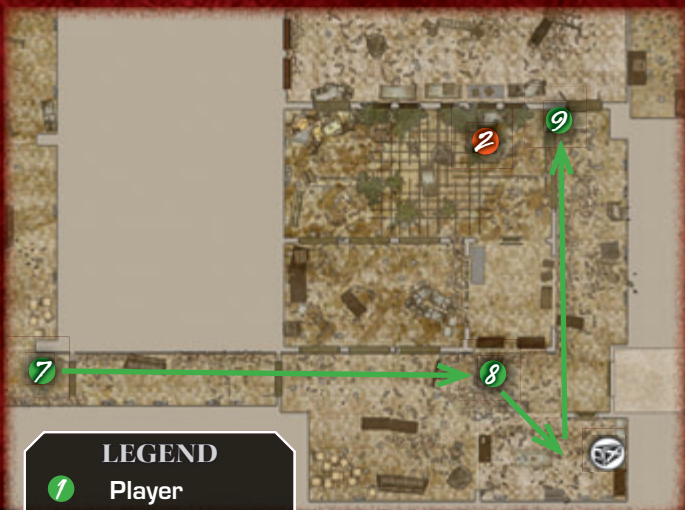


Watch out for the steam from these radiators—it hurts.

Make your way to 6. Dig in on the doorway and then peek around the corner to see where the German soldiers are patrolling. There are usually two of them in the area around 1. Take cover behind the

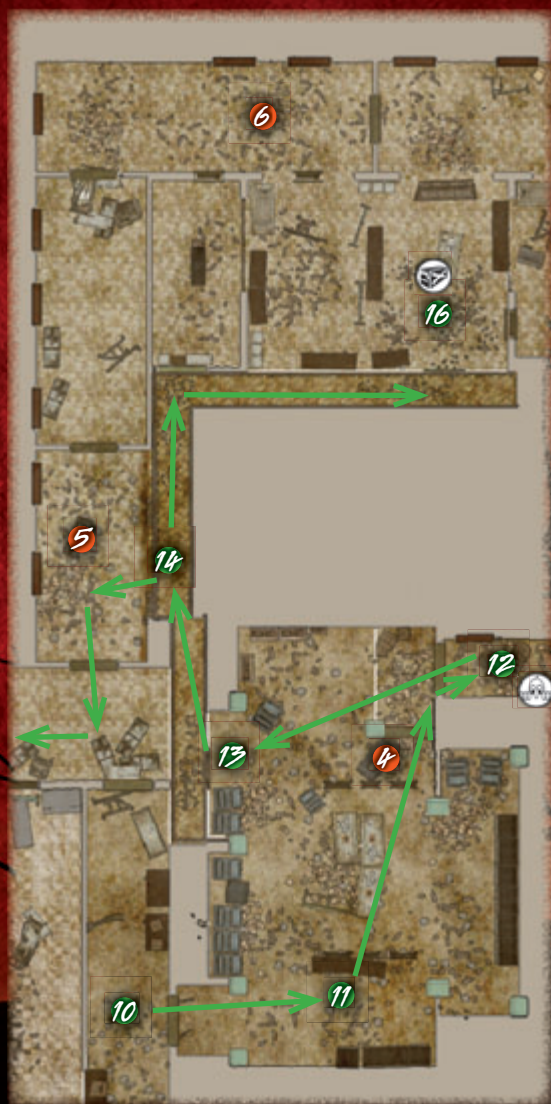


★ CHASING GHOSTS ★



LEGEND

- 1 Player
- 1 Enemy Squad
- Ammo Cache
- Recon Point
- Kilroy



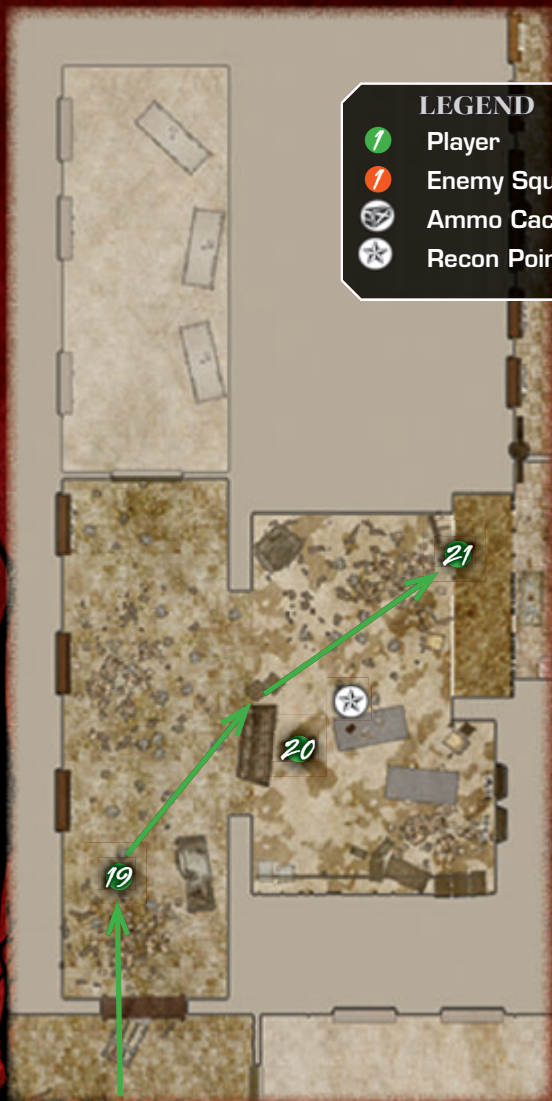
PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ **The Rabbit Hole** ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Wait for these soldiers to walk into the room, then pop up and open fire.

Continue to 8 and dig in beneath the window. A patrol of two German soldiers walks around 2 and will enter the room on the other side of the window. Just wait for them to come in, then look up over the cover and fire away with the submachine gun. Make sure both are dead, then head into the room in the southeastern corner to pick up some ammo from a cache. You also can pick up ammo from dead soldiers.



LEGEND

- Player
- Enemy Squad
- Ammo Cache
- Recon Point

TIP



Combat in the hospital is a bit different from previous missions. Although there is a lot of cover, the enemies are constantly moving. At times, you may have to rush after them or flank

them from a position where you have no cover. Be ready to fire quickly and accurately at enemies while on the move—the Germans are quick, too.



While using the doorway as cover, fire away at this patrol as they are out in the open.

Advance to 9 and dig in on the left side of the doorway. Another patrol of two soldiers is in the room at 2. Wait until they are approaching you and out in the open, then peek around the corner and unload on them.

You should be able to kill one right away. Then track the second soldier as he runs for cover, killing him before he can make it. If he does get to cover, then you will have to move into the room and find cover of your own as you go after him. Be sure to suppress the enemy before moving. Once this room is clear, vault through a window along the eastern side and move to 10.

BROTHERS IN ARMS

HELL'S HIGHWAY



The next patrol comes out of the doorway ahead of you. As soon as both soldiers are visible, open fire.



Don't leave without signing the Kilroy.

southern wall. Sign it, then make your way to 12.

Enter the next room and dig in behind the cabinets at 11. Two soldiers will enter your room from the north. Wait until both of them are exposed, then open fire and kill them. Now head to 12 and find a Kilroy on the

Crouch down and move through this hole in the wall.



Fire through the wall boards at the soldier in the hallway on the other side.

side of the wall. Fire through the wall boards to kill the soldier, then vault out of the cover and into the hallway.

As you move to the western side of the room, you will see a hole in the wall. Crouch down and move through the hole. Follow the passageway to 14. From this spot, you can see a soldier walking down the hallway on the other



Go to this desk to find a recon point.

Once in the hallway, head south and then west to the desk at 15. It is a recon point, so take a look at the desk up close to unlock a report. Now head back the way you came and reenter the passageway in the wall at 14. Follow the passageway around to 16.



Take cover behind the table with the ammo cache and kill the enemy patrolling the hallway.

As you get to 16, you find an ammo cache on a table. Dig in behind the table and wait for a soldier to patrol around 6. Shoot the soldier as he walks by. Now move to 17. From this spot, you can kill the enemy soldier in the next room near 7. Wait for this target to pop up from behind cover and then fire a burst right at his exposed head for a quick kill.



This soldier in the room to the right may try to ambush you, so be ready to return accurate fire to kill him.



Take cover behind a desk and wait for the soldiers behind the overturned bed to stick their heads up to attack you.

Now move out into the hallway and take cover behind the desk at 18. There are some more soldiers attacking you from 8. While a grenade would certainly come in handy right about now, you will just have to fire at them when they look over or around their cover. After they are eliminated, head to 19.



The radio and photos on the desk are another recon point.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ **The Rabbit Hole** ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Continue into the next room on your right and move to the desk at 20. This is a recon point, so take a look at the photos and radio to unlock a report. Move to 21 and crouch down so you can move through the hole in the wall to the opposite side.






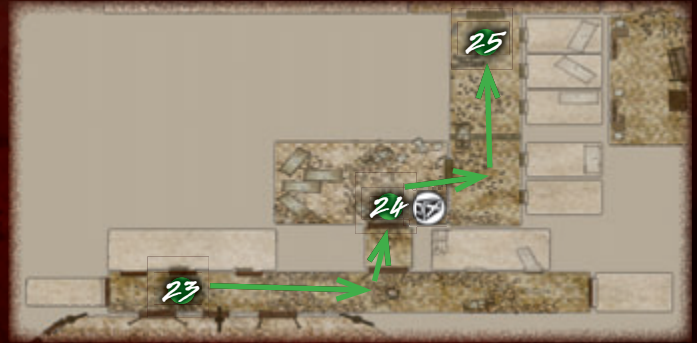
Move through another hole in the wall.

★ JUST SAVE ONE ★



LEGEND

-  Player
-  Enemy Squad
-  Ammo Cache



BROTHERS IN ARMS

HELL'S HIGHWAY



You finally find Franky.

By the time you get to 28, you will have caught up with Franky. He does not know the Dutch girl is dead and rushes farther into the hospital to try to save her. Chase him by exiting the amphitheatre and moving to 29. Turn right and make your way to 30, where you can once again stop by an ammo cache to resupply.



Follow Franky out of the amphitheatre.



Kill another patrol of two soldiers.

Keep moving in a northerly direction through 25 and dig in at the doorway by 26. Two soldiers are at 29. Gun them down before they can get to cover.



Keep moving through the hospital to go after Franky.

Once the soldiers at 29 are dead, there are no more enemies for the rest of this part of the mission. Follow the waypoints shown on the maps all the way to 30. Then climb up the stairs to find Franky.



Head up these stairs to get to Franky.



SECOND TIME AROUND

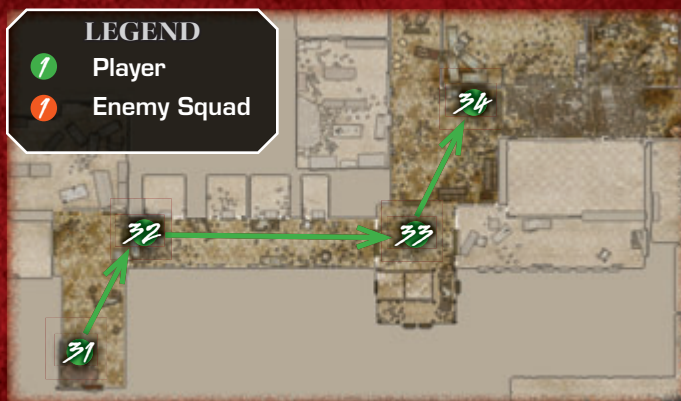


MAIN OBJECTIVE

Escape from the hospital

NEW OBJECTIVE

Rendezvous at the amphitheatre



PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



LEGEND

- 1 Player
- 1 Enemy Squad



Baker comes across Franky on the landing of the staircase.

The rest of the mission is going to feel a lot like déjà vu all over again. This is exactly where the game began. As Baker talks to the dying Franky, who was shot by Germans, a soldier sneaks up on Baker. However, before the soldier can pull the trigger, Sgt. Hartsock kills him first. Once you regain control of Baker, look up at Hartsock and he will help you to your feet.



Crouch down to get under this rubble.

After Hartsock helps you up at 1, move to 2 and duck under some rubble to get to the next hallway. The Germans are continuing their bombardment, and this hallway is dangerous. Sprint all the way to 3 and then move behind cover at 4.



Sprint down this hallway as the bombs are falling.



Suppress this group of enemies, then move around to flank them from the side.

A single soldier will walk in front of you at 10. Shoot him from behind before he even knows what is happening. A couple more soldiers will take cover at 11. From your position, suppress them and then sprint around through the next room to 12 so you can hit them from the flank. Hartsock will help you.

BROTHERS IN ARMS

HELL'S HIGHWAY



Shoot these enemy soldiers as they poke their heads out from the cover of the desk.

on to 12, a German soldier walks by ahead of you at 12. Kill him now or you will have to do it later.



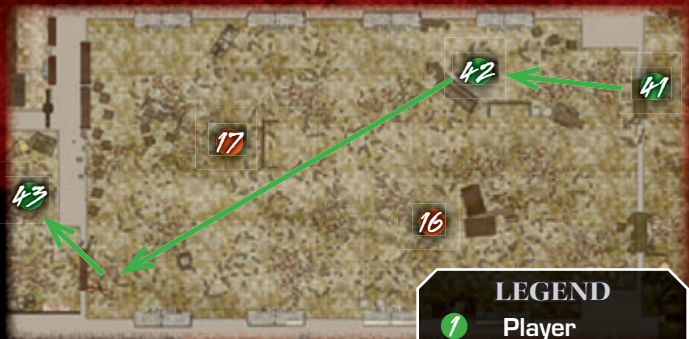
Shoot this guy when he moves out from his cover to fire at you.

Dig in behind a desk at 12. If you did not kill the soldier at 12, he will take cover behind a desk to the east of you. Kill him, and then attack the soldier at 14. Again there is no flanking. Just shoot until you kill. Once this hallway is clear, move to 19 and take cover under the window. Shoot through the glass to kill the soldiers firing at Hartsock from 15. Finally, move through the room where the last two enemies lie dead and continue to 10. From there, advance south down a long hallway to 11.



Fire through the window to hit these two Germans from the side.

MADNESS DEVOURS



LEGEND

- 1 Player
- 1 Enemy Squad



As soon as Hartsock kicks open the door, fire on these enemies as you move into the room.

When you get to 11, dig in to the right of the doorway. Wait for Hartsock to move up and kick in the door. Suppress the Germans at 16 and then rush to cover behind the couch at 12 so you can flank the first group. From this same spot, you also can engage the soldiers at 17. They are behind a table that can be destroyed, so just keep firing at them until they have been eliminated. Once the room is clear, get up and advance to 13 and then on into the amphitheatre to finish the mission.



Then shoot them in the flank.



Hit the last group of Germans to the west of your covered position.

Follow Hartsock out of this room.



Hartsock hears gunshots in the amphitheatre and rushes in. Baker, who survives being blown up by a German bomb that gets caught in the skylight frame, is firing at imaginary enemies.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ **Black Friday** ★ Hell's Highway ★ Tooth and Nail

★BLACK FRIDAY★

SOUTHWEST OF VEGHEL, HOLLAND
SEPTEMBER 22, 1944

MAIN OBJECTIVE

Secure Veghel



Recon Points: 2
Kilroys: 3

HELL'S HIGHWAY

NEW OBJECTIVE

Secure the town plaza



- 1 Player
- 1 Bazooka Team
- 1 Fire Team
- 1 Enemy Squad
- Machine Gun
- Recon Point



NOTE

Lead elements of XXX Corps had reached Nijmegen in the 82nd Airborne Division's sector by September 19, and the 101st was still protecting the flanks of the highway so that more troops and supplies could get to the front. Dutch resistance informed the Americans that the Germans were going to cut the highway south of Uden and north of Veghel. In response, the 506th PIR was sent to Uden and the 327th Glider Infantry Regiment was sent to Veghel. Colonel Sink reached Uden with about 150 men in trucks by 1100, just minutes before the Germans arrived. However, the enemy's main effort was centered on Veghel. Just as the Germans were beginning their attack on the city, remaining units of the 506th headed to Uden arrived in Veghel, along with a squadron of British tanks. By the end of the day, Veghel was secure, but the highway was still cut between the city and Uden.



***Get some fire on
that machine gun in
the gazebo.***

This mission puts you in command of fire team and a bazooka team. Your squad is under fire right from the beginning. Leave the fire team where it is and order them to fire on the



Advance with the bazooka team.

machine gun at 🟡. Take some shots at the soldiers in the gazebo at 🔴 to suppress them. Once they are suppressed, order the bazooka team to fall in and sprint to 🟢, leaving the bazooka team at 🔴. Dig in behind the stone wall and start firing at the enemies in the gazebo to keep them suppressed.



The bazooka team can clear out the gazebo by firing a rocket from behind the jeep.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ **BlackFriday** ★ Hell's Highway ★ Tooth and Nail

While keeping the enemies' heads down, send the bazooka team to ② to take cover behind the jeep. Quickly order them to attack the machine gun. They will fire the bazooka and blow out the sandbags, killing the machine gunners and soldiers.

Move the fire team to the sandbags by the gazebo.



Use the gazebo as a base for clearing out the town plaza.

Once the gazebo is clear, fire on the Germans at ② to suppress them, then move the fire team to ②. Order them to take over the attack on the soldiers in the parking lot while you advance to ② in the gazebo. Bring the bazooka team with you and position them at ②. Get them firing at the squad at ② while you suppress those at ②.



Sprint west across the street, and then turn south to take cover behind some low brick walls.

While the enemies in the parking lot are suppressed, sprint to ② and then continue to ②. Dig in behind the brick wall so you can hit the enemies in the flank. Those at ② will usually move to ② to avoid your fire. Suppress them, and then move to ②.

Flank these soldiers in the parking lot, then focus all the squads' firepower on the last group of enemies.



Dig in behind the wall at the western end of the parking lot and fire at the assembled soldiers at ②. By now, the only Germans left in the plaza should be around ②. Order both teams to open fire on them to keep them pinned while you move to ②. Take cover behind the car, then eliminate the remaining soldiers while they are focused on your teams. As soon as you kill the last one, turn around and be ready for another attack. A single soldier will open the door of the cafe at ②. Use the sandbags for cover as you attack and eliminate him. If you don't kill him with your first shots, he may move into the cafe, forcing you to move to the doorway to finish the job. Finally, move to the recon point southwest of the gazebo and face the gazebo to unlock a recon report.



Move into the parking lot to finish clearing the plaza.



Watch for this soldier to come out of the cafe.

You have to look in this direction to find the recon point.



BROTHERS IN ARMS

HELL'S HIGHWAY

CHAPEL DISTRICT

NEW OBJECTIVE

Destroy the SS



Move through the cafe to get around the rubble in the street.

Your next objective is to destroy an 88 anti-tank gun to the south near a church. Rubble blocks the street, so enter the cafe and walk through it to the back door. Continue to 1. Peek around the corner and shoot the single German soldier as he moves to 1 or right after he gets there. Then send the fire team to 1. Order them to start firing on enemies at 2 and then 3 to suppress them.



Kill the soldier by the car as he moves into position.



Head down this alley and then order the bazooka team to fire at the enemies to the south.



Your fire team can assault the enemy from this position.

Advance to 2 and fire at enemies to the south of you to make sure they are suppressed. Then order the bazooka team to move to 1 as you head to 3. Order the bazooka team to fire on the enemies at 4.



The first Kilroy is on the side of a shed.

Once they are suppressed, order the fire team to fall in. Once they get to you, send them on to 2 with orders to assault the German soldiers at 4. Continue on your own to 3. Hop over the wall and sign the Kilroy on the wooden shed.

Advance the fire team to this wall.



Flank these German soldiers from long range before they know what hit them.

Now move to 5. If they are not dead yet, hit the soldiers at 4 from here while ordering both teams to fire at them, too. If you need to, throw a grenade to wipe out this threat. Then move the fire team to 5 while ordering

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ **BlackFriday** ★ Hell's Highway ★ Tooth and Nail

the bazooka team to fall in. Advance to 6 and take cover behind a metal container while sending the bazooka team to 2. Fire along with both teams at the enemies at 2 and 3 to hit the groups of soldiers from two different directions at once.



Sneak around to the side of the church along with the bazooka team for some flanking action.

Make a move to 7, dig in along the wall, and then order the bazooka team to move to 3. From here you can kill the soldiers at 6. Some enemies may have moved to 5, so order the fire team to attack them. Send the bazooka



The machine gun in the building to the west of the church can ruin your day, so keep it suppressed.

team to 4 to suppress the machine gun on the second floor of the building at 1. Then you can move to 8 to finish off any enemies still in the area, including the crew of the 88 if they have not already been killed. Now walk up to the 88 anti-tank gun and place a satchel charge on it. After it blows up, order the fire team to fall in.



Use a satchel charge on the 88 to complete your objective.

★ TO THE MUNICIPAL DISTRICT ★

NEW OBJECTIVE

Clear the municipal building



Move your teams into the church so they have cover.

Once the fire team gets to your position, order the bazooka team to fall in and then walk into the church. As you approach the main room, dig in on the side of the interior doorway at 10 and position your

fire team at 9 while placing the bazooka team at 5. A group of soldiers will walk in from 7. Order both teams to attack. Add your fire to the engagement to eliminate this threat.



Take cover by the gate and send a team to this point ahead of you.

Advance to 11 and dig in to the side of the gate. A group of soldiers opens fire on you from 8. Order the fire team to move to 5 while sending the bazooka team to 6. Fire on the enemies to suppress them so your teams can get into position safely. Attack with all your teams. If they can't kill the enemies, throw in a grenade to clear your path. Be sure to restock your ammo and grenades at the ammo cache near the fire team's position.



Order your teams to attack the enemy blocking the archway.



Get the fire team into position behind the metal barricades so they can suppress the enemies on the way to the municipal building.



Move through this building and then suppress the enemies to the west.

Now head to 12 and order the fire team to move to 6 to fire on the soldiers who move to 9. While they are suppressed, send the bazooka team to 7 and order them to fire on the enemy soldiers. Now advance the fire team to 9 so they can get close enough to assault the enemies or at least force them to withdraw. Order the bazooka team to fall in as you move to the doorway at 12. Enter the building and move to 10. Dig in on the doorway and send the bazooka team to 8. Order your teams to fire on the soldiers at 10 and 11.

BROTHERS IN ARMS

HELL'S HIGHWAY



Bring the fire team forward to assault.

While the two enemy groups are suppressed, move the fire team to 9. From there, they can assault the enemy at 11. You also can throw grenades at these two groups to wipe them out. Once the area outside the municipal building is clear, sign the Kilroy located just south of the doorway where you are dug in.



The second Kilroy is located along the wall next to the car.

Enter the municipal building from this side entrance.

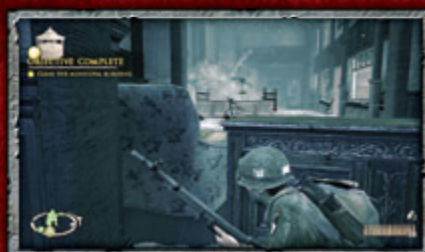


Throw a grenade to get rid of the soldier behind the desk.

It is now time to enter and clear the municipal building. Leave your teams behind while you do this job. The rooms are small, and it is easy for your teams to take casualties in such tight quarters. Move to 15 and dig

in along the inside wall. There is an enemy at 12. Just throw a grenade in to kill him. Sprint to 16 and take cover behind the desk. Another soldier is at 17. Aim right above the desk he is hiding behind. As soon as he looks over the desk to take a shot at you, fire first and kill him. Then move to 17 to dig in behind another desk. Throw a grenade at the soldier at 10 to finish clearing out the building and complete an objective.

Shoot this enemy as soon as he sticks his head above the desk.



Throw another grenade as this last enemy in the building.

★ BACKYARDS OF VEGHEL ★

NEW OBJECTIVE
Destroy the Panzer IVs



Send your teams out in front of the municipal building to engage the enemy.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ **Black Friday** ★ Hell's Highway ★ Tooth and Nail



Use these stacks of lumber for cover as you flank the soldiers.

While they are suppressing the enemies, move west past the trucks and then to 19. Dig in behind the lumber and fire into the enemies' flank to mow them down.

Vault over the desk and move to 18 as you order your teams to fall in. A group of German soldiers is positioned at 15. Send the fire team to 12 and the bazooka team to 10. While they are

As you are clearing the street out in front of municipal building, you hear enemy tanks driving down the street to the north. Move to the recon point near the car to unlock a report. Then continue to



Pick up a bazooka for some extra firepower against German tanks.

the crate on the sidewalk and pick up a bazooka. You will have to trade in one of your weapons to get the bazooka, so select whichever weapon you are willing to give up.

Check out the recon point to unlock a report.



Get the bazooka team behind the low wall and wait for the patrolling tank.



Wait to fire at the rear of the tank for a one-shot kill.

Order the bazooka team to fall in. Wait for a tank to drive down the road toward you and turn to head east. This is your chance to get into position as the tank patrols around this area. Move to 7 and position the bazooka team at 1. Dig in behind the wall and stay put while the tank comes down the road again. As it makes its turn to head east, pop up and fire a bazooka rocket at the rear of the tank. Order the bazooka team to attack as well. If you get a good hit, you can destroy the tank with a single rocket. However, if it keeps going, just stay put. Reload the bazooka and repeat the tactic during the tank's next pass by your position.



TIP

If you are feeling exceptionally bold, you can try placing a satchel charge on a tank. Get behind cover and wait for a tank to fire or pass by. Then run up to it from the side or rear and place the explosives on the tank. The charge will go off in four seconds, so you'll need to rush back to cover. It only takes one charge to destroy a tank.

BROTHERS IN ARMS

HELL'S HIGHWAY



Enemy soldiers move about in the northern backyards.

There is one more tank to take out. Before you go after it, order both teams to fall in. Send the fire team to ① to attack the enemy infantry at ①. This will keep the enemy suppressed so you can lead the bazooka team and go after the next tank along the eastern end of the backyards. Advance to ② and position the bazooka team at ②. From here, you can help the fire team attack the infantry to the north. Send the bazooka team to ③ to begin attacking the tank.



Go after the second tank with the bazooka team.

Sign this Kilroy before destroying the second tank.



Take careful aim at the rear so you will only need to take one shot.

This position gives you a perfect shot at the rear of the tank. Wait for the tank to fire at either you or the bazooka team, then pop up from behind the wall and launch a rocket. If the first round does not destroy the tank, reload the bazooka and fire again. When both tanks are smoking wrecks, this part of the mission ends. You do not have to eliminate the infantry still in the area.

While the bazooka team is diverting the attention of the tank, sprint ahead to ③. Quickly sign the Kilroy on the wall of the building to the south, then dig in behind the wall to protect yourself from the

yourself from the

PANZERGRENADIERS

NEW OBJECTIVE

Destroy the Panzers and 88s



LEGEND

- ① Player
- ① Enemy Squad
- Machine Gun
- Anti-Tank Gun
- Tank
- Bazooka Team



British armor has arrived.

Time to trade in your bazooka for a tank. You are now in control of a British Sherman Firefly. Your objective is to destroy two enemy tanks and an 88 anti-tank gun. Along the way, you will be engaged by numerous infantry units, including machine gun nests and bazooka teams. Drive the tank out to ①, just past the house, so you can see enemy units down the street to the west. Suppress them quickly with the machine gun, then fire the main gun to kill them.



Ease out just past the house so you can see and engage the enemies down the street.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ **BlackFriday** ★ Hell's Highway ★ Tooth and Nail

TIP

The key to this part of the mission is to take your time. There is no rush. Instead, advance a bit until you locate enemy units, then stop and engage them at long range. Duck inside the turret when you start coming under enemy fire. While you're exposed, soldiers and machine guns can be dangerous. Also, if you are standing in the turret, a hit from an enemy bazooka can kill you. The drawback to being "buttoned up" inside the tank is that you can't fire the machine gun and are limited to using the main gun.



Watch for soldiers off to the sides. They can kill you while you are up in the turret.

Once you have killed all the enemies you can see, drive toward 🟢. Clear out all enemies as you go and then begin driving slowly toward 🟢. As soon as you spot the bazooka team at 🟡, start engaging it. Aim just below the suppression circle to score a hit. Also watch out for a tank at the western end of the street. It can be tough to see through the haze. Look for cannon fire or even just a suppression circle. Then duck down into the hatch and start firing at the tank. Make sure the front of your tank is facing the enemy because you have more armor in front than on the sides or rear.



Shoot that tank.

This enemy bazooka team is tough to get. You have to drive by to kill them.



Take a left at this corner.

As you approach 🟢 keep an eye on the house on the left. A bazooka team at 🟡 is waiting to ambush you. Because they are in the middle of the house on the second floor, you can't

engage them at long range. Instead, keep your sights on this enemy and drive past slowly. Fire the machine gun at them to keep them suppressed and then use the main gun as soon as they are in sight. Keep going until you get to 🟢. The only opposition remaining in this immediate area is soldiers. Turn the corner and drive to 🟢.



Drive quickly to this spot so the house is between you and the 88.

As you are driving toward 🟢, don't stop to engage enemies. There is an 88 to the west. You want to get to a position where the house offers your tank cover from the anti-tank gun. Once there, eliminate all of the infantry around. If the screen starts turning red, duck down into the turret and close the hatch until you've dealt with the infantry.



The main gun will take care of enemy infantry even if they are behind cover.



Use the machine gun to drive the crew away, then destroy the 88.

Continue to 🟢. Be sure to kill the machine gun nest on top of the building at 🟡. Keep the brick wall between you and the 88 while you fire the machine gun at the Germans manning the gun. Your main gun can't fire over the wall, but your machine gun can. Kill the crew or at least force them to flee. Then move forward to blow up the gun. Advance to 🟢, eliminating groups of soldiers along the way.

BROTHERS IN ARMS

HELL'S HIGHWAY



PUSHING BACK



LEGEND

- Player
- Enemy Squad
- Machine Gun
- Tank
- Bazooka Team

Clear out these infantry before turning onto the street.



Destroy the bazooka team before it can fire at you.

Continue up the road to 9 and concentrate on another bazooka team—this time at 5.

Hold at 7 and use the machine gun to kill the soldiers that move to 10. Now begin advancing toward 8. Suppress the bazooka team at 4 with your machine gun until you can kill them with your main gun.



Take out this last bazooka team in the house off to the right.



Button up when you see the tank. It will take a couple hits to destroy it as it moves north.

Advance toward 10, clearing out enemies as you go. Stay to the left side of the street so you can get a shot at the bazooka team at 6 as soon as possible. The second tank is at the end of the street. As soon as you see a suppression circle in that direction, duck down into the turret and start firing the main gun. The tank will move north. It takes a couple hits to destroy, so you may need to move to 11 to get behind it. You have to shoot quickly and accurately because your tank can only take a few hits before it is destroyed. Finish off any remaining infantry in this area to complete the mission.



Mop up the remaining enemy soldiers.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ **Hell's Highway** ★ Tooth and Nail

★HELL'S HIGHWAY★

SOUTHWEST OF UDEN, HOLLAND

SEPTEMBER 23, 1944

MAIN OBJECTIVE

Reopen Hell's Highway



Recon Points: 2

Kilroys: 3



BROTHERS IN ARMS

HELL'S HIGHWAY

TAKING THE FARM

NEW OBJECTIVE

Destroy the SS



After clearing out Veghel, your squad is sent toward Uden. The highway between the two towns has been cut by the Germans. It is up to you to help clear out the Germans and get the highway open again so troops can move on to Arnhem to meet up with the British paratroopers securing the bridge over the Rhine. As your squad is driving along in their jeeps, you come under mortar attack. It looks like you have found the enemy and the rest of this mission will be on foot.



Start shooting at the enemy to the north of your position.

Stay where you are at the start of the mission and fire on the enemies at 1 to try to kill one or two while you suppress them. Once they duck down behind cover, send your fire team to 1 and have them begin firing on the Germans. As usual, their job is to keep the enemy suppressed for now so you can perform a flanking maneuver.



Send the fire team to this location to help you suppress the enemy.



Move down this ditch and then fire into the enemies' flank to kill them.

While the fire team does its job, switch to the Thompson and sprint down the ditch along the right side of the road. Move to 1 and then fire into the flank of the soldiers at 1. Once they are eliminated, quickly move to 2 and dig in behind the burning vehicle. A machine gun at 2 will open fire on you while you are in the ditch, so you have to get out.

Use the burning vehicles for cover as you advance down the road.



PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

A group of Germans is positioned at ②. Order the fire team to engage them while you send the assault team to ①. Help both of your teams wipe out the soldiers and then move to ③. Once again, get behind a vehicle and take a look to the north. A machine gun is at ④. Suppress it with the Thompson and then move the assault team to ⑤ to continue firing on the machine gun. Once they are in position behind the cover of the barrels, send your fire team to ⑥ to take cover behind some lumber. Order them to fire at the enemy soldiers at ⑦.



Send your teams forward to the left of the road.



Snipe at these soldiers hiding behind vehicles.

M1 Garand rifle to shoot at the German soldiers at ⑧. They are hiding behind burning vehicles, so just take your time and wait for them to stick their heads up. After you have suppressed them, send the assault team to ⑨, where they can help you attack these soldiers and the machine gun at ⑩.



Rush to this bundle of lumber and flank the soldiers at the northern end of the field.



Make sure your fire team is suppressing the enemy at ⑪, then sprint to ⑫ and dig in behind the lumber. From this spot, you have a perfect spot for firing into the enemies' flank. Kill them all before they can run away. Send the assault team to ⑬ and help them finish off any enemies that might still be along the road to the east of your position, such as the machine gun at ⑭.



Pick up this sniper rifle dropped by the enemy.



Order the fire team to attack the enemy machine gun at the farm.

Now that the field to the west of the road is clear, it is time to move on to the farm. Order your fire team to fall in while you move to ⑮. Check the dead soldiers here for weapons. Swap out the M1 Garand for a sniper rifle. It will come in handy not only for clearing out the farm, but also for the rest of the mission. The 88 gun you must destroy is located at the farm and will fire on your squad as you advance. It is important to remember not to hide behind sandbags or wooden fences, which can be destroyed until you have silenced the gun. As you approach the farm, you will see a machine gun at ⑯. Order the fire team to move to the ditch at ⑰ and begin firing on the machine gun.



Send the assault team into the ditch south of the farm.

Move to ⑱ and take cover behind the truck. Order the assault team to move down the ditch to ⑲ to attack the 88. They won't be able to stop the gun from firing, but they will draw its attention. As it turns to face your team, you can shoot the two soldiers manning the gun. Use the sniper rifle to kill both of them, then order the assault team to move to ⑳. Snipe at the machine gun at ㉑ to try to kill the soldiers or at least suppress them while the assault team moves into position. Once they're in position, order them to attack the machine gun.



Snipe at the crew of the 88 to stop it from firing.



Take cover behind this truck and then snipe at the enemy machine gunners hiding behind the chicken coops.



BROTHERS IN ARMS

HELL'S HIGHWAY

Make your way to 8. Send the fire team to 9. Three more German machine gun teams will arrive and take up positions at 4, 5, and 6. Order the fire team to fire on 4 while the assault team attacks one of the other two. Snipe at the machine gunners to kill as many as you can from a distance.



Sprint to this shed and use it for cover as you throw grenades at the machine gunners.

Once the machine gun at 4 is eliminated, have your teams suppress the two remaining machine guns. Now sprint to 9 and take cover behind the brick wall of the shed. Add your fire to keep them suppressed as you bring the fire team up to 5. Once they are in position, throw grenades to kill the rest of the machine gunners. Don't worry about running out of grenades. There is an ammo cache nearby.

Bring your fire team forward to suppress the soldiers by the barn.



The Kilroy is on the backside of the barn, near the trough.

There may still be one group of soldiers left if your teams have not already neutralized them. They hide behind a wagon at 6. Order the assault team to attack while you move the fire team to 6. While both teams keep the soldiers suppressed, advance to 10 to stock up on ammo and grenades at the ammo cache. Then continue to 11 to sign the Kilroy on the eastern side of the barn. Finally, continue to 12 and attack the German soldiers from behind.



All that remains is to destroy the 88.

Now that all enemies have been eliminated around the farm, it is time to blow up the 88. Make sure your squad members are a safe distance from the gun, then move in to place the satchel charge. Get back and watch the gun go up with a bang. Now order your squad to fall in and head due north toward the canal.

★ WATER UNDER THE BRIDGE ★

NEW OBJECTIVE

Clear the canal

LEGEND

- 1 Player
- 1 Fire Team
- 1 Assault Team
- 1 Enemy Squad
- 1 Ammo Cache



Advance to the canal.

Your next objective is to clear out the Germans around the bridge over the canal. Lead your squad to 1. The Germans will move into position as soon as you enter the water, so give orders to your teams while you're still on the banks of the canal. Send the fire team to 1 behind the cover of a fallen tree and the assault team to 1 where they can dig in behind some barrels. While they are moving, head to 2 and take cover behind an old truck.



Position your teams in the water behind cover.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Get your teams firing on the four groups of Germans to the west.

There are four groups of Germans that you must eliminate to clear the canal. One takes cover behind some scrap metal at ❶ while another is up on the bridge at ❷. The last two groups are behind stone walls under the bridge at ❸ and ❹. Order the assault team to fire on the closest soldiers in the water while the assault team fires on the enemies under the bridge. Now use the sniper rifle to take out the soldiers on top of the bridge.



Snipe at the soldiers on the bridge.



Move your assault team forward so they can assault the remaining enemies.

Once you have eliminated the soldiers on the bridge, clear out those in the canal. From your position, it can be tough to snipe at the remaining enemies because you are firing through your own men. Advance to ❸ and take cover behind the fallen tree. Snipe at the Germans at ❶ to finish them off, then move the assault team to ❷, where they can take cover behind a canal bank. They are close enough to assault the remaining groups under the bridge. While they throw grenades, pick off soldiers with the sniper rifle until the canal is clear. Order your teams to fall in and lead them down the canal to ❹, where you will receive your next objective.



Cross under the bridge to the next area.

88MM ASSAULT

NEW OBJECTIVE

Destroy the 88



LEGEND

- ❶ Player
- ❷ Fire Team
- ❸ Assault Team
- ❹ Enemy Squad
- ❺ Machine Gun
- ❻ Anti-Tank Gun
- ❼ Ammo Cache
- ❽ Recon Point
- ❾ Kilroy



Get your teams behind these stone walls.

As you pass under the bridge, you receive new orders. The Germans have positioned another 88 alongside the highway, and your squad must destroy it. However, the highway is blocked by destroyed vehicles, so you will have to fight your way across a field and then through a barn. Enemies are moving into position to stop you, so quickly get your squad into position. Send the assault team to ❸ and the fire team to ❷ while you move to ❶.

BROTHERS IN ARMS

HELL'S HIGHWAY



There are several groups of enemies between you and the barn. Use your teams to eliminate them so you can get to the 88.

Two groups of German soldiers will advance toward your position. Let them get in close and then order your teams to open fire. The fire team should engage the soldiers at ① while the assault team takes on those at ②. Because they are close enough, the fire team can assault their targets with grenades and clear them out. Now move to ③ and bring the fire team to ④ to help attack the enemies at ②.



Snipe at the machine gunner in the window of the barn.

A machine gunner sets up in the second floor window of the barn at ①. Use the sniper rifle to take him out. If you don't have a sniper rifle, the M1 Garand will do the job. Just take careful aim and wait for him to fire. The muzzle flash from the machine gun will illuminate the gunner, giving you a good target. From their new position, the fire team can help clear out the enemies at ② so you can bring the assault team forward to ③. Order the fire team to attack the soldiers at ④ to suppress them so the assault team can move safely. Now order the assault team to assault the enemies at ⑤.



The assault team advances to the fallen tree.



Don't forget that you have grenades. There is an ammo cache at the end of this area, so feel free to use the grenades. They can come in handy when you're trying to kill enemies behind cover.



Use the fallen tree on the western side of the field for cover as you snipe at enemy soldiers.

While your teams engage the soldiers, sprint to ⑥ and dig in behind the fallen tree. From here you can clear out any remaining soldiers at ⑤ and ⑥ and start sniping at other soldiers closer to the barn. Order your teams to fire on enemies at ②, ⑥, and ⑦ to suppress them. Move the assault team to ⑧ to continue suppressing and then send the fire team to ⑨.



Take cover behind the wooden fence and flank the soldiers in front of the barn.

It is time to flank again. Sprint to ⑩ and use the Thompson to mow down the remaining soldiers at ⑨. Continue to ⑪ and finish off any soldiers in front of the barn. All that remains are the soldiers who fled into the barn. Order the assault team to suppress them while the fire team moves to ⑫. Then have the fire team take up the suppression job while the assault team advances to the stack of wood at ⑬. While the assault team attacks the soldiers in the barn, move the fire team to ⑭. From here they can assault the enemy and throw grenades into the barn to clear it out.



The fire team assaults the soldiers inside the barn.



The assault team takes cover behind hay bales inside the barn.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Watch out for this sniper on the second floor of the barn.

barn and moves to 10, where your assault team will be able to wipe them out. Now move to the stairs at 7. A sniper appears at the top to attack you, so be ready to shoot him. However, your fire team will usually kill him for you because they are positioned with a perfect field of fire to the stairs.



If you do not already have a sniper rifle, pick up the one dropped by the sniper. This weapon makes the last engagement of this mission much easier.



Follow the walkway on the second floor of the barn to find the recon point.

Head up the stairs, turn left, and continue around to the window where the machine gunner was positioned. At the window, recon the area below to unlock a recon report. Once you have completed this, walk back downstairs to rejoin your squad. Don't go out the opening on the north side of the barn on the second floor or the 88 may fire at you.



Send the assault team to take cover behind the destroyed vehicle so they can get the machine gun.



Dig in by the side of the truck and snipe at the gunners manning the 88.

Exit the barn through the door on the northwest and quickly dig in behind a bale of hay at 8. The 88 is to the east and has a machine gun team protecting it. Send your teams to 6 and 4 with orders to fire on the machine gunners at 2. Once they are suppressed, send the assault team to 7 to attack the machine gun team up close. You can even try sniping some of the enemies from your spot if they are visible. Now advance to 9 and take cover behind the truck. From here you can snipe at the gunners on the 88 because they should be aiming at your assault team. If not, make sure your assault team is attacking the gun. Rather than sniping, you also can sprint to 10 and dig in behind the trough to kill the gunners with the Thompson or a grenade. Finish off any remaining enemies in this area.



The second Kilroy is near the silo.



Blow up the second 88 with a satchel charge.

Before blowing up the 88, pick up some ammo and grenades at the ammo cache. Then locate and sign the Kilroy on the northern wall of the shed by the silo. Now that you are already for your next objective, return to the 88 and plant a satchel charge on it. Once it is destroyed, order your squad to fall in and get ready to move out.

Before blowing up the 88, pick up some ammo and grenades at the ammo cache. Then locate and sign the Kilroy on the northern wall of the shed by the silo. Now that you are already for your next

BROTHERS IN ARMS

HELL'S HIGHWAY

ON THE PROWL

NEW OBJECTIVE Destroy the Panzer IV



Run up to the tank and place a satchel charge to destroy it.

Leave your position of cover and sprint along the right side of the road to ②. Take cover behind a burning vehicle. Keep an eye on the tank and don't use the sandbags for cover—the tank's gun can destroy them, taking you along. Wait for the tank to fire, and then vault over the sandbags and run up to the side of the tank. Place a satchel charge and run back to ②. The charge detonates four seconds after you place it, so make sure you are away from the tank. Four groups of German soldiers will move into position, so dig in behind the barrels and sandbags when you get to your destination.



Suppress the enemies to the north.



Position the fire team behind this wrecked vehicle and order them to fire at the German tank.

Follow the highway to the north. As you get to the next area, leave the assault team behind some cover and continue along with the fire team. Order them to move to ① while you take up a position at ①. Once they are ready, order them to fire at the enemy tank directly ahead in the center of the road. Though they can't damage the tank, they can keep its attention.



Move around the back of the house to flank the enemy soldiers.

Fire on the soldiers to the north to suppress them while you bring up your teams. Order the fire team to help by firing on the enemies at ① while you suppress those at ②. Send the assault team to ③ to take over firing on ① while you move the fire team to ② to attack the soldiers at ③. This will keep the Germans occupied while you sneak around the back of the eastern house to ④. From here you can take down the soldiers at ① and ②.



Sprint to the cover of the burning vehicle.



Take cover behind this scrap of metal.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



The remaining soldiers are caught in a crossfire.

at ① and then bring the assault team to ② so they are behind the wrecked tank. Order both teams to fire at the soldiers while you pick them off one at a time with the sniper rifle.



Once you get your teams into position and have eliminated the soldiers at ① and ②, head back to ③, cross the street, and sneak behind the western house. From here you can come up behind the soldiers at ④ to flank them.

NEW OBJECTIVE Reach the train station



Lead your teams toward the train station.

Once all enemies have been killed, order your teams to fall in and make your way north along the road to ⑥. Wade across the canal and position your fire team at ② and your assault team at ③ while you quickly dig in behind the stone wall at ⑦. There are only two enemy groups here. Order your fire team to engage the machine gun team at ⑤ while your assault team fires on the soldiers at ④.



Peek around the corner of the wall and snipe at the machine gunners.

The machine gun is your main priority. Move to the edge of the wall and peek around the side so you can take aim at the machine gun team. Use the sniper rifle to pick off the gunners as they stick their heads above the lumber where they've taken cover. Once they are eliminated, order the fire team to suppress the soldiers at ④ and advance the assault team to ③. From this closer position, they can assault the enemy soldiers and kill them with grenades. Help them complete this task by sniping at the enemies behind the wagon as they break cover to fire at your squad.



The assault team moves in for the kill.

★ TRAIN STATION ★

NEW OBJECTIVE Clear the train station

Baker enters the train station to clear it out.



Head up these stairs to the second floor.

Once both enemy groups outside the train station are eliminated, Baker will enter the building on his own. After he sees a hallucination, fire-damaged floorboards from above fall down and cut off his exit. The only way out is to head up the stairs.

BROTHERS IN ARMS

HELL'S HIGHWAY



Take cover at the corner.

When you get to the top of the stairs, dig in along the wall on the left side. As you peek around the corner, you will see a couple groups of soldiers in the rooms at the end of the hall. Use the Thompson to shoot

as many as possible. They will be firing back at you, so be careful to duck back behind cover so you are not killed. Also try using the sniper rifle to kill a few as they poke their heads up to fire at you. You can't kill them all from here, but you can at least get some of them.



Kill as many enemies as possible from this spot.



Throw a grenade through the window into the next room, then follow it up with bursts of fire.

After you have done all the damage you can from the stairway, sprint forward and dig in under the window. Throw a grenade through the window to clear out some of the soldiers hiding behind the couch in the next room. Then pop up and fire away with the Thompson. As before, be ready to duck back behind cover or you may get hurt.



Be sure to save a couple grenades for the next part of the mission. Otherwise, feel free to use the rest for clearing out the train station.



Advance along this outside walkway to the bar.



Go to the end of the bar to find the recon point with this map.

Move to the left end of the wall and peek around the corner. The walkway ahead of you leads to the train station bar. If there are still enemies inside, throw in a grenade and then sprint to the doorway, digging in on the left side. Finish off any remaining soldiers in this room. Once it is clear, walk over to the end of the bar and take a look at the maps. This is a recon point, and it unlocks a recon report for you. Finally, head down the stairs on the other side of the bar to get back to the first floor of the train station, where you will receive some new orders.

★ AGAINST ALL ODDS ★

NEW OBJECTIVE

Defend the train yard



LEGEND

- Player
- Machine Gun Team
- Assault Team
- Fire Team
- Enemy Squad
- Machine Gun
- Tank
- Bazooka Team
- Ammo Cache
- Kilroy

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Your teams are waiting for you by the platform.

As soon as you exit the train station, your squad comes under attack by German infantry and a tank to the north. The assault and fire teams are already positioned behind a train platform, ready to defend the train yard. You now have command of a machine gun team, too. Leave the assault team on the far right of the platform and the machine gun team in the middle. Order the fire team to move to the far left end of the platform. Keep all your teams in these positions for the rest of the mission so they can provide fire support for you and stay out of harm's way.



It is best to keep your squad behind the platform during this part of the mission so they will stay safe.

Throw a grenade at the enemy bazooka team.



Pick up the panzerschreck and then rush up the stairs of the water tower.

Assign targets for each of your teams. At the start, there are soldiers at ① and ②, a bazooka team at ③, and a tank to the north. Move to ④ and dig in behind the platform. Make sure you have the Thompson selected and fire a few bursts to help suppress the enemy. You don't want to wait too long to kill that bazooka team, so throw a grenade at it and the soldiers behind it at ①. As soon as the grenades detonate, start moving toward ②. Pick up the panzerschreck dropped by the enemy—swapping it for the Thompson—and then rush up the stairs of the water tower to ⑤. Dig in behind the sheet metal at the top.



Use the panzer-schreck to destroy the first tank.

It is time to take out the German tank. Make sure the panzerschreck is loaded and then pop up from your cover and take a shot at the tank. You are firing at the front of the tank, so it will take two hits to destroy it. After your first shot, duck down and reload. Then pop up and make your killing second shot. Reload the panzerschreck if you still have some rockets left, then switch to the sniper rifle. Several enemies have taken up positions behind the stone walls to the north of the tower. However, your first target is the bazooka team at ②. Snipe them before they can cause trouble. Then go after other groups of soldiers such as those at ③, ④, and ⑤. Order your teams to fire on these enemies, too. However, don't kill them all right now. Leave at least one group—preferably the one at ②, where your assault team can keep them suppressed.



The tower is a great place for sniping. Kill that second bazooka team before they kill you or your teams.



Stop and sign the Kilroy on the way down the stairs.

There are more tanks headed your way a bit later, so you need to get some more rockets for the panzerschreck. Head back down the stairs. About halfway down, look into the middle of the tower below the water tank to find the last Kilroy in this mission. Quickly sign it, then sprint to ⑥ to find an ammo cache. Pick up more rockets and ammo, and then take cover behind the lumber at this position.



Sprint for the ammo cache to get more rockets for the panzerschreck.

BROTHERS IN ARMS

HELL'S HIGHWAY



Snipe at the German reinforcements coming from the north.



The second tank will drive right next to you. Wait for it to pass by so you can fire at its rear and kill it with a single shot.

Use the sniper rifle to clear out any remaining soldiers along the stone wall. By this time, the second wave of Germans should arrive. Snipe at them as they are moving through the fields before they can get to the cover of the stone wall. A machine gun team will head to 4, and soldiers will move to 4, 5, and 6. The enemies at 6 can be a threat to you, so deal with them quickly. You can throw a grenade at their sandbag cover or even fire a rocket to wipe them out. Remember, you are right next to the ammo cache if you need more rockets. Two tanks are heading for the train yard. One will come right toward you. As long as you stay behind the lumber, you are safe. Wait for it to come right up next to you, and then turn toward the tower. This gives you a perfect shot at its lightly armored rear. Aim and fire to kill this tank with a single hit.



Fire on the third tank near the water tower.

While you are engaging the second tank, a third tank will advance toward the train station on the east side of the tower. You can engage it from your position at 7. Because you are firing at the front, it will take two hits. Make sure you are behind cover, and then fire two shots at the tank to destroy it. Once it is a smoking wreck, snipe at any remaining enemies around the rail yard to clear it out. There are more German tanks headed your way out in the field to the north. Don't worry about destroying them. Just stay behind cover because they will fire at you. Allied tanks will arrive to destroy the enemy armor and the mission will be completed. You have successfully defended the train yard.

TIP



Rather than staying at 7 to deal with the last two tanks, you can head back onto the water tower. This position lets you engage the tanks at a distance while they are still approaching the

area, but you are more exposed. Make sure you are behind cover at all times. If a tank has its gun aimed at you, stay low until it fires. It can kill you if you are looking over the cover when it fires.



Your squad has reopened Hell's Highway.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

★ TOOTH AND NAIL ★

EAST OF KOEVERING, HOLLAND
SEPTEMBER 26, 1944

MAIN OBJECTIVE

Advance to the windmill



BROTHERS IN ARMS

HELL'S HIGHWAY

★ ONTO THE DUNES ★

NEW OBJECTIVE
Destroy the four 88s



The Germans are again trying to cut the highway, this time south of Veghel near the town of Koeving. Colonel Sink has ordered your squad to set up an observation post in a windmill to keep an eye on enemy activity and to call in artillery when necessary. Get to the windmill. Along the way, you will have to destroy four German 88 guns. For this mission, you retain the three teams you had at the end of the last.

NOTE

The various sections of this mission can be played in several different ways. After going through this mission, it is a lot of fun to play it over again and try different tactics. The trench areas are especially good for testing out various ways to kill the enemy and achieve your objectives.



Position your teams behind this dune.

Unlike some of the previous missions, you do not begin this one right in the middle of a fire fight. Instead, you will have to do some marching to get into combat. Order all three of your teams to fall in and lead them southeast across the pond. If you want to keep your feet dry, you can follow the path around to the bridge in the east. Advance toward 1. As soon as you climb up a small rise and are looking down onto the dunes, a couple groups of German soldiers will move up from the south to attack. Send the fire team to 1 and the machine gun team to 2. Keep the assault team with you as you dig in behind the dune at 3. Order the machine gun team to engage the enemies at 4 while the fire team goes after those at 5. Use the M1 Garand to help suppress the enemies.



Assign targets for your teams to attack.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Send the assault team forward to kill the enemies on the right.

Once both groups of soldiers are suppressed, send the assault team to 1. From here they can assault the soldiers at 1 and wipe them out. Now order all teams to fire on the group at 2. Move to 2 and help clear out the enemies while sending the assault team to 2. More Germans arrive to the south. A machine gun opens fire on your squad from 1 while groups of soldiers take up positions at 3 and eventually 4. Quickly move your assault team to 2 with orders to suppress the machine gun. Suppress the enemy soldiers yourself while bringing the machine gun team to 2 so it can open fire on the enemy.



Use the rifle to kill as many enemies at long range as you can so you have fewer to deal with up close.



Sneak around to the left to flank the enemy machine gun.

Rush forward to 3 and bring the fire team to 2. Dig in behind a dune and use the M1 Garand to pick off enemy soldiers to the south. The more you kill now, the less enemy fire your squad will receive. Make sure all your teams have targets, then move to 4. You are going to flank the machine gun. Continue to 5 and take cover behind a dune. The machine gunners may try to run with you on their flank, so be ready to mow them down with the Thompson.



Recon the dunes at the recon point.

After you have eliminated the machine gun, finish off any remaining soldiers near 3. Once you have cleared out this area, move to the recon point to the east of 5. After unlocking a recon report, make your way to 6 and dig in behind the metal barrier. There are three more groups of soldiers to the south, so get ready for another fight.



Head west to the next engagement.

Suppress the enemy while your teams move into position.



Your teams fire on the German soldiers from their positions behind cover.



Peek up over your cover and begin firing at the groups of soldiers to suppress them as you bring the machine gun team to 3. Once they arrive to help you suppress the enemy, send the fire team to 2 and the assault team to the crates at 4. While they are all moving into position, use the rifle to pick off some of the soldiers as they try to return fire at your squad. Assign targets to each of your teams so that all enemies are suppressed.



Get to the wooden fence and finish off the last of the enemy soldiers.



BROTHERS IN ARMS

HELL'S HIGHWAY

While your squad provides suppressing fire, you are going to flank the enemy. Sprint to 7 and take cover behind the overturned wagon. Fire a few rounds at enemies and then continue to 8. Dig in behind the wooden fence. It is destructible, so quickly fire on and kill the remaining enemy soldiers before they can shoot apart your cover. When you flank them, the enemy will often try to move, leaving them vulnerable to fire from your three teams.

6TH FALLSCHIRMJAGER

NEW OBJECTIVE

Destroy the first 88



Move your teams into position for the next fire fight.

Your squad has pushed through the dunes to the road. The first 88 is at the end of the road to the east. Stay at your position behind the wooden fence while giving orders to your squad. Send the fire team to 6, the machine gun team to 7, and the assault team to 8. Get them all firing at the soldiers at 8 or 9 if they have a field of fire.



Get that machine gun firing on the enemy.



Advance down the right side of the road to flank the first group of soldiers.



Move your teams up to help you suppress the enemy.

the assault team to 6. Order them to fire on the soldiers at 9 and the 88 gun to suppress each. Cross the road and then sprint down to 10 so you can flank the soldiers at 9. Bring the assault team up to 7 and order them to fire on the 88.

It is time to do some more flanking. Cross the road and then sprint to 9. Take cover behind the truck and fire into the soldiers at 8. Then take cover behind the fallen tree. Bring the fire team up to 6 and



Move the assault team forward to take cover behind the wrecked truck.



Rush down the side of the road and kill the 88 gunners.

It is now time to go after the 88. Make sure the fire and assault teams are firing on the 88 to keep its attention. Then rush across the road and take cover behind the destroyed jeep at 11. Wait for the 88 to fire and then sprint to 12. Dig in behind the sandbags for cover from the fire of the soldiers at 10 while you shoot the two soldiers manning the 88. If necessary, move to 13 and duck behind the stone wall to kill the gunners. Finish off the soldiers that were protecting the gun. The assault team can help you do this as you hit them from two different sides. Finally, place a satchel charge on the 88 and blow it up. One down—three to go.

PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



TRENCH ASSAULT



NEW OBJECTIVE

Destroy the second 88



LEGEND

- Player
- Machine Gun Team
- Assault Team
- Fire Team
- Enemy Squad
- Machine Gun
- Anti-Tank Gun
- Ammo Cache
- Kilroy



Position your machine gun team next to the destroyed 88.

The next part of this mission continues right away. As soon as the first 88 is destroyed, a second one opens up on you. Dig in behind the stone wall at to avoid the 88 shells. Quickly move the machine gun



Send your fire team down by the stream for covering fire.

team to and order it to fire on . Then send the fire team to to suppress . Those two machine guns are a real threat to your squad; having two of your teams suppressing them will make things easier on the rest of the squad. As your teams are moving into position, use the M1 Garand to pick off enemies.



Provide covering fire as the assault team moves across the stream.



Pause behind the stone wall to make sure the enemy machine guns are suppressed, then sprint across the stream to the other side.



Once the German machine guns are suppressed, send your assault team to . It is on the opposite side of the stream, so provide covering fire with the rifle as they move. Once they are in position, order them to fire on the soldiers at . Now it is your turn to move across the stream. Rush down the steps and take cover at . Check to see that the German machine guns are suppressed and wait for the 88 to fire. Then sprint across the stream to . Next bring the fire team across the stream and to . You may notice that, as you cross the stream, the soldiers at will usually retreat and join up with those at .



The assault team advances while you keep the German soldiers' heads down.

Flanking is tough in these trenches, so you will have to use direct attacks to advance. Send the assault team to while you fire at the soldiers at . Once the team is in position, order them to assault these



Rush forward to the stone wall right in front of the machine guns.

soldiers and clear the way to the machine guns. Make sure all your teams are suppressing the two machine guns while you sprint to . Once there, order the assault team to move to . Both the assault team and you are right under the machine guns.

BROTHERS IN ARMS

HELL'S HIGHWAY



The assault team throws grenades into the bunker to kill the machine gunners.

Move the assault team to 1 to take cover behind a trough. From here they can assault 2 and then 3. Order your fire and machine gun teams to switch their fire to the soldiers at 4 and the 88. Once the first machine gun is silenced, sprint around the trough and then continue into the bunker to dig in along the wall just inside at 5. Peek around the corner to kill the machine gunners at 6 to clear out the bunker.



Rush into the bunker to clear it out.

The bunker gives you a great spot to flank and kill the soldiers protecting the 88.



Sign the Kilroy on the back wall of the bunker before you leave.

While at 5, you are in a perfect flanking position to shoot the soldiers at 4. All that remains is the 88. Before continuing, move to the back wall of the bunker and sign the Kilroy. Then move to 6 to go after the 88.



If the 88 has its gun shield turned toward you, you will have to exit the bunker and move around to the side to kill the crew.

From the window of the bunker, try to kill the crew of the 88. If it is firing at your assault team, then the gun shield is blocking your shots. Try throwing grenades to kill the enemy. If all else fails, you will have to exit the bunker. Move to 7 and kill the gunners to secure this area. However, don't blow up the 88 just yet. Go to the ammo cache in the northern part of this area to restock your ammo and grenades. This is important because there aren't any others in this mission. Order all your teams to fall in. Position them behind the bunker, using stone walls and crates for cover. An enemy soldier will appear at 8, so make sure your troops are ready. Then set a satchel charge on the 88 to blow it up. When the German soldier arrives, your teams automatically take care of him.



Get your squad in position before blowing up the 88.



STALEMATE



NEW OBJECTIVE

Destroy the last two 88s



LEGEND

- 1 Player
- 1 Machine Gun Team
- 1 Assault Team
- 1 Fire Team
- 1 Enemy Squad
- 1 Machine Gun
- 1 Anti-Tank Gun

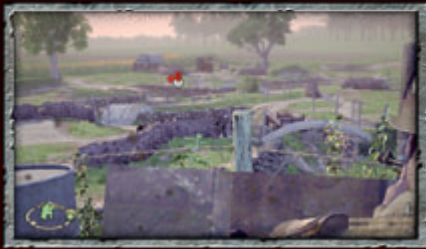
PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



Take cover behind the metal barriers overlooking the trenches below.

After killing the lone soldier, move to the stone wall to the south so you can see the next area. Send the fire team to ① and the machine gun team to ②. Then move to ③ and dig in behind the metal barrier. Give the two teams targets to suppress and then order the assault team to move to ④. While they are moving, fire at the soldiers at ⑤. Not only might you kill some of them, it also keeps their heads down so they won't bother your troops as they move into position. Order the assault team to attack and kill the soldiers, and then have them target the soldiers at ⑥. By this time, move enemies have moved into the area. Get the machine gun team firing on ⑦ while your fire team suppresses the soldiers at ⑧.



Fire on the enemy soldiers directly in front of you as the assault team moves into position.

Send the assault team to this location, where they can attack from behind cover.



The assault team throws a grenade to wipe out a group of soldiers.

Order the assault team to advance to ⑨. Provide covering fire as they move. Once they are in position, have them assault the soldiers at ⑩. They can then fire on ⑪. This gives you the opportunity to sprint to ⑫ and kill the crew of the 88 and finish off the machine gunners. Place a satchel charge on the 88 to blow it up and get ready to take on enemies to the north.



Move in to kill the gun crew and blow up the 88.



Move down into the trenches.

Carefully move around the corner in the trenches to mow down these soldiers all lined up in a row.



Get your teams into position behind these dunes and begin firing on the enemy.

BROTHERS IN ARMS

HELL'S HIGHWAY



Use the rifle to kill some of the machine gunners to reduce the threat to your squad.

While they are doing this, use the rifle to fire on . You may need to move up next to the assault team to get a good field of fire at these enemies. Don't worry about killing all the machine gunners. You just want to thin them out a bit for now.

Once the enemies are suppressed, send the assault team to . Fire on the soldiers at to keep them down so your team can move in and assault them. At their new position, the assault team is safe from the 88 and can fire on the enemy machine gun, too.



The assault team moves to the building to clear it out.

As the fight moves north, you need to bring your squad back together. Move to . Send the assault team to , the fire team to , and the machine gun team to . Order them to fire at the soldiers at , , and .

eliminated, send the fire team to while you advance under the bridge at . Continue all the way to . This puts you right behind the 88 and lets you easily kill the two soldiers manning the gun.

The only enemies left are the soldiers at . Try to shoot them from your position while ordering the fire team to suppress them. If they stay behind the stone wall, order the assault team to move to . They won't have any cover, but they can assault the Germans from that position. Be ready to fire if the enemy attempts to get away. Once they are all dead, use a satchel charge to destroy the fourth 88 to complete your objective.



All that remains is this last group of soldiers near the windmill.

TIP

Rather than flanking around to the north to come in behind the 88, you can try advancing with the assault team along the eastern edge. Use the wagon to the west of the building for cover as you make your moves. Continue through the building yourself to kill the soldiers at and come at the 88 from the side.



Throw a grenade to destroy the enemy machine gun.



Advance under the bridge to come up behind the 88 and kill its crew.

Keep your teams all firing at different enemies as you go off on your own. Move to and take cover behind a stone wall. From here, engage the enemy at . Order all the teams that have a line of fire, including the assault team, to fire on them and hit them from several different angles. If you can't kill them with direct fire, then throw a grenade. Because they are behind sandbags, the grenade will destroy their cover and kill them—or at least expose them to gunfire. Once the machine gun is



PUSH INTO KOEVERING



MAIN OBJECTIVE

Push the Germans out of Koevering

NEW OBJECTIVE

Destroy the 88



Put your machine gun fire on the enemy machine gun.

Pick off some enemies with the rifle as your teams suppress them.



PART II-THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



LEGEND

- 1 Player
- 1 Machine Gun Team
- 1 Assault Team
- 1 Fire Team
- 1 Enemy Squad
- 1 Machine Gun
- 1 Anti-Tank Gun
- 1 Kilroy

Now that your squad has reached the windmill, you will leave a couple soldiers behind to call in artillery support for the regiment. As a result, your machine gun and assault teams are each a man short. Your next objective is to drive the Germans out of town. You start by taking out another 88. Quickly get your teams along the stone wall. Position the machine gun team at 1 with orders to fire at 1. The fire team should engage the soldiers at 1 while taking cover at 1. Put the assault team at 1 and have them fire at the soldiers at 2. Meanwhile, move to 1 and take shots at any enemies that stick their heads up above their cover.

Send the assault team forward to clear out the small building.



Come around the left side of the building to fire through the doorways at the soldiers on the opposite side.

Keep all the enemies suppressed, and then send the assault team to 2 while you take over suppressing the soldiers at 2. Once they are in position, order your team to assault the enemy at 1. They will clear them out with grenades and gunfire. Now vault over the wall and sprint to 2. Peek around the corner of the doorway and fire through the building at the soldiers at 2 to mow them down.



Kill the machine gunner in the window with a carefully aimed rifle shot.

Though you have cleared out the first building, there are more enemies in the barn behind it. Move your fire team to 2 and order them to fire on the soldiers at 2. Move to 2 and dig in on the side of the doorway while bringing the assault team to 2 to fire on 2. The enemy machine gun is a threat, so use the rifle to snipe the gunner as he opens fire on your squad. Send the assault team to the trough at 2 so they can assault the soldiers at 2 and clear out the barn.



Send your assault team to the trough to kill the soldiers inside the barn.

BROTHERS IN ARMS

HELL'S HIGHWAY



Flank this machine gun and shoot the soldiers before they can get away.

The only enemy left in this area is the machine gun that your machine gun team has been keeping suppressed. Move to 5 and kill the gunners at 6.

Before advancing any farther, move into the barn behind you and locate the Kilroy in the southwest corner. Sign it and then exit the barn. Order the machine gun and fire teams to fall in.



The second Kilroy is inside the barn.

Engage the enemy units on the other side of the bridge.



The assault team moves up next to the bridge to get in for a close kill.

are suppressed, send the assault team to 4. Be sure to provide covering fire while they are running out in the open. From their new position, they can assault the soldiers at 4 and help wipe out the machine gun. You should be able to eliminate all the enemies without having to cross the bridge. However, if some are still alive, keep your teams firing on them while you rush across the bridge. Move around the back of the silo to 6 and hit the survivors from behind.

Move to 5 and take cover behind the stone wall. Bring the machine gun team to 2 and the fire team to 3. Order them to suppress the enemies at 4 and 5. Use the rifle to suppress the soldiers at 5.

Once all enemies

Get your teams firing on the Germans to the east.



Move forward and help your squad kill as many enemies at long range as possible.

More enemies are headed your way from the east. Move the fire team to 4 and the machine team to 3 to help you suppress the soldiers at 6. Then send the assault team to 4 to finish them off. More soldiers and a machine gun are across the field. Move the machine gun team up to 4 and the fire team to 5. Advance to 7 and open fire on the machine gun at 4. Have the machine gun team help while the fire and assault teams engage the soldiers at 7 and 8.

Advance down the southern side of the field using these trucks for cover.



Help the assault team clear out the soldiers in the building.

Try to kill as many of the machine gunners as you can with rifle fire. Once all the enemies are suppressed, send the assault team to 4 and order them to attack the machine gun. From their position, they can usually finish off these enemies or force them to leave their cover so the machine gun team can get them. Get up from behind your cover and head south and then east, moving between the trucks and the southern fence. This will keep you safe for a bit. Sprint across the open ground to the trough at 8 and dig in behind it. Suppress the soldiers at 7 and 8 so the assault team can push forward to 8. From here they can assault the enemies and wipe them out.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Position the machine gun team to fire on the enemy machine gun.



These stone walls will protect you from the 88's shells.



Take cover behind this wrecked truck. It will protect you from the 88.

Send the fire team to 5 to help out. Once the enemy is suppressed, sprint to 10 and dig in behind the truck. You now have to worry about the 88 and the two groups of soldiers protecting it at 9 and 10. The truck is good cover. However, before you can go after the 88, you must silence that machine gun.



Send the assault team into the building across from the machine gun.

While holding at the truck, order the assault team to fall in. Once they arrive at your position, order them to advance to 9 and take cover inside the building while they attack 5.

Now sprint south behind the building and around the corner to 11. Dig in behind some barrels and then fire on the enemy machine gun while sending the assault team to 10. The Germans will usually try to move away before the assault team can flank them, so have your other teams target the machine gun and be ready to fire on them yourself.



Suppress the machine gun as the assault team moves to flank it.

You can now focus on the 88. Advance to 12 and take cover behind the stone wall. Send the fire team to 7 and the machine gun team to 6 with orders to fire on the soldiers at 9 and 10. Move the assault team to 11 to help suppress the enemies. Then order them to continue on to 12 so they are close to the 88. Keep all your teams firing at the Germans to suppress them.



Send your teams forward one at a time to attack the enemies.



Move around the back of the house to flank the soldiers.



It is time for a flanking maneuver. Make sure all the enemies are suppressed, then sprint to 13 and take cover along the wall of the house. Make your way around the back of the house toward 14 so you can come up behind any remaining soldiers and kill them. From this spot, you also have a good shot at the crew of the 88. Gun them down while they are focused on firing at your teams. Blow up the gun with a satchel charge to complete the objective.



Come in from the side of the 88 to kill the crew while they are focused on your squad.

BROTHERS IN ARMS


HELL'S HIGHWAY

NEW OBJECTIVE

Rendezvous with the 502nd



The last Kilroy is on the brick wall to the west of the house.

The last Kilroy in this mission is located on a brick wall to the west. Be sure to take the time to sign it and then head east. Leave your teams where they are because you no longer need them. Make your way to the road and then walk south to  to get your new orders.



Advance under the bridge to meet up with the 502nd.







★ THREADING THE NEEDLE ★

NEW OBJECTIVE

Destroy the Panzers and 88



LEGEND

-  Player
-  Enemy Squad
-  Machine Gun
-  Anti-Tank Gun
-  Bazooka Team
-  Tank



Your new orders require you to command a tank.



Watch for those German bazooka teams. They are priority targets.

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail

Baker meets up with Mac and volunteers to take part in the final push to kick the Germans out of Koevering. The Germans have some armor, so you are given command of a Sherman Firefly for some heavy firepower of your own. Start off by driving east to ⑦. Enemy soldiers will move behind cover. However, focus on the bazooka team at ⑧. Blow them away with the cannon before they can get off a shot, and then finish off the rest of the soldiers.



If you see a bazooka team fire a rocket at you, quickly button up inside the tank. Your tank can withstand a hit, but if you are exposed you might be killed. The same goes for coming under fire from enemy tanks and anti-tank guns.



Continue advancing east, stopping to attack soldiers with the machine gun and cannon.

Once you have taken care of the first groups of enemies, push forward to ②. Several squads of infantry will move behind cover. Just fire the machine gun right through the wooden fences to kill these infantry. Stay put until you have killed as many as possible, then move forward just enough to get the rest. As long as you engage the German soldiers at long range, they are not a threat to you.



These soldiers are not threat to you at this long range.



Attack the first tank from long range before it even knows you are in the area.



You can destroy the second tank from the same spot. Look for the suppression icon to help you locate it.

Continue to ③ and engage the soldiers to the east. As you approach ④, keep a watchful eye on the barns to the northeast. Stop at ⑤, button up, and fire at the first tank. It will take a couple of hits to destroy. However, by firing at this long range, you can usually destroy it before it detects you and fires back. After the first tank is a burning hulk, rotate the turret to the right and fire at the second tank due east. Once again, long-range fire will give you a chance to destroy this tank without taking any return fire.

Move forward just enough to destroy the 88 and then the bazooka team.



Watch out for this third tank waiting to ambush you. Button up and fire quickly to destroy it.

Advance to ⑥. As you approach this point, have your turret facing north so you can fire on the 88 as soon as it comes into view. While the cannon is reloading, fire the machine gun at the bazooka team at ⑦ to suppress them until you can kill them with a high-explosive round. Make sure the cannon is loaded again, then drive cautiously to ⑧. A third tank is waiting for you through an opening in a brick wall. Be ready to get in the first shot. Back up while reloading so the brick wall will cover you, then move forward again to take the second shot for a kill. Continue on to ⑨ to get your final objective.

BROTHERS IN ARMS

HELL'S HIGHWAY

★ THE CAVALRY ARRIVES ★

NEW OBJECTIVE
Link up with the 506th



LEGEND

- Player
- Enemy Squad
- Machine Gun
- Anti-Tank Gun
- Bazooka Team
- Recon Point



Fire on the 88 as soon as you can see it. Aim right over the truck to kill this threat before it has a chance to fire on you.

As soon as you approach 1 on this map, look north. Locate a truck parked alongside the road. If you look over the top of the truck, you will see an 88 behind it at a distance. Take aim and destroy it with the cannon. Continue on to 2, engaging the soldiers at 1 and 2 along the way.



Follow the path around behind this building and mow down the infantry along the way.

Take out those bazooka teams!



Even though you are not on foot, you can still recon this area.

Kill each with cannon fire while you are still out of their range. Then advance to 5 to recon the area and unlock a recon report.

Rather than drive down the main road, take a detour and move to 5. A single group of soldiers at 2 is all that you face here. Continue to 4 and then halt.





There are a couple German bazooka teams at 1 and

PART II—THE CAMPAIGN

Lost ★ Operation Market ★ Five-Oh-Sink ★ Written In Stone ★ Operation Garden ★
Baptism of Fire ★ The Rabbit Hole ★ Black Friday ★ Hell's Highway ★ Tooth and Nail



There are two more bazooka teams at the end of the road.

Move to  and halt next to the house. Two German bazooka teams are up ahead at  and . Kill them with cannon fire and then deal with the soldiers alongside the road. Once it is clear, drive on to  to complete your final objective, the mission, and the game.



Advance to these houses once the road is clear.



You have successfully linked up with the 506th and kept Hell's Highway open. Unfortunately, Market-Garden was a defeat for the Allies.



Matthew Baker has survived yet another major military operation. However, not all the soldiers in his squad were so fortunate.



**BROTHERS
★ IN ARMS ★**
HELL'S HIGHWAY

NORTH
WESTERN
EUROPE



LARRY H.

563210023



TOP SECRET

CONFIDENTIAL

"I see them coming!" Weise shouted. "Eleven o'clock. The Tommies are launching tanks right down the road."

A big, green-colored British Sherman tank clanked down the Hechtel-to-Eindhoven road at fifteen miles an hour, spraying the area to the right of the highway with machine-gun fire. On the far left of the 2d SS Battalion's line, a group of young soldiers were quickly gunned down by the advancing British tank.

The SS men ducked for cover. The entire defensive line seemed stunned. With their antitank guns destroyed and their officers nowhere to be seen, the young SS soldiers hid in their trenches and waited for someone to issue orders.

Graf saw the lead British tank advancing straight down the road. A line of other British Sherman tanks followed in close order. If something wasn't done soon, the enemy tanks would pass the German defenses and advance, unchecked, toward Eindhoven.

Suddenly, in a burst of smoke and flame, the lead British tank jerked to a halt as it was hit by a Fallschirmjäger panzerfaust from the west side of the road. Oberstleutnant von der Heydte's men, on the other side of the road, were on the attack!

"Covering fire! Force the British tank commanders to button up!" Graf ordered to Weise.

Weise obeyed instantly and directed Stöhr to fire the MG42 machine gun at the turret of the second tank in the column. As the fire splashed against the side of the second tank, the British tank commander ducked down inside the turret and closed his hatch. Weise then directed the fire of the machine gun to the third tank. As the bullets from the MG42 smashed against the armor of the third Sherman tank, the tank commander also buttoned up his hatches to protect himself from the searing machine-gun bullets.

"Let's go, boys!" Graf shouted as he slung his PPSH Tommy gun over his neck, grabbed a panzerfaust, and ran like a greyhound toward the second tank in the column.

—from Brothers in Arms: Hell's Highway by John Antal



BROTHERS IN ARMS

HELL'S HIGHWAY

★MULTIPLAYER★

In addition to the single-player campaign, *Brothers in Arms: Hell's Highway* also includes six maps for taking the battle online against other players. During a



game, players are divided into two teams. The game is divided into rounds. The first team to win the selected number of rounds wins the match. Teams play as either the attackers or the defenders, and the objectives are two flag poles located on the map. The attackers must lower the defender's flag at one of the flagpoles and then raise their own flag to win. The attackers also can win by killing all the defenders. The defenders must prevent the attackers from accomplishing their objectives. Multiplayer games are fast paced, with rounds lasting only three to five minutes. Each team can have up to ten players, so the action can be intense. There are no respawns; Once you are dead, you are out for the rest of the round. Hopefully, your team can succeed without you.

NOTE

The winner at the end of a round will be the attacker in the next round and the loser must defend.

★THE SQUAD★



Similar to the single-player campaign, your squad is divided up into teams. One player is the squad leader and can give orders to the three teams. In each round, the squad

leader can call in a recon flight to show his team where enemy soldiers are positioned in the area selected. The squad leader also can call in an air strike by designating an area on the map. Then an Allied fighter flies in to drop a bomb. The squad leader should stay back and give orders. If he is killed, then the squad has no one to give orders or call in air support.

The rest of the squad is divided into three teams, each with up to three people. One person in each team is a specialist and can carry one of three weapons—a bazooka, a machine gun, or a sniper rifle. The other two soldiers in the team carry standard firearms. One

of the attacker's teams has a tank. Three players are needed to fully man a tank. One is the driver, who also has a bow-mounted machine gun. The second soldier is the gunner and operates the turret and the main gun. The third soldier is the commander, who can fire the turret machine gun when he is standing up in the hatch. If fewer than three players are in the tank, those inside must switch positions to drive and operate all the weapons. Tank soldiers can climb out of the tank to lower and raise flags or to take on the role of infantry.



MULTIPLAYER TACTICS



Multiplayer is different from the single-player campaign. Unless you are the squad leader, you do not control any other soldiers. Also, you can carry only one type of weapon in addition to a pistol and two grenades. The following are some tactics to help you defeat your enemies and emerge victorious.

Know the Map

Combat is fast and furious, so you don't have time to get lost or take a scenic tour of the maps. If you want to dominate, then you need to learn the maps.



The only way to do that is to play them. Take notice of the different ways you can get to the flagpoles. Look for elevated positions such as balconies or upper floors of buildings. Find shortcuts that connect the two objective areas. Finally, look for good cover that will protect you and provide great positions from which to ambush your opponents.

Teamwork

You can't win this game on your own. It is vital that you work with your squad. Just as in the single-player campaign, you need to suppress the enemy. If a soldier is rushing out into the open to lower a flag, the other two soldiers on the team should be covering him. Although you don't really suppress other players, you can force them to keep their heads down or kill them if they don't duck quickly enough. There are many ways to get to the flagpoles, so it is difficult for a single player to cover them all. Plus, as a team, you need to watch each other's backs because the enemy might try to sneak up

behind you. Finally, you must communicate with each other. The squad leader gives orders, but each team needs to decide the roles they play and alert other teams to enemy movements.

Use Cover

As with the single-player game, be sure to use cover. If the enemy has a tank or bazooka, be careful when using sandbags and wooden fences. Instead, stick to



buildings and stone walls whenever possible. Seek out cover that has something solid behind it so you don't have to worry about enemies hitting you from behind. Be aware that not all of the objects you might hide behind will provide total cover. Some of the walls and barricades are short, so even if you are not peeking over them, your head may still be exposed. This is especially true if the enemy has a height advantage over you because they can see and fire over the cover.

Attacker Strategies

One of the players on the attacking side is the flag carrier. He is the only one who can raise the flag. If he is killed, other players can pick up and carry the flag. If the enemy gets the flag, they will automatically win the round. As the attacker, you can choose one of two strategies. You only need to raise the flag on one flagpole. However, you have two flagpoles from which to choose. The first strategy is to go after both flagpoles at the same time to force the enemy to defend both. Unless they know where your flag carrier is, they are stuck keeping troops at both flagpoles. In fact, to throw them off even more, lower the flag at the opposite flagpole first to try to trick the enemy into rushing troops to that flagpole while you lower the flag at the second flagpole and then raise your own for victory. The second strategy is to have your entire squad rush toward one flagpole and overwhelm the defenders, who are probably divided between the two locations.



Attackers have to watch out for ambushes. Because the defender can usually get to most flagpoles first, be ready for them to fire at you. Have soldiers positioned

to fire on most areas of cover, then send a soldier other than the flag carrier to the flagpole to lower the flag. Once it is down, the flag carrier can sprint forward to raise the flag. The round is not over yet. Continue

to protect the flag as it is going up. If the defender successfully lowers the attackers' flag, then the defender wins the round.

The attackers are the only side that gets a tank. Use it for firing on enemies at medium to long range. It is dangerous to get too close to enemies because any enemy can place a satchel charge on a tank to destroy it. In fact, it is a good tactic for one of the infantry teams to stay with the tank to help protect it from enemy soldiers. The tank also can serve as cover. Drive it in front of the flagpole so that your soldiers can rush forward to lower and raise the flags while the tank blocks enemy fire.

Defender Strategies

Defenders get an advantage in that they get a five-second head start when a round begins. Use this to sprint to the flagpoles to set up ambushes. If possible, try to cover approach routes to the flagpoles because the attacker may not expect you to be so far away from the flagpoles. You don't know which flagpole the attackers will choose, so you have to defend both. Send one team to each to set up defenses. Then use the third team as your flankers. They can move around the map to try to come up behind the attackers and surprise them. This third team also can act as a fire brigade, rushing to wherever they are needed to engage the attacker.



Rather than waiting for the enemy to come to you, you can go after the attackers. The starting positions on some of the maps have only a few routes to take

to get to the rest of the map, so if you can move quickly, you can try to bottle up the attackers near their starting position. The key is to know what paths the attacker must take, then rush troops there to cover them. This won't work against attackers that rush out of their position, but it can be effective at the start of a match when the attackers are still getting organized.

Another strategy is to go after the flag carrier. You can tell who he is by the rolled-up flag on the top of his rucksack. Once the flag carrier is identified, let the entire squad know where he is so everyone can converge on him. After he is killed, one of the defenders must rush to pick up the flag before an attacker does to ensure the round is a defender victory.

BROTHERS IN ARMS

HELL'S HIGHWAY



DESTROYED TOWN



The nighttime setting of this battle makes it difficult to locate enemies—especially in the damaged buildings without any lighting. The northern half of the map is rubble and the remains of buildings, while the southern half looks like a town untouched by war.

Flag 1 is located in the basement of a bombed-out building in the northwest. The flagpole rises up through a hole in the ground-level floor. Sandbags and rubble provide cover in the basement level.



Flag 2 is in the middle of the road in the southeast. It is out in the open, with more ambient light. There are some sandbag emplacements west and east of the flagpole.



Attacker Tips



The attackers have a choice of which flagpole they want to capture. Flag 1 has the benefit of being in close quarters. There is no way the defender can really cover

it from long range. Send in a team to the upper floor, looking down on the base of the flagpole. Once that

room is secure, they can look down through the large hole in the floor to check for any enemies hiding behind cover. If nothing else, they can draw fire to help locate defenders. Then have a second team move in to clear out the basement room. Use grenades to destroy sandbag positions and anyone hiding behind them. While others are clearing out the area, a soldier can lower the enemy flag. Once the room is clear and the enemy flag is down, the flag carrier can rush forward to raise his flag to win the round.

Flag 2 is a bit more conventional because it is out in the open. Send a team with a sniper rifle through the western alley to the southwest corner of the map and take cover in this area. The sniper can scan down the street to the east and look for enemies hiding behind sandbags or other cover. Move a second team through the shop in the east and follow the path around to come out at the southeastern corner of the map. Clear out the defenders in this corner, then take up cover positions. The flag carrier's team then can move up the central stairs and rush in to capture the flagpole.



The tank can be more trouble than it is worth for this map. It can't fire on either flagpole and can be easily attacked by hidden defenders as it drives down the

central street. A bazooka is much more useful for the attacker. Use it to blow up sandbag positions from long range and deny the defender cover.

Defender Tips



The defender must defend both flagpoles, so send a team to each right at the start. Sprint so you can get into position first. At Flag 1, two soldiers should take

cover in the basement. The third should stay up top to the east behind a wall to fire on any enemies that try to shoot down through the hole at your troops. Those down below should fire as soon as they see enemies because their cover does not protect them very well from enemies on the upper floor. Also be ready to move if the attackers start throwing grenades into the basement. Have another place of cover already chosen so you know exactly where to go if you have to bug out.



A second team should quickly move to Flag 2 and defend it—the Americans from the west and the Germans from the east. Lie in wait for the enemy to move to the flagpole

before firing to get a quick kill. Also, if you are using sandbags for cover, be ready to move to more solid cover if the enemy brings up a bazooka. A good spot to hide is in the little patio between the stairs and the alley. It provides good coverage of the flagpole and has only one entrance, so enemies can't sneak up behind you.

Don't worry about the attacker tank during this mission. By the time it gets rolling, you should already be off the central street. It could cause

problems if you are trying to do some flanking on attacking infantry. With the abundance of cover, a team can easily take on a tank by itself. Even if you lose a soldier, killing a tank will kill three enemies. Remember that you can use satchel charges, which every soldier inherently carries, to destroy a tank, so even if you don't have a bazooka, you can still take out the tank.



BROTHERS IN ARMS

HELL'S HIGHWAY

★ FACTORY ★



PART III—MULTIPLAYER

Factory is a daytime map set in a rail yard. Tracks run down the center of the map from north to south, with large buildings on either side. The large factory in the east is the only building that can be entered.



Flag 1 is located in an open area on the western side of the map. Covered balconies line either side of the flagpole.

Flag 2 is positioned in the center of the large factory building in the east. Balconies flank it to the north and south, and a platform to the east contains machinery that can be used for cover.



Attacker Tips



The tank can be a good asset if you are going for Flag 1. With an infantry team to provide some protection, it can roll into the open area in the western part of

the map and provide some heavy covering fire for the attempt to capture the flagpole. Watch for enemies hiding behind balconies to the east and west of the flagpole. Be sure your infantry is watching for defenders to try to flank your tank from the east so the tank can concentrate on covering the flag carrier as he moves to raise the flag.

When going for Flag 2, if you are a single team, don't enter through the main door facing the rail yard. Instead, move through one of the small rooms either to the north or south of the main factory. Take cover in the doorway and try to clear the opposite balcony of any enemies. Look for more defenders on the balcony, and then move up the stairs to the balcony on your side of the factory to clear it out from the side. If you are moving in with three teams, have the teams positioned at the doorways to the



east, north, and south. From these vantage points, they can pretty much clear out any defenders in the factory so the flag carrier can move in and do his job.



If you have a sniper rifle, you can use it to clear out some enemies hiding inside the factory while you are still outside. Make sure your teammates watch for enemies

that might try to sneak up on you while you focus your attention through the scope. Use the rail cars or sandbags for cover. The more you can pick off from the outside, the easier it will be for your squad as they move in to capture the flagpole.

Defender Tips



Defenders must sprint to cover the two flagpoles. The balcony northeast of Flag 1 provides great coverage of the flagpole. Be sure to position one team member

against the wall at the north to cover the stairs to prevent any enemies from sneaking up on you. From this position, he also can engage enemies moving toward Flag 1 from the east. The southwestern balcony is almost as good. It lacks the height advantage, but it is easier to avoid being flanked there. Use the balconies and the platform in the factory to cover Flag 2.

The attacker must move along the train tracks to get to either flag, so a great defense is to have one team positioned behind cover in the rail yard. Not only can

they observe which flagpole the attackers are going after, they also can use rifles and sniper rifles to kill attackers before they can go east or west toward the flags. You may not kill too many enemies, but you will at least slow them down as they take cover, allowing your other teams more time to get into defensive positions covering the east and west passageways to the flags. With this defense, you can prevent the enemies from even getting near the flagpoles.



BROTHERS IN ARMS

HELL'S HIGHWAY



In the close quarters of the factory, one tactic is to wait for the flag carrier to move in. Kill him and then quickly grab the flag while your other squad members kill

any attackers who try to reclaim it. Grabbing the flag gives you an instant win for the round.

DEVELOPER'S TIP

BY LEE AMARAKOON

Sandbags are great for cover but can be destroyed easily. Taking cover behind the rail cars and hiding in the shadows are effective against other players.



INDUSTRIAL



Industrial is a daytime map with the Americans beginning in the west and the Germans in the east. A north-south canal divides the map in two, with a bridge along the northern edge of the map, a footbridge across the center, and another bridge and buildings in the south.

Flag 1 is located out in the open in the center of the map west of the canal. A rooftop position to the west and a wall to the east provide good coverage of the flag area.



Flag 2 is in near the southern edge of the map in a lower area surrounded by buildings. There are several spots of cover right near the flag, allowing defenders to stay close to their prize.



Attacker Tips



When going after Flag 1, no matter which side you are coming from, it is important to have a team set up covering fire. If you are playing as the Americans, go to

the roof of the building west of the flag. The Germans can cover from the wall to the east of the footbridge. While one team covers, another can go for the flag. The Germans should try sending a team across the north bridge to come at Flag 1 from the north rather than trying to cross the footbridge.

Flag 2 can be approached from either the west or east, depending on where your side starts. Get one team into cover as the other rushes forward to the flag. The second team provides cover while the first one advances, which allows your squad to get close enough to really cover the flagpole for the capture attempt. Remember to use grenades against enemies behind brick walls.



Moving through the buildings directly north of Flag 2 is a great way to flank the enemy. Position one team east or west of the flag, then move another through the building to come in behind the defenders and surprise them.



Defender Tips



The defender must cover Flag 1 from either the roof or the wall. The Germans also should rush a team across the footbridge to the wall on the west

side so they can cover the flagpole against American attackers. Squad leaders can call in an air strike on the attackers who are covering on the opposite side of the canal.

In addition to covering the two flags, watch for enemies to try to flank. German attackers may try to come across the north bridge or the south bridge, while American attackers may cross the south bridge to come at Flag 2 from the east.



The shack on the west side of the south bridge provides great coverage of the footbridge and Flag 1 from the south. It also allows an American defender to cover the south bridge.



BROTHERS IN ARMS

HELL'S HIGHWAY



LIGHTHOUSE



PART III—MULTIPLAYER

Lighthouse is a daytime map. The Germans begin in the north, and the Americans start in the south. A few buildings can be entered. The streets here allow for some long-range combat.



Flag 1 is located in the west next to the water. It is out in the open, but there are several buildings and spots of cover around it.

Flag 2 is located in a graveyard to the south of the church in the east. Tombstones and walls provide good cover around this flagpole.



Attacker Tips

At the start, the American attackers have to move down some open streets before they get to any cover. Sprint all the way and avoid the western street because a German sniper at the other end can really cause some problems. Germans face the same threat as they advance down the eastern street toward Flag 2.



When going for Flag 1, the Americans should advance through the building to the south, which provides more cover than coming down the street. The Germans should

follow the path along the western edge of the map that leads from the lighthouse to the flagpole. Be sure to take cover once you get there, and watch for defenders hiding behind other cover.



Defenders will usually hide behind gravestones near Flag 2 for an ambush, so attackers should try coming through the church to try to flank the defenders.

With one team in the church doorway and the other at wall by the street, the attackers can hit the defenders from two different directions to clear the way for the flag carrier.

Defender Tips

The defender needs to send one team to each flagpole to set up a defense. At Flag 1, avoid the temptation to position soldiers on the balcony. It gives them a height advantage, but they have no cover and are sitting ducks. Instead, use buildings and stacks of lumber, which are great for protecting you against bazookas and tanks.



Get a soldier into the church steeple. From there, he can cover the street below. Also put a soldier inside the church at ground level to cover the front doorway and

one in the graveyard behind the brick wall at the back to cover the flagpole. These three positions will give you a good defense around Flag 2.



You do not know where the attacker will go, so use the central walkway as a shortcut to get from one flagpole to the other. Also use your third team to cover the streets

the enemy may use to get to the objectives.

BROTHERS IN ARMS

HELL'S HIGHWAY



TOWN CENTER



PART III—MULTIPLAYER

Town Center is a daytime map set in a Dutch town. The Americans begin in the north, and the Germans are in the south. The map features several buildings that can be entered, as well as alleys and gardens that allow troops to avoid the streets as they advance to the flagpoles.



Flag 1 is located in a market center in the west. There are two buildings that provide good spots for covering and several other objects that will stop a bullet.

Flag 2 is located in front of the church in the east. Buildings to the north and south provide good sources of cover for defenders and for attackers as they cover the capture attempt.



Attacker Tips



German attackers should advance toward the flags by moving through open doors in the south and following alleys to buildings just south of the objectives. This

tactic allows them to move without worrying about enemies firing at them, and they end up with good positions of cover.

The Americans attackers also can move around the edges of the map by cutting across grassy yards. The one north of Flag 1 has a statue and other good sources of cover, while the building north of Flag 2 is great for mounting a capture attempt on the flagpole.



Watch for defenders hiding in buildings. Take them out before rushing to the flagpole. They can be tough to spot, so look for shadows in the windows and fire away. Both flagpoles are out in the open, so it is important to have several soldiers provide covering fire for those going to raise the flag. A tank can come in handy with infantry support. It will have to move down the roads and can be ambushed easily from close range if left on its own.



Defender Tips

Defenders must rush to the flagpoles and set up in buildings so they can fire on attackers approaching the objectives. The upstairs of the damaged building provides good coverage of Flag 1.



The shop in the southwest is a good spot for this type of defense, as are the sandbags in the streets.

Keep one team in the middle of the map to cover the streets and wait to see where the attackers are headed. When one of your other two teams calls out for help as the attackers move to the flagpole, the third team can come in from the flank to kill the flag carrier and others while they are out in the open.



DEVELOPER'S TIP

BY LEE AMARAKOON

Near Flag 1 in the market area are two parked trucks. They provide an excellent spot for sniping and overlook the flag area from across the map.

BROTHERS IN ARMS

HELL'S HIGHWAY



UNDERGROUND



Underground is a twilight map that is set in the middle of a city. It can be very confusing to new players because there are several interior passages with lots of turns that can be disorienting at first. The two flagpoles are located inside buildings, with the tops extending out through the bomb-damaged roofs.



Flag 1 is located in the western part of the central building.

Flag 2 can be found in the eastern part of the central building.



Attacker Tips



Each side begins in a building. The best course for the attackers is to stay in their upper-level building and head for the flagpole, which allows them to avoid going down into the street. The Germans should go to Flag 2 for this strategy, and the Americans to Flag 1.

Because the defenders are sure to be near the flagpole, use grenades to kill them or push them away from their cover in the doorways. Send teams across to the other side of the room so that all entrances to the room are protected.



Finally, send the flag carrier in to lower the enemy flag and raise the attackers' flag to win the round.



Defender Tips

Because there are so many ways to get to the flagpoles, the defender has a tough job. First, have one team split up to cover the two tunnels that run under the rooms with the flagpoles. This prevents the enemy from accessing the stairways that lead up to the flagpoles.



Another team should move in to cover the entrance to the central room from the attackers' side. By defending this one entrance, they can keep attackers from

getting to either flagpole through this area.

Finally, have a team directly defend the flag room connected to the attackers' upper-level building. American defenders should protect Flag 2, while the Germans protect Flag 1. By dividing up a squad this way, you can defend all access points to the flagpoles easily and quickly. Also, if the attacker is able to get to a flagpole, defenders can quickly get to it through the central room or the stairs in the tunnels to stop them from raising the flag.



BROTHERS IN ARMS

HELL'S HIGHWAY

★ APPENDIX ★

★ XBOX 360 ACHIEVEMENTS ★

Name	Description	Points
A Lethal Portent	Explore the abandoned hospital and Baker's fate—complete Chapter 1, Lost	10
Touchdown	Clear the Landing Zone and rendezvous with Hartsock—complete Chapter 2, Operation Market	15
Objective SNAFU	Fight your way to the bridge over the Wilhelmina Canal in Zon—complete Chapter 3, The Five-Oh-Sink	20
The Kloossterdreef Incident	Battle through the streets of Eindhoven with the 506th—complete Chapter 4, Written in Stone	25
Calling in the Cavalry	Escort XXX Corps and link up with the 101st Airborne—complete Chapter 5, Operation Garden	30
Hellfire	Survive the bombing of Eindhoven—complete Chapter 6, Baptism of Fire	35
Through the Looking Glass	Explore the abandoned hospital and discover Baker's fate...—complete Chapter 7, The Rabbit Hole	40
Weather the Storm	Repel Kampfgruppe Walther's crushing attack on Veghel—complete Chapter 8, Black Friday	45
Situation FUBAR	Defend Hell's Highway against the German counterattack—complete Chapter 9, Hell's Highway	50
Abandon All Hope	Expel the German forces from Koevering and bring an end to Operation Market Garden—complete Chapter 10, Tooth and Nail	125
First Recon	Find and activate a Recon Point	10
Recon Bronze	Find 6 Recon Points	15
Recon Silver	Find 12 Recon Points	20
Recon Gold	Find 16 or more Recon Points	25
First Kilroy	Find a Kilroy	10
Kilroy Bronze	Find 9 Kilroys	15
Kilroy Silver	Find 18 Kilroys	20
Kilroy Gold	Find 25 or more Kilroys	25

Name	Description	Points
Bunker Buster	Order the bazooka team to destroy sandbags	10
Enemy Arms	Pick up and use a German MG42	10
Crunchies	Kill five Germans by driving over them in the tank	10
Anti-Tank	Destroy an enemy tank	10
Dig In!	Kill 25 enemies while dug in	20
Basic Training	Order your squad to Fall in, Move, and Attack	10
Assault!	Order your squad to assault the enemy five times	10
Suppressive Fire	Completely suppress an enemy for the first time	10
The Four Fs	Use your squad to find, fix, flank and finish 10 enemy fire teams	10
Squad Kills	Help your squad earn 20 kills	10
Action Camera Blast	Trigger an Action Camera moment using explosives	10
Action Camera Sniper	Trigger a headshot Action Camera moment	10
Action Camera Veteran	Trigger 10 Action Camera moments	10
Action Camera Hero	Trigger 25 Action Camera moments	25
Focused	While connected to Xbox Live, play the game once a day for 7 days	25
Committed	While connected to Xbox Live, play the game once a week for three months	50
Obsessive	While connected to Xbox Live, play the game for once a day for 100 days	100
Remember September 17	While connected to Xbox Live, play the game on September 17th	50
Gearbox Fan	Become a member of Gearbox's fan site at www.gearboxity.com/fan/biahh	50

★ GEARBOX SOFTWARE ★

★ THE BROTHERS IN ARMS: HELL'S HIGHWAY TEAM ★



Gearbox developers discover destructible cover.

Neil Johnson—Lead Programmer

Neil is the lead programmer on *Brothers in Arms: Hell's Highway* and has been with Gearbox since 2003. Before *Hell's Highway*, he wrote AI and gameplay code for *Brothers in Arms: Road to Hill 30*. He also provides the voice of the character of Private Leggett.



Brian Thomas—Lead Story Designer



Brian Thomas came to Gearbox after graduating from the University of Kansas. When he's not working on *Brothers in Arms: Hell's Highway*, he's spending time on his bikes or finding new trails to explore. He's also an amateur photographer and published essayist.

Rosalie Kofsky—Associate Producer



Rosalie is an industry veteran of 11 years and is new to the *Brothers in Arms* team. She previously worked on the *Quake* and *Civilization* series, but her new favorite weapon is *Hell's Highway's* K43 rifle. With scope, of course, for maximum sniping action.

Mike Wardwell—Producer



Mike has been an industry professional since 1997, starting with the *Quake Mission Pack: Scourge of Armagon*. Mike was the first employee of Gearbox Software and has since held the role of level designer, lead, and producer.

Jeremy Cooke—Director

Jeremy has been deeply involved in the development of *Brothers in Arms* since the early days of *Road to Hill 30*. After his many contributions to *Hill 30's* game design and visual style, directing the first "next gen" *Brothers in Arms* game became the obvious next step.

Jeremy enjoys getting his hands dirty "in the trench" by making models and special effects and even designing user interface. His favorite *Hell's Highway* level is "Baptism of Fire," whose mix of true history and well-crafted storytelling takes Baker, and the player, deeper into the abyss.



BROTHERS IN ARMS

HELL'S HIGHWAY

Casey McLauchlin—QA Lead



Casey began working full time for Gearbox Software in 2006 after a period as contractor for *Brothers in Arms: Earned in Blood*. It was at this time that he was appointed as QA lead for Gearbox's flagship project, *Brothers in Arms: Hell's Highway*. Casey is devoted to ensuring that Gearbox continues to release games with the highest bar of quality.

Eli Luna—Art Lead



Eli Luna is a native Texan with seven years in the game industry, all of which have been with Gearbox Software. Eli has worked on the entire life span of the *Brothers in Arms* franchise, and he has come a long way from office manager to lead artist of a tremendously talented art team.

Erik Avalos—Associate Producer

Erik is an associate producer on *Brothers in Arms: Hell's Highway*, where he focuses on historical accuracy, game balance, game design, and localization. Erik joined Gearbox in late 2005 and has worked on all three *Brothers in Arms* titles, first as a QA tester for *Road to Hill 30*, then as a production assistant for *Earned in Blood*, and now as an associate producer for *Hell's Highway*. His favorite parts of the *Brothers in Arms* games are the squad-based tactics and the attention to detail given to the environments, characters, and equipment in the games.



Mikey Neumann— Writer and Cinematic Director



Mikey has been in the industry since his days on *Counterstrike* and *Day of Defeat*. At Gearbox, Mikey has written and directed the cinematics for all the *Brothers in Arms* games and voiced the character of Cpl. Sam Corrian. When he isn't writing games, he's writing comic books and TV pilots. Mikey also loves to cook.

Mark Petty—Audio Lead



Mark has been a sound designer and sound engineer for 21 years, with a background that includes music, television, and film. He started designing for games in 2004 with Gearbox Software, working on *Brothers in Arms: Road to Hill 30* and now *Hell's Highway*. Outside work, Mark's hobbies include music, camping, fishing, and disc golf.

Randy Pitchford—Executive Producer

Randy is one of four founders of Gearbox Software. Under his guidance as president and CEO, Gearbox has grown from an idea into a leading independent game development studio whose titles have sold more than 12 million units worldwide and earned gross revenues of more than \$350 million. Before becoming a full-time game developer, Randy was a professional magician in Hollywood occasionally performing at the famous Magic Castle between classes at the University of California at Los Angeles.



Brian Martel—Executive Producer

Brian is the most experienced game maker at Gearbox. He comes from a long history of development, first with Microprose, then with 3D Realms and Rebel Boat Rocker. He has worked in just about every aspect of artistic design, creation, and implementation for digital entertainment in nearly every game genre, and is therefore a tremendous value to the team. Brian has worked on several top-selling, triple-A titles, from *Civilization* to *Duke Nukem 3D* to *Half-Life* games.



Erik Doescher—Lead Level Designer



Erik was a level designer on *Brothers in Arms: Road to Hill 30* and the lead level designer for *Brothers in Arms: Earned in Blood*. An avid history buff, he has participated in several of the research trips to Europe and has defined much of the historical outline for the series. He also has been gaming within the World War II genre since the early 80s. A copy of Avalon Hill's "Squad Leader" board game sits on his shelf, but he has no one to play it with.

David M. Carter—Animation Director



Over the past 20-plus years, Dave has worked on just about everything. From *Unreal* and *Unreal Tournament* to *Red Faction*, *Star Trek DS9*, and *The Punisher*, he has had a challenging yet rewarding career. Dave manages the Gearbox animation team, the most tightly knit collection of artists he has had the pleasure of working with.



Col. Antal at a key bridge along Hell's Highway at Son, Netherlands.

Colonel John Antal, U.S. Army (Retired)— Historical Director and Author

John brings authenticity, military tactics, and history to *Brothers in Arms*. He served in the U.S. Army for 30 years and is an Airborne Ranger. He has worked with Gearbox since 2003 and contributed to every *Brothers in Arms* game. John has published ten books, including two books published in summer 2008 as companions to the game: a novel titled *Brothers in Arms: Hell's Highway* and a history of the 101st Airborne in Operation Market-Garden, *Brothers in Arms: Hell's Highway, the True Story*.

PRODUCER'S NOTES

by Mike Wardwell

Hell's Highway had many "firsts" for Gearbox Software. It was our first next-gen title, which meant new technology and our first attempt at creating the triple-A visuals and game play that this generation of gamers has come to expect. Our first public demo was shown at E3 in 2006 and was very well received by the press—we captured a vision of *Brothers in Arms* for the next generation. Getting from there to a fully playable product proved to be a challenge that required great effort and even some personal sacrifice. Almost a year had passed since E3 2006 and we had cobbled together our first vertical slice of the game, with functional game play and the technology required to drive it—but it wasn't fun. The reality of game development was settling in. The challenges of working with new technology and creating next-gen content had taken its toll on the overall game experience, and we felt pressured for time.

BROTHERS IN ARMS

HELL'S HIGHWAY

We may have stayed on this track if it weren't for two level designers: Carl Shedd and Scott Jordan. Having learned lessons from the last year of development, they knew we could do better. They convinced the team to let them recreate the vertical slice map content from scratch, and they did it in six weeks. This unscheduled second prototype took us out of a slump and bolstered the team's confidence in what we were making. It went on to become our first playable press demo, as shown at UbiDays in Paris and San Francisco. This was the turning point in our development, and a reminder to us that quality games do not just come from good planning and resources, but also from the special efforts that happen along the way.

DIRECTOR'S NOTES

by Jeramy Cooke

Designing *Hell's Highway* was easily the biggest challenge I have ever taken on in my life. I found it ironic that my own journey as a leader was reflected in Baker as the game developed over the years. Facing impossible odds and achieving victory in the face of defeat became core themes for both me and Baker. I can't help but agree with Baker every time I hear his final speech in the game. I certainly couldn't have made it through without the support of a team and company that are not afraid to take risks in entertainment and storytelling. I think it would have been far too easy to tell the same candy-coated tale of perfect soldiers winning the day in glorious battle. Instead *Hell's Highway* dives headlong into the grey areas of war and the incredible challenges that leaders face when life and death are on the line. In this day and age, war is often something we talk about in passing with little understanding of the true cost of it. It makes me proud to be able to contribute something of value to society by telling the story of the brave soldiers who fought for our freedom during Operation Market-Garden.

★ THE REAL HISTORY IN THE GAME ★

by Erik Avalos

One of my earliest responsibilities on *Hell's Highway* was taking charge of the game's historical accuracy. As Col. John Antal took leave to write the *Brothers in Arms: Hell's Highway* novel and history book, I was left at the historical helm for the game. This included writing all of the recon reports you unlock throughout the game—a daunting task. The *Brothers in Arms* series has always been special among war shooters in the level of detail and dedication to the historical source we put in every chapter of the game.

The layout of each mission for *Brothers in Arms* was developed from World War II aerial photographs of the battlefield. The dramatic events of the game were taken straight from the stories of the veterans who lived them. In short, *Hell's Highway* is as true to life as we could make it.

★ LEVEL DESIGN CREDITS ★

The Level Design Team

Every map was touched by multiple designers who specialized in art, combat design, scripting, and cinematics. The level design team includes Pat Krefting, Nate Overman, Carl Shedd, Dorian Gorski, Mike Davis, Richard Jessup, Scott Jordan, Jason Reiss, Brian Thomas, David Avery, Ben Burkart, and Troy Tavis.

Art Team Credits

Eli Luna—Lead Artist

Mark Forsyth—Operation Garden, Tooth and Nail, Lost/Rabbit Hole

Keith Burlison—Written in Stone

Joe Espinoza—Five-Oh-Sink

Tu Bui—Black Friday

Calen Brait—Operation Market, Hell's Highway



BROTHERS ★ IN ARMS ★

HELL'S HIGHWAY





Tired of Press Releases and Company Lines?

»»» READ PRIMA'S SNAPPY GAMING BLOG!

PRIVATE CONFESSIONS, HISTORY,
PERSONAL TRIUMPHS, AND GEEKERY GALORE!

With a smattering of gaming industry news and tips.

PRIMAGAMES. WORDPRESS.COM

★ Updated Daily!

★ News and tips
sometimes!

★ High possibility of
embarassing revelations!

★ Insider gamers using
outside voices!

★ Vocabulary!

★ Hardly any
sales statistics!



FARCRY 2



"YOU'VE NEVER SEEN A SHOOTER LOOK THIS GOOD."

— Playstation: The Official Magazine



"THIS IS THE CLOSEST THING TO A LIVING, BREATHING WORLD THAT WE'VE SEEN IN A GAME SO FAR."

— GameSpot



AMONG PC GAMER'S 2008
"EIGHT MOST AMAZING GAMES"

HOLIDAY 2008

COMING TO NEXT-GEN
CONSOLES AND PC



May contain content
inappropriate for children.
Visit www.esrb.org for
rating information.

© 2008 Ubisoft Entertainment. All Rights Reserved. Far Cry, Ubisoft, Ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Based on Crytek's original Far Cry directed by Cevat Yerli.



UBISOFT®

Unleashed

Yeah. There are *THAT* many.

**The Best Source for Out-of-Print
and Hard-to-Find Game Guides**

{ 500+ eGuides }

Primagames.com

