



xbox

LIVE

ONLINE ENABLED



BROTHERS ★ IN ARMS ★ EARNED IN BLOOD™



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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or tired. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing. The Xbox® instruction manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to your television

Do not use with certain televisions. Some televisions, especially with front- or rear-projection screens, can be damaged if certain video games, including Xbox games, are played on them. Static images presented during the normal course of a game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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This book belongs to:
Lieut. S.H.A. Marshall, Inf.
1st Army Branch, 6-2, W.D. 63
Washington, D.C.
and should be returned to:
Lieut. S.H.A. Marshall, Inf.
H.Q. ETOUSA, United States Army

This narrative was begun on 11 July 1944 and the last work was done on 29 July, at which time the HQ began work on 82nd's operation. The narrative is not complete. As much was done as was possible in the time available, the HQ getting no assistance in the work. The notes do cover in main the principal details of the parachute regts, including the drop and assembly details of the chief elements. Other groups were passed up. So too was the work in detail of the glider units, engineers, artillery, medical corps, and others. There is nothing here about planning and preparation. The reasons are obvious. Some of this material may be recovered later on.

With the support of General Taylor and with the unreserved help, and even the enthusiasm of his unit commanders, we undertook these researches principally to find out what happens to parachute bns in the course of collecting for battle. The Bn Commanders themselves wanted to know.

At the conclusion of two weeks of this work, it seemed perfectly clear that there is more to be learned in small unit action from the study of a parachute bn during any 72 hrs than from an average line bn in a month of fighting.

XBOX LIVE

Take Brothers In Arms: Earned In Blood™ Beyond the Box

Xbox Live® is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time while you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

QUICK START GUIDE

STARTING A SINGLE-PLAYER CAMPAIGN

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

STARTING A SPLIT-SCREEN MULTIPLAYER OR SKIRMISH GAME

Select Multiplayer or Skirmish from the Main Menu.
Select Split-Screen.
Each player who wants to join presses the A button.

STARTING A SYSTEM LINK MULTIPLAYER OR SKIRMISH GAME

Select Multiplayer or Skirmish from the Main Menu.
Select System Link.
Choose a System Link match from the menu, and press the A button to join. To create a new match, press the Y button, then select a mission and the number of players, and press the A button to start the match.

STARTING AN XBOX LIVE MULTIPLAYER OR SKIRMISH GAME

Select Multiplayer or Skirmish from the Main Menu.
Select Xbox Live.
Select your Xbox Live account.
Enter the Password for your account (if you have assigned one to it).
Choose an Xbox Live match from the menu, and press the A button to join, or press the Y button to create a new match, select a mission and number of players, and press the A button to create a new match.



PLAYER CONTROLS

Player Movement/Action (Default)

Move/Strafe	left thumbstick
Turn/Aim	right thumbstick
Crouch (Toggle)	click left thumbstick
Reload/Pick Up Weapon/Use	X button (context sensitive)
Fire Weapon	right trigger
Zoom Weapon (Toggle)	click right thumbstick
Switch Weapon	Y button
Throw Grenade	Black button
Melee Attack	B button
Jump	A button
Pause Menu	START button
Situational Awareness Mode	BACK button

Squad/Tank Commands (Default)

Move to Position	pull and hold left trigger, direct to position with right thumbstick, release
Fire Upon/Suppress Enemy	pull and hold left trigger, direct to enemy with right thumbstick, release
Rush/Assault Enemy Position	pull and hold left trigger, direct to enemy with right thumbstick, pull right trigger, release
Switch Selected Team	White button OR directional pad left/right
Fall In	press and hold White button OR directional pad down
Fall Out	press and hold White button OR directional pad up

Situational Awareness Mode (Default)

Toggle Focus to Fire/Assault Team/Tanks	White button
Focus on Chapter Objective	directional pad up
Focus on Sgt. Baker	directional pad down
Cycle Focus to Next Item	directional pad left
Cycle Focus to Previous Item	directional pad right
Zoom on Target (Toggle)	click right thumbstick
Rotate/Tilt Camera	left thumbstick
Exit Situational Awareness Mode	BACK button

PLAYING BROTHERS IN ARMS

When playing *Brothers in Arms: Earned in Blood*, you step into the boots of Cpl. Joe "Red" Hartsock, the new squad leader of 2nd Squad, and spearhead the D-Day invasion by jumping into German-occupied France near the Utah Beach invasion area and then securing 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 as well as to command a squad of fellow paratroopers in a number of engagements with the enemy.

SINGLE-PLAYER CAMPAIGN

To play a new single-player campaign, select *Story* from the Main Menu. To load a previously completed chapter in the single-player campaign, or to continue your previous campaign from your last saved checkpoint, choose *Chapters* from the story. As you play through each chapter, the game will automatically save your progress to the Xbox 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 *Authentic* mode, you must first complete the entire single-player campaign on the *Difficult* setting.)

PAUSE MENU

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, adjust the game settings, restart, reload the last saved checkpoint, or quit the chapter. From the *Pause* menu, press the **START** button again or press the **BACK** button to resume 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 all the extras, you must first complete the campaign on the *Difficult* setting, which will unlock the *Authentic* setting. Completing each chapter on *Authentic* will unlock the remaining extras.



IN-GAME INTERFACE



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) or tank for that chapter. Different symbols represent your assault team, fire team, and tanks. When the teams are in the "fall in" position, they will move inside from the outer ring of the compass.

Player Health & Posture:
Shows your level of health - as Hartsock is wounded, the icon changes from green to yellow to red. The icon also changes from a standing to a crouching position, as Hartsock does.

REMAINING AMMO:
Shows the ammunition count in the weapon Hartsock is holding. Press X to reload the weapon when it is out of ammo, and the total number of clips remaining is displayed.

Grenades:
Shows the number of grenades Hartsock is carrying.

Command Ring:
Appears anytime Hartsock is commanding one of his squads or a tank (defaulted to left trigger). The flag over the ring shows the symbol for the unit 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 centre of the enemy team.

MOVEMENT:
You direct Hartsock through the world using the two thumbsticks on the controller - by default, the right thumbstick controls Hartsock's view, making him look up or down or turn left or right. The left thumbstick moves Hartsock forward and backward, or strafes to the left or right. To jump, press the Jump button (defaulted to the A button). Pressing Crouch (defaulted to the left thumbstick), causes Hartsock to crouch down until the button is pressed again. Hartsock moves slower when crouching, but can take cover behind obstacles and presents a smaller target to enemies.

Health

When Hartsock is hit by enemy fire, blood gets in his eyes, splashing from the direction of the attack - this is crucial in determining enemy location. If Hartsock has a near miss or is grazed by a bullet, a white halo appears on the edge of your field of vision. Watch the health indicator closely in combat - there are no health pickups in the game.

If Hartsock gets too close to an explosion (from a bomb, grenade, etc.), he may be knocked down. It will take a moment for him to regain proper balance and eyesight when he stands up.

Ammunition

Hartsock can carry two weapons, five grenades, and explosives. Switch weapons by pressing the Switch Weapon button (defaulted to the Y button). He can throw grenades at any time by pressing the Grenade Button (defaulted to the Black button). At the beginning of each mission, Hartsock will be equipped with the set of weapons that are necessary to complete it - however, you will come across American and German weapons and ammunition that Hartsock can acquire. To pick a weapon up, walk over it and hold the Use button (defaulted to the X button) to exchange it with the weapon you currently have. Each weapon uses specific ammunition, though some weapons share ammo types (see the Infantry Weapons and Enemy Weapons sections for more info). To pick up ammo, walk over it and Hartsock will automatically pick it up (Hartsock will only pick up ammunition that works with the weapon he is carrying).

Remember that specific weapons may be necessary to complete certain missions - manage your weapons carefully.

Squad Command System

Hartsock is a squad leader - since he is a paratrooper in enemy territory, he will often be outnumbered and relies on the men under his command to help him complete mission objectives. His squad is divided into two teams - an assault team and a fire team. The assault team carries lighter weapons and more grenades, and hits the enemy fast and hard. Use them 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 them suppressed while the assault team flanks them. Hartsock will sometimes have tanks under his command as well.

To command a team or tank, press the Team Selector button to toggle between the two squads (defaulted to the White button). Pull the Command Trigger (defaulted to the Left Trigger) and the command ring appears on the ground in front of Hartsock. Use the right thumbstick to move the command ring to the objective.

- To move the team: Place the command ring appropriately, then release the Command Trigger.
- To command the team to attack: Direct the command ring to the enemy - when the ring disappears and the command icon turns into a red target over the enemy, release the Command Trigger.
- To command the team to rush an enemy: Direct the command ring to the enemy - the ring will disappear and the command icon will turn into a red target over the enemy. Pull the Fire Trigger (defaulted to the Right Trigger) and release both triggers.
- You can command a team to follow Hartsock by pressing and holding the Switch Team button (defaulted to the White button), or by pressing Up on the Directional Pad. The team will surround Hartsock. To release the team from the "fall in" position, press and hold the Switch team button again (defaulted to the White button) or use Down on the Directional Pad.
- When any command is issued, Hartsock will verbally issue the command and make a corresponding hand signal to direct his squad. Hartsock's soldiers will follow his orders, but if they see an enemy soldier or are fired on, they will automatically return fire. They will cover each other and seek the best cover for themselves and their teammates when moving.



Fire Team



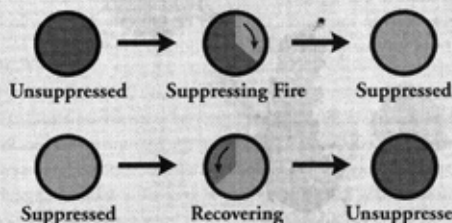
Assault Team



Tank

Enemy Suppression

When Hartsock and his squad engage a team of enemies, you will see a suppression indicator above the centre of the enemy unit. It will appear red at first, but gradually turns grey as the enemy is fired upon. With enough fire directed at the unit, the indicator will turn completely grey - this indicates that the enemy unit is suppressed and will keep behind the cover, firing only occasionally. This is the best time to flank and attack the enemy position.



Without additional covering fire, however, the enemy unit will not stay suppressed for long. The indicator will gradually turn a darker grey until the unit is unsuppressed and the indicator becomes red again. At this point, the enemy soldiers will stand up and begin firing again. (Suppression meters can be disabled via the Options menu).

Situational Awareness View

When the paratroopers of the 101st Airborne Division prepared for the invasion of German-occupied France, they extensively studied maps, photos, and sand tables of the Normandy countryside. As the player, 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 BACK 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 between Sgt. Hartsock, his team members, the chapter objectives, and any enemy forces which have been spotted (use the Left and Right Directional Pad buttons to switch focus). The enemy forces will only appear in situational awareness if Hartsock 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 Zoom (default is clicking the Right Thumbstick) and rotate around them by moving the left thumbstick. When you are finished examining the situation, press the Situational Awareness button again to return to combat.

SKIRMISH & MULTIPLAYER

CONFIGURATION

When playing the Brothers In Arms: Earned In Blood Skirmish or Multiplayer game, you can play Split-Screen on a single Xbox console, play against players on separate Xbox consoles through a System Link connection, or play against opponents online through Xbox Live. You can also sign in to your Xbox Live account or change your gameplay options from this menu.

User Profiles

Before playing a Skirmish or 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 personalised game configuration settings. (Note: Any profile that is created will be attached to whichever controller was used to select the Profile Manager. To create a profile for use with the controller plugged into controller port 2, for example, use controller 2 to select the Profile Manager and that controller's profile will be altered.) When your profile is created, return to the Main Menu, then choose the Skirmish or Multiplayer menu to select the type of multiplayer game you want to play. To play with two players on the same Xbox console, player 2 must first press Start in the menu, then use the Directional Pad to select a profile, select Ready from the menu and press the A button to join.

Split-Screen Game

To play a Split-Screen game, select SplitScreen from the Skirmish or Multiplayer menu, then select the mission you wish to play from the list on the screen. Press the A button to enter the Mission Briefing screen, where each player chooses which side to play on. When both sides have been selected, press the A button again to start the Split-Screen game five-second countdown (press the B button to cancel the countdown and return to the briefing). (Note: The Split-Screen game type will only be available from the Skirmish or Multiplayer menu if there are two controllers plugged into the Xbox console.)

SYSTEM LINK GAME

To play a System Link game (one or two players on one Xbox console playing against one or two players on another Xbox console, or four Xbox consoles with one player each), select System Link from the Skirmish or Multiplayer menu. You will proceed to the Game Selection screen, where you can either join an existing System Link game or create your own.

To join an existing game, choose a game from the Game Selection screen that you wish to join. Press the A button to enter the Mission Briefing screen, where each player chooses which side to play on and presses the A button. When both sides have been selected, press the A button again to start the Split-Screen game 5-second countdown (press the B button to cancel the countdown and return to the briefing). The mission won't begin until both players are ready and have picked a team. If necessary, Controller 1 on the Xbox Console that created the match can also press the X button to eject a player from the game.

To create a new game, press the Y button from the game selection screen, then choose the mission you want to play and the number of players for the mission - 2 players (1 vs. 1), 3 players (2 vs. 1) or 4 players (2 vs. 2). Then press the A button to enter the mission briefing screen and proceed. (Note: The System Link game type will only be available from the menu if your Xbox console is connected to another Xbox console either directly via a System Link cable or over a Local Area Network (LAN) connection. For more information about connecting your Xbox console to another via a System Link connection, please refer to your Xbox Instruction Manual.)

XBOX LIVE SKIRMISH OR MULTIPLAYER GAME

To play an Xbox Live game (one or two players on one Xbox console playing against one or two players online), select Xbox Live from the Skirmish or Multiplayer menu.

QuickMatch - This option will quickly begin an Xbox Live game. The game will appear on the screen - you can enter the match by pressing the A button, or select a new match by pressing the X button. If no matches that fit your requirements are available, you can create a new match by pressing the Y button.

OptiMatch - To select a specific type of Xbox Live game, select this option from the Xbox Live menu. Press the A button to find matches, then select the mission you want to play and continue (press the A button). A list of existing Xbox Live games that fit your requirements will appear on the screen - you can either press the A button to join or press the X button to refresh the list and find more games. If no games that fit your requirements are currently available, you can create a new match by pressing the Y button.

Create Match - Creates an Xbox Live game. You can choose to create a public match (accessible by everyone on Xbox Live) or a private match (accessible only by those you invite). If you choose a private match, use the Y button to toggle your Players List and to send an invitation to any friend who is online. Press the A button to enter the Mission Briefing screen and to set the options for the game. The mission won't begin until both players are ready.

Friends List - Contains information about friends you have added, and alerts you to players that have sent you invitations for games. (Note: this feature can only be used by a user who has signed in.) You can also mute a player or send player feedback to them from this screen.

Xbox Communicator - Brothers In Arms: Earned in Blood supports the Xbox Communicator in all Xbox Live game modes. During the mission briefing, all players in the game can hear and speak with you. During a 3- or 4-player game, only players on your side will hear and speak with you.

Leaderboard - View stats for yourself and other players around the world.

(Note: the Xbox Live game type will only be available from the Multiplayer menu if your Xbox console is connected to the internet through a broadband modem or a Local Area Network.)

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 as 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 team-mate quits the mission, you will receive his unused reinforcements.)



MULTIPLAYER IN-GAME INTERFACE (HUD)

While playing a Brothers In Arms: Earned In Blood 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) when playing a multiplayer game:

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

Mission Timer - Counts down the time left for completion of 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.

SKIRMISH MODE

Playing Skirmish Games

Skirmish can be played Solo or Co-operatively with another player, using Split-Screen on one Xbox console, via System Link connection between two Xbox consoles, or over Xbox Live. Refer to the Multiplayer section for further instructions.

Skirmish Setup

Select Skirmish from the main menu, then select the type of game you'd like to play (Solo, Xbox Live, System Link or Split-Screen). After configuring your game type, you will be able to set the options for your game. Pick your side (American or German), your player or team (Assault or Fire team), then select your map and the type of Skirmish game and enemy difficulty level (detailed below).

Skirmish Types

Each Skirmish type offers unique gameplay and can be used with all 10 maps.

Objective - This Skirmish type allows for an unmodified game experience, similar to the Single-Player Campaign. Each map has unique mission objectives as described in the Skirmish Setup Menu. This Skirmish type is not scored.

TIMED ASSAULT - Destroy all enemies on a map within a limited time. Time will be awarded for killing enemies, and using your squads to do so will award more bonus time. There are no checkpoints. Rank is determined by time left over after completion.

Defence - Test your endurance against repeating waves of opponents. Each wave is tougher than the last. This Skirmish Type is scored by the number of completed waves.

Tour of Duty - The ultimate authentic challenge. Complete all 5 American or German missions with one life and one squad, and unlock the next tour of difficulty. No checkpoints, no save games, and no whining.

Enemy Skill Level

Choose the skill of your enemy. Choose from one of four skill levels or customise your enemy's ratings of the following:

Accuracy - Customise how accurately the enemy fires on you and your squad.

Tactics - Customise the amount of movement the enemy makes on the field, and the likelihood that they will carry out aggressive manoeuvres.

Suppression - Customise how much weapon fire is required to keep the enemy's head down.

11 RED" HARTSOCK



Cpl. Joe "Red" Hartsock

A family man from Laramie, Wyoming, Hartsock is promoted into the position of squad leader for the loss-heavy second squad. He's a bit of a country boy, but doesn't mess around in battle and cares deeply for the lives of his men.

MARSHALL

Col. S.L.A. Marshall

Marshall, an older Colonel, interviews hundreds of airborne troops during the campaign in Normandy. His interview with Hartsock drives the story onward.



BAKER



Sgt. Matt Baker

Somewhat soft-spoken, Missouri native Baker is Red's superior until he becomes the sergeant for second squad; he continues to act in a position of leadership after Red's promotion.

DOYLE

Cpl. Seamus Doyle

Corporal from the 82nd Airborne, Doyle was born in Ireland and immigrated as a boy to Boston. He and Hartsock develop a strong friendship during the war.



First Squad

CAMPBELL



Pvt. Jacob Campbell acts as 2nd squad's fire team leader under Hartsock. He's a dedicated soldier who wants to prove himself in battle and isn't one for small talk.

PAIGE



Pfc. Will Paige A hot-headed soldier moved into Hartsock's squad. Paige tends to be dry and sarcastic, and doesn't always think his actions all the way through.

McCONNEL



Pvt. Derrick McConnell is another of the soldiers from 1st squad moved into Hartsock's team. He already has a standing friendship with Paige, also from 1st squad.

PADDOCK



Second Squad

Pvt. Franklin Paddock Paddock hails from Kansas. Despite being somewhat arrogant and reckless, he is the capable and courageous assault team leader for second squad.

"FRIAR"



Pvt. Dean "Friar" Winchell A quiet man who rarely wastes words, "Friar" earned his nickname during an incident with some clippers in training.

Though laid back, he can be authoritative and decisive when the situation demands it.

MARSH



Pfc. James Marsh Marsh has been in service for a few more years than most of the men around him. He served in the end of the African campaign, and is the last remaining private in 2nd squad.

CORRION



Cpl. Sam Corrión

Sam, 26 years old, feels the weight of responsibility for his men heavily. He fears that any slip could cost the lives of the men around him and believes that he should have got the promotion to 2nd squad over Hartsock.

Third Squad

Pvts. James Allen & Jeff Garnett Sharpshooters for the 3rd squad, Allen and Garnett are inseparable friends.

Allen hails from Connecticut and Garnett from Kentucky; neither are strangers to practical jokes and light-hearted fun.

ALLEN & GARNETT



DESOLA



Pvt. Michael Desola

Calm and soft-spoken, Desola grew close to Hartsock in training, sharing stories of bar fights. He's a tough talking Philly kid who spent his 20th birthday on a boat in the middle of the ocean, and is complacent, even in the face of death.

Squad Support

"MAC" LEGGETT

COLE JOHNSON CASSIDY



Plt. Sgt. Greg "Mac" Hassay "Mac" is the gruff and dedicated commander of the 1st, 2nd, and 3rd squads. He directs Hartsock and Baker to Carentan.

Pvt. Benjamin Leggett Leggett, dubbed "Bookworm" from Brooklyn, is the radio operator for 3rd Platoon.

Lt. Col. Robert Cole Capable leader of the 3rd Battalion, and later recipient of the Congressional Medal of Honour.

Col. Howard R. Johnson Commander of the 501st Parachute Infantry Regiment.

Lt. Col. Patrick Cassidy Cassidy is the commander of the 1st Battalion of the 502nd.

WEAPONS, VEHICLES, AND ENEMIES

U.S. INFANTRY WEAPONS



M1911 Semi-Automatic Pistol

This semi-automatic weapon, with a seven-round magazine, has an effective range of 80 feet. It has been the standard sidearm of choice with American soldiers since the early 1900s.



M1 Carbine Semi-Automatic Rifle

Smaller and lighter than the M1 Garand, the M1 Carbine has twice the capacity of a .45 and is accurate at distances of 600 feet. This .30 calibre shoulder weapon is effective for medium-range light infantry.



M1 Garand Semi-Automatic Rifle

The standard weapon of the U.S. infantry soldier, the M1 Garand is effective at up to 1,300 feet. It is a self-loading shoulder weapon with a clip capacity of eight .30 calibre rifle cartridges.



M1903 Bolt-Action Rifle

A bolt-action magazine rifle that can be individually loaded with five .30 calibre rounds, this was the Standard U.S. rifle until 1936. This scope-mounted version is primarily used by snipers with deadly accuracy.



M1A1 Submachine Gun

Popularly called the Tommy Gun, this fully automatic weapon fires between 600 and 700 .45 calibre rounds per minute from a 20-round magazine. It is mainly used at close-range. Soldiers carry magazine pouches with three magazines or wear ammo vests that can hold eight.



M1918 Browning Automatic Rifle (BAR)

Effective at up to 1,800 feet, the BAR is fired from the shoulder or hip in bursts for accuracy. This heavy infantry weapon fires up to 450 .30 calibre rounds per minute and requires specialised training to use.



M3A1 Submachine Gun

Referred to as the "grease gun", this weapon could be manufactured more quickly than the Thompson, which was in short supply. The grease gun can fire 300 .45 calibre rounds per minute, and has a capacity of 30 rounds and effective range of about 160 feet.

A1 Mark II Fragmentation Grenade

With a killing radius of 15 to 30 feet, the "pineapple" contains an explosive charge designed to break the metal body into fragments upon detonation, which occurs four seconds after safety pin removal. They are often thrown less than 100 feet.

EXPLOSIVE DEVICES

During specific chapters in Brothers In Arms: Earned In Blood, 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 message appear onscreen at the point where you need to place your explosive charge. When you see this happen, press and hold the use button (default button is the X button) until Hartsock 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.

VEHICLES

There are a number of Allied and German vehicles in Brothers In Arms: Earned In Blood that can be found throughout the various missions. Two of these, at various points in the game, will be attached to your command, and you have the ability to command them in battle in a similar fashion to how you command your infantry teams. Like your infantry teams, tanks will follow your orders, and will automatically defend themselves and open fire on enemies they encounter.

MOUNTED MACHINE GUNS

During the course of the game, Hartsock's team will encounter various mounted machine guns, such as the MG-42. These powerful weapons pose a dangerous challenge when manned by enemies or a helpful advantage when used by Hartsock and his squad.

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-armour explosive devices, but the exact details of those weapons is currently unknown.



ENEMY TROOPS



CONSCRIPTS

The main enemy force in Normandy and other regions of occupied France. These minimally trained "volunteers" from more than seven countries gain time for German infantry and mobile troops to arrive and repel invading forces.



INFANTRY

Steady, well-trained troops and ferocious defenders, each nine-man squad of the German 91st Infantry Division contains an NCO, five-man rifle element, and three-man light machine gun team. The core of the German infantry forces.



PANZERGRENADIERS

Highly trained mechanised infantry soldiers - able to successfully combine the actions of infantry, armour, and artillery into a combined fighting force. The most firepower and greatest mobility of any German force in Normandy.



FALLSCHIRMJÄGER

Elite of the German infantry, armed with the newest and best weapons in the German army. Fallschirmjäger squads are similar in size to the standard German infantry, but have two extra men carrying a light machine gun. They use tanks, assault guns, and anti-tank guns.

Brothers In Arms: Earned In Blood

Executive Producer
Randy Pitchford

Director
Brian Martel

Producer
Mike Wardwell

Task Force Champion
Stephen Bahl

Technical Producer
Sean Reardon

Associate Producer & Localization
Simon Hurley

Writer & Cinematic Director
Mike Neumann

Military Advisor & Historian
Col. John Antal, US Army (Ret.)

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Shannon Dees & Jennifer Burris

3D Character Artist
Nathan Reinhardt

Lead Weapon Artist
Stephen Bahl

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Additional Art & Effects
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Lead Animator & Motion Capture Talent:
Josh Rearick

Animation
James Houchen & Landon Montgomery

Lead Programmer
Patrick Deupree

Game & Platform Programming
Jeff Broome, Nick Chinnici, Ryan Conlon, Patrick Deupree, Charles Kostick, Sean Reardon, Scott Velasquez

Network & Audio Programming
Scott Velasquez

AI Programming
Jeff Broome & Nick Chinnici

UI Programming
Charles Kostick

Additional Programming
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Green, Neil Johnson, Steve Jones, Stephen Palmer, Jimmy Sieben, Jeff Wofford

Additional Xbox Live Programming
Demiurge Studios

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Mike Wardwell

Lead Single Player Level Designer
Erik Doescher

Lead Multiplayer & Skirmish Level Designer
Patrick Blank

Single Player Level Design & Scripting
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Multiplayer Level Design
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Skirmish Level Design
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Technical Level Design
Dorian Gorski

Additional Level Design
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Human Resources Director
Simon Hurley

Office Manager
Angie Dietrich

PR & Marketing Director
Marc Tardif

Additional Marketing
John Antal

GDS Director
Stephen Palmer

Online Community Management
Allison Berryman & Scott Dudley

Applications Development
Scott Dudley, Fred Echols, Don Eubanks

Network & IT Support
Michael Athey & Ben Henry

Localization
Erik Avalos & Matthew Graham

SDK Producer & Level Design
Ben Nitschke

SDK Programming Support

Joshua Ridenhour & Ryan Sullivan

Demo Producer
Brian Burleson

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Erik Doescher & Michael Weber

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Audio Director & Producer
David McGarry

Audio Engineer
Mark Petty

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Dallas Audio Post Group

Voice Talent Direction
Jeff Kribs

Voice Talent
Troy Baker, Larry Brantley, Chad Cline, David Dennison, Sean Hennigan, Jonathan Herzog, Ryan Jewel, Neil Johnson, Jeff Kribs, Robert McCallum, David McGarry, Michael Neumann, J.D. Sanders, Jeffrey Schmidt, Ric Spiegel, Joel Watson, Sam Williamson

Orchestral Score Performed by
The Prague FILMharmonic Orchestra - Czech Republic

Score Composer
David McGarry

Score Conductor
Adam Klemens
Score Studio Technician
Cenek Kotzmann

Score Sound Engineer

John Timperley

Score Sessions Organizer
Petr Pycha

Score Reader
Milan Puklicky

Lip-Sync
Michael Acevedo, Allison Berryman, John Burris, Paul Carman, Igor Geyfman, Bryan Hrnecir, Jeffrey Mahmoudi, Christopher Spencer, Tatum Tippet
QA Director
Evan Birkby

QA Manager
Michael Weber

QA Leads
Ben Nitschke & Justin Miller

Sr. QA Testers
Steven Boaman & Curtis Hart

QA Engineers
Joshua Ridenhour & Ryan Sullivan

QA Testers
Erik Avalos, David Bullen, John Burris, Jason Carlson, Paul Carman, Sean Center, Edmund Chang, Philip Chapman, Brian Cope, Chris Ehling, Igor Geyfman, James Glenn, Matthew Graham, Amanda Harris, James Hood, Bryan Hrnecir, Jeffrey Mahmoudi, Casey McLaughlin, Mike McVay, Robert Melzer, Christopher Spencer, Troy Tavis, Tatum Tippet, Erik Van Houten, Chanda Walker, Jan Zegan

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

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If for any reason you do not find the answer to your question, you can click on the "Ask a question" link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system

and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding Bank Holidays) on Telephone: 0905-482-0109 Calls cost 30p per minute.

Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline 1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips

Telephone Number: 0906 643 0200, available hours 9.00 am until 7.00 pm

Monday – Friday (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill before making the call.

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