



CALL OF DUTY 3[®] ★★ ★

OFFICIAL MINI GUIDE



CHARACTERS



Sgt. McCullin



Pvt. Huxley



CALL OF DUTY 3



Cpl. Dixon





P.F.C. Guzzo

CALL OF DUTY 3

WALKTHROUGH

"THE BLOODIEST BATTLE OF THE WAR"

Saint Lo, France
July, 1944, 1800 Hours

After the successful invasion of Normandy, the Allied forces began an offensive to break the beachhead and create the "elbow room" necessary for further operations. This attack was comprised of twelve American divisions attacking on a twenty-five mile front. The farmland surrounding the area of St. Lo was covered with hedgerows that the German troops used to bolster their defenses and stall the Allied assault.

The American GI's were heavily contested, and the losses were great. In three weeks over forty-thousand Americans were killed, wounded, or missing. The Germans suffered devastating losses that could be numbered over sixty-thousand. In the end, the city of St. Lo was all but destroyed and roughly a thousand civilians lost their lives before it was finally evacuated. However, with the liberation of St. Lo, the Allies gained an advantageous strategic position and a major foothold in Normandy that allowed the Allied forces to press their advance against the German army.

OBJECTIVES:

★ COMPLETE TRAINING

- ★ Walk over to Pvt. Huxley
- ★ Pick up the M1 Garand
- ★ Shoot helmets downrange for target practice
- ★ Pick up grenades near Pvt. Huxley
- ★ Throw a grenade through the door of the barn
- ★ Throw a grenade through the windows of the barn
- ★ Pick up smoke grenades near Pvt. Huxley
- ★ Throw a smoke grenade down range
- ★ Get a Thompson sub-machine gun from the supply crate
- ★ Melee the lid off the crate to open
- ★ Switch weapons

★ MOVE INTO SAINT LO

- ★ Take the church
- ★ Continue the assault
- ★ Clear out the building
- ★ Climb on the back of the lead tank
- ★ Use binoculars to direct the tank to fire at targets
- ★ Get to the café
- ★ Flank enemy position
- ★ Take out the enemy command post

COMPLETE TRAINING

Shoot helmets downrange for target practice

Once you get out of the jeep and look around, walk over to Pvt Huxley. He gives you an M1 Garand. Hold the Activate button to take the weapon from him.



★ **CHECKING OBJECTIVES**

You can press and hold the Objectives button to check your mission objectives. Objectives with a green checkbox have been completed. When an objective is updated a message in green be printed at the top left of the screen.

Hold the Aim button to look down the sight and shoot the helmets off the fence posts. Once you complete this objective, Huxley tosses a grenade into the target range.



Throw a grenade through the windows of the barn

Huxley opens a box of grenades for you to practice with. Use the Activate button to pick them up. Press the Frag Grenade button or Smoke Grenade button to toss a grenade.

★ **COOKING GRENADES**

To "Cook Off" a grenade, hold down the Grenade Button. The red timer around the crosshairs tells you how much time is left. Release the Grenade Button to throw it. If the fuse runs out the grenade will explode in your hand.



Throw a grenade through the door of the barn. Aim above the doorway to arc it in. Your next objective is to toss a grenade into the window. Again, aim above the window and throw the grenade.

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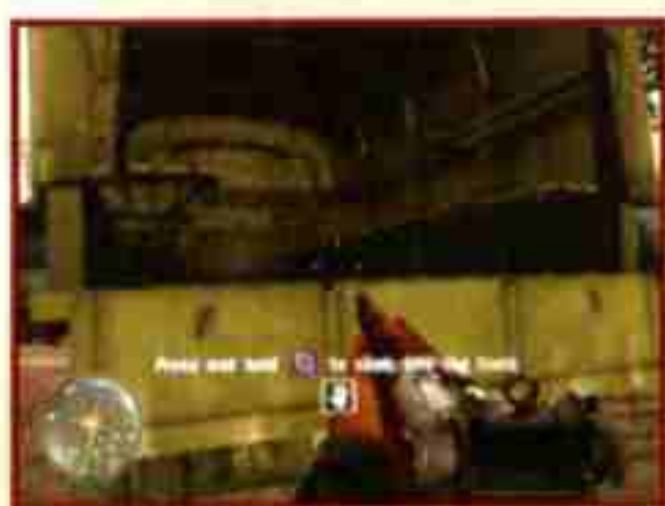


Get a Thompson sub-machine gun from the supply crate

Walk over to the opposite side of the camp, duck under the netting and step up to the glowing crate. Press the Melee button to knock the lid off of the crate and grab the Thompson.

★ FOLLOWING THE COMPASS

The yellow Star in your compass shows the current active objective.



Switch weapons by pressing the Switch Weapon button, then head over to the truck. Press and hold the Activate button to board the truck with your fellow soldiers.

After Sgt. McCullin's pep talk, the truck takes you and your squad to the frontlines. After a short ride, shells topple your truck and you are tossed aside.

Two soldiers pull you to safety, and a short cinematic plays out. Afterward, you are helped over the wall and into your first combat.



MOVE INTO ST. LO

Move forward through the graveyard. Take cover when you can behind walls, gravestones, and inside the mausoleums. Continue up left flank, taking out any Germans that get in your way. If you choose to, you can grab an MP40 (sub-machine gun) or a Kar98k (bolt action rifle) from one of the German bodies.

★ **SWAPPING DROPPED WEAPONS**

Some enemy soldiers will drop their weapons. To swap the dropped weapon with the weapon in your active slot, stand over it until a text message appears. Press and hold the Activate button to switch.

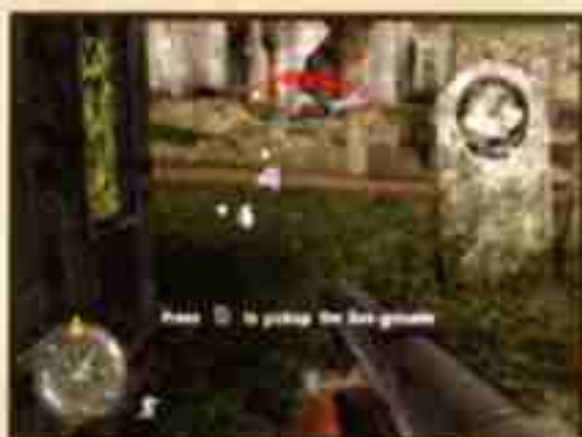


Take the church

At the second blown out mausoleum, take out any enemies to the right. Exit the crypt and duck behind a tombstone. Take out the Germans around the church with your Thompson or a well-placed grenade.

★ **LIVE GRENADES**

Grenades will land nearby as you pass through the graveyard. You can pick up a live grenade when the grenade danger icon turns into an icon depicting a hand holding a grenade. To pick up a grenade press the Activate button and then press the Grenade button to throw.



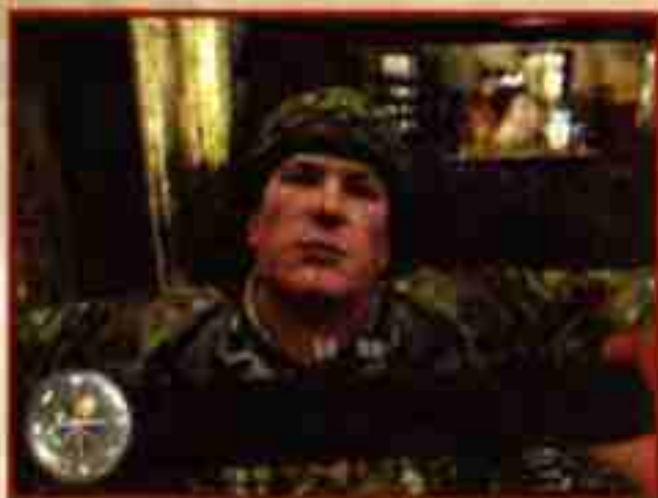
Run to the left towards the church—taking out any remaining Germans. As you enter the church, watch out for Germans on either side. Toss a grenade inside and duck back around the doorway.

After clearing the church, drop through the hole and exit the church to the northeast. Press the Stance Down button to go prone, enter the trench, and crawl under the debris.

Move through the trench and jump over the pipe. Join P.F.C. Guzzo and Sgt. McCullin in the blown out building ahead. Duck through the doorway, where your comrades toss grenades into a second story window to take out the German MG42.

Clear out building

Move north into the bombed out building to pursue the fleeing Germans. As you continue through the doorway a German attacks you with his rifle. This is a battle-action mini-game that pits you in a hand-to-hand struggle with a German soldier.



Climb on the back of the lead tank

McCullin orders Guzzo to man the tank while you mark targets for him. Use the Activate button to jump on the back of the tank.



Bring up your binoculars and mark the targets. There will be a short pause as the tank turret acquires each target before it fires on your marks. There are three MG42s dead ahead (one to the right, center right, and left), and another after the tank turns left. The spotting objective finishes when you spot and destroy the German

tank at the next intersection.

★ USING THE BINOCULARS

When using your binoculars to spot artillery, a red circle in the center of the screen will denote whether or not you are looking at a valid target.



Get to the Café

Your next objective after being thrown from the tank is to get to the café. Jump out of the building and walk past the tables and chairs. When you move into the next room another cutscene takes place.

Follow the soldiers into the wine cellar of the café, taking out the Germans in the tunnel along the way. Move up the steps and take out the German soldiers that are stationed at the machine guns.

After clearing the building, exit out the back. Take up position at the wall and clear out as many Germans across the street as possible. Move through the next building, and keep an eye out for the MG42 at the end of the alley.



★ **USING SMOKE EFFECTIVELY**

A well placed smoke grenade will temporarily impair the vision of an enemy machine gun crew. This comes in handy when storming an enemy stronghold or passing through deadly crossfire.

Take out enemy command post

Move around to the back and enter the command post. Take out the remaining soldiers downstairs, before moving upstairs to clear it.

What follows is a very difficult battle where you must defend the post from the assaulting German soldiers. Try to take out as many from the upstairs as possible, because after some time, they will begin swarming the downstairs.



★ **HIGH EXPLOSIVES**

The red barrels scattered throughout the levels are highly explosive. They can be used to your advantage as you shoot them while enemies are close by. Be careful not to use them as cover.

After you have repelled the assault your group is reinforced and you are ready to tackle the next stage of the campaign.

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Baron



Callard



Papa Jack



Robichaud



Lucky Ruud



Marcel



Keith



Isabelle



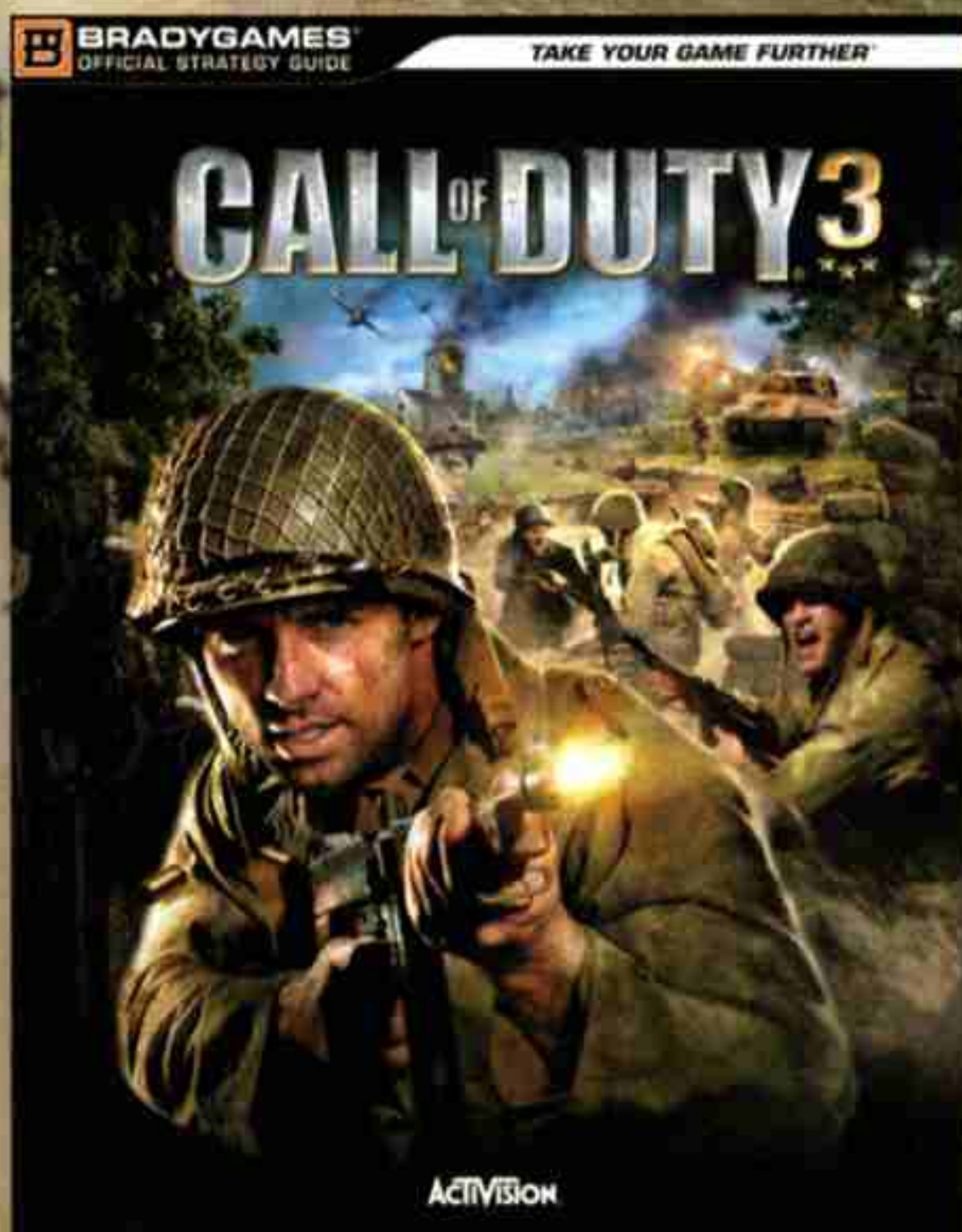
Pierre LaRoche



Peterson

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Check out the BradyGames *Call of Duty® 3* Official Strategy Guide



Complete:

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