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)
SquadObliteration0	Squad Obliteration*	Up to 10 + (4)
GunMaster0	Gun Master	Up to 20 + (4)

*NOTE: Squad Obliteration is only available for the following maps: MP_Siege; MP_Abandoned; MP_Resort; MP_Tremors; MP_Navals; MP_Journey; MP_Prison.

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 Dragon's Teeth 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)

Night Operations game maps

The Night Operations expansion contains one map:

Engine name	Human-readable name
XP5_Night_01	Zavod:Graveyard Shift

The supported game modes on this map are:

- Conquest Large
- Conquest Small
- Domination
- Obliteration
- Rush
- TDM
- *Gunmaster

*NOTE: There are two layouts available for Gunmaster

Community Operations game maps

The Night Operations expansion contains one map:

Engine name	Human-readable name
XP6_CMP	Operation Outbreak

The supported game modes on this map are:

- Conquest Large
- Conquest Small
- Obliteration
- Rush
- *TDM
- *Gunmaster
- *SDM
- Domination
- Chainlink
- CTF

Legacy Operations game maps

The Night Operations expansion contains one map:

Engine name	Human-readable name
XP7_Valley	Dragon Valley 2015

The supported game modes on this map are:

- Conquest Large
- Conquest Small
- Obliteration
- Rush
- TDM
- Gunmaster
- SDM
- Domination

Premium Playlists

These are the different Premium Experiences that have been added with the Winter Patch Updated.

Engine name	Human-readable name
PR0LARGE	Large Battles
PR0SMALL	The Battlefield
PR0CLOSE	Close Quarters

Large Battles

The following is the map rotation for the *Large Battles* experience

Maps	Gamemode
MP_Abandoned	ConquestLarge0
MP_Journey	ConquestLarge0
MP_Naval	ConquestLarge0
MP_Siege	ConquestLarge0
MP_Resort	ConquestLarge0
MP_TheDish	ConquestLarge0
XP0_Caspian	ConquestLarge0
XP0_Firestorm	ConquestLarge0
XP1_001	ConquestLarge0
XP1_004	ConquestLarge0
XP2_002	ConquestLarge0
XP2_004	ConquestLarge0
XP3_Prprganda	ConquestLarge0
XP3_WtrFront	ConquestLarge0
XP4_WlkrFtry	ConquestLarge0
XP4_SubBase	ConquestLarge0

The Battlefield

The following is the map rotation for the *The Battlefield* experience

Maps	Gamemode
MP_Abandoned	ConquestLarge0
MP_Journey	ConquestLarge0
MP_Siege	ConquestLarge0
MP_TheDish	ConquestLarge0
XP0_Oman	ConquestLarge0
XP0_Caspian	ConquestLarge0
XP1_001	ConquestLarge0
XP1_003	ConquestLarge0
XP2_003	ConquestLarge0

XP2_004	ConquestLarge0
XP3_Prprganda	ConquestLarge0
XP3_MarketPl	ConquestLarge0
XP4_WlkrFtry	ConquestLarge0
XP4_SubBase	ConquestLarge0
MP_Prison	RushLarge0
MP_Abandoned	RushLarge0
MP_Siege	RushLarge0
MP_Naval	RushLarge0
XP0_Metro	RushLarge0
XP1_001	RushLarge0
XP2_002	RushLarge0
XP3_Prprganda	RushLarge0
XP4_SubBase	RushLarge0
MP_Siege	Obliteration
MP_Prison	Obliteration
MP_Flooded	Obliteration
MP_Tremors	Obliteration
XP0_Oman	Obliteration
XP1_003	Obliteration
XP2_003	Obliteration
XP3_Marketpl	Obliteration
XP4_Arctic	Obliteration

Close Quarters

The following is the map rotation for the *Close Quarters* experience

Maps	Gamemode
MP_Siege	TeamDeathMach0
MP_Prison	TeamDeathMach0
MP_Abandoned	TeamDeathMach0
MP_Tremors	TeamDeathMach0
MP_Journey	TeamDeathMach0
XP0_Metro	TeamDeathMach0
XP1_001	TeamDeathMach0
XP2_001	TeamDeathMach0
XP3_MarketPl	TeamDeathMach0
XP4_WlkrFtry	TeamDeathMach0
MP_Siege	Domination0
MP_Abandoned	Domination0
MP_Damage	Domination0
MP_Naval	Domination0
XP0_Oman	Domination0

XP0_Caspian	Domination0
XP1_001	Domination0
XP1_004	Domination0
XP2_004	Domination0
XP3_Prpganda	Domination0
XP3_MarketPl	Domination0
XP4_SubBase	Domination0
XP4_WlkrFrty	Domination0