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In 2059, Mitchell and Gideon are dispatched to Detroit to find and capture Dr. Pierre Danois (Erik Passoja), the KVA's second-in-command. Danois reveals that Hades is at Santorini, Greece, where the KVA is holding a conference. In Greece, Mitchell finds and kills Hades; before dying, Hades warns them of Irons and gives Mitchell a data chip. Atlas operative Ilona (Angela Gots) analyzes the chip. It reveals that Irons executed a defected KVA technologist after learning of the planned global attacks and deliberately allowed them to happen to improve Atlas' power and profit. Irons attempts to have Mitchell and Ilona arrested by Atlas military police, but they escape Atlas' headquarters in New Baghdad, guided by an unidentified soldier, while Gideon stays with Irons for further investigation. The soldier reveals himself to be Cormack, now a member of the Sentinel Task Force, a Tier One global US-led task force created to investigate the KVA, but now re-purposed to prevent Atlas' rise to power.

Director Michael Condrey said that the majority of the engine has been built from scratch. He stated that although there are lines of the old code left, there are new rendering, animation, physics and audio systems.[29][30] With the improved engine, the audio has been built from the ground up.[31] According to Don Veca, who worked on Advanced Warfare, the audio in the game is very advanced which gives the game a genuine and great feel.[32][33][34] Saying that audio doesn't come last as it did in previous titles, Glen Schofield says "We make sure that audio is just as important as anything else and Don's in there from the start with us."

A pre-order bonus was announced entitled "Advanced Arsenal" which consists of a Custom Exoskeleton along with an EM1 Quantum & AK-12G weapon usable in multiplayer.[52] An advertisement revealed that the collector's editions will include a bonus multiplayer map, "Atlas Gorge", which is a remake of the map "Pipeline" from Call of Duty 4: Modern Warfare; an Atlas Digital Content Pack, which includes two bonus weapons, a custom character helmet, a player card, five in-game "supply drops" and a single-player upgrade token. Also included is a season pass, granting players access to four post-release map packs. Additionally, all pre-orders would be upgraded to the "Day Zero Edition", which includes 24 hours of early access to the game with double XP, additional weapons and in-game items.[53]

Brian Albert from IGN gave the game 9.1/10. He praised the iteration of the game set in the mid 21st century, calling it the biggest and most succes