



Introduction

World War II is a conflict the likes of which the world had never seen before, or since. The epic battle between the Allied powers and their Axis enemies raged for years before finally reaching its conclusion in 1945. In many ways, the Second World War represented the struggle of good versus evil, of right versus wrong. EA's Medal of Honor series has managed to capture that era's feeling with incredible accuracy since the series' inception in 1999. The newest addition to the series, Medal of Honor: Airborne, succeeds in continuing that proud tradition.

In Medal of Honor: Airborne, you play as Private First Class Boyd Travers, a paratrooper in the US 82nd Airborne Division. Jumping out of planes into the heat of battle is Travers' group's specialty, and you'll find yourself mixing shots with Axis soldiers right after your very first drop.

Being able to land anywhere on a map makes Airborne the most open-ended Medal of Honor title to date, so there's good reason to seek help. After all, you can complete mission objectives in any order you want and can traverse environments at-will. That's where IGN Guides comes into play. As always, we have your back.

Say your prayers and get ready to jump, soldier. It's time to put the Axis in its place.

In this Medal of Honor: Airborne strategy guide, you'll find:

- **BOOT CAMP** // Paratrooper 101.
- **WALKTHROUGH** // In-depth coverage of all six missions.
- **WEAPONS & ITEMS** // Info on your in-game arsenal.
- **ENEMIES** // All Axis foes revealed.

Guide by: Colin Moriarty

© 2007, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.

IGN Insiders get exclusive access to extra guide features:

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

[**JOIN TODAY**](#)

Boot Camp

Fundamentals

Ten Tips

Welcome to Boot Camp, soldier. Here, you'll find all sorts of pertinent information to assist you on your campaign to end Nazi tyranny and oppression. All of the basics are covered here, from the fundamentals of combat to the finer points of parachuting. The Boot Camp section of the guide exists to assist anyone new to the game, or to the series.

Combat Overview

Medal of Honor: Airborne, like all Medal of Honor games, focuses on first-person combat. In this title, you control PFC Boyd Travers, a talented American paratrooper from the 82nd Airborne. As with all World War II shooters, you'll be using weapons and gear from the early-to-mid 1940s, and you'll have to depend on this group of weapons and gear to ensure your survival.



Generally speaking, before each battle, you'll have the option to choose three weapons from your cache. Your primary weapon, your secondary weapon, and your sidearm are all options for you to choose from. During our play-through, we found the same two weapons useful during each and every mission - the M1 Garand rifle for our primary weapon, and the Shotgun for our secondary weapon. This will allow you to do both ranged and close-up damage to the enemy, and will keep your options open as you head through the game. Naturally, you should try out as many weapons as you can to get a feel for your own personal preferences, but rest assured some weapons in the game are simply better than others. You can see a list of available weapons in the game by viewing the "Weapons and Items" section of this guide. (Please keep in mind that three types of grenades are available to the player, as well as some random optional weapons, such as Panzerschreks, machinegun installations, et cetera.)

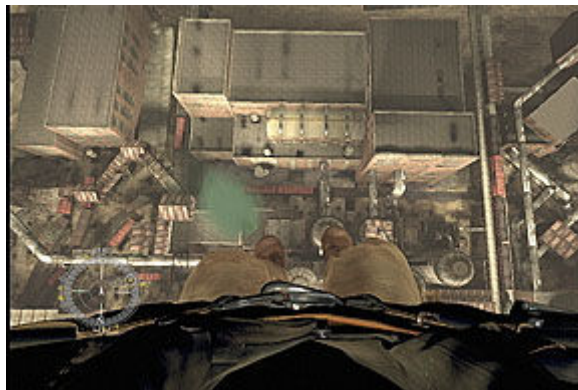
Your enemy in this game is human. Early in the game, you will be fighting Italian fascists, but as the game progresses, you will be fighting the able fighters of the Third Reich. These enemies are all armed with weapons that you yourself can use at some point in the game, and often, you can pick up a weapon or ammunition from dead soldiers, if you want to trade one of your guns for theirs, or simply need some ammunition. It's vital to your success that you grab all of the ammunition, health, and grenades from fallen enemies that you can. You never know when you might need 'em.



The general gist of the game is to run through, completing objectives in order to complete each of the six missions in the game. The walkthrough covers each objective in-depth, so you can refer to that section of the guide for help if need be. Remember that objectives in an open-ended game like this can generally be completed in any order, but that our walkthrough gives you the order that worked best for us. The non-linear aspect of the game is what makes Medal of Honor: Airborne so unique and enjoyable.

Jumping

At the heart of Medal of Honor: Airborne is the ability to jump out of an Allied plane at the start of each mission, giving you choices on where you land on the map below, and how to go about your objectives (talked about below). Green smoke flares on each map represent safe areas to land, where you can land without having to worry about there being enemies around you, shooting at you immediately. There's never a time, unless you're trying to give yourself a challenge, where you should opt to *not* land in one of these safe areas. Always, *always* direct PFC Boyd towards the green flares, or get ready to pay the consequences as soon as you land in enemy territory.



There are three ways you can land your jumps, but since this game appears on multiple platforms, it's best to check with your instruction manual to see exactly how to do each landing buttonwise.

Greased Landings - These are the most desirable kinds of landings, since you land safely, and are able to run away while taking out your weaponry immediately. To execute a Greased Landing, come at your landing target from a low trajectory, so that your character will land and run simultaneously.

Flared Landings - These are the safest kind of landing, executed by flaring your chute right before your feet touch the ground. It takes a second or two to take your weapons out when you flare your landing, but you'll be able to land stably, and as long as you aren't in enemy territory, you should be able to take your time. This will be your most common landing technique.

Botched Landings - These are the worst kind of landing in the game, when you are neither able to grease or flare your landing. Botching your landing doesn't take away any health, but it adds valuable seconds to your recovery time, which is especially detrimental if you land in enemy-thick territory. Keep in mind that an attempted Greased Landing-gone-Botched Landing are the most detrimental, because you will be dragged along the ground for several seconds before stopping and being given the opportunity to recover.

Medals and Weapon Experience

There's no denying it - Medal of Honor: Airborne has a quirky weapons experience and medals system that gives it somewhat of an RPG feel. Acclimating yourself to this system will allow you to become more comfortable with the game, therefore becoming more successful while playing it. While medals are somewhat peripheral in nature, not being all that important in regard to making the game easier, weapon experience *is* integral.



Each weapon you use in the game, including grenades, are leveled up based on how many characters you've killed with the weapon in question. As your experience increases, the hollowed-out weapon picture on-screen will be filled with a light blue. When the blue reaches the top of the weapon, the weapon will level up. Each weapon can be leveled-up three times, and each level-up will make the weapon better. For instance, leveling up your grenades will allow you to carry more of them. Leveling up your M1 Garand will give you a steadier, more accurate sight. Leveling up a sub-machinegun will make the clip bigger.

Because of this system, make sure that the weapons you're most comfortable with are leveled-up almost immediately, to optimize what they can do. The only way you can find out what each weapon is capable of, especially after being leveled-up, is to use each of them. But at the very least, find the weapons you're most comfortable with in battle, and use them often in the first mission or two. You'll be thankful you did.

1.) Use Proper Cover - If you don't take cover from enemy fire, you'll last all of 30 seconds on any mission. You *must* take cover from enemy attacks in order to progress through the missions. Thankfully for you (though not so thankful for the sake of realism), weapons can't destroy their environments. That means that hiding behind a wooden crate will work indefinitely, since enemy fire won't damage it at all. The same can be said about cars, walls, doors, and just about anything else. Don't get too crazy, though! Bushes and other "ambiguous" cover is faulty and will fail you if used too often.

2.) Heal Often - The health gauge in Medal of Honor: Airborne is interesting. You'll have four health bars, each representing 25% of your health. When you're hit with, say, a stray bullet, you might lose 10% of your health. As long as it's not below 25%, however, you will quickly recover the lost health after a few seconds of not being hit again. But if the damage reaches, say, 30% of your health, 25% of your health will be lost permanently, with your health now only recovering to 75%. And so it goes, to 50%, and to 25%, and eventually if you're not careful, to death. Make sure to grab Med Packs often, as each one will recover a lost 25% section of your health. Have full health at all times if you can help it! You never know when you'll need it.

3.) Reload - Some weapons can't be reloaded without expending the entire clip, like the M1 Garand. Others, like the Shotgun, can be reloaded one bullet at a time. Acclimate yourself to your weapons of choice, figuring out which reloading style works best for which weapon. If you're able to reload a bullet at a time, then do so. If not, then consider your other options. For instance, if you're about to enter a fierce firefight with the enemy and your M1 Garand has one or two bullets left in the clip, expend them to reload a clip, and *then* go into battle. This will save you from reloading when the going gets tough.

4.) Follow Your Men - Because you're in an Airborne unit, and not fighting a solo mission against all odds like Solid Snake, you'll have fellow American soldiers with you a lot of the time that can help you with some of the fighting. While most of the fighting is up to you, your comrades can help you in a pinch. What's more, they will often show you where you need to be focusing your attention to next, so if you're in a pinch, make sure to seek them out on your radar. Speaking of which...

5.) Use Your Radar - Your radar is an extremely useful tool, and you shouldn't neglect to use it. There are three primary things you can see on the radar - green dots, red dots, and star icons. Green dots represent fellow Allied soldiers in the fight with you. They can't be harmed and, as aforementioned, can actually guide you if you're lost or confused. Red dots are, quite simply, enemy soldiers. When the dot is dark red, they are on-level with you, while lighter red dots represent the enemy being above or below your location. And finally, star icons represent mission objectives, and can be faded out as well, depending on if they're on-level with you.

6.) Use Grenades - Grenades can be oft-overlooked, and even neglected. But there's no reason to do this. Your instinct might be to save your grenades until you really need them, but the fact is they can be readily found on dead soldiers and around the various stages, and exist in the game for a reason - to use. Each grenade is different from the next, especially when speaking of the powerful Gammon Grenade, and using them takes some practice and skill. But don't ignore them, especially when you're trying to take out a well-entrenched enemy, or enemies in a group.

7.) Cook Your Grenades - Cooking a grenade simply means pulling the pin out of it to begin the detonation timer, and then holding the grenade for a second or two before tossing it. The reason for this is simple - the shorter the time the grenade is on the ground or being tossed at an enemy, the less time the enemy has to react or get away from the grenade. Throwing uncooked grenades will work many times, for sure, but you should *never* throw an uncooked grenade. There's simply no reason to. Throwing cooked grenades gives you the upper hand each and every time. So remember - cook your grenades!

8.) Don't Rush - This and the ninth tip below work in conjunction with one another. It's important, especially in the latter stages, not to rush through from objective to objective. Not only will this almost guarantee your in-game death each and every time, but it will complicate your situation. Work methodically, taking out enemies in an area before proceeding to the next. But you must...

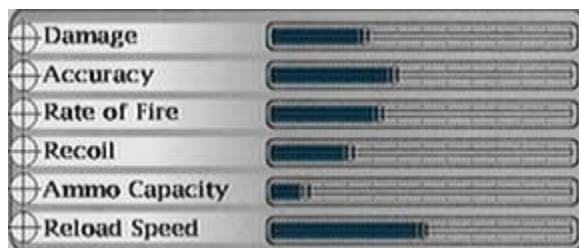
9.) Push Forward - There's an aspect of ambiguity involved in this game, because if you stay in one area without pushing forward, enemies seem to endlessly respawn. So while you shouldn't rush through any area, you should kill what enemies you see and push forward, even if just a little bit. You'll need to find hidden triggers to advance your fellow soldiers, cause soldiers to stop spawning, et cetera. So don't rush, to be sure... but certainly, you'll want to push forward!

10.) Explore! - Good lord, soldier, with open maps like the ones in this game, you better explore them! Certain items, such as the Mauser pistol Nazi officers use, can only be found with exploration and isn't necessarily going to be found if you just go from one objective to the next. Exploring also allows you to fight more enemies, getting more weapon experience. So, exploring serves many purposes, and should be done often. You might even encounter a few Skill Drops along your way!... but don't worry too much about those, 'cause we've got all thirty of those listed in this very guide anyway!

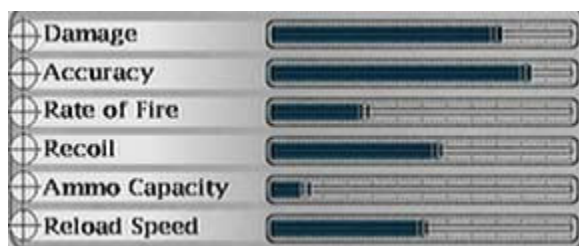
Weapons & Items

The weapons below are listed, with their statistics, in alphabetical order. Statistics and other information shown are from the weapon's lowest level. Peripheral items, such as grenades and med packs, are located at the very bottom.

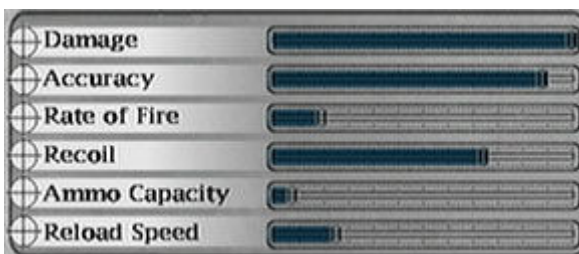
C96 Mauser



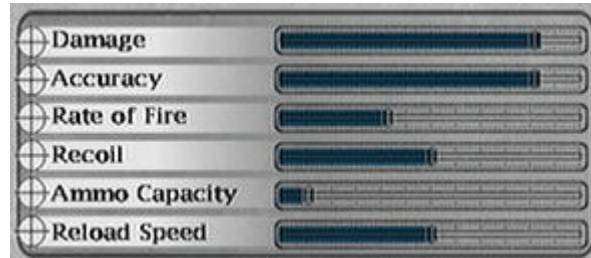
G43 Gewehr



K98K Karabiner Kurtz



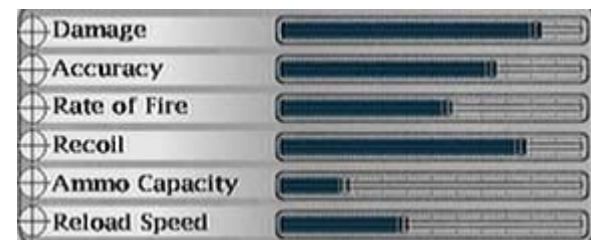
M1 Garand



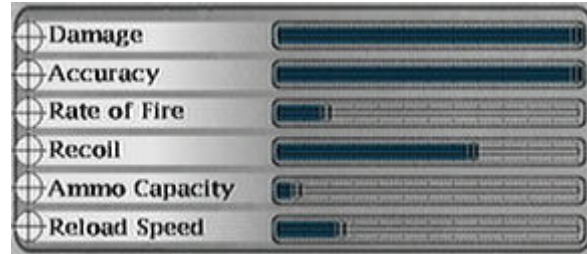
M12 Shotgun



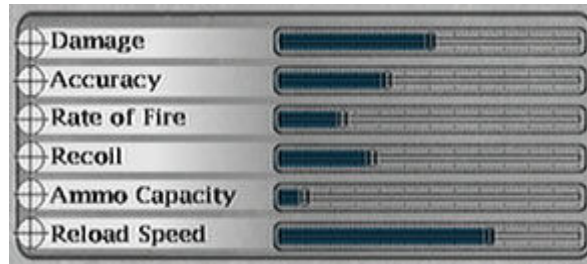
M19 Browning



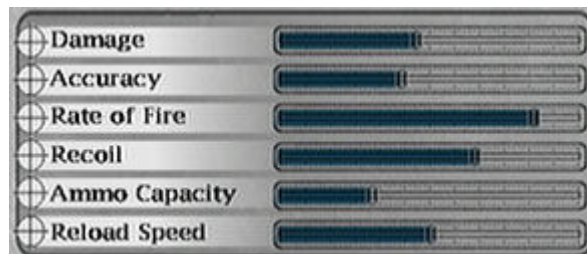
M1903 Springfield Sniper



M1911 Colt .45



M1928 Thompson



Maschinenpistole 40



Damage	<div><div></div></div>
Accuracy	<div><div></div></div>
Rate of Fire	<div><div></div></div>
Recoil	<div><div></div></div>
Ammo Capacity	<div><div></div></div>
Reload Speed	<div><div></div></div>

STG44 Sturmgewehr



Damage	<div><div></div></div>
Accuracy	<div><div></div></div>
Rate of Fire	<div><div></div></div>
Recoil	<div><div></div></div>
Ammo Capacity	<div><div></div></div>
Reload Speed	<div><div></div></div>

Other Gear

There are three types of grenades in the game. The American "Pineapple Greande" (the MKII Frag Grenade), the Nazi Potato Masher (the M24 Stielhandgranate), and the ultra-powerful Gammon Grenades that you will acquire about midway through the game. Each grenade has their relative strengths and weaknesses, though the Gammon Grenade is the most sought-after and useful grenade of them all. Pineapples and Potato Mashers are otherwise interchangeable. Use whichever one you have, remembering to cook your grenade before throwing it.

The only "item" in the game is the white Medical Packs strewn across each mission and sometimes found on dead enemies. These white items, with a red cross painted on them, will refill 25% of your lost health, and are extremely, *extremely* important. Make sure that whenever you see one and are in need of health, you don't delay. Grab the health and ensure you live to see another day!

Enemies

Below is a list of the main enemies you will encounter in the game (though there are some enemies not listed below). The screens are direct grabs from the game, and show the enemy, as well as their primary and secondary weapon. Keep in mind that strategies to defeat each enemy are generally the same - aim for the head, if you can, and use proper cover. The "higher level" the enemy is, the more aggressive and fight-worthy he happens to be. That simply makes him more or less difficult, depending on which enemy you're discussing. They are listed below in order of difficulty, from weakest to strongest.













Walkthrough

Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
---------------------------------	-------------------------------------	-----------------------------------	---	-----------------------------------	------------------------------




Use the table above to navigate between the six operations in the game. Each is covered in detail in our walkthrough, and each operation is split into six sections, complete with maps and other information, making the walkthrough 36 extensive pages long.

Throughout the walkthrough, we mention often the weapons we chose to use for the duration of the fight against the Axis - an M1 Garand as our primary weapon and the Shotgun as our secondary weapon. You can feel free to use whichever weapons you desire, but as you'll notice in the hundreds of screenshots in the walkthrough, those two weapons are equipped on our version of PFC Boyd Travers 95% of the time.

If there's any confusion in regard to the maps on five of the six missions (there's no map for Der Flakturm, since it's a building), don't overthink them. They are simply to act as broad guidance to important locations on each map. The walkthrough itself will give you detailed instructions on getting from each point to complete the mission at hand.

Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

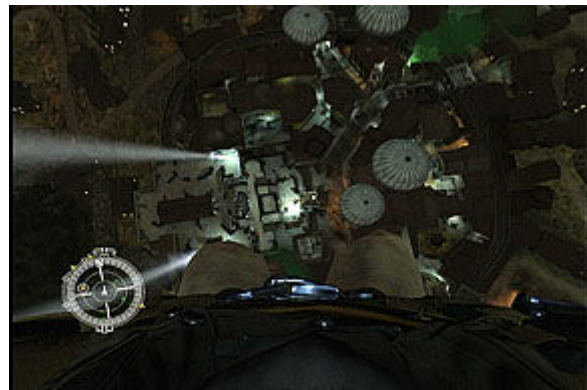
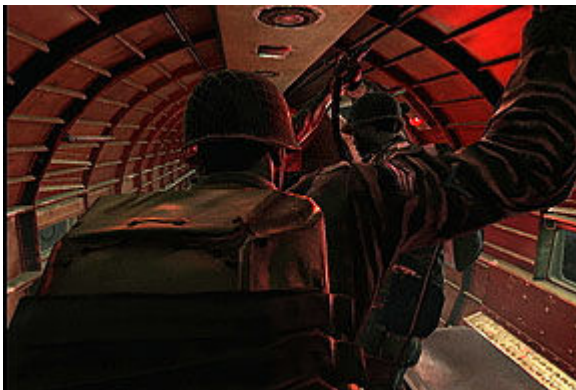
	Operation Husky (July 10, 1943)	 
	<p>The Allied invasion of Sicily was an integral step in securing the European mainland and ultimately forcing an Italian surrender, leaving the Axis with one bona fide European member - Nazi Germany. During this battle, you'll be fighting primarily weak and inexperienced Italian soldiers, though their fascist friends from the north will join in to help towards the end of the mission. Your mission here is simple in premise. Destroy four anti-aircraft installations strewn around the Sicilian town of Adanti and eliminate the Nazi leadership in the area.</p>	

Objectives
-
Destroy Town Hall AA Guns
Destroy Hill Houses AA Gun
Destroy Northeast Gate AA Gun
Assemble with Airborne at North Gate
Locate Missing Sniper Team
Eliminate German Commander
Assemble with Airborne at Town Square
Eliminate the Nazi Officers



#	Details (Objectives are bolded)
-	-
1	Attempt to land in this vicinity.
2	Move all the rooftops towards town hall.
3	Access town hall - expect fierce resistance.
4	Destroy both AA guns on the roof of town hall.
5	Head towards the tunnel - more fierce resistance.
6	Winding pathway, littered with enemy soldiers and machineguns.
7	Destroy the AA gun - be weary of the dueling machineguns.
8	Climb ladder here to rooftops.
9	Thick enemy resistance to be expected here.
10	Destroy last remaining AA gun.
11	Reassemble with Airborne Division.
12	Locate the lost sniper team.
13	Use your sniper rifle to eliminate the Nazi commander.
14	Reassemble once more with Airborne Division.
15	Eliminate the three Nazi soldiers in town hall.

It's time to make your first combat jump. Are you ready? Well, ready or not, here you go! As you learned in your briefing, there are two safe zones I you can aim for, one in the northwest section of Adanti (the town you're landing in), the other in the southeast. For the sake of this walkthrough and for an overall easier time, shoot to land in the southeast corner of the town, as close to the green smoke grenade as possible. Remember - you can swing your legs around to aim for a certain area, and be sure to flare your landing, especially if you land in enemy territory, since botching your landing will add critical seconds to your combat readiness.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

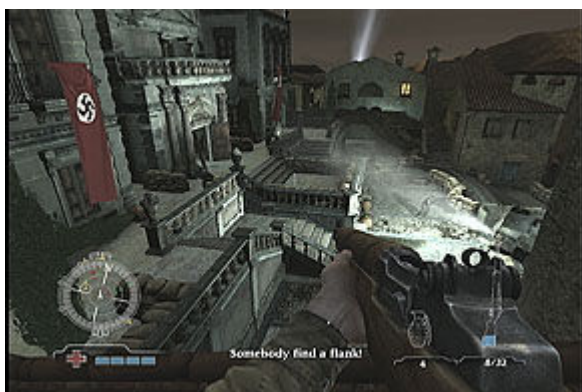
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective I | Destroy Town Hall AA Guns

When you land, head to the green smoke if you're not already in the vicinity. Then, seek out a nearby ladder that will give you access to the roofs of the buildings around you. This will grant you access to town hall easily, and give you a great vantage point to take potshots at the Italian fascists that make up most of the enemy resistance thusfar. Work your way westward along the rooftops until you can see the Swastika-adorned (and extremely well-lit) town hall. Get ready for your first bout with the enemy.



Pick off what enemies you can from the great vantage point you have atop the adjoining roof. There will be enemies all over the place, but naturally you'll want to take shots at the ones that have seen you (and there will be some). Especially important is taking out the enemy manning the machinegun installation in front of the entrance. Taking him out will give other airborne soldiers the courage to storm the building from the front. You can then jump down into the fray, but *be sure to jump*, not just fall, or you will fall in between the houses and town hall, negating your efforts to flank the enemy!

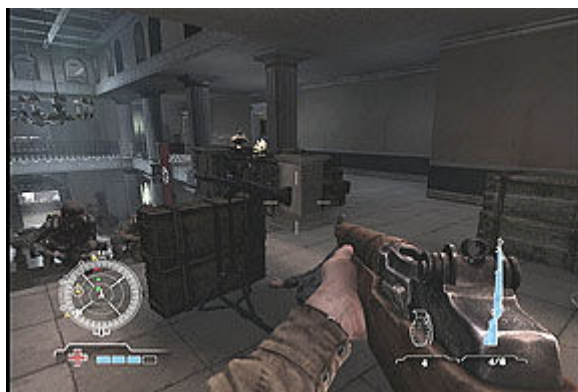
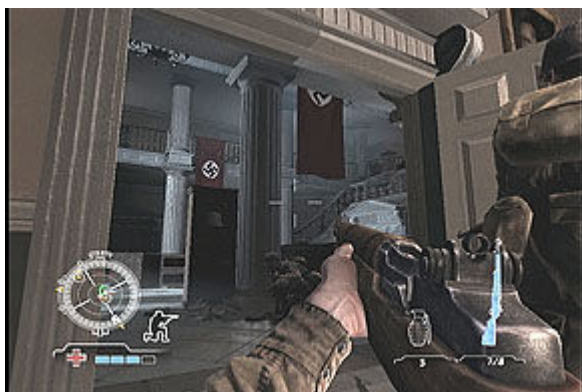


There are two entrances into town hall, but you'll definitely want to take the one on the far right (if you're facing town hall). The main entrance is well-guarded by a machinegun installation, so stay away from it, since you'll need to flank the gunner momentarily. In the meantime, watch your radar to make sure any remaining Nazis outside are killed, and then work your way into the far entrance. Use the doorway or table for cover as you take out the Italians within. A well-placed grenade will eliminate multiple enemies at a time, so consider that as an option. When the foes fall silent, run into the room, collecting health, as well as Stielhandgranates (German grenades, literally translated to "Stick Hand Grenade", lovingly known as Potato Mashers). You can find some MKII Fragmentation Grenades, too, and they themselves also have a nickname - Pineapple Grenades.

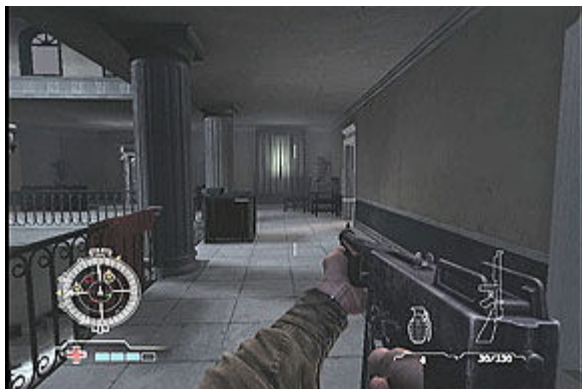
(Before heading left to take on the machine-gunner guarding the main door, you may want to consider heading into the basement, where you can kill more enemies both in the basement and in the alleyway behind. This can level up your weapon and eliminate the chance of a flank attack, but it's not necessary.)



The door to your left is how you'll be able to access the second level of town hall. As you've no doubt seen and heard, however, a machine-gunner mans the top of the stairs and must be taken out. When all other enemies are killed on the main floor, peek around the corner up the stairs to see where the gunner is. If you have a good shot at him, take him out with a shot or two from your Thompson. If you don't have a clean shot, try cooking a grenade (either kind) and give it a toss to take the enemy out. Then, run up the stairs to claim the machinegun from the enemy.



The catwalk that makes up a majority of the second floor will be teeming with enemies if you hadn't already cleared it from below. What's more, the rooms that shoot off of the corridors will be full of more foes to take out. Take the time to run around and eliminate all of the enemies, using your radar to look for red dots that represent an enemy soldier. Then, with your back facing the machinegun installation, head to the far right room, swing right, and go up the stairs. This is where you'll find the roof, with both anti-aircraft guns sitting. But, of course, you won't be able to just destroy them. More Italians will be guarding them with their lives.



Stay low and cap any Italians on the roof. There's plenty of ammunition and health around for you to collect when all enemies are dead, so don't worry too much about going for broke here. There's plenty of cover for you to use, as well. We sent you here first because there are two guns to take out. Don't bother setting your charges until *all* enemies are killed, since if you're shot at and hit mid-set, you'll simply have to do it all over again. Setting your explosives is as easy as following the on-screen prompt when you examine the red box on each gun. When those are destroyed, explore the roof for the aforementioned ammunition and health which you will no doubt need. Then, head back downstairs to the empty, desolate streets below. It's time to head after the next gun.



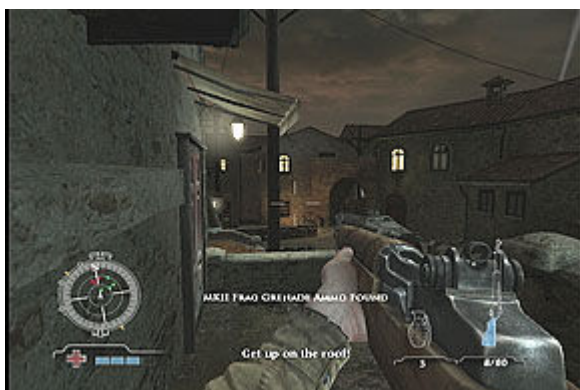
Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Objective II | Destroy Hill Houses AA Gun

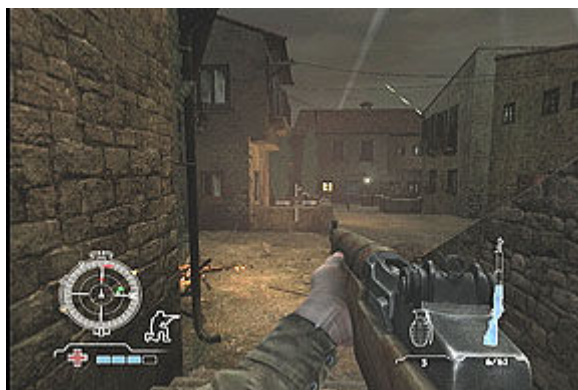
The Hill Houses are due west of your current location. If your back is facing the town hall which we just sacked, then you'll want to head leftward down the street. When you see the second of the two green "safe zones" in the distance, swing leftward. You'll meet more enemy resistance in a tunnel ahead, but that's okay! It lets you know that you're headed in the direction of another important goal, even more heavily guarded than the first.



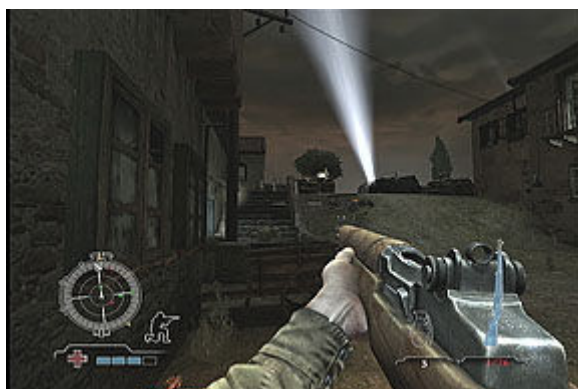
Swing down the fascist-occupied corridor towards the tunnel ahead. Use what crates and other obstacles you can to guard yourself from enemy fire before you take aim and take some shots yourself. As has been the case throughout the mission, the M1 Garand is your best friend here. Using it enough should get it all the way leveled-up, and in situations where you'll need to take accurate shots, it's much better than your Thompson. Regardless, head towards the tunnel when the enemy threat is cleared. On the other side, you'll have to deal with even more resistance.



The machinegun set-up ahead should be your primary concern. Whenever an enemy soldier nears it and begins to use it, make sure killing that soldier becomes your immediate priority. You'll have to push forward here to ensure that replacement Italian soldiers don't man the gun when you kill the first, but unfortunately, you can't swivel the gun on the enemies to your left, since the gun's firing radius won't allow it. Be extra weary of soldiers hiding in the house back and to the left of the gun, however, since they can sneak up on you rather easily. As always, looking for red dots on your radar will be eventually become second nature for you. Be sure to clear that house, however, and pick up any health or ammunition you may need.



Continue down the winding pathway, picking off stray enemies as you go. You'll eventually turn rightward, where dueling machineguns will be taking shots at you and your fellow soldiers. These machineguns pose a very serious threat, and they must be taken head on, as the house adjacent has no outlet to the other side. Grenades work well here, since the enemy resistance is thick, or you can just lean around the corner and take shots at the machine-gunners, pushing forward immediately thereafter to ensure that no more enemies take their place behind the deadly weapons. It's especially important you don't fall back here, as if you do, the enemies ahead will quickly take your place, forcing you to retake the position.



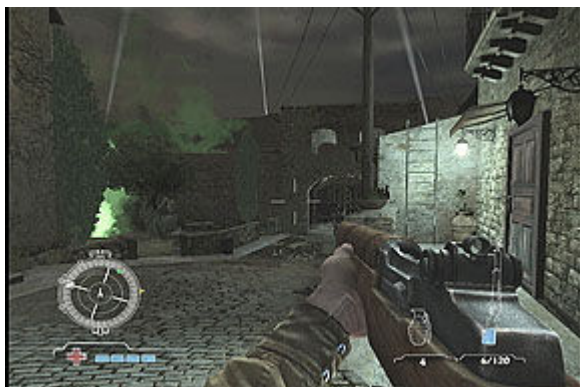
When you've finally reached the position of those two machineguns, you're nearly in the clear. Enemies will be in the house to your left, as well as protecting the AA gun ahead and in the more open position on your right. Try flanking the latter two positions by heading leftward into the house, capping the fascists within, and then circling out of the house via the other exit. The gun is in clear view from here, but as was the case earlier, resist the urge to place your charge until you're positive all of the enemies in the area are eliminated. Otherwise, you'll risk the chance of getting hurt while placing the explosive. Once placed, run the hell away before it detonates! Only one more AA gun to go!



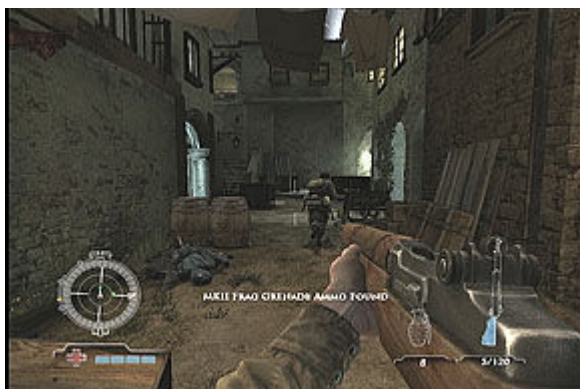
Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Objective III | Destroy Northeast Gate AA Gun

With three of the four guns eliminated, you're probably feeling pretty good about yourself. But don't get cocky, soldier! There's fighting left to do. Head *all* the way back to the tunnel that was previously occupied by Italian soldiers when you were en route to the Hill Houses AA gun (being sure to reload on ammunition, grenades and health en route, if you're in need of any or all of the three). Swing leftward once out of the tunnel - you should see the green smoke of a safe zone on the left side of your screen and a ladder into the roof above on the right side. Climb up the ladder, as you will get a better vantage point on the enemy positions ahead.



Keep a close eye on your radar as you work your way towards the enemy. You can take some easy shots at them when you locate them - just be sure to take ample cover and work quickly, as they will quickly adjust to being shot at from above and will return fire before long. Eventually, though, you should drop down to the corridors below. The fighting is going to get fierce and being on the roof simply isn't going to help you beyond some initial advantage gained through quick kills.



What you *really* want to keep an eye out for, instead, are some stairs on your right as you're running down the street that will bring you to an area above. If you bear rightward into the doorway, you'll likely meet some enemy resistance, which you probably should eliminate both to increase your weapon statistics and avoid a possible flank. You'll see that this building is all that separates you from town hall on the other end of town. Heading that way will therefore bring you in a circle. Instead, head back outside to the stairs that brought you into this building in the first place. Off of the steps, to the left of the door, are some wood planks. Take them onto the adjacent rooftop.



Shortly after going forward on the rooftop, you'll come to the wall surrounding the main part of the city. This is where you want to be, for if you take this rightward and then down another set of stairs, you will be right back in the fight, having flanked the enemy on its left. You can take some shots at the enemy from your raised location, but ultimately you'll want to be on ground-level, where you can push forward with your troops towards the tunnel ahead.



Beyond the location of the tunnel is where some thick fascist resistance will be found. A machine-gunner will be in the window ahead, and his position means there are few places for you to hide. Make him your first priority to kill as you go forward and through another tunnel towards the location of the actual AA gun itself. Be absolutely sure to explore nearby houses before going towards the AA gun installation, so you can grab any health, ammunition, or grenade bundles before moving forward. And of course, you'll want to wipe the floor with any remaining fascists, too.



And now, towards the AA gun. Don't run forward without carefully surveying the area to see which enemies are left. When the area seems clear around the gun, there will almost certainly be enemies in the house to your right that you'll want to take care of before proceeding, since they can stymie your progress. Once the area is truly clear of enemies (remember - check your radar!), you can then place the explosives on the fourth and final AA gun. Once it has exploded, you're then free to continue on with a whole new batch of objectives.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

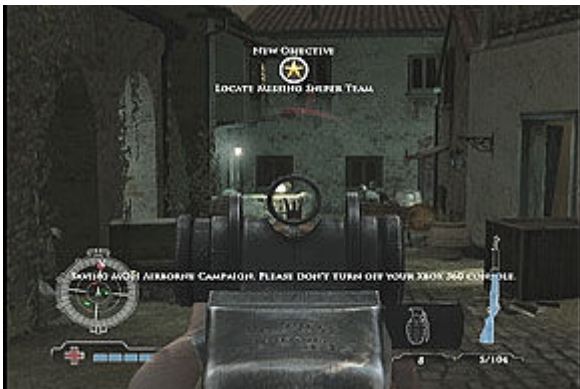
Objective IV | Assemble with Airborne at North Gate

It's now time to assemble with your fellow airborne soldiers over at North Gate, which is westward from your current location. This is easy enough to do, and you shouldn't encounter any enemy resistance while doing so. Follow your fellow soldiers as they run along the road back towards town hall, and then continue onwards towards the westernmost safe area. To the right of this area, you will automatically reassemble with Airborne, but after a brief cutscene, you'll realize the fight isn't yet over.



Objective V | Locate Missing Sniper Team

A sniper team integral to the success of the mission has gone missing, and it's up you and your boys to find them and get them back into the fray. The team is located off of the path where you reassemble, and it should be obvious which way you'll need to go, since the enemies will be firing on you from that direction. Push forward, using what cover you have, and inspect nearby houses for stray enemy soldiers and any needed items or health. Ammunition might be dwindling at this point, so be sure to keep an eye on that situation as well. The pathway ahead is linear, so no worries about getting lost. But the fighting is *fierce*, so don't push your luck, either.

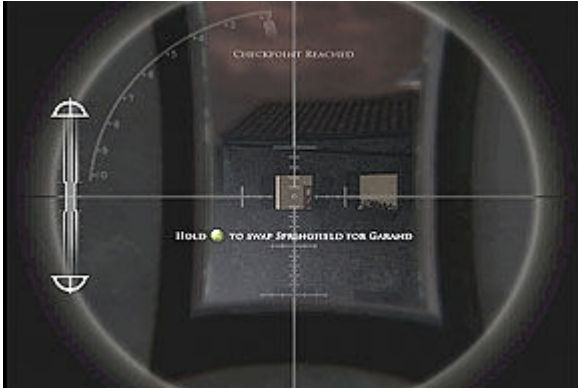


Finally, you'll come to the building where the sniper team is, though they are on the second floor and enemy resistance controls the first floor, as well as the surrounding area. Try to take the house on the right, going through it to flank the enemies guarding the house while the rest of your cohorts run forward and draw their attention the old-fashioned way. Grenades work well here since the enemies, especially in and around the building which is your primary target, since they like to group up in those areas. You'll also want to be wary of machinegun installations, which can tear you apart if you aren't careful. When you can finally breach the building they were guarding, head to the second floor. A cutscene will take place that explains the current situation and gives you yet another objective to take care of.



Objective VI | Eliminate German Commander

Eliminating the German Commander, your next objective, is easy enough, since it doesn't even require you to leave the very building you're in. As the game implores you to do, switch out the M1 Garand for the Springfield sniper rifle, at least for this objective. Then, head to the window on the second floor and look out to the building across the way, where the Nazi commander you're instructed to kill is located. While we've primarily been fighting Italian soldiers so far, the Germans are in full-force now, and are trying to take back the town. Simply aim your Springfield at one of the three windows across the way, dodging the commander's shots, and wait for him to show himself. Then, squeeze the trigger to end his life - and the objective - simultaneously.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Objective VII | Assemble with Airborne at Town Square

With the commander felled and your new objective delivered, switch back to your trusty M1 Garand (by going over to it on the ground next to the corpse of the dead sniper). Then, head back to the first floor and back outside. You'll need to reassemble with the Airborne unit in the town square, which is located directly in front of town hall, where the Nazis are mounting a counterattack in the wake of the weak resistance attempted by their Italian friends. It's easy enough to find (simply follow your fellow soldiers as they run forward, towards the westernmost green smoke area). You'll meet sparse Nazi resistance in between, but remember, you're fighting bona fide Nazis now, not their weaker Italian counterparts. Be careful. When you finally get through the tunnel and head towards town hall, you will have "reassembled" with your team, thus beginning the final objective of our mission.

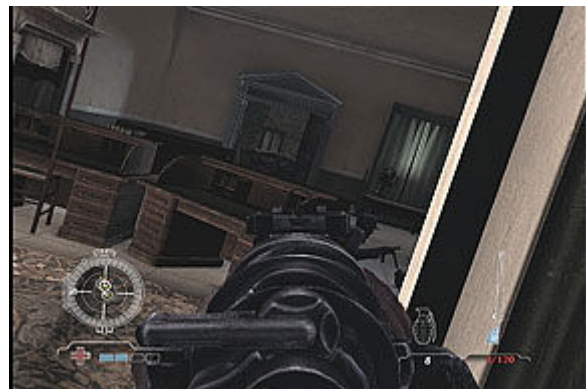


Objective VIII | Eliminate the Nazi Officers

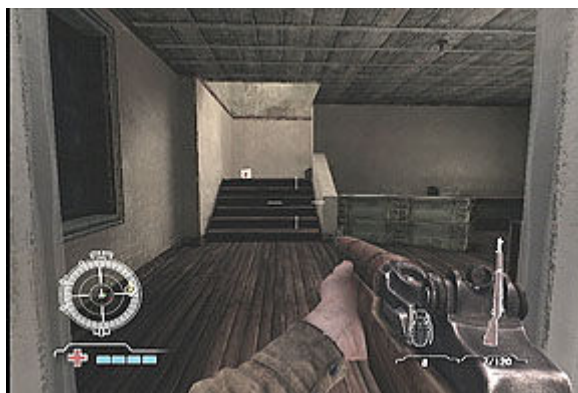
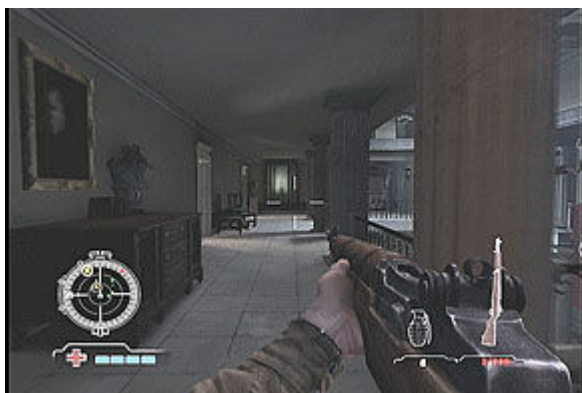
Even though it's a plausible option, you'll not want to take the Germans on at the town hall by heading in there willy-nilly via the front entrance. It's guarded by multiple machineguns and pissed off Nazis. Instead, if you're facing town hall from where you reassembled with your team, head down the adjacent alleyway, taking your *second* left (as the first left will simply bring you towards the main entrance). This will bring you down a linear pathway, riddled with Nazis (*or not*, depending on if you've died and have already taken these foes out). You'll be able to eventually access the basement town hall. Take the staircase up to the main floor, and snipe some Nazis from behind before they're alerted to your presence!






There are three Nazi officers to be killed, and they are strewn around town hall in a logical manner. One is on the ground floor, another is on the second floor, and the third is on the roof. They are essentially indistinguishable from their Nazi cohorts, so naturally you'll want to kill everything you see in order for the extermination of the enemy to be completed successfully. As with last time, be especially weary of the machinegun staring straight down the staircase from the main floor to the second floor. That thing can mow you down in no time flat if you aren't careful.

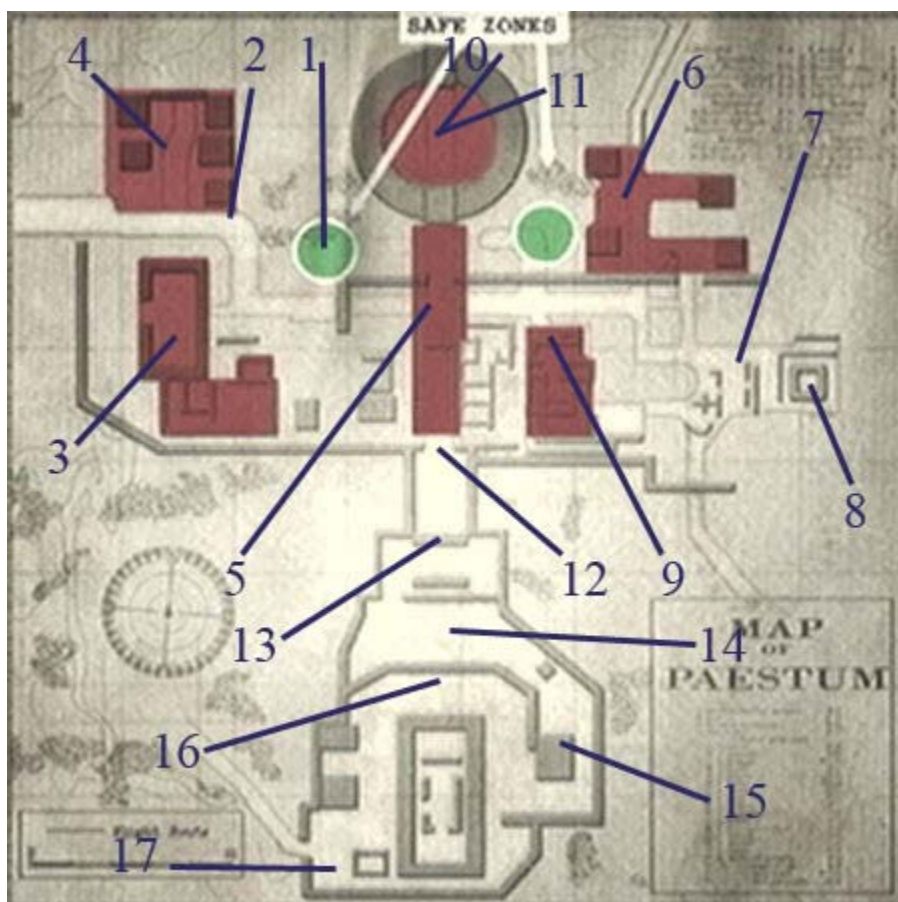


Once on the second floor, watch your back, as Nazis like to walk around the catwalk and take potshots when they can. If you're facing the entrance, be sure to clear the rooms on your left first, and then work your way to the rooms on your right. Once the enemies are eliminated in all of the rooms (including the second officer), take the staircase from the right-side room to the roof of the building, just like you did when you were eliminating the AA guns earlier in the mission. The third and final officer will be up here fighting with his men. Eliminate all of the enemies, including the officer, and the mission will finally come to an end. Congratulations - the invasion of Sicily has been a resounding success due to your efforts!



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
	<div>Operation Avalanche (September 14, 1943)</div> <p>Italy has all but surrendered officially, but soldiers of the fascist government have yet to give up the fight. What's more, the better-trained Nazi military (the Wehrmacht) is now fighting full-force to keep the Allied invasion of Italy isolated and away from their occupied territories. This means a tougher battle for you, though Operation Avalanche has bigger implications than a few isolated battles. A definitive Nazi defeat here could be the difference in the war, and it's up to you to reach that end. Destroy the fuel containers, ammunition caches and communication setups in the area. Then, after reassembling with your fellow soldiers, climb the Hilltop Temple, where you can destroy the devastating Nazi AA gun terrorizing aircraft in the area, and finally set off some signal fires to let the Air Force know it's safe to fly. Good luck, soldier!</p>				<div> </div>

Objectives
-
Disable Communications Antenna.
Disable Communications Radio.
Sabotage Fuel Containers.
Destroy Ammo Cache.
Assemble with 5th Army Demo Team.
Defeat Enemy Ambush.
Assemble with Corporal Kish.
Ascend to Hilltop Temple.
Set Signal Fires for P-40 Warhawks.
Destroy AA Gun.



#	Details (Objectives are bolded)
-	-
1	Land here, pushing away from the amphitheater.
2	The locked gate here will force you to go the long way.
3	The scaffolding here is how you will get around.
4	Destroy the radio equipment and the radio antenna.
5	Plenty of enemy resistance on the road here.
6	Destroy both fuel storage containers.
7	Fierce Nazi resistance inside the ruins.
8	Destroy the ammo cache in the enclosed building.
9	Expect more enemies to meet you here along the road.
10	Reassemble with the demolition team.
11	Defeat the Nazi surprise attack at the amphitheater.
12	Meet up with Corporal Kish.
13	No access to the area beyond until the wall is destroyed.
14	Staunch resistance found here.
15	Get to the top of Hilltop Temple.
16	Set off the signal fires here.
17	Destroy the lone AA gun.

When jumping out of your plane here, you'll really only have two places to drop, both of which located on the west side of the map shown to you in your briefing. The landing points are atop and below an ancient amphitheater that's one of the foci of the archaeological dig going on in the area. Unfortunately, the Nazis are protecting the area, and their resources within, with incredible gusto and resolve. To begin the mission, we recommend landing in the southernmost safe area, where we can first sabotage Nazi communications before moving northward to take care of their fuel supply and ammo cache.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Objective I / II | Disable Communications Radio / Disable Communications Antenna

After landing, begin heading away from the amphitheater towards the Nazi communication encampment adjacent to your location. You can reach this area by either following the main road or flanking it by sneaking behind some trucks. Doing the latter is a better idea, since you'll be out of range of the machinegun setup, and you'll be able to take out the Nazis in the area from the side. Be sure to target the gunner first, though, since your fellow paratroopers can't join you until the machine-gunner has been put to rest. Also be wary of enemies coming up the road from behind the sandbags where the machinegun is located, since they can prove to be an unwelcome surprise if you're not paying attention.



Head down the road into the in-ground ruins adjacent to the road. Enemies will be all over the place, so keep an eye on your radar, noticing any red dots that come into your field of view. As you follow the fairly linear path through the ruins, the ruins will begin to turn into ancient buildings that have yet succumbed to weather and age. This is where the Nazi resistance begins to get extremely concentrated, and where some timely, accurate grenade tosses can be more valuable than any weapon. Peek carefully around corners as you work your way through these built up ruins, keeping in mind that a handful of enemy soldiers can be around any corner. If you're especially daring, a Shotgun might be a good choice for a weapon here. You can find one in a case back near the first in-place machinegun, if you want to backtrack to grab it.



After eliminating the enemy threat, search around for much needed health, ammunition, and grenades. Exchange your weapons for Nazi weapons if you so desire. At the far end of the ruins, you can begin to work your way into a complicated series of scaffolds designed for archaeologists and other workers, so that they can have easy access to various parts of the project. Now, the wooden structures are teeming with Nazi soldiers out for the joy of the hunt. Work your way up into the scaffolds, avoiding any pull you might be experiencing to go towards the shooting. Instead, head in the other direction, towards a ladder that will lead you to another set of wooden scaffolds that will, in turn, lead to another ladder.



Climb this second ladder, being extremely mindful of the enemies down below you just skipped over. To avoid flanking and uncomfortable two-sided battles, you should toss some grenades to the area below or take some careful shots with your armaments to quell the enemy threat below. Then, you can begin climbing this new set of scaffolding. Here, you'll have to be really cautious, because there is precious little cover, and what's more, enemies will be attacking you from multiple angles, both around you, as well as above you. This makes things extremely difficult. If you're using an automatic weapon, switch to your rifle at this point, because you're better off taking shots from afar than trying to hit targets far away with inaccurate machinegun fire.



You'll also have to deal with some enemies below. Before you begin your upward climb, head to the far end of the scaffolding, where a precarious dead end will give way to enemy fire below. You can perch here, from the relative safety of the stack of crates, and shoot any enemies below so they can't fire on you as you climb. When they're defeated, you can then head upward, but safety is no where to be found. The enemy has the high ground on your climb up, and you'll need to watch all around you for cleverly-placed Nazis. Some of these foes back a powerful wallop and are especially aggressive, so be ready to switch between your rifle (for long and mid-ranged attacks) and your shotgun, or even pistol (for short range attacks).



After a fierce fight, you'll eventually reach the top of the scaffolding, where you can, after fighting off a few more foes, gather some ammunition and health. There is no doubt you'll be in need of one or both, so make sure to make good use of what's there. Then, head to the other side of the scaffolding, where you'll have to go back down. Now the odds are reversed and are in your favor once more, since you and your fellow soldiers will be controlling the high ground. Spend some time taking out enemies in the small compound ahead (by peeking outward from the scaffolding), but they'll constantly regenerate until you go up and fight them in closer quarters, so don't waste too much time.



At the bottom of the scaffolding, first thing's first. Head to the right, using cover from enemy fire, and blast open the gate by shooting the red lock. This will let your fellow soldiers in so you can have some backup. From here, you can simply concentrate on the enemies ahead. Be sure to keep the Nazis off of the machinegun amply set up in front of the small tent enclosure, and pinch forward to put extra pressure on the foes. Be sure to clear each tent one by one; the tent in the top left corner is the one of real interest, and the most heavily guarded.



Clear the tent of enemy soldiers (a grenade or two works well here if you're feeling daring), and then head inside to find the Nazi radio equipment. Naturally, you'll want to destroy what you find, so fire at all of the radio equipment, all glowing red in color. When you've destroyed all of it to the game's satisfaction, an on-screen prompt will let you know. Then, leave the tents and focus your attention back on the scaffolding ahead. Search for a glowing red antenna hanging off of the back of it. While you could have accessed it from the scaffolding earlier and destroyed it from up close, this is a better technique. Simply aim at it from below and destroy it. When it's destroyed, the game will again flash an on-screen prompt. First objective down.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective III | Sabotage Fuel Containers

Head out of the now-open gate in lieu of backtracking through the scaffolding, and head back to your drop zone. The amphitheater should be bordering where you landed. Stay away from it (since there are enemies within you don't yet have to deal with), and follow it around towards the main road adjacent to it, where you'll find your men already in combat with the enemy. Help them defeat the soldiers, and then walk ahead, branching to your left to find another small compound where the fuel stores are. Get into the area by sneaking through a hole in the stone fence. Time to blow those tanks sky high.



This is an area where you could easily situate yourself in a cozy place and take out both fuel tanks from afar without really having to deal with any enemies. However, to be on the safe side, and to get valuable experience for your weapons, you should eliminate all Nazi soldiers in the vicinity of the fuel tanks (which are, like the radio equipment, glowing red in color). Again, there's plenty of cover for both you and the enemy in the form of motor vehicles. Be sure to keep an eye on your radar since it's hard to see all of the enemies. When the coast is clear, take shots at both fuel tanks. They'll go aflame and, when they've taken enough damage, will explode. Destroy both, and then search the area for any ammunition, grenades, or health you might need before continuing.



Objective IV | Destroy Ammo Cache

If your back is facing the amphitheater, then you'll want to head to your right down the road off of the area that held the fuel tanks. This will lead directly to our third objective, which is to uncover the location of the Nazi ammunition cache and destroy it. Well, you didn't have to look very hard to find it, as the Nazi resistance in the area shows. You'll have to work your way through more open ruins here, that will lead to closed-in ruins, just like earlier on in the mission. The enemy will put up a good fight, and as before, you'll need a combination of swift shotgun work and steady rifle fire to get through alive.



There's plenty of cover around the ruins as you proceed forward. Simply keep an eye out for enemy activity on your radar, and if you begin to get fired upon, quickly find new, better cover. Work your way meticulously across the ruins, killing enemies and not being afraid to use grenades if the going's getting touch (the grenade launcher upgrade on the M1 Garand if a godsend, if you have it). When you near the still-standing buildings of the ruins, be sure not to get sucked into the middle of the area, which isn't only recessed (hence giving the enemy a significant height advantage), but is also almost completely without any usable cover. You'll need to access the enemy position by working your way in from the sides, picking off enemies as they turn corners or peek out windows to take shots at you.



When you've finally gotten into the building, the shotgun will become of especially good use, since the enemies within tend to crowd around the ammunition cache, giving you a chance to pick off several simply by running around blind corners and blasting a shotgun shell into the foe. There's health and ammunition around as you move forward towards the weapons cache. Grenades work well here, as they did outside, but be sure to throw them carefully. You'll also want to be wary of enemy grenades, since you're working in tight corners. Don't get trapped by a stray grenade. When you get to the back of the ruins, locate the small red box on some ammunition. Examine it, and your character will place some explosive charges. The objective is thereafter completed successfully, but you're not out of harm's way yet!. Run!



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective IV | Assemble with 5th Army Demo Team

From where you destroyed the enemy ammunition cache, head back towards the two safe landing zones. The amphitheater that was much-mentioned at the beginning of this mission's walkthrough is our primary target, since that's where we'll reassemble with the 5th Army Demo Team, in order to begin the second half of our mission (you didn't think it would be *this* easy, did you?) If you take the main road, which you're almost forced to do, you'll meet up with some more Nazi soldiers that you didn't get to take out the first time around. The shotgun is a great weapon to use here if you're able to quickly flank the enemy while he's hiding and get a point-blank shot off. Otherwise, once you get to the amphitheater, head on down and meet up with your comrades.



Objective V | Defeat Enemy Ambush

As soon as you assemble with the demo team, you'll watch their explosions go off. Thereafter, Nazis will surround you from the high ground all around the amphitheater, where they'll proceed to open fire on you and your friends. There's plenty of cover to work with here, thankfully, but there's little room for error, since on most sides, the Nazis will be able to get a clean shot off at you. You can chuck grenades or try to take some potshots if you're especially patient, but there's actually a much more effective way to go about this bout with the Nazis.



Seek out one of the several staircases that lead up to the area above. Since the Nazis have the high ground, they have the inherent advantage here, so you'll want to eliminate that posthaste. If you're able to get to one of these staircases (you might get hit with a few shots, but that's okay), you can then equip your shotgun and run around clipping Nazis firing on your friends below. If you're quick, they won't even be able to react, because they won't be expecting to be flanked like this. Remember - the shotgun works best at close range, so get as close to your enemy as you can and unleash a shot to end their lives immediately. There's health all over the place (both above and below) if needed. Just remember that to clear the area completely, you'll need to use all of the staircases, not just one, since the corridors don't seamlessly lead into one another.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VI | Assemble with Corporal Kish

When the last Nazi soldier taking place in the ambush is eliminated, another objective will flash on-screen. You must now assemble with the estranged Corporal Kish, who's located adjacent to the amphitheater along the main road. There's an entire section of the map that we've yet to access, and we'll now be able to, since Kish's men are packing heavy explosives. When you meet up with him and his small group of men, he'll talk you up while his men get to destroying the concrete wall blocking you off from the rest of the map. With the wall now gone, it's naturally time to explore the new area of the map.



Objective VII | Ascend to Hilltop Temple

Run forward to receive your new objective - to reach the Hilltop Temple. The climb up to the top of the temple is no doubt the most grueling and difficult objective we've yet to face in the game, and it may take several tries to get through this area successfully. Not only are there a high concentration of Nazi soldiers and officers ahead, but they always seem to get into the best, most advantageous positions imaginable. This simply means that you'll have to study this area and go about things in a certain way to make it easiest on yourself. Remember - if you remain stagnant and don't push forward, chances are the enemy will keep spawning itself over and over again. So it's worth it, and necessary, to take some chances here and push forward as you fight. Otherwise, you'll theoretically be mired down forever.



Begin by running up the stairs, taking cover behind fallen pillars on either side. From here, you should be able to throw a few grenades and take a few shots with your M1 Garand to thin out the enemy resistance ahead. From there, the best idea is to run left and then up, so that you can flank the enemy. Switch to your shotgun if enemies are nearby for instant kills, and use all of the cover around you to your advantage. The enemies here are *tough*, and there's lots of 'em, so if you don't take cover, you're going to get mowed down rather quickly. Once you've ascended the next set of stairs, run to the right and flank the machine-gunner manning the stationary machinegun that's making your life a living hell. A shotgun shell to his back will make quick work of him, but be careful that none of his cohorts come to take his place. As always, keeping an eye on your radar is a great idea. If there are any concentrations of red dots, a grenade is your best bet.



When the machine-gunner is removed and your soldiers are able to run leftward down a new corridor, the upper hand is yours, but there's still work to be done. Your M1 Garand will again be your good friend here. Peek around whatever cover you're hiding behind to clip any Nazis stupid enough to show themselves, and continue to push forward. When you reach the end of the final corridor, you'll be able to run up another set of stairs towards your objective. The Hilltop Temple has been climbed. Now it's time to destroy the AA gun so your friends can come join the fight.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VIII | Set Signal Fires for P-40 Warhawks

You can set off the signal fires and destroy the AA gun in any order you want, but it makes more sense, logistically, to set off the signal fires before proceeding inward to take out the lone AA gun inhibiting your advance. Once you climb the stairs, you'll notice enemy resistance from both ahead of you and to your right. Take out what you can ahead (keeping the foes away from the machinegun there), and then head rightward, where you'll need to take out another machinegun. It's behind the machinegun where the two signal fires are located. Both are glowing red barrels that will need to be shot so that they ignite and explode. When both explode, that objective will be completed.



But wait! Don't rush into anything! Enemies are abound, as represented by the red dots no doubt crawling all over your radar. The Nazis are unusually aggressive here, meaning your shotgun will come in handy if you want to sneak around and clip them at point blank range. But don't rush into detonating the red barrels until you're sure there are no enemies in the vicinity that can take shots at you. When the coast is clear, *then* detonate both barrels. As you no doubt learned on the climb up to the temple, the last half of this mission requires incredible patience, and you shouldn't rush into anything.





Objective IX | Destroy AA Gun

From the location of the barrel farthest from the in-place machinegun, all you have to do is head rightward to reach the AA gun. Again, though, you'll need to take care of the enemy resistance in the area first. There's *plenty* to hide behind in these parts, and the Nazis make good use of their cover. To combat them, slink around with your shotgun, sneaking up near them to clip them easily. When the AA gun is within sight, toss a grenade or two to eliminate any enemies guarding it (or, at the very least, scare them off). Then, examine the radar for any remaining red dots. When there are no more, the coast is clear, so run up to the AA gun and place an explosive on it. That will end your mission in success.

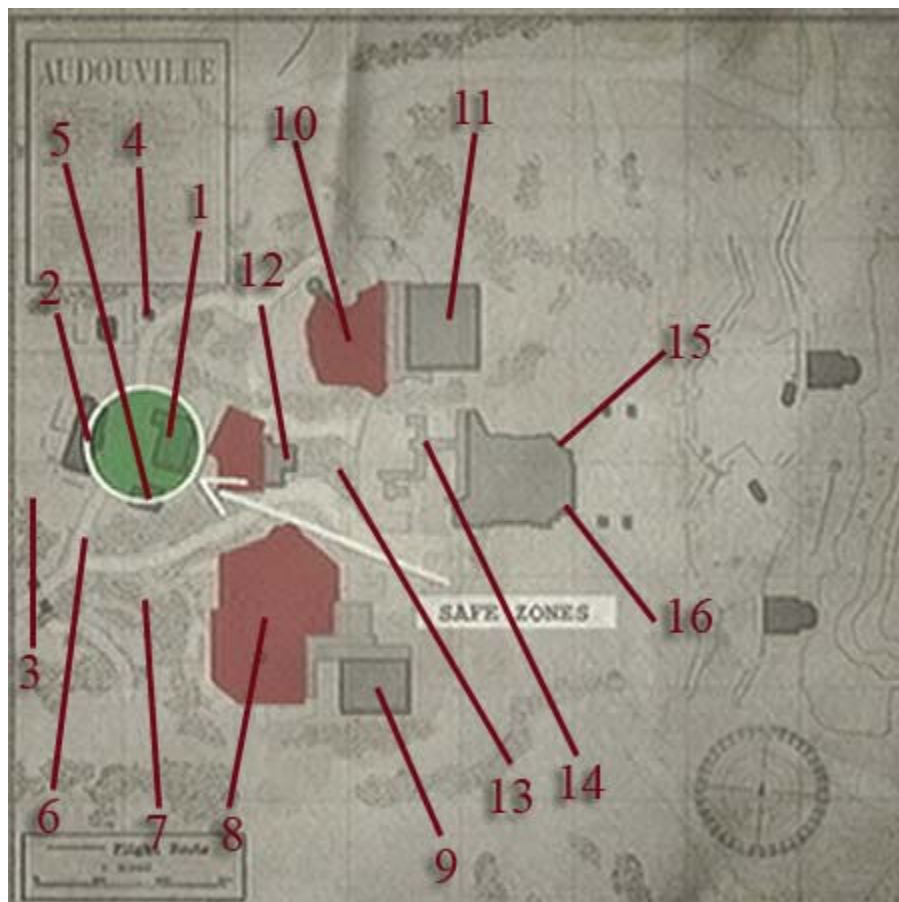


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

	Operation Neptune (June 05, 1944)	
	<p>Your ability to succeed during Operation Neptune is integral to the latter success of the actual Normandy invasion. Without your help behind enemy lines, the landing craft might not be able to get off integral troops and supplies, and the Nazi cause might again take the upperhand in the fight of fascism versus freedom. Your objectives here are many. You must first collect multiple parts of the M18 rocket launcher and destroy a Tiger tank with it before heading deep into Nazi-held territory to neutralize their heightened position on the spotting tower, as well as their radar equipment. You'll then have to make your way towards the beaches, where pillboxes are mowing down Allied troops along the shore. Eliminating the personnel inside the pillboxes at the end of the mission will allow American and British troops to have a safe beachhead to land further soldiers and other items of war.</p>	

Objectives
-
Collect M18 Bundles
Knock out Tiger Tank
Clear and Secure Spotting Tower
Destroy Radar Antenna Relay
Clear Central Casemate
Clear and Secure Pillbox



#	Details (Objectives are bolded)
-	-
1	Attempt to land here, preferably on the roof.
2	Location of first M18 bundle.
3	Location of second M18 bundle.
4	Location of third M18 bundle.
5	Location of fourth M18 bundle.
6	Tiger Tank will rove around this area. Destroy it.
7	There's a fork in the road here. Stay on the right side.
8	System of heavily fortified trenches.
9	Clear and secure the Spotting Tower structure.
10	Fierce resistance found in trenches.
11	Climb the radio tower and destroy the equipment.
12	Gate here will be locked until everything above is completed.
13	Clear the heavily-guarded Central Casemate.
14	Insanely thick resistance along the oceanfront.
15	Location of first pillbox to clear.
16	Location of second pillbox to clear.

Instead of flying over Italy like we did during Operations Husky and Avalanche, Operation Neptune will take place over - and on - Nazi-occupied France. After watching the intro sequence, you'll have to jump over your target, the town of Audouville. There's only one green safe zone in the entire area, and it's located on the one extreme end of the map. Thankfully, our first objective will encourage us to land in that location, so when you jump, be absolutely certain you're aiming for the safe zone.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective I | Collect M18 Bundles

You may remember the passing mention of dropped M18s from your mission briefing. Picking the four dropped M18 bundles is going to be your first line of business on this mission, and all of them are located in the direct vicinity of the safe zone. They're all located away from action towards the center of town, which is good, since you won't have to deal with Nazi soldiers. However, you'll have to deal with something even more menacing for infantry units - a tank. More specifically, the high-powered Tiger tank.



Run away from the action on your radar while scanning it for stars, which represent the four scattered M18 bundles. The first one you should grab is on the roof of the bombed-out building near where you landed. Getting any of the bundles will catalyze the Tiger tank to appear, so it's definitely a good idea to get the one on the roof first, since it's harder to get when the tank is hunting you. After grabbing it, and after the tank appears, quickly jump off of the roof and take cover. Then, run behind the house, towards the fence. You'll see the second bundle sitting next to a well, which you can use for cover if the tank gets a shot off at you.



With those two bundles in hand, make a run back towards the bombed out house to take cover from the next potential shot from the Tiger tank. Run down the road towards another well - the third bundle will be sitting next to it. Be quick here, since grabbing this one will leave you with little cover other than the well. If you get injured by the blast radius of the tank, be sure to grab the health sitting on the first floor of the bombed out house as you head back for it for more cover. To grab the final bundle, run from the house to the bombed out shed-like structure behind it, where the bundle will be lying in the debris.



Objective II | Knock out Tiger Tank

Picking up the fourth bundle will make you drop your currently equipped weapon in lieu of M18 rocket launcher you just assembled. This powerful weapon will be your salvation, since you're now instructed to destroy the Tiger tank that's currently making your life a living hell. Unfortunately, you can't just hit the heavily-armored tank anywhere and expect it to explode. You must get on the front or back end of it and shoot directly into its "soft" underbelly. When struck in the proper way, only one shot from the M18 will send the Tiger up in flames. However, maneuvering around so you can get a clear shot can be frustrating. Try simply circling your house, making the tank constantly rove and forcing it to rotate its turret often. This will buy you the precious time you need to aim your shot and get it off before it's too late.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective III | Clear and Secure Spotting Tower

From the area near the safe zone with all of the bombed-out buildings, head down the road until you see the road suddenly change direction. The area will be marked by a bright red truck sitting abandoned on the landscape. The fight to the Spotting Tower is a long and fierce one that will bring us through some of the most difficult Nazi fighters we've come across yet. Waffen SS are amongst the Nazi troopers here, and they are extremely resilient. Even a point blank shotgun blast isn't guaranteed to kill them, so be on your toes with them. From the location of the red truck, the road splits. The main road heads up towards the front of the Spotting Tower complex, while taking the side road will allow us to flank the enemy position. Because of this, you should definitely take the off-road option.



Because the Nazis are on the hillside, they have a significant advantage due to their height. This means you'll have to work your way up slowly and meticulously. First thing's first - ditch the rocket launcher if you haven't already in lieu of something else (your M1 Garand should be your best friend by this point in the game). We opted to go with an M1 Garand, our Shotgun, and a Colt for our trusty sidearm. Whatever works for you works for you, but rest assured a rifle-shotgun mix is in your best interest here.



As you climb the hill, there are two things to watch out for. The machine-gunner in the concrete tower ahead can be a real nuisance, so try to sneak a shot or two in there (or better yet, a grenade) to neutralize that threat before concentrating on the entrenched enemies to your right. Use your cover as best as you can (keeping in mind these soldiers use fairly powerful weapons with much better skills than their Italian counterparts), and keep on progressing so that there's no chance of the enemy constantly spawning new versions of itself.



As you proceed upward (staying to the right so as to avoid the aforementioned main road), you'll get to a series of trenches with Nazi soldiers running amok, trying to take the lives of you and your fellow soldiers. In the trenches, as long as you're on even ground, the shotgun will be your best friend, so keep that equipped with a keen eye on the radar. When a red dot and you are about to collide on the radar - say, around the next corner - keep your shotgun handy, round the corner quickly, and take your shot to do in the foe. These kinds of tactics, coupled with the occasional health grab to supplement lost life, will keep you alive. Oh, and make sure that when you've gained access to the back of the concrete gun turret that you clear it of any Nazis and make sure no one else heads in there, so that your fellow paratroopers can gain access to the area you've so far cleared.



As you get deeper into the trenches, the enemy resistance will get thicker, more fierce, and more aggressive. This will certainly keep you on your toes and also keep you in perpetual want of health. Keep an eye out for it as you proceed. Also, keep replenish your ammunition when you can, so you avoid any unpleasant circumstances with you, dozens of Nazis, and only your Colt pistol to help you. When you finally emerge from the trenches, you'll have to deal with more enemies, including another on a machinegun. Carefully take out all enemies in the area, sweeping around to make sure you've gotten everyone before you begin the climb into the Spotting Tower itself.



The Spotting Tower is a tall, tall structure full of fascists galore. A mix of your shotgun and rifle will do you a great deal here, as will the occasional grenade chuck. If you see on your radar that the next room is full of three or four Nazis, prime your entrance with a toss of a grenade to take out some - if not all - of the enemies. Then, head into clean up your mess, again keeping an eye out for health and ammunition as you go. Be certain not to get confused by the red dots on your radar that appear dimmer than blood red. Even if they are on top of your position, dim red dots mean the enemies are below, or in this case, above you. So round every corner cautiously, but don't hang around waiting for enemies to appear that are three or four stories above your current location, either.



As you near the top of the tower, the enemy resistance will respond in one last attempt at survival. Grenades work well in these situations, but due to the tenacity and aggressive nature of the Waffen SS, be sure to have a firearm on the ready in case you're charged. Unlike their weaker comrades, it takes very little for a Waffen SS trooper to take you out, whether it's with his firearms or the butt end of his rifle. When you've slain the very last enemy in the tower, the game will prompt you that you've successfully secured the Spotting Tower. Take the time to replenish your health if needed (there's health strewn throughout the complex, if you are in need), and be sure to grab any ammunition or grenades you can as well. The fight is far from over.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective IV | Destroy Radar Antenna Relay

The radar antenna relay that we must now destroy is all the way on the other side of the map. Head down the spotting tower and back towards the split in the road by the red truck. Then, run back towards the houses near where we did battle with the Tiger tank. You can work your way through the houses up on the slight hill on the far side of where the Tiger tank came from. You'll meet fresh Nazi resistance here, so be on the ready with armed weapon and good cover. As should now be your MO, take the hill slowly, area by area, so you don't get in over your head. The idea is clear a path which you push from the front so the rest of your soldiers can follow suit. Generally, the more soldiers you can grant access to the areas you're opening up, the more likely someone will be there to help you out when you need it.



Beyond the houses you initially fight through once you get up the small hill is an installation of, you guessed it, fierce Nazi resistance. They have machineguns, they have plenty of personnel, and they have all of the entrenched positions. This Nazi position is, to say the very least, extremely fortified. It will take some lucky combat and smart tactics to work around the Nazi position so you can get the upper hand. You'll want to start out by defeating all enemies on the periphery, in the grassy/dirt area in front of the relay building. Any foe you don't kill here will run inside to help fortify the building once you get near it, so the more you can take out outside, the better off you'll be.



Once you reach the concrete machinegun base (you should have made killing this gunner a priority as soon as you arrived, whether by bullet or grenade), take a breather and assess the situation. To reach the building ahead, you have to commit to running the gauntlet through another series of Nazi-infested trenches. Of course, your shotgun will come in handy here, but it's a true nuisance switching back and forth between your shotgun and rifle here. Yet, it's absolutely necessary, because you'll find yourself being attacked from all angles, from near and from far. The idea is to keep moving towards the building, even if it means the residual Nazis, no matter the number remaining, head inside to help their brethren. It shouldn't make things *too* much harder for you.



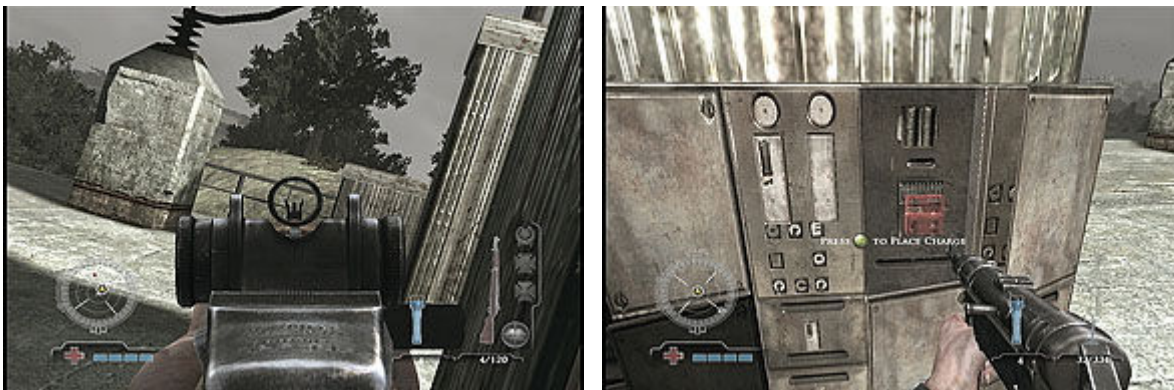
When you've finally reached the building with the antenna relay within, you're almost home free with this particular objective. Scan your radar to make sure there's no more Nazis outside of the building, and then head on inside to finish up the objective. You'll want to have two weapons on the ready here - your trusty shotgun, and some grenades. The rooms are so tight within this building that if you see a plethora of red dots in a room, you can chuck a grenade and take out multiple Nazis at a time. Not only is this great for your grenade experience, but it'll make your life a whole lot easier.



Nazis not susceptible to such shrapnel-induced pleasures can be taken out with some swift shotgun work. Round corners quickly and cap any Nazi you see at as close a range as you can. If you're able to do this properly, no enemy here should be able to give you too hard a time, especially considering you'll have plenty of ammunition, grenades and health to supplement anything you lose. You'll also no doubt notice many holes in the walls leading both outside and into other rooms. These make great tools for you, since you can use them not only to take potshots with your rifle or shotgun into other rooms before reaching them, but you can toss grenades through them as well, lighting up any given room and the soldiers within long before you actually reach the room itself.



Clearing the rooms is a pretty natural endeavor for you by this point in the game... or at least, it should be. Keep an eye on your radar as you move from room to room, and remember what was said earlier about red dots deceiving you on the radar. If they are dim, they are above or below you, *not* on your level! Keep that in mind as you move through this building. When the place is clear and no more enemies are about, you can then use a ladder built into the wall in one of the rooms to reach the roof. Once up there, clear the rest of the enemies around (there should only be a few on the roof). Afterwards, seek out a glowing red box on the control panel for the antenna. Examine it and your character will plant a charge. Move away from the set charge and wait for it to explode. That's another objective down. Only a couple more to go.

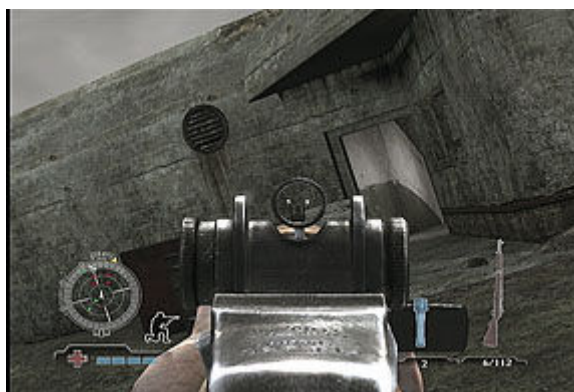


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective V | Clear Central Casemate

The Central Casemate is located on a part of the map we've yet to open up. You might have noticed a gate locked from the other side during your travels on this mission so far. If you did come across that fence and locked gate, that's where we're headed now. Essentially, if you head up the main road adjacent to where we sacked the spotting tower from (where the red truck is), you'll be able to access the gate on your left. Be careful, though. Some new enemies have spawned where they weren't before, although the real enemy resistance won't occur until you've reached the open gate and have crossed through it to the other side. A mixture of rifle and shotgun fire will be your friend here. You'll want to primarily use your rifle outside for long-ranged shots, while once inside the casemate, you can switch to your shotgun mixed with some grenades for flavor.



It should come as no surprise to you that the terrain leading up to the casemate is yet another series of barbed wire-covered trenches with crazy fascists running throughout the various corridors. You'll want to move slowly here, not forgetting to move up and take territory when you can so that you can stop any respawning by the enemy. Watch your radar, since the enemy has a wide open area from which to attack you. You may get flanked if you're not careful, so be extremely careful, using cover as you go. The more cover around you, the better; just be sure not to obstruct any possible shots you may have at the enemy by using *too* much unnecessary cover.



Pushing your way closer and closer to the building ahead, you'll be able to clear these trenches with greater ease than you were able to with some earlier trenches on this mission, partially because you're used to this kind of exercise by now, and partially because these trenches simply aren't as well-guarded as some of the other ones were. Regardless, when you get near the building and inside, the tune quickly changes. The enemy resistance becomes staunch and their numbers become thick. You know what you'll want to do here - you'll want to resort to the use of shotgun and grenade. Since you've been using your shotgun so much (or at least, you should be), it should be all the way leveled up. If so, you have a nice bayonet at the end of your firearm... so why not use it? If the going gets tough, you have the upper hand with melee attacks from here on out!



Once you're in the building, you'll want to do more radar watching. You'll notice, undoubtedly, that the volume of enemies in this building is *thick*, and with good reason. The Pillboxes in front of the casemate are stymieing the landing of the amphibious troops on the beach, and you must get to them in order to eliminate the threat. Having these soldiers in between you and that final objectives means, in essence, you must eliminate one threat in order to get a shot at eliminating the other. And doing that is just what you'll be able to do, for even if there are enemies left alive in the building, the second you get to the blown-open room at the back, looking onto the beach, the second the objective will end in success, leaving you only one more to take care of.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VI | Clear and Secure Pillbox

Let's go, it's our final objective! The boys landing on Normandy need your help, so you must eliminate the enemy threat from both pillboxes in the area that dominate the most advantageous geography overlooking the Atlantic Ocean. More trenches (if that surprises you, I doubt it) are in between you and the two pillboxes, which are essentially separated by this network of trenches so that they are on separate sides of the map from one another. You should start by immediately running down the debris trail ahead of you so you can take refuge behind the truck there. Trying to pick off enemies from your heightened position might seem like a good idea, but it's not. You have little cover up there, and what's more, the enemy will keep regenerating until you push forward. So push forward, indeed!





Action in the trenches is heated, but unlike other areas where you'll want to keep the high ground, jumping into the trenches as soon as you can is your best chance of survival. Since you'll be pushing forward with such a plan, your comrades on the ground will take care of the enemies hiding behind the trucks and cargo above while you can clear the trenches below with your shotgun. What's more, the trenches are deep in most areas, so you'll be fairly well-protected from the enemy above. Just keep an eye on the radar to make sure you don't run into any enemies you aren't expecting. Do seek out enemies on your radar that are in the trenches with you, however, and remember our comments about the darkness or lightness of the red!



Both pillboxes are pretty much carbon copies of one another, down to enemy numbers and placement, so you'll be taking care of one in much the same manner as you took care of the other one. Again, shotguns and grenades are your friend here (your rifle should only be used for mid or long-ranged attacking, leaving your shotgun with bayonet affixed for short-ranged combat). Make sure to clear the rooms and corridors in their entirety so that you avoid any possibility of the enemy flanking you, and remember that the pillbox is only cleared when the game prompts you that the objective has been completed. If you're not able to make the game prompt you, you're not killing all of the enemies in the pillboxes, so keep on exploring until you've done so. When the threat from both pillboxes is neutralized, Operation Neptune ends in success. Congratulations.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
	Operation Market Garden (September 17, 1944) Unlike many of our other missions thusfar, Operation Market Garden is primarily an Airborne affair, where your skills will truly get to shine. Nijmegen, a town in Nazi-occupied Holland, is the target of our landing. Historically, the results of Operation Market Garden were ultimately a failure (due mostly to British shortcomings) resulting in many dead and wounded, primarily of British origins. But the implications of such an attack were clear. The Allies were preparing to push into the homeland of the Third Reich itself, and clearing the rivers and bridges of The Netherlands proved to be an integral first step. Thankfully, in Medal of Honor: Airborne, your possible victory in Nijmegen is slightly more concrete. Get going, soldier. There's much to be done.				

Objectives
-
Collect Gammon Grenades
Clear MG Nests
Knock out Roving Tiger Tank
Disable Explosives Plunger
Disable Radio Equipment
Clear Resistance and Assemble with Airborne
Knock out Tiger Tank
Assemble with Airborne at Bridge Surface
Knock out Tiger Tank



#	Details (Objectives are bolded)
-	-
1	Attempt to land here in the bombed-out house.
2	Location of first machinegun nest.
3	Location of second machinegun nest.
4	Location of the Gammon Grenades.
5	Once Gammon Grenades recovered, Tiger tank will appear here.
6	This church is always full of many foes.
7	Should clear these houses of enemies before proceeding to avoid flank.
8	Location of third machinegun nest.
9	Location of the explosives plunger to destroy.
10	Location of radar equipment to destroy.
11	More enemies will hold out here. Eliminate them.
12	Clear surrounding threat and reassemble with Airborne.
13	Second Tiger tank to destroy - it's stationary, guarding passage to bridge.
14	Heavily fortified building is the only way to the bridge.
15	Machinegun nest and rocket-launching infantry abound.
16	Destroy the third and final Tiger tank (also stationary) here.

Operation Market Garden, in occupied Holland, was one of the most epic confrontations between Nazis and Americans in the entire war. The success of the mission was of vital importance, as well, since if the entire operation went according to plan, American troops were told there was a possibility they would be home by Christmas of 1944. Although the war didn't end until the following year, what happened during September of '44 in Holland allowed American troops to enter Germany soon thereafter, pushing towards the Nazi capital of Berlin in a race with the Soviets, closing in from the east. Your tasks during Operation Market Garden are simple enough to comprehend. You must eliminate three enemy machinegun installations, you must destroy some Nazi radio gear, you must disable to explosives plunger, and defeat not one or two, but three Tiger tanks. Good luck, soldier!



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective I / II | Collect Gammon Grenades / Clear MG Nests

There are several places to land on this mission, but you'll want to try to land in the safe zone closest to the large bridge that seems to split the landscape in half. Once landed, get your wits about you. Our weapons of choice here continue to be the M1 Garand and the Shotgun, but you can go with whatever you're comfortable with. Just remember to switch it up - carrying two rifles, for instance, gives you no diversity in your firepower and hence makes no sense. Equipped and ready to go, head away from the bridge, staying parallel to the safe zone you landed on or near. Cross the street into the building cross the way. You'll find it most blown out, but it will provide some cover from enemies in the area.



Work your way through this initial building, using your shotgun to point blank any Nazi foolish enough to step in your way. You'll need to get to the barely-standing second floor of this building to eliminate the first of three machinegun nests we're supposed to eliminate. Simply cap the gunner in the back with the shotgun and, if it's the right foe, the game will tell you that there are only two more machinegun nests to find. One of which we'll find right now, so head back down to the ground floor of the burned out building, continuing to head away from the bridge, staying within these buildings when you can (leaving only if you have to, to get around debris or whatever).



The location of the second machinegun nest is actually right next to where the Gammon Grenades are located, and you'll need those grenades to destroy the Tiger tanks that are roaming the landscape. In fact, as soon as a gun is destroyed and/or the Gammon Grenades are collected, a Tiger tank will appear below, one which will rove relentlessly along the squared-in streets below. As in the last mission, this tank will shoot at your position relentlessly as long as it has a shot, even if it means hitting the building that's protecting you, so you have to keep moving and if at all possible, stay out of sight of the tank completely.



The second machinegun nest is located in the building adjacent to where the first one was located. You'll need to access the building under heavy Nazi fire, and you'll be oft-exposed because you'll be along the streets at least temporarily while you're trying to access the house's second floor. When you're finally able to get to the second floor via a half-destroyed staircase, you'll meet more enemy resistance. As usual, when you're in close quarters you'll want to rely on a weapon like a shotgun, though your rifle of choice should be used to pick off any enemies out of the former weapon's range. Just as with the first machinegun nest, the game will tell you itself when the nest has been "cleared", which appears to be contingent on killing all of the enemies on the second floor.



Objective III | Knock out Roving Tiger Tank

You'll also see a glowing green box which, when examined, will contain ten Gammon Grenades. You'll need this, as mentioned earlier, for the Tiger tanks on this mission. For now, however, there's only one to deal with, and it's roaming around below. The tank's primary gun is a threat from any distance as long as the tank has a clear shot, while its machinegun can tear you to pieces in no time flat if you're running around on the streets with it. Because of this, you'll want to combat tanks from a distance, but you'll need to use completely different tactics destroying tanks with weaker Gammon Grenades than when you were able to aim at the exposed underbelly of the Tiger tank on the last mission and destroy it with a rocket.



Here's how we recommend taking out this particular tank. The tank is vulnerable, as was the case earlier, underneath its plate armor. This means you have to aim specifically in front or behind it, very low. But since you have grenades, now, the idea is to get the grenade to detonate when the tank is directly above it. Unfortunately, this is no easy task, because aiming is difficult when you're being fired upon by the tank, and timing things is no laughing matter either. What's more, the tank takes one well-placed grenade to immobilize it, but several more to destroy it completely. Try to immobilize it from above, and then get onto the street with it, hiding behind good cover, to throw the extra shots. Remember that you can cook grenades before throwing them, which should help immensely when timing the destruction of the tank when it's still moving around.



With the tank now eliminated, and two of the three machinegun nests neutralized, it's time to go after the third. If you head out of the building where the second gun was located, and head along the left side of the route the Tiger tank was taking, you'll run into a church... or, at least, what's left of it. Get rid of the Nazis inside of the church and grab whatever health and ammunition you need, and then carefully stand with your back facing the main entrance into the church. We're doing this so you can locate where you are. The third machinegun nest, and the final one if you're following our walkthrough, is located to your left with your back facing the church. It's high time we headed there to work our military magic.

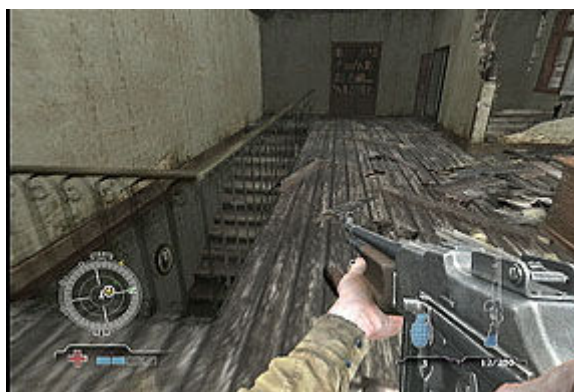


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective IV | Disable Explosives Plunger

Conveniently, another objective that may or may not have flashed on-screen for you yet (depending on where on the map you've been) is in the direct vicinity of the machinegun nest we're after. So we can essentially kill two birds with one stone. The explosives plunger that's hooked onto the bridge spells bad news for the Allies, who will need that bridge if the town is taken to move men and supplies. But the Nazis are ready to destroy it if they're forced to forfeit the town. You can find the explosives plunger along the back side of the house adjacent to where the third machinegun nest is located. There's literally in the same blown-open room, just on complete opposite ends. While the explosives are towards the back to better protect them, the two machineguns in the nest are pointing out the windows overlooking the church and side street.



You'll be forced to take this position from behind, so you'll have to cut up the alley adjacent to the building to reach the back entrance. There will, of course, be numerous Nazi soldiers in that alley, however, so you won't be able to simply run down and sack the building. Instead, you'll need to deal with the outdoor threat first. Move through them as you've done several times throughout the game so far, making sure to take health and ammunition the enemy drops, if needed. Once you reach the back end of the building, run up the staircase, tossing a few grenades to prime your entrance. There will be enemies both ahead and to your right. Eliminate the enemies ahead first, ducking down the staircase to take cover when needed. Then, break out your shotgun and clear the room to your right. The room ahead of you was the nest (so the game will tell you the threat is eliminated automatically when the foes are slain), while the room on your right as the explosives plunger. Destroy it to fulfill the objective requirement.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective V | Disable Radio Equipment

If your back is to the front end of the church, head along to the left side of it. Look for an alleyway shooting perpendicular from the back end of the left side of the church, which will lead you to some rubble. This rubble conveniently makes a pathway into a nearby house, though the house is heavily defended with skilled Nazi soldiers. The radio equipment we've been charged to destroy, however, is within that house, and it's integral you eliminate anyone guarding the radio equipment so it can be quickly eliminated from use. The Nazis here, as they've been for most of the mission, are aggressive and grenade-happy, so be on the look out as you go through here. And, of course, as you clear the place room by room, be sure to keep an eye on the most useful tool in your arsenal - your radar.



As you head left and begin clearing the half-blown out rooms, be sure to grab what is to be sure much needed health and ammunition. If you're a grenade user, you'll also want to keep an eye out for some items to replenish your explosives stash. Otherwise, use what cover you can in the rooms as you eliminate Nazi after Nazi. Since this place is a little more open than some other rooms, turning to your shotgun may not be the greatest idea. But if you see an opportune time to break the behemoth out, by all means, take it. Eventually, you'll reach the star on your radar, which represents the radio equipment. Aim your rifle (or whatever sidearm you choose) at the three separate pieces of radio equipment, and destroy them. When all three items are destroyed, the radio equipment is deemed incapacitated. Good work.



Objective VI | Clear Resistance and Assemble with Airborne

We're now asked to reassemble with our fellow soldiers in the Airborne at a designated place in the town, eliminating new enemy resistance in various areas as we go along. You'll find as you head towards the marked area on your map that the most concentrated enemy resistance is placed once more in the bombed out church near where all the action was going on earlier. You can take a lot of it out from afar, but you're going to have to move in closer to eliminate the guys more well entrenched within the structure.



Toss a grenade or two at the side entrance you'll be approaching the church from. This will clear the entrance, hopefully taking down a few Nazis in the process, which will allow you to work your way closer. Watch your left flank, however, since enemy fire might be pouring in on you from there as well. Use cars, boxes, debris - whatever you can - so that you don't get mowed down by enemy fire. Shoot the enemies guarding the outside of the area, then work your way towards the inside of the church, perhaps switching from rifle to shotgun for some up-close-and-personal warfare. A clean radar is a good thing here, but keep a close eye on the radar, since there's plenty of crevasses and other annoyances the enemy can hide behind.



From here, you'll have to go forward, looking for and hearing signs of action down a familiar alleyway. There will be a green smoke grenade on the ground that you should run towards as soon as you can, but there is Nazi resistance both down the alley and to the side of the alleyway, so be sure to neutralize as many enemies as you can before proceeding, or you might be cut down by an unseen enemy. When the coast is clear, run towards the smoke grenade. When you approach it, you will have secured the center of the town, but another Tiger tank shows up soon thereafter to keep you and your friends company.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

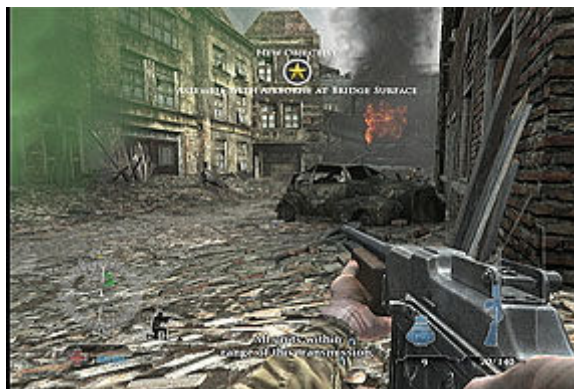
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VII | Knock out Tiger Tank

For reasons of circumstance, the Tiger tank the second time around is probably easier to destroy than it was the first time around. The area you're in is even more destroyed than the area where we fought the first one, which both works to your advantage and disadvantage. To be sure, cover is harder to come by from both the enemy's cannon and its machinegun. But at the same time, it's much easier to quickly maneuver around to get a great location to chuck a few grenades when there's less stuff in your way. Use this to your advantage, picking out a great spot (like next to a doorjam) where you can peak around and destroy the tank from the safety of the structure.



Conserve your Gammon Grenades as best you can, since there's one more tank we have to destroy here before all is said and done. It should only take three well-placed grenades to send the tank sky-high. Remember - the first grenade will disable it, so throw it underneath, cooking the grenade for a second to make sure the tank is over it when it explodes. Once it's exploded (preferably in front of a door like we were just talking about), the tank is there for you to destroy, though its guns will still be operable. Toss two more grenades underneath the tank and watch it explode. Threat eliminated. The mission's *almost* over...



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VIII | Assemble with Airborne at Bridge Surface

We're now able to access the bridge area of the map that we weren't able to access earlier. This is the Nazi's last stand on the mission, so expect a fairly fierce fight between your men and your fascist foes. You'll see with the scope of your rifle that the Nazis are on multiple levels on the bridge, and generally have an extremely effective height advantage in which to fire on you in relative safety. You'll need to slowly, but surely, eliminate that threat. Head to the green safe area where we landed at the beginning of the mission, and head to the left of it. You'll need to work your way down this alley towards the bridge, doing just what was explained.



At the end of the alleyway is a building affixed to the bridge itself. It's been held, and well-guarded, by the Nazi soldiers in the area. This is a battle that will require patience, because there's *lots* of enemies here, and they are resilient. Push your way up slowly, firing at a few enemies and eliminating them before looking for a new piece of cover that's just a little closer to the building. Continue in this way as you near the building, being especially mindful of the machinegun nest on the second floor on the right side of the building. Any enemy manning that gun should be a priority. You're almost definitely going to have more success flanking the building from the right when you get close to it, as there's more cover there. The elimination of any machine-gunner on the gun on the second floor is integral to the success of such a plan, however.



When you finally reach the stairs, start running up and clearing each floor of enemies. Remember that red dots on your radar will appear dimmer when the enemy is above or below you, so you'll know which enemies to expect on each floor as you run up. Remember also that these aggressive brands of Nazis will fight you more readily, and can encounter you on the stairs as well. If the latter happens, quickly make your way into a cleared room, as the grated staircase offers little protection from enemy bullets. When you finally reach the top of the building and access the bridge level, it appears the mission is won, with Allied armor appearing to take the bridge. But enemy Panzerschreks make quick work of the friendly tanks, leaving you to both secure the bridge and eliminate one final Tiger tank.



Objective IX | Knock out Tiger Tank

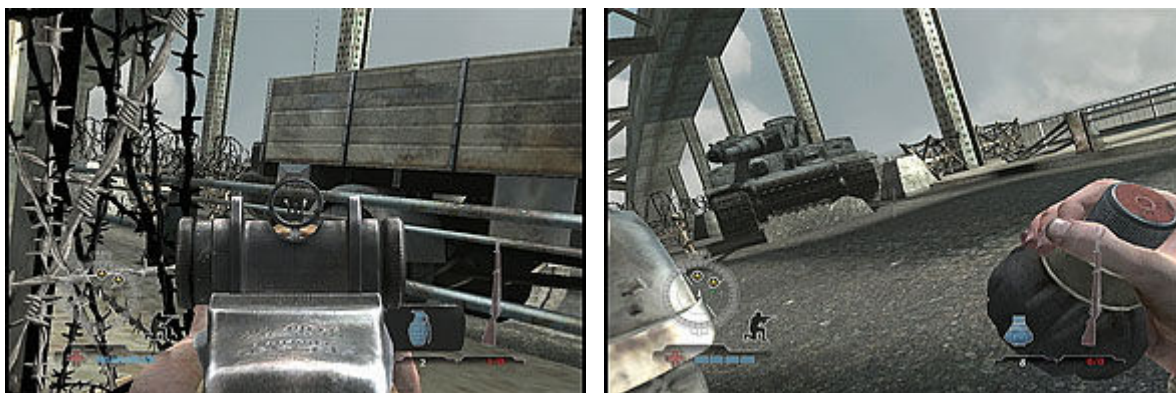
The enemies that used Panzerschreks on the Allied armor are still in the area, and are using those high-powered weapons as anti-personnel now. They're clad in black and are typically difficult to see, so what sets you off to their location most often is the fire from their shoulder-mounted projectiles. Keep a keen eye out for these foes, since more often than not, they'll be placed strategically on black-colored structures lining the heavily-armed bridge. The tank that is your primary target is located at the far end of the bridge, and you'll have to destroy it not necessarily using Gammon Grenades (though you can), but rather any Panzerschreks you find from downed Nazis. Make sure to swap your short-range weapon for one as soon as you're able, and don't waste shots! You'll need 'em when you're taking on the tank.



Slink forward slowly, keeping a careful eye on your radar and scanning the landscape above. There's plenty of cover to use, but the fierce amount of fighting going on ahead will make it necessary that you stay covered and move forward slowly. Generally, you'll want to clear the areas ahead and then progress on the left side of the bridge, keeping behind the support beams and dodging in and out of barbed wire sandbags. When you get in range of the structures where there are machine-gunners and Panzerschrek-toting foes, make sure taking them out is your priority, and that you take proper cover as you go.





Eventually, you'll reach the tank, which can point blank strike you with its big gun or machinegun, so stay behind the vehicles surrounding it as you approach it. Its weakness is its underbelly and behind, though the underbelly is hard to access due to the uneven ground the tank sits upon. If you want to use Gammon Grenades, you can, but they're difficult to place, especially from the side (which is the only place you'll be able to strike it safely). Instead, the left side shows a small, yet weak, backside. If you point a Panzerschrek at it and go to town on it, with three or four shots, the already-immobile tank will be blown sky high. When that happens, you've successfully completed the fourth mission of the game.

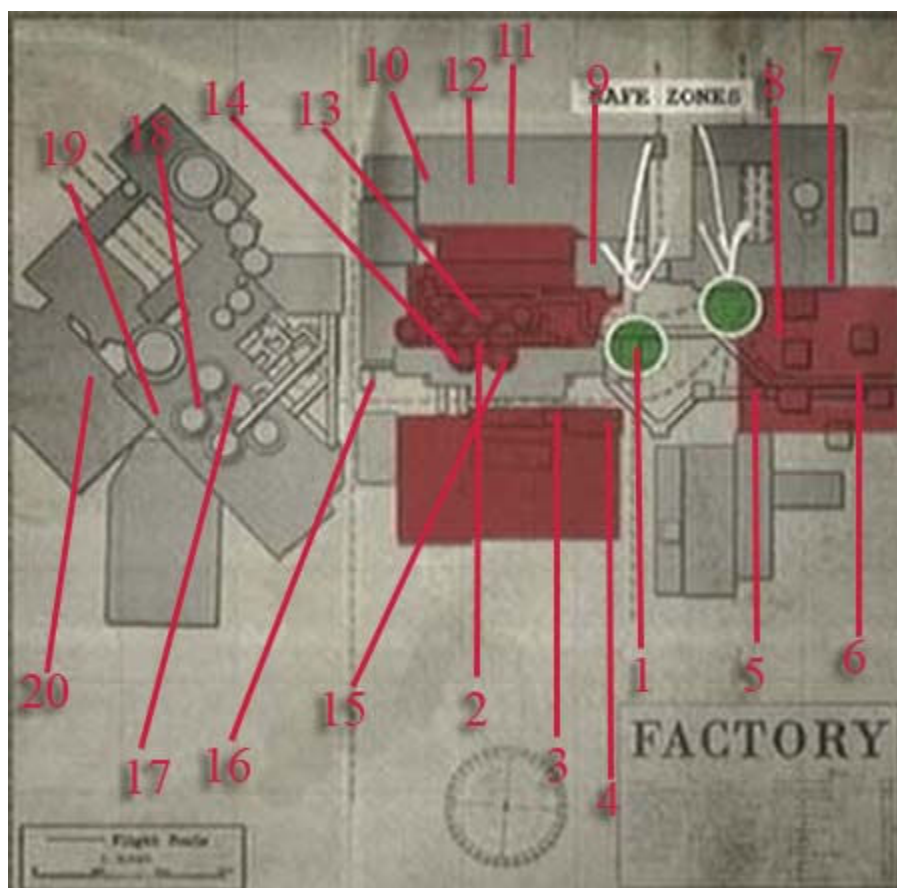


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

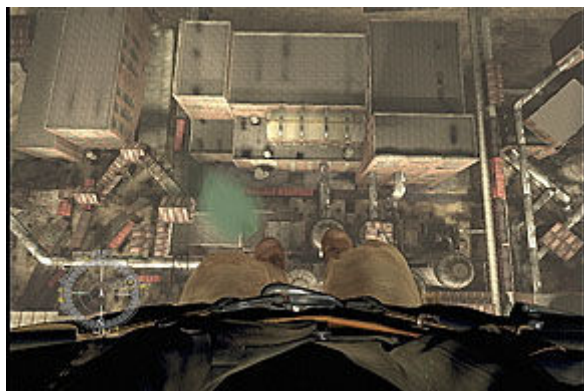
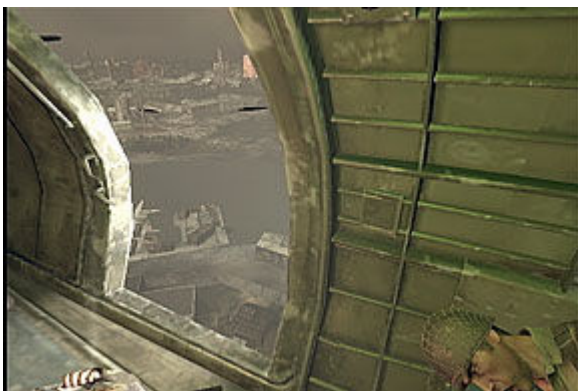
	Operation Varsity (March 25, 1945)	
	<p>Operation Varsity is special in military history, because to this day, there hasn't been a larger airborne drop anywhere in the world during any conflict. This operation, unlike the four previous ones in the game, takes place within Germany itself, just across the border on the far side of the Rhine River. Expect fighting just as fierce and messy as the Allies found themselves in the spring of 1945. You're not dealing with the Nazis in occupied territory anymore. No, friends... now you're in the heartland of the Third Reich itself, and the Nazi regime won't give up their own territory without a fight to the finish. Destroying their means of production, as you will in this mission, is a great way to enrage the dying empire.</p>	

Objectives
-
Destroy the Munitions Stockpile
Destroy Tanks on Railcars
Destroy Railgun
Sabotage Tank Factory Control Room
Destroy Pressure Valves
Assemble with Airborne at Steel Mill
Destroy Panzerzug Cannon Cars
Destroy Panzerzug Engine



#	Details (Objectives are bolded)
-	-
1	Attempt to land here.
2	Watch for snipers high behind you as you push forward.
3	Try to bait enemies out of the building before going in.
4	Destroy the enemy ammo cache.
5	More snipers and heavy ground troops in the area.
6	Destroy Tank #1.
7	Destroy Tank #2.
8	Destroy Tank #3.
9	Fighting here will be incredibly fierce.
10	Destroy the enemy railgun.
11	Begin the long, difficult, arduous climb upward here.
12	Destroy the factory's control panel.
13	You'll experience fighting in the towers.
14	Destroy the first valve.
15	Destroy the second valve.
16	Clear the enemy presence and reassemble with Airborne.
17	Most difficult enemy resistance in the game yet.
18	Destroy the Panzerzug Engine.
19	Destroy the first Panzerzug cannon.
20	Destroy the second Panzerzug cannon.

This mission begins on a bit of a downer, because while flying over your target, intense anti-aircraft fire kills most of your fellow paratroopers while they're still in the plane. Because of this, you'll be jumping over extremely hostile territory, but there are two safe zones, somewhat close to one another, that you should try to shoot for. For the sake of this walkthrough, you should try to aim for the one closest to the top of the screen as you initially jump - it should be directly underneath you, requiring very little maneuvering, as soon as you make your way from the plane to the air.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective I | Destroy the Munitions Stockpile

Once you've landed at the designated spot, quickly get your wits about you, equipping your rifle for the long trek ahead. We're going to go after the Nazi stockpile of munitions in the area first, since it's the closest objective to our landing spot. But there are snipers all over the place that will be taking potshots at you as you go along. You must move quickly away from the landing zone and towards the munitions building in order to take cover. Only behind ample cover will you have a prayer of taking these foes out before they do you in.



If you're facing the ammo crate next to the landing zone, run rightward (and we mean run) until you can cross over a footbridge to the catwalks on the other side. These catwalks are attached to the munitions stockpile factory, but you shouldn't just run in there without first taking out the real threat - the three snipers currently taking aim at you from above. Turn around and face the way you came, scanning from left to right. You should see three snipers as you scan; the sun gleaming off of their scopes will give away their position. Carefully take each one out with your rifle before proceeding towards the door of the factory itself. Keep in mind that if you spend enough time outside before going in, you can actually bait a majority of the soldiers within the building to come outside, where you can wait for them with shotgun in hand.



However, if the soldiers don't come outside, and there's a good chance they won't, you'll have to work your way inside of the building the hard way. You have the high ground on all of the foes below, but because there's little cover to use, you should peek around the doorway and take out who you can before moving into the building itself. Once it's clear, you can then head in and left, where you can take some stairs downward as you continue the fight. Of course, more Nazi resistance will meet you as you climb downward to the bottom level, but you can use a combination of your rifle and shotgun (if you have a shotgun with you - and you should!) to take out both close and far enemies with great ease.



You'll no doubt notice that the Nazis here fight with more gusto and take more damage than they ever did before. It's not only because we're now in Germany... the enemies we're fighting now are actually much more difficult. *Make sure* you have proper cover, because these enemies know how to wield their weapons, and they won't be missing very often. When you get to the ground floor, you're going to want to push forward, but be careful! There's a machinegun sitting alongside one wall of the area. Make the gunner a kill priority as you move forward, and kill anyone else that dare takes his place behind the mechanism. Thankfully, there's plenty of cover to use on the ground level, and it's likely you'll be able to sneak up on enemies and flank them for easy, point blank kills.



When you've cleared the main floor of the factory, you can push to the area behind the machinegun nest and climb a ladder down into the structure's basement. It's down here where the ammunition we're to destroy is being held. More Nazis are down here, and the close proximity of them all means you'll again need to take proper cover to avoid being slain. Your shotgun is your best friend here, since again, you can flank enemies and take them out at close range to avoid the annoyingness of rifle sniping. Nonetheless, when you've finally cleared the basement, you can make way for the red block on one of the explosives containers in the last room (there will be a staircase leading back up to the surface). Examine the red box to place an explosive device, and then quickly dash up the stairs before the explosion occurs. Nazi ammunition eliminated.

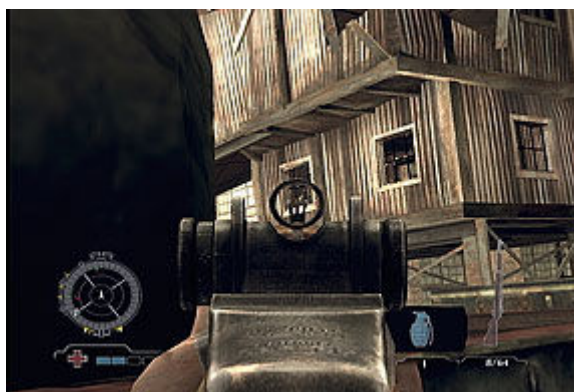


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective II | Destroy Tanks on Railcars

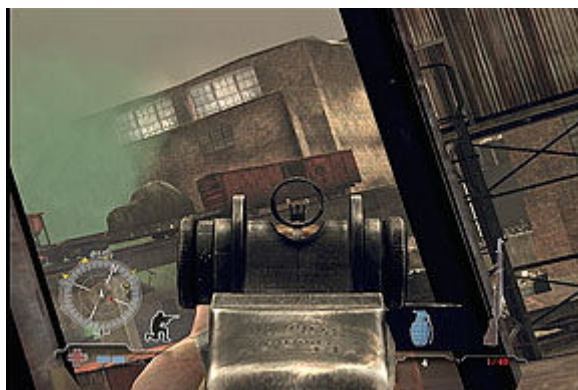
Next on the agenda is destroying the three tanks on the railcars in the enemy railyard. After the building explodes following the destruction of the Nazi munitions, you'll want to begin heading right (if your back is to the burning building). However, don't rush into anything. As you no doubt see on your radar, there are red dots galore in the railyard, and what's more, they are located on multiple levels. There are snipers *everywhere*, and the damage they inflict can be ridiculously deadly. You'll need to take this area slow... frustratingly slow, in fact. But in the end, you'll get your three-pronged objective completed safely and live to see another day. When the three tanks in this area are destroyed once the enemy resistance is pacified, one of the most frustrating parts of the game will have come to an end.



As was the case before, snipers here tend to give away their locations in two ways. The most obvious (and painful) way is to get shot from one, identifying in which direction the shot came from. The other more difficult (but less painful) method is to look for the gleam of their scopes, and follow the trail of missed bullets to locate the source. Snipers will be the death of you here if you rush, and they are *everywhere*, so use cover to the best of your ability, and move forward slowly. If you begin to get hit, quickly retreat to the last safe position and try again. Health is also scant here, so keeping yourself healthy is more vital than ever. There won't be many medpacks to fall back on.



There are several ways to take over the railyard and blow up the tanks, but we recommend going rightward from the burning building and circling around the complex counterclockwise. The reason for this is a rather simple. The tanks are tucked on the far end of the complex, and by taking it from the other direction (as in, going upward and clockwise) will bring you to the tanks before you've had ample time to eliminate the enemy threat in the area. There's *no* way you can plant explosives on the tank with enemies firing on you, especially snipers, so going counterclockwise from the burning building is more conducive to tank destruction. And that's the name of the game here.



You can climb the towers and other structures in the area at will (as long as there's a ladder), but we recommend against it. Climbing ladders and other structures leaves you incredibly vulnerable to sniper fire, and though those structures are where snipers reside, you're better off taking them from the ground, where the cover is plentiful. Eventually, after some crazy fighting and frustrating Nazi antics, you'll arrive to the first of the three tanks. Be sure there are no snipers in the area (you should have completely eliminated the threat in the area, or almost, by the time you've safely reached the first tank). Then, climb onto the railcar and place the first explosive. Once destroyed, run forward into the structure and place another explosive on the second tank for more destructive pleasure.



With the two tanks destroyed, there's only one more to go for. This one is out in the middle of the railyard, though, and any residual enemies will be gunning for you by this point. What's more, there's little cover around the third tank. Keep a close eye on your radar, remembering that dim red dots represent enemies that are above you (probably snipers), while dark red dots represent enemies on ground level. Carefully progress towards the tank, taking out any enemies in the area, and then quickly mount the third and final railcar to destroy the last tank. With that tank destroyed, we can move onto the next area. Feel free to search around the vacated railyard (as long as there's no enemies around) to grab some health if you need it... ammunition and grenades, too!



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective III | Destroy Railgun

It's time to head into the other massive building on this map, which holds two of our next objectives. Getting there is rather simple, since once you've destroyed the third tank, you're in the general vicinity of the building already. If you're facing the tank you destroyed, you'll want to head to your character's right, towards the second of the two safe zones in the area. The green smoke will guide you from a distance, so scan the horizon until you see it, and then run towards it. When you get there, make sure to raid the chests surrounding the safe zone if you need health or ammunition.



When you're ready, scan your radar. Pushing your way towards the side of the building is a risky endeavor, since there are so many enemies ahead, but it's also a necessary one. While you can theoretically climb the ladder near the safe zone to the building's roof, this leaves you susceptible to attack. It's much easier and more logical to take it to the enemy from below. There's plenty of cover as you go, meaning if you can bait the enemy towards you, the shotgun is a great way to take out the foes here, coupled with rifle fire for enemies that refuse to get too near. And of course, chucking a grenade or two at clustered-together enemies will eliminate them quickly, especially if you cook the grenade before tossing it.



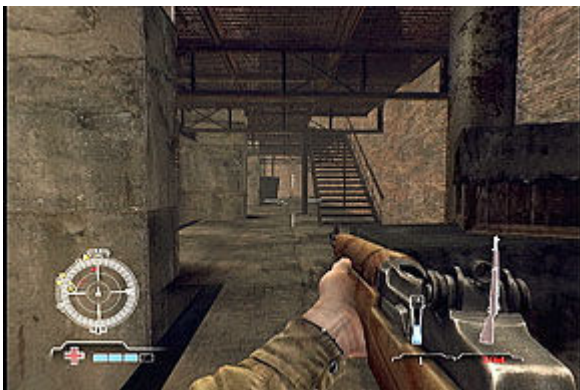
Once you get to the entrance to the building, begin working your way within. Be sure that you capped the soldier, if any, manning the machinegun to your left as you go in, or you'll find little cover from his fire. More enemies will come to meet you as you enter, but as you push your way through the area, you'll find little in the way of difficult areas to get through. There's plenty of cover, and if you take your time and use your weapons wisely, you'll be able to push through with little difficulty. When you finally get to a staircase and a long series of traincars, avoid going up the staircase. Instead, begin heading leftward down the corridor parallel to the train.



By not going upstairs (no matter how much you want), you'll accomplish two feats. The first is that on the ground level, you can take out all of the enemies (and there are a lot of them) that await you on the ground floor. What's more, the railgun we must destroy is on this ground floor on the far end of the traincar chain. So it makes perfect sense to push forward towards that objective first, before climbing and taking on the enemies there. Just be sure to watch your left flank as you push forward, since enemies can easily come through and flank you from there. Also, try to not fall into the trench in between the train and the corridor, since you'll hand the enemy a height and location advantage if you do, and eliminate all of the great cover you can use above.



Enemy after enemy after enemy will come and attack you. Rifle fire is great for eliminating enemies at a distance, but your shotgun and grenades will be your best friends here, since enemies will often come into close proximity. When you finally reach the end of the corridor, you can run down some stairs to the *actual* ground level, where the trains are located. More enemies will come to greet you here, but your much-used shotgun tactics should make short work of them. At the front of the series of traincars that you're now next to, you can climb a short ladder to the traincar's platform (much like you did when you were destroying Tiger tanks earlier). The red box on the railgun should then be examined. When it is, you'll place an explosive device on it. Run away, watch the railgun explode, and move on to the next objective.

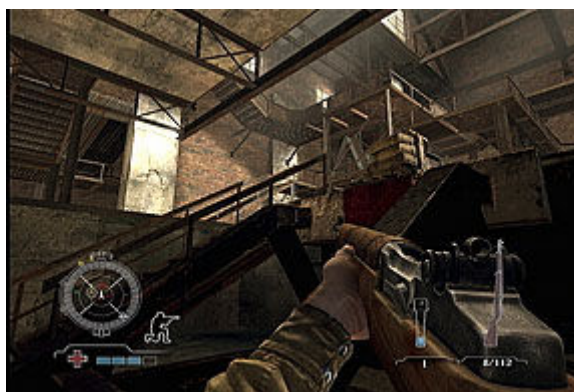


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

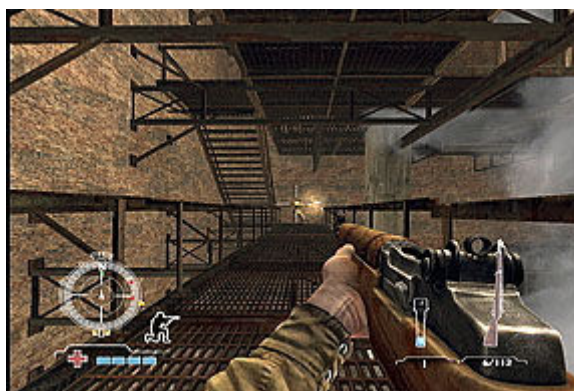
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective IV | Sabotage Tank Factory Control Room

Now, it is time to climb the catwalk stairways in this large factory, where we can take on the rest of the Nazi resistance in the area and destroy the tank factory's control panel, ensuring that no more gear can be made for the fascist cause in this locale. The dim red dots you no doubt noticed on your radar represent enemies above you, on the various catwalks. They've yet been able to shoot at you, but as you climb, that will all change. The fights here will take place, essentially, identically to the way they did when we were working our way into this building in the first place. What's more, the fights are relatively easy in comparison. So if you managed to destroy the railgun, then taking out the control panel should be of little concern.



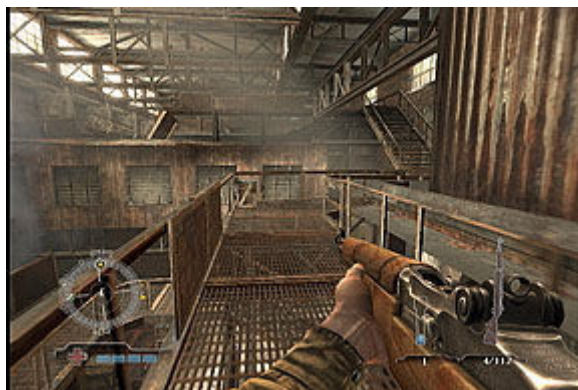
Begin your climb, making sure to take any health or ammunition you come across (granted you need either, which you probably will by this point). There are two ways to enter the control room, but we recommend taking the more roundabout route, simply because it ensures you've eliminated most, if not all, of the enemy resistance in the area, so that when you're trying to escape the building, you have nothing to worry about. This requires that you climb all the way up the staircases to the top-most level while working your way across to the far side of the factory (the side which you entered on in the first place).



To do this effectively, you'll need to engage the enemy in combat, of course, but you'll also need to watch your back and flank, since the widely-scattered enemy can take shots at you as you begin your climb. The climb isn't as one-dimensional as was the push forward parallel to the traincar, but overall, it will be a quicker journey, since the enemies are lighter in number. Keep a keen eye on the radar to track enemy movements, remembering that the dark red dots are on level with you, while the lighter red dots are above or below you, and will have to be dealt with later.



Eventually, you'll begin crossing over to the other side of the factory, and climb upwards one more time. Scan the area with your rifle's weak (but ample) scope to make sure any other enemies are eliminated. If they aren't, be sure to eliminate them before proceeding forward. You'll reach a dead end, but you can swing left onto the control room's roof. Not surprisingly, there's a hole in the roof that will let you jump in, where you can defeat the remaining enemies in the area. But don't just jump in. Prime your jump with a Gammon Grenade or two.



Well-placed, well-cooked Gammon Grenades will prime your entrance into the control room beautifully. If any enemies are remaining, you can take care of them after jumping in, but keep an eye on your radar so you know just what you're dealing with. When you jump in, quickly make way towards cover, while having your shotgun equipped to take out any remaining fascists. Then, go into the adjacent room, where the control panel is. It'll be glowing red, and only requires a shot or two from your sidearm to be destroyed. Good work, soldier... we're making good progress here.



Objective V | Destroy Pressure Valves

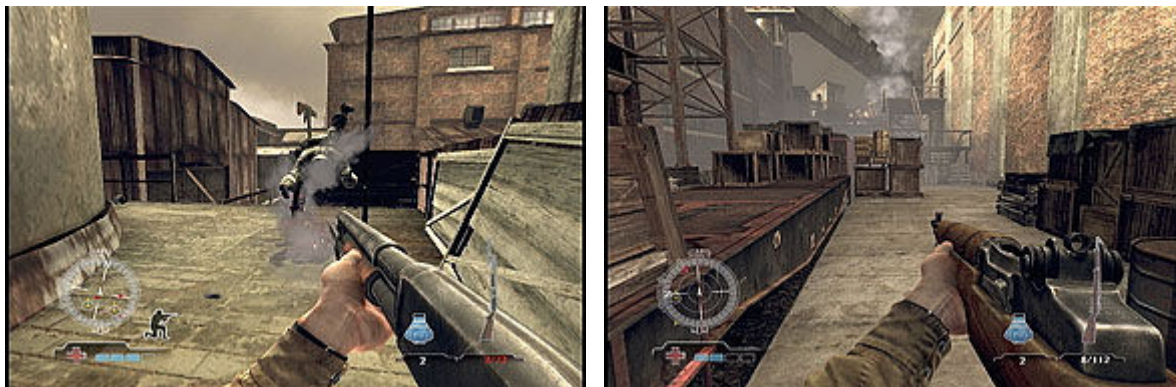
Now we can undertake the next initial objective on our mission (don't worry, there will be more when we're done with this). But first, before you even leave the control room, be absolutely sure you check the room adjacent to the control room. You'll see a safe with a red box on it. Examine the red box and place an explosive there, and when it blows open, grab the Mauser pistol it drops. It's stronger than the Colt, and once you have it, you'll have it for your other missions as well. Sweet! Okay, now that you've gotten that gun, you can fight your way out of the factory. Some new enemies will appear, but since you're on the upper levels this time around, it is you who will have the advantage. There are two entrances/exits in and out of the factory structure... taking out either will be fine for our purposes.



As you run out of either entrance/exit, you'll want to run to your character's right. This will bring you to the edge of a train, where you can work your way into the middle of this giant compound. We'll be climbing the towers that we earlier were shooting snipers off of, and there may be some remaining, so keep a keen eye out for anything suspicious as you go. And, of course, if you were expecting to get away with this objective without some fierce fighting, then think again! Enemies are everywhere here, and you'll want to be ready with your array of weapons to meet any confrontation head on.



Run forward to the multitude of towers. You can begin climbing any of them, simply keeping an eye out on your radar for the two stars in this area that represent the two valves you've been asked to destroy. As you climb, you'll be susceptible to enemy fire, so the best idea is to take out all of the enemies you can on each level before proceeding. This will make your experience here much more functional, since if you simply start running to your objectives straight-out, you'll run into some problems. Lots of them, actually, in the form of enemy soldiers.



There's only one thing that should truly concern you here, and that is the machinegun nest located near one of the staircases. Make sure that if you come across this badboy, you try to get to it from the side or back, and not from the front. Otherwise, you're gonna have a hell of a time trying to eliminate the gunner and all of his friends from the scant cover below. Also, and this shouldn't have to be said at this point in the game (but we will anyway!), don't rush into anything here. Watch your radar very closely (this can't be said enough), because the enemies here aren't the enemies we encountered at the beginning of the game. They are more agile, smarter, and more aggressive. What does all of that mean? It means they're deadly.



The valves are separated from one another, but taking them out is relatively the same exercise. There's seemingly one exception, however. One valve is guarded by a plethora of ground troops, while the other has a few ground troops as well as a well-placed sniper guarding it from one of the surrounding towers. Either way, the best place to prime one of these rooms before you run in is with a grenade. Once it detonates, run on into the room with shotgun blasting, taking out any residuals. If, when you place the charge on the valve, you're shot from an inconspicuous location, you know a sniper is on you. Step back and locate the sniper, kill him, and then place the charge. Do this on both valves to destroy them.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective V | Assemble with Airborne at Steel Mill

Assembling with your fellow airborne paratroopers is easy enough in premise *and* practice, since once you climb down off of the series of towers, you can begin heading towards the side of the map we've yet to explore (primarily because most of it is still closed-off to us). If you're facing the location of the factory where we came from before climbing the towers, you'll want to head to your left. This will allow you to run headlong into the remaining enemies in the area, but be aware, the fighting gets fiercer than ever from here on out. If you need health and ammunition, the rest of the map is essentially abandoned, so go search until you've satisfied your wants and needs.



Thereafter, it'll be time to take on the enemies guarding the yet-undisclosed area. This is where Airborne is supposed to reassemble, but be aware that even if you get to the star on the radar, the game will prompt you that the area isn't yet secured until all enemies are defeated. The most annoying enemy, for sure, is the well-placed machine-gunner atop a tower in front of the locked gates. If you can manage to climb the area across from him from behind, you'll get a clear shot at him from his level... just be sure to act before he spots you and mows you down. From that perch, you can also take shots at the rest of the enemies below before heading towards the gate for the actual reassembly. With all enemies defeated, your team will successfully reassemble. But the most difficult enemies in the game to this point are about to unveil themselves. Are you ready?

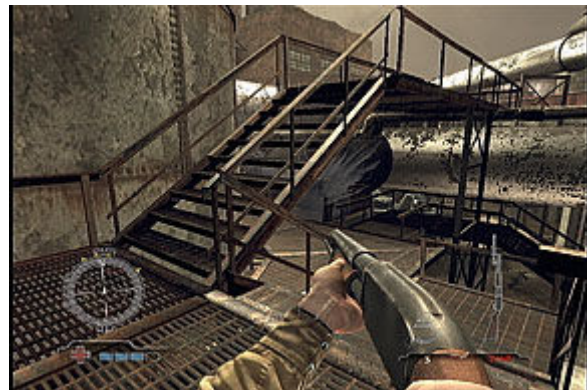


Objective VI / VII | Destroy Panzerzug Engine / Destroy Panzerzug Cannon Cars

This last leg of our mission during Operation Varsity is, bar none, the most mind-bogglingly frustrating part of the game thusfar, and perhaps overall. You will not only be introduced to one of the game's cheapest, most annoying enemies, but you'll also be hard-pressed to find more than a moment's rest at any turn. The enemies here are many, they are aggressive, and frankly, they seem a little pissed off. Hell, wouldn't you be if you were losing the war?



Luckily for us, you're not losing the war. You've managed to push your way into Germany itself, the heartland of the Third Reich, and are close to winning the whole thing. But the Nazi resistance is fiercer than ever. Donned in black, Nazi soldiers carrying ridiculously powerful machineguns will be walking around amongst their weaker, but still quite annoying cohorts. They walk around slowly and deliberately, stopping only to reload their monstrous weapons before proceeding to attempt complete destruction of you and your friends. Gammon Grenades are your friend here. In fact, they'll be your only friend. Two well-placed Gammon Grenades will slay the enemy (yes, *two*), while you'd have to pump a good 20 rounds from your Garand into him to accomplish the same feat.



If you're in need of explosives, ammunition, or health, you can find all three near the beginning of the area. After you gain control behind the crate with the machine-gunner right in front of you, you'll want to toss two Gammon Grenades in quick sequence to destroy him, take out any enemies on the periphery, and then book it to the left. Three green chests will be sitting there. One holds health, one holds ammunition, and the third holds explosives. Don't waste this stuff, since you'll need it for sure, but if you're in a pinch, remember that you can always run back to this location to replenish your supplies. But once you've done so, you can't do it again. So be choosy!



Otherwise, giving implicit instructions on what to do here is a fruitless and needless endeavor, since you'll almost certainly find the enemy to be widely scattered and aggressive. Generally, the large train that arrived in the area at the outset of these final objectives is the direct location of both objectives. The engine of the train must be destroyed, and the two cannon cars must also be destroyed. You'll need to work your way down the train from the series of catwalks above to access each point. You can jump down onto the train when you spot a small red box (which lets you know you should plant an explosive there) to accomplish each task, and then work your way back onto the catwalk to proceed further into the area.



Accomplishing these feats isn't as easy as just doing it, however. Enemies will be everywhere. Machineguns, snipers, infantry, and roving war-machines in black will try to stymie you at every turn. You must move through this stage slowly and methodically, keeping a close eye on your radar and eliminating all enemies that come your way while remembering that they'll generally keep respawning if you stay stationary. Remember that Gammon Grenades should be used on the enemies in black, while headshots and shotgun sprees should make short work of everyone else. On the far end of the area is a machinegun installation that will of special interest when you work your way down there. Be sure to keep enemies off of it, because it's in a great place for the enemy, and a not-so-great place for you and your men.





For the sake of ease, you should attempt to work your way down from the engine towards the back of the area, going in order so you don't have to backtrack. Unfortunately, when you commit to jumping onto the train to wreak destruction on one of the cannons or the engine, you'll generally need to jump down onto the ground and work your way back into the metal catwalks to access the next area. Going out of order will simply increase your need for backtracking, while you can make this trip much more streamlined by resisting the urge and, as we mentioned earlier, being methodical about your progress. When the engine and two cannon cars are finally destroyed, the mission will end. Nazi Germany has been knocked into submission. Well, *almost*.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

	Der Flakturm (March 27, 1945)	
	<p>This is it - it's time to deliver the killer blow to the Nazi regime and end the Third Reich's miserable reign of terror forever. Their fortified position within their own borders, Der Flakturm (known in English as The Flak Tower) has been impervious to Allied bombing raids. It's been damaged, but the structure remains mostly in tact, and its got a barrage of weapons that allows it to hold out against all odds. It's time to send personnel into the fray, because this isn't a job a bomb can do. This is a job for the Airborne. After destroying the various guns, ammunition and other functions of the tower, you'll have to destroy it completely with charges set by the Army Engineers. Once that's done, the game is over... but don't expect this fight to be easy. You'll be provided with frantic battle after frantic battle before all is said and done. This is the Nazi's last stand. Are you ready?</p>	

Objectives
-
Destroy Artillery Guns
Destroy AA Guns
Disable Ammunition Lift Controls (4th Floor)
Disable Ammunition Lift Controls (2nd Floor)
Eliminate Enemies on Halftracks
Assemble at Main Control Room
Assemble with Engineers in Ammunition Storage
Escape Flak Tower
Destroy Flak Tower

(Note: There's no map for this area, because you're inside a building with multiple levels. Thankfully, the experience is generally a linear one, so follow the walkthrough if you're lost.)

Similarly to last mission, this mission begins on a downer when the back half of your plane is shot apart by Nazi guns from the ground. You'll lose a few good men from your group on this day, and more when you finally hit the ground. Der Flakturm, or "The Flak Tower", is a heavily-fortified Nazi position that can't be destroyed from the air, even by the most precision bombing techniques available to the Allies. Landing there with your fellow Airborne soldiers, your job is simple. Unravel the Nazi mechanism keeping this place together from the inside by destroying all of its key components. Once that's done, the road to Berlin is open.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

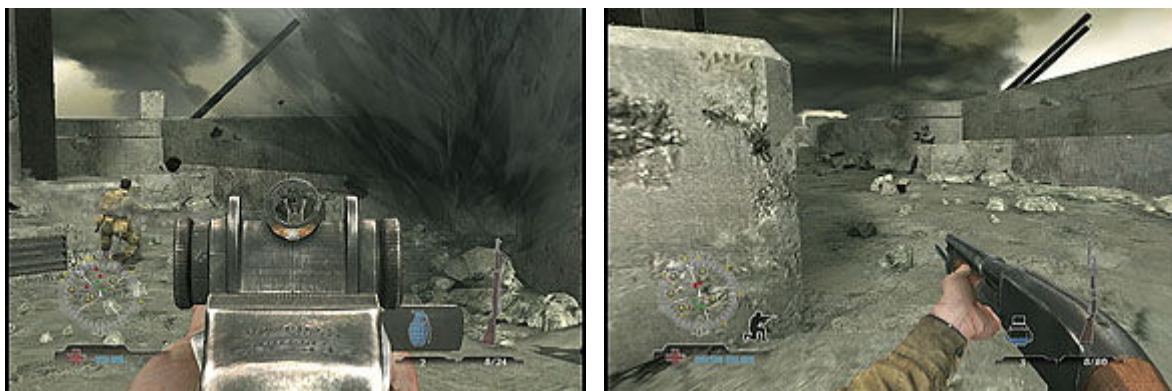
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective I | Destroy Artillery Guns

This walkthrough assumes that you'll be landing on the roof of the gigantic structure. If you don't land on the roof, things will go in a different order for you. Trust us - out of ease, and *purely* out of ease on this otherwise extremely difficult final mission, land on the roof and work your way downward. There's no reason (other than fulfilling skill drops, of course) to land elsewhere. Naturally, you might miss, or you might want more of a challenge and decide to land elsewhere. But if you ask us (that's why you're reading this guide, right?), landing on the green safe zone on the roof of the structure is, no doubt, the best place to land.



The roof is in veritable chaos. Nazi soldiers of all ranks and strengths are running around the roof, with their heavy artillery guns pounding away towards the skies from their installations below. Your first objective will be to destroy these three guns, which are safely tucked into the floor below, with their gigantic barrels sticking out of the roof. Fighting your way to the staircase down there, however, isn't simple. You'll need to work your way around in a roundabout way towards the staircase, through enemies galore.



The most dangerous enemies in the area are rocket-toting foes (thankfully, there are no machine-gunners right now). If you see or hear a rocket go off, make sure to take a quick look around. Where is the rocket-launching enemy coming from? Once you figure it out, take cover and make that foe your primary target. Because of the plethora of health, ammunition and explosives at the safe point you landed at (in the green crates), don't be shy with what you have to use. This is the last mission. Use everything you've got to put the final nail in the enemy's coffin.



As you head forward, use what cover you can. The enemy is skilled at pinning you and your men, and what's more, they have a steadier shot than they ever had before. Scoring headshots here is key, since it will save your ammunition and deliver a quick enemy death. Make sure to comb the enemy bodies for ammunition and health, as well. If your ammunition is "full", be sure to reload your weapon and try to grab the ammunition again. While you're gonna need a lot of firepower here, and while we did implore you to use what you had, there's no reason to be wasteful. Whatever's there to grab, you should grab.



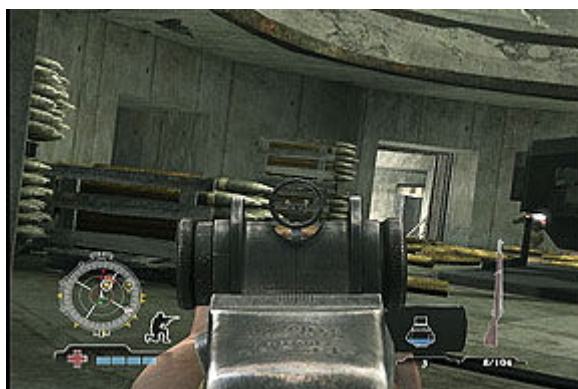
When you finally get down the stairs into the top floor of the tower, you'll meet thick enemy resistance. You'll want to take the room on your right, first, since it's a dead end and holds the first of the three artillery guns we're expected to destroy. Clear the room of enemies (using grenades, if necessary, and keeping an eye on your radar to make sure the room is clear), and then approach the red box on the gigantic gun. Examine it to place your explosive, and then back away from the gun, watching it explode from a safe distance. Afterwards, you can begin working your way through the rooms on your left, where the final two guns are located.



Stay in the door jam while you fire into the next room. The most ardent enemy resistance during this first objective can be found in this very room. A Gammon Grenade or two as a primer certainly couldn't hurt before running in with guns blazing. Remember that if you're expecting to fight an enemy up close, the shotgun is probably your best bet. On the other hand, if you're sniping headshots from afar, you can only do that with a gun like your Garand rifle (which, by the way, we highly recommend using here). Once the second room is cleared, place your second explosive on the gun, while being careful not to get into the sights of the enemies in the next room.



That next room is where the third and final gun is located, and you can clear the room in an identical way to how you handled the last room - a grenade or two followed by some heavy fire from you and your men. The cover is scant here, and you'll not want to run headlong into the room (unless you're shotgun-happy and have confidence in your skill to do so). When the enemy resistance is again eliminated, you can then detonate an explosive on the third and final gun to destroy it, fulfilling your first mission objective. Remember to backtrack if necessary to seek out ammunition, grenades, or health that you may need.

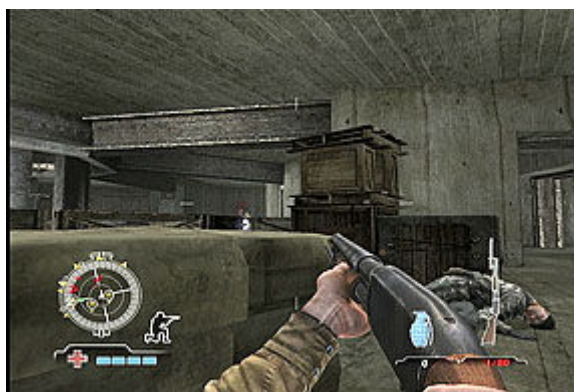
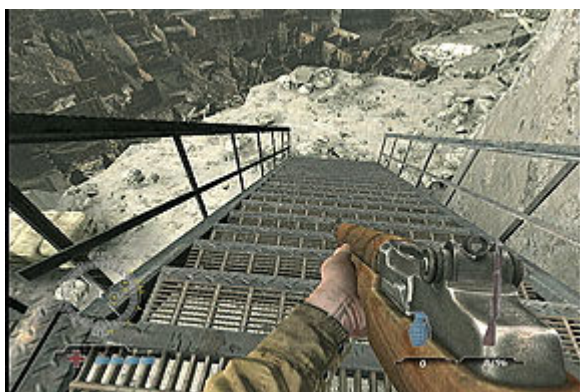


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective II | Destroy AA Guns

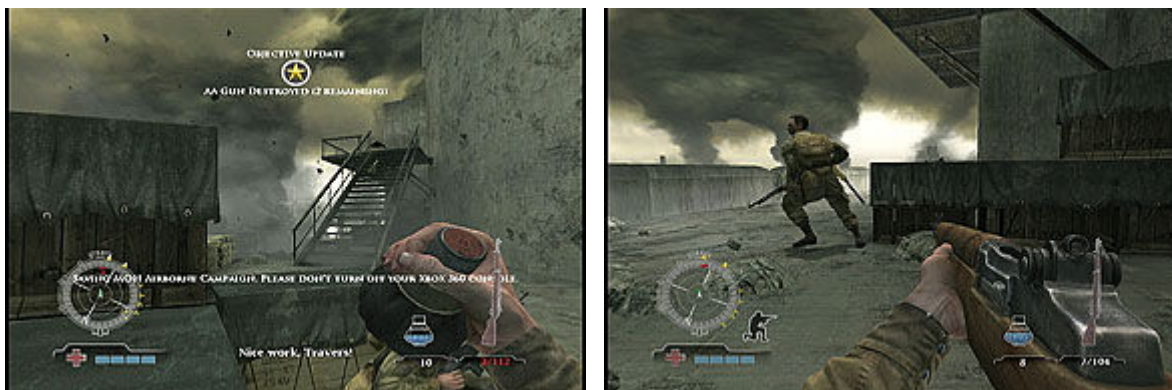
Now, we must destroy four AA guns that are strewn around the outside of the floor below. These are doing "a real job" on our aircraft (as one of your fellow soldiers will oft-exclaim), and need to be destroyed posthaste. Naturally, running around to each of them to destroy them is much harder than it is to actually destroy them once you've gotten to them. Thankfully, it's all a pretty much streamlined as far as the process itself is concerned. Ready? Let's go!



From where the third artillery gun was destroyed (*not* to be confused with the AA guns we're now destroying, which are much smaller), head out of the room heading rightward, down some stairs. If you're going down some debris, you know you're going the wrong way. Once down the stairs, you'll be on the outside of the structure. While you can swing around and stay on the outside, we actually suggest you spend at least a little time inside, by going right and fighting your way into the vast circular room there. By doing this and proceeding leftward (or rightward, if that's what you want to do) through the inside, you'll eliminate the chance of being flanked by the enemy within.



Basically, the choice here is yours. Your fighting style might be conducive to fighting with your rifle, which means staying inside would probably benefit you, peeking outside at each juncture to destroy one of the four AA guns and then running back inside. On the otherhand, if you're like us and enjoy using your shotgun, then busting up Nazis on the outside of the structure (coupled with random rifle work) will be more your speed. Remember to clear each area around each gun before bothering to set the explosive upon the red block affixed to each gun. The reasons for this are twofold. First of all, if you're hit by enemy fire when putting the explosive down, you'll need to stop and do it all over again. Secondly, if you have no where to run after setting the explosive, you'll be damaged by either bullets or the AA gun explosion. Being damaged by *neither*, therefore, is ideal.



As far as enemies are concerned during this objective, you'll, unfortunately, run into a couple of pesky foes. The machinegun enemies from the last stage, decked in black, will be back to frustrate your advance. And their Panzerschrek-toting friends will also be around, usually atop some catwalks, wreaking havoc as well. For the machine-gunners, tossing a couple of cooked Gammon Grenades will quickly do the trick (don't even bother wasting your time and ammunition trying to take them down otherwise... Gammon Grenades are the only reasonable way). For the rocket-launching enemies, a few well-placed bullets will do the trick - it's the power of their weapon that's fearsome, not taking them out. Because of both of these enemies, however, it's absolutely vital that you take your time and don't turn any corners blindly, because if you do and one of them are there, they'll make short, short work out of you.



You'll notice that some of the AA guns have already been destroyed by Allied bombing, but the four that are in tact should all be destroyed using the same methods. Slowly moving around the circle (or within the rooms, peeking out every so often), you should keep an eye on your radar and kill the dark red dots with whatever method is most comfortable for you. Remember to use cover to your advantage, to not round any corners expecting to fight easy enemies when a machine-gunner or rocket-launcher is waiting for you, and to keep a keen eye on the catwalks in the area, as well as doorways leading into the room within, so you're not flanked or find any other unwanted surprises. In this way, the four AA guns can rather easily be eliminated from Nazi service.

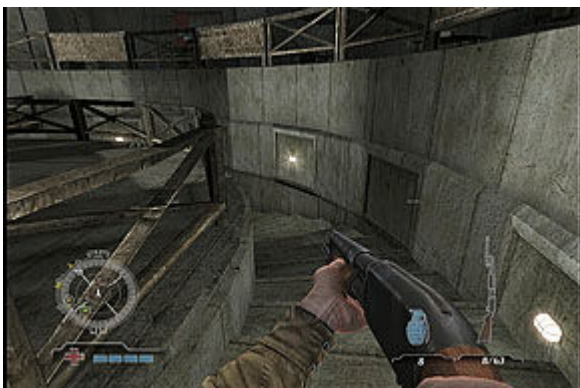


Objective III | Disable Ammunition Lift Controls (4th Floor)

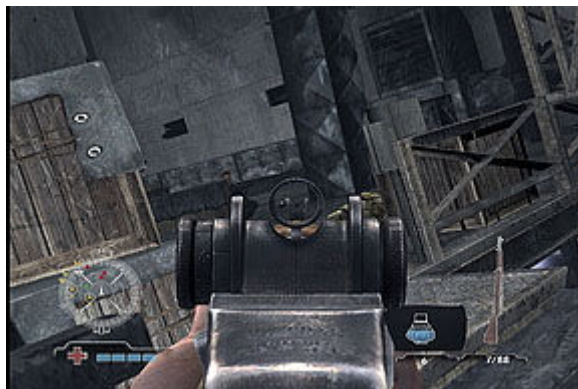
Depending on the techniques used when destroying the AA guns, there may or may not be a plethora of enemies within the rooms on that same floor. If you worked your way through the outer edge of the room as you destroyed the AA guns, in lieu of remaining outside, the enemy resistance you'll find will be markedly more mild than it will be otherwise. Either way, you're gonna have to fight your way through this circular room with many enemies who want nothing more than to eliminate the very real threat you're providing them posthaste.



The outer edge of the room, the circular corridors, should first be cleared before you move your way towards the inner part of the room. While it's certainly safer on the outside of the room, where the enemies are sparse and can easily be picked off with the shotgun, you won't be able to proceed with your mission until you head to the inside of the room, where the remaining enemies can be fought and killed. Be absolutely certain *not* to get too close to the ammunition lift running through the center of the room. Not only is it not your objective (which is on the floor below), but it also can mean death for you if you fall in. So, don't!



Instead, eliminate the enemies inside the circular room and seek out the winding staircase that leads to the room below. Down here, there will be a solitary enemy - a machine-gunner. As always, take proper cover and use a duo of Gammon Grenades to eliminate the enemy. Then, go to the red-lit room adjacent to this room, and examine the controls on the lift to call the lift towards you. Then, take the lift down by using a separate set of controls on the lift itself. This will bring you down to the floor below, where the ammunition lift controls we're seeking to destroy are located.



More stiff resistance can (and will) be met here, however. Tossing a few grenades towards groups thick with red dots on your radar is a great way to eliminate slews of enemies at once, though, as always, pushing forward is the only way to make the enemies back up and stop spawning. You'll want to go forward off of the lift and then around the right side of the ammunition lift in the center of the room, picking off enemies as you go. Be especially careful when turning leftward, since above you, a rocket-launching foe will be waiting for you. Eliminate the rest of the enemies as you head towards the stairs to the catwalk above, where any residuals can be picked off before you enter the control room. When you do, use your shotgun (or a well-placed grenade or two) to eliminate the officers within, and then take a shot at the control panel near the door that's glowing red. Objective complete.



Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective IV | Disable Ammunition Lift Control (2nd Floor)

From the room where the lift was destroyed, you can climb down the ladder to the floor below. Once you do, you'll find yourself in a vacant control room where there's a few things of interest awaiting you, including a rocket launcher (if you want to use it) and some chests with ammunition, health and explosives to replenish your supplies. If you choose to use the rocket launcher, use it out of the windows in the room on the enemies below, but be sure to ditch it to grab your other weapon before jumping out of the room and to the area below. If you don't want to use the rocket launcher, however, you can just as easily use your rifle to snipe at some enemies below... but, the cover provided isn't great, so don't get too carried away.



Once on the level below, it's time to deal with more enemies. As usual, a mixture of shotgun and rifle fire will take care of the enemies you encounter depending on your proximity to them. Also, continue to *not* be shy about using grenades. That's what they're there for, after all... to use them! Be extremely mindful of the cover you have, however, and be sure not to get flanked. Keep your eyes on the radar to watch enemy movements, and approach them with great care. Trust us - you don't want to get into a firefight here without the proper cover. You have the proper equipment, of course, but with nothing in between you and Nazi bullets, you won't last very long.



Ultimately, the road to the ammunition lift control is much the same as it was last time around. Once on the second floor, all you need to do is seek out a metal staircase that leads up to an isolated room. This is where the controls are located. But getting there isn't necessarily easy, especially considering the slew of enemies you'll have to deal with between points A and B. You'll also want to be mindful of the items enemies drop, making sure you're constantly replenishing your health as you go, and your ammunition, too.



When the staircase is in sight, you're almost home free. *Almost*. A black-dressed Nazi with a gigantic machinegun (like ones we've fought before) will emerge from that room, so at all costs, avoid the urge to run headlong up the stairs. Try to bait the enemies out with Gammon Grenades, using them to kill the machine-gunner before running up the stairs. After going up the stairs, throw a grenade or two inside the room. After they've detonated, clear any survivors with your shotgun, and then aim it at the glowing red apparatus on the wall. When it's destroyed, a fourth objective on this stage is complete.



Objective V | Eliminate Enemies on Halftracks

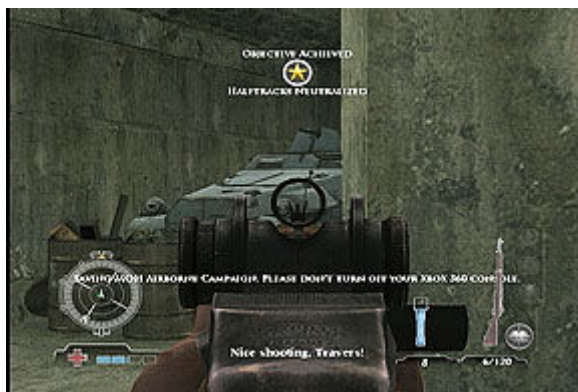
Now, it's time to take on the fifth and final initial objective on this final mission in the game (though you shouldn't get your hopes *too* high... there's more to be done hereafter before the game ends). Halftracks, which are tank-like vehicles, are being manned at three locations along the main floor of the tower. Eliminating the gunner/driver (who are the same person) of each vehicle will allow you to continue with the mission and fulfill the objective. To get there, you must head to the ground floor from the second floor, which is done via the lift near where the controls were destroyed. You will pass a floor with a machine-gunner (don't worry about him for now). Once on the ground floor, eliminate the enemies using whatever means necessary, using proper cover. There should also be some health if you need it.



The first halftrack is located right near the lift, and you'll be able to flank him from behind, so he won't pose a threat like his friends on foot will. Aim at his head and take him out, and then run outside, bearing rightward to take on more foes. As usual, keeping an eye on your radar as you go will be quite beneficial. The second halftrack is located around the right bend, so take cover on the left side, lean rightward, and snipe him as well. Unlike his friend back inside, he will be able to damage you easily, so keep that in mind. Those machineguns are powerful!



Proceeding down the linear path before you, more enemies will meet you. Unfortunately, cover becomes more scarce and further apart here, so depend on your grenades to take out multiple enemies at once in lieu of rushing enemies with your shotgun to take them out point blank. You'll also need to use your rifle more often here, since enemies will be taking cover behind objects further away from you out of necessity. When you've reached the end of the dirt road, peek rightward, where you'll find the third and final halftrack, one which can damage you as well. With that driver killed, and all enemies around him nullified, the objective will be completed.

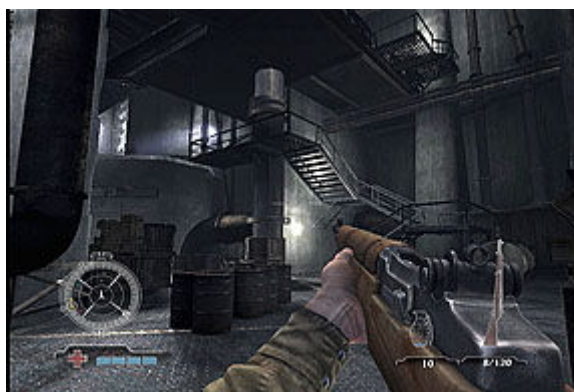


Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
-----------------	---------------------	-------------------	-------------------------	-------------------	--------------

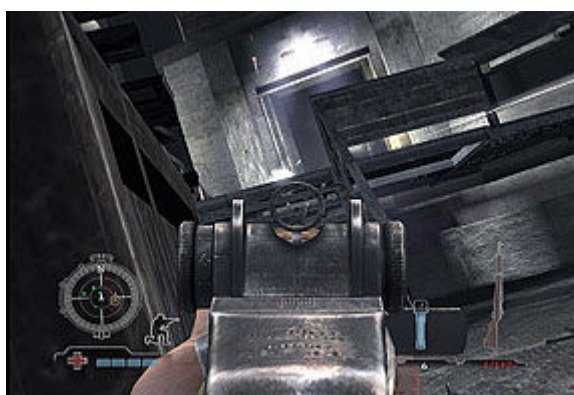
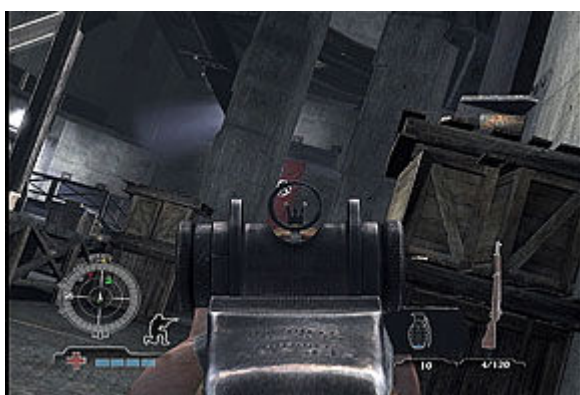
Part One	Part Two	Part Three	Part Four	Part Five	Part Six
----------	----------	------------	-----------	-----------	----------

Objective VI | Assemble at Main Control Room

Now we have to make way to the main control room, which is located back on the third floor of this gigantic structure. Getting to the third floor is simple enough, however. With the enemies outside on the ground floor effectively defeated, you'll have free reign over the area. Run back towards where you destroyed the first halftrack and proceed to run back to the lift. The lift will bring you up to the third floor when activated - just be sure to hide behind the crates on the lift, because machinegun-wielding Nazis will greet you on the second floor as you proceed up. Whatever you do, don't get off of the elevator until you get to third floor. You'll find the third floor void of any enemies as well, so run to your right and up some stairs to the higher section of the third floor. *This* is where you'll meet fierce enemy resistance.



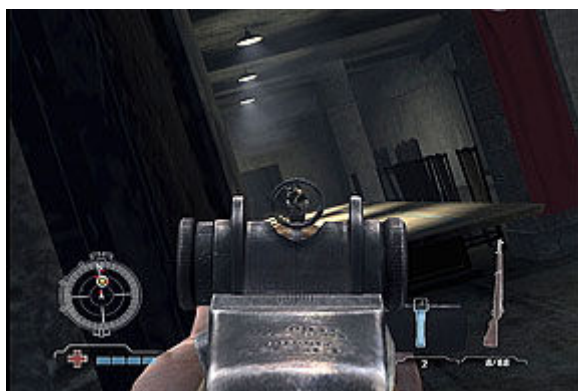
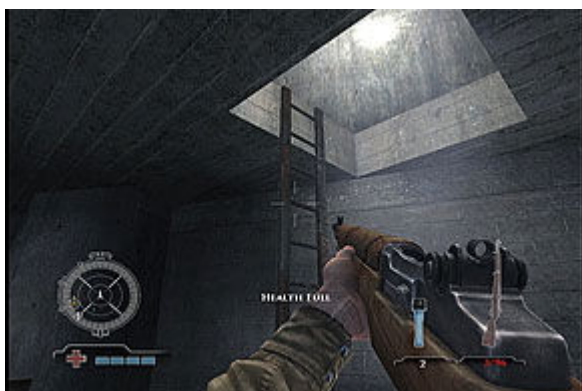
There are a few important things to be mindful of as you fight your way through this area. Once up the stairs, you'll be immediately fired upon. The circular, cover-heavy circular pathway ahead has enemies all around it. Your fellow Airborne soldiers will take on some of the heat, but naturally, it'll be mostly up to you to clear this area of foes and move forward. Your first goal should be killing the rocket-launching enemy atop the area to your left, as well as the sniper to his right. Once those foes are defeated, you can then slowly work your way forward. Just keep a close eye on your surroundings and your radar, and of course, use your cover appropriately. Enemies will be attacking from multiple sides, so you'll need to be extremely careful - and extremely patient.



As you approach the far wall in this area, two more things of interest will occur. Firstly, the blast doors hiding the windows of the room ahead will open. This will reveal several Nazi officers and soldiers that you'll need to take out. A pesky machinegun-toting enemy will appear out of the door on the left, as well, so throw a few Gammon Grenades at him to take him out as quickly as possible, before he can wreak too much havoc. Essentially, you'll then need to push leftward towards the staircase, heading up and through the door. This is the only way to make the enemies stop coming out, so when you're feeling extra brave, run up the stairs, crouch down, and head into the next room.



This is the control room where we must meet our fellow soldiers (after climbing up a ladder to the area above), but first you have to clear the room of enemies. Once that's done, the game will recognize that you've met your fellow Airborne soldiers in the control room and give you another objective (covered below). But taking out the enemies in this long room isn't as easy as it may seem, because there's very little cover to work with. Your best bet is to peek into the room and take out an enemy at a time, slowly but surely. Gammon Grenades (if you have any left) should be used, once again, to kill the machinegun-toting enemy at the far end of the room. Be sure to take him out before he gets close! When the enemy threat is thereafter nullified, run into the room to fulfill the objective.



Objective VII | Assemble with Engineers in Ammunition Storage

Assembling with the Engineers at the ammo storage room is easy enough, because it's located just below the control room. You shouldn't run into *any* enemy resistance en route. You can find an elevator down to the room you need from the control room. Hit the control panel on the elevator and you'll be taken several floors down. Once down there, head to your left, and you'll run into your demolition team. They'll be setting the explosives that will send the flak tower burning and crumbling. But before the charges can be laid, you have to make you great escape!



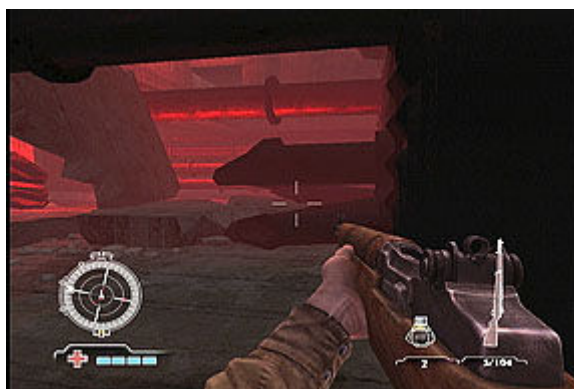
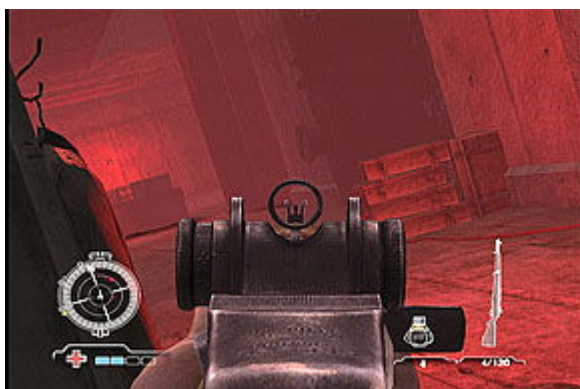
Operation Husky	Operation Avalanche	Operation Neptune	Operation Market Garden	Operation Varsity	Der Flakturm
Part One	Part Two	Part Three	Part Four	Part Five	Part Six

Objective VIII | Escape Flak Tower

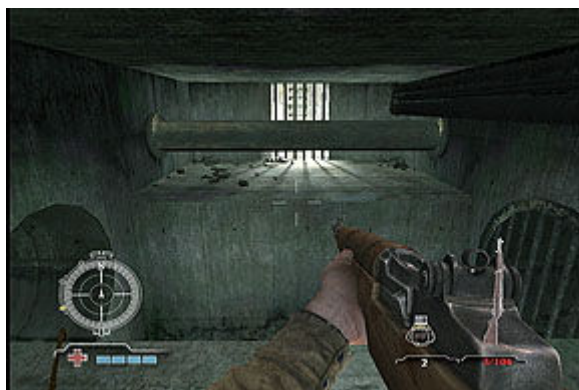
There's no time to waste! As soon as you gain control of your character, quickly make way for the glowing red area to your left. Ignore any enemies (unless they're directly in your route, in which case a quick shotgun blast will do him in) and run forward and then left down the corridor. The reason you don't want to stick around too long is that there will eventually be on scene a black-outfitted machine-gunner. And trust us - with the amount of them you'll soon be fighting, you don't want anything to do with enemies you don't even have to fight.



The corridors *seem* confusing and vast, but your route is actually rather linear from here on out. If you get lost for some reason, just follow the fuse wire along the ground, which will guide you along. You'd think the enemies would focus on severing the wire instead of firing at you - c'est la vie. Be sure, as you run through, that you grab both boxes of Gammon Grenades. You're gonna need 'em, because you'll eventually run into not one or two, or even three, but *four* of those black-clothed machine-gunners. They'll come one or two at a time, but rest-assured if they aren't coming right at you, that they're right around the corner. Two full clips from your Garand will drop one of these foes, but it's much easier to use two Gammon Grenades to kill them, especially if they advance in groups. These enemies are essentially the only challenge between you and getting out of the tower successfully.



There will be other, lesser enemies in the area as well, but nothing you should really sweat. The most annoying foes, other than the aforementioned powerhouses, are in the rafters above the sewer. Because of the unique red hue and glow of the final stages of the game, the enemies are oftentimes hard to spot. If you get hit, try to pay attention to where the bullet was coming from and examine the appropriate area accordingly. If you can't find the culprit after careful analysis of your radar and the vicinity where the bullet appeared to be coming from, quickly move along. There's really only one concentrated area of enemies, so once you seem to get through it, you're basically in the clear.



From there, it's a clear road to the exit. You'll have to traverse some tight corridors and sewers, but you should meet no more enemy resistance. Daylight and a ladder leads to the obliterated city streets surrounding the flak tower. You've made it out. Now it's time to deliver the killer blow.



Objective IX | Destroy Flak Tower

Once outside, it's time to destroy the flak tower, which is easy enough. Look around, taking in the scenery. Then, look to the ground. One of your fellow Airborners is dead on the ground with the fusebox in his hands. Grab the box and "fire the weapon" to trigger the explosives in the flak tower. Then, watch it burn. Congratulations! You've beaten Medal of Honor: Airborne!

