

TIPSTER
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KNOW HOW TO...

Rank up and beat your mates in the multiplayer...

Time To Complete
To hit the heady heights of Level 55, we reckon you'll need to put in a good 20-30 hours or so. If you want to reach the absolute highest level (that's Level 55 a further 10 times), be sure to set aside a good four weeks or more...

Best Bit
That would be sending your mates crumpling to the ground with either a well lined up headshot, perfectly placed airstrike or the ever sneaky and sadistic knife in the back.

Hardest Bit
That would be staying alive for more than 10 seconds when playing with 11 others on the Incredibly small Shipment map during the frantic Headquarters game model! It's tough.

WHERE ARE YOU STUCK?

Q. How do I unlock shiny gold skins for my weapons?
A. You need to complete *all* of the weapon challenges for each level to unlock the gold version of that weapon.

CALL OF DUTY 4 MODERN WARFARE

The latest entry to the *Call of Duty* series continues its trend for fast, epic multiplayer battles with its large selection of modern weaponry to unlock. And with there being so many rewards to find, we thought we'd help you get the most out of it by showing you how to piece together the best fighters possible. In turn, allowing you turn your mates into Swiss cheese with ease...

GENERAL MULTIPLAYER TIPS:

To turn you into a lean mean killing machine, we're going to look at the best ways to deal death whilst keeping yourself alive, the unlockable weapons, how to boost your experience points as quickly as possible and the best five custom classes that you can create.

THE BASICS



As obvious as it sounds, **keep moving!** People you've killed will come right back to you for revenge (especially if they've spawned nearby).

THE BASICS



Don't become predictable! Running to the same spots will be picked up.

THE BASICS



Learn the map layouts well. Essential for objective-based games.

THE BASICS



Reload only when it's safe. Never change your mag in a firefight (unless you have the 'sleight of hand' perk active). Instead, switch to your secondary weapon.

XP BOOSTING TIPS



Play as many team-based games as possible, for the bonus XP for capturing points.

XP BOOSTING TIPS



Multiple grenade kills add a good 100+ points to your score - aim towards many enemies.

XP BOOSTING TIPS



In team games, air strikes aimed at where the enemy is heading can get you big kills and XP.

XP BOOSTING TIPS



Most importantly, do the challenges once you've unlocked them for massive XP bonuses!

CREATE A CLASS:

Here, we're going to show you what we think are some of the best weapon and perk combinations, along with the types of game modes and map styles that each class should give you the best results in.

CLASS 1: ASSAULT CLASS

PRIMARY WEAPON

Choose the best Assault Rifle along with any scopes you've unlocked.

SECONDARY WEAPON

Pick the side-arm with the largest magazine as a pistol's stopping power is reduced.

GAME MODES/MAP SIZES

The beauty of the Assault Class is that it works very well in almost every game mode or map size there is. There's a good balance between rate of fire, stopping power and sniping ability.

PERK 1



Special Grenades: We went for these as they provide you with an extra grenade over the standard options, while still allowing you to switch to your main weapons quickly.

PERK 2



Stopping Power: This – combined with the higher rate of fire – increases the likelihood of killing the enemy if you don't manage to get a headshot. Neat, eh?

PERK 3



Last Stand: This gives you an opportunity to take out another enemy or two before you kick the bucket (it's especially useful on the smaller, busier maps).

CLASS 2: SNIPER CLASS

PRIMARY WEAPON

We recommend that you go with the bolt-action sniper rifles, as these develop better accuracy over the long run.

SECONDARY WEAPON

Go with a silencer to ensure you stay off the radar mid-battle.

GAME MODES/MAP SIZES

More useful on the larger maps (such as Overgrown, Bloc or Wet Work). Game mode wise, this works better on the slower-paced free-for-all or team deathmatch modes.

PERK 1



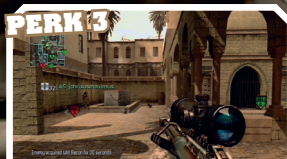
Claymore x2: Plant these near your position to not only warn you of nearby enemies, but also to take out a few enemies on the sly.

PERK 2



UAV Jammer: This keeps you off the radar when the enemy are looking with their UAV radar.

PERK 3



Iron Lungs: Gives you an extra few vital seconds to line up that skull-busting headshot.

CLASS 5: WEAPON CHALLENGES

This class is simply reserved for you to work on the individual weapon challenges that can be found in the barracks. Change the weapons and perks to suit the challenge...

PERK 1



Use the explosive perks in turn to work through the killer challenges.

CLASS 3: CLOSE BATTLES

PRIMARY WEAPON

We reckon loading up a shotgun (for one hit kills), or the MP5 Sub-Machine Gun should do the trick here.

SECONDARY WEAPON

Choose the pistol with the biggest magazine available (it doesn't matter if it's silenced or not here).

GAME MODES/MAP SIZES

This class is particularly suited to the smaller/medium maps (such as Showdown, Vacant and Downpour), and the team-based modes including Sabotage and Headquarters.

PERK 1



Bandolier/C4: The shotgun doesn't come with much ammo, so go with the extra ammo perk for this weapon. If you go with the SMG, choose C4 to kill groups of enemies who are all bunched up together.

PERK 2



Sleight of Hand: An excellent perk to have with you in the heat of battle, this turns the shotgun in particular into a much more formidable weapon as you can reload quicker.

PERK 3



Martyrdom: A fantastic perk that drops a live grenade automatically when you're killed. It'll kill anyone stupid enough not to run out of the way. He he he...

PERK 2



Crouch on enemies from behind when you can for stealth knife kills.

PERK 3



Always equip the best scope and adjust the gun's camouflage.

CLASS 4: MACHINE GUNS

PRIMARY WEAPON

The M60E4 (once unlocked at level 19), makes a formidable machine gun.

SECONDARY WEAPON

Anything you like, as you'll probably never use it.

GAME MODES/MAP SIZES

This comes into its own on the small maps (especially on Shipment) and on team-based modes where the enemy will meet up in a huddle.

PERK 1



Choose the weapon grip once unlocked, as this will greatly increase the accuracy of the machine gun. Vital.

PERK 2



Sleight of Hand: Almost essential here, as it dramatically increases the reload time from painfully slow, to much faster.

PERK 3



Deep Impact: Ensures that the hundreds of bullets you're spitting out are doing the greatest damage to your foes as possible.

PERK 4



Equip 'Extreme Conditioning' on the larger maps to better dodge bullets.

PERK 5



Be careful using 'Double Tap': it eats magazines in two seconds flat!

UNLOCKABLE WEAPON RANKS:

There's an absolute ton of weapons, attachments, perks, scopes and camouflage gear to earn. Everything requires you to either reach a certain rank (for weapons and perks), or complete specific challenges in the Barracks (for scopes and the different camo' paint).

Below is a list of what ranks you need to hit to unlock what weapons. Use our XP boosting tips (opposite) to reach the required ranks and get the most destructive guns...

CLASSES/OTHER:

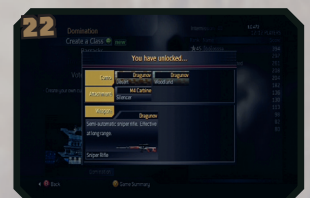
Rank 2 Demolitions Class
Rank 3 Sniper Class
Rank 5 Challenges
Rank 12 Clan Tag
Rank 55 Prestige Mode

WEAPONS:

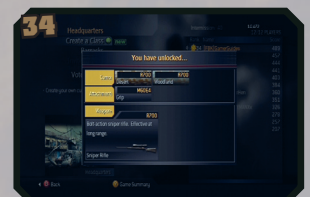
Rank 1 MP5, M16A4
Rank 2 and M249 SAW
Rank 3 W1200
Rank 3 M40 A3
Rank 4 Skorpion, AK47, RPD
Rank 8 M16A4
Rank 10 M4 Carbine



Rank 13 Mini-Uzi
Rank 16 M1911 .45
Rank 19 M60E4
Rank 22 SVD



Rank 25 G3
Rank 28 AK47u
Rank 31 M1014
Rank 34 R700



Rank 37 G36c
Rank 40 P90
Rank 43 Desert Eagle
Rank 46 M14
Rank 49 Barrett .50
Rank 52 MP44
Rank 55 Golden Desert Eagle

