

ACT

BLACKOUT

SPEC OPS



Soldier	'Soap' MacTavish
Rank	Sergeant
Division	22nd Regiment
Location	Caucasus Mountains, Russia
Time	Day 2: 1:31:00



PRIMARY OBJECTIVE

Work with the 'good' Russians to rescue your informant, Nikolai.

ARCADE MODE

Time Limit	20:00
Number of Intel Items	2
Starting Weapons	M4A1 SOPMOD 
	M21 Suppressed 



WALKTHROUGH



Members of the tyrant Al-Asad's army have captured and are preparing to execute an ally of the British, a former informant named Nikolai. It is your squad's job to head into enemy territory and rescue Nikolai. He still has much information that will be useful to the allies, and as Captain Price says, "We take care of our friends."



After landing at the site in the Caucasus mountains, follow Gaz and Price as they proceed up the river.

Objective

Eliminate the Outer Guard Posts

As you approach a hut to your left, there is an enemy smoking a cigarette at the end of the dock. Wait for Captain Price to call "weapons free" before you eliminate him with a head shot from your M21 Suppressed.

Near the truck another enemy will likely be alerted by the death of his comrade, sending him running to the dock. Take him out before he can get too close.



M21 SUPPRESSED



The M21 Suppressed is one of the few sniper rifles you can employ in *Call of Duty 4: Modern Warfare*. Luckily, it's an absolutely superb long-range rifle. The scope allows you to fire accurate shots at extremely long distances.

Don't forget that you can hold the **Sprint** button to hold your breath when you aim and fire the sniper rifle, which enables a steadier shot.

The silencer doesn't completely eliminate the gun's report, but it does enough to alert only nearby enemies when you fire.

Before you follow Gaz and Price to the shack, switch to the M4A1 rifle. Hang back and wait for Price to toss a flashbang into the shack. When he does, move in and take out the stunned enemies before they can recover.



The ideal place to plant the claymore is just in front of the door, so that the enemy is sure to set it off when he runs outside. Just be sure you don't cross in front of the doorway until after the claymore has been



planted. Now move in front of the door to get the enemy's attention. Then quickly retreat behind cover near Gaz and Price.



If all goes well, the enemy should follow you and set off the claymore. Price and Gaz should be able to pick off the additional enemies as they hastily exit their outposts.

The enemies in these outposts are armed with AK-47s and MP5s. If you like either of these weapons better than the M4A1, feel free to loot one from a fallen foe.



intel

The first shack contains an enemy intelligence laptop on the crate in the corner.



Now jump through the window and follow your squad leader as he approaches the bridge to the northwest.



After you cross under the bridge, there is a set of shacks to your right. Stay close behind Price. When he instructs you to plant claymores in front of the door, do so by pressing the **Inventory** button.



Objective

Meet the Russian Loyalists in the Field

With the first objective complete, Price is ready to locate the Russian loyalists. Follow him as he proceeds through the farmhouse, out into the field. There, you smell Kamarov before you can see him.

Kamarov tells Price about some BM21s his people need to take out before they can proceed to rescue Nikolai. Price reluctantly agrees, and your squad has a new objective.



Objective

Provide Sniper Support from the Road



Kamarov leads you up a hill where you can see the rocket launchers he mentioned earlier. Switch to the M21 rifle as you come up over the ridge, and wait for your orders.

Stand between Price and Kamarov and take a peek through scope at the village below. Once Kamarov issues the order to commence the attack, open fire with your sniper rifle on the groups of enemies below.



Shortly after Kamarov's men begin their attack, the enemy sets up two heavy machine gunners in a window below. Use your sniper rifle to first take out the gunner on which you can draw a dead. Then nail the second one through the wall by estimating his position based on the machinegun barrel's location.

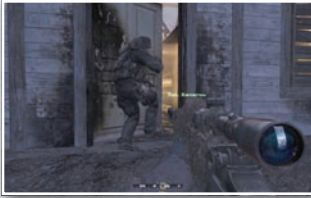
Shortly after you take down both gunners, enemy helicopters arrive to provide reinforcements.



Objective

Cut off Enemy Reinforcements at the Power Station

Follow Gaz and Price through the burned-out building. When you reach the open field, take position behind some cover and switch back to the M1A1 rifle.



Don't move too far up. The best cover in this area is the behind the large boulder that Kamarov uses for cover. This should keep you out of the enemy's line of fire, allowing you to use the M1A1's grenade launcher to rain down hell on the quickly advancing enemy.



Once you thin out the enemies with your grenade launcher, switch back to the M21 to finish off any survivors. When the area looks clear, move forward to the demolished car in the middle of the field.

A second wave of enemies now attacks from above. Stick to your mid-range weapon and pick off the enemies. Be careful of any grenades that drop down your way; either run away from them or toss them back at the enemy.

Objective

Provide Sniper Support from the Cliff Above Town



When you clear the reinforcements, Kamarov requests additional sniper support for his men. Head to the opening in the fence on the right, and switch the M21. Use the sniper scope to pick off any enemies you can see attacking from below.



The enemies are charging up the road to the northeast, while Kamarov's men remain holed-up in an alley to the east. Pick off the enemies firing from the building directly below you and any others advancing through the town from the northeast.

Objective

Follow Kamarov to the Power Station

After taking out about a dozen enemies, Kamarov agrees to move on and asks your team to follow him to the power station. When you reach the station, Gaz snaps when Kamarov requests more sniper help.



After a bit of roughing up, Kamarov tells Gaz that Nikolai is in a house at the northeast corner of the town.

Objective

Rappel Down from the Power Station

Gaz sets up some rappel lines. Approach the glowing line and hold the **Use** button to scale the side of the power station.

Proceed forward, use the concrete wall for cover, and pick off any enemies that are out in the open in the courtyard.



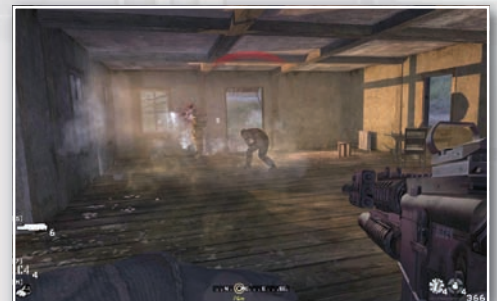
Objective

Rescue the Informant



When the outside area is clear, follow Gaz and Price as they scale the wall and approach the house to the northeast. Watch out for additional enemies firing from doorways and windows in the buildings around you.

Follow Gaz and Price as they breach the northeast building. When you enter, keep your eye on the far door as a couple enemies barge through, trying to get the jump on your men. Dispose of them with your full-auto weapon and continue into the hallway beyond.



This building is absolutely full of enemies, so be careful as you peek your head into new rooms. Stay behind cover, and make sure you don't get too far ahead of Gaz and Price.

AN ALTERNATE ROUTE

If you prefer to get through this section without going through the fairly dangerous courtyard, you can head through the set of houses on your right.

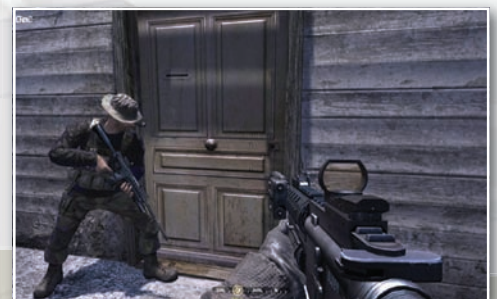
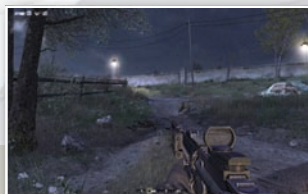
Carefully approach these buildings, and you can take out the separatists in a smaller space without having to worry about them hiding behind cover.

Be cautious though, as the tangos quickly identify your presence and turn to fire at you. Use some flashbangs and frag grenades to loosen them up before you charge through.

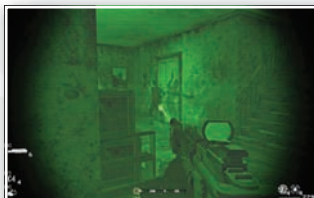
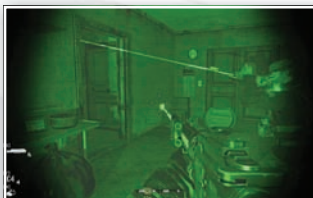


Once you clear the houses in this area, you discover Nikolai has been moved. Price orders you up the hill to try to save Nikolai before it's too late.

When you reach the house at the top of the hill, Price orders Gaz to cut the power to the house. Follow Price to cover the front door. Wait for Gaz to give you the go, and then press your **Inventory** button to put on your night vision goggles.



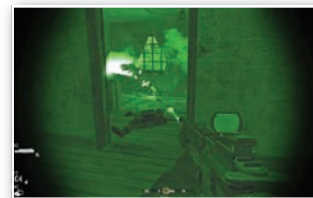
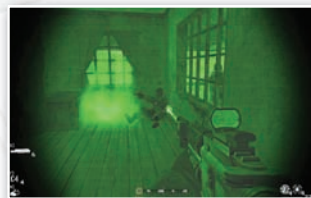
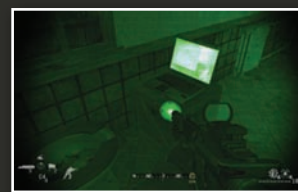
Head inside—the enemies can't see anything. As you move through the house, pick them off with single shots from a silenced weapon. When you reach the building's second floor, watch out for the enemy firing wildly in the dark. Let Price dispose of him while you stay behind cover.



Continue around the bend, and Gaz joins you from outside. In the next room, Nikolai is sitting against a wall. Don't go charging in yet; an enemy armed with a flashlight emerges, and you must take him down before you proceed inside.



You can find the second intel laptop for the level in the bathroom on the second floor, just next to the toilet.



Objective Get Nikolai to the Helicopter



Once Nikolai is revived, he grabs an AK74u. You must now make it back to your exit point in one piece. Follow Price to the helicopter drop point. When you arrive, the mission is complete with Nikolai safe and sound.



Dancing in the Dark

Xbox 360 players unlock this Achievement upon completing the Blackout level. It's worth another 20 GamerPoints.

INTRODUCTION

GEARING UP
FOR THE CALL

WEAPONS

MULTIPLAYER
OVERVIEW

SINGLE-PLAYER
WALKTHROUGH

Act 1

Act 2

Act 3

Episodes

UNLOCKABLES

XBOX 360
ACHIEVEMENTS

Blackout