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™

SOLDIER'S HANDBOOK

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Phone: 919-460-9778
Hours: 9am–9pm (EST), M–F
Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual and the README file (on the game CD). Also browse through our FAQ listings or search our support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Also please make sure that your computer meets the minimum system requirements, as our support representatives will be unable to assist customers whose computers do not meet these criteria.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:
• Complete product title (including version number).
• Exact error message reported (if applicable) and a brief description of the problem you're encountering.
• Processor speed and manufacturer.
• Amount of RAM.
• Operating system.
• Video card that you are using and amount of RAM it has.
• Maker and speed of your CD-ROM or DVD-ROM drive.
• Type of sound card you are using.

Support Over the Internet: This is the best way to find answers to common issues seen with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail: Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone: You can also contact us by phone by calling (**919**) **460-9778** (for our customers in Quebec, we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail: If all else fails you can write to us at:
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CHAPTER I
GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)
Processor: 1 GHz Pentium® III or AMD Athlon™ (2.5 GHz Pentium IV or AMD recommended)
Memory: 256 MB (1 GB recommended)
Video Card: 3 MB DirectX® 9.0c compliant (see supported list*)
Sound Card: 16-bit DirectX 9.0c-compliant sound card (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio)
DirectX Version: DirectX 9.0c (included on disc)
DVD-ROM: 4X DVD-ROM (8X or better recommended)
Hard Drive Space: 5 GB
Peripherals: Windows keyboard and mouse only
Multiplay: Broadband with 64 Kbps upstream (128 Kbps recommended)

*Supported Video Cards at Time of Release:
ATI® RADEON® 8500/9000/X series
NVIDIA® GeForce™ 3/4/FX/6 series (GeForce 4 MX not supported)

Laptop models of these cards not supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NOTICE: This game contains technology intended to prevent copying that may conflict with some CD-RW, DVD-RW, and virtual drives.

Installing Brothers In Arms

To install Brothers In Arms: Road to Hill 30™, follow these simple steps:

1. Start your computer.

2. Insert the Brothers In Arms: Road to Hill 30 Installation DVD into your DVD-ROM drive. The Autorun menu should appear. (Note: If the Autorun menu does not automatically appear, double-click on the My Computer icon located on your desktop, then double-click on the icon that corresponds to your computer's DVD-ROM drive. The Autorun menu should now appear.)

3. Click on the Install button. The installation wizard will now walk you through each step of the setup and installation process for the game.

Once you create a directory for Brothers In Arms, the game will be installed on your hard drive. The game will automatically ask you if you want to install DirectX 9.0c. You cannot play Brothers In Arms without DirectX 9.0c or higher on your computer. If you already have a version of DirectX that is 9.0c or higher, simply click the No button. If you are not sure, click Yes, and the DirectX installer will perform its own verification.

4. After installing the game, select Ubisoft Entertainment/Brothers In Arms/Play Brothers In Arms from your computer's Start menu or double-click the Play Brothers In Arms shortcut on your desktop. Doing either starts the game.

Note: The Brothers In Arms: Road to Hill 30 DVD must be in your DVD-ROM drive to play the game.

Uninstalling Brothers In Arms

To uninstall Brothers In Arms: Road to Hill 30, follow these simple steps:

1. Start your computer.

2. Insert the Brothers In Arms: Road to Hill 30 Installation DVD into your DVD-ROM drive. The Autorun menu should appear.

3. When it appears, click on the Uninstall Brothers In Arms button. The uninstall wizard will automatically ask if you really want to uninstall the game. If you are sure you want to remove Brothers In Arms from your hard drive, click the Yes button. If you don't want to uninstall the game, click No, which will cancel the process.

Note: You can also uninstall Brothers In Arms by using the Add/Remove Programs control panel in Windows.

If you uninstall Brothers In Arms, all previously saved campaigns and games remain on your hard drive unless you answer Yes to the "Delete all configuration and saved game files?" question.

CHAPTER II
PLAYER CONTROLS

Player Movement (Default Setup)

Turn/aim . . . . .Mouse
Move forward . . . . .W
Move backward .S
Strafe left . . . . .A
Strafe right . . . . .D
Jump . . . . .Space Bar
Crouch (toggle) .C or Ctrl key
Pause . . . . .P or Pause
In-game menu . . . . .Esc

Player Action (Default Setup)

Fire weapon . . . . .Left mouse button
Throw grenade . . . . .G
Switch weapon .Tab or mouse wheel
Melee attack . . . . .Q
Zoom toggle . . . . .E or middle mouse button
Reload/context action . . . . .F or R
Toggle Situational Awareness V

Squad/Tank Commands (Default Setup)

Switch selected team/fall in (hold) . . . . . .Shift key
Fall in . . . . .Z
Fall out X
Select assault team 1
Select fire team 2
Command team or tank . . . . .Press and hold right
mouse button

Move to position . . . . .Press and hold right mouse
button, direct to position
with mouse
Fire on/suppress enemy . . . . .Press and hold right mouse
button, direct to enemy
Rush/assault enemy position . . . . .Hold right mouse button,
direct to enemy, then press
left mouse button

Situational Awareness Mode (Default Setup)

Tilt camera up/down . . . . .W/S (hold)
Rotate camera left/right . . . . .A/D (hold)
Zoom toggle . . . . .E or middle mouse button
Select next . . . . .G or right arrow
Select previous . . . . .F or left arrow
Select objective . . . . .O or up arrow
Select Baker . . . . .B or down arrow
Select team/switch team (hold) . . . . .Shift key
Field promotion (multiplayer only) . . . . . .Enter

Multiplayer (Default Setup)

Team reinforcements . . . . .Shift key
Chat . . . . .T
Team chat . . . . .Y

CHAPTER III
QUICK-START GUIDE

Starting a Single-Player Campaign

- Select Begin Game from the Main Menu.
- Choose a difficulty setting – Easy, Normal, Difficult, or Authentic – to proceed to the first chapter.

Starting a Multiplayer LAN Game

- Select Multiplayer from the Main Menu.
- Select LAN Play.
- Choose a LAN match from the menu, and click it to join.
- To create a new match, click Create Match, then select the mission and the number of players and click Begin Match. Choose sides and click Begin Match to start the mission when everyone is ready.

Starting a Multiplayer Game on Ubi.com

- Select Multiplayer from the Main Menu.
- Select Play It On ubi.com™.
- Log in to your ubi.com account (or create a new one, then log in).
- Select Find a Game, select a match from the list, and click it to join.
- To create a new match, click Create Match, then select the mission, the number of players, and the server name, and click Begin Match. Choose sides and click Begin Match to start the mission when everyone is ready.

CHAPTER IV
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

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

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

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.

CHAPTER V
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.
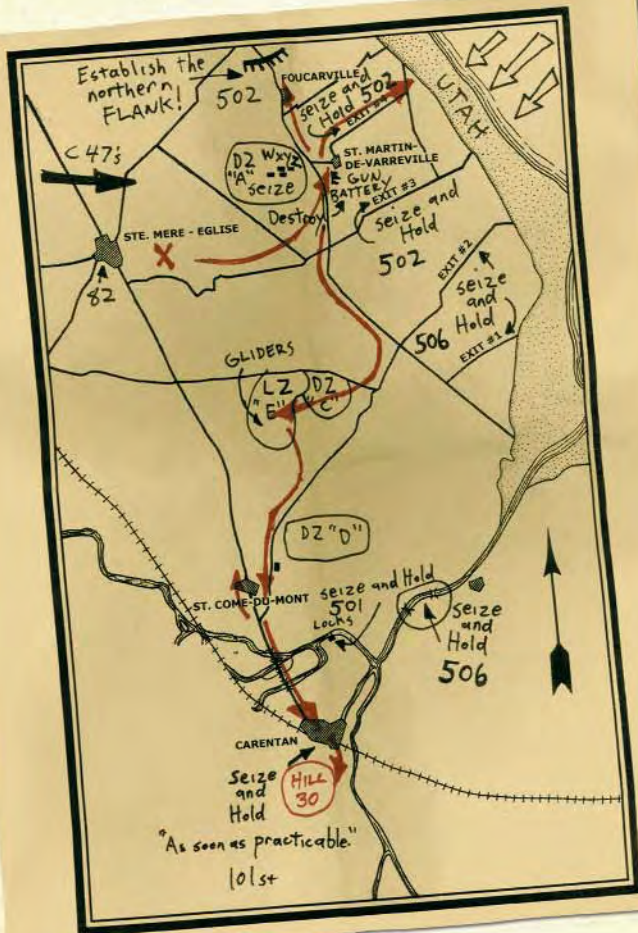
Cpl. Hartsock

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.

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 paratroops 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. Matt was reunited with George in England, but they were separated during the invasion – the paratroopers went in by air, the tanks by sea. 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

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 march 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

CHAPTER VI
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's – 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 is 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 during WWII, 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 30-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
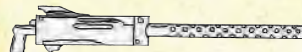
An Allied weapon, the M1919 is a tripod-mounted light machine gun that uses an air-cooled barrel and operates on a recoil system to chamber rounds between firing. Fully automatic, the M1919A4 fires 400 to 550 .30 caliber rounds per minute at a range of 1,500 feet or more.

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. Since they are normally thrown less than 100 feet, the time delay after pulling the safety pin is about four seconds – which means that the soldier throwing it has to immediately duck and run for 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 F key) until Baker has armed the explosive and placed it on the objective. (If you release the button before the explosive is fully armed, it will not be placed.) You do not need to wait for one explosive charge to detonate before setting the next one.

CHAPTER VII
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 in early 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 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 enemy infantry.

M4A1 Sherman Tank
The 30-ton American M4 "Sherman" medium tank is 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.

CHAPTER VIII
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 who 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 solders have the most firepower and greatest mobility of any German force in Normandy.
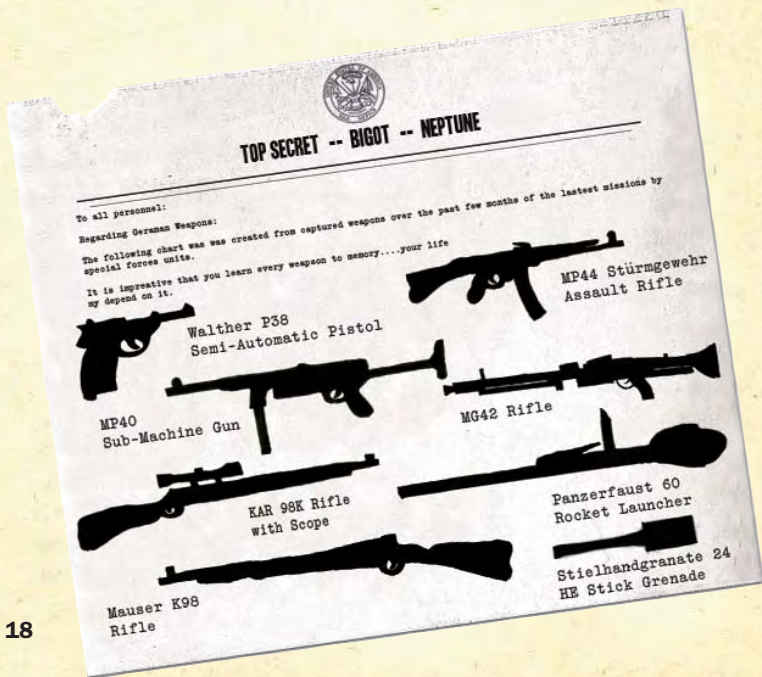
Fallschirmjäger

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 IX
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 are currently unknown.

TOP SECRET -- BIGOT -- NEPTUNE

To all personnel:

Regarding German Weapons:

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

It is imperative that you learn every weapon to memory....your life my 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

CHAPTER X
MAIN MENU

When you start Brothers In Arms: Road to Hill 30 on your computer, the Main Menu will appear once the introductory video has played. The Main Menu contains the following options:

- **Begin Game:** Begin a new single-player campaign.

- **Chapters:** Play a previously completed chapter in the single-player campaign, or continue your previous campaign from the last saved checkpoint.

- **Multiplayer:** Begin a multiplayer game against one to three additional players on a Local Area Network (LAN) or on the Internet through ubi.com. Note: For ubi.com games, you must first sign in to an existing ubi.com account. For more on multiplayer games, please see page 26.

- **Options:** Adjust your controller, audio, video, or gameplay settings. Any changes to these options will be saved to your profile.

- **Profiles:** Edit your profile settings or create a new profile. Your profile can save your controller configuration and game preferences. Multiple profiles can be saved to your hard drive.

- **Extras:** 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.

CHAPTER XI
SINGLE-PLAYER CAMPAIGN

To start a new single-player campaign, select Begin Game from the Main Menu. To load a previously completed chapter in the single-player campaign, or to continue your previous campaign from the last saved checkpoint, choose Chapters from the Main Menu. As you play through each chapter, the game will automatically save your progress to the hard drive at various checkpoints. If you choose Continue, you will begin at the last saved checkpoint from your previous session. Choosing Chapters from the menu will give you the opportunity to replay a previously completed chapter, but choosing this option will delete your checkpoint progress from the last chapter you played (if that chapter was not completed).

When starting a new game, you will have a choice of difficulty levels: Easy, Normal, Difficult, or Authentic. In Authentic mode, the difficulty is set very high, there are no save checkpoints, and suppression indicators are turned off by default, to simulate battlefield conditions as authentically as possible. (Note: To unlock the Authentic setting, you must first complete the entire single-player campaign on the Difficult setting.)

Pause Menu and Escape Menu

At any point during a chapter in the single-player game, you can press the Pause key (default is P) to pause the game. Press Pause again to resume the chapter.

You can also press the Menu key (default is Esc) to bring up the in-game menu. From this menu, you can adjust the game settings, restart, reload the last saved checkpoint, or quit the chapter.

Extras

Upon completion of each chapter, you will be awarded a medal based on the difficulty level you selected. For each medal you receive (each chapter completed on each successively higher difficulty level), you will unlock a new item in the Extras menu (accessible from the Main Menu). The medals you receive will be saved in your profile. To unlock the extras, you must first complete the game on the Difficult setting, which will unlock the Authentic setting. Completing each chapter on Authentic will unlock the remaining extras.

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, will spearhead the D-Day invasion by jumping into German-occupied France near the Utah Beach invasion area and secure key objectives in Normandy. This is a dangerous mission behind enemy lines, and it will require you to perform as an elite U.S. Army paratrooper and command a squad of fellow paratroopers in a number of engagements with the enemy.

In-Game Interface (HUD)

Certain information, such as health, objective locations, team status, and other critical data, is shown in the HUD (heads-up display). The HUD has multiple elements that are positioned at different locations around the screen.
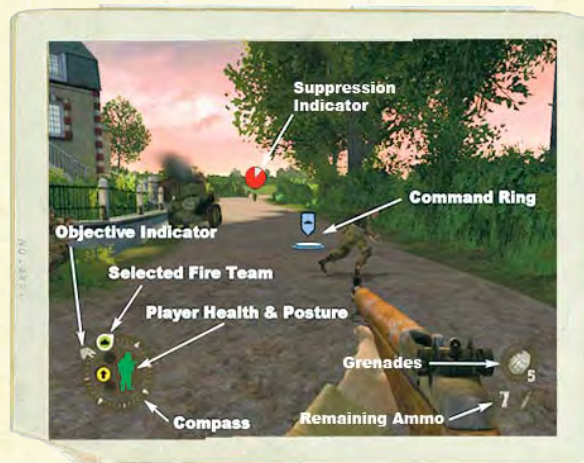
Compass
Shows the direction you are facing.

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.

Remaining Ammo
Shows the ammunition count in the weapon Baker is holding. When Baker's weapon runs out, press the Reload key (default is R) to reload it. The total number of remaining clips of ammunition will briefly be displayed.

Grenades
Shows the number of grenades that Baker is carrying.

Command Ring
This will appear anytime Baker is commanding one of his squads or a tank (default is the right mouse button). 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 Baker through the world by using the mouse and keyboard. By default, the mouse controls the direction Baker is looking/aiming – up, down, left, or right. The Movement keys (default keys are W, S, A, and D) will move Baker in a given direction – forward, backward, strafe left, or strafe right. Use the mouse and Movement keys in combination to move fluidly.

To make Baker jump, press the Jump key (default is the Space Bar). By pressing the Crouch key (default is C), you can make Baker crouch. He will stay crouched until the key is pressed again. Baker will move more slowly when crouching, but he can take cover behind various objects and presents a smaller target to the enemy. To make Baker strike an enemy with the butt of his weapon at close range, press the Melee Attack key (default is Q).

Health
When Baker is hit by enemy fire, 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 or a near miss – this will show up as a white halo on the edge of the screen. Be sure to watch the Health Indicator closely when in combat – as in real war, there are no magic health packs or canteens to bring him back to life.

During combat, Baker might get too close to an explosion from a bomb, grenade, etc., and be knocked down from the concussion. It will take a moment for his balance and eyesight to return to normal when he gets back up.

Ammunition
Baker can carry up to two weapons, five grenades, and explosives. Baker can switch weapons by pressing the Switch Weapon key (default is Tab). He can also throw grenades at any time by pressing the Grenade key (default is G).

Baker will begin each mission with the set of weapons and grenades necessary to complete it. However, as you progress through a mission, you will come across American and German weapons and ammunition that Baker can pick up. To pick up a weapon, walk over to it and press the Use key (default is F) 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 share the same ammo type (see the Weapons section on page 13 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 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 those 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 an 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 Team Selector key (default is the Shift key) to toggle between the two squads. Then, activate the command ring (default is holding the right mouse button) and the command ring will appear on the ground in front of Baker. Using the mouse, move the command ring to the objective.

To move the team: Direct the command ring where you want the squad to go, and release the Command button.

To command the team to attack: Move the command ring over the enemy to be attacked. When the ring disappears and the Command icon turns red, release the Command button.

To command the team to rush an enemy: Move the command ring over the enemy to be attacked. The ring will disappear and the Command icon will turn red. Press the Fire button (default is the left mouse button) and then release both buttons.

You can also command a team to follow Baker by pressing the Fall-In key (default is Z). The team will now surround Baker and reposition themselves whenever he moves. To release the team from the Fall-In position, press and hold the Fall-Out key (default is X).

Fire Team

Assault Team

Tank

When any command has been issued, Baker will make the corresponding hand signal to direct his squad, and you will hear him issue the command.

Like 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, 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 unit is fired upon, it

Unsuppressed → **Suppressing Fire** → **Suppressed**

Suppressed → **Recovering** → **Unsuppressed**
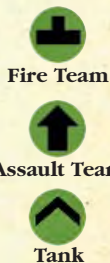
will gradually turn gray. With enough fire directed at the enemy unit, the indicator will turn completely gray, indicating that the unit is suppressed and will keep their heads down behind cover, firing only occasionally. This is usually the best time to flank and attack the enemy position – they will respond as real soldiers under heavy fire, and keep their heads down for fear of being shot (unless an opponent gets very close to them).

Without additional covering fire, however, the enemy unit will not stay suppressed for long, and the unit's suppression indicator will gradually turn a darker gray until the unit becomes unsuppressed and the indicator turns red again. At that point the enemy soldiers will stand up and 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 France, they extensively studied maps, photos, and sand tables of the Normandy countryside. You have access to similar information through the Situational Awareness View.

At any time during combat, you can toggle the Situational Awareness key (default is V), 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 between Sgt. Baker, his team members, the chapter objectives, and any enemy forces that have been spotted (use the arrow keys to switch focus).

The enemy forces 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 focus points by pressing the Zoom key (default is E) and rotate around them by using the Movement keys (default keys are W, S, A, and D). When you are finished examining the situation, press the Situational Awareness key again to return to combat.

CHAPTER XIII
MULTIPLAYER

Multiplayer Menu

When playing the Brothers In Arms: Road to Hill 30 multiplayer game, you can play against players on a LAN or online through ubi.com. You can also sign in to your ubi.com account or change your gameplay options from this menu.

User Profiles
Before playing a multiplayer game, you can first create a profile – choose the Profile Manager from the Main Menu, then follow the on-screen instructions for creating a new profile. If you don't choose a profile, you will use the game's default settings. Profiles will store your personalized game configuration settings to your computer.

When your profile is created, return to the Main Menu, and then choose the Multiplayer menu to select the type of game you want to play.

LAN Matches
To play on a Local Area Network (LAN), select LAN Play from the Multiplayer menu. You can then select from a list of existing matches or create your own match.

Create Match
You can start your own LAN match by selecting Create Match in the LAN Play menu. Then, choose the mission you wish to play and the number of players (2–4). After you have made your selections, click Begin Match to enter the mission briefing.

Next, choose your team and click on Ready. If you decide you are not ready or you want to change teams, click Unready. If you want another player in your game to change teams, you can select that player and press Unready Player. Click Begin Game when you are ready for the mission to begin.

Note: The profile you are playing with must be selected through the Main Menu before starting or joining a LAN game.

Play It On ubi.com™

Play Brothers In Arms: Road to Hill 30 online! Ubi.com is an Internet gaming community where you can create a permanent gamer identity, set up a friends lists with other players, see when they're online, and invite them to play.

Connecting to Ubi.com
Before you can use ubi.com, you need to connect your computer to the Internet and sign up for the ubi.com service. You can find more information about the ubi.com service at www.ubi.com.

After reading and accepting the User Agreement, enter your ubi.com account name and password. Click the Save Password option if you want the game to remember your password. Validate the Auto-Login option to automatically log in to the game using this ubi.com account. Use the New Profile and Account Management options to create a new account or to change your current account settings.

Note: You may encounter some trouble connecting to ubi.com if you're using a firewall on your computer. Here are the ports you'll have to open to play on ubi.com:

[TCP] 40000-43000 included

[UDP] 44000 inbound-outbound

[UDP] 45000 inbound-outbound

[UDP] 45001 inbound-outbound

Playing a Ubi.com Game
From the Multiplayer menu, select Play It On ubi.com. You must first sign in to an existing ubi.com account (using your user name and password) or chose to create a new account. Once you are logged in, you have the following options:

Find a Game: This is where you can search and join existing game sessions. First, choose a match from the list. The available game sessions will appear on the left. You can set the filters at the bottom of the screen to sort the existing list of sessions. (You can reload the session list by clicking Refresh.) To join a session, select it and click Join. You will be taken to the mission briefing. When you and the other players are ready (they'll appear white), start the game by clicking Launch.

Create Match: This is where you can set up a match by specifying the game settings. You can set the mission you want to play, the number of players, and the server name. You can also set a password on the mission (for private matches – your opponents must also know the password to join). Once you've configured the game, click Begin Match to proceed to the mission briefing. When you and all the players are ready (they'll appear white), launch the game by clicking the Launch button.

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 become 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 (heads-up display). (If your teammate quits the mission, you will receive his unused reinforcements.)

Multiplayer In-Game Interface (HUD)

While playing 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 when playing a multiplayer game:

Objective Directional Indicators
Arrows on the outside of the compass that point 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 sometimes will 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.

GAME CREDITS

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NOTES

NOTES

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.

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

Brothers In Arms: Road to Hill 30™

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Brother's In Arms: Road To Hill 30™

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