

SPECIALIZED TRAINING

GENERAL TIPS & TRICKS

This section of the guide is spoiler-free, and it's primarily aimed at players new to the *Call of Duty* franchise, or players who want a refresher on game basics. Here we cover basic tactics that can help you survive any tactical scenario in the field.

THE BARE BASICS

Call of Duty: Black Ops, like all other *Call of Duty* games, is a first-person shooter (FPS). This means you play most of the game looking through the eyes of the main character as he fights his way through the campaign's many scenarios.

This section of the guide is for users new to first-person shooters, or those who haven't played an FPS in a few years.

Controls

Throughout the guide, we refer to the basic controls by the official name of the command (Fire, Aim Down Sight, Melee, Interact, etc.). To determine which controls are bound to which buttons on your system of choice, refer to your user manual or the game's Options Menu.

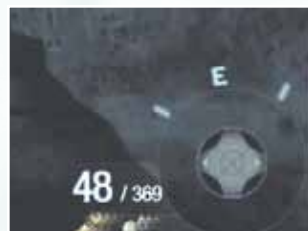
The game doesn't have an official tutorial, but the onscreen prompts found throughout should give you hints on how to handle any new situations.



Basic Loadout

In the *Call of Duty: Black Ops* campaign, you can carry two weapons (no matter how large the weapons are) and two grenade types. Within the campaign, you don't get to pick the types of grenades you carry, but the tactical grenades are tailored to each mission.

You also carry a knife that you can deploy at any time via the Melee button. Some campaign sequences introduce you to special weapons beyond the primary and secondary weapons in your loadout.



Firing from the Hip

When you equip a firearm in *Call of Duty: Black Ops*, a crosshair appears in the middle of the screen. This crosshair represents the spread of your weapon if you "fire from the hip," which means simply to shoot your gun without targeting it.

While firing from the hip is less accurate than aiming down the sights, and it's generally not the best way to kill enemies, it does have its purpose. Short-range guns like SMGs and shotguns actually work quite well firing from the hip. If an enemy surprises you at close range, it's much better to fire from the hip rather than carefully try to aim.

The only time you should never fire from the hip is when you are equipped with a sniper rifle or rifle. These weapons are completely inaccurate from the hip, and it's better to switch to your alternate weapon rather than try for a blind rifle shot.



Aim Down Sight



Most of the time, you should fire your weapon while holding the Aim Down Sight button. This gives you a realistic view of your weapon as your character's eye lines up with its sights.

As mentioned in the previous section, Aiming Down Sight is generally not necessary for short-range weapons, but doing so can increase the range and accuracy of SMGs and shotguns.

Aiming Down Sight automatically triggers sniper mode if you're using a weapon with a long-range sight, like a Dragunov sniper rifle.

Cover

Cover is a vital concept in *Call of Duty: Black Ops*, and we refer to finding cover frequently in the walkthrough. Cover is simply any obstacle that you can put between yourself and the enemies to get some level of protection from their incoming fire.

Whenever you encounter enemies, you should try to find and move to cover before returning fire on the enemies. Trying to take them down in the open frequently results in death on the harder difficulty settings.



Stances

There are three stances in *Call of Duty: Black Ops*: crouched, prone, and standing.



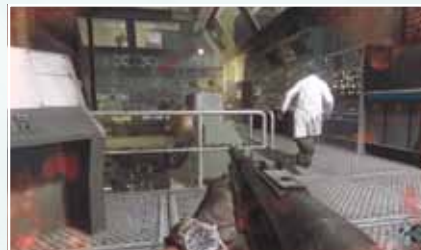
Standing:

This is your regular stance. It offers no increase to your firing accuracy, but it allows you to move quickly. You must be standing to Sprint.



Prone:

In the prone position, you are crawling on the ground. This makes you a difficult target for your enemy, and it dramatically increases your firing accuracy. When you get caught in bad situations, going prone is often a good tactic to reduce the visual target you present to the enemy. It is very difficult to move while you're prone; you move at an extremely slow speed.



Crouched:

Crouching is a happy medium between the standing and prone positions. We recommend crouching when you advance forward in an area with an enemy presence.

Health

Health in *Call of Duty: Black Ops* is represented by actual damage that you see onscreen.

Generally, if you take hits beyond a graze, you should find cover and wait a few seconds for your health to restore.



Light Hit



Heavy Hit



Get to Cover!

Melee Attacks

As long as your character is not in a vehicle, you always have access to melee attacks. Melee is extremely deadly and almost always delivers a one-hit kill. However, the enemy must be directly in front of you for the melee to actually hit him. Reserve melee for when you sneak up on an enemy from behind, or for desperate close-range combat situations.



Grenades

Grenades are your most common tactical tool in *Call of Duty: Black Ops*. There are two basic types of grenades: frag and tactical. While the primary use for frag grenades is to blow your enemies to pieces, they also have a tactical purpose.



When you throw a frag grenade at enemies behind cover, they run from the grenade and out from cover. While they may escape your grenade's blast, you can pick them off with your rifle.



When you throw a frag grenade, you should always "cook" it first. To do this, simply hold the Frag Grenade button until you see your crosshair pulse onscreen. Throw the grenade when you see roughly two or three pulses to reduce the amount of time between your release and the grenade detonating.



Most tactical grenades in the *Call of Duty: Black Ops* campaign are flashbangs. Flashbang grenades stun enemies in a large radius, causing them to stumble out of cover and making them completely helpless.



Be careful, though—it's easy to stun yourself with your own flashbang. Make sure you look behind cover whenever one of your own flashbangs detonates.

GRENADE INDICATORS

Grenades can be very hard to see, so *Call of Duty: Black Ops* puts a grenade icon on your screen to help you locate a live grenade on the battlefield. Whenever you see a grenade icon, you have to make a split-second decision:



Run Away:

If you aren't sure exactly where the grenade is based on the indicator, your best option is to run away. Press the Sprint button and dash to another area, but be careful about leaving cover.



Throw the Grenade Back:

If you find the grenade quickly enough, you can move toward it to make a special icon appear onscreen. When it does, hold the Grenade button to toss it back at the enemy. Be careful; sometimes enemies cooks their grenades, particularly on harder difficulties.

Sprint Jumping

You are required to Sprint Jump at different points in the campaign. To do this, hold the Sprint Button while you're moving. When you get to an edge, hold the Jump button to add extra distance to your jump. This also makes you a harder target to hit and is a decent evasive maneuver.



Sprint Diving

A new feature in *Call of Duty: Black Ops* is the ability to Sprint Dive. To Sprint Dive, Sprint as normal, and then *hold* the Crouch button. This causes you to dive forward, making you a very difficult target for your enemies.



Weapons

Weapons are the tools of your success in *Call of Duty: Black Ops*, and knowing how to handle them is vital.

Each weapon has its own specific attributes, including accuracy, penetration power, damage, rate of fire, reload time, and weight. Weapons within the same class tend to share similar attributes.

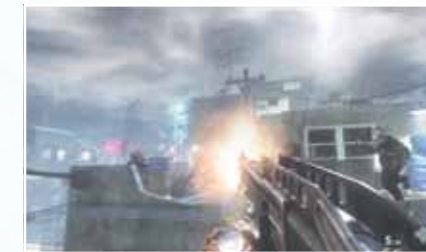
ASSAULT RIFLES

Assault rifles deliver high damage, they're highly accurate at mid to long range, and they generally have mid-sized clips. You can fire assault rifles from the hip (without pressing the Aim Down Sight button), but they are somewhat less effective in this role. Due to their versatility, assault rifles are often your primary weapon on campaign missions.

SUBMACHINE GUNS

Submachine guns, or SMGs, are close-range combat weapons. You can squeeze some extra range out of them with a decent sight, such as the Reflex, but they cannot replace an assault rifle. SMGs have extremely high rates of fire and very quick reload times.

You can also find dual SMGs on some missions of the single-player game. Fire the left SMG by holding the Aim Down Sight button. Dual SMGs cannot be modded.



RIFLES

Rifles are single-fire, long-range weapons. Rifles are practically useless fired from the hip, but they are deadly at long range.

Additionally, rifles can have sniper scopes attached to them. These scopes allow you to pick off enemies at incredible distances. This allows you to kill enemies before you get within their firing range, making rifles great tactical weapons for strategic players.

PISTOLS

Pistols aren't exactly the most effective weapons in *Call of Duty: Black Ops*. When you use a pistol, it's often your last option thanks to an event that prohibits your customary loadout. Don't discount them completely, though. The Python and other high-caliber weapons can be very effective at short range, ripping through your enemies with high-damage rounds.

SHOTGUNS

Shotguns are an old favorite. Each shotgun has its own personality, and you should try each one before you bring it into combat. Some shotguns, like the KS-23, have moderate range, but most are good only at short-range.

All shotguns in the single-player campaign have lengthy reload times, but that's a minor tradeoff for the extreme damage they inflict on enemies in tight spaces.

Weapon Mods

The weapons you find in the field during a campaign mission usually feature some type of modification, or mod. These mods give found weapons an added edge or enhancement to your combat style as you sift through the weapons of your fallen enemies.

Here are the types of mods you can find on your weapons and what they do:



Dual Mag:

This mod halves your weapon's reload speed.



Extended Mag:

This mod increases your weapon's clip size by about 25%.



Suppressor:

This mod makes your weapon silent.



ACOG Sight:

The ACOG sight is a medium- to long-range sight that allows you to pick off enemies from afar, but doesn't cut off your field of view. It's great in almost all tactical situations.



Reflex Sight:

The Reflex Sight is an optic that makes aiming your short- and medium-range weapons easier.



Red Dot Sight:

The Red Dot Sight is perfect for short- to medium-range weapons. It increases your weapon's accuracy by a moderate amount.



Infrared Scope:

The Infrared Scope displays a black-and-white image. Enemies (and friends) are outlined in white, making it easy to see targets in any combat condition: nighttime, in fog, through smoke, and so forth.



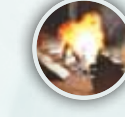
Masterkey:

The Masterkey is a shotgun attachment for assault rifles.



Flamethrower:

The Flamethrower attachment is available only for the AK-47 assault rifle.



Grenade Launcher:

Grenade Launcher attachments are available for most assault rifles, and they're fantastic for blowing enemies out of cover. If a grenade fired by a launcher is smothered, it may not explode.

Swimming

Swimming should come naturally if you've played other FPS games in the past. Use your Analog and Movement to move around in the water. You can freely move up and down while swimming.



You cannot use your weapons underwater in *Call of Duty: Black Ops*.

Breaching

Several points in the campaign require you to breach a doorway. When you breach, you temporarily yield control of your character's movement, allowing you to focus entirely on shooting your weapon.



When a breach event starts, the game enters slow motion, giving you more time to make a shot against an enemy in the next room.

Planting Explosives

Several points in the campaign require you to plant explosives. To do this, move to your objective marker and press the Interact button. Take a few steps back and trigger the activator switch to blow the explosives.



Guided Missiles

The Black Ops team in the campaign frequently employs player-controlled missiles. After you fire one of these special missiles (classified as TOW and Valkyrie), you control its movement in first-person mode.



Guide the missile into your targets to inflict massive damage.

GENERAL TIPS

Subtitles

Consider turning on Subtitles via the Main Menu. This allows you to receive your commanding officer's orders even in the heat of an intense firefight.

Reloading

Timing a reload is very important. If you get caught in the middle of a long reload, you can perish as the enemy pummels you with fire. Knowing when to reload is a crucial skill to learn for both single-player and multiplayer. Keep an eye on your ammo count in the bottom-right of your HUD. When your ammo counter is low, look around for cover to protect you from enemy fire.

The AI in *Call of Duty: Black Ops* tends to wait for you to reload before popping out of cover. This is especially true on harder difficulties. Sometimes an area you think is clear might have several enemies waiting for you to give them an opening. Be sure to find cover whenever you reload in a dangerous area.



Critical Shots

Always aim for an enemy's upper body. While headshots are ideal, they aren't always possible due to your foe's distance, whether it be unusually close or far.

Aim for the upper torso to score a critical hit and likely down the enemy with any weapon.



Short Bursts

Firing your weapons in short bursts is essential to maintain maximum accuracy. This has the added benefit of conserving your ammo, which can be a lifesaver on longer levels.

Downed (But Not Out) Enemies

Enemies in *Call of Duty: Black Ops* are a crafty lot. Just because a foe is knocked to the ground, it doesn't necessarily mean he's out of the fight. Enemies that are still up on one elbow can attack you with their sidearms.

Be sure to end their rally quickly by firing extra shots into them from a distance.



Sprinting and Melee Attacks Interrupt Your Reload

Some guns take a very long time to reload. Avoid interrupting the process with a Sprint or a melee attack while the reload plays out.

That's it for now—let's get to the action!

Red Barrels

You frequently encounter red barrels in battle. These are filled with explosive materials that you can detonate by shooting the barrel. Whenever you see these barrels amongst a group of foes, detonate them to soften up enemy resistance. Oh, and don't take cover behind them.



Weapon Penetration

Most weapons, but particularly assault rifles, have good weapon penetration. This means you can fire your weapon through soft objects like wood crates and plaster walls and still hit the enemy. Use this tactic to your advantage when enemies are using cover.

Often, if you hit the very edge of a wall made of a hard substance, such as concrete or brick, you can use weapon penetration to kill or injure the enemy in cover.



GAME DIFFICULTY

When you first start your game, you can select the difficulty on which you want to play.



RECRUIT

If you are here for the story and cinematic experience, we recommend the Recruit difficulty. You run into only a few challenging situations during your playthrough.



REGULAR

The default difficulty is for the average player that wants some challenge, but doesn't want to run into anything too overwhelming. This is a good balance for a first playthrough.



HARDENED

This is the ideal difficulty for veterans of the FPS genre. You will be challenged throughout the game, and you'll have to use cover tactics to survive. The enemy AI is more dangerous and more likely to throw grenades.



VETERAN

This difficulty is reserved for masochists and achievement-hunters. The enemies are absolutely brutal, deadly accurate, and you have very little health. If you've completed Veteran playthroughs on previous *Call of Duty* games, you should find the enemies here a bit easier than *World at War* and about par with *Modern Warfare 2*.

This guide's walkthrough focuses on the Hardened difficulty setting. This doesn't affect the basic gameplay and strategy, but you may breeze through a section that we belabor if you're playing on an easier setting.

If you're playing on Veteran, you can still use our strategies, but you have to be extra patient and especially wary of enemy grenades.

LOWER DIFFICULTY OPTION

To get the most out of *Call of Duty: Black Ops*, we suggest you challenge yourself with at least the Regular difficulty. If you find yourself getting frustrated in a tough spot, remember that the game doesn't get progressively harder; some of the hardest spots are in the early levels. If you *really* get stuck, you can always use the Lower Difficulty option in the Pause Menu. This great feature allows you to soften the enemies without interrupting your playthrough.



THE LOWER VIOLENCE SETTING

When you first start a new *Call of Duty: Black Ops* campaign, you are given the option to turn down the violence. *Call of Duty: Black Ops* is an extremely gory and violent game that features close-up kills, executions, and torture. If you are at all squeamish, we recommend you turn down the violence.

If you decide the game's violence is too much for you, you can always exit the campaign and toggle the setting in the game's Option Menu under the "Graphic Content" setting.



SINGLE-PLAYER WALKTHROUGH



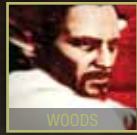
OPERATION 40

0500 April 17, 1961
Undertake a daring assassination attempt during the Bay of Pigs invasion.

ALEX MASON



SUPPORT



TRANSMISSION# 15-18.

Designate: X-RAY
Location: Cayo Santa Maria, Cuba
Target: Fidel Castro



“WAKE UP... WAKE UP!”

The campaign takes place through an extended series of flashbacks as the main character, Mason, is interrogated by an unknown man.

The first memory takes you to a smoke-filled bar in Cuba, 1961.

IMPROVISED OUTFITTING

Black Ops specialists use the weapons they find in the battlefield, and rarely start a mission fully equipped.

“WE GOT COMPANY.”

After the bartender outlines your route to your mission objective, your team is made by local security forces—your cover is blown. Check your aim, and take out the soldier with the jammed gun.



The M16, the weapon with which you start this mission, is incredibly versatile. It fires deadly rounds at medium to long range.

In a pinch, it can be used to “spray and pray” a close-up target, but you should start looking for a short-range weapon to replace your pistol as you escape the city.

The M16 is also equipped with a Grenade Launcher attachment, which you can activate by pressing left on the D-Pad. You also start with ten grenades, which is a lot—use them freely throughout the level.

Hitting targets accurately with the Grenade Launcher attachment takes some practice.

Be aware that, unlike bullets, Grenades follow an arcing trajectory as they’re lobbed from the muzzle. If you hit an enemy directly with one, the impact usually causes an instant kill, but it also prevents the grenade from exploding.

WEAPON: M16



Clip Size	30
Range	Medium to Long Range
Weapon Type	Assault Rifle

After the bartender tosses you an M16, move to the window and wait for the signal from Woods, your team leader.





OBJECTIVE Escape the Police

When the door opens, provide cover as Woods advances on the police car. Using the M16, fire into the front of the car to detonate it, taking out the nearby police.

Your team detonates a second car as it hurtles down the street. Stay behind Woods, move to a crouched position, and advance up the street.

In this section, it's important to use objects on the street for cover as hordes of police reinforcements respond to the locals' call for help.



Take your time as you advanced down the street. Be very careful not to get ahead of Woods—if you do, you're vulnerable to fire from multiple directions.

"GET TO THE ALLEY!"

About halfway up the street, two cars drive past your squad. Quickly turn to face these vehicles where they stop; fire a grenade to destroy them both.

As you move up the street, it isn't long before police completely overwhelm your team. A line of police cars forms a deadly roadblock at the end of the street.



OBJECTIVE Get Off the Streets



Follow Woods into the alley on the left to the running car. When you reach the car, move toward it to get into the driver's seat automatically. You don't have many options here—follow the onscreen instructions to back out of the alley and escape through the roadblock.



“THERE’S THE COMPOUND...”

After a brief return to the interrogation chair, you flash to a mountainside locale overlooking a large compound. This mission takes place shortly after the previous car escape, so your weapons—including your remaining Grenade Launcher ammo—carry over.



OBJECTIVE Use Zipline to Infiltrate Compound

After your advance team sets off a flare, follow Woods down the zipline by moving behind him and holding the Interact button.



OBJECTIVE Find and Kill Castro

All channels are go on your mission to kill Castro. Bowman and Woods have point as you begin your advance into Castro’s compound.

The soldier that Woods lands on is carrying an FN FAL, which is an adequate weapon to switch out for your pistol temporarily.



Follow the team inside the nearby building, and move behind the soldier talking on the radio. Press the Melee button to kill the enemy silently.

“SIT TIGHT, DO NOT ENGAGE”

Your allies have created a major distraction on a nearby airfield, and the bulk of the compound’s forces are headed that way. Wait with Woods as the enemies pass your location. If you fire on the troops or try to cross the street before Woods gives the order to cross, you fail the mission instantly.

When Woods gives the order, cross the street toward the next compound building.

Two soldiers emerge from a vehicle on your right; take them out, and more soldiers advance from the stairs above. Shoot them before you search the nearby building.

Before you follow your team up the stairs, you can search the building for a Skorpion with Suppressor attachment, a Skorpion with Extended Mag, an FN FAL with ACOG Scope, and a RPK with ACOG scope. The soldiers are armed with more weapons, including a KS-23 Shotgun.

The Skorpion is a great close-range weapon and our recommended companion for your primary M16 weapon. Take the Extended Mag version, because the Suppressor is useless in this area. Alternatively, you can try out the KS-23 Shotgun if you’re a fan of the weapon type.



WEAPON: SKORPION



Clip Size	20
Range	Short Range
Weapon Type	Submachine Gun

It's best to use the Skorpion in close-quarters combat to riddle a nearby target with its tremendous rate of fire. Be warned—the Skorpion can empty a regular clip in less than five seconds, so it demands frequent reloading.

The KS-23 is a straightforward shotgun, close to what you should expect if you've used shotguns in other *Call of Duty* games. The weapon balances its faults of long reload

time and slow firing rate with its virtue of extreme damage at close range. One well-placed shotgun blast can take out three soldiers at once!

WEAPON: KS-23



Clip Size	7
Range	Short to Medium Range
Weapon Type	Shotgun

One of the KS-23's advantages is its extra range over most other shotguns. You can pick off enemies with it from a good 50 feet away if you take careful aim looking down the barrel.

“CASTRO’S PARANOID...WITH GOOD REASON.”

At the top of the stairs, wait for Bowman and Woods to go through the door, but follow close behind. Provide fire support against the attacking enemies, and proceed out to the open area.




More soldiers attack your team through the stone archway ahead. Find cover behind a nearby concrete barrier, and use your M16 to take them out.



Just before the archway, more Grenade Launcher-enabled M16 assault rifles rest against some crates to your right. These guns do not possess the scope that your default M16 has.



INTEL



Look on the wall on the room's opposite side for your first piece of Intel. It's just above an RPG leaning against a crate.

“INSIDE, GO!”

Before you proceed inside to the next building, switch to your close-range weapon. As you move in, watch out for enemies on your right.

Now your job is to search the entire mansion until you find Castro. Unfortunately, the building is crawling with enemies, and a tough room-to-room fight awaits you.

Stay low and advance with Woods. Use your close-range weapon to kill enemies as they pop out from surrounding doorways and fixtures.



Castro has spared no expense decorating his manor, providing plenty of expensive objects to use for cover as you move through the villa. Remember that your M16 can shoot through penetrable objects such as furniture if enemies take cover behind them.

FRAG OUT

You should've picked up some grenades by this point. Toss some of these babies to clear out enemies holed up in entrenched firing positions.

“OKAY, STACK UP.”

When you reach the large double doors at the end of the hallway, Woods readies for a breach. Move in behind him to activate your first breach event.



BREACH

Use any gun except the shotgun for this breach—the shotgun is too slow.

There are three enemies to worry about. Shoot the middle guy first, before he can dive behind the sofa. Follow up with the guy on the left, because he has a clear shot at you. You have a few moments before you need to worry about the advancing soldier to the right.

The room contains more FAL and RPK weapons. Now move behind Woods again to activate your second breach.


BREACH

This breach has you firing on Castro while he holds a hostage. It's imperative that you aim carefully with your pistol. If your shot hits the prostitute without also killing Castro, he will fire and kill you.

To end the breach, use your pistol to shoot Castro in the head or hand.


ALTERNATE ROUTE

Instead of advancing through the hallways with Woods, you can move through the door on your left. This allows you to flank some of the enemies defending the compound.



DEATH TO DICTATORS

Score a headshot on Castro in this second breach to earn this Achievement/Trophy. You know you triggered it correctly if a slow-motion mini-cinema plays during the headshot.



“THEY GOT HALF THE CUBAN ARMY DOWN HERE.”

OBJECTIVE Escape Compound

With your mission complete, you must now execute the escape plan. Unfortunately, most of the Cuban forces have moved to the airfield, and that's your primary route for escape.

Follow Woods into the next building to rendezvous with Bowman. This next area requires you to engage the enemy at medium range, so it's a good idea to switch to the M16. You should have some grenades left in the launcher, so feel free to use them here to soften up any enemies blocking your escape.

This is the first truly challenging part of the level. The enemies can be very hard to see through the debris, and they have deadly accuracy with their long-range weapons. Rather than advancing with Woods and Bowman, stay far back, behind cover, and use your M16 to pick off enemies from a distance by aiming down your sights.

Watch out for further reinforcements from the double doors at the other end of the room. Also, beware of some stragglers that may arrive late from the mansion entrance below.



INTEL

A bedroom is on the right side of this extended hallway (the side through which Bowman breaches). You can find the second Intel piece on the dresser. Be sure you grab this before you descend the master staircase.



Follow your squad down the stairs, but be careful of the additional enemies that may be defending the doorway outside.

“WE’RE PINNED DOWN HERE!”


Outside, a large number of Cuban forces have arrived on transport trucks. A .50cal heavy machinegun on one of the trucks tears into your position.

OBJECTIVE Get to the Airfield

An RPG is directly ahead, next to the left set of sandbags. Swap out your short-range weapon for the RPG. Use the RPG to blow up the truck on which the .50 cal is mounted. If you have extra rockets, use them to destroy other nearby trucks and several soldiers with them.



WEAPON: RPG



Clip Size	N/A
Range	Long Range
Weapon Type	Rocket Launcher

While the RPG is powerful, it is notoriously inaccurate. Successfully hitting your targets from a distance requires some practice. When you fire the RPG, try to aim lower than where you want the rocket to go.

When you run out of RPGs, switch back to the Grenade Launcher, using any leftover rounds to clear the courtyard of enemies.

Stay behind the first line of cover, crouch down, and use your M16 to pick off remaining Cuban soldiers. Shortly, your ally Carlos arrives at the east wall, unleashing rockets to devastate the nearby Cuban forces.

“YOU THINK I’D LET YOU DOWN, WOODS?!”

Woods orders you forward, but don't rush up quite yet—an enemy armored assault vehicle arrives on the left side of the battlefield. Wait for Carlos' troops to destroy the tank before you make your way past the fountain in the courtyard.



TAKING MATTERS INTO YOUR OWN HANDS

Instead of waiting for Carlos to blow the APC, you can use the RPG mentioned earlier to destroy the armored car upon its arrival.

Follow Woods and Bowman into the nearby sugar field. This field is enemy-free, but it soon leads back out over the airfield.

“BETTER GET DOWN THERE, HOOK UP.”

OBJECTIVE Rappel Down into the Airfield

Hold the Interact button to rappel down to the airfield. Follow your team to the hangar ahead.

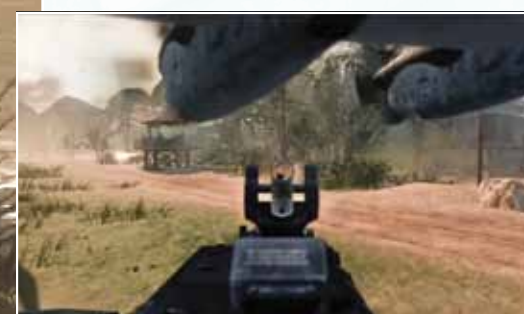
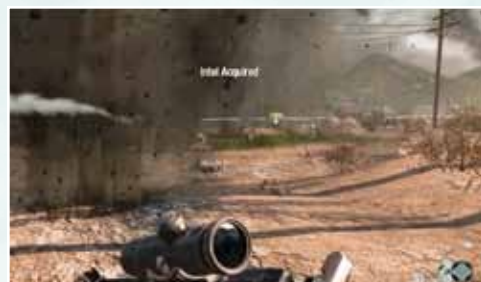
INTEL

Before you start your mad dash across the runway, you can find the third and final piece of Intel in the first hangar here. It's located at the top of the movable stairs at the hangar's left side. Climb the stairs to find it hiding at the top.



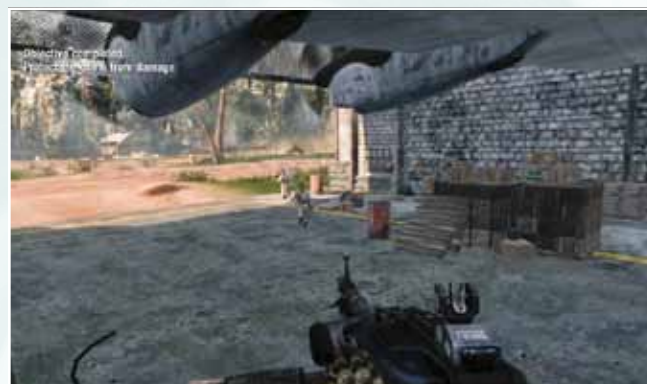
OBJECTIVE Get to the Plane

No time for complex strategy—use the Sprint button to keep up with Woods and Bowman as they dash across the field to reach your escape plane.



OBJECTIVE Protect the Plane from Damage

When you reach the plane, move to the rear to enter it automatically. You operate the plane's machine gun, and it's your job to defend the aircraft as it takes off.



“THEY’RE TRYING TO TAKE OUT OUR ENGINES!”

During this sequence, you get unlimited ammunition, and your gun can't overheat. Exploit this awesome power, aiming down your sight to direct fire onto the attacking enemies. Your primary targets should be any red barrels or nearby trucks you see. Both provide massive explosions that kill any surrounding soldiers.

When your plane turns up the runway to take off, a larger force of enemy weaponry lines the airfield. Prioritize the explosive fuel trucks and the enemy ZPUs.

ZPU

A ZPU is a soviet anti-aircraft gun. It fires rounds designed to take down vehicles. These are your biggest threat in this sequence.



Watch out for the RPG-wielders in the low airfield tower between the two ZPU positions.

If you make it to the end of the airfield, your teammates report that a line of vehicles has conspired to block the runway.

OBJECTIVE Use the ZPU to Clear the Runway

“MASON, ARE YOU CRAZY? THEY’LL CHEW YOU UP OUT THERE.”

When you jump off the plane, sprint forward to the ZPU to mount it automatically. Fire on the gas trucks at the end of the runway to clear a path for your allies.

SACRIFICE

You automatically receive this Achievement/Trophy for completing this level.



MULTIPLAYER MAPS

These map briefings give you an overview of the major features and terrain on each of the 14 multiplayer maps in *Call of Duty: Black Ops*.

It's very important to remember that the game mode you select for a map dictates the level's flow. High-traffic hotspots in Team Deathmatch may see little or no significant conflict in a Capture the Flag or Domination match.

We've included route maps to highlight a few primary travel pathways in Capture the Flag, Demolition, Domination, Sabotage, and Search & Destroy. Generally, you can expect to see enemy (and friendly) movement along these routes, as well as a good amount of fighting. Of course, each match will have its own personality, so consider the high-traffic paths marked on the following maps to be flexible.

If you need to avoid combat for one reason or another, staying off the hot routes is a good idea. Finding a good location to cover an objective is usually a matter of finding a spot with sight lines to both the objective and at least one hot route that sees a lot of traffic.

Conversely, if you want to hit an objective on offense, you can often find a safer route by avoiding the most obvious pathways to the objective. Coupled with a proper custom class, this approach can often inflict more damage than making a faster but more exposed assault.

When you want to drop a package on the level, areas away from routes and preferably near or behind your friendly spawn area are the safest places to use. This also applies if you seek a hidey-hole to use a guided Killstreak of any sort.

In Free for All, Team Deathmatch, and, to some extent, Wager Matches, it's easy to see the hotspots in-game by viewing the heatmaps of matches you've played. In most cases, they're exactly what you'd expect. Centrally located areas with many routes for ingress and egress are usually the hottest zones.

Surviving in the preceding modes is a matter of skirting hot zones to find targets. Avoid traveling through them as much as possible to limit your exposure to unfriendly eyes.

Headquarters is distinct among all objective modes in terms of flow; combat hotspots and routes change dynamically as the Headquarters moves around the map. See the Modes chapter to learn more about the implications of this.

Take the time to look over the HQ locations marked on the maps. After you spend some time playing, you should get a better feel for good routes to approach the HQ safely, cover the HQ, or cut off the enemy team.

On any map, good, solid *Call of Duty* play is always important. Stay behind cover, move quickly from cover to cover, don't sprint around blind corners, and be alert around doorways and windows.

Communicate with your teammates and learn the maps. By using the alpha-numeric coordinates on the map (these match up identically with the in-game minimap), you can quickly call out enemy positions and movement. A well-coordinated team that communicates is very tough to beat.

ARRAY

Terrain	Arctic
Key Features	Huge, centrally located communications array; open, snowy exterior.
Map Size	Large
Map Profile	Scattered exterior building cover. Some CQB in array interior.



- 1** The center communication structure gives sight lines to most of the map, with a blind spot to the southeast. There are entrances in the west and northeast. Expect heavy fighting if you choose to stay inside the array.
- 2** This sniper tower provides excellent, elevated sight lines, but it's also highly exposed to incoming fire. Use with caution.
- 3** The map's eastern portion has a significant amount of cover. In most modes, it's not a hotspot for conflict. As a result, this area is good for moving around from the north to the south without coming into conflict with the level's more active central region. You can also use this area as a drop zone for packages.
- 4** The northwest hill acts as a meeting point for several pathways between the north and the south to the west of the array. As a result, expect plenty of combat in this area. Remember that the larger finished building acts as solid cover and blocks sight lines. Meanwhile, the smaller unfinished building is not a safe place to take cover.
- 5** The map's southwest isn't a great place to camp, but it does provide access to one of the two array entrances. You can get around the array safely by moving through its blind spot to the east.

Array is a large, snowy level set around a huge communication array station in the center.

The bulk of this level's conflict occurs in and around the communication array. The inner structure has sight lines to most areas outside, allowing any gunner inside to take out enemies in the open.

When you traverse the outer "ring," it's important to use the available cover to protect you from multiple sight lines. If you're careful and you move fast from cover to cover, you should have little to worry about from enemies inside the array. Keep your focus on external threats. Just be aware if someone in the array targets you—don't make yourself an easy target.

The level's northwest attracts action because it's an open area that the center structure's windows can cover. Several pathways and spawn points intersect in the area.

Be cautious about hiding out in the northwest. There aren't a lot of great places to hide. Because this area acts as a highway for conflict just outside the array, it's usually not a safe place in which to fight for any length of time.

Medium to long-range combat reigns supreme here, so bring your Assault Rifle or Sniper Rifle. You can make good use of an LMG, but the movement penalty is rough. Take Marathon to let you get around the map if you're insistent on using an LMG.

If you want to force shorter-range engagement, bring an SMG and go for the array itself. Don't bring a Shotgun because there's too much ranged combat and few areas where you can continually fight in close quarters.

SEARCH & DESTROY



DOMINATION



EQUIPMENT TIPS

	C4	Can be used at the entrances to the array itself, difficult to use as a booby trap elsewhere.
	CAMERA SPIKE	If you plan on sticking around in one part of the outer ring, you can use a Camera Spike to cover your blind spot.
	CLAYMORE	Not a lot of great chokepoints to cover, but it can block an entrance to the array.
	JAMMER	Fairly useful if placed in the array itself, less so in the outer ring. To clear the array, set one up before you assault it. Alternatively, place one inside once you've claimed it.
	MOTION SENSOR	Useful in the array, but due to the structure's size, covering all possible entryways isn't possible.
	TACTICAL INSERTION	Be careful where you place your Insertion—the glow can reveal it from a good distance.

SUGGESTED CUSTOM CLASSES

SILENT SERPENT

PRIMARY/SECONDARY	PSG1/Crossbow	
ATTACHMENTS	Variable Zoom	
LETHAL/TACTICAL/EQUIPMENT	Tomahawk/Decoy/Motion Sensor	
PERK 1	Ghost	
PERK 2	Scout	
PERK 3	Ninja	
KILLSTREAKS	RC-XD/Counter Spy Plane/Mortar Team	

This class has you fully outfitted with everything you need to be the best sniper you can be.

WINTER WONDERLAND

PRIMARY/SECONDARY	Enfield/Crossbow	
ATTACHMENTS	ACOG	
LETHAL/TACTICAL/EQUIPMENT	Frag/Nova Gas/ Tactical Insertion	
PERK 1	Hardline	
PERK 2	Sleight of Hand	
PERK 3	Ninja	
KILLSTREAKS	RC-XD/Mortar Team/Valkyrie Rockets	

Put on your snowy best and cover long-range and close-quarters engagements with this class.

HEADQUARTERS



CAPTURE THE FLAG



DEMOLITION



SABOTAGE



ARRAY



CRACKED

WAGER MATCH VARIANT


Terrain	Urban
Key Features	Bombed-out central "hill" area; many damaged rooms and buildings.
Map Size	Medium
Map Profile	Intense building-to-building CQB. Many windows and doorways; dangerously exposed open streets.



1	The bombed-out and ruined center of the map is a constant hotspot. Avoid moving through here whenever possible.
2	The far southeast building has a window that provides sight lines all the way up toward B4, which is useful if you're using a strong long-range weapon.
3	This cracked building provides coverage of the western corridor up toward C2. However, be wary of your exposure to the east toward D3.
4	The two buildings at C3 and C4 are conveniently connected. Moving around in them provides plenty of cover and sight lines through the center and east of the map.
5	This building is the only structure on the map's northwest that has a window looking south. Use it with caution, because anyone in the center of the level can easily spot you and shoot through the thin wall.

KEY

	SOG Spawn
	NVA Spawn
	Bomb-Search & Destroy / Sabotage Modes
	Search & Destroy / Demolition Plant Site
	Domination Flags
	SOG CTF Flag
	NVA CTF Flag
	Headquarters Point
	Ladder
	SOG Sabotage Plant Destination
	NVA Sabotage Plant Destination
	Arrows are color-coded to match the levels that they lead to

Cracked is a small urban warfare map, the bombed-out remains of a riverfront Vietnamese city.

Cracked demands good situational awareness. Use caution when you set up for camping, or employ rapid movement and aggression to cover ground and take down your targets.

We recommend either running a CQB build with a Shotgun or SMG, or a build designed for medium-range combat with an AR or LMG. You can use sniping on this map, but few locations are completely safe from being flanked. Getting a good sight line over the entire level is impossible.

If you're going for CQB, use defensive and stealthy gear choices. You need to cross open streets and alleyways likely to be covered by campers in various buildings with longer-range weaponry.

If you can get behind the enemy position, you can deal a lot of damage with a CQB setup. This is especially true if you're running a silencer and opponents don't pick up on your presence until it's much too late.

For medium-range combat, consider camping to cover the alleys and streets. Many buildings with windows overlook various parts of the map. Because you can't cover all possible approaches, either work solo and bring equipment to cover your own tail, or communicate with your teammates to block routes from the enemy spawn to your position.

You become very vulnerable to long-range retaliation or an explosive lobbed through the window if you hang out for too long. Try one spot, grab a few kills, and then move to another position. At the very least, try another angle on the same area.

SEARCH & DESTROY



DOMINATION



EQUIPMENT TIPS

	C4	When you're advancing, C4 is useful as an extra explosive to toss into a room. When camping, you can plant it in an alleyway approach that you're already covering. You can occasionally use it to cover your six as well.
	CAMERA SPIKE	Very useful. Plant it at the end of one of the streets and slice a visual tripwire directly across the entire map. If the other team doesn't notice it, you always know when they're coming. Just watch out for people using Ghost Pro or smoke to evade your all-seeing eye.
	CLAYMORE	Very useful as well. If you're camping, drop it to guard one of the main entrances to your hideout. Even when you play aggressive, you're almost guaranteed to get a kill out of your Claymore if you place it properly in a high-traffic area.
	JAMMER	Strong in the center of the map. Cracked isn't a large map, and the Jammer can cover a lot of it, shutting down enemy equipment and blinding them as they approach midfield.
	MOTION SENSOR	Very helpful when camping. Be highly sensitive to enemy Motion Sensor usage on offense. Either run Hacker Pro or use a Jammer to shut down enemy Sensors.
	TACTICAL INSERTION	Very useful in a lot of modes. There are tons of nooks and crannies where you can hide a Tactical Insertion. If you're running a CQB build, bring an Insertion to move your spawn point once you get behind enemy lines. The only thing better than clearing out the enemy team once is doing it twice because you spawned behind them.

SUGGESTED CUSTOM CLASSES

WALL-EY

PRIMARY/SECONDARY	HK21/Python	
ATTACHMENTS	Extended Mag/ACOG	
LETHAL/TACTICAL/EQUIPMENT	Frag/Flashbang/Motion Sensor	
PERK 1	Scavenger	
PERK 2	Hardened	
PERK 3	Marathon	
KILLSTREAKS	Spy Plane/Sentry Gun/Attack Dogs	

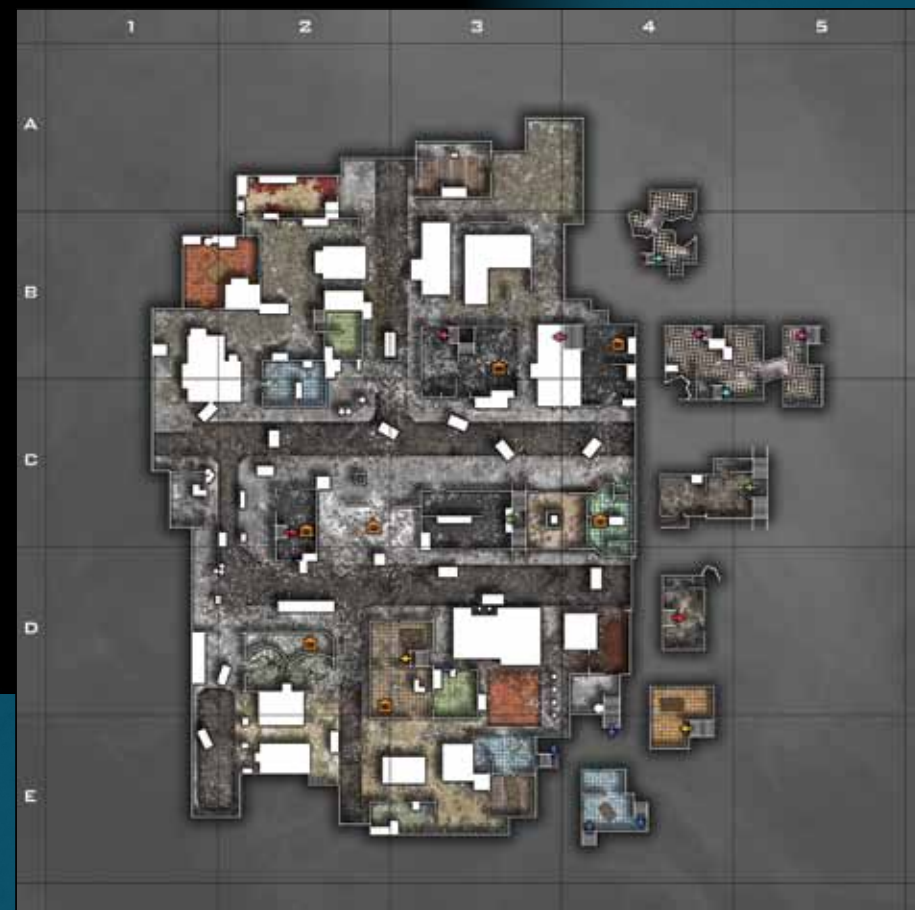
This powerful combo keeps you stocked with ammo to spray through this map's many walls with deadly results.

PAIN TRAIN

PRIMARY/SECONDARY	RPK/China Lake	
ATTACHMENTS	Extended Mag	
LETHAL/TACTICAL/EQUIPMENT	Semtex/Nova Gas/Claymore	
PERK 1	Lightweight	
PERK 2	Steady Aim	
PERK 3	Marathon	
KILLSTREAKS	Counter Spy Plane/Care Package/Sentry Gun	

Use this class to run-and-gun your way through the many buildings with plenty of rounds to spare.

HEADQUARTERS



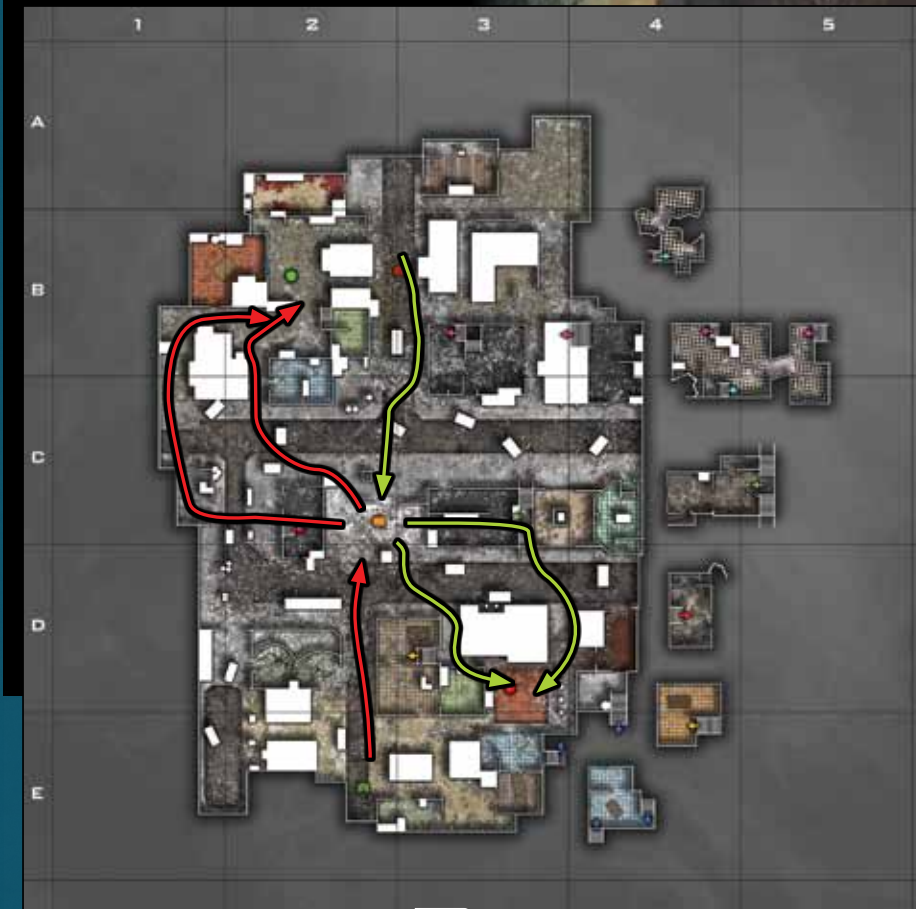
CAPTURE THE FLAG



DEMOLITION



SABOTAGE



CRACK

MULTIPLAYER

MAPS

