



## Introduction

Lost a laptop in Lithuania? Down and out in Riyadh? IGN is here to point out the various points of interest in your *Call of Duty*. Unlike a nominal tour of duty, this one will last less than a year if you play your cards right.

This strategy guide has a walkthrough of the single player campaign, as well as a handy appendix for the hidden laptops that unlock the game's secret cheats.

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# Call of Duty 4 Modern Combat Basics

## Basics for the F.N.G. (F@!#ing New Guy)

Check your basic controls by going into the pause screen and clicking options. Depending on your platform and choice of human interface, you will find some control schemes more comfortable than others. Some big differences for some players on the console controllers will be:

- Ducking controls situated on the right joystick instead of the left joystick.
- Sprinting is sticky and done exactly like in *Killzone*; unfortunately, the duck key is also sticky and not placed on the L2/Left Trigger equivalent.
- Sniping and fine aim are done with the same key; snappy target acquiring basically means standing still to fast-select targets that are "bunched together" close to the target reticule.
- Press the duck key to duck. Hold the duck key to go prone. Prone players are invisible to unalerted enemy A.I. in campaign mode.
- Changing to the sidearm is faster than reloading, unfortunately, that same tactic will leave you empty if you are facing off against more than one enemy.
- There is always one type of special grenade (90% of the time in campaign, it is the flashbang). Special grenades and grenades are restocked for a player if the player dies and restarts from a checkpoint, on the Normal and recruit difficulties.
- In-game cheats (the hidden laptops) can be earned on any difficulty, but the cheats can only be activated if the game is cleared.
- Silent weapons are not heard by enemies, but enemies will notice dead bodies. Only the "Bad Year" cheat will completely get rid of bodies for purposes of stealth.

Some other notable basics from countless first-person shooters come to mind, such as:

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

Do not attempt to Rambo your way through this game. First off, no human can withstand the impact of modern small arms fire without substantial assistance from body armor. Secondly, only John Rambo can walk into a Vee-Cee village forty years after the United States hauled out to rescue the six quadrillion P.O.W.s still plying the illegal opium fields of the local Vee-Cee commander who is also known as, "The Butcher of Bang-Phoung" or some other slitty eyed moniker crap without getting a scratch.

On normal difficulty, getting hit by one or two rounds will be enough to cut your tour of duty short. On hardened or above, one stray hit will be enough to kill you.

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

This is very important, although many players are still oblivious to it. If an enemy is shooting at you, that means they can see you. However, this also means that they are vulnerable if you choose to fire back.

When taking hits (as opposed to 'taking fire'), your HUD will blink in the direction you are taking the damage from. Break line of sight and counter-attack when your health has regenerated.

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

Enemies will sometimes enter a mode called "Last Stand". This mode is something players can earn while playing online, whereby a dying soldier will unload his handgun and make a last-ditch effort to kill his attackers.

Sometimes, you will see enemies who are shot but crawling because they are not fully dead. Instead of checking their pockets for loose change (and then having fun while storming the castle), you should instead, empty the rest of your magazine into the body to make sure they are honestly dead.

An enemy on last stand can confuse you in tight firefight (conflicting reports of damage), allowing active enemies to kill you.

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

Players regenerate life over time. If your HUD is red and bloodied, you need to pull back to a safe place and recuperate. Otherwise, the next hit will most likely kill you.

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

Although you have to try hard to kill friendlies, it can happen if you maintain a trigger pull and sweep over your own S.A.S. squad (like with a mini-gun). Although killing non-vital NPCs like the generic privates and such won't penalize you, getting into the habit of not firing on NPCs with green names will save you the trouble of not having to restart from a checkpoint due to friendly fire.

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

You can ridicule the enemy behavior as being remarkably unintelligent, but this is not reality *per se*. Still, the computer is not letting you walk over it without a fight. Exploit the enemy artificial idiocy by running away. Enemies may lose sight of your player and begin to look around aimlessly.

Either way, you can use it to your advantage. If you back up say, around a corner, you can turn around and drill the sucker when he rounds the bend. This usually happens once you realize most enemies won't bother trying to find you once they lose track of you.

At the same time, enemies are infinite in *Call of Duty* (unlike *Medal of Honor*). Until you occupy the spawn point (generally a building), enemies continue to pour out like a badly cliché'd clown car.

You can exploit this by adopting the *Battlefield 1942* experience and simply marching towards a strategic point. Once secured, buildings no longer spawn enemies.

**Murphy's Law of Combat**  
**Grunt math: walking point = sniper bait.**

Your player is generally the man on point for most missions. However, in the rare cases you have allied NPCs who are armed, they can help you draw enemy fire by walking point. The only problem arises when they are shot by your own gunfire or take too much damage and get killed from enemy gun fire. In both cases, the mission is failed and you restart.

**Murphy's Law of Combat**  
**Try to look unimportant, the enemy may be low on ammo.**

Stealth plays a larger role in COD4 than in previous games. By staying prone (console players should hold the duck key) amidst tall grass or "shadowed grass", most enemy patrols will ignore and bypass you. However, this only comes into play in a few stages; most of the time, your weapons are not silenced, and therefore, any attack you make alerts the whole compound.

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

As mentioned, switching to your sidearm is faster than reloading. However, the tactic will not work if you still have enemies left after emptying your sidearm. Be sure to work close in close quarters combat and use the knife (or melee) button to quickly dispatch enemies. Stabbing enemies is faster than switching to your handgun, but only works up close.

Similarly, enemies will melee your character; on normal and above, one melee will generally kill the target (regardless of the attacker).

**Murphy's Law of Combat**  
**When you have secured the area, don't forget to tell the enemy.**

*Call of Duty* uses the simple concept of "securing territory" to advance the allied NPCs. Securing an area means a certain number or type of enemies need to be killed before the game moves on.

For example, in The Bog, enemies will continuously rush the disabled tank until you take out the RPG soldiers on the rooftop. Once that's done, you can move away from the tank to the subsequent task. Moving away before those soldiers are killed will mean mission failure.

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

Keep cool and above all, don't lose your head. Get into the rhythm of moving, scouting, taking cover, aiming, shooting, reloading, and repeat until you come out of it alive. Sometimes even the most basic things are forgotten when you're taking fire from an unknown source.

Proceed slowly and methodically through each area; after a while, you will note that you do not always need to secure an area in order to pass to the next section.

**Murphy's Law of Combat**  
**The explosive radius of a hand grenade is always one foot more than you can jump.**

Grenades in *Call of Duty* are to be greatly feared. They kill you and enemies if in range (except on recruit) and even exposing a tiny area of your body to grenade blasts mean you die (such as a partially concealed doorway).

The game allows you to press the grenade key by moving towards the grenade indicator to throw it back. However, if you do not have the time or inclination to throw back explosives, you should find a means of escape. Once the grenade indicator is gone, you are effectively out of its kill range.

**Note - you do not have the same danger indicator with damaged vehicles.** Damaged vehicles will eventually explode and do the same damage as grenades, but there is no warning with damaged vehicles.

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

If you are overly concerned about ammunition, take the enemy's weapons. Otherwise, your starting weapons are generally well-suited to the mission at hand. The only exceptions are the sniper missions in the middle of the game.

An automatic weapon is always preferable, and as you play, you will note that the ammunition of some guns are shared. Picking up an M4A1 and a G36C sounds like a plan, until you realize both weapons use the same stock of ammunition. Take different weapons and you will effectively have two stocks of ammo to draw from. This helps in intense firefights.

# Call of Duty 4 Modern Combat Walkthrough

Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
.	The Bog	One Shot, One Kill	War Room
.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

## F.N.G. (F---ing New Guy)

### Murphy's Law of Combat

Professional soldiers are predictable; but the world is full of dangerous amateurs.

The stage "F.N.G." (which is an abbreviation of *f@!#ing new guy* - the most dangerous type of soldier) will run players unfamiliar with *Call of Duty 4*. All the narration in F.N.G. isn't done because the guys at Infinity Ward decided to hire their voice acting buddy from England -- the narration serves a purpose in educating you about the fundamentals of the game (except stealth).



Once you get the hang of the assault rifle, sidearm, and knife, you can go to the hangar and meet the unit C.O. (Price). He will narrate some more and ask you to clear the training course in 60 seconds or less (go over time and you either fail or you try again).



The best record is 15 seconds from the time you fast-rope until you hit the finish circle. Unless you happen to be an absolute god of aiming, sprinting and turning, you will most likely only get your time down to about 18 to 22 seconds.

Don't worry about beating the best time (unless you are earnestly achievement crazy) -- memorizing a course and being



flexible on the battlefield are two entirely different mental exercises.

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Crew Expendable

S.A.S. Speed. Aggression. Surprise.

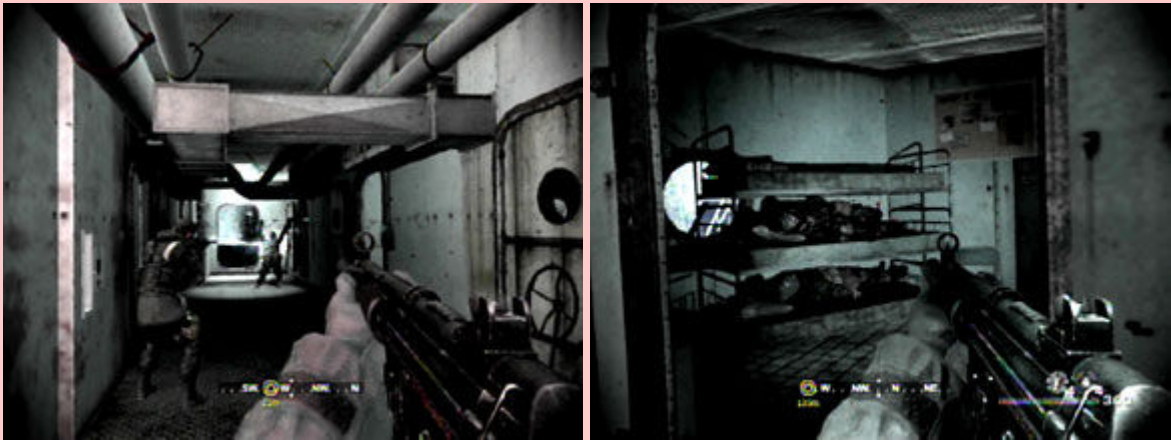
- Andrew Sterling, Cold Winter

This mission should be easy. You have three nearly invulnerable NPCs who pretty much sweep the whole vessel clear of enemies while you go around searching for secrets. This is what IGN recommends, since sure-shot NPCs mean you don't do any of the dirty wet-work yourself.



Upon landing, follow your team through the ship interior and down the stairs to a hallway. A drunk Russian will come out of a bunkroom and will (most likely) be shot dead by your trigger happy gunmen.

**Laptop 1 of 30** - Check the bunkroom from where the drunk Russian comes out from. The laptop is to your left when you enter the room.



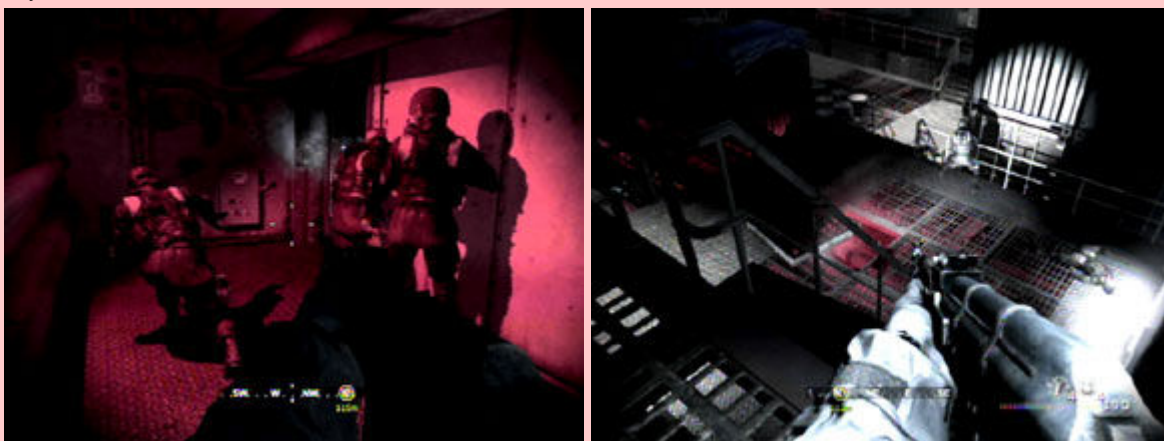
Check the bunkroom for a secret and then continue following your team back outside, through the container ridden mid-

section. Everyone regroups to assault the rear bulkheads, so head there when you're done exploring.



Inside the ship, the enemies start coming constantly once you get to the bottom of the engine room. If you were smart, you would've reloaded your magazine long before descending. When the team lines up to flashbang into the first cargo hold, you should get yourself ready for yet another secret.

**Laptop 2 of 30** - When the team lines up to assault the first cargo hold, you need to note that the stage's second secret will be in the cargo hold. Enter the hold and descend the first set of stairs; the laptop will be out in the open and to your left.



Once you're done with the secrets, the rest of this stage is unsurprisingly straight forward. If you ever get lost, you should check your HUD radar. Head towards the gold objective marker. Just don't forget to take things slow, as many of the enemies show their A.I. love for grenades.



Enemies here should not give you too much trouble, unless you get close for no reason. Locate the radioactive

container (the Geiger ticking will alert the attentive). Head into the container and locate the clipboard.



Stay targeted on the clipboard as the NPC C.O. continues his scripted report. Once the clipboard turns gold, hold the reload key (or use key) to grab the objective and follow the team back to the extraction point. Note that during your escape, tap the jump key after each rumble -- otherwise, you remain crouched while moving and that won't do at all.

Free Writs of Execution

There is nothing to do in the next stage except die. Enjoy!

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Black Out

Just remember, of the 33 kinds of snakes in Vietnam, 31 are poisonous.

How do we tell them apart, sir?

I think with those ratios, you could afford to come to prejudicial sweeping generalization -- like killing them all.

-A squad leader to his pilots, *Chickenhawk* (1983)

This stage is kinda lucky -- once you start, you can go right ahead and grab a secret! Otherwise, you can follow your team through the makeshift terrorist camp, kill Russian separatists, and generally be unhelpful to your allied NPCs.



**Laptop 3 of 30** - At the start of the mission, there is a shack to your left housing two terrorists. Head over there and Final Solution the place. The laptop is inside the shack.



Since it's so dark, you will have an NVG tutorial here. Press the NVG shortcut to activate your image enhancement goggles. Below are two shots of the same bridge without and with light enhancement.

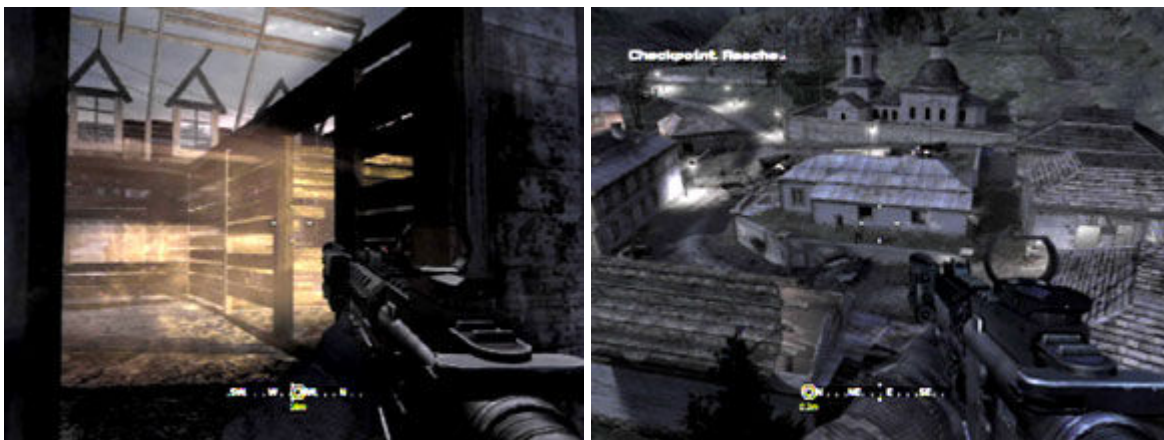


Note that strong light sources such as lamps and even flashlights will blind you, so use the goggles only when needed. Alternately, you can over-correct the brightness (or gamma) via your video settings and effectively see in the dark. Either method works.

Follow the team to the clearing and meet up with the NPC Kamarov and some Russian allies. These guys are generally expendable, so you can be a little careless with these guys. Take the M21 sniper rifle and follow the NPC Price to the sniping point.



From the sniping point, gun down all the enemies in the houses and take out the machinegun nests so your allies can advance. Once that's done, you can move into the next building along the mountain path.



Head through the building and give some more covering fire to your allies from a second sniper point. Again, if you are lost, the gold objective marker will always be omnipresent.



After doing both sniper tasks, fend off the chopper troops and head over to the powerstation. Rappel down the rope and start heading for the informant's building.



Erase the skeleton crew left to guard the NPC Nicolai and waste everyone. Head back out of the building via the back door (first level) and exfil to the chopper.



**Laptop 4 of 30** - After rappelling to the informant's building, enter and locate the second floor. The bathroom on the building's second level holds your secret.



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### Charlie Don't Surf

You either surf or you fight!

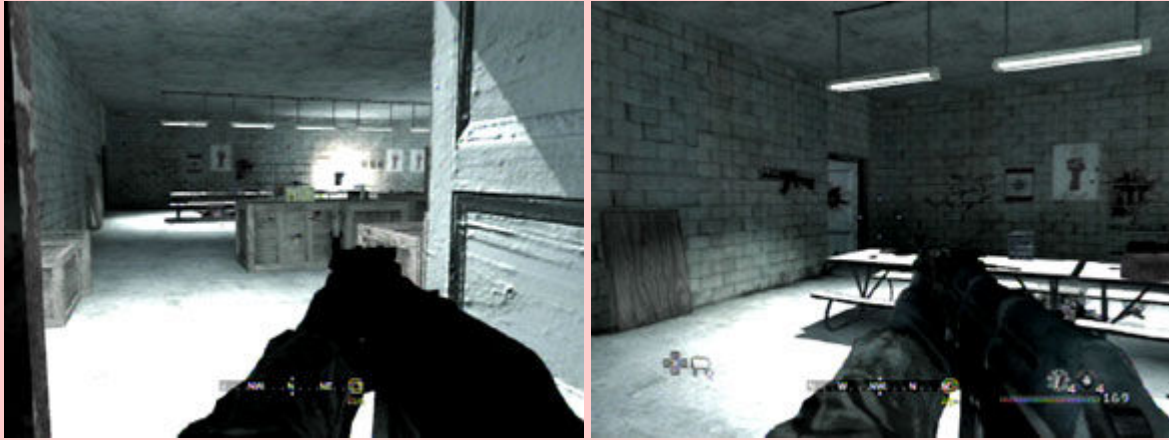
*-LTC Bill Kilgore, Apocalypse Now (1979)*

For this stage, you jump into the Marine Corps., on the way in to raid and zap the crazy beret wearing dude who killed ya in the last stage. On landing, follow the NPC Vasquez to the ominous looking Ba'th Party building seen in the image below.



On a breach and clear, you need to take point to lead your dumber than a box of rocks NPCs down into the weapons ridden basement to secure it. Flashbang the basement and head in to clear it out. With some luck, your NPCs will come down and attack with you. There's no squad command system to aid you here.

**Laptop 5 of 30** - The building you suspect where Al-Asad is has a weapons filled basement. Locate a corner room and investigate it for the hidden laptop.



Clear the basement and take your share of weapons. You may not need it yet, but take a Dragunov or similar sniper rifle and perhaps the AK74-Grenadier.



Leaving the basement is more dangerous than entering, since there are enemies who spawn only after you enter the rooms to the stairs. This means clearing the room with grenades won't work (since they are not there). Go in with a full magazine and fire to dsiable them; once they stagger, stab them repeatedly in the eyes and throat until they are no longer fit for service.



Outside, you will be under constant assault from the rooftops and streets. The key to getting by these strongpoints is to approach them, erase the nest, and then occupy the building in "game terms".



**Laptop 6 of 30** - Take a look at your mini-map. Place the TV station marker on your map north. With the main boulevard to your left, head south (use your main HUD's compass) and locate the sniper ridden building seen in the image below and right. The house's insides are blue. Check the second level for the laptop.



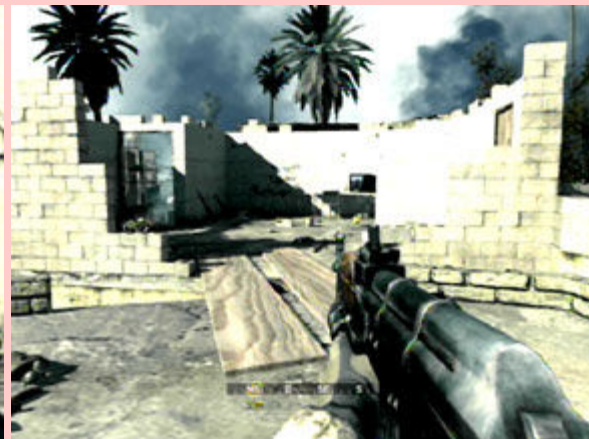
Negotiate your way towards the gold marker -- you should come across a wide boulevard guarded by a technical (pick-up truck with machinegun on its bed). Before that though, you may want to look for the hidden laptop.



The main boulevard will have many enemies, so it will take some time and dying to get across. Once you cross over the main street, notice the building on your right. There's a secret up there too, but you don't need to go there if you don't need to.

Keep your eye on the skyline for a radar dish. That marks the TV station you need for the mission to end.

**Laptop 7 of 30** - The house with the secret will be by a large pile of wrecked cars. Locate the stairs on the side of the building and head upstairs. The laptop will be on the rooftop. Be sure to grab some sniper rifles if you need the weapon.



The fight for the TV station will be difficult since the battleground will be enclosed. No space to run from grenades, so you need to be alert for the tell-tale klinking and be ready to throw back the explosive eggs.



Sweep through the hallways and load up on any weapon. Use up all of your ammunition as you need to, since the firefight in the main studio will be intense (and the last where enemies will appear).



Take the side rooms if you need to, but the enemies who stop the flow of respawns are the ones on the top armed with sniper rifles and RPGs. Chuck grenades to the balcony if you can, use up the URGL rounds from the AK74 (if you took it). Otherwise, snipe, brain, or otherwise kill the rest of the opposition and follow the NPC Vasquez to the end of the level.

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## The Bog

(Hitler) was amazed at the smallness of these (losses) and contrasted them with the casualties of his own old regiment, the List Regiment, during the first World War.

I was able to show him that the smallness of our casualties in this battle against a tough and courageous enemy was primarily due to the effectiveness of our tanks.

Tanks are a life-saving weapon. The men's belief in the superiority of their armoured equipment had been greatly strengthened by their successes in the Corridor.

*-General Heinz Guderian, Panzer Leader (1952)*

This mission pretty much involves finding and keeping a tank alive. When you first start, jig to the right and follow the fence to some stairs. This leads under the murderous fire so you can enter a basement and get at the enemy emplacements.



Fire back and clear a brief window you can cross from the basement into the building's cellar. You can get to the fortified position from the stairs. Clear out the area but do not leave until you have the secret. If you want to proceed, head back downstairs and out to the back of the building.



**Laptop 8 of 30** - The second level of the apartment has a secret room friendly soldiers will breach into. Inside, you should find the laptop. Again, look for the silhouette of the sickle and AK-47.



There is a tremendous firefight downstairs once you clear the fortified area of the terrorists. Don't get killed by wandering too far forward. Fry the enemies on the ground, then the ones on the bridge and try to establish some safe zone where your allies can occupy so you have a safe spot to retreat to.



Sooner or later, enemy armor will appear on the bridge and a luckless NPC will carry the Javelin weapon in and get zapped. Head to his dead body and take the Javelin weapon.



A Javelin is a top down attack missile that is barely man-portable. It has infinite ammo for the purposes of this game. Hold the fire aim button and locate the enemy armor by following the green arrows. Once you have a box, keep the weapon sight centered on the target and fire when the lock-on is achieved. Destroy all the enemy armor to go to the next section.



**Laptop 9 of 30** - The marketplace has a secret laptop. Locate the refrigerator and look at it as if you were going to open it. Turn around 180 degrees and walk straight to a wall. The laptop is behind a stack of boxes.



The marketplace is quiet and has no enemies. However, the next section more than makes up for that lack of conflict. Your immediate goal is to prevent the tank from being overrun by enemy RPG soldiers and the like. The best way is to down the enemies from behind cover. The enemies to stop this human wave crap are the enemies with RPGs who appear on the building's roof.



Once done, you head west and blow the ZPU (AA gun). Fight off the enemies and head into the shop with the AA emplacement. Place the det-pack on the holographic spot and be sure to go behind the wall before blowing the gun. Once done, place the IR marker on the indicated spot and regroup at the tank.



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## The Hunted

Run coward, run.

*-Sinistar*

Upon crashing, head to the crashsite and take the weapons available to you. You don't have the night vision, but the M4A1's red dot sight is larger than the G36C's in this game. Take your choice of topping (with or without the sodium benzoate) -- M4A1, G36C, and MP5, then follow the team to the farm.



Sneak into the farm and make your way to ambush the enemies. This mission pays if you stay silent until the very last minute; then you make sure there are no witnesses to any of your secret activities by shooting people repeatedly in the head.



Jump to the next farm and avoid the chopper by hitting the duck key (hold it to go prone on the console controllers). Once the chopper passes by you, head to the farmhouse and then dive into the basement once the door is bashed open. In the house, enemies will flashbang mid-way through.



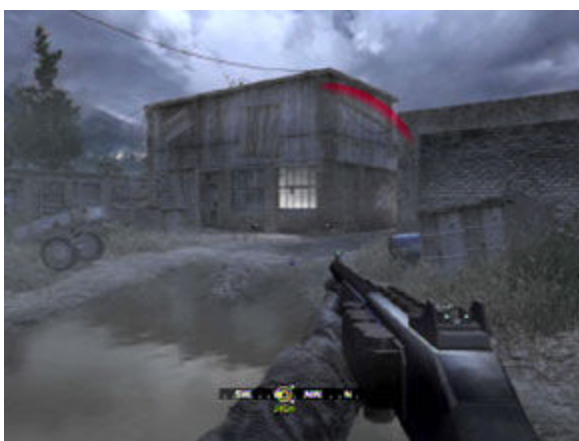


Survive the house ambush and then enter the backyard area (no enemies yet). There's a secret here if you care for it, otherwise, you simply get yourself ready for attack dogs.

**Laptop 10 of 30** - After escaping the house where the Russian chopper troops flashbang and ambush the team, you come across a peaceful back area with farm houses all around. Locate the house with the soda machine, enter it and claim the secret. If you meet attack dogs, you went too far ahead.



The attack dogs are dangerous only if you are not prepared to kill them. Basically, dogs will cause your character to go prone while being bitten. Unless you shoot the attacking dogs dead, you need to be ready to spam-press the melee button to break Rover's scrawny neck before it bites your neck and kills you.



Of course, the best way to get rid of dogs is with automatic gunfire. Spray the dogs if they get close, and keep behind cover so their handlers cannot shoot you dead while you are wrestling with their mangy mutts. Sweep the farm clean and head into the next field.



The next field is a stealth field, but you will eventually be caught anyway, since there is so little cover. Get as close to the greenhouses as possible by shadowing the team's movement and snipe the enemies if an alarm is raised (you may get lucky and sneak all the way to the greenhouses, so don't fire unless you are compromised!).



The two greenhouses are filled with enemies, as well as gunfire from the Russian chopper. You can kill the gunner (not the pilot) of the chopper by firing into the chopper's gunport. However, your more immediate threat are the 8 billion Russian terrorists on the ground who appear once the alarm has been raised.



Fighting through the greenhouses is a chore, made more difficult by the fact the fake grass will hide enemies but not their incoming bullets. Labor through the greenhouses and kill everyone to reach the barn. Although there is a secret before the barn, you can go and get it once the chopper and its soldiers are dealt with.



**Laptop 11 of 30** - Upon leaving the second greenhouse, follow the building on the left to an area covered by a sheet metal roof. The laptop is in that area.



Head into the barn and use the Stingers to down the enemy chopper. Like the Javelin, you need to hold the weapon up with fine aim, achieve lock-on, then fire on the target. Two Stinger missiles will suffice.



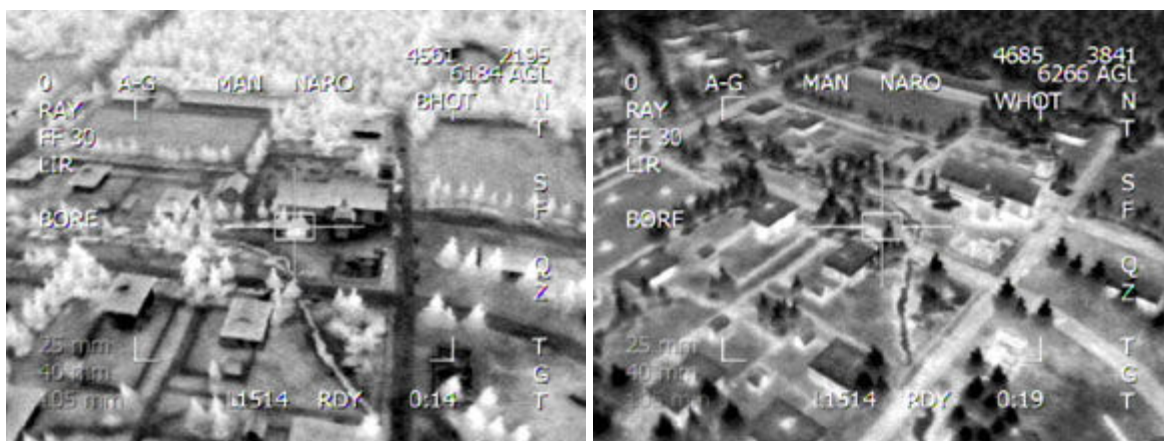
When heading to the exfil point, enemy armor and soldiers appear. Wait until air support takes out the roadblock before advancing, otherwise, you will most likely get yourself killed.

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### Death From Above

To cover the escape of the S.A.S. squad, an allied C-130 with tons of ammo (read infinite) with three different weapons will be in the sky and raining death on the enemies who threaten the guys you just played.

Although the game will notify you of the basics, there are some ticks you will eventually pick up as you fail over and over again on this mission. First off, learn the difference between White Hot and Black Hot.



As you can see from the above two images, Black Hot makes hot things appear darker. This means humans will appear as dark silhouettes. In White Hot, hot things appear as bright white. This mode is generally easier for you to see if a running person has an IR strobe on him, as they appear extraordinarily bright and blinky on WHOT mode.

Weapon wise, you have three weapons. However the game will automatically zoom your view depending on the weapon used. Therefore, to get the whole view, you need to change your weapon to the 105 mm cannon. To get a zoomed in view, use the 25 mm cannon.



There are a few things to remember about this mission:

- Your 40 mm cannon is probably the best for killing enemies and vehicles since the explosion is fairly small and controllable.
- The 105 mm cannon is slow to reload, but generally kills everything in the blast radius, including friendly S.A.S.
- The church where enemies come from cannot be damaged in anyway.
- The friendly vehicles and extraction choppers cannot be damaged in anyway.
- Friendly soldiers are easier to see as "strobing" if WHOT is used; if in doubt, do not fire and wait until your allies kill the enemy or until you are absolutely sure of the identity of the target.
- Switch between WHOT and BHOT to refresh your view.

Apart from those things, there's enough checkpoints and ammo on your side that you can muscle through this with little difficulty.

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## War Pig

*How did they get the name "grunt"?*

That's the IQ of a trooper.

*I hope they can't hear that.*

Don't worry Mason. We're all grunts in the Cav.  
Didn't you join the army voluntarily?

Yes.

I rest my case.

**-WO1 Robert Mason to his platoon IP, Chickenhawk (1983)**

You start off by the tank that was disabled in the mission "The Bog". You now continue down the street and fight off the entire U.A.E. army by yourself. There are two secrets placed close to one another after the allied tank rolls over the passenger car. If you are worried about it, check the secret tab, otherwise, bother this nonsense and proceed to eradicate both sides of the street of enemy militia.



Since there is intense house to house fighting, you will need to pace yourself and take out enemy RPG snipers and the like before they nuke your tank or you. Clean out the houses and notice checkpoints appear as each house is taken over.



**Laptop 12 and 13 of 30** - After the tank crushes the car and stops so RPG soldiers can nuke it, there is a right turn at the end of the street. Investigate the second floor of the house on the corner (right side) for one laptop and the second floor of the house on the corner (left side) for the second laptop. Since enemies come from these buildings, you have little choice but to go through these two buildings and clean the nests out.



Once you get to the bus roadblock, you're halfway through with the stage. Head into the alley (your allies will group at the entrance first) and try to blast or start each car on fire before the enemy machinegun nest can do it and kill you.



Your allies will push a dumpster forward to give you some more cover, but the actual rush needs to be done by you. Head into the building and don't miss the secret.

**Laptop 14 of 30** - A building with some machinegun nests will be guarding an alley-ful of cars. Investigate the second story of that building for the intel.



Once you push through, avoid the enemy T-72 and wait for your allied tank to blast it. Once done, drop to the street and exfiltrate.



Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
.	The Bog	Weathering the Storm	War Room
.	The Hunted / Death From Above	One Shot, One Kill	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

## Shock and Awe

An F.A.E. is as effective as a nuke, but friendlier to a post-battle environment.

*-Anonymous*

During the gun ride, the Mark XIX grenade chucker will have infinite ammo and a thermal safety. Get on the ball and start zapping enemy RPG snipers, AA guns, and their BMPs. Although you can survive a few hits from the small arms fire, a large gun will probably kill you or the chopper you are riding in.



Burstfire the Mark XIX and be wary of enemies who respawn when your chopper flies back to the same area again. After a little bit of chatter, your ride will land and you can get off to rescue your mates.



Once off the bus, you need to slowly drag your carcass over to where the green smoke marker is. Smoke the enemy gunners on the street and head into the building where 2nd Platoon is. There is a secret here in the building, so don't jump off until you're ready.

**Laptop 15 of 30** - Second story of the building where the stranded platoon is holed up. Check the corners before jumping down.



Grab the weapons you want (a fully loaded RPD will help later) and hop down into street for the exfil. Note there is a second secret after leaping down.

**Laptop 16 of 30** - Once you have rescued the platoon, eyeball the building with the machinegun nest right in front. Wander over there, head to the second floor and kill everyone so you can search the premises' second story for the secret.



Get back on the bus and watch as you need to make a foolish rescue. Once the chopper lands once more, if you had taken an RPD, you can use its 100 round magazine to zip to the downed Cobra. Otherwise, any other weapon will do, since you cannot fire once you engage in a fireman's carry.



Hopefully, you have enough friendly NPCs to attack enemies so they don't shoot you in the head. Carry the woman pilot to the transport and evac.

## Aftermath

Smell that? You smell that?

*What?*

Napalm, son. Nothing in the world smells like that. I love the smell of napalm in the morning. The smell, you know that gasoline smell, the whole hill. Smelled like victory.

*-LTC Bill Kilgore, Apocalypse Now (1979)*

For the bonus stage, head out from the chopper and towards the mushroom cloud. You can jump to stand up after a while so you can get this bullcrap stage over with quickly.

Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
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.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

## Safehouse

The revolution does require of the revolutionary class that it should attain its end by all methods at its disposal -- if necessary, by an armed rising; if required, by terrorism.

Intimidation is a powerful weapon of policy, both internationally and internally.

War, like revolution, is found upon intimidation ...

The revolution works in the same way: it kills individuals, and intimidates thousands.

For us Communists, it is quite sufficient.

*-Leon Trotsky, In Defence of Terrorism (1920)*

Follow the team into the village where some ethnic cleansing is going on. Don't worry if you need to "discriminate targets" -- the sounds you hear are only for effect. Only enemies will populate the village, so you can be as indiscriminate as possible when hosing down hostiles.

Although you need to clear each house in the village for the target, the first house you usually encounter will have a secret.



**Laptop 17 of 30** - The first residence you usually see will be the one just next to the village church. It has a satellite dish (the better to TiVo mass executions) on the back. Head in, waste everyone, and search the second floor for the laptop.



Each house is a mini-fight, complete with its own infinite enemy respawns. To clear a house, you need to storm it, quiet the hostiles and move your character through each room and floor until the NPC Gaz or Price gives the all clear (for that domicile).



Blast each house's defence from afar (although your M4A1 Grenadier is silenced, but remember dead bodies will incite the enemy to attack in general). Keep in mind that you should focus on one house at a time, since after clearing each house, you get a checkpoint.



Once you clear the dwellings on the lower slope, you need to look for the water tower. The water tower marks the center of the village, and serves as a good landmark if you get lost. Al-Asad is hiding in the building at the very top of the village, in the barn. But let's look for secrets first.

**Laptop 18 of 30** - Look for a restaurant-hostel kind of residence near the water tower (or burning farm -- you pick) and check each of the eating booths in the hostel's first floor. Try and remember this building -- it will save your life in a later stage.



Once you have both secrets in the village, continue clearing the houses until you reach the house at the top of the village. Well, it's more like a barn. Al-asad is in the barn. All you need to do is storm it and the stage will end.





Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
.	The Bog	One Shot, One Kill	War Room
.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

### All Ghillied Up

I tell you that I have no such joy in eating, drinking, or sleeping as when I hear the cry from both sides, or as when I hear riderless horses whinny under the trees, and groans of (the wounded and dying), and when I see both great and small fall in the ditches and on the grass, and see the dead transfixed by spear-shafts.

Barons, mortgage your castles, domains, cities but never give up war!

*-Bertrand de Born, The Middle Ages (Bishop, 1970)*

This next mission has a stealth element; not being stealthy will result in some unnecessary conflicts, so when possible, you should avoid contact, or kill enemies in a selective fashion. To be undetected, you need to be:

- In tall or "shadowed" grass
- Prone (hold the duck key to go prone).
- Motionless if enemies are suspicious or in bright grass.

Just remember that both your starting weapons are silenced (M21 suppressed and Mk23) so if you kill one enemy, things will be kept quiet so long as no one sees the body.



Follow the NPC MacMillian to the shed and wait for the enemy soldier to turn around or simply snipe him quietly from the tall grass. Although you may be tempted to take the assault rifle now, leave it be and stick to being unseen with your suppress sniper rifle and handgun.





After the outpost, you will be at a church with a ground patrol and a sentry in the tower. Kill the sentry in the tower first, then snipe the patrolling guards on the ground so you can access the church's door.

**Laptop 19 of 30** - When you head into the church, locate the ladder to the bell tower. The laptop is at the very top. Be sure to grab it before the chopper sees you and blows the tower up with missiles. Alternately, you can wait until the chopper passes through, then go back and get it.



Past the church, you should notice some grass is in "shadow". If you hide prone in this area of tall grass, you cannot be seen by unalerted enemies. Remember not to move once you are prone in the tall "shadowed" grass. If the chopper sees you and starts attacking, head back into the church, take the Stingers and blast it.



The next part will be hard. Basically, a whole company of mounted soldiers will be moving through a field, and you cannot alert anyone of the them, or else you (or MacMillian) are killed. Either results in mission failure.

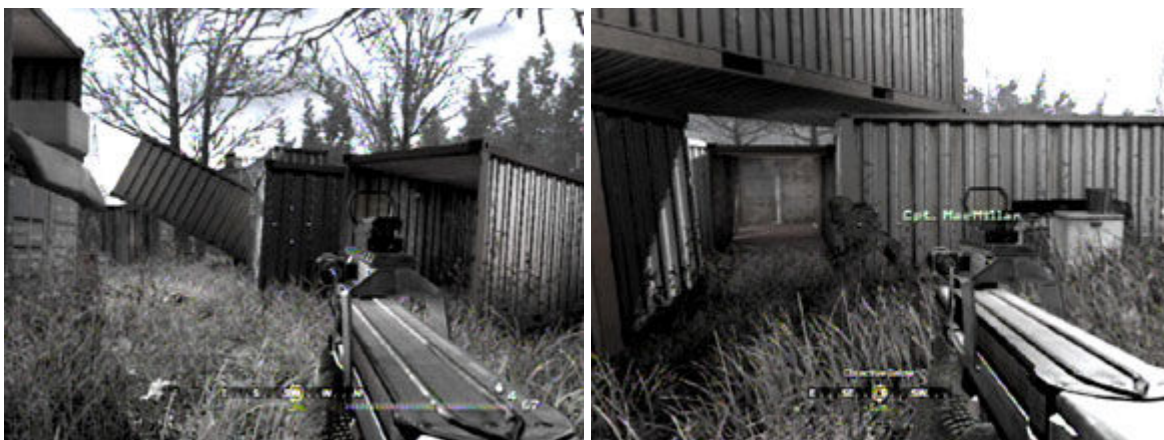


The easiest method is to sprint towards the hulk of the wrecked BMP. You can just make it out as you hop over the pipeline into the field. Go prone and begin crawling as fast as you can to the wrecked BMP. You may scrape past the radiation zones, but keep making a beeline for the wrecked BMP. Once there, you find you can easily avoid the lone soldier walking through the tall grass.

Once the whole Russian contingent moves past you, you can stand up (don't fire, but you can observe them). Head for the machine junkyard, or follow MacMillian, as he knows where to go next.



Take out the two moving guards when MacMillian gets to a stationary point. The two soldiers disposing bodies cannot be sniped until MacMillian states that he's ready and for you to, "Take the shot." Brain one enemy and the A.I. will brain the other. The sniper team moves to the container yard at this point.



Go ahead and take the P90 suppressed if you want (it's better than your handgun). Follow MacMillian into the container yard. You will be ordered to stay put, but go and brain the patrolling guard when he turns to step into the open container.



There are three more guards where the secret is -- naturally, if you don't care for it, you can ignore the patrolling guard and move to the next section.

**Laptop 20 of 30** - The three guards near the laptop are the ones who can alert the others. Going through the open container is not a good idea (brightly lit, no cover). Instead, go to the container's left and snipe the enemy sitting down by the table made of drums.

When he drops, gauge the enemy reaction (hence why you pick up the P90 earlier) and snipe or aggressively attack the rest of the enemies to secure the place. The laptop is on the table made of drums.

Note -- you can rush in and take the laptop, die, and restart without having to do it again, since the secret saves to your gaming profile or gamertag.



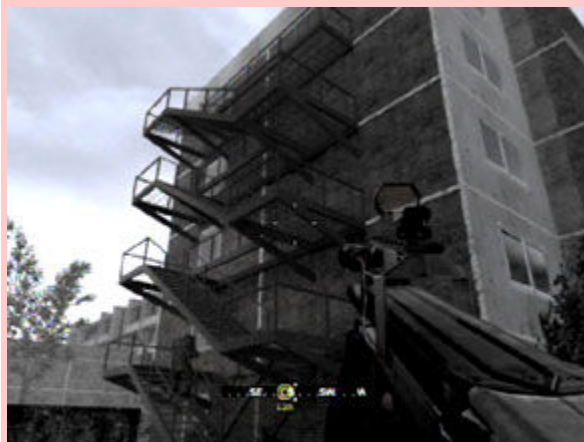
For the next part, you need to shadow the MacMillian NPC as close as possible. Under no circumstances should you fire, because one stray shot will kill your ally. Run out of the containers when the NPC does, and follow him by going prone under the trucks.



Go under the trucks and follow the NPC MacMillian out. Run over to the containers and stop. A secret and a sniper will be just up ahead.



**Laptop 21 of 30** - After crawling under the trucks, take your M21 rifle and down the sniper atop the external stairs. Your route goes through the second floor, but the secret is in a small room at the very top of the fire escape.



Follow MacMillian through the buildings and avoid the dog (if you kill it, you have to deal with the entire pack of 20 wild dogs).



Apart from the lone dog, there are no more enemies from the sniper to the end of the level. Follow MacMillian or wander towards the exit.

Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
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.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

### One Shot, One Kill

Reach out and touch someone.

*-Snipers' motto*

This mission is troublesome only in the beginning, since the wind randomizes every so often. Operate the sniper rifle and know that you only have one good shot. Even though you have infinite ammo, as soon as you fire, the report will alert the enemies and they will immediately scatter.



Keep an eye on the red flag near the table with the weapons. Although you can wait for a while (a chopper can pass by almost twice), eventually, the target will leave. The best time to fire is any time the flag is flying towards you (or appears drooped). This means all you need to do is line up the sights and pull the trigger. If you fail, a checkpoint will be right after you enter the scope of the gun.



Once you do take out the Russian guy, zoom back on the scope and blast the cockpit of the attack chopper before it kills you. When you drop the sniper rifle, turn around and follow MacMillian to the fast-rope point and get out of the building before it blows up. From here on out, you will want to take an automatic rifle. Loud and messy, but effective.



Engage and drop the first wave of crazies and take an automatic weapon, like the G3, MP5, or AK74. Keep your M21, since the sniping comes in handy later. Evade the rest of the enemies and look for an opening into a building lit by a bonfire.



Worm your way through the inside the building and hop across the open windows to another building. Be sure to shoot the attack dog on the other side of the fence to keep your allied NPC moving.



On reaching the outside of the second building, machinegun the enemies gathering to ambush your team. Head outside and waste the rest. Be sure to search the fallen for weapons and ammo. An attack chopper will harass you in the street. Use your M21 to place accurate shots on the cockpit and you should be able to down the craft.

As the chopper crashes, you can sprint (or just go to the spot where it always stops) and get ready to pick up your injured NPC ally. Just like before, you cannot sprint, duck, jump or attack while doing a fireman's carry.



Take your injured ally towards the objective marker and drop him when enemies appear. Be sure to reload completely before picking up your ally again, since you cannot reload while carrying him. After blasting the chopper soldiers and the patrol, you will enter a building that MacMillian hopes to, "lose the enemy in there".



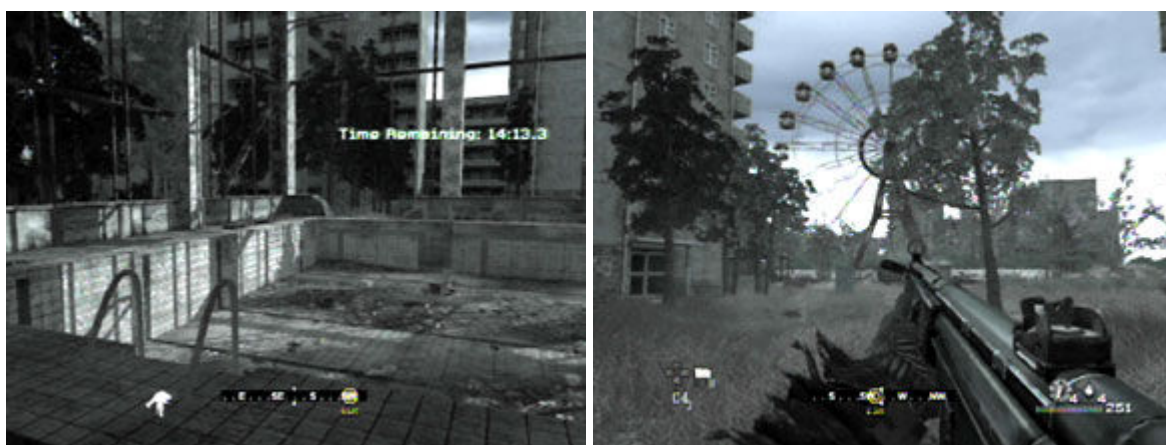
Place MacMillian down in the building when you hear enemies -- there should be two soldiers and four attack dogs. If there are enemies left, MacMillian will ask you to check the rooms for enemies; if there are no enemies, he says nothing if you pick him up. A secret is coming up.

**Laptop 22 of 30** - After escaping the building where the NPC ally says, "Let's try to lose them in there," you will locate the fire escape on that dwelling. Since the timer is still counting down, you need to quickly drop your baggage, hustle up the fire escape and claim the secret before you or the timer expires. The similarity of this fire escape and the one in the previous stage is remarkable, but they are different.



Continue and you should locate a building that has an empty swimming pool inside. Go through the bathhouse (or gym or whatever) and you should find two Russian snipers (take their Dragunovs if you like) and the infamous Pripjat ferris wheel (a constant icon in S.T.A.L.K.E.R.).

At this point you need to be very careful at what you do. Although the timer stopped, you still need to be aware that you can double your traps and get a secret if you know what you're doing.



To double your traps, place MacMillian down at the foot of the ferris wheel. You should have a stock of C4 and Claymores on hand already (from the start of the mission or by simply restarting from a checkpoint on Recruit or Normal. Place your traps to the west of the ferris wheel (or anywhere you like -- just don't move too far away or MacMillian dies).

Once you exhausted all your explosives, pick up MacMillian and place him on the glowing gold spot on the hill north and west of the ferris wheel. Your C4 and claymores should be restored and you have the 30 seconds to seed the place with more mines.

**Laptop 23 of 30** - This secret is only accessible during the final fight with the Russians at Pripyat. With the ferris wheel behind you, you will face compass East at a crappy looking Russian apartment. Approach it and look for a hole in the fence (bottom right image). Notice a closed door to another crappy Russian dwelling to the compass' Southeast.

Past that door is the laptop. Unfortunately, that door only opens if you successfully kill all the Russian soldiers who fast-rope in from the choppers (compass West) in the second half of the firefight. If you somehow miss one of those soldiers, the door will not open even if your own extraction chopper arrives and awaits your exfiltration.

If getting this secret is too hard, consider using the easiest difficulty level (via Mission Select) to weather the enemy fire. Don't forget that you cannot use the cheats until you beat the game anyway.



Fighting off the Russians will require some skill, but if you are not going for the secret, you can simply afford to wait next to your NPC ally and use C4 explosives, sniper shots, and some gung-ho-ism to cock-punch the enemy.

A checkpoint occurs just before the enemy sends in three choppers with Russian soldiers; after you wipe out the last of them, your own chopper comes in from the East. Take the NPC to the bus and get the hell out of Dodge.

Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
.	The Bog	One Shot, One Kill	War Room
.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

## Weathering the Storm

*(During the second week of July, Operation Hawthorne began winding up. The patrols were getting very little opposition in the battle zone. The NVA had slipped away.)*

If they're gone, and we killed 2000 of them, we won.

*What did we win? We don't have any more real estate, no new villages are under American control, and it took everything we had to stop them.*

We won the battle. More of them got killed than us. It's that simple.

*Doesn't it bother you that it takes so much equipment and men to beat the NVA? If we were equally equipped, we'd lose.*

Yeah, but we aren't equally equipped, and they lose. Besides that, I have a month to go and I don't give a shit.

*Unless they make you fly assaults during your last month.*

If they do that, then I'll give a shit.

*-Conversation between pilots, Chickenhawk (1983)*

There are no secrets in this stage, but it's fairly tough. Begin by placing claymore charges on the road you are on. Use them all up and face them towards the objective marker (or just along the road, but in the middle). You will not have time to do much later. Approach the hill while prone and start the slaughter.

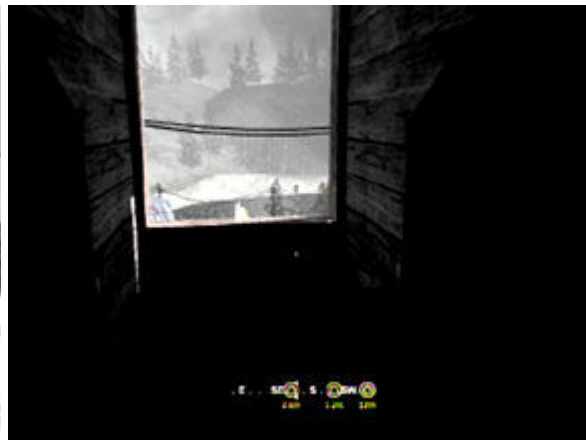


When the enemy pops smoke in the field, that's your cue to get up and fall back. Your next task is to delay the enemy at the chopper crash site. A minigun is hooked up in the chopper wreck. Since it overlooks the road where you placed your claymores, things should now be somewhat clear.





Waste as many enemies as you can until you have orders to de-equip and move back. Head for the Russian hostel restaurant you found the secret earlier. It's time for it to save your ass.



In the hostel, there are four C4 detonators placed on the window sills (second floor). Approach each one, use it, and press fire to detonate them. It won't matter how many enemies you kill, so long as you blow the charges. Take the ammo and weapons inside if you need and fall back to the farm where Price executed Al-Asad.



The farm where you ended the mission Safehouse now has infinite Javelin weapons. Take one and use them to blow up the enemy tanks coming to attack your team. Once the enemy armor is erased, drop the Javelin and take up your spare weapon once more. Time to move through the enemy column.



The hardest part now is to fight your way *back down the village* through the whole Russian army and reach your exfil. You have 3 minutes to do it. Luckily, you are also given 10 free air strikes. The problem is once you designate, you have to wait for the bombs to drop.

Clear the field south of the farm and work your way towards the river. There is enough smoke that you can stay hidden somewhat if you don't fire any loud weapons and rely instead of your airstrikes to kill enemies. Nuke the gas station near the exfil of enemies, then waltz down and take your ride home. Your allies will magically warp to the exit, so you don't need to worry about them.

Prologue	Act I	Act II	Act III
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Hidden Laptops		Mile High Club	

### Sins of the Father

Wei Liao believed in a strict hierarchical organization solidified by a mutual guarantee system that bonds men into units of five and ten and imposed linkages at all levels.

Whether in society or in battle, failure to discover and report another's crime, prevent a comrade's death, or fight with determination was punished with the same severity as if the negligent person had committed the offence himself.

Contrary to Confucian belief, under this system a father could not conceal his son's crimes nor a son his father's ... Much of the *Wei Liao-tzu* is devoted to explicating the essential principles for implementing an effective system of rewards and punishments.

*-Robert Sawyer, The Seven Military Classics of Ancient China (1993)*

This mission is only annoying in that the secrets can be hard to find since you are always under a time limit. Apart from that, the time limit is only difficult if you have it set to Hardened or Super Extreme difficulty.

Begin by noticing your crappy sniper rifle is now a four-shot wonder. Take position at the junkyard and down the two jerk- asses in the watchtower to start the bloodshed. Be sure to ditch the R770 and grab a G36C or something that fires faster. You'll need that later. Note the secret that's kinda timed.



**Laptop 24 of 30** - This secret is hard to get only if you aren't quick. Once you start the firefight at the restaurant, head into the diner and turn left. The laptop is on one of the tables. Note you may not have time to grab this after changing uniforms.



The target you want is driving the jeep ahead of the BMP. Be sure to brain the guards sitting shotgun and in the backseat, as well as anyone else who objects to being arrested. A jeep will ram your watchtower and you will be ushered into a new section in 30 seconds or less.



Once you get back up, you need to pursue the Russian target or he eventually escapes and you lose. Chase the guy through the junkyard, kill the attack dog and move into the Russian village.



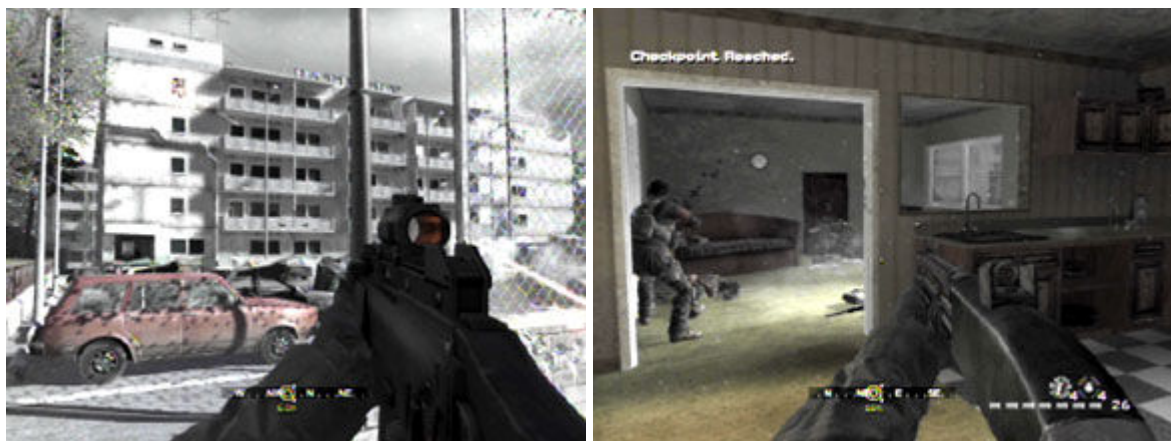
Blast the initial enemies in the village and stick to the left (when you enter town). This way, you can weasel your way into a side alley and pursue the mo'fo to the next section. The next section that has your second secret.



**Laptop 25 of 30** - After taking the "alley to the left", you come across a green car and a red dumpster. Take a right when you see those objects and down the Russians around the next corner. See the stairs leading up into the building? Head in, introduce the Russkies inside to Mr. Smith and Mr. Wesson, then take the laptop and continue your pursuit of your quarry.



Continue past the sniper alley and use flashbangs to disable enemies around corners, etc. Although you need to be quick, being hasty and being swift are two different things. Hastiness will cause you to forget about reloading until you are dead from a fusillade of Russian gunfire.



When you spot some stairs, watch for the fortified machinegun nest. Wait for the gunship to take it out, then head across the carpark and up the stairs into the apartment. The only thing inside that should give you any trouble now should be the second mini-gun nest.

Prologue	Act I	Act II	Act III
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.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

## Ultimatum

The most dangerous enemy is the man with nothing to lose.

- Anonymous

This mission has one secret that's towards the end. Until you get to it, just worry about staying alive. Note that the weapons you keep for this stage will carry over to the next stage (if you keep playing), so you may want to start stocking up on RPGs when you get the chance.



Follow the team through the forest and into the village. Take out the enemies using silenced weapons and get ready for any attack to explode into an orgy of bloodshed. If you are careful enough, you may be able to avoid a full blown alert.



Locate the missing Sergeant in the second house, top floor. Undo his ties and head for the next section. Remember your previous encounters with choppers and going prone? It comes again into play. Listen for your C.O.'s cue to stop and drop.





Once the choppers fly over, place the C4 on the indicated points on the power tower. Blow the charges after you get to a safe distance, preferably at the chain link fence.



Go through the cut in the fence and head into the decipit old base. Take the weapons you want and get ready to fight off another Russian army.



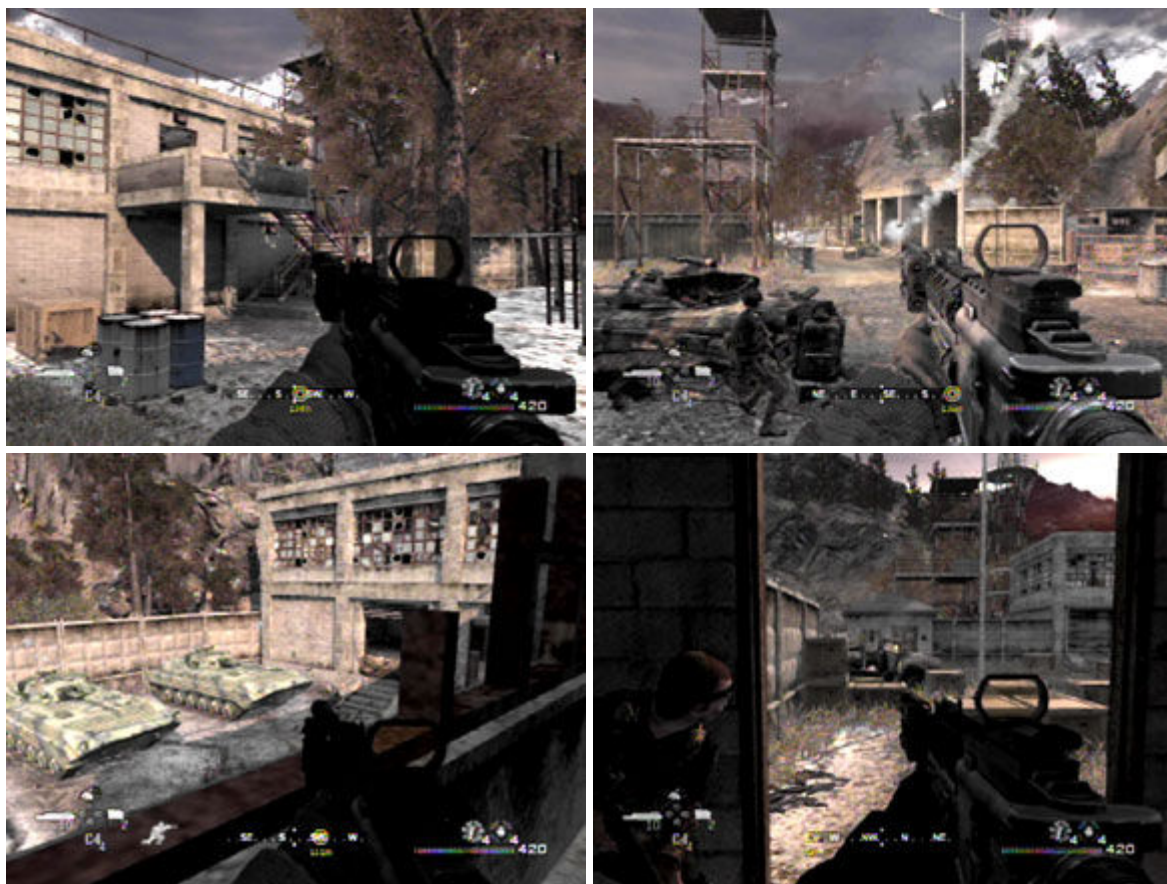
The main sticking points to this fight are the RPG snipers on the rooftops. They also toss grenades at you, so you need room to move away, or speed to toss the damn things back (you pick). This area is also home of the secret, which sometimes plays havoc with your sense of priority.



**Laptop 26 of 30** - As soon as you breach the abandoned Russian base, there is a motor pool building where enemies pour out from -- it is across the courtyard. If you get to the point where RPG soldiers fire from the ground floor (and not just the rooftops), you went too far ahead. Head into that building and search it for the secret (bottom right image - it's the small room in the back).



Get the secret once you secure the first facility and proceed to grab the rest of the base. Blast, blow, or otherwise eliminate everything that is hostile under your reticle. Move to the objective marker to end the mission.



Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
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Hidden Laptops		Mile High Club	

## All In

People sometimes say that ideas cannot be stamped out by force. The Albigenian Crusade proves them wrong. Ideas can be stamped out by the elimination of everyone who holds the ideas. But this is a very costly process.

*-Morris Bishop, The Middle Ages (1970)*

The next part involves blasting into a Russian missile silo. For this mission, you will have access to smoke grenades instead of your normal flashbangs. Although you can blast the enemy BMPs by popping smoke grenades, getting close and fixing a shaped charge on the glacis, it's far more practical to shoot two RPG rockets into the BMP and blow it up.



There are three BMPs in the mission you need to destroy. However, you need to rummage through the base for the six rockets you need to accomplish your mission. Note that if you get shot while aiming the RPG, your shot will most likely go wide and not hit the target.



The first BMP you can blow by going to the left of the base entrance and blowing a hole in the wall with C4. Some RPGs are next to a pick-up truck by the breach. Blow the BMP or your team will not advance further into the base.





Watch for RPG snipers and use any Dragunovs or sniper rifles to drop enemy RPG soldiers. Once you've fought to the silo's gate, you can let the team use their demo-charges to breach their defences. Use this time to explore the area for RPGs and the secret.

**Laptop 27 of 30** - After blasting the first BMP but before going past the silo's gates, there are some buildings with RPG snipers on the right. Check behind the building closest to the silo for the laptop.



Head into the silo and use the RPGs (or smoke and C4 method) to destroy the last two BMPs in the base. Remember that you can use smoke to obscure yourself from the enemy, if you are getting too beat up. Once the two BMPs are destroyed, your allies get a dose of bravery and move in to secure the exit.





**Laptop 28 of 30** - Locate the three immobile missile tanks in the back of the silo base. Look for the southern most missile tank. Next to it, there is a large hangar. Check that hangar for the laptop.



Your allies will cut through the air vents to enter the launch facility. Get to the rappel point before the enemy choppers appear and shred everything.

Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
Crew Expendable	Charlie Don't Surf	All Ghillied Up	All In
.	The Bog	One Shot, One Kill	War Room
.	The Hunted / Death From Above	Weathering the Storm	Game Over
.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

#### No Fighting In the War Room

You can't mix enlisted and brass too close you know --  
the vapors from the enlisted men make 'em tarnish.

*-Chickenhawk (1983)*

Time is of the essence here. You have approximately 15 minutes to abort the missiles once you drop into the bathroom. Fight carefully but swiftly through the hallways and by following your trusty objective marker. The final two secrets of the game are in this stage.

**Laptop 29 of 30** - Drop into the bathroom, exit the hygiene facilities and turn left. Follow the hallway and mark your trail with dead bodies. As you wander deeper into the base, there should be a small meeting room on your left with the laptop. If you took the stairs going down, you went too far ahead.



Locate the stairs (the Russian emblem motif is obvious) and head downstairs. Hose badguys and waddle your ass over to the objective marker -- the launch control room. Several knots of enemies bar your path.



You're probably wondering why there aren't any specific steps to going about fighting, and the simple truth is you should fight using your common sense. The result of every encounter in *Call of Duty* is randomized and dependent on the A.I.'s reaction to your action (or reaction).

What you will want to know is that ammunition is moot at this point, so you can splurge as much or as little as you want. The largest firefight after the control room will be against a half dozen goons with no timer, so you should splurge now and save your grenades and flashbangs for later if you think you need them.



Your goal is to get to the slowly opening doors with about 10 minutes or so left since the doors open slowly, and you need to spend time to place and blow a C4 charge.



After the slowly opening doors, blast the rest of the bad guys, then locate the short hall where your NPC allies go. Place the charge and step back before blowing the wall. Both teams will blast the enemies inside and you can enter the abort codes.



**Laptop 30 of 30** - Once in the launch control room, you can abort the launch first or grab the laptop. There's a small room in the control room with the laptop sitting on the table. Cha-ching! Be sure to try infinite ammo with the M16A4 Grenadier's grenade launcher. Game-breaking.



Once the abort codes are entered, you leave through the elevator in the control room. Head upstairs to the motor pool, kill the last few guys and the mission ends.

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.	War Pig	Sins of the Father	.
.	Shock and Awe	.	.
Hidden Laptops		Mile High Club	

Game Over

What is the function of orderly knighthood? To protect the Church, to fight against treachery, to reverence the priesthood, to fend off injustice from the poor, to make peace in your own province, to shed blood for your bretheren, and if needs must, to lay down your life.

-John of Salisbury, *The Middle Ages* (Bishop, 1970)

This mission is like a gun ride, but you have limited ammo from your weapon and you have no cover. Use your fast-



snap/acquire ability to quickly stop the incoming enemy and fire from the hip if the enemy truck gets too close.



Once you get the RPG, don't squander it on the enemy chopper (you can never destroy it), but use it on the enemy trucks instead. You don't keep it, so use it up.



The chopper's survival will be evident when it blows the bridge out and you're stuck on falling concrete. Hop over the debris and follow the NPC back to safety on the bridge. Take position ducking behind one of the wrecks and begin operation "hold out".



The final is delivered via .45 ACP from a trusty M1911. Since you only have seven shots but three targets, be quick about acquiring or simply fire from the hip and drop the enemy to end the mission.



You'd think that's the end, but surely it's not. Time to "go into mission", just like this guy:



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#### Mile High Club

If a---holes could fly, this place would be an airport.

*-Anonymous*

You unlock this secret mission once you clear the game. Access it by using Mission Select and selecting the chapter "Epilogue". This mission is tough only due to the timer. You have 3 minutes flat to reach the VIP, after which, you have 30 seconds to exit the airplane before it explodes.



To begin, you should know that unless you pick up a P90 during this mission, your silenced MP5 is all you need. Since time is short, you won't have too much time to reload and stuff. Getting close is sometimes the only option as well. Just don't forget to reload both handgun and SMG or you may find yourself S.O.L. (shit out of luck) on the next enemy contact.



Once you take out the enemy coming out from the bathroom, take the right (more cover) and blast the enemies coming into the lounge. Take the time *now* to check and take the P90 (more ammo in the magazine) or else, ditch and keep going.



Flashbang the next lounge and get to the stairs. The cabin dedpressurization will suck out some enemies, but not the ones coming down the stairs. Either side of the stairs to the second level will work; however, you need to adjust your aim depending on the slant of the aircraft.

Flashbang the third lounge and storm it. Reload and do the same with the subsequent lounge. You should have an extra



flashbang to spare for mistakes or excessive enemies. Note, unless you keep moving, enemies will respawn from the non-secured hallway nodes.



The enemy-free double doors is where the timer ends. Once you get there, you have 5 seconds to shoot the bad guy before he kills the hostage. Simply shoot the leg of the badguy (1 guess where) and then brain the s.o.b. Your team will secure the V.I.P. and breach the door so you can escape. Just step off the plane and the mission will be successful.

## Call of Duty 4 Modern Combat Hidden Laptops

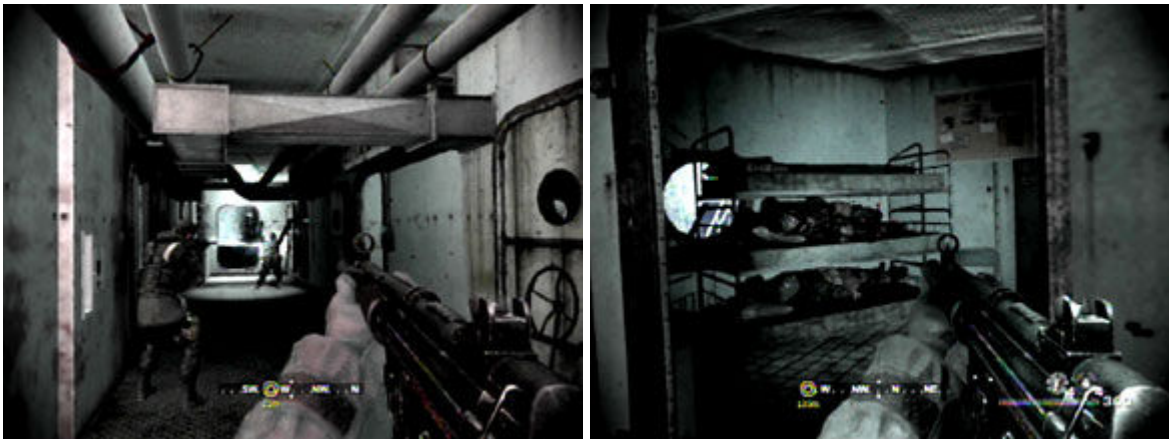
Prologue	Act I	Act II	Act III
F.N.G.	Black Out	Safehouse	Ultimatum
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.	Shock and Awe	.	.
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### Laptop Appendix

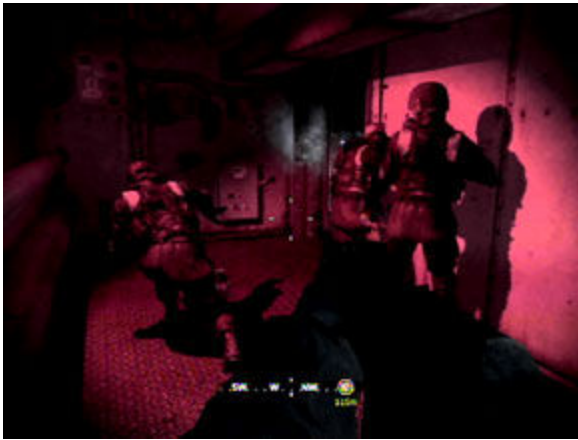
In peace time, when someone takes something without asking, it is called theft.  
During war, when someone takes without asking, it's called military intelligence.

*-Anonymous*

**Laptop 1 of 30 - Crew Expendable** - Check the bunkroom from where the drunk Russian comes out from. The laptop is to your left when you enter the room.



**Laptop 2 of 30 - Crew Expendable** - When the team lines up to assault the first cargo hold, you need to note that the stage's second secret will be in the cargo hold. Enter the hold and descend the first set of stairs; the laptop will be out in the open and to your left.



**Laptop 3 of 30 - Black Out** - At the start of the mission, there is a shack to your left housing two terrorists. Head over there and Final Solution the place. The laptop is inside the shack.



**Laptop 4 of 30 - Black Out** - After rappelling to the informant's building, enter and locate the second floor. The bathroom on the building's second level holds your secret.



**Laptop 5 of 30 - Charlie Don't Surf** - The building you suspect where Al-Asad is has a weapons filled basement. Locate a corner room and investigate it for the hidden laptop.





**Laptop 6 of 30 - Charlie Don't Surf** - Take a look at your mini-map. Place the TV station marker on your map north. With the main boulevard to your left, head south (use your main HUD's compass) and locate the sniper ridden building seen in the image below and right. The house's insides are blue. Check the second level for the laptop.



**Laptop 7 of 30 - Charlie Don't Surf** - The house with the secret will be by a large pile of wrecked cars. Locate the stairs on the side of the building and head upstairs. The laptop will be on the rooftop. Be sure to grab some sniper rifles if you need the weapon.

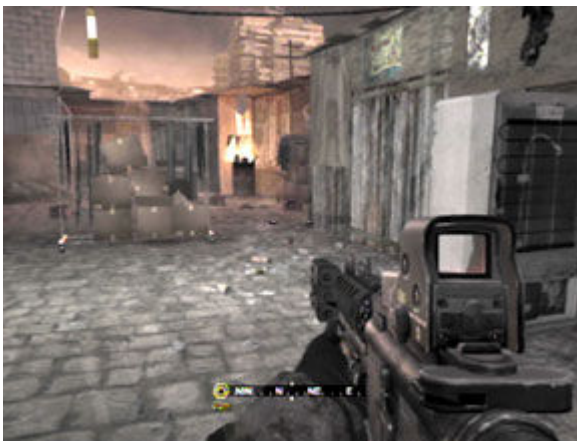


**Laptop 8 of 30 - The Bog** - The second level of the apartment has a secret room friendly soldiers will breach into. Inside, you should find the laptop. Again, look for the silhouette of the sickle and AK-47.





**Laptop 9 of 30 - The Bog** - The marketplace has a secret laptop. Locate the refrigerator and look at it as if you were going to open it. Turn around 180 degrees and walk straight to a wall. The laptop is behind a stack of boxes.



**Laptop 10 of 30 - The Hunted** - After escaping the house where the Russian chopper troops flashbang and ambush the team, you come across a peaceful back area with farm houses all around. Locate the house with the soda machine, enter it and claim the secret. If you meet attack dogs, you went too far ahead.



**Laptop 11 of 30 - The Hunted** - Upon leaving the second greenhouse, follow the building on the left to an area covered by a sheet metal roof. The laptop is in that area.



**Laptop 12 and 13 of 30 - War Pig** - After the tank crushes the car and stops so RPG soldiers can nuke it, there is a right turn at the end of the street. Investigate the second floor of the house on the corner (right side) for one laptop and the second floor of the house on the corner (left side) for the second laptop. Since enemies come from these buildings, you have little choice but to go through these two buildings and clean the nests out.



**Laptop 14 of 30 - War Pig** - A building with some machinegun nests will be guarding an alley-ful of cars. Investigate the second story of that building for the intel.



**Laptop 15 of 30 - Shock and Awe** - Second story of the building where the stranded platoon is holed up. Check the corners before jumping down.





**Laptop 16 of 30 - Shock and Awe** - Once you have rescued the platoon, eyeball the building with the machinegun nest right in front. Wander over there, head to the second floor and kill everyone so you can search the premises' second story for the secret.



**Laptop 17 of 30 - Safehouse** - The first residence you usually see will be the one just next to the village church. It has a satellite dish (the better to TiVo mass executions) on the back. Head in, waste everyone, and search the second floor for the laptop.



**Laptop 18 of 30 - Safehouse** - Look for a restaurant-hostel kind of residence near the water tower (or burning farm -- you pick) and check each of the eating booths in the hostel's first floor. Try and remember this building -- it will save your life in a later stage.





**Laptop 19 of 30 - Ghillied Up** - When you head into the church, locate the ladder to the bell tower. The laptop is at the very top. Be sure to grab it before the chopper sees you and blows the tower up with missiles. Alternately, you can wait until the chopper passes through, then go back and get it.

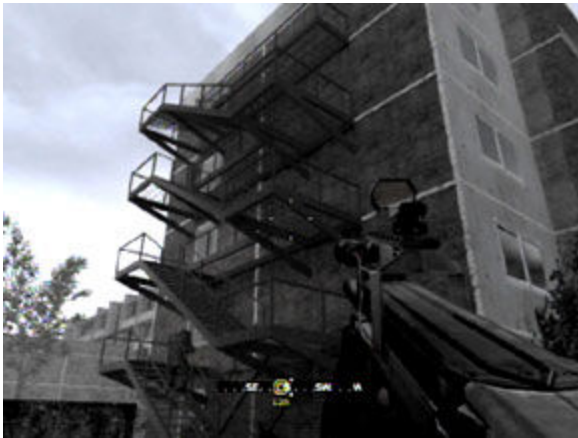


**Laptop 20 of 30 - Ghillied Up** - The three guards near the laptop are the ones who can alert the others. Going through the open container is not a good idea (brightly lit, no cover). Instead, go to the container's left and snipe the enemy sitting down by the table made of drums.

When he drops, gauge the enemy reaction (hence why you pick up the P90 earlier) and snipe or aggressively attack the rest of the enemies to secure the place. The laptop is on the table made of drums. Note -- you can rush in and take the laptop, die, and restart without having to do it again, since the secret saves to your gaming profile or gamertag.



**Laptop 21 of 30 - Ghillied Up** - After crawling under the trucks, take your M21 rifle and down the sniper atop the external stairs. Your route goes through the second floor, but the secret is in a small room at the very top of the fire escape.



**Laptop 22 of 30 - One Shot, One Kill** - After escaping the building where the NPC ally says, "Let's try to lose them in there," you will locate the fire escape on that dwelling. Since the timer is still counting down, you need to quickly drop your baggage, hustle up the fire escape and claim the secret before you or the timer expires. The similarity of this fire escape and the one in the previous stage is remarkable, but they are different.



**Laptop 23 of 30** - This secret is only accessible during the final fight with the Russians at Pripjat. With the ferris wheel behind you, you will face compass East at a crappy looking Russian apartment. Approach it and look for a hole in the fence (bottom right image). Notice a closed door to another crappy Russian dwelling to the compass' Southeast.

Past that door is the laptop. Unfortunately, that door only opens if you successfully kill all the Russian soldiers who fast-rope in from the choppers (compass West) in the second half of the firefight. If you somehow miss one of those soldiers, the door will not open even if your own extraction chopper arrives and awaits your exfiltration. If getting this secret is too hard, consider using the easiest difficulty level (via Mission Select) to weather the enemy fire.



**Laptop 24 of 30 - Sins of the Father** - This secret is hard to get only if you aren't quick. Once you start the firefight at the restaurant, head into the diner and turn left. The laptop is on one of the tables. Note you may not have time to grab this after changing uniforms.





**Laptop 25 of 30 - Sins of the Father** - After taking the "alley to the left", you come across a green car and a red dumpster. Take a right when you see those objects and down the Russians around the next corner. See the stairs leading up into the building? Head in, introduce the Russkies inside to Mr. Smith and Mr. Wesson, then take the laptop and continue your pursuit of your quarry.



**Laptop 26 of 30 - Ultimatum** - As soon as you breach the abandoned Russian base, there is a motor pool building where enemies pour out from -- it is across the courtyard. If you get to the point where RPG soldiers fire from the ground floor (and not just the rooftops), you went too far ahead. Head into that building and search it for the secret (bottom right image - it's the small room in the back).



**Laptop 27 of 30 - All In** - After blasting the first BMP but before going past the silo's gates, there are some buildings with RPG snipers on the right. Check behind the building closest to the silo for the laptop.



**Laptop 28 of 30 - All In** - Locate the three immobile missile tanks in the back of the silo base. Look for the southern most missile tank. Next to it, there is a large hangar. Check that hangar for the laptop.



**Laptop 29 of 30 - War Room** - Drop into the bathroom, exit the hygiene facilities and turn left. Follow the hallway and mark your trail with dead bodies. As you wander deeper into the base, there should be a small meeting room on your left with the laptop. If you took the stairs going down, you went too far ahead.



**Laptop 30 of 30** - Once in the launch control room, you can abort the launch first or grab the laptop. There's a small room in the control room with the laptop sitting on the table. Be sure to try infinite ammo with the M16A4 Grenadier's grenade launcher.



