

CODENAME EAGLE

STRATEGY & TACTICS GUIDE

TIM BEGGS

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i. INTRODUCTION

I have been playing video and computer games for over 20 years and enjoy all types of games: strategy, puzzle, adventure, role playing, sports, you name it. However, at the core, I am an action gamer. When life and its never-ending triage of responsibilities overwhelms me (or if I just have some free time on my hands), I prefer to leave this world and enter another. Experience things in first person that I could never dream of encountering in the "real world." So, similar to action movies, action games provide the perfect escape from reality.

You're in the lead role. The odds are against you. All you have is your gut instinct and raw talent. And lots and lots of firepower, with a seemingly endless supply of ammunition.

Codename Eagle *is the perfect escape and offers much more than other first person action games. Not only do you have a variety of missions filled with gut wrenching conflict. Not only do you have a remarkable set of powerful weapons and items. You also have access to a wide selection of vehicles--land, sea, and air!*

Take to the skies and shoot down enemy bombers, just to land and hop into a tank to halt the enemy onslaught. Armored car chases, bombing runs, parachute jumps. Everything a worthy action movie has, Codename Eagle has.

If you've come in search of an awesome ride and a great escape, you've just found it.

ii. ABOUT THIS GUIDE

Sounds like fun? Well, it is. But it sure isn't easy, and you may need a little help. Thankfully, this guide reveals every detail of *Codename Eagle*.

The Player's Guide, included with *Codename Eagle*, offers a basic description of what you will discover in your adventures to derail the Russian War Machine. Chapter One in this guide supplements the Player's Guide and delves further into the characteristics of each item, vehicle, and weapon explaining how they are best used. Additionally, you will find various other tips that you won't find anywhere else.

Chapter 2 provides a detailed walkthrough of every mission in the game. Additionally, at the beginning of each mission walkthrough, there is an in-game map and some introductory information. (Refer to the in-game map for the various goals associated with each mission.) I recommend using this section as a last resort, when you just cannot figure out what to do next. If you have finished a particular mission, use the walkthroughs to see what you may have missed, or how else you could have finished a mission. This guide offers many ways of accomplishing tasks within each mission and, without going into hundreds of pages, it would be impossible to list every available option at your disposal. Therefore, the responsibility falls on you, the *Codename Eagle* player, to try variations on the strategies suggested in addition to using your own techniques to receive the most enjoyment out of the game.

So good luck and enjoy the ride! Shadow command is counting on you!

CHAPTER ONE

I. MOVEMENT

If you've played 1st person action games before, then you are familiar with the basic tactics that will be involved in *Codename Eagle*. However, not every 1st person game *moves* the same, in that you may move faster or slower, jump higher or shorter. *Codename Eagle* is no different. For those who would like, or need, tips on movement, you will find the information you desire in this section. I suggest playing the first couple of missions with the intent of familiarizing yourself with the physics in *Codename Eagle*.

A. Jumping

Jumping is mainly used for hopping from one place to another, and for bypassing obstacles. Holding the jump key while moving forward moves *Red* slightly faster than if you were to simply run forward. You do not save large amounts of time, however, when under enemy fire it could make the difference.

Jumping Tips

- You have control of your jumps in mid-air. This is useful in many situations. For instance, on mission 10, you might continually misjudge jumps over the freezing water to retrieve the old man's skis. Part of the problem might be that you are holding the forward key while you are jumping and while you land.
- Let off the forward key once you are over your target to avoid jumping past it. If you feel you might miss your target, tap the back key before you land. You will find you can halt your jump just enough so that you do not jump past your target. The same works for jumping to the left and right.
- Do not forget to shoot while you are jumping. Accuracy suffers, however, it also makes you a moving target. This is extremely useful in multiplayer games.

B. Strafing

Strafing is the simple act of moving left and right while remaining face-forward and is necessary for peeking around corners. However, it is also used by strafing back and forth, you also confuse the enemy, lessening his accuracy. It is by far the most useful tactic in *Codename Eagle* and your success is dependent upon how well you master this ability. A master of strafing will find he can destroy tanks without the aid of his/her own vehicle (of course if you have a vehicle, use it).

Strafing Tips

- When used in conjunction with the forward key, you can move toward a destination or target while avoiding enemy fire. Use this same method for retreating as well.
- When fighting ground troops and vehicles (other than tanks), strafe in one direction, wait for the enemy to stop firing, then strafe in the other direction. However, when battling tanks (while you are on foot) do not simply strafe in one direction. Strafe left, then strafe right,

then left, then right... and so on. These two tactics make it intensely difficult for both infantry and armor to get a bead on you.

- Learn how to circle enemies. To circle around an enemy, keep him/it (if a vehicle) in the center of your view while pressing the left or right strafe key. Additionally, use the forward and back keys to keep a constant distance from your target.

C. Shooting

The following are tips for becoming an accurate and efficient sharpshooter:

- Learn the rate of fire of each weapon. Whenever possible, keep your rate of fire equivalent to or faster than that of the enemy.
- Learn the ranges of each weapon. It is a waste of ammo trying for targets you can't hit. Also bare in mind, long range weapons are not as accurate the farther away you are from your target, in particular the machine-gun and bazooka.
- Practice using each weapon. As soon as you find something new, save the game, then play around with your new toy.

II. Camera Angles

In *Codename Eagle*, you have five different camera angles, each with the ability to zoom in and out. While camera angles do add movie-like excitement to the game, they were added for more practical reasons.

- **First Person** - You will use the First Person camera view throughout most of the game. Essentially, this is the only view where you can aim, and since there are tons of enemies at which to aim, this is the most useful view.
- **Chase Camera** - The angle of the Chase camera is slightly higher and from behind *Red*. This camera is most useful when using ground vehicles. Since you can zoom in and out, use this camera to see enemies over hills and other obstructions.
- **Look Behind Camera** - The Look Behind camera is naturally most useful to see what is behind you. You'll probably use this the most when flying planes, since you can't spin around. When bombing items, this view is useful to check whether you hit your mark.
- **Fly-By Camera** - The Fly By camera is purely for show. When you want to watch a vehicle hop over a hill and run at the screen firing its weapons. Great for setting up screenshots.
- **Direct Behind Camera** - The Direct Behind (or Slot) camera functions in the same way as the Chase camera except the angle is lower—perfect for accurate driving.

III. Overhead Map

Until you have memorized the 12 areas—and eventually you will—the Overhead Map is your best friend. This section offers a few tips to careful planning. The top of the map is always North, while the left, right, and bottom of the map are always West, East, and South, respectively.

In this guide I have marked certain areas of the overhead map with capital letters. These letters represent your objectives and/or areas of interest that are key to successfully completing your missions. These letters do not exist on the *actual* in-game overhead maps. You need not always complete the goals in order, however, many missions will require that you do so. Since the *Codename Eagle* walkthroughs tend to be somewhat involved, I have marked the maps for easier understanding of the text.

You will find it useful to switch back and forth between the first-person view and the overhead map, especially when piloting vehicles. Do not get caught up in the map mode, as you may come under enemy fire, or possibly steer a plane into the ground. It is better to use the map for longer periods of time when you are safe from danger.

Only enemy vehicles appear on the map; human targets do not. Keep this in mind before entering objective areas.

IV. Key Configurations

Key configurations are like opinions. Everybody's got one. The default configuration is standard for first-person action games. However, optimizing key functions greatly increases your reaction time when enemy threats abound. I prefer the following modifications to the default key configuration:

S	Move forward (forward plus)
X	Move backward (forward minus)
Z	Strafe left (yaw left)
C	Strafe right (yaw right)
F	Next Inventory
Left Ctrl	Next Weapon
Space Bar	Jump

This modified configuration allows you to keep all necessary functions close by. Your ring, middle, and index fingers remain on the strafe left, move forward, and strafe right buttons, respectively. Your thumb rests on the jump key while your pinky rests on the next weapon key. This provides better preparation in case you have to avoid enemy fire and switch weapons faster. The Next Inventory item is in close proximity to your index finger, which should be the most comfortable to move.

Again, this is just my configuration. Many people like to move forward with the right mouse button and map the Use function to a key. Whatever the case, you should switch the configuration up to find what works best for you.

Additionally, you can use a joystick (press Alt-J while in the game) for all movement and actions in *Codename Eagle*, as long as you can program its buttons to correspond with your key configuration. You really should only use a joystick for flying planes, since doing so provides smooth and easy control for an

otherwise awkward vehicle. Be careful when switching back and forth between using the keyboard and mouse and using the joystick. If left in joystick mode you can easily run off of a cliff or aircraft carrier and plunge to your doom.

V. WEAPONS

KNIFE

A weapon for stealth. There are two great reasons to use a knife. One, using the knife is quiet and doesn't attract the attention of bothersome guards. Two, it's dependable. It's always there for you and requires no ammunition. Perfect for opening crates and, when you're out of ammo, it's all you have.

Revolver

Your basic revolver. It's best used for closer combat, and, while not as fast as the machine gun, it has the second fastest rate of fire. Very reliable.

Shotgun

The shotgun is best used at longer distances. Since it has a slower rate of fire than the machine gun and pistol, you will want to be distant from the enemy. Strafe a little bit to the left and right while firing, to avoid any return fire.

Sniper Rifle

What every assassin needs. Like the knife, this is a stealth weapon and allows you to zoom in for the kill. Perfect for taking out unsuspecting guards. In fact, using the sniper rifle will make it more difficult to pinpoint your position. This is a very powerful, yet extremely slow, weapon; you have to reload it after firing each shot. However, each successful shot is usually a successful kill. Remember to zoom in and out constantly, since alerted guards may run out of the scope's field of vision.

Machine Gun

Ah, the weapon action games are made of. Hyper rate of fire with a good range. Don't get carried away, though. Hold the trigger too long and you'll be back to using a knife. This sucker gobbles ammunition.

Grenade

Do you like to blow things up? Well, if you don't, you will. Grenades are one of the most powerful weapons in the game and have a fairly large area of effect. Use them mainly to take out static defenses. However, they can be effective against groups of enemies and vehicles. Just be sure to time them right and keep moving, that is, if you don't want to get shot in the process.

Bomb and Detonator

Four sticks of dynamite tied together. It's a pretty safe bet that this is the most *explosive* weapon at your disposal. While primarily useful against static targets, they can also be set up as traps for unsuspecting enemy vehicles and troops (though I wouldn't waste them on human targets). A good tactic is to plant multiple explosives in a line (space them about 10 feet apart), hide, and wait for a victim, or two.

Bazooka

This weapon acts more like your standard rocket launcher (it is alternate history after all). The bazooka is the most effective weapon in the game. Not only can it be accurately fired on the move, it has an extremely long range and its shells are more powerful than grenades. The deadly punch it packs more than makes up for its somewhat slow rate of fire.

Gas Gun

The gauss rifle is a truly unique weapon. It fires pellets that release a toxic green gas a second after firing. While it does not have great range, it does have the largest area of effect. Perfect for taking out guards near fences and around corners.

Flame Thrower

The flame-thrower is probably the most powerful weapon. Once a human target is *lit*, he won't be shooting at you anymore. Instead, he will be screaming in pain as fire consumes him. But all of this fiery goodness comes at a price. The flame-thrower has a limited range and consumes fuel *fast*!

VI. VEHICLES AND FIXED WEAPONS

Vehicles, as you might guess, provide you with a number of benefits:

- They get you from place to place faster than running.
- They are great "body armor." While you are in a vehicle, you take no damage (unless, of course, the vehicle blows up).
- Even unarmed, vehicles are deadly weapons. You can run over enemies without depleting personal ammo, armor or health.

There are warning signs to look out for, though:

- When a vehicle's armor becomes depleted, it does not handle as well and its top speed is reduced.
- When a vehicle sustains too much damage, it catches fire. The fire causes damage and you will notice your vehicle loses armor points even though no one is shooting it. If you don't have a Tool Kit readily available (that takes a few moments just to get out and use it), jump out of the vehicle and run away! You have precious few seconds before being caught in the explosion.
- A damaged vehicle on the brink of destruction *can* work to your advantage. There is nothing more gratifying than steering a damaged armored car toward several enemies then jumping out of it and destroying the car with your very own ammunition. Watch the poor fools go boom. One of my personal favorites.

All vehicles do not maneuver the same. The only way to find out how each vehicle operates is to play around. Drive over roads, drive over ground, fly, ride over bumps, ride up and down hills, and ride off cliffs. Do all of the things necessary in teaching you how best to operate each vehicle. I suggest practicing with vehicles by playing a multiplayer game by yourself.

Unarmed Vehicles

Russian Truck

The truck's armor varies depending upon the mission, however, it is always sturdy. It has a respectable top speed and handles very well for such a bulky vehicle. Use it mainly for transportation and running over enemies. Don't worry about catching air over bumps and hills; it rarely tips over.

Russian Motorcycle

When you positively have to be there in seconds, the motorcycle is for you. In my opinion, this is the most *fun* vehicle because of its high speed and excellent maneuverability. Whenever a motorcycle is available, you will find yourself just riding around, jumping off hills, sliding around turns, just because you can.

It can't take too many hits, but runs through gates and guards like the best of them. Beware of hitting solid bumps (such as train tracks) at high speeds. Trust me. Be careful of steep hills (going up or down) and landing--speed and maneuverability come at the cost of tipping over very easy.

NOTE: An exclusive benefit to the motorcycle is the ability to pick up items (health, ammo, special items) when you ride over them.

Wooden Boat

This small boat appears on only one mission, The Dam. It is slow with light armor, but maneuvers well and gets you from point A to point B just fine.

Russian Torpedo Boat

The torpedo boat also appears on only one mission, Demolition Man. It has heavier armor and is faster than the wooden boat, but is larger and less maneuverable, making it an easier target. Remember this when dodging cannon fire.

Medium Vehicles

Russian Armored Car

This is another *fun* vehicle, with speed and maneuverability similar to that of the motorcycle. It also tips over easy. However, unlike the motorcycle, it has heavier armor and twin cannons. The twin cannons use your personal ammo and fire in a straight line. Accuracy is lost at greater distances.

The cannons rotate 360 degrees while the vehicle is still or in motion, though this can be a disadvantage for greedy soldiers. You can easily become disoriented when driving and shooting simultaneously, especially when spinning the cannons.

For the most part, position the cannons forward, unless you are sure you have enough open road (or ground) ahead of you, in case you need to recover your bearings.

NOTE: If you do get disoriented, simply point the cannons at the ground and look for the headlights. Use the same technique to drive more accurately, for instance, when you want to avoid bumps in the road that may flip your vehicle or cost you precious seconds when time is a factor.

When fighting with the armored car, use its speed and rate of fire to your advantage. Make passes at enemy vehicles as you shoot at them (don't get too close to tanks). Circle around and repeat. Occasionally, from a distance, stop and fire.

Russian Flame Tank

Although it is a tank, the Russian Flame Tank moves and maneuvers in much the same way as the armored car, yet it does not flip as easy--if at all. It is armed with, as I'm sure you've guessed, a long-range flame-thrower making it the perfect anti-personnel vehicle. Its turret also has 360 degree rotation. The flame tank is more of a rare find compared to other vehicles, so enjoy it while it lasts.

Heavy Vehicles

Now we're talking! Tanks! These armored beasts rule the battlefield and come in two flavors: *Allied* and *Russian*. Like the armored car, tanks have turrets that spin 360 degrees. However, unlike the armored car, tanks fire shells in an arch, not in a straight line. Therefore, you must judge the distance to your foe and determine the appropriate vertical angle to aim your turret before firing.

NOTE: It is unwise to fight other tanks head on or in close range, as the enemy has a much better chance of retaliating with its own accurately fired devastation. Also, when fighting other vehicles, your enemies will be moving, so you will need to practice leading your shots (firing before the enemy reaches a certain point in order to hit him when he reaches that point).

The differences, while they may exist, are unnoticeable between Allied and Russian tanks.

Because tanks (including the Russian Flame tank) are tracked vehicles, they operate differently than other ground vehicles when moving in reverse. For instance, if you move back and left with an armored car, the rear of the vehicle will move to the left and the front of the vehicle will face right. This is because it has front and back wheels. It is different with tanks--moving a tank in reverse and to the left will make the tank move back and face left. Think of it as the tank only having one wheel, being its chassis. To do the same moves with the tank as the armored car, just switch the left and right directions while moving in reverse.

NOTE: This is also a good thing. Simply face the turret to the back of the tank, and you can drive it (albeit slower) as you'd drive it going forward.

Planes

Planes are used quite often in *Codename Eagle* and come in both Allied and Russian variations. These are the most difficult vehicles to operate, but after some practice, dogfighting and bombing runs will become second nature.

NOTE: A joystick is highly recommended for flying planes.

Depending upon what you wish to achieve you should switch back and forth between controlling flight with the mouse, the *ARROW* keys and the strafe keys.

- Use the mouse when you need to make slight adjustments, such as aiming cannons at enemy planes.
- Use the *ARROW* keys when you need to make large turns faster.
- Use the strafe keys to straighten your plane out for bombing runs.

Allied Plane

This is the lighter and less powerful version of the two types. It is smaller and maneuvers slightly better than the Russian bomber.

Russian Bomber

This plane is sturdier and a bit more powerful than the Allied Plane. However, in nearly all other aspects it is identical to its allied counterpart. The major drawback to the Russian Bomber is its size--it is larger, hence an easier target.

VII. CIVILIANS

Throughout your adventures you will encounter timid civilians who generally go about their daily business. However, they are not, by any stretch, Russian sympathizers, and hide a deep hatred for the Tsar and the terror rained upon their homelands. In many missions, civilians will help you, by providing keys and other useful items. One civilian whom you should always seek is the Old Man. This venerable ally provides the most support to your cause.

VIII. ENEMIES

As you quest to end the rampage of the Russian Empire, you will encounter countless human opponents. These are your main obstacles, steadfast and unshaken, except when a grenade is thrown their way. The smarter ones run for cover and call to comrades for help.

As you progress through the game, human enemies tend to have more health and better weapons. For best results on any mission, aim for the head.

Remember the Vehicles section? For the most part, they too are your enemies--with much thicker hides and more damaging weapons.

Guard

Guards are the drones of the Russian Empire and toil tirelessly to halt the advances of Shadow Command and its operatives. While all guards are equally skilled, they are not equally armed and the difficulty lies in the weapon they brandish. Beware of the guards with machine guns, bazookas, and flame-throwers.

Also, all guards are capable of throwing grenades--if you see a guard run for no apparent reason, he probably just lobbed one your way.

Guard Captain

The guard captain is healthier and more aggressive than a regular guard is. He appears to be older than other guards and carries a pistol. The guard captain frequently stands his ground and shoots it out with you.

Guard dog / Wolf / Hyena

Canines in the game all act the same. They are erratic and unpredictable and you will have a horrendous time getting a bead on them. The best method of stopping them is to stand still; they will eventually run straight at you. Hyenas are the strongest, while wolves and dogs are equally less powerful.

NOTE: Listen for audible clues when canines are around. Wolves howl, dogs bark, and hyenas snarl.

Sailor

Sailors are one of if not the toughest human opponents. Not only can they take more damage than regular guards and captains; they are always armed with machine guns. They usually appear in pairs, making them twice as troublesome.

Necro-Gas Guards

These specialized troopers only appear on the Demolition Man mission and pose no serious threat, as they fire gas pellets at you and you are wearing a gas mask at the time.

Red Guard

The Tsar's Red Guards are quick and strong. However, they forgot the golden rule of battle. They bring swords to gunfights. Keep your distance and blast them into oblivion.

Static Defenses

Bunkers

Bunkers are the hexagonal structures you find near important enemy locations, such as entrances to airbases. They open fire when you are approximately 60 feet away and have a 360-degree area of fire. Avoid them whenever possible. If you must destroy them, one or two grenades does the trick, but you have to get close enough to hit them, which means you'd better strafe, or you'll be Swiss cheese in seconds. Use a bazooka or a tank if you have either.

Cannons

Cannons also have 360-degree rotation, and launch devastating shells at a rate of fire similar to that of tanks. Your best bet is to run away. You generally encounter them on destroyers or on land near waterways. To avoid certain death, move to the left for a bit, listen and/or watch for the cannon to fire, then move right, and so on.

Destroyers

These sea borne hulks are armed with either AA guns (when you're in a plane) or cannons (when you're in a boat). No matter the armament, they are always sure to spoil your party. Unless you're in a plane and you have bombs to drop, they are indestructible--unless in a rare event they happen to get hit by another

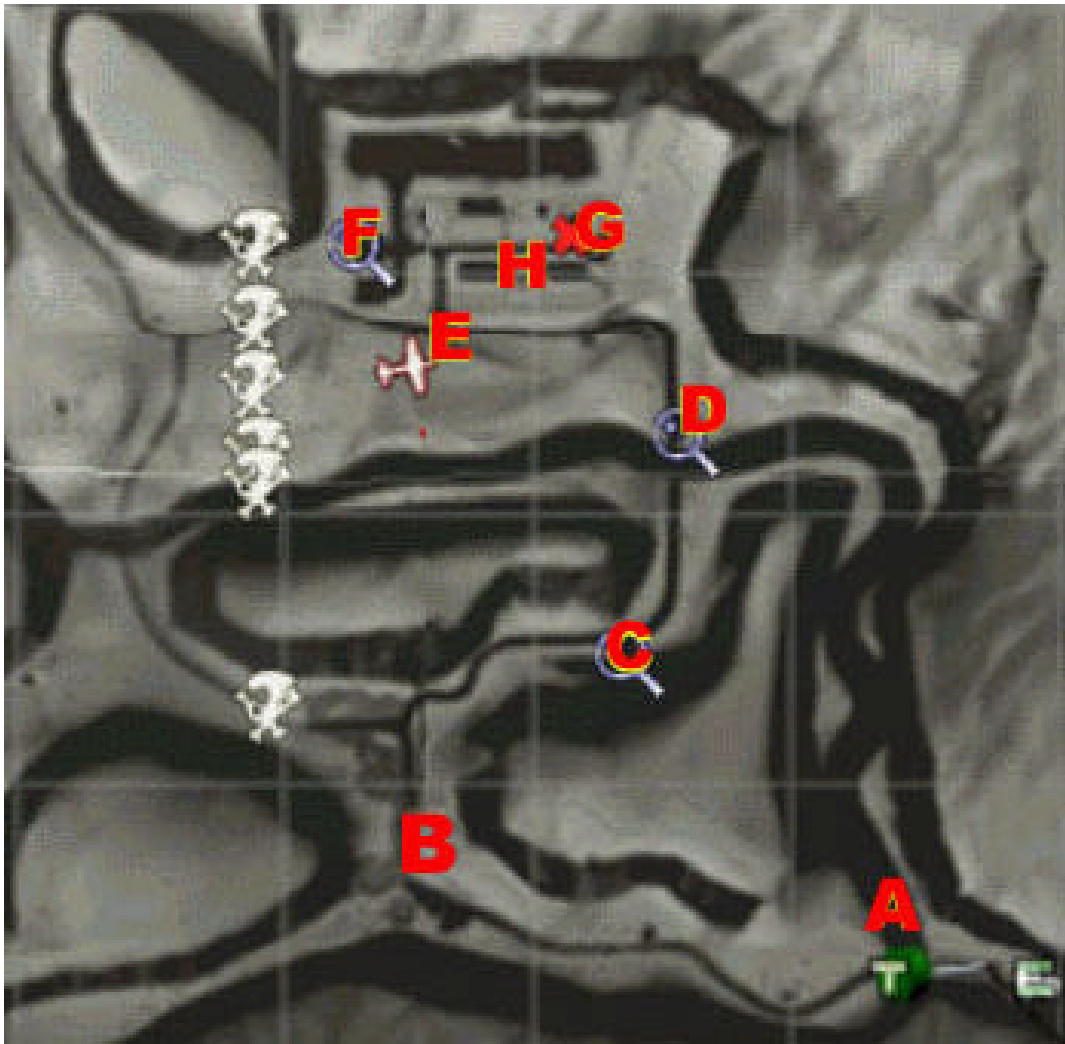
destroyer's cannon fire. As is the case with static defenses, you're best option is evasion, however their size greatly impedes this tactic. If given the opportunity, they will try and ram you.

CHAPTER TWO

NOTES

There are a few things to keep in mind as you read the walkthroughs. In the first few missions, I reveal the locations of pick ups and the contents of each crate. As the walkthroughs progress, I only mention crates and items that are required to complete any given mission or I only hint at where crates or items are located and remind you to pick up whatever you find. Just remember to ALWAYS pick up items and bust open crates to keep yourself healthy and stocked. It is also a good idea to save items (ammo / health) for when you really need them. So, if you have only lost 5 health or have 190 bullets out of the maximum 200 bullets, remember where the health or ammo pick ups are and retrieve them later. It is careless to use a Med Kit, when you have only lost 10 health.

I. The Village Fool



Objectives:

1. Discretely infiltrate the enemy airbase.
2. Find and retrieve the secret documents for a new weapon of mass destruction.
3. Return to Starting Point.

Stealth is essential to completing this mission mostly unscathed. Be calm and don't attract attention. The more inconspicuous your actions, the less likely guards will be gunning for you. This means, don't kill civilians or guards, or bust through gates. And don't go thinking, "Ah, they're just guards, what threat could they possibly pose?" Just remember that there are a lot of them. A lot of them that shoot bullets. A lot of them that shoot bullets at YOU!

Starting Weapons:

Knife

Vehicles:

Russian Truck
Armored Car

Special Items:

Guard uniform
Bottle of Vodka
Crank (listed in Inventory but not useable)
Cargo (not listed in Inventory)
Identification Papers
Steel thread

Walkthrough

A - Once the mission begins, run to the guard across the bridge and dispose of him with two knife-swipes. The *Village Fool* will drive on. Before you proceed, pick up the guard's uniform and rifle. Change into the uniform, which is now in your inventory. (The camera switches to Chase view and the uniform disappears from your inventory if you've successfully equipped it.) Break open the two crates by the sentry box to find a Flak Jacket and the bottle of vodka that the guard seized from the Village Fool. Now, follow the truck.

As it rides along, the truck bumps into several trees. It is possible to catch up with the truck and hop into the back when it bumps a tree, but try to stay near the back bumper to avoid collision damage. Along his way, the *Village Fool* also runs over a guard. Be sure to pick up the ammo left behind. Continue to follow (or ride on) the truck until it stops at a group of three houses.

B - When the truck comes to a complete stop, the *Village Fool* exits. Walk up to him to start a conversation. Give him the bottle of *vodka* in order to trade for the truck's *crank* (this allows you to enter the truck and take his place in delivering the cargo - you do not need to **USE** the crank in order to operate the truck). If you've been injured thus far (and it's very unlikely, unless you've opted for the **GUNG HO! Method** described later), there is a Medical Kit in the crate behind the third house.

Once you have the truck, pick up the Cargo (the large crate ironically marked "CARGO") by the third house. Slowly drive over the cargo to pick it up. Try to avoid hitting civilians, as this will potentially alert the guards.

After loading the Cargo, drive along the main road and turn right at the T-junction. Guards patrol along the roads, so be careful not to run them down.

C - Follow the road until you come to a demolished house on your right. Exit the truck, run to the house, and inside you will find Breast Plating to go with those aviator goggles, and two ammo clips to go with that rifle.

D - Return to the truck and drive along the road until you come to a gated bridge. Stop a few feet before the gate, then inch towards it until the guard speaks and allows you to pass. Be sure that the gate is fully raised before proceeding otherwise you risk crashing into it and alerting the guards. Once you have passed, stop next to the building on your right. Inside this building you will find a Tool Kit, *Identification Papers*, an Ammo Box, and a Medical Kit.

Note: The Identification Papers are necessary for infiltrating the airbase.

E - Return to the truck and follow the road, past a bunker on your left. At the second bunker, also on the left, make a right into the airbase. Stop before the gate. When the guard asks for your papers, exit the truck and show him the *Identification Papers* in your Inventory.

Note: The guard will ask twice to see your papers, if you haven't shown them the first time he asks. He will not ask a third time and instead will become hostile.

Once your papers are verified, the guard raises the gate and allows you to enter the base. Again, allow the gate to fully raise before moving on.

F - Proceed down the road and make a left at the first intersection. This leads straight into a hangar, where you are to deliver the Cargo. Park in the hangar and exit the truck. **OBJECTIVE 1 COMPLETE!**

Note: Upon exiting the truck in the hangar, you will be unable to use it. The Cargo is delivered; thus you have no more use for the truck. This would only serve to arouse suspicion anyway.

In this hangar you will find 2 Ammo Boxes, grenades and a Bandage. By this point you should have a healthy supply of ammunition. Exit the hangar to the right, where you will see a stack of metal crates. Within these crates lies a wooden crate which contains a piece of steel thread. Break the wooden crate to retrieve it. In the next hangar you will find 2 more Ammo Boxes, a bandage, and a Tool Kit. Return to the road leading into the main airbase (across from the first hangar). You will find more grenades in a crate near the first house on the left, after the sentry box.

G - Follow the road all the way down to the last house on the left (a stone house with a bunker in front of it). The door is locked, so you must pick the lock using the *steel thread*. Run to the next room and try to open the safe (with the Use key). It, too, is locked. Go to the first room (with the fireplace) and turn the moose head to reveal the combination code to the safe. Now, go back and open the safe. (In this room you will also find the Revolver, ammo clips, grenades, a Flak Jacket, and a Medical Kit.)

Inside the safe, you find a note to General Popov from Major Stromb, revealing plans to destroy London with a mysterious new super weapon, dubbed the Ghost Rocket. **OBJECTIVE 2 COMPLETE!**

Now, all hell breaks loose!

Sirens wail throughout the base alerting the guards to your presence. Once you finish reading the note, a guard Captain appears in the doorway and opens fire. Hopefully you have switched to the Revolver--after all it's new! Better still, it has a faster rate of fire than the shotgun.

Now it is time to make your escape. You cannot jump through the windows, as they are barred. The only way out (without getting riddled with bullets) is to destroy the bunker outside. One grenade will do the trick. After you destroy the bunker, scan for enemies through the windows and kill any that you see. This way you can take cover behind the inside walls.

Make a right outside of the house. If you need them, two crates containing grenades and a Medical Kit are just across the way.

H - Return down the main road towards the Armored Car. The shed directly across from the car contains more grenades and a Bandage. Hop in the car and exit the base.

*Note: You must **USE** the car three times in order for it to start.*

Retrace your route to the bridge (where you found the *Identification Papers*). Keep up your speed, as the bunkers will fire upon your car as you pass.

The guards will blow the bridge in an effort to halt your escape, so you're going to have to jump it. Once you round the bend after the bunkers, floor it! Keep to the left side of the bridge and as you make your jump aim to the right. If all goes well, you will land easily on the other side and be on your way back to the Start Point to complete the mission.

Be warned, though. It is possible for you to get stuck on the other side, caught between the destroyed bridge and the chasm. Additionally, you might run into a tree or pole. If this happens, it's best to exit the vehicle and proceed on foot. Russian bombers are in hot pursuit, which means you have to keep moving. One second of hesitation and you will be a pothole. *Russian bombers are dangerously accurate!* **MISSION COMPLETE!**

GUNG HO! METHOD

So, you don't like this sneaking around stuff? Well, you don't have to sneak around if you don't want to. Bust through gates! In other words, attract attention! Just a heads up:

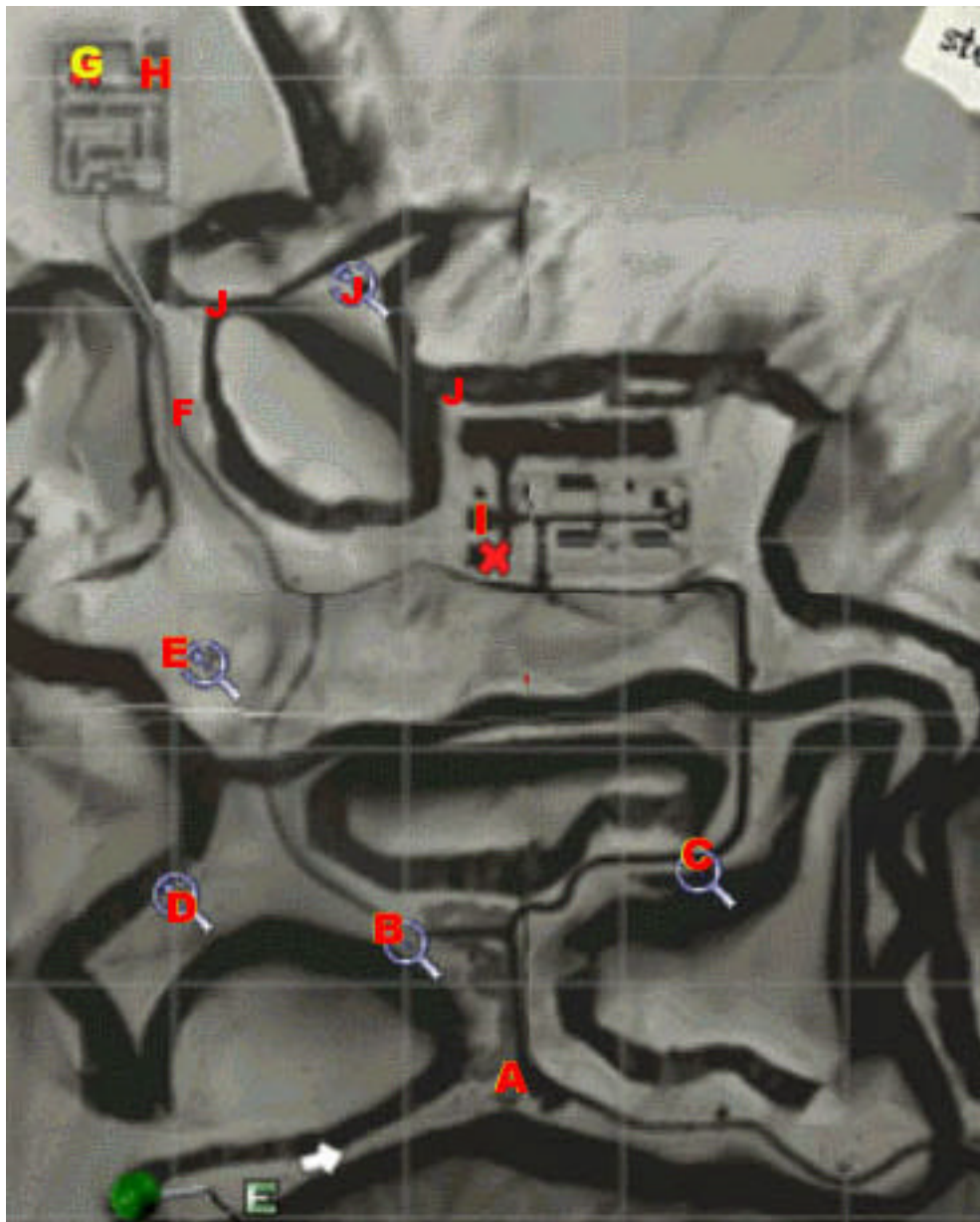
- Many bullets heading your way.
- Who needs Cargo?
- There is a bunker in front of the stone house where the secret documents are stored. Bunkers = lightning fast rate of fire with unlimited ammunition.
- Vehicles make nice weapons. The kind that go splat!
- Do you remember where all of those Bandages and Medical Kits are? How about the Flak Jackets and Breast Plating?

The "In case you lose your armored car and can't jump the bridge" Method

In the unfortunate event you can't jump the bridge, say you hit a pole and were bombed (poor baby), you can still make it to the Start Point.

From the building where you found the Identification Papers, walk north (away from the demolished bridge) and follow the mountains to your right. Very shortly you will find an incline gradual enough to walk up. Simply follow these mountaintops around to the east (periodically check the map to keep your bearings) and you will eventually find yourself above the Start Point--actually you will be behind the Start Point. Make your way down the right side near the fence, jump over the fence, and jump onto the bridge through its supports.

2. Ghost Rockets



Objectives:

1. Infiltrate the rocket base.
2. Attach the explosive to the rocket ramp.
3. Make your way to the airfield, steal a plane, and escape over the mountains.

Starting Weapons:

Knife
Revolver

Vehicles:

Motorcycle
Armored Car
Russian Bomber

Special Items:

Explosive
Bolt Cutters

Walkthrough

You are back to the same area as the first mission, however the minefields are gone this time around. Goggles flies you in and you parachute down. You can just let the parachute take you down; there is no real reason to steer.

A - Upon landing, take cover behind the trees. Up ahead in the distance, you can see a truck driving away from a group of house. Move toward the houses using the trees as cover. Eventually, no matter how careful you are, a guard and a captain will spot you and open fire. Use your revolver and go for head shots-- you have very limited ammo to start. Pick up all dropped items.

To the right of the house is the motorcycle, but don't hop on just yet. If you peek at the house to the right, there is a guard at the front corner. Dispose of him and collect the ammo clips. You may also want to take the Fuel canister. Hop on the motorcycle and turn left down the road in front of you.

B - It is best to avoid the guards at the T-junction so go off of the road to your left and jump over the hill. Down below you see a truck that has flipped on its side with a confused guard standing next to it. You do not have to kill him right away. At first he doesn't recognize you and asks you to get him a pair of bolt cutters. Fortunately, I am going to tell you where to find them, so you can dispatch this guard. Do not forget to get the pick ups.

C - Continue down the road and go off to the left. Again, it is best to avoid the guards and bunkers up ahead. In the distance you will see a small wooden shed. Next to this shed is a crate with the bolt-cutters and inside the shed is a Flak Jacket and something else. However, you will first want to take out the guards and guard dogs, so you can collect these pick-ups at your leisure.

D - After you collect the bolt-cutters, make your way to the bridge. There are guards and a bunker, but I suggest you just drive by them. Cross the bridge then head left off the road. Eventually you will see a string of power lines. You want to follow the power lines to the left. This leads you to the generator that powers the electric fence to the Ghost Rocket base.

Climb to the highest hill and jump down into the generator area. Turn the generator off by flipping the switch. Get the pick-ups. Use the bolt cutters to cut the fence, then follow the power lines to gates to the Ghost Rocket base.

E - I suggest throwing a few grenades to take out the guards on the other side of the side. Once done, cut the fence and head down the road leading into the base. Shoot any spotlights within range. If a spot light hits you the alarms will go off.

OBJECTIVE 1 COMPLETE!

Wait for the armored car to pass, then proceed into the center of the base, slipping quietly between buildings. Watch for patrolling guards--get too close and they will notice and set off those annoying alarms.

F - By the time you get to the Ghost Rocket launch site (near the back of the base) you will have probably been noticed. If not, you will be once you start up the incline to the rocket.

You only have a couple of minutes to rush to the Ghost Rocket and set the explosive--plenty of time. Be careful not to touch the fence as you make your way. There is a machine-gun guard and a captain near the rocket ramp. Aim for their heads. Walk as close to the rocket ramp as possible, then plant the explosive. Grab the pick-ups. Stay out of the way so you're not caught in the explosion. **OBJECTIVE TWO COMPLETE!**

G - Head back down the incline, go right and circle behind the launch site. Eventually you will come to an armored car by a wooden shed. Bandage in shed. Hop into the car and turn it around. Head back to the gates to the base. You might want to wait for the armored car to pass so you do not take unnecessary damage.

H - Drive through the opening you made in the fence, head down the road and go to the left. There are bunkers at this junction, so you may want to go off-road. You will now see the airbase from mission 1. Find the entrance along the road and go left toward the hangar area. Once inside the first hangar, you will want to take a stand and take out all of the guards. If guards are around, the less likely your escape will be successful.

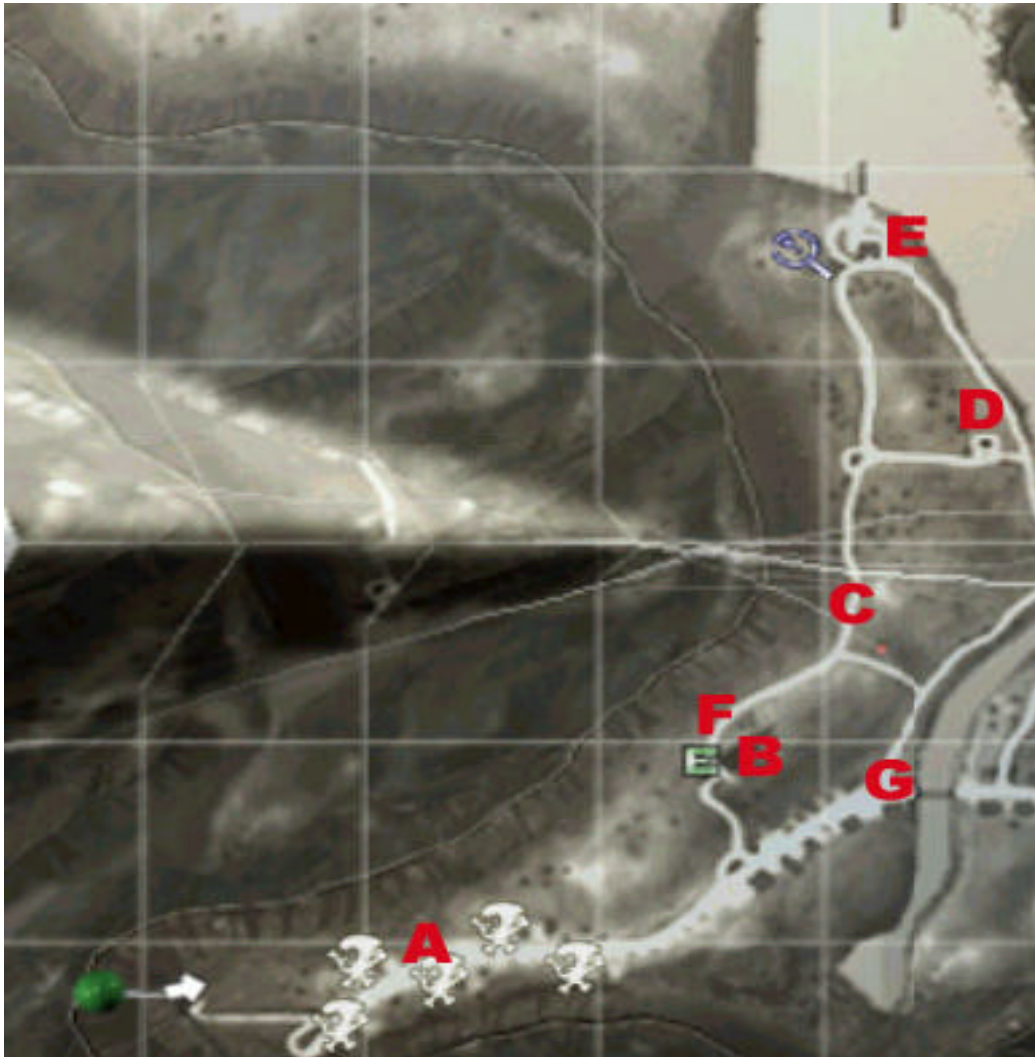
I - The second hangar has a guard and guard dog. Kill them both. Hop in the plane and ride straight. Move slowly so you don't begin to take off or crash into the mountain wall by the runway. Once on the runway, you may want to straighten out and back up, to open as much room as possible for your takeoff.

Ride down the runway and take off as soon as possible. Fly to the right of the mountains and follow the canyon. Eventually the mission will end. **MISSION COMPLETE!**

Alternate Method

J - Instead of driving out of the rocket base, you can take a shortcut through the mountains to get to the airbase. Along the way you will find a house with some useful pick ups (such as armor). Then, follow the shortcut south to enter onto the runway in the airbase. Perfect for avoiding a lot of attention.

3. The Assassin



Objectives:

1. Meet up with the contact in the Church.
2. Assassinate Major Stromb.
3. Make sure the contact survives at all costs.

Level Tips:

You will use the sniper rifle throughout most of this mission. It will be necessary to zoom in and zoom out so you do not lose enemies that run out of its field of view.

Starting Weapons:

Knife
Revolver
Shotgun
Sniper Rifle

Vehicles:

Armored car
Motorcycle
Wooden Boat

Special Items: Church key
Blessed Bullets (does not show in inventory)

Walkthrough

This mission begins in a lonely house deep in the forest where Mortar leaves the sniper rifle for you. Move to the table to pick up the sniper rifle and don't forget to stock up on ammo and armor.

You hear howling wolves at the onset and they will be waiting for you outside. Exit the house with the revolver drawn and scan the area for the wolves. When you spot them, wait for them to run directly at you for the best shot. After you kill the wolves, arm the sniper rifle and begin moving toward the guards towers.

A - Stay hidden behind the trees. There is one guard in each tower, in addition to a guard on ground in front of the second tower on the left. Assassinate them so they don't attract any unwanted attention.

Now, stay near the mountain wall on the left and progress up the hill. Very shortly the church will come into view (you will see bats flying around the belfry, literally).

B - There are two guards conversing with one another in front of the church doors. Both of the guards must be eliminated. Use the sniper rifle to strike at a safe distance. Be sure to remember the location of where you exterminated the guards, for one of the bodies does not disappear and the dying guard give you a clue to your next goal.

The doors to the church are locked so scan around for the guard lying on the ground and move to him. He will reveal the location of the key. If you need health, there's a Med kit in the crate by the church doors. Begin your journey North, keeping near the mountain wall to your left.

Soon you will hear more howling wolves, three of them to be exact. They will all charge from random directions so draw your revolver, scan the surrounding area and wait for them.

C - Once you have eliminated the wolves, continue North along the left mountain wall. Soon you will see a house in the distance with three guards near it. Be careful though as one of the guards has a machine-gun. Arm the sniper rifle and take out the guards. You should not be in any real danger because the enemy cannot pinpoint your location. Try to take out the machine-gun guard first, since he is the most lethal threat. After you have dispatched the guards, move to the house. In the right rear of the house are ammo boxes and bandages, in case you need them.

D - Go down the hill to the right of the house where you will see another small house and a road along the river. Follow this road to the North. Eventually a cutscene will occur where enemy guards are about to exterminate a traitor.

E - When the cutscene ends, edge up the hill to this northernmost house. The traitor will begin a long speech allowing you the opportunity to snipe the guards. Be aware that there are also two guards in front of the house. When the guard captain is killed, the church key appears in your inventory. Pick up any items

you find, then use the armored car on the west side of the house to return to the church.

Use the key to unlock the church doors and enter the church. Once you enter you will see a rope to your left. Pull the rope three times to ring the bell three times. Move to the front of the church and move the cross in the center of the altar. This reveals a secret door to your left. **OBJECTIVE ONE COMPLETE!**

Enter through the secret door where the contact awaits--a priest. He gives you 10 blessed bullets, or 10 chances to assassinate Major Stromb. Proceed up the ramps until you reach the window at the top. Be sure to hug the walls as you move upwards, for a long fall will kill you.

F - When you reach the top and look out from the window, guards will notice you and begin firing at you. Stay out of sight until the cutscene occurs of Major Stromb's convoy moving up the road. Whatever you do, do not try and kill the guards below. This will deplete your 10 blessed bullets (all of which you may need).

G - Your best chance of successfully assassinating Stromb will be when his car passes through the gate to cross the bridge. However, you should use about 5 bullets to see if you can take him out sooner. Save the other 5 bullets for when his car nears the bridge. **OBJECTIVE TWO COMPLETE!**

After you successfully assassinate Stromb (this is indicated when his hat flies off and he cries out that he's been hit) make your way back to the ground floor of the church.

As you exit the secret room guards will have entered the church, threatening to kill the priest. Kill the guards before they kill the priest (there are three of them), making sure not to hit the priest as you do so. **MISSION COMPLETE!**

4. The Dam



Objectives:

1. Stop the traitor and retrieve the explosives.
2. Open all hatches to the dam then plant the explosive on the middle hatch.
3. Make your way back to the house where you started.

Starting Weapons:

Knife
Revolver
Shotgun
Machine-gun

Vehicles:

Armored car
Motorcycle
Wooden boat

Special Items:

Explosive

Walkthrough

The first objective of this mission requires speed and accuracy. Hope you passed your driving test. You will need every ounce of skill you can muster.

A - Once the mission begins, exit the church and go left. The traitor has just taken off in an armored car, but luckily there's a spare car for you to chase him down. Once inside the car, get going. Try and get some shots off on the traitor's vehicle if you can.

NOTE: You can't let the traitor get too much of a head start. If he gets to the dam gates well ahead of you, the guards will close the gates and you will fail the mission.

B - Drive down the hill to the right and head for the bridge. This guy is fast so you'll have to avoid banging into any obstacles along the way. Find whatever shortcuts you can to keep up. When approaching the bridge, maneuver between the bridge and the sentry box in front of it. If successful, the traitor will be directly in front of you as you cross the bridge, allowing you to shoot him while you pursue him. Don't try and shoot guards, you're just wasting ammo. Simply run over any guards in your way.

Fortunately, you can drive through lampposts, however, hitting them will slow you down a bit, so try to avoid them.

C - As you drive up the hill the traitor will go to the left of the mountain ahead. Don't worry if you haven't incapacitated his car by this time (though it is possible), just drive to the right of the mountain--this will allow you to reach the gates to the dam before he does. Stay on the grass to the right of the mountain. There will be some bumps in the way, so do your best to avoid them to limit airtime and the possibility of flipping over. You must not waste time!

D - After a bit of driving, you will see the gates to the dam on left, through a number of trees. Remember that armored cars cannot knock trees down. Make a sharp left to get to the road leading through the gates. This will allow you to run over a guard and pick up a Tool Kit (in case you've sustained damage).

Note: With any vehicle that has sustained damage, simply drive over the toolkit and it will automatically repair your vehicle.

E - If the traitor has beaten you to the gates by this point, continue through the gates and follow the road. After the first sharp turn, keep to the left next to the canyon wall. Guards on the right will drop boulders in your way. The closer you are to the left wall, the better your chances of avoiding the boulders. Continue along the road. You will travel through a wide-open area and will eventually see a gate and sentry box ahead. Drive through this and past a bunker on your right. Look for the armored car to the right and blast it. There are a number of guards around so check your armor to see how much damage your vehicle is taking. The explosive need to blow the dam appears where you destroyed the traitor's vehicle. Nab it!

Alternate E - If you HAVE beaten the traitor to the gates, you have a few options.

First, you can drive through the gates and stop between the boulders. Aim through the gates and wait for the traitor's car to appear. When in range, open fire! He should drive in pretty much a straight line, so it won't be difficult to hit him. If you are successful with your shots you should be able to destroy his car, which, of course, destroys the traitor.

At this point, it is also possible to position your car so that the traitor crashes into it, halting any further movement on his part. Now you can jump out of your car and blow it up, which will blow up the traitor's car as well. *Don't you love that?*

OBJECTIVE ONE COMPLETE!

F - After successfully eliminating the traitor and retrieving the explosives you must make your way to the dam's power plant to open the dam's three hatches. Be careful of the bunker on the east side of the dam and several guards will try to stop you as you make your way across the dam. There are also various pick ups to find along the dam, including a flak jacket.

The power plant is located to the west of the dam. There are a few guards on patrol so keep an eye open for them. Find the gated entrance to the power plant (follow the fence until you find the opening). There is a guard next to the gate. You may have seen the bunker on your way to finding the entrance. It is best to lob grenades over the fence to take out the bunker before proceeding inside.

Enter the power plant and take the ramp to the second level. Here you will find three switches, in addition to some pick ups and a few very scared power plant workers. You do not have to kill the workers, however, if the mood strikes you...

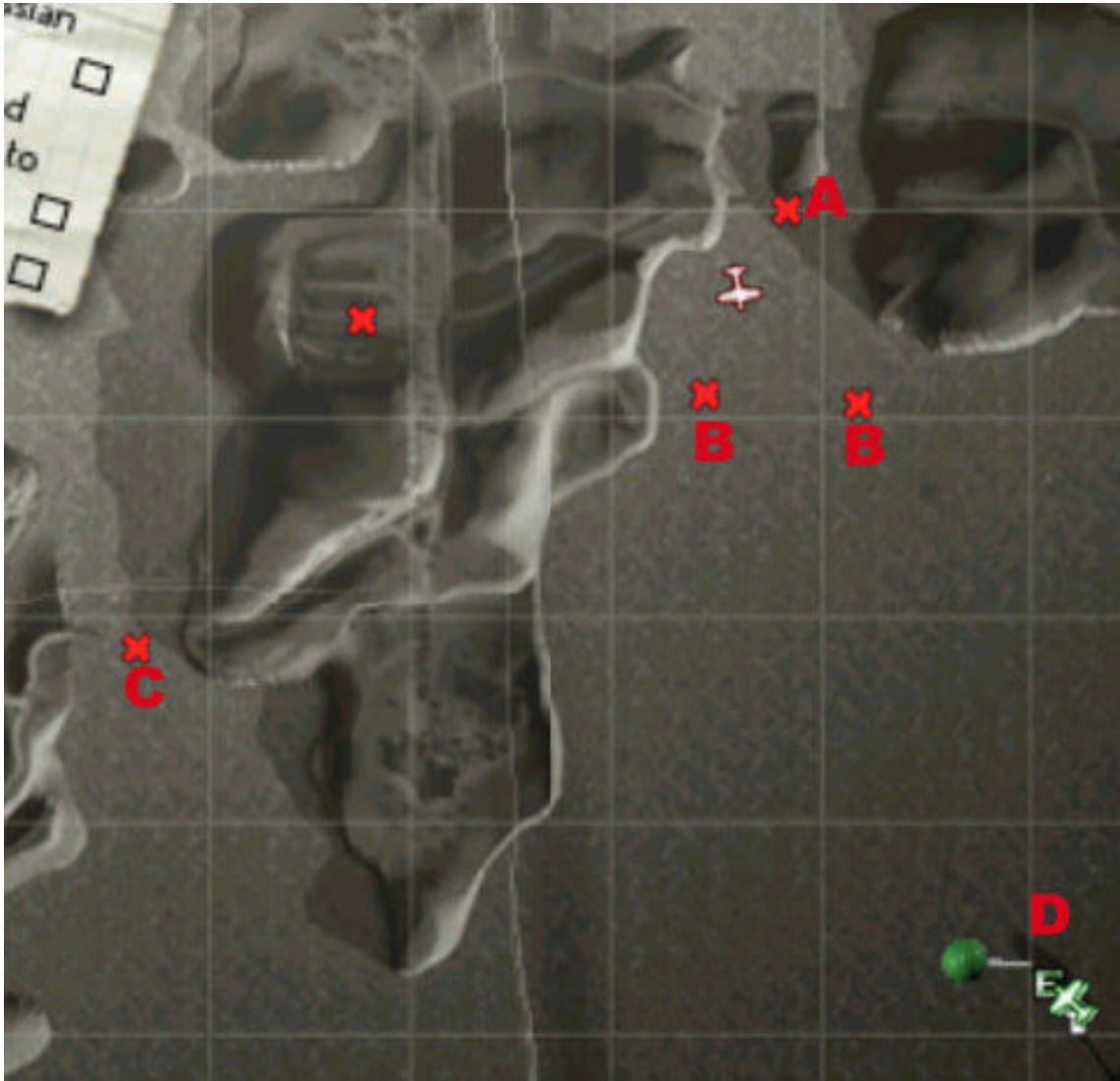
You must use each of the three switches in order to open all of the dam's hatches. A small cutscene plays as you open each hatch. When you open the last hatch a distant shot of the dam with all hatches open plays. If you look closely, you will see a couple of guards running across the dam from the east. Now, make your way back to the dam. There is a machine-gun along the outside wall of the power plant if you need it.

G - On the west side of the dam, walk on the right side of the fence, so that you can look down the dam. Move to the end of this path and fall down onto the first hatch. Carefully jump to the middle hatch and plant the explosive, then jump to the third hatch. Finally jump down to the dock just below. Be sure to fall on the boat side of the fence by the dock, else the mission ends. Hop in the boat and get to the other side, near the house. A cannon will fire on you, as will guards. **OBJECTIVE TWO COMPLETE!**

H - You don't have much time before the dam blows and the mission ends. So do your best to grab that motorcycle on the west side of the house and make a break for the house where you started "The Assassin". While there are guards in the area, be on the lookout for the tank patrolling the area by the guard towers. It is best to just drive as fast as possible and avoid enemy fire. To end the mission, enter the house.

MISSION COMPLETE!

5. A Train to Catch



- Objectives:**
1. Destroy the train carrying Necro gas.
 2. Destroy the bridge.
 3. Destroy the two battleships.
 4. Destroy the second bridge.
 5. Return to the H.M.S. York.

Starting Weapons:

- Knife
- Revolver

Vehicles: Allied Plane

Walkthrough

At the mission start, stock up on ammo, get fuel canister and tool kit, you will most likely need them. Your fuel is limited and you have a lot to do.

Now, you don't have much time as train has pulled out off the Necro gas facility, and it will be across that bridge in no time. Take off and follow wingmen. Simply avoid the Russian bombers as they pose no threat during the mission. Steer slightly to the right of your wingmen and very soon, a destroyer will come into view. It's a good idea to check your map every so often to keep track of where you are. Line up your sights with the destroyer and shoot it with your plane's machine gun. Just before you pass over it, start tapping the bomb drop key. If you drop two, you have a better chance of hitting it.

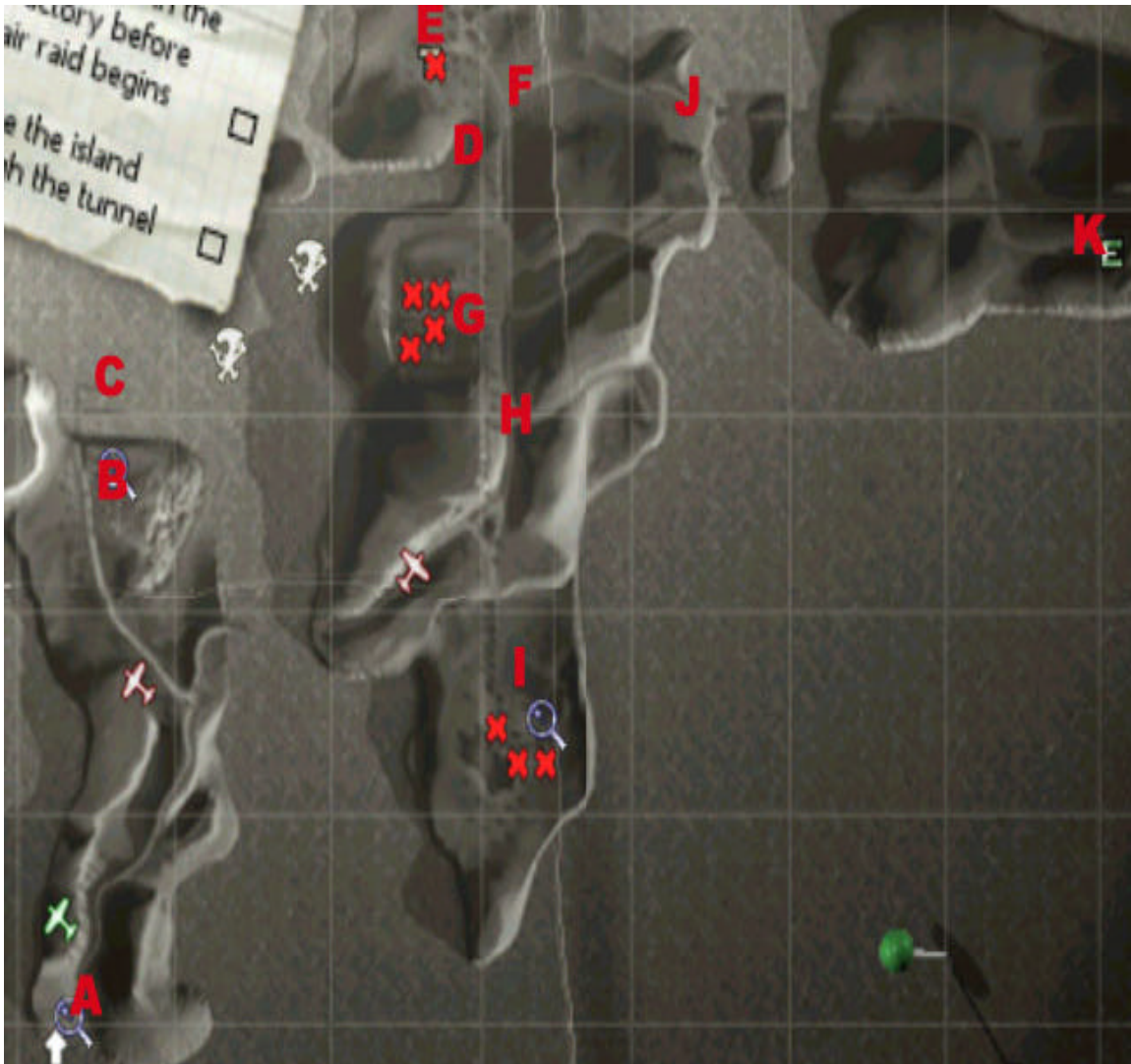
A - By bombing the first bridge before the train crosses it, you can kill two birds with one bomb (as it were). After you fly over the destroyer (it's not dead yet by the way and you have to deal with it later), you'll see the bridge. Try and line your nose with one of the bridge supports in the water. This way there is more of a chance of a bomb hitting the vertical support. As you approach, start dropping bombs. You can only manage a couple more passes before the train passes over the bridge and at that point, you can kiss this mission goodbye; the train will be too difficult to hit by itself. Your best bet is to fly along the path of the bridge to guarantee hits and the bridge should only take two or three direct hits before exploding. Use the look behind view briefly to see if you hit it. Also, listen for explosion sounds. If you hear a plopping sound, you know you missed and the bomb dropped harmlessly in the water. **OBJECTIVE ONE COMPLETE!**

B - After destroying bridge, the destroyers will head for the York and try to destroy it. You must stop them before they get within striking distance. Try and take out the injured destroyer first, as the other destroyer rides along the coast land where a few AA guns are. Position yourself length ways when bombing destroyers as this increases your chances of a hit. Don't be too close when a bomb hits, as this will harm your plane and possibly destroy it. **OBJECTIVE TWO COMPLETE!**

C - After destroying both destroyers, you need to wipe out a second bridge to the west. Try and avoid flying over land, since there are many AA guns watching for you. You might, by this point, have to repair and refuel. There's no rush since the bridge isn't going anywhere. So, if you can get to the York, do it. If not, find the least threatening piece of land, jump out and repair and refuel. When taking off from the ground, try and find a hill to fly off of to catch air off of the drop. Use the exact same technique for destroying the second bridge as you did the first. Be wary of the AA guns protecting it. **OBJECTIVE FOUR COMPLETE!**

D - After this bridge is destroyed, return to the York. To be extra safe, get your plane low to the deck of the York and jump out. At this point, it only matters whether YOU live. Not whether your plane survives (since you don't need it anymore). **MISSION COMPLETE!**

6. Demolition Man



Objectives:

1. Meet the village elder.
2. Find Dr. Meier in the 2nd factory before the air raid begins.
3. Destroy all AA Guns protecting the Necro Gas facilities.
4. Escape the island through the tunnel.

Starting Weapons:

Knife
Revolver
Shotgun
Bomb and Detonator

Vehicles:

Russian Truck

Russian Torpedo Boat
Motorcycle
Armored Car

Special Items: Gas mask (does not show in inventory)

Walkthrough

The mission begins with Goggles flying you in, just like she did on Mission 2.

A - As you parachute down, switch to first person and select the revolver. Aim for the truck driving away to the north. the truck to get a little ahead, then shoot it. This will make the driver run in fear, leaving you a ride. You should be relatively safe from the cannon on the hill. Just strafe every once in a while to fool its shots. Be sure to grab the numerous pick ups in the shed.

Run to the now vacant truck and drive north along the road. There are a few guards and sailors along the way, but for the most part, you can just run them down.

B - Eventually, you will come to a small village with two rows of houses. Drive in-between the rows of houses from the left side. Hopefully you have practiced with truck, since it is a pretty tight turn. Drive right through the guard who stands between the house and, what the heck, drive through the shed as well. Grab any pick ups you might need.

C - Move toward the yellow "F" shaped dock. There are two sailors, one in the middle of the closest horizontally positioned pier, and the other in the middle of the vertically positioned pier. Kill them both to make it safely to the boat. There's a fuel canister laying around if you need it.

You must travel to an inlet in the northwest of the middle island. There are two methods to doing this:

1. Grab the boat! Be sure to constantly move back and forth to avoid cannon fire. It is best to hop in the boat when the destroyers are farthest away. Destroyers will try and cut off your escape route. There are three of them, all with powerful cannons. One direct hit destroys your boat.
2. You can swim. Swimming takes a considerably longer time, but narrows the chance of the cannons hitting you since without the boat, you are a smaller target. Do not get hit by a destroyer's hull. This is almost certain death.

D - Make your way to the inlet in the northwest of the middle island. There is a guard hidden in the mountain side ahead to the right. There is another guard just outside of the inlet to the left.

E - Exit the inlet area and to the left. In this small town you will find the village elder. *Hmm. A village elder in a village. Go figure.* The village elder looks surprisingly like the village fool, so you know exactly who to look for. He's standing just outside of a brown house. Talk to him and he will give you the gas mask. The gas mask will help protect you from the Gas Gun wielding guards at the Necro gas facilities. **OBJECTIVE ONE COMPLETE!**

F – After grabbing the Breast Plating and ammo, hop in the armored car. An enemy car is patrolling just outside of town. You should be prepared by this point to easily wipe him out.

G – Proceed south down the main road until you reach railroad tracks. Be careful not to hit the railroad tracks while traveling at high speeds, as your car is likely to explode upon impact. I suggest jumping out of the car just before the tracks. The first Necro gas facility is to the west. Using strafing techniques, run into the base and place one Bomb next to each AA gun. There are four AA guns total. Eventually you will see the cutscene of the allied planes making their bombing run. You must destroy the AA guns before they arrive. After laying the last bomb, move away and switch to the plunger. With one “plunge” all AA guns explode simultaneously.

Note: You can also drop a bomb and destroy each AA gun one by one.

There are many guards within the facility, including Necro gas guards. While you can simply strafe and avoid enemy fire, it would be wise to kill the regular guards, as the Necro gas will not affect you because you're wearing the gas mask. Therefore, the Necro gas guards are not a threat.

When you hear the bombs drop, get out of there. You can be easily caught in the explosions. After the facilities are destroyed scan the area for pick ups. Stock up and run back to the armored car.

H – Proceed carefully over the railroad tracks and continue south down the main road. There is a Russian tank patrolling the area and you have a couple of options on addressing the threat. First, you could just floor it and avoid the tank, though you risk getting blown up. Second, and this is my preferred method, watch the tanks patrol area. When you have the pattern down, drop a few bombs in its path. Get back and wait for the tank to ride over your bombs, then BOOM! No more tank.

Also, around the first junction, where the tank is patrolling, if you go due east you will find a motorcycle and two sheds with some supplies.

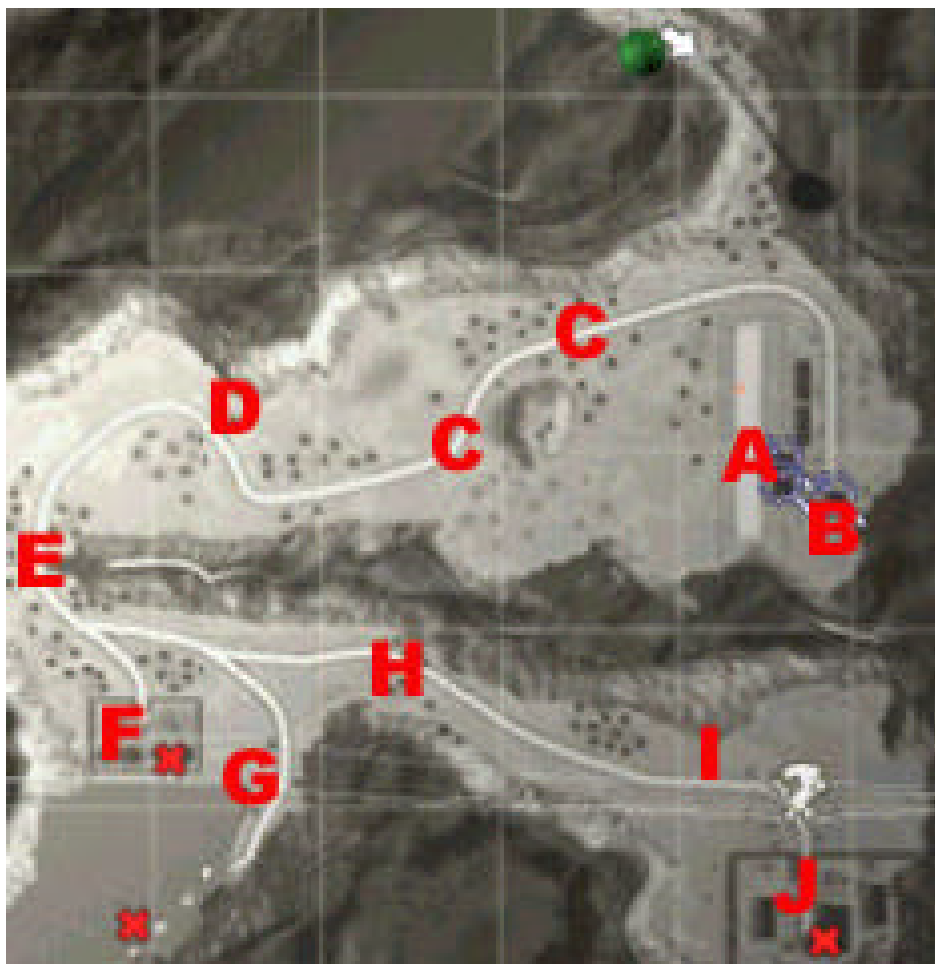
I – Continue south to the second Necro-Gas facility. Be careful of the bunker just after the tank. The first thing you should do when you reach the next facility is meet up with Dr. Meier. Go to the eastern part of the town to the large building with a fence around it. Enter the building where you'll see Dr. Meier along with ammo boxes. Move next to Dr. Meier to make contact with him. After giving the doctor a warning about the imminent bombing, guards burst in and take him away. Don't worry, though. The guards won't hurt him *too* bad. He'll be alright and you'll get to save him in the next mission.

Now it's time to take out those AA guns. Again, there are four of them, approximately in the four corners of the town. Use the same “drop the bomb” method to destroy them. Be sure to do so quickly as the allied bombers are on their way. Grab the motorcycle (or armored car, if it survived) and head north on the main road. **OBJECTIVE THREE COMPLETE!**

J – When you get around the village where the village elder resides, turn right. This road leads to two bridges. On the first bridge, two bazooka guards await, so be careful. At the end of the second bridge, two shotgun guards await.

K - After crossing both bridges, continue straight, through a tiny village and around a bend that goes to the right. Once around the bend you will see a fenced in area with two guards behind sandbags. Two bunkers are inside the fenced in area. You should be able to take out all bunkers and guards by tossing grenades over the fence. Once these enemies and obstacles are destroyed proceed within the fenced area and follow it until you reach the tunnel.
MISSION COMPLETE!

7. A Daring Rescue



Objectives:

1. Destroy Oil cisterns to hamper the Russian fleet.
2. Rescue Dr. Meier from the prison.
3. Escape on the submarine with Dr. Meier and meet up with the Allied fleet.

The tank is your best friend on this mission and hopefully, by this point, you've practiced with it. There are numerous tool kits floating around the map, so use them. If you take care of your tank (well... your stolen tank), your tank will take care of you.

Starting Weapons: Flame-thrower
Machine-gun
Knife
Revolver

Vehicles: Russian Bomber
Russian Tank
Armored Car

Walkthrough

A - You begin the mission flying a Russian plane that is, unfortunately, out of fuel and being shot at. Fly to the right around the mountainside and aim to land on the runway. The best thing to do is jump out as it nears the ground, but make sure you are not too high up so that you die upon your bail out. Run into hangars and collect any health you might need, in addition to explosives. Be wary of guards patrolling the area.

B - Make your way around the southernmost hangar and head east towards the tank. The house where the tank is parked contains a number of goodies: health, ammo, fuel. There is also a guard in the corner of the room. You will want to dispatch him before nonchalantly collected pick ups. e, killing the guards on the way. Hop in the tank and drive straight out of the base. Three guards will try to prevent your escape. Yeah right! Run them down or blow them up. It's your choice.

C - Bust through the gate, head west outside of the base to the left and follow the road. Soon after you will see an enemy tank blocking the road near a mountain on the left. He tends to stay somewhat still, so begin firing at him as soon as he is in sight. It will take about four shots to destroy him. There is also a guard hiding in the trees on the left side of the road, near the enemy tank's location. Continue along the road and you will encounter a second enemy tank. Three hits and this one is toast. There are also machine gun guards scattered along the road.

Note: It is possible to avoid the first tank by driving around the left side of the small mountain. Actually you can avoid both tanks if you wish if you're looking to save time. However, you have all of the time in the world.

D - A little before you reach the gates to the next area (E) you will encounter a guard with a bazooka. Be sure to kill him and grab his weapon.

E - There are two guards by the entrance to the next area, one guard on each wall. Fire a tank or bazooka shot at each wall and the splash damage will kill each guard.

F - Continue along the road until you come to the Oil Cistern facility. There is a large gate impeding your progress into the installation. Use an explosive (dynamite, bazooka, tank) round to blow up the gates. But be careful. There is a cannon on the other side. You should be able to destroy it before it turns to fire. You can always take cover behind the walls. When you destroy the cannon, proceed into the installation and go left. This narrow pathway leads to the where the oil cisterns are located. One explosive (bazooka or dynamite) will destroy each of the three cisterns. Be careful of the three guards inside. The first guard

is standing in front of the first cistern, while the other two guards are hiding between the second and third cisterns. **OBJECTIVE ONE COMPLETE!**

G – Before conducting the prison break to rescue Dr. Meier, you will want to clear your escape route. From the oil facility follow the road going to the south. This is the area where the submarine is docked. This area is also crawling with sailors, all of who must be dispatched. First, there are a couple of sailors upon entering the dock area. Approach with caution as sailors always use machine guns. Once you've breached their defenses, take out the guard on the dock near the submarine. Then proceed to the end of the dock area and kill the last two sailors. At this point, more sailors will appear from southern side of the barracks. As they appear, kill them. There will be multiple "waves" of sailors (no pun intended) exiting the barracks, two at a time. Eventually, you will kill them all. Proceed north to the oil facility.

Now it's time for the prison break. If you've lost the tank by this point, nab the armored car parked outside of the oil facility. Also, if you've lost the tank, the bazooka will now become your best friend.

H – Proceed along the road going east. You will come to a road block with guards and a tank. If you have the tank, keep some distance and fire rounds into the road block area. Inch towards the area and destroy the guards and the tanks on your approach. Once all roadblock enemies are destroyed, grab any health and ammo that the guards drop if you need them.

I – Continue along the road heading east where you will find another patrolling tank. Use whatever is at your disposal to take it out. While you could avoid this tank and just enter the prison area, it is best to destroy it, so you will not have to deal with it after rescuing Dr. Meier.

J – As with the oil facility, the prison gate requires one explosive round to destroy. Your best bet is taking the tank inside, as the place is swarming with guards and there is a bunker across from the prison building entrance. Destroy everything for once you rescue the doctor, enemies will try to kill him, which results in a failure.

The prison is the large building on your left as you enter the prison area. The prison building entrance is located to the far south of the building. Be careful upon entering the building as there are 2 guards to welcome you once inside. Grab the armor and any health or ammo you may need. The cell where Dr. Meier is being held is the last cell on the right. Flip the switch to release him. If you wish, you may also release the other prisoners to create a diversion for any guards outside. **OBJECTIVE TWO COMPLETE!**

Once you free Dr. Meier he will begin his journey to the dock area (G). It is imperative that he survives, therefore you may want to run ahead of him to draw enemy fire and take out any enemies that pop up. If you haven't dispatched the sailors around the dock area, you will want to do that before the doctor arrives.

If the doctor survives and makes his way to the dock, he will enter the submarine and drive it to the safety of the Allied fleet waiting to the south. You have to protect the submarine from Russian bomber attacks.

Hop on the submarine and enter the AA gun in the rear before Dr. Meier drives off. The bombers only approach from behind, so focus in that direction. You

don't have much time to destroy each plane, but they have somewhat low armor and are relatively easy to destroy. The submarine cannot take that many hits either, so destroy the bombers as quickly as possible. You will want to aim just above the path of the bombers to guarantee hits. After several waves, the submarine will meet up with the Allied fleet. **MISSION COMPLETE!**

Alternate Methods

This mission, in particular, can go in many ways. You will have to vary your approach to situations based upon a number of factors, for example, whether your tank survived or not. Some players may prefer to proceed to the jail break section of the mission before wiping out the sailors by the dock. Some players will prefer to use the machine gun and/or armored car to take out the sailors so they save tank armor. Some players may want to use more avoidance tactics, such as avoiding the first two tanks near the beginning of the mission or using the motorcycle instead of the tank at the mission start (using the motorcycle is not wise). Play around to find the various methods you can use to complete the individual objectives.