

# BROTHERS

# ★ IN ARMS ★

# EARNED IN BLOOD

TM



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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*this book belongs to:*

*lieut. S.L.A. Marshall, Inf.  
History Branch, 6-2, W 065  
Washington, D.C.*

*and should be returned to:*

*lieut. Col. S.L.A. Marshall, Inf.  
H.Q. ETOUSA, United States Army*

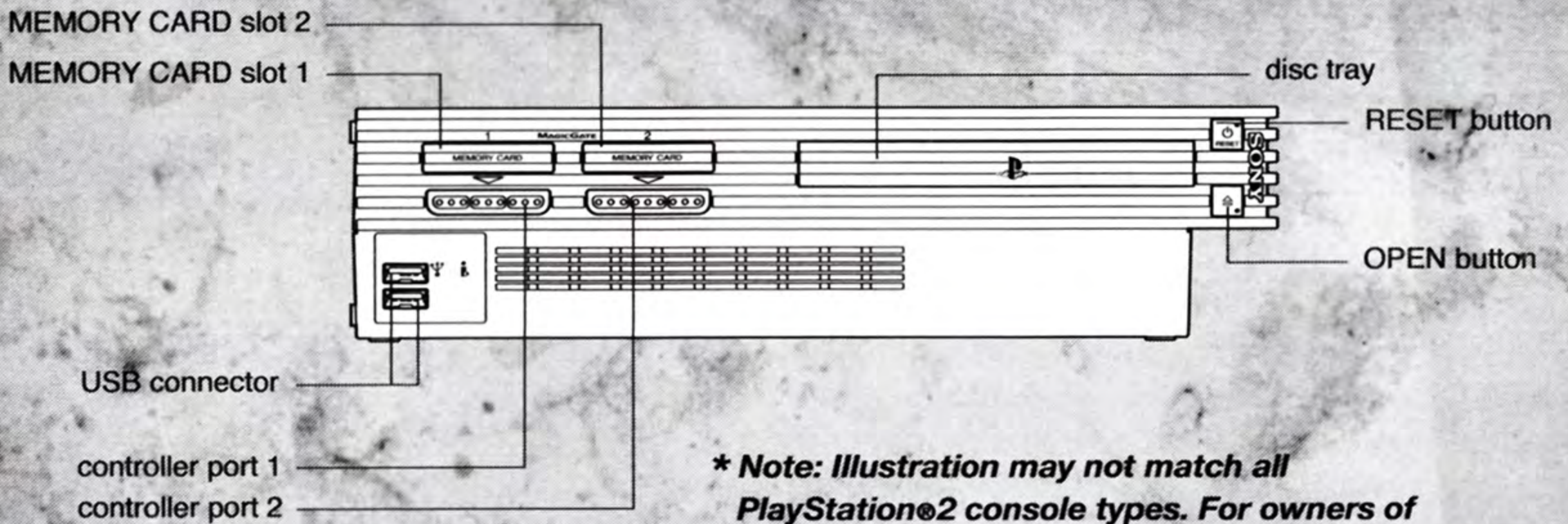
This narrative was begun on 11 July 1944 and the last work was done on 29 July, at which time the HO began work on 82nd's operation. The narrative is not complete. As much was done as was possible in the time available, the HO getting no assistance in the work. The notes do cover in main the principal operations of most of the parachute rgts, including the drop and assembly details of 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 nit action from the study of a parachute bn during any 72 hrs than from an average line bn in a month of fighting.

SLAMarshall

## 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.**

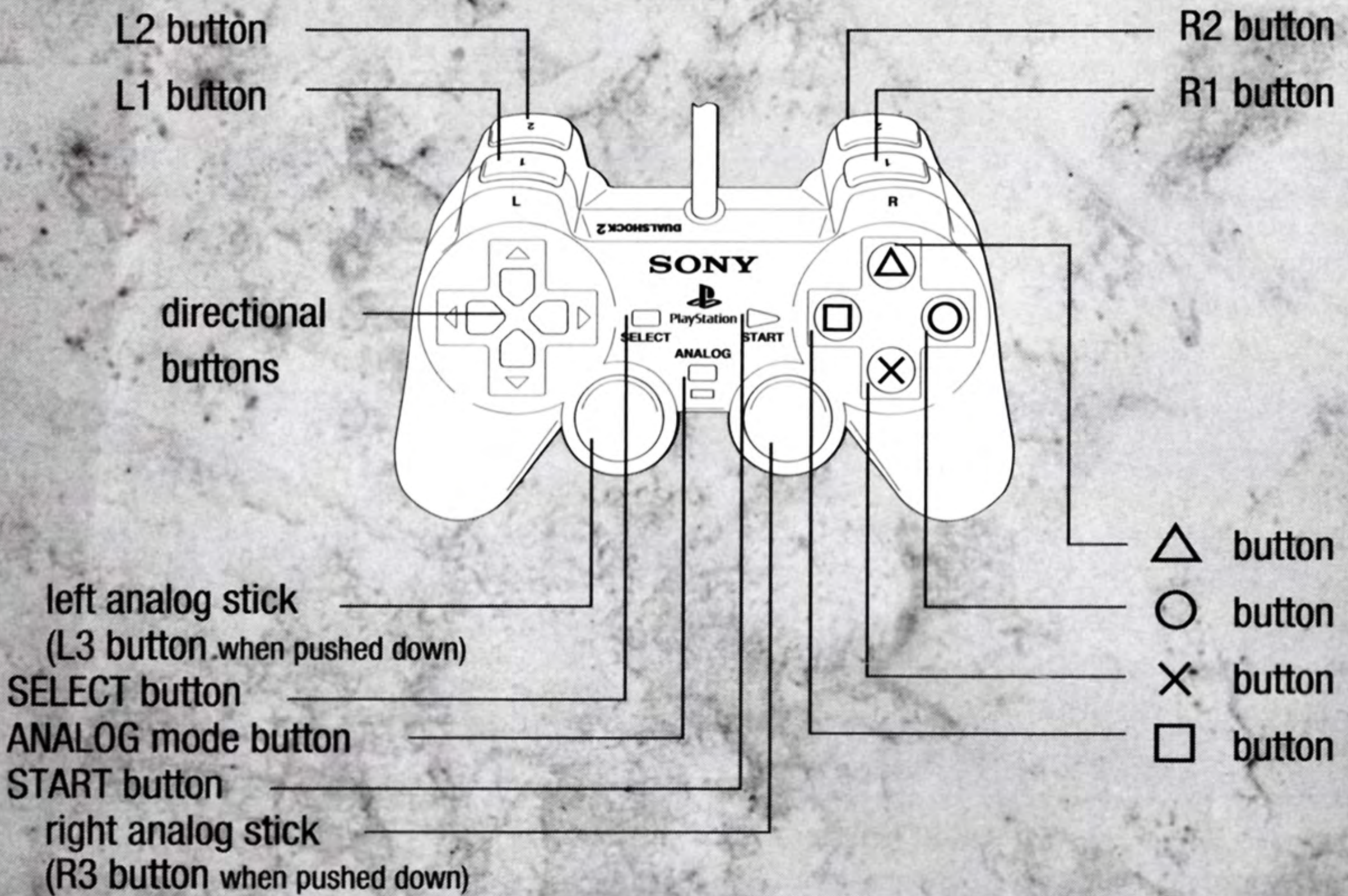
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Brothers In Arms Earned In Blood 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 or any memory card (8MB) (for PlayStation®2) containing previously saved games.

## STARTING UP

### DUALSHOCK<sup>®</sup>2 ANALOG CONTROLLER CONFIGURATIONS



#### BASIC MENU CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the **X** button to select a button, go to the next screen, or change the current option.
- Within any submenu, press the **△** 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

<b>X</b> button:	Jump/action	<b>START</b> button:	Pause menu
<b>○</b> button:	Melee	<b>L3</b> button:	Crouch (toggle)
<b>□</b> button:	Reload	<b>R1</b> button:	Fire weapon
<b>△</b> button:	Throw grenade	<b>R2</b> button:	Switch weapon
<b>SELECT</b> button:	Situational Awareness mode	<b>R3</b> button:	Zoom weapon (toggle)
		<b>right analog stick:</b>	Turn/aim
		<b>left analog stick:</b>	Move/strafe

## **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 position

**L2 button:**  
Switch between fire and assault squads.

**down directional button:**  
Squad fall in

**up directional button:**  
Squad fall out

## **Situational Awareness Mode**

**left/right directional button:**  
Cycle targets

**R3 button:**  
Zoom on target (toggle)

**left analog stick:**  
Rotate/tilt camera on target

## **SETTING UP FOR ONLINE PLAY**

Brothers In Arms Earned In Blood online play functions only through a broadband (DSL or cable modem) connection.

### **NETWORK CONFIGURATION**

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, which is included with your Network Adaptor (Ethernet/modem)(for PlayStation®2).

### **NETWORK ADAPTOR (ETHERNET/MODEM)(FOR PLAYSTATION®2)**

A Network Adaptor (for PlayStation®2) is required to play online. Install the Network Adaptor (for PlayStation®2) according to the instructions in its Instruction Manual.

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

Ports 3658, 6779, 7777, and numbers 10070 to 10080 are used (in UDP protocol) for the game. Ports 40000 to 42999, 6667, 6668, 62672 to 62676, and 54325 to 54329 are used (in TCP protocol) for connection to ubi.com. Ports 41006, 4400, and numbers 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:

- Ensure that your console is correctly switched on.
- Check that the Network Adaptor (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.

## **USB HEADSET (OPTIONAL)**

The USB headset allows you to chat with opponents and teammates and talk to all the players in the game session in the session lobby. This is an optional feature and is not required to enjoy the game.

The USB headset connects to either of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing up, insert the cable into one of the USB connectors. Set up your PlayStation®2 system to connect over the Internet.

## **QUICK-START GUIDE**

### **STARTING A SINGLE-PLAYER CAMPAIGN**

- Create a new profile.
- Select Story, then New Game.
- Choose a difficulty setting (Easy, Normal, Difficult, or Authentic) to start the campaign. The default difficulty setting is Normal.

**Note:** While playing, you will see a "Quick Saving" message appear. This indicates that the game is saving to the console's internal memory, but not to the memory card (8MB)(for PlayStation®2). A manual save is still required if you wish to save game data to the memory card (8MB)(for PlayStation®2).

### **STARTING A SPLIT-SCREEN MULTIPLAYER OR SKIRMISH GAME**

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

### **STARTING A MULTIPLAYER OR SKIRMISH GAME ON UBI.COM**

- Select Multiplayer or Skirmish from the Main Menu.
- Select Play Online.
- Select your network configuration (see the "Setting Up for Online Play" section for more details).
- Select your ubi.com™ account or create an account if you don't have one.
- Select a lobby to join or create a game.

## INTRODUCTION

When playing *Brothers In Arms Earned In Blood*, you step into the boots of Sgt. Joe "Red" Hartsock, the new leader of 2nd Squad, and spearhead the D-Day invasion by jumping 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 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.

## PLAYING BROTHERS IN ARMS EARNED IN BLOOD

### MAIN MENU

The Main Menu will appear once the introductory sequence has played. The Main Menu consists of the following options:

**Story:** Choose this option to begin a new single-player game, continue your previous campaign from your last saved game, or load a previously completed level.

**Skirmish:** Choose this option to begin a Solo or Split-Screen Skirmish game, or an online game on [ubi.com](http://ubi.com).

**Multiplayer:** Choose this option to begin a Split-Screen game or an online game on [ubi.com](http://ubi.com).

**Options:** Choose this option to adjust your controller, 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 game on various levels of difficulty.

### STORY MENU

Select the Story menu to play a *Brothers In Arms Earned In Blood* single-player game. From here you can begin a new game, continue from your last played mission, or choose Chapters to replay a previously completed chapter.

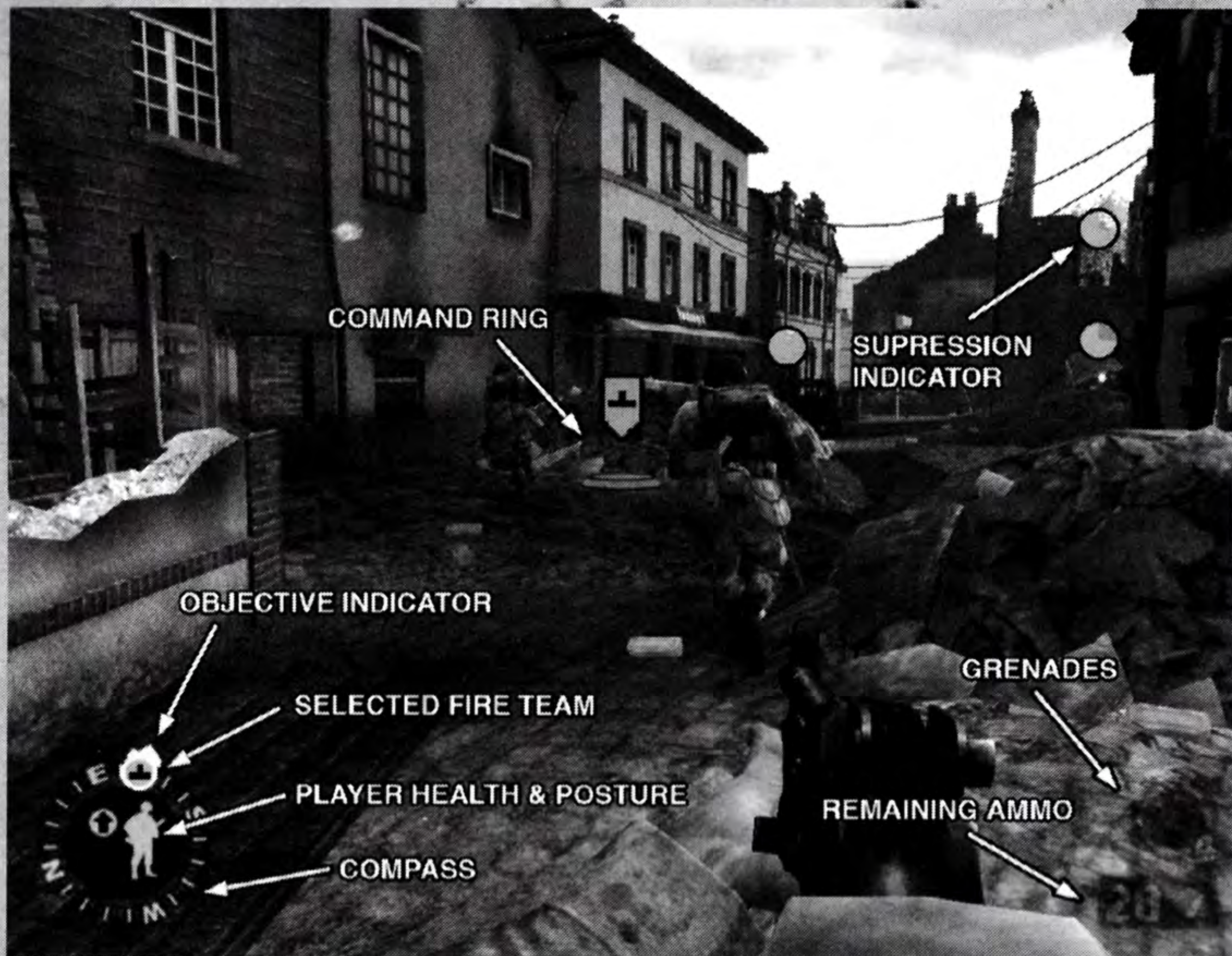
When starting a new game, you will have a choice of difficulty levels: Easy, Normal, Difficult, or Authentic. In Authentic mode, the difficulty is set very high, and suppression indicators are turned off by default to simulate battlefield conditions as authentically as possible.

### 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.



## 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 from the outer ring of the compass to inside.

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

**Remaining Ammo:** Shows the ammunition count in the weapon Hartsock is holding. Hartsock will automatically reload the weapon when it is out of ammo, and the total number of clips remaining will be displayed.

**Grenades:** Shows the number of grenades Hartsock is carrying.




**Command Ring:** Appears anytime Hartsock is commanding one of his squads or a tank (default is the L1 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 direct Hartsock through the world using the two analog sticks on the controller - by default, the right analog stick controls Hartsock's view, making him look up or down or turn left or right. The left analog stick moves Hartsock forward and backward, or strafes to the left or right.

To jump, press the Jump button (default is the  button). Pressing Crouch (default is the L3 button) causes Hartsock to crouch until the button is pressed again. Hartsock moves more slowly when crouching, but can take cover behind obstacles and present a smaller target to enemies.



## HEALTH



When Hartsock is hit by enemy fire, blood gets in his eyes, splashing from the direction from which the attack originated - this is crucial in determining enemy location. If Hartsock is grazed by a bullet or near miss, a white halo on the edge of the field of vision appears. 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 may take a moment for his balance and eyesight to return to normal when he stands up.

## AMMUNITION

Hartsock can carry two weapons, five grenades, and explosives. Switch weapons by pressing the Switch Weapon button (default is the R2 button). He can throw grenades at any time by pressing the Grenade button (default is the  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 Allied and German weapons and ammunition that Hartsock can acquire. To pick up a weapon, walk over it and hold the Use button (default is the  button) to switch it with the weapon you currently have equipped. Each weapon uses specific ammunition, though some weapons share ammo types (see the U.S. Infantry Weapons and Enemy Weapons sections for more info). To pick up ammo, walk over them and Hartsock will automatically pick them up (Hartsock will only pick up ammunition that works with the weapon he is carrying).

Remember that specific weapons are sometimes necessary to complete specific missions - manage your weapons carefully.

## SQUAD COMMAND SYSTEM



**Fire Team**



**Assault Team**



**Tank**

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.

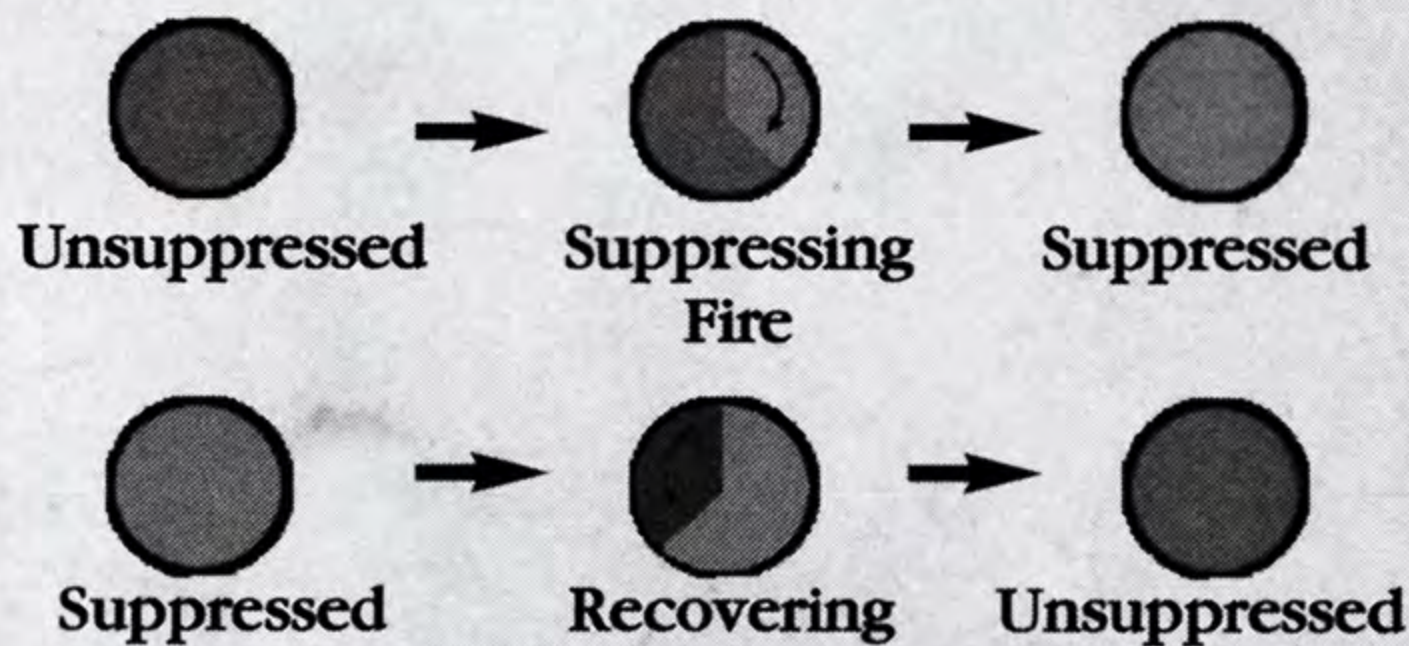
- **To command a team or tank:** Press the Team Selector button to toggle between the two squads (default is the left/right directional button). Push the Command button (default is the L1 button) and the command ring appears on the ground in front of Hartsock. Use the right analog stick to move the command ring to the objective.
- **To move the team:** Place the command ring appropriately, then release the Command button.
- **To command the team to attack:** Direct the command ring to the enemy; when the ring disappears and the command ring turns into a red target over the enemy, release the Command button.
- **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 (default is the R1 button).

You can also command a team to follow Hartsock by pressing the "fall in" button (default is the down directional button). The team will now surround Hartsock, 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, Hartsock will make the corresponding hand signal to direct his squad.

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.

## ENEMY SUPPRESSION

When Hartsock and his squad engage a team of enemies, you will see a suppression indicator above the center of the enemy unit. It will appear red at first, but gradually turn gray as the enemy is fired upon. With enough fire directed at the unit, the indicator will turn completely gray - 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 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 between Hartsock, his team members, the chapter objectives, and any enemy forces that have been spotted (use the left and right directional buttons to change focus). The enemy forces will only appear in Situational Awareness View 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 the R3 button) and 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.

# SKIRMISH AND MULTIPLAYER CONFIGURATION

## **MULTIPLAYER MENU**

When playing a Brothers In Arms Earned In Blood multiplayer game, you can play Split-Screen on a single console, or play against opponents online through ubi.com.

### **User Profiles**

Before playing 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 or Skirmish 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 there are two DUALSHOCK®2 analog controllers inserted.

## **PLAY ONLINE AT UBI.COM**

Before accessing the general ubi.com menu, you must select a network selection. Confirm your choice with **X** 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 be the new squad leader, and take over playing that soldier.



## MULTIPLAYER IN-GAME INTERFACE (HUD)

During 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 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 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.

**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.)

## PLAYING SKIRMISH GAMES

Skirmish can be played solo or cooperatively with another player using Split-Screen on a single console. Skirmish can also be played online at [ubi.com](http://ubi.com). 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, Play Online, or Split-Screen). After configuring your game type, you will be able to set the options for your game. Pick your side (Allied or German), your player or team (Assault or Fire Team), then select your map, 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. Rank is determined by time left over after completion.

**Defense:** 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 five Allied or German missions with one life and one squad, and unlock the next tour of duty 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 customize your enemy's ratings of the following:

**Accuracy:** Customize how accurately the enemy fires on you and your squad.

**Tactics:** Customize how much movement the enemy makes on the field and their likelihood to make aggressive maneuvers.

**Suppression:** Customize how much weapon fire is required to keep the enemy's head down.

|| RED || HARTSOCK



### SGT. JOE "RED" HARTSOCK

A family man from Laramie, Wyoming, Hartsock is promoted into the position of squad leader for the loss-heavy 2nd 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

### LT. 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 Hartsock's superior until Hartsock becomes the sergeant for 2nd Squad; he continues to act in a position of leadership after his fellow soldier'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.





## 1ST SQUAD

CAMPBELL

### Pvt. Jacob Campbell

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.

MCCONNELL

### Pvt. Derrick McConnell

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



PADDOCK



## 2ND SQUAD

### Pvt. Franklin Paddock

Paddock hails from Kansas. Despite being somewhat arrogant and reckless, he is the capable and courageous assault team leader for 2nd 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.

Through 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 Corrion**

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 gotten the promotion to 2nd Squad over Hartsock.

ALLEN & GARNETT

**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.



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 Honor.

**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 caliber shoulder weapon is effective for medium-range light infantry.



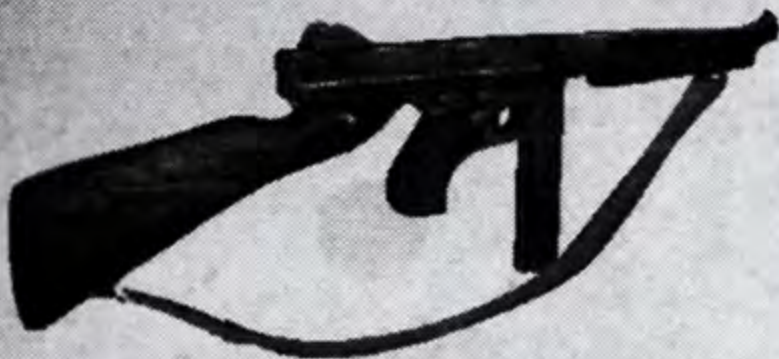
### **M1 Garand Semi-Automatic Rifle**

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 caliber rifle cartridges.



### **M1903 Bolt-Action Rifle**

A bolt-action magazine rifle that can be individually loaded with five .30 caliber 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 caliber 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 caliber rounds per minute and requires specialized 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 caliber 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 on-screen at the point where you need to place your explosive charge. When you see this, press and hold the Use button (default button is the  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*, which 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 MG42. These powerful weapons pose a dangerous challenge when manned by enemies or a helpful advantage when utilized 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-armor 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 mechanized infantry soldiers - able to successfully combine the actions of infantry, armor, 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 utilize tanks, assault guns, and anti-tank guns.

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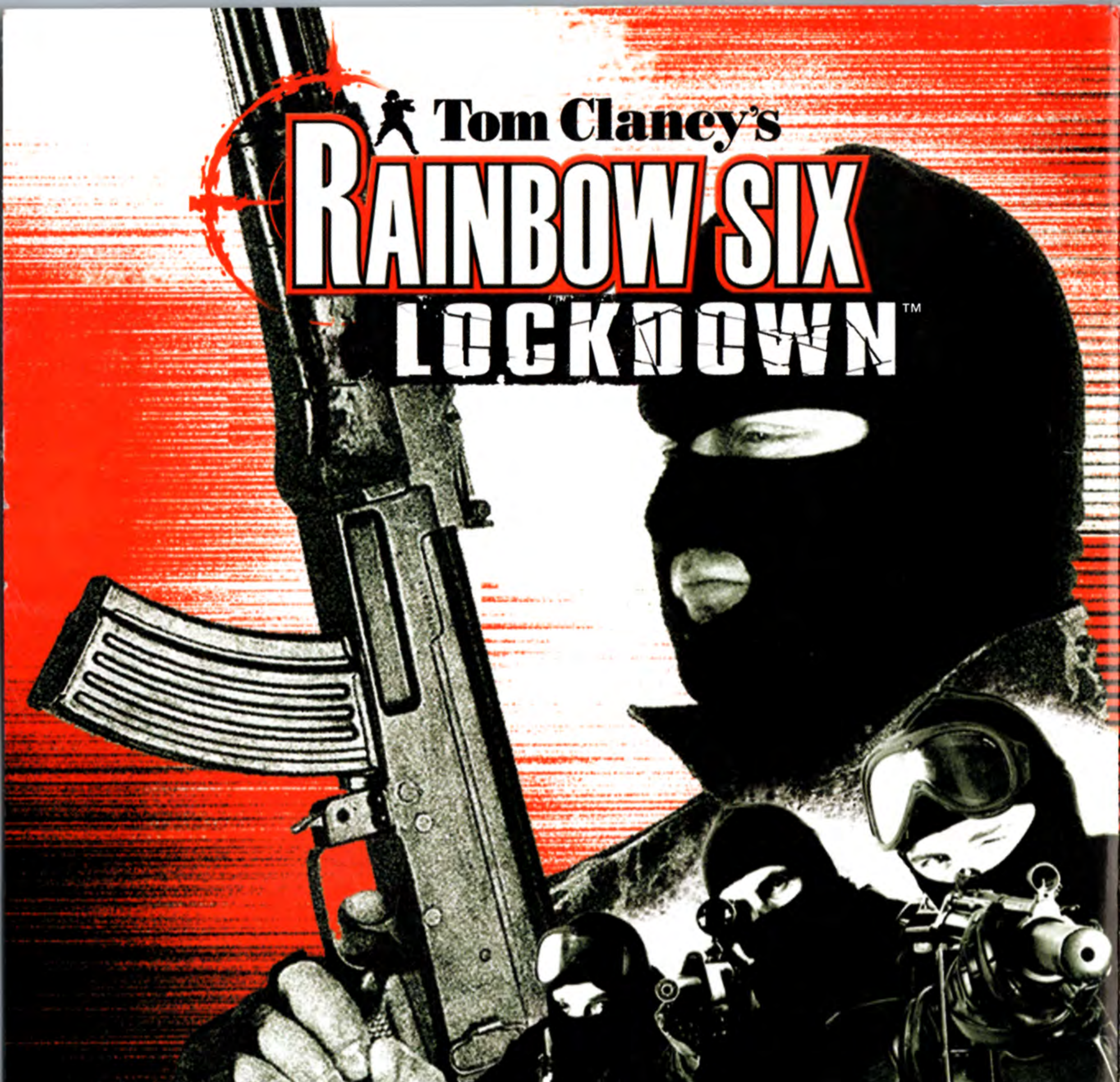
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