



CALL OF DUTY VANGUARD

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INTRO

Call of Duty: Vanguard is finally here, bringing with it a variety of different multiplayer modes along with insanely fun zombie experiences. Having been introduced to so much new content you might wonder what would be the best way to approach certain game elements. Here are some pointers that can help you make the most of your game.



MULTIPLAYER GUIDE

Take advantage of the return of destructible environments: Not every wall or floor can be blown away in the game, but those that could be provide new ways to attack other players, and also provide a means of escape should you be under intense fire. Furthermore, Rainbow Six Siege players will find a lot of potential here in terms of tactical options.

Tactics for suppression & blind fire: COD Vanguard is the first to include suppression as an active mechanic in a moment-to-moment play. In this, players under heavy fire will notice that their movement speed is reduced and FOV is severely affected. The use of blind fire is very helpful along with perks such as Low Profile.

Filter matches to preferred speed of play: Combat pacing can be used to filter matches to your preferred speed of play. This is a filter that splits matches into 3 types, which are tactical, standard and blitz. Each one of these being defined by its speed of play. Tactical offers slow measured play, standard is the classic and familiar COD fare and blitz is fast action. Find the pace that works best for you.

QUICK TIPS AND TRICKS

If you're a beginner you may be disappointed by your weapon availability and their lack of attachments. Till the time, you earn more attachments you can get an advantage over others by making use of the Armory's Weapon Blueprints. The Blueprints are pre-made weapon kits that are used to equip specific weapons with several high-tier gun attachments.

Experimenting with the gunsmith. From a countless number of attachments to select from, its best to try out different attachment builds in order to narrow down which setup works best.

While on one hand the minimap in the top left corner displays the direction in which your comrades are firing, the compass at the top of HUD, displays a red dot which shows the direction in which enemies are firing.

