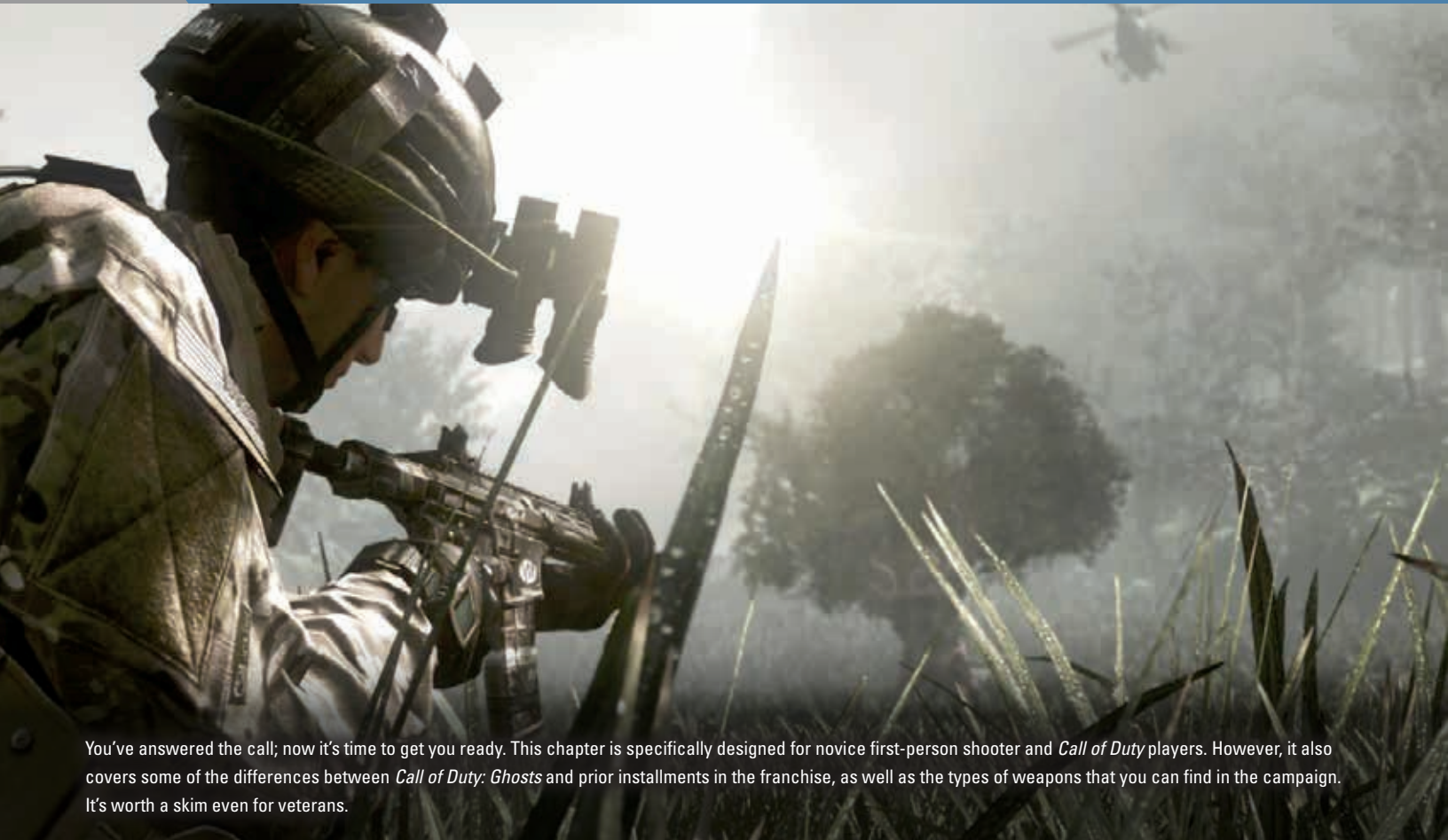


# SPECIALIZED TRAINING



You’ve answered the call; now it’s time to get you ready. This chapter is specifically designed for novice first-person shooter and *Call of Duty* players. However, it also covers some of the differences between *Call of Duty: Ghosts* and prior installments in the franchise, as well as the types of weapons that you can find in the campaign. It’s worth a skim even for veterans.

## THE BASICS

### DISCHARGING YOUR WEAPON

*Call of Duty: Ghosts* is called a first-person shooter for a reason: most of the action takes place from the protagonist’s perspective while firing a weapon. There are two different ways you can fire your weapon:



**Aim Down Sight (ADS):** Refers to when you press and hold a button to look down your weapon’s sights. Aim Down Sight increases the accuracy of your weapon and makes it easier to aim at your enemy, but it dramatically slows down how quickly you can move. Additionally, bigger, heavier weapons take longer to enter and exit ADS mode.

**Hipfire:** Refers to firing a weapon without using Aim Down Sight. Hipfire is dramatically less accurate than using ADS, but it does not restrict movement. Use Hipfire when an enemy is at point-blank range.

**Aim Assist:** A menu option that makes Aim Down Sight more accurate. When Aim Assist is on, activating ADS causes the weapon to snap to a nearby enemy. Many advanced players prefer to play without Aim Assist enabled.

### THE INTERACT BUTTON

Throughout the game, one of the most useful buttons is the **Interact** button. You can use this button to complete a variety of actions, including hacking computers, cutting a hole in glass, or setting an explosive.

Whenever you see a yellow glowing object, this usually means you must hit the **Interact** button to advance the story. If you aren’t sure what to do next, try checking your Objectives in the Pause menu and looking around for a glowing object.



### STANCES

In the field, there are three stances a player can adopt: standing, crouching, or prone. You can cycle through these stances by using the **Jump** and **Crouch** buttons (on PC, there is an additional **Prone** button that takes you straight to that position).

Crouching and prone both increase your firing accuracy, but they restrict how quickly you can move. Crouched players move at about half speed, and prone players move along at a crawl.

Additionally, you need room in the surrounding environment to go prone. If the game tells you that you can’t go prone where you are standing, that means you should find a more open area.

Besides making your shots more accurate, going prone and crouching also makes you harder to hit. Whenever you take some damage, you should go prone behind cover to regenerate your health before returning to battle.

### MELEE

There are two uses for melee attacks. If an enemy accidentally gets too close to you, the quickest way to down him is to use a melee attack. Melee attacks are always one-hit kills.

Melee attacks are also silent kills, so there are a few stealth sequences in the game where you can use your knife to execute a perfectly silent kill.

Be aware that if you melee an enemy while in view of other opponents, it opens you to attack for as long as the melee animation is playing. As such, it’s a good idea to avoid melee attacks outside of emergencies or stealth scenarios.



### GRENADES

The *Call of Duty: Ghosts* campaign has two kinds of grenades: Tactical and Frag.

Tactical grenades include Flashbangs, Tear Gas, and Smoke Bombs that you can use to stun your enemies or provide cover. These are particularly useful against adversaries behind cover, as these grenades let you advance on your foes, or pick them off when they come stumbling out.

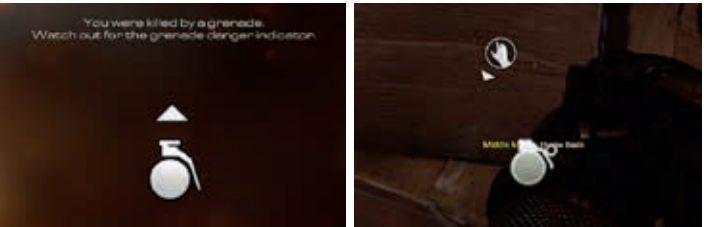
Frag grenades are explosive grenades that can kill an enemy outright. They are also useful for forcing an opponent out from cover. Enemies in *Call of Duty: Ghosts* are smart, and they won’t just stand on top of a ticking grenade. Instead, they run in an attempt to find different cover. This gives you an opportunity to pick them off safely.

Additionally, Frag grenades can be “cooked.” To cook a grenade, hold down the Frag Grenade button. A red set of dots appears in the middle of the screen. This is a counter for your grenade, and when the four red dots fill up, the grenade detonates. Cook the grenade until there are three red dots, then release it to have a better chance of killing an enemy outright with the explosive.



If an enemy throws a grenade at you, an indicator on-screen illustrates in which direction the grenade is rolling. When you see this indicator, you have two choices: run, or throw it back.

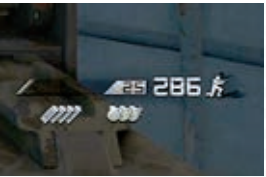
If you think you have enough time to throw a grenade back, run toward the grenade. When you are close enough, you will see a grenade throwback indicator. Press the **Frag Grenade** button to toss it back at the enemy.



### TAKING STOCK — YOUR INVENTORY

In the single-player campaign, you can always carry two weapons. The **Switch Weapons** button allows you to toggle between your two active weapons. When you first pull a weapon out, its name appears on the bottom-right corner of the screen. The weapon’s current clip level and the ammo stock you have for the weapon are displayed next to the name.

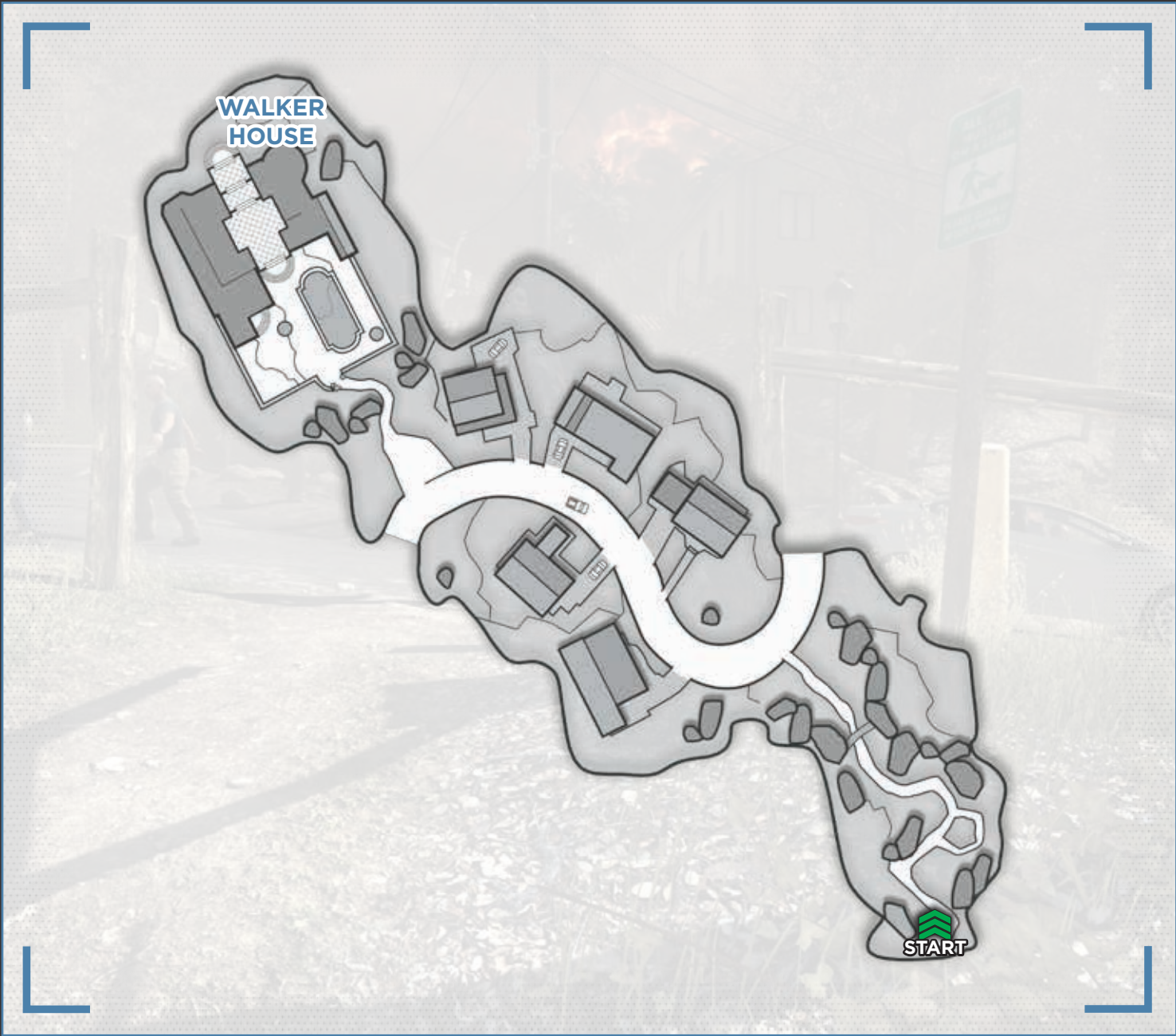
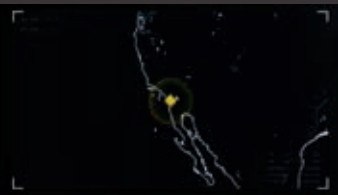
Just above the weapon ammunition indicator is your grenade count. You can see both your Tactical and Frag grenade supply. There’s also an indicator that shows your current stance in the same area.



After you kill an enemy, they drop the weapon they were holding. You can pick up the weapon by walking over to it and pressing the **Interact** button.

# 01.1 GHOST STORIES

SAN DIEGO, CA | MISSION DETAILS: SURVIVE THE ODIN ATTACK.



OPERATIVE



LOGAN WALKER

SUPPORT



HESH WALKER



ELIAS WALKER

## “Oh, a Little Tremor There.”

Through most of *Call of Duty: Ghosts*, you play as Logan Walker. The game starts with you controlling Logan during a conversation with his brother, Hesh, and his father, Elias.

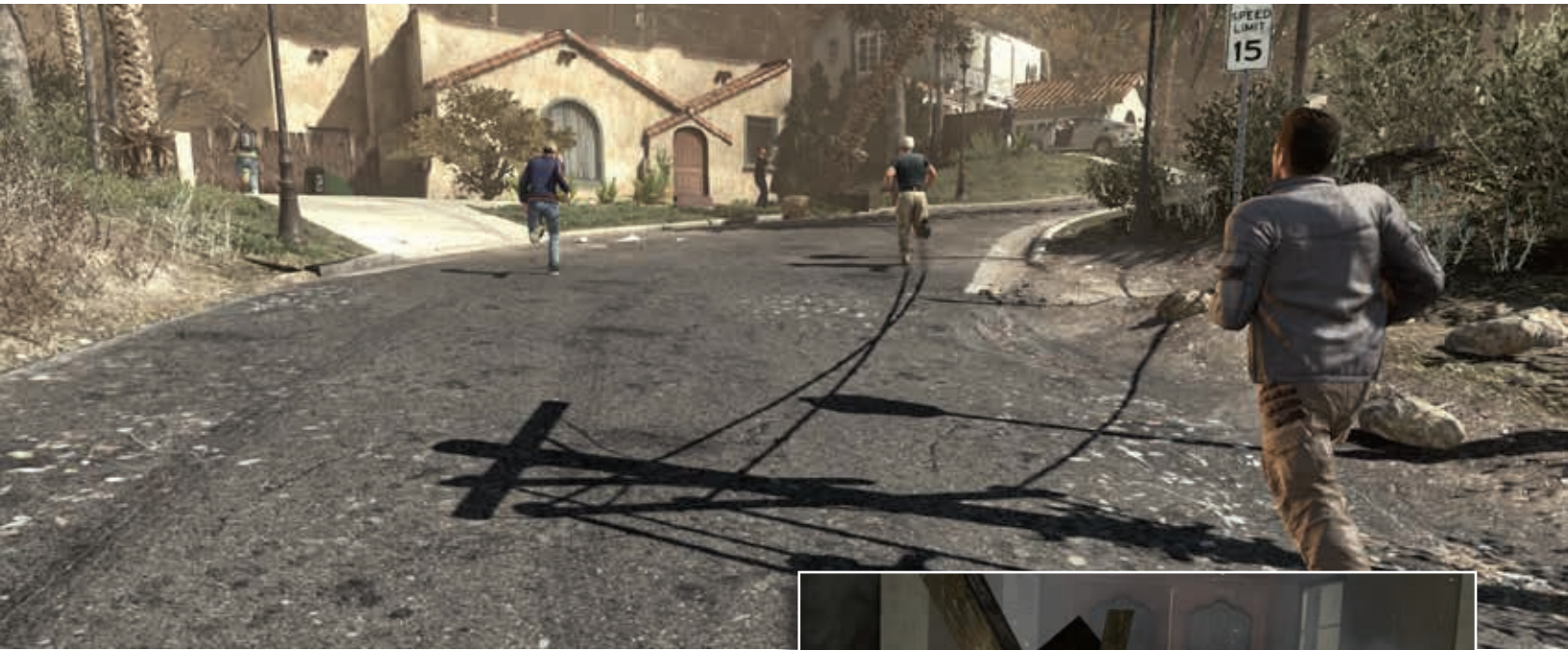
After the talk, follow Hesh up the forest trail. Take some time to get your bearings on the basic controls. If you need to invert the camera or adjust the movement and look sensitivity, now is the time to do it.



## “Odin, It’s Odin!”

When the second tremor hits, Elias realizes the heavy rumblings are more serious. Follow Hesh over the log (the **Jump** button allows you to climb over obstacles) and up the trail. When you emerge on the street, follow Hesh closely. Avoid walking into the street as several out-of-control cars barrel down from the hill.

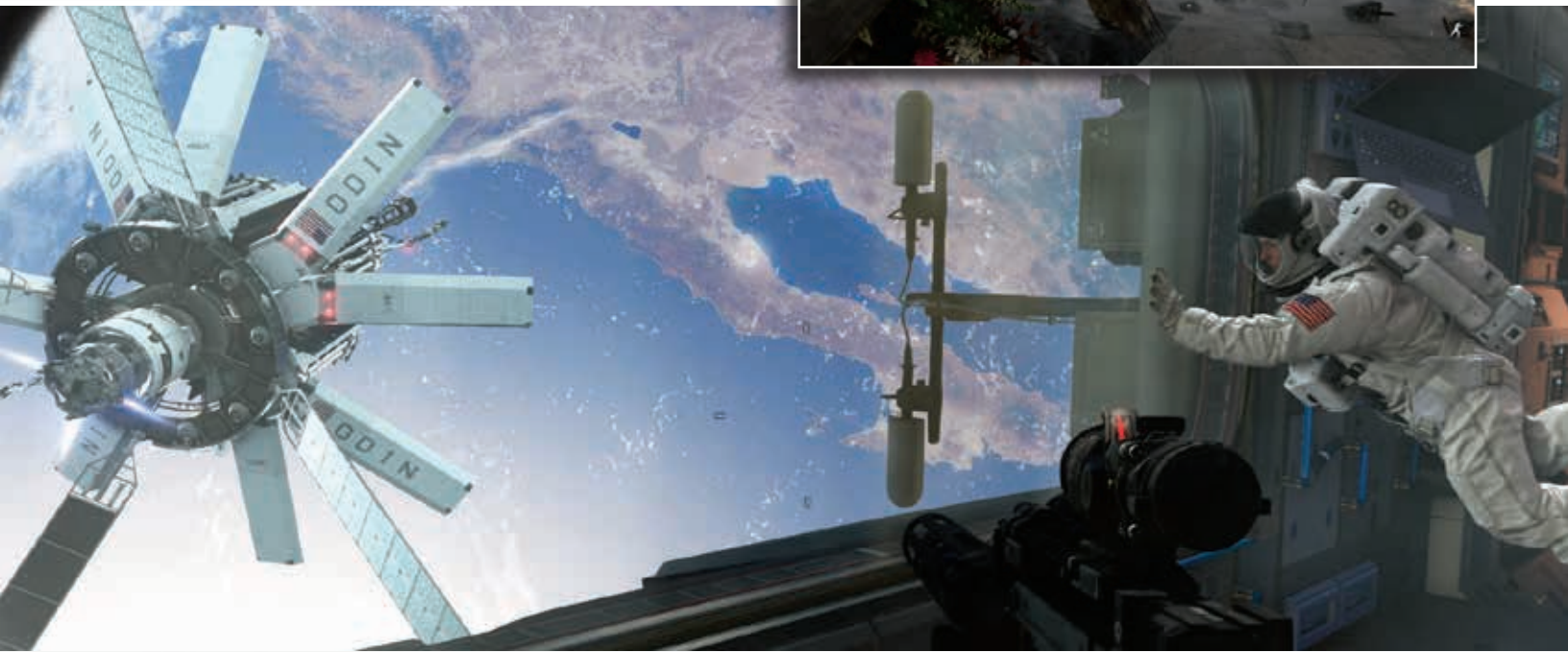
Press the **Sprint** button to keep up with Elias. This definitely isn’t an earthquake!



## “What the Hell is Going On?!”

Elias takes a separate route from Hesh. Follow Hesh on the second mountain trail and charge up the back of the house. Hesh pulls you inside. After another tremor knocks you down, push forward to help Hesh burst through the door.

What’s Odin? You’re about to find out.



# MP BASIC TRAINING

WELCOME TO *CALL OF DUTY: GHOSTS* MULTIPLAYER



*This part of the guide was designed and written in consultation with the team at Infinity Ward. We worked closely with the multiplayer designers who created the game you are now playing.*

*This multiplayer guide arms you with all the information needed to make decisions about character loadouts, maps, game modes, and more.*

*We have highly detailed statistical breakdowns of every weapon in the game, and detailed information on how perks and killstreaks work for you. Hand-drawn maps give you clean, clear views of the multiplayer battlefields.*

*Use the information here to improve your game online—and have fun out there!*

## WEAPON USAGE

Handling your weapon properly in combat is vital to your survival. Here's a breakdown of some of the mechanics, along with advice for how to best use your tools in *Call of Duty: Ghosts*.

### AIM DOWN SIGHTS (ADS)

Aiming down the sights is simply the act of bringing your gun's iron sights or scope up to your face so you can aim accurately at a distance. In any mid-range or longer combat, you should always have your sights up when firing, as it is the most accurate method of shooting.

When you ADS, your first shot is always perfectly on target—after that, recoil forces pull your aim off target. Careful trigger control is the way to handle this when firing at distant targets with fully automatic weapons. Short controlled bursts!

Going into ADS slows your movement speed, making you an easier target in CQB, so be careful about staying in ADS longer than necessary. Bring up the sights, take the shot, and move on.



The Quickdraw perk halves the time it takes to bring up your sights.

The Stalker perk lets you move at full speed while ADS.

Different weapons have different ADS times, and Sight attachments can affect these times. See the Armory section for more details.



### HIPFIRE

Hipfire is exactly what it sounds like—firing your weapon from the hip, without ADS. This is an inaccurate and wasteful method of firing for anything beyond short-range combat, but certain weapons are designed for effective hipfire in CQB—specifically SMGs, shotguns, and dual-wielded pistols. If you plan to hipfire often with an automatic weapon, take the Scavenger or Fully Loaded perks to help your ammo supply.

The Steady Aim perk reduces hipfire spread.

Jumping, crouching, or going prone all affect your hipfire spread.

Sniper rifles use their hipfire accuracy profile when firing unless you are fully ADS *and* stationary.

### ACCURACY

Accuracy in combat is affected by weapon type, whether you're firing from the hip or while ADS, and if it's full-auto, semi-auto, or burst fire.

Semi-automatic and burst-fire weapons are naturally more accurate than fully auto ones, simply because their fire rate is automatically slower and more controlled. Fully auto weapons quickly become inaccurate at a distance if you hold down the trigger, so firing in short bursts is crucial for accurate long-range fire.

Sights do not directly impact accuracy in any way, but they can make landing long-range shots much easier, as they bring distant targets into focus for accurate shots.



Your stance in combat matters for accuracy—if crouched or prone, you have more accurate hipfire.

Accuracy is particularly important for all weapons, but it's vital for sniper rifles, which deal killing shots based on *where* you hit the target.

Each time you hit an enemy, the location is checked—headshots deal the most damage with almost all weapons, and sniper rifles can deal lethal shots to the chest or above. The Lynx and the L115 sniper rifle are deadly from the knee up by default, even without Chrome Lined Barrel.

Certain attachments can affect locational damage, specifically the Semi-Automatic and Burst Fire attachments for assault rifles, and the Chrome Lined Barrel for sniper rifles.



For all weapons except sniper rifles, your sights are 100% accurate when you bring them up. Sniper rifles require holding your breath to steady your aim—you can only do this for a few seconds. Taking too long causes you to lose control and your sights sway wildly. So line up your shot as you hold your breath, and quickly shoot—don't hold your breath looking for a target.

### SWAY AND FLINCH

**Sight sway is a subtle but important part of accurate fire. When you ADS with a weapon, your sights are momentarily perfectly steady and accurate. But after a moment, your sights begin to gently drift—this is sway.**

**You can reset this sway by dropping ADS and bringing it up again. Be aware of this effect if you are in ADS and watching a long-distance area for an extended period of time—the sway can throw your otherwise normally accurate first shots off.**

**Flinch is what occurs when you get shot. This does bad things to your accuracy, as your gun's sights kick upwards from the impact.**

**Sway and Flinch can both be greatly reduced by the Focus perk.**

### RELOADING

Reloading is a simple and common action on the battlefield, but there are a few quirks you should be aware of.

Weapons in *Call of Duty: Ghosts* reload in three stages: adding ammo, reloaded, and reloaded after an empty magazine.





This chapter has been prepared to guide you through all of the options available to you in the Squad customization system. Brush up on your multiplayer basics, and dig into details on every weapon, perk, killstreak, and piece of equipment in the game. The Squad customization system in *Call of Duty: Ghosts* allows you to maintain a roster of highly trained, individually equipped special forces.

However you choose to develop your Squad, this chapter has the information you need to make informed decisions about how to use every piece of gear in the game.

Each member of your team can be leveled, equipped, and customized individually. You can choose to focus on a single Squad soldier and maximize their loadout options, or spread your attention over multiple Squad members. Browse the weapons, attachments, and equipment to get an idea of the options available for arming your Squad. Refer to the Perks and Killstreaks sections for customizing their capabilities and support options.



USING THE ARMORY

This guide includes some of the most comprehensive statistical and informational breakdowns of the weapons in a *Call of Duty* title ever. To guide you through how this information is presented and what it means, read on.



Use the statistics presented here to guide and aid in your choice of weapon, but don't be a slave to the numbers. The most important factor in choosing a weapon is what feels best to you.

Rate of fire, recoil pattern, damage range, handling characteristics, iron sights, available attachments, all of these things and more influence the way a gun feels, and that's ignoring pure personal preference if you love the way a certain gun looks or sounds.

If you narrow down your favored weapons to a few specific guns within one category, use these stats to inform you about choosing between them. Experiment, explore, and enjoy!

RECOIL PLOTS

These scatter plots are simulations of thousands of shots fired with a given weapon in 10-shot spreads.

The plots are shown in two colors: the inner color shows an approximation of the first three shots fired, while the outer color shows the next seven shots.

For burst-fire weapons, they simulate multiple bursts fired in quick succession. Semi-auto weapons are fired at their (theoretical) maximum rate of fire.

Use these recoil plots to give you an idea of how a weapon kicks when it is fired on fully automatic, or if you hammer the trigger on a semi-automatic or burst-fire weapon.

You can also use the plots to compare the performance of one weapon with a recoil-modifying attachment to another weapon in the same class without the mod. This is a useful way of evaluating the recoil patterns of any two weapons, no matter which set of attachments you choose to use.

The way that a weapon recoils can have a dramatic effect on its performance, and it can also affect which types of weapons you prefer. Two weapons that are otherwise very similar may have a clear favorite for you personally simply because you prefer one type of recoil pattern over another.

In general, weapons that kick in a single direction are easier to predict than weapons that bounce around the center of the plot. If a weapon kicks straight up, you can pull down, and if it kicks up and left or right, you can pull down and right or left.



However, a weapon that kicks consistently left and right or up and down is more difficult to predict.

The magnitude of the recoil is also an issue, as some weapons simply have very low recoil overall. This makes them very accurate at a distance, regardless of the pattern of the recoil.

The Grip attachment reduces recoil slightly on any weapon it is attached to. Note it does nothing to change the pattern of the recoil, simply the intensity.

The Rapid Fire attachment increases recoil in two ways: first by simply increasing rate of fire, and second by slightly penalizing kick on top of that. The two effects combined mean that firing a Rapid Fire submachine gun (SMG) or light machine gun (LMG) becomes very unstable very quickly.



GUN KICK

A few weapons have special handling characteristics that affect the *visible* recoil of the weapon (that is, the gun actually jerking around in your hands as you fire).

This can be higher or lower than the normal kick the gun experiences past the first few shots fired.

The result of this is that weapons with *reduced* kick feel a bit more stable simply because the gun doesn't jump around in your hands as much on the first few shots.

Similarly, the guns with increased kick may feel more unstable than they really are (in terms of accurate shots downrange) and can fool you into overcompensating for the perceived recoil.

It's important to understand that these effects are minor, and they're mostly just part of the flavor of a given weapon. Some will feel a little more or less stable on the first few shots.

In terms of actual accuracy, though, pay attention to the recoil plots. They give you a good overall picture of how the weapon is really performing at a distance, however it feels in your hands.

**Assault Rifles (ARs), slight reduction:** ARX-160, FAD  
**ARs, very slight reduction:** Honey Badger, Remington R5, SC-2010  
**ARs, very slight increase:** AK-12  
**SMGs, slight reduction:** CBJ-MS  
**LMGs, slight increase:** Ameli  
**LMGs, slight reduction:** Chain SAW, LSAT

# MULTIPLAYER MAPS

Welcome to our tactical maps chapter. These highly detailed renderings of the levels have been drawn by hand, using the in-game architecture and textures as the basis to give you a clear and clean view of every map in the game

## MAP TYPES

We have created four different special map types to give you a different perspective on each of the levels in multiplayer:

### 1. CLEAN MAP

In previous *Call of Duty* guides, the large number of callout markers and icons that we placed onto the maps often obscured important architecture or terrain. In this guide, the first view of each map is free of these markers. Our intent is provide a clear view of the entire level, without anything placed on top that might otherwise block the map’s features. We’ve enlarged these views as much as the page dimensions will allow.

Also, note that the background of each clean map divides the level into four numbered sectors. These sector numbers can serve as convenient shorthand when discussing regions or quadrants with your teammates.

### 2. RANGEFINDER MAP

The second map view is a simple gridded map. This map has no other markings on it, but is gridded in 500-unit increments for distance/range.

You can use these range markings with *any* range unit references anywhere in the multiplayer portion of this guide. All of the weapon ranges, explosion ranges, throwing and hearing distances, running distances—all of these measurements correspond to these map grids.

Use these maps to help you decide ideal loadouts and weapons to take into each map and mode.

Along the bottom of each gridded map, you’ll see colored bars marked with weapon class abbreviations. These bars serve as a quick-reference tool to judge the *average* effective range for each of the following weapon classes:

SG = Shotgun

AR = Assault Rifle

MARK = Marksman Rifle

SMG = Submachine Gun

LMG = Light Machinegun

These quick “cheat” scales give you average ranges for the weapon classes, but be sure to check the armory for exact numbers on a given weapon.

Sniper Rifles do not need a scale. Excepting the VKS, they all deal full damage at *any* range. Even the VKS’s range is longer than other weapons and can still kill in one headshot at ultra-long distances.

Pistols have very similar optimal ranges to Shotguns.

With knowledge of how the weapons perform on every level at any given distance, you can make informed decisions about how to kit-out your squad for combat in CQB, medium-, or long-range combat.



### 3. OBJECTIVE MAP

The third map is marked with the locations of MP game mode objectives. This has all of the objective locations for all of the various objective-based game modes: Domination points, Grind targets, Blitz points, Search & Destroy and Search & Rescue bomb locations, and so on.

Use this map to identify routes through the levels, key hotspot areas where conflict is likely to erupt, and alternate flanking paths that are not near an objective.

### 4. TACTICAL MAP

Finally, the last map view is marked with two types of callouts to draw your attention to key features of each level.

The first type is an overwatch indicator, indicated by the letter “O” inside a blue circle. These mark places on the map where you have good, clear line of sight and preferably some hard cover to hide behind. These markers include an arrow pointing in the direction of the line of sight.

The second callout marker is a jump point, represented by the letter “J” inside a red circle. These mark areas where you can climb, jump, or mantle up from one place to another.

Naturally, there are *many* other areas on every level where you can set up in overwatch positions, and tons of other places where you can trick-jump and climb from one spot to another—the map markers in this guide are simply meant to give you a head start on learning the maps.

## RANGES

Following is a collection of useful distances that you can use with the Rangefinder maps in this guide. Keep in mind that, while distances for weapons are quite exact, ranges for sprinting, hearing, and throwing can be a little fuzzier depending on terrain, ambient noise, throwing arc, and so on.

#### Sprint Distance

BASE SPRINT	1100 Units
MOVEMENT SPEED	WEAPONS
105%	Combat Knife (also doubles sprint distance)
100%	Pistols, Shotguns, SMGs
95%	Kastet
90%	Assault Rifles, Marksman Rifles, Chain SAW LMG, USR Sniper Rifle, MK32
85%	VKS and L115 Sniper Rifles
80%	Other LMGs, Lynx Sniper Rifle, Riot Shield, Panzerfaust, MAAWS

#### Hearing Ranges

HEARING RANGE	DISTANCE
Base	1000 Units
With Amplify	2000 Units
Against Dead Silence	500 Units

#### Throwing Distances

THROWN ITEM	RANGE	STRONG-ARM
C4, IED, Canister Bomb	500 Units	750 Units
Grenade, Semtex, Smoke, 9-Bang, Concussion	1200 Units	1800 Units

#### Explosion Ranges

The Claymore (only appearing in Infected) shares the same damage profile with C4, but it only fires in a 60-degree arc from the front of the Claymore; it’s not omnidirectional.

#### Lethal Explosives

EXPLOSIVE	RADIUS	LETHAL TO
C4	256 Units	171 Units
Canister Bomb	256 Units	171 Units
Frag	256 Units	102 Units
Semtex	256 Units	102 Units
IED	256 Units	96 Units

#### Tactical Explosives

Thermobaric grenades deal 50 damage anywhere inside their radius.

EXPLOSIVE	RADIUS
9-Bang	800 Units
Concussion	512 Units
Thermobaric	400 Units