

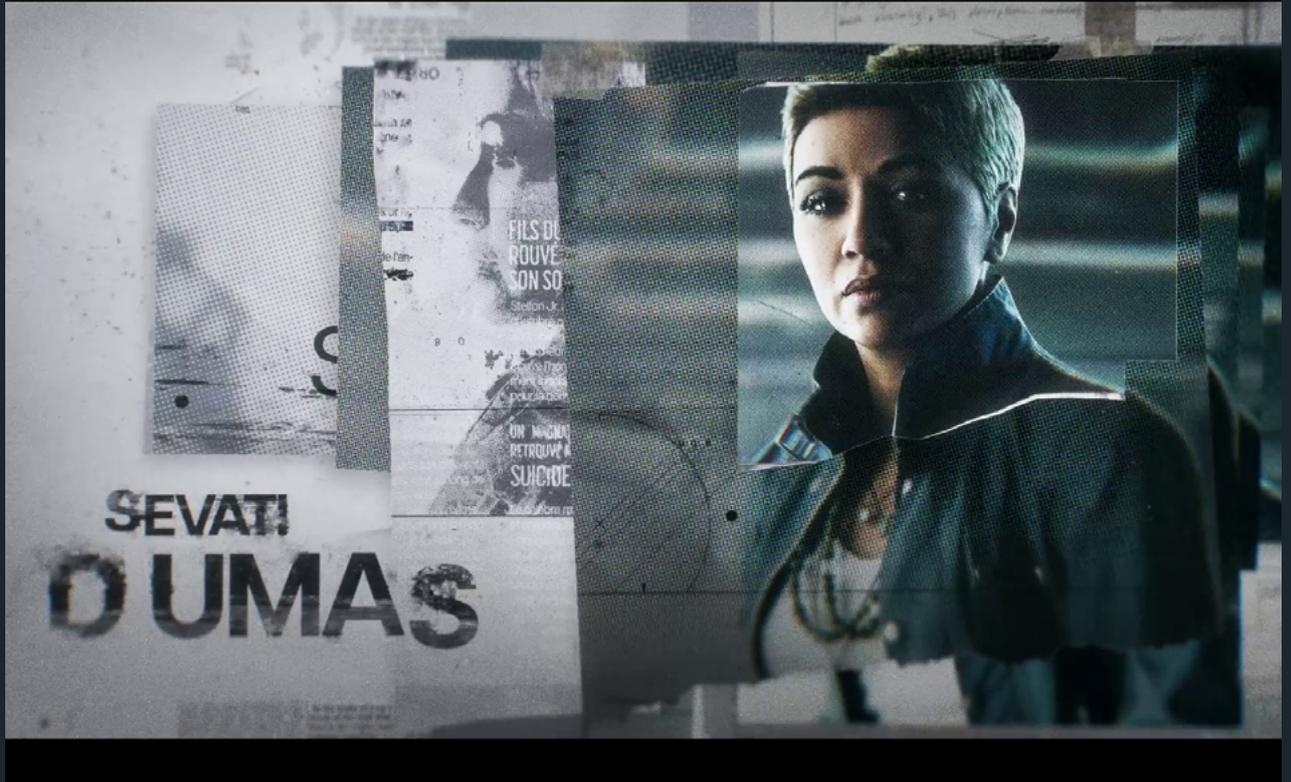
# GAMER GUIDE

CALL OF DUTY  
BLACK OPS 6  
EDITION



the need to know you didn't know you needed

# WHAT IS IT?



Call of Duty: Black Ops 6, jointly developed in a longer-than-usual 4-year development cycle by Treyarch and Raven Software and published by Activision, is the 21st entry into the long-running Call of Duty series and 7th main entry of the Black Ops sub-series. Serving as a direct sequel to 2020's Call of Duty: Black Ops Cold War, Black Ops 6 is playable on PlayStation 4, PlayStation 5, Windows, Xbox One and Xbox Series X/S.

## CALL OF DUTY<sup>®</sup> BLACK OPS 6

As with previous entries of the franchise, Black Ops 6 features a single-player campaign as well as a multiplayer mode and the cooperative, round-based Zombies mode. The single-player story is set during Operation Desert Storm and follows 2 rogue CIA operatives as they gather a team of agents to hunt down the paramilitary organisation Pantheon. The multiplayer includes 16 brand-new maps, with more releasing each season.

# BREAKDOWN THE BASICS

## Mechanics

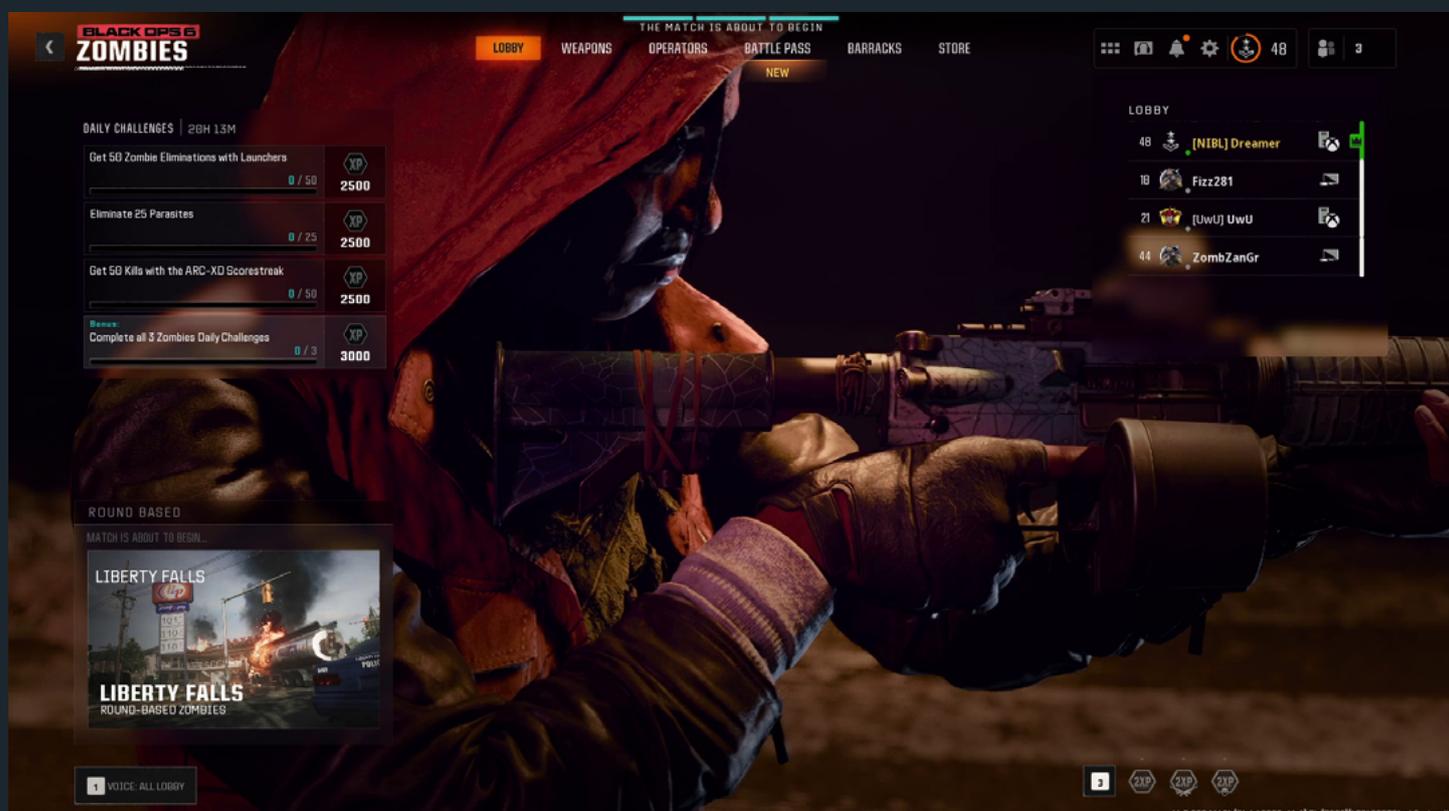


## Multiplayer Modes

In addition to the single-player campaign, Black Ops 6 offers a mix of new and returning game modes, with the latter having been reviewed and enhanced by Treyarch, including refined mechanics for the popular Domination and Hardpoint modes to bring more dynamic and balanced gameplay:

- **Team Deathmatch:** The classic every-kill counts mode, where 2 teams face off and the first team to 100 kills, or the highest score after 10 minutes, takes the win.
- **Domination:** Capture, hold, and defend 3 specific zones to earn points for your team, and with no time limit, the first team to reach the 200-score limit wins.
- **Search & Destroy:** This intense classic sees teams alternate between detonating and defusing a bomb. With no respawns and a short, 2-minute time limit, this one relies heavily on teamwork.

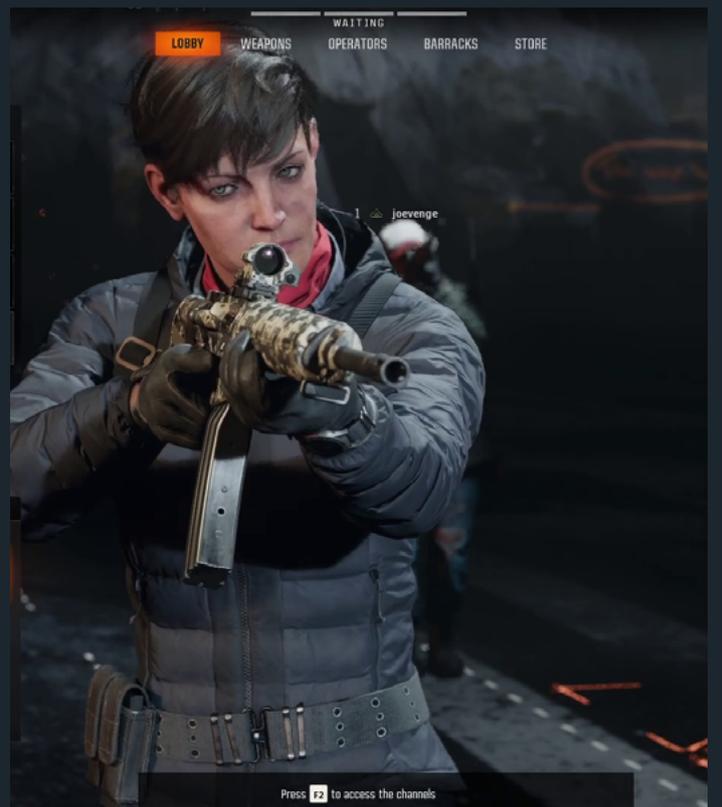
- **Kill Order:** A new, intense 6v6 respawn mode where 2 teams compete to outscore each other by targeting High-Value Targets (HVTs). Each team designates their specific HVT to defend and protect, and while players earn points for all enemy eliminations, the highest rewards come from taking down the opposing team's HVT.
- **Kill Confirmed:** Kill your enemies and confirm they're down by collecting their dog tags or deny your opponent's kills by collecting your teammate's tags. The first to 75 points, or the highest score after 10 minutes, wins.
- **Free-For-All:** It's every player for themselves in Free-For-All, with no teams and only 1 winner's spot for the player that reaches the 30-point score limit.
- **Hardpoint:** Capture and hold the Hardpoint zone to earn points as it respawns in a new location every 60 seconds. The first team to 250 points in the 5-minute time limit wins.
- **Gunfight:** Roll the dice and rely on skill alone with Gunfight, the no-respawn mode that randomises classes and loadouts for each round, with the win going to the first 2-player team to win 6 rounds.
- **Headquarters:** Teams face off to capture and defend a single location, but the team that holds the Headquarters has no respawns until it falls into enemy control.
- **Control:** This mode pits two teams against each other as they alternatively attack and defend locations in three rounds of a match. Whether they are defence or offence, those who garner the most points by keeping the enemy team away from their control point will win the round.
- **Face Off:** Adding an extra layer to the Domination, Team Deathmatch, Kill Order and Kill Confirmed modes are the Face Off variants. In these versions, score streaks are disabled, changing the focus from earning score streaks to pure tactical combat abilities.





## Operators

At launch, Black Ops 6's multiplayer has a roster of over 20 operators to choose from, including 12 soldiers from the Rogue Black Ops faction and 10 from Crimson One who will serve as the multiplayer mode's characters. Players can unlock new operators and operator customisation options like skins by reaching certain ranks or meeting specific requirements.





## Gear

Players can pick and choose from a range of 33 different primary and secondary weapons in any combination that suits their playstyle, 12 of which are brand-new to the franchise. Each player can equip a primary, secondary, and dedicated melee weapon as part of their loadout.

### Primary Weapons

- Assault Rifles: Medium range. Full-auto. Average mobility.
- SMGs: Short range. Full-auto. High mobility.
- Shotguns: Extreme close range. High mobility.
- LMGs: Medium to long range. Full-auto. Low mobility.
- Marksman Rifles: Medium to Long Range. Includes multiple firing mechanisms. Average Mobility.
- Sniper Rifles: Extreme long-range. Semi-auto or bolt action firing. Low mobility.

### Secondary Weapons

- Pistols: Close range. Includes a variety of firing mechanisms. 2nd fastest mobility, fastest weapon swap to.
- Launchers: Effective for enemy groups and technology. Single load. Low mobility.

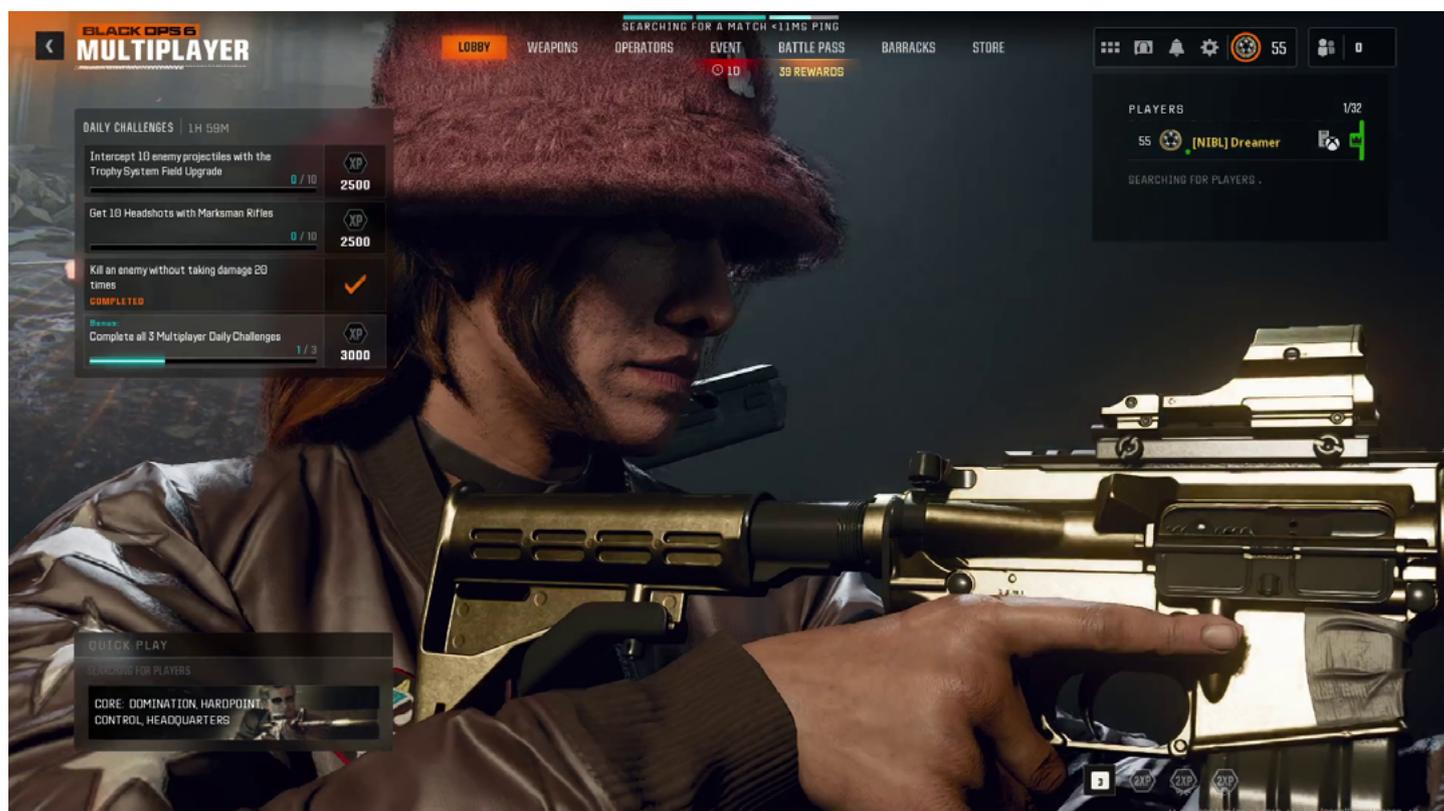
### Dedicated Melee

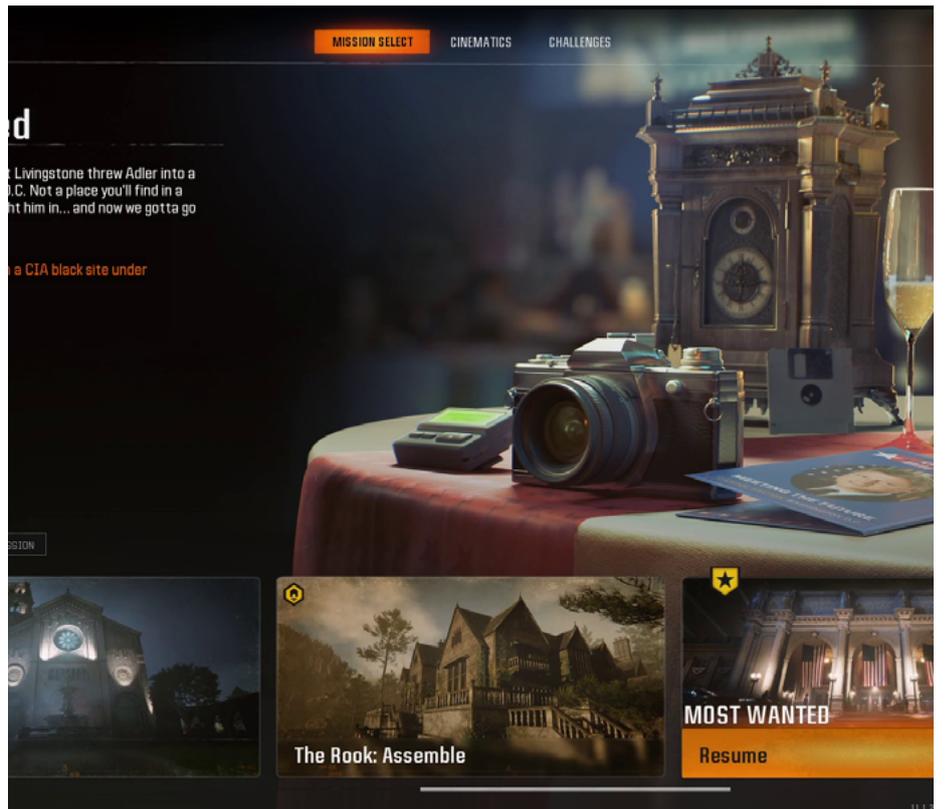
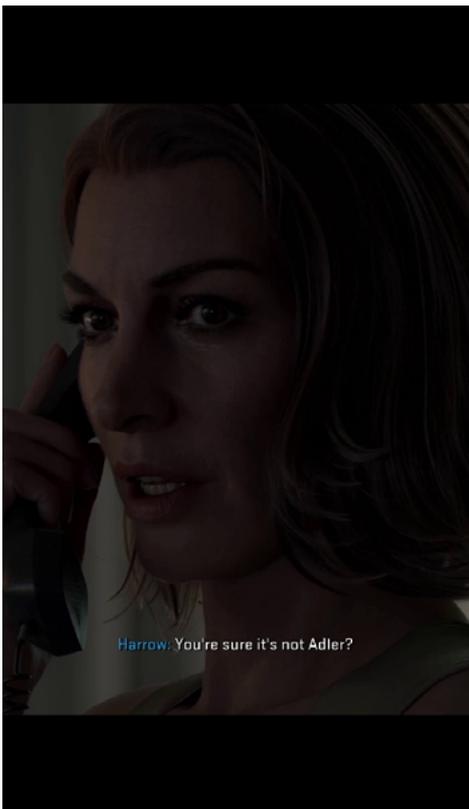
- Fisticuffs range. Fastest mobility.

Call of Duty's signature Gunsmith feature returns to the game, allowing players plenty of customisation options with a variety of weapon attachments like optics, muzzles, barrels, magazines and more. These attachments are unlocked by earning Weapon XP from using that weapon in combat.

Weapons aren't the only part of a Loadout, you'll need more equipment and upgrades as part of your setup. After level 4, you can customise your Loadout to fine-tune your playstyle.

- **Tactical Equipment:** Versatile support items that disorient enemies, like Flashbangs or Decoys, or aid the player, like Stim shots and Prox alarms.
- **Lethal Equipment:** Offensive and often explosive items like Grenades, Blast Traps, and Semtex that cause lethal damage to the enemy team.
- **Field Upgrade:** Powerful utility items run on a cooldown timer, ready for re-use once the recharge is complete. Use these to deploy mines, resupply your team or mark a new spawn point.
- **Perks:** Granting powerful abilities, each Loadout can choose 3 initial Perks, 1 each from the Perk 1, Perk 2, and Perk 3 categories.
- **Combat Speciality:** New to the Black Ops franchise, Loadouts using 3 Perks of the same Combat Specialty will activate an additional powerful bonus effect for the player.
- **Wildcards:** A returning feature, Wildcards bend the rules and allow for unique abilities. More Wildcards are unlocked as the player levels up.





# Environment +



## Maps

Black Ops 6 launches with a total of 16 brand new maps, the majority of which are designed for the game's core 6v6 game modes. Supplementing those are the "Strike" maps, which are designed for both the core 6v6 modes and a selection of 2v2 modes:

- **Babylon (Strike):** Battle amongst the ruins of an ancient city, where crumbled pillars are now vantage points and danger lurks around every archway. Use the environment and crumbling architecture to your advantage with proximity-based traps.
- **Derelict:** Deep in the Appalachian Mountains, a derelict train depot has become a prime ambush point for teams to face off in a deadly skirmish, with key control points and opportunities for aerial assaults.
- **Gala (Strike):** Explore the aftermath of a political fundraiser, either in the limelight on the centre stage or hanging out in the upstairs lounge, with multiple everyday objects turning into options for cover and concealment.
- **Lowtown:** Once a beautiful cluster of houses and shops on the water, Lowtown is full of obstacles, indoor and outdoor locations, and a significant amount of water traversal.
- **Payback:** Set deep in the Bulgarian mountains, Payback is equipped with various elevations, windows, and strategic angles throughout the cliffside mansion which will be familiar to those who play the Black Ops 6 campaign.



- Pit (Strike): Down in a small subsection of a Russian mining tunnel that runs through a cave, the tight quarters and discarded mining equipment will make for a cramped and fast-paced fight.
- Protocol: A former black site that's been fortified for war and offers plenty of hard cover and strategic angles to take at every turn.
- Red Card: Battle from the main entrance to the edge of the field of a professional football stadium, with multiple floors and wide-open spaces.
- Rewind: Set in a strip mall in West Virginia, this map is primed for long-range combat but offers opportunities for every style of play.
- Scud: Deploy to a desert military outpost following a devastating attack, with the air thick with smoke from the surrounding fires and a downed radar dish that offers snipers a near 360 view of the map.
- Skyline: The rooftop of an idyllic luxury resort gives you access to a multi-level penthouse with a pool, lounge, gym, kitchen, and convenient panic room.
- Stakeout (Strike): The restricted spaces of a small apartment used in a stakeout are ideal for close-quarters combat and shotgun experts.
- Subsonic: Set in and around a small bomber team training facility in an active warzone with multiple options for controlling doors and adding to the bombing chaos.
- Vault: An opulent palace in the middle of the desert featuring an abundance of mid- to long-ranged sightlines around its perimeter.
- Vorkuta: An iconic location from the original Black ops, this Soviet labour camp turned mining facility has multiple indoor and outdoor locations primed for ambush, encouraging constant movement around the map.
- Warhead (Strike): An abandoned Nuketown neighbourhood mostly reclaimed by the desert it was dumped in, with uneven sightlines and skewed perspective to challenge players.

# TIPS & TRICKS



## **Optimise your omnimovement**

New to Call of Duty: Black Ops 6 is omnimovement, which lets players walk, run, slide and dive in any direction, allowing you to catch other players off guard. Practice your new range of motion with slide jumps, slide cancelling and diving around corners.

## **Always be reloading**

Never be caught unawares and forced to swap to a secondary weapon by staying reloaded after every gunfight. Get into the habit of checking and reloading constantly to always stay ready.

## **Check your corners**

With the smaller maps and even tighter spaces, it's more important than ever to be corner-checking like a pro. Go over all nooks and crannies to make sure you catch the hiding enemy before they catch you.



Harrow: You're sure it's not Adler?

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# CONCLUSION

Call of Duty: Black Ops 6 is a highly regarded and welcome return to form for the Call of Duty franchise, showcasing how a franchise can innovate and iterate on its formula. With its fast and fluid range of motion in multiplayer to its masterful single-player missions that deliver on the action and the twists, it's an exciting and adrenaline-pumping spectacle.