

# Medal of Honor: Underground Weapons Guide

by gamermstr

Updated to v1.10 on Nov 14, 2005

Medal of Honor Underground

Weapons Guide

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## Version History

13/11/2005 1.00 The very first version

14/11/2005 1.10 I forgot to write the Shotgun, so I added it  
Fixed some errors on the AVAILABLE IN section  
Changed Springfield to G43

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## About the game

Hey, this is probably the best 1st person shooting game on the PSX. The story  
brings us back to the history class, the WWII. You are playing as Manon, joined  
the rebellion forces in France against German with your brother, Jacques, and  
you are engaged to some dangerous mission.

Don't fret. Here I'll provide you with the usable weapons, how to abuse them  
so you can beat the game easily.

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## The Arsenal

There are generally 4 types of weapons; pistols, SMGs, Rifles, and explosives.

The marks:

\* for the worst

\*\*\*\*\* for the best

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|Pistols|

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\* Walther P38

Magazine: 7 round, 50 Max

Fire type: Semi-Auto

Firepower: \*\*

Fire rate: 2 Bullets per second (2 B/s)

Precision: \*\*\*\*

Bullet Speed: \*\*\*

Overall: \*\*\*

General Notes:

The very first gun you have. Has decent accuracy, good for head shots.  
Never use them if you are cornered.

PLUSES:

-Decent precision  
-Low noise

MINUSES:

-Low power  
-Low magazine capacity (it's a pistol though)

GOOD FOR:

-Sneak attack for its low noise  
-Individual enemies  
-Secondary arsenal (if you're primary run out of ammo)

AVAILABLE IN: Mission 1 (Occupation!)

\* Colt .45

Magazine: 8 round, 50 Max

Fire type: Semi-Auto

Firepower: \*\*\*

Fire rate: 2 B/s

Precision: \*\*\*\*

Bullet speed: \*\*\*

Overall: \*\*\*

General notes:

The most popular pistol among the soldiers in WWII. Has better firepower than Walther and cooler sound too.

PLUSES:

-Decent precision  
-More magazine than Walther

MINUSES:

-Noisy; not good for surprise attacks  
-Rare

GOOD FOR:

-Strong enemies such as Panzerknackers.

AVAILABLE IN: Mission 5 (Last Rites on Monte Cassino), Secret Level  
(Panzerknacker Unleashed!)

\* Silenced Pistol

Magazine: 7 round, 50 Max

Fire type: Semi-Auto

Firepower: \*\*

Fire rate: 2 B/s

Precision: \*\*\*\*

Bullet speed: \*\*\*

Overall: \*\*\*

General Notes:

Colt .45 attached with a silencer

PLUSES:

- Absolute silence; perfect for stealth attack
- Pretty good precision

MINUSES:

- Poor power (except head shots)
- Less magazine than original Colt

GOOD FOR:

- Undercover acts
- Stealth kills

AVAILABLE IN: Mission 2 (Hunting the Desert Fox), Mission 3 (Undercover in Crete)

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|Sub-Machine Guns|

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\* MP40

Magazine: 32 round, 300 Max

Fire Type: Auto

Firepower: \*\*\*

Fire Rate: 4 B/s

Precision: \*\*

Bullet speed: \*\*\*

Overall: \*\*\*

General Notes:

The most common SMG among the soldiers

PLUSES:

- Rapid fire
- Bunch of Magazine

MINUSES:

- Accuracy sucks
- Low power
- Worst fire rate than its three competitors

GOOD FOR:

- Crowded enemies
- Destroying objects

AVAILABLE IN: Mission 2 (Hunting the Desert Fox), Mission 3 (Undercover in Crete), Mission 6 (A Mittlewerk Saboteur)

\* Sten Gun Mark 2

Magazine: 32 round, 300 Max

Fire type: Auto

Firepower: \*\*\*\*

Fire rate: 5 B/s

Precision: \*\*\*

Bullet speed: \*\*\*\*

Overall: \*\*\*\*

General Notes:

German's favourite, more powerful SMG than MP40

PLUSES:

- Rapid fire
- Decent accuracy
- Bunch of Magazine
- Decent Fire rate
- Better power than MP40

MINUSES:

- Noisy

GOOD FOR:

- Raid the enemy base
- Destroying things

AVAILABLE IN: Mission 1 (Occupation!), Mission 5 (Last Rites on Monte  
Cassino)

\* STG 44

Magazine: 30 round, 300 Max

Fire type: Auto

Firepower: \*\*\*\*

Fire rate: 4 B/s

Precision: \*\*\*\*

Bullet speed: \*\*\*\*

Overall: \*\*\*\*

General notes:

Probably the best SMG in this game after BAR

PLUSES:

- The most powerful SMG beside BAR
- Cool sound
- Better accuracy
- Can destroy a sidecar

MINUSES:

- Less magazine

GOOD FOR:

Almost any circumstances

AVAILABLE IN: Mission 4 (Wewelsburg: Dark Camelot), Mission 7  
(Liberation!)

\* Browning Automatic Rifle (BAR)

Magazine: 20 round, 300 Max

Fire type: Auto

Firepower: \*\*\*\*\*

Fire rate: 5 B/s

Precision: \*\*\*\*\*

Bullet speed: \*\*\*\*\*

Overall: \*\*\*\*\*

General Notes:

The most powerful SMG in the game

PLUSES:

- COOL sound!
- POWERFUL!
- Best Fire rate
- Fast reload
- Accuracy as good as rifle

MINUSES:

- VERY rare
- Least magazine

GOOD FOR:

Everything

AVAILABLE IN: Secret Mission (Panzerknacker Unleashed!)

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|Rifles|

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\* M1 Garand

Magazine: 8 round, 100 Max

Fire type: Semi-Auto

Firepower: \*\*\*\*

Fire rate: 2 B/s

Precision: \*\*\*\*\*

Bullet Speed: \*\*\*\*\*

Overall: \*\*\*\*

General Notes:

Beacuse it's semi-auto, it can fire twice than the German's Mauser bolt-action rifle

PLUSES:

- Piercing bullet
- Good accuracy

MINUSES:

- Only available in multiplayer mode

GOOD FOR:

Almost any circumtances

\* G43 Sniper Rifle

Magazine: 5 round, 100 Max

Fire Type: Semi-Auto

Firepower: \*\*\*\*\*

Fire rate: 1.5 B/s

Precision: \*\*\*\*\*

Bullet speed: \*\*\*\*\*

Overall: \*\*\*\*\*

General Notes:

This is a better sniper rifle than springfield; much faster, less noise

PLUSES:

-Sure shot  
-Powerful  
-Piercing ammo (I destroyed a half-track using this weapon!)

MINUSES:

-Heavy; slow aiming  
-Slow reload

GOOD FOR:

-Long-range attacks  
-Covert acts

AVAILABLE IN: Mission 4 (Wewelsburg: Dark Camelot), Mission 7 (Liberation!)

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|Explosives|

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\* M1 Frag Grenade

Ammo: 9 Max  
Blast: \*\*\*  
Fire rate: \*

General Notes:  
The old trusted US Grenade

ONLY AVAILABLE IN MULTIPLAYER MODE

\* Stielhandgranate (a.k.a Potato Mashers)

Ammo: 9 Max  
Blast: \*\*\*\*  
Fire rate: \*

General Notes:  
German's grenade

AVAILABLE IN: Mission 1 (Occupation!), Mission 6 (A Mittlewerk Saboteur)  
and Secret Mission (Panzerknacker Unleashed!)

\* Petrol Bomb

Ammo: 9 Max  
Blast: \*\*\*\*  
Fire rate: \*

General notes:  
Wine bottles stuffed with fuel :)

AVAILABLE IN: Mission 1 (Occupation!), Mission 7 (Liberation!)

\* Panzerfaust

Ammo: 5 Max  
Blast: \*\*\*\*\*  
Fire rate: \*\*

General notes:  
An RPG, I think.

AVAILABLE IN: Mission 1, Mission 5

\* Bazooka

Ammo: 5 Max  
Blast: \*\*\*\*\*  
Fire rate: \*\*

General Notes:  
Only special forces of US Army may carry this

ONLY AVAILABLE IN MULTIPLAYER MODE

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|Misc. |

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\* Crossbow a.k.a "Big Joe"

Magazine: 1 round, 10 Max  
Fire Type: Manual  
Firepower: \*\*\*\*\* (instant kill anywhere it hits the body)  
Fire Rate: 0.125 B/s  
Precision: \*\*\*\*\*  
Bullet Speed: \*\*\*  
Overall: \*\*\*\*

General Notes:  
An experimental weapon

PLUSES:  
-Instant kill  
-Extreme stealth; absolute silence

MINUSES:  
-Sluggish weapon; VERY slow to reload  
-The enemy might dodge the bullet  
-Rare ammo

AVAILABLE IN: Mission 4 (Wewelsburg: Dark Camelot)

\* W2 Riot Shotgun

Magazine: 8 shell, 50 Max  
Fire type: Manual  
Firepower: Variable (depends on target's range)  
Fire rate: 1 B/s  
Precision: \*\*  
Bullet speed: \*\*\*  
Overall: \*\*\*

General Notes:  
Still the old pump-action shotgun from the first MOH

PLUSES:  
-Can instantly kill the enemy nearby  
-Can hit 2-3 enemies nearby  
-Can destroy a box with just 1 shot

MINUSES:

- Spread bullet causes poor accuracy
- Slow fire rate

GLITCH:

If you fire a shot and all the bullet hits the enemy, you can cause multiple hits (i.e, if you fire a shot at the enemy and all bullets hits, the game counts as follows:

1 head, 3 arm, 4 torso or something else)

This is a perfect weapon to reach 100% Accuracy rate in the evaluation screen!

AVAILABLE IN: Mission 6 (A Mittlewerk Saboteur), Secret Mission (Panzerknacker Unleashed!)

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CREDITS

- ROliveira - I based my guide from your guide
- GameFAQs - for reviewing and posting my guide
- EA Games - for such a great game
- Me - for typing this guide
- You - for reading my guide!

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