



Introduction

Wake up, soldier! You've been called in for duty, and this ain't no place for slackers. You're going to be trudging through mud, taking cover behind trees, and using leaves for, well you know - and that's only if you don't take a bullet in the brain-basket the moment you head out. War is no picnic son, so don't go crying for mommy to kiss your wounds.

To aid in your mission, an all inclusive training program has been crafted to make sure your fighting abilities are up to snuff. While we can't guarantee your survival, proper application of the techniques covered in training will give you the best shot you've got.

Your training sessions are as follows:

- **Boot Camp**
- **Weapons**
- **Walkthrough**
- **Secrets**

It is your job – no - your duty to ensure our success in this war. Move it out, soldier

Note: This guide is a work in progress. The remainder of the guide, including the final chapter, secrets, PSP, and PDF sections will be posted on 11/16.

Guide by: Andre Segers

Boot Camp

Listen up flabby, you won't make it through the war alive looking like that. Read this here guide to avoid eating a dirt sandwich.

Proper Stance

Assuming the proper fighting stance is integral on the field. There are three positions: standing, crouching, and prone, and each has their own place during battle. Use the standing position for getting from point A to point B quickly, crouch when darting through an active battlefield, and lie prone for taking cover behind low objects. In general, you should crouch whenever given the opportunity, as your accuracy improves substantially, and makes you much more difficult to hit.



Above: Standing Position



Above: Prone Position

Note: Your current position (standing, crouching, or prone) is displayed by an icon in the bottom left corner.

Seeing Red?

Call of Duty 3 doesn't have any fancy "health meters" or "hearts" that reflect your current health. Instead, your health is reflected in your viewpoint. If your vision turns fuzzy and you see a thickening red border, that means you're about to die. Thankfully, you'll automatically regain health if you can avoid taking further damage for a few seconds; once the red border subsides, you're good to go.



Above: Good Health



Above: Poor Health

Tip: If you find yourself nearing critical condition, drop to the ground in the prone position regardless of where you

are. This often throws the enemy off long enough for you to regain some health.

Take Cover

If you find yourself kissing the ground more often than you'd like, you're likely not using cover often enough. For the most part, the only time you shouldn't be hiding behind an object is when you're running to the next point of cover.

Reload Often

An unprepared soldier is often a dead soldier. Keep your gun at the ready by reloading early and often, especially after every gun battle. Sometimes those few extra bullets are the difference between life and spending the rest of your life in a casket.

"Slow but Steady wins the Race"

Aesop fable references aside, treating a war zone like a marathon is a sure-fire way of getting killed. As mentioned throughout this guide, don't be afraid to take it slowly! You can do far more damage by shooting into a war zone than from the middle of one.

Weapons

There are several different weapon sets in Call of Duty and each has their pros and cons.

Grenades



Grenades are one of the most powerful forces on the battlefield. They can save your life, but just as easily, take it away. Grenades are fantastic for taking down large groups of soldiers, or targeting a tough-to-reach squad. If you spot an enemy thrown grenade at your feet, make sure to pick it up with the Activate button and toss it back.

On the other hand, smoke grenades are excellent for providing cover. If you find yourself taking heavy fire, toss one of these to blind the enemy allowing you to escape. Similarly, you can use this opportunity to sneak behind an enemy amongst the fog and take them down easily.

Machine Guns



Submachine gun have a quick rate of fire, and very large clips, making them ideal for mowing down large groups of enemies. You'll want one of these at your side when you run blindly into an unknown room. It should be noted though that despite their large clips, the amount of bullets available does vary by the specific gun, so make sure you take that into account before acting as a one man army.

Conversely, not everything about these guns are peachy. Their accuracy is relatively poor, and decreases further the longer the trigger is held down, making them a poor weapon long-range weapon. For such situations, use your rifle.

Rifles



Sure rifles are rarely the featured weapon in action movies, but they will be your best ally in times of war. They have amazing accuracy, but it comes at the expense of firing speed. So while they're perfect for long-range combat, and adequate at short-range, you may want to reconsider your gun choice when facing a large squad.

Pistols



While pistols may be cool, they lack the necessary fire power for the battlefield. With that said, they're certainly better than being unarmed.

Despite their few bullets and slow firing speed, they're quite accurate, and can easily take down a small group of soldiers, though, you may want to replace your pistol with one of the fallen soldier's firearm.

Trench guns



These modified shotguns are lethal at close range, and thus are excellent for clearing out close quarters. Because they create a spray of bullets in front of them, it's near impossible to miss your target.

Rocket Launchers



Sadly, the most powerful weapon is also the most underused. Their main purpose is to make large vehicles explode.

Walkthrough

Chapter Selection:

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Chapter One: Saint Lo (Training)

The training portion contains the easiest objectives in the game, so don't get too adjusted. After meeting with Private Huxley, use the Activate button to grab the M1 Garand resting on the barrels to your right. Aim down the sight of your gun and shoot at least four helmets resting on the barrels to your right. Aim down the sight of your gun and shoot at least four helmets off their pegs.



Next, collect the grenades from the box located by Private Huxley and chuck them through the glowing door and windows of the barn. Don't forget that the distance the grenade is thrown is determined by how high you aim. After the barn is destroyed, gather the smoke grenades from the same box, then throw one in the general area where the helmets were.



Alright, you're almost done with training. Turn around and crouch walk through the opening near the truck (this is also a great time to try out your compass; the gold star indicates where your next objective is). There should be a supply crate straight ahead; simply press the melee button to break open the box and grab the Thompson sub-machine gun. Press the Swap Weapon button to complete the second to last objective, and then climb aboard the truck.



Chapter One: Saint Lo (Move into Saint Lo)

At the start of this mission, you'll find yourself smack dab in the middle of a battlefield, which morbidly takes place in a cemetery. You need to make your way over to the church, though this is easier said than done. There are plenty of Nazis running all over the place and they're quite apt at taking you down.

While you may be tempted to run through this portion, you'll quickly learn it's much more effective to proceed cautiously. Start off by entering the destroyed concrete building to your left. Hang out here while you shoot the distant enemies – aim for their heads and torsos. To reload safely, back away from the entrance and into the corners.

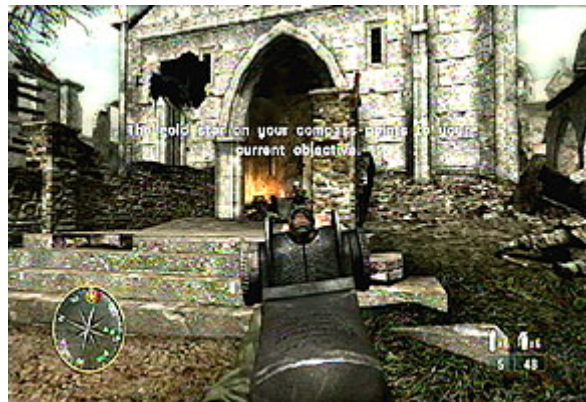


Note: This is also a good time to familiarize yourself with the grenade indicator, which points out thrown enemy grenades (see Basics for more info).

While you should be able to take out most of the opponents from here, there may be a few stragglers out of reach. To take them down, run to the group of headstones directly in front of you and crouch behind them. Use these as cover while firing at the enemy between the gaps in the stones. Once the coast is clear, hightail it over to the similar concrete building on the left; then hide in the doorway on the right to take potshots at the visible foes.



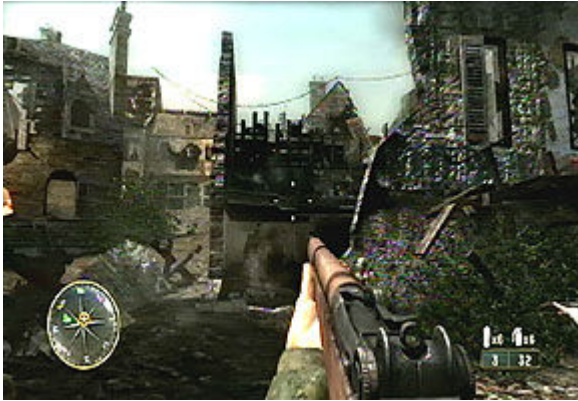
Now run for cover behind the nearby set of tombstones. This is where you'll take down the batch of enemies that emerge from the church. Most of them can be killed before they get into position, but you may want to consider throwing a frag grenade if you begin taking heavy fire. Again, shoot between the headstones to protect yourself. Now run for the front entrance of the church. There will be several enemies inside, so hang back by the staircase entrance and lean around the corner to take them down.



Once you enter the church, continue to be on the watch for enemies entering from the right. Afterward, continue out the backside of the church and crawl under the debris blocking the way. You can safely run through the trench without worrying about taking heavy fire. Once you enter the building, immediately duck behind the bar and lean out from the side to kill the foes hiding behind the fence. If they heave grenades, either throw them back quickly, or retread further behind the bar to evade them.



Your next objective is to clear out the house. Thankfully, this is pretty easy so long as you're prepared. After passing through one of the doorways, an enemy will knock the weapon from your grip and engage you in hand-to-hand combat. If you've played Resident Evil 4 or Shenmue, you know what comes next: simply press the buttons that flash onscreen quickly to defeat the enemy.

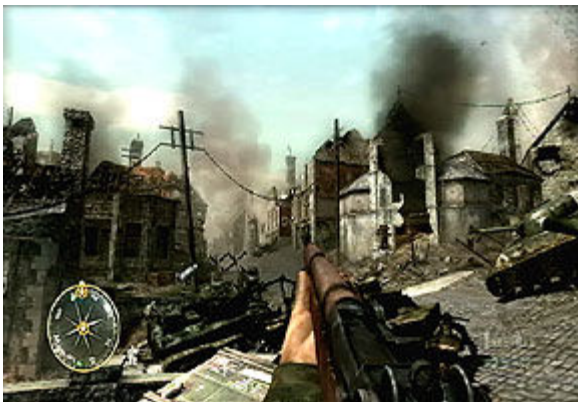


On the other side of the house, you'll see a friendly tank roll by. Unfortunately, you won't be able to drive it (yet), but you will help direct the tank driver's shots. Climb onto the back of the tank using the Activate button, then pull out your binoculars and scan the buildings for foes. When you find an enemy, target them with your cursor, then press the Activate button to alert the driver of their presence. This first section has three targets that need to be destroyed; they are to the left, right, and dead-ahead in relation to the tank (as shown below).





The tank will now roll along for a few meters before coming to a stop again. This time there's only one target to the tank's left. Alert the driver to their presence as before.



You're not done yet. There will soon be an enemy tank on your left, just alert the driver to take it down. As you drive past, its burning wreckage will explode knocking you off the tank. You'll awaken inside an abandoned building, which is fortunately adjacent to your next objective: regroup with your squad inside the Café. Simply work your way through the house and drop outside to find the cafeteria.



After a brief meeting, your squad will enter the café's basement, where several Nazi's are ready and willing to take you down. The first few can be found in the cellar, just target their heads as soon as you see them. Duck behind the adjacent aisle for protection, if need be. When you go upstairs, there will be several more stationed at the windows with machine guns, who will be completely oblivious to you at first. Simply shoot them or melee them in the back to conserve ammo. The final room of the café is also the most deadly, as there are many Nazis inside. You may want to just pop in, fire off a couple of rounds, and then quickly retreat back into the hallway for cover. Repeat this for each soldier until they're all defeated.



With the room cleared, you now have to worry about the opposition outside. Stay inside the doorway to fire off potshots at the opponents who are hiding behind the damaged wall. After that, you will be faced with numerous enemies hiding amongst the rubble. Use the partially destroyed walls as protection, revealing yourself only long enough to shoot the opponent. Run down the corridor and around the bend. Duck behind the broken wall again, and take down the enemies on the upper balcony as well as through the hole on the lower floor.



Now enter the doorway next to the swastika flag and shoot the soldier to the left. Then run upstairs and prepare to fight off the enemy forces to complete your final objective. Use the walls for cover while shooting at the forces down below. Due to the large group of enemies, you may want to throw some grenades down there. Keep an eye on the windows to your right as well, because enemies will pop up there.



Mission accomplished!

Walkthrough (continued)

Chapter Two: The Island

Your first objective is to break through the Axis lines; thankfully, you have a tank on your side. Your primary goal for now is to use the tank for cover - shooting enemies is secondary. Follow behind the tank until it comes to a brief stop. Use this opportunity to pick off a barricaded soldier to the tank's right; this is the only soldier you have to worry about in this area. After it resumes movement, the tank is going to make a 90 degree turn to the right. At this point, change your position and follow on the tank's right instead of from the rear. Again, don't worry about taking down enemy forces.



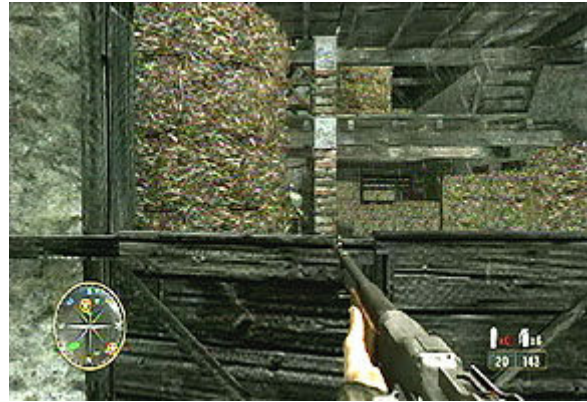
Note: You'll take damage if you stand right next to the tank while it's firing. Just follow from a few feet away and you'll be fine.

Fight to the first line of anti-tank defenses on hill

After the tank breaks down the barriers, there will be a gunner in the upper floor of the house dead-ahead. Don't worry about him, just duck off to the side, and let the tank take him down. Sadly, the tank will also be destroyed shortly thereafter, leaving you and your squad on your own.



Your next objective is to clear the barn. Begin by picking off the gunners on the upper and lower floors, then walk up to the area where the lower soldier was and pick off anyone you can see inside. Afterwards, head around the left side of the barn and wait by the entrance. After shooting any visible soldiers, enter the building and immediately check for enemies on the staircase to your left. Take down any remaining enemies, and make sure to use the bails of hay for cover. While most of the soldiers are on the lower floor, you may have to head upstairs to find the last remaining few.



Now it's time to clear the house. Enter through the door on the left side and run across the short hall through the doorway and kill the enemy inside. Then continue on to the living room with your trigger finger ready for the next few. After the ground floor is cleared, head upstairs to the last room, which is occupied by several soldiers. Use the hole next to the doorway to shoot the enemies, and then duck behind the wall during reloads.



Regroup with your squad by the side of the house, and then proceed onward through the broken shack. A couple of soldiers are waiting on the other side. After taking them down, follow the path along to the right, but keep an eye on the cliff as there will be several Germans waiting. Pop around the corner to shoot them.



Now advance into the valley and take refuge behind the tree. You're going to need this cover for the upcoming battle. A trio of soldiers will ambush you from the cliff above; use your sight to take them out. Next, peek around the corner of the tree and target the soldiers on the bridge using the same technique.



Follow the river uphill, but keep a watch out for a group of enemies shooting from a wall on your left. Immediately lie prone in the grass and target their melons. Thankfully, they'll likely be too busy with other soldiers to notice you.



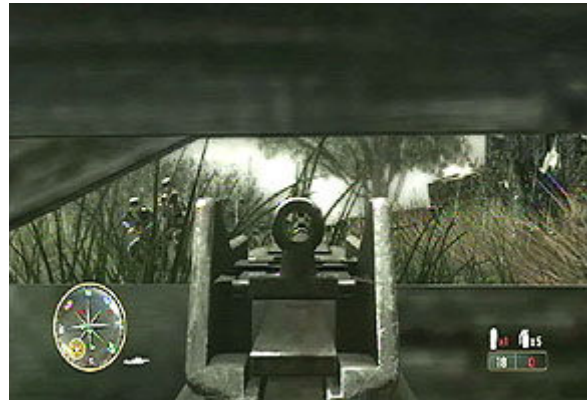
You should soon come across a small gathering of enemy forces further up the hill. Immediately chuck a grenade to kill the ones in the back, then seek cover behind the truck and shoot below the rear bumper to safely kill the others. Make sure you target the explosive barrels to the right to easily take down a soldier or two.



Items: There are smoke and frag grenades in a shelter down below.



Continue around the truck and down the path to come to a large clearing. There are numerous enemies itching to exterminate your squad. Quickly chuck a grenade near the explosive barrels, and then lie prone behind the fence to shield yourself from the enemy, while targeting the remaining ones individually between the wooden planks. Afterwards, continue down the path - killing the few soldiers along the way - until you come across a truck accident.



Now this is where it gets tricky. In short, you need to reach the hilltop, but running straight at it is suicide due to the immense enemy presence. First off, follow the creek up the right side of the mountain to the fallen tree. Drop to the ground and crawl along the tree's side until it no longer provides cover, then dash over to the partially destroyed wall. Lay low, but take down any nearby enemies by leaning around the corner. When safe, continue following the creek uphill taking out any immediate threats along the way (don't worry about the far-off soldiers). This will lead you right into the barracks on the hilltop.



Hang by the barrack's entrance and duck in and out of the doorway to take down them down. Continue forth, and repeat the process. Once you clear out the top, there may be a few other lone soldiers a bit further down the mountain. You'll have to take them all out in order to meet backup with your squad, but they shouldn't pose much of a problem.



Once you meet up with your squad, go forward into the next area. Feel free to run around wildly, as you're going to be knocked unconscious in just a few moments by an amazingly accurate tank shell regardless of what you do. When you awaken, follow your squad to the house and enter the basement. Then take the staircase up to the ground level. Just watch out for any enemies waiting at the top. There will be several more enemies waiting in the rooms, just duck in and out of the entranceways to kill them. Then take another stair case to the top level and take down the remaining enemies. Work your way to the heavily damaged final room, and shoot the enemies in the spaces between the walls. After you take down most of them, walk through one of the wide gaps in the wall to drop outside, and enter the far house. Don't worry, there aren't any enemies here. Now exit through the back to meet with your squad.



Although patience is usually a virtue, in this case, speed is of the essence. Simply run along the stone wall as fast as you can to the safe area below, in order to evade the tank's shells. Interestingly, if you depart before your squad does, the tank won't fire any additional shells.



Note: Regardless of what you do, you will be knocked unconscious by one shell from the outset. Just ignore it and continue along the wall once you regain your bearings.

After you drop down, there are two paths. The left one is a dead end, but can yield more ammo, whereas the right one will

take you right to your destination. Follow the right path until you reach the bunker, exterminating the soldiers along your way. Inside the bunker, cook a grenade before the first corner, and then chuck it down the hallway right before it explodes to quickly take down the populated room at the end of the hall. Enter the room cautiously, as there's a window on the right side that enemies in an adjacent room can shoot you through. If you spot any such foe, try to take them down before they deal any serious harm. Then go around the corner by the window and shoot the Germans manning the turrets.



Continue upstairs, and be on the watch out for an occupied room. Shoot the enemies through the doorway, and the adjacent window, then pass through the room to the other side and prepare for a rough rooftop battle.

This part is tough, but thankfully you have this guide for help. Go around the corner to catch the enemy's attention, and then quickly retreat back to the area immediately in front of the doorway. You should be able to kill most of the soldiers from this location as they try to get you from the balcony above. Unfortunately, not all of them are this gullible. The easiest way to take down the remainders is to chuck some smoke grenades up the rooftop, then simply waltz up and take them down in their confusion. If you don't have any smoke grenades, take cover behind the boxes at the base of the ramp, and pop out to target the soldiers one at a time.



Mission accomplished!

Walkthrough (continued)

Chapter Three: Night Drop

This first objective couldn't be easier; simply enter the barn dead-ahead to meet with Ingram. Once briefed, follow the path down until you come across a German relieving himself. While you want to take him out quietly, that doesn't mean you have to do it slowly. Simply run up and melee him in the back for a quiet kill. Now you should see a large house straight ahead; go around the left side of the fence to arrive at the back of the house, and melee the two guards patrolling there. Make sure to collect the dropped Kar98k. Unfortunately your stealth streak ends here as you'll be spotted regardless of what you do next. Stop alongside the side of the house where you can see three Germans conversing around the fire, and then shoot them. You should be able to target most of the enemies from this location, though you may have to move closer and crouch behind the wheel barrel or the boxes to get the enemies hiding behind the wall.



There's a small house at the back of this area that has a few enemies hiding inside it. Take them down, then enter the house, and grab the smoke grenades near the exit. Now this next part can be difficult. First off, stay inside the house, and target the gunner on the upper floor visible through the doorway – make sure to use the Kar98k. If you can take him down, it'll make things a lot easier. If you can't hit him, throw a few smoke grenades out for cover, and then hide behind obstacles to get a better shot. Continue around the right side of the house and watch for the enemies in the small shack straight ahead (you may want to chuck a few grenades inside), past the well. Also take down any enemies that appear in the upper floors of the house.



Enter the shack and follow the path out the other side to find...a jeep! This part of the game serves more as a break from the action than anything else, as it's pretty simple. The only minor difficulty is making sure to turn in the appropriate places. For this, you have two things that serve as reminders:

- **The compass:** Keep an eye on your compass, as the point of your next objective is constantly updated to show where to turn.
- **Teammates:** Your allies in the jeep will verbally tell you where to turn, so keep those ears open!

Don't worry about evading the enemies; just stick to the path and you'll be fine. The only tricky bit is near the end – after you evade the explosions and falling trees, you need to veer to the right head through the gate to the house, otherwise you'll hit a blocked off road (again, keep an eye on the compass, it shows you exactly where to go). Then use the ramps to get through the field and continue through the barn. Turn right after exiting to get back onto the road, and meet up with Isabelle.



Your next goal is to destroy the three Flak88s and meet up with Maquis, but the order you do it in depends on which route you take. The route to the right of the house will have you meet with Maquis, then destroy the Flak88s, whereas the left route is reversed. Which one you take is up to you, but the route to the right is slightly easier.

If you take the right path, Keith will give you a lift into the house. Be careful, because a soldier will engage you in hand-to-hand combat. Simply press the onscreen buttons to defeat him. Head upstairs, and proceed carefully as you take down the enemies, then drop through the burning hole to the ground floor. Wait by the entrance to the next room and shoot the enemies you can see. When safe, proceed onward to the kitchen where Keith busts down the door.



Pass through the basement to find Marcel, and then go upstairs to the garden. Hang by the entrance and shoot the enemies that cross your path, then follow the left wall and use it for cover as you peek around the corner and kill the enemies inside the room to your left. When it's clear, enter that room (it has a truck inside), and stand by the exit to shoot the enemies in the next area. Then duck behind the wooden walls, and shoot over them at the enemies in the garden.



Weapon Location: A shotgun can be found in the room with the pots.



You may have to run up and use the dried fountain for cover to get the last few. Then follow your compass to the trenches that lead to the Flak88s. There are two trenches you can run down, though which one doesn't matter. Just equip a machine gun and shoot the enemies along the way. Since the trenches force the enemies to stand single file, you can mow them all down easily. When you reach the Flak88s, throw a grenade to destroy the explosive barrels and anyone else nearby. When cleared, press the Activate button near the Flak88 to place the charge, then press the buttons on screen to set it. Once set, quickly back away to prevent the explosion from killing you. Continue through the trench to find the other Flak88s.



Head back to the front of the house and hop into the jeep. Again, simply follow the points on the radar and you're good to go.

Mission accomplished!

Walkthrough (continued)

Begin by entering the house in front of you, and use both the ground floor and upstairs windows to shoot the enemies using your M1 Garand. Either position shields you from taking fire, and also provides a great vantage point to cover most of the field.



Weapon Location

The closet in the upstairs bedroom contains a Trenchgun.



The enemies hiding inside the house across the way are difficult to hit, so you may have to edge closer. Exit the house the way you came in, and wrap around the right side of the building. Follow it to the tiny alcove with some barrels, and then use the wall on your left for cover as you shoot at the enemy from this excellent vantage point. Once the house is cleared, kill the enemies in the final house, to the right of the truck.



Now head over to the truck, and use it for cover while targeting the enemies up the ramp. Feel free to chuck a grenade to take them down quickly.

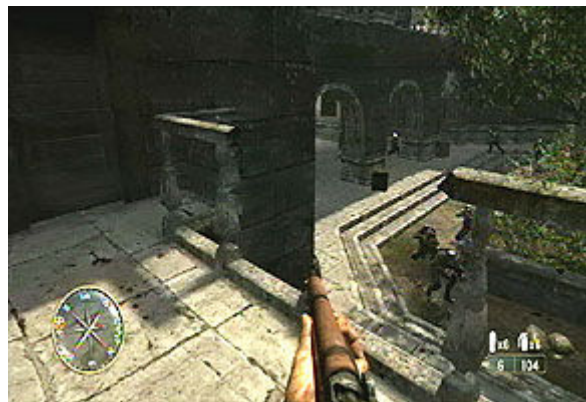


Travel up the ramp, but hang back by the entrance of the castle to shoot the enemies inside. Enter the room, then crouch behind the trailer, and carefully take down the soldiers.



Now there are two ways into the courtyard:

- **Downstairs:** The downstairs route is shorter and initially easier, but becomes difficult once you reach the courtyard. There are fewer enemies leading up to the courtyard, but it's tough to kill the opponents there as your vantage point is sub par. So hang back and snipe from a distance, then move up slowly while taking cover to take out the further enemies.
- **Upstairs:** Upstairs is initially longer and tougher, but is significantly easier during the courtyard scene. Just take it slowly and make sure to use the M1 for sniping. Once you reach the end of the walkway leading to the courtyard, don't drop off it. Instead, chill here for now as it's an excellent vantage point. You may want to chuck a grenade towards any large groups of enemies to clean out the place quick.



Drop down into the wine cellar and use the kegs for protection. You should be used to situations like this by now. You'll emerge in a garden - use the windows in the stone wall to kill the enemies. Once most of them are dead, move forward and take cover behind the ruins.



There will be a group of enemies at the end of the path. Crouch behind the stone wall and shoot them, and make your way downstairs to the dock. Be wary, as there will be several guards waiting by the boat; you can shoot most of them from the staircase. As you near the boat, some more Germans might pop out of a door straight ahead.



Finally, it's time to take a nice boat ride. Sadly, the good time won't last long. Paddle the boat by rotating the right control stick in a clockwise half-circle. The trick is to time the half-spin with the onscreen movements, so don't move the control stick until after your soldier's completed the rowing animation. If you try again too quickly, he'll lose his grip, putting the entire boat in jeopardy.



When arriving at the dock, use your M1 to shoot the enemies on the balcony above, then along the dock to your left..

Okay, this next part is tough. Unless you want to become the Nazi special, don't even think about taking on the gunners from outside. Instead, run to the closest entryway as fast as you can and shoot through the windows at the enemies inside. The gunners above won't be able to hit you from this position. Afterwards, head inside, and then upstairs to take down a few more soldiers and the gunner, and then head back down.



As you step off the staircase, there should be a newly opened door to your right, which leads to a room packed full of Nazis. Worse: many of them are hiding behind an overturned table. However, the Nazis foolishly didn't take into account the fact that you can crawl, which lets you finish this otherwise dangerous room with ease. After shooting the visible enemies from the doorway, get on all fours and crawl to the table. Take down anyone else within range, then strafe around the table and shoot the soldiers hiding behind it.



Afterwards, clean up the ground floor, then head upstairs. You may find several soldiers waiting on the balcony above. An easy way to take them down is to retreat back downstairs, and then throw a grenade at the wall dead-ahead; it should ricochet off the wall and explode where the soldiers are. Survey the area upstairs to make sure it's devoid of enemy life, then go back down where Private Guzzo will open a door for you.



Before you head into the street, use the windows to shoot more of the enemies. Afterwards, move forward to the stone wall and shoot any remaining enemies, and then cross the road and take cover behind the car to reduce your exposure to the gunner to the northeast. Go upstairs onto the balcony, then exit down the wooden staircase.



You're going to have to make your way up the street; however, there's both a barricade and a stationary gunner in your way. Thankfully, there are two routes on either side of the street that will get you by. Both are pretty straight forward, but the butcher shop route (right side of street) is more convenient as you won't have to cross the road. You'll emerge facing a large central structure. Shoot as many enemies as you can before entering and work your way to the rear to take down the enemies loading up mortars.



Then jump the wall and follow the enemy tank that emerges. When the tank stops near the waterfront, take refuge behind the boxes and barrels and kill any soldiers that come near. After a few moments, Huxley will move in to destroy the tank; just keep the enemies off his back. Use the boxes for cover and shoot the nearby foes while Huxley takes care of business. Get ready to kill a couple more Germans that hop out as the tank explodes.



Continue down the road to the house on the right. Shoot the enemies through the window, and then head upstairs to kill everyone else. Once the objective is complete venture back downstairs.

After a brief interlude with your team, head outside and shoot the enemies before going down the hill near the truck. Continue under the bridge until you reach the staircase. There are several soldiers waiting here, so veer off to the side to take them down before climbing it. At the top of the staircase, rotate left and eliminate the enemies on the road behind you - there's quite a few of them, so duck between shots to reload and avoid return fire.



Make your way across the bridge, using the debris for cover. Duck behind the wooden trailer so you can easily take down the troops jumping the fence. Afterwards, McCullin will attempt to defuse the bomb; shoot beyond him to keep the enemies off his back. Be sure to shoot the explosive barrels to take down large groups. After a few moments the level will end.



Mission Accomplished!

Walkthrough (continued)

Chapter Five: Falaise Road

Do you remember helping direct the tank driver's shots in mission one? Well, you still can't drive the tank yet, but you're one step closer: gunner position. This part's not particularly difficult, - in fact, it's almost impossible to die on easy and medium mode, so enjoy it while it lasts. For the higher difficulties, scan your surroundings and shoot down anything that moves - don't worry about the enemy tanks though as they're indestructible.



After ditching the tank, you'll have to cross the vineyard. There are two gunners dead-ahead, but it's too dangerous to

shoot them now. Start by seeking cover behind the nearby fence, then keep pushing forward, fence-by-fence, until you reach a small worn down part on the right side. Jump over it, crouch down, and then run to the bails of hay when you get the chance. Just watch out for the group of enemies at the end.



Tip: Alternatively, if you're quick, you can run almost the entire distance without taking fire. Simply run alongside the right vineyard wall and take cover just before reaching the shack to avoid gunfire.

Afterwards, run up and clean out the shack. When cleared, exit out the back and head right down the path to the truck that's blocking the way. After the path is cleared, run up to the concrete wall and shoot at the soldiers up hill. Then resume your climb up the mountain, killing any soldiers along the way. Make sure to shoot the many explosive barrels scattered about to easily kill the enemies.



You are now tasked with capturing the three 88s. Jump over the pile of rocks near the mountain's summit, and continue down the path to find the three 88s. The first one is just around the bend; use the side of the mountain for cover, and throw a grenade over to it which will ignite the barrels taking out most of the local enemies. Finish off any stragglers by aiming down the sight of your gun.



Follow the wall on your left to the parked jeep. Stay here while you pluck off the soldiers stationed by the 2nd 88 up the hill. Move up and duck behind the rocks alongside the sand bags, and chuck a grenade over to easily clear the area, as with the first 88. Finally, if your squad hasn't already done so, finish off the soldiers by the third 88 right behind you. With this objective complete, meet up with your squad down the hillside.

Your next objective is to clear the factory compound of enemies. There are four corners to the facility and they can be cleared in any order, however, it's generally easiest to go clockwise around the facility (i.e. SW, NW, NE, and SE)

Southwest Corner

Begin by taking cover on the left side of the entryway into the compound. Shoot the nearby guard by the door, then the enemies to the right in the burning building. This will clear the NW compound.

Northwest Corner

Next, turn left past the entry gate and run to the barrels. These will serve as a barrier from the gunner. Lean out from the right side of the barrels to take down both the gunner and the close soldiers. There's also a flammable barrel right below the gunner that will take care of the dirty work if shot.



Northeast Corner

Continue around the building to the stacked boxes which you'll use for cover. Aim at the far off gunner, and then kill the enemies around the side of the building.

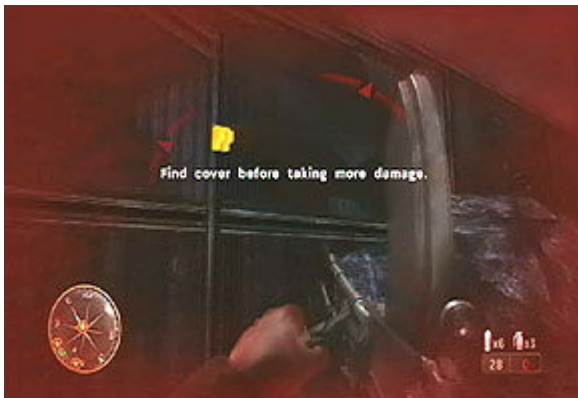
Southeast Corner

Now move towards the final point on your compass. Proceed carefully, shoot the pair of soldiers ahead, and watch out for a couple of gunners in the upper floors of the building. Find a safe place to hide, and take your time with the killing.

Now it's time to clean out the central building. After a teammate opens the door, hang by the entrance and target the soldiers upstairs one after another. Afterwards meet up with your squad to bring up the next trio of objectives.

For this next section, you'll be running across the facility performing different tasks. While most of the enemies will be too distracted by others to bother you, it just takes one of them to ruin your fun.

Your first objective should be to plant a charge on the Southeast entrance. Run out of the central building through the same door you came in, and head towards the Southeast corner (again, follow your compass). Kill the few enemies behind the damaged wall, then locate the glowing spot on the wall and press the Activate button to set the charge.



Next, head North towards the glowing valve, located on the right wall, but watch out for enemies in the nearby buildings and around the corner. Again, press the activate button to open the valve.



Finally, head towards for the Northwest Corner where the crane is. This may be the most difficult area to get to, because of the well positioned enemies. Take down the gunner, then activate the crane.



Continue south around the central building, then enter it to safely reach the Northeast corner to defend it. When the coast is clear, drop down to where your squad is to complete the objective. Shortly thereafter, you'll be instructed to fall back into the factory and defend it until reinforcements arrive. Run back inside the building quickly to avoid heavy. After reentering the building, patrol the windows shooting whatever enemies you see.

After a few kills, you'll be instructed to destroy the Panzer using the panzerschreck. It's located in a box on the upper floor in the room with the lantern. After picking it up, immediately look out the window to the right and shoot the Panzer with your newly found weapon. It takes two direct shots to take it down, but don't worry if you miss - the gun has infinite ammo. Just duck to the side of the window during reloads.



After exploding the tank, jump out the window and hide to the tank's right side. Ignore the objective marker on your compass which marks where Sarge is, as he'll come to you shortly. In the mean time, shoot the enemies hidden in the nearby buildings. When Sarge shows up, he'll sneak up to the nearby enemy tank that just rolled in and plant a explosive.

Simply keep the soldiers off his back while he does the grunt work. Once the chage is planted, the tank will roll down the road where it'll explode.



Next, there will be another tank just down the street. Just walk up to it and press the activate button to set the explosive and complete the mission.



Mission Accomplished!

Walkthrough (continued)

Chapter Six: Fuel Plant

Advance to the train and use it for protection while you kill the soldiers in the station. Make sure to shoot the barrels off to the right for a quick victory. Enter the station and use the boxes for cover. As you advance, watch out for the enemies on the platforms to the west. Go down the stairs to the west side of the station and slowly proceed forward. There are several well concealed enemies behind the boxes and barrels. When clear, cross over to the second station, and then onward to the third. Be sure to take down the guard on the high platform to the East.



Exit the third platform and go inside the building. This next portion is quite difficult as there are many soldiers itching for your demise. Stand near the large entrance and use the Lee Enfield to pick off the soldiers on ground level, as well as up above. Feel free to move to the boxes straight ahead if you'd like to move closer. Once all of the visible enemies are dead, run upstairs quickly, then duck beneath the room's exterior windows. There will be several more guards inside, so pop through the door way to kill a single guard at a time, then retreat. Repeat this until everyone in the room is dead.



Following that, exit out the back of the room and cross the platforms. Watch out for a few guards inside, then activate the switch on the wall. Wait for Keith to open the door, then run outside to the jeep. This time you'll be in the gunner position. Begin by targeting the group ahead and make sure to destroy all of the explosive barrels before the jeep drives through, otherwise they'll explode and kill you. Then just target the enemies on the left side of the jeep until it comes to a stop



Back on foot, it's time to plant a charge on the second silo, but of course there are more enemies to deal with first. Take cover behind the truck on the right side and peek out to target the enemies. You may want to chuck over a few smoke grenades to make this easier. After that, crouch a few feet in front of the enemy tank (don't worry, it can't hurt you from here) and shoot the enemies to the sides. Then move over to the shack on the tank's left, then up to the barrels and kill the dozen or so enemies off in the distance and on the stairwell. When the coast is clear, climb the staircase to plant the charge at the top.



Alright, it's time to head towards the second silo. Your squad mates should open the fence door in front of you (if not, go downstairs then back up to activate a checkpoint). There are several ways to get to the silo from here, but the easiest route is through the door dead-ahead. Inside, you'll find a room with many soldiers - stick by the entrance and duck back into the hall for cover. Just take your time to clear the room, then continue on. Be wary of a few other soldiers waiting around corners; you should be able to melee them for a quick kill. Immediately after setting the 2nd charge, an enemy will grab you. Just press the buttons shown on screen to defeat him., then carry on downstairs. Shoot the lone guard in the hall across the way, then make your way to the furnace room.



This room can be damn difficult, as there are enemies on both the ground and upper floors all around you, which makes it tough to determine where you're being shot from. Stand by the entry door for a few seconds and kill any close guards, then run to the pillars on the right side. Stay here for 3-4 minutes, as they provide fantastic cover, and shoot the soldiers above and below with your rifle. Remember to aim down the sight for increased accuracy. When you hear the gunfire calm down, go up the staircase cautiously. There will likely be a few more enemies up here, so use the pipes for cover. After you go through the door at the top of the next staircase, shoot the enemies across the way on your right. Then follow the compass to a waiting jeep down below.



This time you get to drive - again, keep an eye on the compass and listen to your squad mates to see where to turn. This part is a breeze, so don't focus too much about evading the enemy - in fact, have fun running dozens of them over. Just drive up the hillside and to your destination.



Mission Accomplished!

Walkthrough (continued)

Chapter Seven: The Black Baron

Finally - we know you've been waiting for it - it's time to drive the tank. Your first objective is to destroy the first enemy tanks you see (they're marked on your radar as well); two direct shots will take one down. Although this first portion is pretty easy, drive around the shack on the left for protection, which will catch the other tanks off guard. Oh, and don't worry about the puny soldiers running around for now - they're harmless.



Follow the squad to the next group of four, though this part is more difficult. When you round the corner and can see the tanks, come to a stop and shoot them from the hilltop. Your distant position should keep you safe, though aiming can be tricky. After they're down, follow your squad across the fields to the next section.



There are two more tanks coming up. Use the small building to shield yourself from the left most tank, while you hammer

away at the one dead-ahead. After it's down, emerge from your shelter and shoot the remaining tank.



Move forward to find yourself nearing a small village. Stay by the entrance for a few moments as your squad moves on. This will cause four soldiers equipped with rocket launcher to appear (they'll be marked on the compass). Use both your turret and the machine gun to mow them down, then continue through the town.



A short ways down the road, a building on your left side will explode and a tank will emerge across the street. Hold back in the ally, and edge forward to get a good shooting position, then fire.



Immediately around the corner is another tank. Backup into the ally you just emerged from, and aim through the blown off corner of the building to hit the tank. If you position yourself right, the enemy tank won't be able to hit you.



A little further, a tank will emerge from a side road on the right; just blast it as soon as you see it.



Right after, two more tanks will appear straight ahead. Immediately hide behind the leading door into the building on your left and wait for the tank to subside. After you go around the corner, be ready for a tank to appear on the left ridge.



After it's destroyed, work your way slowly around the next building with your turret aimed down the street in preparation of another tank. This single tank is more than capable of tanking you down, so use the nearby building for cover. Stay close to the building's edge, as the enemy tank will continue to shoot, but won't be able to hit you. Between its missed shots, edge back out, return fire, then retreat. Repeat this several times to destroy it.



Now head through the gate and around the church carefully, because SURPRISE, there's another tank. As with the previous tank, hover close to the edge, then peek out between its missed shots to destroy it.



After you exit the graveyard, turn onto the next street, but wait a few moments for another tank to emerge at the opposite side. Destroy it before it can return fire. Now round the corner at the end of the road and destroy the enemy tank in the field.



Continue through the barn and around the corner to find a pre-occupied tank blocking the road. Clear it out of the way by shooting it.



Mission accomplished!

Walkthrough (continued)

Chapter Eight: The Forest

The forest is an interesting battleground. On the one hand, the many trees and boulders provide excellent cover, but on the other hand, it's damn tough to locate enemy soldiers.

Begin by running up the hill to the crest, and then lie prone and shoot the single soldier off in the distance. This will cause a few others to run uphill; shoot them as well. Afterwards, aim down to kill the enemies near the lookout point to complete your first two objectives.



Follow your squad until the next hilltop, then lie flat and shoot the distance enemies. Continue down the hillside over the road and through the fence your squad busted down.



This next part involves a long hillside battle. Thankfully, it's a wide open area, so you can keep your distance when shooting your opponents. Your sniper rifle will be invaluable during this segment; if you're quick, you can kill most of enemies while they scramble to get into position. Remember to lie prone often and scan the horizon for soldiers hiding behind rocks, trees, and bushes. Again, take your time - there's no rush. Make your way to the bunker in the middle of the hillside to complete an objective, and then continue on up the hill.



Move up to the group of rocks and take cover. Peek out and target the concealed enemies. Again, take it slowly. After the nearby enemies are vanquished, move up to a new place of cover and repeat the process all the way up the mountain. Be careful: sometimes the enemy will run up to you, so be ready to melee at a moment's notice. When you reach the crest, continue down to the fence where your squad members will open the way.



Follow your squad up the hill, but prepare for heavy resistance. Toss a grenade behind the fallen tree to kill the enemies taking cover there. Continue forward to the enemy camp where you'll plant some explosives. Once the camp is in sight, take cover behind a tree and fire from a distance. When the visible opposition is defeated, enter the camp, but use extreme caution as you near your objective because soldiers tend to bunch up near there.



When you reach the entryway for where you'll place the explosive, turn around and shoot the enemies over the hedge - this will help you shortly. Plant the charge.



Follow your compass to the next area objective, but take a break when you reach the entry way to a tunnel on your right. Peek around the corner and kill the soldiers running down the hill on the left. After they're dead, continue towards your objective to plant the 2nd charge, then go back enter the tunnel you just passed.



The first room has a couple of enemies, but they shouldn't pose much danger.



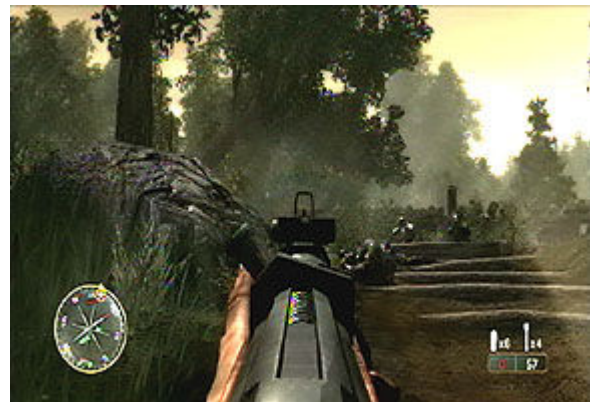
Now there are two different routes you can take (they merge a few hundred meters down the way). We suggest the East path as it's slightly easier due to the tight corridors, which makes aiming a breeze. When you reach the first room, it's crucial you take cover by the doorways before entering. Quite often, the soldiers will bunch up by the doorway allowing you to easily kill most of them - just be quick with that trigger finger.



Move on through the path until you come to a long hallway - it's the one filled to the brim with soldiers. You should be able to edge in and out of the entryway to kill them sequentially. Beware: the enemy is also grenade happy in this area, so make sure to toss them back or take cover as soon as you see the warning icon. After the enemies straight ahead are disposed of, pop into the hall and destroy the soldiers to your left, then continue up the north path where the first batch of enemies were.



When you reach the exit that leads outside, hang back by the doorway and shoot the enemies hiding among the shrubbery. There's quite a few of them, but you should be well protected in your current position. Continue down the trench to the corner and peek around it to kill the distant foes, then move up the the nearby boulder on your left.



Stay here for a few moments and shoot the enemies beyond - keep an eye on your compass for enemies sneaking up on your left side. Roam around the area to the left of the boulder to easily target the remaining enemies in and around the trench.



Afterwards, work your way through the bunker to the road. Use the smoke screen created by your teammates to take cover behind the tank. Peek around the edge of the tank and shoot the enemies up the hill and then proceed up the mountain to a boulder and take cover. As before, shoot any visible enemies, then move onto the next piece of cover. You'll eventually come across another bunker - stay on the hillside and shoot the enemies from behind a nearby tree.



Enter the bunker and keep your gun at the ready for the enemies immediately visible after entering. The tricky part is around the corner - there are a ton of enemies hiding behind the barrels and boxes. Toss a grenade or two to take them down swiftly.



Now it gets fun. You need to clear the road of the enemy blockage - and amazingly, there is a mortar nearby for such an occasion. Take control of it with the Activate button, then rotate the control sticks to adjust the mortar's aim. The truck and fencing on the left requires aiming low, while the truck and fencing on the right requires a high arc. If you take too long, you may have to disengage from the mortar to shoot the advancing soldiers.



Mission Accomplished!

Walkthrough (continued)

Chapter Nine: Laison River

Immediately take cover behind the nearby tree and use your sniper rifle to target the rivals on the cliff above.



Follow your squad up the mountain path, but watch out for the Germans waiting in the rubble to your right. Take cover behind a boulder and shoot them from here. As you continue up the mountain, check behind the rubble for any remaining soldiers.



At the hill's crest, crouch behind the fallen tree (next to the bathroom) and snipe the enemies downhill. Venture down the hill slowly, using the boulders for cover, and then regroup with your squad inside the wood shop.



Now there are two paths leading to the house you need to assault. The door in front leads to the difficult ground path, while the door to your left takes you through the higher, easier path.



- **The middle road** - Reside inside the woodshop and snipe the enemies straight ahead near the house. Move forward, but duck behind the fallen tree to clear up the remainders. Make sure to target the gunner on the far right, behind the house. Before you enter through the front door, use the window to the right of the entryway to kill the enemies inside.
- **The high road** - This is the easier of the two. Simply climb the mountain and take cover behind the fence while you snipe the gunners through the windows. Then kill the soldiers running up the path towards you, and finish off the other ones down the hill. After you descend, your squad will open a path leading to three Flak88s, which need to be destroyed.



Follow the long path until you come across the first Flak88 protected by a group of Germans on your left. Most of them won't notice you for several seconds, giving you time to easily kill them. When it's clear, check the trench next to the Flak88 for any visible opposition, then plant the charge.



After setting the charge, immediately hightail it out of there back from whence you came. The trench will now be occupied with enemies, so target the close ones from a distance, then edge forward using the left wall for cover. This segment can be extremely difficult. As such, fire off a couple of smoke grenades near you, and further up the trench to blind the enemy, giving you a fighting chance.



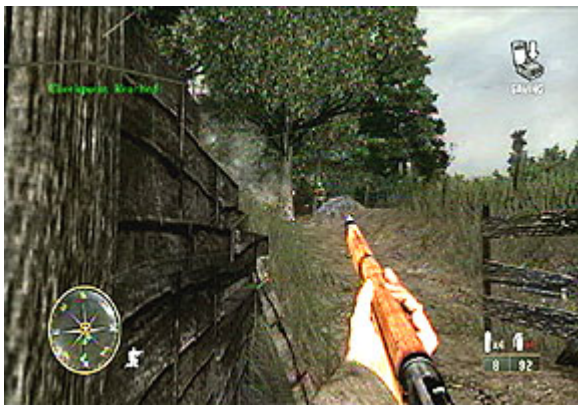
Make your way up to the next Flak88, but target the guards beyond it first to ensure your safety. Then plant the charge and resume running through the trench to the next area, using the right wall for cover. Lean out and kill the enemy, then proceed onward until you reach three stacked boxes. Toss a frag grenade just beyond them to take out the bunched up soldiers. Stick to the left wall and crawl forward slowly to reveal a single enemy at a time. Just shoot to kill them.



Plant a charge on the final Flak88, then go through the fence your fellow soldiers opened. Again, crouch by the left wall for cover and stay put until all of the Germans ahead are put out of their misery.



Continue up the path until you see a row of soldiers shooting from behind a wall. Shield yourself with a nearby tree and strafe out to kill the soldiers. It's imperative you don't get cocky and run out prematurely, as there are quite a few soldiers here.



After they're removed from service, proceed beyond the wall until the trench is visible. Fire a grenade off on the right side to blow up the grouped soldiers.



Tip: If you need to recover health, simple back away from the trench and lie prone for protection.



Enter the trench and crawl around the corner slowly to target the enemies. Once clear, proceed to the mortar dead-ahead. There are three targets that need destroying. Use your compass for guidance: Line up the target so it's pointing north, then adjust your mortar's angle to medium-high, and fire away!



Afterwards, Sgt. Callard will help you over the wall. Hightail it down the hill to the fence and use it for cover while shooting at the enemies beyond. Move to the jeep behind the truck, and lean around the corner to kill the concealed foes behind the boxes. When they're down, move up to the boxes, then to the jeep. Hang out here and shoot the enemies further ahead. Some of them may assume a stationary position behind the nearby vehicle. Depending on how many there are, you may be able to take care of them from your current position. If there's too many, consider tossing a frag or smoke grenade to deal with the problem.



Follow the unpaved road up to the manor. Shoot the Germans through the grated fence. You may have to creep up to the entrance in order to target the gunner in the front window and soldiers near the porch. Beyond that, the enemies concealed in the house's foyer are difficult to get to, so fire off a smoke grenade inside the house, then move up to the patio and hide beside the front door. Slowly move in front of the door frame to target a single soldier at a time. This will keep you protected as you gradually eradicate the enemy.



With the entry way clear, work your way through the house using the holes in the walls to safely shoot through. Make sure to check the stairwell for enemies as well. With the house cleared, head through the back door and take cover behind a tree, then aim towards the soldiers inside the shack. Take down anyone remaining to complete the objective.



Mission Accomplished!

Walkthrough (continued)

Chapter Ten: The Crossroads

After leaving the shelter, follow the tank up the road up to the courtyard. Although it's contradictory to the rest of the guide, it's advised you hustle through the courtyard and into the house as fast as you can, since the enemies continually respawn in this area.



The best way to do this is to turn left into the courtyard at the end of the road, then duck behind the right side of the building leading into the damaged entrance. Peek around the corner and kill the foes inside, then run to the end of the building and wipe out the enemies near the house. Subsequently, run like the dickens inside the house and clear it of the enemy's presence. Once done, the courtyard objective will be completed and you'll be able to proceed onward.



Go through the door Sgt. Dixon opens and down the short path. Remove the gunner on the upper level and then drop onto the lower level into the ravaged town. You will soon come across a room packed with soldiers. Take cover behind a wall and shoot them through the window. When the coast is clear, work your way through that building, but be careful of any remaining troops shooting through the rear windows.



After entering the alley, you will discover a group of enemies hiding at the top of a staircase. Tossing a grenade will easily take them down, though conventional bullets of course work as well. Enter the open doorway at the top and proceed to the ravaged town. When there, enter the lower floor of the building on the right side to proceed. Passing through the second doorway will trigger a one-on-one soldier fight. As before, just tap the buttons on screen to defeat him.



Back in the alley, follow the path to where you'll regroup with your teammates (ignore the path to your left - it's impossible to get through without dying). Crouch by the hole they're shooting through, and shoot the two or three enemies inside. Go inside and take the lower route (the upper one will be locked by an invincible soldier). As usual, go around the corners slowly and destroy the enemies first before proceeding.



Once the ground floor is clear, several soldiers will begin shooting at you through the two holes in the ceiling. Stand a few feet away from the hole's perimeter to avoid falling furniture, then target the soldiers. Some of them can be tough to spot, so strafe around the hole and fire whenever your aiming reticule turns red, which indicates an enemy is targeted. Beware: they're quite grenade happy, so be ready to throw them back or take cover. Once they're defeated, climb the stairwell you passed earlier, as the door is now unlocked. Before entering, kill any soldiers visible through the doorway - after you enter, immediately check to the door's left, and melee any remaining soldiers. Wait here for your squad to regroup.



Now you have to hold off the advancing troops while Dixon waits for medical treatment. Grab hold of a turret and let 'er rip. Aim for the barrels on the right side of the tank, then fire at anything else that moves - well, except for your comrades in the building across the way. If you start taking damage, disengage the turret and back away from the window to regain your health. Don't worry about Dixon - there really isn't a time limit, so take all the breaks you need.



Venture back downstairs, through the newly opened, and around the burring wreckage. Follow your squad to the grate, and drop on in.



After a few turns, you'll see some Germans flee into a back room. Stand in the hallway leading up to it and seek out any foes in the room. Continue up both flights of stairs to the third floor and meet with your squad. Afterwards, head back downstairs to choose between three routes leading towards your next objective.

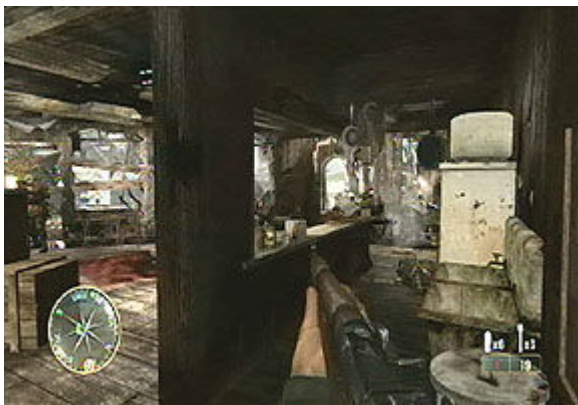
- **Left Route** - The left route can be accessed by exiting through the left door and bypassing the wooden ramp. Enter the house and use the furniture as cover while killing the enemies outside the windows, and in the building across the way. Continue this pattern for the next two buildings until you come to the last house. Stand by the doorway and aim for the soldiers running around inside. Circle the debris and exit through the hole in the wall. Drop down, and immediately take cover behind the wheel barrel to your left, and shoot the enemies beyond. Wait here to regroup with your squad, and then continue through the archway.
- **Middle Route**: Head out the left door, but crossover the wooden ramp on your right. It runs parallel to the first route, thus letting you shoot into the building through the windows. Lie prone behind the burning jeep when you come across it, as there are many enemies just beyond. Lean out from the left side and target a single soldier at a time. When clear, run up to the barrels and lean out from the right side to finish off the remaining opponents. Then run to the end of the path and quickly crouch behind the wheel barrel. Ignore the enemies beyond it for now, and instead shoot at the enemies to your left inside the house. After they're down, shoot the enemies behind the wheel barrel, then meet with your squad through the archway.
- **Right Route**: The right route is completely different from the other two; to access it, exit the building through the right-side door. A little ways up the path, several Germans will come running out. Use the furniture for cover, then move up to the chopped wood and shoot anyone inside the house. Afterwards, run inside and crouch behind the table, and shoot the remaining enemies through the windows. Exit out the back and wait by the archway. Lean around the corner to shoot the enemies in the house ahead and down the street to the right. When possible, move to the entranceway of the house and aim for the soldiers hiding in the depths. After every opponent is down, meet with your squad by the house



After your teammate blows open the entryway, drop through the hole onto the ground with the burning wreckage, and proceed to the cellar. Don't worry about going downstairs, as it's inaccessible. Instead, target the enemies through the windows. Be on the watch for grenades, and chuck them back whenever possible. Crawl through the hole to the right of the windows and down the alleys.



Eventually you'll enter another building and climb a stairwell; at the top are several gunners, but thankfully you have a few seconds before they'll notice you. Tossing a cooked grenade is a quick way to take them down, but shooting them isn't too difficult either. Use the bar for cover on the right side if need be.



Your next objective is to clear the house across the way. Take cover to the side of the window with the dresser, then peek in and out to kill a soldier at a time. Now it gets a bit more difficult, as there will be soldiers almost everywhere. Hang back a bit further this time, closer to the center of the room, and target the outside soldiers. Feel free to move closer for the harder to hit foes, but be ready to retreat at the drop of a hat. After a few kills, the blocked door will be opened. Go outside and take cover behind the jeep. Just stay here and shoot the enemies positioned off. Keep at it - after enough kills your mission will be completed.



Mission Accomplished!

Walkthrough (continued)

Chapter Eleven: Hostage

Your core objective is to locate Ingram. After a short jeep ride, you'll be tasked with gunning down the enemies. This is

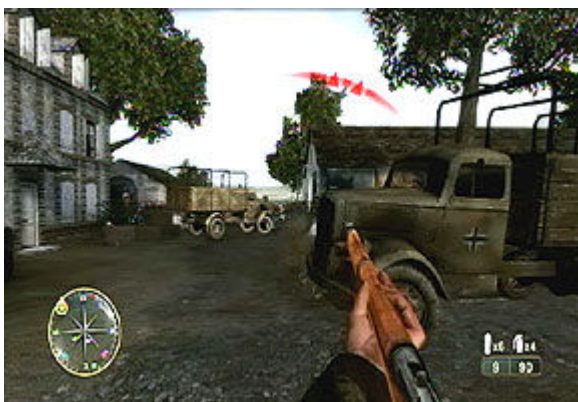
pretty easy; just shoot the enemies crossing the bridge.



Following that, you'll take control of the jeep. For now, ignore your compass as it'll lead you astray. Once you gain control, backup a few feet, then drive around the center structure clockwise onto the dirt road. Turn right at the junction to arrive at a small village. Turn left and follow your compass to the objective.



After exiting the jeep, take cover behind the truck dead-ahead. Don't worry if it explodes since it won't damage you. Make sure to take down any nearby enemies, including the soldiers in the upper floor windows as well. Afterward, approach the window and kill the enemies inside, and then enter the mansion.



Equip your Trench Gun and head upstairs. Wait near the top of the staircase for a few enemy soldiers to appear in the hallway. Afterward, duck into the room on the right and melee anyone inside, and then check the room across the hall. Now carefully approach the room next to the staircase and duck in and out to kill the two soldiers inside.

Continue up the second stairwell, but stop before turning the corner. Kill anyone within site, then quickly cross over to the bathroom. From here, you can target the soldier in the adjacent room. Finally, check the last room across the hall - there will be a soldier behind the boxes.

With no Ingram insight, it's time to check the cellar. Equip your rifle and make your way downstairs, but exercise caution as

you approach the ground floor. Hang back on the staircase and shoot the enemies coming through the door. When it's safe, hide beside the door and lean outside killing the nearby enemies. Unfortunately, most of them can't be hit from your current position. As such, seek cover behind the group of barrels located directly across the field behind the tree. The remaining Germans can safely be disposed of from here.



When the coast is clear, run up to the next building's entrance and crouch behind the barrel. Lean out to shoot the soldiers at the end of the hallway, or throw a frag grenade to quickly dispense of them. Continually advance, barrel by barrel, and to reach the cellar. Kill the lone guard visible from the entrance and then dive in. Work your way through the cellar using the kegs for protection.

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When at the gate, kill the enemy across the way, and proceed carefully. There will be a group of enemies camping at behind the barrels at the end. Use your Trench Gun to dispose of them. Around the next corner, stand by the entranceway and strafe in and out to target the soldier's down the hall. Move up to where the hallway splits and strafe across both sides, back and forth, killing the enemies. Open the door at the end to find Ingram. After the happy reunion, it's time to take the jeep for another joyride. Your next objective is to locate three captured Maquis soldiers in the village. Follow your compass to the house down the road.



After arriving, hide behind the rear of the truck and kill the soldiers with your rifle. Try to do this quickly, otherwise they may gain control of the nearby turret. Follow the right fence and creep around the corner. Run around the rear of the house (bypass the open door for now) to take down a couple soldiers. Use this opportunity to kill the gunner in the upper floor as you turn the corner back around to the front of the house.



Now enter the house through the backdoor and proceed slowly through the house using the corners for protection. Continue upstairs, but be prepared for several soldiers to pop out of a room. Afterwards, clear the remaining rooms by running in and attacking the occupants before they can react. Once the house is cleared, the first Maquis soldier will emerge from the bathroom. Now get back to the jeep and follow the compass to your next destination. Just watch out for the truck comes at you head-on. Drive on the shoulder to evade it



After parking the jeep, use the left wall for cover, then fire into the building straight-ahead. Afterwards, peer around the corner and shoot the gunner in the upper window. When all's clear, enter through the garage door with your Trench Gun equipped to kill the soldiers. Advance into the house and clear the ground floor.



When finished, walk up the staircase backwards. This is because two groups of soldiers will flank you on either side of the stairwell. Quickly shoot a soldier on whichever side you prefer, and then run into a nearby room and melee anyone inside. After the house is cleared, the 2nd Maquis soldier will emerge from the bathroom. Now go back to the jeep and follow the compass.



When at the next destination, briefly use the foliage on the left side for cover while targeting the enemies running towards the damaged car. When clear, hightail it over to the car and snipe the enemies from around the side.



Afterwards, hang by the entrance of the barn and shoot the enemies inside. Then wrap around the back of the barn to deal with any stragglers, then enter the house through the backdoor. Climb the staircase, but stop just before reaching the top floor. Cook a grenade, then strafe into the hallway and fire it the room on the right. This will kill two soldiers who are otherwise very difficult to deal with. When the house is vacant of enemy's presence, the third Maquis soldier will emerge from a bedroom. Now make your way back to the jeep, but be careful of a few new soldiers outside.



Use your compass to drive back to the courtyard. In order to proceed, you'll have to defend yourself from the Germans. Just duck behind the fence and shoot the soldiers. After a few moments, you'll have to help Isabelle flank the tank. Crouch walk along the wall on the right. Before you round the corner, shoot the gunner in the upper window, and kill any other nearby enemies. With a clear path, Isabelle will begin planting a charge on the tank. That's your cue to hightail back to the fence and fight off more Germans. After a few moments, the level will be completed.



Mission accomplished!

Walkthrough (continued)

Chapter Twelve: The Corridor of Death

After arriving in the tank, you will be ambushed on the left side by a row of soldiers. Simply target a soldier at a time, while crouching between shots. After departing the vehicle, hightail it over to the broken wall, shoot the far soldier, and then push forward. Follow the path through the rubble, but make sure to check around you before moving on since there will be enemies amongst the wreckage.



Just before you enter the backyard, a tank will plow through a wall towards you. Drop into the backyard to evade it, then target the enemies on your left. There are a few more soldiers using the nearby wall – hustle over to that wall and duck behind it, then lean out and target a single soldier at a time.



Continue past the wall, shoot the soldier on the balcony ahead, and then enter the trench. Before exiting this area, duck behind the sandbags and pop up to kill the enemies. When all is clear, jump the sandbags and run to the far wall for cover, as several more enemies will appear. First, target the enemy in the house located in the direction you just came from, and then stand up to kill the enemies behind the wall where you're positioned.



Afterwards, peek around the corner of the house to destroy any more soldiers, and then enter it. As you jump over the debris-filled exit, a soldier will engage you in a one-on-one fight. Simply follow the actions shown onscreen to defeat him. Now climb the wooden staircase and enter the building.



Shoot the enemies on the ground floor before proceeding down the staircase. Be ready for a few soldiers to emerge from the door to your right, as well as downstairs. Subsequently, regroup with your tank crew at the rear of the house. Be ready; the door in front of you is about to fly open with a soldier staring at you. Take him down, and then proceed into the yard.



There are three MGs that need disarming positioned throughout this area.

- **MG #1:** The first is situated in the top floor of the building to the Northeast. Simply duck behind the wall bordering the yard and stand up to defeat him.
- **MG #2:** Proceed through the wall on the right, and enter the building. Be careful as there will be a few soldiers in

here. Next, head up the staircase to your right which leads to the next MG. Feel free to melee him, as he's too busy shooting others on the street.

- **MG #3:** Advance through the building until you reach an area you can drop down to below. Drop down, target the soldiers across the street in the alley, and then peek around the corner of the building to kill the soldier in attic of building to the SW. From here, just follow the path up to the tavern.



Once you arrive at the tavern, you'll be tasked with destroying the three mortars. Head to the West side of the house and target the soldier through the window by the Mortar. Ignore any opponents who are not an immediate threat, because the soldiers will continually respawn. For Mortars 2 & 3, head to the East side of the building and target the two soldiers off in the distance manning a mortar each. If you need to take cover at anytime, simply lie prone on the ground.



After the three mortars are destroyed, the pissed off Nazis will toss smoke grenades everywhere and infiltrate the tavern from the north side. To counteract this, stand on the West side of the tavern, melee the soldiers as they come through the window, then target everyone else entering on the East side. Keep a watchful eye on the near window, as more soldiers may enter.



Tip: If you're having trouble, retreat upstairs and let your squad do most of the dirty work. Just target the occasional soldier that's visible within range of the upper deck.



Having failed the Northern attack, the Germans will now try attacking from the South side. Thankfully, there's a turret in the window that can be used to quickly exterminate the enemy. After everyone's dead, exit through the door on the West side of the building and onto the street. Grab the crowbar to the right of the blocked door, and then press the buttons shown on screen to pry the boards loose.



Enter the building, but watch out for a soldier shortly ahead. Continue through the buildings and drop into the basement through the hole in the floor. Duck to the side of the hole, and lean out to kill the soldier. Continue to lean around the corner to shoot the remaining enemies on the level below. Continue forward and use the center column for protection to safely kill your foes. With the area clear, just plant a charge by the barrel, and then seek cover to finish this level.



Mission Accomplished!

Walkthrough (continued)

Chapter Thirteen: The Mace

At the start of the mission, Kowalski will give you a lift into the nearby tank. Sadly, you can't drive it; however, you can tear apart the enemy's forces with its missiles. This isn't too difficult; just scan the entire horizon for enemy tanks and fire upon sight. Unfortunately, regardless of how well you perform, you'll be knocked unconscious by a missile.



Now you need to escape from the trenches. Use the nearby tank for cover, then run to the barrels and shoot the soldiers beyond. Progress until you get to the entry point for the trench, but hang back firing away at the visible foes. Afterward, proceed into the trench. Stay crouched, and walk through the trench and fire at nearby the enemies over the edge. Once the immediate threats are removed, proceed up the hill using the stones for cover. Continue to fire at any enemy that gets too close, but don't bother trying to eradicate them completely, since they continually respawn.



When you reach the top, crouch alongside the barbed wire to fire at the soldiers beyond, then continue climbing the mountain up to the northern bunker where you'll meet some teammates. Now you

have the choice of following either Ulan or Rudinski. Although we've outlined strategies for both routes, Rudinski's is significantly easier.

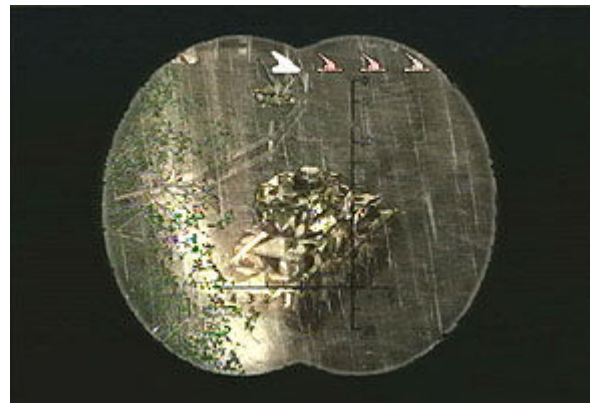
- **Ulan** - Run into the trench and dive into the first alcove on the left for cover. Then lean out and shoot the enemies firing towards you, then move forward. Stop at the wall and clear any enemies here. When ready, go around the corner, and peek around the barrels to shoot towards the enemy. When you reach the end of this corridor, stand up and shoot the enemies on the left ledge. Proceed around the corner and shoot the enemies there as well.
- **Rudinski** - Go up the hill and grab the sniper rifle from resting against the box, then snipe the enemies down the hill. After a few kills, regroup with your squad downhill and enter the trench.



Both routes converge in the trench near the corner that's burning. Around that bend are three soldiers eager to kill you. Use a machine gun to take them down, then immediately hightail it around the corner - don't lollygag because those three will continually respawn. Keep running until you reach the corner with the netting above. Now this next part is tricky, because there's a large group of soldiers around the corner, but you need to get past them quickly in order to avoid fire from the rear. Toss a cooked frag grenade around the corner to deal with most of them.



When clear, proceed through the tunnel out the other side, then down the path bordering the barbed wire. Don't worry about any of the enemies down the mountain. Eventually, you'll come across some teammates who want you to spot tanks for them with your binoculars, similar to mission one. Whip out your binoculars, then highlight a tank and alert your teammates of its presence. To locate the tanks, just scan the area, look at your compass, or listen to your teammates for the tank's positions.



After a few tanks are put out of commission, continue further up the path and repeat the same thing with the next batch. Subsequently, continue up the mountain to the truck. Use it for cover while you target the nearby enemies down the mountain. You may want to toss a smoke grenade or two, so you can pass this area without worry.



As you near the summit, you'll have to defend an area from the enemy until backup arrives. Stand by the fence and shoot anything that moves on the mountain side. Shoot the explosive

barrels to take down groups of enemy soldiers. Also, some soldiers may venture into your current area, so position yourself near cover.



Now go through the gate, and continue to shoot the soldiers down the hill in the next area. After a few more kills, you'll have to defend Ulan. Duck behind the barrels, and shoot the enemies approaching from the same path you just traveled. Duck in and out to defeat them, then carry on up the mountain past the medical station up to the manor. Exit the manor through the side door and head down the mountain where you'll have to target a few more tanks, just as before. Again, use your compass to quickly locate them.



After the tanks are disposed of, keep the Germans off your back by shooting them. You may also want to grab the MG34 positioned a few meters prior to the barrels blocking the path. Shortly thereafter, a tank will destroy those barrels allowing you to proceed.



You now have to grab the panzershreck to destroy a tank, but there will be several soldiers entering that area to defend the weapon. An easy way to kill them is to position yourself in the center of the entryway, then lie prone with the MG34 and mow them all down.



Afterwards, quickly collect the panzershreck and shoot the tank - two direct hits will destroy it. If you need more ammo, head back to where the panzershreck was for an ammo refill.



Afterwards, more enemies will funnel into the area where the panzershreck was. Hang back and toss a couple grenades to dispatch of them, then exit through the broken wall left of the panzershreck. Now all you have to do is survive for a short while longer.

Mission accomplished!

Walkthrough (continued)

Chapter Fourteen: Chambois

Your first objective is to defend yourself from the advancing enemy troops, which is quite difficult if you don't have a good plan. At the start, immediately enter the building on your left and stand behind the counter facing out the window. From here, just target anyone that enters your point of view, as you'll be well protected.



Note: Even though there's a .30cal stationed in the next room, it leaves you incredibly vulnerable to enemy fire – you're better off not using it.

Afterward, you'll be instructed to retreat to the rally point. Exit the room and run towards the open door across the way. You'll emerge on a street that you'll have to defend. Use the sandbags for cover as you shoot the opponents. Subsequently, follow your squad through the destroyed buildings and let Pvt. Stoll push you over a wall leading to the church.



After a brief cinematic, you'll be back out on the street. Backup behind the street's corner for cover, then blast the enemies ahead. Advance up the street, taking cover behind the car and the small brick wall.



As soon as the enemies troops are eliminated, head to the Southern edge of town. Follow your

teammates through the buildings and down the streets until you reach a house under attack. Use the walls for cover.

Shortly thereafter you'll have to protect Guzzo while he marks targets. Run down the hill to the fence and use it for cover. To the right is a Springfield rifle, collect it to take down the gunners in the building across the road.



After Guzzo is shot down, you'll assist Dixon to rescue Guzzo. Simply hide behind the boxes and walls until Dixon runs to collect Guzzo - don't worry about keeping enemies off his back, since he's invincible during this segment. Wait for Dixon to return at the top of the hill in order to proceed.



After Dixon dies, your squad will relocate to the North. At the end of the first street, crouch behind the barbed wire fence and shoot the enemies beyond. Then proceed into the building on your left and onto the deck - shoot the enemies from here. After a short while, your rocket launcher equipped squad mate will destroy the tank.



Enter the doorway on the opposite side of the deck and continue through the building, and then drop through the hole to the ground below. Now go through the archway to the North and eliminate the enemy's presence. Run up the barbed wire fence, then through the building on your left and shoot the enemies through the windows. Proceed through the open door and onto the street. Use the boxes for cover while you shoot the large groups of soldiers storming down the road. Grenades are an effective way of taking them down fast



Continue up the street and use the stone wall on the right side for cover. Shoot the enemies, and then proceed into the building to the North. Go upstairs onto the deck, then drop to the ground below. Enter the building up the road, but prepare for some enemies to appear in a room. Duck behind the fallen bookcase and lean out from the side to kill them. Use the walls for cover as you advance upstairs.



When you reach the balcony, collect the Springfield on the right side, and shoot the soldiers manning the three Mortars. Their positions are random, so use your compass and look for them by the stone wall or out in the field. You may take heavy fire, so crouch while shooting and lie prone if you need to regain health.



Afterwards, head through the open door and grab hold of a Pak 43 to then destroy one of the two armored car that appears. Subsequently, switch to the other Pak 43 so you can target the other armored car. Immediately after, a pair of tanks will come for a visit. Target their upper regions to take them down. Aiming can be a bit tricky - make sure the walls and fencing aren't blocking your shots. Shortly thereafter, the Pak 43s will be destroyed. Simply take cover behind a row of sandbags and hold off the Germans while you wait for reinforcements



Mission Accomplished!