***Call of Duty: Modern Warfare*** is a 2019 [first-person shooter game](https://en.wikipedia.org/wiki/First-person_shooter_game) developed by [Infinity Ward](https://en.wikipedia.org/wiki/Infinity_Ward) and published by [Activision](https://en.wikipedia.org/wiki/Activision). Serving as the sixteenth overall installment in the [*Call of Duty*](https://en.wikipedia.org/wiki/Call_of_Duty) series, as well as a [reboot](https://en.wikipedia.org/wiki/Reboot_(fiction)) of the *Modern Warfare* sub-series,[[1]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-2)[[2]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-3)[[3]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-4) it was released on October 25, 2019, for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One).

The game takes place in a realistic and modern setting. The campaign follows a [CIA](https://en.wikipedia.org/wiki/CIA) officer and British [SAS](https://en.wikipedia.org/wiki/Special_Air_Service) forces as they team up with rebels from the fictional Republic of Urzikstan, combating together against [Russian Armed Forces](https://en.wikipedia.org/wiki/Russian_Armed_Forces) who have invaded the country and the Urzik terrorist group Al-Qatala, while searching for a stolen shipment of [chlorine gas](https://en.wikipedia.org/wiki/Chlorine). The game's Special Ops mode features cooperative play missions that follow on from the campaign. The multiplayer mode supports [cross-platform multiplayer](https://en.wikipedia.org/wiki/Cross-platform_play) and cross-platform progression for the first time in the series. It has been reworked for gameplay to be more tactical and introduces new features, such as a Realism mode that removes the [HUD](https://en.wikipedia.org/wiki/HUD_(video_gaming)) as well as a form of the Ground War mode that now supports 64 players. A post-launch update introduces a [free-to-play](https://en.wikipedia.org/wiki/Free-to-play) [battle royale](https://en.wikipedia.org/wiki/Battle_royale_game) mode, [*Warzone*](https://en.wikipedia.org/wiki/Call_of_Duty:_Warzone), which was also marketed as a standalone title. Multiplayer also supports shared screen multiplayer. This mode includes bots, custom maps, custom game-modes and other creative game-interfering actions.

Infinity Ward began working on the game soon after the release of their 2016 title [*Call of Duty: Infinite Warfare*](https://en.wikipedia.org/wiki/Call_of_Duty:_Infinite_Warfare). They introduced an entirely new engine for the game, which allows for new performance enhancements such as more detailed environments and [ray-tracing](https://en.wikipedia.org/wiki/Ray_tracing_(graphics)) capabilities. For the campaign, they took influence from real-life conflicts, such as the [Syrian Civil War](https://en.wikipedia.org/wiki/Syrian_Civil_War) and terrorist incidents that have [occurred in London](https://en.wikipedia.org/wiki/List_of_terrorist_incidents_in_London). For the multiplayer, they scrapped the franchise's traditional [season pass](https://en.wikipedia.org/wiki/Season_pass_(video_gaming)) and removed [loot boxes](https://en.wikipedia.org/wiki/Loot_box), enabling them to distribute free post-launch content to the playerbase in the form of "Seasons".[[4]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-5)

*Modern Warfare* received praise for its gameplay, campaign, multiplayer, and graphics. Criticism focused on the handling of the campaign's subject matter, including the depiction of the Russian military, as well as balancing issues in the multiplayer. A sequel, titled [*Modern Warfare II*](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_II_(2022_video_game)), was released in 2022.

Gameplay[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=1)]

**Campaign**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=2)]

[](https://en.wikipedia.org/wiki/File:Call_of_Duty_Modern_Warfare_2019_gameplay_screenshot.jpg)

Players can use [night-vision goggles](https://en.wikipedia.org/wiki/Night-vision_goggles) during breaching and clearing

*Modern Warfare*'s single-player campaign focuses on realism and features tactically-based moral choices whereupon the player is evaluated and assigned a score at the end of each level; players have to quickly ascertain whether [NPCs](https://en.wikipedia.org/wiki/Non-player_character) are a threat or not, such as a [civilian](https://en.wikipedia.org/wiki/Civilian) woman who is believed to be reaching for a gun, but then simply grabs her baby from a crib. This collateral damage score, referred to as a threat assessment, is based on how many civilians the player injures or kills and ranges from rank A to F. Rewards are introduced to those who score higher.[[5]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-PCGamesN-6) Character dialogue will differ depending on the choices the player makes in the game.[[6]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-GamesRadar-7) Tactical decisions are also included, such as the player using a sniper rifle in a large environment to approach objectives in a non-linear order, and choosing to shoot out lights in favor of using [night-vision goggles](https://en.wikipedia.org/wiki/Night-vision_goggles) during breaching and clearing.[[5]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-PCGamesN-6)

**Multiplayer**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=3)]

*Modern Warfare*'s multiplayer has been revised from its predecessors to allow for a more tactical gameplay style, including a focus on map exploration, [door breaching](https://en.wikipedia.org/wiki/Door_breaching), and a Hardcore "Realism" mode that removes the [HUD](https://en.wikipedia.org/wiki/Heads-up_display_(video_games)). The mini-map was originally removed in favor of a compass-style marker, with visual cues to detect friendlies and opponents. Following feedback from the multiplayer beta test, Infinity Ward re-implemented the mini-map but removed the appearance of red dots representing enemy players (except for when the UAV killstreak is used). Multiplayer also features the return of Killstreaks (rewards based on kills), with more recent *Call of Duty* titles having used Scorestreaks (rewards based on score) instead. Killstreaks can, however, be converted into Scorestreaks with the use of an in-game perk called "Pointman". The online modes allow for a larger range of players within a map than previous installments, with a new mode called "Ground War" featuring over 100 players,[[7]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-EG_preview-8)[[8]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-PS_Blog_preview-9)[[9]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-10) while conversely another new mode, "Gunfight", tasks two teams of two players against each other in small matches lasting forty seconds per round.[[10]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-11) The game includes an extensive weapons customization system, presenting most guns with a range of up to 60 attachments to choose from (five of which can be equipped at any one time).[[11]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-12) The introduction at the start of multiplayer matches has also been revamped; while in previous titles players would remain motionless on the map as a timer would countdown to zero, players will instead be transported into the battle zone as part of various animations.[[8]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-PS_Blog_preview-9)

**Special Ops**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=4)]

*Modern Warfare* is the first game in the series since 2013's [*Call of Duty: Ghosts*](https://en.wikipedia.org/wiki/Call_of_Duty:_Ghosts) not to feature a Zombies mode,[[12]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-13) instead featuring the [cooperative](https://en.wikipedia.org/wiki/Cooperative_video_game) "Special Ops" mode previously present in [*Call of Duty: Modern Warfare 2*](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_2) and [*Call of Duty: Modern Warfare 3*](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_3).[[13]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-14) Spec Ops shares its narrative with both the campaign and multiplayer.[[14]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Forbes-15) It includes a "Survival" mode, which was a timed exclusive to the PlayStation 4 release until October 2020.[[15]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-16) At launch, Special Ops features four Operations, which are multi-objective missions that take place in a large open map requiring mandatory 4-player cooperation; and Classic Special Ops, which features smaller scale missions, similar to the original Spec Ops mode.

**Warzone**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=5)]

*Main article:*[*Call of Duty: Warzone*](https://en.wikipedia.org/wiki/Call_of_Duty:_Warzone)

*Modern Warfare* also includes a [battle royale game](https://en.wikipedia.org/wiki/Battle_royale_game) mode called *Warzone*, introduced during Season 2. The mode features 150 players, battling either in teams of four, three, two, or solo. *Warzone* is released as a free standalone game which can be downloaded independently.[[16]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Blog_release-17) The map combines several locations featured prominently in Multiplayer and Special Ops modes. Weapon balancing is maintained with parity to Multiplayer modes, with the exception of higher headshot damage to reward aiming. Similar to other battle royale games, *Warzone* also features looting as a core aspect, but weapon customization is limited as players can only pick up weapon variants with preset, unchangeable attachments.[[17]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Activision_guide_-_loadouts-18) Looting is also simplified compared to other battle royale games in general, including [*Call of Duty: Black Ops 4*](https://en.wikipedia.org/wiki/Call_of_Duty:_Black_Ops_4)'s Blackout mode in particular: instead of browsing via inventory, all loot items are situated across the map for players to view and pick up. Players can use armor plates to increase damage protection, and can carry up to five armor plates to swap out and repair at any given point. Upon being defeated, instead of dying permanently, players are taken to the "Gulag", a prison area where defeated players can compete in [1v1](https://en.wikipedia.org/wiki/1v1) scenarios and gain a second chance to return to the main map. Players can also loot and stock up cash, which are used at buy stations to buy load out drops, killstreaks, equipment and revive tokens for downed teammates.[[18]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Blog_review-19)

Plot[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=6)]

**Characters and settings**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=7)]

*Modern Warfare* takes place in modern time, with the campaign occurring over the course of several days in late 2019, and the Special Ops and multiplayer modes continuing the story into 2020. The campaign story centers around a rising conflict between Russia and the fictional Republic of Urzikstan, also involving Western military forces. Players assume the roles of three protagonists: British [SAS](https://en.wikipedia.org/wiki/Special_Air_Service) Sergeant Kyle "Gaz" Garrick ([Elliot Knight](https://en.wikipedia.org/wiki/Elliot_Knight)), former [Delta Force](https://en.wikipedia.org/wiki/Delta_Force) operator turned [CIA](https://en.wikipedia.org/wiki/Central_Intelligence_Agency) [SAC/SOG](https://en.wikipedia.org/wiki/Special_Activities_Center) officer "Alex Keller" ([Chad Michael Collins](https://en.wikipedia.org/wiki/Chad_Michael_Collins)), and Urzik rebel leader Farah Karim ([Claudia Doumit](https://en.wikipedia.org/wiki/Claudia_Doumit)). The three protagonists work together, alongside SAS [Captain John Price](https://en.wikipedia.org/wiki/Captain_Price) ([Barry Sloane](https://en.wikipedia.org/wiki/Barry_Sloane)) and CIA Station Chief Kate Laswell ([Rya Kihlstedt](https://en.wikipedia.org/wiki/Rya_Kihlstedt)). Other allies include [U.S. Marine Corps](https://en.wikipedia.org/wiki/USMC) General Lyons ([Debra Wilson](https://en.wikipedia.org/wiki/Debra_Wilson)), Colonel Norris ([Nick Boraine](https://en.wikipedia.org/wiki/Nick_Boraine)), and [Demon Dogs](https://en.wikipedia.org/wiki/Devil_Dog) leader Sergeant Marcus Griggs ([LaMonica Garrett](https://en.wikipedia.org/wiki/LaMonica_Garrett), later replaced by [Demetrius Grosse](https://en.wikipedia.org/wiki/Demetrius_Grosse));[[b]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-20) Farah's elder brother Hadir Karim (Aidan Bristow); "Nikolai" ([Stefan Kapičić](https://en.wikipedia.org/wiki/Stefan_Kapi%C4%8Di%C4%87)), head of a Russian [PMC](https://en.wikipedia.org/wiki/Private_military_company) acquainted with Price; and Yegor Novak (Alex Feldman), a Ukrainian [fixer](https://en.wikipedia.org/wiki/Fixer_(person)) working for Nikolai. The allied forces are opposed by the Al-Qatala, an Urzik terrorist organization based in Urzikstan led by Omar "The Wolf" Sulaman ([Joel Swetow](https://en.wikipedia.org/wiki/Joel_Swetow)) and his right-hand man Jamal "The Butcher" Rahar ([Nick E. Tarabay](https://en.wikipedia.org/wiki/Nick_E._Tarabay)), as well as General Roman Barkov (Konstantin Lavysh), commander of a rogue Russian faction who treats Farah's rebel forces and the Al-Qatala equally as criminals.

The Special Ops and Multiplayer seasonal story takes place after the events of the campaign, with players taking on the roles of various international operatives working for a joint alliance named "the Armistice". The operators are divided into two major factions: Coalition (comprising Western forces) and Allegiance (comprising Eastern forces). The Armistice's leaders are Captain Price, Laswell, General Lyons, and [FSB](https://en.wikipedia.org/wiki/Federal_Security_Service) Sergeant Kamarov ([Gene Farber](https://en.wikipedia.org/wiki/Gene_Farber)). Throughout the story, the operators come into conflict with the Al-Qatala, now under new leadership of Khaled Al-Asad, working together with Russian terrorist and arms dealer Victor Zakhaev (Dimitry Rozental). The seasonal story also introduces several new allies in both Coalition and Allegiance factions, including former CIA agent Mara (Carla Tassara), [Spetsnaz](https://en.wikipedia.org/wiki/Spetsnaz) operative Nikto ([Gideon Emery](https://en.wikipedia.org/wiki/Gideon_Emery)), Task Force 141 recruits [Simon "Ghost" Riley](https://en.wikipedia.org/wiki/Simon_%22Ghost%22_Riley) ([Jeff Leach](https://en.wikipedia.org/wiki/Jeff_Leach)) and [John "Soap" MacTavish](https://en.wikipedia.org/wiki/Soap_MacTavish) (Neil Ellice), and Shadow Company mercenaries Marcus "Lerch" Ortega ([Fred Tatasciore](https://en.wikipedia.org/wiki/Fred_Tatasciore)) and Rozlin "Roze" Helms ([Jamie Gray Hyder](https://en.wikipedia.org/wiki/Jamie_Gray_Hyder)).

**Synopsis**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=8)]

**Campaign**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=9)]

In 2019, during a covert operation in Verdansk, Kastovia to recover shipments of dangerous chemical gas headed for Urzikstan, [CIA](https://en.wikipedia.org/wiki/Central_Intelligence_Agency) [SAC/SOG](https://en.wikipedia.org/wiki/Special_Activities_Center) officer "Alex Keller" is intercepted by unknown hostiles who kill the [Marine Raiders](https://en.wikipedia.org/wiki/Marine_Raider_Regiment) accompanying him, and escape with the gas. Alex's handler, CIA Station Chief Kate Laswell, requests the assistance of British [SAS](https://en.wikipedia.org/wiki/Special_Air_Service) [Captain John Price](https://en.wikipedia.org/wiki/Captain_Price) in recovering the chemicals and de-escalating the situation with the Russian Federation. A day later, suicide bombers, affiliated with the Urzik terrorist organization Al-Qatala, attack [Piccadilly Circus](https://en.wikipedia.org/wiki/Piccadilly_Circus) in [London](https://en.wikipedia.org/wiki/London). SAS Sergeant Kyle "Gaz" Garrick, alongside a unit of [MPS](https://en.wikipedia.org/wiki/Metropolitan_Police) [CTSFO](https://en.wikipedia.org/wiki/Counter_Terrorist_Specialist_Firearms_Officer) officers, is dispatched to contain the situation with Price's assistance. Afterwards, Alex is sent to Urzikstan to meet up with rebel leader Farah Karim. She agrees to join forces in tracking down the chemicals, in exchange for his aid in overthrowing Russian forces led by General Roman Barkov.

SAS forces led by Price and Garrick raid an Al-Qatala-occupied townhouse in London, where they learn the location of their leader, Omar "The Wolf" Sulaman. Alex, accompanied by Sergeant Marcus Griggs and the [Demon Dogs](https://en.wikipedia.org/wiki/Devil_Dog), move on Ramaza Hospital in Urzikstan and capture the Wolf. Later, the Wolf's right-hand man, Jamal "The Butcher" Rahar, launches an attack on the [United States Embassy](https://en.wikipedia.org/wiki/List_of_diplomatic_missions_of_the_United_States) in Urzikstan in an attempt to free the Wolf. Price, Garrick, Alex, and Farah work together to secure the Wolf, but ultimately fail. Farah then plans to ambush the Wolf's men in the "Highway of Death" in Urzikstan. The plan fails when Barkov's soldiers attack both the rebel forces and Al-Qatala militants. Farah's brother and second in command, Hadir, is revealed to be the thief who stole the chemical shipment; in an attempt to drive off the hostile forces, Hadir sets off the chemicals in the area, killing all of Barkov's men and Al-Qatala forces, with Farah and Alex narrowly escaping death.

In 1999, Farah and Hadir were left orphaned during Barkov's attack of Urzikstan. The two attempted to escape the country, but were captured by Barkov and his forces and imprisoned for the next ten years. While in captivity, Farah rose to the rank of Commander of the rebel forces, and eventually executed a breakout from Barkov's prison camp with the help of a young Price. In the present day, Hadir has seemingly joined forces with Al-Qatala, forcing Farah and Price's team to act. They infiltrate the Wolf's hidden base and kill him, though fail to locate Hadir. With the gas still at large, the U.S. government declares Farah's army a terrorist threat. Disgusted, Alex stays in Urzikstan to fight as part of Farah's army.

Following intel on a possible attack in the Russian Federation orchestrated by Hadir, Price and Garrick head to [St. Petersburg](https://en.wikipedia.org/wiki/St._Petersburg) and meet up with Price's old contact, Nikolai. They intercept an Al-Qatala meeting and apprehend the Butcher. As the Butcher refuses to give in to interrogation, Price resorts to using his family, forcing him to comply; Garrick is then given the choice to either execute the Butcher or let him live. They learn that Hadir plans to attack Barkov at his estate in [Baurci](https://en.wikipedia.org/wiki/Baurci), [Moldova](https://en.wikipedia.org/wiki/Moldova), and proceed to intercept him. At the estate, the two learn from Hadir the location of Barkov's toxic gas factory in [Borjomi](https://en.wikipedia.org/wiki/Borjomi), [Georgia](https://en.wikipedia.org/wiki/Georgia_(country)), before escaping. Laswell arrives and informs Price that Russia demands Hadir be handed over to them. Price begrudgingly complies, on the condition that they keep the intel on the gas factory. Price and Garrick meet up with Farah and Alex at Urzikstan and plan an attack on the factory, knowing that an extra-territorial attack will more than likely be viewed as being perpetrated by Al-Qatala rather than the Rebel forces. With assistance from Laswell, the team advances on the factory, and attempts to use explosives provided by Nikolai to demolish it. However, the detonator is damaged in the fight, and Alex volunteers to set up the explosives manually, seemingly sacrificing his own life. As Barkov attempts to escape the facility by helicopter, Farah ambushes and takes him out. Farah's forces and Price's team evacuate as the factory is destroyed.

With Barkov dead and disowned by the Russian Federation, Price meets with Laswell to discuss the creation of Task Force 141 in preparation against the Russian terrorist, Victor Zakhaev. Price reviews the files of potential recruits with Laswell: Garrick, [John "Soap" MacTavish](https://en.wikipedia.org/wiki/Soap_MacTavish), and [Simon "Ghost" Riley](https://en.wikipedia.org/wiki/Simon_%22Ghost%22_Riley).

**Special Ops**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=10)]

Following the death of the Wolf, Al-Qatala re-emerges with a new leader, who poses a dangerous threat to Russian forces in Verdansk. Laswell, alongside Sergeant Kamarov of the [FSB](https://en.wikipedia.org/wiki/Federal_Security_Service), authorizes a joint operation, enlisting many of the world's best operators in fighting against the new unidentified threat. The joint faction, named the Armistice, takes on various Al-Qatala operations in Verdansk, taking out several key figures within the organization: Almalik, the Landlord; "El Traficanté", the Smuggler; and AQ's head of financial operations, the Banker. Following a hostage rescue operation, the Armistice learns that Al-Qatala has been dealing in arms trade with Zakhaev, who is revealed to have been the benefactor behind Al-Qatala's recent resurgence, and their new leader is identified as Khaled Al-Asad.

**Multiplayer/Warzone**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=11)]

Following the initial operations in Verdansk, the Armistice continues to dispatch agents on various missions against Al-Qatala forces. The alliance between Allegiance and Coalition factions begins to fracture when operators from both sides come into conflict while intercepting an Al-Qatala chemical shipment in Urzikstan. Sometime later, Al-Qatala unleashes chemical attacks across Verdansk, causing the two factions to fight against each other, as well as among themselves for survival as toxic gas surrounds the city. Amidst the chaos of Armistice's fall and Verdansk's destruction, Task Force 141 member Ghost requests Price to send in reliable reinforcements. Having survived the ordeal at General Barkov's factory, Alex re-emerges and is sent to Verdansk to assist Ghost.

After intercepting a phone call between Al-Asad and Zakhaev, the Armistice leaders learn that Al-Qatala has been shipping armaments to various bunkers located throughout Verdansk, from experimental weapon prototypes to nuclear warheads. Price and Garrick are deployed to Verdansk to assist the ongoing war effort. However, frustrated with the lack of results from the Armistice, a [private military company](https://en.wikipedia.org/wiki/Private_military_company) called Shadow Company sends forces to Verdansk to hunt down Zakhaev. An SC squad led by Marcus "Lerch" Ortega infiltrates the city's stadium, where they believe Zakhaev is located after Allegiance forces intercepted radio chatter coming from the stadium.

After learning that Zakhaev has been using Verdansk's subway tunnels to move around undetected, Price sends Farah and Nikolai to infiltrate and reclaim the tunnels, restoring power to the metro system. Eventually, Task Force 141 hacks into Zakhaev’s comms locating him at a nuclear silo in Bunker 10. At the bunker, Zakhaev has armed the nuke and is preparing to launch but is shot by Price and then thrown down the silo, killing him. Price manages to terminate the missile launch just in time with Nikolai's help. As the battle in Verdansk continues to rage on, Price is contacted by Soap, requesting backup "half a kilometer off the coast".

Several months later, in February 2021, a Soviet-era cargo ship, named *Vodianoy*, appears and crashes on the shores of Verdansk, long after its disappearance in 1984 during the transportation of a large supply of lethal gas, named *Nova 6*. The ship breaks in half, unleashing hordes of the undead into the wild. In the following weeks, the undead tread throughout the city, leaving behind contamination traces. Armistice deploys its forces to Verdansk and they attempt to contain the threat, but are largely unsuccessful in doing so.

After two months of fighting, on April 21, 2021, a full evacuation of the city is ordered and Armistice launches a final attempt at eliminating the undead threat. Within 45 minutes of the operation's start, however, Verdansk is deemed to be a lost cause. In a last-ditch effort to stop the undead from spreading beyond the confines of the doomed city, Armistice Central Command launches a nuclear missile strike towards Verdansk, annihilating both the undead threat and the city in the process.

Development[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=12)]

[](https://en.wikipedia.org/wiki/File:Call_of_Duty_Modern_Warfare_Gamescom_2019_(48605842367).jpg)

Promotional booth at [Gamescom 2019](https://en.wikipedia.org/wiki/Gamescom)

The game was developed by [Infinity Ward](https://en.wikipedia.org/wiki/Infinity_Ward), following their 2016 entry [*Infinite Warfare*](https://en.wikipedia.org/wiki/Call_of_Duty:_Infinite_Warfare), and continuing in the "three year development cycle" tradition for the franchise.[[19]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-21) [High Moon Studios](https://en.wikipedia.org/wiki/High_Moon_Studios), [Beenox](https://en.wikipedia.org/wiki/Beenox), [Raven Software](https://en.wikipedia.org/wiki/Raven_Software), and [Sledgehammer Games](https://en.wikipedia.org/wiki/Sledgehammer_Games) all provided additional development.[[20]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-22) The game uses a brand-new engine for the series, allowing for the use of more detailed environments, advanced [photogrammetry](https://en.wikipedia.org/wiki/Photogrammetry) and [rendering](https://en.wikipedia.org/wiki/Rendering_(computer_graphics)), better [volumetric lighting](https://en.wikipedia.org/wiki/Volumetric_lighting), and the use of [ray tracing](https://en.wikipedia.org/wiki/Ray_tracing_(graphics)).[[21]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-23)[[22]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-24)[[23]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-25) The new engine had been in development five years prior to the release of the game, and was a collaborative effort between the main Infinity Ward studio in [California](https://en.wikipedia.org/wiki/California) and the new studio in [Poland](https://en.wikipedia.org/wiki/Poland).[[24]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-26)[[25]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-27) On May 30, the game's official trailer and release date were unveiled.[[26]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-WP-28) According to narrative director Taylor Kurosaki, [Captain Price](https://en.wikipedia.org/wiki/Captain_Price) will be featured in a [retconned narrative](https://en.wikipedia.org/wiki/Retroactive_continuity) "where the events in the previous *Modern Warfare* timeline have not occurred."[[26]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-WP-28)

Studio art director Joel Emslie described the game's narrative as "much more grown-up [and] mature", designed to elicit a more intimate and emotional response from players through a depiction of conflict based on contemporary events (such as [terror attacks in London](https://en.wikipedia.org/wiki/List_of_terrorist_incidents_in_London) and the [Syrian Civil War](https://en.wikipedia.org/wiki/Syrian_Civil_War)) rather than the original trilogy's reliance on bombastic set pieces. Campaign gameplay director Jacob Minkoff expressed his desire for video games to go further in exploring otherwise traditionally taboo topics in the medium, noting that television series and films such as [*Homeland*](https://en.wikipedia.org/wiki/Homeland_(TV_series)), [*American Sniper*](https://en.wikipedia.org/wiki/American_Sniper), and [*Sicario*](https://en.wikipedia.org/wiki/Sicario_(2015_film)) told "relatable, realistic, relevant, and provocative stories that really touch people." In avoiding telling such stories insensitively, consultants were brought in from multiple cultures; for example, conflict related to the Middle East in the game is located in the fictional country Urzikstan rather than based on any specific real-life location.[[c]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-31) Half of the game has been described as having morally complex choices, and the narrative has resulted in making several [playtesters](https://en.wikipedia.org/wiki/Playtest#Video_games) cry.[[5]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-PCGamesN-6)

The story is inspired by real events and conflicts, such as the [Soviet invasion of Afghanistan](https://en.wikipedia.org/wiki/Soviet_invasion_of_Afghanistan), the [Iraq War](https://en.wikipedia.org/wiki/Iraq_War), the [Arab Spring](https://en.wikipedia.org/wiki/Arab_Spring), and the [Syrian Civil War](https://en.wikipedia.org/wiki/Syrian_Civil_War).[[29]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Hornshaw-32) Some controversial aspects of the game were removed prior to its release as the developers were unsure of how much potential emotional discomfort they wanted to effect; this included a line in which a Russian soldier ponders handing over a captured girl to his commanding officer, implying pedophilia.[[30]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Kotaku-33) Retired U.S. Navy SEALs Mitch Hall and Steve Sanders served as consultants for the game.[[31]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-34)

**Post-launch content**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=13)]

For the first time in the franchise history, *Modern Warfare* does not include the previous downloadable content model of paid map packs and season passes. Instead, all post-launch maps and modes are added for free, while Activision focuses on the distribution of microtransactions. The in-game Store sells a variety of bundles, containing cosmetic items such as Operator characters, outfits, weapon blueprints, and more. All items and bundles are bought using the COD Points currency, featured in previous *Call of Duty* titles.

Similar to *Black Ops 4*'s Operations, the game's content packs are released in "Seasons", each lasting roughly eight weeks. The game features the [battle pass](https://en.wikipedia.org/wiki/Battle_pass) model, which grants 100 tiers of cosmetic items that unlock just by playing the game. New weapons are introduced via the [battle pass](https://en.wikipedia.org/wiki/Battle_pass), as well as through in-game challenges and store bundles.

In preparation for Halloween and part of Season 6, new content dropped featuring the "Haunting of Verdansk". New game modes and operator bundles were released based on the theatrical films [*Saw*](https://en.wikipedia.org/wiki/Saw_(franchise)) and [*The Texas Chainsaw Massacre*](https://en.wikipedia.org/wiki/The_Texas_Chain_Saw_Massacre).[[32]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-35) The event included an in game opportunity to earn personalization rewards through a "Trick or Treat" loot system.[[33]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-36) The event lasted from October 20 to November 3.

Reception[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=14)]

**Pre-release**[[edit](https://en.wikipedia.org/w/index.php?title=Call_of_Duty:_Modern_Warfare_(2019_video_game)&action=edit&section=15)]

Following previews at [E3 2019](https://en.wikipedia.org/wiki/E3_2019), the game was subject to some controversy in response to it tackling realistic and mature subject matter, such as presenting [child soldiers](https://en.wikipedia.org/wiki/Child_soldiers) and the ability to shoot civilians (including infants).[[6]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-GamesRadar-7)[[30]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-Kotaku-33)[[34]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-37) [*Escapist Magazine*](https://en.wikipedia.org/wiki/Escapist_Magazine)'s [Ben "Yahtzee" Croshaw](https://en.wikipedia.org/wiki/Ben_%22Yahtzee%22_Croshaw) described the gameplay demonstration as "fifteen minutes of cold intense ruthless killing"[[35]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-38) and [IGN](https://en.wikipedia.org/wiki/IGN) felt it was the most divisive game of the event.[[36]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-39)

Other critics also gave mixed opinions. Recalling the past successes of video games as a medium to provide social commentary on war and conflict, such as [*Spec Ops: The Line*](https://en.wikipedia.org/wiki/Spec_Ops:_The_Line), [*This War of Mine*](https://en.wikipedia.org/wiki/This_War_of_Mine), and [*Call of Duty 4: Modern Warfare*](https://en.wikipedia.org/wiki/Call_of_Duty_4:_Modern_Warfare), Emma Kent of [*Eurogamer*](https://en.wikipedia.org/wiki/Eurogamer) criticized a level in which the player apparently controls a child soldier, which she felt inappropriately merged sensitive subject matter and over-dramatized violence into a [boss fight](https://en.wikipedia.org/wiki/Boss_fight), creating "a Frankensteinian, dissonant mess." Kent described another level involving a stealth operation inside a building as having a "heavy-handed" emphasis on avoiding civilian collateral damage, although praised it as "a good exploration of the way terrorists are embedded within civilian communities."[[37]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-40) Cade Onder of *GameZone* similarly commented on the civilian collateral damage and child soldier level, opining that the former lacked tension because there was only one civilian present, thereby only granting the illusion of choice, and the latter turning "an otherwise very real and grounded moment [...] into a very video game-y moment." Also comparing it to *Spec Ops: The Line*, Onder reflected on whether killing too many civilians would merely result in a [game over](https://en.wikipedia.org/wiki/Game_over), causing [ludonarrative dissonance](https://en.wikipedia.org/wiki/Ludonarrative_dissonance), and how the linearity of the game may prevent it from reaching its narrative ambitions.[[38]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-41)

The game's multiplayer beta in September 2019 was withdrawn for unknown reasons from the PlayStation Store in Russia. A prominent theory posits that this is because the Russian media had been critical of the game's campaign's reportedly favorable portrayal of the [White Helmets](https://en.wikipedia.org/wiki/White_Helmets_(Syrian_Civil_War)), a volunteer organisation that operates in parts of [opposition](https://en.wikipedia.org/wiki/Syrian_opposition)-controlled and [Turkish-occupied Syria](https://en.wikipedia.org/wiki/Turkish_occupation_of_northern_Syria).[[39]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-42) In October 2019, Sony announced that *Modern Warfare* would not be sold on the PlayStation Store in Russia.[[40]](https://en.wikipedia.org/wiki/Call_of_Duty:_Modern_Warfare_(2019_video_game)#cite_note-43)