

PRIMA'S OFFICIAL STRATEGY GUIDE

MEDAL OF HONOR ALLIED ASSAULT™

SECOND EDITION

NORTH AFRICA

BREAKTHROUGH

EXPANSION PACK*

**CRUCIAL
BATTLEFIELD MAPS**
NORTH AFRICA and
ITALY COVERED!



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This game has received the following rating from the ESRB



*Requires Medal of Honor Allied Assault™ to play.

CHAPTER 1

Basic Training



Listen up, soldier! As a veteran of the *Allied Assault* and *Spearhead*/campaigns, you probably feel you don't need a refresher course in combat basics. But the enemies waiting in the campaigns ahead aren't rusty like you. As the war draws to a foreseeable end, the German and Italian forces have their backs against the wall, prompting them to lash out with every nasty surprise they can muster. If you thought the enemy was fierce before, you haven't seen anything yet. Remember, you're invading their home turf, and they have nothing to lose. They'll exploit every opportunity to gun you down! So wipe that know-it-all grin off your face and fall in—it's time for basic training!

MOVEMENT

Your survival and success as an infantry soldier depend on your ability to maneuver. That may sound like a no-brainer, but knowing how and where to move means the difference between evading enemy fire and catching a mouthful of lead from a concealed machine-gun nest. Furthermore, studying the basics of movement proves useful on the battlefield, yielding a variety of tactical opportunities.

Running and Walking

The default method of moving is running. Run by pressing the forward movement key (**W**). Use the mouse to control direction and pitch. Although this is the fastest way to move across terrain, it's also the loudest. Your enemies are eerily perceptive and hear your boots striking the ground long before you come into sight. The game is hard enough without announcing your presence to every nearby enemy.



The fast pace of the game requires more running and walking.

tip

Firing weapons while moving decreases your accuracy. Instead, fire from a stationary position, preferably from behind cover.

For a stealthier approach, walk. Obviously, this is slower than running, but it also produces less noise, allowing you to sneak around. For example, by walking you can sometimes sneak into rooms without being detected. This gives you a significant advantage over busting into a room with guns blazing. To walk, press left (**Shift**) when moving. Walking is quieter than running, but it doesn't make you invisible. Don't expect to go undetected when walking—use cover, too.

Strafing

Strafing (or sidestepping) is the single most important movement you need to master as a frontline soldier. Strafing allows you to move laterally without changing your facing direction. You strafe left by pressing [A] and right with [D]. Strafe left and right while using the mouse to stay focused on one point. There are numerous applications for this maneuver. Strafing works to your advantage for:

- Avoiding enemy fire
- Frustrating snipers with zigzagging movements
- Moving around corners
- Ducking in and out of cover

Circle-Strafing

Circle-strafing is a tactic that evolved from heated multiplayer sessions of early first-person shooters. It also has applications in single-player games—it drives the enemy AI mad! Use a strafe key to circle around a target while shooting. This makes you tougher to hit while exposing your target to continuous fire from multiple directions.

To practice circle-strafing, find a stationary object such as a table or chair. Use the mouse to position the object in the center of the screen. Now, press one of the strafe keys and move the mouse to compensate for your lateral movements to keep the object centered at all times. As long as you stay focused on the object, you'll travel in a full circle. Now try the other direction.

In the single-player campaigns, circle-strafing is a valuable tactic against stationary tanks. As their turrets rotate to track your movement, begin strafing around the tank. If you're close enough, you'll stay just ahead of the tank's main gun. But pay attention—if you circle too quickly the turret changes directions in an effort to outsmart you. So, always circle in the same direction as the turret's rotation and watch out for direction changes. This should buy you enough time to place an explosive charge and get away before it explodes.



Use the strafe keys to peek around corners and into open doorways.

Crouching

Crouch to crawl through small spaces and take cover from enemy fire. The crouch function works as a toggle between standing up and crouching. Press left **[Ctrl]** to initiate a crouched stance. You'll remain crouched until you press the same key again to stand up. Always be aware of which stance you're in. While crouched, you move slower than when standing. If you need to move quickly across the enemy's field of fire, do it while standing.

Crouching reduces your profile, making you a smaller, more compact target. This is more effective if you use proper cover for concealment—the less you expose to the enemy, the smaller the target you present. You can use all sorts of objects for cover, the most ideal being objects you can see over, allowing you to return fire. Find solid objects such as rocks, stone walls, and mounds of rubble.

Crouching behind cover is essential when using weapons with scopes. While looking through a scope, you're vulnerable to attacks from all directions because of the limited viewing arc. Even if you're being



Crouch behind objects like rocks for increased concealment.



Jump on small objects like crates to reach new areas.

sneaky, you may miss an unsuspecting target, causing him to open fire in your direction. If this happens, you'll be happy you're crouched behind something.

Jumping

With the exception of clearing obstructing objects, jumping serves no real tactical function. Press **[Spacebar]** to jump. The height you can jump is limited. You can't leap over tall walls or even low fence lines—all that gear you're carrying is

heavy! However, you can jump up onto crates and other low objects. Sometimes jumping onto these objects offers access to an area you couldn't reach otherwise. But don't waste too much time exploring where you can and cannot jump. If jumping is required, it's clear.

Climbing

You'll climb and descend ladders to reach new areas. Like jumping, climbing is an intuitive movement that requires little tactical planning. Approach a ladder while pressing the move forward key (**W**) and use the mouse to look up. To descend a ladder, approach it and press the use key (**E**) to move onto it, then press the move forward key while looking down to descend.

Use caution when descending. If you don't press the use key to grab the ladder before moving down, you'll fall off, resulting in damage from the fall. Getting injured by falling off a ladder is embarrassing, so pay attention to what you're doing.

THE COMPASS AND NAVIGATION

To succeed in the missions, you need to go from one objective to the next expeditiously. If used properly, the compass will always keep you on track. Located in the top left corner of the screen, the compass provides the heading and approximate distance of your latest objective. The arrow on the outer rim indicates the heading of the objective. When this arrow points to the top of the compass, you're moving toward the objective. The distance to the objective is estimated by the two ball bearings on the outer rim, flanking each side of the heading arrow. As you get closer to the objective, the ball bearings move closer together.



The compass guides you to your current objective. This can be useful in low-visibility situations.

tip



Press **Tab** to
 view your current
 objective.

where some paths or streets may be blocked by rubble or other obstacles. Finding another way around is pretty easy but often involves engaging more enemies. So stay alert, soldier.

Use the compass to provide a general direction to your next objective. However, pull your nose out of the compass and survey the battlefield before moving out. Your first priority is to secure safe passage, then concern yourself with navigation. The compass provides *as the crow flies* heading information, so you may need to move away from the compass heading to reach an objective. This is most common in urban settings

WEAPONS TRAINING

For an infantry soldier, success on the battlefield means mastering a variety of weapons. We cover specific weapons in the next chapter, but before you get your hands on a firearm, you'll need to learn how to use it.



Always aim for the torso. This guarantees a hit while inflicting serious damage on the target.

However, the head is a small target and it takes valuable time to line up properly in a heated firefight. Instead, aim for the torso, which offers the largest target area and is easy to see and hit at any range.

Aiming

Aiming involves more than placing the crosshairs over an enemy and firing. Target specific areas of the enemy's body to take him down quickly. Doing so results in varying degrees of damage. For example, shooting at an enemy's arms and legs won't be lethal. It takes several hits in these areas before the enemy goes down. On the other hand, inflicting damage on the target's head or torso causes more damage and uses up less of your ammo in the process. Ideally, you would aim for the head every time.

tip

A single head shot usually takes down an enemy regardless of the weapon you're firing. But on occasion, a bullet that strikes an enemy in the helmet may just knock it off his head. Follow through with more well-placed shots.

Things get more difficult when engaging moving targets. Don't aim where the enemy is, but where the enemy will be. This is called leading the target. By leading the target, you can place rounds in the path of their movement. If an enemy soldier moves from left to right, aim ahead of him to the right. With some practice (and a bit of luck), you'll successfully engage moving targets with relative ease.

tip

Leading is most important when firing on fast-moving targets such as airplanes. From a fixed position on the ground, you won't be able to track an aircraft's movements across the sky fast enough to score direct hits. Instead, unleash a wall of lead directly in its flight path.



Use short bursts when firing automatic weapons such as this Vickers Berthier machine gun.

Firing

When dealing with semi-automatic or bolt-action rifles, firing is as easy as holding your aim and pulling the trigger (the left mouse button). The introduction of fully automatic weapons increases the learning curve substantially. Although these weapons can spit out a horrific amount of lead in a short time, their recoil sharply decreases your accuracy the longer you hold the trigger. Each time you fire a single round, the weapon jerks back, causing the muzzle to climb upward.

By the time several rounds pass through the weapon, the aim is far off the intended target. Furthermore, refocusing the weapon's aim becomes virtually impossible while it bucks out of control. To avoid this, fire automatic weapons with short, controlled bursts. This allows you to fire two or three rounds, adjust your aim, and fire again. You also expend less ammo and increase your accuracy.

Reloading

Have you ever entered a room full of enemies to discover that you have only two rounds left in your weapon? If you keep an eye on your ammo count and reload frequently, you won't have to worry about embarrassing situations like this.

Most of the weapons in your arsenal hold 8-30 rounds in a single magazine. Your ammo count is listed in the bottom right corner of the screen. Always inspect it before initiating any kind of attack. If your weapon is low on ammo, press **[R]** to reload. To be on the safe side, reload after any engagement as long as ammo is plentiful.



Consider reloading your submachine guns after each engagement. Ammo for these weapons is relatively easy to find.

tip

If you run out of ammo in a close-combat situation, it's faster to change weapons instead of reloading. Either way, find cover or keep moving until you can open fire again.

COMBAT TACTICS

During combat, tune out the surrounding chaos to focus on exploiting your enemy's weaknesses. Each combat situation is different, requiring quick analysis, improvisation, and action. However, with preparation you can rely on your training to take over when faced with particular challenges. Here are a few tactics to help overcome some of the more common obstacles facing you in the campaigns.

The Rifle-Butt Strike

On rare occasions, you may run extremely low on ammo and need to take desperate measures. Fortunately, the rifle-butt strike is an effective means of neutralizing enemies without expending ammo. However, you must move into close-combat range to perform this attack. Sneak up behind an enemy and strike him by pressing the secondary attack button (the right mouse button).

If your enemy is already facing you, fire one or two rounds at his torso. This stuns him, giving you time to rush in and take him out. If he isn't stunned, he'll use this same tactic, too. Once an enemy is down, collect more ammo from him.



The rifle-butt strike is an effective means of neutralizing the enemy during close combat.

Popping Smoke

The addition of smoke grenades in multiplayer games allows for creative and useful assault tactics. These grenades aren't used to choke up enemies but rather to obscure their field of view. This makes them perfect to use against fixed enemy positions, such as machine-gun nests.

Place the smoke grenade somewhere between your position and the enemy's—don't throw it at the enemy like it's a frag grenade. As the grenade bounces into place, it dispenses colored smoke. Wait until the smoke gets thick before using it for cover. Remember, smoke only makes it hard to see; it doesn't



Throw smoke grenades in front of machine-gun nests and other defensive positions to obscure your movements.



Move out while your allies provide cover fire.

provide solid cover. Plan your movements and don't be too alarmed if you're hit by a lucky shot.

Smoke also can create a diversion. Because it's used to cover an advance, it draws the enemy's attention. Use this opportunity to approach from a different direction and catch the enemy by surprise. This tactic is extremely effective in multiplayer games with a team-play emphasis.

Shoot and Scoot

Shoot and scoot is a distraction tactic in which you use suppressing fire to advance on enemy positions. On missions where you're working with teammates (in single-player and multiplayer), move forward while your buddies open fire on the enemy. If they don't take out the enemy, at the very least they'll distract him while you move closer to engage.

This tactic relies on team coordination, but it's good to use when you're pinned down by enemy fire. To help cover your movements, throw a smoke grenade along your intended path.

Room Clearing

As you move into towns and cities, you must root out enemy soldiers hiding in buildings. You'll move from room to room clearing each structure. This task is tedious and dangerous. To minimize the risks, never open doors and remain standing in the doorway—you'll make a nice juicy target.

Instead, open a door and immediately sidestep left or right. If there's no incoming fire or sound from inside, sidestep in front of the doorway with an automatic weapon at the ready. Strafe until you gather as much information about the room as possible. Sweep each opposing corner without exposing yourself too much. By the time you finish sweeping the room, the only blind corners should be the ones on the other side of the adjacent wall. If you open a door and you hear sounds on the other side, toss in a grenade. Once it explodes, mow down any survivors with automatic fire. Depending on their proximity to the doorway, tossing a grenade into a room may draw enemies through the open door—be ready.



Begin room entries with a quick grenade toss from the side of an open doorway.

tip

The shotgun is an excellent choice for room clearing. However, avoid using it in large rooms with multiple enemies. The pump-action delay between trigger pulls puts you at a tactical disadvantage.

COMMENDATIONS

You're probably not in it for the glory, but it's still important to recognize individuals who rise above the call of duty. There are two types of medals awarded: Campaign Medals and Career Medals. Campaign Medals are awarded at the end of a successful campaign and can be seen in the bottom row of your medal case. Career Medals are awarded once all available campaigns are completed. These can be seen in the top row of the medal case. Below is a list of the medals awarded in the *Breakthrough* expansion.

Campaign Medals



Africa Star

The Africa Star is awarded by the British monarch in grateful recognition of service against an opposing armed force. Sgt. John Baker, along with his entire regiment, managed to prevent the advancement of enemy troops in Africa, despite being heavily outnumbered.



Distinguished Flying Cross

For surviving a fatal glider crash on July 10, 1943, and holding off the advancement of Axis troops, the Distinguished Flying Cross is awarded to Sgt. Baker, Special Forces, who successfully completed a tremendously difficult tour of duty in Operation Husky.



Air Medal

The Air Medal has been awarded for discernable contribution to the operational air-land assaults against armed forces for the events surrounding September 28, 1944: Sgt. Baker successfully radioed coordinates that obliterated enemy forces at Monte Battaglia.

Career Medals



Bronze Star

For meritorious achievement in service not involving aerial flight in operations against an opposing force. The Bronze Star is awarded for completing all the campaigns on Easy skill level.



Silver Star

An award for gallantry in action against an opposing armed force, the Silver Star is awarded for completing all the campaigns on Medium skill level.



Distinguished Service Cross

The second highest military award in the U.S. Armed Forces, the Distinguished Service Cross is given for extraordinary heroism in connection with military operations against an opposing force. It is awarded for completing all the campaigns on Hard skill level.