GAMER GUIDE

CALL OF DUTY WARZONE EDITION

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WHAT IS IT?

INTRODUCTION

Call of Duty: Warzone (Warzone) is a free-to-play (F2P) battle royale (BR) video game from the heavyweight first person shooter (FPS) franchise *Call of Duty*. The game is a part of 2019's Call of Duty: Modern Warfare and is connected to 2020's *Call of Duty Black Ops: Cold War* as well as 2021's *Call of Duty: Vanguard*, but does not require purchase of any of the aforementioned titles. It was introduced during Season 2 of *Modern Warfare* content.

CALL OF DUTY WARZONE™

Warzone was developed by Infinity Ward and Raven Software, published by Activision. *Warzone* allows online multiplayer combat among 150 players, although some limited-time game modes support 200 players. The game features both cross-platform play and cross-platform progression.

Warzone is one of the more fast-paced games in the BR genre so let's dive right into this guide to ensure you're getting dub after dub, just like the pros.

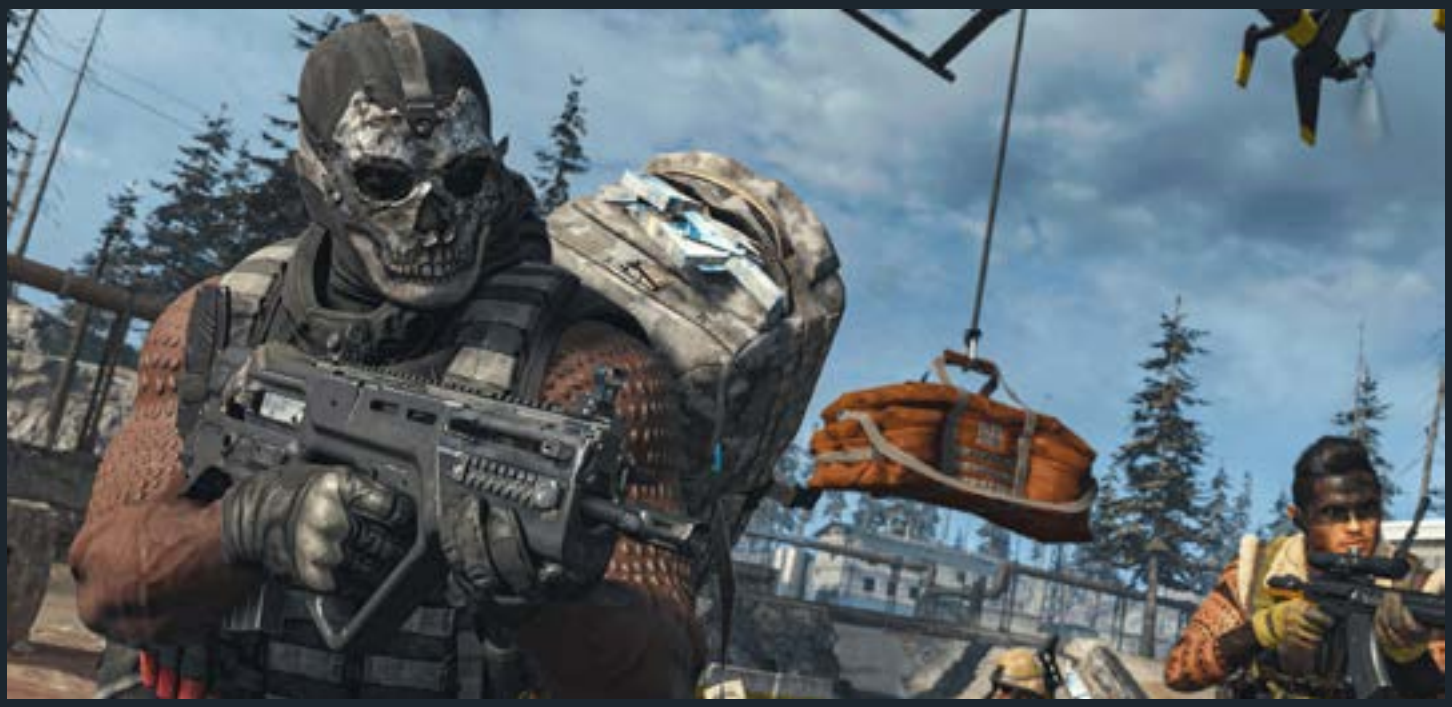
BREAKDOWN THE BASICS

Mechanics

Warzone is similar to other titles in the genre where players in a squad compete together in an ever-shrinking map to be the last ones standing. Players begin by parachuting into the game, where they encounter other players and squads.

As the game progresses and players are eliminated, the playable area shrinks, forcing the remaining players into tighter spaces. In *Warzone*, the unplayable areas become contaminated with a yellow gas that depletes health and eventually kills the player if they do not return to the playable area within the circle.

Unlike other BR games, parachuting is unrestricted in *Warzone*, with players being able to open and cut their parachute an infinite number of times while in air. At launch, the game supported trios (squads of up to three players) with an option to disable squad filling. Four-player squads and Solo BR modes were added in following updates, while Duos was added near the end of Modern Warfare Season 3.



Modes

Warzone has introduced a variety of modes that bring some interesting mechanics to the BR genre.

Plunder
In the Plunder mode, teams have to search for stacks of Cash scattered around the map to accumulate $1 million. Once found, the game goes into overtime, multiplying all Cash sums by 1.5. The team who has gathered the most money when the clock runs out is declared the winner. Players respawn automatically in this gamemode.

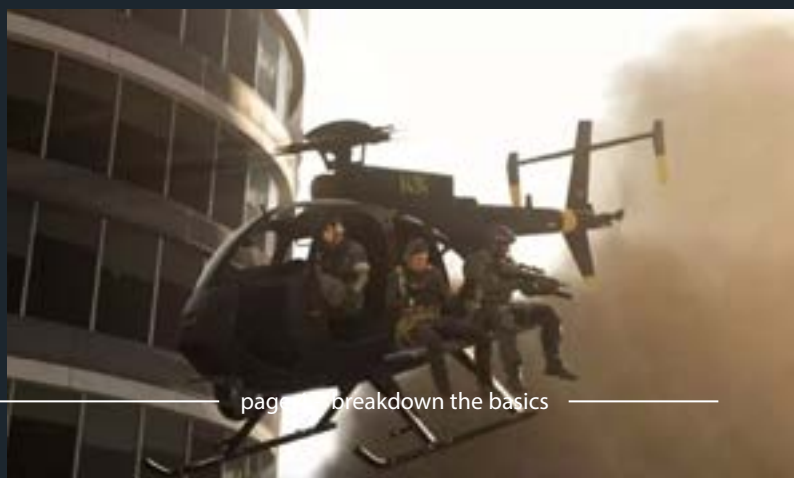
Resurgence
Resurgence mode, introduced with Rebirth Island and primarily featured as its main game mode, plays similarly to the standard BR mode; however, upon death, players are respawned into the match as long as there is at least one squadmate alive in their team. If the entire squad is wiped, they are eliminated from the match. In solo modes, each player is given a respawn timer to wait out before they can respawn again. The Gulag is not employed in Resurgence modes.

Limited-Time Modes
In addition these modes, there are several limited-time modes have been introduced throughout the course of the game's life cycle, both recurring modes and one-time game modes. *Warzone* has also been used to reveal upcoming *Call of Duty* titles through similar limited-time game modes.

In-Match Events

In-match events can occur at any time and consist of Jailbreak, Fire Sale, and Supply Chopper.

Jailbreak frees all players in the Gulag and returns them to the match.
Fire Sale discounts all purchases at Buy Stations up to 80%.
Supply Chopper spawns a helicopter carrying loot that drops once shot down.



Environment & Movement

There are 4 maps in *Warzone*.

Items

Much like other titles in the BR genre, *Warzone* has a loot system that requires players to search buildings and Supply Boxes for weapons and items. If you're coming from other *Call of Duty* titles, note that the inventory system in *Warzone* works very differently. When first dropping in *Warzone* you are given a pistol. That won't be nearly enough to win, and you'll need to start looting quickly to gear up and have any chance of surviving.

Supply Boxes: Supply Boxes are crates that are spread throughout the map and contain various items. They have a rarity class, indicated by the box colour and these rarity classes affect the loot inside. Green is Uncommon, Blue is Rare, Purple is Epic, and Gold represents Legendary.

Special Supply Boxes: Special Supply Boxes can be accessed only by doing Scavenger Contract missions. They contain high quality items. Look for a magnifying glass on your map to start a Scavenger Contract mission.

Buy Stations: Cash is a virtual in-game currency that you can use to purchase items at the Buy Station. You earn cash by finding it as Ground Loot, in Supply Boxes, looting enemy players and by completing Contract Missions.

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Armour Plates: Armour Plates provide extra protection from damage. You can put on a maximum of three plates, with each plate giving you an additional 50HP on top of the base 100HP. This means a total of 250HP when wearing three plates.

Ammo: Different ammunition types can be found in either Supply Boxes or as Ground Loot. You can find AR/LMG Ammo, Pistol/SMG Ammo, Sniper Ammo, Shotgun Ammo, and Launcher Ammo.

Grenades/Incendiaries: You can also find Lethal Equipment such as Sticky Bombs, Semtex Frags, Molotov Cocktails, and Thermite. Molotov Cocktails and Thermite can also "stick" to the enemy, leading to higher damage. These can also be used to effectively destroy enemy vehicles.

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Tactical Equipment

First off we have Flash Grenades, Stun Grenades, and Gas Grenades. Flash Grenades turn the enemy player's screen bright white, rendering them blind. It also distorts their audio, making it difficult for them to hear. Stun Grenades slow the movement and aiming speed of enemies. Gas Grenades causes the enemy to have blurry vision along with decreased movement speed.

There are also Decoy and Smoke Grenades. Decoy Grenades are used to confuse your enemies. You can throw this grenade far away from your position as it simulates a fake gunfire. Your enemies will see the gunfire on their radars which can cause them to run towards that fake gunfire.

Smoke Grenades are used to create a smokescreen. While thermal scopes can see through the smokescreen, none of the targeting devices such as PILA Missile Launcher work through the smoke. We also have a Snapshot Grenade which is used to reveal enemy locations within the blast radius. It shows the profile for a couple of seconds before disappearing again and lets you see the location of the enemy players even through walls.

Throwing Knives: Throwing Knives are one of the deadliest weapons in the game. This is because they can insta-kill any enemy player regardless of their health or any armour they have on. Whenever you perform a melee attack with the Throwing Knife as your lethal equipment then it will be used in the attack, instead of your fists - allowing you to instantly kill an enemy player.

Heartbeat Sensor: Heartbeat Sensors are one of the most powerful pieces of equipment in *Warzone*. They are used to reveal the location of enemy players around you, but can only reveal their location up to 40 metres away, at an angle of 180 degrees. It won't work on enemy players using the Ghost perk. Heartbeat Sensors can be found randomly in supply boxes or you can have it as a piece of tactical equipment in your custom loadout.

Stims: Your health automatically regenerates when you leave any combat situation, but this process is gradual and thus takes time whereby enemy players could come in to finish the job of killing you. Stims however give you an instant full health bar and replenish your tactical sprint.

Self-Revive Kits: You can use Self-Revive Kits to revive yourself when you are downed by an enemy player. You can find the Self-Revive Kit in a Supply Box, as Ground Loot, or you can buy them at the Buy Station for $4,500.

Loadout Drops: A Loadout Drop is a cargo crate which is randomly dropped in the game. You need to access this crate in order to equip one of your Custom Loadouts. You can also buy a Loadout Drop Marker from the Buy Station. Throw the marker and the crate will drop at the marked location.

TIPS & TRICKS

Get the most out of every match with these tips:

1. Make the most of the early game

Your three objectives in the first couple of minutes after landing should be: get some decent starting weapons; find and use Armour Plates to maximise your HP; and then accrue enough money to buy a Loadout Drop Marker from a Buy Station (more on this below).

2. Prep your weapons and loadouts

Make the most of your time in the pre-game lobby, because any kills you earn will actually earn you permanent XP for that weapon, unlocking new attachments and skins you can use in future matches.

3. Combat strategies

Warzone has a comparatively low time-to-kill (TTK) compared to other Battle Royales. Even if you're fully armoured up, you can be burst down in half a second with the right weapon. Always prioritise your safety.

Because of the low TTK, it's very difficult to win a straight gunfight in *Warzone* if you're outnumbered. If two players shoot at you simultaneously, you're almost always dead. Your only hope is to outplay the larger team using positioning and the element of surprise.

CONCLUSION

Remember to be patient when you're just starting out. It takes time to learn maps, movement, equipment etc. It won't be long before you're getting your dubs with your squad.