PREPARE FOR REDEPLOYMENT

The multiple Game-of-the-Year award winning Call of Duty: Modern Warfare series makes its highly anticipated return, upping the ante on all counts. Devastating new weapons and attachments, more compelling perks, exciting new game modes, more character class options: A gripping new campaign—more of everything you love about the uncompromising Call of Duty experience! Master it all with this essential Signature Series guide!

INCOMPARABLE MULTIPLAYER COVERAGE

We provide all the tools to maximize your Multiplayer experience. Optimize your combat effectiveness with our analysis of every Perk, Weapon, Attachment, Camouflage, and more! Our Create a Class recommendations ensure that you pick the perfect loadout. Expert tactics for team-based and solo play. Killstreaks and Deathstreak bonuses. Ranks, and much more!

EXCLUSIVE MULTIPLAYER AND SINGLEPLAYER MAPS

We give you maps for every Campaign and Spec Ops mission, as well as all 23 Special Ops missions. Engagement-based strategy gets you through every skirmish. Co-Op tactics help you get the most from your Spec Ops partner!

There's more!

We reveal the Achievements and Trophies, unlockable Weapons and Attachments, cool game features, novel play modes, and much more!

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PREPARE FOR REDEPLOYMENT
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.
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.

**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.

**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.

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.

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 daze opponents, giving you the time you need to penetrate and eliminate any hostiles.

ENGAGEMENT

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.
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.

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.

BACK IN THE SADDLE

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

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.
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**

<table>
<thead>
<tr>
<th>★</th>
<th>★★</th>
<th>★★★</th>
</tr>
</thead>
<tbody>
<tr>
<td>Complete the Course</td>
<td>Completion in less than 45 seconds</td>
<td>Completion in less than 35 seconds</td>
</tr>
</tbody>
</table>

**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:

<table>
<thead>
<tr>
<th>SPECIAL OPS MISSION TIER</th>
<th>STARS NEEDED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bravo</td>
<td>4</td>
</tr>
<tr>
<td>Charlie</td>
<td>8</td>
</tr>
<tr>
<td>Delta</td>
<td>20</td>
</tr>
<tr>
<td>Echo</td>
<td>40</td>
</tr>
</tbody>
</table>
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 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 civilian. 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!
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 against 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.
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 the 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.

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.

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.

Sea Sniper Tip: Where’s My HUD?

Hardcore settings remove all elements from your HUD. It’s not broken.
The following section provides satellite data for all the theaters of war you encounter in multiplayer deployment. This intelligence suggests class loadouts, location-based tips, routes, and map callout markers specific to several game modes. Familiarize yourself with all of the info contained in this file. This is your bread and butter. Study your maps, know them inside and out, and you’ll come back alive.

**MODE: CAPTURE THE FLAG**

**AFGHAN**

Our analyses of the MP levels include six variations of each map. Each map variation displays callout markers for a specific MP game mode: Capture the Flag, Domination, Headquarters, Sabotage, Search & Destroy, Demolition, and Team Deathmatch.

Also, the following maps assign names to specific areas. This is simply for ease of reference; we refer to these area names in our strategic analyses. As you play the game with teammates, you may find that using unique area names during in-game chatter streamlines team communication.
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:

**MODE: DOMINATION**

**Afghan's Mountainous Desert Region**

**Sandblaster**

<table>
<thead>
<tr>
<th>PRIMARY/ATTACHMENT</th>
<th>Barrett .50 cal / Silencer</th>
</tr>
</thead>
<tbody>
<tr>
<td>SECONDARY/ATTACHMENT</td>
<td>Model 1887 / Akimbo</td>
</tr>
<tr>
<td>EQUIPMENT</td>
<td>Claymore</td>
</tr>
<tr>
<td>SPECIAL GRENADE</td>
<td>Smoke</td>
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<tr>
<td>PERK 1</td>
<td>Sleight of Hand</td>
</tr>
<tr>
<td>PERK 2</td>
<td>Stopping Power</td>
</tr>
<tr>
<td>PERK 3</td>
<td>Steady Aim</td>
</tr>
<tr>
<td>DEATHSTREAK</td>
<td>Final Stand</td>
</tr>
</tbody>
</table>

**Afghan**

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

**ACHIEVEMENTS**
Call of Duty: Modern Warfare 2

ACKNOWLEDGMENTS

BradyGAMES sincerely thanks everyone at Activision and Infinity Ward for their gracious support from the very beginning of this project, and for another uncompromising installment in the Call of Duty: Modern Warfare series. Very special thanks to Vince Zampella, Mark Rubin, Pete Blumel, Robert Bowling, Zied Bieke, David Wang, Letam Biira, Byron Beede, Kap Kang, and Amanda O’Keeffe for opening your doors to us and making this guide possible. A thousand thanks for your hospitality and for all your hard work during an incredibly busy time—thank you!

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.

To Pete Blumel at Infinity Ward, a big thank you for being both friendly and welcoming to us during a busy time, and quickly providing us with any details or access we needed—it was a pleasure to work with you. Thanks also to Candace Capen and Anthony Rubin for sharing their expertise on all matters single-player and co-op, and for sanity-checking our work. Finally, a special thanks to Jason Fox, a good friend who took a week off from life to help with Spec Ops, and Rich Hunsinger, who created the other half of this tome.

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

Jason Fox: I would like to thank Tim and Leigh from BradyGAMES for giving me the opportunity to help with this guide, and Phil for comforting me at every moment of transformation from simple game controller to angry projectile. I’d also like to thank Rich for helping on a few of the more challenging missions. Most importantly, a huge thank you to my wife Lindsey and my son Jake for letting me do crazy things like this all the time.

Rich Hunsinger: Special thanks to the S.T.R.A.D.T. team (Sea Snipers Tactical Research And Development Team), consisting of following Sea Snipers, for their tireless efforts in helping to create the content for this guide. Without their help, I would never have gotten this guide done on time or to this level of quality. I worked them almost to death, and one of them to the emergency room!

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.

The Sea Snipers would like to thank BradyGAMES for this awesome opportunity, specifically Leigh Davis, Tim Fitzpatrick, Debby Neubauer, and the rest of the BradyGAMES staff. Big thanks to all of the guys at Infinity Ward. Every time we get the privilege to work at your studio, you make us feel like part of your team, and we really appreciate that. Thank you to Producers Mark Rubin and Pete Blumel for taking care of us while we were there. You guys got us everything we needed on top of trying to finish your game. Very cool. I’d sincerely like to thank CEO Vince Zampella and 402, a.k.a. Robert Bowling, who had everyone who worked on Call of Duty 4: Modern Warfare sign my guide for me—wow, thank you guys! Todd Alderman, Geoff Smith, Royce, Brad Allen, and Soup: thank you guys for all your help. I hope we didn’t bug you too much that week. Thanks to [SS]Chief, a.k.a. Michael Fry, who is currently serving in the U.S. Navy, for getting us the opportunities we have now. Thanks to all our families for putting up with us while we were working on this guide, and to the S.T.R.A.D.T. team who worked at Infinity Ward with me. I worked you guys hard and you never complained—you just passed out. That’s hardcore. You all did what was asked of you within the deadline. Without all your help, I’d still be marking objectives on the maps. Finally, thank you to my beautiful wife Kate, who always stops whatever she’s doing to make sure everything I need is taken care of, so I can concentrate on these guides. I love you, baby girl.