

PRIMA'S OFFICIAL STRATEGY GUIDE

NINTENDO
GAMECUBE™

PlayStation®2

XBOX™

MULTIPLAYER TACTICS

MEDAL OF HONOR FRONTLINE™



primagames.com®



This game has received the rating above from the ESRB

A NEEDLE IN A HAYSTACK

ROUGH LANDING

MISSION OBJECTIVES

- ▣ Protect Corporal Barnes as He Destroys Tanks
- ▣ Find Kerosene
- ▣ Protect Corporal Barnes as He Destroys Tanks (Continued)
- ▣ Create Distraction to Open City Gates

WEAPONS

- ▣ Colt .45
- ▣ M1 Garand
- ▣ Thompson SMG

PROTECT CORPORAL BARNES AS HE DESTROYS TANKS



After the paratroop drop, you meet with Barnes, who heads down the road after a brief introduction. A fellow paratrooper has his chute caught on a windmill blade. He implores you to help him, but a Nazi bullet seals his fate. Approach the house on the left and shoot the German officer who is terrorizing a civilian.




As you approach the house, you receive fire from down the road. Also, if you don't quickly kill the German officer in the house, he will start shooting. Pause to the right of the car and use your sniper rifle to take out the three German soldiers lying in ambush around the bend in the road. As you advance, several German soldiers move in and start firing. Switch to your Thompson because the Springfield takes too long to aim, shoot, and reload. Barnes will help, but fire quickly to keep him from taking too much punishment. Remember, he must survive long enough to take out the five tanks.

Another trio of German soldiers waits around the next bend, so proceed with caution. As the road turns toward the windmill, you encounter enemy soldiers near the haystacks, in front of the fence, and down the road by the rock wall. Take them out from long range and continue down the road.



The first tank is ahead and to the right, guarded by three soldiers (actually two, because one of them runs away when you start firing). After you kill the two guards, Barnes places his charge at the back of the truck. For a quick kill, shoot the red gas can when the German soldiers are near it. In addition to dispatching the guards, avoid the tank's main gun, which can kill you with just a couple of hits.

Watch the turret. When it starts swinging towards you, get out of sight (don't just duck behind the tree). After the tank blows, look for the third German soldier as he shoots at you from a distance. Keep track of him or he could put an early end to the mission. Check out the lean-to for a Medicinal Canteen and Thompson rounds.



CAUTION – Barnes and Langteau do not immediately engage the enemy at times, so carefully plan your attacks.



While the first tank smolders, continue down the road and across the bridge, where you meet with another Airborne soldier, Langteau. He's waiting under a lean-to on the left, so don't shoot him. Pick up 20 rounds of Thompson ammo and five Grenades. Continue north and your two buddies follow you.



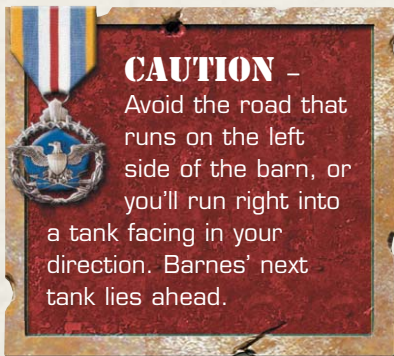
Resume your course around the winding road, which brings you to a bridge guarded by a lone German soldier. You can take him out quickly, but he's not alone. As you advance toward the bridge, another German soldier starts firing, and by the time you are mid-span, several more join in from the right. Switch to the Thompson and engage the enemy on both sides of the road. Work quickly, because Barnes and Langteau receive heavy fire

as they run ahead into the village. You know they've secured the village when Barnes announces his intent to go for the second tank.

FIND KERSENE



The path winds through the hills and reaches a large clearing where a German officer harasses a farmer. Take the officer out, along with his two buddies, and continue to the northeast toward a covered bridge. Langteau and Barnes scurry ahead, so don't delay, because more Germans await you all on the other side.



As you approach the bridge, note the thick black smoke rising on the other side. Move slowly across the bridge and you hear the

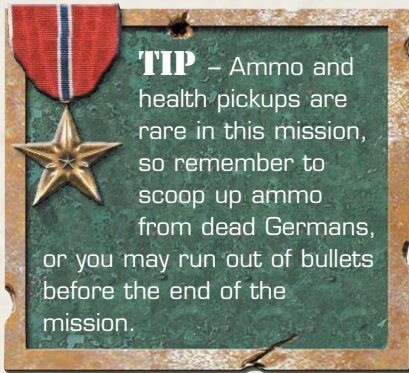


sound of a crackling fire. Four German soldiers take a break from the action, but they respond to your movement and rush the bridge. Fortunately, you can stay hidden on the left side and pick them off as they run to the bridge. Walk to the left side of the fire and pick up the Kerosene.

PROTECT CORPORAL BARNES AS HE DESTROYS TANKS (CONTINUED)



The path leads into a clearing, and a lone sniper starts firing. He proves elusive, especially when he starts rolling around on the ground, but you can take him out with your Springfield. Stay on the left side of the path and edge very slowly toward the field until you see a wooden box and a gas can to the left. Do not move out any further or the tank will pulverize you. Shoot the gas can to cause an explosion that kills a second German soldier. Now the tank knows your location and you receive a hit. Stay back and look for a third sniper in the field. Destroy him and race onto the field and bear to the right as Barnes rushes the tank. This action unfolds very quickly, so eliminate all three soldiers *before* Barnes runs to the tank, or they'll cut him down. After the third tank explodes, scour the area for health pickups: you probably need them.



Leave the clearing and continue along the path, where you encounter a group of three Germans. Use your Thompson or lob a Grenade to take them out: they are too close for your rifle. Load your Springfield as you approach the next clearing, where you eliminate no fewer than six deadly snipers. Stay within the protection of the path until all six German soldiers are dead!



Now for the tank. Edge out on the left, just far enough to target a German sniper sprawled in front of the tank hidden inside a building. It's almost impossible to hit the sniper, so aim for the fuel can instead. After you ice the sniper, run out past the building to provide cover for Barnes as he advances to the fourth tank. After the explosion, pick up the ammo and Medical Kit in the garage. Look for another Medicinal Canteen on the hill to the right.

Continue along the path and pick up the ammo near the haystacks on the left. As the path turns toward the north, you see a windmill. If you get there first, you'll run into a sniper on the ledge. However, if you hang back to forage, Barnes and Langteau will probably take care of him and two other German soldiers. Continue along the path until you see the edge of a brown house on the left side of the road. Stop, and target the first two German soldiers from a distance.



The fighting gets heavy in a hurry, as six more German soldiers join the fray. You have stumbled on a Nebelwurfer (rocket launcher) site, and the Germans do not want to give it up. Target the gas cans near the Nebelwurfer

to take out multiple enemies. Keep firing and stay close to Barnes and Langteau as they advance. They've landed in the thick of things, and you don't want to lose them now. As you move closer, you see the tank off to the right, but this time Barnes does not set a charge. You must man the Nebelwurfer and press the Action button to launch a salvo at the tank. One more to go.

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Follow the winding path until you come to a large clearing: a mortar field. Wait for Barnes to make the first move and then follow him around the perimeter of the field to avoid the mortar fire. Return fire as you move, but stay behind Barnes or you risk getting blown up. The last tank is up ahead—with German soldiers around it.

Keep following Barnes around the buildings, pausing only to pick up a Medical Kit and assorted ammo. Continue to the right of the haystacks and you see the last tank, along with more German soldiers. Unfortunately, the tank commander also sees you.



When the tank starts firing, run back around the left side of the house and target the fuel can and drum near the rear of the tank. The explosion should take care of the remaining soldiers. The mortar fire continues as Barnes moves in to blow up the fifth and final tank. As the tank smolders, pick up two Medicinal Canteens and some ammo.

CREATE DISTRACTION TO OPEN CITY GATES



Continue along the path, dispatching one more German soldier along the way. When you reach the intersection, Barnes bids you farewell, and you continue north towards the windmill and your final objective.














Follow the path toward the windmill. There's a haystack to the right and a large brick building with a closed gate to the left. Approach the haystack and press the Action button to ignite it. This causes the outer doors of the building to swing open and four German soldiers charge out firing. Kill them and walk toward the inner gates to complete the mission.

THE GOLDEN LION

MISSION OBJECTIVES

-  Locate Tools to Sabotage Vehicles
-  Sabotage Motor Pool to Prevent Pursuit
-  Meet Operative at Garage
-  Get an Officer's Uniform
-  Meet Contact in Golden Lion Bar

WEAPONS

-  Silenced Pistol
-  Springfield Sniper Rifle
-  Thompson SMG
-  Mark II Grenades

LOCATE TOOLS TO SABOTAGE VEHICLES



Grab a Grenade and edge up along the brick wall on your right until you see two German soldiers near an MG-42. Toss the Grenade, wait for it to blow up, and then leap behind the machine gun. Swing it over to the right and wait for several German soldiers to wander into your line of fire. After killing them, swing the gun to the left to target two more soldiers. When all falls quiet, race into the street to collect the ammo and Medicinal Canteen, but watch out for stragglers lurking around the house on either side.

When the shooting stops, follow the wall to the right, and turn right onto the next street to collect a Medical Kit and ammo. Exit this area to the right and edge along the right-hand wall until you reach the corner. Two soldiers wait in the courtyard to your right. You can target the first one from afar with your Springfield, or toss a Grenade over the wall. Then grab your Thompson, crouch down, and approach the opening until you draw out the second soldier. Enter the courtyard and pick up the ammo and Medicinal Canteen.

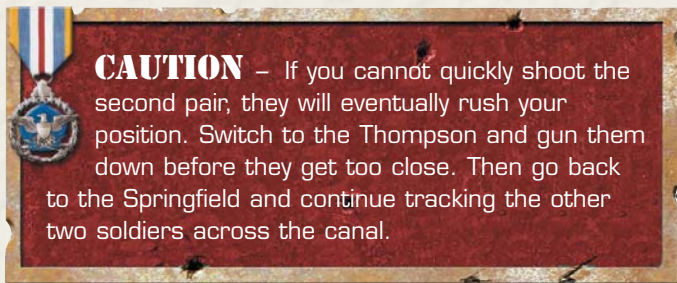


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Move north toward the canal with your Springfield loaded and ready. Bear to the left, behind the garbage cans, and look for the lone sentry on the other side. Take him out, cross over to the other side, and look across the canal to your left, where you find a pair of soldiers. Run to the left side and inch forward, looking across the canal to your right—there are two more soldiers, both stationary (one is well hidden behind a fence).



Move forward and look to your left for a rooftop sniper positioned behind the bridge. He sees you before you see him, so quickly squeeze off a shot. You complete your first sweep of the canal. Collect the ammo and proceed to the bridge.



Cross the bridge and turn to your right, walking to the barrier where you find some Grenades and a Medicinal Canteen. Avoid blasting the crates and barrels—there's nothing inside. Turn around and walk almost to the other end of the sidewalk, turning right into a narrow courtyard at the Meubel's sign. As you advance through the courtyard to the north, note the alarm on the left-hand wall up ahead. When the shooting starts, disable this alarm to secure the courtyard and prevent the Germans from overrunning your position.



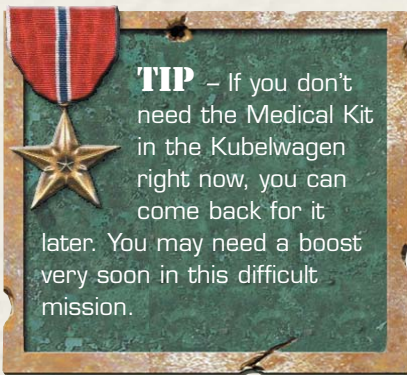
Grab a Grenade and ease your way into the courtyard. When you see the truck, lob several Grenades from right to left, with the last one in the vicinity of the alarm. You may need to take out the survivor with your Springfield. After you deal with everyone, collect the ammo in the courtyard and open the hood of the Kubelwagen to access a Medical Kit.



Your next destination lies on the other side of the west gate (green double doors), but first check your original point of entry to the south. If you left anyone alive on the canal, he might appear as a sniper on the bridge. Proceed through the green doors and turn right to enter one of the few courtyards in this mission that aren't crawling with enemy soldiers. Open the toolbox on the table to retrieve the necessary tools for sabotaging vehicles.

Walk to the trunk of the Kubelwagen (that's where you'll find its engine), and press the Action button to snip the wires. Finally, open the car's hood to reveal Silenced Pistol bullets and a Medical Kit.

SABOTAGE MOTOR POOL TO PREVENT PURSUIT



Continue your mission in the adjacent courtyard where you sabotage three more vehicles. After you finish the last vehicle, you receive a message that the Resistance has been signaled. Now you must rendezvous with the operative.

MEET OPERATIVE AT GARAGE



Go back to the canal, where you travel eastbound to meet the operative. However, this isn't a stroll in the park. As you exit Meubel's to the left, watch for a guard walking in your direction. The actual number of soldiers you encounter along the way depends on how many you neutralized earlier. As you curve around and catch your first glimpse of the barbed-wire barrier, watch for a rifle sticking out on the left. Inch your way

forward until you can shoot your enemy with your Springfield. When you reach the intersection, turn left and look for a small door on the right.

Follow the path until it empties into a small yard. Open the door to meet the operative, Fox. He wants you to clear the area of Germans and sabotage the cars before he drives out in his truck. Pick up the ammo and Field Surgeon Pack on the other side of the truck before you venture out of the garage. Take the Grenades under the table.



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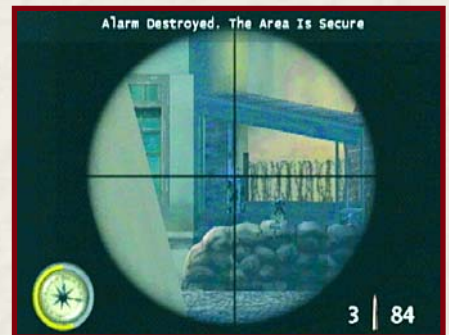


The enemy makes you look for them. Your first clear shot, a sentry, is at the top of the stairs across the street. Try to shoot him with the Springfield, but don't kick yourself if you miss what looks like a perfect head shot. The sentry drops out of sight and two other soldiers come running to the garage. Switch to your Thompson, crouch down to the right of the car, and shoot them when they arrive.

Stay within the safety of the garage until you even the odds a little. If you run out and back, the sniper on the stairs will pop his head up just long enough for you to blow it off. With the sniper out of the way, hug the buildings on the right and run across the courtyard to the alcove. Edge out with your Springfield and take out the soldier on the other side of the courtyard, right over the hood of the black car. After the shot, switch to the Thompson, back up a little, and get ready for another soldier who charges your position.



When the alarm goes off, all hell breaks loose. Back up and sweep your Springfield up to take out the rooftop sniper positioned above and to the right of the garage. When he goes down, look to the right for another sniper up high.



After another soldier rushes toward you, grab your Springfield and sneak up the stairs, staying in a crouch. That infernal alarm lies west of your position; you can take it out if you edge out far enough. By disabling the alarm you've secured the area, but don't start feeling too safe just yet.

NOTE – You more adventurous types can charge the alarm station, kill the guards up close, and then take over the MG-42 for a little target practice. However, it is considerably tougher to eliminate rooftop snipers with the heavy machine gun.



Go down the stairs and look for a sniper directly above the statue of a lion (look over the lion's left paw). Even though you haven't completely cleaned out the yard, you can still begin breaking cars. Sneak up to the black car and press the Action button when you get in front of the hood. Wreck the Kubelwagen next. One more car remains: another Kubelwagen on the west side of the courtyard.

If you need a health boost, run back to the garage and grab the Field Surgeon Pack next to the passenger side of the truck. Target another sniper in the small building to the left of the two cars you just sabotaged.



TIP – Low on ammo? Grab the Thompson and Silenced Pistol ammo from the disabled alarm post before boarding the truck.

Cross the courtyard to the final car. Put a fresh clip in the Thompson and scurry along the south side of the courtyard. When you reach the Kubelwagen, open its trunk to complete your work. You've officially disabled the motor pool. Run back to the garage and hop in the truck.



Fox smashes the truck through a roadblock, depositing you in the cathedral courtyard. This area has very little cover, and when you jump down from the truck, you are out in the open. Crouch down and shoot the sentry on the church steps. Enjoy this, your first and last easy shot.

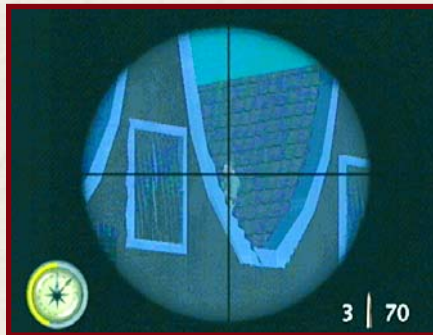


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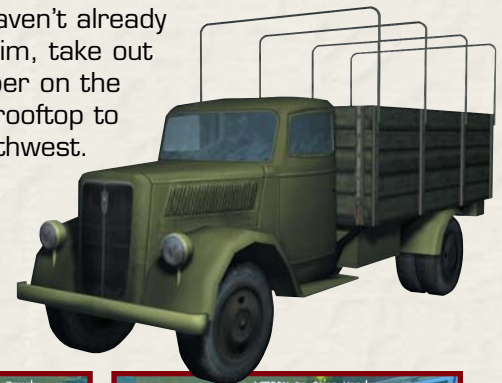
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Swing your Springfield to the north and target the alarm station. Move up, hugging the buildings on the left, until you have a clear view of the MG-42. Shoot three guards and then disable the alarm.




If you haven't already nailed him, take out the sniper on the gabled rooftop to the northwest.



The courtyard should be clear enough to disable the cars. Have your Thompson out and loaded in case a rogue guard rushes up as you clip wires. Remember to open the Kubelwagen's hood for Grenades, Thompson bullets, and a Medical Kit. Disable the last car, then run back to the truck and get ready for another wild ride.





TIP – Don't spend too much time in "scope" view when using your Springfield: you'll seriously limit your field of vision. Instead, find a covered spot or at the very least stay crouched. Sweep the area for movement, then turn on the scope and take out your target.



Next stop: the park, one of the toughest areas in this mission. You encounter four nasty guards, with only a truck for cover. Whirl around and shoot the guard behind you. There's an area under the back of the truck that looks like a perfect spot for shooting the remaining guards. Don't go there! You can fire from here, but your shots will never connect. Instead, back up and give yourself some room.

TIP – You may feel overwhelmed when several soldiers rush the truck. Use a Grenade to slow them down long enough for you to find a better position.



Finish with the park guards, then look for the sniper on the roof behind the truck. Back away from the courtyard far enough to see him. Lob several Grenades over the wooden gate to “soften up” your enemies. Remember this step or you will soon run into trouble. Once inside, keep moving; use your Grenades, especially in the northeast corner where several soldiers gather in and around the alcove. Clear this area, then rush into the alcove to gather ammo and a Field Surgeon Pack (you’ll need it!).



Edge around the corner and take out the last, persistent sniper on the roof to the south. When the shooting stops, run to the gate and remove the bar. Go back to the truck and let Fox drive you to the next location.

GET AN OFFICER’S UNIFORM



When you arrive in the Mermaid Plaza, go to the delivery truck in the south corner to retrieve a German officer’s uniform. Two soldiers guard the truck, and you must neutralize four other soldiers on the ground as well as three elevated snipers. Shoot the guard standing near the truck and then target his partner when he starts running. Swing your rifle to the east, where several soldiers stand clustered around the alarm station. Take them out and then target the sniper on the rooftop above. A second sniper lurks on a rooftop directly behind the mermaid statue.

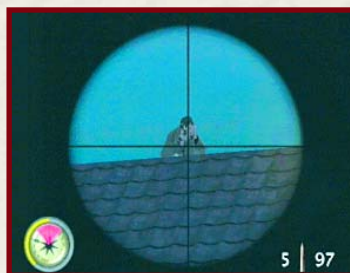
With the area clear, disable the alarm and gather the ammo and Field Surgeon Pack. Run to the delivery truck and snatch the uniform. The enemy fires as you run. One more sniper perches on a rooftop north of the mermaid statue. After grabbing the uniform, crouch down and move to the northwest corner of the square. Swing your Springfield up and eliminate the final sniper.





Disable the two vehicles, grab the supplies in the Kubelwagen, and head back to the truck. If you need to top off your health, scour the area for health pickups. You'll need every ounce of strength to survive the next checkpoint.

MEET CONTACT IN GOLDEN LION BAR



Fox drives the truck back over the canal bridge until a rocket hits it. In the first screen, you see the Panzerfaust moments before he fires (look to the left of the first lamp post). In the second screen, you see the smoke trail of the

rocket. When the truck comes to a rest, you find yourself very close to the railing. You have little time to locate and shoot the Panzerfaust while he reloads, so when you pop up, swing your gun left until you point due north. After taking out the Panzerfaust, swing your Springfield up and shoot the sniper on the roof.



After dispatching the soldiers on the other side of the wooden boxes with a few Grenades, pick up the Field Surgeon Pack and walk north. The last resistance between you and the Golden Lion: two snipers on your left, firing from across the canal as you approach the bridge. Cross the bridge and continue north until you reach a plaza. Walk into the Golden Lion.



As the door opens, you swap your gun for I.D. papers, which means you've donned the German officer's uniform. Walk over to the piano player and press the Action button to ask him to play a song. When he starts playing, the two guards leave their post at the stairs and move to the bar to hear the music. This allows you to walk up the stairs to the left of the bar.



Exit the door at the end of the hallway and walk up to the railing where you see three beers. Press the Action button repeatedly to knock all three beers off the railing. This angers one of the soldiers seated below, prompting a fight. When the two German officers start fighting each other downstairs, walk to the blue door and press the Action button to exit the bar and meet your contact, who tells you to hop into the truck and change your clothes. Your next destination: a private rally. The adventure continues.

OPERATION REPUNZEL

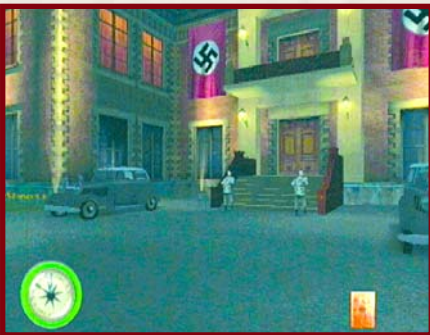
MISSION OBJECTIVES

- ▶ Find Kitchen Key Set
- ▶ Search the Paintings to Find Map
- ▶ Destroy Clocks to Find Documents
- ▶ Find Keys to Cell Door
- ▶ Locate Gerritt


WEAPONS

- ▶ Silenced Pistol
- ▶ STG-44
- ▶ Shotgun
- ▶ Mark II Grenades

FIND KITCHEN KEY SET



Your mission begins in front of Dorne Manor, where you are armed with nothing more than a fake I.D. and a Silenced Pistol. You can walk freely around the grounds without raising suspicion, so don't start popping soldiers until you get inside. As soon as you pass through the side door, your cover is blown, so there will be ample time to demonstrate your marksmanship.



CAUTION –
Don't take out your Silenced Pistol until you are inside the mansion. If the guards outside see your weapon, they will attack.



Shoot the guard in the entry area, pick up the shotgun on the crates in the northwest corner of the room, and then continue east down the hall, clearing out the wine cellar on the left.



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MEDAL OF HONOR FRONTLINE™

Prima's Official Strategy Guide

Mark Cohen
Steve Honeywell

Prima Games

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3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



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Product Development Manager: Jennifer Crotteau
Associate Product Manager: Christy L. Curtis
Project Editor: Carrie Ponseti and Teli Hernandez
Design & Layout: Bryan Neff, Damon Carlson, Jody Seltzer,
and Melissa Francis

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