DAY OF DEFEAT

DETAILED MAPS

Prima GAMES

VALVE

DAY OF DEFEAT™

Prima's Official Strategy Guide

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DAY OF DEFEAT™

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TABLE OF CONTENTS

CHAPTER 1: INTRODUCTION

A sharp ping rings in your ears as a high-caliber bullet zings past your ear. Mortar shells rain down on the beach, instantly crystallizing grains of sand and pelting you with a storm of jagged glass. Soldiers, your friends and allies, drop to the ground around you as the chatter of an enemy machine gun cuts through the air. The sandbags around you provide minimal protection, but you sit perfectly still, heart pounding, knowing that moving in any direction could place you in a sniper's crosshairs. Mustering all of your courage and remembering your training, you press forward against overwhelming odds. Victory is just one valiant act away, and this will be your enemies' *Day of Defeat*.

Day of Defeat is a multiplayer first-person shooter set during World War II and pits the Axis versus the Allies. The 15 missions are based on actual WWII events and locations. In each mission, both sides of the conflict must complete a series of objectives before the other team does. This guide will help you battle past the waves of enemies as you make your way to each objective.

Before diving into the fray, check out Game Basics beginning on page 5 for the lowdown on pulling your own weight in combat. Even if you're familiar with first-person shooters, reading this chapter gives an immediate edge and allows you to maneuver like a pro from the very beginning.

The Soldier Classes and Weapons chapters provide a look at the various classes and weapons available. The class of soldier you choose dictates your role in combat, making this an important selection. Get to know each of the roles, even those you choose not to take, so you can better know how to coordinate and attack.

When you think you're ready, jump into Missions, where we cover the missions in detail, with tried-and-true strategies that have been tested by the pros. We not only provide visual support on the best ways to battle through each mission, but you'll also find tips that give you advantages over other players online. Whether you choose to play as an Allied or Axis soldier, we've got you covered.

Heroes and legends are born in combat. Your squad is counting on you, the enemy is advancing, and the fate of millions rests in your hands. Gear up and move out. The *Day of Defeat* has arrived.
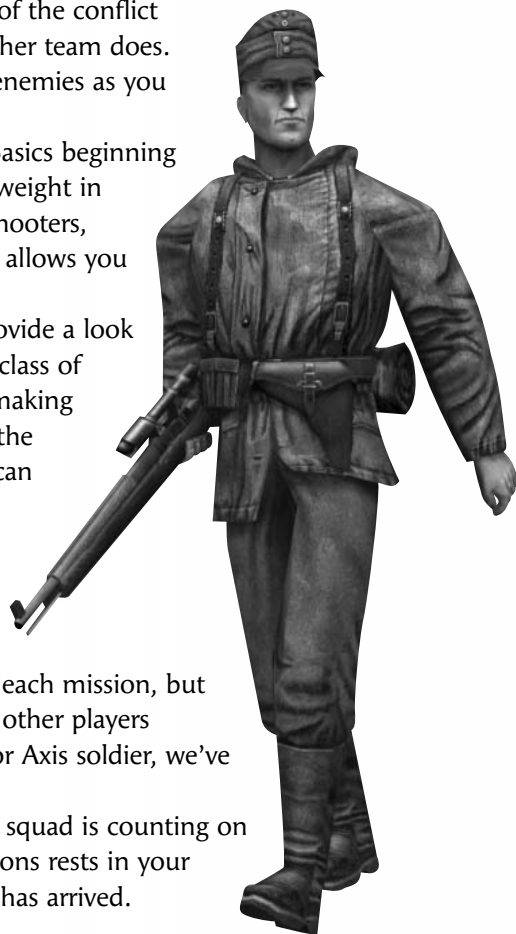
CHAPTER II:
DAY OF DEFEAT BASICS
CONTROLS REFERENCE

MOVEMENT COMMANDS

Move Forward	↑ or W
Move Back	↓ or S
Turn Left	←
Turn Right	→
Move Left (strafe)	A
Move Right (strafe)	D
Jump	space
Duck	ctrl
Prone	Z
Sprint	shift
Swim Up	'
Swim Down	/
Look Up	page up
Look Down	page down
Look Straight Ahead	end
Strafe Modifier	;
Keyboard Look Modifier	insert

WEAPON COMMANDS

Primary Attack	**Mouse 1** or enter
Secondary Attack	**Mouse 2**
Reload	R
Weapon Category 1	1
Weapon Category 2	2
Weapon Category 3	3
Weapon Category 4	4
Weapon Category 5	5
Weapon Category 6	6
Weapon Category 7	7
Weapon Category 8	8
Weapon Category 9	9
Weapon Category 0	0
Previous Weapon	**Mouse Wheel Up** or [
Next Weapon	**Mouse Wheel Down** or]
Last Weapon	Q

COMMUNICATION

Use Voice Communication	F
Activate In-game GUI	X
Chat Message	Y
Team Message	U

GENERAL COMMANDS

Change Class	,
Change Team	.
Voice Menu 1	C
Voice Menu 2	V
Voice Menu 3	B
Drop Primary Weapon	G
Drop Extra Ammo	H
Use Item/Pick Up Grenades	E
Open Map	M
Minimap Zoom	L

MISCELLANEOUS

Flashlight	N
Spray Logo	T
Display Multiplayer Scores	tab
Take Screen Shot	F5
Quit Game	esc

* All controls can be edited to match personal preferences.
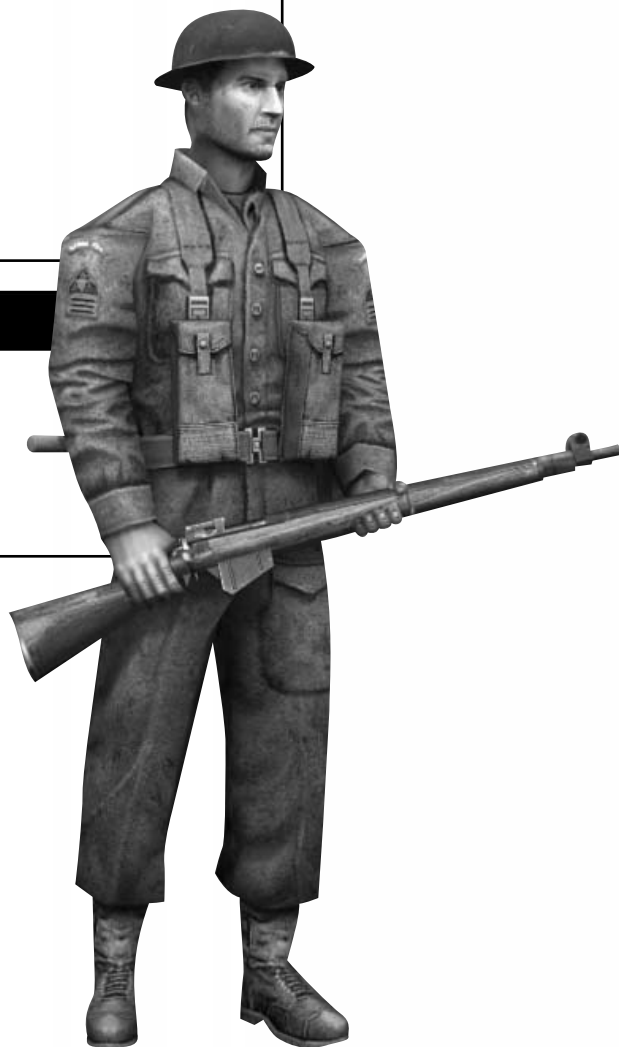
DAY OF DEFEAT 101

Becoming a top-rank soldier takes a lot of practice and patience. As you learn the various maps and key locations for your team and your opponents, you'll improve. Don't be surprised if the first time you step into the game you're overwhelmed, especially if playing with seasoned veterans. More experienced players move about the map in well-organized attack patterns and may unintentionally leave you behind. It won't take long for you to learn in the thick of combat, and in no time you'll feel right at home, anticipating the actions of your enemies and allies. This chapter is designed to give you some pointers that veteran players will already know, so you can enter combat slightly ahead of the curve.

SOLDIER SELECTION
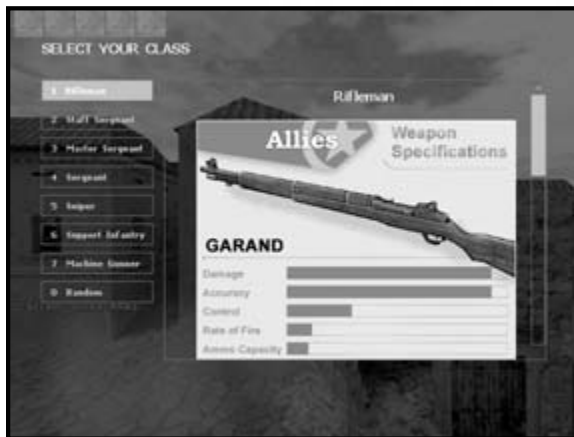
The most important choice you make in *Day of Defeat* is which class to play. This largely determines your role in combat, although nearly everyone plays each class differently. Look at Chapters 3 and 4 for more information on each class and the weapons they use. Knowing the capabilities of each class helps you learn what to do in combat, and helps identify weaknesses in your team.

GROUP TACTICS

Day of Defeat relies heavily on large groups of players working together to achieve a common goal. Thus the more organized a team is and the better they communicate, the more likely they are to dominate the battlefield. That doesn't mean that a group of complete strangers can't be effective, but it does require that they quickly meld into a team and listen closely to each other.

Soldiers working together in the field can provide support for each other. Bringing ammunition to MG positions, providing cover fire during an advance, and creating distractions to draw the enemy away from certain areas ensure that enough people reach a target so the objective can be completed. It also ensures that not everyone on the team is attempting to do the same thing, making the offense too weak or leaving critical areas unattended.

The easiest way to coordinate a group is by using voice communication. A cheap microphone costs around $5. Attach it to your computer to talk back and forth with your team. If you can't afford a microphone, or you don't like the idea, you can also use in-game communication. Type messages to your team or use the preset voice commands and hand signals. Or use the in-game map to notify your team of what's happening on the battlefield. It doesn't matter how you communicate—so long as you do. In most games where one side is completely dominating another it's due to good communication and teamwork versus no communication and poor teamwork.

USING THE MAP

Press M to view a map that shows a basic layout of the mission area and the locations of the main objectives, as well as the locations of your allies at any given moment. If you press ctrl while the map is in full-screen mode, you can edit it. Add icons to pinpoint areas of enemy resistance, or even the location of critical items. Any time something is added to the map everyone on your team sees a quick flash on the right side of the screen. This lets them know the map has been updated with new information. It's an excellent way to coordinate an attack when not everyone on your team has a microphone and sound. Use it wisely and it will help your team dominate the opposition.

OBJECTIVES

Every mission has an objective. In some, each team must capture all of the flags, or both teams try to destroy certain enemy targets, or one team defends multiple targets while the other team attempts to destroy them within a time limit. Mission objectives are always clearly stated before you join a game. Read them so you know what's going on before joining the game. The objective locations are clearly marked on the in-game map for both sides of the conflict. You can see your enemies' objectives and they can see yours.

CAPTURING FLAGS

In missions where you must capture flags, you actually see a flag in the area designated on the map. To capture a flag, stand at its base and wait for the icon at the top of the screen to fill with your team's logo (Axis or Allies). The length of time required to capture the flag, often referred to as "capping the flag," varies greatly. Some are instantaneous while others require several seconds.

Once a capture begins, it isn't necessary to remain exactly at the flag's base. You can seek cover within a few steps' radius around the base. If you leave the area, the capture is broken and you must try again.

Some flags require that two soldiers from the same team wait at the flag together to capture it. This requires a great deal of planning and coordination to ensure that two soldiers arrive at the same point at the same time. Not all objectives that must be captured are flags. Some are enemy resources or installations. However, they require the same steps and generally, if you look closely enough, you'll see a flag on them somewhere.

DESTROYING OBJECTIVES

Destroying objectives is a bit different. Things that must be destroyed require the use of either a satchel charge or rocket weapon. Satchel charges must be placed on the object, which often can take several seconds. Once a satchel charge is placed, nothing can stop the explosion. Rockets can be used from a distance, but a player must abandon his primary weapon to pick up a rocket weapon. Rockets are terrible anti-personnel weapons because they have a slow rate of fire and cause little splash damage. It is difficult to sneak into an enemy compound with a rocket weapon, so usually the player's team needs to assist him in reaching the target. Some targets that can be destroyed by a single satchel charge require multiple hits from rockets. Rockets allow you to strike from a safer distance, but satchel charges get the job done faster.

RE-CAPTURING OBJECTIVES

Most objectives can be captured, then re-captured by opponents. Others, primarily those you destroy, can be captured only once. It's important to know which type of objective you're facing. Flags can almost always be re-captured, while larger targets normally cannot. In cases where one side plays defender while the other attacks, the objectives can never be re-captured. Once the attackers have overrun them, the position is considered lost.

Slow captures can also be broken, though there is little you can do about instant captures and destructible objectives other than killing the enemy. If your team controls an objective and the enemies are attempting to capture it, run into the capture area to break the capture. The opponents may kill you, but they have to start the capture over again and that may give your team enough time to rally and stop them. Dying soldiers still count toward a capture, so even if you shoot your enemy, move in quickly to stop the capture just in case.

ALTERNATE PATHS

In *Day of Defeat* there is more than one way to get just about anywhere in each mission. Don't use the same tired path each time you run onto the battlefield. Experiment and look for a variety of ways to reach targets. Load up each map on your own and explore it at your leisure. Players who know a map well are more effective than those who don't; they know where to go and what dangers lurk around each corner.

If the enemy has one area choked off, there's almost always a way to get around it and come up on your enemy from behind. Extremely well-organized teams make this difficult, but even large teams can rarely cover every angle of approach. If you're being cut down by an entrenched enemy, don't keep running into the same area hoping you'll get your shot off first. Look for an alternate path around the enemy and surprise him from a different angle. A smart player shifts positions after every kill to keep his location a secret, so be ready for the unexpected.

IDENTIFYING TARGETS

In the original *Day of Defeat* it was necessary to know how each soldier looked at a distance, so you could quickly identify friend from foe. Things are easier now. Over each of your allies' heads you see a small icon with your side's insignia (iron cross). They also appear on the in-game map, making it easy to track their movements. Enemies have no icon, so if you see movement but no icon, it's safe to fire. The icons make it easier for new players to jump into battle on friendly fire (FF) servers.

Keeping your eyes peeled for the enemy is key to your survival; find them before they see you. This isn't always going to happen, so pay attention to what's going on. After you die, the camera locks onto the person who shot you, giving away that person's location. Make a mental note of it, so you don't accidentally walk back into that area. Most good soldiers alter their position a little, so don't expect to see the person in the exact spot as before.

In cases where you don't die, look for flashes of light from the end of a gun barrel. Listen for sounds such as footsteps, mechanical noises, doors, guns being reloaded, or anything else that might give away an enemy's position. When you locate an enemy, if

he's deeply entrenched, let your team know about him. They can assist in eliminating the threat, and the knowledge may help prevent unnecessary deaths.

ON THE MOVE

Getting around the mission area isn't as straightforward as it seems. Lots of shortcuts require finesse, and some objects may not be obvious on your first outing.

The environment can be altered. Satchel charges and rockets can blow holes in walls, destroy bunkers, eliminate sniper locations, and alter larger landmarks. Explore every path fully and don't overlook anything. Even the smallest crack in a wall may be a valuable hiding spot or the entrance to a grander area.

CLIMBING

Ladders let you climb up and down steep surfaces, but ropes and trellises can also be used. Ladders are nearly flush with the sides of most buildings and easily overlooked. At the top of some objects, the climbable area ends without an obvious destination. Look to the sides. Sometimes it's necessary to crouch on the ladder and drop to the side while pushing forward to reach an open window or ledge. Be careful: Long falls hurt and can kill.

DUCK JUMPING

Duck jumping involves jumping then immediately ducking while still airborne. It can be done while moving, or while standing still and pressing toward an object. This allows you to leap over walls and onto surfaces that would otherwise be too tall. It's best related to hurdling or high jumping. You're leaping into the air, then quickly pulling your legs up, so you can land on a high surface or pass over a tall object. Master the duck jump and you can take indirect routes over walls and into small holes that would otherwise be unreachable.

BUNNY HOPPING

Bunny hopping involves the player hopping continuously, making it harder for enemies to target him. In *Day of Defeat* bunny hopping has been all but eliminated. Each time a player jumps it saps a bit of the player's stamina. Once the stamina bar is depleted, the player can't jump until he rests.

Sometimes a bunny hop can save your life—especially when faced with an enemy sporting superior firepower or a faster rate of fire. Don't just stand there and get shot. Move back and forth, duck in and out, bounce around as much as you can and you may survive long enough to get off a second shot.
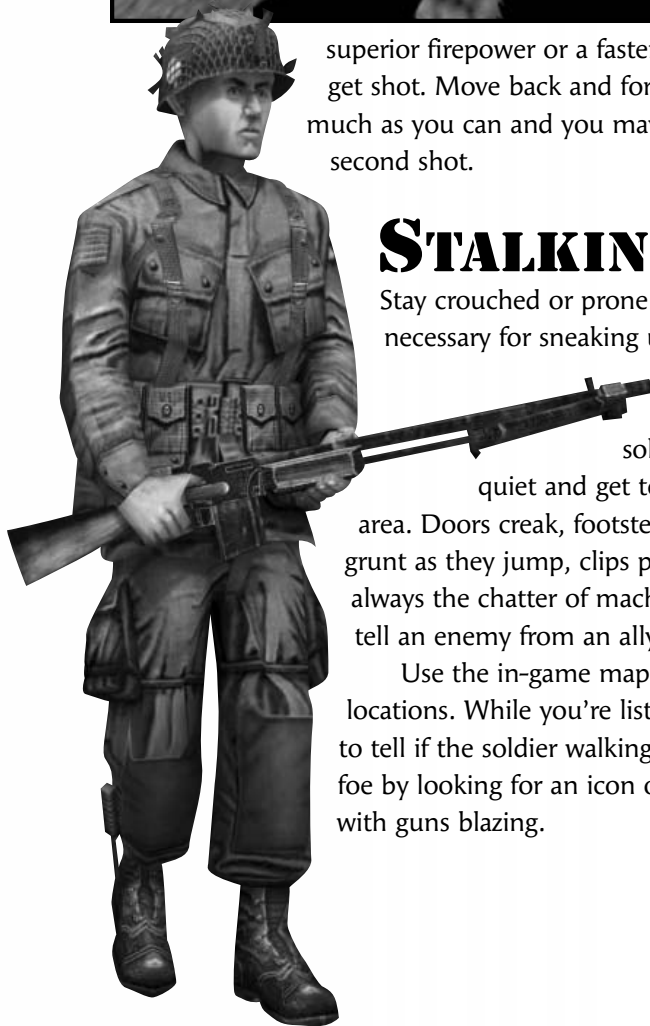
STALKING PREY

Stay crouched or prone and you can move silently, which is necessary for sneaking up on enemies. Sound is the first thing to betray a soldier's position and sometimes the only warning a soldier has of his impending doom. Keep quiet and get to know all of the sounds around the area. Doors creak, footsteps pound on the pavement, soldiers grunt as they jump, clips pop as weapons are reloaded, and there's always the chatter of machine guns. Eventually, you'll be able to tell an enemy from an ally by the sound of his weapon.

Use the in-game map often. Keep track of your allies' locations. While you're listening to the environment it's possible to tell if the soldier walking on the other side of a door is friend or foe by looking for an icon on the map in that area. If not, go in with guns blazing.

Prima's Official Strategy Guide

Make yourself difficult to see. Use the surroundings to your advantage. Hide in shadows, crouch behind corners, lie in rubble; anything to make it difficult for your enemy to see you. Sneak and always check to the side as you pass alleys and other spots where an enemy could be hiding. Just because no enemies have been seen within your area doesn't mean one isn't there. He may have snuck through your lines and be waiting for the right opportunity to strike.

When you encounter an enemy, fire quickly and aim for the shoulders or head. Any weapon can kill with a single bullet if the target is struck in the head, so aim high. Also quickly duck as you fire to increase your accuracy and cause the enemy to shoot high and miss. The smaller the target, the harder it is to hit. The only disadvantage to ducking is that it limits mobility. Yet if your shots ring true, dodging won't be a concern.

Camping is a common practice in first-person shooters, but doing so is problematic in *Day of Defeat*. Though snipers and MGs still camp regularly, eventually enemies figure out where the person is located and make the kill. Keep moving so your enemies are left guessing. Even if you shift a few feet after each kill or switch sides of a room, this makes it harder for enemies to find you. Also the game is based on taking over several targets, which requires the team to move around and probe enemy defenses. If too many people are camped out in one spot, the offensive push won't be strong enough to overtake the enemy. Keep the bulk of your force moving and unpredictable. Leave a few skilled defenders behind and rely on their expertise to protect your interests and cover retreats.
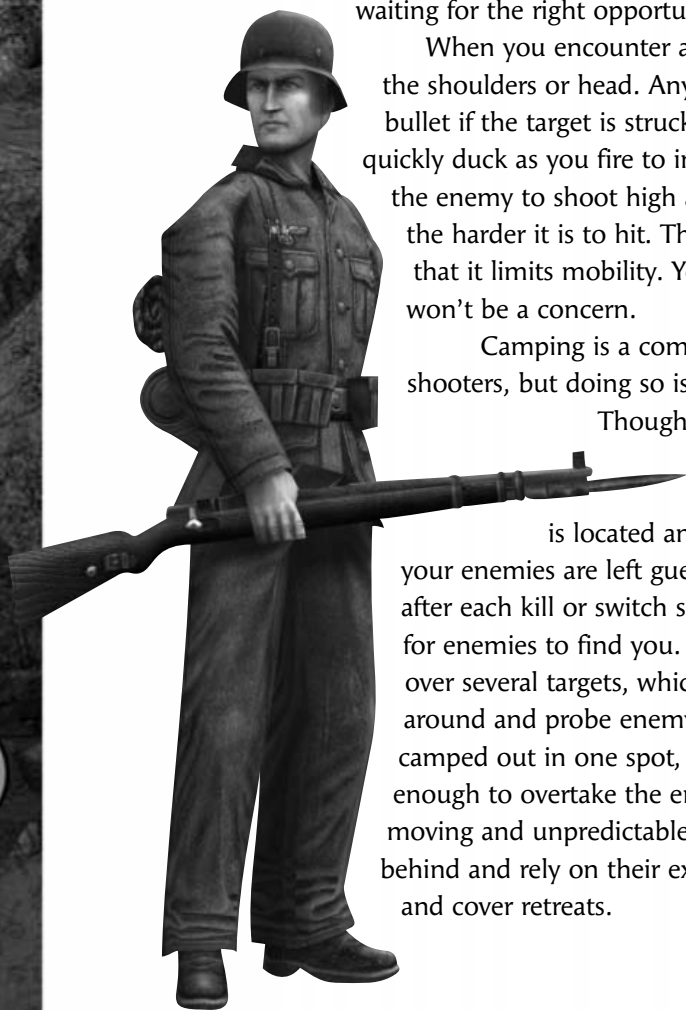
WEAPON USAGE

Accuracy is the number one concern with most weapons. Sniper scopes sway, MGs and SMGs kick and are hard to control, and rifles need to be pinpoint accurate in most fights. It's possible to increase your accuracy with just a couple of simple actions.

MACHINE GUNS AND SUBMACHINE GUNS

Machine guns (MGs) and submachine guns (SMGs) have a lot of kick, which forces the barrel upward when firing continuously for several seconds. If you don't fight the kick, the gun fires into the air rather than at the desired target. Kick is difficult to battle while moving. Pull back on your mouse while firing and the targeting reticle should stay in the same general area, though your accuracy will be low. When shooting with an SMG or MG while moving, aim low on the target's body, so the natural kick sprays the target's torso with bullets. If you aim too high at first, the shots fly over the target's head. Accuracy is improved if the player stops before or while shooting, but these weapons with a high rate of fire remain inaccurate.

To improve the accuracy of either weapon, duck or go prone to reduce kick and better balance the gun. MGs can also be deployed on bipods while the player is in the prone position, which makes them easy to control and deadly accurate, but pins the user down and makes him an easier target.

Located throughout every mission are MG nests. The most obvious MG nests are sandbag barricades on which the MG can be rested. Many other objects can also be used as MG nests. These objects are usually windowsills, overturned tables, short walls, low ledges, boxes, and anything else that's approximately waist high on a soldier.

SNIPER RIFLES

Sniper scopes are trickier. A sniper rifle is nearly useless while on the move. In fact, these rifles don't have a regular targeting reticle like most other weapons, so it's difficult to know exactly where you're aiming without a scope. While using the scope, the weapon's sight wobbles slowly up and down and side to side. Crouching significantly slows the wobble, but it's necessary to go prone to get an accurate shot.

RIFLES

Normal rifles are some of the most accurate and easy-to-use weapons in the game; however, they have a slow rate of fire, which leaves the user in a sticky situation after a missed shot. Ducking increases the weapon's accuracy, and makes the user harder to hit, especially at long-range where SMGs are at a real disadvantage.

SECONDARY WEAPON FUNCTIONS

Some weapons have secondary functions. MGs have bipods, which stabilize the weapon when deployed. Sniper rifles have scopes, which zoom in on targets. Other weapons have bayonets or can be used to smash enemy soldiers. A lot of weapons have no secondary function.

GETTING INTO POSITION

At the start of a mission, Snipers and MGs have one objective: get into position quickly. Snipers and MGs require an excellent spot to work their craft effectively, then need time to set up camp. A good Sniper or MG will ignore everything else that's going on at the mission's start, and quickly move to a spot that is most effective for the weapon the player is using. If not, by the time the player reaches the desired spot the enemy may have taken the position.

GRENADES

Grenades are fun to use, but they can be deadly. A grenade blows up five seconds after it's released. This gives the opposition a few moments to move away from the blast, which limits a grenade's usefulness. When a grenade is tossed, a small icon appears on the map showing its trajectory and where it lands. Quick enemies can pick up enemy grenades and hurl them back. Nonetheless grenades are good weapons for flushing out enemies and taking out large groups.

PICKING UP WEAPONS

All dropped weapons can be picked up; so switch your empty weapon for one with at least partial ammunition. To pick up guns, a player must first drop his primary weapon, then walk over the weapon to be picked up. Satchel charges and other mission objectives are picked up automatically when walked over unless the player is already carrying a mission item.

MORTAR LAUNCHERS

On a few missions you encounter small mortar launchers. Stand next to a mortar and press E to hurl lethal explosives at the opposition. Each mortar can only be used by one side in a mission. Mortars have an unlimited supply of ammunition, so use them liberally in any conflict.

BULLET PENETRATION

In *Day of Defeat*, bullets rarely hit the surface of an object and stop moving. Most drive into their target or pass through it. Most walls are thick enough to stop bullets and sandbags always do so. Before passing through a door, spray it with bullets. Anyone who is standing on the other side will be killed. Don't use doors and other thin objects for cover. If you see someone headed for a door, immediately shoot him. High-caliber bullets can pass through soldiers as well, so it's possible to score two kills with a single bullet.

CHAPTER III: CLASSES

The most important decision you'll make while playing *Day of Defeat* is your class. Each side of the conflict, Axis and Allies, has multiple classes from which to choose before each mission. The class you choose determines your role in the coming conflict. Why? Each class has a particular weapon load, which tends to have a specific purpose. For instance, those equipped with rifles and submachine guns (SMGs) are normally the aggressors. They're mobile, can reload quickly, and can shoot quickly when necessary. Soldiers carrying sniper rifles and machine guns (MGs) tend to be defenders. They're ineffective while on the move and fare much better when they can find a spot to sit and cover a concentrated area. Often these soldiers are the last line of defense. Consider what role suits you best before choosing. You can also switch classes during a battle if you find the class you've chosen isn't needed, or if perhaps you find a weakness in your squad's composition.

> ## Tip
>
> By dropping your weapon and picking up another, you essentially change your class in the middle of combat. Familiarize yourself with the ins and outs of every class, so you'll know what to do in every situation, no matter what weapon you're carrying.
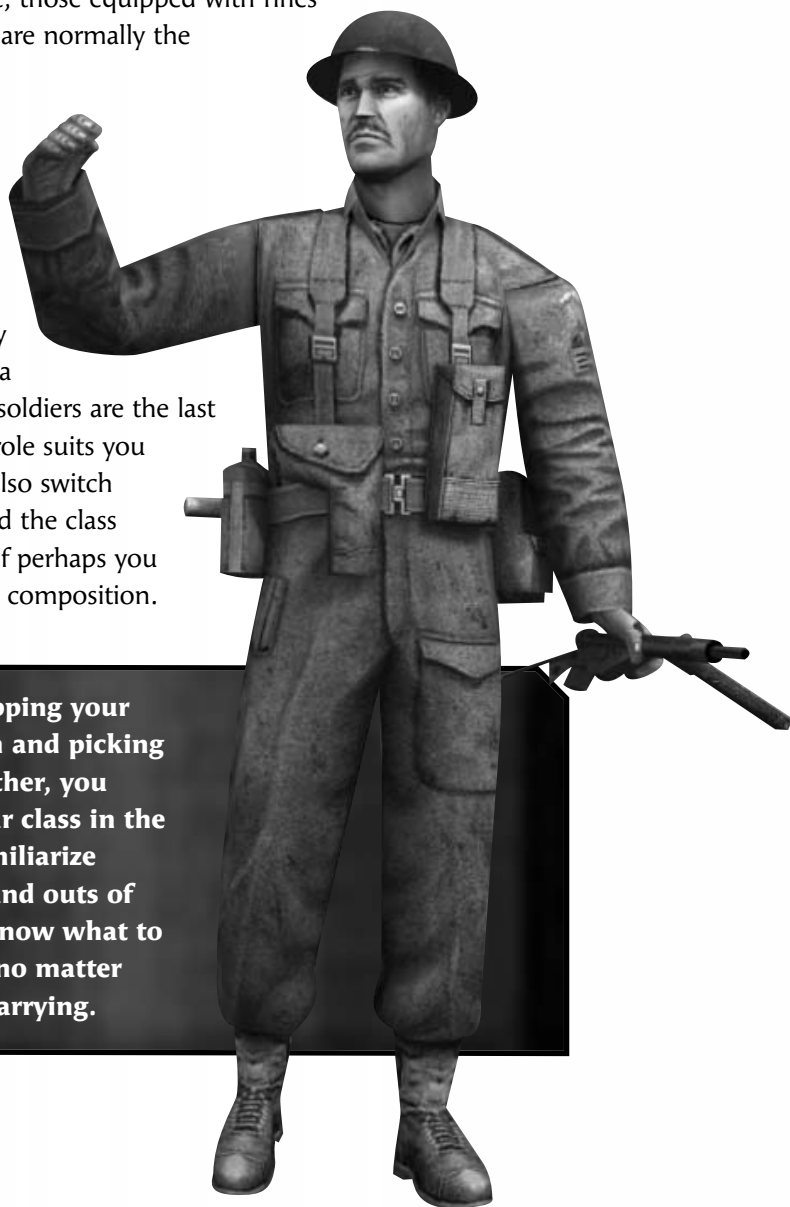
ALLIES (AMERICAN)

RIFLEMAN

Primary Weapon	
M1 Garand Rifle	
Primary Ammo Loadout	**11 clips** *(8 rounds each)*
Secondary Weapon	
Colt 1911 Pistol, **Field Combat Knife**	
Grenades	
Fragmentation Grenade x2	

The Rifleman, a.k.a. "light infantry," is a good, all-around class and is deadly at both long and short range. The Garand requires a skilled hand, so the class isn't recommended for new players. Riflemen are primarily effective at medium to long range, because the Garand has a low rate of fire and relatively small clips. The high powered Garand rifle delivers one-hit kills to the head, so it can also be effective at close-range, assuming the player is quick to fire and very accurate. A Rifleman can act much like a Sniper but has the advantage of added mobility, but lacking a Sniper's scope. Riflemen make excellent scouts and can easily probe enemy defenses.

DAY OF DEFEAT™

Prima's Official Strategy Guide

STAFF SERGEANT

Primary Weapon	
M1 Carbine	
Primary Ammo Loadout	*11 clips* (15 rounds each)
Secondary Weapons	
Colt 1911 Pistol, Field Combat Knife	
Grenades	
Fragmentation Grenade x1	

The Staff Sergeant is a class designed for assaults, as well as close-in engagements. The M1 Carbine is a happy medium between a rifle and an SMG. While not as powerful as a Garand, it has less recoil, a faster rate of fire, and is more accurate, making it more useful in close-range combat yet maintaining a lethal bite at long range. Staff Sergeants are especially effective in tunnel environments where long hallways are often combined with twisting corridors. They rapidly adjust to changing environments, making them very effective front-line troops.

MASTER SERGEANT

Primary Weapon	
M1A1 Thompson Submachine Gun	
Primary Ammo Loadout	***7 clips*** *(30 rounds each)*
Secondary Weapons	
Colt Pistol, Field Combat Knife	
Grenades	
Fragmentation Grenade x1	

The Master Sergeant is a class designed for short-range, inner-city fighting. This is one of the best classes for new players as there is some leniency in accuracy. Equipped with a Thompson SMG, these fighters are lethal at close range. They can resort to "spray and pray" tactics, covering a wide area with a hail of bullets. The Master Sergeant is at an extreme disadvantage against snipers but fares well when cutting through buildings and tunnels. In medium- to long-range battles, the Master Sergeant can lay down suppressive cover, clearing the way for other troops.

SERGEANT

Primary Weapon	
M3A1 "Greasegun"	

Primary Ammo Loadout	**7 clips** *(30 rounds each)*

Secondary Weapons		
Colt 1911 Pistol, Field Combat Knife		

Grenades	
Fragmentation Grenade x1	

Sergeants are very similar in ability to Master Sergeants. Both classes are more adept at close-range fighting than at long-range battles. The Sergeant's Greasegun is slightly better than the Thompson in most areas, but the Greasegun's rate of fire is slower. Despite the Thompson's slightly lower stats, it's still the American SMG of choice for most players due to the higher rate of fire. Either class, Sergeant or Master Sergeant, is an excellent choice for players who consider themselves tunnel crawlers. For new players, the Sergeant is ideal, though we recommend upgrading to the Master Sergeant as soon as possible.

SNIPER

Primary Weapon		
1903A4 Springfield Sniper Rifle		
Primary Ammo Loadout	*11 clips* (5 rounds each)	
Secondary Weapons		
Colt 1911 Pistol, Field Combat Knife		
Grenades		
None		

Snipers play a unique role in combat. They're mobile defenders who can quickly move from location to location and set up camp. They hide in the shadows and in the highest towers looking for targets. Good Snipers are lethal, as they require only a single bullet to eliminate an enemy. Yet the role of a Sniper isn't for everyone. Being a good Sniper means sitting in one location for long periods of time, looking and listening for nearby enemies. It requires quick reflexes combined with a very steady hand. Location and movement are key elements to becoming a first-class Sniper. You must be able to immediately identify valuable Sniping locations and know how to get into position quickly at the beginning of any mission. A skilled and disciplined Sniper is a huge asset to any team.

SUPPORT INFANTRY

Primary Weapon		
Browning Automatic Rifle (BAR)]		
Primary Ammo Loadout	*12 clips* (20 rounds each)	
Secondary Weapons		
Colt 1911 Pistol, Field Combat Knife		
Grenades		
Fragmentation Grenade x1		

The Support Infantry is a hybrid of the Rifleman and Sergeant classes. His BAR packs enough firepower and accuracy to be deadly at almost any range, although his clip capacity may limit him on assaults. Support Infantry are mainly useful in holding positions or harassing enemy soldiers at choke points, but skilled players can handle the BAR almost as if it were an SMG rather than an MG. The BAR sports a bipod, which can be deployed on MG nests and while prone to provide superb stability and accuracy. However, it limits the player's movement, making him an easier target for skilled soldiers.

MACHINE GUNNER

Primary Weapon		
.30 Caliber Machine Gun		
Primary Ammo Loadout	*2 boxes* (150 rounds each)	
Secondary Weapons		
Colt 1911 Pistol, Field Combat Knife		
Grenades		
None		

The Machine Gunner (MG) requires the support of teammates to be effective. On the move, his undeployed weapon is useless due to wild kickback that makes targeting enemies more luck than skill. Counter kickback by using the gun's bipod to balance the weapon on an MG nest. Once deployed, a good Machine Gunner can decimate anything. The downside to such heavy firepower is that it rapidly chews through ammunition.

When a Machine Gunner runs low on ammo, a teammate must pass him ammo boxes. Getting an MG into place is difficult, and once it's in place, the team should support it or the position eventually will be overtaken.

ALLIED PARATROOPS

Airborne troops appear only on "Para" maps. Paratroopers can select from any normal Allied weapons, as well as Paratrooper-specific weapons, such as the Greasegun and folding stock Carbine. As with other classes, Paratroopers often carry a number of grenades depending upon their primary weapon.

ALLIED (BRITISH)

RIFLEMAN

Primary Weapon	
No 4 Mk1 Lee Enfield	
Primary Ammo Loadout	*11 clips* (10 rounds each)
Secondary Weapons	
Webley Revolver, Fairbairn Sykes Combat Knife	
Grenades	
Mills Bomb x2	

The Rifleman carries the No 4 MK1 Enfield, one of the most accurate rifles during World War II. Riflemen combine mobility with power and accuracy. They're great on the move and can act as Snipers when necessary. Though more adapt at medium- to long-range fighting, the Rifleman can be deadly in close-range battles, but quick aim is key. In the confines of buildings and tunnels, Riflemen are at an extreme disadvantage when faced with a soldier packing an SMG, due to the Enfield's slow rate of fire.
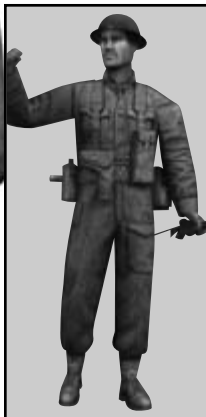
SERGEANT MAJOR

Primary Weapon	
Sten MKII	
Primary Ammo Loadout	***7 clips*** *(30 rounds each)*
Secondary Weapons	
Webley Pistol, Fairbairn Sykes Combat Knife	
Grenades	
Mills Bomb x1	
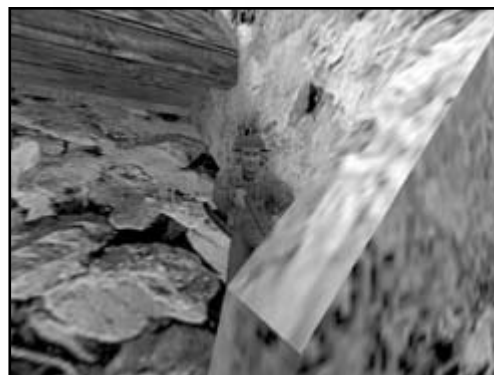
Sergeant Majors are strong on the assault. The light recoil of the Sten is key to the Sergeant Major's mobility on the battlefield. This excellent close-in weapon was the choice for many commandos throughout World War II. It's ideal for soldiers who use the back roads and alleys rather than the main paths. Though severely limited in long-range combat, the Sergeant Major can lay down a spread of cover fire to protect his allies as they advance. The Sergeant Major is the best choice for new players, and deadly when guided by the hands of a skilled vet.

MARKSMAN

Primary Weapon	
Enfield No 4(T) Sniper Rifle	
Primary Ammo Loadout	**11 clips** *(10 rounds each)*
Secondary Weapons	
Webley Revolver, Fairbairn Sykes Combat Knife	
Grenades	
None	

Carrying one of the finest sniper weapons of the war, this class can stifle nearly any attack. Marksmen are nearly identical to the American Sniper. Good positioning and movement are the keys to this class's survival. Identifying valuable sniping locations and getting into position quickly at every mission's beginning is key. Engage the enemy and move to another location. Your muzzle flash gives you away if you stay in one spot too long.

GUNNER

Primary Weapon	
Bren Machine Gun (BREN)	

Primary Ammo Loadout	**6 clips** (30 rounds each)

Secondary Weapons		
Webley Revolver, Fairbairn Sykes Combat Knife		

Grenades	
Mills Bomb x1	

Known for its outstanding reliability and power, the Bren Machine Gun was the mainstay for the Commonwealth forces in World War II. Used both as a light and heavy machine gun, the Bren is extremely adaptable to the situation and can be used in both defensive and offensive roles. The Bren is very difficult to control unless the attached bipod is deployed while in the prone position, or on an MG nest. In skilled hands it is just as effective as an SMG at close range, but inexperienced players should choose a different weapon until they're battle tested.

GERMAN GRENADIER

Primary Weapon	
Karbiner 98k Rifle (with Bayonet)	
Primary Ammo Loadout	**13 clips** *(5 rounds each)*
Secondary Weapons	
Luger '08 Pistol, Field Spade	
Grenades	
Stielhandgranate 24 x2	

The Grenadier is the Axis answer to the Allied Rifleman. Sporting a very accurate, powerful rifle with attached bayonet, he also has two grenades with which to cause havoc. Though excelling at medium- to long-range combat, the Grenadier can also be deadly at close-range battles if guided by a sure and experienced hand. The K98 has a slow rate of fire, which presents problems when faced with an SMG at close range. If you choose the Grenadier, take the main routes and pick your enemies off from a distance. The Grenadier is a difficult class to master and therefore isn't suggested for first-time players.
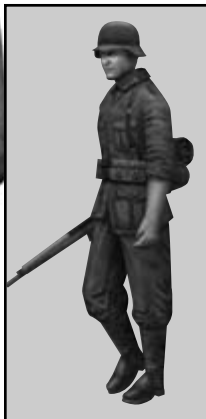
STOSSTRÜPPE

Primary Weapon	
Karbiner 43 Semi-Automatic Rifle	
Primary Ammo Loadout	*8 clips* (10 rounds each)
Secondary Weapons	
Luger '08 Pistol, Field Spade	
Grenades	
Stielhandgranate 24 x2	

The Stosstrüppe class carries Germany's reply to the US M1 Garand and Soviet SVT40 rifles. Though not as powerful as the K98, it has a faster rate of fire and still causes substantial damage. Good for both long- and short-range fighting, the K43 allows a great deal of versatility in battle. Stosstrüppes make great front-line fighters in every mission.

UNTEROFFIZIER

Primary Weapon	
Machinenepistole 40 (MP40)	
Primary Ammo Loadout	*7 clips* (31 rounds each)
Secondary Weapons	
Luger '08 Pistol, Field Spade	
Grenades	
Stielhandgranate 24 x1	

Like the Allied Sergeant, the Unteroffizier is designed for assaults, as well as close-in engagements. This class is very similar to the Sturmtrüppe class, although the MP40 trades damage for reduced recoil. The Unteroffizier is the best Axis class for first-time players, though you should upgrade to the Sturmtrüppe as soon as you can properly control your weapon in the heat of battle. Unteroffiziers are front-line fighters who excel in tight hallways and tunnels.

STURMTRÜPPE

Primary Weapon	
STG44 Assault Rifle	
Primary Ammo Loadout	***7 clips*** *(30 rounds each)*
Secondary Weapons	
Luger '08 Pistol, *Field Spade*	
Grenades	
Stielhandgranate *24 x1*	

The Sturmtrüppe class carries the first true assault rifle in history. This class can effectively perform almost any role. The STG44's medium-sized round provides knock-down power while keeping recoil to a minimum. The STG44 is best fired in short two- to three-shot bursts. This is the best Axis class for players who like to fight in buildings and tunnels. However, the Sturmtrüppe should avoid wide-open areas where rifles have a definite advantage.

SCHARFSCHÜTZE

Primary Weapon		
K98 High Turret Sniper		
Primary Ammo Loadout	*13 clips* (5 rounds each)	
Secondary Weapons		
Luger '08 Pistol,		
Field Spade		
Grenades		
None		

Scharfschütze have a distinct role in combat. They quickly move from location to location and set up camp defending Axis locations. They lurk in the shadows seeking targets. The Scharfschütze can kill with a single bullet, but this role isn't for everyone. Being a good Scharfschütze means sitting in one location for long periods of time, looking and listening for nearby enemies. It requires quick reflexes combined with a very steady hand. Location and movement are key elements to survival. A Scharfschütze must be able to immediately identify valuable sniping locations and get into position quickly at the beginning of a mission. A skilled and disciplined Scharfschütze is a huge asset to any team.

MG SCHÜTZE

Primary Weapon		
MG42 Machine Gun or		
MG34 Machine Gun		

Primary Ammo Loadout
2 boxes (250 rounds each) **or 5 cans** (75 rounds each)

Secondary Weapons		
Luger '08 Pistol,		
Field Spade		

Grenades
None

The Machine Gunner was the backbone of German military doctrine, and in turn, the MG Schütze is very important to any squad. Like its allied counterpart, the MG Schütze requires support on the move and extra ammunition once it's deployed. Although the MG42 provides more raw firepower, the MG34 trades clip capacity and rate of fire for accuracy and lighter recoil. MGs are critical to any force. They can hold a position against large groups of enemies, so long as ammunition is regularly brought to the MG. Though these guns are difficult to control, they can be deployed on MG nests or in the prone position, making them very accurate.

Axis Paratroops (Fallschirmjager)

Fallschirmjager troops appear on only a few maps. Paratroopers can select from any normal Axis weapon, as well as Paratrooper-specific weapons (the FG42). As with normal classes, they often carry a number of grenades depending upon the primary weapon that they choose. The FG42 is somewhere between a rifle and an SMG. It can be equipped with a bipod or a scope, but it is not as powerful as a true rifle or as fast as a normal SMG. Be careful when choosing the scoped version, as it's easy to confuse with a sniper rifle.
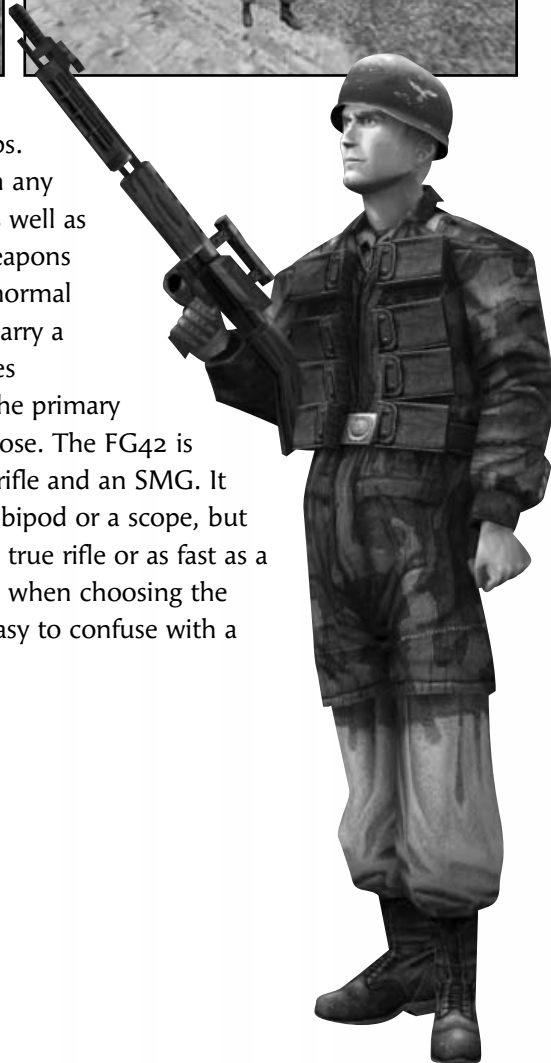
CHAPTER IV: THE ARMORY

CHOOSING A SIDEARM

Weapons chosen at the beginning of a mission determine the roles of all involved. Some weapons are best used while on the move, while others are effective only while you're stationary. Many are used to storm the enemy base, but some are used to guard key locations. Just because you pick a certain weapon doesn't mean you have to use it like every other player, but it's important to know the basics of using each style of firearm. This way, you'll be versatile in combat and a greater asset to your team.

WEAPON TYPES

Before each mission, there are four types of weapons to choose from. These include rifles, submachine guns (SMGs), machine guns (MGs), and sniper rifles. Most classes also come equipped with a pistol, a melee weapon, and grenades. Plus there are also rocket weapons and explosive packs, known as satchel charges, which can occasionally be found on the field.

RIFLES

Rifles are designed for range, accuracy, and power, making them ideal medium- to long-range weapons. However, they sacrifice ammunition capacity and rate of fire. Most rifles can down an enemy soldier with a single shot, though some are less powerful. Players with quick reflexes and accurate hands will find rifles fitting nearly every situation.

Tip　**Rifles are at their greatest disadvantage when faced with SMGs at close range. In most cases you only have time for one shot. Should you miss, dance around, duck behind cover, or jump. Do anything except stand still to have time for a second shot.**

SUBMACHINE GUNS (SMGs)

Submachine guns trade accuracy and damage for a high rate of fire and larger ammunition supplies. They're designed for close-range fighting in buildings and tunnels. It's also possible to use them for cover fire while one's allies advance on a target. SMGs are recommended for new players. They still require quick reflexes in a fight, but accuracy is secondary; just point and shoot.

Tip　**SMGs often have a large amount of kickback, so they can be difficult to control under sustained fire conditions. The gun pushes upward to the point where it's shooting directly overhead unless the user counters the kick. Pull back on your mouse as you fire to keep your sights on a target. Try shooting at an enemy's feet or midsection. The natural pull of an SMG sprays the target from head to toe.**

MACHINE GUNS (MG)

Machine guns are powerful automatic weapons with large ammunition supplies and powerful bites, but have terrible kickback and low accuracy. They're mainly used as defensive weapons. Most MGs are equipped with a bipod, which can be deployed while the user is prone. The bipod stabilizes the weapon, greatly increasing the user's accuracy, but makes the person immobile and a sitting duck for snipers. Still, MGs are effective weapons if properly placed in the field.

MGs can be deployed just about anywhere, but certain spots are designed especially for them. Sandbag MG nests are located on every battlefield. They allow the user to stand, giving a better view of the battlefield, while still supporting the MG. Other objects such as windowsills, walls, rubble, vehicles, tables, and other surfaces can also be used as MG nests. The machine gunner icon appears on screen when you near an object that indicates the MG can be deployed there.

Tip

Machine guns are wildly inaccurate even when deployed. Still, the rate of fire is so high that short bursts should eliminate most enemies even at long range. And using short bursts helps conserve valuable ammunition. A machine gunner's allies can drop off boxes of ammunition so the gunner never has to leave a prime location.

Sniper Rifles

Sniper rifles are regular rifles with a scope attached. They're powerful and accurate, but have very slow rates of fire and are difficult to use at close-range because they lack normal crosshairs. To use a sniper rifle's scope, press the secondary fire key and you see a close-up view of a small area in the distance. Zoom levels cannot be adjusted, so what you see is what you get. While you're standing, the weapon's sight shifts considerably, making it difficult to be precise. By ducking or going prone you can reduce the movement in the sight, making it easier to score a quick kill.

Tip

The sniper rifle's greatest weakness is that the user sees only a tiny and distant portion of the battlefield, which makes it easier for enemies to sneak up. Keep your ears open for any telltale footsteps or other sounds while searching for a target.
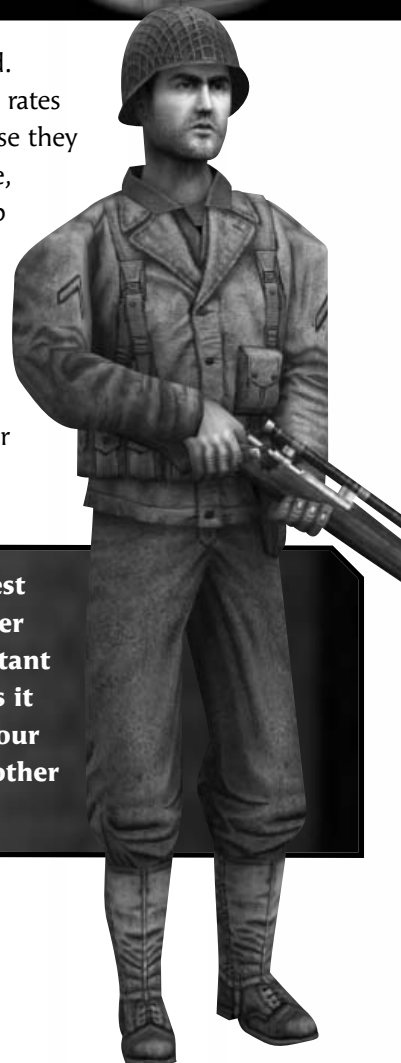
PISTOLS

Every class comes equipped with a pistol. These last-resort weapons pack little firepower and have a limited supply of ammunition. However they can kill with a single shot to the head just like any other weapon. Pistols are mainly used when you've abandoned your main weapon for a rocket weapon, or you've run out of ammunition.

MELEE WEAPONS

Melee weapons are knives or spades. They can be used only at extreme close range, and are great for silently eliminating an enemy or conserving ammunition. Melee weapons deliver one-hit kills.

ROCKET WEAPONS

Each side of the war has a rocket weapon, which can be used for demolition purposes. Rockets create powerful, concentrated explosion able to rip through stone, wood, and sandbags. They're mainly used for completing objectives that require the destruction of a target, opening passages through walls, and destroying bunkers and sniper locations. Shoulder these weapons by pressing the secondary fire key before shooting. Once the weapon is shouldered the player slows to a crawl, making it nearly impossible to dodge enemy fire, so be careful.
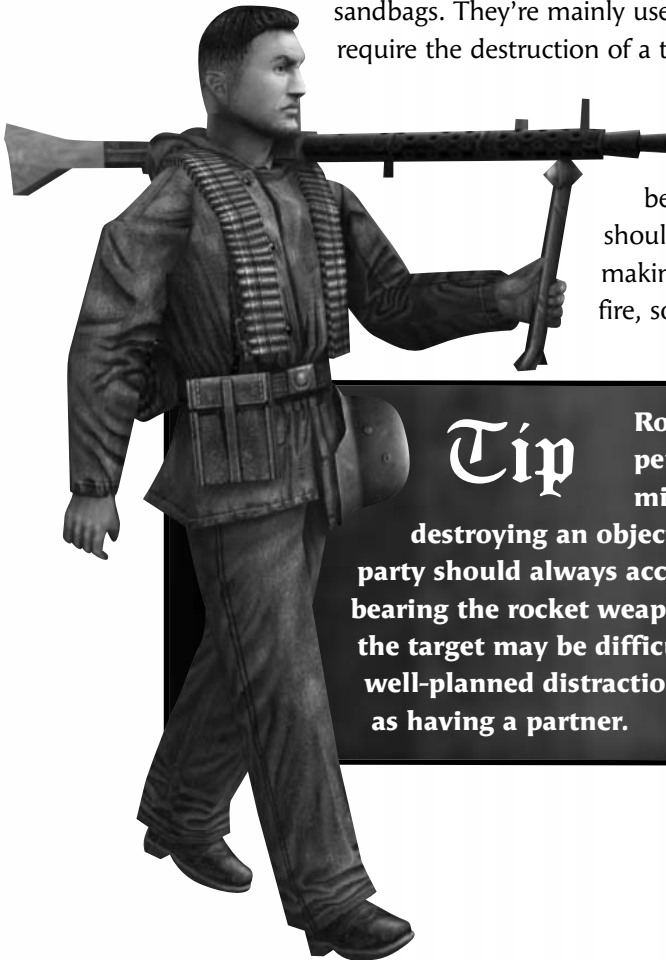
Tip

Rockets are terrible anti-personnel weapons. On missions that involve destroying an object, someone or a small party should always accompany the person bearing the rocket weapon. Otherwise getting to the target may be difficult, though sometimes well-planned distractions can be just as effective as having a partner.

GRENADES

Grenades are small hand-held bombs that are thrown at targets. A grenade explodes five seconds after being tossed and kills anything within the vicinity. They're great for rooting out MGs and Snipers as well as entrenched soldiers. It's possible to bounce grenades off of walls and other objects. This makes it easier to throw them around corners without exposing yourself to enemy fire. Grenades can be picked up (press E) by enemy soldiers and tossed back, so some caution is necessary. Grenades cannot be used for demolition purposes.

Tip A soldier can sacrifice himself to save others if the friendly fire option is turned off. When you pick up a thrown grenade, it becomes the property of the collector. Because you can't harm your allies, only the person holding the grenade is killed by the blast. This is a noble tactic to consider in the heat of battle.

Tip Advanced players can prime their grenades by tossing them on the ground, quickly picking them back up, and then throwing them. Do this quickly, or the player will blow himself up. Also, the player will be vulnerable while performing the action unless he's behind cover—but the enemy won't have time to toss the grenade back at the player.

SATCHEL CHARGES
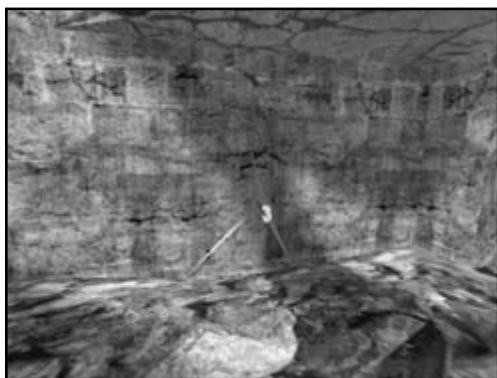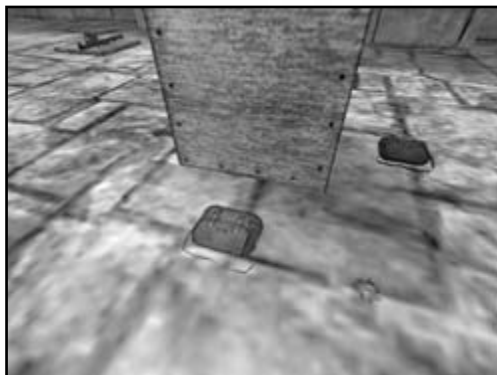
Sometimes you find white backpacks on the ground. These packs contain powerful demolition charges, which can be placed on cracked walls and mission objectives to destroy them. To place a satchel charge, stand near a target until the bomb is in place. You then have five seconds to move before the bomb explodes. Satchel charges have about the same destructive power as a grenade, but can't be used as a weapon.

ALLIED WEAPONRY

.30 CALIBER MACHINE GUN (.30 CAL)

OPERATION: Belt-fed, automatic
CALIBER: .30-06 Rifle
CAPACITY: 150-round belt
WEIGHT: 32.5 lbs

Initially developed only as a tank-fitted weapon, the M1919A4 .30 Caliber Light Machine Gun eventually filled a role that was missing in a typical US infantry squad—a mobile machine gun. The machine guns in use at the time were developed before World War I and could only serve a defensive, static role because of their weight. The M1919A4 was light enough that it could move with the squad and be setup with tripod or bipod at a moment's notice. It was light enough to even be dropped with paratroops, whose minimal load usually lacked firepower.

Tip
The .30 cal has a reasonable rate of fire and a large supply of ammo—making sustained suppressive fire very useful with this weapon.

Tip
Machineguns are nearly useless when not deployed. Go prone and hit the secondary fire button to deploy your bipod. (Or, find a machine gun (MG) nest to deploy the bipod while standing.)

Browning Automatic Rifle (BAR)

Allies — Weapon Specifications

BAR

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	

Secondary Function: Bipod Deploy
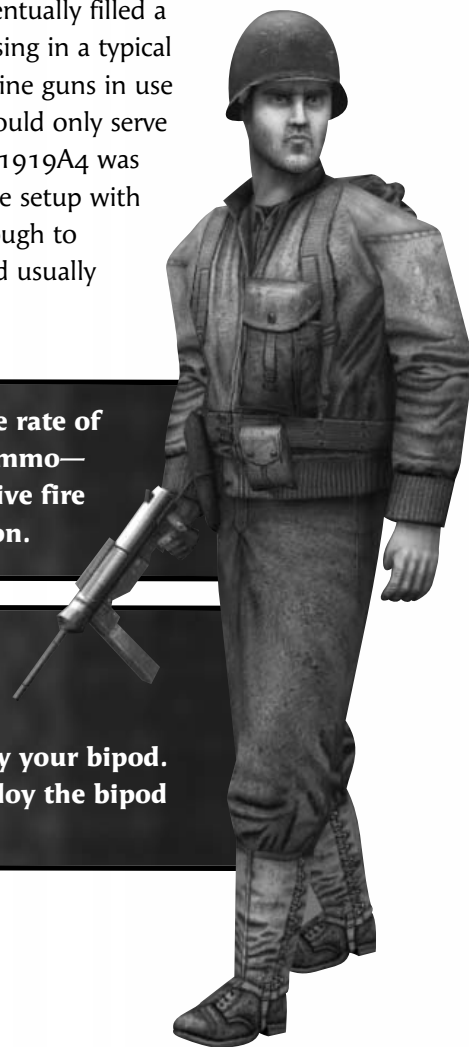
OPERATION: Automatic
CALIBER: .30-06 Rifle
CAPACITY: 20-round box magazine
WEIGHT: 18.5 lbs

The Browning Automatic Rifle first saw use in World War I. At the time, its twenty-round magazine and automatic fire capability bridged the gap between the rifle and machine gun. It was so popular that almost every other Allied country requested it throughout the war. It maintained this role through the Second World War, its only drawbacks being the lack of a quick-change barrel, and its limited magazine capacity. Despite these shortcomings, it was constantly requested in numbers that could not be produced, especially during the Pacific campaign.

> **Tip**
>
> The BAR's heavy recoil and low magazine capacity will make long-range automatic fire useless. Fire in 2-3 shot bursts for the best effectiveness. Its primary usage is in support—bipod down, firing at medium to long range. You can also deploy the BAR's bipod for maximum accuracy.

M1 Carbine

Allies — Weapon Specifications

M1 CARBINE

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	

Secondary Function: None

OPERATION: Semiautomatic
CALIBER: .30 Carbine
CAPACITY: 15-round box magazine
WEIGHT: 5 lbs

The M1 Carbine, or ".30 Cal. Carbine" was manufactured in greater numbers than any other American military firearm during the war. The basic premise of the weapon was to arm rear-echelon troops (normally only armed with pistols, if anything) who could not be bothered to carry heavier rifles and machineguns. This was especially important considering World War II was so much more mobile than World War I—troops behind the front line could be assaulted by the enemy without any notice.

> **Tip**
>
> The .30 Carbine round is not the same round used in other .30 caliber weapons—it is shorter, and much weaker. Most enemies will require several hits to be eliminated.

FOLDING CARBINE

Allies Weapon Specifications

FOLDING CARBINE

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	
Secondary Function: None	

OPERATION: Semiautomatic
CALIBER: .30 Carbine
CAPACITY: 15-round box magazine
WEIGHT: 5 lbs

The M1 folding stock Carbine is essentially the same weapon as the M1 Carbine. It was fitted with a folding stock and cru de pistol grip, making it very useful for Airborne troops who had trouble carrying larger weapons.

M1 GARAND RIFLE

Allies Weapon Specifications

GARAND

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	
Secondary Function: Butt-Stock Hit	

OPERATION: Semiautomatic
CALIBER: .30-06 Rifle
CAPACITY: 8-round clip
WEIGHT: 9.5 lbs

Named after its inventor, John C. Garand, the U.S. Rifle, Caliber .30, M1 was developed throughout the '20s and '30s, finally entering military service in 1936. It was designed to be mass produced, and easily cleaned in the field. The final product was an accurate, reliable, efficient rifle that was easily the best semi-automatic weapon used by any country during the war.

Tip **The distinctive "ping" sound of a Garand clip being ejected can be heard by nearby players and is a dead giveaway to the enemy that you're out of ammo. Keep in mind that if you do run out of ammo, you can always hit enemy players with the butt of your weapon using the secondary fire key.**

GREASEGUN

Allies Weapon Specifications

GREASEGUN

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: None

OPERATION: Automatic
CALIBER: .45 ACP
CAPACITY: 30-round box magazine
WEIGHT: 9.9 lbs

Considering the manufacturing problems of the Thompson, the Ordnance Department began to look for a cheaper replacement as early as 1941. Numerous trials were held, including tests of the British Sten submachine gun. The overall winner of these tests was dubbed the M3A1 Submachine gun, or "Greasegun." The weapon was made entirely of stamped metal, making it incredibly cheap and easy to mass-produce. The Greasegun was supplied to troops that could not get a Thompson, and was especially popular with tank crewman, since its small size allowed it to fit inside crew compartments.

Tip

The M3A1 Greasegun is nearly identical to the Thompson, the main difference being the Greasegun's slower rate of fire. Although it doesn't spray as much lead as the Thompson does, its slower rate of fire allows a player to conserve ammunition. The Greasegun is very useful in the prone firing position—its accuracy will allow an easy headshot.

1903A4 SPRINGFIELD SNIPER RIFLE

Allies — Weapon Specifications

SPRINGFIELD

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: Scope Zoom

OPERATION: Bolt-action
CALIBER: .30-06 Rifle
CAPACITY: 5-round stripper clip
WEIGHT: 9.38 lbs

U.S. military forces had no official sniper rifle at the beginning of the war. To meet the demand, the Ordnance Department ordered that the M1903A3 rifle be converted for the job. The resulting weapon, designated M1903A4, was the only mass-produced sniper rifle of the war. Although it was not a true, dedicated sniper rifle, it served its purpose and performed reasonably well.

> **Tip**
>
> Crouching and lying on the ground will help eliminate the sway encountered while using the scope. Standing and firing is very difficult with this weapon.

M1A1 THOMPSON SUBMACHINE GUN

Allies — Weapon Specifications

THOMPSON

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: None

OPERATION: Automatic
CALIBER: .45 ACP
CAPACITY: 30-round box magazine
WEIGHT: 11 lbs

The Thompson submachine gun, or "Tommygun" as it was called by the troops, wasn't initially accepted into the US Army. The development of the Carbine and Garand superceded research of any submachine gun, so it wasn't until after Pearl Harbor that the Army saw a use in the weapon. In fact, early versions of the Thompson were used by British troops before Americans used them. The weapon wasn't as easy or cheap to manufacture, however, and was eventually replaced by other weapons late in the war.

> **Tip**
>
> The Tommygun can be devastating at short range—aim low and fire in long bursts—the recoil will drag your fire upwards across your target.

BRITISH WEAPONRY

Bren Machine Gun (BREN)

OPERATION: Automatic
CALIBER: .303 Rifle
CAPACITY: 30-round box magazine
WEIGHT: 23 lbs

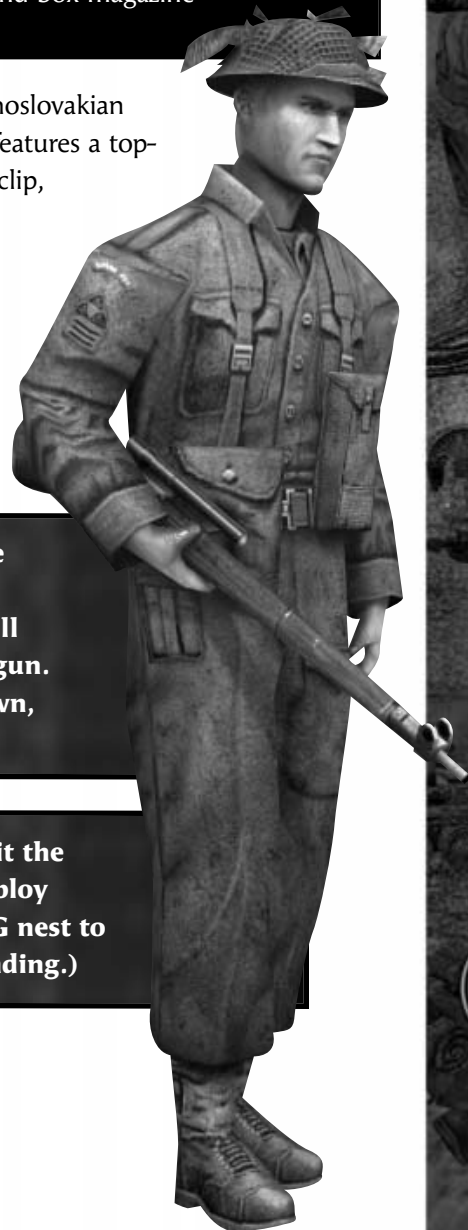Originally a Czechoslovakian design, the Bren features a top-loaded 30-round clip, bipod, and easily changeable barrel. It was one of the world's first light machine guns and was arguably the best LMG of the war. Five versions of the Bren were designed, including a post-war model that used the standard 7.62 NATO round. Like the American BAR, it can be used in either a support or assault role.

> *Tip* The Bren can be used in the assault role on the move, although its heavy recoil will make it harder to use than a submachine gun. Its primary usage is in support—bipod down, firing at medium to long range.

> *Tip* MG Usage: Go prone and hit the secondary fire button to deploy your bipod. (Or, find an MG nest to deploy the bipod while standing.)

ENFIELD NO 4(T) SNIPER RIFLE

British — Weapon Specifications

ENFIELD SNIPER

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: Scope Zoom

OPERATION: Bolt-action
CALIBER: .303 Rifle
CAPACITY: 5-round stripper clips (two)
WEIGHT: 11 lbs

This weapon is a basic Enfield fitted with the Number 32 Telescopic Sight. It was officially designated the Mark I (T)—only Enfields that were deemed the most accurate were fit for conversion to the sniper variant.

Tip

Crouching and lying on the ground will help eliminate the sway encountered while using the scope. Standing and firing is very difficult with this weapon.

NO 4 MK1 LEE ENFIELD

British — Weapon Specifications

ENFIELD

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: None

OPERATION: Bolt-action
CALIBER: .303 Rifle
CAPACITY: 5-round stripper clips (two)
WEIGHT: 8.8 lbs

The Enfield rifle was the standard issue rifle to all Commonwealth troops throughout the war. Unique to the weapon was the ability to load two full stripper clips—bringing the capacity up to 10 rounds instead of five. The Enfield was usually issued with a spike bayonet, but was commonly removed and discarded due to its poor design.

Tip

Use this weapon at long ranges (and from cover) if possible. The amount of time it takes to load a new round makes this weapon difficult to use in close quarters.

STEN MKII

British Weapon Specifications

STEN

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	
Secondary Function: None	

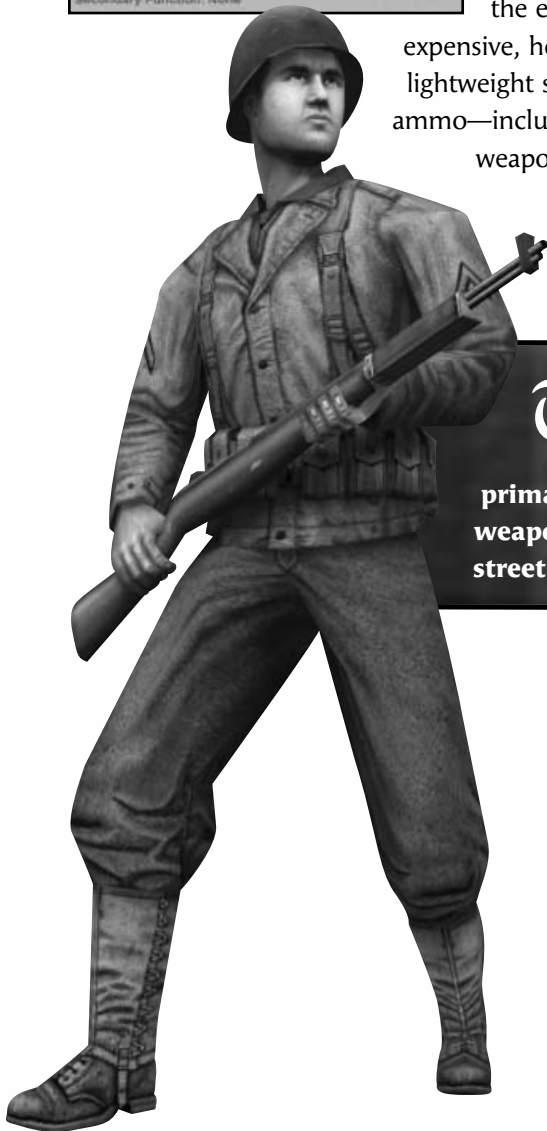**OPERATION:** Automatic
CALIBER: 9mm
CAPACITY: 32-round box magazine
WEIGHT: 6.5 lbs

At the breakout of the war, Britain had no submachine gun to speak of—Thompson subguns Tommyguns were ordered/lend-leased throughout the early parts of the war. That proved too expensive, however, so plans were drawn up for a cheap, lightweight submachine gun that could utilize any 9mm ammo—including ammunition captured from German weapons. The Sten was the answer to that call—incredibly cheap, lightweight, and easy to use. It was popular with the troops as well as resistance fighters in France.

Tip Like the other subguns, the Sten should be used primarily at short range. It's a perfect weapon for house clearing or street-to-street fighting.

AXIS WEAPONRY

FG42

Germans — Weapon Specifications

FG42

- Damage
- Accuracy
- Control
- Rate of Fire
- Ammo Capacity

Secondary Function: Deploy Bipod

OPERATION: Automatic
CALIBER: 8mm Mauser
CAPACITY: 20-round box magazine
WEIGHT: 9.9 lbs

The FG42 was designed specifically for paratroops. Its light weight and small size was perfect for airborne operations—yet, at the same time, its 20 rounds of 8mm Mauser would provide the firepower of a light machinegun in each rifle. The desired outcome wasn't exactly reached, however, as the weapon's light weight and short length was ill-suited for a full size rifle cartridge. The recoil was enormous, making sustained automatic fire impossible. The complexity of the design slowed production to a crawl—only 7,000 of these weapons were ever made.

> **Tip**
>
> The FG42 is fairly useless at long range unless your bipod is deployed. Otherwise, the weapon is great for close-in work.

FG42 SNIPER

Germans — Weapon Specifications

FG42 SNIPER

- Damage
- Accuracy
- Control
- Rate of Fire
- Ammo Capacity

Secondary Function: Scope Zoom

OPERATION: Automatic
CALIBER: 8mm Mauser
CAPACITY: 20-round box magazine
WEIGHT: 9.9 lbs

This weapon is identical to the previous FG42 except that it sports a scope rather than a bipod.

> **Tip**
>
> The FG42's scope does not grant a huge bonus in accuracy like other sniper rifles—however, it does allow you to see the target area much more clearly and is thus suited more to the player who prefers to move rather than remain stationary.

Karbiner 43 Semi-Automatic Rifle

Germans Weapon Specifications

K43

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	
Secondary Function: None	

OPERATION: Semiautomatic
CALIBER: 8mm Mauser
CAPACITY: 10-round box magazine
WEIGHT: 8.6 lbs

Throughout 1941–1942, the German Army's standard issue rifle, the K98k, simply could not compete with Soviet semi-auto rifles in sheer volume of fire. To answer that discrepancy, Germany engineered a semi-auto rifle of its own. Although it was never produced in the numbers suitable to equip all frontline troops, the K43 (Also known as the G43) proved to be an effective weapon, especially in the sniper role.

Tip

The K43 is very similar to the Garand in performance—great for medium/long ranges, not quite as effective close in.

Karbiner 98k Rifle (with Bayonet)

Germans Weapon Specifications

K98

Damage	
Accuracy	
Control	
Rate of Fire	
Ammo Capacity	
Secondary Function: Bayonet Stab	

OPERATION: Bolt-action
CALIBER: 8mm Mauser
CAPACITY: 5-round stripper clip
WEIGHT: 8.5 lbs

The Karbiner series of rifles were issued to most German infantrymen throughout World War I and II. It proved reliable through both wars: delivering heavy rounds at long ranges, with great accuracy. An attachable bayonet was also included as standard issue.

Tip

In addition to the K98's great accuracy at long ranges, the bayonet can be a very effective weapon in close quarters—hit the secondary fire key to use it.

K98 High Turret Sniper

Germans — Weapon Specifications

K98 Sniper

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: Scope Zoom

OPERATION: Bolt-action
CALIBER: 8mm Mauser
CAPACITY: 5-round stripper clip
WEIGHT: 11 lbs

The standard German infantryman's weapon was easily adapted as a sniper rifle with a simple High Turret scope attachment. This versatility was one of the reason's the K98's service life was so long.

Tip
Crouching and lying on the ground will help eliminate the sway encountered while using the scope. Standing and firing is very difficult with this weapon.

Machinenepistole 40 (MP40)

Germans — Weapon Specifications

MP40

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: None

OPERATION: Automatic
CALIBER: 9mm Parabellum
CAPACITY: 31-round box magazine
WEIGHT: 8.7 lbs

A new type of weapon was required for a new type of war—blitzkrieg. Although the K98 was a fantastic bolt-action rifle, it could not produce the volume of fire required in every situation. The submachine gun filled a role between rifle and machine gun, and the MP40 was one of the first true submachine guns.

Tip
Like the Tommygun, the MP40 is one of the few guns that can be used effectively on the run—although accuracy is poor while moving, the MP40's volume of fire will usually keep it effective.

MG 34 Machine Gun

Germans Weapon Specifications

MG34

Damage	
Accura	
Control	
Rate of Fire	
Ammo Capacity	

Secondary Function: Deploy Bipod

OPERATION: Belt-fed, automatic
CALIBER: 8mm Mauser
CAPACITY: 75-round "assault" drum
WEIGHT: 26.6 lbs

The MG34, like so many other German weapons, was truly revolutionary. The MG34 was the world's first machinegun that could keep up with the standard infantry squad—light enough to be carried by a single man. It was also versatile in that it could be switched from an LMG, to a MMG, to a HMG depending on what add-ons it had.

Tip
The MG34 has the best accuracy of all the MGs— it will retain some effectiveness undeployed and on the move, although a deployed position is still recommended.

Tip
MG Usage: Machineguns are nearly useless when not deployed. Go prone and hit the secondary fire key to deploy your bipod. (Or, find an MG nest to deploy the bipod while standing.)

MG42 MACHINE GUN

Germans — **Weapon Specifications**

MG42

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: Deploy Bipod
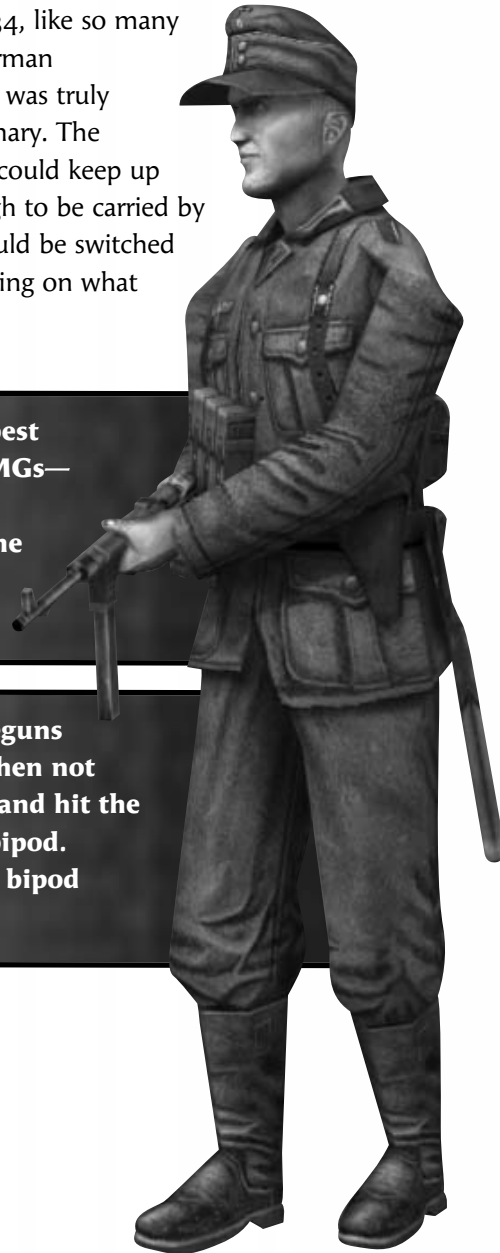
OPERATION: Belt-fed, automatic
CALIBER: 8mm Mauser
CAPACITY: 250 round belt
WEIGHT: 25.3 lb

Although the MG34 was revolutionary, it did have problems, including extreme sensitivity to dust and dirt. The answer to those problems was the MG42—a weapon that became known for its extreme reliability and combat effectiveness. Its rate of fire was so fast that Allied troops learned to fear the sound that it made—somewhat like that of canvas ripping since the bullet reports were so close together.

> **Tip**
> The MG42 has the highest rate of fire of any weapon in the game—overheat its barrel if you don't control your fire.

> **Tip**
> MG Usage: Machineguns are nearly useless when not deployed. Go prone and hit the secondary fire key to deploy your bipod. (Or, find an MG nest to deploy the bipod while standing.)

STG 44 ASSAULT RIFLE (MP44)

Germans — **Weapon Specifications**

STG44

Damage
Accuracy
Control
Rate of Fire
Ammo Capacity
Secondary Function: None

OPERATION: Automatic
CALIBER: 8mm Kurz
CAPACITY: 30-round "banana clip"
WEIGHT: 11.5 lbs

The MP44 assault rifle was easily one of the biggest achievements in history for the modern infantryman. The first ever of its kind, in that it used a shortened rifle cartridge—more powerful than standard pistol ammo, but not so powerful as to become uncontrollable in sustained fire. The MP44, if production had continued, would have replaced every rifle and submachine gun in the German Army.

> **Tip**
> The MP44 is a good weapon all-around. Its accuracy is slightly better than the SMG's, so it can be used at both long and short range.

MISSIONS

ANZIO (January 1944/Italy)

ANZIO
SOUTH SECTOR
January 22, 1944
Allied Offensive
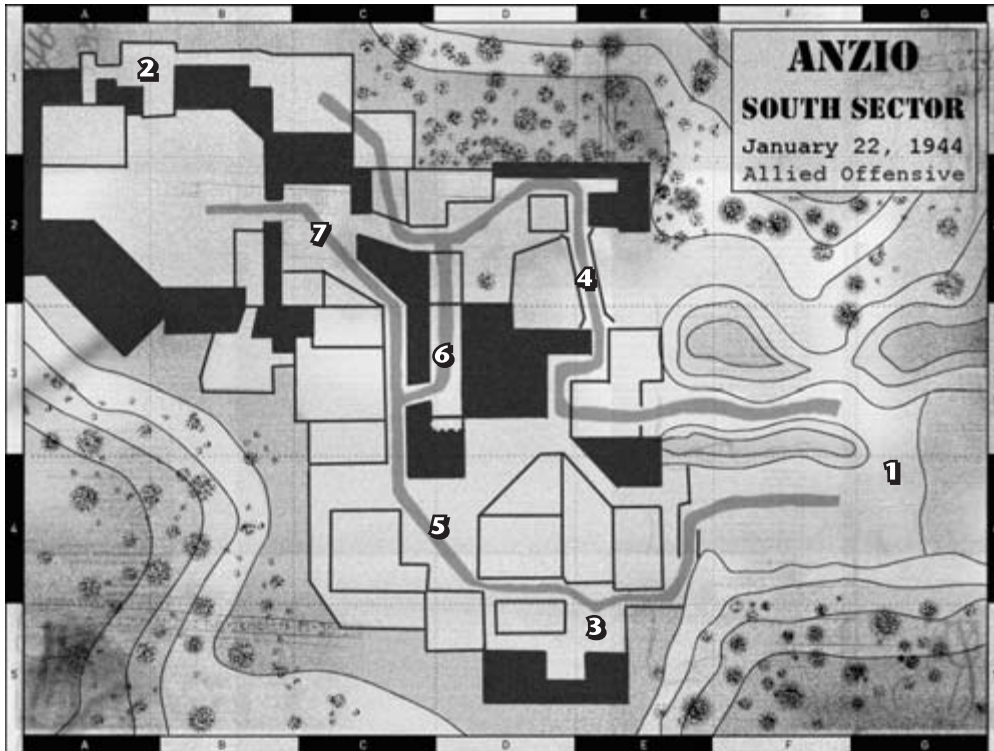
Legend

1. Allied Spawn Zone
2. Axis Spawn Zone
3. Laundry Flag
4. Bridge Flag
5. Plaza Flag
6. Street Flag
7. Hill Flag

Mission

The Allies have prepared a simple, fast beach assault to capture the city of Anzio. Little did they know that the Germans were already there, waiting.

Prima's Official Strategy Guide

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

⊛ ALLIED OBJECTIVE

• Capture the 5 flag points.

⊛ ALLIED INTELLIGENCE

ANZIO
SOUTH SECTOR
January 22, 1944
Allied Offensive
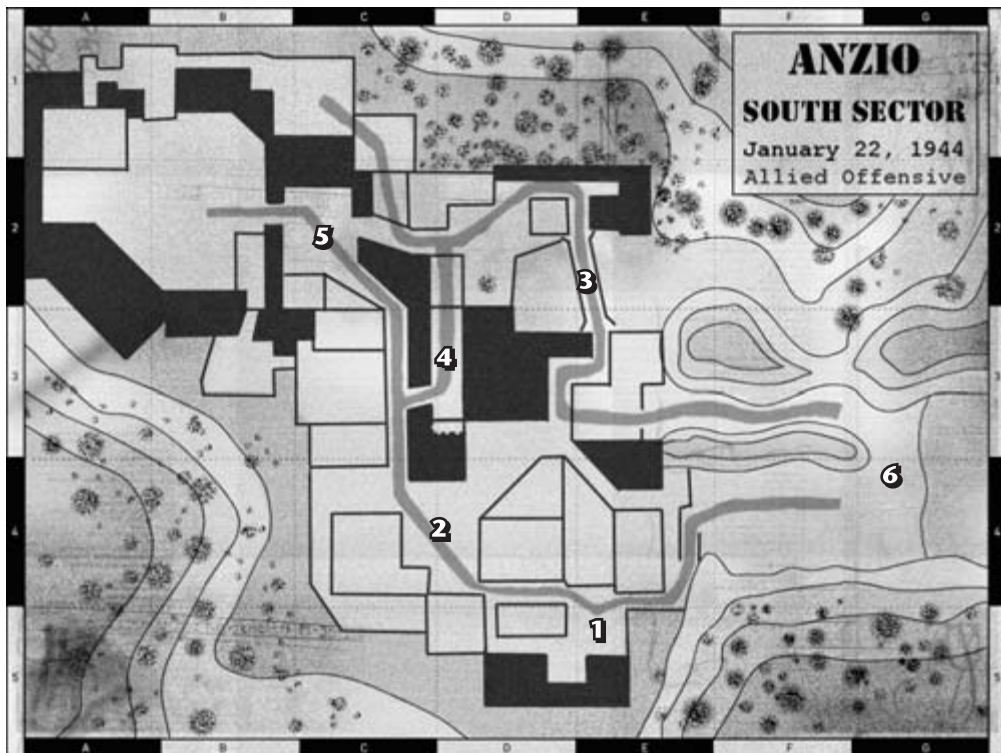
Legend

1. Laundry Flag	4. Street Flag
2. Plaza Flag	5. Hill Flag
3. Bridge Flag	6. Allied Spawn Zone

As the mission begins, both sides should attempt to capture two flags right away. Those are the Plaza Flag (2) and the Bridge Flag (3). Both can be reached quickly, but require two teammates to capture. Once these areas are taken by a side, it's difficult for the opposing force to take them away, due to the surroundings.

There are five capture locations. The first is the Laundry (1), which lies very close to the edge of the Allied spawn zone. A single soldier can capture the flag, so it's usually the first flag taken by the Allies. Defending it usually isn't necessary because it's so far back in Allied territory that it can be recaptured whenever Allied reinforcements are unleashed. The only time it becomes a problem is when an Axis sniper enters the tower down the street from the flag, or when an Axis MG sets up camp in the water trough.

If a guard is needed, someone can jump into the water trough next to the flag and use an MG in partial coverage. This gives the gunner a good view of the streets leading to the flag from Axis territory, but leaves him open to soldiers brave enough to cross the Allied frontline. A window above the flag, which is reached from the shop in the Plaza (2), provides a bird's-eye view of the flag and works well for anyone packing a rifle.

Next is the plaza. This flag requires two soldiers to capture it. As the mission starts, the Allies should be able to reach this flag before the Axis troops. Watch the corners across the flag for incoming enemies, and toss a grenade down the alley. Also inspect the windows above the alley and be aware of anyone sneaking around from the Street Flag to come in from behind. The table in the shop near the flag is a perfect MG nest, giving you a good view of the two primary alleys where Axis troops emerge.

Once the initial wave has passed, have a sniper climb the ladder near the flag and hold the position in the tower overlooking the Plaza. This is perhaps the most critical sniping spot in the mission. It provides an excellent view of the road leading to both the Street (4) and the Hill (5) flags, plus a good shot of the road coming from the Bridge (3). Keep this spot out of enemy hands, because it provides the Axis with an incredible view of two Allied entrances from the spawn zone.

The Bridge is the second most important location. Leaving the spawn zone from the right, Allies can cut through the tunnel in the right wall of the first building to reach a broken building that overlooks the area around the bridge. The ledge acts as an MG nest and snipers can go prone in the broken section before the drop into the water. Keep your eyes on the dark crack across the way, as enemy snipers love this location and are difficult to see.
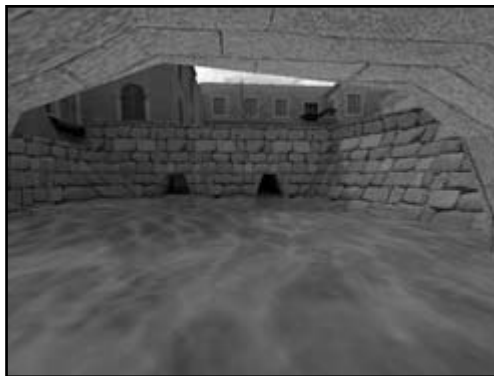
Allies can pass through the broken building and into the water. There they can enter a passage on the other side that places them near the two small houses, but leaves them open to fire. It's also possible to pass under the bridge and up the other side, though this is more advantageous to Axis troops, because it leaves Allies with their backs exposed.

The Street is the spot on the map that changes hands the most. It's accessible from multiple directions and easy to dash through. If you approach it at the start from the right beach exit, be sure to chuck a grenade through the hole in the wall before going inside. This should clear out any advancing enemies. Otherwise, consider this area a low priority.
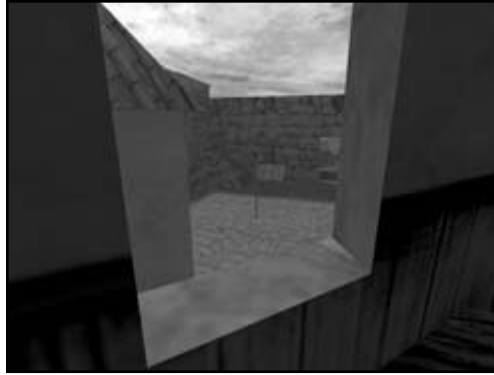
Lastly, there is the Hill (5), which sits right next to the Axis spawn zone. Reaching it isn't easy, because Axis soldiers are constantly passing over it. It's best to approach the area from the Plaza, passing through the buildings so you have some cover. You can take the riskier routes through the Street exits and up the road near the Bridge, but these are high-traffic areas. One of the best strategies is to hide in the buildings near the Axis spawn zone and wait for a wave of reinforcements to run past before dashing out and grabbing the flag.

✠ Axis Objective

• Capture the 5 flag points.

✠ Axis Intelligence
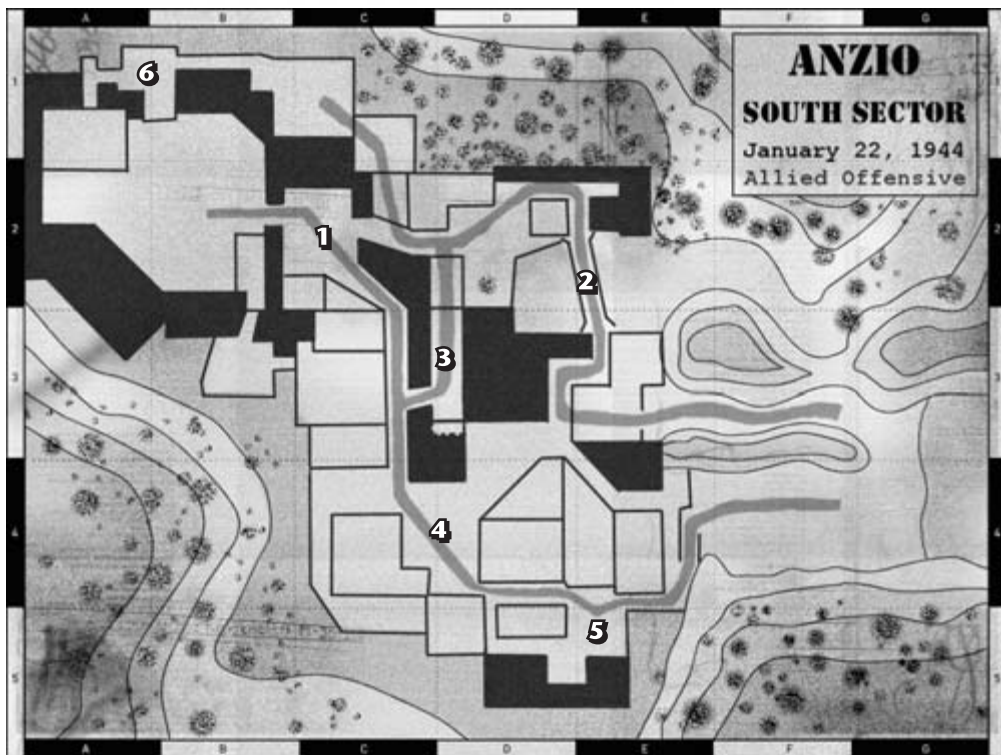
Legend

1. Hill Flag
2. Bridge Flag
3. Street Flag
4. Plaza Flag
5. Laundry Flag
6. Axis Spawn Zone

The Axis easily can take three targets at the start. Your priorities should be the Hill (1), Bridge (2), and Street (3), with a final push toward the Plaza if it can be coordinated. The most important area to reach first is the Bridge, because it requires two soldiers to capture, and once taken, it's difficult for the Allies to take it away.

The Hill (1) is the closest objective. It's directly outside of the spawn area deep within Axis territory. Someone should grab the flag at the start of the game, because it's easy to nab. The flag can be protected, but that isn't necessary. The Axis have a steep advantage at taking and holding the Hill. Try using the window that overlooks the Hill for an MG nest or a sniper and Allies will have a difficult time capturing this objective.

The Bridge (2) is the strongest Axis objective. On the Axis side is a cracked building that makes a great sniper point. The large crack in the side is wide enough to look through, but dark enough that it's nearly impossible for Allied soldiers to spot an Axis soldier inside. The other two buildings on the side also offer strong MG nest points.

Axis soldiers can leap over the stone wall into the water and climb up the slope on the other side just below the Allied sniper point above the bridge. This small slope is a good spot to lie in wait for an Allied push to capture the area. One also could go past the bridge and use the tunnel below the sniper point to gain entrance to a room just outside the Allied spawn zone. Camping here with an MG or SMG can allow you to eliminate and delay several Allied troops. But don't stick around as they'll be mad when they recover.

Tip

When attempting to capture the bridge, both soldiers must be on the bridge itself. Go prone while waiting. Ducking leaves your head exposed to enemy snipers on both sides.

The Plaza (4) is difficult to capture. If a party of Axis soldiers rushes to the Plaza at the start, they should arrive just after the Allied troops. Toss grenades down the road leading to the Plaza from the Hill and you may score some lucky kills. Cut through the building to the right of the road to get a good aerial view of the Plaza and maybe catch a few Allies off guard.

The tower in the Plaza provides a key sniper location for the Axis. If you can capture the area, place a sniper at the top of the tower. From that point the sniper can cover two Allied spawn zone exits and wreak havoc. Just be prepared—as soon as the Allies notice the gunner, they'll try anything to remove him.

The Street (3) is basically common ground. The Axis usually captures this area first, but holding onto it throughout the game is nearly impossible. Try placing an MG on the Axis end if your team really feels the need to control it, but the gunner could serve better elsewhere.

The Laundry (5) is the last spot and the most difficult to capture. It's deep within Allied territory and right next to the spawn zone, so Allied soldiers pass through it regularly. The best bet is to hide in the water trough with an MG and gun Allies as they appear, or to take a sneaky approach. Pass through the open restaurant in the Plaza and find the window that overlooks the Laundry. Sit in the window quietly until the other objectives are under Axis control, and then quickly leap down and take control of the final objective for the win.

AVALANCHE (SEPTEMBER 1943/ITALY)
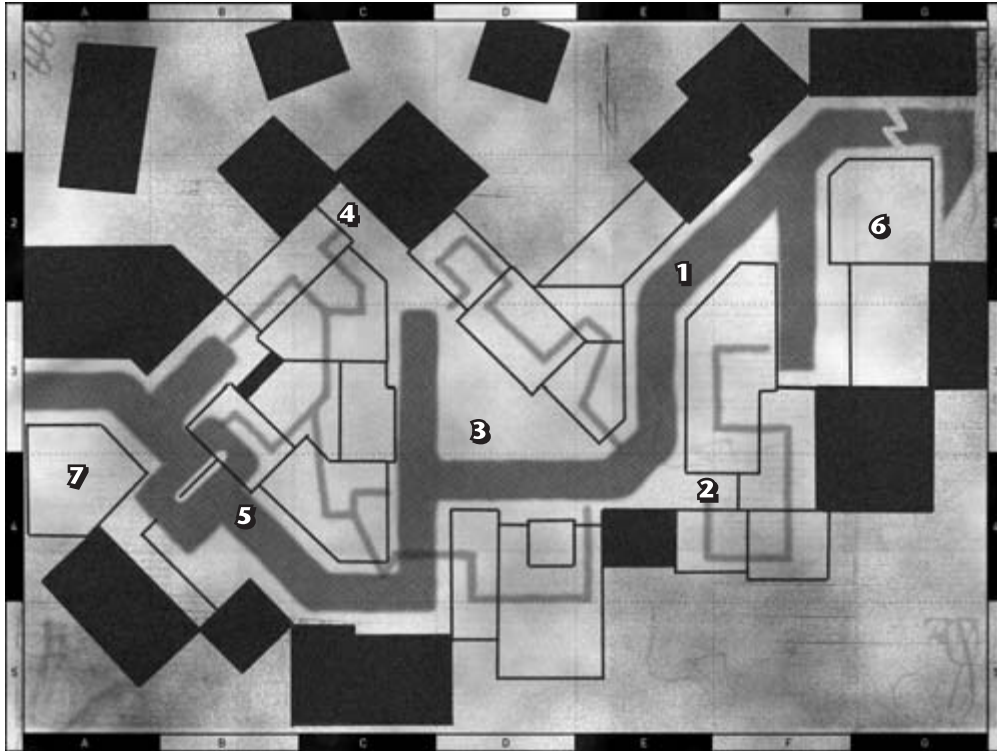
Legend

1. Allied Street Flag
2. Allied Gun Position Flag
3. Market Flag
4. Axis Gun Position Flag
5. Axis Street Flag
6. Allied Spawn Zone
7. Axis Spawn Zone

MISSION

A couple of days after establishing a beachhead at Salerno, the American advance toward the hills was stopped by a vicious German counterattack on September 13. Intense streetfighting ensued, with some towns changing hands several times a day.

Prima's Official Strategy Guide

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Scharfschütze—K98 Sniper
5. MG34-Schütze—MG34
6. MG42-Schütze—MG42
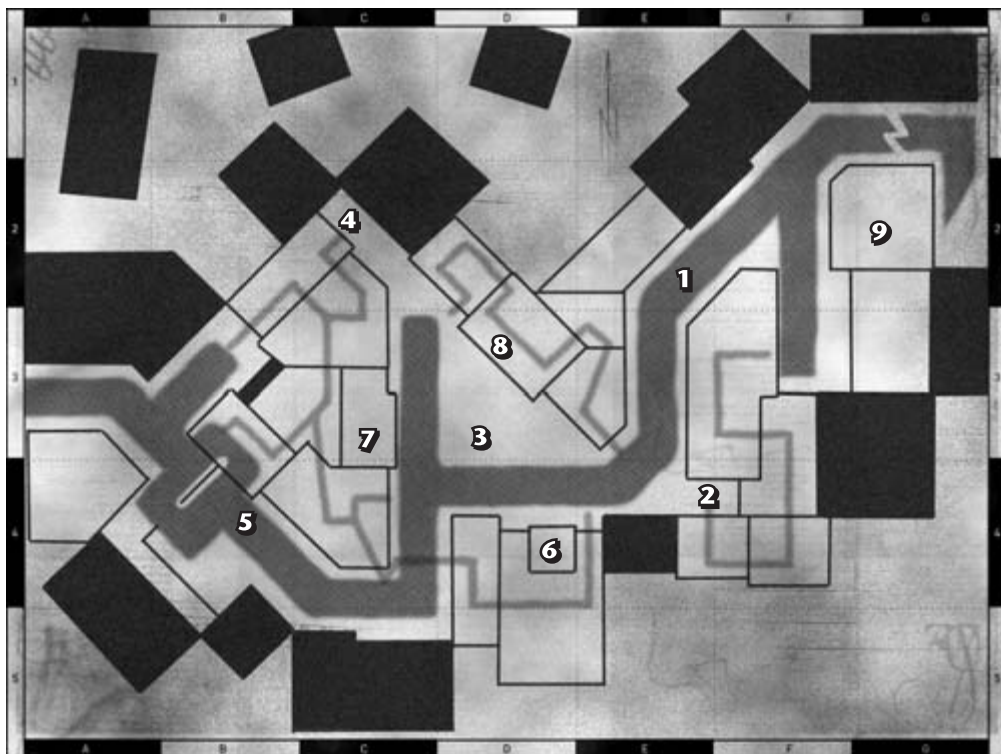
⭐ ALLIED OBJECTIVE

• Capture the 5 flag points.

⭐ ALLIED INTELLIGENCE

Legend

1. Allied Street Flag
2. Allied Gun Position Flag
3. Market Flag
4. Axis Gun Position Flag
5. Axis Street Flag
6. Church
7. "W" crack
8. Destroyed Building
9. Allied Spawn Zone

As you leave the spawn zone and head into the street toward the Allied Street Flag (1), check the window above the flag for enemy snipers. At the start of the game they won't have had time to reach it, but from then on this is always a concern. A good sniper can pick off Allied soldiers as they drop to the street below. The flag itself requires two soldiers to capture and is mainly under threat of attack from the sniper window. Watch for falling Axis.

As you approach the Market (3) from the Allied Street Flag be sure to toss a grenade into the Market area to clear the way. The Allies are at a real disadvantage when entering this area due to their low position and the narrow chokepoint next to the church. Upon reaching the top, either dash into the church (6) on the left, or the destroyed building (8) on the right. If you're feeling lucky, sprint into the Market and use the rubble as cover from enemy fire, but without cover fire from the rest of the team you're a sitting duck. It's best to wait until an organized assault can be planned and multiple soldiers can charge the Market.

The destroyed building has two excellent sniping points. Up the stairs are two windows that overlook the Market. These provide a good view of the church entrance and the steeple, the "W" crack (7), and the road leading to the Axis Street Flag (5). This is a great position to hold, but keep your ears open for footsteps coming up the stairs behind you. Axis soldiers can reach this area easily and quickly. A little higher in the building is a floor where the walls have been obliterated. This also offers a good view of the Market, but little cover from enemy fire.

Tip

This mission is a fantasyland for snipers and MGs. There are tons of good positions for both classes. Both teams should have at least one of each to hold key locations and keep the enemy pinned down.

The entrance to the church is a prime place for Axis MGs and snipers. Keep a close eye on this area. The church steeple offers a great view of the Market and the area near the Axis Gun Position (4). It's also possible to hop through the crack near the top of the stairs and reach an awning that leads to a ledge above the Axis Street Flag (5). It's a tricky jump from the awning to the ledge, but possible with practice.

If you can sneak up to the Axis Street Flag, hide out and camp near the flag if you enter the destroyed building near it and stay behind the wall that blocks the view from the door to the Axis spawn zone. Enemy soldiers appear from in front of you and even drop over your head, providing plenty of targets of opportunity. Still it's a risky proposition.

✠ AXIS OBJECTIVE

• Capture the 5 flag points.

✠ AXIS INTELLIGENCE
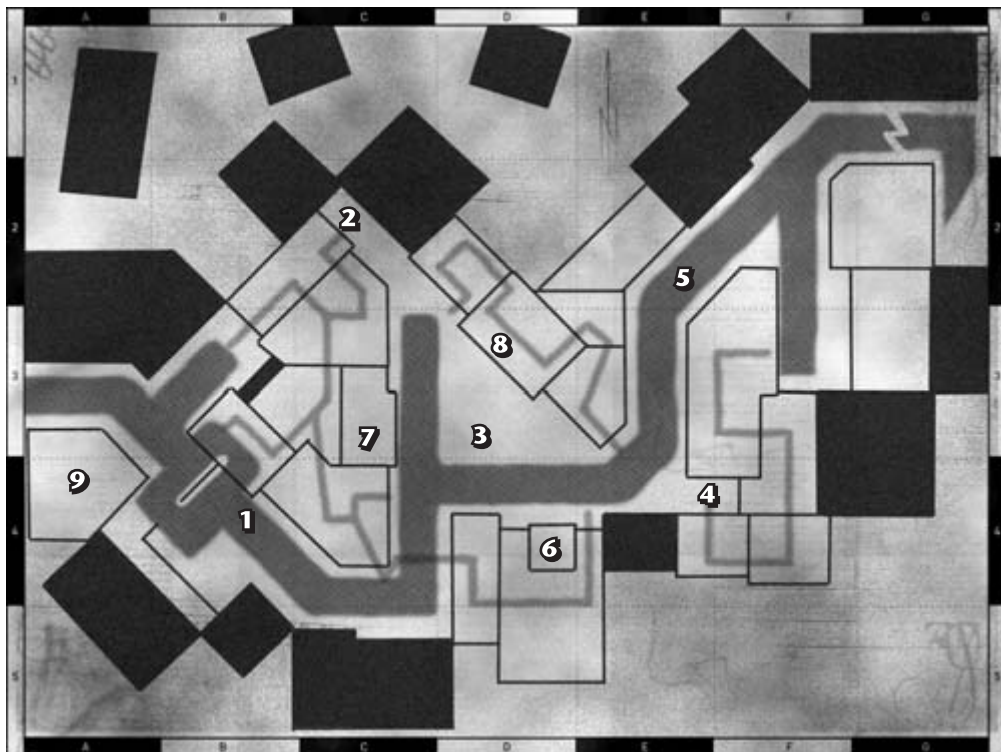
Legend

1. Axis Street Flag
2. Axis Gun Position
3. Market Flag
4. Allied Gun Position
5. Allied Street Flag
6. Church
7. "W" crack
8. Destroyed Building
9. Axis Spawn Zone

The Axis have a definite advantage in this mission. They're fighting downhill, which automatically gives them a better perspective on the action. They also have easy access to many great sniping locations and two street entrances into the Market. If the Axis can choke the Allied attack in the Market and keep them busy in the tight corridors within the buildings, they should have little trouble in achieving a victory.

As the Axis soldiers leave the spawn zone they can quickly move into the Market (3) and take the first flag while positioning themselves for the initial push. Three key locations are the easy to reach the "W" crack (7), with its good view of the Allied Gun Position (4) and the destroyed building (8); the entrance to the church (6), which provides an incredible view of the hill leading to the Allied Street Flag (5), a prime passage for spawning Allied soldiers; and the ledge over the Axis Gun Position (2), which also offers a good view of the destroyed building and the Allied Gun Position.

The Axis also has the advantage on the street. The rubble provides excellent cover for Axis soldiers as they press onward to the Allied portion of the map. As long as someone is covering the approach, the Axis can reach the Allied Gun Position with very little difficulty. To reach the Allied Street Flag, it's best to cut through the destroyed building to the window that overlooks the flag. Wait for Allied reinforcements to run past, and then quickly hop down and capture the objective.
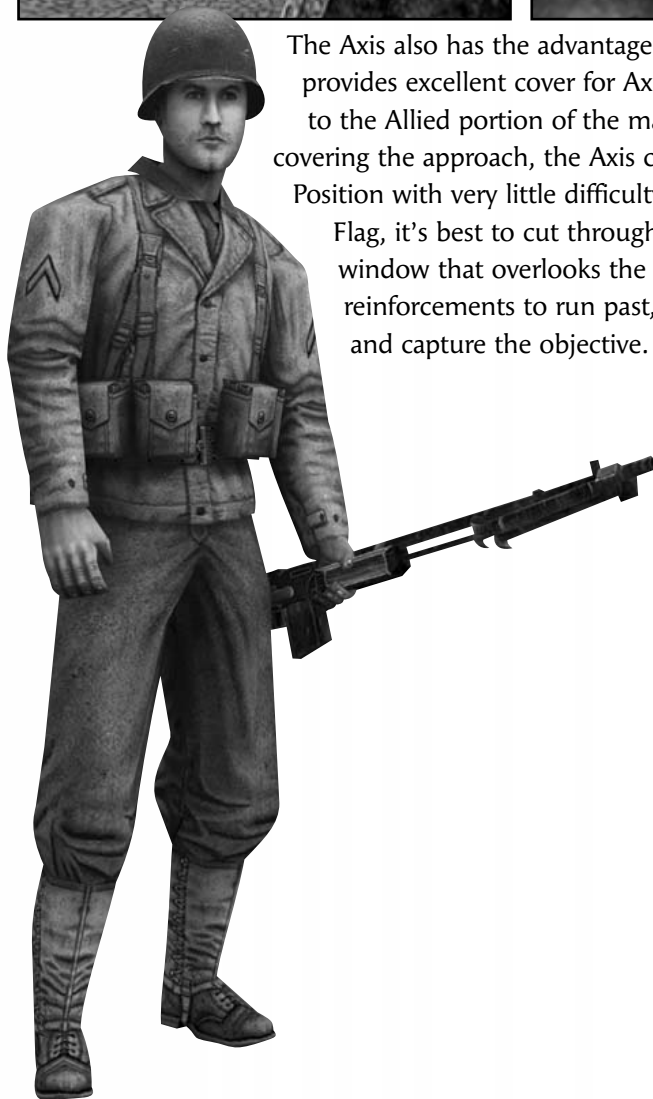
CAEN (July 1944/France)
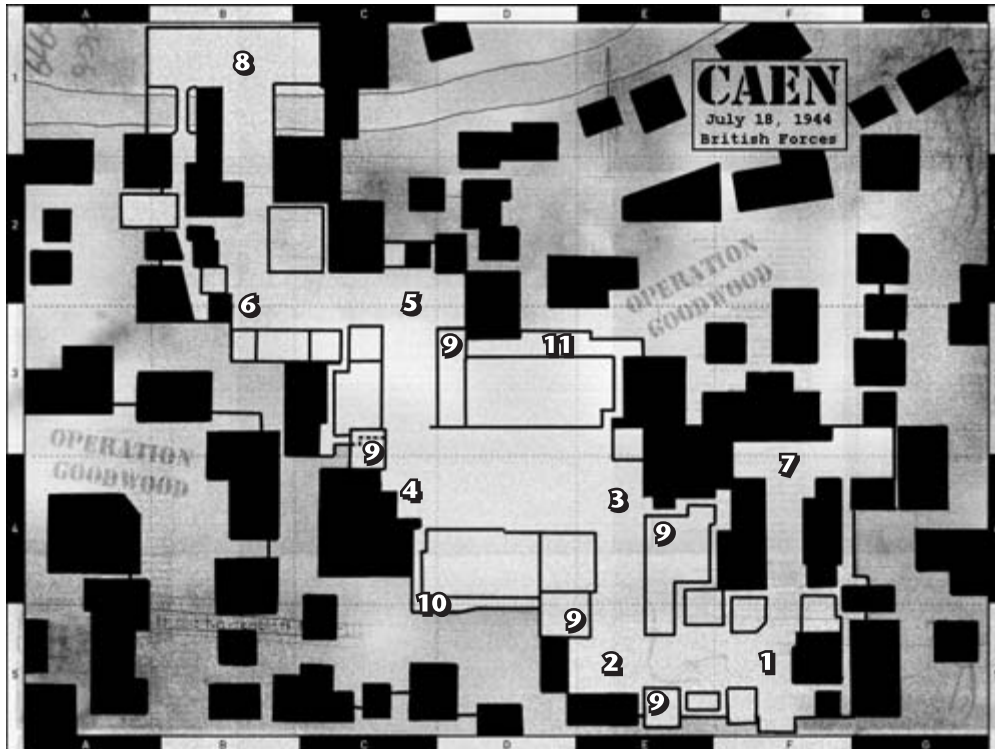
CAEN
July 18, 1944
British Forces

Legend

1. Allied Street Flag
2. Allied Bunker Flag
3. Allied Plaza Flag
4. Axis Plaza Flag
5. Axis Bunker Flag
6. Axis Street Flag
7. Allied Spawn Zone
8. Axis Spawn Zone
9. Destroyable Sniper Points
10. Electric Alley
11. Fire Alley

Mission

The battle of Caen was planned even before D-Day, and was not over until mid July. What took place in the street was some of the fiercest combat of the Western Front.

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ALLIED CLASSES AND WEAPONS

1. Rifleman—Enfield
2. Sergeant Major—Sten
3. Marksman—Enfield Sniper
4. Gunner—Bren

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

⊞ BRITISH OBJECTIVE

• Capture the 5 flag points.

⊞ BRITISH INTELLIGENCE

CAEN
July 18, 1944
British Forces

OPERATION GOODWOOD

Legend

1. Allied Street Flag
2. Allied Bunker Flag
3. Allied Plaza Flag
4. Axis Plaza Flag
5. Axis Bunker Flag
6. Axis Street Flag
7. Allied Spawn Zone
8. Axis Spawn Zone
9. Destroyable Sniper Points
10. Electric Alley
11. Fire Alley

This is an even map with neither side having a true advantage. The main road through town is the easiest way to travel between locations, but the back alleys are where most of the action takes place as soldiers scurry from one building to another. The only time anyone should be sitting in the middle of the street is while trying to capture a flag. Otherwise, anyone walking or crawling in the open is likely feed for a sniper or MG.

The Allied spawn area contains satchel charges and rocket weapons. Take a satchel charge with you the first couple of times out. Use the charges to destroy cracks in walls and open paths into buildings and alleys scattered around the map. Rockets are nearly as effective, but if you take a rocket weapon, you must abandon your primary weapon. Rockets can destroy certain key sniping locations (9), so they may be helpful for eliminating MG nests and snipers.
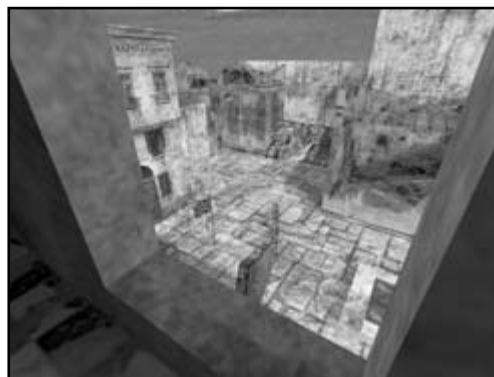
At the Allied Street Flag (1) there's a building with glass windows on the bottom. Look for stairs in the back that lead to the second and third floor. This is a good position for an Allied sniper if the Allies find themselves pushed back by Axis troops. It's also a key Axis position, so be sure to check the windows while passing.

Two sniper points are near the Allied Bunker Flag (2). One is on the building behind the flag. Climb the ladder to the top for a good view of the road leading to the Allied Plaza Flag (3). In the brick building to the left, two windows point toward Allied interests. These are good Axis sniping spots, so keep an eye on them. Rockets can destroy both sniping locations. It's in the Allies' best interest to destroy the brick windows, but to leave the spot on the building behind the flag.

Below the brick windows there are two cracks in the wall. Axis soldiers can destroy only the crack nearest to the flag, but the Allies can destroy the second crack. Use this opening to reach the electric alley, which leads to the Axis Plaza Flag (4).

A second alley runs behind the building to the northeast. This leads to the Allied Plaza Flag (3), but there's another cracked wall at the side of the building. Destroy the crack to gain access to sniping points above the Allied Plaza Flag. This is another sniper location that can be destroyed by a rocket.

From the Allied Plaza Flag we enter Axis territory. The buildings offer good sniping points for both sides of the conflict. They can be entered via the back alleys, or from the front. This area is always well covered by one side, so getting through the center street can be difficult. The boarded up building on the street's south side is more advantageous to Allied interests than the city hall on the opposite side. The south building provides an excellent view of the street between the Axis Plaza Flag (4) and the Axis Bunker Flag (5). It also allows someone to cover the alley exit behind the Axis Plaza Flag, which is a commonly used path by the Axis.

North of the Allied Plaza Flag is an alley that leads to the Axis Bunker Flag. You need a satchel charge to get through, but this is a great shortcut past Axis snipers. Just be wary of the crack over the alley. Axis snipers sometimes wait here for an Allied advance and the small size of the crack and darkness behind it makes it virtually impossible to see a soldier hiding in that location. On the second floor of the cracked building the Allies can set up an MG or sniper with an excellent view of the last two Axis flag locations. It also allows for skilled Allied soldiers to harass Axis troops as they run into battle; however, a rocket can destroy the window with broken bars.

The alley behind the Axis Plaza Flag (4) is key to grabbing the last two Axis flags. Be careful passing through it, as you're likely to encounter Axis resistance. At the end it's easy to make a mad dash for either of the last flags (5) (6). On the southwest corner near the Axis Bunker Flag (5), there's a white building with a hole in the back. Sneak in from the alley behind the building, or through the small hole on the street side. This window gives an incredible view of the road coming from the Axis spawn zone and the last flag. Once a couple of soldiers have been picked off, this spot becomes very dangerous, as Axis soldiers are sure to storm the area to rout the sniper.

✠ AXIS OBJECTIVE
• Capture the 5 flag points.

✠ AXIS INTELLIGENCE

Legend
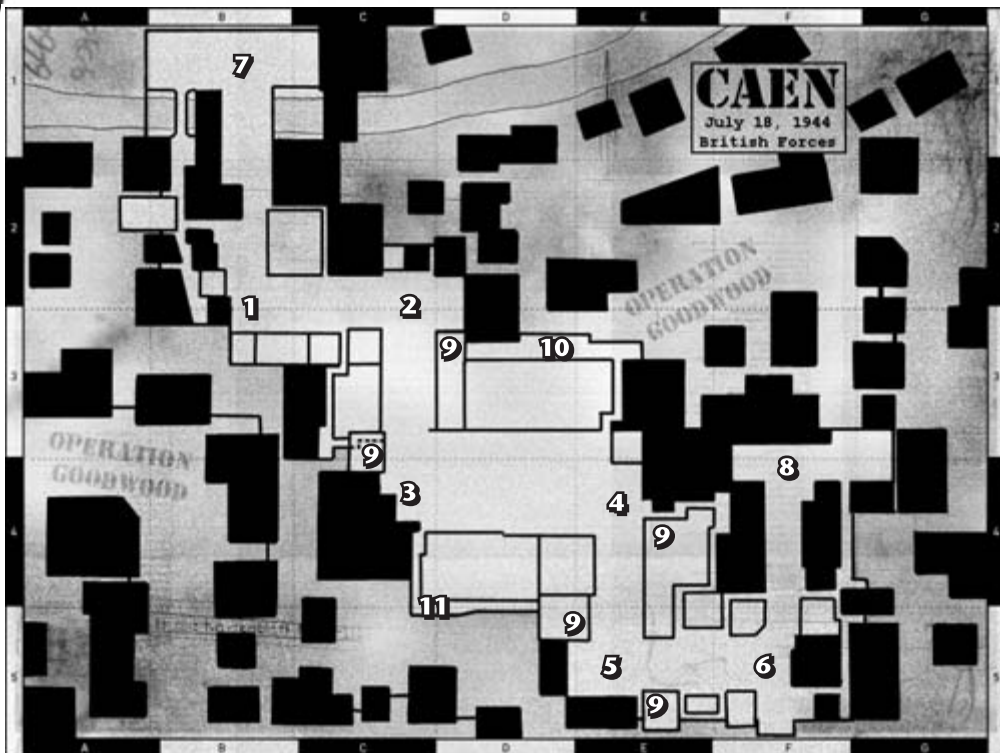
1. Axis Street Flag
2. Axis Bunker Flag
3. Axis Plaza Flag
4. Allied Plaza Flag
5. Allied Bunker Flag
6. Allied Street Flag
7. Allied Spawn Zone
8. Allied Spawn Zone
9. Destroyable Sniper Points
10. Fire Alley
11. Electric Alley

Axis troops see little of consequence until reaching the second flag (2). Beware of Allied snipers sitting in the hole in the white building on the street's south side. If you notice a sniper in this position, tell your teammates and help remove him, or he'll cause major problems for your side. Axis soldiers can also enter the building and take advantage of a couple of great sniper spots that overlook the plaza area. The window above the Axis Plaza Flag (3) can be destroyed, but the cracked door cannot.
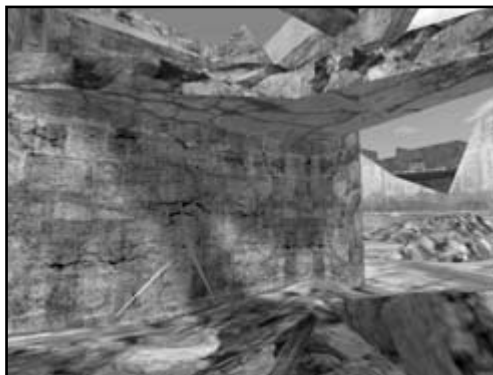
An alley running behind the white building, leading to the Axis Plaza Flag. This is decent way to sneak up on the opposition, but Allied snipers are almost always watching the exit. Move fast or get shot. If an Axis soldier uses a satchel charge or rocket to destroy the wall of the building southeast of the Axis Bunker Flag, the team can gain access to the fire alley (10) and a better shortcut that leads to the Allied Plaza Flag (4). The second floor also provides two excellent sniper spots. The ledge on the street side allows coverage of the electric alley (11) exit and the Axis Plaza Flag. A small crack in the wall above the fire alley is a great spot for an MG. It's dark and cramped, which makes the gunner nearly invisible. Even if the Allies know about the MG they'll have a difficult time removing it.

Prima's Official Strategy Guide

From the Axis Plaza Flag you can reach the electric alley. This provides an effective shortcut to the Allied Bunker Flag (5), but you need a satchel charge to exit the building unless the Allies have already opened it. The brick building at the end also provides a sniper point with a good view of the last two Allied flags. Experienced Allies will be looking for an Axis soldier in this area and the sniper windows are destroyable, so don't expect to hold this position long.

In the plaza area, the Axis can set up snipers and MGs in the city hall building on the north side of the street. It provides a decent view of the street south of the Allied Plaza Flag and the alley behind it, but Allied troops can still sneak through the electric alley without being seen.

A pincer attack from the electric alley and the alley running behind the burned out building from the Allied Plaza Flag to the Allied Bunker Flag is the best way to quickly capture the last two Allied flags. Even if the position has been fortified with MGs and snipers, a well-coordinated attack can push forward with relative ease. Beware of snipers and MGs on top of the brick building behind the Allied Bunker Flag. Destroy the roof with a rocket to permanently remove this threat.

While sneaking forward to capture the last flags, try entering the building with glass windows next to the Allied Street Flag (6). Climb to the top of the building and either harass Allies as they leave the spawn zone, or wait in silence and snag the last flag as the Allies leave the area.

CHARLIE (June 6, 1944/ Normandy; D-Day)
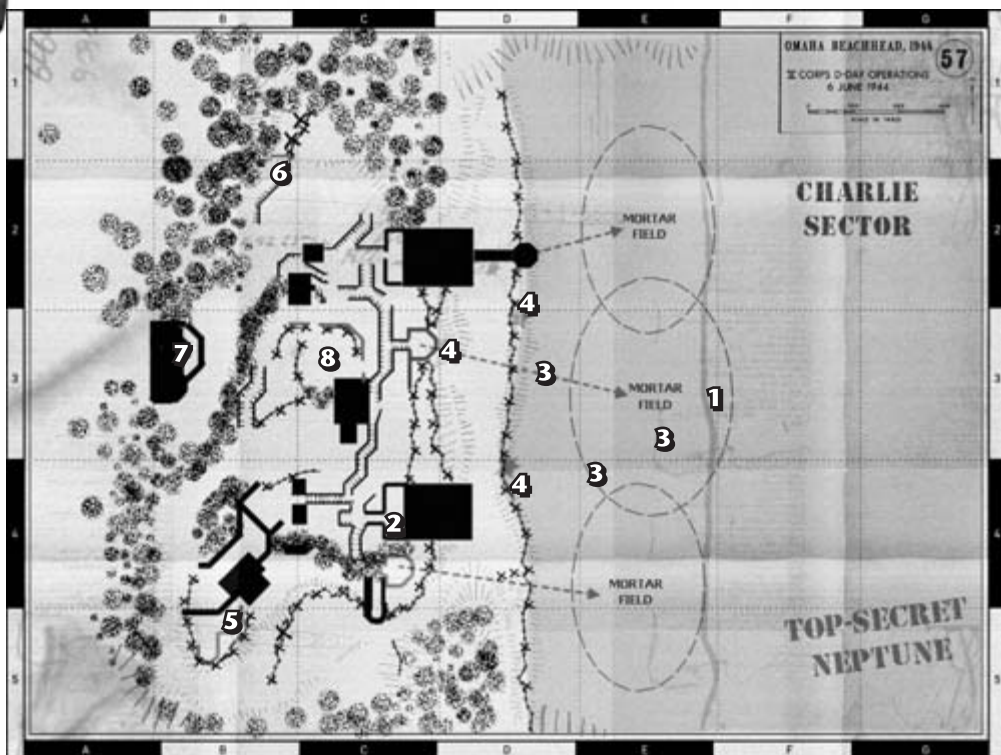
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Satchels
4. Capture Area—Place Charge
5. Axis "88" Flak Gun #1
6. Axis "88" Flak Gun #2
7. Axis Coastal Defense Gun
8. Axis Radio Tent

MISSION

Today is the turning point of the war! Failure is not an option—move up the beach, or perish!

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

ALLIED OBJECTIVES

- Destroy the seawall to move up the beach.
- Destroy the two "88" Flak Guns.
- Destroy the Axis radio tower.
- Destroy the artillery bunker.

★ ALLIED INTELLEGENCE

Legend

1. Spawn Zone
2. Sniper Spot
3. Place Satchels
4. Toss Grenade
5. Blast Wall
6. Axis Bunker
7. Mortars
8. Camouflaged Tunnel

9. South Axis Bunker
10. Axis Coastal Defense Gun
11. Tunnels
12. South Path
13. "88" Flak Gun #1
14. "88" Flak Gun #2
15. Axis Radio Tent

First things first—get off that beach! Dodge up to the wall, zigzagging around. Watch for incoming mortar attacks. The ground lights up just before the explosion. Grab a satchel charge as you proceed up to the barbed wire. Beware of possible enemy machine-gun fire coming from the bunkers. If possible, leave snipers at the farthest points on the beach (2) to eliminate the bunker snipers.

Place satchel charges on the target spots (3), the areas marked by red smoke, to create holes in the fence. Stay prone to make it more difficult for enemies to target you from the top of the hill. As soon as the satchel starts counting down, get up and run from the blast area and grab another satchel. As soon as the targets are blown, move through the wire.
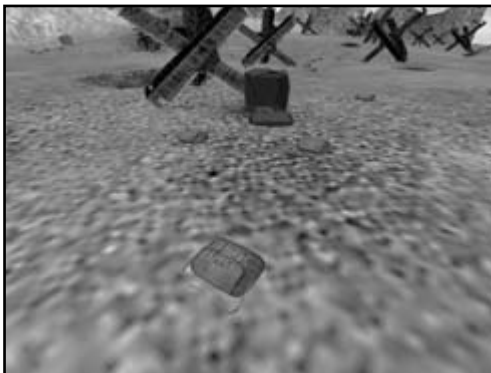
Prima's Official Strategy Guide

From one of the barbed wire target areas (4), lob a grenade over the short wall to pick off any snipers lying in wait for Allied forces near the blast wall (5). Watch out for Axis forces laying down suppression fire from the bunker (6).

After breaching the blast wall (5), cut through and destroy the mortar gun (7) then move up through the bunker, eliminating Axis forces as you go. Go through the tunnel system from the bunker (6) to reach other targets and the south bunker (9).

Have the first squad focus on the Axis Coastal Defense Gun (10). Use the tunnel system under the bunker (11) to reach this target, leaving one squad member at the target to defend it with machine guns facing the north path.

Lob grenades up, taking out the south bunker and then have troops follow on the south path (12) to reach the south "88" Flak Gun (13). Keep an eye out for snipers along this path. If you have troops approaching from the north, use the center tunnels (7) to cut through and reach the south bunker (8), taking control from the Axis troops.

After taking the south "88" Flak Gun (13), follow the southern path (12) around to the center, taking the radio tent (15). As always, toss grenades into the area to flush out any opposing troops before moving in to place the charge.

✠ AXIS OBJECTIVES

- Defend the beach.
- Once the beach defenses are breached, fall back and defend.

✠ AXIS INTELLIGENCE
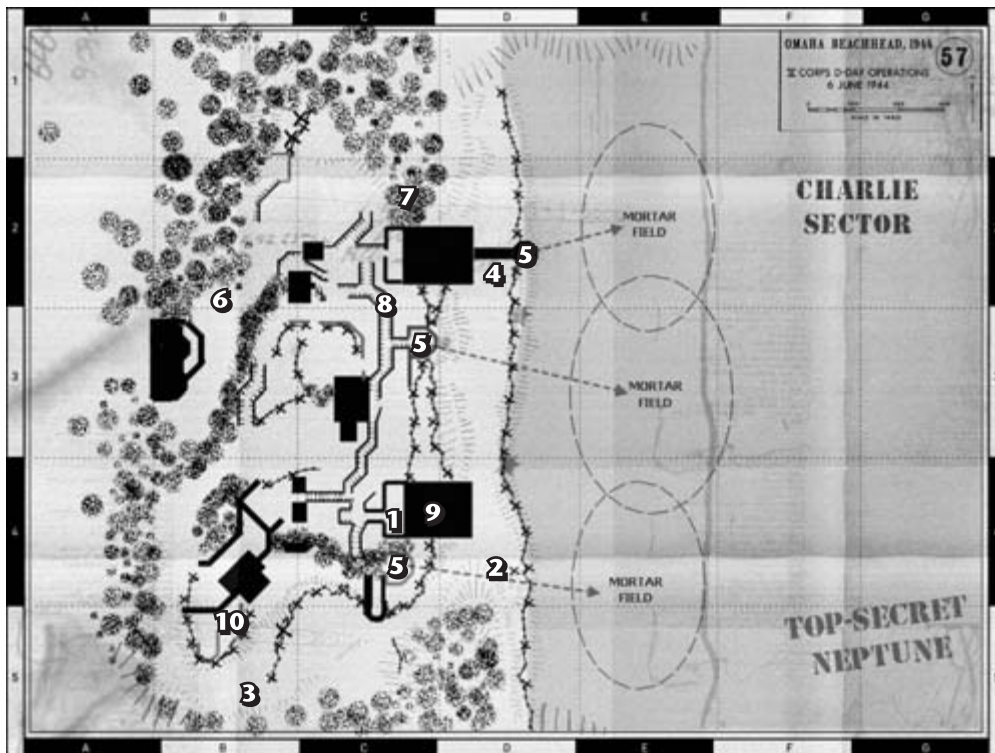
Legend

1. Spawn Zone	6. Corner Sniper Spot
2. Machine Gunner Spot	7. Bunker Elevator
3. South Path	8. Camouflaged Tunnel
4. Blast Wall Sniper Spot	9. South Bunker
5. Gun Nests	10. "88" Flak Gun #2

Keep a machine gunner at this spot (2) to take out Allied troops advancing along the south path (3) and to cover troops advancing from the beach.

On the north side of the field, keep a soldier prone near the blast wall (4), but watch out for grenades being lobbed over the wall. This person can eliminate any Allies that come through the barbed wire and keep them from breaching the blast wall.

Use the gun nests (5) as MG spots. These areas provide a clear view of the Allied spawn zone. The only disadvantage is that the sandbags don't provide as much cover as the two large bunkers overlooking the beach.
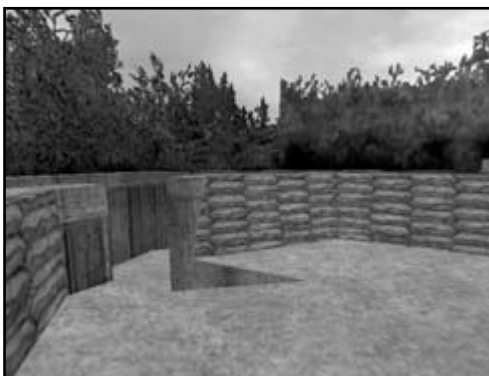
Keep troops tucked back around corners, such as the one marked on the map (6), to pick off Allied troops as they advance up the paths. There are lots of good spots to lie in wait for enemies. Try to stay to the sides of doors, so enemies can't see you until they step into the open.
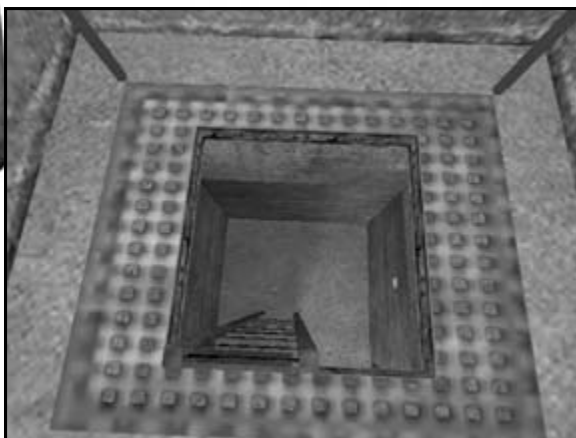
Listen for Allied troops climbing the ladders inside of the bunker (7). Open fire even before the troops reach the upper level. Soldiers can't shoot back while climbing.
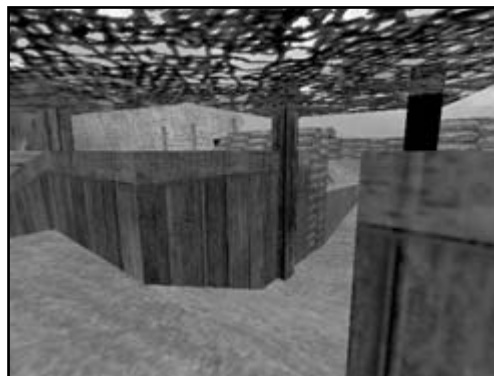
Keep troops tucked into the side pockets of the main camouflaged tunnels (8) to shut down troop movements as they attempt to advance to the south bunker (9) and the "88" Flak Gun #2 (10).

CHEMILLE
(MARCH 1944/WESTERN FRONT)
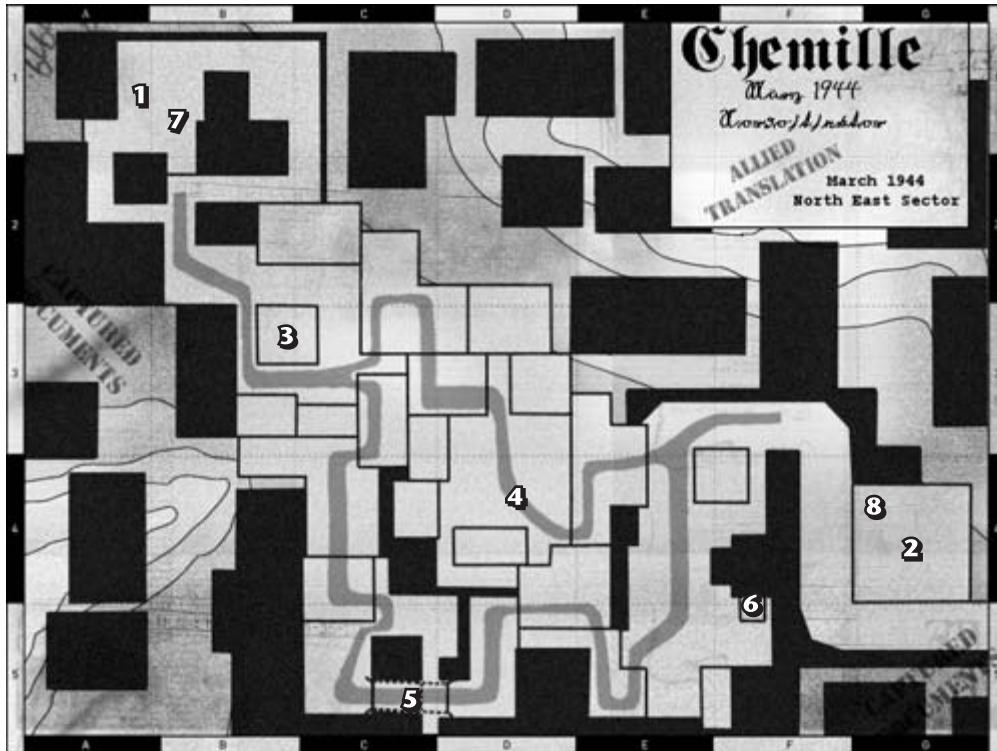
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Destroyed House
4. Destroyed Factory
5. Underpass
6. Church
7. Bazooka
8. Panzerschreck

MISSION

Chemille has become a wasteland of vicious urban combat—pick your way through the destroyed ruins to capture the city.

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

★ ALLIED OBJECTIVE

• Capture the 4 flag points.

★ ALLIED INTELLIGENCE

Chemille
Mars 1944
Xrowso/d/nddor

ALLIED TRANSLATION

March 1944
North East Sector

Legend

1. Spawn Zone
2. Underpass
3. Bazooka Door
4. Destroyed Factory
5. Bunker
6. Stairs
7. Locked Door
8. Sniper Spot
9. Church
10. Destroyed House
11. Sniper Spot
12. Bazooka

Try to maintain control of this underpass (2), keeping a couple of troops nearby. Find lots of good spots above and below the tunnel, but watch out for Axis grenades. It likely will require more than one soldier to hold this location.

Use a bazooka to blast through this door (3). Use the path behind it to reach the destroyed factory (4), where normally you are open to fire from most sides. The bazooka path leads to a bunker (5) that provides cover while you eliminate Axis troops using nearby rubble as sniper cover.

Heading up the stairs (6) leads to the church. Keep a squad member back to maintain control of this target by using the bunker as cover.

Don't waste time trying to open this door (7). It won't open. If you hang around here trying, you'll probably be killed as your back is to the street behind you.

Place a machine gun at this window (8) to cover the church target (9). The window provides an excellent point of view and decent cover.

Another good sniper spot for covering the destroyed house (10) is from this window (11). From this vantage point, you should be able to cover the street from troops moving from most directions in the nearby streets.

✠ AXIS OBJECTIVE

• Capture the 4 flag points.

✠ AXIS INTELLIGENCE

Chemille
March 1944
North East Sector
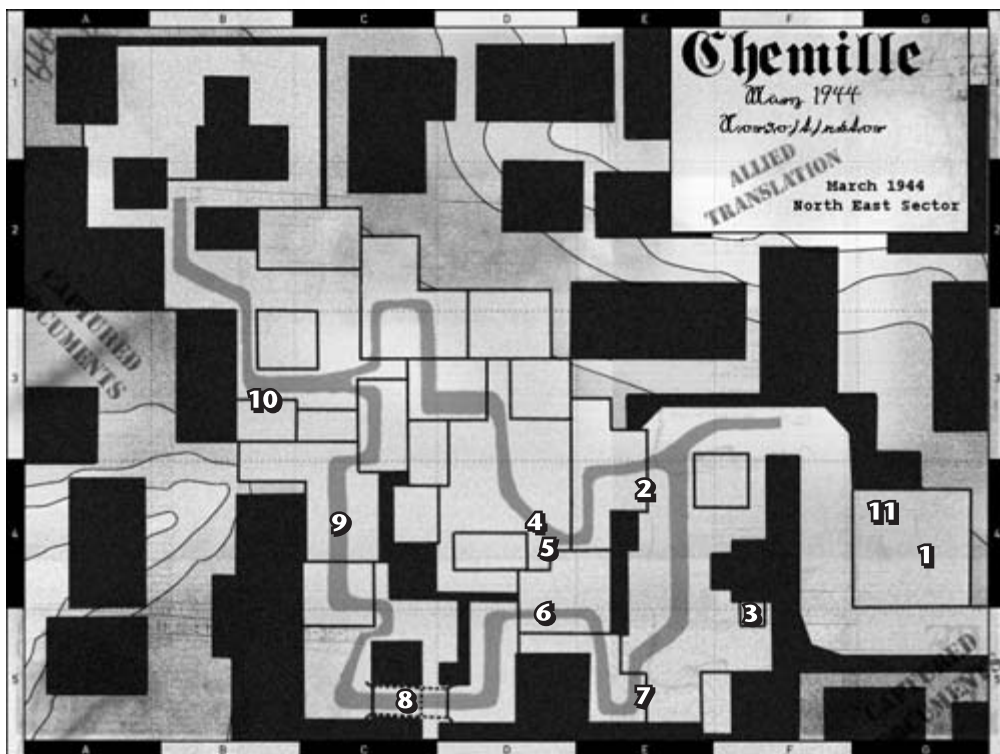
Legend

1. Spawn Zone
2. Sniper Spot
3. Church
4. Destroyed Factory
5. Sniper Spot
6. Sniper Spot
7. Ledge
8. Underpass
9. Stairs
10. Sniper Spot
11. Panzerschreck

Place a sniper or MG at this window (2) to cover the church (3). In addition, from this vantage point, you can cover the street from troops advancing from the east and south.

Cover the destroyed factory (4) from this window (5). Again, in addition to covering the target, your MG can also watch both sides of the building and keep troops from advancing from both sides of the street.

> **Tip**
>
> **Beware of artillery shells raining down on the city. Listen carefully and you'll hear the incoming shells. Move fast to get out of the way if one is heading in your direction.**

Set a sniper at this spot above the puddle (6) to cover troops crossing below. Keep in mind, once you're discovered, you'll be a fairly easy target for the Allied troops. Keep moving from side to side and top to bottom. Don't plan on setting up camp in any one spot for too long.

Toss a grenade on top of this ledge (7) to clear out any Allied snipers or MGs lying in wait.
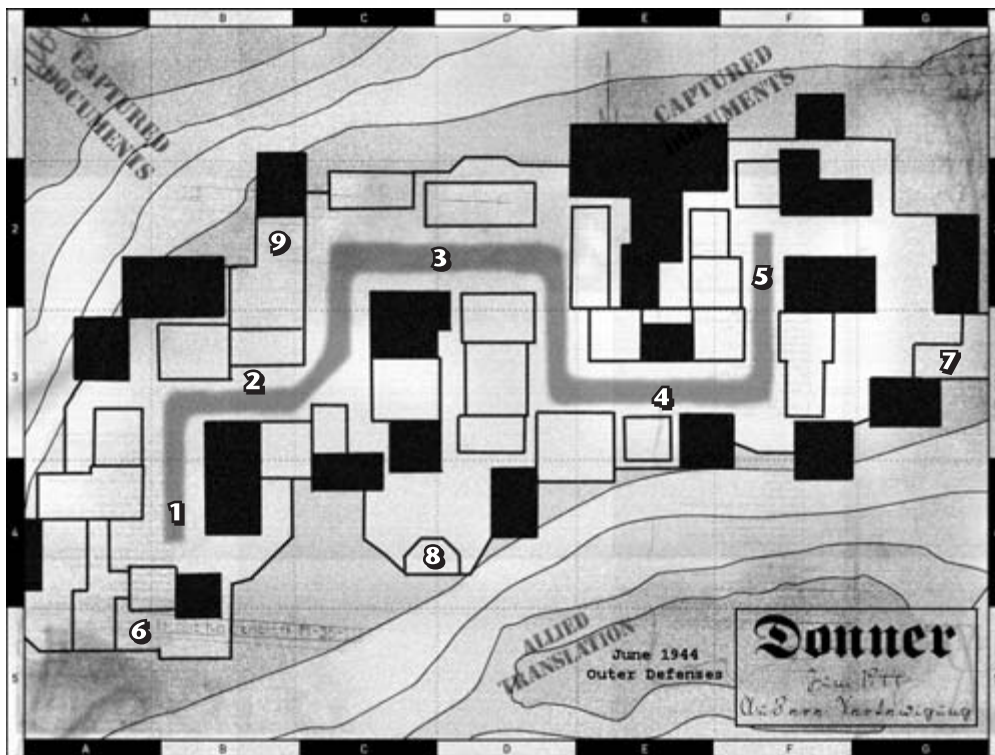
From the underpass (8), take the stairs on the left (9) up and follow them to the windows to cover the destroyed house target (10). Jump from the windows to take the target once the path is cleared.

DONNER
(June 1944/Normandy)

Legend

1. Allied HQ Flag
2. Allied Street Flag
3. Tank Flag
4. Axis Street Flag
5. Axis HQ Flag
6. Allied Spawn Zone
7. Axis Spawn Zone
8. Bunker
9. Sniper Tower

Mission

The Allies struggle through the hedgerow county toward the key town of Sainte Lo— the intersection for roads to key cities such as Caen and Carentan.

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

★ Allied Objective

• Capture the 5 flag points.

★ Allied Intelligence

Legend

1. Allied HQ Flag
2. Allied Street Flag
3. Tank Flag
4. Axis Street Flag
5. Axis HQ Flag
6. Allied Spawn Zone
7. Axis Spawn Zone
8. Bunker
9. Sniper Tower

The very first thing the Allies should do is move someone into the sniper tower (9) west of the Tank Flag (3). Waste no time. Moves quickly to get someone in the tower well before the Axis reach the area. Once this position is taken, Allied soldiers should bring clips to the sniper so the position is never abandoned. Keep communication open, so the sniper can notify the team when he's running low.

The next critical spot to capture is the bunker (8) south of the Tank Flag. This is a commonly traveled area. A single MG can stay inside the bunker and hold this position well, forcing the Axis to use the street and attempt to bypass the sniper in the tower. Again the MG must be supplied with ammunition, but if the team can hold these two positions it will be very difficult for the Axis to advance.

Donner is a straightforward map. There are lots of good sniper and MG locations and most fighting happens in the streets and alleys between buildings. South of the Allied HQ Flag (1) there's a building with two windows overlooking the street. Use this spot to cover the flag and stop the Axis should they manage to push the team back. Leaving someone here at the beginning of combat is a waste. There are also a couple decent spots inside the white building to the northwest that allow a view of the second flag (2), but provide minimal coverage. Beware of Axis soldiers hiding in the blown-out building as you enter the area. There are back alleys on both sides of the map, so the main streets shouldn't be too busy most of the time. Try to cut the Axis off before the second flag, or they'll be very hard to predict once they get deep within Allied territory.

After the Allied Street Flag (2) the team can advance past the bunker (8) on its way deeper into Axis territory, or follow the street toward the Tank Flag (3). Use the buildings south of the tank for both MGs and snipers to keep the Axis honest, but be ready for heavy resistance. Capturing the Tank Flag requires two soldiers. Try coming at it from the sides rather than down the main road unless there are one or two snipers in the tower to provide cover fire.

Capturing the last two flags is easier if you cut through the building on the north and south sides of the street. To reach the Axis Street Flag (4) either cut through the building near the tank, or bypass the bunker. A building to the south of the flag provides some cover for a sniper, but its well lit, so enemy soldiers are likely to spot the sniper easily.

At the same time, other Allied soldiers can pass through the buildings and back alleys to the north to come out right next to the Axis HQ Flag (5). If the two teams can coordinate well they can capture both flags simultaneously, which is usually good for a quick victory. The main street is normally well protected by Axis troops, so the alleys and buildings are your best bet. Be sure to check each corner and watch windows for enemies, as they're sure to be using the same paths on their way to the tank.

✠ AXIS OBJECTIVE

• Capture the 5 flag points.

✠ AXIS INTELLIGENCE
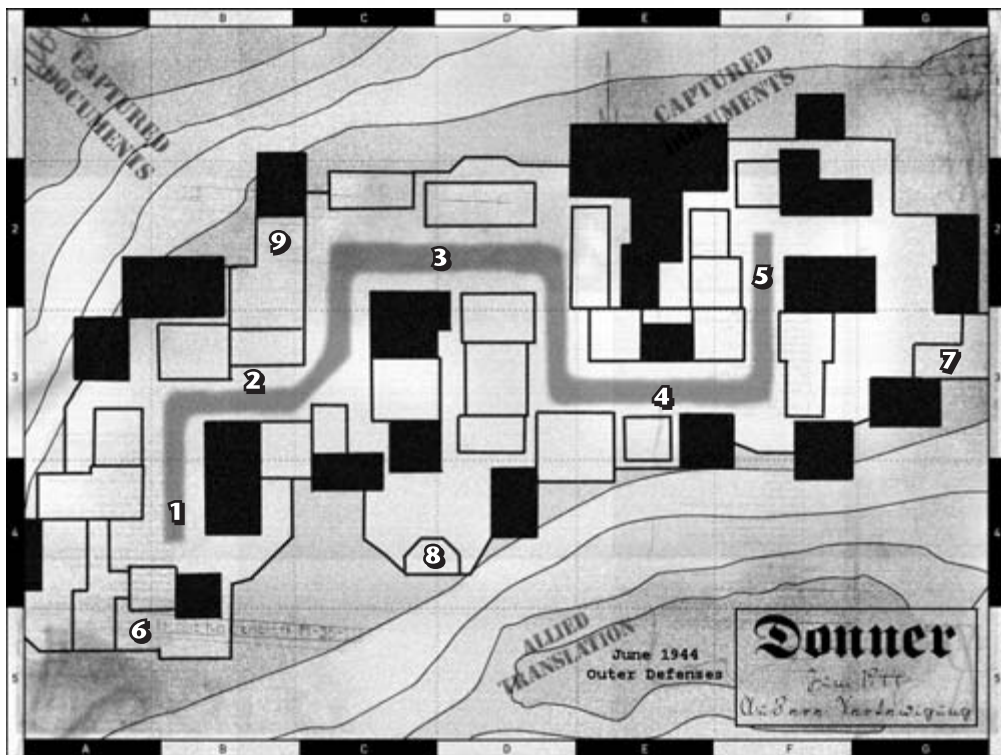
Legend

1. Axis HQ Flag
2. Axis Street Flag
3. Tank Flag
4. Allied Street Flag
5. Allied HQ Flag
6. Axis Spawn Zone
7. Allied Spawn Zone
8. Bunker
9. Sniper Tower

As the battle begins, make a mad dash southwest toward the bunker (8). The Allies likely will attempt to place an MG in the bunker, and they have a shorter dash to this area. If you move quickly you can reach the area before the MG has a chance to get ready. Eliminate him and claim the bunker with an MG of your own. This key chokepoint helps prevent Allied soldiers from reaching the Axis Street Flag (2). It's also wise to have one sniper set up camp in the house directly east of the Tank Flag (3). He should be watching the sniper tower (9) for Allied activity, keeping them from sneaking around the building to the north and deep into Axis territory.

> # Tip
> **This mission offers tons of sniper locations and MG nests. Use windows that face toward enemy territory to catch them as they enter your area. The windows on your team's side that face enemy territory are dark. Those that face into enemy territory on their side of the map are well lit (the same goes for both sides), so it's easier for MGs and snipers to hide on their own sides.**

The house directly north of the Axis HQ Flag (1) is a good spot for an Axis MG to protect the last of the Axis flags. Also place someone in the building to the southeast with a large hole in the wall. This provides coverage of both the Axis HQ Flag and the Axis Street Flag (2). Though it isn't absolutely necessary to have people in either location, it makes it very difficult for the Allies to sneak into the area.

Look for another key sniper location in the building southwest of the Axis Street Flag. The dark windows provide a clear view of the street toward the tank. From this position an Axis sniper can prevent Allied troops from sneaking into the back alleys on the north side of the map.

Reaching the Tank Flag (3) is difficult if the Allies position a sniper in the tower to the west (9). If you sneak a sniper or someone with a rifle along the north wall and into the building just east of the tower, he can get a good view of the tower windows from the second floor. Someone may need to sacrifice himself to draw the sniper near the windows, but it's an act worthy of a commendation. Try leaping out of the windows and rushing into the building if the sniper can't be seen. Chances of making it are low if the Allies are playing smart, but drastic measures are often required.

Reach the last two Allied flags (4) (5) through the passages between buildings and back alleys. The main roads probably will be well guarded. Check every window that points east or north for waiting enemies. If the Axis really wants to create some havoc, an MG or sniper can climb into the broken building north of the Allied HQ Flag and go prone on the table. This is a great spot to pick off a few Allied soldiers as they rush into battle. It's also a good place to hide if waiting for the rest of the team to capture the tank and flags on the Axis side of the map before you grab the final two.

FLASH (October 1944/German Countryside)
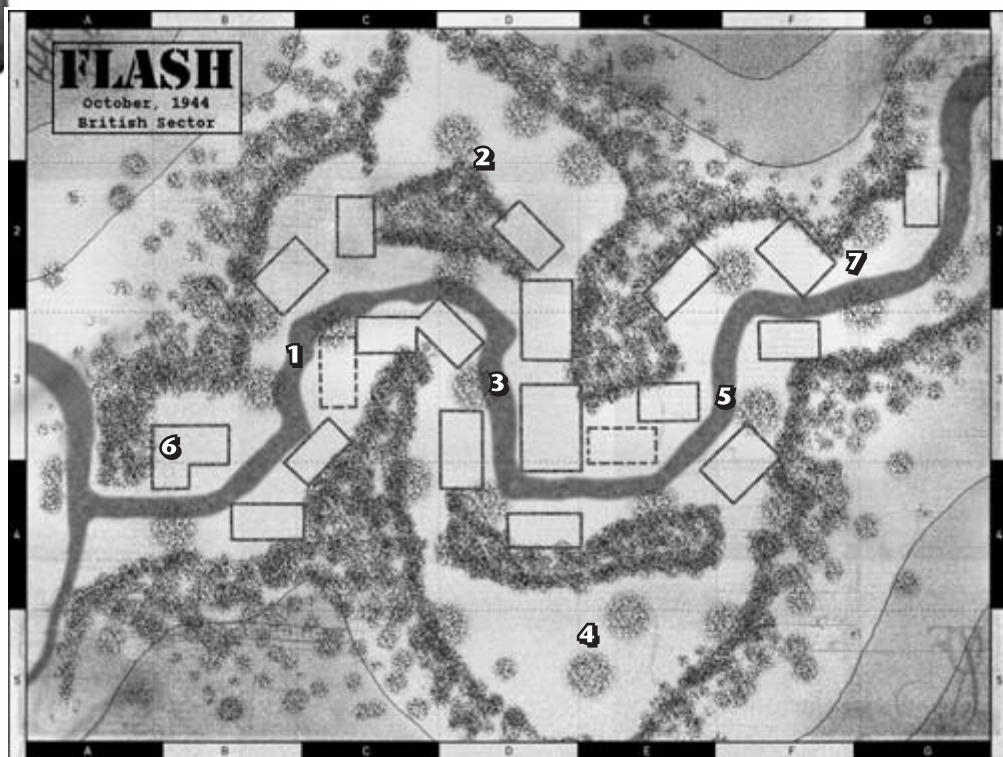
Legend

1. Allied Base Flag
2. The Trail Flag
3. Flashville Street Flag
4. The Field Flag
5. Axis Base Flag
6. Allied Spawn Zone
7. Axis Spawn Zone

Mission

British troops have advanced into what appears to be a small, quiet village. A few platoons are ordered forward to check out the situation.

British Classes and Weapons

1. Rifleman—Enfield
2. Sergeant Major—Sten
3. Marksman—Enfield Sniper
4. Gunner—Bren

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

British Objective

• Capture the 5 flag points.

British Intelligence
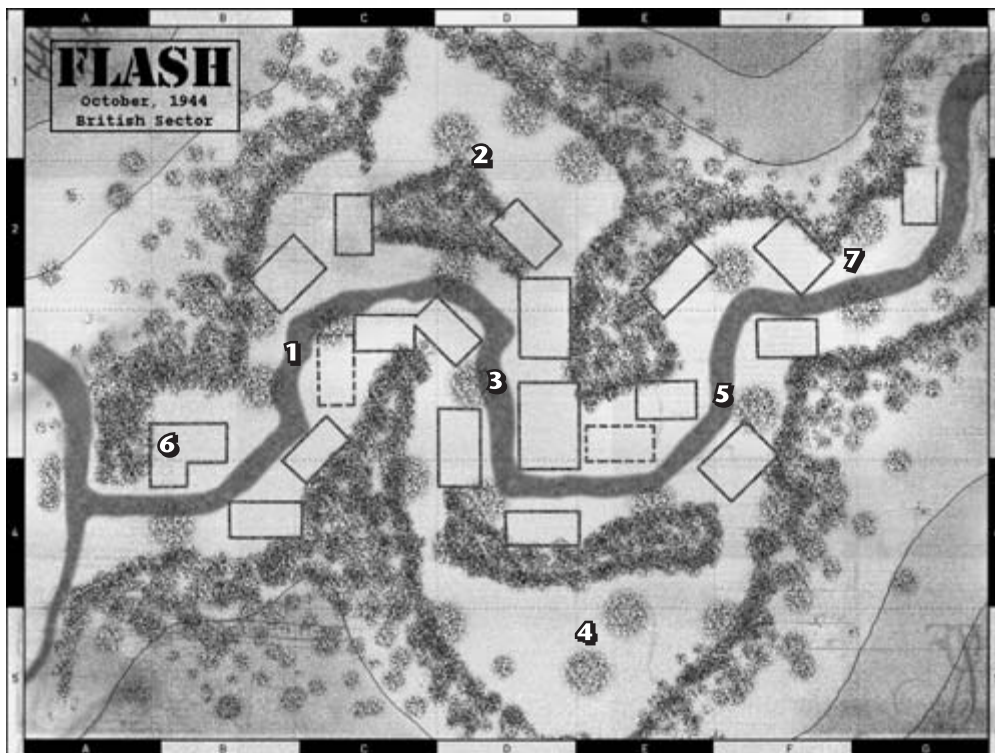
FLASH
October, 1944
British Sector

Legend

1. Allied Base Flag
2. Trail Flag
3. Flashville Street Flag
4. Field Flag
5. Axis Base Flag
6. Allied Spawn Zone
7. Axis Spawn Zone

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Near the Allied Base Flag (1) are several houses to the south that provide good sniper points for those teams worried about protecting the flag closest to their home. Having more than one team member camped in this area is usually pointless, because Allied soldiers are constantly passing through. Just be wary of Axis soldiers sneaking into the area and hiding in the houses while waiting for a wave of Allies to pass.

As both teams race to the middle near the Flashville Street Flag (3) lob grenades toward the opposite end of the road. With a little luck you'll eliminate some Axis troops as they round the corner. From the center of town you can either push forward down the main street or head into the building on the right, which leads to the Field Flag (4).

Northwest of the Flashville Street Flag there's a window in a white building looking southeast across the street and into Axis territory. This is a good location for a sniper, as it allows the soldier to cover the street and the entrance to the Trail Flag (2). If another soldier takes position in the two-story building directly across the street, he can cover the exit from the Field Flag (4) with an MG. Two soldiers in these positions can make it very difficult for the Axis to advance.
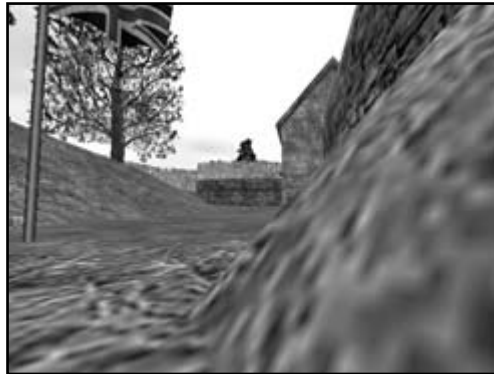
Near the Trail Flag (2) there's a small bend in the path with a slight slope. A sniper can lie on the slope behind the bend in the turn and protect the flag from Axis soldiers coming from the south. If he's placed properly, it's very difficult to remove a sniper from this position without sacrificing a few soldiers, or coming at him from the opposite direction. Snipers should beware of Axis soldiers entering the house in the distance. They can sneak to the back window and easily lob a grenade to the corner if they're aware of the sniper's presence.

Trying to capture the Field Flag (4) is difficult when coming from the west. Axis soldiers can hide behind the foliage and surprise Allies as they turn the corners. Use grenades to flush the soldiers out of their hiding spots and make for a fair fight. However once the Axis soldiers have been cleared out, the Allies can use the same dirty tactic. An Allied MG may want to use the haystack near the entrance to the Field to jump into the back window of a house that overlooks the street toward the Axis Base (5). A single MG in this position can pin down Axis forces and force them to pass through the Field rather than the main street.

As the Allies leaves the Field, they're within a short distance of the Axis Base. Hide around the corner before the main street to catch the Axis off guard as they head into the area. Wait for a wave of Axis soldiers to pass and then have several Allied soldiers make a mad dash at the flag. If the Axis is playing smart, an MG will guard the path from the Field to the flag, so lob a few grenades toward the house across the street before making your move.
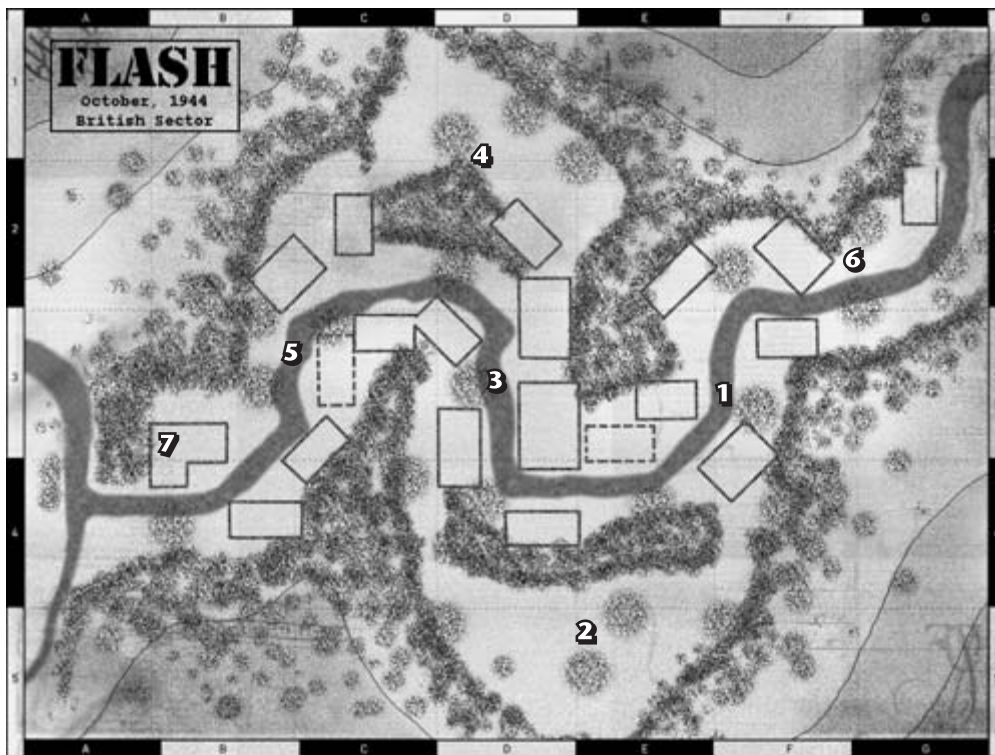
✠ AXIS OBJECTIVE

• Capture the 5 flag points.

✠ AXIS INTELLIGENCE

Legend

1. Axis Base Flag
2. The Field Flag
3. Flashville Street Flag
4. The Trail Flag
5. Allied Base Flag
6. Axis Spawn Zone
7. Allied Spawn Zone

To protect the Axis Base Flag (1), place an MG in the window northwest of the flag. A soldier in this position can cut down enemies approaching from the Field (2) or down the main street. For double coverage, place an MG in the window southwest of the flag and overlooking the entrance to the Field. Someone in this spot can hold the location for an indefinite time, assuming nobody sneaks up on him from the main street.

As the Axis approaches the Flashville Street Flag (3) at the beginning of the game, someone should climb into the broken window on the right side of the street. This gives access to two windows overlooking the flag and an entrance to the Field. It's not a great view of the area, but even someone with an SMG can hold the position fairly well. Also be sure to lob grenades down the street toward Allied territory. The two sides arrive at this area at nearly the same time, so you may score an easy kill or two.

Protecting the Field Flag (2) isn't too difficult. Use the foliage to your advantage and lie in wait for the Allies to stumble in from the east. As they turn corners, they're easy prey. Just keep your eyes open for grenades and listen for footsteps.

The entrance to the Trail (4) from the Flashville Street Flag is a two story building on the west side of the road. The building is also a great sniper/MG spot. Stick someone on the top floor facing into Allied territory and he can keep Allies from marching up the street from the Allied Base (5).

The path to the trail is narrow and has a slight bend. Allied soldiers tend to lie near the flag and shoot as anyone enters the area. Run into the house before the flag and creep to the window near the flag. From this position you can easily lob a grenade near the flag and force the Allies to move or be destroyed. Beware of enemies able to see into the window, as the Allies may be in pairs. Once the flag is taken, move down the Trail and closer to the Allied Base. Axis soldiers can hide in this area and eliminate Allies as they sprint into action.

Capturing the Allied Base Flag (5) can be tricky. It helps to move an MG into the house next to the exit from the Trail. The window pointing north is an MG nest and allows someone to provide heavy cover fire while several other soldiers make a sprint for the flag. Don't bother shooting if you're trying to get the flag. Just run like crazy and take one for the team if necessary.

FOREST (APRIL 1944/ WESTERN FRONT)
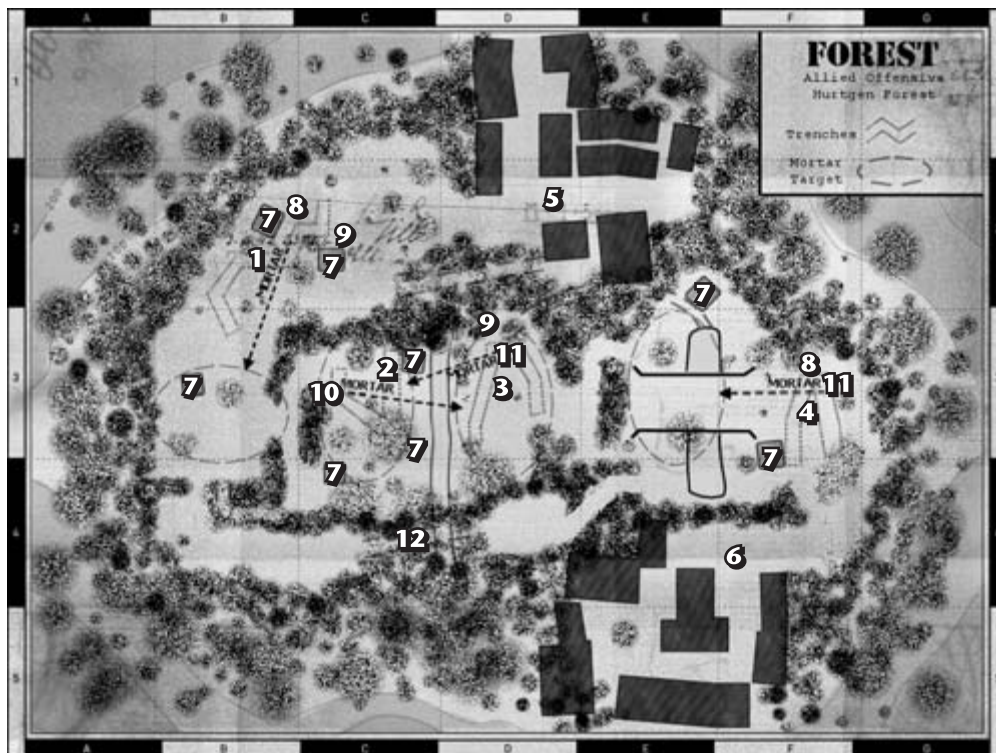
Legend

1. Allied Hill Flag
2. Allied Valley Flag
3. Axis Valley Flag
4. Axis Hill Flag
5. Allied Spawn Zone
6. Axis Spawn Zone
7. Bunkers
8. Sniper Towers
9. Rocket Weapons
10. Allied Mortar
11. Axis Mortar
12. Blocked Passage

Mission

Two opposing forces have dug in within the cover of a French forest. Walk carefully and capture the trenches!

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

⊛ Allied Objective

• Capture the 4 trenches.

⊛ Allied Intelligence
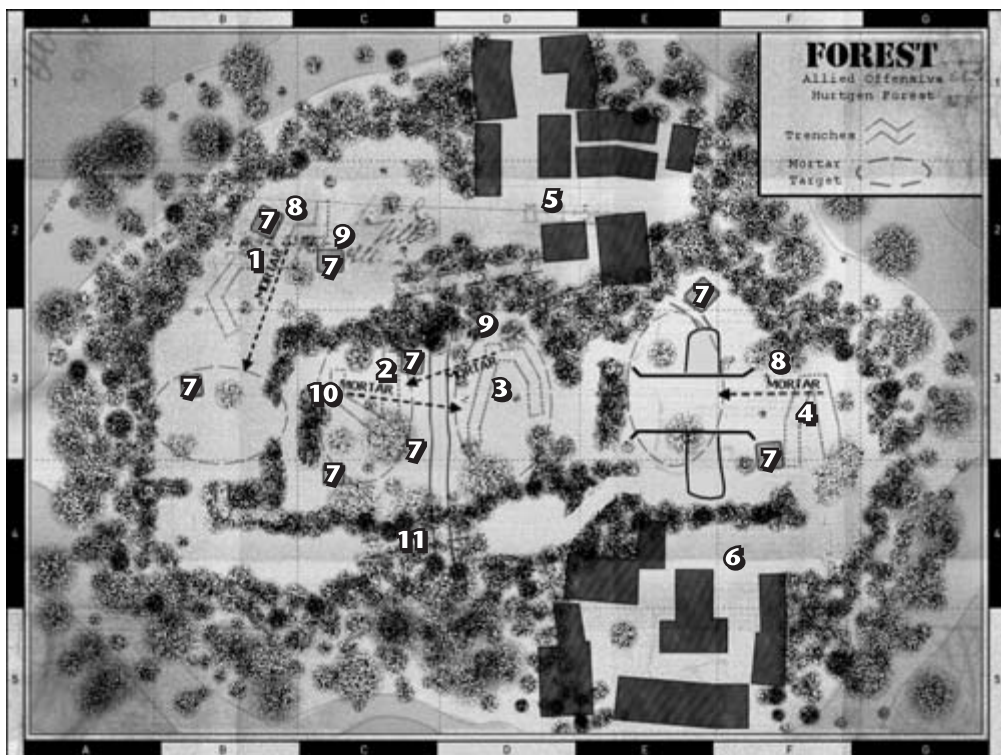
FOREST
Allied Offensive
Hurtgen Forest

Trenches
Mortar Target

Legend

1. Allied Hill Flag
2. Allied Valley Flag
3. Axis Valley Flag
4. Axis Hill Flag
5. Allied Spawn Zone
6. Axis Spawn Zone
7. Bunkers
8. Sniper Towers
9. Rocket Weapons
10. Allied Mortar
11. Blocked Passage

This is a very difficult mission. All of the flags take two soldiers to capture them, and the terrain makes fighting challenging. There are lots of bunkers for snipers and MGs, but rifles tend to be the best choice of weapon in this mission. SMG carriers will often find themselves well out of range of potential targets, so they'll have to be extra sneaky. The Allied spawn zone has a main exit and a tunnel in the back between buildings. If an Axis soldier actually manages to make it to the base and blocks the main entrance, use the tunnel to sneak out and catch him from behind.

One or two soldiers should stay near the base to cover the Allied Hill Flag (1). Snipers can climb into the sniper tower (8) and MGs can take position in a bunker (7). Eventually Axis soldiers will probably reach this point no matter what is done to stop them. If they start to capture the flag on the hill make a mad dash into the area to break the capture. Go prone in the trenches and if even if you're by yourself, you should be able to delay the capture long enough for reinforcements to arrive. Also place one or two guards at the base of the hill where the Axis soldiers are likely to appear.

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The area in the valley is very tricky as fighting tends to be heavy. Someone should quickly reach the Allied mortar (10) and begin firing shells into the Axis area, being sure to stay prone so Axis snipers can't pick him off. The rest of the squad should move in from the west along the north line of trees, as a smaller squad approaches from the blocked passage (11) to the south. The secondary squad needs to carry a rocket weapon to open the passage if it hasn't already been cleared. Quickly move forward and into the trenches. Use grenades to clear out Axis soldiers along with the continuous mortar fire. Hopefully with two forces advancing from separate sides, the Allies can confuse the Axis troops just long enough to capture the area.
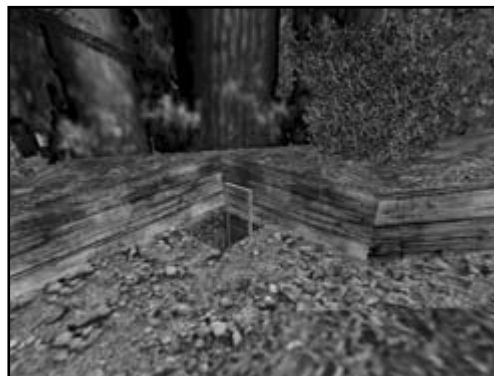
Advance up the hill through the main path and through the lane past the blocked passage. Be ready for heavy resistance, as Axis troops likely are guarding the passages into their territory. One or two soldiers should also use the tunnel near the Axis Valley Flag (3) to pass below the Axis resistance and into the center of their territory. This passage may also be protected, so have grenades ready.

Be cautious of the bunker to the north high up on a hill. This is the best sniper/MG spot in the mission, and it's usually under Axis control. Those attacking from the water below the bunker can run up the hill without being seen from the bunker itself, but they'll be exposed to the rest of the area. Push forward and use rockets to destroy the Axis bunkers and sniper tower (8). Reach the trench and go prone while waiting for the capture to take. Someone should keep an eye on the top of the hill to guard it from any Axis soldier leaping into the capture area and breaking the capture. With a lot of well-planned and coordinated maneuvers the team can capture both points, but it won't be easy.

> # Tip
>
> **Once you've captured the valley, set up snipers and MGs at the top of the side of the valley and the blocked passage. Also guard any tunnels into the region. Thus it's sometimes possible to keep the enemy pushed back and maintain control of the area while giving the rest of the team time to capture the final objective.**
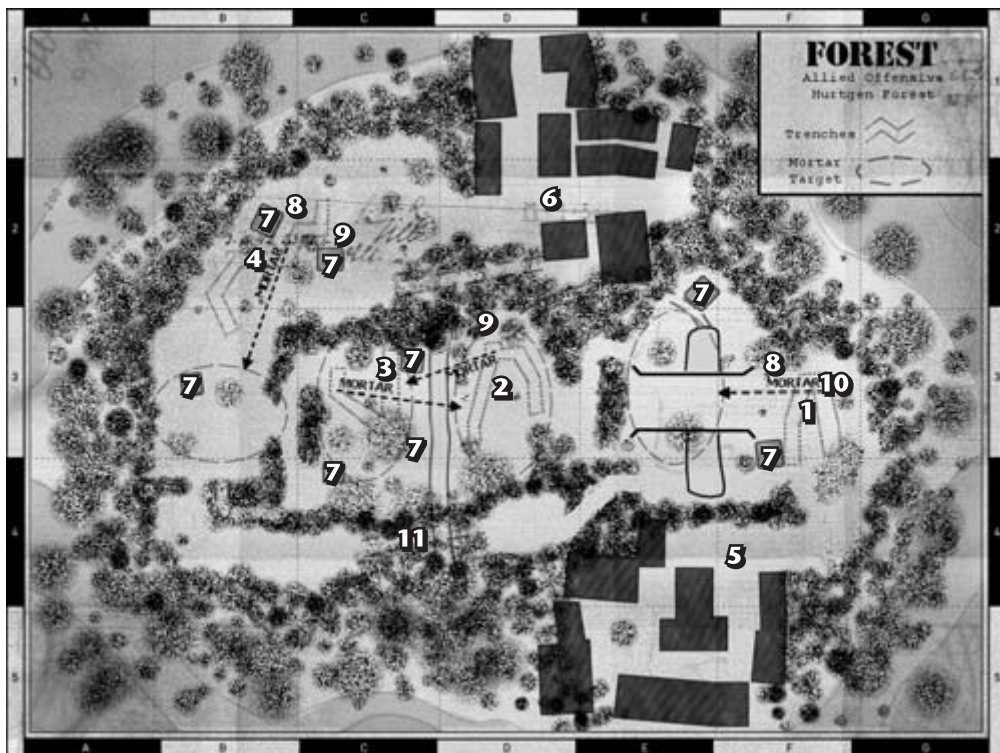
Prima's Official Strategy Guide

✠ AXIS OBJECTIVE

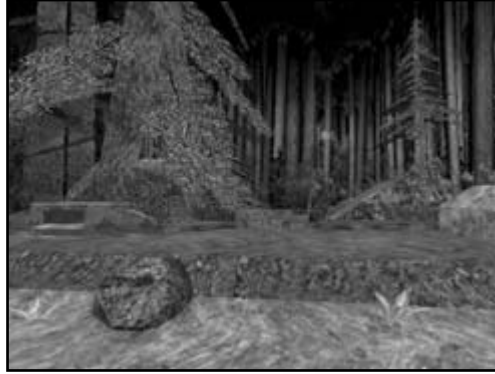• Capture the 4 trenches.

✠ AXIS INTELLIGENCE

FOREST
Allied Offensive
Hurtgen Forest

Trenches
Mortar Target

Legend

1. Axis Hill Flag
2. Axis Valley Flag

3. Allied Valley Flag
4. Allied Hill Flag
5. Axis Spawn Zone
6. Allied Spawn Zone
7. Bunkers

8.   Sniper Towers
9.   Rocket Weapons
10. Axis Mortar
11. Blocked Passage

At the start, two or three Axis troops should immediately hop in the tunnel inside the Axis spawn zone and cut through to the waterfall on the hill. If they make a mad dash for the valley, they may actually be able to capture the Allied Valley Flag (3) before the Allies can reach the area. Holding it may prove problematic, but it at least frustrates the Allied troops and gives the Axis the initial advantage.


Meanwhile a few soldiers should begin protecting the Axis Hill Flag (1) by taking positions in the bunker on the hill to the north and in the sniper tower. These two positions make it very difficult for the Allies to enter the area. Also stick someone on the Axis mortar (10) and begin shelling the bridge the help prevent Allied incursions.

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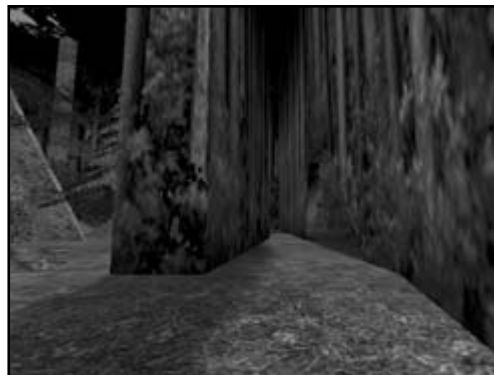
The team in the valley should quickly prepare for an Allied assault. Man the mortar on the east side and watch the two exits on the top of the hill and the tunnel from the blocked passage (11).


Once the team has a chance to gather, it's time for an assault on the final hill. Continue to leave one or two people guarding the entrances to the valley and the blocked passage. Take a small force from both sides and use a rocket weapon to destroy the bunkers and the sniper tower (8). Press forward and beware of guns from the east as you near the top of the hill. Two Axis soldiers should leap into the trench and go prone for the capture while someone else provides cover fire to prevent an Allied soldier from breaking the capture. Two Axis soldiers with MGs can really raise havoc by guarding the main exit from the Allied spawn zone and the tunnel inside the bunker next to the sniper tower.

GLIDER
(June 1944/Normandy)
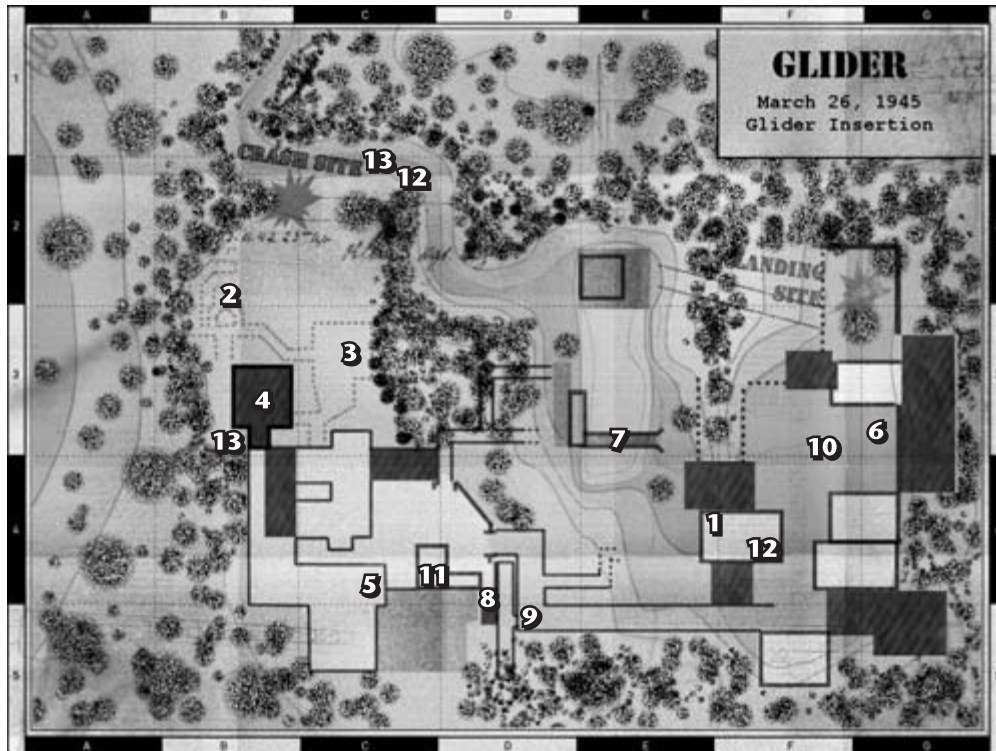
GLIDER
March 26, 1945
Glider Insertion

Legend

1. "88" Flak Cannon
2. "Freya" Radar
3. Radio Room
4. German Forward Supply House
5. German Bunker
6. Allied Spawn
7. Footbridge
8. Castle Wall
9. Sewer Wall
10. Allied Mortar
11. Stairwell Well
12. Satchel Charges
13. Rocket Weapons

Mission

Allied paratroopers have dropped behind the D-Day beaches to disrupt enemy communications and reinforcements to the front.

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—Folding Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
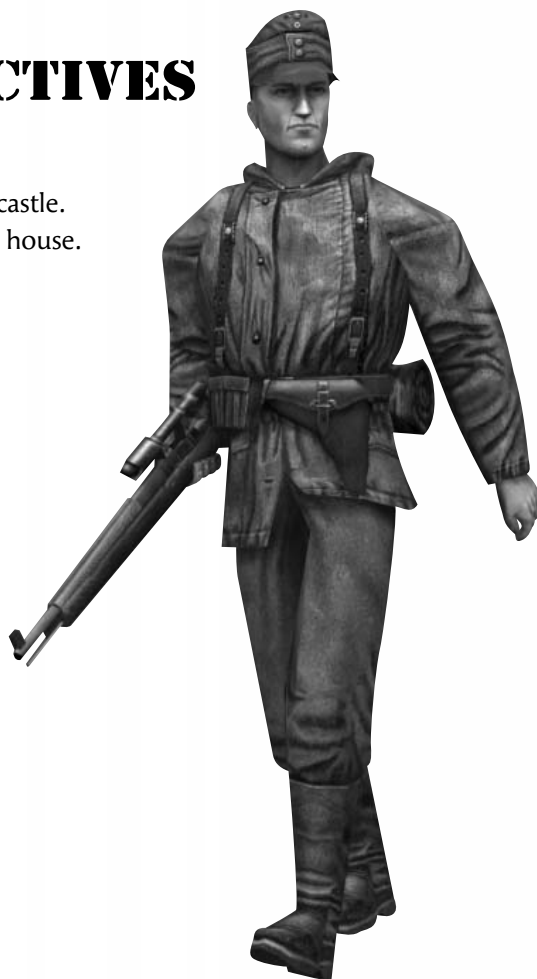6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. Fg42-Zweibein—FG42
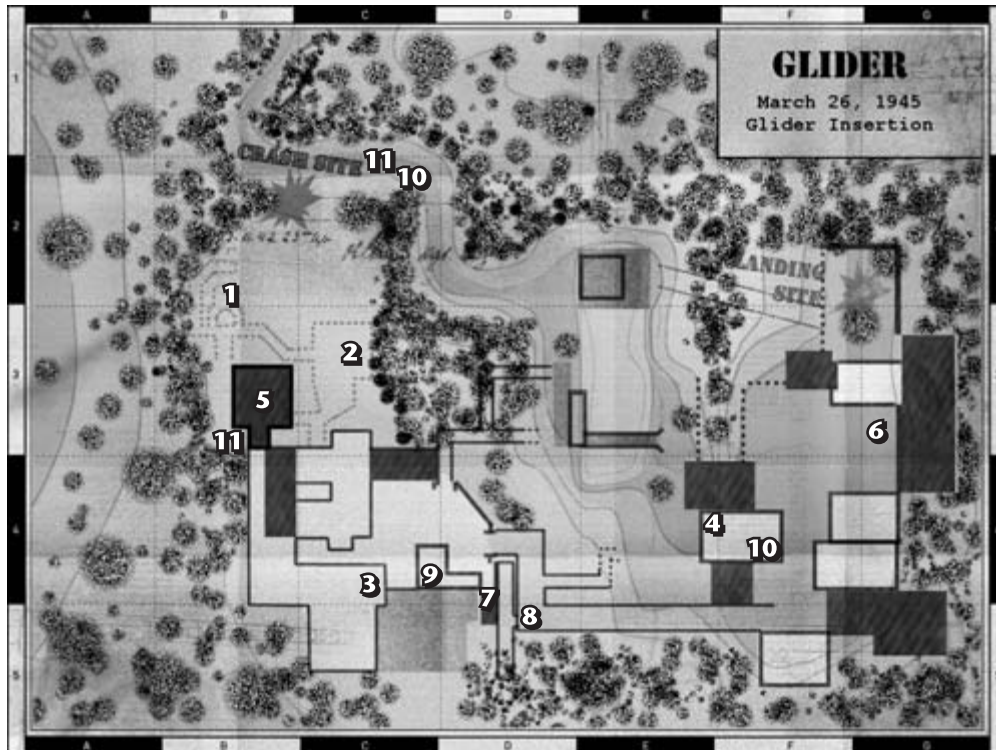7. Fg42-Zielfernrohr—FG42 Sniper
8. MG34-Schütze—MG34
9. MG42-Schütze—MG42

ALLIED OBJECTIVES

- Destroy the "88" Flak Cannon.
- Destroy the "Freya" Radar set.
- Destroy the Radio Room inside the castle.
- Capture the German forward supply house.
- Capture the German bunker.

★ ALLIED INTELLIGENCE

GLIDER
March 26, 1945
Glider Insertion

Legend

1. "88" Flak Cannon
2. "Freya" Radar
3. Radio Room
4. German Forward Supply House
5. German Bunker
6. Allied Spawn
7. Castle Wall
8. Sewer Wall
9. Stairwell Wall
10. Satchel Charges
11. Rocket Weapons

The Allies have to move fast to win this mission. The Axis has a definite advantage, since the targets that must be destroyed are in a fairly concentrated area and easy to guard. Team cooperation will be essential. At the start the Allies should split into two teams. One heads for the "Freya" Radar (2) and other nearby targets, while the other takes the German Forward Supply House (4) and attempts to reach the Radio Room (3). All Allied soldiers need to take satchel charges with them, so they can destroy targets of opportunity. Bazookas are helpful, but not necessary. Find them outside the Allied spawn zone.

The German Forward Supply House is an easy target. It's straight out from the Allied spawn zone and can be captured almost immediately. Some Axis soldiers may have spawned in the Supply House, so be ready for possible resistance while approaching the building. Windows on the second floor overlook the Allied spawn zone. Snipers may have taken position in this area, but it's unlikely. The Supply House isn't imperative for the Axis to protect.

From there the Supply House team should head through the tunnels toward the sewer wall (9). German soldiers likely are guarding the hall, so throw some grenades deep into the hallway. At the same time, split some soldiers off to the north and around the bend to attack the castle wall, found at the top of a ladder in the courtyard outside the tunnel. Both spots can be destroyed with an explosive.

Once inside, head to the Radio Room from different angles. The trick on reaching the room is to throw off the defenders. The room can be reached from two different directions. To destroy it, use a satchel charge or blast the red wall with a rocket. The explosion destroys the room, so get out fast or shoot from the doorway if you hope to survive.

The rest of the team should be moving in from the north toward the "88" Flak Cannon (1), "Freya" Radar (2), and German Bunker (5). The "Freya" Radar is an easy target. Use a rocket weapon to blow out all four of the panels from a distance. You can also use a satchel charge, but it requires crawling up the side of the radar and sitting at the base of the antenna for a few seconds.

The "88" Flak Cannon can also be destroyed with rockets from near the base of the hill. It really can't be seen until you've moved a few steps up the hill, but the hill should still provide decent cover from Axis fire. It's also possible to destroy the cannon with a satchel charge if you can get next to it.

Last is the German Bunker (5). This requires a direct assault from the hill, or from behind if someone manages to infiltrate the castle. Blast the front wall of the bunker, directly on top of the boards leaning on the wall, to open the front. Then head inside and wait to capture it. This is a long capture, so you have to hold the position for awhile.

> **Tip**
>
> As either team completes its objectives, it should head out to assist with any remaining objectives. The Radio Room team can infiltrate the bunker from the inside. If the team assaulting the hill finishes first, they can pass through the bunker to the Radio Room. Remember your main goal is to force the Axis to defend several fronts at once rather than being able to concentrate all of their firepower in one place.

⊕ AXIS OBJECTIVE

• Clear the area of Allied paratroopers.

⊕ AXIS INTELLIGENCE
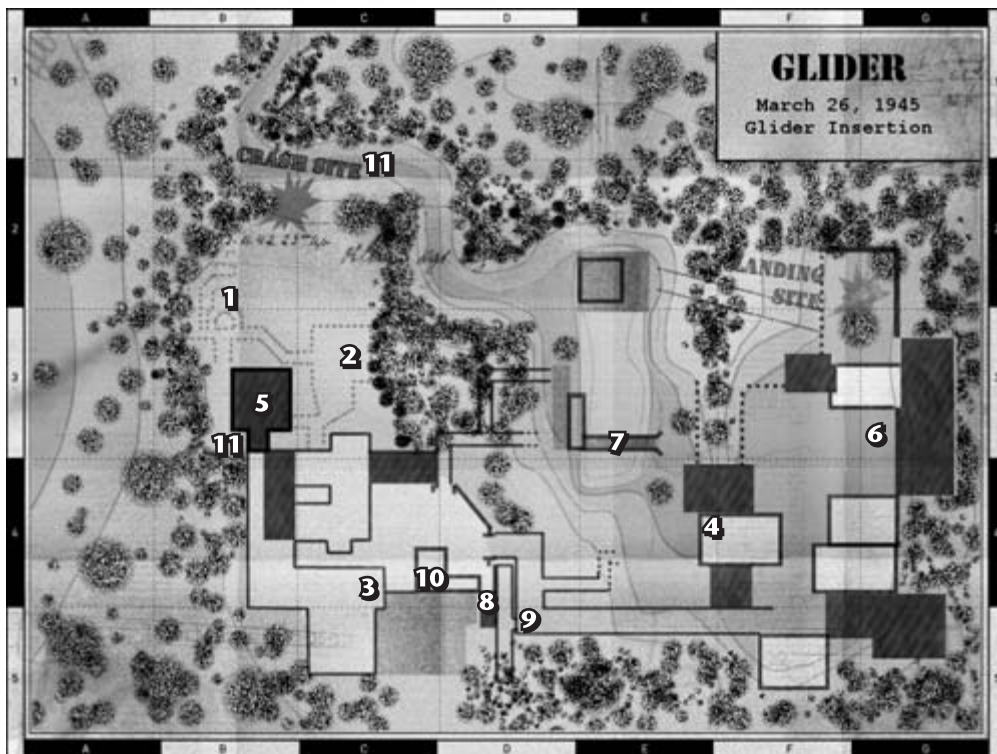
Legend

1. "88" Flak Cannon
2. "Freya" Radar
3. Radio Room
4. German Forward Supply House
5. German Bunker
6. Allied Spawn
7. Footbridge
8. Castle Wall
9. Sewer Wall
10. Stairwell Wall
11. Rocket Weapons
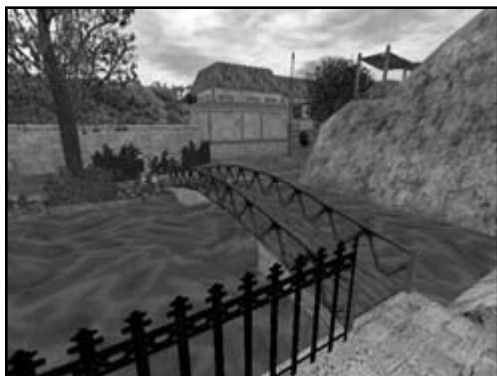
The Axis must act fast at the beginning of the mission to prevent the Allied soldiers from quickly completing some of their objectives. First, someone should grab a rocket weapon and run to the footbridge (7). Shoot a rocket into the center to destroy the bridge. This limits the Allies to three routes into the castle rather than four. Meanwhile the rest of the party should set up intercept parties at the castle wall (8), sewer wall (9), and around the hill by the "88" Flak Cannon (1) and "Freya" Radar (2).

> **Tip**
>
> The castle wall is a great sniper spot made even better once the footbridge is destroyed. By standing on the rail someone can shoot directly down onto Allies as they enter the courtyard below.
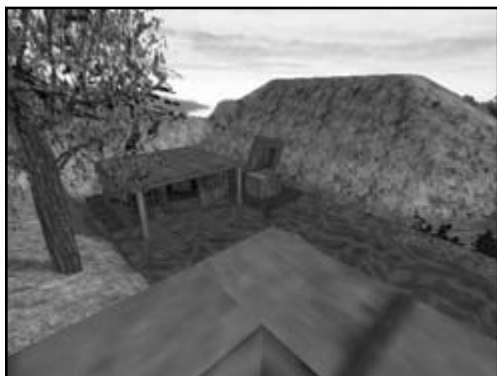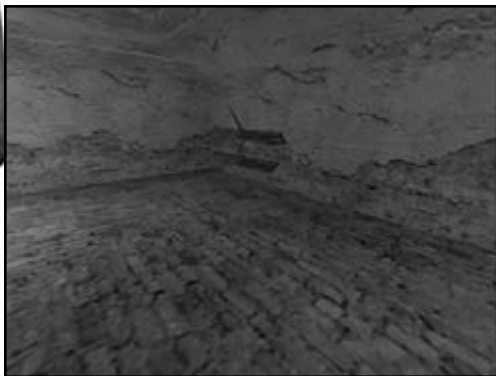

A few rogue Axis soldiers can press forward and attempt to stop the Allies before they reach the castle. A sniper on the ledge above the footbridge is also an asset. Pick off the Allies while they're in the open, or as they walk down the tight tunnels leading to the castle.
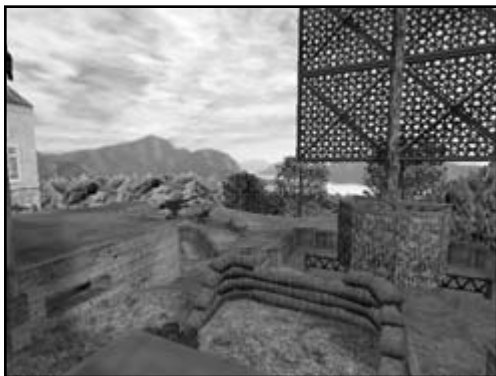
Listen carefully to your surroundings. The Allies give themselves away much of the time due to the walls they have to destroy. Keep communication open with the rest of the team, so you know where they're advancing and if they manage to push past any area. A small team should be ready to intercept these invaders at any moment.

The main area to worry about is the location of the "88" Flak Cannon, "Freya" Radar, and German Bunker (5). The German Bunker is the hardest target to take, so keep soldiers in and around it. Use the hill to your advantage and hide in the foliage along the sides. Toss grenades down the hill as the Allies approach. Take full advantage of your superior position and drive them back. Keep an eye on the back door though, just in case the Allies manage to get inside the castle.

JAGD
(JUNE 1944/NEAR CAEN)
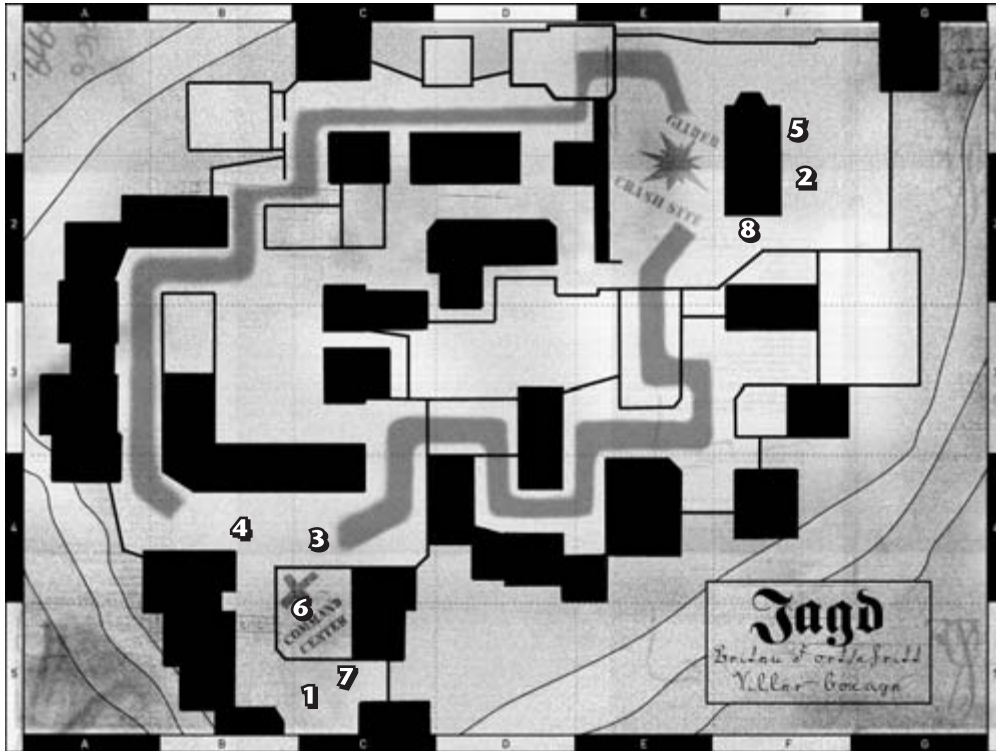
Legend

1. Spawn Zone—British
2. Spawn Zone—Axis
3. Allied Tank
4. Allied Tank
5. Crash Site—
   Secret Plans
6. Command Center
7. Piat
8. Panzerschreck

MISSION

The British Army is advancing toward Caen, but it's being held up in the town of Viller-bocage by a German panzer division. To make matters worse, a Horsa glider carrying plans for the attack on Caen has crashed in enemy territory.

British Classes and Weapons

1. Rifleman—Enfield
2. Sergeant Major—Sten
3. Marksman—Enfield Sniper
4. Gunner—Bren

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. FG42-Zweibein—FG42
7. FG42-Zielfernrohr—FG42 Sniper
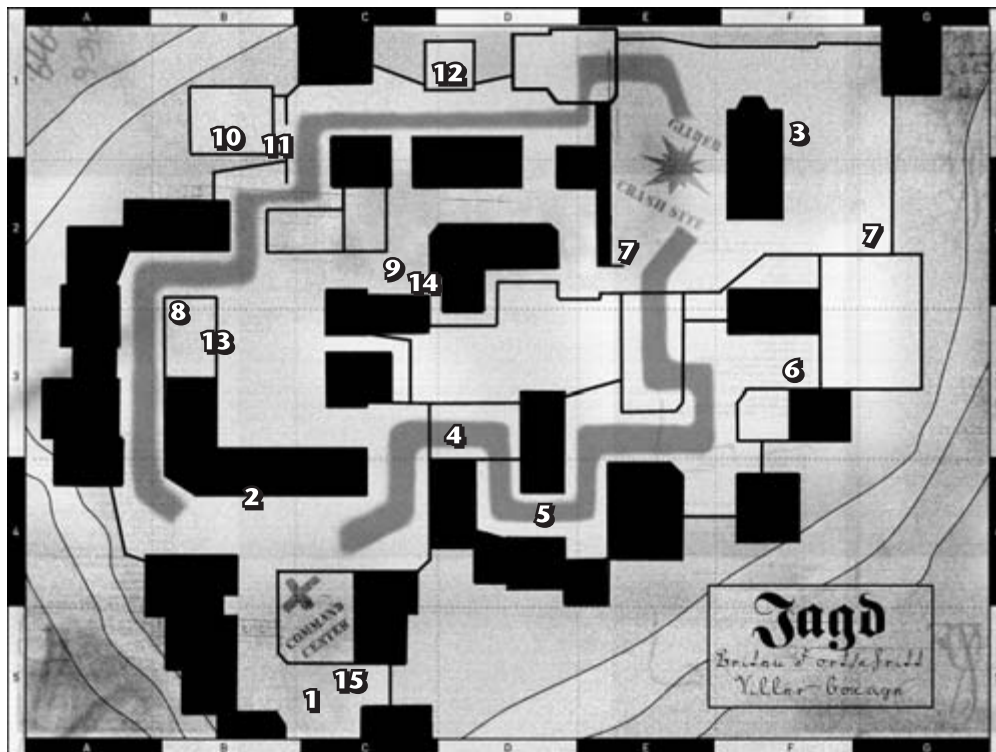8. MG34-Schütze—MG34
9. MG42-Schütze—MG42

⊕ British Objectives

• Recover and return the plans from the downed glider.
• Defend the Cromwell tanks.

✠ British Intelligence

Legend

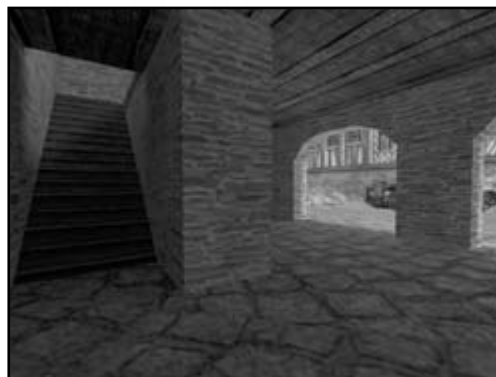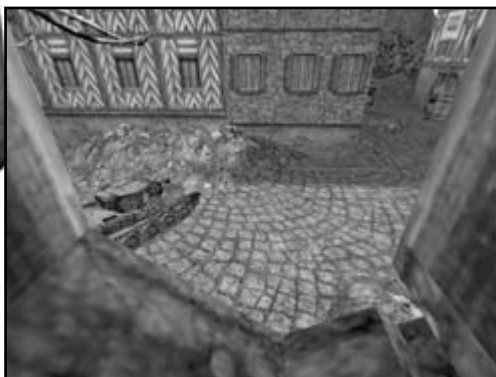1. Spawn Zone
2. Sniper Spot
3. Secret Plans
4. Path through Town
5. Sniper Spot
6. Sniper Spot
7. Possible Axis Sniper Spots
8. Sniper Spot
9. Axis Sniper Spot
10. Church Tower
11. Sniper Spot
12. Sniper Spot
13. Sniper Spot
14. Rubble Wall
15. Piat

There's no need to take damage by jumping through the window at the spawn zone (1). Instead, go through the Command Center and down the stairs. It takes a second or two more, but you take no damage.

Keep an MG or sniper at this spot (2) to stop Axis troops from advancing on the tanks. Even if equipped with rocket weapons, the Axis must come to this point when approaching from the west.

The objective is to reach the secret plans (3), so have half your troops follow the path through town (4). Be wary of the tunnel's entrance. Though the British reach the tunnel first at the start, the Axis may take the tunnel during the mission. Always have multiple soldiers ready to storm the tunnel together, so you can overwhelm any resistance.

You should be engaging the enemy for the first time as you near this point in the road (5). Either side of the road makes a good sniper spot. The hill gives your team the advantage, as the enemies have a difficult time spotting prone soldiers at the top. Smart enemies will bank grenades off of the building on the street's south side. Keep your eyes open and be ready to move if necessary.

Plant an MG or sniper at this spot (6) to pick off Axis troops as they exit the spawn site. The tunnel ahead is another good spot for an Axis MG. Toss a grenade inside before walking in front of the door. If you can't flush the enemy out, use a different path, or have someone else attempt to eliminate the enemy when approaching from the opposite side.

Be on the lookout for Axis troops on either side of the road as you near the crash site. Axis troops could be lying in wait on either side (7). Experienced players will be difficult to spot, but there are very few places to hide.

Note

If you pick up the secret plans and then get killed, the plans remain wherever you died. Be sure to communicate with your other squad members where you died so they can retrieve the secret plans. If an Axis soldier runs over the plans, the plans reappear at the crash site.

Plant an MG or sniper at this window (8) to push back advancing Axis troops moving in from the west side of the town.

As you round the corner, continue down the street with caution. Axis snipers are typically installed at this location (9). Pick off the sniper before advancing farther east.

Use a Piat to blast the top off the church tower (10). Blasting this apart kills any Axis soldier that may be lying in wait and prevents anyone else from using the tower again.

With an MG or sniper embedded at this location (13), you can effectively detect any Axis troops coming from the east in three different directions. Blasting the short wall of rubble down in the street below prevents the Axis troops from using it as cover as they move through this street.

Destroy this rubble wall (14) to reduce the amount of coverage available for Axis snipers. If you can't seem to eliminate the snipers in this area, try approaching from the road to the north. Snipers looking down the street are blind to your approach.
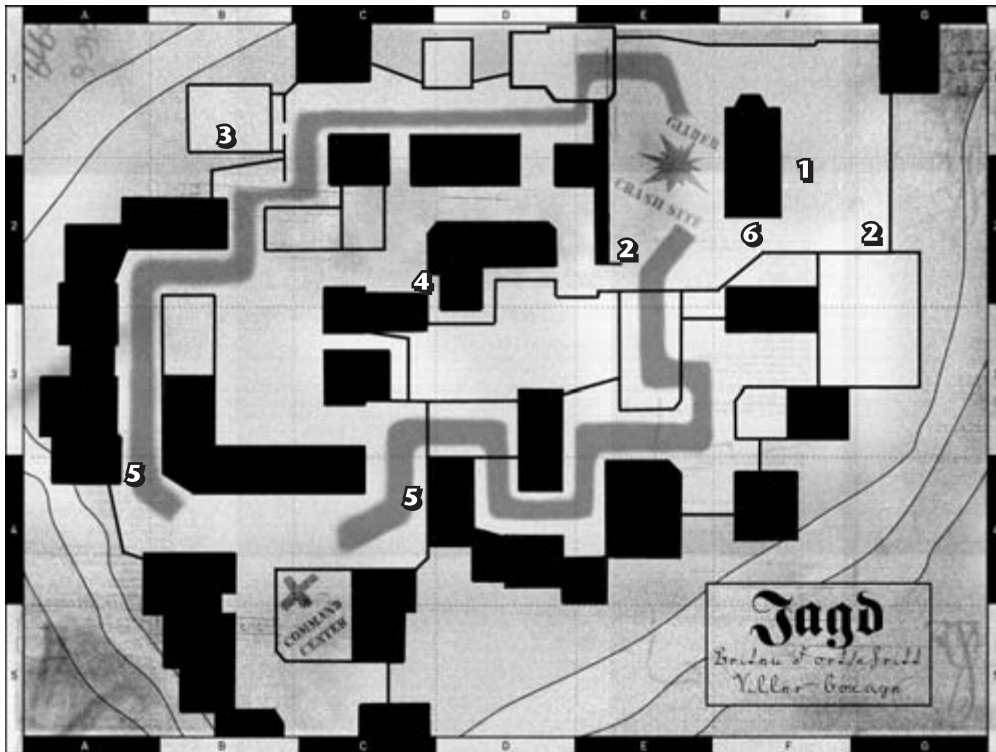
✠ AXIS OBJECTIVES

- Stop the British from recovering the battle plans.
- Destroy both British Cromwell tanks.

✠ AXIS INTELLIGENCE

Legend

1. Spawn Zone	4. Rubble
2. Sniper Spot	5. Rocket Point
3. Church Tower	6. Panzerschreck

Prima's Official Strategy Guide

Your mission is to destroy both of the British Forces' Cromwell tanks. Use your entire team to move up either through the north path or the south path. Splitting up your team greatly reduces your effectiveness over this large an area.

> ### Tip
>
> **Getting a rocket weapon to the tanks isn't easy. Keep track of which person is carrying the weapon(s). If that person falls in combat, quickly recover the rocket weapon before it disappears.**

Get to the church tower (3) and plant a sniper to pick off British troops advancing from the south. Watch out for British bazookas aiming at this target. A single rocket can destroy the tower and anyone inside. Once the tower is destroyed it can't be used again.

Use the rubble (4) in the streets as effective cover. Snipers can go prone and peek over the rubble fairly easily, but beware of enemies approaching from the north. While using a scope, a sniper cannot detect soldiers approaching from this side.

> ## Tip
>
> **While you're attempting to destroy the tanks, the British will be trying their best to capture the secret plans near the wrecked plane. A couple of defenders using MGs can hold this area fairly easily, because Axis soldiers flood the area whenever reinforcements arrive. Should a British soldier capture the plans, he drops them when shot. Be sure to run over the plans to return them to their original position.**

You don't have to stand next to the tanks to eliminate them. When you reach the corner (6), take aim at the British tanks and fire!

Note

When firing the rocket launcher, aim high, as the bazooka has an arc so you can hit the British tanks. This is recommended only when shooting across large distances.

KALT (December 1944/ Western Front)
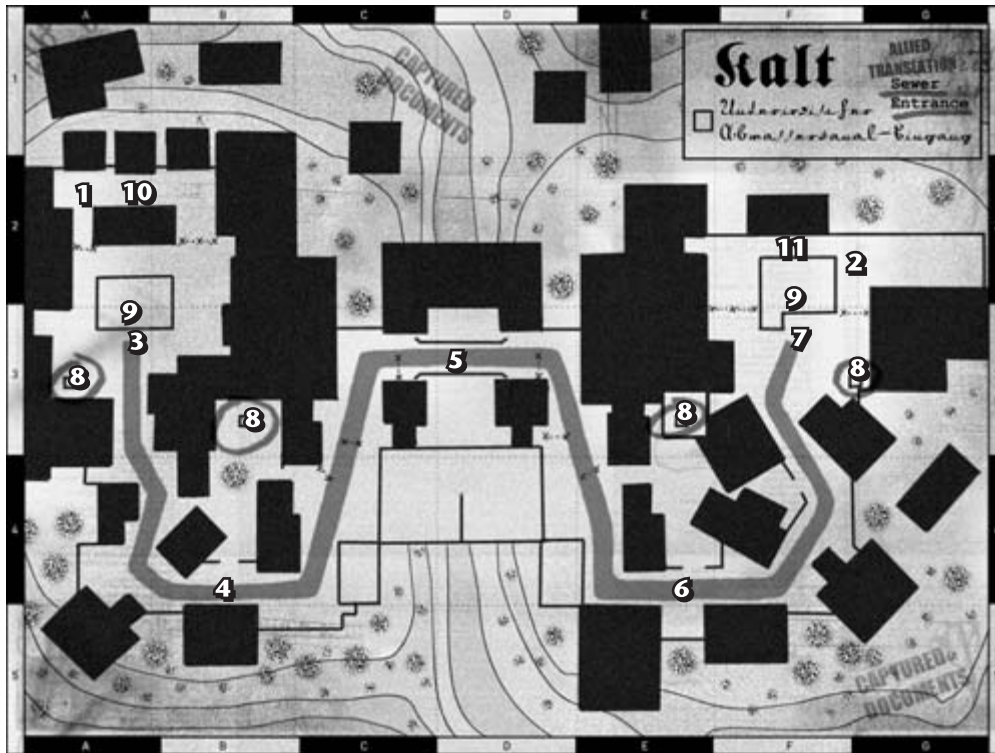
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Allied Capture Point
4. Allied Street
5. The Bridge
6. Axis Street
7. Axis Bunker
8. Sewer System
9. Sniper Spot
10. Bazooka
11. Panzerschreck

Mission

The half-frozen town of Kalt became the setting for some of the most brutal fighting of the war—firefights raging in the streets, houses, and sewers.

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

Allied Objective

• Capture the 5 flag points.

Axis Objective

• Capture the 5 flag points.

Allied and Axis Intelligence

Note

Kalt is a straightforward map that has identical strategy regardless of whether you are playing as Allied or Axis.

Approaching from either the Allied (1) or Axis (2) spawn zones, keep a squad member at the first flags to defend against enemy capture. The beginning flags for both sides take several seconds to capture, so you should have time to eliminate the enemy if you see the icon changing.

Each of the capture points along the street, (3, 4, 5, 6, 7) can be covered by snipers or MGs on either side of the target. Keep this in mind whether advancing on a target or defending one.

Note

All of the sandbags along the street can be blown up. Use this to your advantage to eliminate enemy cover.
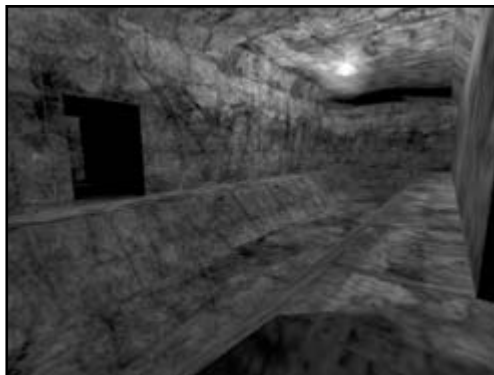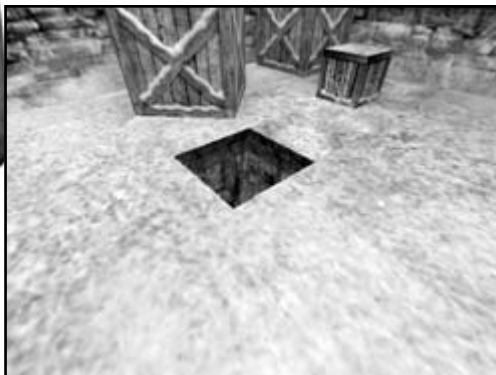
Use the sewer system (8) to travel underground to reach enemy territory. This passage is narrow with no cover should you come eye-to-eye against the enemy. However, it is another way across town, giving you alternatives in reaching your objectives.

Look for paths through the building south of the bridge and between the buildings near the first and second flags on both sides of the map. These back paths offer a sneaky way to pass from one end of the map to another. Also keep your eyes on doors. If you see one open, assume a soldier is on the other side. Consider blasting doors before opening them. It gives away your presence, but clears anyone camping on the other side.

Blast open the sniper spot (9) behind the final flag to eliminate a covered spot for the enemy.

When eliminating the final objective, be certain you have a rocket weapon to destroy the final sniping positions. This target requires several hits in order to destroy it.

KRAFTSTOFF (OCTOBER 1944/DEEP IN ALLIED TERRITORY)
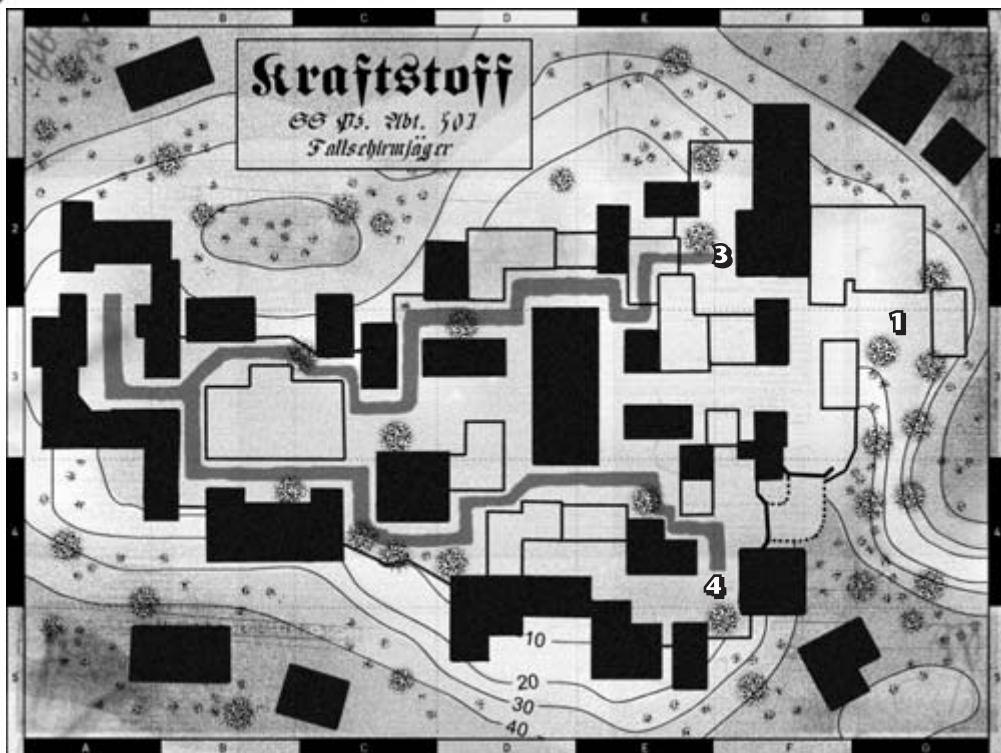
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Allied Fuel Dump
4. Allied Truck

MISSION

German forces, on a major offensive, have discovered an Allied fuel dump. Low on fuel for their tanks, the Axis troops decide to capture the town's supplies.

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—Folding Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. FG42-Zweibein—FG42
7. FG42-Zielfernrohr—FG42 Sniper
8. MG34-Schütze—MG34
9. MG42-Schütze—MG42

⊛ Allied Objectives

- Defend the Fuel Truck.
- Defend the Fuel Dump.

⊛ Allied Intelligence
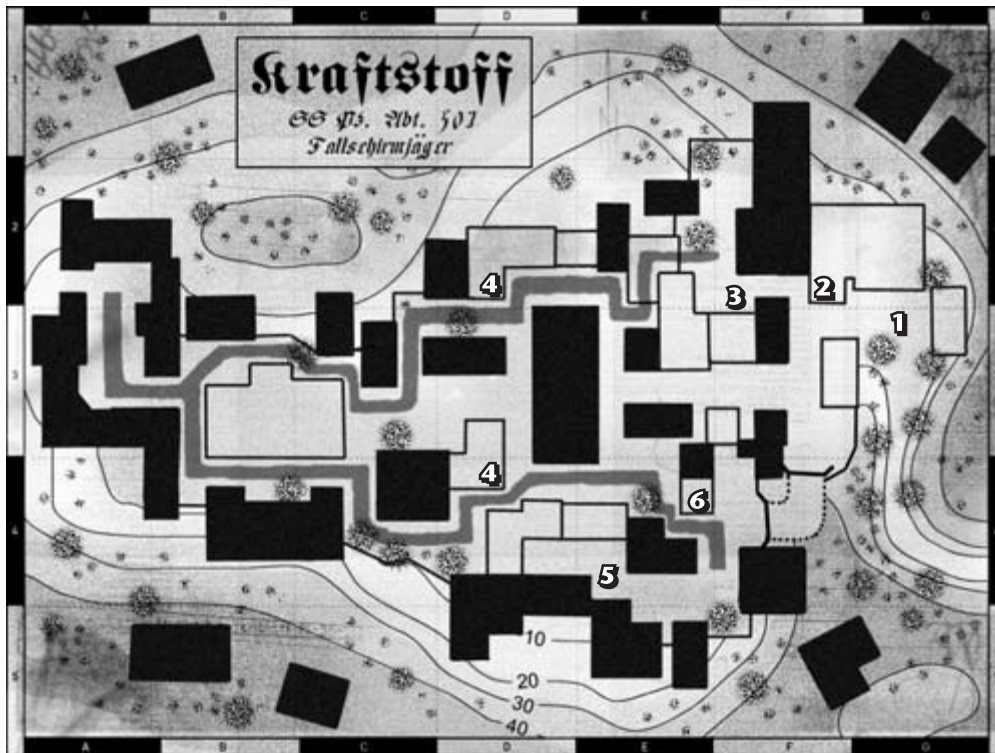
Legend

1. Spawn Zone	4. Sniper Spot
2. Sniper Spot	5. Sniper Spot
3. Sniper Spot	6. Sniper Spot

Communication is key on this mission. You must communicate with your squad members about everyone's location and condition. As an Allied member, your only job is to defend the Fuel Truck and Fuel Dump; however that doesn't mean you can sit back and wait for the enemy to come waltzing into your crosshairs. Search them out and eliminate them to ensure success. A squad member at this window (2) can eliminate Axis spawns as they approach from the south.

This window (3) provides an excellent spot for snipers to cover the Fuel Dump for the Allies. The Axis can also use it provide cover while attempting to capture the area.

These sniper spots (4) can be used to cover the streets for either side. Watch out for snipers as you near these corners.

Toss a grenade from the corner, to the west end of the street (5), clearing out any possible snipers in this area.

Plant an MG or sniper at this window (6) to cover the Allied truck. Listen for enemies climbing the ladder behind you and be prepared to eliminate them.

✠ AXIS OBJECTIVES

- Capture the Fuel Truck.
- Capture the Fuel Dump.

✠ AXIS INTELLIGENCE

Kraftstoff
SS Pz. Abt. 501
Fallschirmjäger
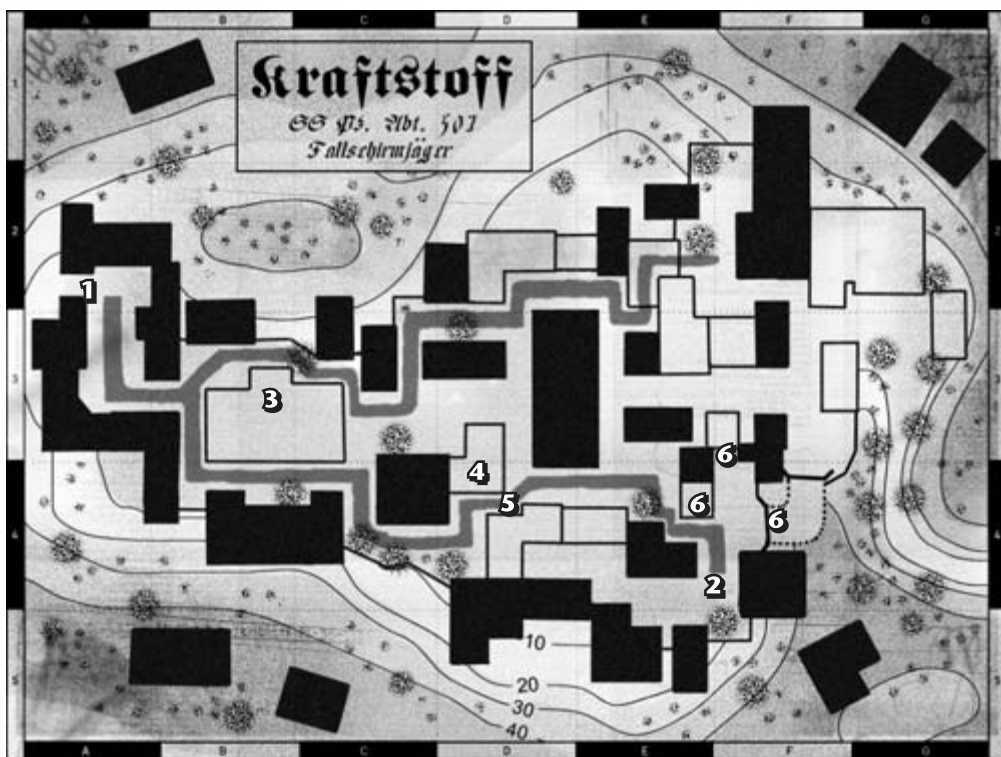
Legend

1. Spawn Zone	4. Ladder
2. Allied Truck	5. Sniper Spot
3. Sniper Spot	6. Sniper Spot—Allied

From your spawn zone, move to the Allied Truck (2) as quickly as you can. This is the tougher target for the Axis troops to capture.

Once captured, neither the truck or barrels can be recaptured by the Allies, so there's no need to leave team members to cover those positions. Both teams should concentrate their offense or defense on the remaining objective. The barrels should be the secondary Axis target. They are much easier to capture than the truck, so the entire team should rush to the truck at the start.

Place an MG here (3) to help defend the Axis spawn zone. Smart Allies will take an active role and come to meet the Axis as they advance. If they can reach the spawn zone, they can make life very difficult for the Axis.

If the initial push to the truck fail, change your team's focus to the barrels. Once the barrels have been captured, move on to the Allied Truck (2) as quickly as you can. Charge to the second target quickly and try to capture it while the Allies are still hurting from the defense of the barrels.

Climb this ladder (4) to reach the second story of the building. Cross the plank (5) and you can see the Allied Truck from the windows. Pick off any Allied forces that may be nearby defending it.

Watch out as you approach this area, as several excellent Allied sniper spots (6) could give your squad members serious problems.

MERDERET (June 13, 1944/ Cotentin Peninsula)

MERDERET
June 13th, 1944
Cotentin Peninsula
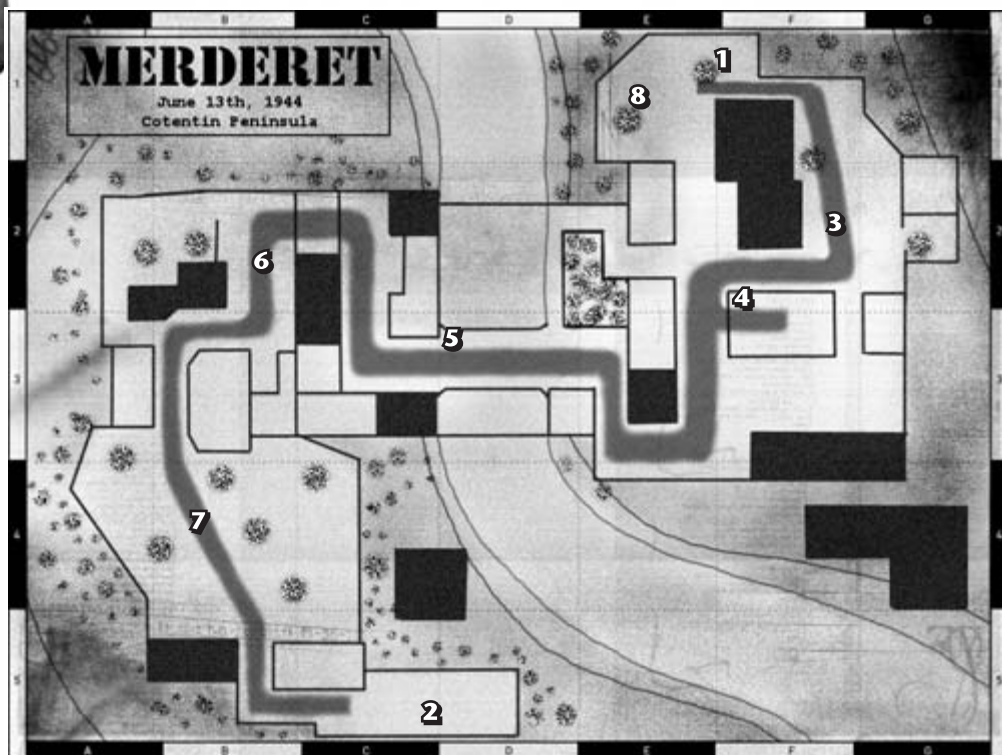
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Church Square
4. Stronghold
5. Bridge
6. Axis Street
7. The Field
8. Bazookas

Mission

German troops are attempting to regain a foothold against the invading Allied forces— to do so, they must capture a key bridge.

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

⭐ Allied Objective

• Capture the 5 flag points.

⭐ Allied Intelligence

MERDERET
June 13th, 1944
Cotentin Peninsula

Legend

1. Spawn Zone
2. Sniper Spot
3. Sniper Spot
4. Sniper Spot
5. Sniper Spot
6. Sniper Spot
7. Sniper Spot
8. Rope
9. Ladder
10. Sniper Spot
11. Sniper Spot
12. Sniper Spot—Axis

> **Note** Capturing the bridge is an important part of this mission. Choose from several sniper spots around the bridge to help defend it. Use these spots and move your snipers to other locations should they be detected.

Keep a sniper or MG in this window and lay down suppressive fire, keeping the enemy back across the bridge.

Axis troops will take up sniper positions in the windows across the bridge (3). Watch out for these spots as you near the bridge.

If you find yourself really getting pushed back by the Axis troops, climb all the way to the top of this building (4) and go prone on the roof outside the window. From this vantage point, you can easily see the church capture point. Defend it from Axis attacks.

Plant an MG or sniper here (5) to defend the first and second flags. This provides an incredible view of both areas and offers decent protection from enemy fire.

Another sniper placed at this location (6) can watch for Axis troops exiting the north edge of the water.

Placing an MG or sniper here (7) covers the bridge and the sniper window across the water.

Have troops lay down suppressive fire against the snipers across the water (7) and climb up the rope (8). Climb into the window on the right (3). Have several troops take over this building, securing it for Allied troops.

Swim under the bridge and climb up the ladder (9). Don't exit the ladder until you hear Axis troops run by. Then climb up and shoot them in the back. Watch out for the possible sniper in the window at the end of the street (10). From this vantage, a sniper can easily down Allied troops approaching from the other side of the bridge or up out of the water.

Note

Use bazookas to blow up sniper spots around the bridge.

Plant a sniper or MG at this window (11) to clear the area of enemy troops near the final capture point, the field.

Watch out for an Axis sniper at this location (12), which allows the enemy to eliminate Allied team members as they're leaving the spawn zone.

✠ AXIS OBJECTIVE

• Capture the 5 flag points.

✠ AXIS INTELLIGENCE
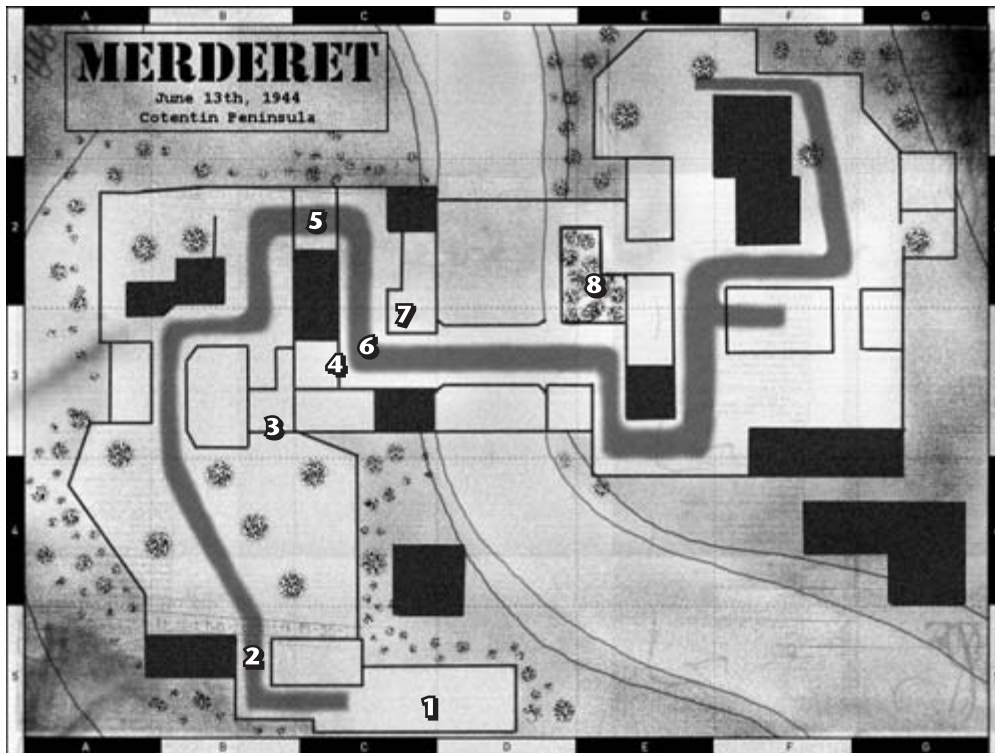
Legend

1. Spawn Zone
2. Sniper Spot
3. Building Entrance
4. Sniper Spot
5. Sniper Spot
6. Rubble
7. Sniper Spot
8. Sniper Spot

From the spawn zone, follow the path to the west to the small mound (2). Use this raised area as a sniper spot to provide cover for troops defending the field.

Enter this building (3), following through to a sniper spot (4). From this vantage point, you easily can see any Allied troops approaching from their spawn zone in the east.

Position a sniper or MG at this location (5) to cover the first Axis target.

Destroy the rubble (6) leaning up against this building and this wall (7), denying the Allied troops two prime sniper spots.

Get a sniper into position here (8) to pick off Allied troops as they leave their spawn zone. You'll only get one chance, as the Allies are sure to swarm to your position as soon as they realize what's happening. Be ready to move immediately.

VICENZA
(April 1945/Italy)

VICENZA
Italian Campaign
July 28, 1944

Legend
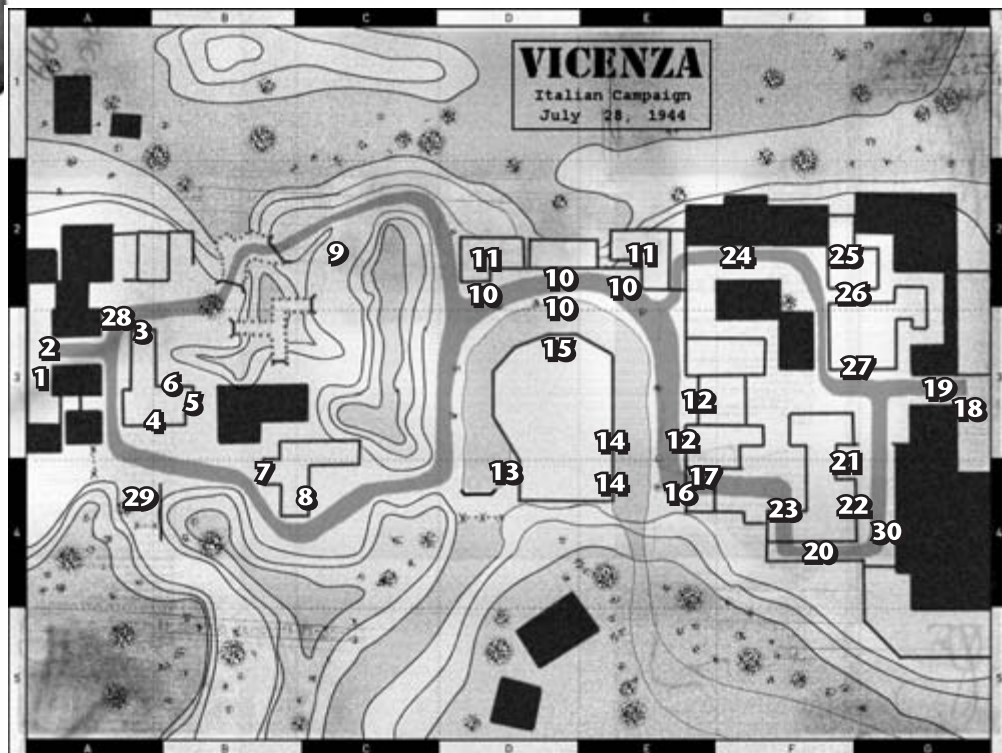
1. Spawn Zone— Allied
2. Bazookas, Satchels
3. Sniper Spot
4. Sniper Spot
5. Sniper Spot
6. Sniper Spot
7. Sniper Spot
8. Sniper Spot
9. Sniper Spot
10. Sniper Spot
11. Blast Wall
12. Sniper Spot
13. Sniper Spot
14. Sniper Spot
15. Central Building
16. Blast Wall
17. Building
18. Spawn Zone—Axis
19. Axis Machine Gun
20. Building
21. Doors Leading to Axis Tank
22. Blast Door
23. Lattice
24. North Path
25. Building
26. Gap
27. Sniper Spot
28. Allied Jeep
29. Allied Jeep
30. King Tiger Tank

MISSION

The Allies have advanced up the rocky spine of Italy, nearly to the city of Vicenza. Tanks have fired shells from a distance, but before they can roll into the city the King Tiger Tank must be destroyed.

The strategies provided for the Vicenza mission apply to either the Allied or Axis classes.

ALLIED CLASSES AND WEAPONS

1. Rifleman—Garand
2. Staff Sergeant—M1 Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

AXIS CLASSES AND WEAPONS

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

⊛ ALLIED OBJECTIVES

- Destroy the King Tiger Tank with bazookas or satchel charges.
- Prevent the Axis troops from destroying the two Allied jeeps.

✠ AXIS OBJECTIVES

- Destroy the Allied jeeps with Panzerschrecks or satchel charges.
- Prevent the Allies from destroying the King Tiger Tank.

Allied and Axis Intelligence

Use the ledges (9) to your advantage and go prone, picking off enemy forces as they pass by.
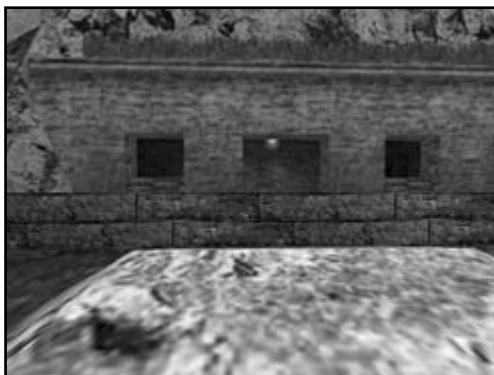
Watch out for these sniper spots (10) as your approach from the western path.

Place a satchel here (11) to blow out the wall and gain access to the three prime sniper spots below (10). Watch out for enemy troops as they pass.

Watch out for Axis snipers in these windows (12). The Axis spawn zone lies just to the east, and it won't take long for troops to reach this location.

Be careful when trying to reach the sniper spot within this building (13). It's very dark inside, so enemy troops will be difficult to see until it's too late.

This sniper spot (14) is good for either side, but mainly useful for Allies wishing to pick off Axis spawns. Just watch out for Axis troops firing off shots from the windows almost directly across from you (12).

Use this spot (15) as a shoot-and-run area, running up and taking out any enemy troops that may be occupying sniper spots below (10).

You start facing opposition around the middle building (15). Try to secure the sniper spots (10) in the area first.

Place a satchel charge, blasting open this wall (16) to gain easy access to the Axis side. Watch out for Axis troops approaching from the spawn zone in the east.

Go upstairs in this building (17), maneuvering through the building to reach the sniper points in the windows (12).

Use caution while approaching this machine gun (19) as an Allied soldier. It lies just beyond the Axis spawn zone and can wipe out any nearby Allied troops.

Allies can pass through this door (20) to reach the Axis tank just past the double doors (21). Axis soldiers need to have this area covered. The tank can be approached from many different ways.

Blasting through the balcony door (22) on the second floor places the Allies straight across from the King Tiger Tank. The Axis should be ready for such a tactic. Allies can approach from the ground and from the buildings. All paths need to be covered.

Allies can climb up the lattice (23) and hop through the open window to reach the balcony. This may help you avoid running headlong into Axis troops coming from their spawn site (18). Axis troops may want to have someone watch the window to prevent someone from sneaking past.

Allies should follow the north path (24) to the south. Take the stairs up to the second floor balcony (25). Hop across the gap (26) to the next building to reach another sniper spot (27). From here you can pick off any Axis troops that head west from the spawn zone, but more importantly, you have a nice bead on the King Tiger Tank (30). Two bazooka blasts will destroy the target. The Axis should be especially wary of the sniper spot. Keep an eye on this area and consider camping on the balcony if necessary.

ZALEC (January 15, 1945/ Western Front)
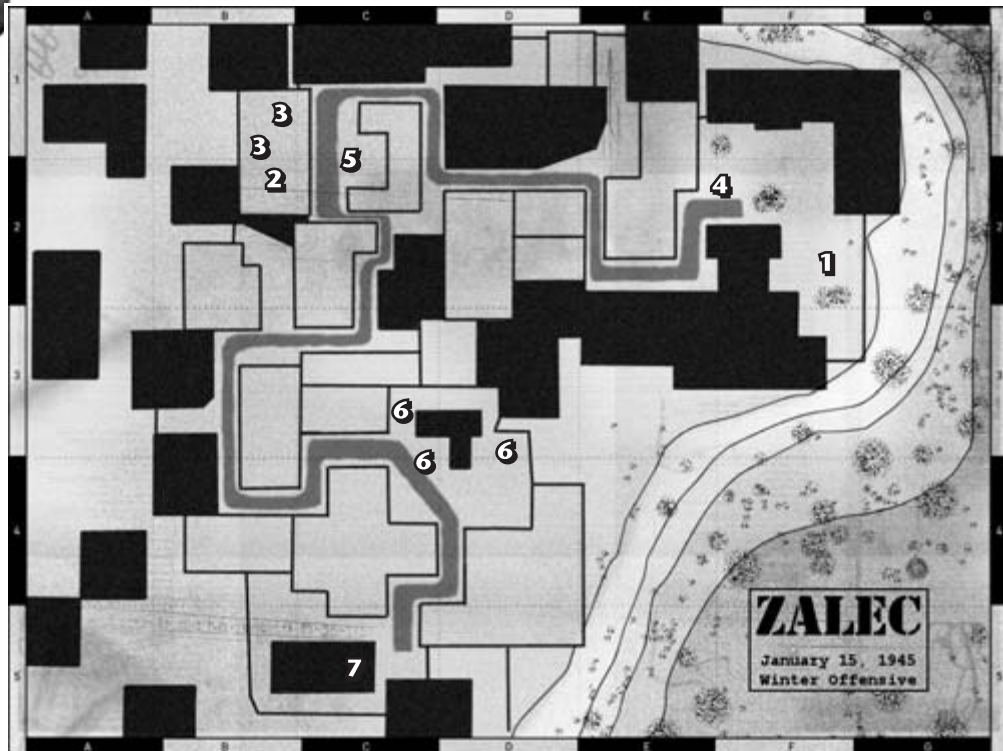
Legend

1. Spawn Zone—Allied
2. Spawn Zone—Axis
3. Panzerschreck
4. Bazooka
5. The Fountain
6. Axis Tanks
7. Church

Mission

Paratroopers have landed near the city of Zalec with the objective of capturing the town and removing all German resistance.

Allied Classes and Weapons

1. Rifleman—Garand
2. Staff Sergeant—Folding Carbine
3. Master Sergeant—Tommygun
4. Sergeant—Greasegun
5. Sniper—Springfield
6. Support Infantry—BAR
7. Machine Gunner—.30 Cal

Axis Classes and Weapons

1. Grenadier—K98
2. Stosstrüppe—K43
3. Unteroffizier—MP40
4. Sturmtrüppe—STG44
5. Scharfschütze—K98 Sniper
6. MG34-Schütze—MG34
7. MG42-Schütze—MG42

Allied Objectives

- Capture the fountain near the clock tower.
- Destroy the three Axis panzers.
- Capture the Zalec church.
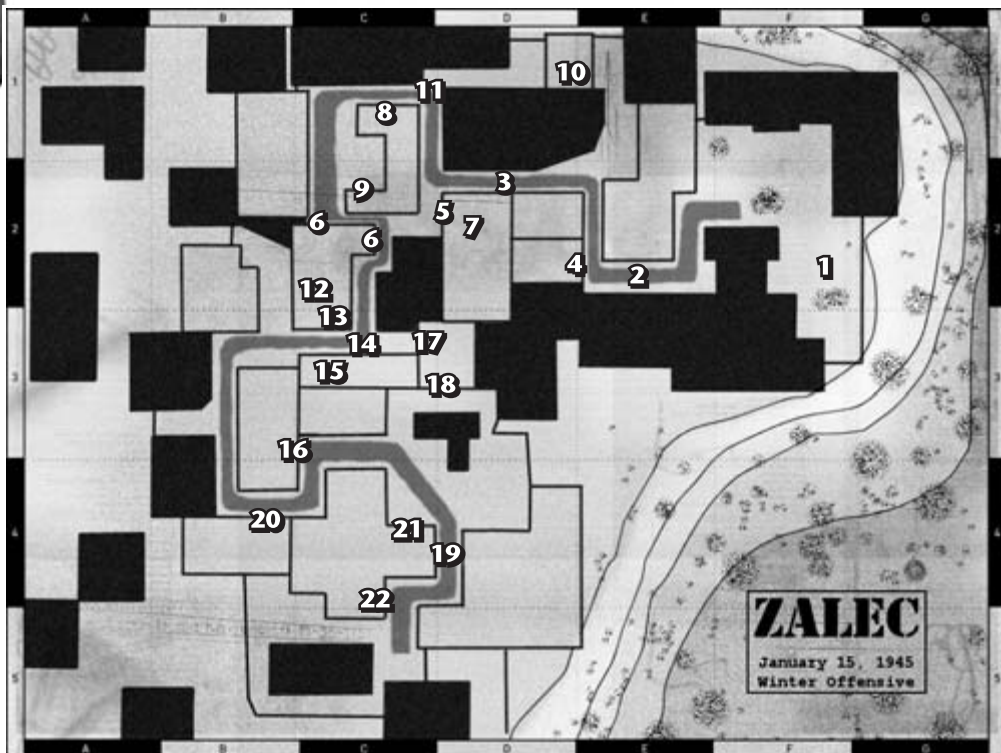
ALLIED INTELLIGENCE

Legend

1. Spawn Zone
2. Main Path
3. Enemy Engagement
4. Door
5. Building Exit
6. Sniper Spot
7. Sniper Spot
8. Door
9. Arch
10. Possible Enemy Encounters
11. Sniper Spot
12. New Axis Spawn Zone
13. Bazooka
14. Building
15. Blast Wall
16. Sniper Spot
17. Air Strike Beacon
18. Sniper Spot
19. South Path
20. Building
21. North Windows
22. Building Exit

Follow the main path (2) to easily reach the first target. At this point (3), you should start to engage the enemy. Be on the lookout for advancing Axis troops.

Go through this door (4) to reach the exit in the building to the west (5). Watch out for Axis snipers shooting from across the expanse (6).

Head up the stairs to the top of this building (7). Use the second floor windows to pick off Axis troops as they leave the spawn zone.

Go through this door (8) and wind through the building. Hide out in the church to avoid nearby Axis troops as they pass.

Wind out through the arch (9) to gain control of the fountain target.

Watch out for Axis troops in this building (10) if you take the northern path around to the Axis side.

Use the snow bank (11) as a sniper spot. Looking down the street to the west, you easily can pick off any advancing Axis troops heading east through the north path.

After the fountain target has been destroyed, the Axis spawn zone is blocked off. This building (12) serves as the new Axis spawn zone.
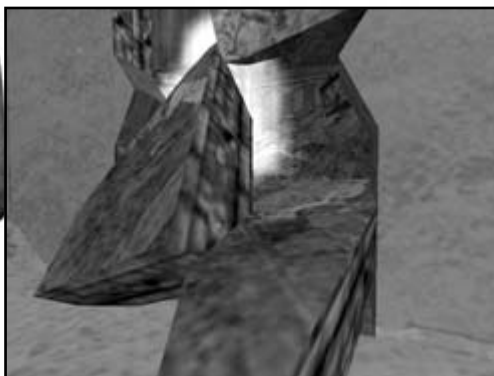
Go through the blown-out portion of the building (14). Blast through the wall (15) with a satchel. Go up the stairs to the window (16), giving you a prime sniper spot to the tank on the right.

Touch the beacon (17) to call in an air strike and open up a new path. Loop around the building to gain access to another sniper spot (18) and easily target the north tank. Then drop from the sniper spot and head east to reach the third tank target.

Follow the south path (19) to reach the church target. Go through the door (20) and either cross through and exit to the back of the church, or head upstairs to reach the north windows (21) to target all three tanks.

Exit through this door (22) to gain easy access to the church.

✠ AXIS OBJECTIVES

- Defend the fountain.
- If the fountain is captured, fall back to the panzers.
- If the tanks are destroyed, fall back to the church.

✠ AXIS INTELLIGENCE

ZALEC
January 15, 1945
Winter Offensive

Legend
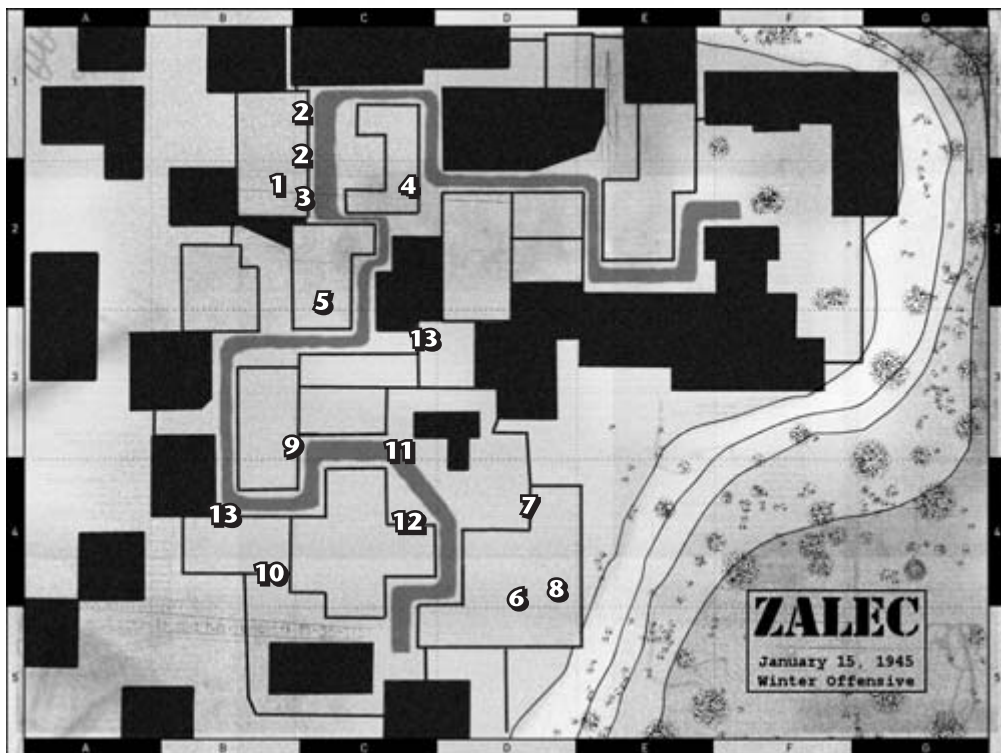
1. Spawn Zone
2. Sniper Spot
3. Sniper Spot
4. Sniper Spot
5. New Spawn Zone for Allied Troops
6. New Spawn Zone for Axis Troops
7. Sniper Spot
8. Panzerschreck
9. Sniper Spot
10. Sandbags
11. Sniper Spot
12. Sniper Spot
13. MG or Sniper Spot

Set up and maintain a sniper spot at these windows (2) (3) to protect Axis soldiers leaving the spawn zone from Allied attacks from the north flank, and to cover the fountain target.

Get a sniper into this window (4) as soon as you possibly can. From this position a sniper can pick off Allied forces coming from the east.

Prima's Official Strategy Guide

Keep a sniper or MG in this window (7) to cover Axis tanks. It provides a good view of the area and a fair amount of cover from enemy fire.

Watch out for Allied snipers at this window (9). Place an Axis troop member at the sandbags (10) to cover the window.

Place an MG in this window (11) to cover the tanks. Listen for Allied troops in the building, as they may be able to sneak up on you from behind.

Set up an MG or sniper at this window (12) just outside the new Allied spawn zone and pick off enemy troops as they exit the building.

Place another MG or sniper here (13) to drop Allied troops if the hotel has been destroyed and the Allied spawn zone relocated.

Note Only Allied troops can activate the beacon, calling in an air strike.

DAY OF DEFEAT™

CHAPTER VI: INTERVIEWS

INSIDE *DAY OF DEFEAT*: Interviews with the Team

Q&A with Matt Boone, Programmer and Designer

Please tell us a bit about yourself.
I'm Matt "Mugsy" Boone and I'm one half of the programming team for *Day of Defeat.* Along with the rest of the *DoD* core team, I also do the game design.

What is your background in the gaming industry?
It all started with *Day of Defeat* actually! We were working in our spare time to make a mod for *Half-life,* and after many years of hard work and late nights, we were given the chance to work with Valve to finish the game as a retail product. Along the way I picked up a Bachelor's degree in Computer Science.

Have you worked on any other games?
Yes, I worked for Barking Dog Studios in Vancouver, BC on a game called *Global Operations.*

What other first-person shooters do you play?
Right now I'm playing a lot of *DoD* obviously, and *Counter-Strike* playtests when I can. Also a bit of *UT2K3* deathmatch and bombing run.

What are your favorite computer games besides *Day of Defeat*? Why?
I'm really into RTS games. I was a slave to *Warcraft 3* for several months there and I'm playing *Age of Mythology*, *Hitman 2* and *Freelancer* right now.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?

I think I was most inspired by the people who have come from the community and made it into the industry. The Team Fortress team definitely showed us that it could be done, as well as what Minh Le did. As far as developers, I always looked up to Valve. Their support for their products and the communities around them are unmatched, and their games are that much better for it.

What inspired the creation of the original *Day of Defeat* mod and the retail game?
The inspiration for the mod was just our will to make a game that we wanted to play. I think we saw a lot of first-person shooter games out there that had cool elements, so we pulled those things together, added our own ideas to it, and out came *Day of Defeat.* The retail version was a surprise actually—we never had high hopes of making it to retail. Valve contacted us one day and asked what we thought and we jumped at the chance.

How were settings and events chosen for the missions and who created them?
The people who created the maps did a lot of that design, as well as the team sitting down and discussing what type of gameplay would fit in each map. Sometimes we'd come up with a new gameplay element and would approach a mapper to build a map around that scenario. There were a lot of ways that it happened.

Are there any particular missions that are your favorite?

I like Avalanche a lot, it's very frantic, and also I can sneak around the back and pick people off when they aren't looking. The beach map, Charlie, is also a lot of fun. I enjoy the timed missions, when the clock is running down and you have to break through and complete an objective—that's when it got really tense around the office, people would be shouting into the halls, "I need help over here!" and "They're capping the truck! Go left! Go left!". It's really fun when everyone is into it like that.

Will any more missions be available for this particular title?

We've always supported *Day of Defeat* and updated content whenever we could, and the community is always making new maps. I'm sure you'll see something like that not too long after the release.

What were the major challenges in taking *Day of Defeat* from a mod to a full-blown game?

Being a retail game requires a significant step up in the overall polish of the game. We spent a lot of time fixing small bugs and making sure everything was solid. Also we had an opportunity to give a more unified feel to all the maps—a lot of elements are now shared between maps so players will instantly be comfortable playing a map they haven't seen before.

What game name do you play under? What class(es) do you prefer?

Most of the time I go by Mugsy. Boring I know. During testing I had a few others—Matt, Bubb Rubb and Lil Sis, Meowgsly. I've been playing the rifleman class quite a lot, its just so satisfying to get those rifle butt kills. On Charlie I like playing as a sniper, to get the Allies up the beach.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?

Yeah it is a surprise when I think about it. It really only hits me when I talk to people who play it, or I'm telling someone what I do and they say "Oh yeah, I play *DoD* and so do my buddies!" That's a great feeling. It's also a surprise that it's gone on so long. It's a great affirmation that people will play a game because its fun, even with games coming out that show off more advanced graphics.

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?

I guess it would be that I hope they enjoy the new version! This is the biggest release so far for us, and its always fun jumping in servers on release day and playing with people, seeing what they think. So watch for me on the servers!

Q&A with Tim Holt, Lead Level Designer

Please tell us a bit about yourself.

I'm Tim Holt, Lead Level Designer.

What is your background in the gaming industry?

I've been an "amateur" mapper for some time, but this has been my first professional game development project.

Have you worked on any other games?

Not professionally. I played around a bit with making *Counter-Strike* maps a few years back.

What other first-person shooters do you play?

I really like playing *Team Fortress Classic* actually. Fast and furious, but plenty of room for the thinking player.

How were settings and events chosen for the missions and who created them?

It's pretty much up to each individual map maker to decide. We do, however, keep in mind that certain things need to be in a WWII game. What would a WWII game be with out a D-Day beach invasion map for example? But often mappers start with one simple theme. "Cold snowy town", "Forest", "Destroyed factory complex at night", etc.

Are there any particular missions that are your favorite?

I think I like our new beach map Charlie the best. It's quite intense, especially if you're on the beach with the invading Allies.

Will any more missions be available for this particular title?

I hope so. We're always talking about various ideas for maps. And our community is always creating new and interesting maps, some of which have the potential to go official.

We understand not all of the missions that were available for the mod are included in the retail version. Why was this decided?

This was a tough decision! We basically felt it would be better to concentrate on a core set of levels. We really wanted them to work and feel similar. If a player saw something work one way in one level, we wanted it to work the same way in the other levels. Although not a secondary issue, we also did drop some maps we felt just didn't quite work as far as gameplay goes. A map has to look good, but it has to play well above all.

What game name do you play under? What class(es) do you prefer?

I usually play as "Waldo", although I sometimes lurk as "MG Midget". I usually like to play Axis with the K98 or an MG class. As Allies I'm pretty partial to the Carbine or the sniper rifle.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?

Yes and no. We have always known it was good, and I think we've also known the team and the game clearly had "the right stuff".

Q&A with Jakob Jungels, Artist

Please tell us a bit about yourself.

I'm an artist on the *Day of Defeat* team. I do modeling work, some texturing, and some animation.

What is your background in gaming industry?

Day of Defeat is my first project in the gaming industry. I also worked briefly on the *America's Army* project as an artist.

What other first-person shooters do you play?

I've played a little of everything, but my favorites are *Counter-Strike,* the *Rainbow Six* series, and *Operation Flashpoint.* I've played a ton of mods on the *Half-life* engine as well.

What are your favorite computer games besides *Day of Defeat*? Why?

Since I work on a first person shooter, and I've played most FPS games to death, I like to play games of other genres in my spare time. I'd have to say my favorite is *Baldur's Gate II*—I'm a big fan of the AD&D universe, and *Baldur's Gate* was a perfect implementation of that world on the PC.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?

No, not really. I'm not a fanboy in that sense—because I understand that any particular game's success has nothing to do with a single individual—every great game has come from a good team of people—people that can work together and meld their ideas into a common goal. Any team that can innovate while making a great game at the same time is deserving of respect in my book.

What inspired the creation of the original *Day of Defeat* mod and the retail game?

Most of us are and were history buffs—up to this point, no PC FPS game had really pulled off the feel and immersion that we wanted. *Day of Defeat* fills that void, for us, and for a lot of fans.

How does the retail version of *Day of Defeat* differ from the mod for *Half-life*?

Everything is of a higher quality. All of our content has been redone to compete (and surpass) current retail games already on the shelf. Our gameplay has always been good, so not as much of a major change was required in that area. Nonetheless, the features we've added for the retail release make the game much more fluid and easy to jump into. Just about anyone can hop into a game of *DoD* and immediately get hooked.

How were settings and events chosen for the missions and who created them?

We just tried to create levels that were immersive, creative, balanced, and engaging. In 1.0, we wanted to create missions for both the British and American troops—so you'll see a much wider variety of terrain, weather, and scenarios.

Are there any particular missions that are your favorite?

My favorite is probably either Flash or Kalt. Both of these maps have the simplicity of design that is easily understandable from the get-go. Despite that simplicity, both of these maps have great re-playability as well.

Will any more missions be available for this particular title?

For sure—like any Valve product, *Day of Defeat* will have numerous updates in the future featuring new content such as weapons as levels.

What were the major challenges in taking *Day of Defeat* from a mod to a full-blown game?

We felt that this latest version was exactly what we intended for Day of Defeat to be. We were all completely happy with how it had turned out, so we figured our fans would be happy as well. A retail release was just the next natural step in getting as many people playing *DoD* as possible.

What game name do you play under? What class(es) do you prefer?

I play as "Molotov_billy" most of the time—the fans know me as that. As far as classes go, it depends on the map. I'll pick a rifle for a wide-open map such as Charlie or Jagd, or a submachine gun on tight maps such as Anzio or Avalanche.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?

I wouldn't say it surprised me. We've worked really hard on *DoD*, so I know that it's as good as it can be. I would say, however, that I had never envisioned that we'd take *DoD* quite this far—it was my first project, and I'm tickled to death to know that people all over the world are playing our game.

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?

Just that I'll be seeing you guys on the servers soon. BEWARE!

Q&A with John Morello II, Player Animator

Please tell us a little about yourself.
John Morello II, Player Animator for *Day of Defeat.*

What is your background in gaming industry?
Outside of *DoD*, my only interaction with games was from an end user perspective. But that wasn't enough, so with some luck and the help of my brother Nick, I got together with the rest of the *DoD* developers, and the rest is history.

Have you worked on any other games?
I've created some art content for *Counter-Strike* but that is all.

What other first-person shooters do you play?
When I have time, which isn't often, I'll play *Battlefield 1942* or any in the long line of *Rainbow 6* derivatives with the other *DoD* fellas.

What are your favorite computer games besides *Day of Defeat*? Why?
I really enjoyed the *Baldur's Gate* and *Icewind Dale* series. The sheer amount of art in those games is truly amazing. Plus I can plug away at the story at my leisure.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?
I would have to say Id hands down. The day I laid my eyes on *Quake*, I decided that I wanted to work on video games.

What inspired the creation of the original *Day of Defeat* mod and the retail game?
I believe that we were a group of individuals who were not only very interested in history, but weren't completely satisfied with the games available to us. So instead of griping about it, we banded together and made the

game we wanted to play. Thankfully, others feel the same way we do.

How does the retail version of *Day of Defeat* differ from the mod for *Half-life*?
The retail version includes the new VGUI 2.0 which provides a much more user-friendly interface as well as the addition of the menu soundtrack.

How were settings and events chosen for the missions and who created them?
Since day one, the maps for *DoD* have been born out of the very dedicated *DoD* Community. Just as we the dev team did, these mappers and texture artists had a vision of what they wanted to play and when they came up with solid work, we embraced it and included it into whichever version we were working on.

Are there any particular missions that are your favorite?
While I really do love them all, I think Jagd currently fills that special place in my heart. It really embodies what we wanted and hoped to accomplish with 1.0.

Will any more missions be available for this particular title?
We will always continue to support *DoD*. Make sure and check www.dayofdefeat.com for the most up-to-date news and updates.

What were the major challenges in taking *Day of Defeat* from a mod to a full-blown game?
I think the largest challenge is living up to the ideals that our community has for a retail release. The average *DoD* player is a very informed individual and cares very much for *DoD*, I think that's what really sets the *DoD* Community apart from others. They have always been very supportive.

However to go from the realm of a mod to a full retail package implies a certain level of quality. I think we have met those expectations and I'm really excited to see what people think when it comes out.

What game name do you play under? What class(es) do you prefer?
Well that depends, 99% of the time, I play under the alias I have been using for almost 8 years now, "PickItUp". I usually attach the [*DoD*] tag on as well. However sometimes I just want to goof off so I'll play under the name of my favorite Internet comic character.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?
It's a tough question. Honestly, it still hasn't really sunk in. Maybe it's because we stay so focused on the development that the success factor doesn't really sink in. I think

the times that make us both smile and strike us as odd are when we run into random people who say they play, or know someone who plays *DoD*. When the person preparing your taxes knows just as much about what you have created as you do, the world seems really small.

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?
I just hope everyone supports the players that are new to the game. I think *DoD* has a pretty steep learning curve at the beginning that we all have to overcome. So it really disheartens me when I see players getting upset with someone who is new to the game. It's just as easy to spend that time helping that person become better and in the end you are rewarded with a better teammate, and thus a more enjoyable experience. And lastly, thank you everyone for playing and supporting *DoD*.

Q&A with Brandon Russell, Programmer

Please tell us a little bit about yourself.
My name is Brandon Russell and I am a programmer for *DoD*.

What is your background in the gaming industry?
Simple work on mods in the beginning, other than that, just *DoD*...oh and plenty of game playtime as any gamer does.

Have you worked on any other games?
Nope, this is my first.

What other first-person shooters do you play?
Well, my favorite is *Operation Flashpoint*. I also can be found playing *Halo* and *Ghost Recon* from time to time.

What are your favorite computer games besides *Day of Defeat*? Why?

Well, basically one stands out to me at the moment. *Operation Flashpoint*, just because of the sheer universe this game leaves you open to. Vehicles (done the best way I've seen so far in a FPS), wide-open terrain, and customization (level making, etc.) all in the same package.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?
Well this is a given, but honestly Valve. Never have I been wrapped up in a FPS single player game with such story and atmosphere. Also I would have to say Id, which started it all for me with *Doom* really getting me hooked and into the mod world.

How does the retail version of *Day of Defeat* differ from the mod for *Half-life*?

Detail, detail, and detail...it's basically been totally revamped from HUD to movements. Eye candy is another, details such as muzzle flashes, particle systems for weather effects, explosion shrapnel, smoke, etc. Everything in the game has been either replaced, or touched up.

Are there any particular missions that are your favorite?

Can't say that I really have a favorite at the moment that stands out.

Will any more missions be available for this particular title?

Hope so.

What were the major challenges in taking *Day of Defeat* from a mod to a full-blown game?

Details, bugs, glitches, simple things that we never got around to fixing, and so on other than the main things we knew we would want to change for retail.

What game name do you play under? What class(es) do you prefer?

My nick is always "Axis" and my favorites are American BAR gunner, German MP44, and British Sten.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?

Everyday I have to pinch myself, seriously. I always saw this game getting played, even in those alpha days before public release of beta 1. Did I ever think it would go this far? I have to say no...no one ever expects this much fortune, or at least I didn't.

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?

Probably, never give up on your idea or dream. If modding is your thing, look at us, or the CS team. They are average people, just like you, who had an idea and stuck with it. If you give it your all, and surround yourself with a great team just as eager as you, great things are bound to happen for you. Also, it's a good excuse to stay up late, run up your phone bill talking to your teammates, and eating lots and lots of chips and ice cream and watching great war movies!!

Q&A with Travis Smith, 2D Artist

Please tell us a little about yourself.

My name is Travis Smith and I live in beautiful Vancouver, Canada. I am currently on the *Day of Defeat* team as a 2D artist of various types (skins, HUD).

What is your background in gaming industry?

I started off making my own cars for *Grand Theft Auto*, and then I moved onto the *HL* (*Half-life*) mod community. Before I joined the *Day of Defeat* team, I had worked on the *HL* mods *War in Europe* and *Goldeneye HL.*

Have you worked on any other games?

Day of Defeat is the first game I have worked on. Previously I had worked on various mods in the *HL* community.

What other first-person shooters do you play?

Up until my discovery of *Goldeneye 64,* I did not play many first-person shooters. I

then found *Half-life* (and its mods), which is basically the only FPS I have played on a regular basis for years. I enjoyed playing *Metroid Prime* for Gamecube, but I wouldn't consider it a FPS.

What are your favorite computer games besides *Day of Defeat*? Why?
Starcraft: Horribly addicting. *Half-life*: Great all around game with great replay value because of its mods. *Civilization III*: Horribly addicting, though I have not played it in awhile. *Mafia*: I felt this game was the full package, great story, great graphics and great gameplay without resorting to simplifying to the point of making it unrealistic.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?
Nintendo, Valve, Sega, and Silicon Knights.

What inspired the creation of the original *Day of Defeat* mod and the retail game?
A mutual interest in history by the teammates and various popular movies (*The*

Thin Red Line, Saving Private Ryan) of the time inspired part of the creation of *Day of Defeat*. Fan support was a fuel that kept me working on *Day of Defeat* for along time.

What were the major challenges in taking *Day of Defeat* from a mod to a full-blown game?
It is hard to say just one thing, because so much has been changed. I would say everything has been improved; overall everything is just more polished.

What game name do you play under? And what class(es) do you prefer?
"Agent~o" (*Half-life* and mods), "Tbone" (*Starcraft*), "SerSmith". I usually play on "Random Class" when I play *Day of Defeat*.

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?
Release dates are hard to keep, partly because sometimes the smallest things take the longest time to complete.

Q&A with Kelly Thornton, Sound Engineer

Please tell us a bit about yourself.
Kelly Thornton, sound engineer.

What is your background in gaming industry?
Day of Defeat is my first work experience in the gaming industry. Most of us started with *DoD* as a hobby.

What other first-person shooters do you play?
I play a bit of co-op with other *DoD* team members, *Ghost Recon, OpFlash,* but still mostly play *DoD.*

What are your favorite computer games besides *Day of Defeat*? Why?

The aforementioned, *Ghost Recon* and *Opflash*. I love teaming up with fellas I know to complete a mission. For me it really enhances the immersion when I play with people I know, and more importantly can communicate with, and fight towards a single goal. I also get this satisfaction with *DoD* and its voice communication feature.

Is there any designer/developer in the industry (past or present) that you admire or that may have inspired you?
Honestly? It's Minh Le who designed and developed *Counter-Strike*. He's worked in our *DoD* team office from time to time on other Valve projects, so we've all gotten to know each other quite well. He is blessed

Prima's Official Strategy Guide

with so many talents it's inconceivable. This isn't what's great about him though, it's his unbelievable modesty. The guy has made the most-played online video game in the world, yet remains a down to earth, great guy. He's one of the nicest people you'll ever meet, always giving.

What inspired the creation of the original *Day of Defeat* mod and the retail game?

A desire to make the best, most fun, most realistic WWII FPS game out there. This coincided with the onslaught of the new era WWII realism movies like *Saving Private Ryan* and *The Thin Red Line.*

How does the retail version of *Day of Defeat* differ from the game the mod for *Half-life*?

Right now the only difference is the VGUI. The mod release will have the standard *Half-life* VGUI. A new VGUI similar to that used in Valve's "Steam" is in the retail package. This allows easier navigation and the ability to Alt-Tab out of game easier along with editing controls. Along with this new VGUI comes a *DoD* title track that will play while you are outside of the game searching for servers or configuring your settings. The mod version does not have this. However, the mod version will have these two extra features upon release of the next *Half-life* patch.

How were settings and events chosen for the missions and who created them?

The mappers took them from actual events, or were inspired by actual events. Places like Caen, Anzio, and Merderet are real places where actual battles happened. The maps with these names (as well as the rest of our maps) were all created to give an accurate picture of the period.

Are there any particular missions that are your favorite?

I really like our new beach map, Charlie. It's by far the best beach map I've played in any FPS, even single player. We spent a couple months on that map alone trying to make it fun, yet convey the feeling of a complete struggle in getting off the beach.

Will any more missions be available for this particular title?

Many more will be included. *DoD* 1.0 has the greatest variety of missions yet to date. With a bazooka, piat, or German panzerschreck you are ordered to take out radio towers, tanks, blow up obstacles and take down walls to open up routes. With satchel charges you must blow up radio rooms, 88mm Flak guns and take out obstacles and barbed wire protecting important objectives. Jagd requires you to return a case of British battle maps from a downed glider while at the same time protecting your tanks from a German anti-tank attack.

What game name do you play under? Or would you prefer not to reveal that? And what class(es) do you prefer?

Generally I play under "Kell" or [DoD]Kell". It depends on what mood I'm in as to what class I play. If I'm tired I usually pick a sniper or MG and play the guard game. I'll protect a flank or a route for my teammates and let them press the attack. If I feel a little more offensive, you'll always see me with an MP44 or MP40 on the German side.

Has the success of *Day of Defeat* surprised you? Did anyone ever anticipate so many people wanting to play this game?

We thought the idea was good. It was just a matter of whether we could translate it into an FPS in the right way. Often times there is a good idea, but it's a whole other story actually making that idea into a playable fun game. Did we ever think it would go this far? Does anyone ever say yes when they are asked that?

If there were one thing you can share with your audience with regard to this game or gaming in general, what would it be?

I know it sounds chummy, but basically a thanks to those who play *DoD* and a thanks to the rest of the team. It's a two-way street. Without us there would be no *DoD...* without them there would be no *DoD.* Complete and total reliance on each other. Players and developers both deserve a pat on the back.