

GAMER GUIDE

CALL OF DUTY:
MODERN WARFARE
3 EDITION



the need to know you didn't know you needed



WHAT IS IT?



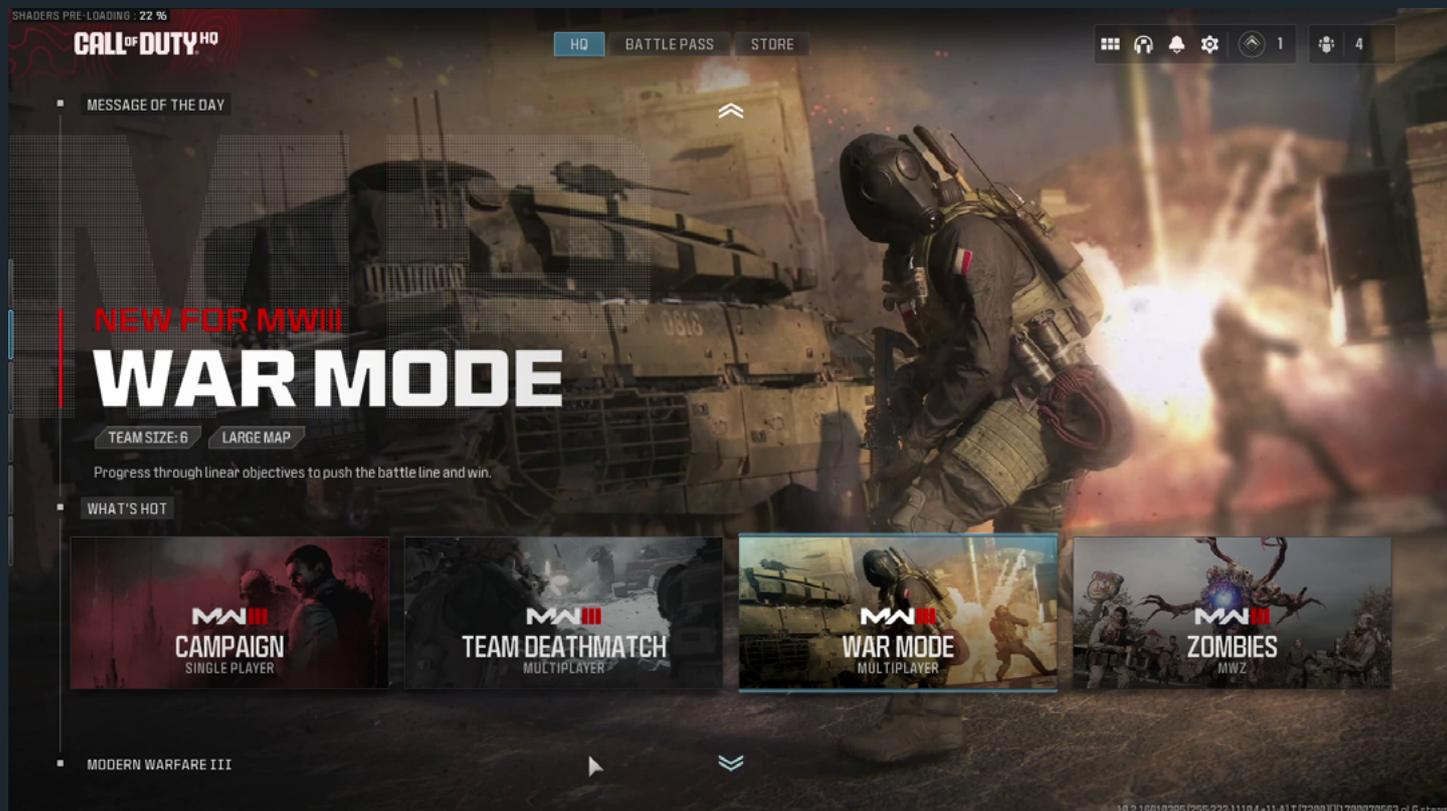
Released in November 2023, Call of Duty: Modern Warfare III (CoD:MW3), jointly developed by Infinity Ward and Sledgehammer Games and published by Activision, is a standout first-person shooter. As a direct sequel to the highly praised Modern Warfare II, it not only marks the third instalment in the rebooted Modern Warfare sub-series but also stands as the twentieth entry in the esteemed Call of Duty series. Playable on PlayStation 4, PlayStation 5, Windows, Xbox One, and Xbox Series X/S, the game maintains the realistic and modern setting of its predecessors while delivering a captivating narrative.



The storyline of CoD:MW3 follows Task Force 141's pursuit of Vladimir Makarov, a Russian ultranationalist and terrorist plotting a third World War. The multiplayer experience features remastered maps from Modern Warfare 2, with plans for at least 12 new maps post-launch. Additionally, the collaboration with Treyarch on the Zombies mode introduces an exciting open-world player versus environment experience.

BREAKDOWN THE BASICS

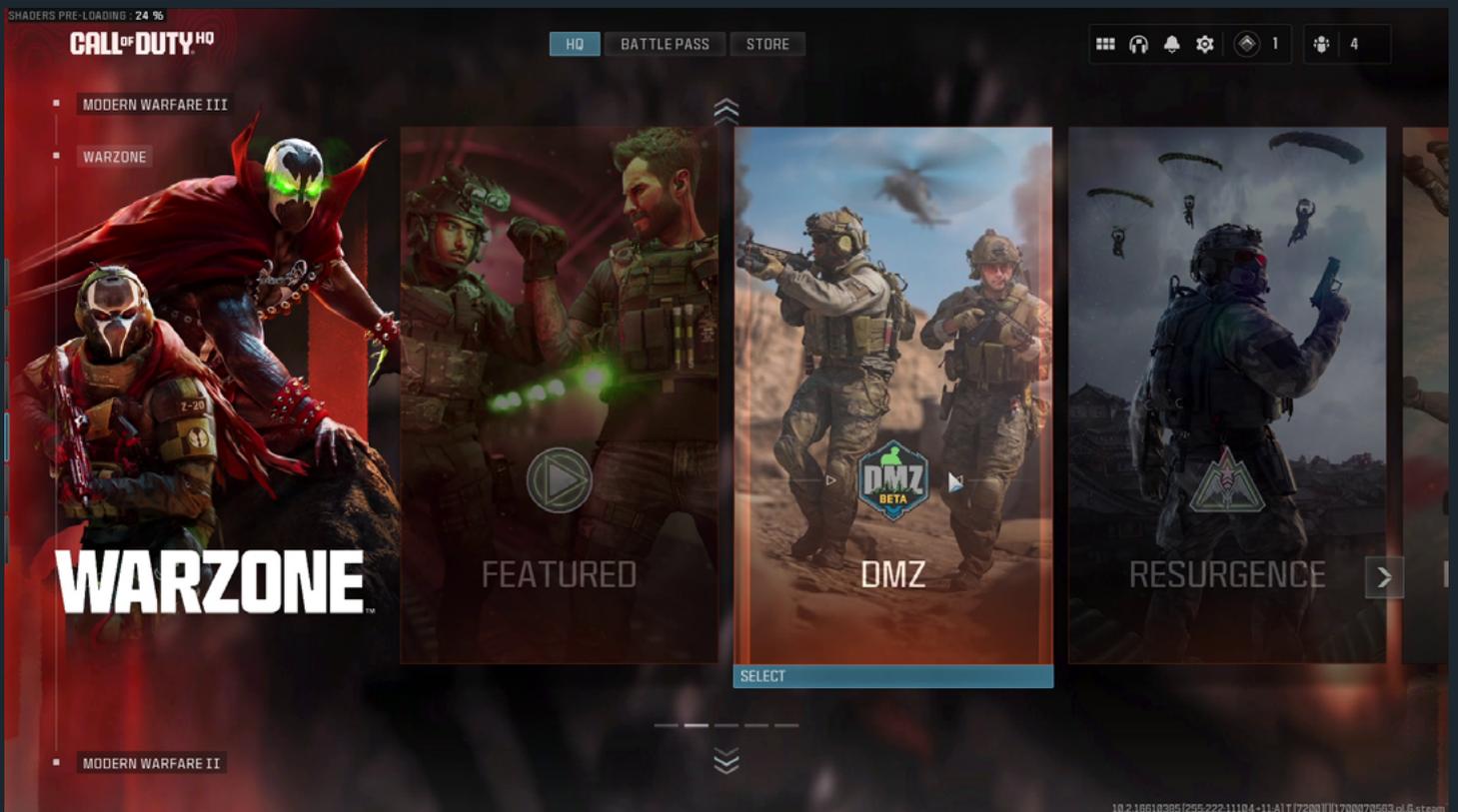
Mechanics



Modes & Playlists

CoD:MW3 features a variety of multiplayer modes alongside the single-player campaign, including returning classics like Team Deathmatch as well as some new modes:

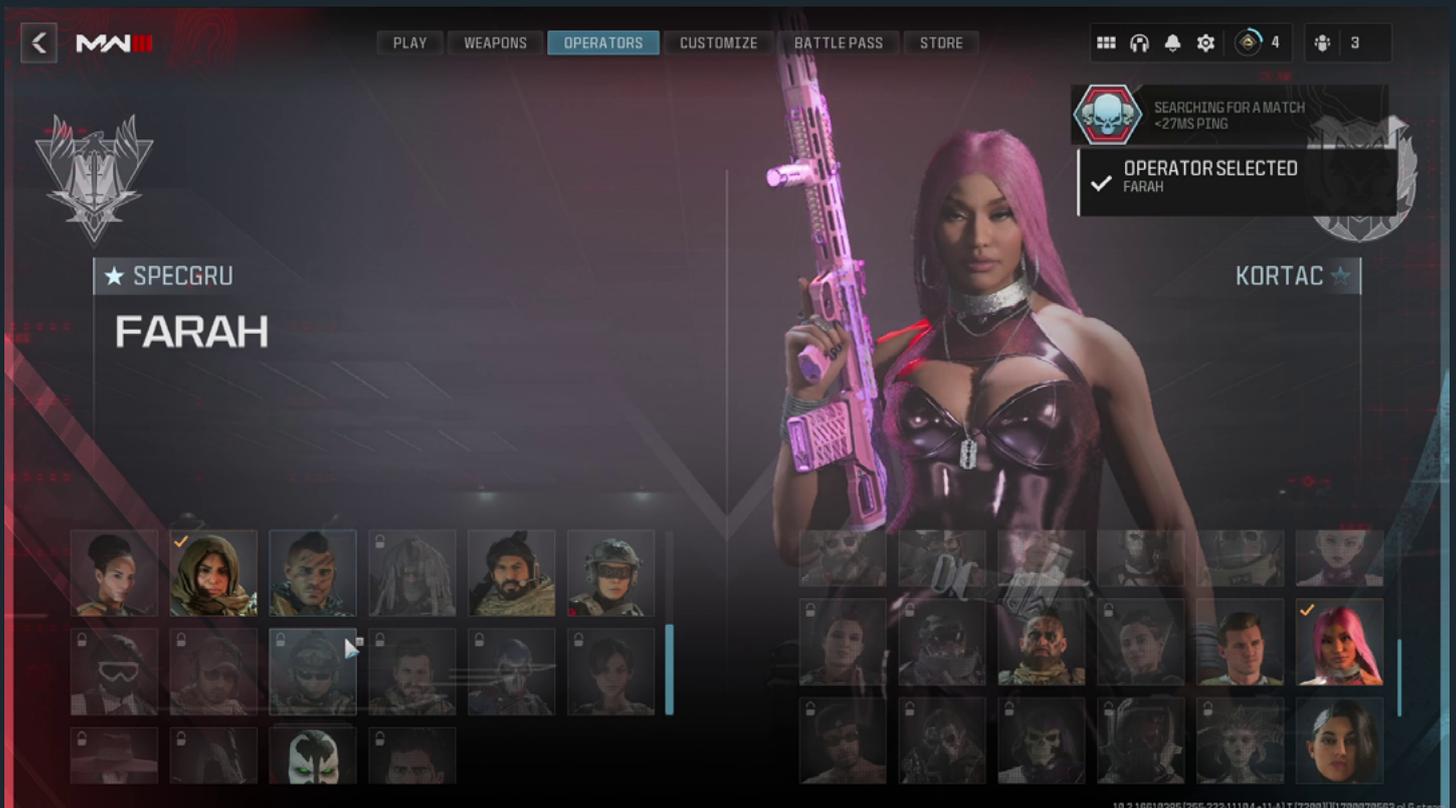
- **Team Deathmatch (TDM):** A popular multiplayer mode where the objective is simple: eliminate all players on the opposing team. The first team to reach the 100-score limit wins, or if time exceeds 10 minutes, victory goes to the team with the higher score. Typically played in 6v6 matches with party sizes ranging from 1 to 6 players.
- **Free-for-All (FFA):** In FFA, there are no teams; it's every player for themselves. The objective is to eliminate others to reach the 30-score limit or have the highest score after 10 minutes. The top 3 players at the end of the match emerge victorious.
- **Domination:** Capture, hold, and defend 3 objectives to earn points. With no time limit, aim for a fast-paced victory by reaching the 200-score limit. The first team to hit this limit secures the win.
- **Search and Destroy:** Objectives alternate between detonating or defusing a bomb. No respawns; if eliminated, spectate until the next round. Each 2-minute round contributes to the total 6 rounds. Party size can range from 1 to 6 players.



- Kill Confirmed: The objective involves killing enemies and collecting their dog tags for points. Picking up fallen allies' tags denies the enemy points. The winner is determined by the first team reaching 75 points or having the highest score after 10 minutes.
- Hardpoint: Teams compete to control a designated area, earning points for each second it's held. The first team to reach the 250 score limit within a 5-minute match wins.
- Control: Teams aim to capture 2 objectives, managing 30 lives collectively. After capturing both objectives, a team gains a point. Teams alternate between defending and attacking, with the first to earn 3 points winning each 1.5-minute round.
- Cutthroat: A fresh multiplayer mode that engages 3 teams of 3 players each in a 3v3v3 match.
- War Mode: Previously seen in Call of Duty: WWII, this mode involves advancing through linear objectives to shift the battle line and secure victory.
- Ground War: Engage in large-scale warfare with vehicle combat. Secure and control objectives to earn points, and captured objectives unlock forward spawning locations for your team.
- Zombies Mode: Zombies introduces open-world PvE (player-versus-environment) gameplay, challenging players to survive against massive waves of zombies. Unlike previous versions, CoD:MW3's Zombies offers a more cooperative experience, allowing players to form squads and collaborate with other teams in the Exclusion Zone throughout Urzikstan. With support for up to 8 teams of 3 (24 players), the game encourages teamwork and strategic objective completion.

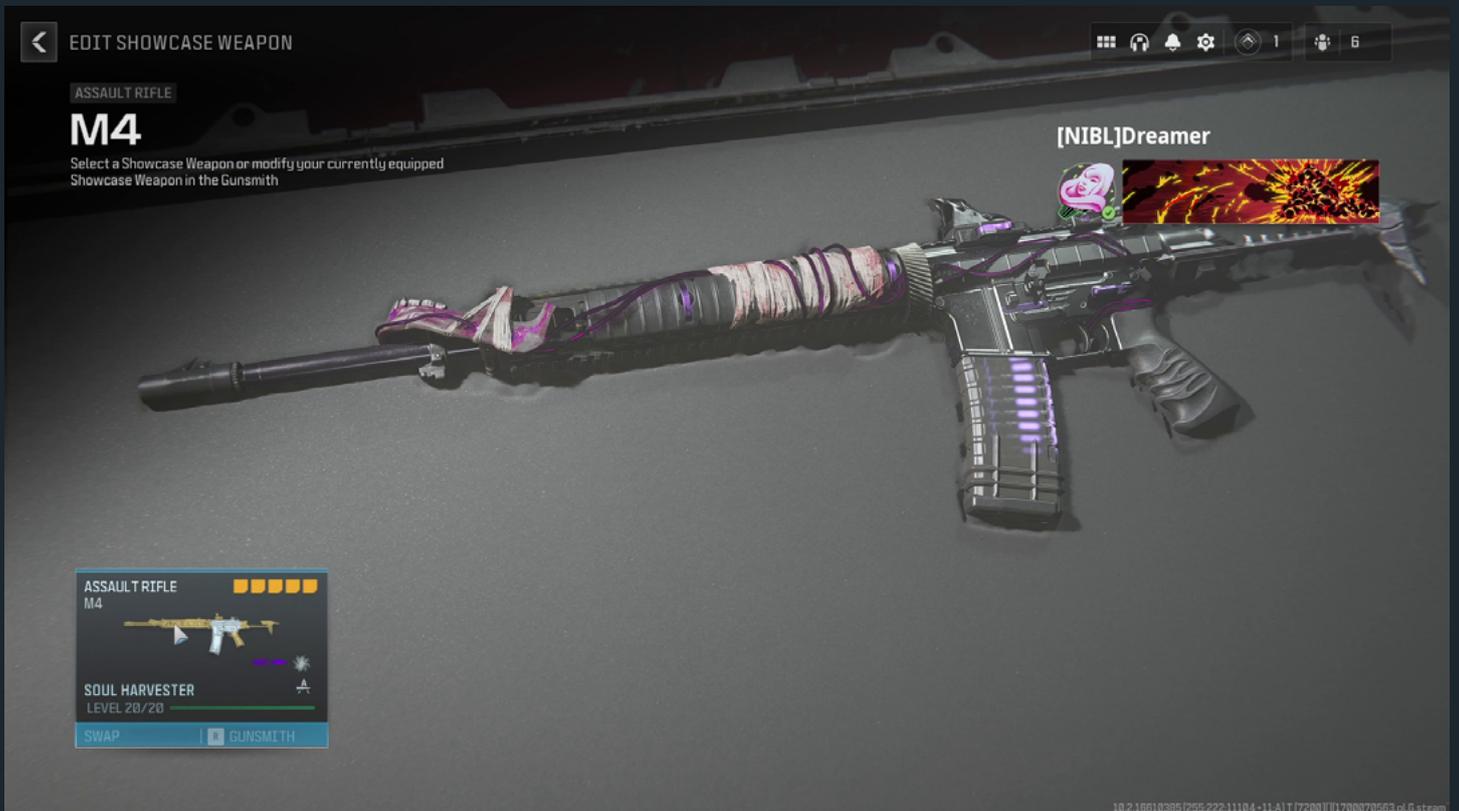
CoD:MW3 also bundles multiplayer modes into playlists, allowing players to queue for multiple game modes simultaneously. There are various playlists, including:

- **Hardcore:** Offers a challenging experience with a limited HUD, low health, and friendly fire enabled.
- **Gun Game:** A progressive mode where players advance through different weapons by scoring kills.
- **10v10 Moshpit:** A mix of game modes with larger teams for intense battles.
- **Most Pit:** Includes Team Deathmatch, Domination, Hardpoint, and Kill Confirmed.
- **Rust 24/7:** 6v6 Mosh Pit on Rust with game modes like Kill Confirmed, Domination, Hardpoint, and Team Deathmatch.
- **Rustment 24/7:** 6v6 Mosh Pit on Rust and Shipment, featuring Kill Confirmed, Domination, Hardpoint, and Team Deathmatch.
- **Terminal 24/7:** 6v6 Mosh Pit on Terminal with game modes like Kill Confirmed, Domination, Hardpoint, and Team Deathmatch.
- **Experimental Playlist:** Provides a platform to experience and provide feedback on gameplay adjustments from the design team.
- **Invasion:** Large-scale squad-based Team Deathmatch for an immersive and strategic multiplayer experience.



Operators

This game introduces 25 additional Operators at launch, expanding the total number of available Operators to over 90, with many carried over from Modern Warfare 2. Each Operator offers customisation options, including skins, finishing moves, and biographical information.



Weapons

Players can choose from a wide array of Primary And Secondary weapons. The game introduces 37 new weapons, accompanied by 77 weapons carried forward from Modern Warfare 2.

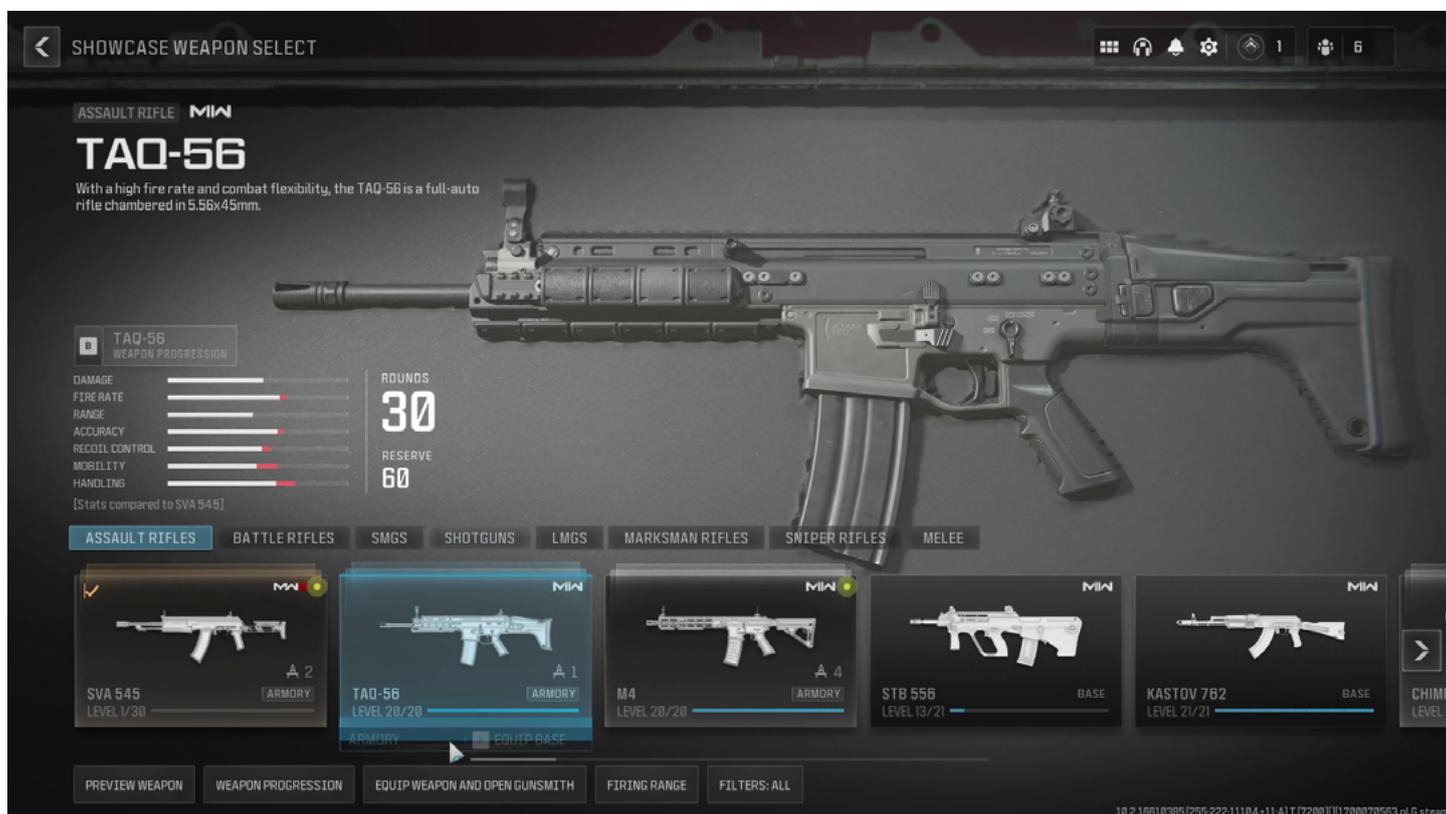
Primary Weapons

- Assault Rifles: Medium-range. Full-auto. Average mobility.
- Battle Rifles: Medium- to long-range. Semi-auto or 3-round burst. Average mobility.
- SMGs: Short-range. Full-auto. High mobility.
- Shotguns: Extreme close-range. Variety of firing mechanisms. High mobility.
- LMGs: Medium- to long-range. Full-auto. Low mobility.
- Marksman Rifles: Medium- to long-range. Above average mobility.
- Sniper Rifles: Extreme long-range. Low Mobility.

Secondary Weapons

- Handguns: Close-range. Variety of firing mechanisms. Second fastest mobility.
- Launchers: Any range. Single-load. Low Mobility.
- Melee Weapons: Fisticuffs range. Fastest mobility.

Gunsmith in CoD:MW3 functions similarly to its predecessor, where Weapon XP is used to unlock attachments and features. A new addition, Aftermarket Parts, introduces Conversion Kits in the Gunsmith, allowing players to create unique weapon configurations.

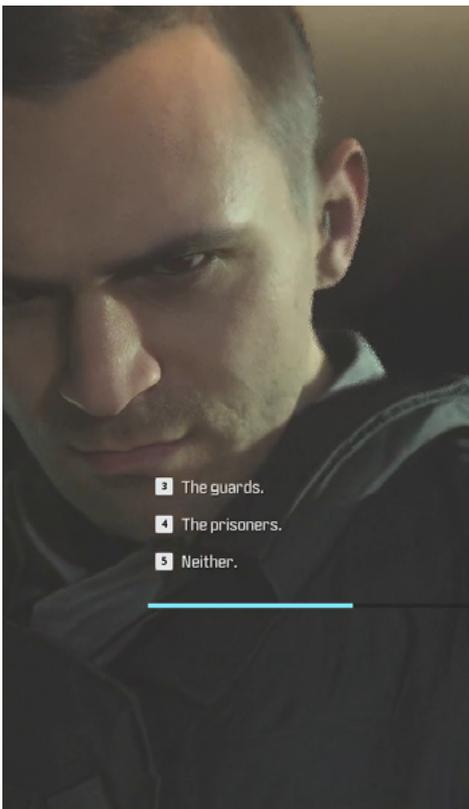


Loadouts

Having the right Gear can make all the difference in your performance. Loadouts become available at Player Level 4 and while it may seem familiar, the key difference lies in the Vests.

When choosing a Loadout it's advisable to select Gear with complementary abilities.

- Vests: The Vest you select influences the number of Lethals, Tacticals, Field Upgrades, Boots, Gloves, and Gear that you can bring with you.
- Gloves: Gloves have perks that buff weapon handling, as well as Tactical and Lethal equipment.
- Gloves: Enhance handling of Primary and Secondary weapons, along with Tactical and Lethal equipment.
- Boots: Improve movement, swimming, manoeuvrability, and reduce noise while moving.
- Gear: Equipment to boost combat abilities including weapon handling, damage reduction, immunities, and movement buffs.
- Tacticals: Include equipment that can harm players without causing direct kills, except in weakened states. Some Tactical equipment is deployable and retrievable.
- Lethals: Equipment capable of directly killing enemy players.
- Field Upgrades: Rechargeable tactical devices providing offensive and defensive items. These upgrades range from altering spawn points to concealing footsteps and revealing enemies. Field Upgrades require charging, influenced by Tactical and Lethal equipment usage.



Environment

CoD:MW3 boasts a roster of 20 playable maps upon its release, comprising 16 core maps supplemented by 4 expansive environments. New maps introduced include those designed for Ground War and Invasion modes, along with a colossal War Mode map.



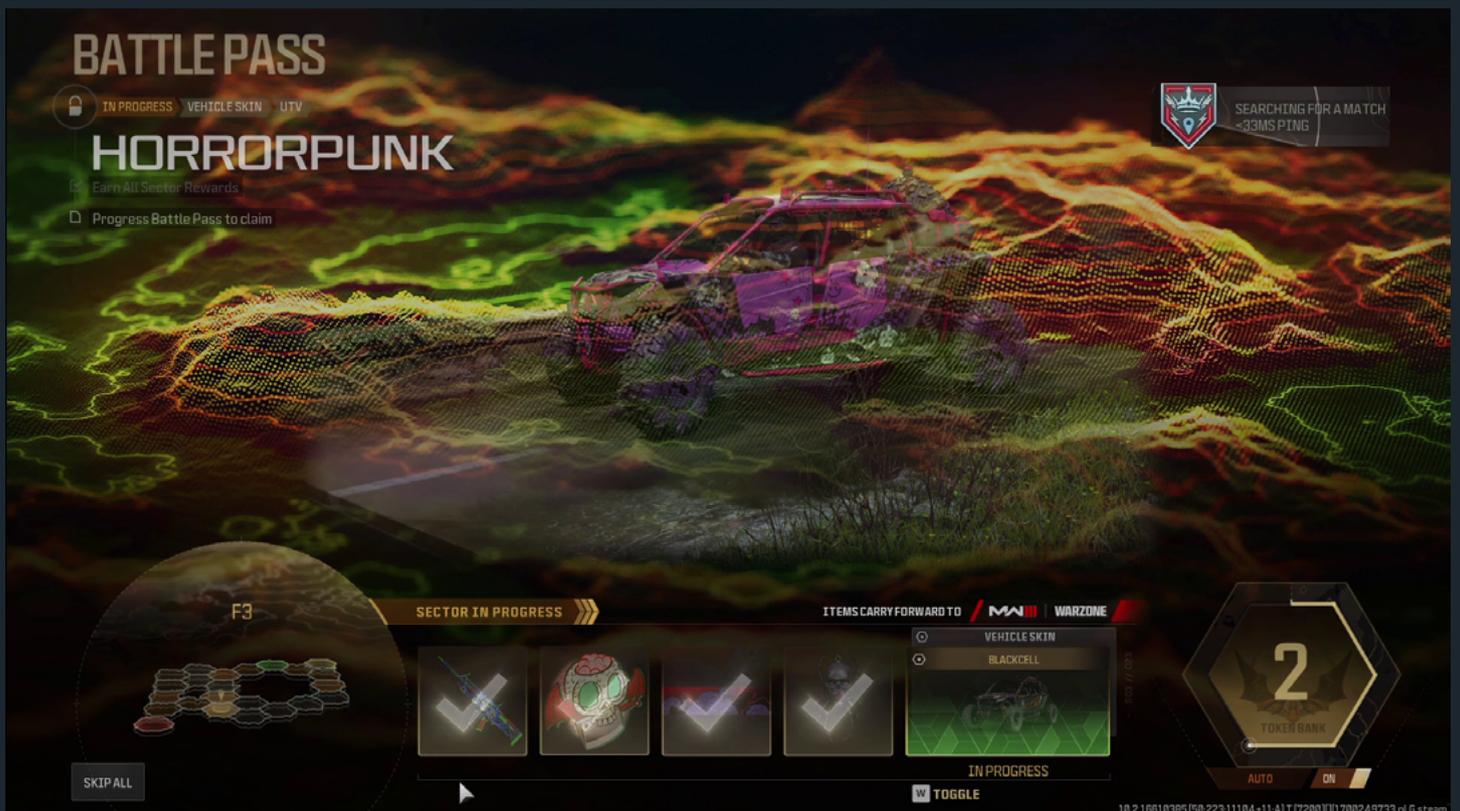
Maps

- **Afghan:** A vast desert landscape offering strategic positions, ideal for snipers and long-range combat enthusiasts.
- **Derail:** Set in a snowy environment with a crashed train, blending close-quarters and long-range combat scenarios. Indoor and outdoor areas cater to various playstyles.
- **Estate:** Showcasing a lavish mansion in wooded surroundings, providing diverse gaming experiences with tight corners and open spaces. Tactical approaches can utilise the mansion and surrounding areas.
- **Favela:** Set in a vibrant Brazilian shantytown, known for intense close-quarters combat in narrow streets and multiple levels, requiring strategic navigation and effective use of verticality.
- **Highrise:** Located in a modern skyscraper, featuring intense vertical gameplay with a mix of close-quarters and long-range engagements. Multiple floors and rooftop battles contribute to a dynamic experience.
- **Invasion:** A military-themed map offering diverse combat scenarios, from close-quarters battles in buildings to open areas, catering to various playstyles.



- Karachi: Featuring an urban setting with narrow streets and buildings, providing a dynamic, close-quarters combat experience ideal for fast-paced engagements.
- Quarry: Set in a mining facility, offering diverse combat scenarios with a combination of indoor and outdoor areas. Rocky terrain and mining equipment provide cover and tactical advantage.
- Rundown: Set in a military compound, featuring tight corridors and open spaces suitable for different playstyles, from close-quarters combat to mid-range engagements.
- Rust: A small, iconic map known for intense and fast-paced gameplay, featuring a central structure with opportunities for close-quarters combat.
- Scrapyard: Set in a scrap metal recycling facility, offering a mix of indoor and outdoor areas suitable for various tactics and playstyles.
- Skidrow: An urban map set in a city at night, with a mix of tight corridors and open streets, suitable for both close-quarters and mid-range combat.
- Terminal: Set in an airport, providing various opportunities for tactical gameplay with dynamic encounters in and around the terminal.
- Underpass: A complex network of underground tunnels and sewers, known for its intricate maze-like design ideal for close-quarters combat and surprise elements.
- Wasteland: A post-apocalyptic, open desert landscape offering ample opportunities for long-range engagements.
- Sub Base: A snowy, multi-leveled map with large open spaces, enclosed buildings, and exposed rooftops. A highly-contested courtyard area serves as a focal point for gunfights.

TIPS & TRICKS



Don't peek

Corners are high risk. Consider carefully before peeking around a corner, particularly in critical moments when your team has a slim lead. Unless it's necessary, rather stay behind cover.

Death cam advantage

Avoid skipping your death cam right away; instead, utilise it to flank enemies and identify the whereabouts of campers.

Watch the mini-map

Develop the habit of regularly scanning your mini-map for intel. This allows you to catch enemies off guard, swooping in while they're still healing and reloading from their previous shootout as firing an unsuppressed weapon reveals enemies as red dots.



AFGHAN
TEAM DEATHMATCH



CONCLUSION

Call of Duty: Modern Warfare III presents a series high for PvP, marked by exceptional multiplayer features and popular maps, modes, and customisation. However, it faces criticism for a series low in Zombies and a lacklustre campaign influenced too heavily by Warzone. Despite being viewed as one of the weaker entries in the franchise, the game, at 20 years old, still showcases the enduring vitality of the Call of Duty series.