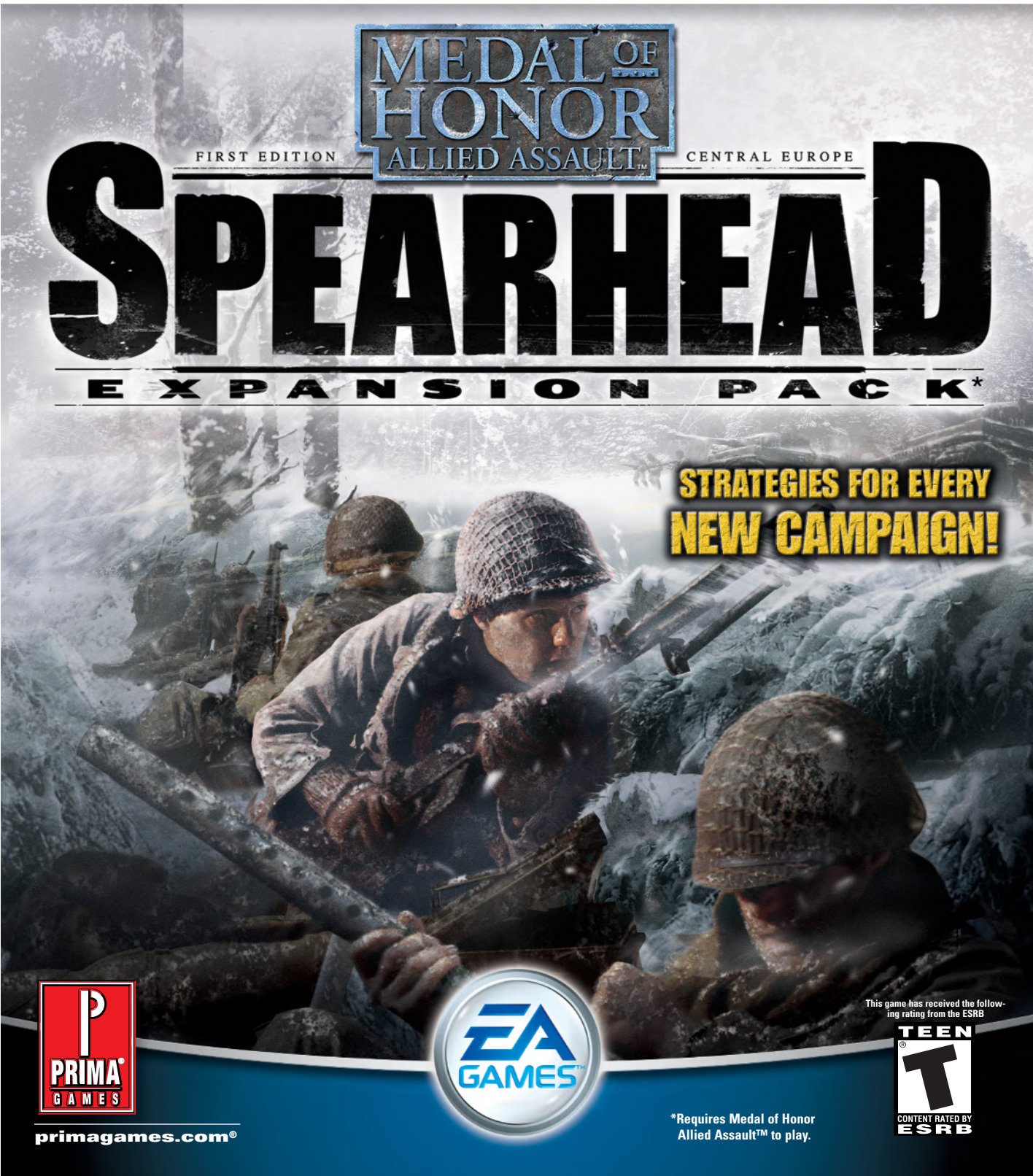
PRIMA'S OFFICIAL STRATEGY GUIDE



PRIMA GAMES

primagames.com®

EA GAMES™

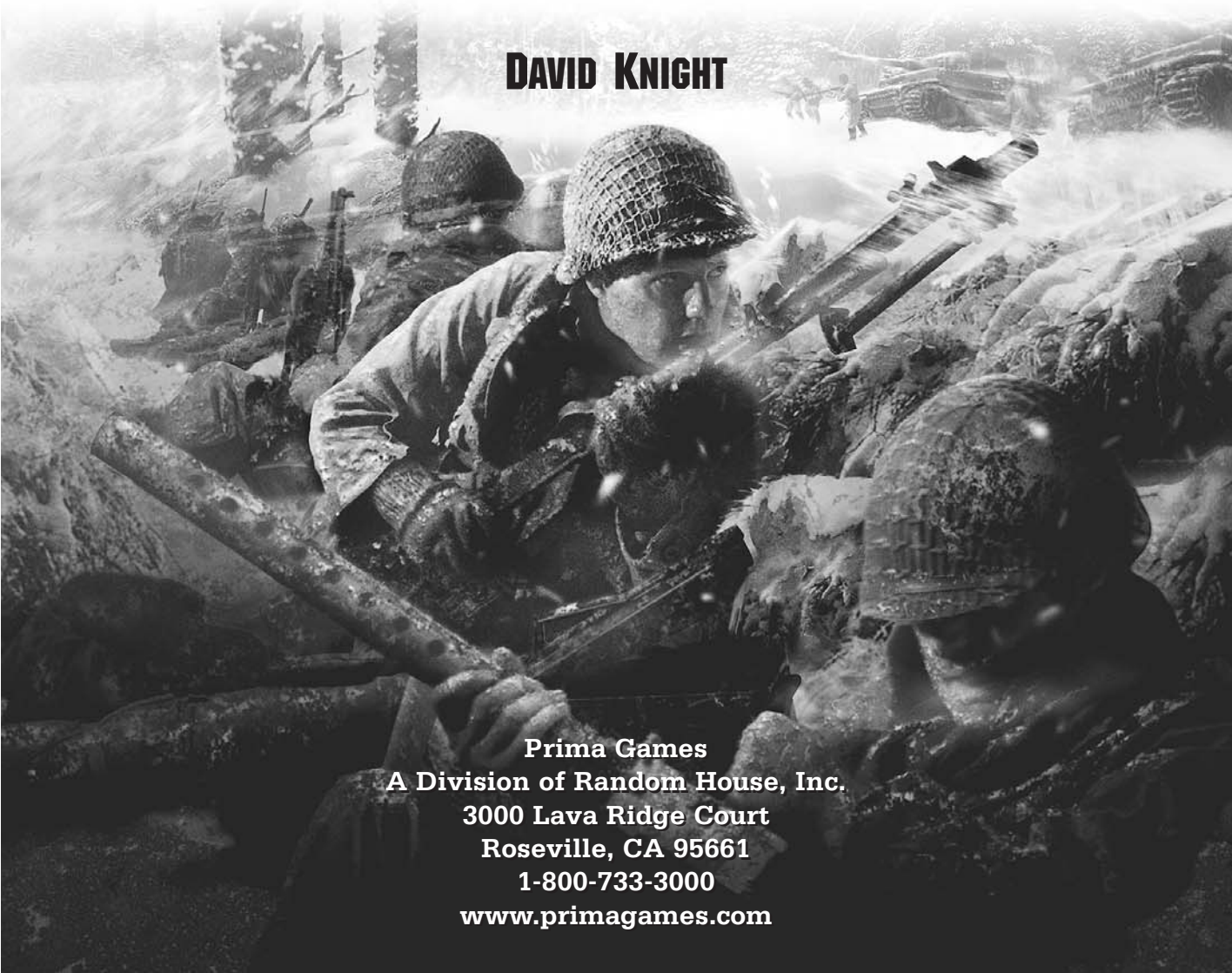
*Requires Medal of Honor Allied Assault™ to play.

This game has received the following rating from the ESRB

TEEN
T
CONTENT RATED BY ESRB

MEDAL OF HONOR ALLIED ASSAULT SPEARHEAD EXPANSION PACK

PRIMA'S OFFICIAL STRATEGY GUIDE



DAVID KNIGHT

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

PRIMA'S OFFICIAL STRATEGY GUIDE

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. Prima Games is a division of Random House, Inc.

©2002 by Electronic Arts Inc. Electronic Arts, Medal of Honor Allied Assault, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. All Rights Reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

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 Electronic Arts Inc.

Associate Product Manager: Christy L. Curtis
Project Editor: Teli Hernandez

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

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and may only be used with their permission and authority. Under no circumstances may the rating icons be self applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product that has no been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call IDSA at (212)223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

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 information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4004-0
Library of Congress Catalog Card Number: 2002114015

Printed in the United States of America
02 03 04 05 BB 10 9 8 7 6 5 4 3 2 1

Acknowledgements

There are a number of people I'd like to recognize for making this project a reality. First, I'd like to thank Christy Curtis and Teli Hernandez at Prima Games for their assistance, patience, and diligent work. I'd also like to thank Lincoln Herschberger, Brady Bell, Jon Galvan, and Dave Nash at Electronic Arts for their valuable input and cooperation. Finally, I'd like to thank my brother Michael whose advice and encouragement kept me focused and optimistic.

Contents

Chapter 1: Basic Training 1

Movement 2
Running and Walking 2
Strafing 3
Crouching 4
Jumping 5
Climbing 6
The Compass and Navigation 6
Weapons and Training 7
Aiming 7
Firing 8
Reloading 9
Combat Tactics 10
The Rifle Butt Strike 10
Popping Smoke 10
Shoot and Scoot 11
Room Clearing 12
Commendations 13
Campaign Medals 13
Career Medals 14

Chapter 2: Weapons, Equipment, and Vehicles 15

Pistols 17
Rifles 19
Submachine Guns 24

Machine Guns 27
Grenades 30
Heavy Weapons 35
Mountable Weapons 37
Items and Equipment 41
Vehicles 44

Chapter 3: Operation Overlord 50

Welcome to France 52
Destroying the Tank 59
The Causeway 59
A Train to Catch 68
Tank Ambush 72
The Supplies 73
On to the Bridge 75
The Train Station 77

Chapter 4: Assault in the Ardennes 80

Into the Woods 82
Panzer Attack 86
Approaching the Compound 88
The Supply Depot 90
The Greatest Escape 91
Top of the Mountain 93
The Home Stretch 96
A Night in Hell 97
Medic! 99
Save the Captain 101
Holding the Line 102
What Comes Around 105
Crossing the Field 106
Into the Town! 107
The Church 108
The Hotel 110
Securing the Town 113

Chapter 5: The Fall of Berlin 115

A Traitor Among Us 117
Into the City! 118
Welcome to Berlin 120
Finding the Chancellery 123
Retrieve the Documents 127
The Empire Falls 130
The Escape 132
Halfway Home 135
The Last Stand 138

Chapter 6: Multiplayer 140

Multiplayer for Beginners 141
Getting Started 141
Watch and Learn 144
Etiquette 144
Team Play 145
Communication 146
Assault 150
Defend 151
Tug of War Maps 152
Ardennes 152
Berlin 154
Druckammern 156
Flughafen 158
Other Maps 160
Bahnhof 161
Bazaar 162
Brest 163
Gewitter 164
Holland 165
Stadt 166
Unterseite 167
Verschneit 168

Index 169

Congratulations on your purchase of *Medal of Honor Allied Assault Spearhead: Prima's Official Strategy Guide*. You are now equipped take on the worst that the enemy can throw at you.

Spearhead is our next chapter in the Medal of Honor Allied Assault universe. As Sergeant Jack Barnes of the 501st Parachute Infantry Regiment, you are called upon to lead, survive, sacrifice, and ultimately, trail-blaze a path to a total Allied victory. You will be among the first to set foot on enemy soil and among the few to witness the final death throws of the Third Reich. Fighting alongside British and Soviet troops, you will learn how to master a new arsenal of weapons in your penultimate fight against Axis tyranny. Your journey will take you from the skies over occupied France to the center of war-torn Berlin: the heart and soul of the evil German war machine. It's up to you to determine the outcome.

In multiplayer, *Spearhead* introduces our new Tug of War mode (TOW). Here, individual achievement is left behind and only those players who work with their teammates will succeed. Learn the strengths of your squad, balance your weapons, and you'll crush your enemies.

In the following pages you will gain vital knowledge that will assist in your campaign. Remember what you learn, and you will have the advantage over your opponent.

On behalf of the development team, thank you for your patronage and support of Medal of Honor.

Brady Bell
Producer
Electronic Arts Los Angeles

1

Basic Training

Listen up, soldier! As a veteran of the *Allied Assault* campaigns, you probably feel you don't need a refresher course in combat basics. But the enemies waiting in the campaigns ahead aren't rusty like you. As the war draws to a foreseeable end, the German forces have their backs against the wall, prompting them to lash out with every nasty surprise they can muster. If you thought the enemy was fierce before, you haven't seen anything yet. Remember, you're invading their home turf and they have nothing to lose. They'll exploit every opportunity to gun you down like the maggot you are! So wipe that know-it-all grin off your face and fall in…it's time for basic training!

Movement

Your survival and success as an infantry soldier depend on your ability to maneuver. That may sound like a no-brainer, but knowing how and where to move means the difference between evading enemy fire and catching a mouthful of lead from a concealed machine gun nest. Furthermore, studying the basics of movement proves useful on the battle field, yielding a variety of tactical opportunities.

Running and Walking

The default method of moving is running. Run by pressing the forward movement key (default W).

The fast pace of the game requires more running than walking.

Use the mouse to control direction and pitch. Although this is the fastest way to move across terrain, it's also the loudest. Your enemies are eerily perceptive and hear your boots striking the ground long before you come into sight. The game is hard enough without announcing your presence to every nearby enemy.

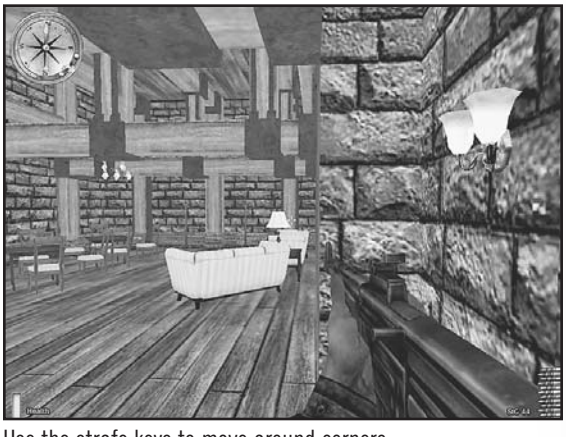
TIP

Firing weapons while moving decreases your accuracy. Instead, fire from a stationary position, preferably from behind cover.

For a stealthier approach, walk. Obviously, this is slower than running, but it also produces less sound, allowing you to sneak around. For example, by walking you can sometimes sneak into rooms without being detected. This gives you a significant advantage over busting into a room with guns blazing. To walk, press left Shift when moving. Walking is quieter than running, but it doesn't make you invisible. Don't expect to go undetected by walking—you'll need to use cover, too.

Strafing

Strafing (or side stepping) is the single most important method of movement you need to master as a front line soldier. Strafing allows you to move laterally without changing your facing direction. You can strafe left by pressing A and right with D. Strafe left and right while using the mouse to stay focused on one point. There are



Use the strafe keys to move around corners.

numerous applications for this maneuver. Here's a list of ways to use strafing to your advantage:

- Avoiding enemy fire
- Frustrating snipers with zigzagging movements
- Moving around corners
- Ducking in and out of cover

Circle-Strafing

Circle-strafing is a tactic that evolved from heated multiplayer sessions of early first-person shooters. It also has applications in single-player games—it drives the enemy AI mad! Use a strafe key to circle around a target while shooting. This makes you tougher to hit while exposing your target to continuous fire from multiple directions.

To practice circle-strafing, find a stationary object such as a table or chair. Use the mouse to position the object in the center of the screen. Now, press one of the strafe keys and move the mouse to compensate for your lateral movements to keep the object centered at all times. As long as you stay focused on the object, you'll travel in a full circle. Move in the other direction.

In the single-player campaigns, circle-strafing is a valuable tactic to use against stationary tanks. As their turrets rotate to track your movements, begin strafing around the tank. If you're close enough, you'll stay just ahead of the tank's main gun. But pay attention—if you circle too quickly the turret will change directions in an effort to outsmart you. So, always circle in the same direction as the turret's rotation and watch out for direction changes. This should buy you enough time to place an explosive charge and get away before it explodes.

Crouching

Crouch to crawl through small spaces and take cover from enemy fire. The crouch function works as a toggle between standing up and crouching. Press left Ctrl to initiate a crouched stance. You'll remain crouched until you press the same key again to stand up. Always be aware of which stance you're in. While crouched, you move slower

than when standing. If you need to move quickly across the enemy's field of fire, do it while standing.

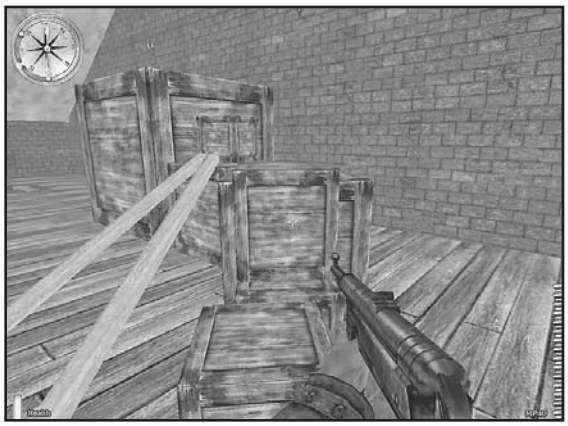
Crouch behind rocks and trees for increased concealment.

Crouching reduces your profile, making you a smaller, more compact target. This is more effective if you use proper cover for concealment—the less you expose to the enemy, the smaller the target you present. All sorts of objects can be used for cover, the most ideal being objects you can see over, allowing you to return fire. Find solid objects such as rocks, stone walls, and mounds of rubble.

Crouching behind cover is essential when using weapons with scopes. While looking through a scope, you're vulnerable to attacks from all directions because of the limited viewing arc. Even if you're being sneaky, you may miss an unsuspecting target, causing him to open fire in your direction. If this happens, you'll be happy you're crouched behind something.

Jumping

With the exception of clearing obstructing objects, jumping serves no real tactical function. Press Spacebar to jump. The height you can jump is limited. You can't leap over tall walls or even low fence lines—all that gear you're carrying is heavy! However, you can jump up onto crates and other low objects. Sometimes jumping onto these objects offers



Jump on small objects like these crates to reach new areas.

access to an area you couldn't reach otherwise. But don't waste too much time exploring where you can and cannot jump. If jumping is required, it's clear.

Climbing

You'll need to climb and descend ladders to reach new areas. Like jumping, this is another intuitive method of movement that requires little tactical planning. Approach a ladder while pressing the move forward key (W) and use the mouse to look up. To descend a ladder, approach it and press the use key (E) to move onto it, then press the move forward key while looking down to descend.

Use caution when descending. If you don't press the use key to grab the ladder before moving down, you'll fall off, resulting in damage from the fall. Getting injured by falling off a ladder is embarrassing, so pay attention to what you're doing.

The Compass and Navigation

The compass helps guide you to your current objective.

To succeed in the missions, you need to go from one objective to the next expeditiously. If used properly, the compass will always keep you on track. Located in the top left corner of the screen, the compass provides the heading and approximate distance of your latest objective. The arrow on the outer rim indicates the heading of the objective. This arrow points to the top of the compass, you're now moving toward the objective. Distance to the objective is estimated by the two ball bearings on the outer rim, flanking each side of the heading arrow. As you get closer to the objective, the ball bearings will move closer together.

TIP

Press Tab to view your current objective.

Use the compass to provide a general direction to your next objective. However, pull your nose out of the compass and survey the battlefield before moving out. Your first priority is to secure safe passage, then concern yourself with navigation. The compass provides *as the crow flies* heading information, so you may need to actually move away from the compass heading to reach an objective. This is most common in urban settings where some paths or streets may be blocked by rubble or other obstacles. Finding another way around is pretty easy, but often involves engaging more enemies. So stay alert, soldier.

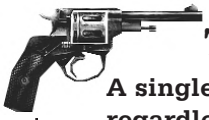
Weapons Training

For an infantry soldier, success on the battlefield means mastering a variety of weapons. We'll cover specific weapons in the next chapter. Before you get your hands on one, you'll need to learn how to use it.

Aiming

Aiming involves more than placing the crosshairs over an enemy and firing. You need to target specific areas of the enemy's body to take him down quickly. Doing so results in varying degrees of damage. For example, shooting at an enemy's arms and legs won't be lethal. It will take several hits in these areas before the enemy goes down. On the other hand, inflicting damage on the target's head or torso causes more damage and uses up less of your ammo in the process. Ideally, aim for the head every time. However, the head is a small target and it takes valuable time to line up properly in a heated firefight. Instead, aim for the torso, which offers the largest target area and is easy to see and hit at any range.

Always aim for the torso. This guarantees a hit while inflicting serious damage on the target.



TIP

A single headshot usually takes down an enemy regardless of the weapon you're firing. But, on occasion, a bullet that strikes an enemy in the helmet may just knock it off his head. Follow through with more well-placed shots.

Things get more difficult when engaging moving targets. Don't aim where the enemy is, but where the enemy will be. This is called leading the target. By leading the target, you can place rounds in the path of their movement. If an enemy soldier moves from left to right, aim ahead of him to the right. With some practice (and a bit of luck), you'll successfully engage moving targets with relative ease.

TIP

Leading is most important when firing on fast-moving targets such as airplanes. From a fixed position on the ground, you won't be able to track an aircraft's movements across the sky fast enough to score direct hits. Instead, unleash a wall of lead directly in its flight path.

Firing

When dealing with semi-automatic or bolt-action rifles, firing is as easy as holding your aim and pulling the trigger (the left mouse button). The introduction of fully automatic weapons increases the learning curve substantially. Although these weapons can spit out a horrific amount of lead in a short time, their recoil sharply decreases your accuracy

Use short bursts when firing automatic weapons such as this tank-mounted machine gun.

the longer you hold down the trigger. Each time a single round is fired, the weapon jerks back, causing the muzzle to climb upward. By the time several rounds pass through the weapon, the aim will be far off the intended target. Furthermore, refocusing the weapon's aim becomes virtually impossible while it bucks out of control. To avoid this, fire automatic weapons with short, controlled bursts. This allows you to fire two or three rounds, adjust your aim, and fire again. You also expend less ammo and increase your accuracy.

Reloading

Have you ever entered a room full of enemies to discover that you only have two rounds left in your weapon? If you keep an eye on your ammo count and reload frequently, you won't have to worry about embarrassing situations like this.

Consider reloading your submachine guns after each engagement. Ammo for these weapons is relatively easy to find.

Most of the weapons in your arsenal hold eight to thirty rounds in a single magazine. Your ammo count is listed in the bottom right corner of the screen. Always inspect it before initiating any kind of attack. If your weapon is low on ammo, press [R] to reload. To be on the safe side, reload after any engagement, though this will also depend on the availability of ammo.

TIP

If you have to reload in a close combat situation, it's faster to change weapons instead. Either way, find cover or keep moving until you can open fire again.

Combat Tactics

During combat, tune out the surrounding chaos to focus on exploiting your enemy's weaknesses. Each combat situation is different, requiring quick analysis, improvisation, and action. However, with preparation you can rely on your training to take over when faced with particular challenges. Here are a few tactics to help overcome some of the more common obstacles facing you in the campaigns.

The Rifle Butt Strike

The rifle butt strike is an effective means of neutralizing the enemy during close combat.

On rare occasions, you may run extremely low on ammo and need to take desperate measures. Fortunately, the rifle butt strike is an effective means of neutralizing enemies without expending ammo. However, you'll have to move into close combat range to perform this attack. Sneak up behind an enemy and strike him by pressing the secondary attack button (the right mouse button).

If your enemy is already facing you, fire one or two rounds at his torso. This stuns him, giving you time to rush in and take him out. If he isn't stunned, he'll use this same tactic, too. Once an enemy is down, collect more ammo from him.

Popping Smoke

The addition of smoke grenades in the *Spearhead* expansion allows for creative and useful assault tactics. These grenades aren't used to choke up enemies, but rather to obscure their field of view. This makes them perfect to use against fixed enemy positions such as machine gun nests.

Unlike frag grenades, place the smoke somewhere between your position and the enemy's—don't throw it at the enemy. As the grenade bounces into place, it dispenses colored smoke. Wait until the smoke gets thick before using it for cover. Remember, smoke only makes it hard to see, it doesn't provide solid cover. Plan your movements and don't be too alarmed if you're hit by a lucky shot.

Placing smoke ahead of an advance helps hide your movements.

Smoke also can be used as a diversion. Because it's used to cover an advance, it draws the enemy's attention. Use this opportunity to approach from a different direction and catch the enemy by surprise. This tactic is just as useful in multiplayer games as it is in the single-player campaigns.

Shoot and Scoot

Shoot and scoot is a distraction tactic in which you use suppressing fire to advance on enemy positions. On missions where you're working with teammates (in single-player and multiplayer), move forward while your buddies open fire on the enemy. If they don't take out the enemy, at the very least they'll distract him while you move closer to engage.

The shoot and scoot tactic requires cooperation from your teammates.

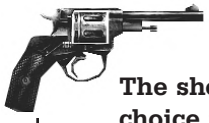
This tactic relies on team coordination, but it's good to use when you're pinned down by enemy fire. To help cover your movements, throw a smoke grenade along your intended path.

Room Clearing

As you move into towns and cities, you'll have to root out enemy soldiers hiding in buildings. You'll move from room to room clearing each structure. This task is tedious and dangerous. To minimize the risks, never open doors and remain standing in the doorway—you'll make a nice juicy target.

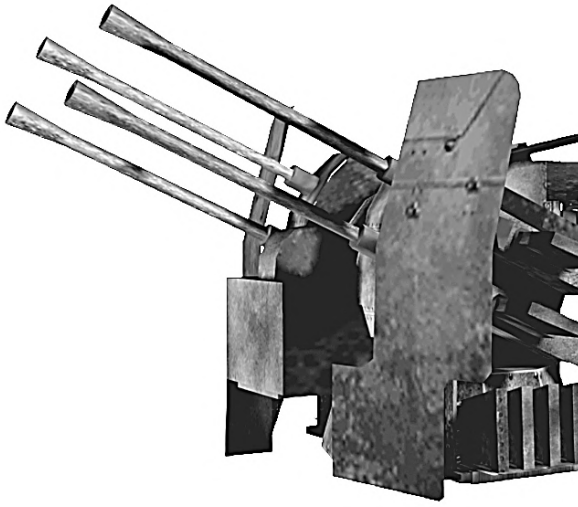
Begin room entries with a quick grenade toss from the side of an open doorway.

Instead, open a door and immediately side step left or right. If there's no incoming fire or sounds from inside, side step in front of the doorway with an automatic weapon at the ready. Strafe until you gather as much information about the room as possible. Sweep each opposing corner without exposing yourself too much. By the time you finish sweeping the room, the only blind corners should be the ones on the other side of the adjacent wall. If you open a door and you hear sounds on the other side, toss in a grenade. Once it explodes, mow down any survivors with automatic fire. Depending on their proximity to the doorway, tossing a grenade into a room may draw enemies through the open door—be ready.



TIP

The shotgun is an excellent choice for room clearing. However, avoid using it in large rooms with multiple enemies. The pump-action delay between trigger pulls puts you at a tactical disadvantage.



Commendations

You're probably not in it for the glory, but it's still important to recognize individuals who rise above the call of duty. There are two types of medals awarded: Campaign Medals and Career Medals. Campaign Medals are awarded at the end of a successful campaign and can be seen in the bottom row of your medal case. Career Medals are awarded once all available campaigns are completed. These can be seen in the top row of the medal case. Below is a list of the medals awarded in the *Spearhead* expansion.

Campaign Medals

The France and Germany Star

Awarded by special circumstances from Great Britain for events surrounding June 6, 1944. This medal is awarded for successfully completing the Operation Overlord Campaign.

Belgian Croix De Guerre

Awarded by the Belgian nation in grateful recognition of service against an opposing armed force. This medal is awarded for successfully completing the Bastogne Campaign.

Medal for the Capture of Berlin

Awarded by the Soviet Red Army for extreme special circumstances. This medal is given for successfully completing the Berlin Campaign.

Career Medals

The Bronze Star

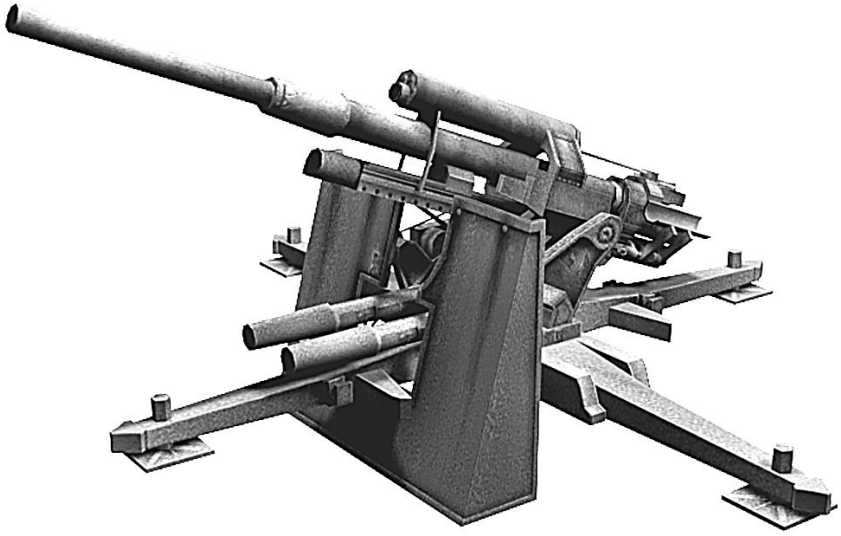
For meritorious achievement in service not involving aerial flight in operations against an opposing force. The Bronze Star is awarded for completing all the campaigns on Easy skill level.

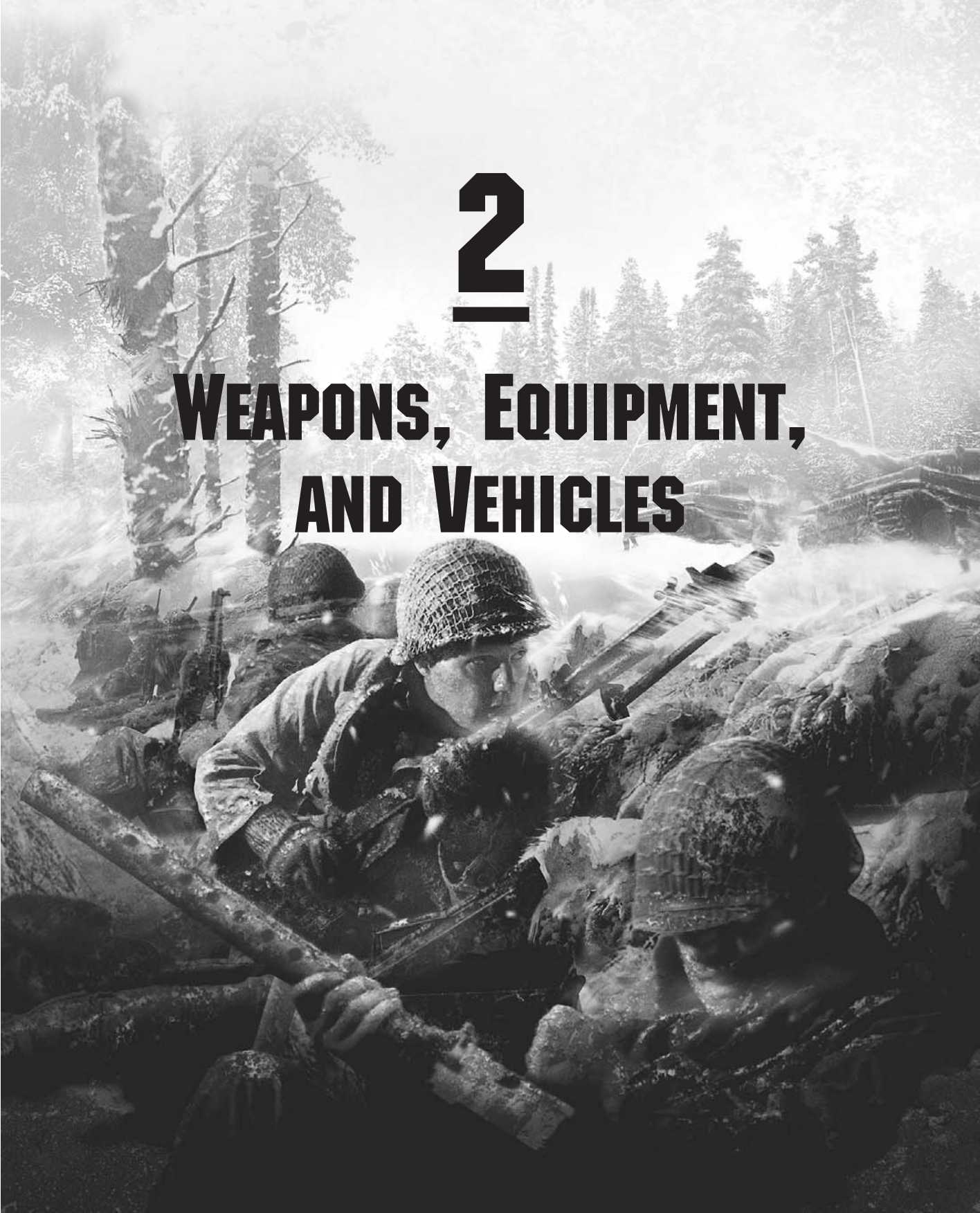
The Silver Star

An award for gallantry in action against an opposing armed force. The Silver Star is awarded for completing all the campaigns on Medium skill level.

The Distinguished Service Cross

The second highest military award in the U.S. Armed Forces and given for extraordinary heroism in connection with military operations against an opposing force. The Distinguished Service Cross is awarded for completing all the campaigns on Hard skill level.





2

Weapons, Equipment, and Vehicles

A soldier is only as good as his equipment, and the *Spearhead* expansion adds a number of new weapons and vehicles to an already impressive arsenal. This chapter looks at each weapon, providing historical information and tactical tips to make the most of each shot you take. We also cover the equipment needed to complete your varied mission objectives, plus tips for becoming familiar with the various vehicles you'll encounter on the battlefield. Some are friendly but most are gunning for you. Take some time to read up, soldier.

Pistols

Colt .45

Country of Origin: U.S.

Availability: Operation Overlord Campaign, Assault in the Ardennes Campaign, Multiplayer

When the opposition gets close, grab your Colt .45. Reliable and accurate, the Colt .45 is the finest American military sidearm ever made. Each of the seven rounds in your clip can deliver lethal force against well-protected opposition. Just be careful, the kick is heavy.

Notes: For its small size, the Colt .45 packs a deadly punch. But like most pistols, it's only accurate at close range. Use it for close combat, but keep an eye on the ammo count—it can only hold seven rounds.

HISTORICAL NOTES: THE COLT .45

The Colt .45 was the sidearm of choice for the American military from 1911 until its retirement in 1984. Originally suspicious of its innovative auto loading mechanism, the American military asked its inventor, John M. Browning, to rework the mechanism before accepting the gun into service.

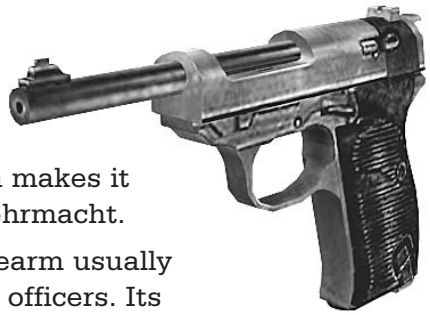
A subsequent version, the M1911A1, utilized recoil forces to push the slide back, eject the shell, cock the hammer, and reload the chamber within a fraction of a second. The finished version of this semiautomatic pistol packed more stopping power than its predecessor, the .38-cal M1900, and, with its improved autoloader, could fire at a more rapid rate. Although more than half of all enlisted men in World War I carried the Colt .45, regulations forbade infantrymen from using them in World War II. However, these regulations were rarely enforced, as many sought them as a weapon of last resort.

On VJ Day in 1945, the last order for Colt .45s was canceled by the U.S. military, and for the next 39 years all pistols in service were rehabilitated secondhands.

Walther P-38

Country of Origin: Germany

Availability: Multiplayer



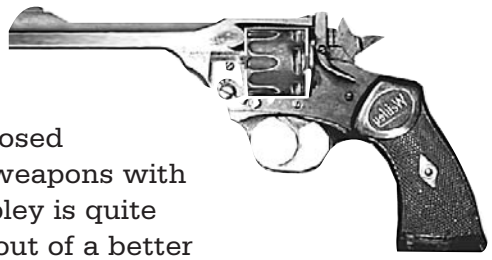
The lean P-38 semiautomatic pistol is a weapon for the long hauls. Its reliable firing mechanism makes it a favorite among officers of the Wehrmacht.

Notes: This is a standard-issue sidearm usually found in the possession of German officers. Its eight-round capacity gives it a slight advantage over the other firearms in the pistol class.

Webley Revolver Mark IV

Country of Origin: U.K.

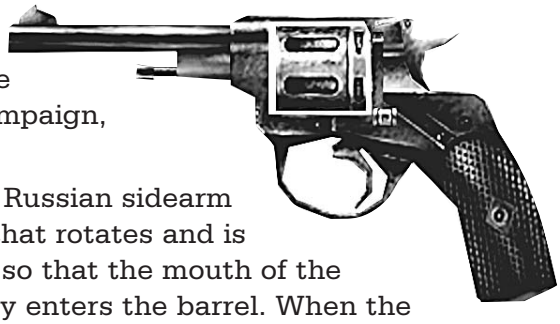
Availability: Operation Overlord Campaign, Multiplayer



Because of its considerable weight, the British Webley revolver Mark IV has very mild recoil. Despite the supposed limitations of revolver-class weapons with a break-open frame, the Webley is quite accurate and was produced out of a better quality steel than its predecessors.

Notes: This is the first revolver you'll come across and it's quite capable. Use it in small-scale firefights, or, if you're up for a challenge, use it to clear buildings.

7.62mm Model 1895 Nagant Revolver



Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign, Multiplayer

This is a unique Russian sidearm with a cylinder that rotates and is pushed forward so that the mouth of the cartridge actually enters the barrel. When the weapon is fired, the cartridge mouth expands and completely seals any gap for gasses to escape from the gun. A double-action configuration was given to all Soviet military personnel, who, in turn, found it a viable weapon to be fired out of the vision ports of their T34 tanks.

Notes: Although it's not the best weapon in your arsenal for city fighting, it can work in a pinch. If you plan on using it, make sure there's cover within reach. Like the Webley, and most other revolvers, you only have six shots, so make them count.

Rifles

M1 Garand

Country of Origin: U.S.

Availability: Operation Overlord Campaign, Assault in the Ardennes Campaign, Multiplayer

Popular for its caliber, muzzle velocity, and semiautomatic capabilities, the Garand has proven to be superior over earlier bolt-action rifles. However, its eight-round clip is impossible to reload when partially used; in the field, soldiers fire off all eight rounds before loading a fresh clip. When automatically emptying a spent clip, the M1 Garand emits a distinct "ping" sound.

Notes: Although it may not be as powerful as some of the rifles in its class, its semiautomatic function allows you to place several accurate shots in quick succession. By aiming at a target's torso, you can drop an enemy soldier with a couple of quick shots.

The M1 can't be reloaded during the middle of a clip—all eight rounds must be fired before the expended clip pops out, allowing you to load another. Despite this minor limitation, the M1 is still one of the best rifles available.

HISTORICAL NOTES: THE M1 GARAND

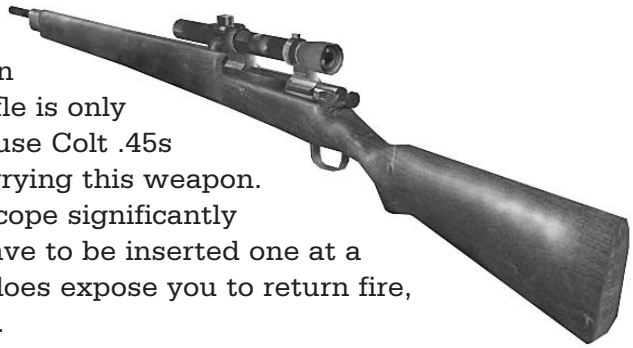
The U.S. Rifle, Caliber .30, M1 rifle, or Garand was the standard-issue rifle for American infantry. Named after its inventor, John C. Garand, it was the first semiautomatic rifle widely used in combat. Although it was adopted by the Army in 1936, the Garand was in short supply until 1943. By the end of the war, more than 4 million had been produced.

The Garand was easy to disassemble and clean, and its combination of caliber, muzzle velocity, and semiautomatic operation provided superior firepower over bolt-action rifles. Its only weakness was that partially fired clips were so difficult to reload, that GIs tended to simply fire off the remaining rounds before inserting a new clip.

Springfield '03 Sniper Rifle

Country of Origin: U.S.

Availability: Multiplayer



The internal magazine used in the Springfield 1903 sniper rifle is only five rounds, so snipers often use Colt .45s as sidearms in addition to carrying this weapon. Because the position of the scope significantly obstructs clip feed, rounds have to be inserted one at a time. This accurate weapon does expose you to return fire, so make your first shot count.

Notes: If this is your weapon of choice, only use it in situations where you're concealed and preferably far away from enemy forces. When moving from position to position, switch to your pistol, which offers better protection with its faster rate of fire.

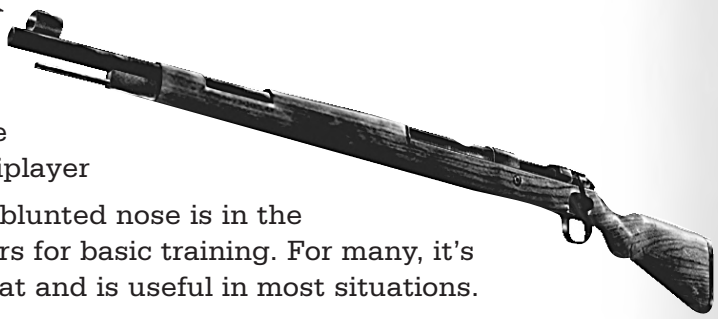
HISTORICAL NOTES: THE SPRINGFIELD '03 SNIPER RIFLE

Officially designated "U.S. Rifle, Caliber .30, Model of 1903," it was better known as the Springfield, the Springfield '03, or simply the '03. This bolt-action rifle was adopted by the U.S. Army in 1903 and remained the standard-issue rifle of America's armed forces until 1936.

In 1906, the .30-caliber cartridge was modified and designated the "M1906 Cartridge." It became widely known as the .30-06. This cartridge was the standard U.S. rifle and machine gun cartridge for the next 50 years.

In 1936, the Springfield '03 was replaced by the M1 Garand, but many Springfields saw service in World War II. In the Normandy Campaign, the Springfield was used primarily as a sniper weapon; the vast majority of infantrymen preferred semiautomatic and automatic weapons to the bolt-action rifle. Any advantage the Springfield may have had in accuracy was more than offset by the rate of fire the Garand, M1 Carbine, and Browning automatic rifle offered.

Mauser KAR98K



Country of Origin:
Germany

Availability: Assault in the Ardennes Campaign, Multiplayer

This repeating rifle with a blunted nose is in the hands of all German soldiers for basic training. For many, it's their only weapon in combat and is useful in most situations.

Notes: Although it lacks the semiautomatic capability of its U.S. counterpart (the M1), this seemingly archaic bolt-action rifle is still a contender thanks to its incredible accuracy and range.

KAR98 Sniper Rifle

Country of Origin: Germany

Availability: Assault in the Ardennes Campaign, Multiplayer

Adding a ZF41 2.5x scope or a ZF42 5x scope to the KAR98K turns it into an effective sniping weapon. In dense areas of Western Europe, snipers are a persistent threat.

Notes: This is the same rifle as the KAR98K, but with the addition of a scope. The increased visibility offered by the scope allows skilled snipers to utilize the full potential of the rifle's range and power. This makes it the ideal weapon for defensive situations. Just make sure you're well concealed.

Lee Enfield

Country of Origin: U.K.

Availability: Operation Overlord Campaign, Multiplayer

Having a long and distinguished evolution, the British Lee Enfield rifle is a stalwart in the rifle class. The ten-round clip, bolt-action rifle was an extremely accurate piece, without the harsh kickback of equally high-velocity rifles.

Notes: After using the M1, switching to the Enfield may seem like a step backward. In some respects, it is, but you'll begin to appreciate the power and accuracy of this bolt-action rifle. Unlike the M1, one shot from the Enfield is usually enough to take down an enemy soldier. However, the long reloading process can make you vulnerable to enemy fire. Use the Enfield from covered positions at long range.

Gewehr 43

Country of Origin: Germany

Availability: Assault in the Ardennes Campaign

A logical evolution from the Gewehr 41, this telescopic rifle was first thought to be used on the Eastern Front in late 1943. This rifle demanded acute aiming sensibility and was only used by German specialists. Although it's rare in combat, this particular Gewehr has been modified to semiautomatic functionality.

Notes: The semiautomatic rate of fire coupled with the enhanced optics of a scope make this an awkward mix between a standard rifle and a sniper rifle. Still, you'll find this weapon useful for accurately taking out enemies from a distance. The disruptive recoil can make it hard to stay on target, but the more-than-adequate rate of fire makes up for this and any other shortcomings.

Mosin Nagant M1938 Carbine

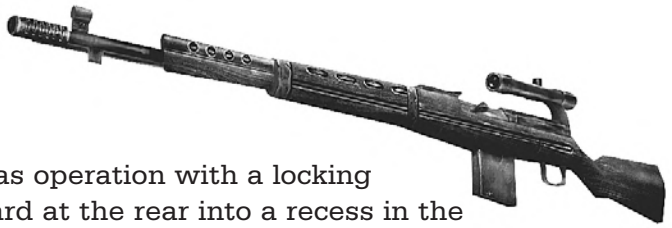
Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign, Multiplayer

The Mosin Nagant was the first Russian rifle to incorporate the idea of a small-caliber, high-velocity magazine rifle.

Notes: Similar to the Lee Enfield and KAR98K, the Mosin Nagant is another high-powered, bolt-action rifle. Use this one at long range or whenever speedy reloading isn't an important factor. Only with the SVT 40 in your arsenal will the Nagant begin to feel obsolete.

SVT 40



Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign, Multiplayer

The SVT 40 relied on gas operation with a locking block cammed downward at the rear into a recess in the receiver floor. It was characterized by the removal of the earlier cleaning rod, with a more conventional position underneath the barrel.

Notes: This weapon is a bit like the Gewehr 43, sporting semiautomatic fire and a scope. While moving through the rubble filled streets of Berlin, you'll need to use this rifle to spot and eliminate numerous enemy snipers. First, listen for enemy shots, trying to determine their point of origin. Then look for muzzle flashes. Once you have an idea where the sniper is, pull up the scope to take him out. Never search for enemy snipers through the scope view alone.

Submachine Guns

Thompson

Country of Origin: U.S.

Availability: Assault in the Ardennes Campaign, Multiplayer

Although many complain about the weight of the Tommy Gun, it performs as designed: a rapid-firing, sweep-and-clear weapon for close quarters. Its 30-round clip can be emptied in less than three seconds.

Notes: Popularized by Prohibition-era gangsters in the U.S., the Thompson's large caliber and automatic rate of fire also made it a favorite of Allied soldiers. Compensate for the recoil by firing in short, controlled bursts. Like most submachine guns, this one is great for close combat tasks like clearing trenches.

HISTORICAL NOTES: THE THOMPSON SUBMACHINE GUN

John T. Thompson, who helped develop the Springfield '03 rifle and Colt .45 pistol, began work on a "trench broom" for close-quarters combat shortly after his retirement from the Army in 1918. He recognized that the .45-caliber slug of the M1911 pistol would be devastating when used in a fully automatic weapon. By the spring of 1920, Thompson's company (Auto-Ordnance) produced a prototype capable of firing 800 rounds per minute. Despite its excellent test performance, the Thompson was not adopted for use by either the U.S. Army or Marine Corps.

Still, Thompson contracted with Colt for the manufacture of 15,000 guns, designated "Thompson Submachine Gun, Model of 1921." The 15,000 guns manufactured by Colt lasted until the eve of World War II. In 1940, the U.S. Army ordered 20,000 Thompson submachine guns, and in 1941 the Army ordered an additional 319,000. One of the main assets of the Thompson submachine gun was reliability; it performed better than most submachine guns when exposed to dirt, mud, and rain. The complaints against the Thompson were its weight (over 10 pounds), its inaccuracy at ranges over 50 yards, and its lack of penetrating power (a common complaint with all World War II submachine guns).

MP-40

Country of Origin: Germany

Availability: Operation Overlord Campaign, Multiplayer

A simple technical innovation to the hammer eliminated the problems of the MP-38, and the MP-40 was born. Effective in close combat and clean in construction, the MP-40 is very cheap to make, as its parts are machine-stamped.

Notes: When no other submachine gun is available, the MP-40 can still deliver the automatic fire required by some combat situations. However, it isn't very accurate and lacks the stopping power offered by other weapons in this class. If multiple shots at close range fail to bring down an enemy, rush over and strike him with the weapon's butt while he's stunned. This should finish him off.

Sten Mark 2

Country of Origin: U.K.

Availability: Operation Overlord Campaign, Multiplayer

A lightweight and compact automatic weapon, the Sten Mark 2 was considered the workhorse of the British military, with more than two million produced in less than three years. It can hold as many as 32 rounds, but was generally loaded with 30 to avoid jamming and magazine spring complications.

Notes: For its simple and compact design, the Sten is a surprisingly effective weapon. The large spring inside absorbs most of the recoil, allowing you to stay on target through relatively long bursts of automatic fire. This makes it useful for engaging targets at both medium and close ranges.

PPSh41

Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign, Multiplayer

The Soviet PPSh41 submachine gun was first introduced during the U.S.S.R.'s bitter war with Finland. The PPSh41 utilizes simple blowback action, and fires from the open bolt position. The semi or full auto selector is located within the trigger guard, allowing easy access. A reliable and popular Soviet weapon with a high rate of fire, the PPSh41 used large capacity, cylindrical magazines.

Notes: The PPSh41 is arguably the best submachine gun available. In addition to providing quick, devastating firepower at short and medium range, it also utilizes a 46-round drum magazine. This means you'll have to reload less often. Like the Thompson, the PPSh41 produces a fair amount of recoil, so be ready to compensate for muzzle climb.

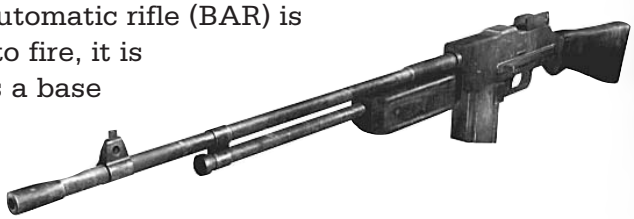
Machine Guns

Browning Automatic Rifle

Country of Origin: U.S.

Availability: Multiplayer

Unloaded, the Browning automatic rifle (BAR) is a load. Loaded and ready to fire, it is worth its weight. Use it as a base of fire weapon to cover advancing troops. It has a 20-round clip.



Notes: Although the BAR is fully automatic, it's best to use this function sparingly. The violent recoil makes it difficult to aim while ammo quickly disappears from the limited 20-round clip. When possible, use it to engage enemies at long range with two- to three-round bursts.

HISTORICAL NOTES: THE BROWNING AUTOMATIC RIFLE

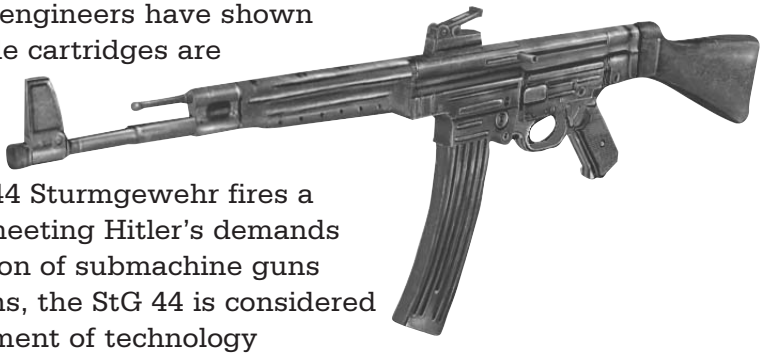
The initial M1918A1 version of the Browning automatic rifle (BAR) was first used in combat by American soldiers during World War I, and many of these guns saw service in World War II. The BAR received high praise for its reliability under adverse conditions. In 1940, model M1918A2 was adopted.

Unlike earlier models, it could only be fired in two automatic modes—slow (300 to 450 rounds per minute) or fast (500 to 650 rounds per minute)—but not in semiautomatic mode. Both versions were widely used; the BAR was a popular weapon in all theaters because it was reliable and offered an excellent combination of rapid fire and penetrating power. The BAR's only serious drawback was its lack of a quick-change barrel to reduce the chances of overheating.

StG 44 Sturmgewehr

Country of Origin: Germany

Availability: Assault in the Ardennes Campaign, Multiplayer



Tests among German engineers have shown that their standard rifle cartridges are too long and too difficult to target in fully automatic weapons, so the StG 44 Sturmgewehr fires a shorter cartridge. In meeting Hitler's demands for increased production of submachine guns and light machine guns, the StG 44 is considered a resounding achievement of technology and production.

Notes: A precursor to the modern assault rifle, the StG 44 stands out as one of the best weapons available. Its relatively tame recoil, 30-round magazine capacity, and automatic rate of fire make it an extremely versatile weapon that is capable of engaging targets at short or long range. Whenever it's available, make this your primary weapon of choice.

Portable Maschinengewehr 42 (MG-42)

Country of Origin: Germany

Availability: Multiplayer

Because of its capabilities, the portable MG-42's deadly firepower was widely considered when factoring attacks against the Germans. The MG-42 possessed a very high rate of fire (approximately 1,200 rounds per minute), was extremely reliable in all conditions, was very simple to operate and maintain, and proved to be very popular with the soldiers who called for it in ever-increasing quantities. Quite literally, one man carrying the MG-42 could move with relative freedom with a weapon capable of dominating any infantry battlefield.

Notes: This is primarily a defensive weapon. Because it takes a concentrated effort to tote around and set up, you're not going to charge into enemy fire while carrying it. Instead, place it near an objective already held by your team. When setting it up, make sure your flanks are covered—you don't want enemies sneaking up behind you. Also, try placing it in front of a choke point, but make sure you're not open to fire from enemy snipers.

Grenades

Mark II Frag Grenade

Country of Origin: U.S.

Availability: Assault in the Ardennes Campaign, Multiplayer

The lethal range of this hand grenade is 50 yards, so when you throw a Mark II grenade, duck and stay down until it has detonated. Two grenades are standard-issue for each GI.

Notes: The Mark II is a well-rounded frag grenade capable of dispensing shrapnel across a wide area. It also can be thrown quite far, making it a good choice for "cooking." To cook a grenade, hold down the left mouse button for a few seconds before throwing it. If you throw it at the right moment, the grenade will explode in the air, increasing its lethal blast range. However, if you hold the grenade too long, it will explode in your hand. Cooking grenades takes some practice, but it can be a useful tactic once mastered.

HISTORICAL NOTES: THE MARK II FRAG GRENADE

American soldiers used many types of hand grenades during World War II, but the primary hand grenade issued to GIs was the Mark II fragmentation grenade. The Mark II was egg-shaped and constructed of cast iron. The outside of the Mark II was serrated to produce more fragments when it exploded. The specifications for the Mark II called for a TNT filler, but because TNT was in short supply when the war started, many early Mark IIs were filled with a nitrostarch compound.

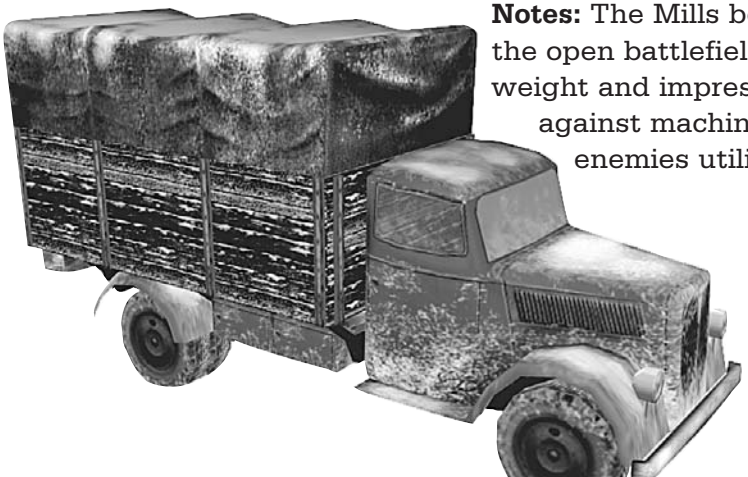
The time delay on the Mark II's fuse was 4 to 4.8 seconds. The Mark II's killing radius was 5 to 10 yards, but fragments could kill at up to 50 yards. Because the accepted throwing range was 35 to 40 yards, soldiers were ordered to keep their heads down until after the grenade exploded. Of the other types of hand grenades issued to GIs in Europe, the two most common were smoke and phosphorus grenades. Both these grenades were used to mask movements or mark artillery and ground-support aircraft targets.

M36 Mills Bomb

Country of Origin: U.K.

Availability: Operation Overlord Campaign, Multiplayer

The M36 Mills bomb was the standard British hand grenade. The M36 was a cast-iron casing filled with high explosives, utilizing a screw-in fuse that was put in place prior to combat. The fuse itself was activated when a spring-loaded lever was released as the grenade left the thrower's hand. Small, light, and easily thrown a great distance, the M36 surpassed some of its other counterparts in this field, proving to be a deadly weapon in ranged combat.

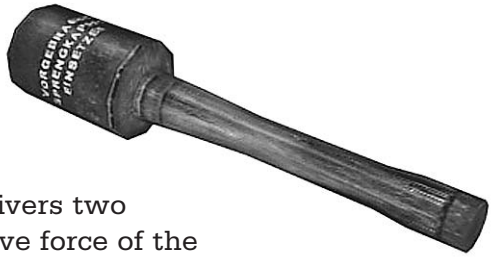


Notes: The Mills bomb is a great grenade for the open battlefield because of its light weight and impressive range. Try using it against machine gun nests and other enemies utilizing cover.

Stielhandgranate

Country of Origin:
Germany

Availability: Assault in the Ardennes Campaign, Multiplayer



A well-designed grenade delivers two lethal weapons: the concussive force of the explosion and the fragments of the grenade shell. The Stielhandgranate, or "stick hand grenade" in English, can be thrown considerable distances because of its shape. However, it is not an effective fragmentation weapon.

Notes: These pipe-shaped grenades are easy to throw long distances, making them a common threat. Fortunately, they're relatively easy to see because of their large size and end-over-end rotation while flying through the air. Sometimes it's best to move toward an incoming grenade, letting it pass over you, than it is to move backward in the same direction of its flight path. You also might catch the thrower without a gun in his hands.

Historical Notes: The Stielhandgranate

As they did with almost every other weapon type, the Germans developed a number of different hand grenades. There were, however, two primary types of German high-explosive hand grenades: the Stielhandgranate 24 ("stick hand grenade, model 24") and the smaller egg-shaped Eihandgranate 39 ("egg hand grenade, model 39").

The stick grenade was the better known of the two, having seen widespread use in World War I and undergoing various improvements in the interwar years. It consisted of a thin sheetmetal can containing a TNT charge and was mounted on a hollow wooden handle. The handle provided leverage that made this grenade easier to throw than other egg-shaped German and Allied grenades.

The stick grenade was armed by unscrewing the metal cap on the bottom of the handle to expose a porcelain bead attached to a cord in the handle. Pulling the bead actuated a friction igniter, and the TNT charge exploded after a four- to five-second delay. Late in the war, variant stick grenade models substituted a concrete or wooden charge container for the original metal head.

F1 Fragment Grenade

Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign, Multiplayer

The F1 fragmentation grenade was the Soviet counterpart to the British M36 and the American fragmentation grenades. Heavier than many grenades, the F1 was harder to throw great distances, but it made up for this deficit with its large blast radius.

Notes: The short range and large blast radius make this a dangerous grenade to experiment with. After you throw it, make sure you move (or duck) behind adequate cover—you don't want to watch this one explode. Use the F1 to clear large rooms and other areas where enemies are heavily concentrated.

Smoke Grenades

Smoke grenades are useful in most situations: to obscure the enemy's view, provide cover from enemy fire, or as a diversionary tactic. Although the use of various colors often had meaning, for your European Theater operations the colors have been standardized based on its country.

M18 Smoke Grenade

Country of Origin: U.S.

Availability: Assault in the Ardennes Campaign

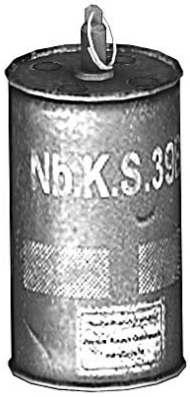
Notes: The M18 dispenses red-colored smoke.

RDG-1 Smoke Grenade

Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign

Notes: The RDG-1 dispenses mustard-colored smoke.



Nebelhandgranate

Country of Origin: Germany

Availability: Operation Overlord Campaign

Notes: The Nebelhandgranate dispenses green-colored smoke.

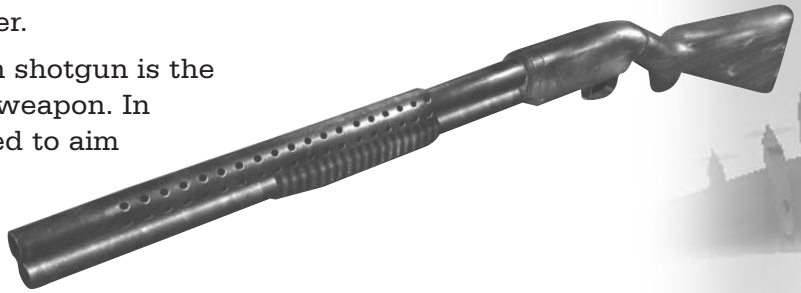
Heavy Weapons

Winchester Shotgun

Country of Origin: U.S.

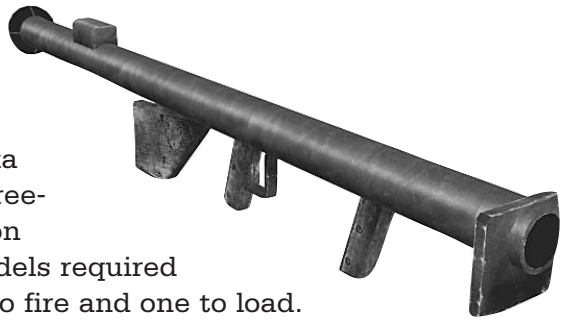
Availability: Assault in the Ardennes Campaign, Multiplayer

Originally designed as a police weapon, the Winchester shotgun packs a short, solid punch. This solid-framed, pump-action shotgun houses a 20-inch barrel that creates a wide dispersal pattern in the vicinity of the shooter.



Notes: This pump-action shotgun is the ultimate close-quarters weapon. In most cases, you just need to aim in the general direction of an enemy to take him out—as long as he's close enough. Avoid using the shotgun when the range of engagement exceeds more than a few feet. The buckshot disperses as it travels, causing less damage to distant targets. It's a great weapon for clearing rooms.

Bazooka



Country of Origin: U.S.

Availability: Multiplayer

A simple weapon, the bazooka propels a rocket-mounted, three-pound grenade in the direction the tube is pointed. Early models required two soldiers to operate, one to fire and one to load. And, they were often dangerous. However, design flaws have been eliminated, and the bazooka has become an effective field weapon.

Notes: Although useful as an anti-tank weapon, the bazooka is also an effective weapon against enemy personnel. While it's equipped, you'll move very slowly. Switch to your pistol to move faster, then raise the bazooka once you're ready to fire.

HISTORICAL NOTES: THE BAZOOKA

In response to the need for an infantry anti-tank weapon, Leslie A. Skinner and Edward G. Uhl of the Ordnance Department developed the bazooka—a metal tube that used an electrical firing mechanism—by early 1942. Until then, American infantry had lacked an anti-tank rocket capable of stopping a tank.

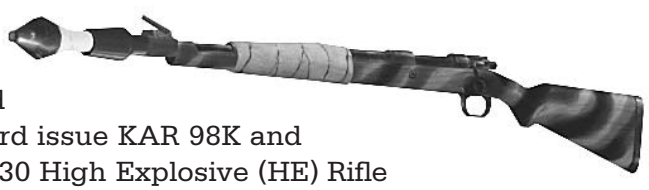
Another member of the Ordnance Department, Henry H. Mohaupt, had been working on a shaped-charge grenade for use by infantry against tanks. Mohaupt's M10 grenade weighed over 3.5 pounds, making it nearly impossible to throw effectively. However, when Skinner and Uhl started attaching Mohaupt's grenades to their bazooka rocket, scoring hits on three successive shots during testing, the Ordnance Department immediately recognized the value of this new weapon.

Many bazookas were shipped to America's allies; in fact, when the Germans captured one, they copied the design to produce the Panzerschreck ("tank terror"). The bazooka was named for a musical contraption devised by comedian Bob Burns.

Gewehrgrante

Country of Origin: Germany

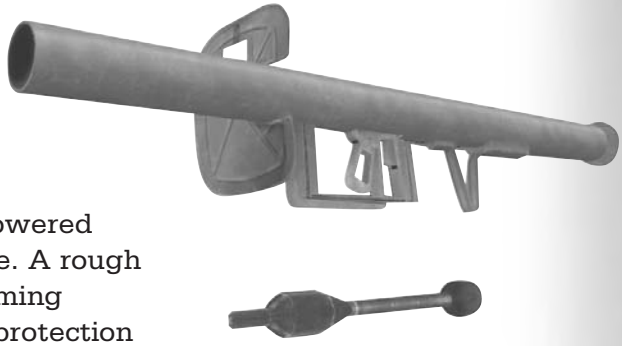
Availability: Multiplayer



The Gewehrgrante is mounted beneath the barrel of a standard issue KAR 98K and capable of launching the Mod.30 High Explosive (HE) Rifle Grenade. The innovative rifling design of the 30mm grenade provides increased accuracy and range over earlier rifle grenades. This design also facilitates the use of a larger warhead, making it an equally dangerous threat to both personnel and light vehicles.

Notes: When using the Gewehrgrante, make sure your allies are clear of the impact area. Like regular hand grenades, this weapon is capable of delivering a tremendous amount of damage over great distances. For best effect, use it in the opening moments of an assault when the enemy is still at long range.

Panzerschreck



Country of Origin: Germany

Availability: Assault in the Ardennes Campaign, Multiplayer

The larger cousin of the grenade-launching Panzerfaust, the Panzerschreck propels a rocket-powered grenade from a shoulder-held tube. A rough shield with a small opening for aiming provides the operator with some protection from the exhaust blast of the rocket.

Notes: The Panzerschreck is nearly identical to the bazooka. You'll mainly use it against enemy armor, but it can be fired at infantry, too. The reload time is extremely slow, so make sure you have a new round loaded before stowing it—you won't want to take the time to reload it if an enemy tank surprises you around the next corner. Panzerschreck rounds travel slowly, making it tough to hit moving targets, but this works in your favor when you're on the receiving end.

Mountable Weapons

MG-42

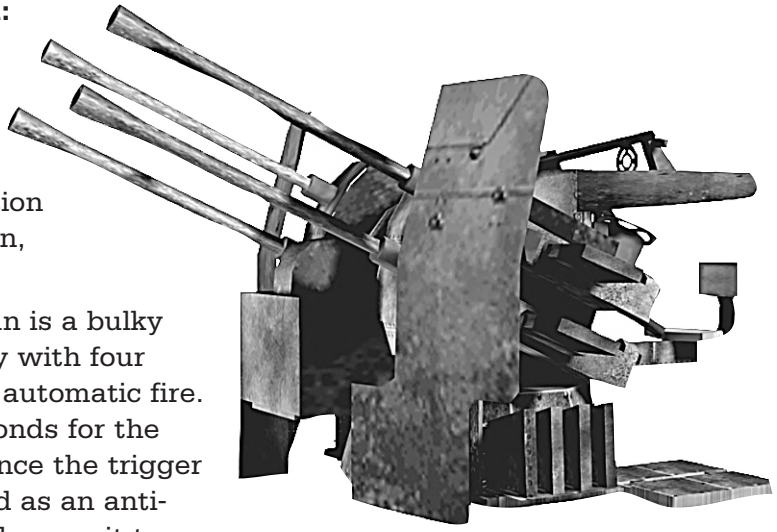
Country of Origin: Germany

Availability:
All Campaigns, Multiplayer

A unique delayed-blowback firing system allows the gun to achieve rates of fire three times greater than any American machine gun. MG-42s are used extensively in cover and defensive situations throughout the European theater.

Notes: The MG-42 can lay down a wall of lead in a matter of seconds, making it great for engaging multiple enemies. However, it has a limited firing arc, leaving it open to flanking maneuvers. So when you're not firing it, back off and check your perimeter.

AA Gun

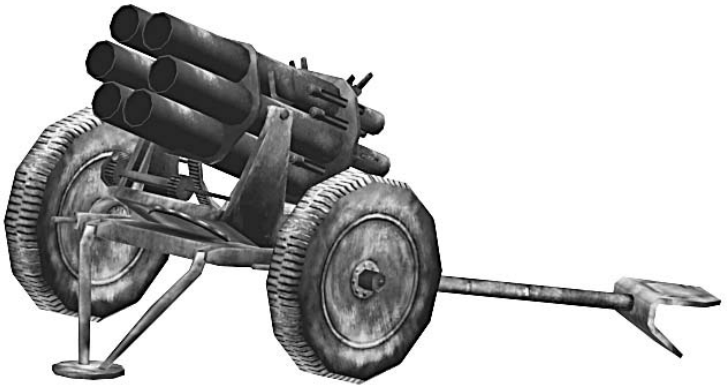


Country of Origin: Germany

Availability: Assault in the Ardennes Campaign, Operation Overlord Campaign, Multiplayer

Notes: The AA Gun is a bulky piece of machinery with four barrels capable of automatic fire. It takes a few seconds for the gun to warm up once the trigger is pulled. Designed as an anti-aircraft weapon, also use it to engage ground targets. With enough concentrated hits, it has enough firepower to destroy a tank.

Nebelwerfer



Country of Origin: Germany

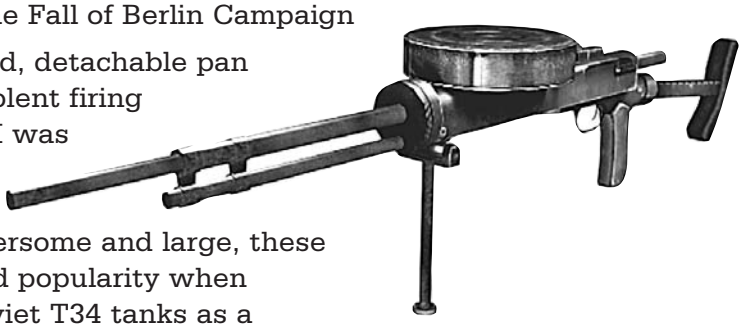
Availability: Assault in the Ardennes Campaign, Multiplayer

Notes: The Nebelwerfer is a six-barrel artillery piece that fires explosive rocket rounds. It can fire six rockets in quick succession, but there's a lengthy reload process. When firing at infantry, aim for their feet—the splash damage from the explosion will take them out.

Soviet 7.62mm DTM

Country of Origin: U.S.S.R.

Availability: The Fall of Berlin Campaign



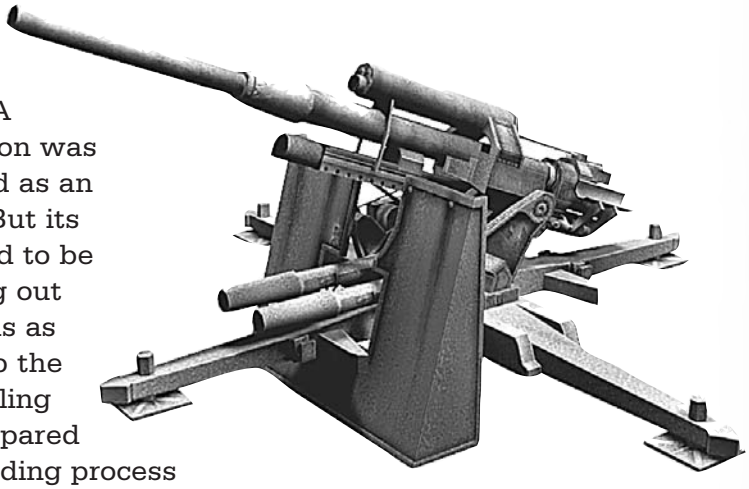
It has a 60-round, detachable pan capacity and violent firing recoil. The DTM was rarely used as a stand-alone weapon. Cumbersome and large, these weapons gained popularity when mounted on Soviet T34 tanks as a secondary weapon.

Notes: The recoil of the DTM makes it extremely inaccurate when firing in long, automatic bursts. Instead, line up your sights with a target and squeeze off a few rounds at a time. This is a must when engaging infantry at long (or even medium) range.

88mm Flak Cannon

Country of Origin: Germany

Availability: All Campaigns, Multiplayer

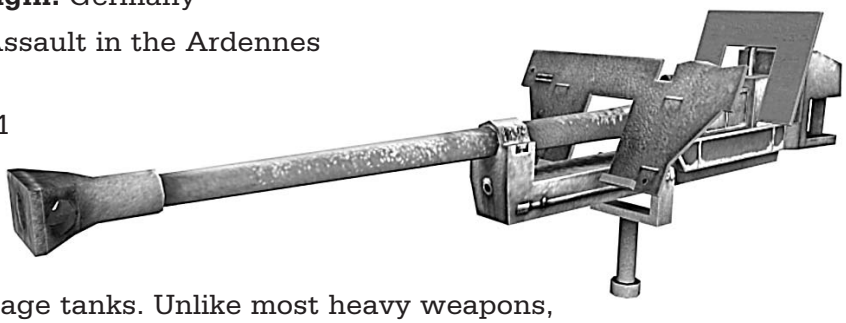


Notes: Like the AA gun, the flak cannon was originally designed as an anti-aircraft gun. But its large 88mm proved to be effective for taking out tanks also. Firing is as simple as lining up the crosshairs and pulling the trigger. Be prepared for a lengthy reloading process between shots.

PzB41

Country of Origin: Germany

Availability: Assault in the Ardennes Campaign

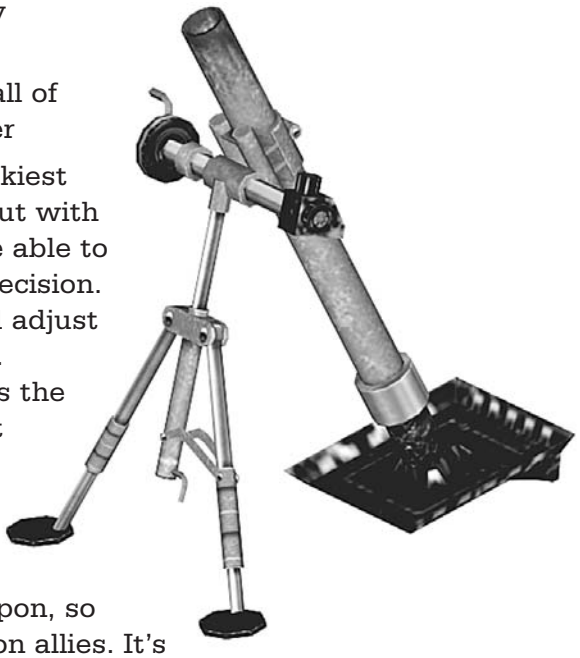


Notes: A PzB41 mounted on a halftrack gives it the ability to effectively engage tanks. Unlike most heavy weapons, the PzB41 is capable of automatic fire. Exploit this advantage to rip through enemy armor before they get a shot off at your lightly armored vehicle.

Granatwerfer

Country of Origin: Germany

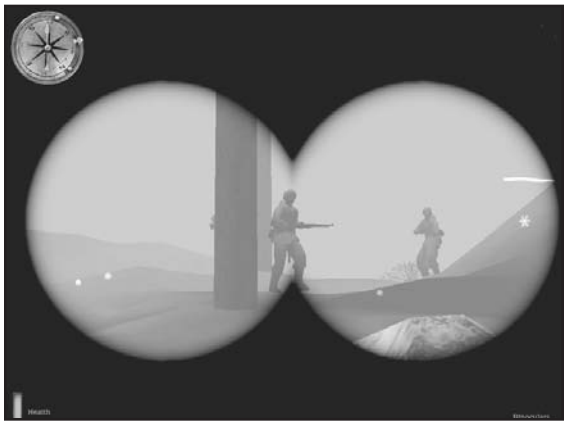
Availability: Assault in the Ardennes Campaign, The Fall of Berlin Campaign, Multiplayer



Notes: This is one of the trickiest weapons at your disposal, but with some practice you should be able to place mortar rounds with precision. Use the mouse to rotate and adjust the pitch of the mortar tube. Lowering the pitch increases the mortar's range and raising it decreases the range. Experiment with a couple of shots before you hit your intended target. The mortar is a very deadly weapon, so make sure you're not firing on allies. It's best used in situations where you can place rounds on narrow choke points, such as alleys and other predictable thoroughfares.

Items and Equipment

Binoculars

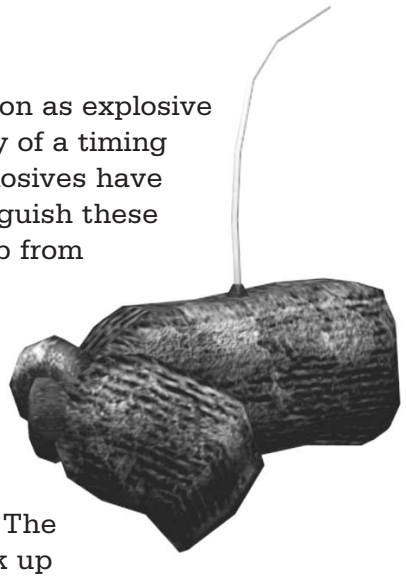


The binoculars are an important tactical device, allowing you to scout ahead before moving in a particular direction. Sometimes they'll reveal enemies lying in wait that you wouldn't be able to see otherwise. The binoculars also can help you target enemies when you don't have a sniper rifle. Line up the target in the center of the binoculars and, without moving the mouse, switch back to a rifle—you should be lined up with the target. Fire a few shots, then switch back to the binocular view to inspect the target. If you lined up things properly to begin with, your target should be on the ground.

Explosive Charge

Place these timed explosives on objectives slated for demolition. Whenever an object can be destroyed with an explosive, a transparent red box (in the shape of a charge) appears somewhere on the target. Once you find this spot, press [E] to place the charge. This initiates a timer countdown to detonation. Move away before it explodes.

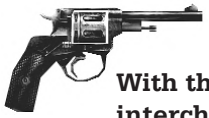
Sticky Bomb



Sticky bombs perform the same function as explosive charges, but lack the fancy technology of a timing device. Instead, these satchels of explosives have a fuse that must be lit. Rain will extinguish these fuses, requiring you to shoot the bomb from a safe distance to trigger detonation. Look for the plume of white smoke to spot the smoldering fuse.

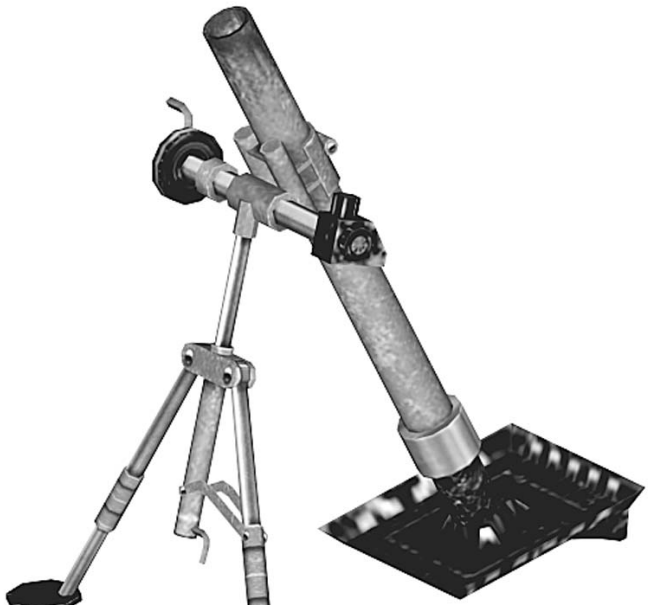
Ammunition

To complete your missions, you need to retrieve ammo from the battlefield. The most common way to do this is to pick up ammo from dropped weapons. On occasion, you may find boxes of ammo, providing a quick boost to your inventory. Either way, keep track of your ammo count for each weapon type and concentrate on using the weapon with the most ammo available.



NOTE

With the exception of heavy weapons, ammo is interchangeable within classes. For example, SMG ammo taken from an MP-40 will work in all submachine guns.



Medical Supplies

In addition to ammo, you also need to seek out medical supplies to replenish your health meter. There are four types of supplies available.

Medicinal Canteen

Restores 25% of your total health

The medicinal canteen is the most common form of medical aid. They're usually dropped by enemy soldiers and can be gathered after a firefight along with ammo.

First Aid Kit

Restores 50% of your total health

First aid kits aren't as common as medicinal canteens. They're usually retrieved from specific locations and aren't carried around by enemy soldiers. Check behind machine gun nests and on tables inside buildings.

Field Surgeon Pack

Restores 100% of your total health

Field surgeon packs are quite rare, appearing in a few specific places and situations. You'll rarely need the full attention it provides, so consider moving forward and backtracking to its location when you're substantially injured.

Health Barrel

Restores 100% of your tank's total health

When driving the T34, you'll want to pick up these health barrels to repair your tank. Try to go without picking one up until you're desperate—there are only a few and you'll want to clear as much of the city as possible.

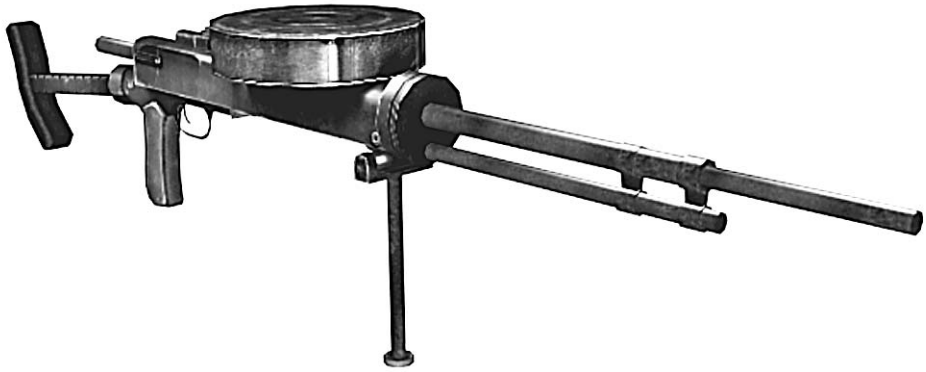
Vehicles

C-47 Skytrain

Country of Origin: U.S.

The C-47 Skytrain is a workhorse of a transport plane, carrying a 7,500-pound payload at an operational ceiling of 24,000 feet. Other roles include reconnaissance, evacuation, glider towing, psychological warfare, and even battle when outfitted with guns.

Notes: C-47s serve a critical role in the pre-dawn invasion at Normandy. Not only do they drop paratroopers, but they also airdrop supplies needed to complete crucial mission objectives.



L-4 Piper Cub

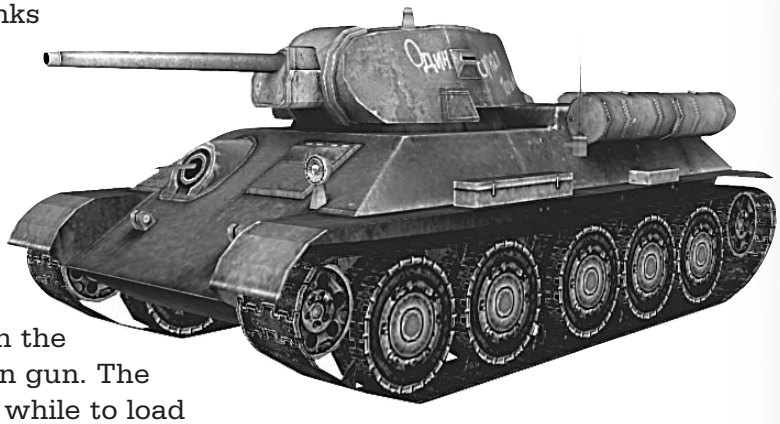
Country of Origin: U.S.

First introduced in 1937, the unarmed Piper Cub found immediate favor with the military as a training vehicle for pilots. Subsequent versions now feature larger engines, up to 65 horsepower, which can carry its all-metal fuselage at higher speeds. The U.S. Army has put the plane into action as an observation platform, VIP transport, and spotter.

Notes: You'll need to find one of these downed reconnaissance airplanes during the attack on Berlin.

T34

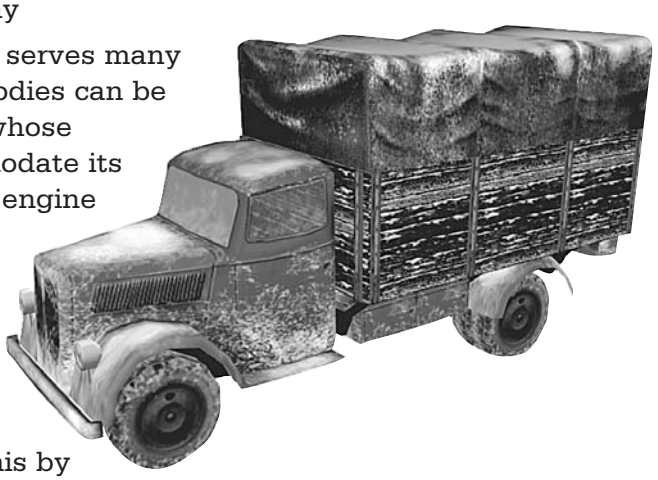
Country of Origin: U.S.S.R.



Notes: Driving tanks is a bit different than regular movement. The chassis moves independently of the turret's facing. While driving the T34, alternate between the DTM and the main gun. The main gun takes a while to load between shots, so make the most of the time by firing at enemy troops with the machine gun.

Opel Blitz Three-Ton Truck

Country of Origin: Germany

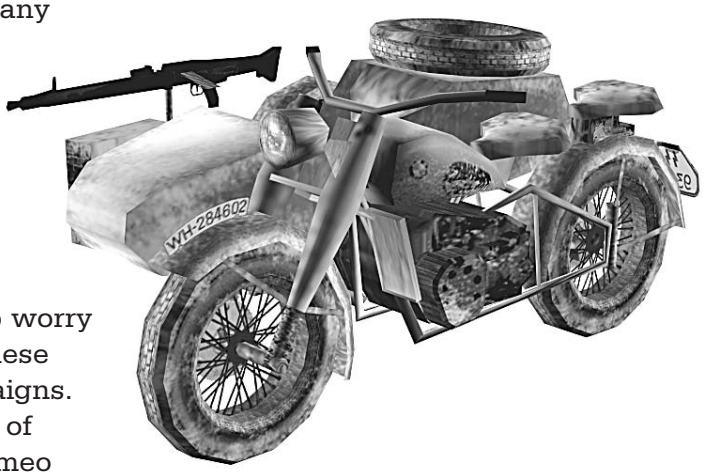


This rear-wheel drive truck serves many functions. Any of several bodies can be slapped onto the chassis, whose rugged design can accommodate its different chores. A 3.6-liter engine delivers 68 horses through five forward speeds.

Notes: Trucks often carry reinforcements to the battlefield. If possible, destroy them while enemy troops are still inside. Do this by targeting them with mounted weapons like AA guns or flak cannons. In some situations, you can use sticky bombs to destroy them. You can also use multiple grenades to destroy trucks, but it's best to save them for other situations.

BMW R75M Motorcycle with Sidecar

Country of Origin: Germany



By adding a sidecar to this BMW design, a gunner can be carried along to protect the driver and any other cargo on roads or across rough terrain.

Notes: You won't have to worry about engaging any of these motorcycles in the campaigns. They only make a couple of brief (but memorable) cameo appearances. For instance, this is how the Colonel makes his escape.

Sd. Kfz. 251 Armored Halftrack

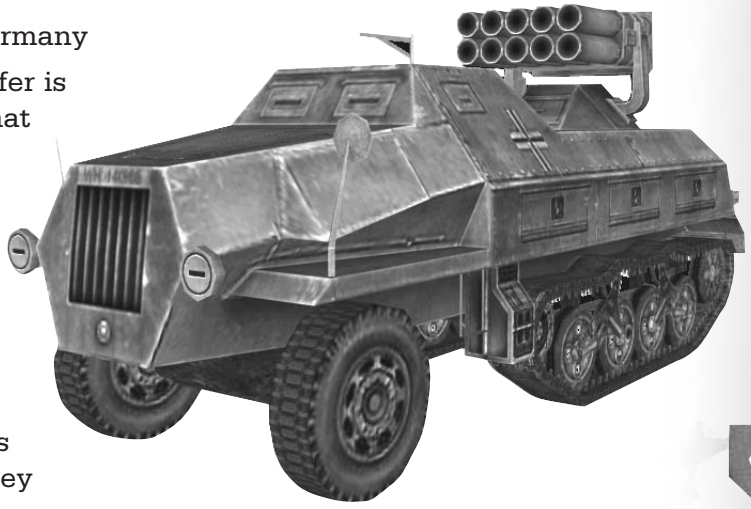
Country of Origin: Germany

An armored hull sits on top of a three-ton chassis that can carry troops at speeds that keep pace with tank units. Among the 22 variants of the 251 are flamethrowers, anti-tank versions, communications hubs, and rocket launchers. Most are equipped with an MG-34 machine gun, at least.

Notes: Although armored, halftracks have an exposed top that allows you to shoot down inside them—that is if you're firing from an elevated position. If you have a good arm, you can even toss a grenade inside them. This probably won't destroy the halftrack, but it's a good way to take out any passengers.

Panzerwerfer

Country of Origin: Germany



Notes: The Panzerwerfer is a modified halftrack that carries rockets. You'll come across a few of these during your escape from Berlin. The rockets do about the same damage as a Panzerschreck round, so make these vehicles a priority whenever they come into view.

Pz. Kpfw. VI Tiger

Country of Origin: Germany

Despite regular mechanical problems and a low top-speed, the Tiger carries the most effective gun of the war, the 88mm cannon. It is very well-armored and can destroy Sherman tanks from beyond the Sherman's effective range.

Notes: The Tiger Tank is heavily armored, often taking two shots to destroy, even from the T34's massive gun. At times, a crew member may fire a machine gun from the top hatch. You can usually pick them off with a few shots, but doing so attracts the attention of the crew inside—expect the main gun to focus on your position soon. Be ready to take evasive maneuvers to avoid getting blown away.

Pz. Kpfw. IV Medium Tank

Country of Origin: Germany

The basic tank chassis of the Pz. Kpfw. IV has spawned a number of derivatives, including a tank destroyer assault gun, a self-propelled 88mm howitzer, and varieties of anti-tank aircraft that use mounted 20mm quad guns against airborne targets.

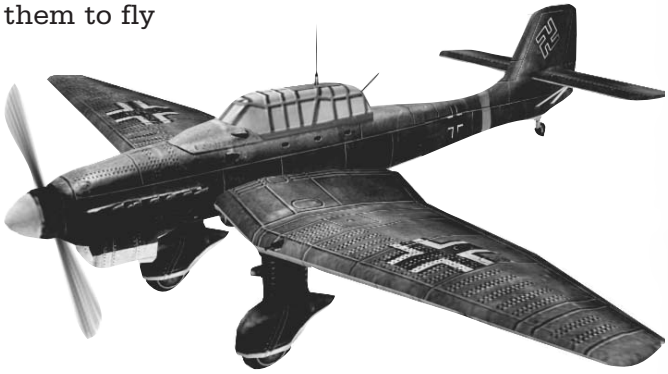
Notes: When on foot, you'll need to use sticky bombs to take out these tanks. But before running up and slapping one on, look for any soldiers riding on top. Even after the tank is destroyed, watch for surviving crew members climbing out. Although tank crews will initially try to get away, they may regroup and counterattack. Don't let this happen.

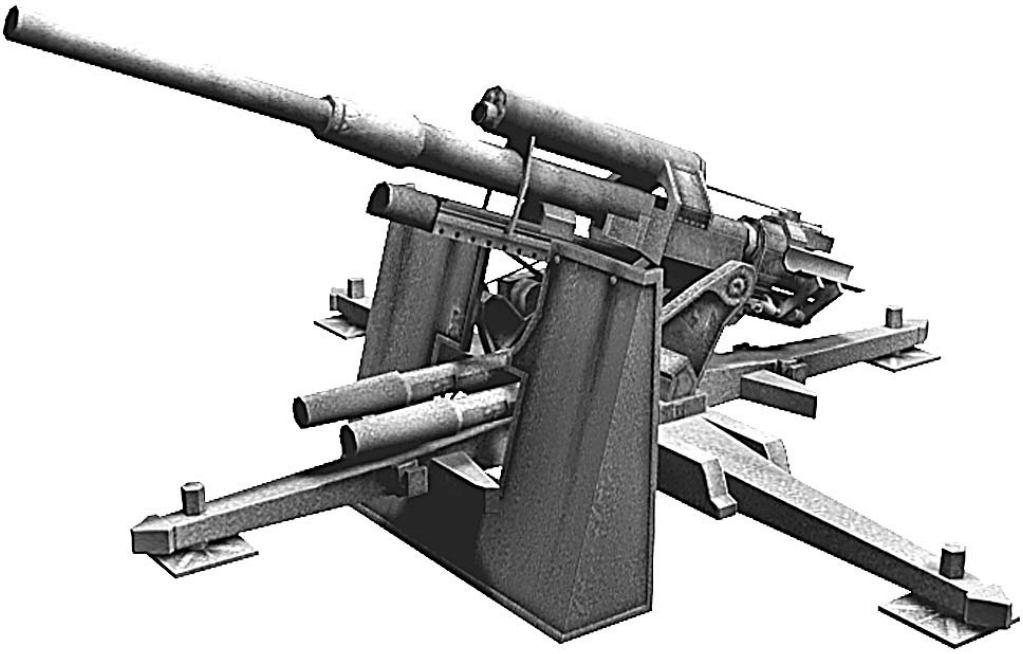
Junkers JU-87 Stuka

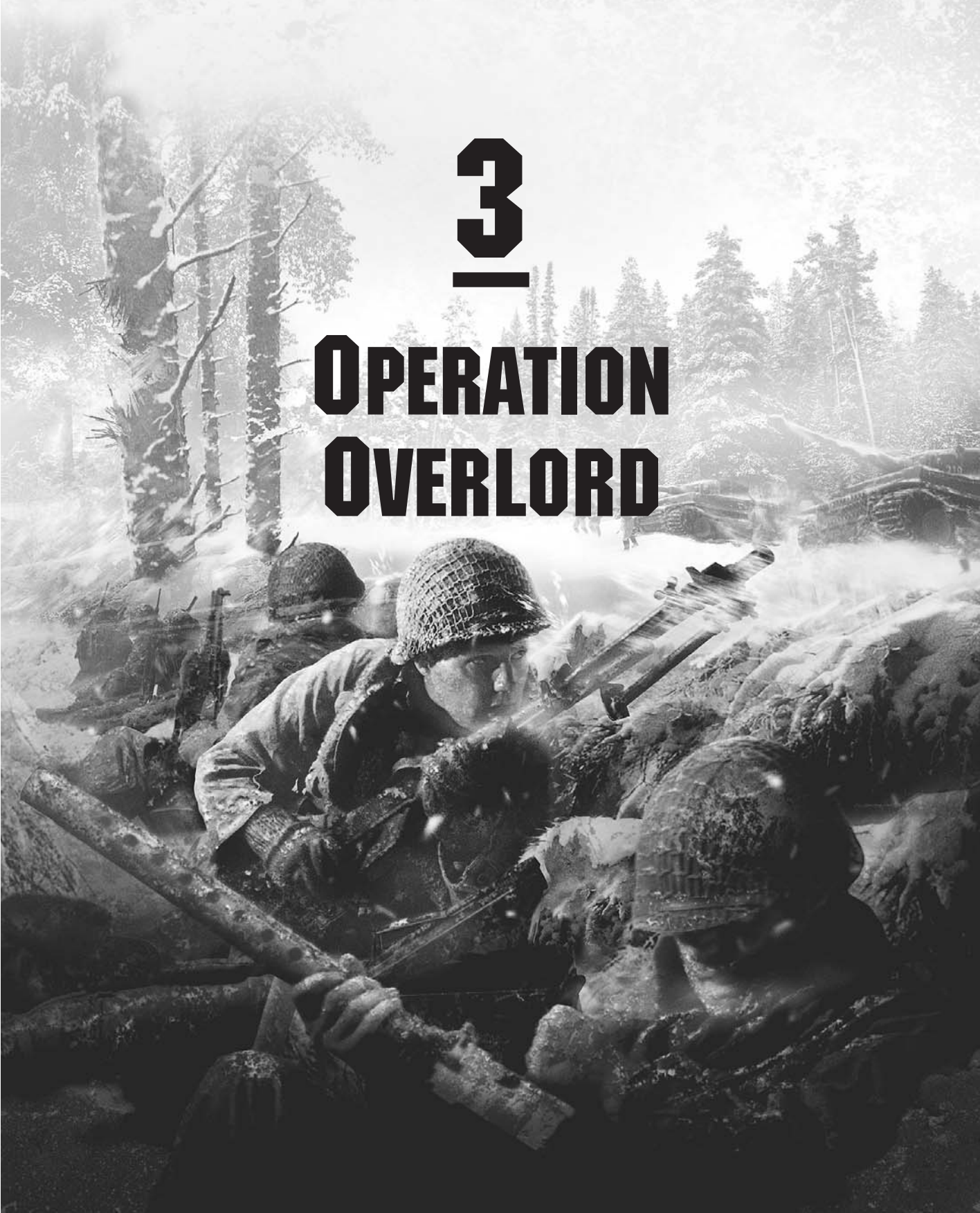
Country of Origin: Germany

Although effective, the JU-87 requires air superiority before it can attack. When it begins a dive bomb run, it's very vulnerable to interception from above.

Notes: The only way to take out these bombers is to shoot them down with an AA gun. Open fire just ahead of them, forcing them to fly through your rapid fire. It'll take several passes before they spiral out of control.







3

Operation Overlord

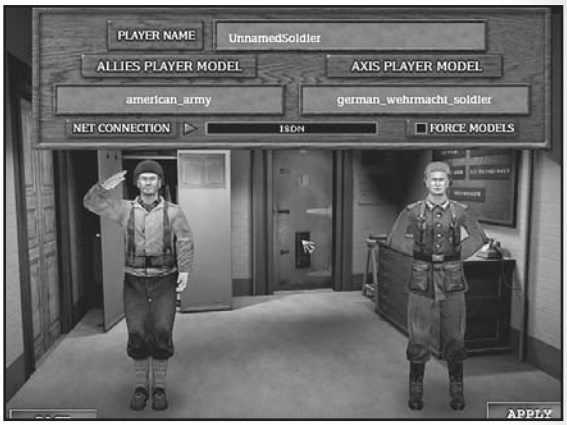
The *Spearhead* expansion adds twelve new maps, providing a breath of fresh air to a game with an established online following. Included are a few maps utilizing the new Tug of War mode (TOW). These maps require teamwork to capture and hold several control points. In this chapter, we take a look at each of the maps, but first let's talk about the basics of multiplayer gaming.

Multiplayer for Beginners

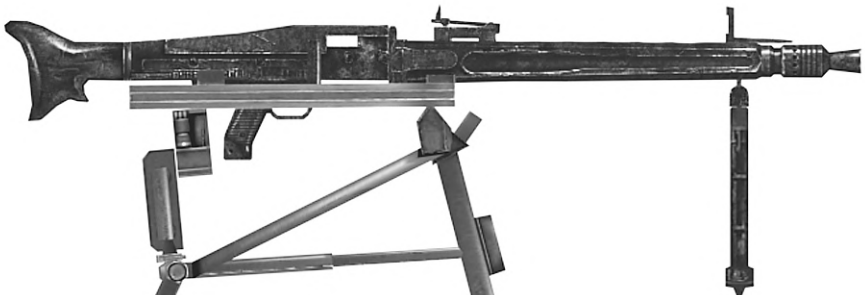
Joining an already established community can be an intimidating experience. But it doesn't have to be that way. In this section we look at ways to fit in and have fun without drawing the ire of your online peers.

Getting Started

Even if you're new to online gaming, you don't want to announce that fact to the world. Start off by creating an online persona. This doesn't have to be anything profound, just a nickname or something unique. Avoid using offensive monikers or anything that draws attention to yourself. Once you've come up with something appropriate, enter it in the Multiplayer Options section.



In the Multiplayer Options, you can change your name and the default models.



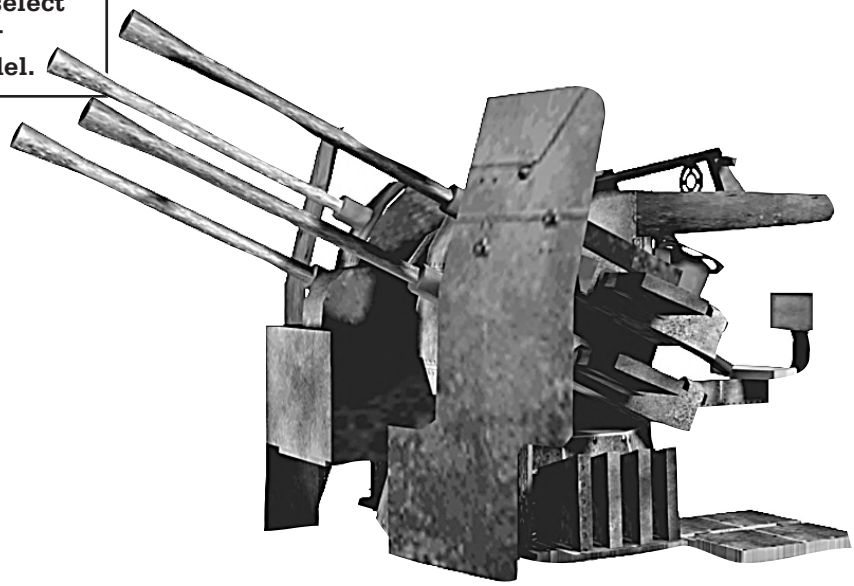
At the top of the screen, enter your online persona in the green box next to "Player Name." If you enter a game as "UnnamedSoldier," everyone will know you're a newbie.

Now select models for both Allies and Axis. This is how your character appears in the game. For the most part, it doesn't matter which model you choose for each side. But if you know you're going to play on a particular map, spend time browsing through the available models. For example, if you know you'll be playing on a map with snow, picking one of the models with winter camouflage makes you harder to see. In most cases, the maps rotate. So what makes you hard to see on one map makes you stand out on another. It's best to choose something neutral along the darker tones.

From the same screen, select your Net connection. You may not find the appropriate setting to describe your connection, so just pick the closest option. An accurate setting isn't required for joining a game, but it helps adjust your system to improve online performance. When you're done, click the "Apply" button at the bottom.

TIP

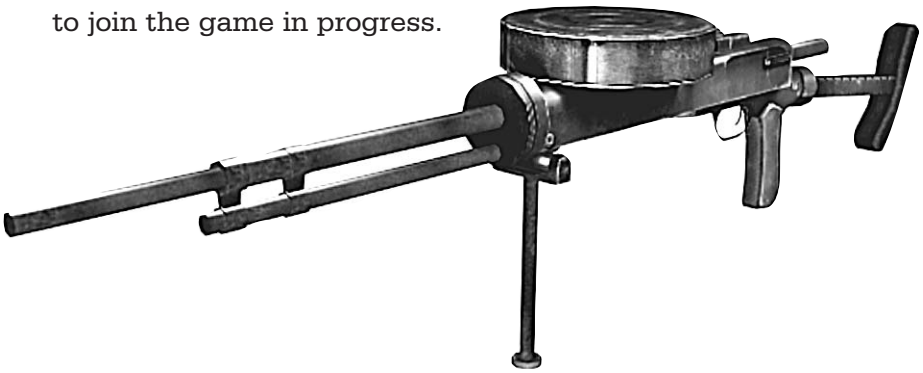
To use the new weapons, select a British or Soviet model.



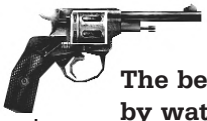
Next, find a server. Exit to the main Multiplayer screen and select the Join Game section. If you want to find a game on the Internet, click the appropriate buttons until you come to an option that says "Browse Internet Servers." Click on this button to open the server browser window. At the bottom of the screen, click on the "Update Server" button. This downloads a list of available games currently being played online. Look for a server with a few people on it and a low ping. Ideally, you'll want to find a ping below 100, but this may vary depending on your location and method of connection. Once you find a game, highlight the game, then click the "Join Game" button at the bottom of the screen. You'll now attempt to join the game in progress.

Choose "Browse Internet Servers" to find an online game.

Browse through the available games until you find one that looks good.



Watch and Learn



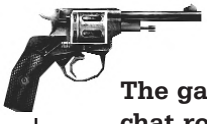
TIP

The best way to learn new maps is by watching or following others.

Even if you're a veteran of other online shooters, there's still a steep learning curve in becoming familiar with the new maps. Whenever possible, join a team-style game—this way only half the players will try to kill you. Once you're in the game, move as whizzing bullets and explosions contribute to the chaos of the online battlefield. Find a teammate and follow him into action—if he's moving, chances are he knows what he's doing. While following, keep an eye open for enemies and offer fire support when needed. You may not last a long time, but following and helping teammates is the best way to become acquainted with a map. Keep this up until you feel comfortable to move out on your own.

Everyone plays the game differently. Just by watching others, you can become a better player yourself by analyzing what works and what doesn't.

Etiquette



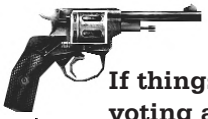
TIP

The game isn't a chat room, so keep unrelated topics to a minimum.

Problem players can be voted off the server by calling a vote. Choose the "Kick Client" option.

For the most part, other players are courteous and willing to help out newbies. After all, it's the influx of new players that keeps the community alive and growing. However, once in a while, you'll come across a player who wants to be the center of attention. Although he may be extremely annoying, the best thing to do is

ignore him. Unfortunately, situations like this often result in shouting matches between a few players while everybody else tries to stay focused on the game. Remember, the game is not a chat room. Everything you type goes out to each player, eating up precious bandwidth in the process. It's not very considerate to subject your fellow players to long-winded messages that ultimately distract them from the gaming experience. Even if you feel personally offended, this isn't the appropriate place to defend yourself. Instead, redirect your rage into the game in an attempt to hunt down the offending player. There's nothing more cathartic than blasting a loudmouth with a full auto burst.



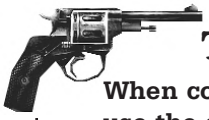
TIP

If things get too far out of hand, consider voting a problem player off. Your fellow gamers will be more than happy to place a vote to kick out a troublemaker.

Team Play

Lately, multiplayer games have become more team based. This requires more cooperation and effective communication than the more traditional death match games. In team-based games, players are challenged with working together to achieve particular goals. This presents new problems to gamers who take care of themselves. Not only do they have to learn to work with others, they'll have to analyze the current situation and formulate the appropriate strategy to best serve the team. More than any other game type, the new Tug of War mode demands cooperative team play, so brush up on the basics.

Communication

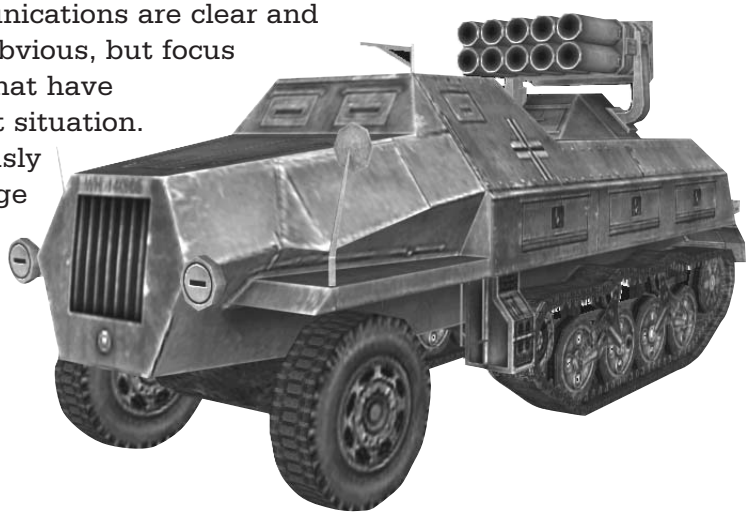


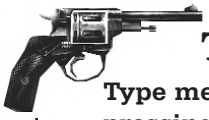
TIP

When communicating with teammates, use the compass to help specify directions.

Effective communication is the best way to get a team to work together. In highly organized team-play games, one player is designated as a team leader who issues the commands to the team. But in most team-play games there's no real chain of command in place. This can result in confusing radio chatter as your teammates issue conflicting orders and report erroneous information.

Although you can't control the actions of your teammates, you can ensure your communications are clear and concise. It may sound obvious, but focus on relaying messages that have relevance to the current situation. Some players continuously repeat the same message just to hear themselves talk. Not only is this annoying, but it's akin to crying wolf.





TIP

Type messages to your teammates by pressing [T] to open the team chat option. To type messages to everyone in the game, press [Y]. However, use these options sparingly. You can't move while typing, making you a sitting duck.

The voice message menu provides enough canned phrases to keep your team informed.

The best way to communicate is with the prerecorded voice messages. You can access these by pressing V. This brings up a menu of five message options. Behind these options are 40 canned messages that can be sent through this pop-up menu system. Instead of typing out each command, all you have to do is open the voice menu, select the message type, then find the appropriate phrase. After three short key strokes, you've sent your message, allowing you to turn your attention back to the battlefield. As you can see below, there are more than enough phrases to explain any tactical situation.

GOAL MESSAGES

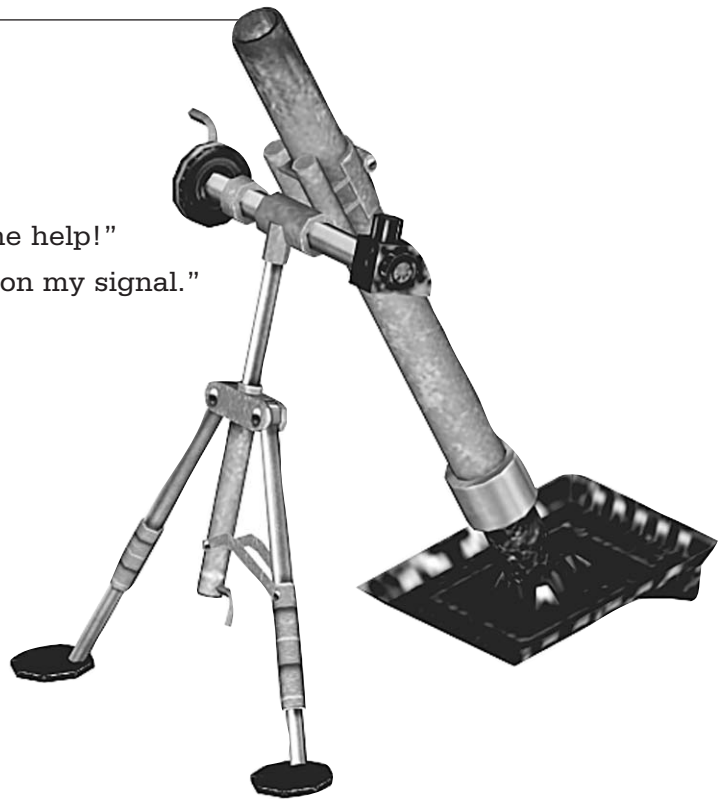
KEY	MESSAGE
1	"Good job team!"
2	"Alright!"
3	"We've done it!"
4	"Woohoo!"
5	"Objective achieved."
6	"We've completed an objective."
7	"We've lost an objective!"
8	"The enemy has overrun our objective!"

SQUAD COMMANDS

KEY	MESSAGE
1	"Squad, move in!"
2	"Squad, fall back!"
3	"Squad, attack right flank!"
4	"Squad, attack left flank!"
5	"Squad, hold this position!"
6	"Squad, covering fire!"
7	"Squad, regroup!"
8	"Squad, split up!"

INDIVIDUAL COMMANDS

KEY	MESSAGE
1	"Cover me!"
2	"I'll cover you!"
3	"Follow me!"
4	"You take point!"
5	"Taking fire! Need some help!"
6	"Get ready to move in on my signal."
7	"Attack!"
8	"Open fire!"



STATEMENTS AND RESPONSES

KEY	MESSAGE
1	"Yes sir!"
2	"No sir!"
3	"Enemy spotted."
4	"Sniper!"
5	"Grenade! Take cover!"
6	"Area clear."
7	"Thanks."
8	"I owe you one."

TAUNTS

KEY	MESSAGE
1	"Who wants more?!"
2	"Never send boys to do a man's job."
3	"This is too easy!"
4	"You mess with the best, you die like the rest."
5	"Watch that friendly fire!"
6	"Hey, I'm on your team!"
7	"Come on out, you cowards!"
8	"Where are you hiding?"

Assault

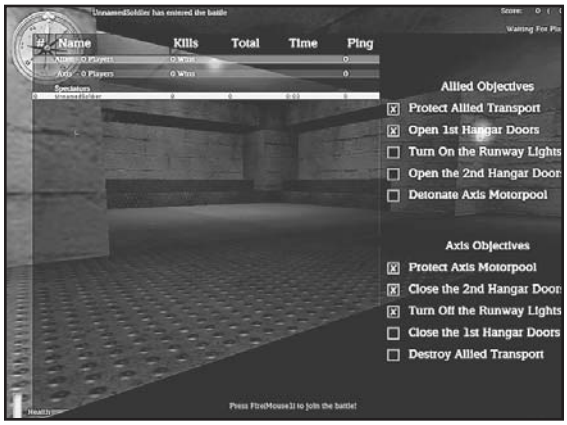
TIP

Take notice whether friendly fire is on or not. If it's on, you'll be able to inflict damage on your teammates. Be particularly careful when throwing grenades.

Whether you need to take an objective or eliminate the other side, your team will need to stage successful assaults. It's important to choose the right kind of weapon. Machine guns and submachine guns are your best choice for these operations. Have at least one heavy weapon in your assault force. Choose a bazooka or Panzerschreck, but don't move while they're equipped—they slow you down too much. With practice, sniper rifles are effective, but they're also difficult because you'll need to stop to line up your sights—you don't want to stop during an assault. If you want to use a sniper rifle, cover your team's movements from a distance while concealed.

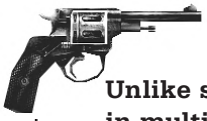
TIP

More often than not, a team's performance is hindered by an overabundance of snipers. Your team rarely needs more than a couple of snipers at a time. Instead, concentrate on assaulting and defending with more versatile weapons.



Check up on your team objectives by pressing Tab.

When possible, gather a group of four or five teammates before moving out. While approaching an objective, keep an even spread between yourself and your teammates. This makes you less vulnerable to grenade and other attacks. This also applies when taking cover. If you crowd in behind one another, all it takes is one grenade to bring your assault to an abrupt end. Once an objective is secured, leave someone behind to defend it while your team moves on to the next goal.



TIP

Unlike single-player games, you can drop weapons in multiplayer games. This allows you to pick up different weapons from downed enemies or teammates. To drop your weapon, press H.

Defend

There's nothing more disheartening than successfully assaulting an enemy position, and subsequently losing it because no one defended it. Defending may be less important in other game types, but it is a significant element of your team strategy during Tug of War matches. The number of teammates needed for defending a position fluctuates throughout the course of a game based on necessity.

Therefore, study the ever-changing balance of power, and concentrate on defending the appropriate positions at the right times. In general, keep at least one teammate behind to defend. At the very least, they'll be able to report when they're under attack.

Mountable weapons such as this AA gun are useful for defense.

Choosing the appropriate weapon for defense is just as important as your selections for assault. If you plan on physically holding the position, you need the brute firepower of machine guns and other heavy weapons. But if you plan on watching it from a distance, use a sniper rifle and hide within view of the objective. However, if you decide to use this tactic, the objective may be captured by the enemy. So be quick to move out of your hiding spot to recapture it once the attackers are eliminated.

Utilize the mountable weapons surrounding the objective. This can range from machine gun nests to AA guns. If you decide to use these weapons, make sure you're protected from flanking attacks and concentrate your fire along predictable paths.

Tug of War Maps

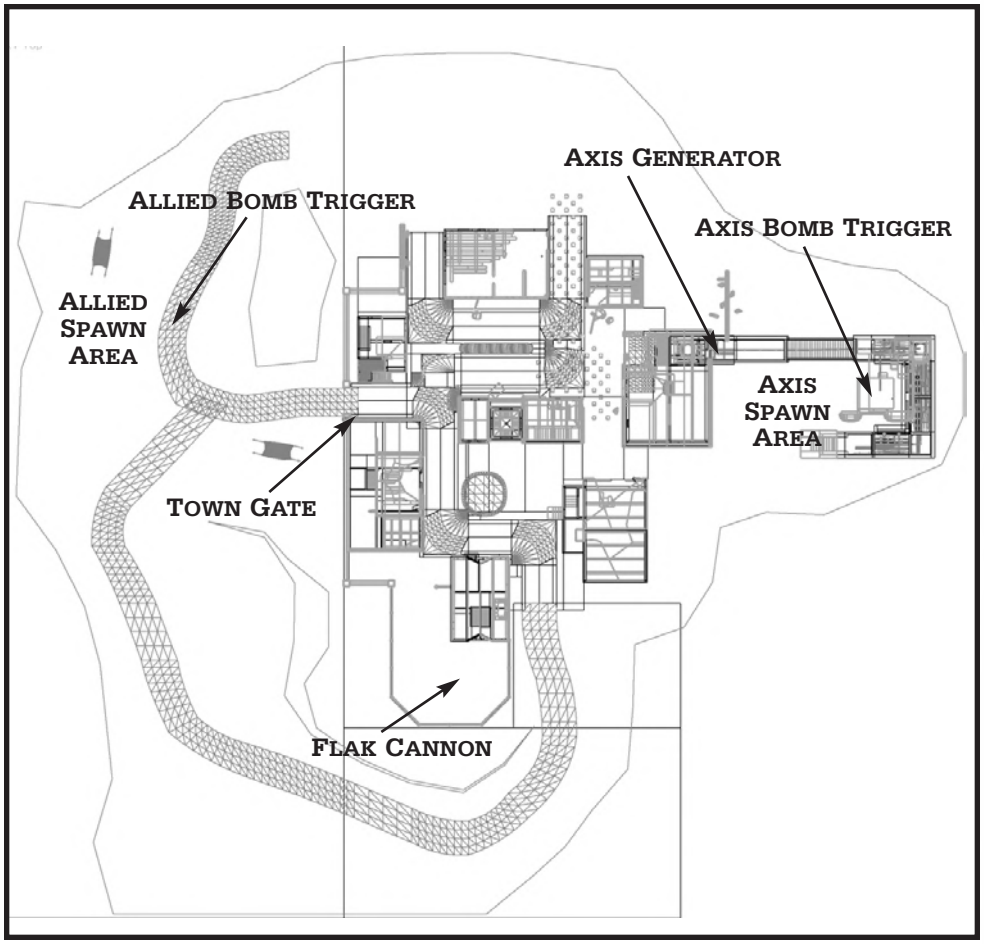
Ardennes

Allied Objectives

- Protect transport
- Keep main gate open
- Control the flak 88
- Shut down Axis generator
- Detonate the Axis bunker

The Allies need to open the gate ahead to gain direct entry to the village.

Ardennes



AXIS OBJECTIVES

- Protect the bunker
- Stop generator shutdown
- Control the flak 88
- Close main gate
- Destroy Allied transport

There's a portable MG-42 in this church tower.

Like most of the TOW maps, this night fight in a snow-dusted village requires the Axis forces to turn back an Allied force. The area surrounding the main gate to the village is a major point of contention. Not only does it allow the Allies easy access into the village, it also makes their transport vulnerable to attack. To assist in its defense, the Allies have a couple of nearby machine gun nests that should be used to prevent any German counterattacks. There's a portable MG-42 in the high tower in the center of the village. The Germans stand a better chance of getting to it before the Allies.

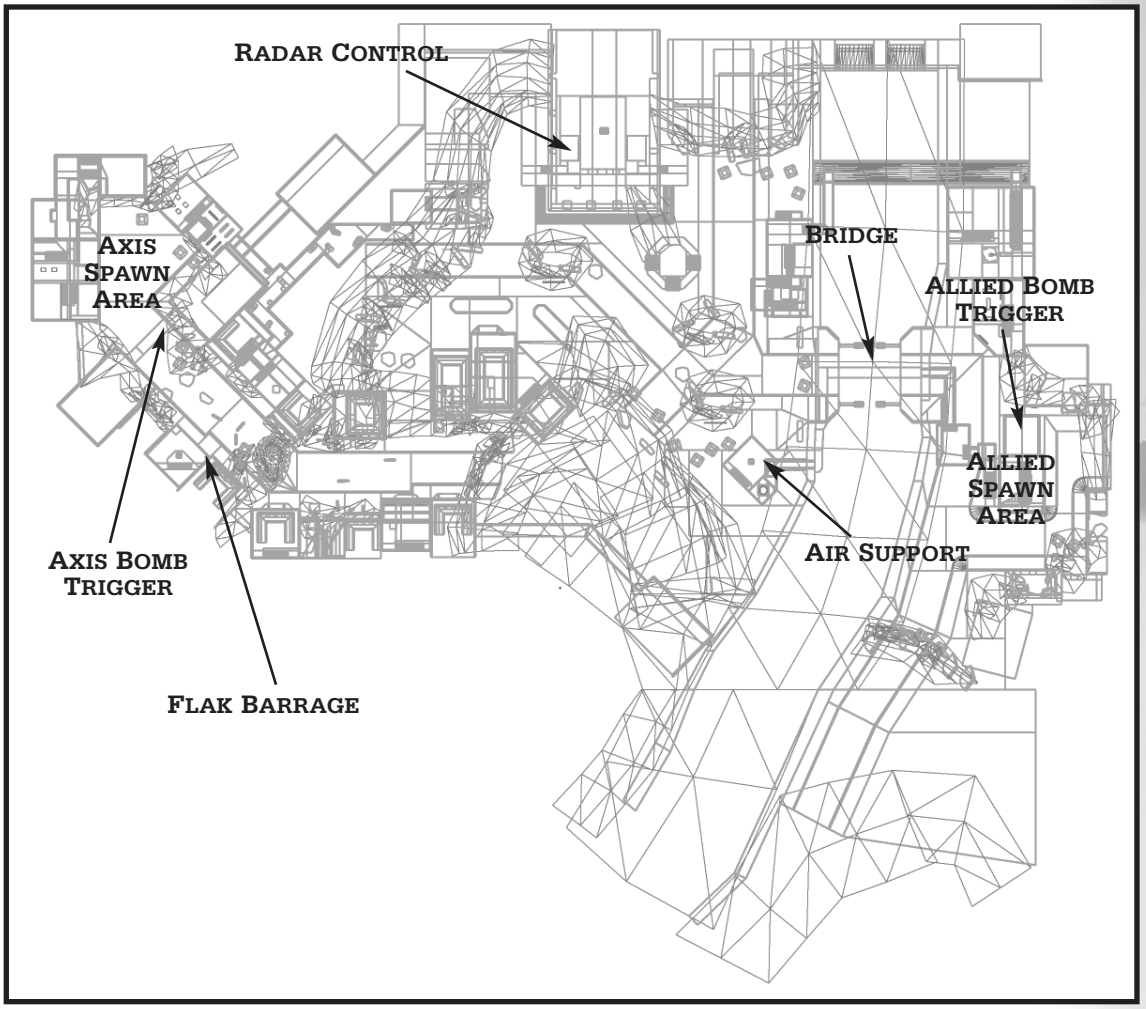
Berlin

Allied Objectives

- Protect ammo depot
- Call in air support
- Control radar dish
- Shut down flak 88
- Detonate Axis ammo depot

Expect heavy activity in the large courtyard with the flak 88 and the radar dish.

Berlin



AXIS OBJECTIVES

- Protect ammo depot
- Start flak 88 barrage
- Control radar dish
- Call off Allied air support
- Destroy Allied ammo depot

A portable MG-42 can be found in the Allied ammo depot.

At the start of this game, the Axis and Allied forces are on an even footing, making for a frantic first few minutes as each side tries to establish control. The team that controls the large courtyard (with the radar dish) stands a good chance of pulling off a victory. But it's a large area to defend, so the controlling force should concentrate their fire at entry areas. The Allies approach from the West, while the Axis forces move through the alley to the East. This time, the Allies start with the portable MG-42 in their ammo depot.

Druckammern

Allied Objectives

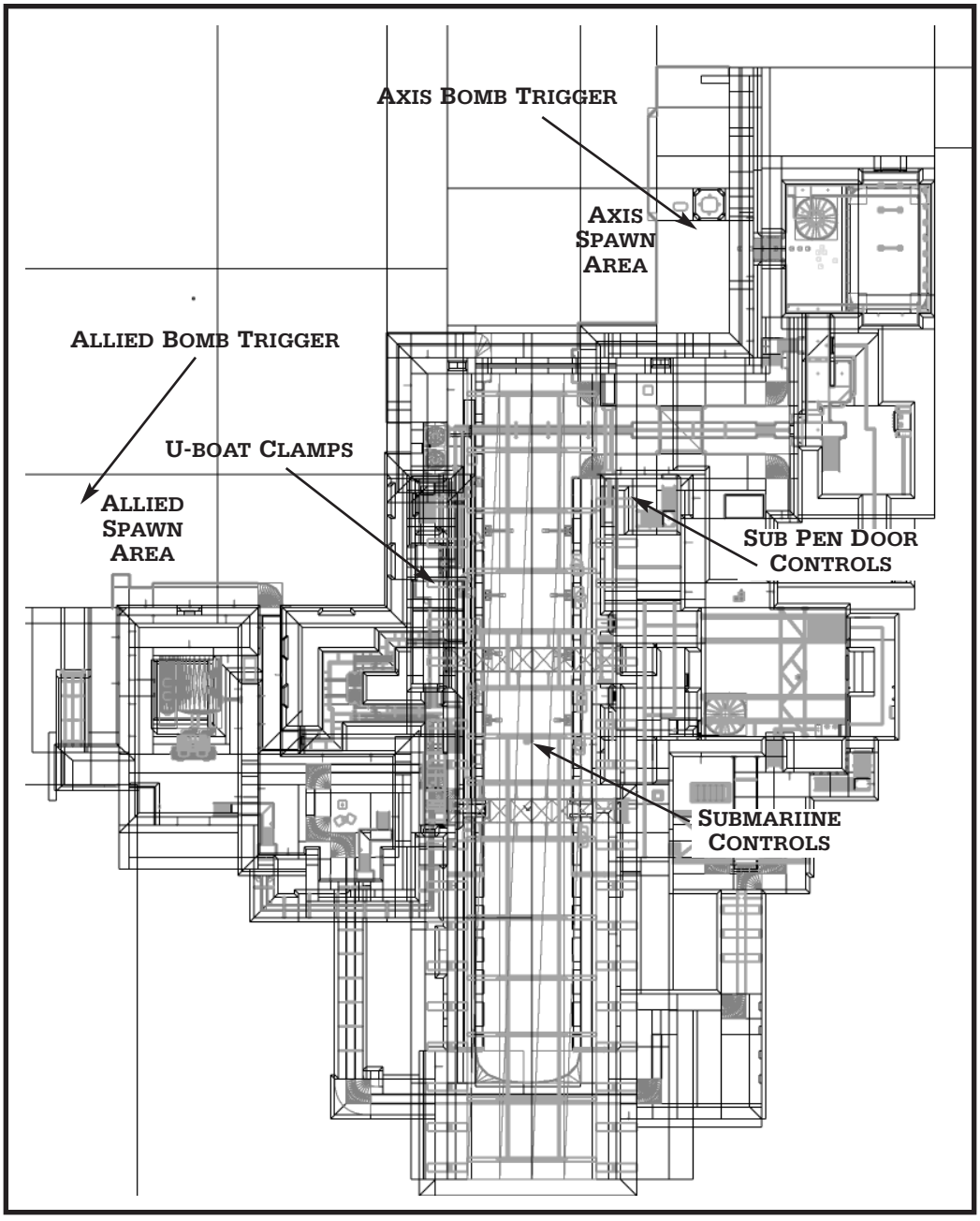
- Protect the transport
- Disengage U-boat clamps
- Open pen doors
- Steal U-boat
- Detonate German entrance

The crates surrounding the U-boat provide good places to hide once the shooting starts.

Axis Objectives

- Protect entrance
- Close pen doors
- Engage U-boat clamps
- Prevent U-boat theft
- Destroy Allied transport

Druckammern



The sub pen doors need to be opened before the Allies can get away with the sub.

The Allies have their work cut out for them. Not only do they have to steal an enemy U-boat, but they have to keep some forces back to protect their transport. The twisting corridors of the sub pen make them ideal for Axis ambushes. Fortunately, there are multiple ways to get around, which leads to the Axis forces spreading themselves a little thin. Still, the Allies need to coordinate their assault carefully to get away with the enemy U-boat. The closed pen doors and the engaged U-boat clamps must be addressed before the theft is a success.

Flughafen

Allied Objectives

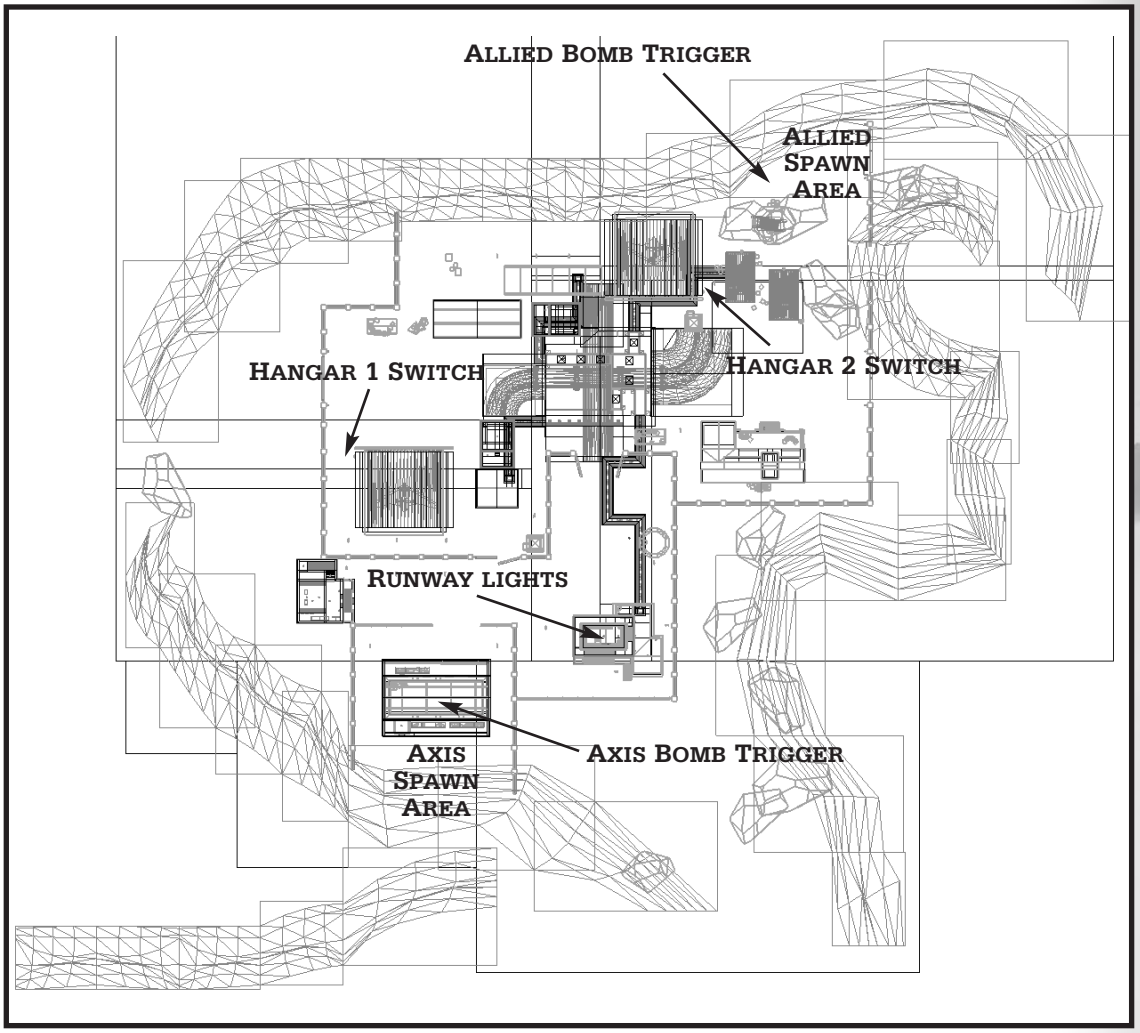
- Protect Allied transport
- Open first hangar doors
- Turn on runway lights
- Open second hangar doors
- Detonate Axis motor pool

Watch out for enemy snipers while crossing the wide-open spaces.

Axis Objectives

- Protect Axis Motor Pool
- Close the second hangar doors
- Turn off the runway lights
- Close the first hangar doors
- Destroy Allied transport

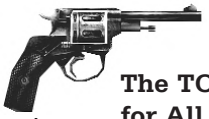
Flughafen


ALLIED BOMB TRIGGER
ALLIED SPAWN AREA
HANGAR 1 SWITCH
HANGAR 2 SWITCH
RUNWAY LIGHTS
AXIS SPAWN AREA
AXIS BOMB TRIGGER

Look between these trucks to find the spot to place explosives to destroy the Axis motor pool.

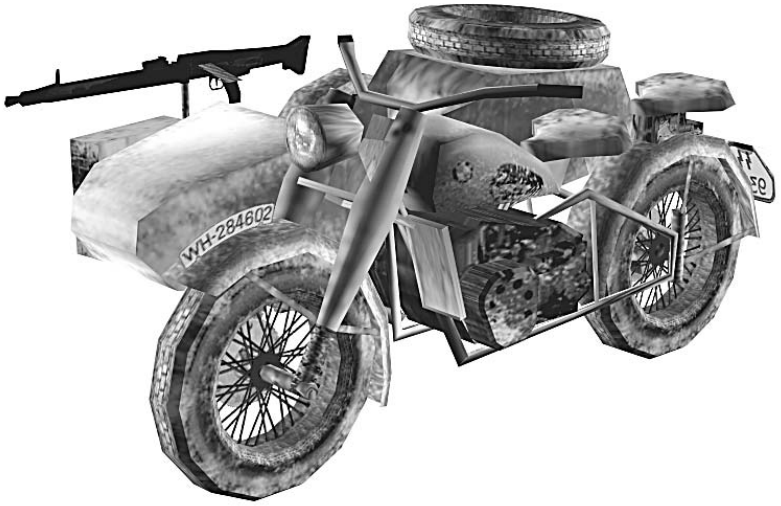
This desert airfield is large, requiring both sides to cross open terrain and making it an ideal map to unleash your snipers on. However, you'll still want a good mix of weapons for assaulting and defending the objectives. Expect heavy clashes around the center of the map in the early minutes of the game as both sides scramble to secure objectives on the other side of the airfield. Hold back and defend your already held objectives, then counterattack once you defeat the enemies' first assault.

Other Maps

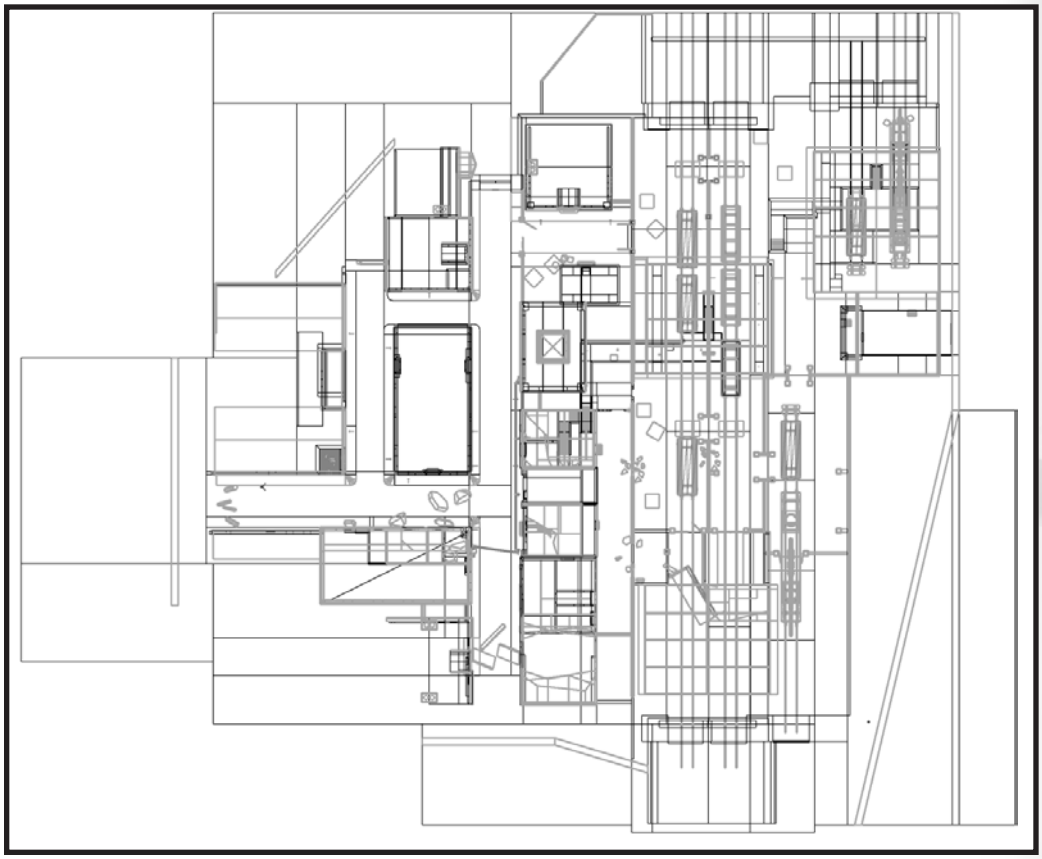


NOTE

The TOW maps can also be played in Free for All, Team, and Round Based matches. However, the objectives will be disabled.



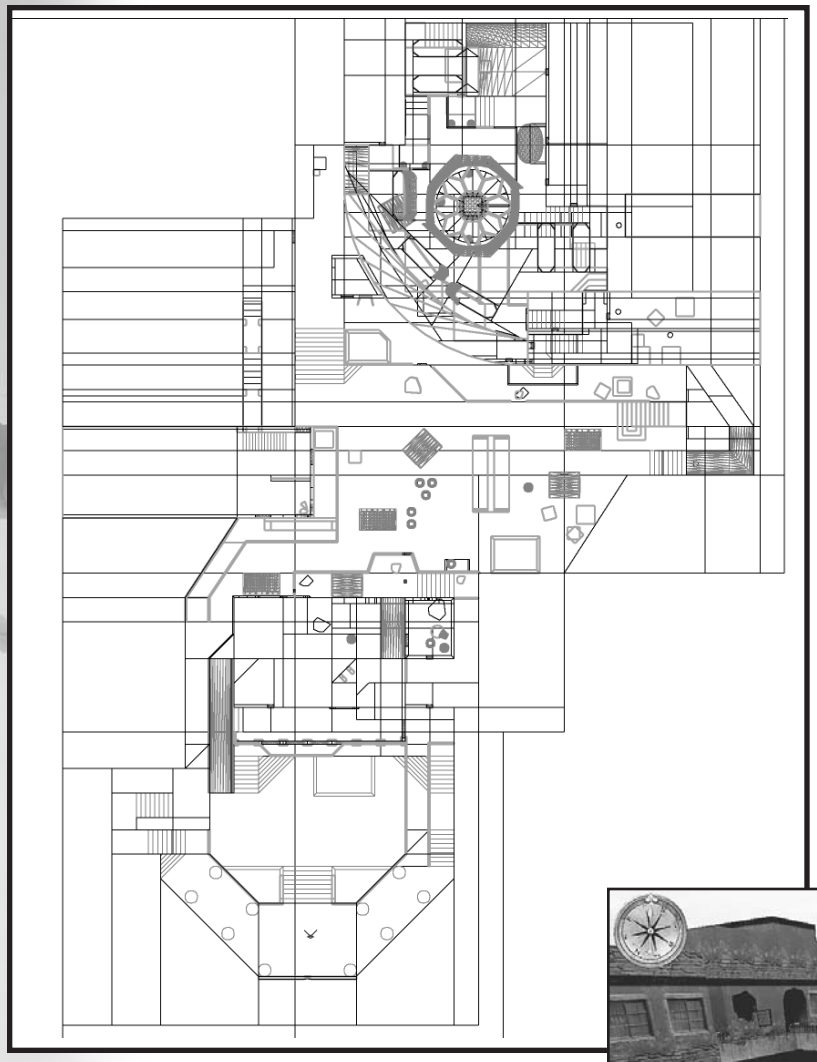
Bahnhof



This maze-like trainyard makes for some exciting surprises as you move around corners.

This train station map has a really tight layout, ideal for fast-paced death match games. Submachine guns come in handy on this one. Compared to the trainyard, the city portion (to the South) is open, offering clear fields of fire for snipers and other long rifles. These two areas provide a nice contrast.

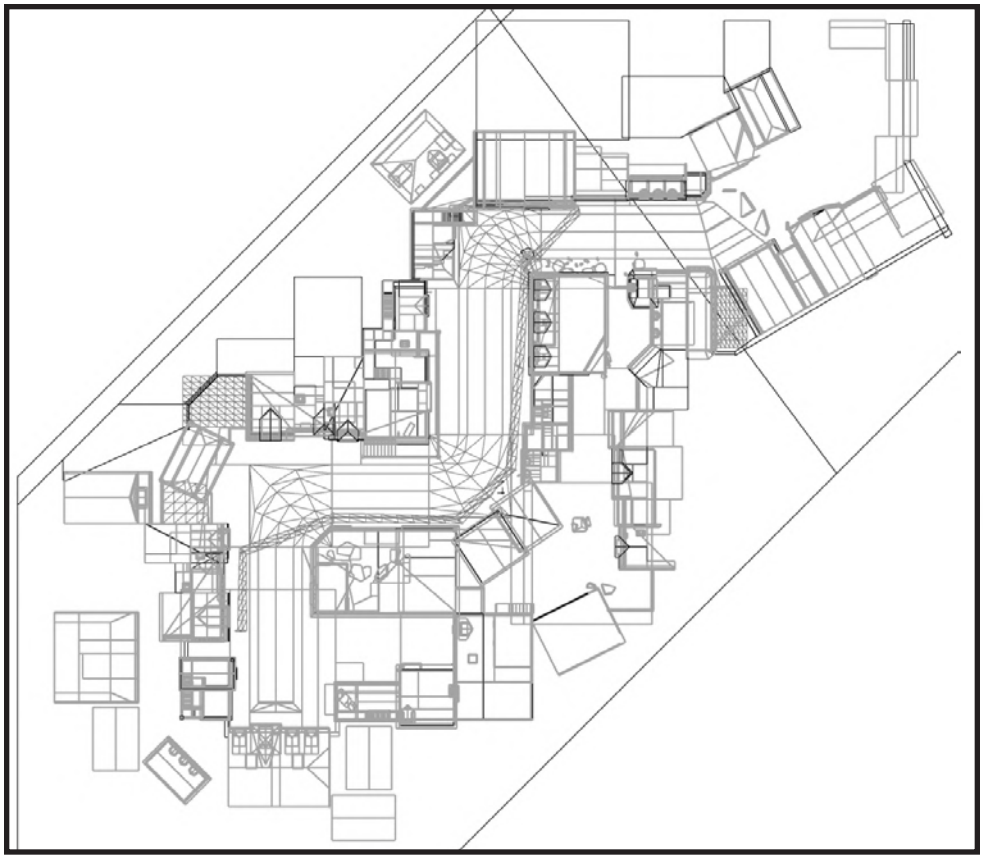
Bazaar



The multi-tiered Bazaar makes for an interesting mix of close- and medium-range combat. Watch out for enemy machine gunners and snipers on the various balconies. They make moving across the open areas of the market a bit dangerous. Use cover and watch out for incoming grenades. When possible, stay on the upper levels.

The balconies make the market below a dangerous killing zone. Notice the portable MG-42 on the balcony to the right. There's another one on the opposite side of the courtyard.

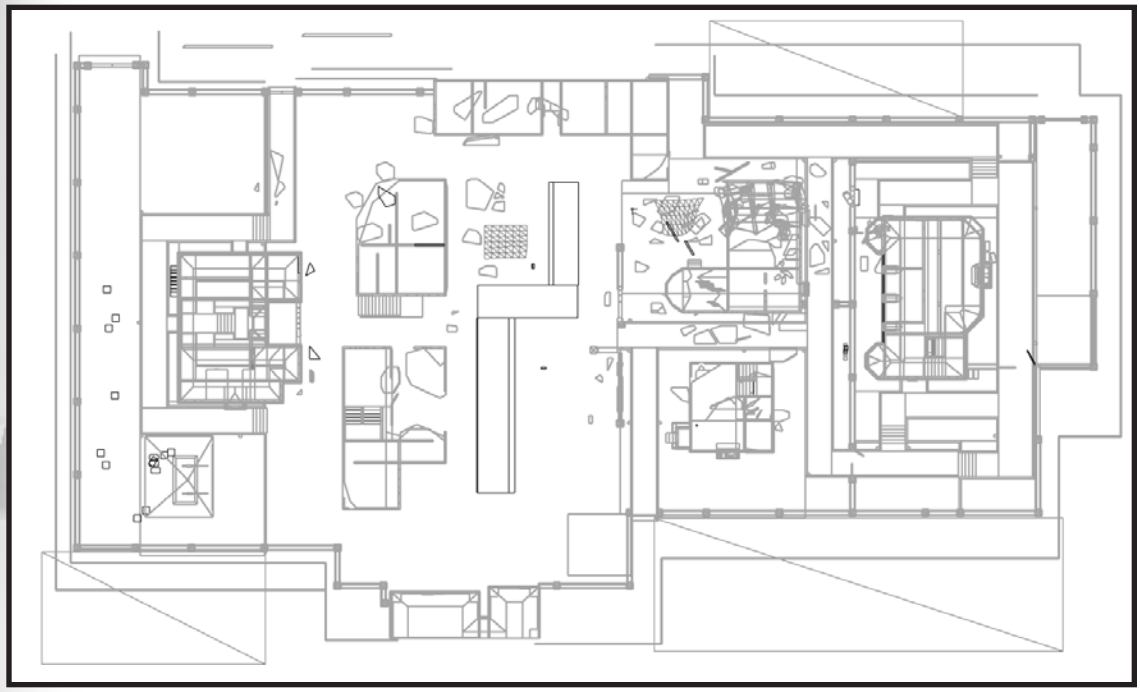
Brest



Spotting snipers in this cluttered city can be tough. Use the destroyed vehicles for cover.

If urban combat is your thing, you can't go wrong with Brest. The rubble and destroyed vehicles provide good cover as you move through the streets. There are also tight interiors that offer close-quarter opportunities. Look out for snipers along the high, exposed areas above the streets.

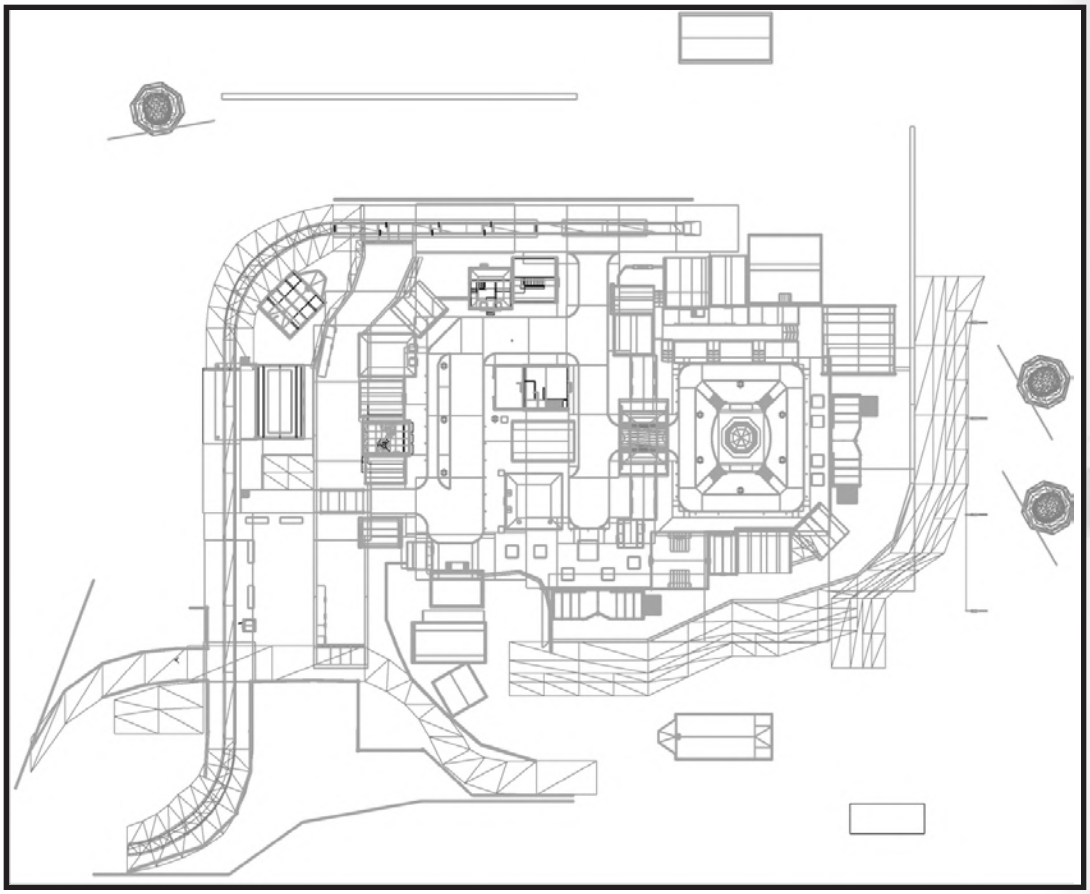
Gewitter



Another urban map with the addition of several weapon positions, such as this mortar.

This large map is great for big team matches. The mortar and machine gun positions offer a variety of defensive opportunities. But be careful when manning these weapons. They are exposed, making you a vulnerable and highly visible target.

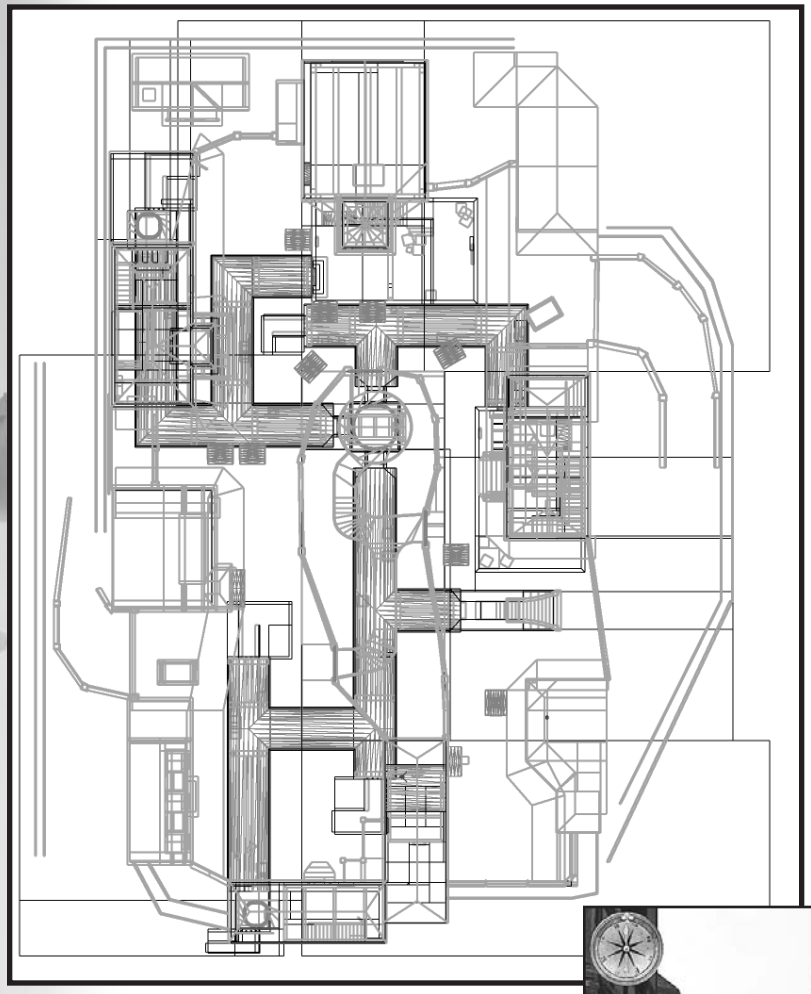
Holland



Finally! A town that isn't a smoldering heap of rubble!

Compared to the other urban maps, this one offers a nice change of scenery. Moving along the train (sitting on the tracks to the West) allows you to move from one end of the map to the other without exposing yourself to the open streets where solid cover is sparse.

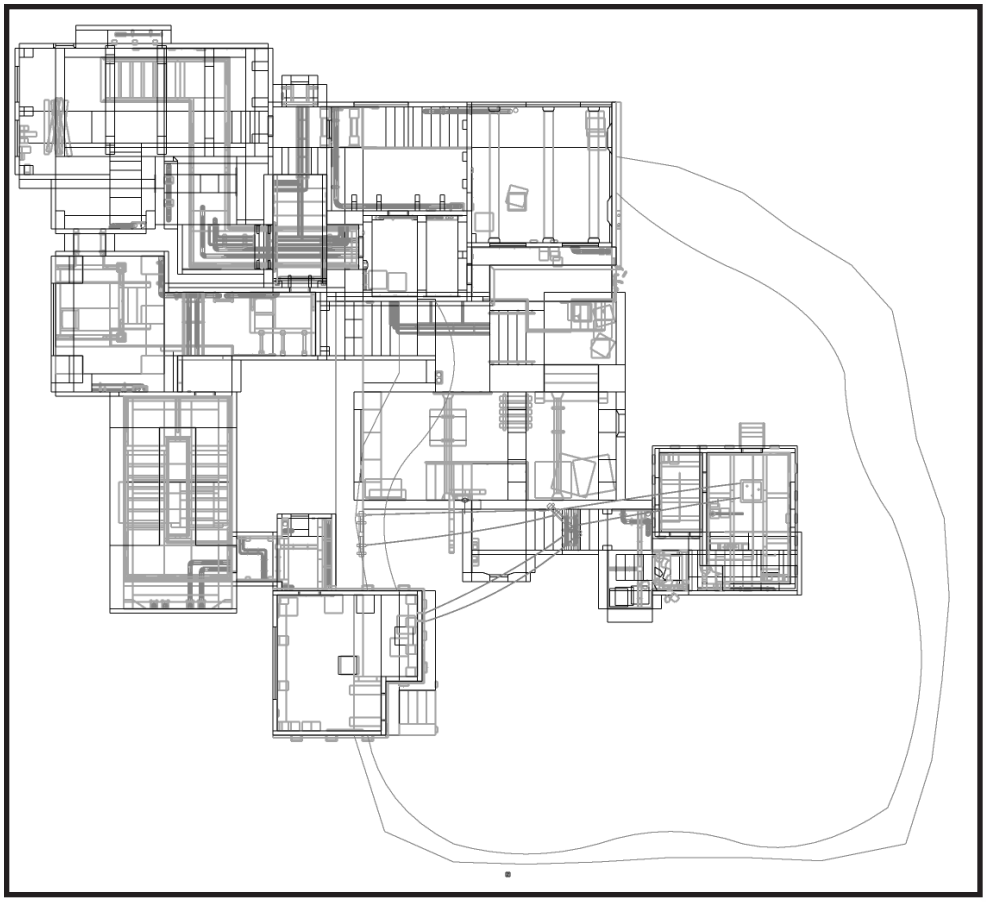
Stadt



Rich in detail and surprises, this map has a variety of paths that make it great for large-scale death match engagements. The subterranean passageways give you the chance to pop up in a variety of places, making campers paranoid. Keep moving on this map—good hiding spots are hard to find.

If you're going to be a sniper, you need to do better than the church tower—it's the first place others will look when a shot rings out.

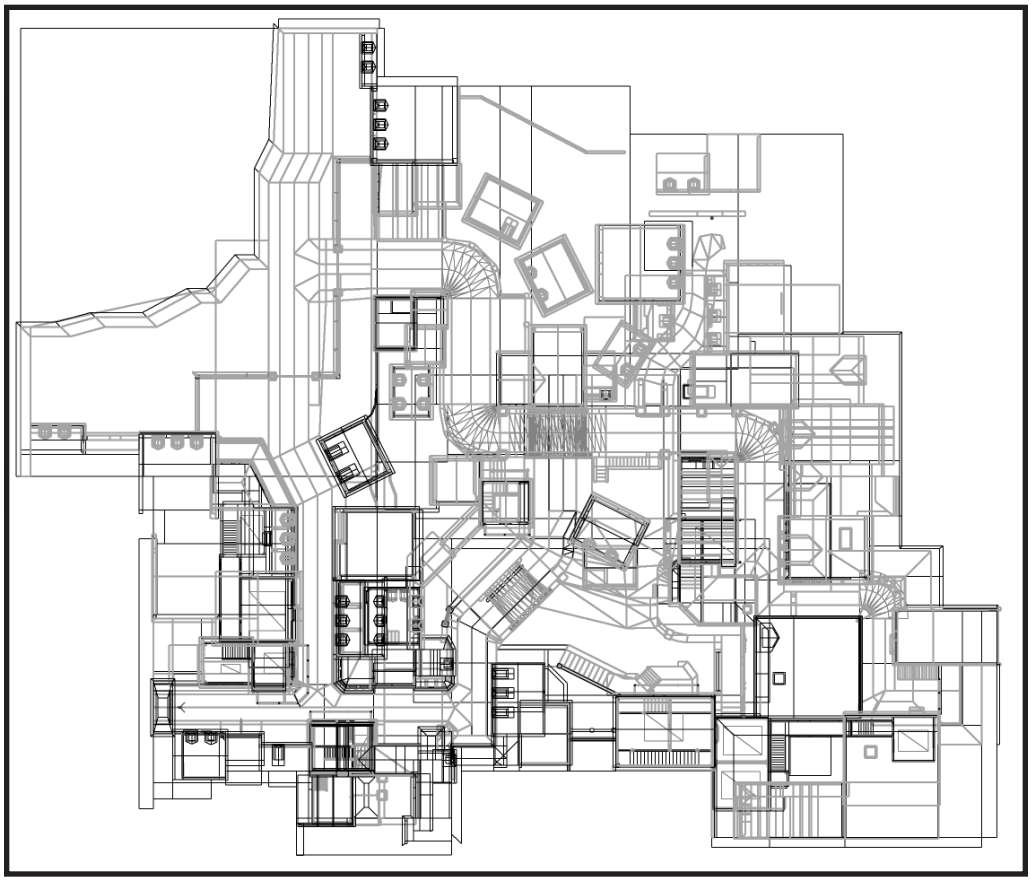
Unterseite



The claustrophobic nature of this level makes automatic weapons a must.

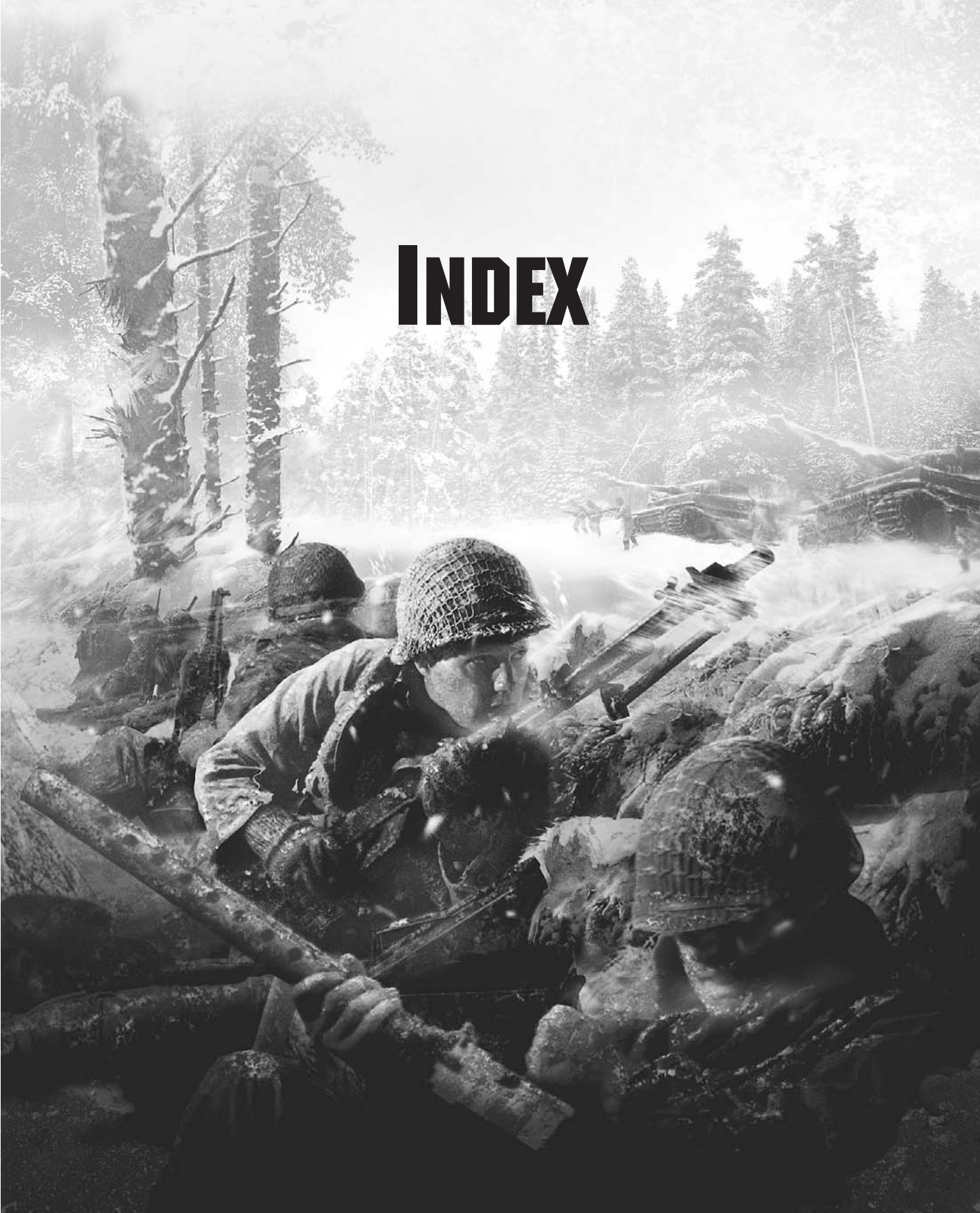
This underground industrial map has all the ingredients for fast-paced death match games. The halls and rooms are small enough for exciting gun battles, yet big enough to avoid incoming grenades. When entering new rooms, check out all the corners—there are several platforms that campers will love to snipe from.

Verschneit



This large urban map with a good mix of close-quarter interiors and wide-open exteriors is an excellent choice for large team games. Despite the numerous balconies, there aren't that many concealed sniping positions—but don't let your guard down.

The long, narrow streets make long-distance engagements a common occurrence in this urban setting.



Index

7.62 mm weapons, 19, 39
56th Recce Regiment, 116
88mm flak cannon, 39
101st Airborne Division, 81
501st Parachute Infantry Regiment, vi

A

A key, 3
AA gun, 38, 49, 56-57, 59
aiming weapons, 7-8
aircraft, firing on, 8
Allied Assault, vi
Allied bombers, 131
Allied objectives
  Ardennes, 152
  Berlin, 154
  Druckammern, 156
  Flughafen, 158
Allies, selecting models for, 142
American military.
See U.S. military
ammo count, 9, 42
ammunition
  collecting from enemy, 10
  interchangeability of, 42, 105
  keeping track of, 9, 42
  reloading, 9
  retrieving from dropped weapons, 42
Ardennes, 152-154
  Allied objectives, 152
  Axis objectives, 153
  campaign (See Assault in the Ardennes campaign)
  maps, 82, 153
armored halftrack, 47, 84, 95-96
Assault in the Ardennes campaign, 80-114
  maps, 82, 92, 98, 105
  missions
    Greatest Escape, 91-97
    Night in Hell, 97-105
    What Comes Around, 105-114
    Into the Woods, 82-91
assaults, staging, 150-151
automatic weapons, firing, 8-9
Axis
  objectives
  Ardennes, 153
  Berlin, 155
  Druckammern, 156
  Flughafen, 158
  selecting models for, 142

B

Bahnhof map, 161
ball bearings, 6
BAR, 27-28
Barnes, Sergeant Jack, vi
basic training, 2-14
  combat tactics, 10-12
  commendations, 13-14

compass and navigation, 6-7
movement, 2-6
weapons, 7-9
Bastogne, The Hills of, 81
Bastogne campaign, 13. See also Assault in the Ardennes campaign
battlefield
combat tactics, 10-12
moving around, 2-6
retrieving ammo from, 42
Bazaar map, 162
bazooka, 35-36, 150
Belgian Croix De Guerre, 13
Belgium, 82
Bell, Brady, vi
Berlin
Allied objectives, 154
Axis objectives, 155
campaign (See Fall of Berlin campaign)
entering, 118-119
escaping from, 131, 132-138
maps, 117, 155
medal for capture of, 13
binoculars, 41, 57
BMW R75M motorcycle, 46
bolt-action rifle, 8
bombers
Allied, 131
German, 49
Russian, 139
taking out, 49
bombs
Mills, 131
sticky, 42, 48, 86-87, 88
Brest map, 163
bridge
crossing, to enter Berlin, 118-119
defending, 138-139
destroying, 137-138
planting explosives on, 75-76, 78-79
British Soldier Remembers, A, 116
British Web revolver, 18
Bronze Star, 14
Browning, John M., 17
Browning automatic rifle, 27-28
Browse Internet Servers option, 143

C

C-47 Skytrain, 44
camouflage, 142
campaigns
Assault in the Ardennes, 80-114
Fall of Berlin, 115-139
medals for successfully completing, 13
Operation Overlord, 50-79
canteen, medicinal, 43

Captain
and assault on garage, 64
and Night in Hell mission, 98-101, 99
protecting, 68, 74, 109
and tank ambush, 72
and What Comes Around mission, 106-111, 113-114
Capture of Berlin, Medal for, 13
Career Medals, 13, 14
Causeway mission, 59-68
map, 60
objectives, 59
Chancellery, 120, 123, 127, 132
characters, selecting, 142
chat option, team, 146
church, 108-109, 166
circle-strafing, 4, 121
clearing rooms, 12, 108-112, 127
climbing, 6
Colonel
and BMW motorcycle, 46
locating, 59
tracking and killing, 68-71
Colt .45, 17, 55
combat, 2-14
commendations, 13-14
moving around battlefield, 2-6
tactics, 10-12
using compass in, 6-7
weapons training, 7-9
commands
individual/squad, 148
keyboard (See keyboard keys)
commendations, 13-14
communication, 145-149
avoiding unnecessary, 146
importance of, 145, 146
typing messages, 146
using prerecorded messages for, 147-149
communications shack, 75
compass, 6-7, 146
corners
moving around, 4
tossing grenades around, 12
cover
best objects to use for, 5
ducking in and out of, 4
using smoke for, 11, 33
crawling, 4
Croix De Guerre, Belgian, 13
crosshairs, green, 58
crouching, 4-5, 98
Ctrl key, 4

D

D-Day invasion, 52, 53
D key, 3
death match games, 145
defending positions, 151-152
Distinguished Service Cross, 14
double agents, 127

Druckammern, 156-158
map, 157
objectives, 156
DTM, 39, 131, 133, 139

E

E key, 6, 41, 63, 65, 85
Easy skill level, medal for, 14
Electronic Arts, vi
Empire Falls mission, 130-139
defending bridge, 138-139
destroying bridge, 137-138
escaping city, 132-138
map, 130
objectives, 132, 138
enemy
aiming weapons at, 7-8
assaulting, 150-151
avoiding detection by, 3
avoiding fire from, 4
collecting ammo from, 10
defending against, 151-152
exploiting weaknesses of, 10
picking up weapons from downed, 151
sneaking up on, 10
Enfield rifle, 22, 74, 76
equipment, 41-44
etiquette, 144-145
explosive charges, 41, 65, 75-76, 78-79

F

F1 fragmentation grenade, 33
Fall of Berlin campaign, 115-139
Empire Falls mission, 130-139
maps, 117, 130
medal for completing, 13
Traitor Among Us mission, 117-129
field surgeon pack, 43
firing weapons, 3, 8-9
first aid kit, 43, 54, 77, 84, 102
flak cannon, 39, 124, 125
flashes, muzzle, 123
Flughafen, 158-160
map, 159
objectives, 158
foxholes, 98, 99
frag grenade, 11, 30-31, 33, 55
France and Germany Star, 13
Free for All matches, 160
friendly fire, 103, 150
friendly target, identifying, 58

G

G43, 87, 89
Galloway, Private, 65-66
games
communicating with teammates in, 145-149
death match, 145
etiquette, 144-145

multiplayer (See multiplayer games)
saving, 93
single-player, 4, 11
team-based, 141, 144, 145-152
Garand, John C., 20
Garand rifle, 19-20
German Empire, 117
German Stuka, 49, 113-114
Germany Star, France and, 13
Gewehr 43 rifle, 23
Gewehrgrante, 36
Gewitter map, 164
Goal messages, 147
Granatwerfer, 40, 104, 122
Greatest Escape mission, 91-97
map, 92
objectives, 91
saving game, 93
target priorities, 93
grenades, 30-34
frag, 11, 30-31, 33, 55
historical notes on, 30-31, 32-33
launcher, 36
picking up, 63
and room clearing, 12
smoke, 10-11, 33-34
guard tower, 93, 94
guns. See weapons

H

[H] key, 151
halftrack, armored, 47, 84, 95-96
hand grenades. See grenades
Hard skill level, medal for, 14
head, aiming weapons at, 7-8
heading, using compass to determine, 6-7
health barrel, 44
health meter, 43
heavy weapons, 34-37
Hills of Bastogne, The, 81
historical notes
bazooka, 36
Browning automatic rifle, 28
Colt .45, 17
M1 Garand rifle, 20
Mark II frag grenade, 30-31
Springfield '03 sniper rifle, 21
Stielhandgranate, 32-33
Thompson Submachine Gun, 25
Holland map, 165
hotel, 110-112
Hour Is Go, The, 51

I

individual commands, 148
infantry, movement of, 2-6
Internet
connection setting, 142
finding multiplayer game on, 143

Into the Woods mission, 82-91
approaching compound, 88-90
entering supply depot, 90-91
map, 82
objectives, 83, 84, 85, 86, 88
Panzer attack, 86-88

J

Join Game section, Multiplayer screen, 143
JU-87 Stuka, 49, 113-114
jumping, 5-6
Junkers JU-87 Stuka, 49. See also Stuka

K

KAR98 sniper rifle, 22, 109
KAR98K, Mauser, 21
keyboard keys
A key, 3
Ctrl key, 4
D key, 3
E key, 6, 41, 63, 65, 85
H key, 151
for specific functions
accessing voice messages, 147-149
climbing, 6
crouching, 4
dropping weapons, 151
getting free of parachute harness, 53
jumping, 5
moving forward, 2, 6
picking up grenades, 63
placing explosive charges, 41, 65, 85
reloading ammo, 9
running, 2
strafing, 3
typing messages, 146
using ladder, 6
viewing current objective, 7, 151
walking, 3
R key, 9
Shift key, 3, 127
Spacebar, 5
T key, 146
Tab key, 7, 151
V key, 147
W key, 2, 6
Y key, 146
Kick Client option, 144
Konecky, Sean, 81

L

L-4 Piper Cub, 45
ladders, climbing and descending, 6
leading a target, 8
Lee Enfield rifle, 22, 74, 76
loading weapons, 9

M

M1 Garand, 19-20
M18 smoke grenade, 34
M36 Mills bomb, 31
machine guns, 27-29, 150
maps
  learning to use, 144
  new, in Spearhead expansion, 141
    Ardennes, 152-154
    Bahnhof, 161
    Bazaar, 162
    Berlin, 154-156
    Brest, 163
    Druckhammern, 156-158
    Flughafen, 158-160
    Gewitter, 164
    Holland, 165
    Stadt, 166
    Unterseite, 167
    Verschneit, 168
  selecting models to go with, 142
  for specific missions
    Causeway, 60
    Empire Falls, 130
    Greatest Escape, 92
    Night in Hell, 98
    Train to Catch, 69
    Traitor Among Us, 117
    Welcome to France, 52
    What Comes Around, 105
    Into the Woods, 82
  Tug of War (TOW), 141, 152-160
    Ardennes, 152-154
    Berlin, 154-156
    Druckhammern, 156-158
    Flughafen, 158-160
Mark II frag grenade, 30-31
Mark IV revolver, 18
Maschinengewehr 42, 29
Mauser KAR98K, 21
McKearney, Bernard J., 81
Medal of Honor Allied Assault, vi
medals, 13-14
Medic, 85, 99-101
medical supplies, 43-44
medicinal canteen, 43, 65, 85
Medium skill level, medal for, 14
messages, 146-149
  avoiding unnecessary, 144, 146
  typing, 146
  using prerecorded, 147-149
    goal messages, 147
    individual commands, 148
    squad commands, 148
    statements and responses, 149
    taunts, 149
MG-42 machine gun, 29, 37-38, 58
Mills bomb, 31

mission walkthroughs
Causeway, 59-68
Empire Falls, 130-139
Greatest Escape, 91-97
Night in Hell, 97-105
Train to Catch, 68-79
Traitor Among Us, 117-129
Welcome to France, 52-59
What Comes Around, 105-114
Into the Woods, 82-91
Model 1895 Nagant revolver, 19
models, selecting, 142
Mohaupt, Henry H., 36
moniker, 141
Mosin Nagant rifle, 23
motorcycle, 46
mountable weapons, 37-40, 152
mouse
controlling movement with, 3
controlling turrets with, 131
firing weapons with, 8
placing Granatwerfer rounds with, 40
strafing with, 3, 4
movement, 2-6
climbing, 6
crouching, 4-5
jumping, 5-6
running, 2-3
strafing, 3-4
walking, 2-3, 127
MP-40 submachine gun, 25-26, 105
multiplayer games, 141-152
and circle-strafing, 4
communicating with teammates in, 145-149
creating online persona for, 141-142
defending positions in, 151-152
dropping weapons in, 151
etiquette, 144-145
finding, 143
getting started in, 141-145
joining, 143
kicking players out of, 144-145
and ping value, 143
and shoot-and-scoot tactic, 11
and smoke grenades, 11
staging assaults in, 150-151
and Tug of War mode, vi, 141 (See also Tug of War mode)
Multiplayer screen
Browse Internet Servers option, 143
Join Game section, 143
Multiplayer Options section, 141-142
Net connection setting, 142
Update Server button, 143
muzzle flashes, 123

N

Nagant revolver, 19
navigation, using compass for, 6-7, 146
Nazi Colonel, 59. See also Colonel

Nebelhandgranate, 34
Nebelwerfer, 38, 84-85
Net connection setting, 142
nickname, 141
Night in Hell mission, 97-105
  holding the line, 102-105
  locating Medic, 99-100
  map, 98
  objectives, 98, 99, 101, 102, 104
  saving Captain, 101
  timing of opening sequences in, 99
Normandy invasion, 52, 53
Northwood, Jr., Arthur, 81

O

objectives. See also specific missions
  communicating with teammates on, 147
  determining distance to, 6-7
  determining heading of, 6, 7
  for Tug of War (TOW) maps, 152-159
  viewing current, 7, 151
objects
  descriptions of specific, 41-44
  destroying with explosives, 41
  hiding behind, 5, 64
  jumping onto, 5-6
  strafing, 3-4
Omaha Beach, 59
online persona, 141-142
Opel Blitz truck, 46
Operation Overlord campaign, 50-79
  maps, 52, 60, 69
  medal for completing, 13
  missions
    Causeway, 59-68
    Train to Catch, 68-79
    Welcome to France, 52-59

P

Panzer attack, 86-88
Panzerfaust, 37
Panzerschreck
  assaulting with, 150
  avoiding rounds from, 134
  historical notes on, 36
  similarity to bazooka, 36, 37
  taking out, 93, 132
Panzerwurfer, 47
persona, online, 141-142
ping, 143
Piper Cub, 45
pistols, 17-19
Player Name field, 142
poems
  The Hills of Bastogne, 81
  The Hour Is Go, 51
  That Something, 116
popping smoke, 10-11
Portable Maschinengewehr 42, 29

PPSh41 submachine gun, 26-27, 118, 122, 127
prerecorded voice messages, 147-149
  goal-related, 147
  individual commands, 148
  squad commands, 148
  statements and responses, 149
  taunts, 149
pump-action shotgun, 35
Pz. Kpfw. IV medium tank, 48
Pz. Kpfw. VI Tiger, 48
PzB41, 40

R

R key, 9
R75M motorcycle, 46
Rapport, Leonard, 81
RDG-1 smoke grenade, 34
Red Army, 13, 118
red box, 41
reloading weapons, 9
Rendezvous with Destiny, 81
responses, message, 149
revolvers
  British Webley Mark IV, 18
  Nagant, 19
rifle butt strike, 10
rifles, 19-24
  bolt-action, 8
  Browning automatic, 27-28
  Enfield, 22, 74, 76
  Garand, 19-20
  Gewehr 43, 23
  historical notes on, 20, 21, 28
  Mosin Nagant, 23
  sniper, 20-21, 22, 109
  Springfield '03, 20-21
  SVT 40, 24, 122
rooms, clearing, 12, 108-112, 127
Round Based matches, 160
running, 2-3
Russian bombers, 139
Russian Red Army. See Red Army

S

safe
  locating, 127-128
  opening, 129
  picking up combination for, 128
  taking out soldiers guarding, 129
Sd. Kfz. 251 armored halftrack, 47. See also armored halftrack
semi-automatic weapons, firing, 8-9
Sergeant Barnes, vi
servers
  browsing Internet, 143
  and ping value, 143
  voting players off, 144
Shift key, 3, 127
shoot and scoot, 11

shotguns
clearing rooms with, 12
Winchester, 35
side stepping, 3, 12
sidecar, motorcycle with, 46
Silver Star, 14
single-player games
and circle-strafing, 4
and dropped weapons, 151
and shoot-and-scoot tactic, 11
and smoke grenades, 11
skill levels, medals for, 14
Skinner, Leslie A., 36
Skytrain, 44
smoke, popping, 10-11
smoke grenade, 10-11, 33-34
sneaking around, 127
sniper rifle, 20-21, 109
snipers
avoiding, 4
recommended number of, 150
spotting, 123
soldiers, movement of, 2-6
Soviet 7.62mm DTM, 39. See also DTM
Soviet Red Army. See Red Army
Spacebar, 5
Spearhead expansion
campaigns
Assault in the Ardennes, 80-114
Fall of Berlin, 115-139
Operation Overlord, 50-79
medals, 13-14
new maps in, 141
overview, vi
and Tug of War mode, 141
Springfield '03 sniper rifle, 20-21
squad commands, 148
Stadt map, 166
statements, 149
Sten Mark 2 submachine gun, 26, 74, 76
StG 44 Sturmgewehr, 28-29, 102, 105
sticky bomb, 42, 48, 86-87, 88
Stielhandgranate, 32-33
strafing, 3-4
Stuka, 49, 113-114
Sturmgewehr machine gun, 28-29
submachine guns
and assaults, 150
MP-40, 25-26, 105
PPSh41, 26-27, 118, 122, 127
Sten Mark 2, 26, 74, 76
Thompson, 24-25
subterranean passageways, 166
supply depot, 90-91
SVT 40 rifle, 24, 122

T

T key, 146
T34 tank, 44, 45, 131
Tab key, 7, 151
tactics, combat, 10-12
tanks
  and circle-strafing, 4
  controlling movement of, 131
  descriptions of specific, 47-48
  destroying, 59, 72, 86-88, 125
  repairing, 44, 136
target
  aiming weapon at, 7-8
  firing at distant, 133
  identifying friendly, 58
  leading, 8
taunts, 149
team-based games, 145-152
  advantages of joining, 144
  chain of command in, 146
  communicating with teammates in, 145-149
  defending positions in, 151-152
  kicking players out of, 144-145
  staging assaults in, 150-151
  and Tug of War (TOW) maps, 141, 160
  viewing objectives for, 151
team chat option, 146
team leader, 146
Tee, Ronald, 116
terrain, moving across, 3
Third Reich, vi
Thompson, John T., 25
Thompson submachine gun, 24-25
Tiger Tank, 48, 72
tips
  aiming weapons, 8
  avoiding damage to halftracks, 95
  avoiding friendly fire, 103, 150
  avoiding Panzerschreck rounds, 134
  choosing weapons for assaults, 150
  circle-strafing, 121
  clearing rooms, 12
  communicating with teammates, 146
  controlling tank movement, 131
  destroying tanks, 125
  detonating sticky bombs, 87
  entering supply depot, 90
  firing DTM, 133
  firing from armored vehicles, 94
  firing weapons, 3
  hiding behind walls, 64
  identifying friendly targets, 58
  kicking out problem players, 145
  killing Colonel, 71
  leading a target, 8

learning new maps, 144
operating Nebelwerfer, 84
picking up grenades, 63
picking up medicinal canteens, 65
placing explosive charges, 79
protecting Captain, 74, 109
protecting Medic, 85
reloading weapons, 9
repairing tanks, 136
saving games, 93
sneaking around, 127
spotting enemy snipers, 123
standing in foxholes, 98
typing messages, 146
using Colt .45, 55
using frag grenades, 55
using judgement on battlefield, 107
using mortar, 104
using MP-40 in place of StG 44, 105
using new weapons, 142
viewing current objective, 7
watching for grenades, 64
Tommy gun, 24
torso, aiming weapons at, 7
TOW (Tug of War) maps, 152-160
Ardennes, 152-154
Berlin, 154-156
Druckammern, 156-158
Flughafen, 158-160
teamwork required for, 141
train station, 77-79, 161
Train to Catch mission, 68-79
ambushing tank, 72
getting explosives, 73-74
map, 69
objectives, 69, 72, 73, 75
planting explosives, 75-76, 78-79
training
compass and navigation, 6-7
movement, 2-6
weapons, 7-9
Traitor Among Us mission, 117-129
entering Berlin, 118-119
finding Chancellery, 123-127
locating and opening safe, 127-129
locating downed aircraft, 120-123
map, 117
objectives, 118, 120, 123, 127, 128, 129
retrieving documents, 127-129
trench broom, 25
troublemakers, 144-145
truck, 46
Tug of War mode
importance of teamwork in, vi, 141, 145
introduction of, vi
maps, 141, 152-160

Ardennes, 152-154
Berlin, 154-156
Druckhammern, 156-158
Flughafen, 158-160
Turner, Francis J., 51
turret, rotating tank's, 131

U

Uhl, Edward G., 36
underground map, 167
Unterseite map, 167
Update Server button, 143
urban combat, 163
U.S. military
and Colt .45, 17
medal, 14
use key. See E key

V

V key, 147
vehicles, 44-49
armored halftrack, 47
BMW motorcycle with sidecar, 46
C-47 Skytrain, 44
JU-87 Stuka, 49
L-4 Piper Cub, 45
medium tank, 48
Opel Blitz truck, 46
Panzerwurfer, 47
T34 tank, 45
Tiger tank, 48
Verschneit map, 168
voice messages, 147-149
goal-related, 147
individual commands, 148
squad commands, 148
statements and responses, 149
taunts, 149

W

W key, 2, 6
walking, 2-3, 127
walkthroughs. See mission walkthroughs
wall, hiding behind, 64
Walther P-38, 18
weapons
advice on using specific, 17-40
grenades, 30-34
heavy weapons, 34-37
machine guns, 27-29, 150
mountable weapons, 37-40, 152
pistols, 17-19
rifles, 19-24
submachine guns, 24-27, 150
aiming, 7-8
automatic vs. semi automatic, 8-9
for defending positions, 152
dropping, 151
firing, 3, 8-9
historical notes on
bazooka, 36

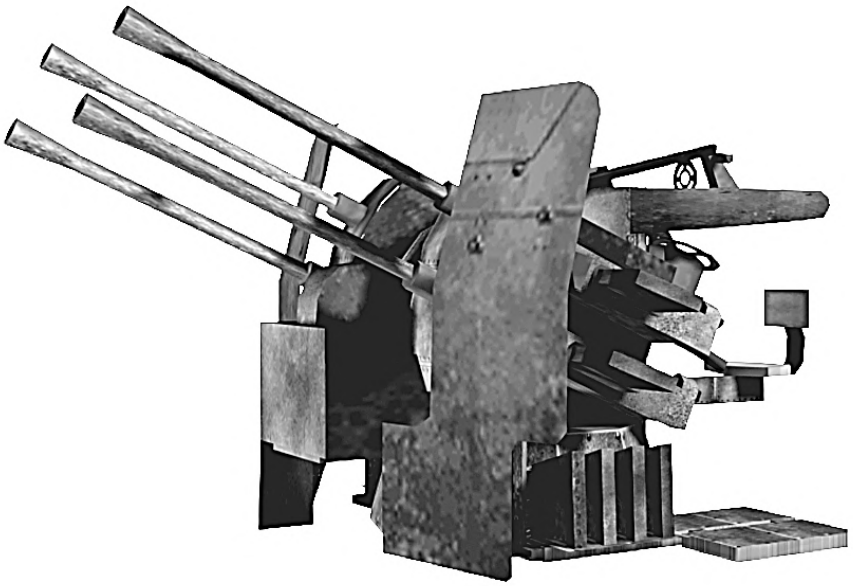
Browning automatic rifle, 28
Colt .45, 17
M1 Garand rifle, 20
Mark II frag grenade, 30-31
Springfield '03 sniper rifle, 21
Stielhandgranate, 32-33
Thompson Submachine Gun, 25
picking up, 151
reloading, 9
Webley Revolver Mark IV, 18
Welcome to France mission, 52-59
map, 52
objectives, 53, 59
What Comes Around mission, 105-114
clearing church, 108-109
clearing hotel, 110-112
crossing field, 106-107
entering town, 107-108
finding Captain, 107-108
map, 105
objectives, 106, 107, 108, 110, 113, 114
securing town, 113-114
Wilson, Private, 68, 72
Winchester shotgun, 35
windmill, 58, 61

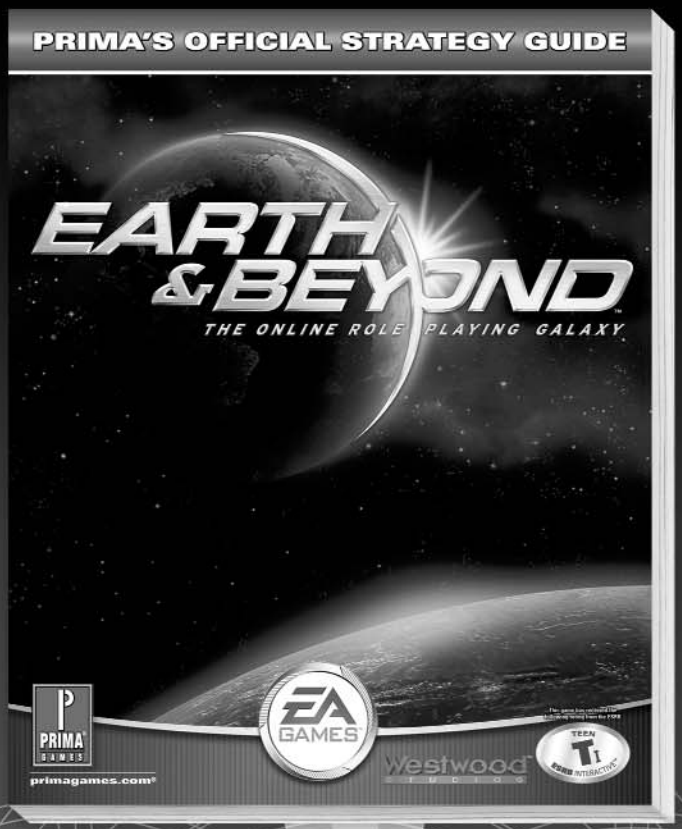
Y

Y key, 146

Z

zigzagging movements, 4





WE'VE GOT STRATEGY COVERED

PRIMA GAMES

© 2002 Electronic Arts Inc. Electronic Arts, How Far Will You Go™, Earth & Beyond, Westwood, the Westwood logo, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. Westwood Studios™ and EA GAMES™ are Electronic Arts™ brands.

EA GAMES

Westwood STUDIOS

This game has received the following rating from the ESRB

TEEN T ESRB INTERACTIVE

BEAT THE WORLD,
One Level At A Time

With so many levels to conquer, **you need a plan.** Information about what's coming, what's here, what's now; tips and strategies from the inside, cheats **direct from the source...**

That's **EAGAMES.com,** where you'll find the latest demos, movies you just can't get anywhere else, screenshots direct from the game makers, and official information about every available EA GAMES title. All in one place, only at **eagames.com**

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Challenge Everything™

© 2002 Electronic Arts Inc. Electronic Arts, Challenge Everything, EA GAMES, and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

U.S. $19.99 Can. $27.95 U.K. £12.99

Games/Shooter
Platform: PC

VICTORY IS AT HAND!

- Historical information and gameplay tips for each weapon
- Detailed walkthroughs for all new campaigns
- Strategies to neutralize enemy armor and field guns
- Advanced room clearing tactics for urban assault
- Expert tips for multiplayer games

© 2002 Electronic Arts Inc. Electronic Arts, Medal of Honor Allied Assault, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. All Rights Reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

PRIMA GAMES

David Knight

primagames.com®

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.