



**CALL OF DUTY**<sup>®</sup>  
**MODERN WARFARE**<sup>®</sup> **2**

COVERS XBOX 360<sup>®</sup>, SONY  
PLAYSTATION<sup>®</sup> 3 COMPUTER  
ENTERTAINMENT SYSTEM,  
AND PC DVD-ROM



**ACTIVISION**<sup>®</sup>

Phillip Marcus and the Sea Snipers

# PREPARE FOR REDEPLOYMENT

TAKE YOUR GAME FURTHER



# CALL OF DUTY MODERN WARFARE 2





# CALL-DUTY MODERN WARFARE 2

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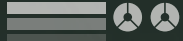
## S.S.D.D



OPERATIVE: PFC. JOSEPH ALLEN, RANGERS

OPFOR: NONE

LOCATION: CAMP PHOENIX, AFGHANISTAN MILITARY BASE



INTEL: 1

OBJECTIVE: TRAIN LOCAL MILITARY FORCES

INITIAL LOADOUT

M4A1



### TRAIN THE LOCAL FORCES



Your mission begins in the dusty hills of Afghanistan, during a live-fire training exercise, demonstrating Ranger shooting techniques to the native military.

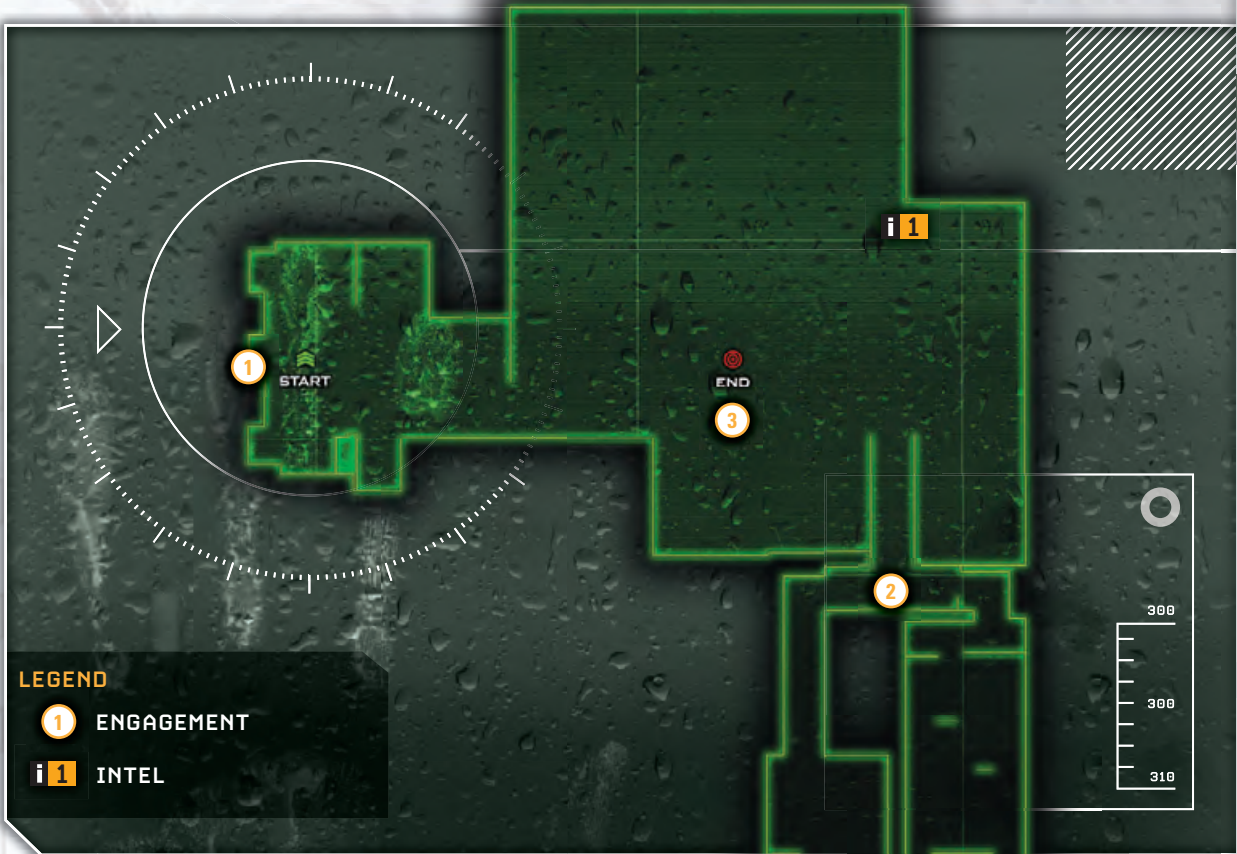
This mission is a simple tutorial, but don't miss the Intel! It gives you a chance to become acclimated—or re-acclimated—to the controls.

### ENGAGEMENT 1

Your first task is simply to spray bullets at the targets from the hip, in order to demonstrate the technique's inaccuracy.

After that, you can pick off the targets properly by crouching, sighting down the barrel, and firing aimed shots.





CAMPAIGN BASICS

CAMPAIGN WALKTHROUGH

ACT 1

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### TARGET SNAP

Remember that in single-player, unlike multiplayer, pressing the iron sights button causes your crosshair to snap instantly to the nearest hostile target.

With practice, this allows you to cycle quickly between multiple enemies, neutralizing them in short order.

This does *not* work in multiplayer, so don't get too comfortable.

If you find the target snap uncomfortable, you can disable it in the Options menu.

After the aiming demo, you are called on to fire through a wooden board to a target, and then to toss a grenade at multiple targets.



### SOFT COVER

Shooting through soft cover is a useful technique in many levels, as enemies take cover behind objects that aren't entirely impenetrable.

Any gun can shoot through very light materials, but larger-caliber weapons are especially suited to penetrate cover, and some can even shoot directly through walls.

If you know an enemy is behind a piece of cover, don't hesitate to fire a few shots directly at the cover. You change weapons a lot during the campaign, and some of the time your weapon can penetrate the cover and dispatch the target, saving you the trouble of waiting and carefully aiming for an exposed target.

## SHOW OFF YOUR SKILLS IN THE PIT



Once you're done with the preceding exercise, you can leave the training area and make your way over to The Pit, a live-fire training ground that's



more suitable for testing your skills.

### GRENADIER

Grenades are powerful and useful tools. Though you are usually limited to a handful of Flash and Frag Grenades for any given mission, even a single grenade can be helpful.

Thrown at large groups or in confined spaces, a single grenade can disable or kill multiple targets.

Even if a Frag Grenade fails to score a kill, flushing your enemies out of cover can work just as well.

Flash Grenades are particularly helpful for clearing rooms and disabling very large enemy groups. Thrown ahead of you into a room, they can dazzle opponents, giving you the time you need to penetrate and eliminate any hostiles.

## ENGAGEMENT 2

Over at The Pit, Corporal Dunn instructs you to pick up a sidearm, a Desert Eagle in this case. Practice swapping between your primary weapon and your sidearm.

After that, you can then choose a weapon from the available options: SCAR-H Foregrip, MP5K Holographic, ACR Holographic, or M9.

Test each of them for feel before you move on, and take whichever one you favor.



### WEAPON SWAP

Switching from your primary weapon to a pistol is always faster than reloading. However, because it's possible to carry two non-pistol weapons simultaneously, remember that switching from one assault rifle to another isn't necessarily faster.

However, in cases where you carry one weapon and a sidearm (typically at the start of many missions), don't hesitate to switch and quickly fire if you run out of ammo and still have a hostile target at close to medium range. Doing so can finish off an enemy before he gets a chance to harm you.

When you're ready, Dunn informs you that General Shepherd is watching your training in The Pit. He's recruiting soldiers for a special operation. Show him what you've got!

The entrance to the training grounds is just past the Corporal. The training run is a simple live-fire exercise. Run through the grounds, shooting down hostile targets while avoiding any of the civilian targets.



You must clear the hostile targets in each area before you move to the next.

At the halfway mark, you *must* kill the target with a knife attack. This teaches you an important technique. If you ever get jumped at pointblank range, knifing is always an instant kill against your opponent. Plus, it's fast and requires no ammunition.

Once you reach the end of the training grounds, you receive a grade based on your speed and number of civilians hit. In turn, this yields a recommended difficulty level for the single-player campaign.

If you are completely new to the *Call of Duty: Modern Warfare* series, we strongly recommend you play on Recruit difficulty. However, if you're a returning veteran, Regular difficulty provides a low-stress, high-intensity game. We don't recommend Hardened or Veteran difficulty for your first campaign playthrough, unless you *really* enjoy struggling against nasty opposition.

For completionists, we recommend playing through on Regular or Recruit to gather Intel, and then tackling Hardened or Veteran once you're familiar with the encounters.

## ROLL OUT!

Clearing the training makes a larger number of weapons accessible at the entrance. You can pick a new gun and retry the training as often as you like. You can pick from the M9 Pistol, ACR, Holographic, SCAR-H Foregrip, Desert Eagle, and MP5K Holographic.



### ON-THE-FLY DIFFICULTY

Remember that, while you're on a mission, you can always change its difficulty setting!

If you've chosen a higher difficulty level and you find one mission or area too frustrating, you can always lower the difficulty and come back later from the mission select to try again.

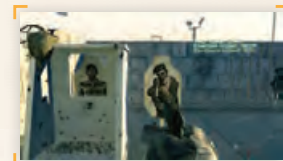


### ACHIEVEMENT / TROPHY PIT BOSS

To earn the Pit Boss Achievement/Trophy, finish The Pit with a final time under 30 seconds.

## ENGAGEMENT 3

When you're finished with the training area, head back up the steps to exit. When you do, you arrive at a chaotic scene. Military trucks arrive, ferrying wounded from the front lines, and you're called out on an incursion into a nearby city. The first proper mission of the game begins.



### ACHIEVEMENT / TROPHY BACK IN THE SADDLE

You receive the Back in the Saddle Achievement/Trophy for completing this mission.

#### CAMPAIGN BASICS

#### CAMPAIGN WALKTHROUGH

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M16: The Enemy of My Enemy

M17: Just Like Old Times

M18: Endgame

#### SPECIAL OPS MISSIONS

#### MULTIPLAYER BRIEFING

#### MULTIPLAYER WARFARE

#### TACTICAL

#### CLANS

#### INTEL CHARTS

#### SATELLITE INTEL

#### ACHIEVEMENTS

# ALPHA MISSIONS

Special Ops is an entirely new mode in *Call of Duty: Modern Warfare 2*, separate from the campaign or multiplayer, though it does include cooperative multiplayer!

Spec Ops missions are divided into Alpha, Bravo, Charlie, Delta, and Echo, with progressively more difficult and unique challenges in each category.

All Spec Ops missions can—and we think, should—be played cooperatively. You can play with a friend online, and this is a lot of fun in all of the missions. There are two missions, both in Bravo, that can *only* be played cooperatively. Also, Xbox 360 and PS3 allow you to play these missions cooperatively in Split Screen mode!

In co-op mode, if you fall in battle, your partner can (in most missions) revive you by approaching and holding the Use button. If you are downed, you can yell for help with the Weapon Swap button, or fire with your pistol, as though you're in Last Stand.

Each Spec Ops mission can be played on Regular, Hardened, or Veteran difficulty, corresponding to the one- to three-star rating on each mission. Some missions have specific completion goals to achieve a higher star rating, although most you must simply beat on Veteran to earn three stars.

Earning stars unlocks a few Achievements/Trophies, and unlocks new Spec Ops missions. There are 69 stars to earn in total: three for each of the 23 missions, though you do not need to acquire a full three stars on the early missions to unlock the later ones.

Generally, getting three stars on most missions is easier to do in co-op play, so if you're going for total completion, bring a friend!

Spec Ops missions are usually small chunks of the campaign levels, redone with some type of new objective, be it offense or defense. A few are unique, taking place either on maps that may be familiar to *Call of Duty 4: Modern Warfare* veterans, or entirely new scenarios.

## MISSION 01

### THE PIT

**DESCRIPTION:** CLEAR ALL OF THE ENEMY TARGETS AS FAST AS POSSIBLE. SHOOTING CIVILIANS WILL PREVENT YOU FROM GETTING 3 STARS.

ESTIMATED OPPOSITION: NONE

CLASSIFICATION: ASSAULT

ESTIMATED COMPLETION TIME: 1:00.00

IW BEST: 00:22.60

#### DIFFICULTY LEVELS

★	COMPLETE THE COURSE
★★	COMPLETION IN LESS THAN 45 SECONDS
★★★	COMPLETION IN LESS THAN 35 SECONDS

CANNOT HIT ANY CIVILIANS FOR 3-STAR RANKING.

FIVE CIVILIAN CASUALTIES RESULTS IN MISSION FAILURE.

#### STARTING GEAR

M4A1  
USP .45

#### AVAILABLE GEAR

M9  
Desert Eagle  
SCAR-H Foregrip  
MP5K Holographic  
ACR Holographic



#### STAR AWARDS

Upon completion, most Special Ops missions award one star for Regular difficulty, two stars for Hardened, and three stars for Veteran difficulty. However, a few of them have specific requirements to earn stars—check the mission's header for details.

The stars you earn for completing Special Ops missions unlock, among other things, access to each successive mission tier. Note the following table:

SPECIAL OPS MISSION TIER	STARS NEEDED
Bravo	4
Charlie	8
Delta	20
Echo	40

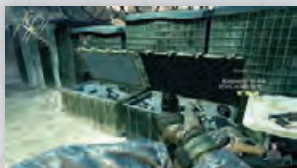
### JUST GETTING WARMED UP

The first Spec Ops mission is very straightforward. It's simply the training run session of S.S.D.D., only this time you can play it co-op.

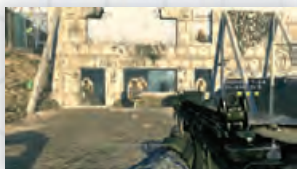
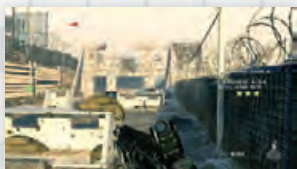
Most, though not all, Spec Ops missions are small slices of campaign missions, but often with significantly different opposition or goals. Some are target elimination, while some are simple defense.

In this case, you need to clear The Pit quickly and without hitting any civilians. It's good practice for fast movement and weapon swapping!

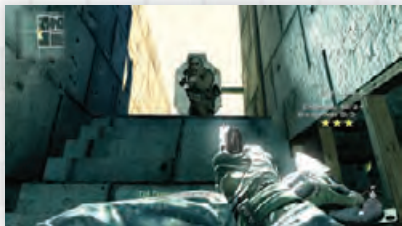
To start the level, walk through the gate and into The Pit. The first engagement is three enemies and no civilians. You can easily spray down all three of the enemies with an automatic rifle and proceed to the next engagement.



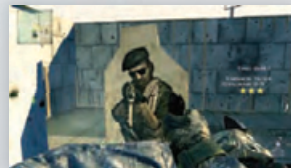
Move forward, and the next crop of enemy targets appears. There is one stationary target to the right, and one moving target, which is occasionally obscured by a civilian target in front. Carefully take out the enemies without hitting the civilian.



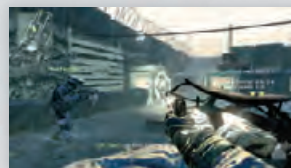
The next engagement is immediately behind the previous one. It has enemies on both floors of the destroyed building. The first floor has two moving and one stationary enemy target, while the second floor has one moving target and one stationary target. Avoid the two civilians on the first floor. Consider switching to your pistol at this point to avoid running out of ammo in the next level.



Move into the building for the next engagement, which consists of one moving and two stationary enemy targets. Take out the two stationary enemy targets to the right before you enter the building. Then carefully take out the moving target behind the building. Reload your pistol if necessary, and run up the stairs. Knife the target at the top of the stairs to trigger the next wave.



The next wave consists of four enemies and two civilians. Carefully take out both of the enemies on the left. Next, shoot the two targets to the right while you move toward the rooftop's edge. Drop down for the next wave, reloading as you run.



A precise shot during your fall can take out one hostile in this wave on the left side. Next, move around the right side, carefully taking out the enemy targets and avoiding the civilian in the background. If you're using a Desert Eagle here, the shot will go straight through the two enemies and take out the civilian.



Run straight ahead to the exit as you take out the two enemy targets in your way.

### VETERAN TIPS

While you carry a pistol, you run faster. Consequently, a good way to go for a fast time on this mission is to carry *two* pistols. Take your .45 and grab the M9 at the start.

This gives you the benefit of faster movement *and* faster switching, because you're swapping to a pistol.

Otherwise, simply make sure you're sprinting when you're not shooting!

#### CAMPAIGN BASICS

#### CAMPAIGN WALKTHROUGH

#### SPECIAL OPS MISSIONS

#### ALPHA

M1: The Pit

M2: Sniper Fi

M3: O Cristo Redentor

M4: Evasion

M5: Suspension

#### BRAVO

M1: Overwatch

M2: Body Count

M3: Bomb Squad

M4: Race

M5: Big Brother

#### CHARLIE

M1: Hidden

M2: Breach & Clear

M3: Time Trial

M4: Homeland Security

M5: Snatch & Grab

#### DELTA

M1: Wardriving

M2: Wreckage

M3: Acceptable Losses

M4: Terminal

M5: Estate Takedown

#### ECHO

M1: Network

M2: High Explosive

M3: Armor Piercing

#### MULTIPLAYER BRIEFING

#### MULTIPLAYER WARFARE

#### TACTICAL

#### CLANS

#### INTEL CHARTS

#### SATELLITE INTEL

#### ACHIEVEMENTS

# MULTIPLAYER

We have received your volunteer application for service with the elite forces. We appreciate your dedication. After careful screening, we have decided to accept you as a recruit. Welcome aboard! Your training takes you from the Afghan desert to the radioactive Wasteland. Along the way, you will fight among the best the world has to offer, through the Highrise and the Quarry, the Sub Base and the Underpass. Learn from your mistakes but endeavor to learn from others' as well. We supply you with all of the basics, including weapons training and intel, Perk utilization and implementation, and detailed satellite data for every theater of war. You are cleared to receive advanced intelligence on everything from combat movement and squad management to Killstreak acquisition, weapon Attachment customization, and standard operating procedures for all modes of combat.

You may have done this sort of thing before, but now you can expect deployment in 16 new theaters of war and exposure to a multitude of unfamiliar weapon systems and equipment, so read on. Once you are in country, we will provide you with detailed charts, unlockables, and specs for all Perks, Attachments, equipment, and weapons. You will learn various modes of engagement as you progress. Can you wield dual shotguns effectively? Do you know how to deploy a nuclear warhead? Can you operate the 40mm cannon on an AC-130? We'll show you how. Prepare for deployment...

## BRIEFING

*Call of Duty: Modern Warfare 2* is one of the most beautiful, in-depth, hardcore shooters available today. Players wage war in multiple combat modes and in 16 different theaters of war. Attack with a vast weapon collection, or create many lethal character classes by combining Attachments, equipment, Perks, and Killstreak rewards. Climb the ranks and outfit yourself with a variety of deadly loadout combinations. Engage the most highly skilled soldiers in the world online, challenging up to 18 players in battle. With new modes like Capture the Flag and Demolition, and new weapons like the ACR Assault Rifle and the WA2000 Sniper Rifle, you're in for a completely different experience. Get ready for all of the tactical training you'll need to succeed. Remember, history is written by the victors!

## OPTIONS

Before you engage, you must first establish some preliminary settings, options that enhance the way you operate in battle. Poor choices can hinder your performance, but a savvy setup allows your character to become an extension of yourself.

**Stick Layout:** These four presets determine what each thumbstick does. Carefully decide which setup works best for you.

**Button Layout:** You can select from three choices here. Take your time and figure out which configuration best suits your play style. Pay particular attention to the button you set as your melee combat action.

**Sensitivity:** Three settings are available here, along with a fourth customizable setting. This section allows you to adjust the speed at which your character moves and turns, as well as how sensitive your controls are to input. Too high a setting can spin your crosshairs and make it difficult to target enemies while you're sniping. Too low a setting often results in letting fast-moving targets escape unharmed.

**Look Inversion:** When it's enabled, this option makes your character look down when you press up and look up when you press down.

**Vibration:** If you're using a vibration-enabled controller, this option turns the vibration feature on or off. Leaving vibration on helps you detect silent enemy fire via tactile feedback, in addition to the audible and visual cues.

**Horizontal and Vertical Margins:** These sliders adjust your screen's picture to be either inset from its vertical and horizontal edges or meet them.

**Game Volume and Brightness:** Calibrate these settings so that you can hear everything without distortion and see everything without it being too dark or bright.



## HEAD-UP DISPLAY (HUD)

Your HUD delivers all of the information pertaining to your current objective, from how much time remains in the mission to how much ammo you have left.



Your crosshairs automatically turn red when focused on an enemy. You can use this to your advantage in locations that have a lot of cover. Pass your crosshairs over the cover to see if they turn red. If they do, fire a shot. If you hit someone, your crosshairs turn to an "X," indicating a successful hit.

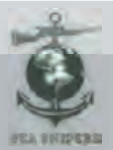


Your crosshairs also spread apart when you are moving quickly. They tighten again when you stop moving. You can increase your crosshairs' accuracy and size by moving more slowly, crouching, or going prone (to tighten them considerably). When you get hit, your HUD identifies the direction from which the attack originated. This is displayed by a red arc appearing around your crosshair—it points in the direction of attack. This works with bullets as well as grenades or explosions. Use this arc to determine the direction of enemy fire, and evade or engage accordingly.



### Sea Sniper Tip: Where's My HUD?

Hardcore settings remove all elements from your HUD. It's not broken.



Several indicators inform you of a hit. In addition to controller vibration and the red arc indicator, blood droplets appear onscreen, impairing your vision and movement. This effect subsides over time if you do not suffer any further damage. Seek cover as quickly as possible when you start to bleed.



The HUD displays other important data, including radar with a scrolling map of your location. This map depicts the basic area of engagement as well as your position, your teammates' positions, and enemy positions.



Check the mini-map often, particularly when someone fires a shot. Enemies do not stay visible for long. They appear as a Red Dot on your mini-map, so do your best to call out their locations to your team as soon as you see them. In objective-based game modes, the mini-map also shows your current objectives. Your HUD displays these points in the virtual world with floating icons marking their locations. Look for these when you play modes like Search and Destroy, Sabotage, Domination, or any other objective-based scenario. The bottom-left of your HUD shows the game mode you're currently playing, the score for each side, and how much time remains in the mission. The rank progress bar, a slanted bar along that bottom that spans the screen's width, fills as you rank up. When you reach the next rank, the bar resets, ready to fill again from the beginning. The HUD's bottom right displays your compass, the number of rounds in your current weapon, the special grenades and other explosives you carry, and any Killstreaks you acquire. Use your compass often to call out to your team where you are heading or where you've seen an enemy. Familiarize yourself with the most critical information so you aren't hunting for it when you need it most. Remember that in any Hardcore mode, your HUD disappears. This mode hides all icons and objectives, the mini-map, and even crosshairs! When you play Hardcore modes, choose a weapon you can sight with easily because your crosshairs are inactive.

CAMPAIGN BASICS

CAMPAIGN WALKTHROUGH

SPECIAL OPS MISSIONS

MULTIPLAYER BRIEFING

MULTIPLAYER WARFARE

TACTICAL

CLANS

INTEL CHARTS

SATELLITE INTEL

ACHIEVEMENTS



Afghan's mountainous desert region features a centrally located downed plane, a cave system, cliff-side catwalks, bunker complexes, poppy fields, and plenty of cover. Your insertion occurs during the middle of the day, sending you off into some blowing sand. You should be aware of a few radiation zones in this part of the country. Avoid them, as passing into them inflicts damage—you must back-track as quickly as possible before you die of radiation poisoning. Here's a suggested character class for the Afghan map:

### SANDBLASTER

PRIMARY/ ATTACHMENT	Barrett .50 cal / Silencer	
SECONDARY/ ATTACHMENT	Model 1887 / Akimbo	
EQUIPMENT	Claymore	
SPECIAL GRENADE	Smoke	
PERK 1	Sleight of Hand	
PERK 2	Stopping Power	
PERK 3	Steady Aim	
DEATHSTREAK	Final Stand	

### MODE: DOMINATION

TERRAIN: ROCKY, MOUNTAINOUS, DESERT • FACTIONS: OP FOR / TF 141 • WEATHER/T.O.D.: BLOWING SAND, DUST / MID-DAY

**INTELLIGENCE**

- UNPLAYABLE
- UNDERGROUND
- OVERHEAD
- RADIATION ZONE
- WINDOW
- UP
- SPAWN POINT
- CAPTURE POINT

- CAMPAIGN BASICS
- CAMPAIGN WALKTHROUGH
- SPECIAL OPS MISSIONS
- MULTIPLAYER BRIEFING
- MULTIPLAYER WARFARE
- TACTICAL
- CLANS
- INTEL CHARTS
- SATELLITE INTEL**

#### Afghan

- Derail
- Estate
- Favela
- Highrise
- Invasion
- Karachi
- Quarry
- Rundown
- Rust
- Scrapyard
- Skidrow
- Sub Base
- Terminal
- Underpass
- Wasteland

#### ACHIEVEMENTS

# CALL DUTY MODERN WARFARE 2

By Phillip Marcus and the Sea Snipers

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**Phillip Marcus:** Like so many others out there, I spent many long nights with friends online in *Call of Duty 4: Modern Warfare*. When I was asked to work on the sequel, the answer was rather obvious.

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*Call of Duty: Modern Warfare 2* is an excellent game, and I hope this guide enhances your enjoyment of it in some small way!

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[SS]Rator a.k.a. Rich Hunsinger  
[SS]SportoFu a.k.a. Jordan Evans  
[SS]Grifter a.k.a. Ian Bardecki  
[SS]Midnight a.k.a. Ammon Terpening  
[SS]Wally a.k.a. Jon Toney

Since we started writing and illustrating strategy guides, we have always tried to make each guide better than the last. We try to give players what you want, because we want it too. If it's in the game, we will do everything in our power to bring it to you in the guide.

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