

# CALL OF DUTY<sup>®</sup> WORLD AT WAR

COVERS XBOX 360<sup>®</sup>, PLAYSTATION<sup>®</sup> 3  
COMPUTER ENTERTAINMENT SYSTEM,  
WINDOWS<sup>®</sup> PC, AND NINTENDO DS<sup>™</sup>

BASED ON A GAME  
RATED BY THE  
**ESRB** MATURE 17+



Written by Thom Denick  
Multiplayer by the Sea Snipers

**ACTIVISION**<sup>®</sup>

# VEHICLES

There are currently only four maps with playable vehicles: Downfall, Outskirts, Roundhouse, and Seelow. Those vehicles are the Panzer IV and the T-34. Both tanks have the same speed, agility, and damage settings. Each tank has two player positions, a driver and a gunner. You can switch between the two positions by pressing the appropriate button.



**T-34**



**PANZER IV**

The player's HUD changes slightly upon entering a tank. Entering from the driver's position results in a third-person view of the vehicle and a crosshair for the main gun. Also, two icons appear on the bottom-right of the screen, one for ammo and one for orientation and player count. The tank shell icon is white when it is loaded and ready to fire, but turns gray to indicate that it is out of ammo and needs time to reload.

The tank icon illustrates where the tank and gun are pointed. There are two dots on the icon; the green one represents your character, while the other one is white or green. Green denotes your teammate and white signifies an empty seat. When you enter the vehicle's gunner seat, you get a zoomed view of the machine gun's iron sights and a new icon next to the tank orientation icon. While you're in the machine gunner's seat, you have the ability to duck. The machine gun icon turns red when it overheats but reverts back to white as it cools down.



## ONE-BLAST KILL!

It's important to note that a tank can be destroyed by a single Satchel Charge placed underneath the tank. Watch where you're driving to avoid any unnecessary damage!



In general, tanks will take more shots to its front or sides and less from the rear before it gets completely destroyed. All weapons can cause damage to tanks, but those that work best are the Satchel Charges, Bazookas, and No74 St grenades.

The tank icon also serves as the damage indicator. As noted previously, there are three spots on the tank that are susceptible to damage: the left tread, the right tread, and the body. Each area turns different colors depending on how much damage it has absorbed to a specific area. The color white indicates no damage, yellow illustrates minor damage, orange shows moderate damage, red indicates severe damage, while black means total destruction!



VIEW FROM THE DRIVER'S SEAT



VIEW FROM THE MACHINE GUNNER'S SEAT

## VEHICLE PERKS

Now that there are vehicles in multiplayer, why not assign vehicle Perks? Unlocked from Level 1 up to Level 40, these Perks provide several advantages on the battlefield and greatly increase your tank's performance.

## KNOW THY PERKS

Vehicle Perks are only applicable to the seat in which your character occupies while in the tank. Therefore, if your character is manning the machine gun, then the Leadfoot Perk won't do any good.

	<b>WATER COOLER</b>	<b>UNLOCKED AT LEVEL 1</b>
DECREASES TURRET OVERHEAT. LETS YOU KEEP YOUR MACHINE GUN IN SERVICE LONGER TO MOW DOWN MORE ENEMIES. IT IS THE PERFECT PERK IF YOU LIKE TO USE THE TANK TO MOVE TO A STRATEGIC SPOT, THEN USE IT AS A MACHINE-GUN PLATFORM.		
	<b>GREASED BEARINGS</b>	<b>UNLOCKED AT LEVEL 2</b>
INCREASES THE SPEED OF TURRET ROTATION. THIS GIVES THE TURRET A FASTER TURNING SPEED SO YOU CAN EASILY TRACK MOVING TARGETS. THIS PERK IS MORE BENEFICIAL FOR THE MACHINE GUN THAN THE MAIN GUN.		
	<b>ORDNANCE TRAINING</b>	<b>UNLOCKED AT LEVEL 12</b>
INCREASES RELOAD SPEED. THIS PROVIDES A SIGNIFICANT INCREASE IN THE SPEED AT WHICH THE TANK'S MAIN GUN IS RELOADED. LETS YOU PUT MORE ROUNDS DOWNRANGE AT ENEMY TANKS BEFORE THEY CAN RELOAD AND RETALIATE.		
	<b>LEADFOOT</b>	<b>UNLOCKED AT LEVEL 28</b>
THIS PERK INCREASES THE OVERALL SPEED OF YOUR TANK. THIS IS VERY HELPFUL IN TANK BATTLES WHEN YOU ARE TIMING YOUR SHOTS AND TRYING TO DODGE INCOMING ENEMY TANK SHELLS. FIRE AND GUN IT BEHIND A BUILDING OR OTHER COVER TO AVOID THE NEXT ENEMY SHOT.		
	<b>COAXIAL MACHINE GUN</b>	<b>UNLOCKED AT LEVEL 40</b>
ALLOWS THE DRIVER TO FIRE A FORWARD MOUNTED MACHINE GUN. THIS IS NOT THE SAME GUN AS THE TURRET, SO DON'T WORRY ABOUT LOSING ANY EXTRA FIREPOWER. ALTHOUGH THE RANGE OF MOTION IS LIMITED, IT'S STILL A MACHINE GUN AND EFFECTIVE AGAINST ENEMY TROOPS.		

### MULTIPLAYER

#### BOOT CAMP

#### INTERFACE

#### ARSENAL

#### VEHICLES

#### PERKS

#### CLASSES

#### TACTICAL

#### MODES

#### MAPS

#### CLANS

#### UNLOCKABLES

#### CHALLENGES

### SINGLE PLAYER

#### WEAPONS

#### TACTICS & STRATEGY

#### CO-OP

#### THE CAMPAIGN

#### ACHIEVEMENTS & TROPHIES

### NDS

#### CONTROLS

#### TACTICS & STRATEGY

#### MINI-GAMES

#### THE CAMPAIGN

#### SPECIAL FEATURES

# CLASS ASSES

Classes are customizable, preset loadouts created for specific applications on the battlefield. Each player starts with five custom class slots, but five more can be unlocked by gaining Prestige levels.

## CUSTOMIZING A CLASS

To customize a Class, choose Custom 1 and select a Primary Weapon. The options include:



Great long-range, scoped weapon with slow reload times.



Semi-automatic rifles that fire as quickly as the trigger is pulled. They have medium ranges but are very accurate.



Fully automatic weapons with different rates of fire. These weapons are effective for short to medium range encounters.



Very effective for short range encounters. It has high power, but contains very few rounds.



These weapons vary between light and heavy guns with decent range (especially if mounted) and high-powered ones that can fire through many objects.

Next, select a Side Arm. This is a pistol, but it can change to Secondary Weapon and allow you to choose another Primary-Type weapon if you choose Overkill as a Perk. There are five different pistols from which to choose.

Now it's time to choose a Primary Grenade. Check out the Grenades Chart for more information about each type. You only get one Primary Grenade unless you choose the Primary Grenades x2 Perk. There are three different grenades from which to choose: Frag, the N° 74 St, and the Molotov Cocktail.

After the Primary Grenade, it's on to the Special Grenade. These grenades are non-explosive grenades that include Smoke, Gas, and Signal Flares. Choose the one that best suits the mode, map, or position you're playing. You can choose the Special Grenades x3 perk to get three grenades. The only Special Grenade that the x3 Perk does not affect is the Smoke grenade.

With the weapon choices complete, you may choose up to three Perks and one vehicle Perk. Your choices should be in line with the gear you've selected. Check the Perk chart to get detailed information on what each Perk does. Note that some Attachments negate the use of Perk 1.



## NAMING A CUSTOM CLASS

When naming a newly created Custom Class, try to give it a name that relates to the content of the class itself to prevent any confusion later on.

It's wise to have a range of custom classes set up prior to battle so that you can quickly switch between them during a match if the need arises. Name them as descriptively as possible so that you can recognize each one right away. The following are a few suggestions for custom classes based on different battle applications.

## ASSAULT

PRIVATE		
PRIMARY WEAPON	THOMPSON W/ROUND DRUM	
SIDE ARM/SECONDARY	COLT M1911	
PRIMARY GRENADE	FRAG	
SPECIAL GRENADE	SMOKE	
PERK 1	PRIMARY GRENADE X2	
PERK 2	STOPPING POWER	
PERK 3	SECOND CHANCE	
VEHICLE PERK	WATER COOLER	
BEST MAPS	ASYLUM, DOME	
RECOMMENDED MAPS	COURTYARD, HANGAR, OUTSKIRTS	

You can configure this basic class fairly early and still devastate your opponents. The Thompson allows for mobility and is capable of picking off targets from medium range. This class is designed to be used as part of a team that works together to move in and overtake areas. This class's lack of long distance firepower is compensated by Smoke grenades (distraction and cover for advancement), two Frag grenades (clear out large groups of enemies), a Round Drum and Stopping Power.

DOUGHBOY		
PRIMARY WEAPON	SPRINGFIELD W/BAYONET	
SIDE ARM/SECONDARY	COLT M1911	
PRIMARY GRENADE	N° 74 ST	
SPECIAL GRENADE	SIGNAL FLARE	
PERK 1	BANDOLIER	
PERK 2	FLAK JACKET	
PERK 3	RECONNAISSANCE	
VEHICLE PERK	LEADFOOT	
BEST MAPS	AIRFIELD, ROUNDHOUSE	
RECOMMENDED MAPS	CASTLE, CLIFFSIDE, DOWNFALL, SEELOW	

This is a great "boots on the ground" class. This class has good range thanks to the Springfield and extra ammo due to the Bandolier Perk. Use the sticky grenades to handle tanks or troops who are in for the long fight. There's also a Flak Jacket to help lessen the damage received during the initial round of grenades. Rely on the ability to help your team steer clear of artillery strikes, tanks and dogs with the Recon Perk. Use the signal flare to mark assault positions, or blind your enemy before running in and spearing them with a Bayonet.

## DEFENSE

POUNDER		
PRIMARY WEAPON	MG42 W/BIPOD	
SIDE ARM/SECONDARY	.357 MAGNUM	
PRIMARY GRENADE	N° 74 ST	
SPECIAL GRENADE	TABUN GAS	
PERK 1	BOUNCING BETTY	
PERK 2	JUGGERNAUT	
PERK 3	SECOND CHANCE	
VEHICLE PERK	ORDNANCE TRAINING	
BEST MAPS	CASTLE, CLIFFSIDE	
RECOMMENDED MAPS	AIRFIELD, COURTYARD, DOME, DOWNFALL, OUTSKIRTS, SEELOW, UPHEAVAL	

Not much will get past this guy. With the MG42 and a Bipod, the Pounder can hold off the entire gang. Use sticky grenades to send enemies packing, or rely on Gas to keep attackers at bay. Use Bouncing Betties to dispose of anyone who gets too close and let Juggernaut keep you alive. Don't forget about the Second Chance Perk with a .357 to boot! It's possible to lock down almost any area with a few of these classes entrenched.

FLAMER		
PRIMARY WEAPON	M1897 TRENCH GUN W/BAYONET	
SIDE ARM/SECONDARY	WALTHER P38	
PRIMARY GRENADE	MOLOTOV COCKTAIL	
SPECIAL GRENADE	TABUN GAS	
PERK 1	M2 FLAMETHROWER	
PERK 2	JUGGERNAUT	
PERK 3	TOSS BACK	
VEHICLE PERK	ORDNANCE TRAINING	
BEST MAPS	ASYLUM, OUTSKIRTS	
RECOMMENDED MAPS	N/A	

This class is designed to keep enemies off your character's base, but in quite a different way. Much more of a close-range defensive class, use Molotov Cocktails to hit the first group of attackers and then fire up the M2. While the M2 is cooling down, toss a Gas grenade to delay your enemies and hit them with the Flamethrower again. Once the enemy locates your position, you can expect to see several grenades, so use the Toss Back perk to return them.



### SEA SNIPER TIP

Coordinate with your team members to load out with the most diverse set of weaponry.

MULTIPLAYER

BOOT CAMP

INTERFACE

ARSENAL

VEHICLES

PERKS

CLASSES

TACTICAL

MODES

MAPS

CLANS

UNLOCKABLES

CHALLENGES

SINGLE PLAYER

WEAPONS

TACTICS & STRATEGY

CO-OP

THE CAMPAIGN

ACHIEVEMENTS & TROPHIES

UIDS

CONTROLS

TACTICS & STRATEGY

MINI-GAMES

THE CAMPAIGN

SPECIAL FEATURES

# AIRFIELD

SIZE	LARGE
VEHICLES	NO

RUINS OF THE PELELIU AIRFIELD AND SURROUNDING COMMAND AND SUPPLY STRUCTURES.



MARINE RAIDERS VS.



IMPERIAL ARMY



## TEAM DEATH-MATCH

- WINDOW
- UNDERGROUND
- UP
- LADDER
- SPAWN POINT
- HEADQUARTERS
- BOMB
- BOMB PLANT (SABOTAGE)
- BOMB PLANT (SEARCH & DESTROY)
- COMMAND POINT
- FLAG
- CONTROL POINT
- TANKS



MULTIPLAYER

- BOOT CAMP
- INTERFACE
- ARSENAL
- VEHICLES
- PERKS
- CLASSES
- TACTICAL
- MODES
- MAPS
- CLANS
- UNLOCKABLES
- CHALLENGES



SINGLE PLAYER

- WEAPONS
- TACTICS & STRATEGY
- CO-OP
- THE CAMPAIGN
- ACHIEVEMENTS & TROPHIES



NDS

- CONTROLS
- TACTICS & STRATEGY
- MINI-GAMES
- THE CAMPAIGN
- SPECIAL FEATURES



### SUGGESTED CLASS

STEALTH FIGHTER		
PRIMARY WEAPON	GEWEHR 43 W/ SUPPRESSOR	
SIDE ARM/SECONDARY	NAMBU	
PRIMARY GRENADE	N° 74 ST	
SPECIAL GRENADE	SMOKE	
PERK 1	BOUNCING BETTY	
PERK 2	STOPPING POWER	
PERK 3	DEAD SILENCE	

The map provides great cover, allowing movement around its perimeter. Small buildings, fences, pillars, and some foliage provide plenty of options to make your way undiscovered around the map almost in a complete circle.

American Forces  
Pvt. Miller  
2nd Marine Raider Battalion  
Makin Atoll, South Pacific

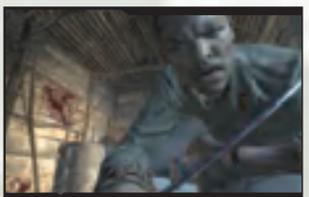
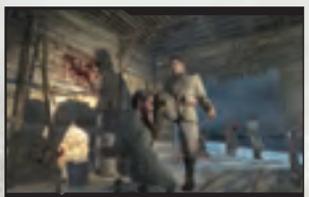
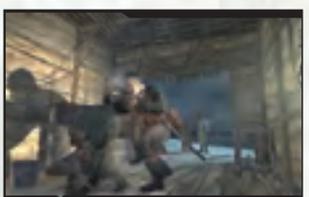
August 17<sup>th</sup>, 1942

Escape Capture and Join Carlson's Raiders for a Surprise Attack on the Japanese  
Fortifications at Makin Island

SEMPER PARATI

## RESCUE

*World at War* begins with you in the role of Private Miller, a POW in a hopeless situation. Luckily for Miller, Carlson's Raiders have planned a daring rescue attempt to not only free Miller, but also to seriously damage the Japanese forces stationed on Makin Island.



## WORLD AT WAR TACTICS

### LOADING UP

Throughout *World at War*, you can carry up to two weapons at one time. If you ever find yourself armed with a pistol, it's a good idea to replace that weapon with a submachine gun or rifle as soon as possible.

After being freed you are handed a Nambu pistol, but an M1 Garand and a Type 100 submachine gun are resting on a nearby crate.

Garands are common Allied weapons that are found throughout the game. Type 100 submachine guns are the standard issue Japanese forces' submachine gun. For more information on the advantages and disadvantages of these weapons, refer to the weapons breakdowns.



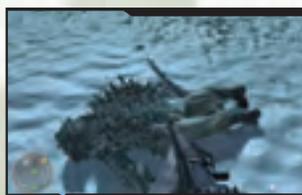
### DEATH CARD EIGHT OF HEARTS – THUNDER CHEAT

Your first Death Card can be found inside the shack with the window opening to the right of the shack from which you're escaping. It's sticking out of a helmet resting on a rifle wedged into the floor.

There is a Death Card to be found on every level except the two vehicle levels. Death Cards unlock "cheats" that can be accessed in both Cooperative and Single-Player modes after you complete the game for the first time.



A Japanese corpse is sprawled on the beach nearby. Check the body to find an Arisaka rifle.



## ARISAKA



AMMO-CAPACITY: 5  
RANGE: LONG RANGE

The Arisaka rifle is the most common weapon used by the Japanese. Throughout the Pacific Islands campaign, you can choose to use either the Arisaka or the M1 Garand rifles as your long-ranged rifle weapon.

The Arisaka is bolt-action and has a slower rate of fire and reload time than the Garand; however, there are a couple of advantages. It's easy to find ammunition for the Arisaka since many enemies you encounter are wielding them. Also, the Arisaka is slightly more accurate and easier to fire at long-range targets than the Garand. The Japanese rifle also does more damage.

However, the limited clip size can be a real liability if the enemy suddenly forces you into close range combat. If you find an Arisaka with a fixed bayonet, the rifle makes for an excellent melee weapon, allowing you to skewer enemies from about two feet farther than you can when armed only with a knife.



Equip yourself with your weapons of choice and turn your attention to the enemy farther up the beach.



MULTIPLAYER

BOOT CAMP

INTERFACE

ARSENAL

VEHICLES

PERKS

CLASSES

TACTICAL

MODES

MAPS

CLANS

UNLOCKABLES

CHALLENGES

SINGLE PLAYER

WEAPONS

TACTICS &  
STRATEGY

CO-OP

THE CAMPAIGN

ACHIEVEMENTS  
& TROPHIES

BOSS

CONTROLS

TACTICS &  
STRATEGY

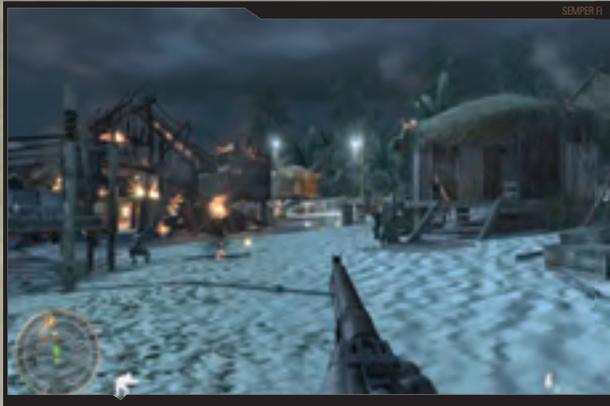
MINI-GAMES

THE CAMPAIGN

SPECIAL  
FEATURES

## OBJECTIVE SECURE THE VILLAGE

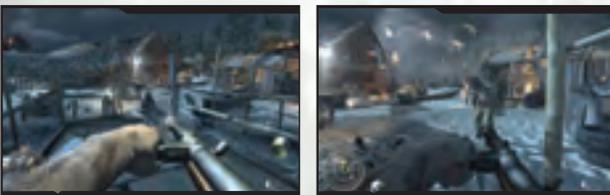
Hang back and use your rifle to fire on the soldiers exiting the burning buildings. Be sure to watch for enemies camped on the docks to your left.



When the enemy tide ebbs, march down into the water and enter the smashed-up docks. Stay low and advance to the rickety structure. The enemy is scattered; use the barrels and crates for cover to shoot any Japanese soldiers that move or fire from cover.



As you edge forward, be cautious of enemy reinforcements, especially of Banzai attackers who charge through gunfire and try to run you through with their bayonets.



## ENEMY TACTICS BANZAI ATTACKERS

To Western eyes, some of the tactics the Japanese utilized during all aspects of warfare seemed insane and unstoppable. One such tactic is the Banzai charge. In *World at War*, these soldiers are a major threat. Keep your eye out for enemies charging through a crowd and bee-lining for you with a raised rifle. If you hear a shout of "BANZAI!," an enemy is on his way to try to run you through.

In order to stop a Banzai attacker, you must shoot them several times. If the attacker manages to get near you, quickly hit the Melee button when the prompt appears onscreen. If you aren't quick enough, it's Game Over.

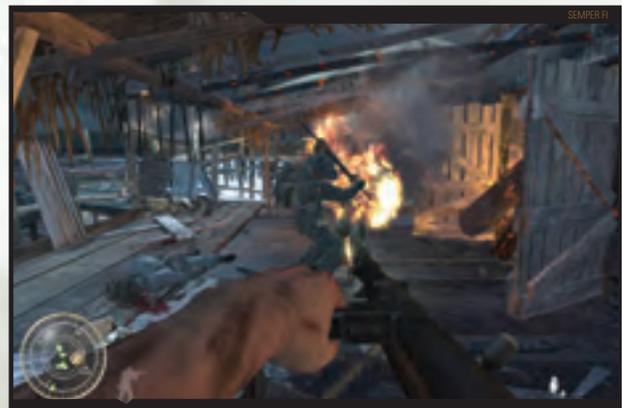


A good idea is to switch over to an automatic weapon when a Banzai attacker charges you. One quick spray is usually enough to stop them in their tracks.



## SAVING PRIVATE RYAN

After another wave of enemies falls, Private Ryan takes point and moves ahead. As he reaches the blazing building on your right, he is accosted by a flaming Banzai attacker. Use your weapon to unleash bullets into the Japanese soldier until he falls. You need to be very quick to save Private Ryan's life.



# INTO THE JUNGLE

1330Hrs

The Americans have landed on the Makin Atoll of the Gilbert Islands in order to gain a foothold in battle for the Pacific. Taking the island chain is critical in securing the naval supply lines to the Solomon Islands. The Allied Forces need to take the islands by surprise to ensure a swift victory. The green recruits land, hungry for the first taste of battle on foreign soil.

**American Forces**

Starting Weapons: Thompson, M1911A1 Pistol

Number of Collectibles: 2

1 FIRST VILLAGE

2 MAIN VILLAGE

3 CAVES

★ COLLECTIBLE



## OBJECTIVE

TRAVEL NORTH TOWARDS THE LOCATION OF THE ENEMY ENCAMPMENT.

Listen to your captain's instructions, and then follow your compass to the first objective.

Almost immediately, you are ambushed by the first wave of enemies.



This is a typical Japanese ambush. Two are hiding above you, and a couple more are running distraction directly ahead. As soon as you are attacked by any enemies, it's a good idea to crouch down and find cover nearby.



When you feel safe, begin looking around for enemies in the area. Start from one direction and scroll around, picking off any enemies you see. Utilizing this technique should allow you to survive most combat situations you encounter.

## ENEMY TACTICS

### SURVIVING THE JUNGLE

The Japanese specialize in using terrain to their advantage. Whenever you are attacked during the Pacific Islands levels, you can be pretty sure that the Japanese are attacking you from several different directions, above you or below you. Always look around before moving into a fight to try to locate all the enemies.



When all the enemies are dead, move towards the log. This reveals your location to two additional waves of enemies and they spring their trap. When they are dead, your Sergeant tells you to move on. Mantle the log, and run up the hill.

More enemies move in to intercept you. Stick to cover and kill them all. When the last one falls, your captain orders you to man the nearby mortar.



The exact position for the Mortar shot is shown here:

As soon as you blow up the first tower, more Japanese soldiers assault your position. You need to immediately exit the mortar display and kill them. Now, you need to move up to the second mortar position and destroy another tower.

Carefully advance towards the village. You can see the village on your mini-map. More enemies rush to meet you. Stay behind cover, crouch, and slowly advance on the village.

Use your grenades to clear out the village. When the Captain announces it's clear, grab the nearby ammo crate, and then move to the land mine at the gate.



### COLLECTIBLE TIP

The first Collectible star is located in the western tent here.



This is the first land mine mini-game.



### OBJECTIVE

### ELIMINATE ALL HOSTILES.

Continue forward into the Japanese village. Use the big rock as you enter the village for cover from the first line of defense. Wait until your Captain instructs you to move forward, and then slowly edge ahead.

The enemy forces you out of cover at times and then takes advantage of your lack of cover by ambushing you. When they do catch you outside of cover, quickly retreat to concealment. The best cover around are the thatched huts in the area.



### COLLECTIBLE TIP

The second Collectible star on this level is located in the northwest hut. Use the mini-map to locate this hut after you have killed the village defenses.



Eventually, all the Japanese lie dead and your Captain requests you regroup.

### OBJECTIVE

### USE THE TELEGRAPH TO CALL FOR A SUPPLY DROP.

The telegraph machine is located in the southeast building. Activate the machine to start the telegraph mini-game.

### MORSE CODE TIP

THE EXACT MESSAGE YOU ARE SENDING OUT TO YOUR COMRADES IS: "VILLAGE IS CLEAR; SMOKE DEPLOYED".



After you successfully complete the mission, grab the flamethrower located on the crate in the middle of the village.

### OBJECTIVE

### ELIMINATE ALL HOSTILES.

Cave clearing couldn't be easier with the flamethrower. The cave entrance is to your east. Take point and carefully move through the caves. There are several obstacles along the way that require you to mantle and crouch to continue.

Try to aim at the upper-body of the enemy for the quickest kills with the flamethrower.

When you make it to the rear of the cave, it's level complete!

MULTIPLAYER

BOOT CAMP

INTERFACE

ARSENAL

VEHICLES

PERKS

CLASSES

TACTICAL

MODES

MAPS

CLANS

UNLOCKABLES

CHALLENGES

SINGLE PLAYER

WEAPONS

TACTICS & STRATEGY

TOP

THE CAMPAIGN

ACHIEVEMENTS & TROPHIES

NDS

CONTROLS

TACTICS & STRATEGY

MINI-GAMES

THE CAMPAIGN

SPECIAL FEATURES

# CALL OF DUTY WORLD AT WAR

## OFFICIAL STRATEGY GUIDE

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### Rich Hunsinger

I would like to dedicate this guide to all of the men and women who so bravely and tirelessly fought in the war, specifically my grandfathers, Robert Hunsinger and Robert Milazzo who served as an Expert Marksman and a Medic respectively. I miss them terribly. I want to thank all of the Sea Snipers that helped out on this guide as well. You never disappoint me with the work you deliver and you do without asking for anything in return. And to my beautiful wife Kate, who despite living and working in the same place, hasn't seen me in over 2 months, thank you baby girl, I love you.

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