

Installation Instructions

Installing Call of Duty: United Offensive to your computer

To install Call of Duty: United Offensive you will first need to have Call of Duty installed. If you don't have the v1.4 patch already installed on Call of Duty then during the installation process we will update your Call of Duty installation to v1.4.

The game comes on (2) CD-ROMs. The expansion pack takes up approximately 900MB of space. The combined space for both Call of Duty and Call of Duty: United Offensive is approximately 2.4 GB.

During installation you will need to enter the CD-KEY we provided to you for Call of Duty: United Offensive. You will not be able to use the existing Call of Duty CD-KEY for the expansion pack installation.

When the installation is complete you can launch Call of Duty: United Offensive from the new start menu entry for Call of Duty - United Offensive. Select the "Play Call of Duty United Offensive" to load the Call of Duty main menu. After the movies play the Main Menu will appear (you can skip the movies by pressing any key).

To start the single player campaign from the Main Menu select New Game, then Regular for skill level to begin playing the game.

At this point, you should read ALL of the General Notes section below, paying particular attention to what is different between Call of Duty and the expansion pack and how to enable the console.

General Notes

What's New In Call of Duty: United Offensive

Sprint - You can now increase your run speed over short distances with the sprint key (default: L). If you hold down the key, you will sprint for a short time and then return to normal speed. You will know your sprint is over when you hear the heavy breathing sound.

Grenade "Cook off" - You can now "cook off" grenades (hold them while the fuse burns so that they explode sooner after you throw them) as an option. To do this, select your grenades by pressing 4. Hold down the fire button to pull the pin and then hold down the ADS button to "cook off" the grenade. After 3-4 seconds, the grenade will explode so hold it for a second or two then release both buttons. The grenade will fly and detonate shortly thereafter. This is very useful for making sure the grenades detonate in a very specific place (or in midair).

Hot Keys

(You can rebind the keys in the control menu; default controls are standard WASD shooter-style)

W	Forward
S	Back
A	Move (strafe) left
D	Move (strafe) right
Q	Lean left

E	Lean right
L	Sprint
G	Melee attack for close combat (rifle butt strike)
Left Mouse	Attack/fire
Right Mouse	ADS (aim down the sight)
F	Use/Activate
R	Reload
TAB	Bring Up Mission Objectives
SPACE	Stance up/jump
CTRL	Stance down (1st press kneel/ 2nd press prone)
MWHEELDOWN	Previous Weapon
MWHEELUP	Next Weapon
1	Default weapon (M1A1 Carbine, M1 Garand, Bren LMG, Mosin-Nagant)
2	Second weapon (Thompson Sub-machine Gun, Lee-Enfield, etc.)
3	Pistol (Colt .45)
4	Grenade
<p>(HINT: If you have a chance, pick up German weapons when fallen enemies drop them. They can be useful in changing battle conditions, and for when you run out of ammo and must discard your default weapons. You can also reload your current weapon by looting ammo from weapons on the ground.)</p>	
CapsLock	Switch Weapon Mode (for certain weapons you can set alternate firing modes - full versus semi-automatic)
F5	Quick Save
F9	Quick Load
F12	Screenshot
ESC	Pause Menu
~	Bring Up Console

ADS

ADS (default: Right Mouse Button) allows you to 'aim down the sight' of your weapon (increased accuracy is the result). Note your movement is greatly reduced with you are looking down the sight of any weapon. Also note that, with scoped weapons, ADS brings up the scope.

Stance

Leaning - allows you to peer around corners AND fire at enemy (reduces exposure).

Kneeling - allows you to hide behind objects (like a dead cow) - reduces enemy accuracy against you.

Prone - crawl under objects - maximum reduction on enemy accuracy against you.

Other Miscellaneous Tips

1. There are automatic save points within the level (quick save (default F5) / quick load (default F9) are functional at any point)

2. You can carry a maximum of TWO barreled weapons - to swap out current weapon with another on the ground, stand over weapon until its icon is on HUD, then press the USE key (default F).

3. To load levels at any time, you will need to use the console. Enter the Options screen and select the Save/Interact options. Make sure the "Enable Console" option is set to "yes."

~ = activate console

at the prompt in the console type the command:

spdevmap X (where X is the level bsp) - see mission descriptions for filenames.

Example: spdevmap bomber - loads bomber level

Other useful console (debug) commands include:

god - invincible

give health - full health

give ammo - full ammo

Known Issues

1. Performance and Frame-rate

- a. The current levels under review are currently being optimized. As such, they will at times have performance issues on lower end systems. We recommend running the expansion pack on P4-2.4 Ghz or higher systems with 1 Gig of ram and a 128MB video card.

United States Campaign

Battle of Bastogne (1) - Bastogne, Belgium

December 26, 1944

Mapname: bastogne1

To load the map *Bastogne 1*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap bastogne1` and press Enter.

Weapons Loadout

Slot 1	M1 Garand	This weapon has a good semi-automatic rate of fire, and is highly accurate. Use this (with Aim Down the Sight mode) to take out enemies from a safe distance. Headshots take Jerry down in one shot and conserves precious ammo.
Slot 2	Empty	This slot is available to pick up other guns.
Slot 3	Colt .45	A reliable sidearm that is useful in a pinch.
Slot 4	M2 Frag Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

It was up to Brigadier General Anthony McAuliffe to lead the 101st division in trucks and trailers 107 miles to Bastogne. When the division arrived, the Germans were already on the outskirts of the city and McAuliffe ordered the 501st PIR to launch a diversionary attack east of Bastogne to distract the Germans. It worked perfectly and in the confusion, the 101st Drove the Germans from Bastogne and established firm defensive positions.

Introduction

The mission begins with Corporal Riley, Sgt. Moody, and another trooper on a jeep reconnaissance patrol. Unwittingly, they stumble into the middle of a major German offensive heading in the direction of the lines of the 101st Airborne. They immediately head back to alert the troops, with many near misses and dangerous encounters with German forces on the way.

Objective: Follow Squad on patrol

When the level begins, Sgt. Moody orders you to go on your last patrol before the day is over. Follow your fellow soldiers as they begin to scout the area. After a while, a small German force will become apparent; take cover behind the logs on the ground and shoot as many Germans as you can. When it dawns on you and your squad that the force is actually rather huge - it's time to alert HQ.

Objective: Get In The Jeep

Run back towards the Jeep. If you dally for too long, artillery shells will kill you. When you reach Sgt. Moody, climb in to the jeep by pressing the

"use" key (default: **F**) when you see the hand icon. You will automatically man the .50 cal gun.

Objective: Get Back To Company HQ

Sgt. Moody will start the jeep and take you into the forest in a bid to escape the German onslaught and get back to base. Use your .50 cal gun to defend the jeep as it races through the forest. You will never run out of ammunition on the .50 cal, so keep up the fire.

After taking off from your initial location, you are taken through the forest and move through two clearings, each filled with Germans both on foot and in vehicles. Pick off as many as you can.

After the 2nd clearing, you'll come upon a German convoy made up of halftracks, tanks, and jeeps. By focusing fire on the trucks, you can make them explode, which also injure the Germans standing close to them. Soon after this, the jeep will crash and stall out. Keep the Germans advancing from the side away from your Jeep as best you can, and soon you'll be on your way again, towards a farmhouse. As before, the truck here can be blown up to good effect. Make sure you are killing Germans on all sides - one behind you could ruin your chances of success.

Finally, after another brief encounter with the Germans, the jeep will get onto a dirt road. Once you are back on this road, you can rest easy - you'll make it back to base okay. Once there, get out of the jeep and Captain Foley will issue new instructions on the plan to hold the line against the German attack.

Objective: Follow Pvt. Anderson to foxholes

Once you have received the instructions from Cpt. Foley, grab any ammo and/or health you need from inside the barn. Proceed by following Pvt. Anderson outside of the farmhouse and into the front lines. Don't lag too far behind Pvt. Anderson or you will get hit by falling mortars.

Note: During the foxhole objectives, you are not limited to just the ammo in the foxhole. You can venture out to get more ammo as needed and return to the foxhole. Keep in mind, though, that this puts you at much greater risk for enemy fire.

Objective: Hold the line (right)

Once you have reached your first foxhole (indicated by the star on your compass), begin firing at the Germans with your M1 Garand. Try to aim for their heads, if possible, since it only takes one shot to kill them that way. Keep the Germans from approaching until the next objective is given.

Objective: Hold the line (left)

Sgt. Moody will appear and tell you to follow him to the next foxhole (2nd) to continue attacking the Germans. Once you reach the foxhole, grab the .30 cal gun by pressing the "use" key (default: **F**) and then mount it by pressing the ADS key (default: Right Mouse Button).

Continue the attack on the Germans using the .30 cal gun. Short bursts of fire are better than keeping the trigger constantly pulled - you'll have more control. Keep an eye on your ammunition because it takes a long time to reload the weapon - long enough to let a German soldier come too close. If you run out of ammo, you may be able to pick some up from the unused guns lying around the foxholes.

Objective: Kill The 2 MG42 Gunners

Now follow Sgt. Moody to the 3rd foxhole where he will tell you to grab the sniper rifle inside so that you can take out the MG42 gunners.

Take the sniper rifle in the empty spot inside the foxhole and look across to the enemy ridge. Notice the points where machine-gun fire seems to be coming from. Press your ADS button to bring up the scope and you'll see the gunner behind the gun. Aim for his head and fire. Repeat for all other gunners. Once the area is reasonably clear, Moody will throw his smoke grenades to signal the planes to bomb the area.

Objective: Follow Moody To The Right Flank

Follow Sgt. Moody up the hill on the right side of the forest to the next set of foxholes. Stick close to him and watch out for Germans as you come over the top.

Objective: Get to a foxhole, grab a bazooka, and defend from tanks

Get to the first foxhole available and grab the bazooka laying to the right of the foxhole. There is also a large health pack to the left of the foxhole, if you need it. Wait for the first tank to come over the hill through the forest and, when it stops, aim carefully and fire. It may take up to two hits from the bazooka to destroy it, so don't be reckless - find cover and use it.

TIPS FOR BASTOGNE 1 TANKS

- If the tank barrel is pointing at you, find cover or move out of the way - fast!
- Find cover while you reload the bazooka, because it takes a significant amount of time.

Objective: Move to next foxhole, defend from tanks

Move to the 2nd foxhole and reload your bazooka from the ammo there. It's in the same location as the previous one - to the right of the foxhole. Take out the second tank in the same way that you did the first.

Objective: Move to next foxhole, defend from tanks

Finally, move to the 3rd foxhole and do the same. This tank is a little farther away, so make sure you have a clear shot before firing.

Objective: Hold The Line At All Cost

Use any and all means to hold back the Germans coming from the forest across the field until the rest of the Allies come to reinforce your position and drive the Germans out.

The level ends when friendly tanks finally arrive on the scene, wiping out the remaining Germans and effectively saving the day. What a relief!

Battle of Bastogne (2) - Bastogne, Belgium

January 5th, 1945

Mapname: **bastogne2**

To load the map *Bastogne 2*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap bastogne2` and press Enter.

Weapons Loadout

Slot 1	M1A1 Carbine	M1A1 Carbines are paratrooper weapons, as evidenced by the folding stock, added to reduce the gun's size. In the game, M1A1s come outfitted with a 15 clip magazine, and feature semi-automatic fire, with decent accuracy when aiming down the site. On the other hand, it lacks the stopping power of a Garand, and has a mediocre zoom distance when aiming.
Slot 2	Empty	This slot is available to pick up other guns.
Slot 3	Colt .45	A reliable sidearm that's useful in a pinch.
Slot 4	M2 Frag Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

This is a continuation of Bastogne 1, set a few days after the events in the first map.

Introduction

The map begins in a command tent. Cpt. Foley gives orders for Sgt. Moody's first squad as well as second and third squads to perform combat patrols. Included as a part of this, they are to assist second squad in taking a German-occupied farmhouse. They are also told to be on the lookout for any information regarding a patrol that went missing the night before. He tells the men that the Allies are intending to attack Foy, but the path must be cleared for the main force.

Objective: Follow Sgt. Moody to the ridge

After the sequence in the command tent, go outside and join your squad as they move through the cold night.

Objective: Protect Sgt. Moody

As the squad crosses into enemy territory, the quiet atmosphere is suddenly interrupted by a German motorcycle, seen speeding away from the scene, and a burst of machine gun fire. A soldier in your squad gets injured and Sgt. Moody runs out to retrieve him. Take out as many German soldiers as you can to protect Sgt. Moody - pay special attention to the MG42 machine gun behind the sandbags in the distance.

Objective: Clear the forest

Advance with your squad through the woods and clear out the German soldiers. There's lots of health behind the sandbags of the MG42 nest if you need it.

Objective: Follow Sgt. Moody

As the squad moves up towards the location of the farmhouse, Moody hears a sound in the woods and whispers to the squad to get down. He whispers the challenge phrase - "kilroy" - and a friendly soldier responds with the correct password. He joins your group and gives Sgt. Moody the lowdown on the layout at the farmhouse.

Continue following your squad and you'll get to the farmhouse - just in time to see the German motorcycle from earlier screeching in, horn blaring, raising the alarm. German troops are roused to battle stations. So much for the element of surprise! Keep low and follow your squad as they take a detour to the right.

Objective: Clear MG42 nest

You come upon a heavily-defended MG42 nest. Take Sgt. Moody's recommendation and use grenades to clear the area. Just like before, behind the sandbags of the bunker are large health packs, which will come in handy.

Objective: Clear courtyard

Enter the small garage to the south. Watch out for the hole in the side of the wall, as German soldiers will fire through it to injure you. As you move forward, use the barrels and the cars in the courtyard for cover. Watch for the soldier in the roof of the house to the west. After you have cleared most of the enemies, Pvt. Anderson will move to the large 88 guns and destroy them.

Consider picking up an MP40 here from a dead German soldier, if you haven't already done so.

Objective: Clear farmhouse

Once the courtyard is secure and the guns are spiked, the squads will enter the farmhouse, a large two-story structure. Sgt. Moody will kick open the door and a brief firefight will ensue.

Objective: Interrogate the German officer

A member from second squad yells down to Sgt. Moody that he has a prisoner: a German officer. Head upstairs into the radio room to meet this prisoner. Once there, Sgt. Moody and a makeshift translator try to interrogate the officer, grilling him on the location of the missing patrol. After some convincing, the officer reveals the location of the prisoners and offers to lead Sgt. Moody to the location.

Objective: Rescue the allied prisoners

Follow Sgt. Moody and the prisoner as they start to exit the building. Suddenly, the officer cries out a window for help.

Several Germans hear the officer's yell as they are making their way from the woods to the barn. Follow Sgt. Moody to the outside of the barn and stop the Germans from getting too close - otherwise, they will kill the prisoners. Neutralize the threat and insure the survival of the prisoners.

Objective: Get to the crossroads

Sgt. Moody leads your squad along a forested ridgeline. Don't waste your ammo on the motorcycle driving on the road below. As you move away from the stone wall, take care not to enter the area past the small signs that say "Minen" - mines. Stick close to your squad.

As you come up over the ridge you'll spot the crossroads. There's a firefight already in progress between Germans and the Third Squad.

Objective: Clear the crossroads

The Germans are busy attacking Third Squad that they will not notice your presence until it is too late for them. This is a perfect time to flank. Slip in from the left as Sgt. Moody instructs and enter the trench there, killing the enemy soldiers inside. The near side of the trench contains two small health packs, and the far side has two large health packs. Stay low and use the health packs as needed.

When you are ready, advance towards the north and continue the attack. Watch for Germans approaching from the nearby buildings and do not forget about the ones in the bunker. Be sure to neutralize the German inside the small bunker in the middle of the crossroads as quickly as you can. There is a large health pack inside of here as well.

Objective: Ambush convoy

Sgt. Moody is informed that a fresh convoy is on its way to reinforce this area. Since he is not about to give up his newly won crossroads so easily, he decides to set up an ambush. Third Squad will stay behind and guard the crossroads.

Follow Sgt. Moody towards the south, through the woods. Crouch behind a rock when told to hit the dirt. The German convoy will soon be here. Reload your weapon if you have anything less than a full clip.

Once the fight begins, the Germans will attempt to take cover behind their trucks, so try to shoot as many as possible before they can react. Additionally, each truck has an MG-34 gunner who will immediately try run up the hill away from you, in order to find a good place to deploy. If you can take them out before they can set up their guns, the fight will be much easier.

Objective: Destroy tank

A German tank pulls up behind the convoy, and the soldier with the bazooka is killed. Sgt. Moody yells to you to retrieve the bazooka and take out the tank. Because the bazooka is out in the open, you will want to grab it as quickly as possible and then find some cover.

After the first bazooka hits, the tank will begin pulling back - don't let it get away. Fire at it again and it will be completely destroyed.

The ambush a success, Sgt. Moody leads you back to the crossroads, where the mission ends.

Battle of the Bulge - Foy, Belgium ***January 13th, 1945***

Mapname: foy

To load the map *Foy*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap foy` and press Enter.

Weapons Loadout

Slot 1	M1 Garand	This weapon has a good semi-automatic rate of fire, and is highly accurate. Use this (with Aim Down the Sight mode) to take out enemies from a safe distance. Headshots take Jerry down in one shot and conserves precious ammo.
Slot 2	Empty	This slot is available to pick up other guns.
Slot 3	Colt .45	A reliable sidearm that is useful in a pinch.
Slot 4	M2 Frag Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

On January 13 1945, elements of the 101st airborne division in support of armored elements of second battalion, assaulted the town of Foy. After heavy fighting, the 101st successfully pushed the line all the way to the north edge of the village. Despite heavy shelling throughout that night Foy remained in possession of the 101st allowing the armored units to assemble and consolidate their positions before striking towns to the north.

Introduction

You begin in a forest with your squad, Easy Company, as your commander, Captain Foley explains your orders.


Objective: Assault Into Town

As soon as the whistle blows, run with your squad and stick together, following them from haystack to haystack, as you seek a good cover spot to stop. Keep moving as much as possible - hesitation could earn you an artillery shell.

Objective: Kill The Spotter

Once you reach the shed, the sniper in your squad will get shot. Foley orders you to grab his sniper rifle and take out the artillery spotter.

TIPS FOR FOY

- Don't forget to use sprint (default: ), especially when running between cover. It may save your life.
- Stay with your squad - you'll all be better off working together.
- Use grenades whenever enemies are grouped together behind cover. The grenade itself may not kill any of them, but they will be forced to run away, exposing themselves to your squad and making them that much easier to shoot.

The spotter is behind a Y-shaped metal viewing contraption in a bombed-out section of a wood-roofed house in the town. Lie prone on the right side of the shed and crouch forward to the fence just until you can get a view of the town. Locate the spotter (once in scoped mode with the rifle, he is easy to find because his location is warmly lit, which contrasts with the white and gray of the buildings around him) and shoot him with your sniper rifle. There are health packs near the shed, if you need them.

Objective: Take Out The 88

You must now move into the town to eliminate the Flak 88 artillery gun somewhere inside. Your squad is pinned down, however, and Moody asks you to take out the MG42s in the building across the field. Since you have a sniper rifle, you are uniquely equipped to deal with far-off targets (such as MG42 gunners) with speed and precision. Support your squad by taking out MG42 gunners and any other high-up enemies you spot. Remember to lean around the corner to minimize exposure and crouch to keep your gun stable. Snipe the two MG42 gunners in the upper windows of the building. When your squad advances, switch back to your M1 Garand (or grab the M1A1 carbine off the ground near you - your choice) for more close-up combat. Take out any Germans along the way through the field (remember to sprint where appropriate) and destroy any resistance around the Flak 88 (which is around the left side of the building).

Taking out the entrenched resistance around the Flak 88 with grenades if you can. To the right, behind the building, there are multiple health packs, should you need to replenish.

As soon as you take out all the Germans around the 88, an MG42 gunner surprises your squad from on high. Moody orders you to take it out by jumping on the Flak 88 and firing a shell at the window. Run over to the Flak 88, and press the "use" key (default: **F**) to jump inside of it. Rotate it around to aim at the MG42 in the upper window of the building you just came from and fire. Once the MG42 gunner is destroyed, jump off the gun and plant your charges at the base (near the glowing, dynamite-shaped icon). Keep a safe distance and wait for the 88 to explode.

Once it explodes, Moody will approach a nearby door and give you new orders.

Objective: Clear The Houses

Moody kicks in the door and your squad begin engaging the Germans in the house. Move through the house, killing the Germans in the room, up the stairs and across the courtyard into the other building. If you need health packs, they are upstairs on the table. From the upstairs vantage point, take out the MG42 gunner firing out on the field.

Continue out into the yard and engage the Germans in the next house. Be sure to take out the MG42 gunner as soon as you can, as he is pinning your squad down and preventing your advance. Clear out the rest of the Germans, taking out any targets of opportunity through the hole in the brick wall (to help other squads).

Move in through the house and continue clearing rooms, and be mindful of Germans throwing grenades. Make your way through another small yard and into another house. When the German throws the table over and starts a fire, move

as fast through that room as possible. Keep clearing Germans out of the next several houses.

Objective: Disable The Tiger Tank

At one point, Moody will yell at you to take out the Tiger Tank that is backed up against one of the houses. Place explosives on the back of it and get behind cover. Once the tank is blown, proceed through the now open door, move out into the large courtyard, and continue towards the garage.

Objective: Gain Control Of The Church

As you move towards the garage, be careful of the MG42 in the bell tower of the church. Kill the Germans in the garage and make your way across the road to the church. After Sgt. Moody kicks in the door, eliminate the line of Germans making their last stand in the church. Move inside the building and take out the enemies on the balcony above you. Wait for your squad to regroup.

Objective: Defend The Shermans

Make your way up the stairs to the bell tower. Using your sniper rifle, take out as many attacking Germans as you can, paying particular attention to those armed with Panzerfaust anti-tank weapons. Eliminate all Panzerfaust soldiers and wait for Foley to give you the go-ahead to come back down and rejoin the squad.

Objective: Regroup With Captain Foley At The Edge Of Town

Come down from the bell tower and rejoin your squad in the road. Follow the Sherman tanks north along the road and regroup with Capt. Foley.

Objective: Destroy The German Anti-Tank Vehicle

Your objectives change once the Germans destroy one of your Sherman tanks and begin a counteroffensive. Make your way across the bridge as quickly and as safely as possible and take out the anti-tank vehicle entrenched in the barn.

Make judicious use of the sprint function, and drop to prone once you've expended your extra speed, so you can stay low. Once across the bridge, you can either take cover behind the kubelwagen or jump down into the trench (where there are bountiful health packs).

Assist your squad in taking out the German resistance and make your way towards the barn. Clear out the barn (grenades are useful, if you still have any) and grab a Panzerfaust. From a safe distance, shoot the anti-tank vehicle from behind where its armor is weakest.

Once this is destroyed, wait for the rest of your company to proceed with the 11th Armored across the bridge and regroup with Foley.

Well done!

Battle of the Bulge - Noville, Belgium
January 15th, 1945

Mapname: noville

To load the map *Noville*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap noville` and press Enter.

Weapons Loadout

Slot 1	M1A1 Carbine	Standard issue paratrooper weapon, this lightweight rifle is very accurate. Useful for long range, precision firing as well as close-up combat.
Slot 2	Empty	This slot is available to pick up other guns.
Slot 3	Colt .45	A reliable sidearm that is useful in a pinch.
Slot 4	M2 Frag Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

During the early hours of the 14th, the 41st Tank Battalion received the mission of supporting by fire the attack of the Infantry task force of CCB on NOVILLE. The attack was to be made in coordination with the other elements of the 11th Armored Division in a combined offensive action to try and close the Bastogne-Houffalize highway, and join with units of the First Army which were at that time pushing south toward Houffalize. The successful juncture of the First and Third Armies would thus cut the Belgian salient in half and trap the remaining Germans in the bulge.

Noville was a critical target to hold, because of its junction of roads that led south to Bastogne and west to other important strategic locations. A successful defense of Noville would give US forces time to reinforce and support the lines, uniting the First and Third Armies against a waning German offensive.

Introduction

You begin this mission on the backs of Sherman tanks as Captain Foley shouts out your squad's orders. All you know is that there is a German presence here - how many and how strong is unknown. Foley orders the squad to split up and go house-to-house, clearing out any Germans encountered, and to meet up at the Chateau at the north of town. You are with Sgt. Moody's second squad, tasked with clearing the East side of town.

Objective: Clear Houses

Once the tanks arrive, you get off the tank and follow your squad to the nearby buildings on the right (east) side of the road. Make your way up to the building and clear out the barroom.

Proceed around the corner and out into the small yard. At about this time, artillery shells will begin to fall, taking out all but one of the Shermans, and you're ordered to make your way indoors as soon as possible. Move into the next building through the door or up the plank to the second story.

Clear the house out (doing this from above is easiest, as you can surprise and flank the Germans in the rooms below) and move out to the second small yard, clearing Germans as you go.

Make your way into the third house. An artillery blast will collapse the ascending stairs, so head down into the basement.

After you get to the basement, artillery will begin blasting the area above you. Moody will order Anderson to blow the wall to get you out. Stand clear of the blast and proceed through the hole in the wall. Be careful of the Germans coming down the stairs!

Objective: Rendezvous At The Chateau

Take out the resistance and make your way back to street level. Clear the street of Germans and proceed towards the Chateau. Germans will come from all sides so keep your head down and use all cover available.

Eliminate the defenders at the Chateau, paying particular attention to the Germans attempting to flank you from the right, and the heavy machine gunner near the front door. Once the area is clear, proceed around the right side and up the stairs after taking out the MG34 gunner between the two Kubelwagens.

Objective: Clear The Chateau

Proceed room to room and take out the Germans who are inside the Chateau. Be careful of enemies popping up from on high and around corners. Make your way up the stairs to the second level, where Germans attack from multiple places. Clear out the second story. At this point, you'll want to locate a bolt-action rifle (such as a Kar98k) or a sniper rifle (there's one upstairs) in addition to a machine gun. You are about to do a lot of long-range fighting, so the rifle will come in handy. Backtrack through the house, if necessary, and get an M1 Garand, a Kar98k, or a sniper rifle.

Objective: Defend The Chateau

Prepare to defend the Chateau! Germans will attack from all sides in an attempt to crush your defense. Find a good spot for cover with as wide a field of view as possible. Pick one area at a time to concentrate on and focus your fire there. Do not try to take out every German you see - you will waste time flailing around trying to acquire targets.

High-powered, long-range weapons are essential here - do your best to take soldiers down in a single shot by aiming for the head or torso.

REMEMBER YOUR GRENADES. There should be a cache of grenades in the Chateau - find them and use them. If you employ the "cook off" tactic (described in the "What's New" section above) you can take out a large number of enemies with a single, well timed, well placed grenade shot.

If large groups of Germans get close to the house switch to a machine gun, lean out and sweep their position in short bursts (the MP44 is perfect for this, as is the less powerful MP40).

Make your way downstairs to grab a Panzerfaust when the tanks start coming. Cautiously find a place to target the tank without drawing too much fire from

other places, use ADS mode and aim for the turret. A direct hit to the turret will destroy the tank in one shot. Tiger Tanks are strong and well armored, so it may take more than one blast to take them down. At least six tanks will approach and blast the Chateau.

The mission ends when all tanks and infantry are destroyed.

United Kingdom Campaign

Bomber - Somewhere over Northwestern Europe

No. 90 Squadron

September 2, 1941

Mapname: bomber

To load the map *bomber*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap bomber` and press Enter.

Weapons Loadout

You have no personal weapons in this special mission.

Historical Setting

Under the terms of the Lend-Lease law, which was passed on March 11, 1941, the United States War Department was empowered to sell, lend, or lease war material to "the government of any country whose defense the President deems vital for the defense of the United States". Almost immediately, the British Royal Air Force (RAF) requested a number of B-17 "Flying Fortress" bombers. The USAAC agreed to divert twenty aircraft of an order for 38 new B-17Cs to England. The twenty Fortress I's were essentially similar to USAAC B-17Cs, but they had all but the single nose gun replaced by 0.5-inch Browning machine guns, as well as self-sealing fuel tanks installed at Wright Field before the Fortress I's were flown to Britain.

By September 1941, RAF Fortresses had flown 22 attacks against targets such as Bremen, Brest, Emden, Kiel, Oslo, and Rotterdam. Thirty-nine planes had been dispatched, out of which eighteen planes had aborted, and two had been forced to bomb secondary targets because of mechanical problems. Discouraged by the loss of eight bombers to combat and accidents, the RAF decided to abandon daylight bombing raids over Europe.

Introduction

You begin this unique mission in the belly of an RAF Flying Fortress, as one of several crewmembers. Your mates banter a bit as the pilot calls out key details of your mission.

Objective: Get To The Dorsal Turret, Behind The Cockpit

Your pilot orders you to man the dorsal turret, which is located at the top of the plane behind the cockpit. Enter it by pressing the use key. As you fly for a bit through flak clouds, get acquainted with the speed and maneuverability of the turret you're in.

Right after your pilot mentions that you're nearing the coast, your

TIPS FOR BOMBER

- Pick one target and stay with it until it is destroyed. Do not try to hit more than one target at a time - you won't succeed.
- Make sure you don't shoot down your fighter escort! Those planes have the red, yellow and blue circle pattern which is the symbol of the British RAF.

squadron is attacked by German Messerschmitt planes. Fire at them with your turret and try to lead them by firing slightly in front of where they currently are so that you can actually hit them. Pay attention to your squadron commander, who will tell you where enemies are coming from. Be sure to look at your compass, which will show you where the clock-based locations (such as "bandits on our 6!") are in relation to the plane.

Objective: Man The Tail Gunner Position

At some point, the tail gunner will get killed and you've got to go replace him at his position. Press the "Use" key to abandon the dorsal gun position and climb through the plane to the back, where the tail gun awaits.

Shoot down the German planes as they approach "on your six" (from behind).

Objective: Turn Off The Fuel For The Number One Engine

Your plane will get hit, and the #1 engine will catch fire. Exit your gunner position by pressing the "Use" key and proceed to the shut-off valve, which is on the wall of the fuselage near the navigator's seat.

Objective: Man The Tail Gun

At this point, your fighter escort has left to refuel, so you can be assured that every fighter in the air is an enemy. This will make spotting them easier, but it means you're in greater danger.

Continue to shoot at the planes, focusing on one at a time.

Objective: Get Back To The Dorsal Position

Return to this position and concentrate fire on the 12 o'clock (forward) and 3 o'clock (right) positions.

Objective: Turn Off The Fuel For The Number Four Engine

As you did before, proceed to the middle area and cut fuel for the #4 engine.

Objective: Return To Tail Gun

Get back on your tail gun and continue concentrating on fighters attacking from behind. Don't try to take out the ones flying across your field of view - from that angle they are extremely difficult to lead.

NOTE: Your commander has, by now, told you to "use whatever guns you need" so feel free to jump on a waist gun when he calls out "bandits at 9 o'clock."

The waves of planes will begin to subside when the navigator says "1 minute to target."

Objective: Use The Manual Crank To Open The Bomb Bay

When you reach your target, the skipper tells you the bomb bay doors are jammed. Make your way to the bomb bay manual crank (near the dorsal gun) and operate it using the "Use" key.

Watch the bombs as they drop.

Objective: Extinguish Fire In Aft Compartment

After the bombs go, a fire breaks out in the aft compartment. Grab a fire extinguisher from the wall and extinguish the fire.

At this point, the tail of the plane blows off and you are forced to evacuate the plane.

The mission ends. The player will be parachuting into Holland from the destroyed bomber in the following mission.

Holland (SOE Mission)

September 2nd, 1941

Mapname: trainbridge

To load the map *Trainbridge*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap trainbridge` and press Enter.

Weapons Loadout

Slot 1	Empty	
Slot 2	Empty	
Slot 3	Webley	A .38 revolver that is useful in a pinch, but takes a long time to reload.
Slot 4	Mk 1 Frag Grenades	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

The Special Operations Executive, the SOE, was an organization founded by Winston Churchill in July of 1940, as a mechanism for conducting warfare by other means than direct military engagement. They encouraged and facilitated espionage and sabotage behind enemy lines, supported and trained local resistance movements, and even helped form a vestigial resistance movement in Britain itself in the possible event of an Axis invasion. Known also as Churchill's Secret Army, the public at large did not learn of their existence until many years after the War.

Introduction

At the end of the previous mission, you were forced to eject from your dying bomber and parachute to the ground below. At the start of this mission, you awake after being unconscious, suspended in a tree by your parachute. Watch the ensuing scene.

Objective: Assist the resistance

After you're free, Major Ingram will introduce himself and instruct you to grab a gun from one of the German soldiers. There's an MP40 and two Kar98k rifles. Grab all three and follow Maj. Ingram and his men.

As you sneak along the road, you'll soon spy a small German patrol. Take cover behind one of the boulders nearby as the German soldiers move towards you. When the fighting begins, hang back and pick off the Germans from a distance - do not rush forward and allow them to surround you.

When this firefight is over, Maj. Ingram leads the squad off the road and through the woods.

Objective: Infiltrate the farmhouse

A short way into the woods, the squad comes across a small clearing with a barn and, farther away, a large house. Maj. Ingram tells the troops that they have to clear out the farmhouse. Take cover behind the barn and sneak up to the walls around the farmhouse.

As the fighting begins, two gunners on the second floor open the windows and begin firing on the group, making it impossible to advance into the house.

Objective: Take out the MG34 gunners on the 2nd floor (2 remaining)

There are two gunners, one in each of the upper windows. Find some cover and lean around it, using the ADS ("aim down the sight" - defaults to a right-click) mode of your Kar98k rifle to take down the gunners in a single shot.

Objective: Clear out the remaining enemies in the farmhouse

Once inside the farmhouse, watch out for Germans coming in from the doors to the east and west. Switching to your MP40 may be beneficial here. Then head upstairs and take care of any remaining Germans on the second floor - some of them may be hiding behind the overturned table there.

Objective: Clear the enemies by the barn

After the Germans in the house have been cleared out, a German soldier with a Panzerschreck exits the barn and blasts a hole in the second floor of the farmhouse. Make your way back towards the barn, using cover as much as possible and being mindful of any further rockets that may be coming your way. Once this soldier is killed, the Panzerschreck can be yours. (It's fun, but not really necessary to your immediate mission.)

Objective: Make way to bridge

Back towards the south, a kubelwagon full of soldiers arrives on the scene. Take cover once again and neutralize this threat. Afterwards, Maj. Ingram will lead his men towards the bridge to the west. Some more Germans will harass you on the way.

As you come up over a hill and into a clearing, a harder fight begins. There are two machine gun nests aimed right at you. The closer one is to your right, and this one should be taken out first. Then, turn your attention to the farther one, which is illuminated by a lantern. Be careful as this nest harbors an MG34. When it's cleared out, there are two large health packs behind the sandbags, which will fully replenish your health if needed.

You'll arrive at railroad tracks and a tunnel to the north. Maj. Ingram will lead his squad through the tunnel. Reload your weapons and prepare for battle.

At the other end of the tunnel there's a small maintenance shed, a loading device and a railroad control tower. Germans are patrolling the area and the fighting starts almost instantly. Watch out for the soldier at the top of the control tower.

After this area is cleared, the squad will begin to exchange fire with a small bunker to the northeast. The bunker is quickly emptied, and if you need health, are two large health packs inside.

Objective: Pick up explosives

The Dutch resistance member with the explosives has been killed. In his place, Maj. Ingram volunteers you to plant the explosives on the bridge. Go to where Van Dyke's body lies, near the bunker, and press the "use" key to pick up the explosives (they are flashing).

Objective: Plant bombs on bridge (4 remaining)

Head to the middle of the bridge; on the left side there is a ladder leading downwards, which you will take. To your right, around the corner, is a German soldier who may surprise you. Continue and there is a second ladder leading down. Turn to your right again and there is another German soldier with a flashlight on the far walkway.

Continue to the right and plant your explosives in the marked spot. Around the next corner to the left is another German soldier. Continue and place the second charge; soon you'll be back at the ladder.

Take the ladder back up and head to the left and around to the other side of the bridge. You'll see another ladder leading downwards. Once again, to your right is a German soldier with a flashlight. Take care of him and as before, walk around the column, placing the charges on either side.

When you've planted all four charges, take both ladders back up to the bridge, where it becomes apparent that you've attracted the attention of the German soldiers in the bunker on the far side of the bridge. Run back towards the train loading area and take a right, climbing up the hill. You will reach a detonator behind some sandbags.

Objective: Blow up bridge when train arrives

Get ready behind the detonator. The Major will give the signal to set off the explosives right as the train is crossing the bridge. Enjoy the show.

Objective: Get to truck in barn

Follow the SOE operatives as they begin to fall back. Some fighting occurs as a German halftrack comes through the tunnel, blocking the way. Maj. Ingram quickly decides to cut through the forest once again.

Twice, as you are running through the forest, you will have to turn fight off the pursuing enemy soldiers. Soon you'll be back at the farmhouse from earlier.

As you run towards the barn, more German soldiers appear. They will approach from multiple sides - try not to let them flank you! After they're taken care of, hop inside the back of the truck.

Objective: Escape

Lay low in the truck as you make your daring escape. Once you make it to the bridge, you're home free. Congratulations.

Operation Husky (1)- Sicily, Italy
July 12, 1943

Mapname: sicily1

To load the map *Sicily 1*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap sicily1` and press Enter.

Weapons Loadout

Slot 1 Silenced Sten The silenced Sten is perfect for covert operations. The loudest noise this weapon made when fired was of the bolt's movements as the silencer casing trapped and slowed the gases until they emerged silently from the muzzle.

Slot 2 N/A

Slot 3 N/A

Slot 4 N/A

Setting

Before the allied invasion of Sicily could be accomplished, a number of German and Italian coastal defense batteries had to be eliminated. Since it was imperative to ensure the total destruction of the batteries, aerial bombing was not an option. The allies instead opted to have small groups of highly trained operatives from the SOE and a newly formed unit called the SRS (Special Raiding Squadron - later became know as the SAS or Special Air service), infiltrate and destroy the batteries immediately before the invasion. The swiftness and stealth of the attacks were instrumental in preserving the element of surprise.

Introduction

The SOE was quick to recognize Lance Corporal Doyle's potential after the successful raid on the train bridge in September 1941. Allied command immediately transferred him to the training detachment. Through the course of the next few years, Doyle continued sabotage operations in Western Europe and the Mediterranean, eventually joining with the newly formed British SAS.

Now, in preparation for Operation Husky, you are to infiltrate and destroy the naval gun battery at Capo Murro di Porco.

Objective: Eliminate any resistance in the dock house

The mission starts with the player in the back of a small fishing boat. In the boat with the player are several other SAS operatives, including Major Ingram and Sgt. Waters. The boat rounds the corner of the island, and the village and the guns come into view.

After your briefing, watch as Ingram sneaks up on the patrolling guard to take him out - wait for Ingram's signal to advance.

After you see Maj. Ingram take out the patrol guard, advance up the dock to the barrels beside the dock house. Enter the house and take out the remaining Germans. If the music is annoying you, you can shoot the radio as well.

Objective: Storm the bunker and eliminate the rest of the guards

After the dock house is cleared of Germans, progress with your squad towards the bunker with caution so as not to alert the newly arrived Germans until you are in a close position. Be careful because there is an MG34 mounted at the front of the bunker which will cause problems if not taken care of immediately.

Hint: You can use the small shed on the docks as cover.

Objective: Get in the back of the truck

Once you have cleared out the bunker, Maj. Ingram will order everyone to get in the back of the German kubelwagen, to begin the ride up the hill to the lighthouse. Unfortunately, the ride is cut short by the dilapidated truck's inability to move very far.

Objective: Head up to the ridgeline and cover Maj. Ingram's squad

Once the truck stops, get out, and follow your squad up the ridgeline to the base of the lighthouse. You will begin engaging Germans around the area. Be aware of the soldiers at the top of the lighthouse!

Objective: Eliminate enemy presence at the lighthouse

After you have cleared the Germans outside the lighthouse, begin your assault on the inside. There is a German on the upper stories who often tosses grenades down at you, so keep an ear out for its telltale metallic clinking sound.

Hint: you can go around the left side of the building to throw grenades and/or fire to kill Germans.

Objective: Plant the charges in the Lighthouse (3 of 3 remaining)

You must place three charges of dynamite inside the lighthouse. At any point, you can hit "Tab" to see how many charges you have left to plant.

After clearing out the bottom part of the lighthouse, climb the set of wooden stairs. Turn around 180 degrees, and you'll see the first spot to place your dynamite. Then climb two ladders and turn to your right - the second charge spot is right next to the third ladder.

Continue up the third ladder and watch out for the German soldier. There is a Health pack here if you need it, along with a German MP44, which is certainly worth taking - the ammo in your Silenced Sten will only last for so long.

Begin climbing the final ladder, and, before you reach the top, turn to your right. Notice that the final charge location is halfway up this ladder. If the German soldiers at the top of the lighthouse weren't taken care of earlier, they'll still be here, so you may have to climb all the way up first, in order to kill them. It's a nice view - enjoy it while it lasts!

Objective: Regroup outside the lighthouse

Once all the charges are placed, go down to the bottom of the lighthouse and meet up with the rest of your squad.

Objective: Stay low and continue up the path

Follow your squad up the cliffside to the next objective. Once Maj. Ingram says "time to stir up the hornet's nest," take a look at the lighthouse and see the result of your handiwork.

Objective: Avoid the trucks and do not engage the reinforcements!

Just sit tight and crouch as the trucks rush past you towards the lighthouse.

Objective: Get up onto the wall

Climb up the pile of rubble and onto the wall and start taking out the machine gun tower guards. If you alert the guards without killing them, the alarm will start sounding - however, it doesn't mean you've failed the level. Head towards the northeast, along the top of the wall, and prepare for some fighting.

Objective: Find the radio room

Move to your left up the hallway and into the house where you will encounter several Germans. Fight your way through them and grab any of their weapons that you might find useful.

After clearing this room, continue across the walkway. Note that the Germans in the camp below will be alerted to your presence and will make crossing to the next room difficult unless you either crouch the whole way, or fight back and take out the Germans below.

Objective: Destroy the communications equipment (5 remaining)

After arriving at the next tower, you will see stairs going downwards to the left and a hallway to the right. Don't worry about the stairs for now - your objective is towards the right.

The first three radios are inside the room immediately available to you after going right. There are plenty of Germans in here, so a well-timed grenade is

always a big help - with the added bonus that a grenade tossed into the radio room will often destroy much of the radio equipment as well.

Proceed to the commander's room and take out the remaining two radios. This is a numbered objective, so you can hit "Tab" to see how many radios you have left to destroy.

Objective: Regroup with 1st squad out in the courtyard

Once all the radios have been blown, go back to the stairs you saw earlier. As you come towards the door, some German soldiers will kick in the door and try to stop you. Take care of them and meet the rest of your squad in the middle of the compound. There will be some more firefighting.

Objective: Secure the underground garage

Fight alongside your squad to clear out the garage area. Continue straight along the metal walkway and to the left to reach a control room area with two health packs on the shelf.

Once you have cleared out the area, head downstairs to the floor of the garage area and look towards the northeast corner. There will be a small doorway.

Objective: Find the documents

Continue through the concrete walls of this installation, sticking close to your squad mates. Be especially careful when you reach a metal catwalk in a U-shaped pattern. Germans are waiting around every corner.

Continue and you will come to an area where there is an elevator to the right and a small doorway to the left. Go into the small doorway and you will find an officer's room with documents lying conspicuously on the table - along with a health pack if needed.

Objective: Get on the elevator

Head back to the elevator you saw earlier and hop on. Press the "use" key on the lever there for a ride downwards.

Objective: Find the cliff gun emplacements

Fight your way through these next few rooms. If you haven't already, consider switching to a German gun so you can take advantage of the ammunition left behind by the enemy soldiers.

Objective: Plant the explosives on the cliff guns (3 remaining)

Soon enough you'll come upon the first gun. Clear out the room (watch out for the German with the MG34) and plant the charge. Make sure to get a safe distance away once the charge is planted.

Turn around and take the stairs and tunnel to the left to the next cliff gun chamber and do the same here.

Then, continue back through the tunnel you came and go to the next tunnel, on the right side of the first cliff gun. Continue straight ahead to plant the charge on the last remaining cliff gun.

Finally, go back up the way you came, and make a left to go down into the ammo depot.

Objective: Plant the charges in the magazine (3 remaining)

Go down the stairs, past the ammo, and into the next chamber. Place your charges in three locations - they are located on the left, middle, and right of the far side of the room. Fight any Germans that show up to thwart you.

Objective: Get back to the elevator

After planting the final charge in the ammo room, follow your squad mates and return to the lift. Activate it again to ride back up to the top. From there, continue back out the way you came, always on the lookout for enemy soldiers. They will harass you as you make your way back to the base.

Objective: Regroup in the garage

Once you are back in the garage, a German truck full of enemy soldiers will burst in and attempt to stop your escape. Take care of them and run up the ramp that the kubelwagon drove in on, back to the center of the base.

Objective: Make your way back to the courtyard

Once in the courtyard, your daring escape will be made in the sidecar of a German motorcycle. Find Maj. Ingram and press the "use" key when you are next to the motorcycle sidecar. You will hop in and Maj. Ingram will begin driving away from the base at top speed.

Operation Husky (2) - Sicily, Italy
July 12, 1943

Mapname: sicily2

To load the map *Sicily2*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap sicily2` and press Enter.

Weapons Loadout

Slot 1	MP44	While the MP44 fires a bit more slowly than the MP40, it is by far that weapon's superior when it comes to mid-range or even long-range targeting. It's no sniper rifle, but is fairly accurate when single shots are fired at distant enemies.
Slot 2		
Slot 3	Webley	A .38 revolver that is useful in a pinch, but takes a long time to reload.
Slot 4	Mk 1 Frag Grenades	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

(see Sicily 1)

Introduction

Having escaped the German base on a motorcycle, you and Ingram are being chased by trucks, motorcycles, and infantry through a small Italian town. You will have to fight off trailing trucks, motorcycles, and approaching blockades on your way to the rendezvous at the dock where a waiting boat will take you away to safety.

Objective: Get To The Shore

You are in the sidecar of a motorcycle driven by Ingram. You are to take out approaching Germans that will be in trucks, cars, and motorcycles on your race to the dock to meet your boat.

Hint: To prevent taking too much damage, make sure you crouch when reloading as well as conserving your ammo for good shots on the enemy.

The first truck you approach will be stationary, but it will take off after you pass it. This will soon be joined by another truck. Concentrate on the men in the back of the trucks - don't waste your ammo trying to take out the driver.

The second truck will soon have an accident with a third truck, forcing the first truck off the road. At this point, a car will resume the chase and you will end up stopped at a spot with some ruins.

You will come up on a checkpoint with two trucks and several soldiers. Ingram will steer around this checkpoint; just continue to take out the Germans as best you can.

Now you are racing through town. At first, you'll be chased by a set of German motorcycles with sidecars. Taking them both out is relatively easy. If you kill the driver of the second one, it will crash into a stationary truck in a fiery explosion.

Continue firing at any available targets as Maj. Ingram drives you down a small alleyway. A kubelwagen tries to give chase through here, but predictably, it doesn't last for long.

Once that truck is stopped, you will go through an open courtyard where more Germans await. Afterwards, a final car is left giving chase. Shoot it, and you will be home free, until a tank suddenly spoils the show.

The tank causes the motorcycle to crash, throwing you and Ingram into a small courtyard. Avoid the machine gun fire from the tank and quickly follow Ingram into the house, where there is some much-needed ammo and health.

Follow Maj. Ingram and go out the upstairs window after he kicks through it. You'll be in a courtyard where you will find Germans surrounding the area, both on the ground and in the balconies. Take care of these enemies and follow Maj. Ingram up the road. A truck and several soldiers will block the way, so shoot the enemies that you can - you can shoot at their legs under the

bottom of the truck - and Maj. Ingram will clear the way through the fence to the right.

Follow him through the switchbacks. German soldiers will be firing at you from behind. You can either try to sprint your way down, or turn around and eliminate them before continuing onwards.

As you reach the dock, more Germans will put up a fight.

Objective: Get on the escape boat

Enter the bunker and engage the enemies there. There's some health in the room with the beds. Then head down the stairs and you'll come up on the beach. Your escape boat on the left-hand dock is destroyed! Note that there are more German soldiers to your left, around the side. Take care of them and head onto the right-hand dock. Thankfully, this boat has a gun...

You are now manning the gun on the boat as Maj. Ingram drives it. Other boats approach and shoot at you. If the boat's damage level (indicated on the right-hand side of the screen) reaches zero, you and Maj. Ingram are dead.

Keep up the fire on the German boats, concentrating on one boat at a time. Unlike on the truck earlier, you do not have to aim for the people on the boat. Just hit the hull of the boat itself and eventually it will be destroyed.

After the last boat is blown up, you'll finally get to see the result of the charges you placed on the ammo back in the artillery base. Nice work!

USSR Campaign

Battle of Kursk - Near Botovo, Belarus

July 4, 1943

Mapname: trenches

To load the map *Trenches*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap trenches` and press Enter.

Weapons Loadout

Slot 1	Mosin-Nagant Rifle	The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long range fire. Its low rate of fire is a liability in close range combat.
Slot 2	Empty	This slot is available to pick up other guns.
Slot 3	Luger	The Luger pistol carries 9-mm ammunition and an eight shot magazine. It is a highly prized trophy for Allied soldiers and can often be found as a sidearm in Russian or American hands.
Slot 4	RGD-33 Stick Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to

enemy fire.

Historical Setting

In July 1943, Germany planned to resume their annual summer forays into Russian territory in the hopes of surrounding and destroying yet another Russian army. However, what made the battle of Kursk different from any other was that this time the Russians were ready. Armed with intelligence provided by German deserters they even knew the precise time of day the attack would begin. Furthermore, the Russian army was as trained as ever, and prepared themselves considerably for an enemy they were coming to know very well. They ferociously clashed with the German 9th army for days

The map *Trenches*, which is set near the rain-drenched fields near Botovo, chronicles one of the first days of the historic Kursk conflict. In it, you play a Russian soldier rushed to the front lines to face down the hordes of German infantry and tanks that threw themselves at the Russians in a series of bloody, and ultimately futile, attempts to break the will of the Russians. Though Russian losses in men and materiel were considerable, the defense destroyed any hopes Germany ever held of advancing further, and the events of Kursk would prove the turning point in the war.

Introduction

You will begin this map inside of a troop transport truck in the heart of a raging battle. Planes fly overhead, bombing your allies, and strafing your truck as Russian scramble to survive.

Soon your truck will begin moving in a convoy. You are along for the ride whether you like it or not, so take a moment to watch the action unfold around you. It is recommended that you crouch, so as not to catch a stray bullet from strafing Stuka planes.

After passing by many tanks and troops rushing back and forth, you finally arrive at the series of trenches that comprise the front line. Get out of the truck by standing up (if you are crouched) and jumping out of the back.

Objective: Get Ammo From Bunker

You may notice that your rifle contains a single clip of ammo, which is hardly adequate for what you're about to face. Make your way from the trucks into the trenches and head East (right) towards the underground bunker. If a stray artillery explosion injures you, there are two health packs on a series of barrels in a small dugout section of the trench, near the entrance to the bunker.

Enter the bunker and get in line behind the group of soldiers standing in the hallway to complete the objective.

Objective: Defend The Right Flank

Follow your comrades through the trenches, past Sergeant Antonov and into a good defensive position along the line. As you enter the main trench area, artillery fire will almost certainly force you to the ground. Get up as fast as you can and move through your shell-shocked haze to the area closest to the start on your compass.

Stay down as artillery barrages the area and then wait until you hear the distant sound of a whistle, signaling the German advance. Using your Mosin-Nagant rifle, take out as many of the advancing German soldiers as you can. They will come from many sides, so keep checking your peripheral vision. If you run low on ammo, or want to switch to the PPSH submachine gun, run to the pile of boxes behind you to grab additional rifle ammo, a PPSH, or the large health pack. (**NOTE:** Don't grab the health pack unless you really need it - it is one of the only ones around).

TIPS FOR TRENCH COMBAT

- Using ADS (Aim Down the Sight) Mode is critical to your success here.
- This will minimize your exposure to enemy fire and keep you from being a sitting duck.
- Count the number of times you shoot in sequences of five. When you reach your 5th bullet, crouch behind the trench to reload your rifle.
- Reserve the PPSH for close-quarters combat (i.e. a German who breaches the trench or is right in front of you) and your rifle for long-range.

Once you and your squad deal with the advancing Germans, your commissar will order you to reinforce the Left Flank, which has come under heavy fire. Grab health if you need it, scour the immediate area for extra ammo (in the form of dropped rifles) and make your way left and back through the trenches.

Objective: Flush Out Left Flank

Along the way to the left flank, you will have to fight your way through scattered Germans who have infiltrated your trenches and bunkers. **Consider switching to your PPSH for this section, as it is a superior close-quarters weapon.** Fight alongside your squad to flush them out. Once inside the first bunker, pick up the PPSHs on the boxes to gather ammo for that weapon. Grab the health pack further inside the bunker and make your way outside once again. Take out the Germans on the right side of the trench (a well-placed grenade is devastatingly effective here) and keep moving through the trench.

Sgt. Antonov will yell "Comrades, follow me!" and you would be wise to follow him. At this point, a massive number of Germans will attempt to overrun your position. Although there is a nearby MG42 that you can jump on and mow them down with, follow the sergeant's orders and follow him. More Germans than you can handle will pour over the hill and eventually kill you.

Antonov will lead you back to the right flank, where things have heated up once again. Once you reach the edge of the trenches, Antonov will give you a new objective.

Objective: Blow Up Three Elephant Tanks

Make your way through the trench under the burned out airplane and advance into the open field. Locate the three "Elefant" tanks (they will each have a glowing marker on them, where you must place the charge) and press the "Use" key (default: **F**) in order to place the charges. Keep your distance once the charges are set, and keep an eye out for German soldiers.

Objective: Meet Up With Sgt. Antonov

Once all three tanks are destroyed, make your way Southeast down the ravine to meet up with Sgt. Antonov.

Objective: Head To Village

Antonov informs you that the Germans are attempting to flank you by taking the nearby village. Follow your squad through the ravine, continuing south, taking out any German resistance along the way.

Enter the small shack near the bridge and wait for the commanding officer to open the door.

Objective: Eliminate All Enemies In Village

Make your way through the village, taking out any Germans in the area. Be careful - many of them are well-protected and behind cover, so be judicious and accurate with your shots. There are many low fences and walls that provide ample cover for you as well, so don't feel the need to rush through. Make your way through the shacks, and keep crouched. Don't forget to lean around corners, especially when dealing with the MG42 gunner at the far end of the yard.

Objective: Defend The Village

Once you begin to approach the Northwest house, a reinforcement timer will begin counting down, and you will hear the squeaky approach of German panzers. Find a good place for cover, as the Germans are about to make a final effort to reclaim the town.

Hole up in the house, get on the MG42, or simply get behind good cover that gives you a wide field of view. Germans will approach from all sides. It is best to keep your head down; as German panzers will quickly cut you down with their machine guns should you be foolish enough to be in their way.

If you are having trouble staying alive, the safest place to be is in the stairwell of the northern-most building, with the PPSH and plenty of ammo. Lean around the side and fire short, controlled bursts at the Germans who come in the door.

If you are being overrun, run up the stairs and keep your head down. There are two health packs on the table in one of the ground floor rooms.

Once the timer counts down, help your reinforcements take out the rest of the German attackers. After the T34s roll in, the objective is complete.

Objective: Find Kommissar

Head South, back through the yard, until you have reached the Kommissar and the remains of your unit.

Congratulations, Comrade!

Battle Of Kursk - Ponyri ***July 11, 1943***

Mapname: Ponyri

To load the map *Ponyri*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap ponyri` and press Enter.

Weapons Loadout

Slot 1	Mosin-Nagant Rifle	The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long range fire. Its low rate of fire is a liability in close range combat.
Slot 2	Empty	This slot is available for picking up other guns.
Slot 3	Empty	
Slot 4	RGD-33 Stick Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

In the opening moves of Operation "Zitadelle" on 5 July 1943 the German 9th Army crashed into the defensive lines of the Soviet 13th Army on the northern face of the Kursk Salient. The advance was barred by a cluster of fortified towns and villages strung along high ground about 60 km north of Kursk. For six days, one of those settlements, Ponyri Station, became the focal point of immense efforts by both sides. Ponyri Station, sitting astride the main rail link between Kursk and Orel, was a collection and distribution point for the collective farms in the vicinity; this in turn made it a natural goal in the German's North/South pincer move. The Soviets, being under no illusions that an attack would be forthcoming, had previously fortified Ponyri and were determined to hold the village. Among the many fierce battles of Kursk that around Ponyri Station was one the fiercest, the fighting being likened by both sides to a "little Stalingrad". From July 6-9 a see-saw struggle for control of the schoolhouse, tractor depot, railway station and water tower took place. On the 7th of July alone, the village changed hands no less than 5 times.

Introduction

Sgt. Antonov explains the situation: you are going to recapture the Ponyri rail facility currently held by the Germans. Several comrades and a few tanks accompany you.

Objective: Take the rail station

Advance with your troops towards the rail station. As Sgt. Antonov suggests, use the second tank in the convoy for cover as it moves in to the right, as the station is well defended with emplaced machine guns. From behind the cover of the tank toss some grenades into the entrenched German positions, then pick them off with your Mosin-Nagant rifle.

When you are ready advance to the right and clear out the Germans behind the sandbags to the side of the station building. Pick up an MP40 here if you can for close-quarters combat. From there, you can head north and lean around the train car and eliminate the enemy soldiers manning the stationary machine guns.

Hint: You can't crawl under the train cars, but you can toss grenades underneath them.

After killing the last German soldier in this wave, a new objective will appear.

Objective: Flank to the left of the rails

Take cover with your comrades and head towards the left of the rails. There are some sandbags here while you'll want to use for cover. Don't rush - just as you think the Germans have been cleared, some more will pop out from the shed.

Objective: Clear the rail station of German forces

Advance towards the shed, preferably from the left side. **Be careful** - there is a German sniper in the wooden tower to the northeast. You may not see him because he is obscured by smoke from a damaged train car.

Inside the shed, there are some much-needed health packs, and some grenades to replenish your stock.

Turn your attention towards the train station. Behind the cover of the sandbags, barrels and crates, begin to shoot at the enemy soldiers. As the battle continues, a machine gunner will take up a position near the wooden tower to the northeast. Eliminate him as soon as possible from behind the cover of the damaged train car.

Once all the Germans are gone, Sgt. Antonov will wave you inside the train station building itself. Equip the MP40 you picked up earlier and head inside.

As you enter the main area inside the train station, several Germans with machine guns confront you and your squad. Clear out the bottom floor and proceed to the upper floor. Not long after you clear out the upper floor, mortars start falling on Russian soldiers outside. Hurry downstairs to join them in dashing across the battlefield to a safer location.

Objective: Clear the town of German resistance

Once you get downstairs, clear the Germans who have arrived through a previously closed door. Join your squad and make your way out the double doors. Assist the emplaced Russian gunners in eliminating the Germans defending the town, and move as quickly as possible across the river to a safe, covered place. Be on your guard - Germans may pop out from anywhere, and you are an easy target in this wide-open space.

Head east, to a building on your left (north). Kill the Germans surrounding it and go inside. There are health paks, and the windows provide cover for you to take out far away Germans with your rifle.

Move forward with your squad and take out the Germans under the far water tower. Proceed south, through the houses and cautiously eliminate the Germans in the area. Soon, an MG42 gun will open up on the area from a bombed out section of the schoolhouse. You must eliminate that gunner as soon as possible.

Objective: Enter the school from the West

Shoot the MG42 gunner and then run forward to a bombed out building to take cover. Germans will jump on the MG42 and keep firing, so shoot the next one, and then proceed to the schoolhouse.

Objective: Eliminate the machine gun nest upstairs

Once near the schoolhouse, enter it along with your squad and fight the Germans inside. This will be a long, bitter fight - the Germans will not give this building up easily. Judiciously employ machine gun fire and grenades to clear the rooms, taking care not to catch your comrades in the crossfire.

Head upstairs and clear the Germans out. Once the MG42 gunner is dead, you'll be ordered to regroup with your squad outside. Hop down from one of the many holes in the floor and head north to where your squad is.

Objective: Recover The Explosives

As you approach your squad engaged in combat, one of your comrades will fall in battle. Corporal Kulikov orders you to grab the explosives off the ground and go take out the Panzer blocking the road. (The explosives will be flashing yellow on the ground.)

Objective: Destroy the Panzer

Grab the explosives (keep your head down!) and take cover. Heading straight for the tank would be suicide, so flank it by going behind the houses to the right. Take care when passing by gaps in the houses or fence - there are Germans everywhere. Also, don't waste your time trying to flank the soldiers attacking your squad - you've got a job to do!

Keep moving east until you find a building you can enter. Grab health if you need it and then head out into the street. Shoot the Germans next to the Panzer (they won't even know what hit 'em), then place your explosives on the back of the Panzer. Take cover.

Backtrack with Private Semashko and rejoin your squad.

Objective: Eliminate the machine gun emplacement

Another Panzer is blocking the road, but this one has an MG42 nest protecting its back. Make your way across the street (sprinting between cover so as to avoid machine gun fire) and move into the bombed out building. Take out any German infantry you can see while avoiding fire from the MG42 and the tank.

Move forward with Semashko into the northernmost building and clear it from the ground up.

Objective: Destroy second Panzer

Once you clear the MG42 room, shoot any Germans you see protecting the tank below. One of your squadmates will slap a charge on the back of this panzer and destroy it. Regroup with your squad in the street.

Objective: Clear the way to the factory

As you meet up with Antonov, you are immediately assaulted again by rallying German troops. Take cover, lean around corners and take out the Germans blocking your way to the factory.

Move forward around the corner and into the factory yard.

Objective: Assault the factory

Germans pour out of the factory basement - take them out with a few grenades. Move down into the basement and proceed cautiously, clearing out the Germans who come down the stairs.

(NOTE: Some of the Germans in the green camo uniforms drop MP44s - consider picking up this excellent, accurate and deadly machine gun).

Objective: Get to the top floor catwalks

When you go up the stairs, if you can manage it, throw a cooked-off grenade into the window above you. It will save you time in the future. Move through the steel doors and clear out the work area.

Head up one flight of stairs and clear out the floor (if you didn't already with the grenade in the window). Keep moving through the floor and go up another floor. Clear the radio room of Germans (grenades, if you have any left, work great here).

Move towards the tank garage and, take cover near the large window. Shoot the Germans on the catwalks and then walk out onto the catwalks. Get ready for a helluva fight.

Objective: Eliminate German resistance

The southern wall below you will explode, and Russian soldiers will pour in. Germans will scatter and approach from all sides in a desperate attempt to keep control of the building. Proceed along the catwalk, using boxes for cover, and shoot as many Germans below you as you can. At first, they will be unaware of you, but keep covered - they'll notice you soon enough.

A Panzer will enter the area and turn up the heat - you need to find a Panzerfaust as fast as you can to eliminate it.

Objective: Get the panzerfaust and destroy the tank

Move downstairs as carefully as possible. As you near the top of the stairs, Germans will pop through a door and attack you. Kill them and proceed downstairs, taking out Germans from afar on your way (it is best to have a bolt-action rifle for one-shot kills and long-range accuracy). Move down the stairs and hug the south wall. Keep covered (crawl on your belly if you have to!) so as to avoid the Panzer's MG34 gun and grab a Panzerfaust from the room

to the south. Destroy the tank (it may take 2 shots from the Panzerfaust) and then annihilate any remaining German troops in the room.

Objective: Regroup with your troops

Once the room is clear, regroup with Sgt. Antonov. Mission accomplished.

***Battle Of Kursk - Approaching Prokhorovka, Ukraine
July 12, 1943***

Mapname: kursk

To load the map *Kursk*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap kursk` and press Enter.

Weapons Loadout

You have no personal weapons in this special mission.

Historical Setting

Germany's Operation Zitadelle was, by this time, not going very well. The Northern pincer hit a well-prepared Russian front and halted. In the South, the advance was slower than expected. By July 12 the 3 divisions of the II SS Panzer corps (Leibstandarte, Das Reich and Totenkopf) under general Hausser had breached the last Russian defenseline. In response, the Russians called for their armor reserve, the elite 5th Guards Tank Army, led by General Romistrov. The two massive forces of armor clashed at Prokhorovka, constituting the single largest armored conflict of the entire war. The Russians suffered brutal losses but managed to halt the German advance. Though a crushing defeat from a tactical sense, the Battle at Prokhorovka was a key strategic victory, and marked the start of Germany's decline and eventual defeat.

Introduction

Your tank commander informs you that you must prevent the Germans from crossing the river Psel at all costs.

Objective: Prevent The Germans From Crossing The River Psel

Move forward with your column, keeping an eye out for German tanks or anti-tank weapons. After a short time, you reach a bridge that has blown, with German Pak-43 anti-tank guns and infantry on the other side.

Objective: Find A Shallow Point To Cross The Stream And Engage The Enemy Column

Move to the left of the bridge and ford the river. Take out any anti-tank guns on the other side of the river, including infantry in the buildings.

Objective: Eliminate The German Resistance And Cross The Stream

Once the Germans are destroyed, continue your advance.

Objective: Destroy The Enemy Convoy

As you round the corner, following the river, you will see a small town. German tanks will emerge from behind the buildings and attack you. Eliminate the resistance, paying particular attention to the anti-tank guns to the East.

Anti-tank crews exist in the buildings, so don't be afraid to reduce those to rubble.

Objective: Continue To The Town

Keep moving east and help your comrades take out the two tanks at the far point on the road. As you start to head north, your commander spots an enemy roadblock up ahead. Maneuver around the rock to get a good position to take out the tanks and anti-tank gun. Once they are eliminated continue along the road.

In the distance you will see fellow Russian T-34 tanks under fire. Make haste along the road and you will see three German Tiger Tanks. Be careful here - Tiger Tanks are larger and deadlier than the Panzer IV tanks you have fought up until this point. They will take multiple hits to destroy. Flank the Tigers and try to focus your fire on one at a time. Pray that they don't aim their cannons at you.

Continue moving along the road until you reach the next village. Tanks from the far side will immediately engage you. Fire at them while moving from cover point to cover point, and keep your eyes open for reinforcements.

After the town, the road turns North once again. Near an isolated building, there is an anti-tank crew firing Panzerschreks at you. Pinpoint their location and blast them off the map.

The road turns east once again, and this time, you've got your hands full - Panzerschrek infantry lie in wait next to a German "Elefant" tank buster. Blast the Elefant as soon as possible. Try to place your shots so that you can damage the Elefant and destroy the infantry as well.

Once past this obstacle, you reach a wide-open area strewn with rubble, buildings and the smoldering hulks of dead tanks. There is a large tank battle in progress here and you must join it in order to turn the tide against the Germans. You will encounter Panzer IVs, Tigers and Elefants, so look carefully at what kind of target you have, and adjust your tactics accordingly (Panzers and Elefants sometimes go up in one hit, Tigers will take several shots).

Move cautiously and use the cover of rocks and rubble, systematically locating and destroying every tank within your present line of site. When you can see no more tanks, move to a new position, secure yourself, and destroy everything

TIPS FOR TANK COMBAT

- Be mindful of your rate of fire - tanks fire slowly, as each shell must be loaded manually by your crew. Place your shots well.
- A great way of minimizing your exposure while your crew reloads your cannon is to move behind cover. Use the terrain to your advantage. If you see a distant tank, fire while moving to a rock or building, then stop for a second. You can protect yourself while you reload and be ready to fire as soon as you emerge from behind cover.
- Avoid stopping to fire your cannon when in open areas. If you are exposed, stay on the move, and fire as you go, in order to make yourself harder to hit.

you see. Many German tanks will stay in one position, but others will move in an attempt to get a clear shot on you and what remains of your column. Be disciplined in your shots and try to make every shell you fire hit its mark.

Once you clear out the main resistance in town, German reinforcements will arrive from the West. They have the high ground so be extremely careful - if possible hug the left ridge and use it as cover as you maneuver north through the rubble in order to get a clear shot. Poke your nose out and take the Germans out one by one.

Once they are vanquished, the level will end.

Battle Of Kursk - Kharkov, Ukraine (1) ***August 22, 1943***

Mapname: kharkov1

To load the map *Kharkov*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under *Call of Duty - United Offensive*.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap kharkov1` and press Enter.

Weapons Loadout

Slot 1	Scoped Mosin-Nagant Rifle	The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long range fire. Its low rate of fire is a liability in close range combat. Outfitted with a 4x zoom scope, the scoped Mosin-Nagant is perfect for sniper work.
Slot 2	Empty	This slot is available for picking up other guns.
Slot 3	Binoculars	You are equipped with binoculars, which will aid you in spotting for artillery.
Slot 4	RGD-33 Stick Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

In August 22nd, 1943, the Russian armies, though battered and weary from two months of some of the most costly fighting in human history, had finally succeeded in wresting the Ukrainian city of Kharkov from German hands.

In this mission, a combined force of infantry and armor work in harmony to clear out the last vestiges of German resistance in the streets of Kharkov. You navigate the destroyed city, protecting your tanks from anti-tank guns as they help neutralize anti-personnel threats in high places.

Introduction

You begin this mission very close to combat already in progress. You and your squad are working in conjunction with a small number of T-34 tanks to clear out what is left of the German presence in the city of Kharkov.

Objective: Assault The Town

Proceed, using cover and crouching as much as possible, with your squad and do your best to eliminate as many heavy machine gunners as possible. The tanks will help by blasting the gun emplacements, but you can speed up the process by using ADS mode on your very accurate and long-range Mosin-Nagant rifle.

As you make your way towards the main part of town, be sure to pick up rifles from your fallen comrades, and grab any PPSH submachine gun you find - it will be useful later. (If you prefer, you can grab German weapons, too.)

Germans will come out from buildings, so keep your eyes on your surroundings (and don't just worry about MG34s and MG42s).

Continue west, alongside the tanks and watch the high ground - Germans with rifles and LMGs will continue to pin down your squad.

Objective: Meet With Sgt. Antonov

As you advance around the corner of the building, make sure to take cover. Don't forget to use your sprint function to move quickly from cover to cover. At some point, the front most tank will get destroyed. Antonov will order you to advance, and your objectives change. To get your new orders, meet up with Antonov, who is along the north wall.

Objective: Take Out Anti-Tank Positions (#1)

Antonov tells you to accompany two of your squad mates and find a good place to spot for the artillery strikes that are needed to take out three anti-tank gun positions in the city. Move into the building and up the stairs to the window. There are health packs on the floor along the way, should you need them. You will see a Pak 43 anti-tank cannon nestled in a bombed out building, firing on your T-34s. Switch to your binoculars (they are in your Pistol slot default key: `3`), go into ADS mode (default key: `Right Mouse Button`) and aim at the Pak 43. When you see the red reticule, press your "fire" button and hold it.

TIPS FOR KHARKOV

- This mission requires versatility - know when to use the right weapon for the job. When in open areas with a lot of exposure, use your rifle. When doing close-quarters combat, use your machine gun.
- The value of the sprint command cannot be emphasized enough in this setting. There is a lot of rubble, but moving between cover spots can get you seriously wounded, or even killed, fast. Sprinting (remember to stand up - sprint doesn't work when crouched) between cover spots is essential to survival in the streets of Kharkov.

After a few seconds, you will get audio confirmation that the coordinates for the location have been received. It may be necessary to kill the two Germans above the Pak 43 - if they spot you, they'll try to kill you. Watch the artillery fall and confirm the gun is destroyed, and rejoin your squad, who will kick open the door on your current floor. Move through the door, killing the German awaiting your arrival and jump down to street level again.

Objective: Take Out Anti-Tank Positions (#2)

At this point, you can move around to your left, fighting Germans and avoiding heavy machine gun fire, or you can sneak around to your right and flank the enemy. Assuming you take the right flank, shoot the Germans in the next building through the holes in the wall, and then make your way upstairs once again.

Move to one of the windows (cautiously! Lots of enemies can spot you from here) and locate the next Pak 43, which is on the ground level of the building directly to your west. Like before, switch to binoculars, go into ADS mode, target the gun and "fire." Your squad radioman will sound off the coordinates. Take cover and wait for the bombs to fall.

Once the target is neutralized, run down to ground level and join your two comrades, one of which will kick down the door. Be prepared for an immediate attack as Germans in the next yard attack you. Take out the soldiers close to you and then take out the MG42 gunner up high.

Move to cover and, if you desire, help support your squad's advance along the street by taking out Germans in the large, multi-windowed building on the other side of the street.

Keep your primary objective in mind, though, which is to eliminate the third and final anti-tank position further north.

Objective: Take Out Anti-Tank Positions (#3)

Run up the planks and into the next building to the windows. By now you should know the drill. Take out the MG42 gunner and then target the Elephant anti-tank vehicle with your binocs. Watch the fireworks, and then jump down to street level and proceed through the blown out wall.

Objective: Assault The Town (continued)

Emerge onto the street and wait for the rest of your squad to come through the now blown barricade. Escort your tanks along the street, taking out infantry resistance along the way.

At some point, a fearsome German Tiger Tank will come into the street and begin pounding your T-34s. Make your way to the north side of the street and locate a Panzerfaust in one of the buildings. Aim for the turret on the Tiger and fire - one or two shots should take it out and allow your T-34s to continue their advance. (Note: If you do not take out the Tiger Tank, eventually your T-34s will.) Stay out of the fire of German troops, who will continue to pour into the area from many angles.

Move down the road, clearing enemy resistance as you go. Your tanks will blow a hole in a wall - proceed with your squad through this hole. Clear the Germans from the area, and move to your left, through more broken brick walls. Around this area, resistance heats up - quite literally - as a soldier with a flamethrower attempts to incinerate your comrades! Shoot him down, and the MG42 to you left and move through the buildings.

Your path will narrow as you make your way toward the courtyard where contingents of Germans are making a last stand attempt to thwart your advance. Trees will obscure your view of many of their positions, so move to the right and take the high ground. Keep crouched and behind cover - there are more enemies than you even know out there. Take out as many as you can and, when it is safe, advance into the courtyard with your squad.

Follow them to the south portion of the bombed out building and into the corridors. Avoid any fires in the area - you will take damage when near them

- and systematically clear the rooms of Germans. (NOTE: A machine gun, like the PPSH or the MP40, are best suited for this close-quarters combat.)

Move through the corridors and shoot any Germans you see. At the end of the first building, Sgt. Antonov will order you and two others to finish clearing the building.

Objective: Clear Out The Rest Of The Building

Continue going through the building and taking out enemies. Shoot the MG42 gunner in the window from behind - he is firing on your guys! Move to the window to signal to the rest of the squad that the building's clear.

Two Russians will set charges on the barricade and run off. Once the barricade is blown, move out of the room and continue fighting your way out of the building, until you reach a wide-open section with Germans on multiple stories.

Objective: Assault The Town (continued)

Find some good cover and take out the Germans in doorways and behind walls. Take your time (it can be hard to see the Germans through the smoke) and use grenades in doorways to take out multiple enemies.

Once all enemies are destroyed, jump down and head through the West corridor, winding your way around until you see a pile of Panzerfausts next to a wall.

Take out the Germans - in windows, crawling into the courtyard, coming up the sides - and keep an eye on your ammo. Use grenades only when enemies are grouped together and try to conserve your machine gun ammo.

Objective: Take Out The Tiger Tank

A Tiger will blast through the Southern wall, its heavy machine gun unloading on your squad. Get to the Panzerfausts and take it out as soon as possible.

A flood of Germans will pour into the courtyard in support of the tank, some armed with MP34 deployable light machine guns. Keep your head down and shoot as many Germans as you can.

At some point, once most of the resistance is neutralized, Russians will pour through the windows on each side of the destroyed Tiger. Don't shoot them! They are your other squad, and their arrival signals your victory. Help them clear the area of any remaining Germans and the level will end.

Battle Of Kursk - Kharkov, Ukraine (2)
August 22, 1943

Mapname: kharkov2

To load the map *Kharkov 2*:

1. Enter the game by selecting the start menu selection for *Play Call of Duty United Offensive Single Player* under Call of Duty - United Offensive.
2. Pull down the game console by pressing the ` (tilde) key.
3. Type `\spdevmap kharkov2` and press Enter.

Weapons Loadout

Slot 1	Scoped Mosin-Nagant Rifle	The Mosin-Nagant is a bolt-action rifle capable of very accurate and powerful long range fire. Its low rate of fire is a liability in close range combat. Outfitted with a 4x zoom scope, the scoped Mosin-Nagant is perfect for sniper work.
Slot 2	Empty	This slot is available for picking up other guns.
Slot 3	Binoculars	You are equipped with binoculars, which will aid you in spotting for artillery.
Slot 4	RGD-33 Stick Grenade	Grenades are perfect for flushing out entrenched enemies and forcing them to expose themselves to enemy fire.

Historical Setting

(see Kharkov 1)

Introduction

You continue through the streets of Kharkov and head to the train station at the heart of the city, where you and your comrades valiantly hold off a fierce German counterattack.

Objective: Get to the square

Follow your squad and the tanks you're accompanying down into the street. Using the tanks for cover, take out the Germans up in the high windows and down on the street. Once they are clear, keep moving down the street. The tanks will roll over a car blockade - it is best to follow your squad north and up the stairs to a bombed out building.

Objective: Meet with Antonov

Jump down and take cover next to Sgt. Antonov. He will tell you that you need to get to Miesha, who can radio for engineers to blow up the rubble blocking the paths in the square. Follow Antonov down to the entrance to the building.

Objective: Stay with Antonov

Antonov will order you to move with him to find cover behind the tank closest to you. On his signal, go with him. Shoot the MG34 gunner on the way.

Once you are at that tank, Antonov will go out alone while you cover him. Take out any Germans who approach and fire on Antonov. Once he is safe, sprint across to where he is.

Antonov instructs you to, on his signal, move across and enter the building (up the ramp and around behind the wall) to meet up with Miesha (Pvt. Korolov).

Objective: Help engineers across battlefield

Antonov asks Miesha to call for Engineers, then orders you to cover their approach to the far (north) side of the square. You must shoot as many Germans as you can see targeting the engineers and safeguard their run across

the square. Watch for a group of Germans that run down the stairs and swarm your engineers - your SVT-40 should make short work of them. Alternatively, use the sniper rifle propped up against the wall if you prefer.

Once they're reached their objective, they will blow a hole in the rubble.

Objective: Regroup With Antonov

Follow Miesha and Antonov forward into the square. (Follow your gold star to meet up with Antonov.)

Objective: Use the flak guns

Right as Antonov is giving orders to assault the factory, German bombers are spotted flying towards your position. Jump on the German Flakvierling and shoot down ALL bombers you see (there are 9, in 3 waves of 3).

You'll know a bomber is "shot down" when it suffers a small explosion and begins to veer off course.

Objective: Head to rear of train station

Hop off the Flak gun and rejoin your squad (to the West), moving into the train station. Use grenades to flush out the Germans on the floor above you. Hop down the wall into the main trainyard and prepare for the fight of your life.

Objective: Destroy all inbound tanks

Move to a good place of cover, preferably near some anti-tank weapons (Panzerfausts). You'll see Russian soldiers holding the middle platform and firing at distant Germans, but they won't last long - a Stuka bombs their position and decimates the line, forcing you to fall back. Maintain your ground, grab a Panzerfaust (in case you lose the 88) and stick close to the Flak 88 cannon. Once you hear the telltale screech of a German Panzer's treads approaching, jump on the 88 and, when you have a clean shot, blow the tank to kingdom come. (The 88 also makes short work of groups of infantry - don't hesitate to blow them to smithereens, too).

Hop off the 88 and use long-range weaponry to take out any advancing German soldiers. Take note of any approaching half-tracks - one shot from the 88 takes these down magnificently.

To the south, on a flatbed train car, there is a Flakvierling that is useful for taking out infantry as well as the Stukas strafing the area.

Keep alternating between taking out tanks and approaching infantry (there is a DP-28 emplaced machine gun near the 88 you can use).

Maintain your position and take out as many Germans as you can until reinforcements arrive. Once the countdown timer expires, a train carrying Russian soldiers will barrel through the rubble and stop in the station. Russian troops pour out of the train and, supported by T-34 tanks, overwhelm the hapless Germans. The Russian Army has succeeded in taking back Kharkov.

The historic battle of Kursk is at an end!