

FM 21-100

**Brothers In Arms:
Road to Hill 30™
Operating Manual**

WAR DEPARTMENT

**BASIC FIELD MANUAL
&
SOLDIER'S HANDBOOK**

November 7, 1941

Matt Baker
502 3/3



gearbox
software



UBISOFT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

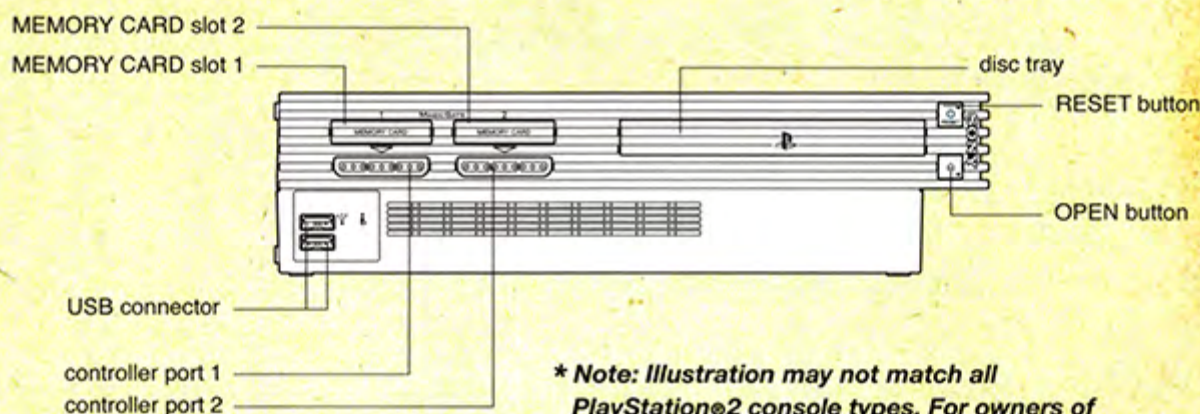
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BROTHERS IN ARMS: Road to Hill 30™

CHAPTER 1 GETTING STARTED



*** Note:** Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Brothers In Arms: Road to Hill 30™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

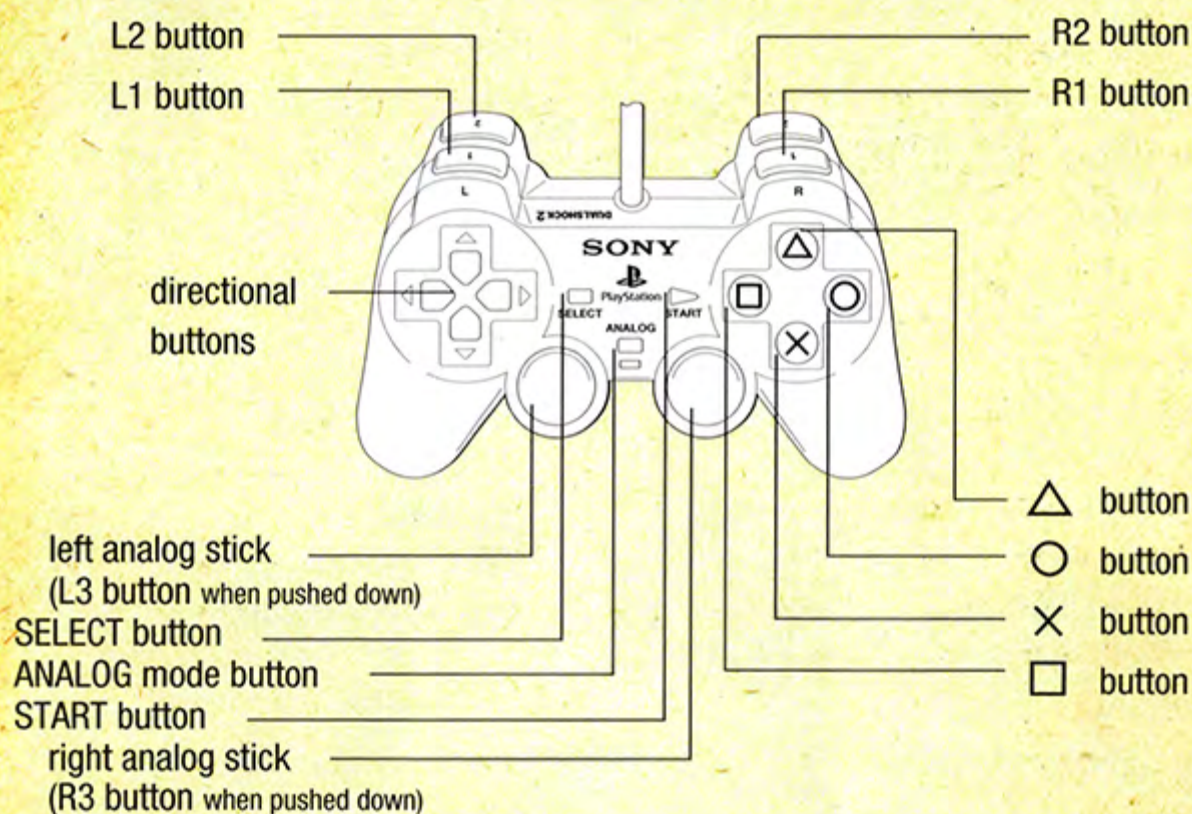
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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CHAPTER II STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the $\otimes$ button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the $\triangle$ button to return to the previous screen.

Gameplay Controls

These are the basic commands for the default controller configuration (controller setting 1).

Player Movement/Action

left analog stick	Move/strafe
right analog stick	Turn/aim
L3 button	Crouch (toggle)

BROTHERS IN ARMS: Road to Hill 30™

□ button	Reload
R1 button	Fire weapon
R3 button	Zoom weapon (toggle)
R2 button	Switch weapon
△ button	Throw grenade
START button	Pause menu
SELECT button	Situational Awareness
○ button	Melee
⊗ button	Jump/action

Squad/Tank Commands

Hold L1 button, direct to position w/right analog stick, release	Move to position
Hold L1 button, direct to enemy w/right analog stick, release	Fire upon/ suppress enemy
Hold L1 button, direct to enemy w/right analog stick, press R1 button	Rush/attack enemy
down directional button	Squad fall in
up directional button	Squad fall out
left/right directional button or L2 button	Switch squad

Situational Awareness Mode

left/right directional button	Cycle targets
R3 button	Zoom on target (toggle)
left analog stick	Rotate/tilt camera on target

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CHAPTER III

SETTING UP FOR ONLINE PLAY

Brothers In Arms: Road to Hill 30 Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) with a valid network configuration file is required to play Brothers In Arms: Road to Hill 30 online. Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using the Network Adaptor Start-up Disc.

Network Adaptor (Ethernet)(for PlayStation®2)

Install the Network Adaptor (Ethernet)(for PlayStation®2) in your PlayStation®2 console according to the instructions in its Instruction Manual.

Caution: Unplug the AC power cord to your PlayStation®2 console before adding any networking equipment to the system.

Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports 40000 to 42999 and 6668 are used (in TCP protocol) for connection to ubi.com™. Ports 41006, 4400, and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes and try to access the network again.
- Check that the network cable is properly connected.

CHAPTER IV
QUICK-START GUIDE

Starting a Single-Player Campaign

- Create a new profile.
- Select Single-Player and New Game.
- Choose a difficulty setting (Easy, Normal, Difficult, or Authentic) to start the campaign.

Note: Default difficulty setting is Normal.

Starting a Split-Screen Multiplayer Game

- Select Multiplayer from the Main Menu.
- Select Split-Screen.
- Select a Mission to start a game.

Starting a Multiplayer Game on Ubi.com

- Select Play Online.
- Select your network configuration (for more details, read the "Setting Up for Online Play" section).
- Select your ubi.com account or create an account if you don't have one.
- Join a Lobby to join or create a game.

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CHAPTER V

INTRODUCTION: SCREAMING EAGLES

The 101st Airborne Division (Air Assault) of the United States Army, nicknamed the "Screaming Eagles," was activated on August 15, 1942. On August 19, its first commander, Major General William C. Lee, promised his new recruits that the 101st had a critical role to play.

General Order Number Five, which gave birth to the division, read:

"The 101st Airborne Division, activated at Camp Claiborne, Louisiana, has no history, but it has a **rendezvous with destiny**. Like the early American pioneers whose invincible courage was the foundation stone of this nation, we have broken with the past and its traditions in order to establish our claim to the future.

"Due to the nature of our armament, and the tactics in which we shall perfect ourselves, we shall be called upon to carry out operations of far-reaching military importance and we shall habitually go into action when the need is immediate and extreme."

- Major General U.S. Army
William C. Lee

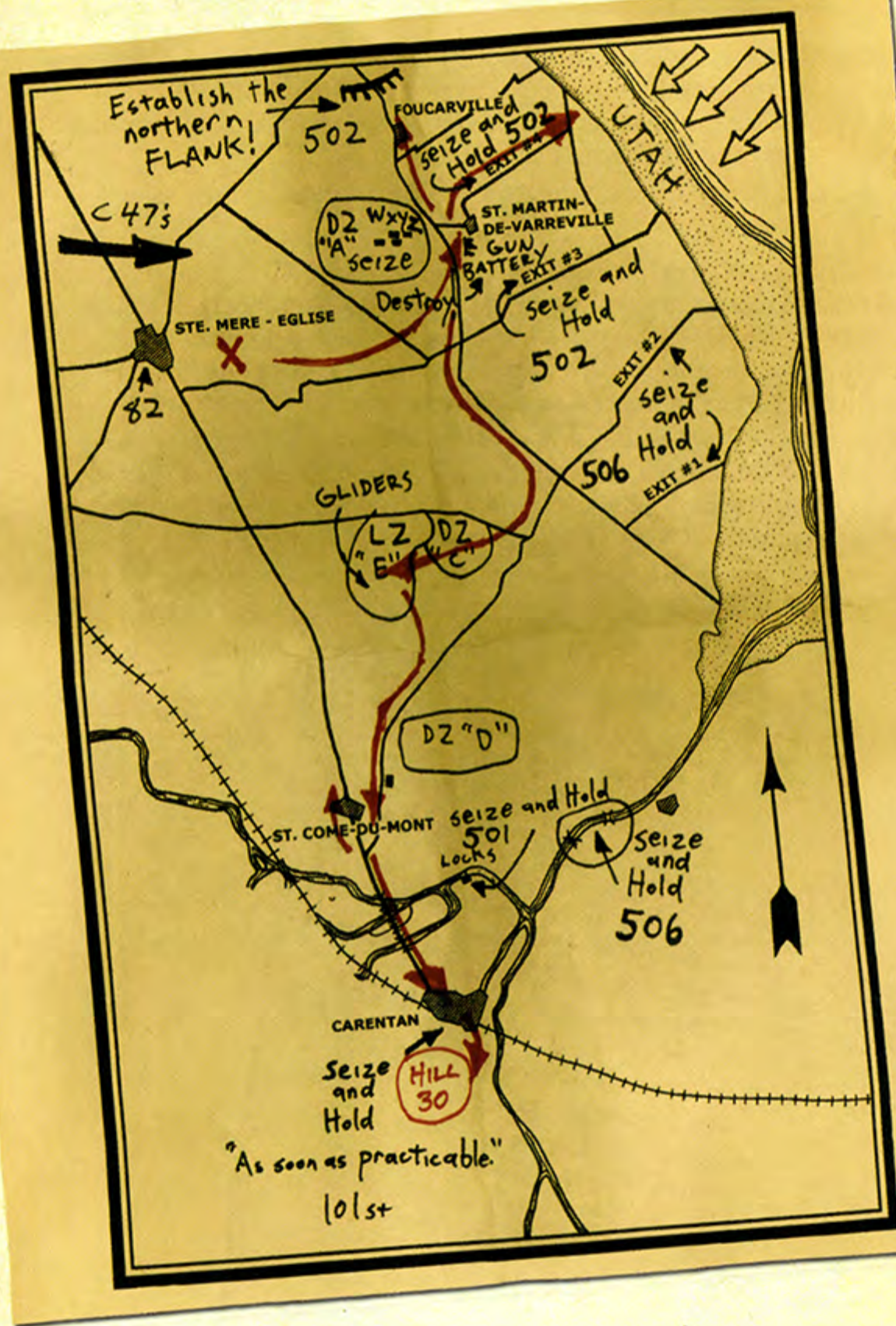
*Maj. Gen. U.S. Army
William C. Lee*

When I was made
Platoon Sergeant my
CO gave this to me
Now I'm giving it
to you - MAC

IN THE SHORT HISTORY OF HUMAN EXISTENCE,
THE COURAGE OF MEN HAS BEEN CALLED UPON
FROM TIME TO TIME TO STOP TYRANNICAL
EVILS FROM STRIPPING AWAY OUR FREEDOMS
AND OUR WAY OF LIFE.

THIS TIME, SADLY, IS YET AGAIN AT HAND.
TYRANNY HAS WALKED UP TO OUR DOORSTEP
AND KNOCKED SO LOUDLY THAT IT WOULD
BE IMPOSSIBLE TO NOT ANSWER BACK
WITH A YELL SO POWERFUL THE ENEMY
WOULD HAVE NO CHOICE BUT TO FLEE
IN TERROR.

YOU BRAVE YOUNG SOULS ARE THAT YELL.
YOU BRAVE YOUNG SOULS ARE THAT POWER.
YOU ARE BEING CALLED UPON TO
ANSWER BACK.



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CHAPTER VI CHARACTERS

American Troops



Sgt. Baker

Sgt. Matt Baker is a soft-spoken young man who grew up in St. Louis, Missouri. When the war started, he volunteered to be a paratrooper, but never expected to lead his squad.

Sgt. Hassay

Sgt. Greg "Mac" Hassay is a professional soldier who joined the Army before the war. He is a tough leader and an excellent tactician. He tells his men to "Shoot first - it pisses the enemy off long enough to make the second shot count!"

Staff Sergeant Hassay is the platoon sergeant for the 3rd Platoon, Fox Company, 2nd Battalion, 502 PIR (Baker's platoon).



Cpl. Corrion

Cpl. Sam Corrion is a tough worker who spent his days before the war earning a living at a textile mill. He's also a weapons expert who knows both American and German small arms.

Pvt. Leggett

Pvt. Kevin "Legs" Leggett is a radio operator hailing from Brooklyn, New York. Leggett is fond of quoting obscure poetry and thinks that all stories should have happy endings. He's just now started to realize that in war, the story often ends differently.





Cpl. Hartsock

Prior to enlisting, Cpl. Joe "Red" Hartsock spent most of his adult life working on his father's land in Laramie, Wyoming. He has a wife, Erma, and a daughter, Carol, back at the family ranch. Red wants to win the war so he can get back home to his family.

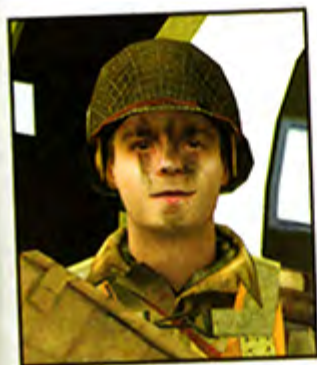
Pvt. Desola

Pvt. Michael Desola has three passions in life: fighting the Germans, playing baseball, and Italian food. He wants to go back to Philadelphia and one day take over his family's Italian restaurant from his father.



Pvt. Allen

Pvt. Larry Allen joined up right after high school and struck up an immediate friendship with Pvt. Garnett in boot camp. They're rarely seen apart and pride themselves on their ability to find the humor in any situation.



Pvt. Garnett

Pvt. Michael Garnett jokes to everyone that he's the "boy from Nowhere, Kentucky." He was a dock worker on the Ohio River before signing up for the Army. He met Pvt. Allen his first week in boot camp, and they've been close friends ever since.



Pfc. Courtland

Pfc. Jack Courtland is a younger man from Richmond, Virginia who enjoys playing baseball in his off time. He tells everyone that someday he will be a professional ball player - catcher for the New York Yankees.



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Pvt. Obrieski

Pvt. Stephan "Obi" Obrieski is a Polish immigrant who volunteered for the paratroopers to prove he is an American. He hopes to rescue his family from Poland after the war – if they survive the Nazi occupation.

Pvt. Johnny Rivas

Pvt. Johnny Rivas is always seen holding his sketchbook and pencil; he draws whatever is around him. Rivas has said many times that he'll jump with more pencils than ammo, so he will always remember what he sees around him.



Pfc. Tom Zanovich



Sgt. Risner

Sergeant George Risner was born in St. Louis, Missouri. Risner volunteered for the U.S. Army with Matt Baker after graduating from high school. Because of a knee injury during basic training, Risner was unable to join the paratroopers and was separated from his friend. Risner joined the tank corps instead, and became the commander of an M5 Stuart tank in the 70th Tank Battalion. Risner is scheduled to land at Utah Beach and has agreed to link up with Baker in Normandy after D-Day.



MATT,

I CAN'T BELIEVE WE'RE REALLY GOING.
THIS IS IT, MY SCRIBBLE HERE COULD
BE THE ONLY THING YOU'LL HAVE TO
REMEMBER ME BY. JUST REMEMBER I
LOVE YOU LIKE A BROTHER, AND I WAS
ALWAYS BETTER AT BASEBALL.

-GEORGE

BROTHERS IN ARMS: Road to Hill 30™

Allied Commanders



General Eisenhower

General Dwight Eisenhower is the Supreme Allied Commander of the Allied Expeditionary Force that invaded Normandy, France, on D-Day, June 6, 1944.

Lieutenant-Colonel Cole

Robert Cole is the commander of the 3rd Battalion, 502nd Parachute Infantry Regiment of the 101st Airborne Division.



SUPREME HEADQUARTERS ALLIED EXPEDITIONARY FORCE



Soldiers, Sailors and Airmen of the Allied Expeditionary Force!

You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty-loving people everywhere are with you. In company with our brave Allies and brothers-in-arms on other Fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

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CHAPTER VII

WEAPONS

While playing *Brothers In Arms: Road to Hill 30*, you can carry up to two weapons at a time, such as pistols, rifles, submachine guns, and rocket launchers. You will start each mission with a set of weapons, but additional weapons might be found at resupply drops, in ammo dumps, or dropped from the hands of fallen comrades.

.45 Semi-Automatic Pistol



The standard sidearm of American soldiers since the early 1900s, the .45 is the handgun choice of many soldiers. It is a semi-automatic weapon with a seven-round magazine plus one in the chamber, and an effective range of about 80 feet.

M1 Carbine Semi-Automatic Rifle



The M1 Carbine is a .30 caliber semi-automatic shoulder weapon. The carbine has twice the magazine capacity of a .45, and its accurate range is far

greater than any pistol – carbines are accurate to at least 600 feet (many times the range for a pistol). It is also smaller and lighter than the M1 Garand, making it an effective medium-range light infantry weapon.

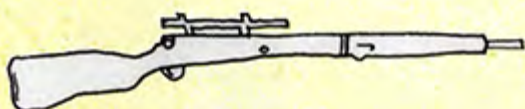
M1 Garand Semi-Automatic Rifle



The M1 Garand rifle was the standard weapon of the U.S. infantry soldier in World War II. It is a semi-automatic, self-loading shoulder weapon fed by a clip

that holds eight .30 caliber rifle cartridges. The Garand has a muzzle velocity of 2,760 feet per second, and an effective range of about 1,300 feet.

M1903 Bolt-Action Rifle



The M1903 is a bolt-action magazine rifle that was used by the United States Army during the First World War. It can be individually loaded with up

to five .30 caliber rifle rounds. The M1903 rifle remained the U.S. standard rifle until 1936, when it was replaced by the M1 Garand. This scope-mounted version is primarily used by snipers, with deadly accuracy.

M1A1 Submachine Gun



The M1A1 submachine gun, popularly known as the Tommy Gun, is the all-around field weapon of choice for most infantry NCOs. Fully automatic, the M1A1 fires between 600 and 700

.45 caliber rounds per minute from a 20-round magazine. Soldiers carry magazine pouches on their belts that hold up to three magazines; others carry ammo vests that hold up to eight. The M1A1 is primarily a close-range weapon.

M1918 Browning Automatic Rifle (BAR)



The BAR (M1918) is often praised as one of the best weapons ever used by the U.S. Army. It may be fired from the shoulder or from the hip and uses the

same .30 caliber ammunition as the M1 Garand and M1 Carbine. The BAR can fire 450 rounds per minute at an effective range of about 1,800 feet, but is usually fired in short bursts for better accuracy. It is a heavy infantry weapon that requires specialized training to use.

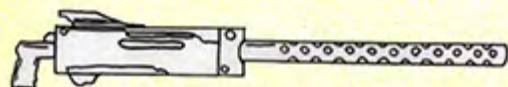
M9A1 Bazooka



Officially titled the M9A1 Rocket Launcher, this weapon consists of a smoothbore steel tube about 5 feet long, open at both ends, and equipped

with handgrip, shoulder rest, trigger mechanism, and sights. The bazooka was developed chiefly for attacking tanks and fortified positions at short range (less than 350 feet). It launches a 3.5-pound rocket that carries 8 ounces of pentolite, a powerful explosive that can penetrate as much as 5 inches of armor plate. To escape back blast, the operator holds the bazooka on his shoulder with about half the tube protruding behind him.

M1919A4 Browning Light Machine Gun



An Allied weapon, the M1919A4 is a tripod-mounted light machine gun that uses an air-cooled barrel and operates on a recoil system to chamber rounds

between firing. Fully automatic, the M1919A4 fires 400 to 550 .30 caliber rounds per minute at a range of 1,500 feet or more.

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MARK II A1 Fragmentation Grenade



Allied fragmentation hand grenades, or “pineapples,” contain an explosive charge in a metal body, designed to break into fragments upon the charge exploding. They have a killing radius of 15 to 30 feet. They are normally thrown less than 100 feet, and the time delay after pulling the safety pin is about 4 seconds – which usually means the soldier throwing it has to immediately duck and run to cover.

Explosive Devices

During specific missions in Brothers In Arms, you will be required to use explosive devices to destroy key objectives in order to complete your mission. In a mission where explosives are used, you will see a hint on the screen when you reach a point where you need to place your explosive charge. When you see this happen, press the Action button (default is the ⊗ button) until Baker has armed the explosive and placed it on the objective.

CHAPTER VIII

VEHICLES

A number of Allied and German vehicles can be found throughout the various missions in Brothers In Arms. Two vehicles will be attached to your command, and you can command them in battle in a fashion similar to how you command your infantry squads. Like your teams, tanks will follow your orders, but will also automatically defend themselves and open fire on enemies they encounter.

M5A1 Stuart Tank



The 15-ton M5A1 "Stuart" light tank, introduced early in 1943, has a 37mm gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 37mm cannon, and a .30 caliber machine gun on top of the turret. This light tank is fast and light and used primarily for scouting and reconnaissance missions. It is not designed to battle head-to-head with most German tanks but instead to fight against the enemy infantry.

M4A1 Sherman Tank



The 30-ton American M4 "Sherman" medium tank was the primary tank of the Allied armies. Mechanically reliable, the Sherman has a 75mm gun fitted in the turret, a .30 caliber machine gun in the bow, a .30 caliber machine gun mounted coaxially with the 75mm cannon, and a .50 caliber machine gun on the top of the turret. The 75mm main gun can fire several types of rounds, including high-explosive anti-tank shells; making it highly useful in fighting and killing enemy Panzers.

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CHAPTER IX ENEMY TROOPS

Conscripts

German military conscripts are the main enemy force in Normandy and other regions of occupied France. These minimally trained German troops are expected to fight from behind concrete fortifications and to gain time for the infantry and mobile troops to arrive and repel an invading force. During its conquest of Europe, Germany has conscripted "volunteers" from France, Italy, Croatia, Hungary, Romania, Poland, Finland, Estonia, Latvia, Lithuania, Asian Russia, North Africa, Russia, Ukraine, and even India. These conscripts form the Ost (East) battalions and have been sent to guard the western front in Europe to free better-trained German troops for the fight against the Soviets. Despite their low status, however, these troops can inflict severe casualties on invading Allied forces.

Infantry

The troops of the German 91st Infantry Division are steady, well-trained, ferocious defenders. Each nine-man squad includes an NCO, a five-man rifle element, and a three-man light machine gun team. At the squad level, teams focus on the MG42 machine gun section. The NCO is also often armed with an MP40 machine pistol. Better trained than conscripts, these soldiers form the core of the German infantry forces in occupied France.

Panzergrenadiers

The Panzergrenadier units are highly trained mechanized infantry soldiers that work closely with German tanks. The successful military record of the Panzer divisions is due to their ability to combine the actions of infantry, armor, and artillery into a combined fighting force. The Panzergrenadiers provide close support for the German tank divisions. These soldiers have the most firepower and greatest mobility of any German force in Normandy.



Fallschirmjäger

The 6th Parachute Regiment and 3rd Parachute Division (Fallschirmjäger) are the most elite infantry the Germans have in Normandy, and are armed with the newest and best weapons in the German army. A parachute infantry squad consists of 11 men, with three squads per platoon. The Fallschirmjäger squad is similar to the standard German infantry, but with two extra men who carry a second light machine gun. They also utilize armored elements such as tanks, assault guns, and anti-tank guns.



CHAPTER X ENEMY WEAPONS

At the present time, there is little information available regarding German infantry weapons. It is known that the forces occupying Normandy have access to several types of pistols, submachine guns, rifles, and anti-personnel/anti-armor explosive devices, but the exact details of those weapons is currently unknown.



TOP SECRET -- BIGOT -- NEPTUNE

To all personnel:

Regarding German Weapons:

The following chart was created from captured weapons over the past few months of the latest missions by special forces units.

It is imperative that you learn every weapon to memory....your life may depend on it.



Walther P38
Semi-Automatic Pistol

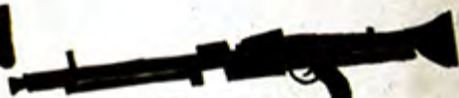


MP44 Stürmgewehr
Assault Rifle

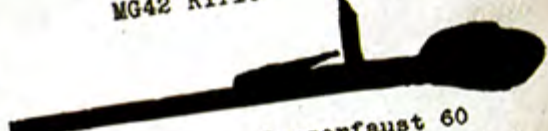
MP40
Sub-Machine Gun



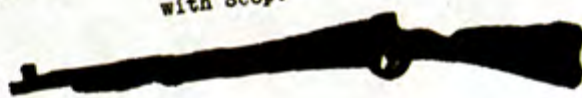
MG42 Rifle



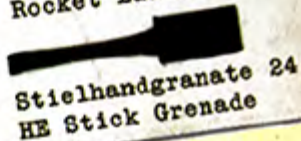
KAR 98K Rifle
with Scope



Panzerfaust 60
Rocket Launcher



Mauser K98
Rifle



Stielhandgranate 24
HE Stick Grenade

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CHAPTER XI GAME MENUS

Main Menu

With the Brothers In Arms: Road to Hill 30 disc inserted, the Main Menu will appear once the introductory video has played. The Main Menu contains the following options:

- **Single-Player:** Choose this option to begin a new single-player game, continue your previous campaign from the last saved checkpoint, or load a previously completed level.
- **Multiplayer:** Choose this option to begin a split-screen game or a ubi.com online game.
- **Options:** Choose this option to adjust your controls, audio, or general game settings.
- **Extras:** Choose this option to view bonus material and content unlocked from the game. You can unlock extras by completing chapters in the single-player campaign on various levels of difficulty.

Single-Player Menu

To play the Brothers In Arms: Road to Hill 30 single-player game, select the Single-Player menu. From here you can begin a new game, continue from your last played mission, or choose Chapters to replay a previously completed chapter.

When starting a new game, you will have a choice of difficulty levels: Easy, Normal, Hard, or Authentic. In Authentic mode, the difficulty is set very high and suppression indicators are turned off by default, to simulate battlefield conditions as faithfully as possible.

Pausing the Game

At any point during a chapter in the single-player game, you can press the START button to pause the game. From the Pause menu, you can restart the chapter, reload your previously saved checkpoint, or quit the chapter (losing any saved progress from your last checkpoint). Press the START button again to resume the mission.

BROTHERS IN ARMS: Road to Hill 30™

CHAPTER XII PLAYING THE GAME

When playing *Brothers In Arms: Road to Hill 30*, you will step into the boots of Sgt. Matt Baker and lead the 3rd Squad, 3rd Platoon, Fox Company, 502nd Parachute Infantry Regiment, 101st Airborne Division. The 101st Airborne – the Screaming Eagles – spearheaded the D-Day invasion by parachuting into German-occupied France near the Utah Beach invasion area and securing key objectives in Normandy. This is a dangerous mission behind enemy lines, and will require you to not only perform as an elite U.S. Army paratrooper, but also to command a squad of fellow paratroopers in a number of engagements with the enemy.

In-Game Interface (HUD)

You will play *Brothers In Arms: Road to Hill 30* through the eyes of Baker. Certain information will be displayed on-screen, such as health, objective locations, fire team status, and other data that is critical to gameplay. The HUD (heads-up display) has multiple elements that are positioned at different locations on the screen.



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Compass

Shows you the direction you are facing.

Objective Indicator

Arrows on the outside of the compass point in the direction of your next objective in each chapter.

Team Indicators

Shows the direction and relative health of the members of your team(s)/tank for that chapter. Different symbols represent your assault team, base of fire team, and tank. When the teams are in the "fall-in" position they will move from the outer ring of the compass to the inside.

Player Health and Posture

Shows your level of health in the game – if Baker is wounded, the icon will turn from green to yellow to red. This icon will also change from a standing soldier to a crouching one depending on Baker's current posture.

Ammo

Shows the ammunition count in the weapon Baker is holding. When the weapon runs out of ammunition, Baker will automatically reload it, and the total amount of ammunition will be briefly displayed.

Grenades

Shows the number of grenades that Baker is currently carrying.

Command Ring

You can make this appear anytime Baker is commanding one of his squads (or a tank) by pressing the Command button (the default is the left analog stick). The flag over the ring shows the symbol for which unit is being commanded (assault team, fire team, or tank) and the command ring shows where they are being directed.



Suppression Indicator

Shows the location and level of suppression of enemy units. Suppression indicators will appear over the center of the enemy team.



Movement

You can direct Matt Baker through the world by using the left and right analog sticks on your controller – by default, the right analog stick controls Baker's view, making him look up and down or turn to the left or right. The left analog stick moves Baker in a given direction: forward, back, left, or right. Use the left and right analog sticks in combination to move fluidly. By pressing the Crouch button (default is the L3 button), you can make Baker crouch. He will stay crouched until the button is pressed again. Baker will move more slowly when crouching, but he can take cover behind various objects and presents a smaller target.

Health

When Baker is hit by enemy fire, he will be wounded. Blood will get in his eyes, splashed from the direction from which he was shot – this can be crucial in determining the direction of attack. Occasionally, Baker will be grazed by a bullet, a near miss that shows up as a white halo on the edge of the screen. Be sure to watch the Health Indicator closely when in combat – just as in real war, there are no magic health packs or canteens to bring him back to life. If Baker is wounded severely, he will die.



At certain times during combat, Baker might get too close to an explosion from a bomb, grenade, etc., and be knocked down from the concussion. After a few moments, he will clear his head and get back up, though it might take a second or two for his balance and eyesight to return to normal.

Ammunition

Baker can carry up to two weapons, five grenades, and explosives during a chapter. Baker can switch weapons by pressing the Switch Weapon button (default is the R2 button). He can also throw grenades at any time by pressing the Grenade button (default is the  button).

Baker will begin the mission with the set of weapons and grenades necessary to complete his mission. However, as you progress through a mission, you will come across dropped American and German weapons or ammunition that Baker can pick up. To pick up a weapon, walk over to it and press and hold the  button to switch it with the weapon Baker is currently holding. (Baker can only carry two weapons at a time.)

Each weapon Baker carries uses specific ammunition, although some weapons will share the same ammo type (see the Weapons section for more information). To pick up ammunition or grenades, simply walk over to them and Baker will automatically pick them up and add them to his supplies. (Baker will only pick up ammunition if it works in a weapon he is currently carrying.) Remember that specific weapons, such as rocket

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launchers or sniper rifles, are sometimes necessary to complete specific missions, so manage your weapons carefully.

Squad Command System

Baker is a squad leader. Since he is a paratrooper in enemy territory, he will often be outnumbered and must rely on the men under his command to help him defeat enemies and complete the mission objectives. His squad is divided into two teams – the assault team and the fire team. The assault team carries lighter weapons and more grenades for hitting the enemy fast and hard – use them when you want to assault the enemy or flank his position. The fire team carries longer-range rifles and heavier machine guns – use them to fix an enemy into position and keep him suppressed while the assault team flanks him.

At various times, Baker will have teams of soldiers or tanks under his command. To command a team or a tank, first press the Command button (default is the L1 button) and the command ring will appear on the ground in front of Baker. Using the right analog stick, move the command ring to the objective.

- **To move the team:** Move the command ring where you want the squad to go, and release the button.
- **To command the team to attack:** Move the command ring over the enemy to be attacked. When the ring disappears and the flag turns red, release the Command button.
- **To command the team to rush an enemy:** Move the command ring over the enemy to be attacked. When the ring disappears and the flag turns red, press the Fire button (R1 button).



Fire Team



Assault Team



Tank

You can also command a team to follow Baker by pressing the Fall-In button (the default is the down directional button). The team will now surround Baker and reposition themselves whenever he moves. To release the team from the Fall-In position, issue a movement or attack command, or press the Fall-Out button (default is the up directional button). When any command has been issued, Baker will make the corresponding hand signal to direct his squad. Like any good soldiers, Baker's squad will follow his orders, but if they see an enemy soldier or are fired upon, they will automatically open or return fire. They will also cover each other, and when moving, they will seek the best cover for themselves and their teammates to avoid being shot.

Enemy Suppression

When Baker and his squad engage a team of enemy soldiers, you will see a suppression indicator appear above the center of the enemy unit. This indicator will first appear red, but when the enemy unit is fired upon, it will gradually turn gray. With enough fire directed at the unit, the icon will turn completely gray, indicating that the unit is suppressed and will keep their heads down behind cover, firing only occasionally. This is usually the best time to flank and attack the enemy position – they will respond as real soldiers under heavy fire, and keep their heads down for fear of being shot.



Without additional covering fire, however, the enemy unit will not stay suppressed for long. Unless fire is continually directed at them, the unit's icon will gradually turn a darker gray, until the unit becomes unsuppressed and the icon turns red again, at which point the enemy will begin firing again at an increased rate. (Suppression indicators can be turned off in the Options menu.)

Situational Awareness View

When the paratroopers of the 101st Airborne Division prepared for the invasion of Normandy, they extensively studied maps, photos, and sand tables of the French countryside. You have access to similar information through the Situational Awareness View. At any time during combat, you can press the button for Situational Awareness (default is the SELECT button), which will pause the game and allow you to examine the current mission situation from above. This view will allow you to switch your focus among Matt Baker, his squad members, his objective, and any enemy forces that are standing in his way. Enemy forces, however, will only appear in Situational Awareness View if Baker has already seen them and knows their location; thus, more soldiers may be present in a location than show up in the Situational Awareness View. You can zoom in on various points (Baker, enemies, objectives, squad, etc.) by pressing the Zoom button (default is the R3 button) and can rotate around them by moving the left analog stick. When you are finished examining the situation, press the Situational Awareness button again to return to combat.

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CHAPTER XIII MULTIPLAYER GAME

Multiplayer Menu

When playing the Brothers In Arms: Road to Hill 30 multiplayer game, you can play split-screen on a single console or against opponents online through ubi.com.

User Profiles

Before starting a multiplayer game, you will first have to set up a profile. You can set up or load a profile when entering the game.

Split-Screen Game

To play a split-screen game (two players on the same console, one at the top of the TV screen and one at the bottom), select Split-Screen from the Multiplayer menu. Select the game mission you wish to play from the list on the screen.

Note: The split-screen game type will only be available from the Multiplayer menu if two DUALSHOCK®2 analog controllers are plugged into your PlayStation®2 console.

Play Online at Ubi.com

Before accessing the general ubi.com menu, you must select a network. Validate your choice with the  button. You will also have to choose or create an account on ubi.com. Once this has been done, you can choose a lobby, access your Friends List, or consult the statistics stored on the ubi.com server. Press the L1 button or R1 button to choose.

- **Lobbies:** Choose one of the lobbies available to create/join a game.
- **Friends:** Access your list of friends, join their lobbies or games, or send them messages.
- **Stats:** View the top-ranked players on ubi.com and check your statistics and rank.

Playing Multiplayer Games

Mission Objectives: Each mission has a unique objective for each side to accomplish before the mission timer runs out. Follow the on-screen instructions during the mission briefings to determine the mission objective(s) for your side of the engagement.

Field Promotion: When you are killed during a multiplayer game, you can field promote a surviving soldier to the new squad leader, and take over playing that soldier.

Reinforcements: When your team members are killed during the multiplayer game, you can order reinforcements. Each player has a limited number of reinforcements for each mission, as indicated on the HUD. (If your teammate quits the mission, you will receive his unused reinforcements.)



Multiplayer In-Game Interface (HUD)

During a Brothers In Arms: Road to Hill 30 multiplayer game, much of the information displayed on-screen, such as health, remaining grenades and ammunition, and fire team locations, will be identical to the single-player game. There are several additional items in the HUD (heads-up display) during a multiplayer game:

Objective Directional Indicators: Arrows on the outside of the compass point in the direction of various objectives in the mission. Yellow arrows indicate destination objectives, orange arrows indicate item objectives, and gray arrows indicate possible item objectives that haven't been discovered yet.

Mission Timer: Counts down the time left to complete the mission.

Mission Objectives: Shows the status of location-based objectives.

Objective Items: Shows the status of objects crucial to the success of the mission. These will sometimes be replaced by a timer in demolition missions.

Remaining Reinforcements: The number to the right of the compass represents the number of reinforcements you have remaining for that game.

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GAME CREDITS

Ubisoft Shanghai Studio

Producer:	Francis Coldeboeuf, with Audrey Leprince
Offline Engine:	Wang Yangjun, with Hao Lei, Li Junbai, Pan Ying, Wang Ge, Wang Jinming, Zhang Jie, Zhang Tao
3D:	Wei Xiang, Mao Zhenyu, Shen Nan
AI:	Sylvain Cornillon
Online Engine:	Huang Qian, with Gu Min Jie, Liu Quan, Wang Zhengyang, Zhang Jiao
Level Design:	Jean-Felix Monin, with Miao Yong, Sun Yi, Huang Hai, Shen Yang, Shen Yue, Sun Yu, Sangwoong Yoon
Artistic Direction:	Liao Junchen, Guillaume Drouin, Frederic Lavignasse
Graphics:	Yu Zhouhong, with Huang Yi, Loic Bebin, Dai Xiaolong, Fang Hongjun, Gu Qiang, Guo Qian, Li Wenlei, Liang Jie, Lu Quanzhen, Marc Meyer, Qiu Chenqi, Shen Chen, Song Jie, Yang Haoliang, Yang Zhihong, Zhang Baolong, Zhang Hao, Zhang Yan, Shou Jiaan
2D:	Chen Jing, Cai Zhenhong, Wang Baomin, Zhang Ye
Animation:	Tang Ye Ping, with Wang Wen, Ben Fator, Shi Hua, Zhang Tianyu, Zhao Fei, Zhu Xiaojia
Audio:	Ben Houge, with Ou Yuanjun
Data Management:	Yu Lei, Xin Jieyu, Ren Bo
Marketing Coordination:	Loic Gounon, Liu Yun, Luo Bin, Jin Xuhui
Localization:	Shi Wen
Project Closer:	Eric Tremblay, Audrey Leprince
Special Thanks:	Denis Muffat-Meridol, Ding Dong, He Huan, Jeff Wofford, Josh Jeffcoat, Neil Johnson, Simon Hurley, Xavier Penin, Yan Jun, Yanis C.

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Gearbox Software

Executive Producer:	Randy Pitchford
Project Manager:	Jeff Wofford
Multiplayer Producer:	Marc Tardif
Assistant Producer & Localization:	Simon Hurley
Game Design & Direction:	Brian Martel, Randy Pitchford
Art Director:	Brian Martel
Lead Animator:	Landon Montgomery
Lead Artist:	Jeremy Cooke
Lead 3D Artist:	Matthew VanDolen
Art & 3D Modeling:	Stephen Bahl, Jennifer Burris, Shannon Dees, Joseph Espinoza, Eli Luna, Leah Pearl, Mike Neumann, Nathan Reinhardt
Animation & Motion Capture:	Josh Rearick
Additional Art:	Ted Anderson, Sam Arguez Jr., Patrick Blank, Jake Hernandez, Sam Kite, Ryan Lee, Joshua Leichliter, Tomer Litvin, Jimmy Lomax, Jonathon Nascone, Joshua Noble, Hung Pham, Emilio Santoyo, John Schratz, Jordan Walker
Lead Programmers:	Patrick Deupree, Steve Jones
Game & Platform Programming:	Jeff Broome, Patrick Deupree, Neil Johnson, Stephen Palmer, Jeff Wofford, Sean Cavanaugh, Charles Kostick, Shawn Green, Sean Reardon
Multiplayer Programming:	Steve Jones, Jimmy Sieben, Scott Velasquez
AI Programming:	Neil Johnson, Jeff Broome
Graphics Programming:	Sean Cavanaugh
Audio Programming:	Scott Velasquez
Additional Programming:	Brian Burleson, Nicholas Chinnici, Ryan Conlon, Derrick Levy, Mathew Prichard, Daniel Walsh
Additional Xbox Live Programming:	Demiurge Studios
Lead Single-Player Level Designer:	Mike Wardwell
Lead Multiplayer Designer:	Matthew Armstrong
Level Design & Scripting:	Matthew Armstrong, Patrick Blank, Erik Doescher, Dorian Gorski, Daniel Grafstrom, Ezra Hanson-White, Josh Jeffcoat, Richard Jessup, Patrick Krefting, Ben Nitschke, Nathan Overman, Carl Shedd, Mike Wardwell
Additional Level Design:	Eric Berger, Jonathan Day, Brian Hess, Pat Hook, Carl Kam

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Business Administration:	Stephen Bahl, Landon Montgomery
PR & Marketing Director:	Marc Tardif
Technical Support & Source Control:	Stephen Palmer, David McGarry
Online Community Manager:	Scott Dudley
Military Advisor & Historian:	Col. John Antal, US Army (Ret.)
Writers:	Mike Neumann, John Antal
Storyboards & Historical Research:	Erik Doesher
User Interface Design:	Jeremy Cooke, Charles Kostick
Game Manual:	Simon Hurley, Eli Luna
Audio Director & Producer:	David McGarry
Audio Engineer:	Mark Petty
Additional Assistance/Lip-Sync:	Craig Bernardo, Chad Lovell, Jonathan Schwarz, James Sweeney, John Zagorsky
Voice Talent:	Troy Baker, Jeff Broome, Ehren Buttlar, Jonathan Erickson, Tom Hull, Simon Hurley, Ryan Jewell, Neil Johnson, Amit Kapoor, Jeff Kribs, James Loomstein, Brian Martel, Alix McAlpine, David McGarry, Marc McGarry, Mikey Neuman, Greg Peterson, Mark Petty, Randy Pitchford, Gary Rivers, JD Sanders, Joel Watson, Steven Wilson, Jeff Worthy
Orchestral Score Performed by:	The Prague FILMharmonic Orchestra, Czech Republic
Score Composer:	Stephen Harwood
Score Conductor:	Adam Klemens
Score Studio Technician:	Cenek Kotzmann
Score Sound Engineer:	John Timperley
Score Sessions Organizer:	Petr Pycha
Score Reader:	Milan Puklicky
QA Manager:	Evan Birkby
QA Leads:	Ben Nitschke, Mike Weber
QA Testers:	Erik Avalos, Steven Boaman, Jennifer Canada, James Canavan, Stephen Daniels, Angie Dietrich, David Doran-Marshall, Rhonda Dudley, Matthew Graham, Curtis Hart, Benjamin Henry, Derrick Levy, Rick Luebbers, Chante Mahaffey, Justin Miller, Joshua Ridenhour, Sean Slayback, Ryan Sullivan, Tung Tran, Hunter Woodlee, Jim Wyatt
QA Engineers:	Nicholas Chinnici, Aaron Cole, Ryan Conlon, Kyle Denton, Frederick Echols, John Roberts

BROTHERS IN ARMS: Road to Hill 30™

Gearbox Software is: John Antal, Matthew Armstrong, Stephen Bahl, Evan Birkby, Patrick Blank, Jeffrey Broome, Jennifer Burris, Sean Cavanaugh, Jeremy Cooke, Shannon Dees, Patrick Deupree, Erik Doescher, Scott Dudley, Joe Espinoza, Dorian Gorski, Daniel Grafstrom, Shawn Green, Ezra Hanson-White, Simon Hurley, Josh Jeffcoat, Richard Jessup, Neil Johnson, Steve Jones, Charles Kostick, Patrick Krefting, Eli Luna, Brian Martel, David McGarry, Landon Montgomery, Mike Neumann, Ben Nitschke, Nathan Overman, Stephen Palmer, Leah Pearl, Randy Pitchford, Sean Reardon, Josh Rearick, Nathan Reinhardt, Carl Shedd, Jimmy Sieben, Marc Tardif, Matthew VanDolen, Scott Velasquez, Mike Wardwell, and Jeff Wofford.

Gearbox Software would like to thank: everyone at Ubisoft; Mark Rein, Jay Wilbur, Tim Sweeny, Cliffy B and everyone at Epic; Al Reed and everyone at Demiurge Studios; Peter Raad, Tony Cuevas, Tricia Serju, and everyone at The Guildhall; Gabe and Tycho at Penny Arcade; Joe Sousa, Brian Harvey, Dan Vivoli, Carrie Cowan, and everyone at nVidia; Joe Kreiner and everyone at Logitech; Liam Byrne at Creative Labs; ATI; Lori Solomon at Dolby; Kristi Junio; Chef David Michael; Brian Burleson and the SGDA; Scott Bayless; Valve; Ken Lobb; Chris Kimmel, Frank Pape, Jim Veevaert and everyone at Microsoft Game Studios; Emma Seigel; Daniel Luka; Jérôme Kemker; MUSA; Petr Pycha; Professor Ed Peniche (former member of 101st Airborne, Fox Company, in WWII); Dr. Jack Atwater; The National D-Day and WWII Museum; the Patton Museum; the Veterans of Foreign Wars organization; the U.S. Army Ordnance Museum; the Aberdeen Proving Ground; the United States Armed Forces; the Gearbox forum moderators (Andy Gowman, Chris Eyles, Eric Atkins, David Draher, Zoran Vracar, Pascal Redant, David Estalote, Jonathon Church, Garland Rayl, and Molken); the Gearbox forum regulars; and all the loyal Gearbox fans who have supported us over the years!

Special thanks to: Emily Armstrong; Lisa Beckham; Arthur Birkby (former member of 75th Infantry Division during the Battle of the Bulge in WWII); Grace Birkby; the Blank Family; Nicole Blydenstein; Karl Borst; Robert Brehm; Debbie and Frank Brown; Cole Burris; Consuelo Campos; James Cole; Sean Conlan; William Davis (former B-17 navigator in WWII); Don Dees; Suzan Dees; Theresa Deupree; Iria, Katharine, Ronald, and Jane Doescher; EZ; Febra and Paul; Alex Flores; Justin Garrett; Daryl Gold; Melodie and Timothy Grafstrom; Misty and Amber Green; Lenora Hernandez; Jennifer Holmes; Piers & Ailsa Hurley; Thomas & Robin Hurley; Amanda & Michelle Hurley; the Jessup Family; Wayne, Peggy, Michael, and Sarah Krefting; Aaron Johnson; Libby Jones; Richard Komando; Kurby; Brian Lamay; the Lee brothers; the Luna family; Mapcore; Meghan and Liam Martel; Carol Neumann; Mike Neumann v1.0; Joe Orlando; John, Lynette, Matthew, and the rest of the Overman family; Ana Palmer; Mike Palmer; Mike and Marlyn Reardon; Scott, Stacey, and Samantha Reardon; the Rearick family; the Reinhardt Family; Connie Riley; Aidan, Calvin, and Stephanie Schiefer; Scooter; Shobek; Kevin Steele; Oscar and Tango; the Tardif family; Maria Torres; Lauren Phillips; Lisa and Gabi Velasquez; Julie VanDolen; Maya Wildes; Mike Wildes; Jennie Williams; Ann, Liam, and Elanor Wofford; Kevin Zalec; #was; theposse.org; God.

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Thanks to the incredible team at Gearbox for realizing the vision through synergy and collaboration that far exceeds the initial idea. Without you guys and gals, there is no Gearbox.

Special thanks to the Ubisoft Shanghai Studio for all their hard work and dedication to *Brothers In Arms*.

Brothers In Arms Babies: Liam Martel, Maya Wildes, Gabriella & Isabella Velasquez, Katharine Doescher, Ethan Hernandez, Alexander & Evelyn Armstrong, Elanor Wofford.

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BROTHERS IN ARMS: Road to Hill 30TM

Dedicated to:

The veterans of the 101st Airborne

The Greatest Generation, for having the courage to stand against evil and win the war against fascism

And all those who have fought and died in the defense of human freedom

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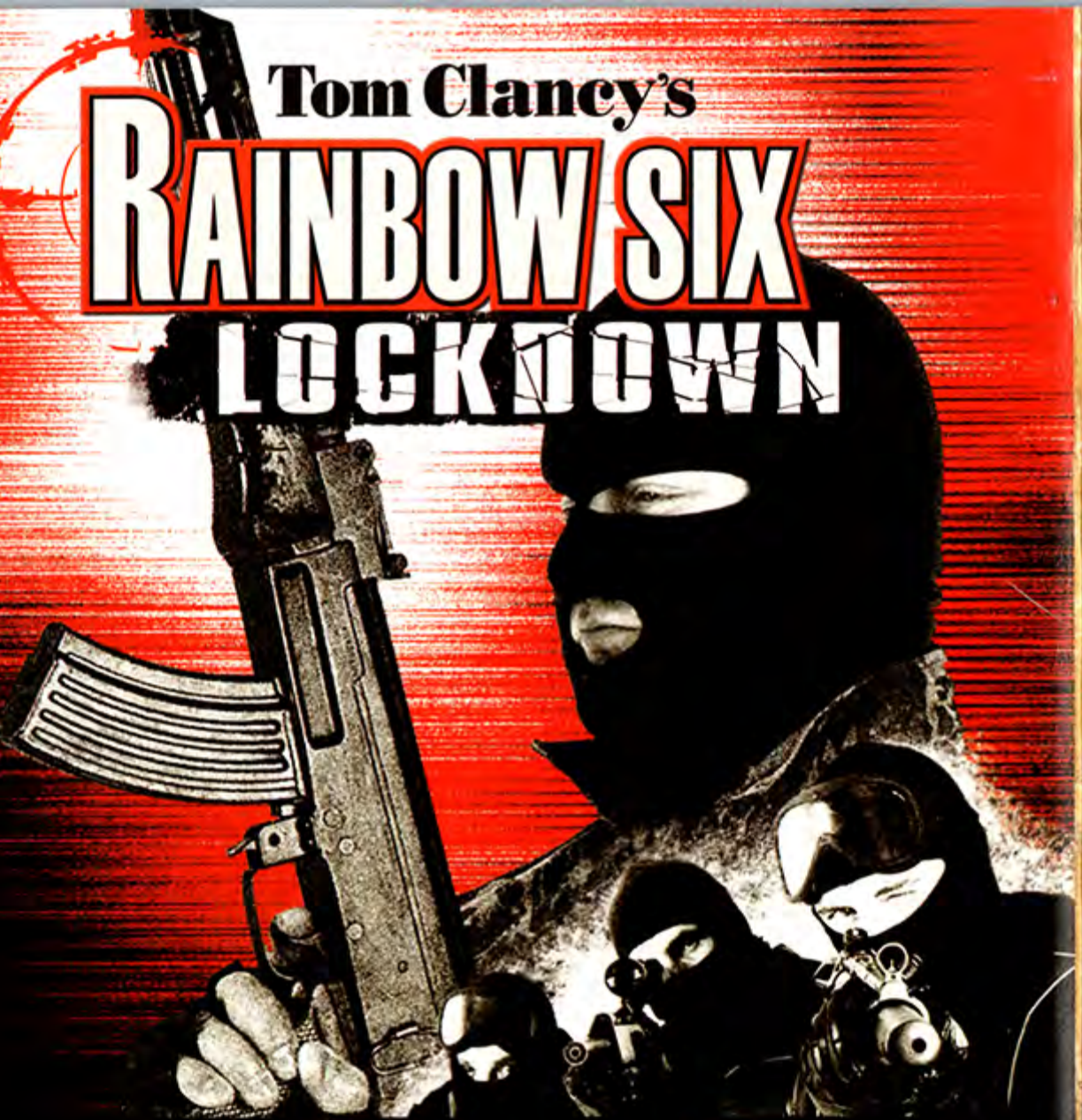
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