

for

Call of Duty World at War

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The Company Weapons Project thanks you for your interest in our weapons add on for Call of Duty World at War. It was a labor of love which I could not have done without the help and inspiration from the outstanding members of the CoD community and a few gentleman I like to call "The Greatest Generation".

"Our Mission"

To adjust the weapons so they pack a punch with an accurate shot and to bring them closer to real life without crossing the line of what is good for gaming.

I tried to get them to work for all types of gamers. The add-on should be a real nice fit for stock setups along with the use of perks. They should also do well for hardcore servers. I also even tried to add just a touch more feel to the weapons without too drastic of a change for the realism gamers. I hope it was enough.

We also increased the explosion radius on the tank shells so that newbie you just fire at dies instead of living inside the current explosion radius.

Finally, I didn't want to leave out the snipers so I consulted {PST}Joker and included some real nice sniper rifles. However, they are for realist and do move when in scopes and drop out of sites to re-chamber a round. Earn your kills! I think all who opt to use the add on will love it. The bolt action fans especially. As a treat to them I made that awesome sniper rifle crack echo sound available for the player who fires the bolt but I left it out for the third party or other players listening. The reason being is it helps keep players aware there is a sniper on the map yet the player firing the bolt will get to hear that great effect.

Credit:

=TC= Buster (Developer)

=TC= Jag_Five-O (Quality Control)

=TC= Moose (Weapons Expert)

=TC= HighOrder (Weapons Expert)

{PST}Joker (Long Range Sniper Rifles and the mod to test them on... Cheers!) mycallofduty.com

Consultants and they have some unbelievable stories...

Technical Sergeant Ray (WW II Veteran of 3 years in Europe)

Sergeant Art (WW II Veteran Invasion of Iwo Jima)

Directions:

This is not a mod. I leave that up to the guys that know what they are doing. It's simple changes to the weapons...

Simply drop the iwd file into your mod folder or extract the weapons/mp folder and place it in your mods iwd file with the same path weapons/mp

Release Note:

You are more then welcome to use all the weapons below in any of your own mods or along side your favorite mod. Please just credit "The Company" and me "Buster". Its only the right thing to do. Also, feel free to contact me with any questions or ideas that you think would be a nice addition by posting in my community forum at thecompanyhub.com.

UNITED STATES MARINE CORPS

M1 GARAND



- Outfitted the Garand with the proper Armor piercing .30-06 rounds
- Added a touch more realism effects to all models
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

M1 CARBINE



- Name Change! The M1A1 Carbine has a folding stock. Since this weapon is not in game, I made the appropriate name change
- Added a touch bit more realism effects to all models
- Turned the Aperture Sited M1 Carbine into the Full-Auto capable M2 Carbine. This weapon was used during invasion of Okinawa. Sometimes it carried an early version of a night scope attachment making it the M3 Carbine. When selected, you will also discover this version holds a 30 round clip as opposed to the M1 Carbine standard 15 round clip
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

M1A1 THOMPSON .45ACP "AKA TRENCH BROOM"



- Name adjustment... I just added the M1A1 for its appropriate name
- Changed ammo from a rifle round to the proper .45 ACP round
- Changed "Fire Rate" to its real timings of an estimated 600-700 rpm
- Changed Drum Attachment from 40 rounds to its proper 50 round capacity
- I did not want to make the standard 20 round clip upgrade to the 30 round clip which was introduced later in the war so I added an additional clip of 20 rounds making the start value of 100 rounds for the standard Thompson. It also forces players to opt for the 50 round drum attachment if they feel the need to clean some rooms
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

BROWNING AUTOMATIC RIFLE



- Adjusted the rate of fire. The BAR has two fire rates: 350 rpm and 500 rpm. The stock BAR is set to 350 rpm. If a player chooses to use the "Double Tap" or fire time perk it will boost the BAR rate of fire to 500 rpm
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

WINCHESTER M1897



- Name Change
- Pellet Count adjustment
- Load amount

M1903 SPRINGFIELD



- Hit modifiers adjustments to give it a bit more stopping power when a player makes a well placed shot
- Name Change
- Included the Long Range Sniper Rifle for Sniper Servers
- Iron Site adjustment
- Added a touch more realism effects to all models

M1911



- Hit modifiers adjustments to give it a bit more stopping power when a player makes a well placed shot

.357 MAGNUM



- Hit modifiers adjustments to give it a bit more stopping power when a player makes a well placed shot

MK 2 HAND GRENADE



- Nil

M2 FLAMETHROWER



- Extended range to real life keeping in mind whats good for gaming.
- Overall looks and fuel stream graphic appearance improvements
- Added more heavy black smoke for a better true to life look
- Ready up! sound has been fixed

M9A1 BAZOOKA



- Nil

BROWNING M1919



- Name Change
- Rate of fire adjustments
- Bi-pod version now carries the 100 round belt
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

M7 GRENADE LAUNCHER



- Nil

Imperial Japanese Army

Type 99 rifle "Arisaka



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- Name Change
- Included the Long Range Sniper Rifle for Sniper Servers
- Added a touch more realism effects to all models

Type 100 Submachine gun



- Changed the fire rate to its real time of 800 rpm
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

Type 99 Light Machine Gun



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- The non bi-pod version is the Type96 with a slightly smaller round and a slower fire rate as opposed to the bi-pod Type99 which has a larger round with a high-speed fire rate

Nambu Type 14 Pistol



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

RED ARMY

MOSIN NAGANT



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- Name Change
- Included the Long Range Sniper Rifle for Sniper Servers
- Added a touch bit more realism effects to all models

SVT-40



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

PPSH-41



- Changed "Fire Rate" to its real timings of 900 rpm
- Adjusted Round Drum Attachment size to its real size of 71 rounds. Yes, stock is 70 but I am picky.
- Slightly adjusted the bullet decay the farther it distances itself from the weapon after discharge
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

Double-barreled shotgun



- Name Change
- Pellet count adjustment

PTRS-41



- Increased overall damage when striking a player model
- Adjusted damage modifiers pertaining to the hit locations
- Changed clip type to the PTRS instead of default
- Tweaked some movement values to give the weapon a heavier feel
- The weapon is now truly an anti-tank weapon. Rounds will damage armor plating on tanks

(OPTION)

- Exploding Rounds, similar to the single player bi-pod version yet damage cone is very tight so it can not be used in a grenade launcher fashion. It is an anti-armor rifle boys use it that way...You can take the armor plate off the rear of a tank with 2-3 rounds now. Side panels take a few more depending on your angle. No more messing around with the Tank settings admins. ***Not recommended for Hardcore mode because it can be used slightly as a grenade launcher.

Tokarev TT-33



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

Molotov Cocktail



- Nil

Wehrmacht

Karabiner 98k



- Changed sound file for the iron site 98k to match the scoped version
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- Name Change
- Included the Long Range Sniper Rifle for Sniper Servers
- Added a touch more realism effects to all models

Gewehr 43



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

MP40



- Name change
- Changed "Fire Rate" to its real timings of 500 rpm
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

STG-44



- Changed "Fire Rate" to its real timings estimated at 500-600 rpm
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- Name change

FG42



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot
- Bi-pod version is the Model I with a fire rate of 900 rpm. It also carries the 20 round clip
- Standard FG42 is the Model II with a fire rate of 600 rpm. It will carry the 20 round clip with an added two clips to make a starting value of 100 rounds
- Name change

Walther P38



- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

Panzerschreck



- Nil

MG42



- Name Change
- Rate of fire adjustments
- Bi-pod version now carries the 100 round belt
- Hit modifier adjustments to give it a bit more stopping power when a player makes a well placed shot

United Kingdom

Sticky Bomb



- Changed Explosion Effects
- Increased Damage
- Increased Detonation Time from 2 seconds to the proper 5 seconds

SATCHEL CHARGE



- Improved Explosion Effects

"FIGHT HARD, PLAY FAIR, AND HAVE FUN!"

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