

PRIMA® Official Game Guide

MEDAL OF HONOR AIRBORNE™

HUGE PULL-OUT
POSTER



BASED ON A GAME
RATED BY THE
ESRB



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OPERATION HUSKY

A composite image featuring a semi-automatic pistol, a V-mail envelope, and a map of Italy. The pistol is positioned diagonally across the top. The V-mail envelope is in the center, with text indicating it is for the War & Navy Departments, dated June 10, 1944, and addressed to 'OPERATION HUSKY Italy'. To the right, a portion of a map of Italy is visible, with labels for 'NORTH', 'WALES', and 'ENGLIS'.

The object of war is not to die for
your country but to make the
other bastard die for his.

—General George S. Patton



11 July 1943

The much anticipated invasion of Hitler's European fortress was taking place. The 82d Airborne Division, in support of the sea invasion, jumped in Sicily on the nights of 9 and 11 July 1943. It was one of the first uses of airborne troops in the history of the U.S. Army. The news of the Sicily jump left me with an empty feeling. I was a qualified paratrooper, eager to see action, but I found myself still at Fort Benning, going through what I considered menial training exercises involving more jumps. Due to strict censorship in the news, it was days before we knew what had happened in Sicily. There were varying reports as to the extent of casualties. But one thing was certain: The 82d would soon be in need of replacements. I expected that shortly we would be receiving a sailing date, but for one reason or another we encountered delays.

16 August

We were supposed to have left last Tuesday, but it was postponed because we did not have men enough to fill the order. They need 1,500 paratroopers, and all going as replacements, so that gives you an idea of what happened in Sicily. There are 67 officers also on the shipment.

—James Megellas, *All the Way to Berlin*
(New York: Random House), 19–20



MEDAL OF HONOR AIRBORNE

Briefing



As a part of the invasion of Sicily, your unit will be dropping into the town of Adanti with orders to secure it from the enemies and prevent them from using it as a staging area for counterattacks against Allied amphibious landings on the coast. You must first neutralize the anti-aircraft emplacements in the town and then drive out the enemy.



OPERATION HUSKY

LEGEND

Objectives

- | | |
|--------------------------------------|---------------------------------------|
| Destroy Hill Houses' AA Gun | Locate Missing Sniper Team |
| Destroy Northeast Gate's AA Gun | Eliminate German Commander |
| Destroy Town Hall's AA Guns | Assemble with Airborne at Town Square |
| Assemble with Airborne at North Gate | Eliminate 3 German Officers |

Secure Zones

(inside light green overlay)

- | | |
|---------------|-------------|
| Behind Church | Tower Plaza |
|---------------|-------------|

Skill Drops

- | | |
|---|--|
| 1 Land through the gatehouse window | 4 Land on the small rooftop |
| 2 Land on the balcony through the opening | 5 Land on the catwalk inside the tower |
| 3 Stick the landing on the church steeple | |

Weapon Pickups

- 1 Springfield Sniper Rifle

Machine Gun Positions

Health

Miscellaneous

Ladder

Weapon Loadout

- M1928 Thompson
- M1911 Colt .45
- M1 Garand



History



Operation Husky

Following success in North Africa, the Allies continued operations in the Mediterranean Theatre. Winston Churchill, the British Prime Minister, viewed Italy as "the soft underbelly" of the Nazi crocodile. However, in order to invade the Italian peninsula, the Allies would need a base of operations closer than North Africa. The island of Sicily, located just off the coast of the "toe" of the Italian "boot," was chosen as the prelude to the invasion of Italy.

Allied infantry divisions would be hitting the shore on the morning of July 10, 1943. To help support them, British and U.S. paratroopers were dropped the night before to act as roadblocks to slow down Italian and German forces moving to the beaches to repel the Allied landings. While there had been some smaller airborne drops during Operation Torch—the invasion of North Africa—Husky would be the first major Allied airborne operation. Due to the limited number of aircraft, only the 505th Parachute Infantry Regiment (PIR) from the U.S. 82nd Airborne Division would make a drop that first night along with the 3rd Battalion, 504th PIR. They would support the U.S. landings while the British 1st Airborne Division would support the British landings.

Since many of the pilots carrying the paratroopers had little experience flying in formation at night with only a quarter moon providing very little light, the drop started to fall apart before the transport planes were even close to Sicily. As a result, only 20 percent of the paratroopers landed somewhere near their drop zones. Others were scattered—some were up to 65 miles away! General James Gavin, the airborne troop commander for this drop, was not even sure if he was in Sicily when he hit the ground. However, a few units were able to assemble and move on their objectives. The rest of the paratroopers acted on their own, causing as much confusion as possible and doing what they could to tie up enemy troops. In fact, the wide dispersion of paratroops actually slowed down the Italian response to the invasion because the commanders were getting reports of paratroopers all over southeastern Sicily and did not know where to concentrate their forces. Although the paratroopers were not able to achieve all of their objectives, they did slow down the enemy counterattack enough so that the Allied infantry could get ashore and establish a beachhead.



SECURE THE TOWN OF ADANTI

Your first objectives are to neutralize the enemy AA guns in Adanti. There are four of them in three different locations. Two are on top of the town hall, one is in the southwest in the area known as the hill houses, and the last is outside of the northeast gate of the town. However, the town is defended by Italian Blackshirt troops—and they will not let you blow up their guns without a fight.

LANDING IN ADANTI

The drop zone for this mission is anywhere within the town walls. There are two established secure zones—one near the church and the other in the tower plaza. There are no enemies near these SZs, so you can safely land here without the threat of being shot while trying to get out of your parachute. You can also find containers with health and ammo at each of these SZs.

It does not matter which AA guns you go after first. As you move toward one, your allies follow and help you out. The best time to determine your first objective is before you jump out of the plane. Your objective determines where you want to try to land. The skill drop locations are usually good places to begin. However, any rooftop will do. As a paratrooper, you must think of the battlefield in three dimensions, and Adanti has a lot of heights. Use the rooftops to your advantage. If you miss a rooftop, there are a few ladders around the town that provide access to the rooftops in the market and tower plaza areas.

Landing on the rooftops can give you a height advantage over the enemy—allowing you to fire down on them. You can even use the rooftops to get around enemy positions to hit their flanks.



Jump out of your plane. The town of Adanti lies below you.



Tips from the Developer

Land on the roof of the church to provide vertical cover for your allies in the street fight below. When they move up through the gate, stay on the roof. As the allies enter the first section of the hill houses, you can engage the enemies by firing over the top of the city wall.

—Rex Dickson

SKILL DROPS

There are five skill drop locations in Adanti. Each provides some advantage as you move to achieve your objectives of taking out the AA guns. Some are easier to get than others.



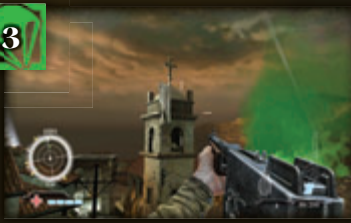
The first skill drop is one of the toughest. You must land through the northeast gatehouse window. While still up high in the air, line yourself up with the window so you are dropping right next to it. As you get near, flare and push toward the window to drop right through. From this position in the gatehouse, you can help your paratroopers below advance on the gatehouse, and then help them clear out the courtyard on the other side.



The second skill drop location can be found to the side of the town hall. It faces a courtyard and you must land on the balcony as you drop through the arch. This one is not too tough to hit. There is a soldier on the balcony that you must take out. Then you can advance toward the town hall, taking up a flanking position against the enemy troops out in front.

OPERATION HUSKY

3



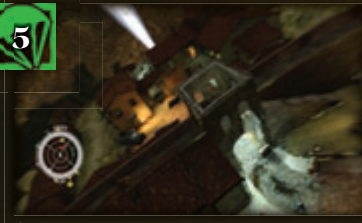
While the church steeple might seem like a simple place to land, the key is to stick the landing. There is not a lot of space on top and it is easy to over- or undershoot the landing. The steeple provides a great vantage point for taking out the enemy troops below near the western gate leading to the hill houses. Use your rifle to help clear the way for your fellow paratroopers. You can even drop some grenades from this location.

4



The small rooftop is another tough landing to stick. It is located near the market courtyard. Landing here allows you to quickly access the rooftops overlooking the northeast gate as well as the town hall. From these heights, you can help your allies clear out the enemies so you can advance to the AA guns.

5



The last skill drop location is the tower near the town hall. You must land on the catwalk inside the roofless tower. Because an enemy soldier is there, you have to take him out quickly. Try aiming to land right on top of him, and then pressing the melee button just as you are about to hit him. This eliminates the soldier and clears the top of the tower. From here you can fire through the window at the enemies below in front of the town hall. Another enemy soldier is in the tower a few flights down, so you might want to kill him before you start firing away at the enemies below.



DESTROY THE HILL HOUSES' AA GUN



There is no particular order in which you must destroy the AA guns. Don't feel like you have to use the order in this chapter. You may want to take out the town hall guns first and then go after the other two. The choice is up to you.



OPERATION HUSKY

LEGEND



Machine Gun Positions



Health



Ladder

Miscellaneous



Recommended Path

Weapon Loadout

- M1928 Thompson
- M1 Garand
- M1911 Colt .45

If the hill house AA guns are your first objective, then a good place to land is on top of the church. Try for the steeple if possible. However, if you can't stick the landing, any part of the church rooftop is just as good. Blackshirt troops take up positions in front of the western gatehouse when your troops begin to engage them. There is also a single Blackshirt soldier inside the gatehouse. Since it does not have a roof, throw a grenade into the gatehouse to take him out. If you let the grenade cook for a couple of seconds before throwing, the enemy soldier does not have time to get away before the grenade goes off.



Destroy the gate house guard with a grenade.

The church steeple or roof make a great place for sniping the enemy below.



Next use your M1 Garand to begin picking off Blackshirts down on the road below. Be sure to crouch down to make yourself a harder target for them to hit. Also try throwing some grenades down on them. Just be sure to let the grenades cook off for about three seconds or the enemy will scatter. Move along the roofline toward the gatehouse to hit the enemies from the sides and deny them cover. As you clear them out, your paratrooper brothers advance to the archway through the gatehouse.



Advance through the archway to the hill house area.

Don't drop down to the street just yet. You can still take out some of the enemies on the other side of the gatehouse from the church rooftop. At the far end of the street, Blackshirts man a machine gun. If you are a good shot, you can take

out these gunners and give your allies a fighting chance to move forward to secure this area. Eventually you want to step off the rooftop to get down to ground level. Be sure to pick up any ammo left behind by the Italians. For this part, switch to your Thompson submachine gun because you will be engaging the enemy at a closer range.



Move through the archway and use the cover on each side of the street as you engage the enemy. Crouch down and then pop up while in ironsights view to shoot. Fire a few bursts and then duck back down again. The mounted machine gun at the end of the street is still your main threat. Use grenades to eliminate the enemy manning it. Advance along the right side of the street in short rushes before the machine gun is manned by another enemy. Blackshirt reinforcements arrive through the house (house 1) on the left, as well as from around the corner on the left.



Use the Garand to kill the machine gunner at long range.

Now that the first street is secure, it is time to advance again. House 1 contains a health kit, so pick it up if you need it as well as any ammo lying around. You need to keep up the pressure or the Blackshirts will try to push you back. Head down the street toward the house (house 2) south of the machine gun. Approach it from the right side and use the side doorway for cover as you clear out the Italians inside. Wait for some allies to catch up to you before moving in.

Clear out this room in house 2, then use it for cover.



This halftrack can provide cover for you as you head to the machine gun.

Work your way to the halftrack on the right side and use it for cover from the enemy fire coming from the house. Peek around the rear of the halftrack and eliminate the latest machine gunner. From this angle on

the machine gun's flank, you can hit the gunner, but he can't hit you. Stay here and keep the Blackshirts away from the machine gun until one of your allies can man it.



You can use the short stone wall behind the house from the first street for cover as you engage enemies along the north-south street. However, the machine gun at the south end of the street can make this position difficult to hold.

Make your way across the room to the opposite doorway, using it for cover as you engage any Blackshirts on the other side. More of them will be coming from the south end of the street. There is also another machine gun at the end of this street—on the left-hand side. As before, wait for some of your allies to catch up before you push on ahead. The enemies keep coming, so once you have some fellow paratroopers to help provide cover, move out along the right side of the street. Use a grenade to silence the machine gun and the work your way to the short wall at the corner of the house. From this vantage, you can see move Blackshirts down the east-west street to your right.



Rush up these steps and into the southern half of house 2. This allows you to get to the objective and avoid a lot of enemy firepower.



Tips from the Developer

Look for a fallen rain gutter on the left about halfway down the street. You can use it to get up onto the rooftop. From there, you can fire down on the enemies below.

—Rex Dickson



OPERATION HUSKY

At the end of the street, which climbs up a short hill, the enemy have positioned two machine guns to guard their AA gun. Advancing up the street would be suicide. Therefore, sprint around the corner of the house and then up the short stairs on the street's right side and enter another part of house 2, picking up the health by the doorway if you need it. After making sure the room is clear, cautiously head up the stairs to the second floor. Watch your compass to see if there are any enemies to your left when you get to the top of the stairs. Eliminate any Blackshirts to clear this room, and then head through the doorway near the stairs. The house allows you to get to the top of the hill without taking fire from the two machine guns.



Exit the house and begin clearing out the area around the AA gun.

From the safety of the house, begin taking out Blackshirts. You can use the back doorway for cover and can even eliminate a soldier manning one of the machine guns from this spot, giving your allies a better chance to get to the top of the hill. After clearing out all the enemies you can see, quickly move through the doorway to take cover behind the stone walls and sandbags. Once behind cover, proceed with caution as you clear out the hilltop one enemy at a time. They hide behind the walls and sandbags as well, so keep your weapon topped off and be ready to perform a melee attack if a Blackshirt jumps out and rushes you.



Take out the soldier on the second machine gun in order to get more of your paratroopers up the hill to help you clear it of enemies.



Place a charge on the AA gun to complete this objective.

Work your way along the northern part of the hilltop area while you face toward the south. When you get to the western edge, begin moving south. Continue past the AA gun toward the small building and ensure that it is clear of enemies as well. By this time, your allies should have joined up with you and the hilltop should now be secure. Return to the AA gun, place an explosive charge on it, and then move away before it detonates.



You have to fight your way back to the West Gate.

Now that this objective is completed, move back to the center of the town. Pick up ammo and health along the way. However, as you approach house 1, be ready for action. Some Blackshirts have taken up positions near the gatehouse. Use the machine gun at the end of the street to mow them down, or let one of your allies man it while you advance up one side of the street, clearing your way as you go.



DESTROY THE NORTHEAST GATE'S AA GUN



LEGEND



Machine Gun Positions



Health



Ladder

Miscellaneous

← Recommended Path

Weapon Loadout

- M1928 Thompson
- M1 Garand
- M1911 Colt .45



This ladder near the northeast gate gets you up to the rooftops.

This objective isn't quite as involved as the hill house's AA gun. If you are dropping into this objective, try to get the skill drop for either the gatehouse or the small rooftop. The key is to stay up high as much as possible. If you are coming from another objective and are already on the ground, there is a ladder to the west of the gatehouse that allows you access to the rooftops.

The Market building also offers some great elevated positions from which to fire down on the Blackshirts guarding the gatehouse archway, including balconies, windows, and even a rooftop access from one of the balconies. However, several enemies are inside this building as well. You can skip this building altogether and just go for the objective. However, if you want to get some additional kills and try to earn some upgrades for your weapons, be sure to clear out this building. Just be careful as you move from room to room. The Blackshirts are usually hiding behind cover such as overturned tables and other furniture.



From the rooftops, you have a great shot at the enemies below.



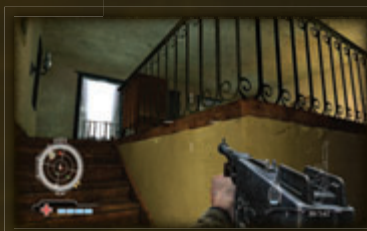
Take out the soldier on the machine gun before he gets you.



From the rooftops, you can fire down on the enemy soldiers below. They gather outside the archway to block your entrance into the objective area. Your allies take up positions to the south and begin to engage the Blackshirts. After thinning out some of the enemy, advance onto the city wall and continue to the gatehouse. Be very careful while in the gatehouse. There is a machine gun in the second floor of the house to the northeast. Since it can hit you in the gatehouse, even while you are crouched, be sure to snipe the gunner first before turning around and attacking the Blackshirts out in front of the archway so your allies can advance to help you.



Take out the Germans down in the courtyard.



Head up these stairs so you can clear out the area around the AA gun.



When the front of the archway is clear, shift your fire to the courtyard on the other side. Watch the machine gun because Blackshirts occasionally try to use it to fire on you and your troops. When the courtyard is clear, you can actually jump through the gatehouse window down into the courtyard. Advance along the walkway on the right side, picking up some health and ammo along the way, and enter the house. After making sure the first floor is clear, go upstairs to clear out the second floor. Move to the back windows; they give you a great spot from which to fire down on the Blackshirts guarding the AA gun below.



A well-thrown grenade blows up two Germans in the side building.

Some Blackshirts may try to hole up in the building off to the right of the AA gun. Try to kill them from the second floor windows by throwing grenades through the door. If that does not kill them, your allies might be able to do it when they run out of the building. Go back down the stairs and around to the area where the AA gun is located. Check your compass to make sure you got all of the enemies. If some are still in the small building, finish them off with a grenade or by rushing in and using your Thompson.

When the area is clear, move to the AA gun and place a charge to destroy it. Pick up health and ammo as you head back to the archway and exit this area. No enemies try to stop you, so you can then proceed to your next objective.



One more AA gun to destroy.



During this mission, it is possible to earn all three upgrades for the Thompson submachine gun. However, rather than continuing to use this powerful weapon, switch to an enemy MP40 submachine gun and start working toward upgrading it. You can also upgrade the M1 Garand rifle at least once during this mission. The key to earning upgrades is patience. Sit back and eliminate enemies as they appear. You also earn more points for upgrades by making headshots or using your weapon for melee attacks.



OPERATION HUSKY

DESTROY THE TOWN HALL'S AA GUNS



LEGEND



Machine Gun Positions



Health



Ladder

Miscellaneous

Recommended Path

Weapon Loadout

- M1928 Thompson
- M1 Garand
- M1911 Colt .45

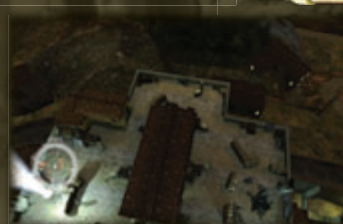


The town hall is well defended.

The town hall has two AA guns mounted on its rooftop. There are several ways to go about completing this objective. The toughest by far is the frontal assault from the street. Try to avoid that method altogether. If you are jumping into the battle, you can land in the tower to achieve a skill drop. An enemy soldier is right there, so you need to take him out. Then descend a few flights of stairs to eliminate a second Blackshirt. From the tower windows, you can fire down on the enemy below as they try to prevent your allies from getting into the town hall.



The tower provides a good spot for sniping the Blackshirts on the rooftop of the town hall, as well as in front of it.



If you are really daring, try to drop right onto the top of the town hall. It is safer to land near the rear, where you can find some cover quickly. Try to clear out the Blackshirts on the roof's

western side while also watching for reinforcements coming up the stairs on the eastern side. If you can clear enough enemies, paratroopers start to drop in to help you. Then blow up the AA guns. Because you did not clear the town hall, you must fight the Blackshirts inside the building on your way out. Or, you can jump over the eastern or western sides, landing on the rooftops, which you can take to your next objective—bypassing the town hall interior entirely.



Move through the alleys in the southwestern part of the city to get to the basement entrance to the town hall.

enter at ground level since the main entrance is covered by a machine gun at the top of the central stairway.

Clear out this western room on the first floor.



Clear out this room, whether you are coming in from the front or basement, and then approach the doorway to the foyer. Clear out this room, and then make your way along the right side of the room, up the stairs, and on toward the machine gun. Throw a grenade to kill the gunner and then rush up the rest of the stairway to take a position near the machine gun. Don't man it—instead concentrate on eliminating Blackshirts headed in your direction. An ally usually mans the gun for you and helps provide cover fire as you advance down the walkway to the right along the eastern side of the room.



Rush up the side of the central staircase to take out the soldier manning the machine gun at the top.

OPERATION HUSKY



You can avoid the first floor altogether. Get up onto the city wall. There are stairs near the western gate. As you approach the town hall, hop up onto the rooftops. Continue moving toward the town hall and locate the open window. Clear the room before entering. Once inside, take up a position near the doorway and clear out the next room, where some Blackshirts are hiding behind cover. You can now move out to engage the machine gun and continue on from there.



It is now time to go up to the roof. Take the stairs to the southeast corner of the roof. Wait for some paratroopers to join you and then begin taking out the Italians on the roof. It is sometimes easier to work your way around the back of the roof. Use the crates for cover as you advance and clear the roof's western side. Don't worry about blowing up the AA gun yet. Continue toward the front of the building and use your guns and grenades to take out the remaining Blackshirts near the eastern AA gun. Many enemies are up here, and the fighting can be really close, so stay alert and take your time, moving from cover to cover. After all the enemies on the rooftop have been eliminated, pick up any ammo and health you might need and then set charges on both AA guns to complete this objective.

Stay crouched and watch for enemies ahead of you. Some come through the doorways on your right sides. Skip the boarded up doorway and continue to the second doorway. The Blackshirts inside are taking cover behind an overturned table. Throw a grenade in to make them move, and then peek around the doorway to blast away with your Thompson. Use your compass to see if the room is clear before entering it. Continue on to the next room and clear it if any enemies remain.



Move down this walkway with your allies.



Blow up the AA guns on the roof.

Go back down to the ground level. Stay alert for Blackshirts as you move back through the town hall. You may have missed some on your way up—or bypassed them when you entered the building at a higher level. Now continue on to another objective.

Clear the area at the rear of the town hall roof.



Eliminate all the Blackshirts around the western AA gun.



Tips from the Developer

When dropping into Husky, position yourself over top of the balcony of the town hall, overlooking the town square. As you approach the MG gunner on the balcony, press the melee button to drop kick him on the way in. You can now use this position to rain machine gun fire down on the enemies in the town square. This position also gives you immediate access to the second floor interior of the town hall.

—Rex Dickson

THE NORTH GATE

ASSEMBLE WITH THE AIRBORNE AT THE NORTH GATE



Your first three objectives are complete. Now you get some new orders.

Move out to the north gate.



TIP



During a mission, if you ever need to fully restore your health, or restock all your ammo, head for a secure zone. They are designated by green smoke and offer crates of ammo and health.

After you have destroyed all four AA guns, make your way to the north gate of the town. By this time, the town is pretty clear, so you should have no trouble getting there.

NOTE

After the AA guns have been silenced, when you die, you will no longer respawn up in the air. Instead, you will find yourself on the streets of Adanti.



OPERATION HUSKY

LOCATE THE MISSING SNIPER TEAM



LEGEND

Miscellaneous

Weapon Loadout

- M1928 Thompson
- M1 Garand
- M1911 Colt .45

← Recommended Path

Machine Gun Positions

 **Health** **Ladder**

Upon meeting up with the Airborne at the north gate, a grenade detonates and you will receive new orders. It seems a sniper team has been cut off and your job is to go find them. In addition to these orders, you also learn that German Heer infantry has moved into town. These soldiers put up more of a fight and are tougher than the Blackshirts, so be ready for more intense action. Down the street from your position, a German machine gun opens up on you. In order to advance along with your fellow paratroopers, you must silence that gun.



Rush across the street to this building.

Rather than trying to advance down the street, sprint across the street and enter the building through the open door. Ascend the stairs and then move out onto the balcony. Turn right and hop up onto the rooftop. From here, throw a grenade to take out the gunner below. Let it cook off for about three seconds and throw it so it bounces off the wall across the road and drops right next to the machine gun. Engage other Germans below until your paratroops can advance to the machine gun position and then on toward the objective.



Take out the machine gunner with one of your grenades.

Do as much damage as you can from the rooftop, then drop down to the street level. Enter the building to the north and clear it out. Watch for enemies hiding behind cover. Advance through the house and begin firing on the enemy while in the northern room. As you can, move to the doorway, using it for cover, and eliminate all enemies on the right side of the courtyard. Then try to shoot the soldier manning the machine gun in the second building across the way. Use the M1 Garand since you need some accuracy to hit the only part of the soldier exposed—his head.



Germans like to hide in this building.

After the machine gunner is killed, move into the courtyard and fire on the enemies to your left. Continue advancing toward the building with the machine gun, clearing away enemies as you go. There is some health in the building if you need it. When the room is clear, walk up the stairs to meet the sniper team.



The sniper team is on the second floor of this building.

ELIMINATE THE GERMAN COMMANDER



You have found the sniper team—though they are not in very good shape.

When you get to the top of the stairs, you find one of the snipers dead and the other wounded. He informs you of a German commander in another building who is calling in reinforcements to take back Adanti. Since the surviving

sniper is unable to use the rifle, it is up to you to kill the German commander. Crouch down and walk over to the sniper rifle. Switch to your M1, and then swap it for the Springfield sniper rifle.



Line up your shot on the German Commander.

Move over to the window and bring up the scope view just like you would your ironsights. It takes a second for your sight to focus. Then peek up over the window sill and locate the enemy inside another building. Zoom in

your scope if necessary, place the crosshairs over the head of the commander, and then fire. The enemy commander will be firing at you, so don't take too long. The German appears randomly at one of three windows and will change positions frequently. When you have killed him, one more objective is complete.

REPEL THE ENEMY COUNTERATTACK

ASSEMBLE WITH THE AIRBORNE AT THE TOWN SQUARE



Use your sniper rifle to clear the way back to the town square.

position at the end of the street, near the north gate. Hide behind cover and use the sniper rifle to clear them out. You must move down the street, using crates and walls for cover. The building on the left side also provides cover, allowing you to shoot through windows so you can get the right angle for a shot on the enemies. After they have all been neutralized, advance through the north gate, then continue on toward the town square.

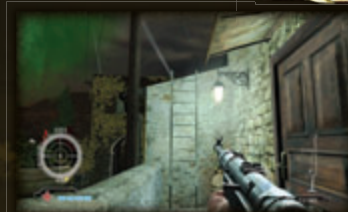
ELIMINATE THE THREE GERMAN OFFICERS

By the time you reach the town square, German reinforcements have rolled in and taken over the town hall. The German infantry is positioned around the front of the building. You also receive new orders.

Three German officers in the town hall must be eliminated. All three are in the western part of the building, but on different floors. One is on the first floor, another is on the second floor, and the last is on the roof.



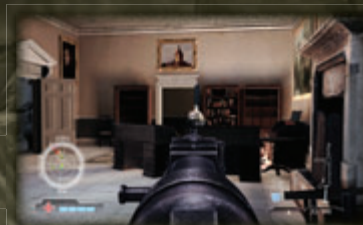
There is a battle for the town hall.



TIP

Now that you have a sniper rifle, this is a perfect opportunity to earn an upgrade for it. Climb up the ladder along the street so you can get up to the rooftops. Position yourself behind the crest of the roof so you can crouch down and not be seen. Then pop up and begin picking off Germans. Start with the machine gunner on the balcony and then work your way down. There are enough enemies out in front for you to collect your first sniper rifle upgrade—a polished match grade bolt that increases your rate of fire.

You can choose how you want to enter the town hall. If you clear out all the soldiers in front, you can go in through the front door on the right. However, you can bypass those soldiers and enter either through the basement or the second floor window as mentioned earlier in this chapter. The German soldiers take up similar positions to the Black-shirts you mopped up earlier. Watch out for the machine gun at the top of the central staircase. Your compass helps you locate not only enemies, but also the target German officers. Advance through the town hall along with your allies and kill all the officers. When all three are dead, the mission is complete—even if you have not mopped up the rest of the German soldiers.



This officer is on the first floor.



The next officer is in the room directly above on the second floor.



The last German officer is on the roof near the western AA gun.



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