

TIPSTER

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Time To Complete

The single-player won't take you very long (Veteran can be finished in under nine hours), Spec Ops will take a good 12-18+ hours to get all 69 stars on and the multiplayer will last you a long, long time.

Best Bit

Breaching a room and clearing all the bad guys makes for awesome experiences and then there are the excellent homages to 'All Ghillied Up' (one of the best levels from CoD4) in there too.

Hardest Bit

The Favola level - on Veteran - is a real toughie. It'll hand you your behind repeatedly until you learn to take corners carefully. Oh, and the very last Spec Ops challenge would've been insane if we didn't have a kick-ass strategy for it on Veteran difficulty...

WHERE ARE YOU STUCK?

Q. I can't play all of the Spec Ops missions on my own! What's going on?

A. Unfortunately a few of the Spec Ops challenges require you to play in multiplayer (local or online) and simply are not playable on your own, so best go grab a mate to help you out!

KNOW HOW TO...

...complete Veteran difficulty on the game of the year!

CALL OF DUTY MODERN WARFARE 2

With Infinity Ward's *CoD4* selling just shy of several squillion copies (or thereabouts) worldwide, a sequel was inevitable. And what a sequel it is! With more content than ever before, we here at GM want to make sure you frag your way through the hardest difficulty in style. Next issue, we'll be back with comprehensive multiplayer tips. So pick up that rifle and plant that C4, as we show you not only how to survive the single-player game on Veteran difficulty, but also how to kick some serious ass in the all new co-op friendly Spec Ops mode. Please note: this guide has story spoilers in the screenshots, so be careful if looking at our campaign guide.

SINGLE-PLAYER SHOWDOWN

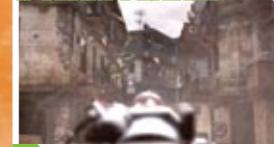
Call of Duty is renowned for its stupidly difficult Veteran difficulty (infinite enemies and grenade spamming ahoy!) And whilst there's none of that in the

latest instalment, that doesn't mean it's any easier - you will die repeatedly. But if you follow the advice contained here, you should find your journey somewhat

less frustrating and your Gamerscore/Trophy collection that little bit more, well, impressive. Check your ammo, it's time to roll... Oscar Mike Out.

ACT 1

1. TEAM PLAYER



Be careful of the upper part of the broken bridge right at the start as a bunch of enemies will have a clean shot at your noggin if you're not on top of them first (always lethal on Veteran).

2. CLIFFHANGER



Taking the stealth approach (especially on Veteran) makes your life tons easier. So stick tight to the left-hand side and let Soap snipe everyone who gets in your way (also bagging you GS/A Trophy too!)

3. TAKEDOWN



This is punishing, and easily one of the toughest levels on Veteran difficulty, so remember to approach every single corner with caution and use your sights when edging around for a clearer view.



When your colleague jumps down into the streets, stay behind the dustbin up top. This will stop you getting ripped to shreds in seconds. Pick the enemies off first and then jump down when it's safer.

ACT 2

1. WOLVERINES



Use plenty of smoke when you need to approach the tank; there's an ammo box right near you, so don't be afraid to let it all off to give yourself plenty of cover on your way to the diners.

2. THE HORNET'S NEST



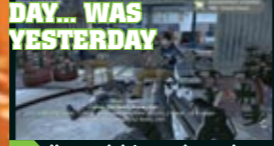
Take the right-hand route at the start, but be careful and take advantage of the gaps in cover to use scoped weapons for taking out as many enemies as you can. Just be careful you don't get flanked.

3. EXODUS



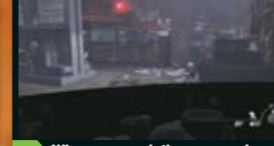
Stay behind the truck at the start and use the laser pointer (D-pad right then fire) to tell your tank gunner where to fire (even when inside a house!). Use this as often as possible to soften the enemy up.

3. THE ONLY EASY DAY... WAS YESTERDAY

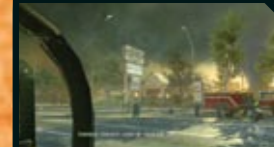


Use a red-dot scoped gun when performing the breaches (where possible). You need as much line of sight as possible, also DON'T fire more than one shot per enemy as you'll most likely set off the C4 behind them!

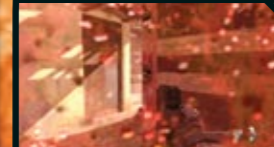
4. THE GULAG



When you reach the armoury in the centre of the prison make it a priority to pick up a riot shield. Then simply sit in a crouched position in a corner with it held up to stop you getting killed.



Once the Predator missile is active spam the hell out of it! Quickly assess where you need to aim it and then press RT/△ to speed it up allowing you to get off more shots and thus, kill more baddies!



Once again, be careful of the corners as many enemies will shoot you from the side if you're not on your guard. Use flashbangs or grenades and bounce them around the corners where you can.



Use the tank to take out the choppers that appear ASAP to stop them dropping even more annoying troops into the battlefield. And don't forget that you can also take choppers out with machine guns...



When you reach the area on the rig with the guys that pop all the smoke, stick to the left-hand side with a thermal-sighted automatic. (Use flashbangs to give you a chance to clear out the mercs.)



Now keep the riot shield and when you breach the toilet area, use it to advance up the room, remembering to keep your back to the wall at all times (also use up your flashies/grenades here).

ACT 3

1. CONTINGENCY



After you slide down to the section where you meet your colleagues, head left immediately, lie down and spam the Predator missile into the largest groups possible to make life loads easier for yourself.



When the timer kicks in, make sure you hide behind cover at all times, use your Predator carefully here and make sure you dash from cover to cover (using auto-aim on all enemies in your way)! It's a tricky business.

2. SECOND SUN



Pick up the M14 grenadier at the ammo box before the offices and spam your grenade launcher in the two offices, popping back into cover and reloading downstairs again when you run out of grenades.

"Come in peace... Do I 'eck... die, ya scumbags!"

3. WHISKEY HOTEL



The start of this level is a real pain as you can easily be killed through sheer bad luck. So go prone in each ditch and head left, sprinting from ditch to ditch to avoid being taken down.



Once again, take it slow (until the end part) and rebound any flashbangs or grenades around any dubious corners first, giving you vital seconds to take out any idiot waiting for you there.

4. LOOSE ENDS



The ambush at the start can be tough, so stick to the left and use a few flashbangs and the auto-aim to take out the snipers. Dash into the smoke when possible and hide down by the tree stumps for cover.



When you're in the house, head into the room behind the router where you plant and stick claymores to the nearby stairs and doorways. It provides line of sight to three entrances at once, so make the most of it.

5. THE ENEMY OF MY ENEMY



The trick here is to stick to the left-hand side of the level as this has the least number of enemies and the most cover. Your ghillie suit offers zero cover on this level so simply focus on getting from cover to cover.



Use flashbangs where possible and use your rifle to take out the gunners in the cars to stop them from ripping you to pieces. Again, stay on the far left in the last part of the airfield for maximum cover.



At the end when you have to steer the car it automatically veers to the left, so tap right constantly to counter this and allow you to drive a straighter line onto the plane.

6. JUST LIKE OLD TIMES



When the lights go out stick on your night-vision goggles and use auto-aim with an automatic gun at everyone who's stupid enough to walk into your line of sight.



In the room with the two planks and the smoke-throwing enemies, be sure to have a riot shield and bash into whoever you can. The right-hand side has a weapons cache should you need it.



Make sure you keep the riot shield with you to the end. You can sneak past most of the enemies in the last area by staying to the left. As long as you reach the cave entrance, old Pricey will follow you.

5. OF THEIR OWN ACCORD



Sgt. Foley: Ramirez, scan for targets to the south of the Washington Monument.
Doc: Sir, all callouts on this rig...
We're holding our own but have glassed the...
The black and one talking fire...

After reaching the fifth floor, plant ALL of your C4 and claymores around the entrances to the sniper rifle before using it. This will stop you from being shot in the back as you try and take out the choppers.

ACT 4

1. ENDGAME



Your automatic pistol auto-targets all enemies regardless of their height, so focus on simply shooting in their direction for the desired result.



When you first exit the caves, stick left until Price mentions the chopper, then go right to the other side and weave across the water to make yourself a harder target to hit.



Be sure to take out as many enemy boats as you can that get in front of you and always keep your finger on the accelerator. Otherwise the enemy will escape and you'll have to start all over against Good luck.

SPEC OPS

This mode contains a series of challenges that get progressively tougher as you unlock stars to open up even more challenges. We're going to show you some of the levels that you can three-star with the minimum of fuss as you set about earning all 69 stars.

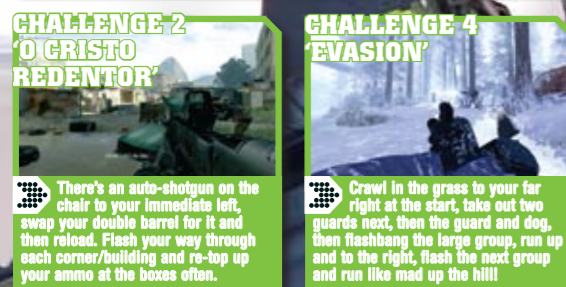
ALPHA



CHALLENGE 1 'THE PIT'
The M9 pistol is the weapon of choice here (for its precision and large clip). With the right accuracy, it's possible to get below 35 seconds with minimal hassle for the three stars.



CHALLENGE 2 'SNIPER FT'
Plant one claymore at the top of the stairs and at the top of the ladder at the start. Now lay low and let them come to you, then spam like mad when the Predator missile is available. Rinse, wash and repeat.



CHALLENGE 2 'O CRISTO REDENTOR'
There's an auto-shotgun on the chair to your immediate left, swap your double barrel for it and then reload. Flash your way through each corner/building and re-top up your ammo at the boxes often.



CHALLENGE 5 'SUSPENSION'
Choose a sniper rifle and a full auto at the start. Watch out for burning cars, and stay on the middle slanted area when taking out the helicopter with the RPG on the ground above you.

BRAVO



CHALLENGE 3 'BOMB SQUAD'
Our best advice here is to nip in and out of each building as you make your way to each bomb. Flash each bomb site and clear the enemies out as they flounder around.



CHALLENGE 4 'RACE'
Press accelerate just as 'GO' appears for a quick start, then stay in the middle for most of the course to get the least bumpy line, being careful to dodge the trees at the end!

CHARLIE



CHALLENGE 1 'HIDDEN'
At the start, take a hit and dash to the damaged truck as you can take out two snipers from here. The rest of the enemy will see you even if you crawl, so you'll need to draw their fire as you dash to cover to work out their positions.



CHALLENGE 2 'BREACH AND CLEAR'
It's effectively two rooms that you need to clear. As you breach, take out as many foes as you can, then grab a riot shield ASAP and flash/dash your way to the end (it's easier in multiplayer with multiple shields).



CHALLENGE 4 'HOMELAND SECURITY'
See that building to your left? Take in the sentry gun and two automatics and sit right in the corner. The enemy won't throw in any grenades and will come straight at you! For the tank, lure the Predator missiles to do the job for you!



CHALLENGE 5 'SNATCH AND GRAB'
Take out the Juggernaut with the .50 Cal at the very start, then using an automatic, stick to your right, using flashbangs where needed, grab the intel then stick to the left to make it to the end.



CHALLENGE 1 'OVERWATCH - 2 PLAYERS ONLY'
Switch to the middle gun if flying the plane (least splash damage for the kill radius). If on the ground, swap weapons at the start and ignore all the enemies just before the end, just dash for the gate!



CHALLENGE 2 'BODY COUNT'
Using the auto-aim feature and snapping between enemies is your best bet when taking out multiple enemies for the extra bonuses here. This isn't hard, so don't be afraid to hole up on Veteran difficulty.



CHALLENGE 5 'BIG BROTHER - 2 PLAYERS ONLY'
The gunner can only see you some of the time, so they can't always cover you if you're on the ground. Use a full auto gun and flashbangs, restock at the box and then dash to the back of the diner and onto the roof.



Sgt 'Soap' MacTavish failed in his application for the Royal Ballet school. Probably.

ECHO

Infinity Ward reckon this set of challenges are the hardest of the lot, but with the right cunning (and cheap tactics), they're anything but (especially the last challenge).



CHALLENGE 2 'HIGH EXPLOSIVE'
Probably the toughest challenge: the trick here is to do a 'figure of 8' to and from each ammo box and restock your flashies and your Thumper grenade launcher (lure them into narrow alleyways for maximum effect).

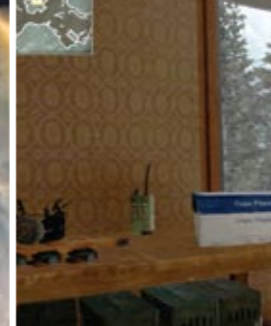
DELTA



CHALLENGE 1 'WARD DRIVING'
The main trick here is to tell the tank to fire into the buildings as it'll help you take out the enemies that get close and break the download. Also place the sentry guns so they cover multiple entrances.



CHALLENGE 3 'ACCEPTABLE LOSSES'
If you crawl on your front to the targets on the airfield you'll never be spotted - to eliminate the final one in the hut you should knife the two guards, who should remain unaware of you, then use flashbangs as you dash to the exit.



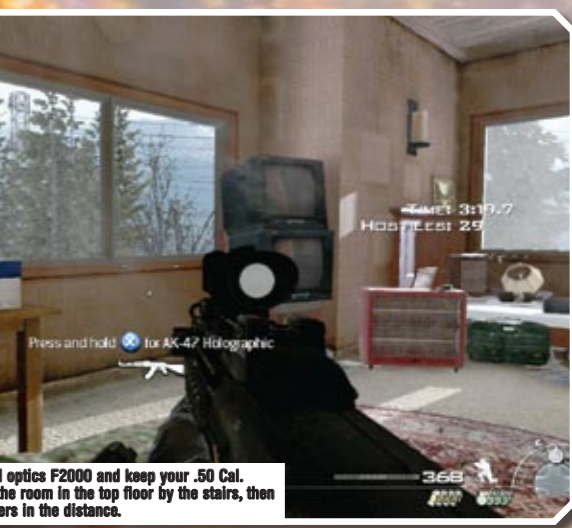
CHALLENGE 5 'ESTATE TAKEDOWN'
In the ammo room, grab the thermal optics F2000 and keep your .50 Cal. Take out as many as you can from the room in the top floor by the stairs, then use the thermals to spot and kill the snipers in the distance.



CHALLENGE 2 'WRECKAGE'
Use your C4 at the start to get the infinite ammo multiplier straightaway and then use your Thumper to set upon all of the cars systematically, and keep that infinite ammo chain going until the end!



CHALLENGE 4 'TERMINAL'
Lure the first riot shield cop back to where you start and shoot him in the back. Now use this shield to ram the life out of all the cops by picking them off one at a time (use grenades on groups of riot cops).



CHALLENGE 3 'ARMOUR PIERCING'
Sneaky tactics: use the .50 Cal at the start then plant one claymore at the top of the first set of steps. Lure each Juggernaut to the start and shoot them in the back from under the stairs with the claymore on it. Easy - even on Veteran!