



MEDAL OF HONOR WARFIGHTER



FROSTBITE 2



DANGER CLOSE



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CONTROLS

DEFAULT CONTROLS

Movement	left stick
Look	right stick
Sprint	L3
Melee	R3
Jump	X
Crouch	○
Prone	○ (hold)
Slide	○ (while running)
Reload/Use	□
Weapon switch	△
Fire	R1
ADS	L1
Zoom level/Toggle scope	R3 (when aiming down the sights)
Grenades	R2
Peek & Lean	L2 (hold)
Toggle fire mode	↓ button
Show heads-up display (Singleplayer only)	↑ button
Laser Target Locator Module (Singleplayer only)	← button
Pause menu	START

GAME MECHANICS

DYNAMIC HUD

To achieve an immersive gameplay experience, the in-game HUD is kept to the bare minimum amount of data needed. Activate the Dynamic HUD to view the location of your allies, your objective, and your current ammo counts.

SLIDING

When sprinting toward cover in the campaign, press ○ to change your stance into a slide. Sliding allows you to quickly reach cover and return to an attack position. When you have completed your slide, you assume a crouching position. Hold ○ to get into a prone position.

PEEK & LEAN

Peek & Lean allows you to take cover behind objects and lean out to fire on enemy positions when playing in the campaign.

REQUEST AMMO

If you find yourself running low on ammo, request more from your allies. Squad members provide you with grenades and ammo for your primary weapon.

GAME SCREEN



MAIN MENU

After the game has booted up, you are taken to the launcher. Select SINGLEPLAYER, MULTIPLAYER, PlayStation®Store, or CREDITS. When exiting Singleplayer or Multiplayer mode, you return to the launcher.

SINGLEPLAYER

CAMPAIGN

A previously unknown terrorist organization is unearthed when a highly lethal form of P.E.T.N. is discovered at the scene of recent terrorist attacks. Sophisticated, well-funded and large in numbers, the organization presents a threat specialized enough for two elite Tier 1 Units to be called in to stop it. The threat is real, eminent and will test the very limits of both Task Force Mako and Task Force Blackbird.

SAVING & LOADING

While playing *Medal of Honor™ Warfighter*, your progress is automatically saved via a number of mid-mission checkpoints. After dying, you reappear at the last checkpoint you passed.

SINGLEPLAYER MENU

- Missions** Select a mission to play.
- Options** Adjust various in-game options.

MULTIPLAYER

Medal of Honor Warfighter offers several multiplayer gameplay modes that support up to 20 players for 10-on-10 combat. Each mode is accessible via pre-programmed playlists. Playlists can be composed of several gameplay modes, which are cycled randomly in online matches, or one single mode.

If there are not enough players present on a server, the match begins with a preround. This gives players a chance to get a brief preview of the map. The preround continues until the minimum number of players necessary to begin the game joins the match.

After the preround is complete, or if no preround is needed, players proceed to the warm-up. While warming up, players can select their load-out and get ready to go into combat. Players are frozen in place until the match is ready to begin. After a brief countdown, the players unfreeze and are able to begin the battle.

While playing, if the number of players drops below the minimum threshold, the match returns to the preround to give other players a chance to join and repopulate the match. This ensures that every server is appropriately populated for combat.

PLAYING ONLINE

- Lobby** Quickly access game servers, the game feed and latest news.
- Find Game** Customize your search for a game server.
- My Gun** Personalize your weapons.
- My Soldier** Manage and customize your class, unit, and weapon selections.
- Platoon** Join a platoon or form one of your own.
- Stats & Leaderboards** Browse multiplayer game stats and see how you stack up against other players.
- Options** Modify game options.

MY GUN

The gun you take into battle is your life, and selecting your weapon could be the most important decision you'll ever make. Your weapon decides how you play the game, and it is important to select a weapon that complements your natural tendencies. Patient players with a fine eye for detail may excel at sniping at a distance, but not perform as well on the front lines. Select your weapon carefully, and be sure to experiment for the best fit.

- Select Weapon** Select your weapon by choosing one from among six classes.
- Paint Job** Give your gun a nice paint job or apply camouflage patterns to it.
- Muzzle** Adjust the attributes of the muzzle of your weapon.
- Optics** Alter the functionality of your scope.
- Magazine Style** Change the specifications of your magazine.
- Barrel Assembly** Affects the weapon's agility and effective range.
- Receiver Group** Changes stock and receiver. Affects agility and effective range.

PLATOON

Platoons are the gateway to fully experiencing the competitive combat of *Medal of Honor Warfighter*. Platoons are groups of players that go into combat together. A single player, who serves as the platoon leader, commands a platoon. All platoons are ranked according to the Glicko system, a time-tested method of quantifying a player's talent in games of skill. This system ensures that you are pitted against other platoons of equal ability.

Joining a platoon gives you a chance to make friendly connections with other players and enjoy a long-lasting comradeship on your way to the top of the leaderboards.

Your Platoon

View a summary of your performance in the platoon thus far, in addition to the platoon's performance as a whole. Examine the member list, view the platoon-specific leaderboard, and see how well your comrades are doing in terms of reputation.

Select Platoon

Select a platoon to join.

STATS AND LEADERBOARDS

What's the fun of playing against other people without knowing how well you did? Consult the leaderboards to check your ranking against friends and the world, your platoon's rank, and more.

Player Summary

View and edit your player card, which includes your leaderboard rankings, win/loss record, and XP earned.

Service Record

View the awards you have won after completing specific in-game requirements.

Top Players

Check out the top players in the world.

Top Platoons

Find out who the biggest platoons in the world are before you join the fray.

OPTIONS

Adjust various in-game options such as controls, audio settings, and video settings.

GAME MODES

COMBAT MISSION

Attackers have a finite number of lives to detonate three consecutive objectives. Defenders must stop them at any cost.

TEAM DEATH MATCH

No objectives. Fight alongside your allies and Fireteam buddy to neutralize the enemy. The first team to 75 kills wins.

SECTOR CONTROL

There are three flags. Take control of a flag by occupying the immediate area. Controlling flags gives your team points as long as those flags remain under your control. The objective is to control more flags than your enemy.

HOTSPOT

Five possible bombsites activate one at a time in a random order. Attackers have three minutes to detonate a bombsite. After three detonations, the attackers win. Likewise, if the defenders prevent the attackers three times, the defenders win.

HOME RUN

Ten three-minute rounds, no respawns. Attackers take one of two flags back to the finish line for two points. Eliminating the other team while holding the flag scores two points. Eliminating the other team is one point. Attack and defend roles switch at halftime. The team with the most points after 10 rounds wins.

CLASSES

There are six types of weapons, sorted according to what type of soldier uses them: Spec Ops, Sniper, Assaulter, Demolitions, Heavy Gunner, and Point Man. Spec Ops weapons are good all-purpose weapons, suitable for mid- or close-range combat. Sniper rifles are accurate and powerful, but best used at a distance. Assaulter guns are high powered. Demolitions weapons are good for close-range combat. Heavy Gunners are great at suppressive fire and protecting an assault team. Finally, weapons for the Point Man are good for players that lead the rest of the team into battle.

Each class also has two class abilities that can be activated with a button-press. Certain classes have a passive ability that is always active.

ASSAULTER

40mm Grenade Launcher	With the use of a 40mm grenade launcher, the operator can provide direct and indirect target engagement against harden positions and large concentration of personnel.
M67 Frag	Use an M67 frag grenade.

SNIPER

Bipod Deployment	Deploying the bipod provides the sniper with greater cover from ground threats and complete concealment from UAVs. The stable platform allows quick follow up shots. A Remote Spotter comes online that will target designate enemy positions and warn of any approaching threats. Any target zeroed in by the sniper will automatically be identified on the minimap for other Fireteam members.
M86 PDM Deterrent Munitions	Deterrent munitions are visible to the naked eye and beep to give warning before exploding. They can be shot or blown up.

POINT MAN

High Power Ammunition	The High Power Ammunition is tailored for defeating targets with Ballistic Armor. Although this round is powerful and best suited for single fire application, it can be deployed in automatic roles if the shooter can control the recoil and muzzle climb.
Flashbang	Flashbangs blind and spot enemies on your radar.
Fast Sprint (Passive)	Run faster than usual.

SPEC OPS

Signal Scan	Signal scan has the capability of locating and designating enemy positions, whether they are in cover or not. Operators frequently use this device to clear objective areas before storming the position.
M67 Frag	Use an M67 frag grenade.
Fast Sprint (Passive)	Run faster than usual.

HEAVY GUNNER

Bipod Deployment	When the gunner deploys his bipod he is provided with an infinite supply of ammunition as well as increased accuracy. He is also able to resupply all other operators on his team at all times.
V40 Minifrags	Activate a massive explosive with a random spread pattern.
Resupply Interaction (Passive)	You can always give supplies to allies whenever they request resupply.

DEMOLITIONS

Ballistic Armor	Operators have a higher tolerance and resistance to explosive detonations and therefore take less damage than other tradecrafts. They can also arm/disarm devices faster than other classes. Their Ballistic Armor provides excellent protection and when their masks are activated and lowered, their frontal armor can absorb greater damage.
Semtex Remote Charge	You have access to one remotely activated explosive charge.
Explosive Resistance (Passive)	Take less damage from explosions.
Faster Bomb Interaction (Passive)	Arming and disarming bombs is a faster process.

SCORECHAINS & SUPPORT ACTIONS

In Multiplayer, players gain points by shooting other players or by performing certain in-game actions. Once you begin earning points, the Scorechain begins. Scorechains build as long as you remain alive, but cancel when you die. At certain intervals, players receive Support Actions.

Support Actions are extra military assets that can be used against the opposition, such as artillery or better ammunition. If you die while you have a Support Action that has not yet been activated, you may use it when you respawn. If you want to gain a different Support Action, you must rebuild your Scorechain to the necessary level. A meter in the upper left hand corner of the screen displays the current level of your Scorechain and the requirement for the next level. Support Actions are separated into Offensive and Defensive purposes.

ASSAULTER SUPPORT ACTIONS

60mm Mortar	The 60mm mortar is a quick and effective way of bringing indirect fire on enemy positions whether they are in open ground or cover. It can quickly halt an attacking force or neutralize enemy strongpoints.
Guided Missile	Ideal for precision strikes, guided missiles are capable of neutralizing enemy strongpoints at long ranges even when direct line of sight fire is not available to the operator.
Cluster Bomb	In critical situations, operators can call in A-10s loaded with Cluster Bomb munitions. The ordinance can quickly cover large areas with devastating results.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

POINT MAN SUPPORT ACTIONS

RQ-11 Raven UAV	The Raven's powerful sensors detect and transmit the locations of enemy combatants to ALL friendly personnel in the area of operations. To optimize its capabilities, operators are advised to deploy it in the general direction of suspected target locations.
Airburst Mortar	The Airburst Mortar strikes are designed to engage personnel that are entrenched or behind cover. It is utilized when direct fire is ineffective and a frontal assault is too dangerous.
AH-6J Little Bird	Close air support can be provided by AH-6J Little Birds. Once a target is identified operators can expect a preliminary pass with miniguns and a follow up strike of Hydra rockets.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

SPEC OPS SUPPORT ACTIONS

Radar Jammer	The Radar Jammer is a multi-level counter measures device. It disables UAV's flight systems, causes enemy munitions to detonate expectantly and disrupts enemy radar devices. Ideal for offensive operations, it allows the handler to stay undetected longer while at the same time disorienting enemy combatants.
120mm Dragon Fire	The Dragon Fire is a 120mm heavy mortar system. It can be deployed and laying rounds on target in under 15 seconds.

SPEC OPS SUPPORT ACTIONS CONT.

A-10 Warthog Gun Run	A-10 gun run supports are devastating on enemy positions, capable of laying down a barrage of cannon fire the extent of the combat area. Operators thus need to designate targets carefully so pilots can orient themselves for ideal fire solutions.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

DEMOLITIONS SUPPORT ACTIONS

M32 Grenade Launcher	The M32 is a 40mm semiautomatic grenade launcher with a six-round cylindrical magazine. It is an incredible force multiplier capable of saturating an area with intense fire.
SMAW	A Shoulder-Launched Multipurpose Assault Weapon (SMAW), its big explosion radius makes it ideal against hard positions or groups of hostiles alike. Its versatility allows it to be deployed against low-flying helicopters if needed.
MUSA Robot (Remote Controlled Assault Robot)	This Remote Controlled Assault Robot is armed with an LMG and 40mm grenade launcher that has a capacity of four HE rounds. If left unattended, the robot will enter a sentry mode where it will engage any enemy personnel to its front.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

HEAVY GUNNER SUPPORT ACTIONS

Blackhawk Transport	Once called in the Blackhawk will land at the nearest objective and allow Fireteam members to spawn from the bird without the usual delay. The Gunner will then have the ability to man the door-mounted minigun for air support of ground operations.
Mk19 Grenade Launcher	A crew support weapon capable of laying down automatic grenade fire. It is extremely effective, but once deployed it cannot be repositioned.
MH-60L DAP Blackhawk	Helicopter gunship capable of loitering on target longer than Little Birds. It provides a combination of minigun and Hydra rocket fire support.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

SNIPER SUPPORT ACTIONS

Switchblade UAV	A small reconnaissance UAV armed with an explosive warhead that allows it to act as guided munitions if required. Any target zeroed in by the reticle will automatically be highlighted on the minimap for other Fireteam members.
81mm Mortar	Capable of engaging targets quickly and efficiently, it can deliver 81mm rounds on any target within the area of operation once it is designated.
Rocket Artillery	A deadly rocket artillery round fired in pairs. Its airburst proximity fuse vaporizes anything within its large kill radius.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.

DEFENSIVE SUPPORT ACTIONS

Smoke Screen	Obscures field of views so teams can break contact or utilize the screen for movement and assault operations. It greatly assists members entering bombsites.
Fireteam Replenish	Resupplies your Fireteam with small arms ammunition and refills class abilities.
RQ-7 Shadow UAV	The Shadow is state of the art in real-time battlefield intelligence. It is capable of loitering over the area of operations for extended periods of time with the ability of identifying all enemy personnel in the field of operations. There are no countermeasures that exist at this time to impede this asset.
Apache Pilot	Fireteams are able to call in and operate an Apache Helicopter. The player who activates the action will pilot the aircraft armed with Hydra rockets while the Fireteam partner mans the 30mm cannon.