Base game maps

These are the different maps that are available in the Battlefield 4 PC base game. Each map is available in every base game mode.

Engine name	Human-readable name
MP_Abandoned	Zavod 311
MP_Damage	Lancang Dam
MP_Flooded	Flood Zone
MP_Journey	Golmud Railway
MP_Naval	Paracel Storm
MP_Prison	Operation Locker
MP_Resort	Hainan Resort
MP_Siege	Siege of Shanghai
MP_TheDish	Rogue Transmission
MP_Tremors	Dawnbreaker

Base game modes

These are the different game modes which are available for the Battlefield 4 PC base game maps.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
ConquestLarge0	Conquest	Up to 64 + 2 + (4)
ConquestSmall0	Conquest	Up to 32 + 2 + (4)
Domination0	Domination	Up to 20 + (4)
Elimination0	Defuse	Up to 10 + (4)
Obliteration	Obliteration	Up to 32 + 2 + (4)
RushLarge0	Rush	Up to 32 + 2 + (4)
SquadDeathMatch0	Squad Deathmatch	Up to 20 + (4)
TeamDeathMatch0	Team Deathmatch	Up to 20 + (4)

China Rising game maps

These are the different maps that are available in the Battlefield 4 PC China Rising expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP1_001	Silk Road
XP1_002	Altai Range
XP1_003	Guilin Peaks
XP1_004	Dragon Pass

China Rising game modes

These are the different game modes that have been added with the China Rising expansion pack. All China Rising maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
AirSuperiority0	Air Superiority	Up to 24 + 0 + (4)

Second Assault game maps

These are the different maps that are available in the Battlefield 4 PC Second Assault expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP0_Caspia	Caspian Border 2014
XP0_Firestor	Firestorm 2014
XP0_Metro	Operation Metro 2014
XP0_Oman	Gulf of Oman 2014

Second Assault Game Modes

These are the different game modes that have been added with the Second Assault expansion pack. All Second Assault maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
Capturetheflag0	Capture the flag	Up to 32 + 0 + (4)

Naval Strike game maps

These are the different maps that are available in the Battlefield 4 PC Naval strike expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP2_001	Lost Islands
XP2_002	Nansha strike
XP2_003	WaveBreaker
XP2_004	Operation Mortar

Naval Strike Game Modes

These are the different game modes that have been added with the Naval Strike expansion pack. All Naval Strike maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
CarrierAssaultLarge0	Carrier Assault	Up to 64 + 2 + (4)
CarrierAssaultSmall0	Carrier Assault	Up to 32 + 2 + (4)

Dragon's Teeth game maps

These are the different maps that are available in the Battlefield 4 PC Dragon's Teeth expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP3_MarketPl	Pearl Market
XP3_Prpganda	Propaganda
XP3_UrbanGdn	Lumpini Garden
XP3_WtrFront	Sunken Dragon

Dragon's Teeth game modes

These are the different game modes that have been added with the Dragon's Teeth expansion pack. All Dragon's Teeth maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
Chainlink0	Chain Link	Up to 32 + 0 + (4)
Capturetheflag0	Capture the flag	Up to 32 + 0 + (4)

Final Stand game maps

These are the different maps that are available in the Battlefield 4 PC Final Stand expansion pack. Each map is available in every game mode.

Engine name	Human-readable name
XP4_Arctic	Operation Whiteout
XP4_SubBase	Hammerhead
XP4_Titan	Hangar 21
XP4_WalkerFactory	Giants of Karelia

Final Stand game modes

These are the different game modes that have been added with the Final Stand expansion pack. All Final Stand maps can be played on the base game modes as well.

Engine name	Human-readable name	Intended player count + Commanders + (Spectators)
Capturetheflag0	Capture the flag	Up to 32 + 0 + (4)