

Call of Duty: Modern Warfare 2

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Un tester a fost destul de inspirat încât s-a afișat pe twitter-ul Infinity Ward, detalii despre noul joc al seriei Call of Duty, Modern Warfare 2. Din păcate pentru el acest lucru i-a fost fatal, ulterior fiind banat și ținut din baza de date. Deci, ce ne spune asta? Există posibilitatea ca ceea ce ne-a arătat el să fie destul de aproape de adevăr, dar nu chiar în totalitate. Iată, direct de la surs, lista cu detaliile.

- Vehicles will be in MW2
- M16 will return, using stopping power will only be OHK at head, neck, and torso (abdomen, limbs, and hands/feet will not)
- Ak47 and M4 will return, unknown if there are any changes
- M40 will return, ACOG damage boost will be fixed
- Scorpion, P90, M21, R700, G3, G360 will not return
- There are more unknown weapons that will not return
- New sniper rifle: SR25M (United states forces)
- New Assault rifle: Diemeco C8 (Canadian forces M4 equivalent)
- New Assault rifle: L85A2 (United Kingdom forces)
- Total weapons in multiplayer are said to be around 35
- Favourite Modern warfare 1 maps will return
- Helicopters, air strikes, UAV will return
- Red dot sightings will come in different shapes for multiplayer (circular, square, original)
- Snipers will have special grass camouflage (As seen in Modern warfare 1's campaign)
- All perks will return from MW except eavesdrop and others will be altered
- All gametypes will return from MW and all will have hardcore versions
- New gametype: Secure (Call of duty version of capture the flag, however you capture the enemy's Intel)
- New gametype unconfirmed name, similar to search and destroy, however instead of trying to plant a bomb, you try to kill a specified enemy
- Solider customization for each class (and each country)
- Sniper with silencers will NOT be in multiplayer
- There are NO bots in local multiplayer
- Similar version to Nazi Zombies, however details are unknown
- NO guest players online, 1 player per console
- Killcam save feature
- There is blood and gore
- Offline/Online Co-op
- Story takes place in the Middle East
- Role as US marines return
- Ken Lally voice work in campaign
- Release is set for sometime in November
- New army tags will be available to add different elements in campaign (similar to halo skulls)
- Campaign-only weapons