

INTRO

BASIC TRAINING

TIER 1 BRIEFING

CAMPAIGN

MULTIPLAYER

APPENDIX



# MEDAL OF HONOR™

## PRIMA Official Game Guide

Written by: Michael Knight & David Knight



# MEDAL OF HONOR

## TYPES OF WEAPONS

As a Tier 1 operative, you have several different weapons at your disposal. However, they all fit into a few specific categories. It is important that you know how to use each category of weapons effectively in order to get the most out of them. In most missions, you carry two weapons as well as your pistol. It is a good idea to make sure you have weapons from different categories so you have more flexibility during combat.

### TIP

*You can pick up weapons dropped by enemies. Since you can only carry two weapons at a time, you have to swap out one of your weapons for the enemy weapon. You can't get ammo for captured weapons from teammates, but you can pick it up off the ground. After killing a hostile with the same weapon, just walk over the weapon he dropped and you will get a clip of ammo for the enemy weapon.*

## ASSAULT RIFLES



Assault rifles are your standard weapon. They are capable of engaging enemies at all ranges. While they are capable of automatic fire, it is best to fire in short bursts. The longer the burst, the less accurate the fire. Use the assault rifle for most outdoor combat at medium to long range. You can kill a hostile with a single head shot, however it will take two to four rounds to take down an enemy with hits to other parts of the body. Be sure to fire from sight view in order to increase your accuracy. Assault rifles can be fired in semiautomatic mode where only one round is fired each time you press the fire button. This is best when firing at long range or attempting head shots, since a single round will be more accurate than even a short burst of automatic fire.

### TIP

*One assault rifle, the M4 rifle with M203 grenade launcher mounts a 40mm grenade launcher under the rifle barrel. This weapon gives you some great additional firepower for clearing out enemies at medium range.*

## SUBMACHINE GUNS



Smaller than assault rifles, submachine guns are automatic weapons capable of high rates of fire. When equipped with a suppressor, submachine guns are quite stealthy and great for operations when you do not want to let the enemy know you are there. Because of their smaller barrel length, submachine guns are not as effective at medium to long range. However, for short range and indoor combat, submachine guns are an excellent choice.

## MACHINE GUNS



Machine guns are some of the most powerful weapons available to you. They come in two varieties. Light machine guns can be carried by an individual soldier and provide high rates of portable fire. Fixed machine guns are larger and deadlier. These can be located at a position or mounted on a vehicle. Even though you can fire off a hundred or more rounds without having to reload, it is still a good idea to fire machine guns in short bursts as accuracy is increased. During missions when you are assigned to carry the light machine gun, one tactic is to stay back and provide support to the other members of your team. Fire at enemies as your teammates advance and maneuver around. Even if you don't kill hostiles outright, the volume of fire your light machine gun can put out will keep the enemies' heads down so they can't fire at you or your teammates. The second tactic for using machine guns is to put your firepower out in front. Your large magazine means that you can fire away through an entire engagement or two without having to stop to reload. Lead the way mow down any hostiles that cross your path.

### TIP

*While fixed machine guns don't have to be reloaded, some of them can overheat. Watch for a bar along the bottom right of the screen that will begin to get longer as you continue to fire. If it reaches its full length, the gun will stop operating until it cools down on its own. Firing in short bursts is a great way to keep guns from overheating.*

# MEDAL OF HONOR

## AFO NEPTUNE (U.S. NAVY)

Neptune is a team of Navy SEALs. This is the U.S. Navy's special operations unit and gets its name because SEALs are trained for combat in the SEa, Air, and on the Land. Due to their training in unconventional warfare, the SEALs were deployed to Afghanistan even though it is not near the ocean. SEALs are deadly no matter in which element they are operating.



### MOTHER

Veteran Tier 1 Operator, AFO Neptune team leader. Skilled warrior who will do anything for his men.

### PREACHER

Senior AFO Neptune team member. Methodical and quiet in action, but always first to act.

### VOODOO

Skilled warrior with combat experience across the globe, he is Neptune's pit bull.



### RABBIT

You are Rabbit during the AFO Neptune missions.

## TIER 1 BRIEFING

### AFO NEPTUNE

### AFO NEPTUNE WEAPONS



M4 CQBR



M4



M4 with Suppressor



M14 EBR



870 MCS



M60



PKM

SOFLAM  
(Special Operations  
Forces Laser Marker)

P226



Hilux Truck

### SPECIAL FORCES GLOSSARY

**30 mike:** Slang for rounds fired from the Apache's M230 chain gun or A-10 Warthog's GAU-8 rotary cannon.

**40 mike:** 40mm grenades, usually deployed from a M203 grenade launcher. The 40mm rounds can also be fired from the AC-130 gunship.

**AAA, Triple A:** Antiaircraft Artillery. Any improved position that has artillery designed to take down aircraft.

**AFO:** Advance Force Operations. The "black" special operations team tasked with high-risk missions in hostile territory.

**AO:** Area of Operation. The geographic location of the combat operations.

**BDA:** Battle Damage Assessment. Report to aircraft or artillery that tells the success or failure of an airstrike or artillery strike.

**CAS:** Close Air Support. Any air action from fixed or rotary wing aircraft against hostile forces when friendly forces are in close proximity.

**Charlie Mike:** Military phonetic alphabet slang for "continue mission."

**Contact:** A standard marking term used by aviators to acknowledge sighting of a specific reference point. For ground forces, it is when first contact is made with hostile forces. Often yelled, "Contact!"

**C-SAR:** Combat Search And Rescue.

**Delta Hotel:** Military phonetic alphabet slang for "direct hit." Acknowledges target destroyed.

**Dismounts:** Troops that are on foot. They can be enemy or friendly.

**DShK:** "Dishka." A Soviet-made heavy machine gun that fires large 12.7mm rounds and is used throughout Afghanistan by the Taliban and Al Qaeda.

**FARP:** Forward Arming and Refueling Point. A safe area where aircraft can refuel that is closer to the area of operation than the base from which they launched.

# MEDAL OF HONOR™

## FIRST IN

### INTEL REPORT



Unit Name: AFO Neptune

Callsign: "Rabbit"

Location: Gardez, Afghanistan

Local Time: 0320 hrs.

Mission Summary: You must

infiltrate the Taliban-held town of Gardez and locate Tariq, a local elder who has valuable intel on high value targets and enemy positions in the surrounding area.

#### Initial Weapon Loadout

M4 CQBR

870 MCS

P226

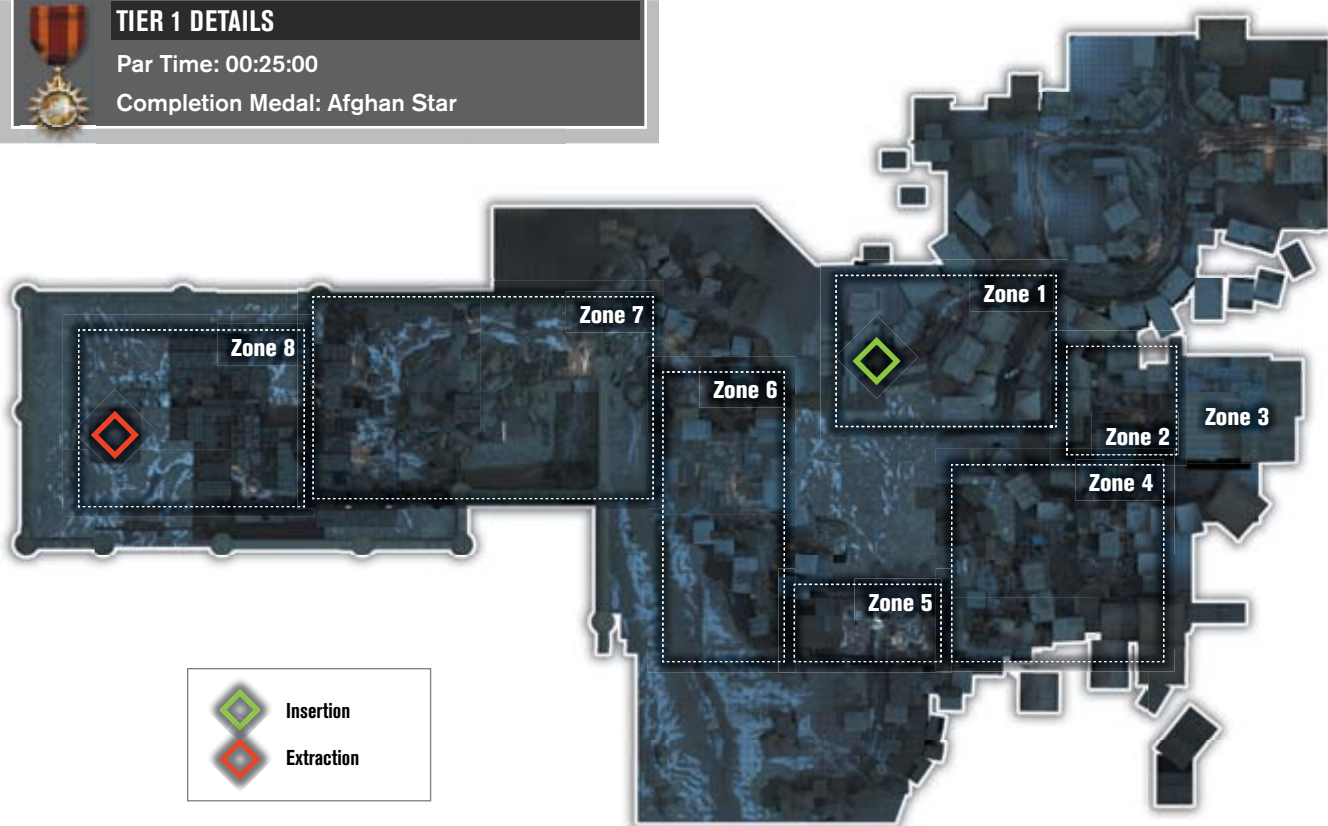
M67 Frag Grenades



#### TIER 1 DETAILS

Par Time: 00:25:00

Completion Medal: Afghan Star



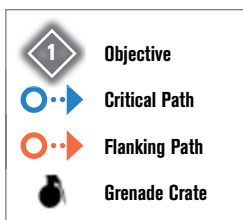
### Mission Achievements/Trophies

Image	Name	Description	Gamerscore	Trophy
	First Incision	Complete First In	15	Bronze
	Right in the Grape...	Get seven headshots in a row with any weapon except the long range sniper rifle	15	Bronze
	Smooth Operator	In First In, kill the hostage taker with a single shot	10	Silver

## CAMPAIGN

### FIRST IN

### ZONE 1



### RIGHT IN THE GRAPE...



As the game begins, try to score at least seven headshots in a row to earn the Right in the Grape... achievement/trophy. For best results, set your M4 to single shot and then zoom in on your targets to score one headshot after another. There's no need to rush, so make sure each shot counts. The first seven enemies that appear are relatively easy to pick off, but be sure to fire from a covered position. It is easier to earn this achievement/trophy right at the start before the enemies become tougher to kill.



*The quiet meeting in the town has turned into an ambush!*

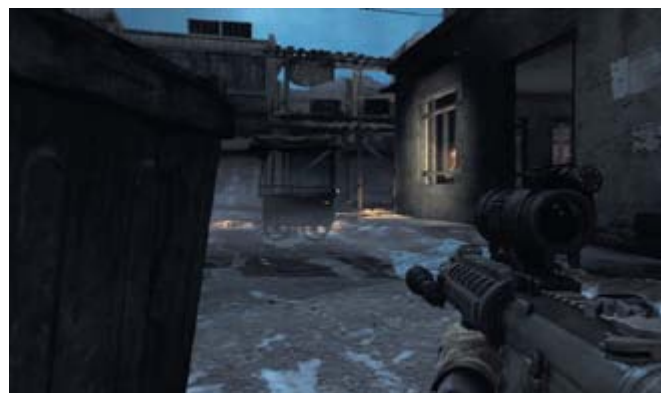
### 1 FIGHT BACK TO AMBUSH SITE

Your SEAL team is tasked with entering the town of Gardez to meet up with a leader by the name of Tariq. However, the four of you are ambushed as you enter town and are separated into two groups as you flee. During this mission, your callsign is Rabbit. After your truck is destroyed, you and Voodoo find yourselves in a small room at the end of a short road. Your first objective is to fight your way back to the site of the ambush. Take a moment to get used to the controls since this is probably your first action.

Once you are ready, advance down the street. Since there are enemies out there, move in short rushes from cover to cover. Use crates, dumpsters, and even burned out vehicles for cover. Sprint to some cover and then drop down into a crouch. Once you detect an enemy, lean around cover or peek up over it to take your shot. Then duck back behind cover. Pick off the few enemies that appear ahead of you. Since it is dark, try using your night vision so it is easier to see the enemies.

### TIER 1 TACTICS

While your team lays down fire and suppresses the enemy, dash down the alley to the left and flank the enemies with your shotgun or pistol.



*As you move through this town in the dark of night, look for muzzle flashes to help detect hostiles such as this one hiding in a building. He is very tough to see until he fires out through the window. If you still can't see the enemy, fire at the muzzle flash to at least force him to take cover.*

When you get to the spot where the road turns to the right, Voodoo heads to the right side of the road. Move to the left side and take cover behind the destroyed vehicle. Clear out the enemies at the road intersection and then rush forward to the dumpster. From here, you can take out the tango in the building to your right. Then engage the enemies up on the balcony ahead of you. Once it appears clear, dash into the building on the right.

### 2 SECURE CRASH SITE

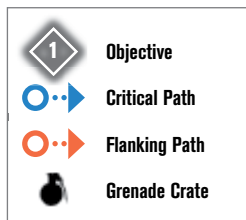
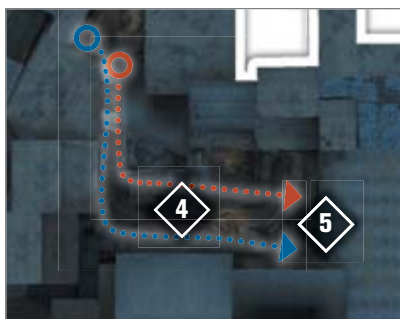
Once inside the building, take cover to the left of the opposite doorway so you can engage hostiles across the street. There are several up on the balcony. Lean around the edge of the doorframe and take them out one by one. Voodoo will help you clear them out.

### 3 APPROACH ROLL-UP GATE

Once Voodoo gives you the all clear, the ambush site is secure and it is time to move out to find the other two members of your SEAL team—Mother and Preacher. Cross the street and follow Voodoo to the roll-up gate. He will open it a bit and throw a frag grenade inside to clear out any enemies that might be hiding in there. Rush in and take out the hostile in the hallway at the far side of this room.

# MEDAL OF HONOR™

## ZONE 2



### 4 SECURE MARKET AREA



*Hostiles are at the ground level as well as up on the balconies in the market area.*

Follow Voodoo through the dark hallways to the market area. If you have not already activated your night vision, now is the time to use it. You can see Mother and Preacher on the balcony along the right side of the market area. Take cover as soon as you enter this area and begin engaging enemies as you see them. There are a few down at the far end of the area. Pick them off with aimed shots. Once the far side appears clear, go after the enemies up on the second floor of the building just ahead and on your right. Cook a grenade for a couple seconds and then throw it up into the room if you can't get a shot at the enemies. Your teammates will let you know once the area is clear. Until then, move with caution.

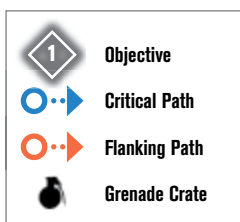
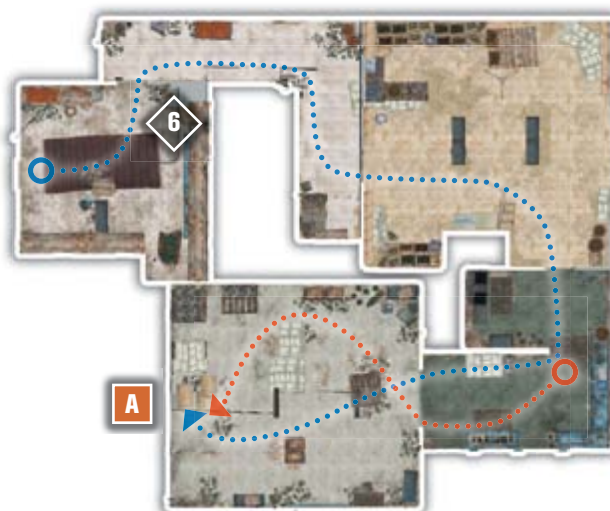
### 5 BREACH DOOR

You now have to head across the market area to a locked door. Voodoo is waiting there for you. Activate your night vision if you have not done so already and get your 870 MCS shotgun ready. Kick open the door and then be ready to blast the enemy inside.

## TIP

*When fighting your way through the interiors of buildings, the shotgun is a good choice for your weapon. Close quarters engagements are quick, so you want to be able to fire fast without having to carefully aim. Shotguns will take out most hostiles with a single shot. Just be sure to reload after each engagement so you are ready for the next fight.*

## ZONE 3



### 6 DISABLE FUSE

After clearing the room, enter it and head over to the fuse box. The enemy is not equipped with night vision, so the dark can be your advantage. Activate your night vision if you have not already done so and then hit the fuse box with your knife to kill the lights in the building. Time to move out.

## CAMPAIGN

### FIRST IN

#### 7 FOLLOW VOODOO



*The darkness gives you an advantage, allowing you to enter a room and start firing before the enemy knows where you are. Use the shotgun as your "room broom."*

Voodoo leads the way through a hallway. When you come to a doorway to another room, take up a position on the left side of the door. Lean out into the opening and open fire. There are two tangos near the center and one to the left. Blast away at each in turn to clear the room before entering it. Voodoo will usually let you do all the shooting here. Since it is dark, the enemy will have trouble determining where you are at first.

Advance through the room and continue through a doorway on the right side into a kitchen area. There are several enemies in the large storage room. Quickly move through the kitchen and take up a position on the left side of the doorway leading to the storage room. Lean out and take out the enemies you can see. One may be hiding behind some sacks of grain. If he stops shooting for a bit, quickly move in and around to the right to take him out with your knife.

#### THE SCALPEL & PISTOL PETE SHOWDOWN



The dark building is a great place to start working towards The Scalpel achievement/trophy. You need 20 total knife kills for this award. Since the building is completely dark, rush in fast and knife all the enemies before they know you are there. If you want to start earning the Pistol Pete Showdown achievement/trophy, use your pistol when fighting indoors instead of your shotgun. You will need 30 kills for this award and can easily get at least 10 during this mission. Every little bit helps.



*Use your knife to take out tangos out in the open in the dark. Move fast before they can turn and fire.*



Head up the stairs. At the top, turn to the right and rush forward take out the tango in the hallway with your knife. Continue around a corner to the left to a locked door. Time to use your boot. Kick in the door and be ready. There are some more enemies inside. They quickly take cover behind some crates on the opposite side of the

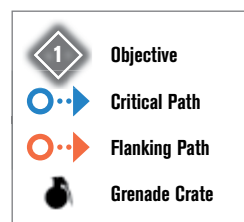
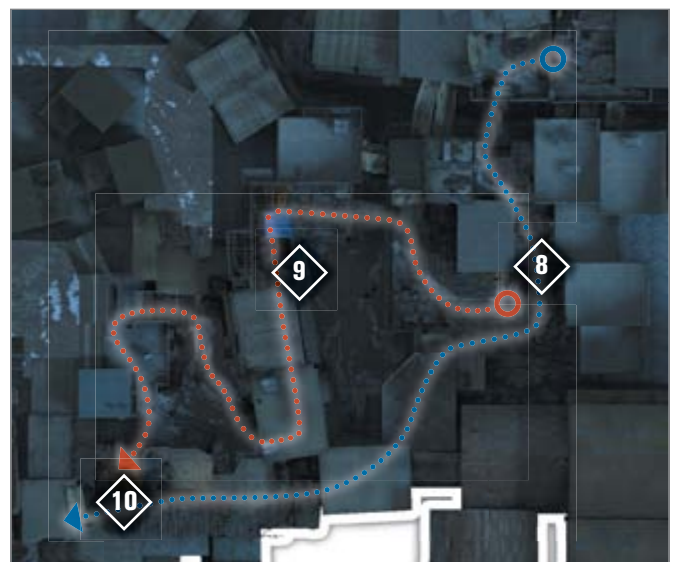
room. If you can't get them with your shotgun, cook a grenade for the count of three and then throw it toward the back wall. This should take out one or two of them. Even if it misses them, it will force them to move out into the open to get away, giving you a chance to gun them down.

Now move through the room and exit through the door on the opposite side. Follow Voodoo down a hall and then out onto a balcony above the market area. Be careful out in the open because an enemy behind a window to the left will open fire. Take him out and then enter the room. Head through the door on the left and then climb up the stairs to the next level. Stay on Voodoo around a couple corners and then clear out a large room where the roof has been destroyed. Watch for tangos behind crates and out on the balcony on the opposite side of the room.

#### TIER 1 TACTICS

This part of the mission where you go through the dark building is a great place to pick up the pace and save time. Rush through with your shotgun. As long as you keep moving quickly, the enemy will have a hard time tracking and hitting you. You can also freeze the clock here by making melee kills with your knife while maintaining stealth. Another tactic is to use your pistol to make headshots here, which also freezes time, while saving ammo as well.

#### ZONE 4



#### 8 RALLY WITH MOTHER AND PREACHER

Once the area is clear, exit through a doorway on the side and follow Voodoo outside and across some roofs to where Mother and Preacher are waiting. As you get back down to ground level, your team comes under fire from a machine gun to your left. Switch to your M4 since you are outside again.



# MEDAL OF HONOR

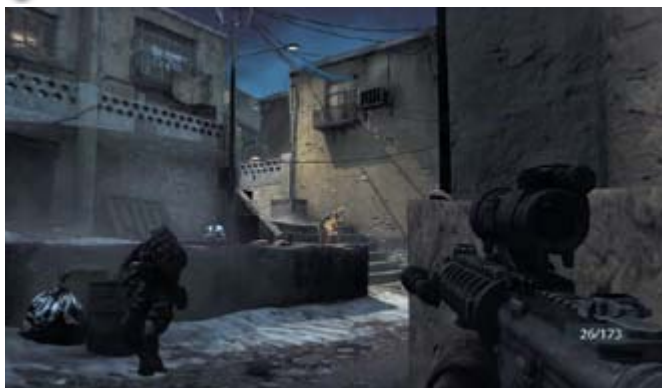
## 9 FLANK MMG GUNNER



*Take out the two hostiles on the roof above the MMG who are firing at your teammates.*

The medium machine gun is positioned in a building and laying down a dangerous amount of fire. It has to be silenced so your team can continue to advance. Preacher and Mother lay down some covering fire on the machine gun so you and Voodoo can flank it. As soon as your teammates open fire, follow Voodoo forward towards the MMG and then turn to the left. Race across a narrow platform and then up some stairs. Turn to the left and move from cover to cover as you approach the machine gunner. There are some hostiles on the rooftop, so drop them and continue moving towards the sound of the machine gun. As you and Voodoo continue, an RPG gunner will fire at your position and cause the floor to collapse. As you are getting back up, Voodoo will rush forward and take care of the MMG once and for all. Follow Voodoo through a door and down a passageway to exit the building.

## 10 RALLY WITH MOTHER AND PREACHER



*Clear out enemies as you move to the cover of the low wall. Watch for hostiles on the rooftops who will try to fire down on Voodoo and you.*

Don't rush right outside. There are several tangos waiting to ambush you. Make sure your magazine is full and then rush out to take cover behind a low wall. Work your way around to the right, clearing out enemies as you go. Head up the stairs and then move to the left. Finally make your way up a wooden ramp to a wall. Voodoo will jump up onto the rooftop and then offer to help you up with a buddy boost. Follow your team into the next area.

## ZONE 5



-  Objective
-  Critical Path
-  Flanking Path
-  Grenade Crate

## 11 SECURE COURTYARD

As you continue your advance towards Tariq, you now have to move through a courtyard. However this area has lots of hostiles inside it as well as surrounding it. Follow your team down the stairs. They will continue to the right and take up positions behind cover from where they can fire into the courtyard. Instead of following them, move straight ahead to a spot with an opening in the makeshift wall. From here you can take out the enemies on the balcony area along the right side of the courtyard.



*Take out the hostiles on the balcony on the right side while the enemy focuses on your teammates.*

Once you have eliminated all of the enemies you can see from this vantage point, move past your teammates and continue to the right side of the courtyard that you just cleared. Move from cover to cover behind a cart so that you can now take out enemies on the left side of the courtyard. Before continuing on, move into the nearby alcove where a grenade crate is located. Pick up some grenades to replace those you have already used.

While you have cleared out the outer courtyard, there are still some enemies inside the inner courtyard, which is surrounded by a wall with a single opening. Advance towards the wall, killing any enemies that stick their heads up over it. Continue to the opening and carefully clear to the left so that the gate on the right covers your back, then clear to the right. As you enter the inner courtyard, the door to the building opposite the opening opens and a tango opens fire. Move to one side and cook a grenade for a couple seconds before throwing it through the doorway to take out this threat. Finally, enter the building and finish off any remaining tangos.

# CAMPAIGN

## FIRST IN

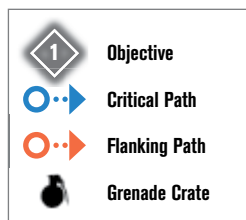


*Throw a grenade into the doorway to take out this enemy without exposing yourself to enemy fire. Remember to cook it for two or three seconds before throwing it so the tango doesn't have time to get out of the way.*

### 12 RESCUE TARIQ

Once the courtyard is all clear, your team joins up with you. Follow them up the stairs and kick in the door on the top floor. A teammate will move forward to check out Tariq who is tied to a chair. However, this is not him—just a booby-trapped body. Quick thinking by your teammate saves your entire team. Once you recover, follow your team out of the room and through a door to the next area.

## ZONE 6



### 13 GET TO BALA HISAR FORT







*Flank around behind the buildings where the tangos are hiding to take them by surprise while they are focusing on the rest of your team.*

Advance down some narrow alleys until you get to a point where it opens up to the left. There are lots of hostiles in this area who will try to ambush your team. Fire at a few, head up the stairs on the left, and then follow the walkway around behind a few buildings. While the hostiles in and around these buildings are firing at your team back where you left them, you can flank the tangos and take them out from the flank. They won't even know what hit them. After moving past the last building, return to the main alley and follow your team up some stairs to the area outside the south door of the fort.

# MEDAL OF HONOR

## ZONE 7

-  Objective
-  Critical Path
-  Flanking Path
-  Grenade Crate



### 14 WAIT FOR AIR SUPPORT

Your team is not carrying enough firepower to force your way into the fort. However, you have some air support on the way. Stay at a distance from the gate to the fort and the air support will blast the gate to pieces. Advance into the fort and find some cover as you begin to take enemy fire.

### 15 FLANK AND NEUTRALIZE MMG GUNNER



*Enter the cave here so you can move into a flanking position on the MMG.*

A machine gun on an upper level fires down on your team and dominates this first area of the fort. You need to take it out. Follow Mother to a cave opening to the left, clearing out enemies as you go. Enter the cave and follow it up and around. Watch out for enemies inside. At the end of the cave, Mother jumps up and helps you with a buddy boost. There is a tango in the doorway up ahead. His back is to you, so sneak up behind him and take him out with your knife. He drops a Dragunov sniper rifle. Switch to your shotgun and then pick up the sniper rifle. Switch back to your M4 and then move in to kill the enemy manning the machine gun.

### 16 CLEAR A PATH FOR VOODOO AND PREACHER



*This vantage point on the upper walkway gives you a great position for sniping on the enemy below.*

Switch to the sniper rifle and move along the upper walkway where you are located. Your teammates are moving through the courtyard below and your job is to support them. Take up a position across the front of the building and crouch down behind the wall. Peek up over it and kill the hostile in the second floor window of the building. Then continue clearing out all other enemies in this area as well. Then move along the wall to continue to clear the way for your teammates. Mother will lead you to a doorway once the area below is clear. Follow him through the door and down to the ground level.

#### TIP

*If you did not already earn your Right in the Grape... achievement/trophy, this is another great opportunity to try as you snipe at enemies. Just take your time and get your seven headshots in a row.*

### 17 RALLY WITH MOTHER AND PREACHER

Make your way through the chain link gate and into the garage area where the rest of your team is waiting. As you rally with your team, stop to pick up some grenades from the nearby crate. If you need some more ammo for your M4, ask one of your teammates to stock you up.

## CAMPAIGN

### FIRST IN

## ZONE 8



Smooth Operator

- Objective
- Critical Path
- Flanking Path
- Grenade Crate
- Achievements

### 18 SEARCH FOR TARIQ



*Some of the tangos in this large room are hiding behind objects. Shoot as many as you can, then rush in and use the knife on any hideouts.*

After your team opens the back door of the garage, head left down the alley. It is clear here, but expect some hostiles as soon as you round the corner to the right. Take cover and engage them. Continue to advance through this outdoor area, clearing as you go. Once all enemies here have been neutralized, follow Mother to the door on the left and enter the building. The first room is empty so move to the second room where you engage enemies on the left while the other half of your team takes care of those on the right. Continue through the room to the alley out back.

### 19 CLEAR LAST BUILDING

Your team regroups and heads to the door at the end of the alley. Kick open the door and then be ready to use your pistol. Be careful not to hit Tariq who is being held hostage. You need to kill the tango holding Tariq first—try for a headshot—and then stop the enemy who is running for the truck. Finally, finish off any remaining hostiles in here to complete the mission.

### SMOOTH OPERATOR



It is easy to earn the Smooth Operator achievement/trophy for this mission. As you bust through the door, time slows down a bit, giving you a chance to take careful aim at the hostile holding Tariq hostage. Line up your sight and take the enemy out with a headshot to add this reward to your collection.

# MEDAL OF HONOR

## SCORECHAIN AND SUPPORT ACTIONS



**All points earned apply to your scorechain. Each scorechain level allows you to choose an offensive or defensive support action. If you die, the scorechain resets to zero.**



**Use the binoculars to call in offensive support actions. Make note of the distance to the designated target area to ensure you're outside the incoming ordnance's blast radius.**

The scorechain system rewards skilled players with an increasing powerful array of offensive and defensive support actions. You earn points by shooting other players or by performing certain in-game actions, as described in the previous section. Once you begin accruing points, the scorechain begins. The scorechain builds as long as you remain alive, but is reset to zero when you die. At certain intervals, players are awarded support actions, which can be activated to provide an offensive or defensive boost to the team.

### Scorechain Support Actions

Level	Scorechain	Offensive	Defensive	Defensive Bonus Points
1	50	Mortar Strike	Intel/UAV	30
2	100	Rocket Attack	Match Ammo	40
3	175	Guided Missile	Flak Vest	40
4	250	Artillery	FMJ Ammo	50
5	350	Strafing Run	Jammer	50
6	450	Air Strike	AP Rounds	60
7	600	Cruise Missile	Kevlar Vest	100

Support actions are extra military assets that can be used against the opposition, such as artillery or better ammunition. If you die while you have a support action that has not yet been activated, you may use it when you respawn. If you want to gain a different support action, you must rebuild your scorechain to the necessary level. A meter in the lower right-hand corner of the screen displays the current level of your scorechain and the requirement for the next level. Using a granted support action will not cancel your scorechain, and you will keep getting better ones as long as you manage to stay alive. Make a habit of using your support actions as soon as they're awarded. The points earned through activating these support actions can help build up the points required to achieve the next scorechain level.

There are two types of support actions, offensive and defensive. Offensive support actions are different forms of artillery, like mortars or close air support, provided by fighter aircraft. Defensive support actions help you and your entire team by supplying intel, armor, and enhanced ammunition. You trigger offensive support actions with your binoculars—just aim where you want the incoming munitions to hit and press the fire button. Defensive support actions are called in using your radio or cell phone—equip it and press fire. The defensive support actions influence all members of your team, but they don't stack. Offensive support actions give you extra points if you manage to kill enemies with it, but defensive actions guarantee you a specific amount of extra points with each deployment.

### NOTE

**Bonuses granted by defensive support actions are cleared when a player dies. After attaining level 7, no more support actions are available, but every point you earn afterward is multiplied by 2x. The point multiplier remains in effect until you die.**

# MEDAL OF HONOR™

## RIFLEMAN

The rifleman is the basic fighter class. They tend to be front line combatants, leading the charge toward enemy positions and being the backbone of the armed forces. Riflemen generally use assault rifles and machine guns, with smoke grenades as an accessory.

### COALITION RIFLEMAN

The coalition rifleman is ready for anything, equipped with an M16A4 assault rifle featuring an underslung M203 grenade launcher. Later on, the coalition rifleman can unlock the M249 light machine gun, for those occasions when suppressive fire is necessary. Whether attacking or defending, consider choosing the rifleman as your general-purpose combat workhorse.

#### Standard-Issue Equipment

Weapon	Image
Combat Knife	
M9 Pistol	
M16A4 Assault Rifle	
M203 Grenade Launcher	
Smoke Grenade	



#### Coalition Rifleman Unlocks

Level	Rank	Points	Unlock	Image
1	Recruit	0	M16A4 Assault Rifle	
2	Regular	250	Extra Magazine	
3	Expert	350	Red Dot Sight	
4	Veteran	500	M249 Light Machine Gun	
5	Operator	800	Suppressor	
6	Commander	1,100	Open-Tip Ammunition	
7	Elite	1,500	Combat Scope	
8	Tier 1 Recruit	2,000	Muzzle Brake	
9	Tier 1 Regular	2,400	F2000 Assault Rifle	
10	Tier 1 Expert	2,800	Veteran M16A4 Assault Rifle	
11	Tier 1 Veteran	3,200	Veteran M249 Light Machine Gun	
12	Tier 1 Operator	3,600	AK-47 Assault Rifle	
13	Tier 1 Commander	4,000	Pistol Ammo	
14	Tier 1 Elite	4,400	PKM Light Machine Gun	
15	Tier 1 Warfighter	4,800	Extra Grenade	

## MULTIPLAYER CLASSES

### OPFOR RIFLEMAN

Equipped with an AK-47 assault rifle and GP-25 grenade launcher, the OPFOR rifleman is a formidable combat unit even before unlocking any special gear. Keep playing as the rifleman to gain access to the PKM light machine gun and a host of other special weapons and attachments. Mix and match weapons and gear to counter the ever-changing conditions on the battlefield.

#### Standard-Issue Equipment

Weapon	Image
Axe	
Tariq Pistol	
AK-47 Assault Rifle	
GP-25 Grenade Launcher	
Smoke Grenade	

Rifleman Rank 1-7



Rifleman Rank 8+



#### OPFOR Rifleman Unlocks

Level	Rank	Points	Unlock	Image
1	Recruit	0	AK-47 Assault Rifle	
2	Regular	250	Extra Magazine	
3	Expert	350	Red Dot Sight	
4	Veteran	500	PKM Light Machine Gun	
5	Operator	800	Suppressor	
6	Commander	1,100	Open-Tip Ammunition	
7	Elite	1,500	Combat Scope	
8	Tier 1 Recruit	2,000	Muzzle Brake	
9	Tier 1 Regular	2,400	F2000 Assault Rifle	
10	Tier 1 Expert	2,800	Veteran AK-47 Assault Rifle	
11	Tier 1 Veteran	3,200	Veteran PKM Light Machine Gun	
12	Tier 1 Operator	3,600	M16A4 Assault Rifle	
13	Tier 1 Commander	4,000	Pistol Ammo	
14	Tier 1 Elite	4,400	M249 Light Machine Gun	
15	Tier 1 Warfighter	4,800	Extra Grenade	

#### NOTE

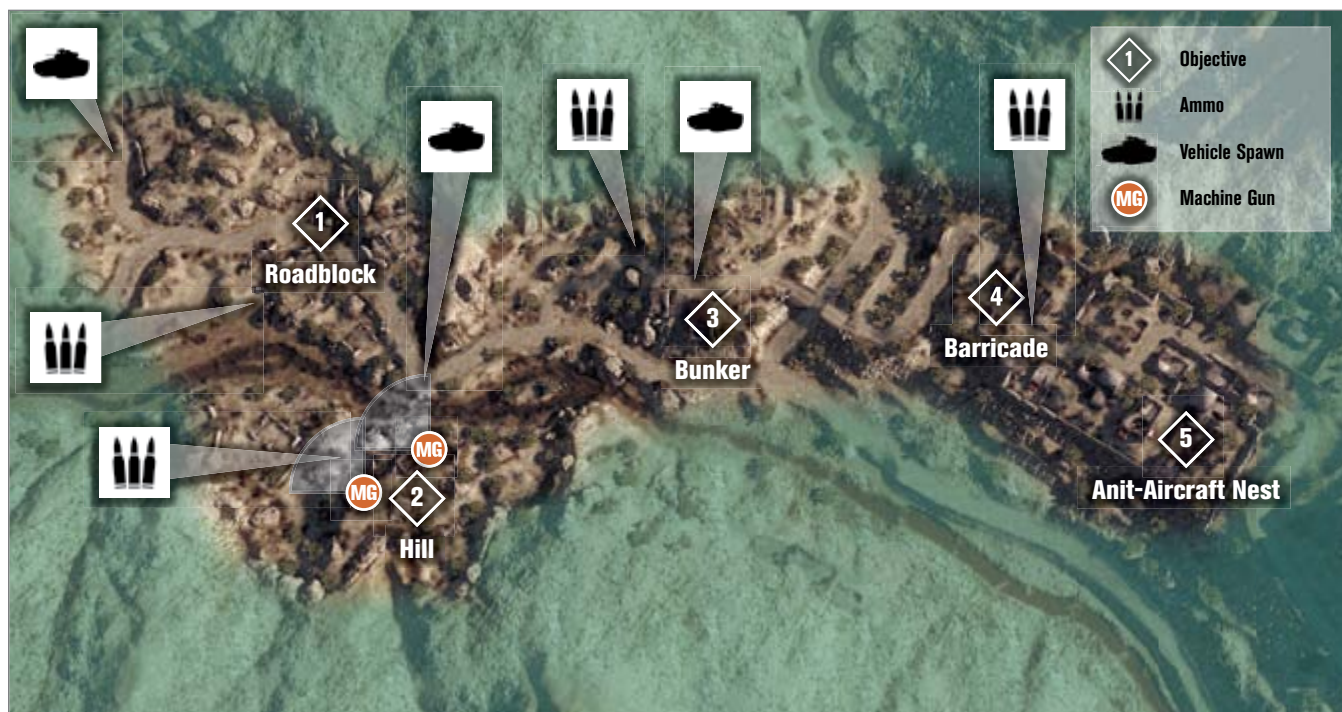
The veteran variants of each weapon only look different than the standard-issue versions. Operationally and statistically, these weapons are identical to the originals.

# MEDAL OF HONOR

## HELMAND VALLEY

### MAP OVERVIEW

Combat Mission: Python 1 has been tasked to break through the southern province of Helmand in search of intelligence and weapon caches. Several Anti-aircraft emplacements in the area deny the coalition air superiority, which complicates the situation. The experienced operators of Python 1 prepare, knowing the area is infested with OPFOR fighters. As they start down along the stream, they detect rapid movement in the distant brush. The coalition forces must fight their way through the valley, clearing out several enemy strongholds and bunker systems to finally allow a wing of F-18 Hornets to deliver their deadly payload on target.



### 1 ROADBLOCK



### MAP FEATURES

#### OVERWATCH POSITIONS



When playing as the coalition, move to this rocky hillside near the base for a great view of the objective. Providing covering fire from this elevated position can give your team the upper hand as they make the push toward the roadblock objective. You can even see



## MULTIPLAYER

### HELMAND VALLEY

the area behind the objective and hit OPFORs as they scramble from their spawn point. However, there's little cover here. Don't make a habit of camping here long, otherwise you're likely to gain the attention of OPFOR snipers. For a better view from this position, consider knocking down the trees in front of you with grenades.



The large rocks near the coalition base also provide an elevated position from which to cover the roadblock. Simply climb onto one of the two massive rocks and begin providing fire support. However, standing or crouching atop these rocks leaves you silhouetted against the sky, making you an easy target for your opponents. Pick off a few targets behind the roadblock and move to another postern before your victims can respawn and seek revenge.



This low ridge is a popular spot for coalition snipers seeking to cover the stream and roadblock area. The ridge itself provides decent cover while the nearby tree and plants offer some good concealment. Crouch and just barely peek over the ridge to limit your exposure. OPFORs attempting to flank your teammates at the roadblock are easy to pick off from this position. Just watch out for countersnipers positioned along the stream.



For the OPFOR team, this hillside near the objective is a perfect overwatch position. The nearby rocks provide excellent cover from incoming fire, allowing you to camp the objective from relative

safety. Opponents that try to arm the charge at the roadblock are easily picked off with the weapon of your choice. This is also a good position to guard the objective from flanking maneuvers. However, be aware of the coalition light tank—sustained fire from its auto cannon can make camping here hazardous.



Use explosives to blow away the bricks in these ruins to gain an unobstructed view of the stream. This is a great spot for picking off coalition attackers attempting to flank the objective from the stream. The ruins also offer excellent protection as long as you stay crouched.

### CHOKE POINTS



The most significant choke point in this engagement is the roadblock itself. This is where the traffic is the heaviest, and as a result, this is where the most kills take place. Coalition troops are often pinned here, making it an absolute kill zone for OPFOR players looking to score some easy kills with explosives or offensive support actions. The coalition team is best served by saturating the area with smoke and flanking the objective from the stream. Once the coalition controls both sides of the roadblock they'll have a much easier time arming the explosives required to advance to the next area.

# MEDAL OF HONOR

## SIGHTLINES



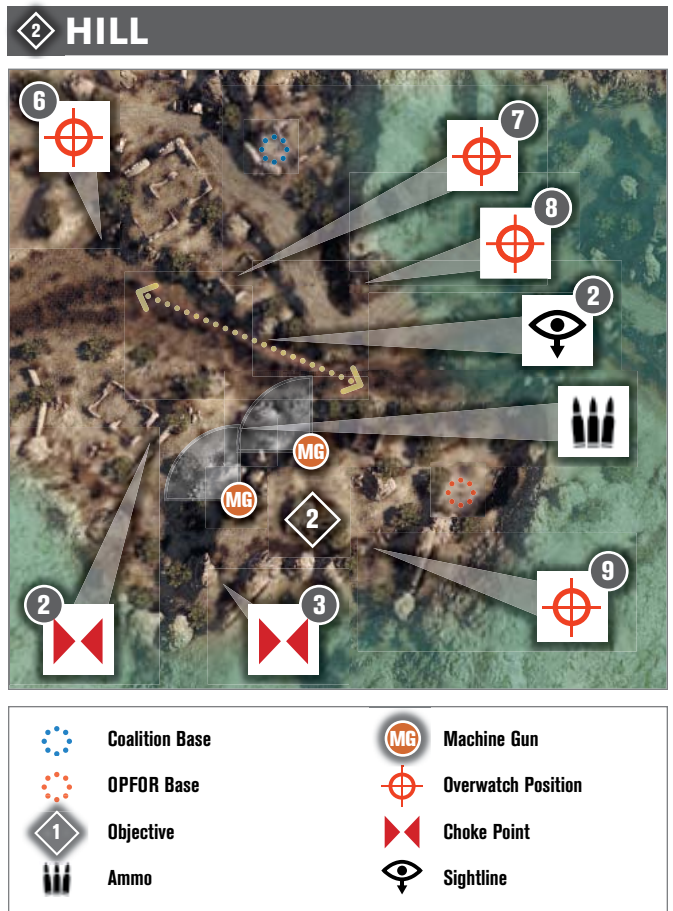
Regardless of which team you're playing on, avoid traveling down the road whenever possible as it is one of the longest sightlines in this engagement. If you must cross the road, do so quickly while sprinting from one piece of cover to the next. Or better yet, drop smoke on the road to conceal your advance. Coalition troops that try to dash down the road toward the roadblock won't live very long.

## COALITION TACTICS

The quicker the coalition team can push past this first objective, the better the chance they have at winning the battle. The light tank plays a pivotal role in this engagement and should provide covering fire from long range while infantry push toward the roadblock. Snipers positioned near the base can also lend a helping hand. But the bulk of the team should consist of riflemen and special ops troops attacking the roadblock at close range. Look for opportunities to flank the roadblock from the stream in an effort to secure both sides. Use smoke grenades as necessary, particularly when planting the charge.

## OPFOR TACTICS

When playing as the OPFORs, do your best to hold out at the roadblock as long as possible. Keep a close eye on the roadblock, but don't forget about guarding the flanking path along the stream. The coalition light tank poses a serious threat here and is best countered by special ops troops firing RPGs. Use the ammo crate near the stream to stock up on rockets as needed. IEDs placed near the objective point are also good ways to stop close-quarter attacks by the light tank and infantry. But when not planting explosives, snipers should hold back in the ruins or cover the flanking approach along the streambed.



## MAP FEATURES

### OVERWATCH POSITIONS



Once the coalition team destroys the roadblock, this position near the stream is perfect for targeting the two OPFOR machine guns on the hill. The large rock nearby provides excellent cover, particularly when in a crouched position. This is also a good spot for engaging enemy traffic along the streambed.