

PRIMA® OFFICIAL GAME GUIDE

ALL FIELD TASKS REVEALED

TIPS FROM THE TOP TESTERS

EXCLUSIVE MULTIPLAYER MAPS

PLAYSTATION® 2

XBOX®

BATTLEFIELD 2

MODERN COMBAT™



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BASED ON A GAME TEEN
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David Knight

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BASIC TRAINING

Welcome to *Battlefield 2: Modern Combat*. Even if you're familiar with the previous *Battlefield* games for the PC, think of this section as a refresher course. Although many of the gameplay concepts have remained untouched, there are plenty of new additions to the game you should be aware of before rushing into the action. So whether you're a veteran or a rookie, set your gear aside for a few minutes and read up.

COMBAT FUNDAMENTALS



CONTROLS

Action	PS2	Xbox
Move	left analog stick	left analog stick
Aim	right analog stick	right analog stick
Strafe	left analog stick	left analog stick
Stand, crouch, prone	[L1] and [L2] respectively	▢
Dive to prone	tap [L2] twice when standing	tap ▢ twice when standing
Jump from prone to feet	tap [L1] twice when prone	tap ▢ twice when prone
Jump	[L1] when standing	▢ when standing
Fire weapon	[R1]	[R1]
Reload weapon	•	▢
Change weapon	hold [R2] and select using right analog stick	hold [R1] and select using right analog stick
Scope Zoom	[R3]	press right analog stick
Enter/Exit stationary weapon	×	▢
Parachute	▲ when in air	▢ when in air
Pick up kit	▲ when standing above a dropped kit	▢ when standing above a dropped kit
Hotswap (SP Only)	■	▢
Team speak (MP Only)	■	[RT]
Display map full screen	◊	▢
Zoom map in/out	◊ and ▽	▢ and ▽
3D map	◊	▢
Ground Vehicles		
Enter/Exit vehicle	×	▢
Steer/accelerate/brake/reverse	left analog stick	left analog stick
Aim Turret	right analog stick	right analog stick
Accelerate	[L1]	—
Brake/Reverse	[L2]	—
Fire weapon	[R1]	[R1]
Change position	▲	▢

CONTROLS (continued)

Helicopters (Type 1)

Enter/Exit Vehicle	x	▢
Steer (backwards, forwards and side to side)	left analog stick	left analog stick
Aim (rotation and altitude)	right analog stick	right analog stick
Fire weapon	[R1]	[R1]
Change position	▲	▢

Helicopters (Type 2)

Enter/Exit Vehicle	x	▢
Steer (backwards, forwards and rotates)	left analog stick	left analog stick
Aim (side to side and altitude)	right analog stick	right analog stick
Fire weapon	[R1]	[R1]
Change position	▲	▢

Moving your soldier around the battlefield is simple, especially if you've played any other FPS games. On both the PS2 and Xbox versions, the left analog stick controls forward, backward, and lateral movements. Meanwhile, the right analog stick is used to aim and look around—this is the way you change your directional heading when moving. In ground vehicles, the left analog stick controls all movements (acceleration, reverse, and steering) while the right analog stick is used to rotate the vehicle's turret, assuming it has one. If you're new to this sort of game, the controls may take a while to get used to. But with some time and practice, you'll eventually get the hang of it.

NOTE It's possible to move while peering through your weapon's scope, but the scope "bobs," making aiming difficult.

In addition to standing upright, your soldier can also crouch or drop prone. While crouched, your soldier can duck behind low objects for cover. It's possible to move while crouched too, but speed is reduced. Dropping prone is the best way to stay out of sight, as well as evade incoming gunfire when there's no cover available. Crawling on your belly is the slowest way to move around, but it's also the stealthiest. Snipers and other reconnaissance-oriented troops should always stay as low as possible to avoid being detected. The crouched and prone stances also improve the accuracy of firearms—more on this later.

SWIMMING

If you find yourself in deep water, you can swim by using the left and right analog sticks. While swimming, you can't dive under water—you're stuck on the surface until you make it to a shallow spot. However, you can still access your kit's weapons, so don't forget to defend yourself if you come under attack. As a rule, avoid swimming. Not

Basic Training

UPGRADES (cont'd)

Weapon/Equipment	Upgrade Type	Stars
Laser Target Designator	Increased Zoom	234
Sub-Machine Gun	Armor-Piercing Bullets	240
Laser Target Designator	Bunker Buster (added splash damage)	247
Assault Rifle	Armor-Piercing Bullets	253
Mortar Strike	Carpet Bomb	259
Machine Gun	Armor-Piercing Bullets	266
(V) = Vehicle/Stationary Weapons		

SINGLE-PLAYER CHEATS

Want to unlock all the weapons? Simply enter the code below. This code must be entered during gameplay with less than a one second interval between button presses.

Cheat	PS2	Xbox
Unlock All Weapons	Hold L2 + R2 then press △, △, △, △, △, △	Hold W + Y then press □, □, □, □, □, □

MEDALS



Medals are earned by performing difficult and potentially dangerous tasks during the campaign. For instance, you can earn medals by killing multiple enemies with a single magazine, or by freefalling great

distances without opening your parachute. In total, there are 78 different medals, and each group of medals is worth one star. All medals and their requirements are covered in Appendix C in the back of the guide.

MULTIPLAYER



Although the single-player campaign is fun and challenging, you haven't fully experienced *Battlefield* until you've hopped online and tested your skills against friends and strangers. Multiplayer differs significantly from the

single-player mode, as there are no enhancements, weapon upgrades, or hotswaps. Furthermore, the rank and award

systems are totally different. This section goes through the basics of multiplayer, including information on the two game modes, the scoring systems for each, and details on ranks.

CONQUEST MODE



CONQUEST SCORING

Action	Score
Kill enemy soldier	+1
Kill enemy soldier by destroying his vehicle	+2
Driver assist (secondary position gets kill)	+1
Neutralize flag (first in radius)	+2
Neutralize flag assist	+1
Capture flag (first in radius)	+3
Capture flag assist	+1
Kill capturing soldier	+2
Heal teammate 30%	+1
Repair manned friendly vehicle 30%	+1
Team Kill: first offense	-1
Team Kill: second offense	-2
Team Kill: third offense	-3
Team Kill: fourth and future offenses	-6

Conquest is the heart and soul of *Battlefield*, requiring two teams to fight for control of a map. This is accomplished by capturing and defending flagged positions known as control points. In conquest mode, there are numerous ways to earn points. Killing opponents is the most obvious way to boost your score, but you can also rack up some big points by capturing control points. However, you can also lose points by accidentally (or intentionally) killing yourself and teammates. The penalty for team kills increases with each incident of friendly fire, so be mindful of your aim and exercise extreme caution when using explosives. If you kill too many teammates, you may be voted off the server—nobody likes a team killer. Let's take a quick look at the elements of a conquest game.



CONQUEST GAME TYPES

There are a total of three different battle types, each with its own distinct rules.

Double Assault

On these maps, each side usually begins with one control point. A ticket drain can be initiated on the opposing team by controlling the majority of the map's control points. For example, if your team has two control points and the enemy only has one, the enemy's tickets are slowly drained. A quick victory can be achieved by capturing all of the control points, denying the opposing team a spawn point.

Assault

During assault battles, there is always an attacker and a defender. The attacker begins with at least one base that cannot be captured. Defenders usually hold most of the map's control points, but all of them can be captured. It's the attacker's job to capture all of the control points on the map, preventing the defender from spawning new troops. The attacker begins the battle with more tickets, but a ticket drain is in effect until the attacking team captures a majority of the map's control points.

Head-On

In head-on battles, both sides are on an even footing, each beginning with a base on opposite sides of the map. In most cases, all of the control points are neutral to begin with, often resulting in races to capture the most. As in the other games, bleeding the opposing side's tickets is possible by holding a majority of the map's control points—bases included. Since the bases cannot be captured, each side always has at least one spawn point.

Spawn Screen



This is where you select your troop kit and your spawn point at the beginning of a game and whenever you die. Your team's spawn points are represented by blue dots on the map and are usually located next to control

points. Before spawning in, take a quick look at the map and determine what kind of troop kit would best serve your team. For instance, if an enemy tank is attacking a friendly control point, spawn in as an engineer and use the rocket launcher to blast the armored invader.

Tickets



Tickets represent the number of reinforcements your team has at any given time. These fluctuating numbers are prominently displayed in the upper, right-hand corner of the screen—just below the mini-map. Every time a teammate dies, one ticket is subtracted from your team's

total count. Tickets can also be steadily drained if your team controls fewer control points than the enemy. This is why it's important to control as much territory as possible. The team with the most tickets at the end of the game wins; the team with the least (or no) tickets loses—see the table below for specific victory conditions. Every ticket is precious, so take the time to seek out a medical crate to heal if you're wounded. Support soldiers can also help prevent ticket loss by treating wounded teammates with the auto-injector.

CONQUEST VICTORY CONDITIONS

Rating	Criteria
Major Victory	50% or more friendly tickets remain
Victory	25–49% friendly tickets remain
Minor Victory	0–24% friendly tickets remain
Minor Defeat	0–24% enemy tickets remain
Defeat	25–49% enemy tickets remain
Major Defeat	50% or more enemy tickets remain

Control Points



These are locations of strategic importance that can be captured by either side. You can view the location of a battlefield's control points on the mini-map in the upper, right-hand corner of the screen, or by

expanding the map view with the directional pad. On the map, the control points are marked by small circle icons indicating their locations, as well as their current state. When a control point is held by your team, it shows up as a blue circle. A red circle indicates the control point is held by your opponent. Control points can also be neutral, represented by a white square icon on the map. In addition to being spawn points, most control points

Basic Training

also produce vehicles when captured. The types and number of assets produced by a control point vary based on the map and nationality of the occupier.

TIP Some of the conquest maps are equipped with a command computer. This terminal can be used by both teams to call in artillery strikes. Simply access the computer and place the crosshairs on the desired target zone on the map. Artillery strikes cover a wide area and aren't completely accurate, so make sure your teammates (the blue dots) are far from the target zone to avoid team kills. Once an artillery strike has been called in, the command computer enters a recharge phase for several minutes. When an artillery strike is available, a message flashes across the screen—get to the computer before your enemy does.



Control Point Capture



You must occupy a control point's radius to capture it. Think of this as a large, invisible dome emanating from the flagpole. The capture progress meter appears at the bottom of the screen when you're within a

control point's radius; it disappears when you move out. Use this to scout the boundaries of the radius, as well as monitor the status of the conversion process. No opponents can be present within the control point's radius at the time of capture, so all resistance must be routed or eliminated. Multiple teammates gathered within the radius can reduce the amount of time necessary to capture the control point.

TIP A steady pilot can capture control points by hovering near the flagpole. However, entering a hover makes the chopper a ripe target for enemy troops.

CAPTURE THE FLAG (CTF)



CTF SCORING

Action	Score
Kill enemy soldier	+1
Kill enemy soldier by destroying his vehicle	+2
Driver assist (secondary position gets kill)	+1
Heal teammate 30%	+1
Repair manned friendly vehicle 30%	+1
Pick up enemy flag	+1
Capture flag	+5
Return your flag	+1
Capture Assist: return your flag, and a capture occurs within 15 seconds	+1
Capture Assist: kill the enemy flag carrier, and a capture occurs within 15 seconds	+2
Capture Assist: drive flag carrier	+2
Kill enemy flag carrier	+3
Kill enemy near enemy flag	+2
Kill enemy within 15 meters of your team's flag carrier	+2
Kill enemy who injured your team's flag carrier (within 30 seconds)	+3
Kill enemy who is in your home base	+2
Heal your flag carrier	+2
Repair flag carrier vehicle	+2
Suicide	-1
Team Kill: first offense	-1
Team Kill: second offense	-2
Team Kill: third offense	-3
Team Kill: fourth and all future offenses	-6

CTF VICTORY CONDITIONS

Rating	Criteria
Major Victory/Defeat	50%+ Score Disparity
Victory/Defeat	25%-49% Score Disparity
Minor Victory/Defeat	0-24% Score Disparity



CTF is a classic multiplayer mode, made all the more fun by *Battlefield's* vehicles and fast-paced style of play. Unlike conquest, there are no tickets in CTF. Team scoring is based on the number of times your team captures the enemy's flag. The enemy's flag is usually located at the enemy base. To get it, simply touch the flagpole and return the flag to your base's flagpole to score a point—your team's flag must be present to do so. You can capture a flag while in a vehicle, but you have to run over it, often causing the vehicle slight damage and reducing its speed. If killed while heading back to your base with the enemy flag, you drop it. This allows a teammate to pick it up and continue the journey or an enemy to touch it to return it to his base. If untouched, dropped flags automatically return to their bases within a few seconds.

RANKS

MULTIPLAYER RANK REQUIREMENTS

Rank	Name	Medals	Score	PPH*
Private	Private	—	—	—
Private 1st Class	Private 1st Class	0	25	10
Corporal	Corporal	1	50	12
Sergeant	Sergeant	1	100	15
Sergeant 1st Class	Sergeant 1st Class	2	150	18
Master Sergeant	Master Sergeant	2	225	25
Sergeant Major	Sergeant Major	3	360	28
Command Sergeant Major	Command Sergeant Major	3	550	30
Warrant Officer	Warrant Officer	4	750	32
Chief Warrant Officer	Chief Warrant Officer	4	1,050	35
2nd Lieutenant	2nd Lieutenant	5	1,500	40
1st Lieutenant	1st Lieutenant	5	2,000	42
Captain	Captain	6	2,800	50
Major	Major	6	4,000	55
Lieutenant Colonel	Lieutenant Colonel	7	5,800	60
Colonel	Colonel	8	8,000	65
Brigadier General	Brigadier General	9	12,000	70

MULTIPLAYER RANK REQUIREMENTS (cont'd)

Rank	Name	Medals	Score	PPH*
Major General	Major General	10	16,000	80
Lieutenant General	Lieutenant General	11	22,000	90
5-Star General	5-Star General	12	32,000	100

* = Points Per Hour Average

Although many of the ranks in multiplayer are similar to those in the single-player mode, the requirements necessary for promotion are completely different. Achieving ranks in multiplayer is based on three separate criteria: medals earned, total score, and a points per hour average. The points per hour average, or PPH, is calculated by dividing your total score by the last 10 hours played. Even novice players should be able to average at least 20 points per hour.



Basic Training

AWARDS

There are two types of awards available in multiplayer: medals and ribbons. Medals are awarded for feats performed within a single game round. For instance, if you kill five enemies without dying while only using troop kit weapons, you're awarded the Distinguished Service Cross. Ribbons are awarded for your overall online performance, taking into account the number of rounds you've completed and victories achieved. There are fifteen medals and eight ribbons in all, each with its own unique and challenging requirements. For details on each award, see Appendix C at the back of the guide.

BF:HQ



When you first start an online game, you're prompted to create a multiplayer profile. This is really easy. Simply come up with a nickname, then enter your e-mail address and a password. Your profile is used to keep

track of all of your gameplay stats. These stats determine your rank, as well as your eligibility for ribbons.

To take a look at your stats, click the BF:HQ button on the main menu. The Profile Summary screen shows the basics, including your rank, score, points per hour, and awards. Within the BF:HQ option, there are four more options at the top of the screen. The first tab leads to the Friends screen, where you can add players you've met online to your friends list and even send them messages. Next is the Clan tab, an integrated system allowing you to create or join a clan for organized team play. If you're new to this sort of thing, clans are groups of players who play and practice regularly. Most clans also take part in tournaments and organized events. If you're serious about multiplayer, shop around and join a clan that best suits your style of play and schedule. The Stats screen lists

practically everything you've ever done in every online game you've played. Included are statistics on your most-played vehicles and weapons—it even logs how long you've played online, down to the second. Last is the Leaderboards screen, where you can track your statistics against everyone else in the online community. You can sort data based on scores, kits, vehicles, and even individual kit equipment.

ONLINE RESOURCES

Battlefield 1942 spawned an enthusiastic gaming community, even before its release. Over the years, the community has grown even larger, fueled largely by mods and organized team play. It only takes a few minutes of poking around the internet to find numerous fan sites dedicated to everything *Battlefield*. Now that console gamers are getting in on the action, the community is poised for another major growth spurt.

OFFICIAL BATTLEFIELD 2: MODERN COMBAT WEB SITE

<http://www.eagames.com/official/battlefield/moderncombat/us/home.jsp>

This is EA's official site and should be your first stop for official news.

PLANET BATTLEFIELD

<http://www.planetbattlefield.com>

This is one of the most comprehensive and frequently updated *Battlefield* sites on the web. Check it for news, as well as details on clans and upcoming tournaments. The forums are also an excellent source of information. Bookmark this one.

BATTLEFIELD NATION

<http://www.bfnation.net>

Here's another great source for news with frequent updates and links to other community web sites around the world.





INFANTRY

In *Battlefield 2: Modern Combat*, nothing is predictable. The tactical situation changes from minute to minute, requiring your team to respond to a variety of threats and opportunities. Success largely hinges on picking the right tools for the job and applying them in a way to best benefit the team's progress. The five available troop kits all have their own strengths and weaknesses. A competent player should be familiar with the nuances of each and know how to apply them to the ever-changing situation on the battlefield. This section explores each troop kit and offers some tips on how to use them. It also outlines the stationary weapons, vital to any defensive effort.

ASSAULT

The assault soldier is the spearhead of most offensive operations. Armed with an assault rifle, grenade launcher, pistol, fragmentation grenades, and smoke grenades, assault troops are prepared for any kind of action.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Assault Rifle	45-round Clip	32
Grenade Launcher	Increased Ammo (5)	63
Assault Rifle	Increased Ammo (225)	82
Smoke Grenade	Increased Ammo (5)	145
Assault Rifle	Increased Zoom	152
Assault Rifle	Armor-Piercing Bullets	253

US ASSAULT



US ASSAULT KIT

Weapon/Item	Magazine Capacity	Ammo Count
M4 Carbine	30	180
M9	15	45
M203 Grenade Launcher	1	3
M61 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3

Infantry

Primary Weapon: Type 95/Type 91

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

This lightweight weapon shares similarities with the French FAMAS bull-pup design. High reliability and versatility make the Type 95 an accurate and deadly weapon for the PLA.



MEC ASSAULT

MEC ASSAULT KIT

Weapon/Item	Magazine Capacity	Ammo Count
AK-47	30	180
Tariq	15	45
GP-25 Grenade Launcher	1	3
RGO-78 Frag Grenade	—	3
AN-M8 Smoke Grenade	—	3



Primary Weapon: AK-47/GP-25

Damage: Medium

Accuracy: Medium

Fire Mode: Full Auto

The most produced assault rifle in the world, the AK-47 sports a rugged design with the ability to mount a grenade launcher.



SPECIALIZED EQUIPMENT

AN-M8 Smoke Grenade

When deployed, this grenade sends out clouds of smoke, useful for concealing your team when moving across enemy fields of fire. You can throw grenades at varying lengths, depending on the angle at which you throw it.



ASSAULT TACTICS

When you're not quite sure what kind of resistance you might face, the well-rounded assault kit is always a good choice. The assault rifles associated with this kit offer a fine balance of accuracy and firepower, useful for downing enemy infantry at any range. Each assault rifle is also equipped with a grenade

launcher, mounted below the weapon. By elevating the rifle's barrel, grenades can be lobbed at impressive distances. While intended primarily as an anti-infantry weapon, the grenade launcher can also inflict heavy damage against vehicles and stationary weapons. Unlike hand grenades, launched grenades explode on impact, dealing more direct damage to the target. The assault soldier also carries smoke grenades. These hand-tossed canisters dispense a thick cloud of white smoke that lasts for a few precious seconds. Smoke screens are vital when crossing known fields of fire. Use them in urban settings to avoid being cut down by enemy snipers and machine gunners when you're crossing streets or other open areas.

ENGINEER

The handyman of the unit, the engineer can fix vehicles with his blowtorch. He can also kill enemies with it. In addition, the engineer carries a shotgun, pistol, rocket launcher, and antivehicle mines.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Rocket Launcher	Increased Ammo (8)	19
Shotgun	12-round clip	51
Rocket Launcher	Increased Zoom	76
Blowtorch	Increased Ammo (1,500)	89
Shotgun	Increased Ammo (48)	114
Mine	Increased Ammo (5)	177
Rocket Launcher	Homing Missile	228

US ENGINEER

US ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
SPAS-12	8	40
M9	15	45
SMAW Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: SPAS-12

Damage: Light/Medium

Accuracy: Low

Fire Mode: Semi-Auto

The Italian-designed Sporting Purpose Automatic Shotgun (SPAS) is popular with special forces and SWAT teams for close-quarter combat.



Rocket Launcher: SMAW

The Shoulder-launched Multipurpose Assault Weapon (SMAW) fires an 83mm armor-piercing rocket designed to destroy main battle tanks and infantry fortifications.



EU ENGINEER

EU ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
M3	8	40
Glock 17	15	45
Carl Gustav M3 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: M3

Damage:
Light/Heavy

Accuracy: Low

Fire Mode:
Pump-Action



This standard pump-action shotgun is the tactical version of the popular M3 Super 90, featuring a folding butt-stock.

Rocket Launcher: Carl Gustav M3

The M3 is an updated version of the original Carl Gustav antitank weapon, first introduced in the 1940s. Used by many NATO countries, the M3 is a recoilless antitank weapon that fires an 84mm rocket from a reusable carbon fiber tube. The breach-loading M3 takes longer to load than the other rocket launchers, but its rocket flies much faster.



CHINESE ENGINEER

CHINESE ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
RMB-93	8	40
QSZ-92	15	45
PF-98 Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: RMB-93

Damage: Light/Heavy

Accuracy: Low

Fire Mode:
Pump-Action



The RMB-93 is a pump-action shotgun. The hand guard has a forward-back movement instead of the classic back-forward moving barrel.

Rocket Launcher: PF-98

The PF-98 is becoming the PLA's primary light antitank weapon to replace the obsolete recoilless guns. The PF-98 is a recoilless rocket launcher used primarily by infantry forces for engagement and defeat of enemy armor at short distances.



MEC ENGINEER

MEC ENGINEER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Mossberg 500	8	40
Tariq	15	45
RPG-7V Rocket Launcher	1	5
Antivehicle Mine	—	3
Blowtorch Repair Kit	—	1,000



Primary Weapon: Mossberg 500

Damage:
Light/Heavy

Accuracy: Low



Fire Mode:
Pump-Action

Infantry

The smooth-bore, pump-action Mossberg 500 is one of the most popular American-produced shotguns. This model features a polymer stock for reduced weight.

Rocket Launcher: RPG-7V

The RPG-7V is a recoilless, shoulder-fired, muzzle-loaded, reloadable, antitank grenade launcher that is light enough to be carried and fired by one person.



SPECIALIZED EQUIPMENT

Antivehicle Mine

The trigger mechanism on these mines can only be activated by the weight of a vehicle. But infantry can detonate these mines with gunfire. Mines can also be destroyed by explosive splash damage. A string of mines (with overlapping blast radii) and one well-aimed bullet can make for an impressive fireworks show. In multiplayer, each friendly mine is marked with a red, triangular icon appearing above it, making it easier to spot.



Blowtorch Repair Kit

This portable welding blowtorch can repair vehicles. It can also be used as a close-combat weapon against another player at point-blank range.



ENGINEER TACTICS

The engineer is the master of repairs and antivehicle mayhem. If it can be damaged, the engineer can fix it—or destroy it. Use the blowtorch to restore vehicles to full strength. The engineer's mines are only effective against vehicles—they don't explode if you step on one. These are useful in defensive situations, when it's necessary to close off roads, bridges, or other narrow chokepoints to vehicle traffic. One mine is enough to turn any vehicle into a flaming hulk of charred metal, and mines don't distinguish between friend or foe, so think twice before dropping them. No more than nine mines can be dropped at one time. Each engineer is also armed with a shotgun, a weapon that is nearly useless at intermediate and long ranges but is outright devastating at close range. When fired, the shotgun spits out several spherical pellets from the barrel in a cone-shaped spread. As such, accuracy

diminishes drastically over distance. Unless conducting close-quarter combat, engineers are better off using their pistol. It causes less damage but is much more likely to hit distant targets. The engineer's rocket launcher is best deployed against vehicles but can be fired at infantry too. The armor-piercing rocket doesn't inflict much splash damage, so make sure it detonates as close to the target as possible. When engaging tanks and other armored vehicles, always try to hit the weak underside and rear armor for a quick kill—it takes one rocket to destroy an APC from the rear and two rockets to knock out a tank.

TIP Need to drop some mines fast? Try dropping them out of a moving vehicle like a heavy jeep or even a transport helicopter. But you must be sitting in a passenger spot that allows you to access your kit. You can even drop mines while parachuting, as a last ditch effort at survival when you find yourself drifting toward an enemy tank.

SNIPER

In addition to the sniper rifle with multiple zoom ranges, the sniper comes armed with a pistol, smoke grenades, and a laser target designator. He can also reveal enemy positions via his forward observer.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Sniper Rifle	8-round clip	44
Sniper Rifle	Increased Ammo (15)	95
Forward Observer	Increased Ammo (6)	120
Smoke Grenade	Increased Ammo (5)	145
Sniper Rifle	Increased Zoom	164
Forward Observer	Extended Blip Duration	183
Laser Target Designator	Increased Ammo (2)	202
Sniper Rifle	Armor-Piercing Bullets	221
Laser Target Designator	Increased Zoom	234
Laser Target Designator	Bunker Buster (added splash damage)	247

US SNIPER



US SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
M95	5	20
M9 (silenced)	15	45
AN-M8 Smoke Grenade	—	3
PAQ-1 Laser Target Designator	—	1
Forward Observer	—	3

Primary Weapon: M95

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

The M95 Barret is a shortened bolt-action variation of the massive semi-auto M82A1. It fires 12.7mm (.50) ammunition and can accurately engage targets up to one mile away.



EU SNIPER

EU SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
SVU	5	20
MP-445 Varjag (silenced)	15	45
AN-M8 Smoke Grenade	—	3
PAQ-1 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: SVU

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

The SVU is a shortened bull-pup version of the Dragunov sniper rifle and is used primarily by Russia's elite law enforcement agencies.



CHINESE SNIPER

CHINESE SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Type 88	5	20
QSZ-92 (silenced)	15	45
AN-M8 Smoke Grenade	—	3
1PN90 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: Type 88

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action

This is the sniper version of the Type 95 assault rifle. It has a longer and heavier barrel and a bipod in this role.



MEC SNIPER

MEC SNIPER KIT

Weapon/Item	Magazine Capacity	Ammo Count
Dragunov SVD	5	20
Tariq (silenced)	15	45
AN-M8 Smoke Grenade	—	3
1PN90 Laser Target Designator	—	1
Forward Observer	—	3



Primary Weapon: Dragunov SVD

Damage: Heavy

Accuracy: High

Fire Mode: Bolt-Action



The SVD is a light-weight rifle used for midrange sharp shooting. Developed in the late 1960s, the Dragunov SVD was the standard military sniper rifle of the Soviet era and remains in widespread service today.

SPECIALIZED EQUIPMENT

Laser Target Designator (LTD)

Any vehicle (manned or unmanned) can be “painted” with the laser target designator. Simply center the vehicle in the LTD’s sight and hold down the fire button as white brackets appear around the target. When the brackets constrict to form a tight red box, a lock is achieved—the incoming laser-guided missile does the rest. Even if the targeted vehicle is moving, the missile finds its mark.



Infantry

Forward Observer

This is a mini computer equipped with GPS that allows the sniper to retrieve satellite data. While it's equipped, press the fire button to temporarily reveal enemy positions in your area—



these appear as red icons on the mini-map. In multiplayer games, this information is relayed to teammates, offering all a brief glimpse of enemy positions. Note that this equipment takes time to recharge after each use.

SNIPER TACTICS

Although popular, the sniper is one of the most difficult kits to master, as stealth and patience are just as important as marksmanship. The rifles provided by this kit are the most powerful and accurate firearms in the game. Nobody is safe from the reach of the sniper rifle, including helicopter pilots. But their power is balanced by the use of tracer rounds, allowing opponents to easily zero in on a sniper's location. This makes constant movement a necessity. When engaging enemies at long range through the scope, the most difficult aspect of scoring a hit is determining how much to lead a moving target. This all depends on the direction and speed of movement. For instance, you need to lead a sprinting target a bit more than one who is just walking. For the most part, this is all guess work. But with practice, you can accurately predict where your bullet and target will converge down range, increasing the likelihood of scoring a hit. But before taking your first shot, you need to find a well-concealed place to hide. To maximize concealment, try to stick to natural settings as much as possible, using bushes, grass, and rocks for cover. In urban environments, seek the cover of building interiors and only take to rooftops if objects are available to hide behind. When sniping, the background is just as important as the foreground, as it reduces the visibility of the sniper's silhouette—a sniper outlined against the blue sky makes an easy target for everyone. The sniper's ability to remain concealed for long periods of time makes this kit useful for reconnaissance. By using their GPS-enabled forward observer device, snipers can briefly reveal nearby enemy locations, appearing as red icons on every teammate's mini-map. Each sniper is also equipped with a laser target designator (or LTD) used to call in air strikes. Only vehicles can be targeted with the designator. If no antiair weapons are around, try using it against a pesky enemy helicopter.

TIP If you're in a vehicle and you hear a beeping sound, someone is trying to lock onto you. Either maneuver to break the line of sight (this breaks the lock), or locate and eliminate the culprit. If a lock is achieved (listen for the clear tone), bail out and get as far away from the vehicle as possible. However, you may be able to save your vehicle by parking beneath a bridge or driving into a building, as all laser-guided munitions fall from the sky.

SPECIAL OPS

The special ops soldier is trained in stealth and sabotage. His sub-machine gun and pistol are equipped with silencers. His C4 explosives, however, are not. Special ops also carry knives and stun grenades that temporarily blind nearby soldiers.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Sub-Machine Gun	45-round clip	13
Sub-Machine Gun	Increased Ammo (225)	70
C4 Explosive	Increased Ammo (6)	101
Sub-Machine Gun	Increased Zoom	126
Stun Grenade	Increased Ammo (5)	190
Sub-Machine Gun	Armor-Piercing Bullets	240

US SPECIAL OPS



US SPECIAL OPS KIT

Weapon/Item	Magazine Capacity	Ammo Count
MP-5N	30	180
M9 (silenced)	15	45
Randall Model 1 Knife	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3

Primary Weapon: MP-5N

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

The MP-5N has a lower range than the M4 and has less stopping power.



It can, however, be quite effective because of its high accuracy. The silencer makes it easier to avoid being detected.

EU SPECIAL OPS

EU SPECIAL OPS KIT

Weapon/Item	Magazine Capacity	Ammo Count
UMP 45	30	180
Glock 17 (silenced)	15	45
Randall Model 1 Knife	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3



Primary Weapon: UMP 45

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

Its compact design and lightweight polymer fabrication make the UMP 45 a popular choice for special forces units around the world. This model is fitted with a silencer, reducing sound and muzzle flash.



CHINESE SPECIAL OPS



CHINESE SPECIAL OPS KIT

Weapon/Item	Magazine Capacity	Ammo Count
Type 85	30	180
QSZ-92 (silenced)	15	45
Type 95 Bayonet	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3



Primary Weapon: Type 85

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

A predecessor of the Type 64 sub-machinegun, the Type 85 is lighter and equipped with an integrated silencer. For greater accuracy, the weapon's sights are calibrated for subsonic ammunition.

MEC SPECIAL OPS

MEC SPECIAL OPS KIT

Weapon/Item	Magazine Capacity	Ammo Count
OTS-02 Kiparis	30	180
Tariq (silenced)	15	45
Kukri	—	—
C4 Explosives	—	4
XM84 Stun Grenade	—	3



Primary Weapon: OTS-02 Kiparis

Damage: Light/Medium

Accuracy: Medium/High

Fire Mode: Full Auto

Developed in the 1990s for the Russian police, the Kiparis features a folding stock and can be fitted with a silencer, making it popular with special ops troops.



SPECIALIZED EQUIPMENT

C4 Explosives

C4 is an extremely powerful explosive charge that can be attached to vehicles and structures. A remote detonator is used to set off the explosive. It is very effective against vehicles or as a booby trap—just make sure you are at a safe distance before you press the detonator, as it has a large blast radius. Plant C4 by pressing the fire button. You can place up to nine charges before detonating. After placing a charge, press reload to switch back and place another. When you are done you automatically switch to the remote detonator, which you trigger by pressing the fire button again. Like mines, C4 can also be detonated with gun fire or explosive splash damage.



XM84 Stun Grenade

This grenade creates a flash of light that temporarily blinds and deafens nearby soldiers. The closer you are to the flash, the more intense the effects are. The blinding effect is greatly reduced if you're facing away from the flash when it detonates. For best results, use at least two grenades to render your opponents blind and deaf.



Infantry

Knife

The knife kills in one hit but can only be used at extremely close range. Unless you're challenged to a knife duel, there aren't too many opportunities to put the knife to use. However, if your opponent is attempting to reload a firearm, try rushing in close for a quick stab. You can also use it when sneaking up behind enemies for a quick, stealthy kill. The concept of a knife fight may sound a bit silly in a game loaded with so many projectile weapons, but it's something you should prepare for. The best way to defend against a knife attack is by strafing left and right while continually facing your opponent. Look for opportunities to strike, then lunge forward to stab, and immediately step back to avoid the inevitable counter-thrust. Depending on the skill of the combatants, knife fights can last anywhere from a couple of seconds to more than a minute. By the way, it's considered bad etiquette to pull out your firearm and shoot your opponent once a knife fight has been initiated—then again, honor isn't one of the stats tracked by the game.



SPECIAL OPS TACTICS

Like the assault kit, the special ops kit is another well-rounded option capable of filling both offensive and defensive roles. The silenced sub-machine guns offered by this kit are a bit more accurate than the assault rifles, but not as powerful. Still, the SMGs make up for their lack of power with rate of fire and stealth. Not only can these weapons unload a solid stream of bullets within a few seconds, but they do so with no muzzle flash and minimal report. Speaking of stealth, the special ops kit is the only one equipped with a knife. Knives are a quick way to dispatch an enemy with one hit. Try sneaking up on unsuspecting snipers or other stationary enemies. Use special ops for sneak attacks and sabotage missions behind enemy lines. By using light jeeps, boats, or helicopters for transport, a small squad of special forces troops can successfully conduct surprise attacks on enemy-held positions, especially if they're lightly defended. On defense, the special ops' C4 can be used to booby-trap control points, bridges, and other areas where opponents are likely to move. Special ops troops also carry stun grenades, capable of temporarily blinding enemy (and friendly) troops. These are best deployed in urban raids,

prior to entering enemy-held buildings. Like other hand-thrown grenades, stun grenades can be banked off walls and other surfaces. For optimal effect, make sure they detonate as close to the target as possible.

TIP The special ops kit is the fastest of the five troop kits. The assault and sniper classes are a bit slower, and the engineer and support classes are the slowest.

SUPPORT

The support soldier doubles as combat trooper and medic. He carries a machine gun, fragmentation grenades, and a pistol, and he can call in artillery strikes. He also carries an auto-injector that can boost his own health or the health of teammates.

SINGLE-PLAYER UPGRADES

Weapon/Equipment	Upgrade Type	Stars
Machine Gun	150-round clip	38
Machine Gun	Increased Ammo (300)	139
Auto-Injector	Increased Ammo (5)	158
Mortar Strike	Increased Ammo (2)	209
Mortar Strike	Carpet Bomb	259
Machine Gun	Armor-Piercing Bullets	266

US SUPPORT



US SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
M249 SAW	100	200
M9	15	45
M61 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1

Primary Weapon: M249 SAW

Damage: Medium

Accuracy:
Low/Medium

Fire Mode:
Full Auto

The M249 Squad



Automatic Weapon (SAW) is a heavy machine gun that has a larger clip and more stopping power than the M4 Carbine but can become more inaccurate unless used in a controlled manner.

EU SUPPORT

EU SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
PKM	100	200
MP-445 Varjag	15	45
M61 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: PKM

Damage: Medium

Accuracy:

Low/Medium

Fire Mode:

Full Auto



The 7.62mm PKM

is a 16 kilo machine gun that has amazing firepower but is extremely inaccurate due to its massive recoil. Best results are achieved when firing from a prone, stationary position.

MEC SUPPORT

MEC SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
PKM	100	200
Tariq	15	45
RGO-78 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: PKM

Damage: Medium

Accuracy:

Low/Medium

Fire Mode:

Full Auto



The 7.62mm PKM

is a 16 kilo machine gun that has amazing firepower but is extremely inaccurate due to its massive recoil. Best results are achieved when firing from a prone, stationary position.

CHINESE SUPPORT

CHINESE SUPPORT KIT

Weapon/Item	Magazine Capacity	Ammo Count
QJY-88	100	200
QSZ-92	15	45
Type 77-1 Frag Grenade	—	3
Auto-Injector	—	3
Mortar Strike	—	1



Primary Weapon: QJY-88

Damage: Medium

Accuracy:

Low/Medium

Fire Mode: Full Auto

The QJY-88 is the PLA's next generation heavy machine gun set to replace other machine guns currently in service.



SPECIALIZED EQUIPMENT

Auto-Injector

The auto-injector allows you to heal yourself or comrades. When you press the fire button, the auto-injector fires a round of healing substance into the subject (either you or another player). This causes the subject's health to increase.



Mortar Strike

To call for a mortar strike, target the area where you want the strike and press the fire button. You then receive a radio response confirming your order or telling you that the strike is unavailable (because it is reloading). However, in multiplayer mode, the mortar strike doesn't reload automatically; you must restock it manually.

SUPPORT TACTICS

Laying down suppressive fire has never been easier (or more fun) than with the support kit's machine gun. What these hulking automatic weapons lack in accuracy, they make up for in volume, capable of spraying the battlefield with a sustained

Infantry

barrage of hot lead. For best results, always drop prone before firing these weapons. At the very least, take a knee. Attempting to fire while standing causes these weapons to buck wildly about, usually hitting everything except your target. But accuracy improves dramatically when fired from a stationary prone position. As such, this kit is great for defensive roles, especially when covering narrow chokepoints like streets, alleys, and bridges. Like any automatic weapon, fire in short bursts to keep the weapon on target. Even more firepower can be unleashed with the support kit's mortar strike capability. This works a bit like the sniper's laser target designator, but the support trooper can call in mortar strikes on any location on the map. A few seconds after the request is made, several mortar shells rain down on the target area, but with far less precision than the sniper's air strike. Each support soldier only has one mortar strike, but by standing next to an ammo crate, it's possible to call in continuous mortar strikes, one after another. Support troops can also heal themselves and teammates with the auto-injector. Look for teammates with low health, indicated by the green health bar below their name. The auto-injector must be used at point-blank range to heal a teammate.

STANDARD-ISSUE INFANTRY WEAPONS

PISTOLS

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
23-round clip	6
Increased Ammo (45)	25

M9

Affiliation: US

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto



The M9 is a 9mm semiautomatic pistol that carries 15 rounds in the magazine. The reliable pistol is used by military and law enforcement all over the world.

Glock 17

Affiliation: EU

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto



This reliable, lightweight 9mm pistol is standard issue for many European armies and police forces.

MP-445 Varjag

Affiliation: EU

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto



Carried by the EU sniper, the Varjag is a powerful .40 caliber handgun with a frame constructed of high-grade composite materials.

QSZ-92

Affiliation: China

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto



The QSZ-92 is a recoil-operated semiautomatic pistol built for the PLA. It fires 5.8mm ammunition and has 15 shots in a clip.

Tariq

Affiliation: MEC

Damage: Light

Accuracy: Medium

Fire Mode: Semi-Auto



The Tariq is an Iraqi-made 9mm handgun which is a knock-off of the Italian-designed M9 used by US forces.

HAND GRENADES

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (5)	196

Hand grenades can be thrown long distance. Try bouncing them off surfaces for more precise deployment. Hold down the trigger to "cook" the grenade, allowing the timer to advance before throwing—don't worry, it won't blow up in your face. By "cooking" a grenade, you can cause it to explode in the air, useful for taking out enemies hiding behind low walls or other cover.



STATIONARY WEAPONS

MACHINE GUN

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (1,500)	57

Ammo Count: 1,000

Damage: Heavy

Accuracy: Medium

Fire Mode: Full Auto

In multiplayer games, stationary machine guns are often found at control points, usually configured in a defensive arrangement. There are three types of machine guns affiliated with the different nationalities: the US/EU M2, the Chinese W85, and the MEC Kord.

All three weapons function identically and fire 12.7mm (.50 caliber) ammunition. The stability of these weapons greatly enhances their accuracy, making them surprisingly effective at mowing down enemy infantry. With sustained fire, they can even damage tanks. But like any stationary weapon, don't stand behind one for too long unless you want to become the victim of an enemy sniper.



GRENADE LAUNCHER

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (90)	108

Ammo Count: 60

Damage: Heavy (splash damage)

Accuracy: Medium

Fire Mode: Full Auto

These stationary variants are identical to the grenade launchers equipped in the Desert Patrol Vehicle (MK19) and Fast Attack Vehicle (Type 87). Their ability to rapidly fire grenades makes them one



of the deadliest anti-infantry weapons in the game and a great asset for defenders. Before assaulting an enemy-held position, make note of the grenade launchers and move around them.

ANTITANK MISSILE LAUNCHER

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (75)	171

Ammo Count: 50

Damage: Heavy (armor-piercing)

Accuracy: High

Fire Mode: Single-Shot

The stationary AT missile launcher is just like the ones mounted on the BMP-2 and BMD-3 APCs. Although

they take a long time to reload, these missiles pack a serious punch, capable of heavily damaging main battle tanks and completely destroying anything else. However, the missiles leave behind a smoke trail, making it easy for enemies to zero in on the operator. For best results, fire a missile and vacate the area before you get hit by retaliatory fire.



STINGER TURRET

SINGLE-PLAYER UPGRADES

Upgrade Type	Stars
Increased Ammo (6)	215

Ammo Count: 4

Damage: Heavy

Accuracy: High (Heat-Seeking)

Fire Mode: Single-Shot

Of all the stationary weapons, the Stingers are the trickiest to master. Since these are heat-seeking antiaircraft missiles, the seeker head must attain a lock on a heat source before the missile can launch. To do this, hold down the trigger while aiming the launcher at a helicopter. Eventually, white brackets appear around the chopper. Keep holding down the trigger as the brackets constrict, forming a tight red box around the target. At this point, the missile automatically launches and pursues the target. Whether on the ground or in the air, be aware of all Stinger turret locations.



BATTLEFIELD ASSETS

COMMAND COMPUTER

Command computers can be found in both the single-player campaign and the multiplayer conquest maps. By interacting with the computer you can call in a devastating artillery strike on any location on the map—the red icons

represent the real-time positions of enemy units. Once the strike is initiated, watch from a satellite view as the target area is thoroughly pummeled with multiple shells. This is a fantastic way to wipe out high concentrations of enemy troops. But artillery is far from precise. Make sure friendly units (blue icons) are a safe distance away from the target zone before calling in the strike.



MEDICAL AND AMMO CRATES

Medical and ammo crates are scattered around multiplayer maps, providing all players with health and ammunition. To use a crate, simply stand next to it. The longer you're next to the crate, the more health or ammo you receive. But some of these crates may serve as bait for enemy snipers or special ops troops itching to ambush you with C4—don't let your guard down.



VEHICLES

Like the infantry troop kits, the vehicles in *Battlefield 2: Modern Combat* are tools that must be understood and mastered if you hope to lead your team to victory. This section examines every vehicle, as well as offers some tips on how to get your helicopter into the air without crashing.

CIVILIAN VEHICLES

CAR

Affiliation: None

Speed: Fast

Armor: Light

The car is a nondescript sedan, often found in urban areas. The driver has no access to firepower, but the passenger can hang out the car's sunroof and open fire with his troop kit's selected weapon.



CAR ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Passenger	Troop Kit	—

PICKUP TRUCK

Affiliation: None

Speed: Fast

Armor: Light

Like the car, pickup trucks are likely to be found abandoned in cities and towns. The vehicle has room for one passenger, standing in the truck's bed.



PICKUP TRUCK ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Passenger	Troop Kit	—

CIVILIAN VEHICLE TACTICS

They're not much to look at, but the car and pickup truck offer a quick way to move across the map, especially when no other vehicles are available. Furthermore, they're capable of absorbing a fair amount of small arms fire before eventually exploding. Their expendability also makes them ideal for car bombs. Simply toss a C4 charge on the front of the vehicle and drive it into an enemy tank. Of course, you must bail out before impact. Watch your vehicle crash into the tank, and detonate the explosives immediately following the collision. This inflicts three separate incidents of damage on the enemy tank: the collision, the C4 detonation, and the vehicle explosion. This tried and proven tactic is a favorite of *Battlefield* veterans.

LIGHT JEEPS

DESERT PATROL VEHICLE (DPV)

Affiliation: US

Speed: Very Fast

Armor: None



What it lacks in armor it makes up for in agility and firepower. The Desert Patrol Vehicle (DPV) has two gunner positions—one for the grenade launcher and the other for the heavy machine gun. It is not very effective against armored vehicles, but it can help clear out infantry.

DPV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner 1	MK19 Grenade Launcher	60
Gunner 2	M2 12.7mm Machine Gun	1,000

Vehicles

FAST ATTACK VEHICLE (FAV)

Affiliation: China

Speed: Very Fast

Armor: None

The PLA and MEC operate the Fast Attack Vehicle (FAV) for both airborne and special operations. Developed by a former aircraft manufacturing company, the FAV is known for its rugged construction and light weight, as well as the impressive amount of firepower it can carry into battle.



FAV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner 1	Type 87 Grenade Launcher	60
Gunner 2	W85 12.7mm Machine Gun	1,000

TIP The heavy machine gun in the FAV can rotate 360 degrees—the DPV's only faces forward. This makes the DPV extremely vulnerable to attacks from the sides and rear.

LIGHT JEEP TACTICS

The light jeeps are the fastest land vehicles in the game, useful for rushing neutral control points at the start of a battle. But their exposed positions can make them a death trap if driven directly into heavy action. Most explosive munitions can destroy these small vehicles in one hit, killing everyone inside. The driver and passengers are also exposed to small arms fire. The light jeep's greatest defensive assets are its speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, staying away from heated battles near control points. Although the vehicle can attain high speeds on roads, many roads are likely to be used by larger and more deadly vehicles. Instead, stay off-road and out of sight. Such stealthy tactics are effective when staging raids on distant, enemy-held control points.

HEAVY JEEPS

HMMWV HUMVEE

Affiliation: US

Speed: Fast

Armor: Light



The American HMMWV (High Mobility Multipurpose Wheeled Vehicle, or "Humvee") sets the world's standard for light, high-performance military trucks. The Humvee was designed as a multipurpose infantry vehicle for use in all areas of the modern battlefield. It can easily maneuver over trenches and steep slopes or wade through deep water.

HMMWV ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000
Passenger	Troop Kit	—

EAGLE MTV

Affiliation: EU

Speed: Fast

Armor: Light



The Eagle Military Tactical Vehicle (MTV) shares more than a passing resemblance to the American Humvee—it's built on the same chassis and matches all dimensions with the exception of width. The Eagle is currently in production for the Swiss Army and meets all requirements necessary for 4x4 vehicles involved in UN peace-keeping missions.

EAGLE ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	M2 12.7mm Machine Gun	1,000

OTOKAR AKREP

Affiliation: MEC

Speed: Fast

Armor: Light



The Turkish-designed Akrep is a highly mobile 4x4 capable of serving in difficult terrain and weather. Its compact size also makes it easy to maneuver within the narrow streets of urban centers. The turret on top of the vehicle can be fitted with various 12.7mm machine gun configurations.

OTOKAR AKREP ARMAMENT

Crew Position	Weapon	Ammo
Driver	—	—
Gunner	Kord 12.7mm Machine Gun	1,000

HEAVY JEEP TACTICS

Although a bit slower than light jeeps, the heavy jeeps benefit from less exposure. The heavy jeep's armor isn't capable of repelling tank rounds or antitank missiles, but it does provide its driver and passengers with limited protection from small arms fire and even the large munitions fired by APC and AA vehicle auto-cannons. Use these vehicles primarily as troop transports, and once on the move, keep moving to avoid falling victim to enemy tanks and aircraft. The roof-mounted heavy machine gun is a decent defensive weapon, capable of easily mowing down infantry. Its ability to rotate 360 degrees also makes it a fine air defense weapon if tasked with defending a control point without any air defenses. Simply turn it skyward and let it rip to punch holes in enemy helicopters. Just be ready to jump out if the chopper attempts to retaliate.

ARMORED PERSONNEL CARRIERS (APCS)

LAV-300

Affiliation: US
Speed: Medium
Armor: Medium

The LAV-300 is an all-weather, all-terrain light armored vehicle capable of quickly moving firepower and troops around the battlefield. Powered by a 275 hp diesel engine, the LAV-300 can reach speeds up to 65 mph. It is fully amphibious and can traverse rivers or lakes—or even operate just offshore during a beach assault.



LAV-300 ARMAMENT

Crew Position	Weapon	Ammo
Driver	90mm Auto-Cannon	500
Gunner	M2 12.7mm Machine Gun	1,000

COMBAT VEHICLE 90

Affiliation: EU
Speed: Medium
Armor: Medium

The Combat Vehicle 90 (or CV 90) is a multi-role vehicle deployed primarily by the Swedish Army. The turret is equipped with the latest target



acquisition technologies, giving the CV 90 the ability to operate effectively in any battlefield condition, day or night.

COMBAT VEHICLE 90 ARMAMENT

Crew Position	Weapon	Ammo
Driver	40mm Auto-Cannon	500
Gunner	M2 12.7mm Machine Gun	1,000

BMD-3

Affiliation: China

Speed: Medium

Armor: Medium

The BMD-3 Airborne Infantry Fighting Vehicle is a much updated version of the BMD-1 and BMD-2. While the chassis has retained the same general shape of its predecessors, the BMD-3's turret is borrowed from the BMP-2. The vehicle is also equipped with a new adjustable suspension system, which provides more cushion during air drops.

BMD-3 ARMAMENT

Crew Position	Weapon	Ammo
Driver	30mm Auto-Cannon	500
Gunner	Antitank Missile	50

BMP-2

Affiliation: MEC

Speed: Medium

Armor: Medium

The Russian BMP-2 initially entered service in the early 1980s. Now the vehicle can be found in armies throughout the world, particularly in the Middle East. Although dated, the BMP-2 is still a formidable combat vehicle on the battlefield, capable of destroying the latest main battle tanks.

BMP-2 ARMAMENT

Crew Position	Weapon	Ammo
Driver	30mm Auto-Cannon	500
Gunner	Antitank Missile	50



Vehicles

APC TACTICS

The APCs are the most versatile vehicles in the game and are armed to the teeth when fully manned. Their auto-cannons rapidly fire small explosive shells, effective against infantry, armored vehicles, and even aircraft. In some models, the passenger riding in the turret can also launch antitank missiles. Although they take a long time to reload, these missiles are an APC's best chance at surviving an encounter with an enemy tank. The US LAV-300 is amphibious. Use this capability to launch surprise attacks on coastal control points or simply flank the enemy. But be aware, the APC is much slower in the water, potentially making it an easy target for enemy aircraft and ground-based missiles. Like tanks, the front armor on APCs is the thickest. During combat, avoid exposing the weaker side and rear armor to enemy fire.

ANTIAIR VEHICLES

M6 BRADLEY LINEBACKER

Affiliation: US/EU

Speed: Slow

Armor: Medium

In the late 1990s, the US Army saw the need for a new short-range air defense system to protect advancing armored units. To provide these units with a mobile defense capable of maintaining their pace, the Army combined the combat-tested M6 Bradley with the proven Stinger antiaircraft missile system to produce the M6 Bradley Linebacker. The Linebacker is capable of engaging and destroying helicopters and low-flying aircraft. With the help of a sophisticated tracking computer and laser range finder, the Linebacker can fire its missiles while either stationary or on the move.



M6 BRADLEY ARMAMENT

Crew Position	Weapon	Ammo
Driver	25mm Auto-Cannon	2,000
Gunner	Stinger Missile	4

ZSU-23-4 SHILKA

Affiliation: MEC

Speed: Slow

Armor: Medium

The Soviet-designed ZSU-23-4 self-propelled antiaircraft gun features four liquid-cooled 23mm auto-cannons capable of firing up to 1,000 rounds per minute. This makes the Shilka an intimidating presence on the battlefield whether it's engaging helicopters or ground units.

ZSU-23 ARMAMENT

Crew Position	Weapon	Ammo
Driver	Quad 23mm Auto-Cannons	2,000

AA VEHICLE TACTICS

Despite their rugged-armored appearance, these vehicles aren't intended for toe-to-toe slugfests with enemy tanks. In fact, their armor isn't much different than that found on the APCs. Instead, move them to strategically advantageous locations to shoot down enemy aircraft. The Bradley is equipped with a Stinger Missile battery capable of knocking enemy helicopters out of the sky. Like the fixed Stinger turrets, these missiles must attain a lock on an aircraft before they can successfully track it. The auto-cannons are effective against aircraft too, but they can also shred infantry and light-armored vehicles. AA vehicles aren't very common, so take extra steps to keep them alive and try to hold the control points where they spawn. Before moving out, analyze the team's air defenses and fill in any gaps with the AA vehicle, parking it where it's well protected and out of sight from advancing enemy troops and tanks.

SELF-PROPELLED ARTILLERY

BK-1990

Affiliation: China

Speed: Medium

Armor: Medium





The amphibious BK-1990 is a hybrid design combining a WZ-551 chassis and a BK-1970 turret. However, the original APC chassis has been heavily modified, accommodating a second set of wheels for an 8x8 configuration. The vehicle's power pack has also been relocated from the front to the rear.

BK-1990 ARMAMENT

Crew Position	Weapon	Ammo
Driver	105mm Cannon	100
Gunner	W85 12.7mm Machine Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

AMX-10 (SP ONLY)

Affiliation: MEC

Speed: Medium

Armor:
Medium

The French-produced AMX-10 is an amphibious mechanized infantry support vehicle equipped with a massive 105mm gun. Its speed and mobility make it useful in a variety of roles ranging from assaults to reconnaissance missions. Originally produced for the French Army in 1980, the AMX-10 has since entered service in the armies of Morocco and Qatar.

AMX-10 ARMAMENT

Crew Position	Weapon	Ammo
Driver	105mm Cannon	100
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—



SELF-PROPELLED ARTILLERY TACTICS

The self-propelled artillery units offer the speed and mobility of an APC and the firepower of a main battle tank. These vehicles are actually quite rare in the game but can make a significant impact when available. For one, they have the largest crew capacity of any ground vehicle, capable of carrying a driver, and two passengers riding in the exposed rear hatches. This makes them an ideal troop transport. But their large capacity can also be a liability given the vehicle's weak armor. A tank or engineer with a rocket launcher only needs to score one shot on the vehicle's rear armor to destroy it and kill all the passengers inside. Therefore, self-propelled artillery units should be used in supporting and defensive roles.

Try hiding them in areas where they can ambush tanks. These vehicles can't win an even fight with a tank, so it's important they score the first hit.

TIP The US LAV-300 and Chinese BK-1990 are the only two amphibious vehicles in the game.

TANKS

M1A2 ABRAMS

Affiliation: US

Speed: Slow

Armor: Strong



The backbone of the US Military's armored forces, the M1A2 Abrams exemplifies high-tech firepower. Its main armament, a 120mm smoothbore cannon, is capable of firing a variety of rounds. A sophisticated fire control system stabilizes the cannon for accurate shooting on the move while a laser range finder, thermal imaging sight, and a digital ballistics computer give the Abrams a "first shot, first kill" advantage. Protected by an NBC (nuclear, biological, chemical) system and surrounded by steel-encased depleted uranium armor, the M1A2 can operate in nearly any conceivable battlefield environment.

M1A2 ARMAMENT

Crew Position	Weapon	Ammo
Driver	120mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

LEOPARD 2 A5

Affiliation: EU

Speed: Slow

Armor: Strong



The German Leopard 2 was the most advanced main battle tank in the world when it entered service in 1979. As American and Soviet designs improved during the 1980s, the Leopard 2 kept pace with a number of technological and armor upgrades. The A5 variant entered service in 1995, with new steel wheels

Vehicles

and replaceable armor sections for the turret. Interior improvements included an upgraded targeting system and GPS navigation.

LEOPARD 2 A5 ARMAMENT

Crew Position	Weapon	Ammo
Driver	120mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

T-90

Affiliation: EU

Speed: Slow

Armor: Strong

In the early 1990s, the Russian Army began production on a successor to the problematic T-80 tank. Dubbed the T-90, the new tank is a powerful weapon system that combines advanced armaments and equipment. It carries a 125mm main gun capable of firing various projectiles. Most of the T-90 is covered with Explosive Reactive Armor bricks. These bricks detonate upon contact with a warhead, projecting the explosive force away from the tank.

T-90 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100
Gunner	M2 12.7mm Machine Gun	1,000

TYPE 98

Affiliation: China

Speed: Slow

Armor: Strong

Developed during the early

1990s, the Type 98 represents the latest in Chinese design and manufacturing. Engineers based its hull on proven Russian and European models and incorporated high technology to maximize its performance. A laser range finder, wind sensor, ballistic computer, and axis stabilization system ensure accurate firing of its 125mm cannon while on the move, and a combination warning/defense system protects the tank from enemy guided weapons.

TYPE 98 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100
Gunner	W85 12.7mm Machine Gun	1,000

2S25 TANK DESTROYER

Affiliation: MEC

Speed: Medium

Armor: Medium

The Russian 2S25 is a tracked self-propelled antitank gun. Its 125mm stabilized smoothbore cannon is a slightly modified variant of the main guns installed on the T-80 and T-90. Like many Soviet tanks, the 2S25 is also equipped with an automatic ammunition loader, allowing it to fire six to eight rounds per minute.

2S25 ARMAMENT

Crew Position	Weapon	Ammo
Driver	125mm Cannon	100

TANK TACTICS

Tanks are at the top of the food chain during ground combat, but they're far from invincible. Missiles and rockets fired by infantry, APCs, and helicopters pose a huge threat to a tank's survivability. A tank's side and rear armor is particularly vulnerable. For this reason, always keep the front armor facing a threat. This is particularly important when duking it out with an enemy tank. A tank's driver position offers very poor visibility. Unless a teammate is manning the machine gun up top, consider switching to the external view when driving through city streets. This allows you to spot enemy troops attempting to sneak up on your tank—special ops troops can ruin your day with a couple of C4 charges. If you spot enemy troops around your tank, keep moving and retreat to a safe distance until you can turn the tank's guns on the attackers.

BOATS

SEA ARK STINGER

Affiliation: US

Speed: Fast

Armor: None

The Stinger is a high-speed, 26-foot aluminum boat, ideal for river patrols, as well as amphibious assaults. This model is equipped with a grenade launcher mounted on the bow and an aft-facing heavy machine gun.

STINGER ARMAMENT

Crew Position	Weapon	Ammo
Pilot	—	—
Gunner 1	MK19 Grenade Launcher	60
Gunner 2	M2 12.7mm Machine Gun	1,000

LIGHT PATROL BOAT

Affiliation: China/MEC

Speed: Fast

Armor: None

The light patrol boat's hull is constructed of fiberglass and other composite materials. This makes the craft extremely maneuverable and capable of operating in shallow water. Like the Stinger, this 25-foot boat is also equipped with a grenade launcher and heavy machine gun.



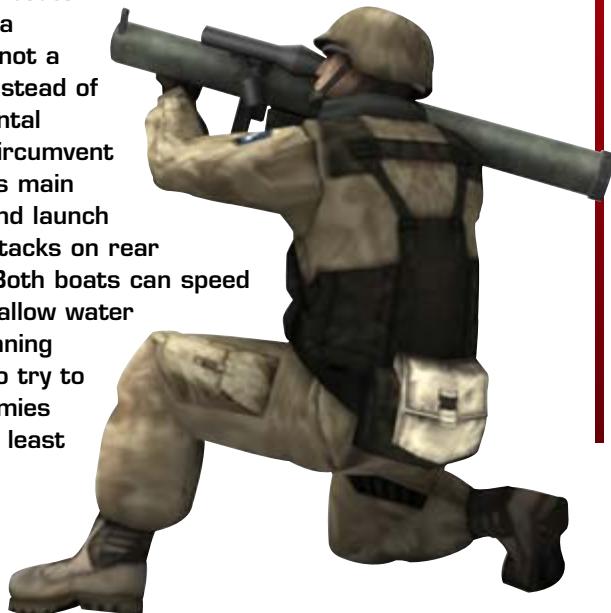
LIGHT PATROL BOAT ARMAMENT

Crew Position	Weapon	Ammo
Pilot	—	—
Gunner 1	Type 87 Grenade Launcher	60
Gunner 2	W85 12.7mm Machine Gun	1,000

BOAT TACTICS

The boats usually spawn next to control points located near rivers and other large bodies of water. Don't let their armament fool you—these aren't heavy assault vehicles. They can easily be destroyed by small arms fire. Even worse, they provide no protection for their occupants. Therefore, try to remain stealthy and out of harm's way when using boats.

It's merely a transport, not a gunboat. Instead of staging frontal assaults, circumvent the enemy's main defenses and launch surprise attacks on rear positions. Both boats can speed through shallow water without running aground, so try to hit the enemies where they least expect it.



FLIGHT SCHOOL

Flying helicopters can be tough to begin with, but with a proper knowledge of the controls, anyone can master flight. There are two different control schemes for helicopters, each of which can be selected in the options menu. For beginners, the type 2 configuration is the easiest to get the hang of. The right analog stick controls the helicopter's rotor speed, as well as its lateral tilt. To make the helicopter gain altitude, press up on the right analog stick, or press down to make it decrease altitude. Moving the right analog stick left and right causes the helicopter to roll, making it move in the direction of the tilt. When in a hover, this causes the helicopter to fly laterally. This input is useful for making tight turns or evading enemy fire when hovering. The left analog stick controls the chopper's pitch and yaw. Press up on the stick to make the helicopter fly forward, and press down to make it fly backward—you don't lose altitude when moving forward, so there's no need to compensate with more rotor speed. The helicopter's heading is largely controlled by moving the left analog stick left and right. This orients the helicopter in the direction you wish to travel or attack.

TIP If you master the ability to hover, you can convert many control points without even landing—just watch out for incoming rockets. A fully loaded transport helicopter can convert any control point within a few seconds.



Now that you know the controls, try flying a chopper. Start by pressing up on the right analog stick to gain altitude. Next, figure out where you're heading and move the left analog stick left and right to point the helicopter at your destination. Once the heading is set, nudge the left analog stick up to begin moving forward. To land, release the left analog stick to come to an automatic hover. Gently descend by lightly pressing the right analog stick down. Always set the chopper down in flat, open spaces. If the rotor strikes anything on the way down, it could seriously damage the helicopter or even cause it to crash. Once you log a little flight time, you'll have no problems flying helicopters. Just make sure you master the controls before hopping online—teammates don't like it when their pilot crashes.

Vehicles

ATTACK HELICOPTERS

AH-6J LITTLE BIRD SCOUT/ATTACK HELICOPTER

Affiliation: US

Speed: Very Fast

Armor: Light

The lightweight AH-6J is a heavily modified commercial helicopter fitted with rocket pods and twin M134 mini-guns mounted along the landing skids. Also known as the Little Bird, the chopper is powered by a single turbine engine and equipped with the latest targeting and navigational systems. Its versatility and maneuverability make the Little Bird valuable in a variety of roles ranging from close air support to reconnaissance.



AH-6J ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Light)	100
Gunner	Dual M134 7.62mm Heavy Mini-Guns	2,000

AH-64 APACHE ATTACK HELICOPTER

Affiliation: US

Speed: Very Fast

Armor: Light

In 1984, the AH-64 Apache replaced the AH-1 Cobra as the US Army's principal attack helicopter. The Apache's advanced avionics and integrated helmet display sight system allow the helicopter to operate during day or night, as well as in adverse weather conditions. Primarily designed as a tank killer, the Apache is capable of carrying multiple weapons, including FFAR rockets and Hellfire missiles. The 30mm chain gun, mounted beneath the Apache's nose, is connected to the gunner's helmet and can be aimed by simply looking in the direction of a target.



AH-64 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Medium)	100
Gunner	30mm Auto-Cannon	500

TIP The Apache's auto-cannon causes splash damage, making it deadly against infantry.

AS-665 TIGER ATTACK HELICOPTER

Affiliation: EU

Speed: Very Fast

Armor: Light

The Tiger is the result of a joint German and French partnership to create a next-generation helicopter with many of the



capabilities of the American Apache. After nearly three decades of prolonged development, the Tiger finally entered service in 2002. The multirole helicopter can carry a diverse arsenal of weapons with both air-to-ground and air-to-air capabilities.

AS-665 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Medium)	100
Gunner	AA-AG Locking Missiles	4

TIP The Tiger's missiles can lock onto both air and ground vehicles. These work just like Stingers or the sniper's laser target designator. Once a lock is achieved, the missile fires and homes-in on the targeted vehicle. The pilot can make the gunner's job easier by keeping the chopper aimed at the target and limiting erratic maneuvers.



ATTACK HELICOPTER TACTICS

The attack helicopters are the most devastating vehicles in the game. But a two-man crew is necessary for each chopper to live up to its deadly potential. The pilot can fire the chopper's unguided rockets, but it's the gunner who benefits from the awesome firepower offered by the auto-cannon. In the Apache and Hind, this cannon is mounted in a turret beneath the chopper's nose and is capable of rotating a little less than 180 degrees. The gunner can use this weapon to rack up dozens of infantry kills, as well as shred light armored vehicles. It can also inflict damage on tanks, but the rockets are a better option for destroying enemy armor. Since the gunner holds a significant amount of the attack chopper's offensive capability, the pilot should busy himself with constantly orienting the helicopter to best deploy the auto-cannon. Try hovering behind trees or just above the crest of a hill in an attempt to stay out of sight. This way, you can quickly drop behind cover if a threat appears. Hovering can be dangerous, but if adequate cover is nearby, a good pilot can quickly use the surroundings to hide from enemy fire. Mastering the pilot and gunner positions of an attack helicopter isn't easy, but an experienced crew can dominate the battlefield. Also, different choppers fire different kinds of FFAR: light, medium, and heavy. The Little Bird, for example, fires light FFARs quickly, while the Hind fires heavy FFARs slowly.

MULTIROLE HELICOPTERS

UH-60 BLACKHAWK ATTACK/TRANSPORT HELICOPTER



Affiliation: US

Speed: Very Fast

Armor: Light

In the early 1970s, the US Army began looking for a new front-line helicopter to replace the aging UH-1 "Huey." Sikorsky was awarded the contract, and the company provided the Army with exactly what it was looking for, a helicopter with expanded troop capacity and cargo lift

capability and increased firepower for close air support. While its armor can tolerate most small arms fire and medium-caliber explosive projectiles, the Blackhawk is also fitted with redundant flight systems in the event it does take damage.

UH-60 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner 1	7.62mm Mini-Gun	1,000
Gunner 2	7.62mm Mini-Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

WZ-9 ATTACK/TRANSPORT HELICOPTER



Affiliation: China

Speed: Very Fast

Armor: Light

The Chinese WZ-9 is based on a French utility helicopter design and saw limited deployment in the PLA Army Aviation Corps beginning in the 1990s. Unlike the Apache and Tiger, the WZ-9 is not a dedicated attack helicopter, lacking many of the advanced avionics and weapon targeting systems. However, it's still a very capable and versatile helicopter, whether attacking ground targets or transporting troops across the battlefield.

WZ-9 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner 1	7.62mm Mini-Gun	1,000
Gunner 2	7.62mm Mini-Gun	1,000
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

Vehicles

MI-24 HIND ATTACK/TRANSPORT HELICOPTER



Affiliation: MEC

Speed: Very Fast

Armor: Light

The Mi-24 entered service in the early 1970s under the Soviet Air Force. The need for a transport helicopter, as well as a gunship, led to the peculiar but effective design, with many of the inner workings borrowed from the rugged Mi-8. The Hind saw extensive use during the Soviet campaign in Afghanistan and has since been exported to many countries around the world.

MI-24 ARMAMENT

Crew Position	Weapon	Ammo
Pilot	70mm FFAR Rockets (Heavy)	100
Gunner	30mm Auto-Cannon	500
Passenger 1	Troop Kit	—
Passenger 2	Troop Kit	—

MULTIROLE HELICOPTER TACTICS

These helicopters are capable of holding up to five players, making them ideal for quickly transporting entire squads to any spot on the battlefield. They're also the best way to capture neutral control points at the start of a battle. Load up with teammates and fly over each control point. Instead of taking the time to land, troops should simply bail out and parachute to the control point. But the transport helicopter's impressive troop capacity is also a big weakness and may result in a big score for an enemy lucky enough to shoot down a fully occupied chopper. To avoid falling victim to heat-seeking missiles, pilots should fly low and fast, using hills, trees, and buildings for cover.

Flying behind these objects can break a missile lock. If their two mini-guns are manned, the US Blackhawk and Chinese WZ-9 are devastating ground attack weapons platforms. The rapid-firing mini-guns make it possible to mow down infantry (and light vehicles) with ease. The guns should be manned by engineers. This way, if the chopper is damaged, they can switch to a passenger position and conduct repairs with their blowtorch while the helicopter is still airborne.

TIP It's possible to earn kills by slicing enemies with a helicopter's rotor blades.

VEHICLE REPAIRS

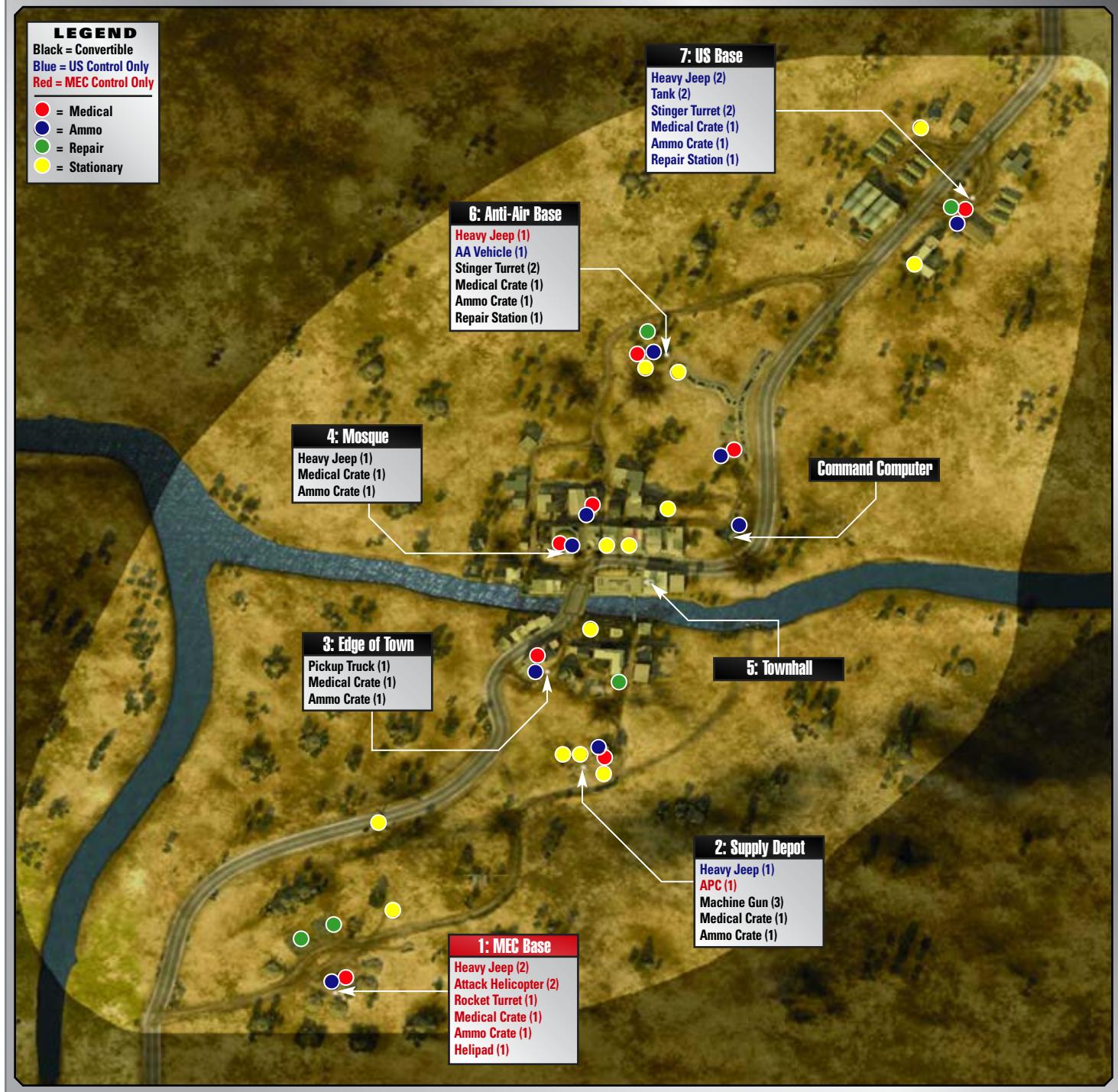
You can greatly increase the lifespan of your vehicle by keeping it at full strength. When an engineer's blowtorch isn't handy, search for either a repair station or helipad—look for the green-and-black wrench icon above them. Repair stations are usually found at control points. Park next to one, and your vehicle slowly returns to full health—the vehicle's ammo is also fully restored. Helipads

have the same effect, even if you're not in a helicopter. Just park your vehicle on the helipad for a quick fix. Repair stations and helipads can come in handy during combat too. Stay within their repair radius during duels with enemy vehicles to maintain a slight defensive advantage. However, some players may frown on this—it is a bit exploitative. Still, it's a widespread tactic, and you should at least be aware of it.



BACKSTAB

CONQUEST: HEAD-ON



Backstab

INTELLIGENCE REPORT



MEC forces have gathered to the south of a small village outpost to combat the threat from a newly established US tank base to the North. Mi-24 helicopters have

been deployed in an attempt to counter the power of the US tank division.

A battle between MEC air and US ground forces for control of this strategically important location is about to begin. Control of the village Mosque will be key for both sides.

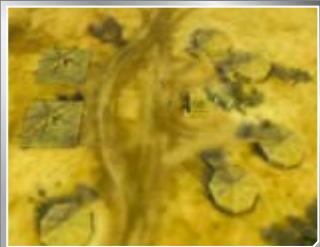
Battle Overview

If they have good helicopter pilots, the MEC forces have the definite advantage at the start of this battle. Using the Mi-24s, they can drop troops over most of the control points before the US forces can reach them in their Humvees and tanks. The Mi-24s can further delay the American advance by blasting their vehicles with rockets and cannon fire. This can buy the MEC team enough time to capture the village control points, in particular the Town Hall and the Mosque—a presence on the northern side of the river is a must.

When facing the threat of aggressive Mi-24s, the US team must fight its way to the Anti-Air Base and take control of the Stinger turrets and the M6 Bradley. Using these anti-air assets, the US team can dampen the threat posed by the MEC choppers, allowing friendly units to advance into the village. The two bridges inside the village are choke points that can work to the US team's advantage. By capturing and holding the Anti-Air Base, the Mosque, and the Town hall, the US initiates a drain on the MEC ticket count. This allows the US to go on defense, using the river as a natural barrier. Enemy traffic from the south can be greatly hindered by mining and booby-trapping the bridges.

Flag 1: **MEC BASE**

Initial Control: MEC



The makeshift MEC Base consists of several tents and a couple of helipads, all situated on a hill to the south. Although the base cannot be captured by the US, MEC troops may want to defend this area to prevent the theft of the Mi-24 attack helicopters. Allowing the US to get ahold of one of these choppers could definitely impact the outcome of the battle. An MEC sniper positioned to the east or west of the base can cover both helipads and pick off any invaders. Vehicle rush attacks can also be prevented by mining the roads and areas around the helipads.



MEC BASE ASSETS

MEC Control	Unit Count
Otokar Akrep	2
Mi-24 Hind	2
Helipad	2
Rocket Turret	1
Medical Crate	1
Ammo Crate	1





Flag 2: **SUPPLY DEPOT**

Initial Control: Neutral

The Supply Depot is most likely to fall under MEC control early in the game, due to its close proximity to the MEC Base. This control point produces the extremely valuable BMP-2 for the MEC forces, useful for blasting infantry as well as the US tanks. The BMP-2 alone makes the Supply Depot worth defending. Whether you're attacking or defending, constant movement is a necessity when approaching this control point. Snipers positioned on the mountain to the east can easily target enemies gathered around the control point's flag. The rocks and shrubs to the west are also good sniper spots for defending this control point. Although the mounted machine guns are useful for peppering enemies attacking from the north, they require the gunners to remain stationary, making them susceptible to snipers.

SUPPLY DEPOT ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Machine Gun	Machine Gun	3

Flag 3: **EDGE OF TOWN**

Initial Control: Neutral

Pinched between a hill to the east and buildings to the west, the flag of this control point sits in a confined courtyard. This makes for some bloody, close-quarters fighting as both sides

attempt to convert the flag. The flag can be accessed from every direction, including the alley to the west. Defenders may want to take up positions on the second floor of the partially destroyed building to the east. The car that spawns near the flag offers quick transportation, making it useful for rush attacks on distant control points, like the Anti-Air Base. Just steer clear of enemy troops, as the car has very little armor.



EDGE OF TOWN ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Car	Car	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP A pickup truck and repair station are located just east of the Edge of Town control point.

Flag 4: **MOSQUE**

Initial Control: Neutral

Both sides should race for control of the Mosque at the start of every battle, as this control point is often the center of all the action. In particular, MEC troops should try to take the Mosque early in an attempt to gain a foothold on the north side of the river. The Mosque's flag sits on an upper floor balcony. There are a couple of Mosque entrances—the front one to the south and the side entrance to the west. Once you're inside, there is only one path to the flag, presenting various opportunities for ambushes and booby traps—beware the beeping sound of a C4 charge. Attackers and defenders should both drop prone (or at least crouch) while on the Mosque's balcony to avoid falling victim to enemy snipers. While converting the flag, keep your sights focused on the balcony's doorway and take cover behind the flagpole.



MOSQUE ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
HMMWV	Otokar Akrep	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Backstab

Flag 5: **TOWN HALL**

Initial Control: Neutral



Although the Town Hall has no assets, it's just as geographically significant as the Mosque. Likewise, its flag is also located on a second floor balcony, requiring troops to infiltrate the building before claiming this control point. Since the

western doorway is the only entrance, the corridor beyond is often a favorite camping spot for defenders. There are two doorways leading out to the balcony, making for a somewhat paranoid experience when converting the flag. Be prepared for counterattacks through either doorway or put your mind at ease by booby-trapping the adjoining corridor with C4. Defending the Town Hall can be accomplished with troops positioned inside the structure or on the rooftops to the north, where two north-facing machine guns are mounted. Snipers positioned on these rooftops can cover the Town Hall's flag, as well as pick off troops at the Edge of Town and Supply Depot.

TOWN HALL ASSETS

None

TIP If you find yourself under siege at the Town Hall, try escaping through the upper floor window on the eastern side. Open your parachute on the way down to avoid taking fall damage.

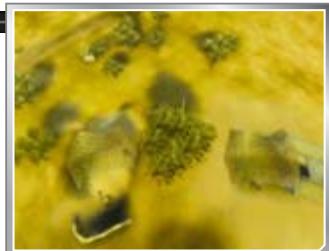
Flag 6: **ANTI-AIR BASE**

Initial Control: Neutral

US Control	MEC Control	Unit Count
M6 Bradley	Otokar Akrep	1
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

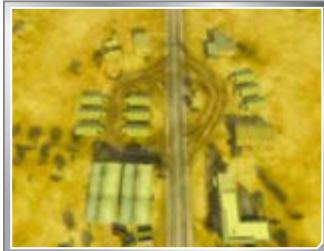
is to shoot down the enemy attack helicopters. The US should capture this control point early and use its anti-air assets to down the enemy Mi-24s before they can target the M1A2 tanks moving into the town. Like the Supply Depot, the Anti-Air Base is surrounded by relatively open terrain, offering little cover from snipers. This is great for defenders, but bad for attackers since the flag sits out in the open with little available cover. For best results, attackers should rush this flag in an armored vehicle.

TIP A large trench system runs along the eastern side of the Anti-Air Base, beginning near the paved road to the southeast. Attackers can avoid crossing the open spaces surrounding the control point by using this partially covered trench.



Flag 7: **US BASE**

Initial Control: US

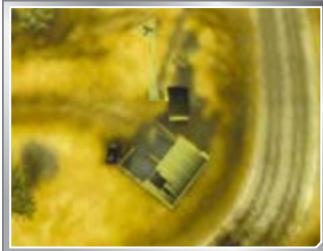


Although not quite as tempting a steal as the MEC Mi-24s, the US M1A2s are the only tanks on the map, and they spawn at the US Base. Tank theft probably isn't the highest priority of the MEC forces, but it's likely to happen at some point in the battle and may have a serious impact on the outcome. To prevent such thievery, at least one US player should stay behind and keep watch over the vehicle spawn points. The US Base is equipped with two Stinger turrets capable of destroying any MEC helicopters that attempt attacks on the vehicle spawn points or the Anti-Air Base to the south. Placing mines on the main road to the south can also deter ground-based vehicular rush attacks. As such, the engineer kit is ideal for this defensive job.

US BASE ASSETS

US Control	Unit Count
HMMWV	2
M1A2	2
Helipad	2
Medical Crate	1
Ammo Crate	1

COMMAND COMPUTER



The map's command computer is located just northeast of the Town Hall, on the first floor of the partially destroyed building near the main road. Given the starting positions, the US has the best opportunity to dominate this area of the map. This is another reason the MEC should attempt to capture and hold the Town Hall early in the game. Campers are likely to take positions on the top floor just above the computer, so proceed cautiously.

CTF



CTF Overview:
This CTF match is centered around and inside the village, requiring both sides to cross the river to reach their opponents' flags. The bridges at the center of the map are likely to be mined and booby-trapped, making vehicular river crossings a serious hazard. Both teams are better off staying on foot when attacking. The vehicles are best suited for defense.

Available Vehicles:

- Pickup Truck (1)
- Car (1)
- M16 Bradley (2)
- BMP-2 (2)

US FLAG



The US flag is located on the outskirts of the village, north of the Town Hall. Defenders can halt vehicle attacks by tossing mines along the surrounding streets, as well as near the flag itself. The second floor of the building to the west can be accessed via a stairway on the nearby street. US defenders can take up positions here to cover the flag through the hole in the wall. The rooftop to the southwest is also another good defensive position.

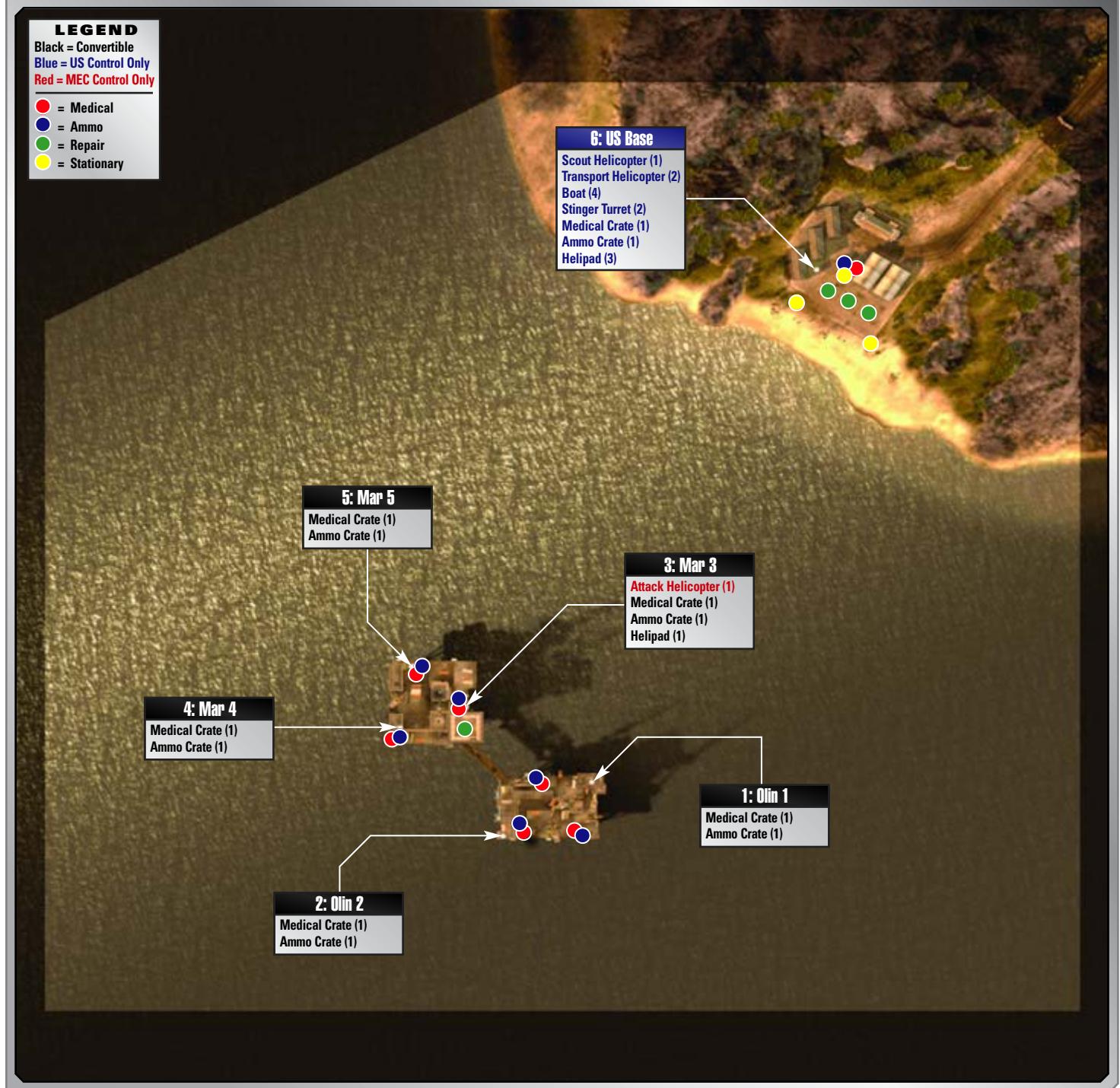
MEC snipers have an easy time defending this flag, due to the open surroundings. As in the conquest mode, the hills to the east are a popular sniping spot, offering a good view of the flag. Defenders can also take up positions on the second floor of the partially destroyed building to the west, near the Edge of Town. The smoke from the burning car next to this structure provides some concealment. The alley just north of the flag, connected to the footbridge by the Town Hall, is an extremely high-traffic area. MEC special ops can score some easy kills by booby-trapping this path with C4.

MEC FLAG



THE BLACK GOLD

CONQUEST: ASSAULT



INTELLIGENCE REPORT


The MEC have lost a small air base off the coast to a US surprise attack and have been forced to retreat to an off-shore oil rig. The US, fearing the MEC counterattack, launch a pre-emptive strike with S-26 attack boats and UH-60L choppers.

The MEC, however, have an ace up their sleeve, an Mi-24 attack helicopter is ready to engage the US forces in the air.

Battle Overview

At the start of this battle, the US team must quickly make up for its control point deficit to halt the steady drain of its ticket count. This can be accomplished quickly by using the Blackhawks to drop troops over the two neutral control points on the eastern platform. Meanwhile, the Little Bird should harass the Mi-24, preventing it from attacking the Blackhawks during their critical troop drop. Once the US forces have a presence on the oil rig, they can even up the ticket count by using all three helicopters to weaken MEC positions on the western platform, taking over one control point at a time until their opponents have nowhere else to spawn.

Although the MEC forces begin the battle with a significant advantage, they must work hard to sustain it. The first priority is to maintain control of the western platform by defending all three control points. Next, they must prolong the capture of the two eastern control points for as long as possible to maintain the drain on the US ticket count. The Mi-24 can help by engaging incoming choppers and boats, but ultimately it's up to the infantry to keep US troops off the oil rig. The longer the MEC can hold the majority of the control points, the more tickets the US team will lose. Given the overwhelming firepower possessed by the US, this is the best chance the MEC team has at attaining a victory.

Flag 1:
OLIN 1

Initial Control: Neutral



This flag sits atop the roof of a building on the northeastern corner of platform Olin. As the closest neutral control point to the US Base, it's likely to be converted early by the US team dropping troops out of their Blackhawks. Troops who aren't inserted by air can access the rooftop using either the northern or eastern ramps. The pipes to the south are also a potential access point for those taking the high ground approach from the Olin 2 control point to the southwest. On the western side of this building (at platform level) is an access ramp leading to a series of ramps and catwalks below. This is the quickest path to reach the light patrol boat below the eastern platform. It's also a popular avenue of attack for those attempting an amphibious assault on this control point.

OLIN 1 ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The two light patrol boats beneath each platform are not connected to any particular control point. These boats continually spawn at their respective docks throughout the battle.

The Black Gold



Flag 2:

OLIN 2

Initial Control: Neutral

The upper-level platform on which this flag is positioned can be accessed from multiple directions, making this general area difficult to defend. However, the flag itself is tucked away amongst some crates and a shipping container on the southwest corner. Unless dropped in by air, anyone attempting to convert this control point must pass along the narrow walkway to the east of the flag. In doing so, they must walk past an open storage container—the ideal spot for an ambush. Always assume a camper is inside the storage container, and consider tossing a grenade inside before rushing to the flag.



OLIN 2 ASSETS		
US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Flag 3:

MAR 3

Initial Control: MEC

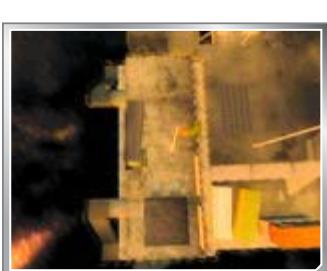
MAR 3 ASSETS		
US Control	MEC Control	Unit Count
—	Mi-24	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Helipad	Helipad	1

TIP The helipad at Mar 3 is the highest accessible point on the oil rig—at least for those on foot. This makes it a great, but somewhat predictable, sniper perch. Always drop prone to minimize your silhouette.



Mar 3 is the most important control point to the MEC forces, as it spawns their only attack helicopter. Although the Mi-24 is greatly outnumbered by the US choppers, it can still have a great impact on the battle if manned by a competent pilot and gunner.

Early on it's most useful for shooting down the incoming US helicopters. But its rockets and chin-mounted cannon are also great for blasting US invaders off the oil rig. The Mi-24 spawns on a helipad on the eastern side of platform Mar. The control point's flag is located on a lower platform to the north. Since Mar 3 is next to the bridge connecting the two platforms, MEC defenders should take steps to guard both the helipad and the flag area, particularly if the US team takes control of the two eastern control points.



Flag 4:

MAR 4

Initial Control: MEC



This control point is located on the southwest corner of platform Mar. The raised dais on which the flag sits can be accessed via a couple of ramps, both on the western side. By simply covering these two ramps, the MEC defenders can hold off most US assaults—C4 charges placed at the top of each ramp work well. But the open space around the flag and lack of tall obstacles make it possible for US chopper pilots to drop teammates onto this control point from the air. Therefore, defenders should occasionally glance upward to scan for helicopters and parachutes.

MAR 4 ASSETS		
US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Flag 5:
MAR 5
Initial Control: MEC
MAR 5 ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The oil rig is not equipped with any defensive weapons. Therefore, the machine guns used by support troops and the shoulder-mounted rocket launchers carried by engineers are the best options for MEC defenders when it comes to repelling the US choppers.



Of all the control points, Mar 5 is the only one that sits on the base level of the platform. With no ramps or catwalks to traverse, it's a popular target of attacking US troops. Fortunately, the flag is somewhat protected—sandwiched between two storage containers. Defenders are best off watching this flag from a distance, like from the two catwalks ringing the structure to the north. From here, defenders can monitor the flag and engage attackers attempting to convert it—grenades work well. The open storage container on the south side of the flag is also a good hiding spot, especially if you like to engage enemies at close range.


Flag 6:
US BASE
Initial Control: US


As the staging area for the US assault on the oil rig, the US Base produces several helicopters and boats. Although this base cannot be captured by the MEC forces, it still should be defended from the inevitable strafing runs performed by the Mi-24. Fortunately, two Stinger turrets flank the helipads, providing more than adequate air defense. Make sure at least one of these turrets is manned whenever friendly troops are en route to the oil rig. The loss of a single helicopter or boat could result in the deaths of up to five teammates. The agile AH-6J Little Bird should also cover the assault, using its rockets and cannons to engage the Mi-24.

US BASE ASSETS

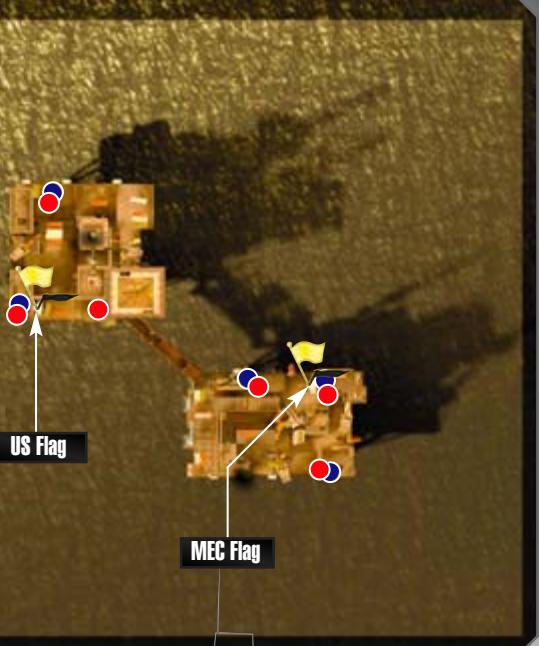
<i>US Control</i>	<i>Unit Count</i>
AH-6J	1
UH-60	2
Sea Ark Stinger	4
Stinger Turret	2
Medical Crate	1
Ammo Crate	1
Helipad	1



The Black Gold

CTF

LEGEND
● = Medical
● = Ammo



US FLAG

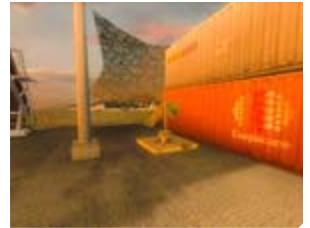


Positioned on the southwest corner of platform Mar (near Mar 4), the US flag is crowded by a structure to the west and a storage container to the east. This makes the flag a little difficult for defenders to cover from a distance unless they can manage a good angle from the north. Instead of babysitting the flag, the US team is better off running patrols and covering the major access points to the platform, including both access ramps leading to the docks below.



MEC FLAG

The MEC flag is located at the western base of the building where the Olin 1 flag is positioned in conquest mode. Given the open area around the flag, it can be covered from multiple elevated positions on the platform. Defenders should pay particular attention to the nearby access ramp leading up from the boat docks below. Attackers attempting to bypass the bridge use this ramp frequently.



CTF Overview:

In this match, both sides face off on the oil rig, with the US on the western platform (Mar) and the MEC on the eastern platform (Olin). Since the rig is surrounded by water, there are only two practical avenues of attack for both factions. The most obvious is the bridge connecting the two platforms. This is by far the quickest way to access the opposing team's platform, but given the heavy traffic, it's also the deadliest. The other option is to use the boats beneath the platforms to conduct amphibious assaults. Each platform has two docks. When attacking by boat, make sure you land at the dock closest to the enemy's flag to limit your exposure once on the platform.

Available Vehicles:

Light Patrol Boat (2)

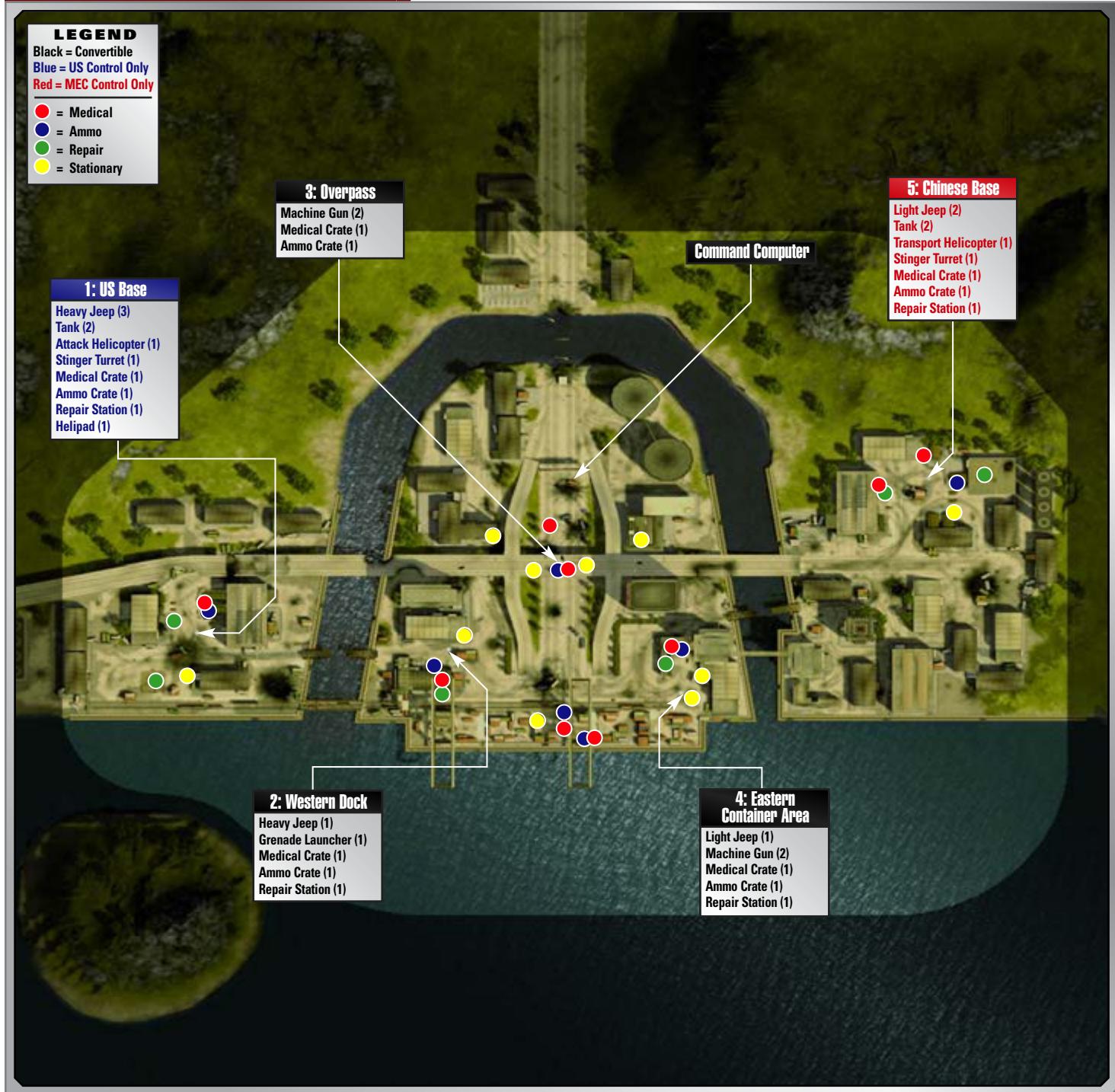
Sea Ark Stinger (2)

TIP A ventilation duct runs below the bridge connecting the two platforms. To avoid the carnage and mayhem on the bridge above, use this lower path for a stealthier advance.



BRIDGE TOO FAR

CONQUEST: HEAD-ON



Bridge Too Far

INTELLIGENCE REPORT

US and Chinese forces clash in a battle over a vitally important industrial harbor on mainland China. The



area is dominated by a large highway overpass control of which is the key to control over the entire area.

Chinese forces have been spotted mobilizing T-98 tanks and WZ-9

heavy transport choppers in the region. US forces have landed supported from the air by AH-64D gun ships and on the ground by M1A2 tanks.

Battle Overview

The fight for this harbor facility is largely won on player skill, given the symmetry of the map and nearly identical starting assets possessed by both teams. But even though there are only three control points up for grabs, there's still room for some strategy. Instead of spreading forces thin among all three control points, each team must capture only two to initiate and maintain a ticket drain on the opposing team. The Overpass is a black hole of death on this map, as the US and Chinese forces converge on this point from both directions on the highway. Most players head for this control point simply because it's the easiest spot to reach from their base. As such, the Overpass is likely to change hands several times during each round. Both sides have a much easier time holding on to the Western Dock and Eastern Container Area. The team that manages to capture and hold these two control points for the duration of the battle is the most likely to win.

Flag 1:

US BASE

Initial Control: US



The US Base provides several different vehicles, allowing players to quickly advance on the neutral control points to the east during the opening moments of a round. The Apache and Humvees are particularly useful for facilitating quick flag captures. There are three main exits out of the base. The highway to the north heads east and eventually leads to the Overpass control point. By taking either the damaged bridge or railroad bridges to the south, US troops can gain quick access to the Western Docks. However, only Humvees and FAVs can muster enough speed to jump the gap in the destroyed bridge. In any case, drivers should completely fill their vehicles with teammates before racing off to the east, as it's a long walk to the nearest control points. Like any base, the US

Base cannot be captured, but protecting the vehicles from theft and sabotage should be a concern of any defenders staying behind. The Stinger turret can also come in handy if the base comes under attack by the Chinese WZ-9.



US BASE ASSETS

US Control	Unit Count
HMMWV	3
M1A2	2
AH-64	1
Stinger Turret	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

TIP The damaged bridges near the US and Chinese bases can be jumped with either Humvees or FAVs. High speed and proper alignment are necessary to successfully jump the river.



Flag 2: **WESTERN DOCK**

Initial Control: Neutral

WESTERN DOCK ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	HMMWV	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP A lone Stinger turret is hidden among the shipping containers just southeast of the Western Dock control point. Use it to help defend the Western Dock and Eastern Container Area from helicopter attack.

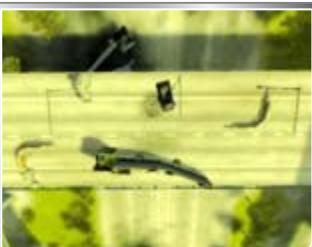


As the nearest neutral control point next to the US Base, the Western Dock is likely to be captured by the US team early in the battle. The control point's flag is located in an alley between two buildings, making the area pretty easy to defend. A garage in the southern building spawns a Humvee and is also equipped with a repair station. Along the eastern side of the northern building is a small balcony with a mounted grenade launcher. This can be used to engage enemies to the east, but it can't rotate enough to cover the flag. Defending engineers may want to place mines at the eastern and western ends of the alley to help prevent vehicle rush attacks. The garage's southern entrance is also a potential breach point, but it can be effectively locked down with mines or C4.



Flag 3: **OVERPASS**

Initial Control: Neutral



The Overpass doesn't spawn any vehicles, but geographically it's the most valuable control point on the map, providing the captor with a spawn point in the center of the battlefield. Another attractive feature is its inaccessibility. Sure, a long highway runs to the east and west, but both directions are covered by machine guns capable of destroying approaching Humvees and FAVs long before they're near the flag. However, tanks and helicopters do pose a serious threat to this control point and its defenders. Engineers should place mines along the freeway and be prepared to take shots at enemy helicopters with their rocket launchers. The nearby command computer (to the north) is another perk of this control point.



OVERPASS ASSETS		
<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The Overpass can use some heavy firepower. Consider parking a tank behind the crates and sandbags. Using these objects for cover greatly increases the lifespan of a defending tank.



Bridge Too Far

Flag 4: EASTERN CONTAINER AREA

Initial Control: Neutral

EASTERN CONTAINER AREA ASSETS		
US Control	Chinese Control	Unit Count
FAV	FAV	1
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP Although the skyscraper rooftops are inaccessible on foot, helicopters can drop snipers onto them for some incredible views. The high elevation allows snipers to spot and engage targets at all of the control points.



The Eastern Container Area is well within the Chinese sphere of influence, due to its close proximity to their base. This control point has similar assets and characteristics to the Western Docks on the opposite side of the map, including a garage with a repair station. With buildings to the north and east,

attackers must usually approach from the west, where they risk confronting the control point's western-facing machine guns. One of these machine guns is near the flag behind some sandbags, and the other is on a rooftop to the east. The garage opening in the northern building is the safest way for attackers to flank the machine gun positions. A stairway in the northwestern garage leads to a rooftop and a series of elevated catwalks running east across the river. If the US troops capture this control point, they

can use these catwalk positions to engage enemies approaching from the Chinese Base to the northeast. The same catwalk system can serve as a backdoor approach for Chinese infantry attacking the Eastern Container Area from their base.



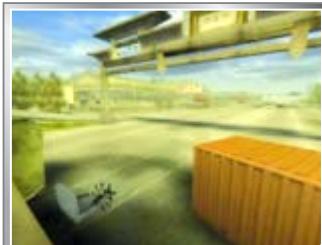
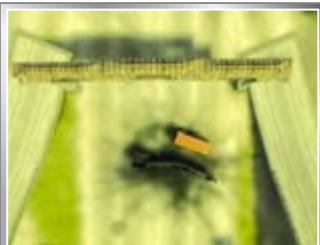
Flag 5: CHINESE BASE

Initial Control: China

An industrial park in the northeast corner of the map serves as the Chinese Base. In terms of assets, this base is nearly identical to its counterpart to the west. However, there are some subtle differences. For one, there is no railroad bridge to the south. Still, Chinese troops can cross the river to the west at three points. Infantry can cross using the upper level catwalk to the south, which connects to the buildings near the Eastern Container Area. Just below the catwalk is another damaged bridge that can only be jumped by FAVs or Humvees. But most traffic from the base is likely to cross the river using the highway, as it's the most convenient path to the west.

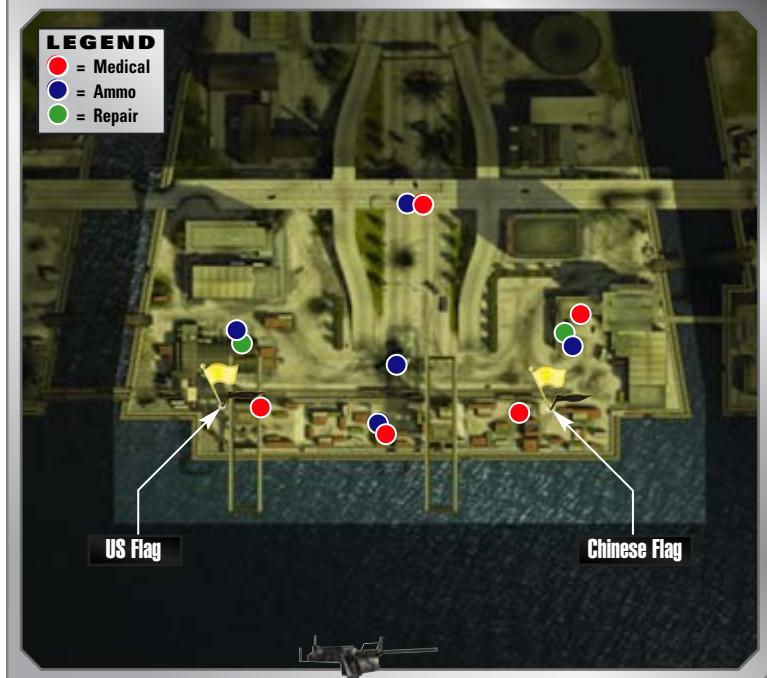
CHINESE BASE ASSETS	
Chinese Control	Unit Count
FAV	2
Type 98	2
WZ-9	1
Stinger Turret	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

COMMAND COMPUTER



Those looking to rain artillery on their foes can find the command computer just north of the Overpass. The computer is resting along the north side of an overturned big rig. The charred truck and flatbed trailer provide some much-needed cover when accessing the computer. Given the lack of overhead cover on this map, artillery strikes are absolutely devastating. However, be careful when targeting the nearby Overpass. Stay behind the truck until all of the incoming shells have detonated.

CTF



US FLAG



Partially protected by railroad cars and shipping containers, the US flag sits below the large cargo crane to the west. Due to the obstacles to the south, most vehicle rush attacks are likely to come from the north. Therefore, defending engineers should always keep a fresh set of mines along the northern and western sides of the flag.



CTF Overview:

The action in this match is restricted almost entirely to the docks, with the US flag to the west and the Chinese flag to the east. By using the Humvees and FAVs, both sides can quickly move from one side of the map to the other. But in most cases, flag capture is best performed on foot, using the maze of shipping containers along the south end of the docks for cover.

Available Vehicles:

HMMWV (2)

FAV (2)

TIP The Humvees and FAVs aren't heavily armored and should avoid the heavy fighting of the mid ground between the two flags. By racing along the narrow strip of land along the south side of the docks, or the overpass to the north, the vehicles can avoid most small arms fire. However, this may only work for a few flag captures before the opposing team gets wise and places mines along these paths.



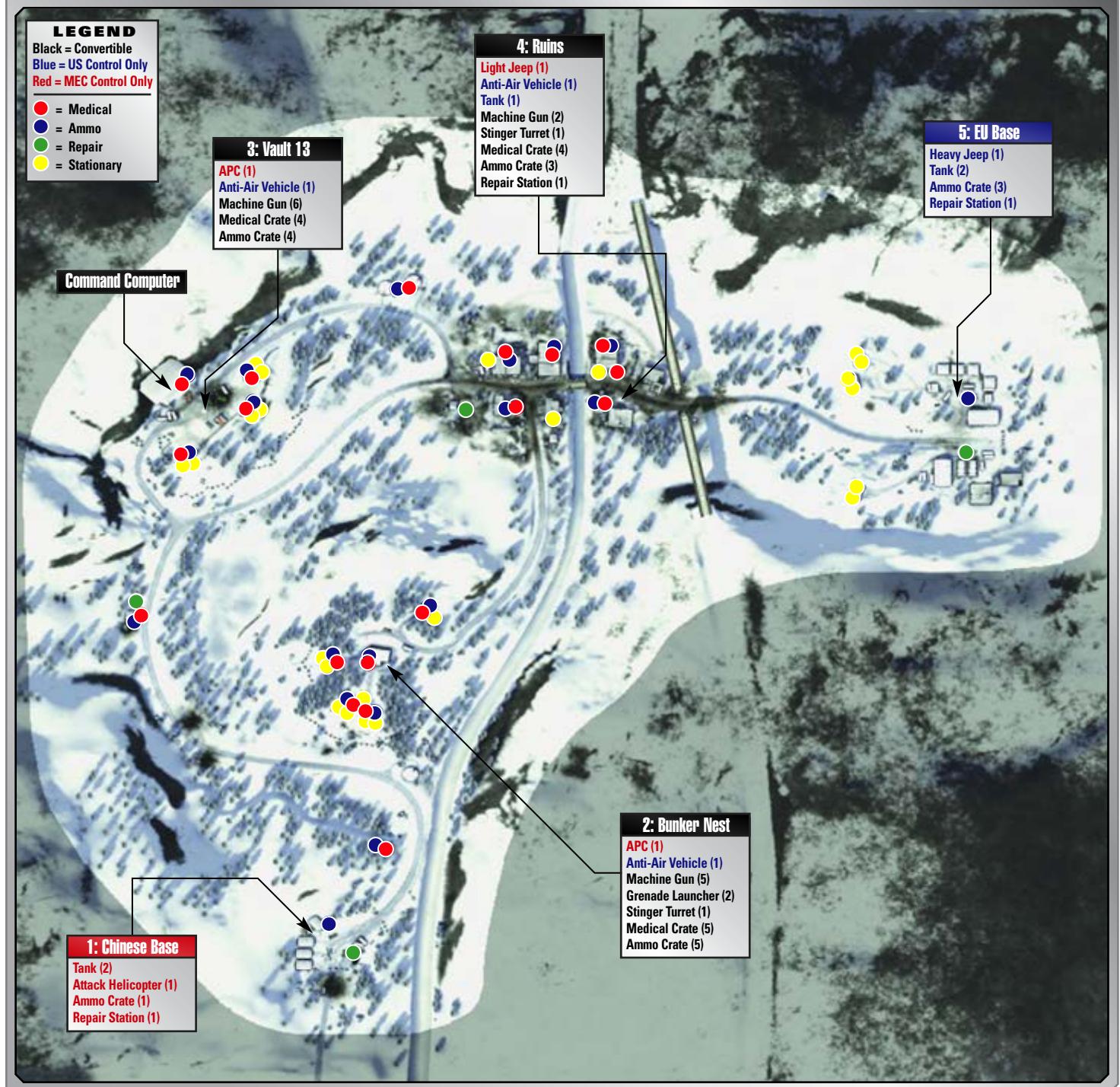
CHINESE FLAG

There's more open space around the Chinese flag, making it easier for vehicles to maneuver. Still, mines placed along the railroad tracks to the north should keep enemy vehicles out. The Chinese team should also make use of the FAVs for defense, utilizing their rapid-firing grenade launcher to blast any opponents who get near the flag.



COLD FRONT

CONQUEST: HEAD-ON



INTELLIGENCE REPORT

Chinese forces are poised to attack the well protected EU base established during operation "ColdFront." EU forces are reinforcing their position to hold the pass and prevent Chinese invasion forces from gaining a foothold.



The Chinese, whilst outgunned by the EU on the ground, have aerial support in the form of WZ-9 helicopters. The Europeans will need to use their tactical high ground to maintain control over the area or risk being pushed back.

Battle Overview

Only a smart and well-organized Chinese team has a chance of pulling off a victory in this lopsided affair. The Chinese troops begin the battle with a ticket drain. To halt this bleed on their ticket count, they must quickly capture two control points. Although the Bunker Nest is the closest, it's also the hardest to take. They're better off going for Vault 13 and the Ruins. The Type 98s can use the frozen river to advance on the Ruins while the WZ-9 conducts an aerial assault on Vault 13. If these assaults go well, the Chinese have a much easier time assaulting the Bunker Nest from their new spawn points to the north.

Overconfidence is often the undoing of the EU team. Although it has the early advantage, at least two of its starting control points must be held to maintain the edge—don't attack the Chinese Base, it won't do any good. The EU team should keep the M6 Bradleys back where they spawn to help defend the control points against WZ-9 attacks. But the Leopard tanks spawned at the EU Base should be pushed to the front lines to help knock out the advancing Type 98s. No matter what the situation, the EU team should always try to hold on to Vault 13 to maintain access to the command computer. Artillery strikes called in on the Chinese Base are absolutely devastating and potentially demoralizing.


Flag 1:
CHINESE BASE
Initial Control: China


Given the monumental task ahead of the Chinese team, the Chinese Base doesn't provide that many assets. But if used effectively, the two Type 98s and the WZ-9 are enough to launch a proper attack. There are two main paths out of the base, both leading north. The road winds through the forests to the north and can be used by the tanks (and infantry) to directly attack the Bunker Nest and Vault 13. A sneakier path is the frozen riverbed running along the eastern side of the base. By following this sunken pathway, Chinese troops can sneak up on the Ruins far to the north. Back at the base, the Chinese team should consider leaving some defensive units behind. Although the base can't be captured, protecting these vehicles from theft and sabotage should always be a concern.

CHINESE BASE ASSETS

<i>Chinese Control</i>	<i>Unit Count</i>
Type 98	2
WZ-9	1
Ammo Crate	1
Repair Station	1

TIP The straight and even terrain make the frozen river an ideal highway for moving tanks north and south. Don't worry; the ice won't crack.



Cold Front

Flag 2: **BUNKER NEST**

Initial Control: EU

BUNKER NEST ASSETS		
EU Control	Chinese Control	Unit Count
M6 Bradley	BMD-3	1
Machine Gun	Machine Gun	5
Grenade Launcher	Grenade Launcher	2
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	5
Ammo Crate	Ammo Crate	5

Set on a hilltop at the center of the map, the Bunker Nest serves as a frontline position at the start of the battle and is most likely to take the brunt of the Chinese attack. But the EU units starting here have plenty of defensive options. The flag is located at the center of the facility, next to a large concrete structure. There are a total of four perimeter bunkers surrounding the control point's flag. The



two bunkers to the south are each equipped with a machine gun and a grenade launcher. These bunkers and their weapons are useful for covering the southern road leading out of the Chinese Base. However, they're likely to come under heavy fire by tank shells and helicopter rockets, not to mention snipers. The western bunker is armed with two machine guns covering the road leading to Vault 13. Another bunker is positioned to the northeast. It's not particularly useful, but its machine gun has a good view of the northern road leading into the facility. The WZ-9 is always a serious threat, but this control point is well-equipped to deal with air attacks, thanks to the Stinger turret (near the southern bunkers) and the M6 Bradley that spawns here for the EU. Despite its heavy fortifications, the control point has a weak spot on its eastern side. While the terrain and trees prevent vehicles from advancing along this slope, infantry can quickly ascend the hill and assault the flag area.

Flag 3: **VAULT 13/COMMAND COMPUTER**

Initial Control: EU



Vault 13 houses the map's command computer, often making this the site of some heated firefights. Sitting on a slight hill at the base of a mountain, there is one main access road to the control point, running north and south, right past the flag. Three bunkers (each equipped with two machine guns) overlooking areas to the north, east, and south are decent lookout positions, but they can be quickly flanked by fast-moving units. The ease of vehicle access to this control point makes it a strong candidate for rush attacks, particularly from the air. When on defense, the EU should always

keep the M6 Bradley nearby to protect the control point from the WZ-9. Placing mines along the road is also a good idea. The command computer is located inside the mountain facility, behind the large, steel door. It can be accessed by ascending a set of stairs and entering the room overlooking the control point. The confined access point to the computer provides defenders with multiple ambush opportunities. When calling in artillery strikes, try to focus high concentrations of enemies on areas with little overhead cover, like the Ruins or the two bases.

VAULT 13 ASSETS		
EU Control	Chinese Control	Unit Count
M6 Bradley	BMD-3	1
Machine Gun	Machine Gun	6
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	4

TIP Along the road just south of Vault 13 is a repair station, as well as ammo and medical crates. Tanks positioned near the repair station can effectively shut down this road to all enemy traffic.

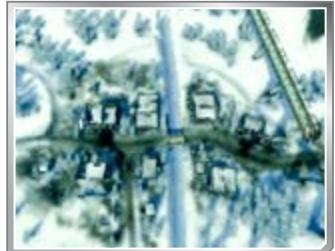


Flag 4:

RUINS

Initial Control: EU

Be prepared for some intense urban combat in this bombed-out town. All of the buildings lining the main road can be accessed by infantry. Using the buildings for cover, infantry can quickly advance through the town and assault the flag position on the eastern edge of town. To prevent such close-quarter attacks, the EU defenders should take up positions on the perimeter of the town to keep enemy troops out. Vehicle traffic can be restricted by placing mines along the road, as well as on the frozen river to the south. Air attacks are another threat but can be confronted with either the M6 Bradley or the Stinger turret on a rooftop to the west. The flag itself can be covered by infantry positioned in the surrounding buildings. Across the street from the flag is a building with a machine gun mounted on the second floor—ideal for blasting invaders.



TIP The large bridge to the east of the Ruins is a popular sniper perch, but it can only be accessed by troops dropped from a helicopter. From this height, snipers can pick off enemies at the EU Base, the Ruins, and even Vault 13.



Flag 5:

EU BASE

Initial Control: EU

Tucked away in the northeast corner of the map, the EU Base is easily forgotten. After all, it's far from the initial action, and it can't be captured by the Chinese. However, the battle can be made much easier for the EU if they put the base's assets to use elsewhere on the map. The two Leopard tanks are useful for defending the Ruins and Vault 13, as well as the roads near the Bunker Nest. It's important that a few team members remember to spawn back at the base and move the newly spawned vehicles up to the front lines. If the EU team neglects its base, it leaves the base open for the Chinese team to steal the tanks and attack the Ruins from the east.



EU BASE ASSETS

<i>EU Control</i>	<i>Unit Count</i>
Eagle MTV	1
Leopard 2 A5	2
Ammo Crate	1
Repair Station	1



Cold Front

CTF

LEGEND
● = Medical
● = Ammo



CTF Overview:

This CTF battle is restricted solely to the Ruins, with the EU holding the eastern side of the town and the Chinese defending the west. Although each side has access to a BMD-3, these APCs won't last long in this heated battle. So keep them back for defense. Infantry is most effective. Instead of charging down the street, dash from building to building for cover—the engineer's shotgun is well suited for the close combat you're likely to encounter. Both flags are located on second floors of buildings, so always be prepared for ambushes. Grenades should be deployed before moving in for the flag capture.

Available Vehicles:

BMD-3 (2)

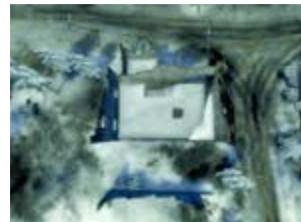
EU FLAG



The EU flag is located on the second floor of the building on the northeast edge of town. There are two main approaches to the flag, the most obvious being the staircase to the east. But Chinese troops can also assault the flag from the tall staircase to the southeast. With two potential access points, defenders need to watch both staircases.



CHINESE FLAG



Located on the opposite side of town, the Chinese flag is also positioned on the second floor of a building. However, this flag can only be reached via the staircase on the north side. Special ops defenders can have fun setting C4 booby traps at the top of the stairs. Campers can also cover the stairs from the northwestern corner and shoot attackers in the back as they rush toward the flag.



TIP The tall, winding staircase to the south of the EU flag is a great defensive camping spot. From this position, you can keep an eye on the flag and anyone who approaches it. Either fire down on them or detonate C4 at the right moment.

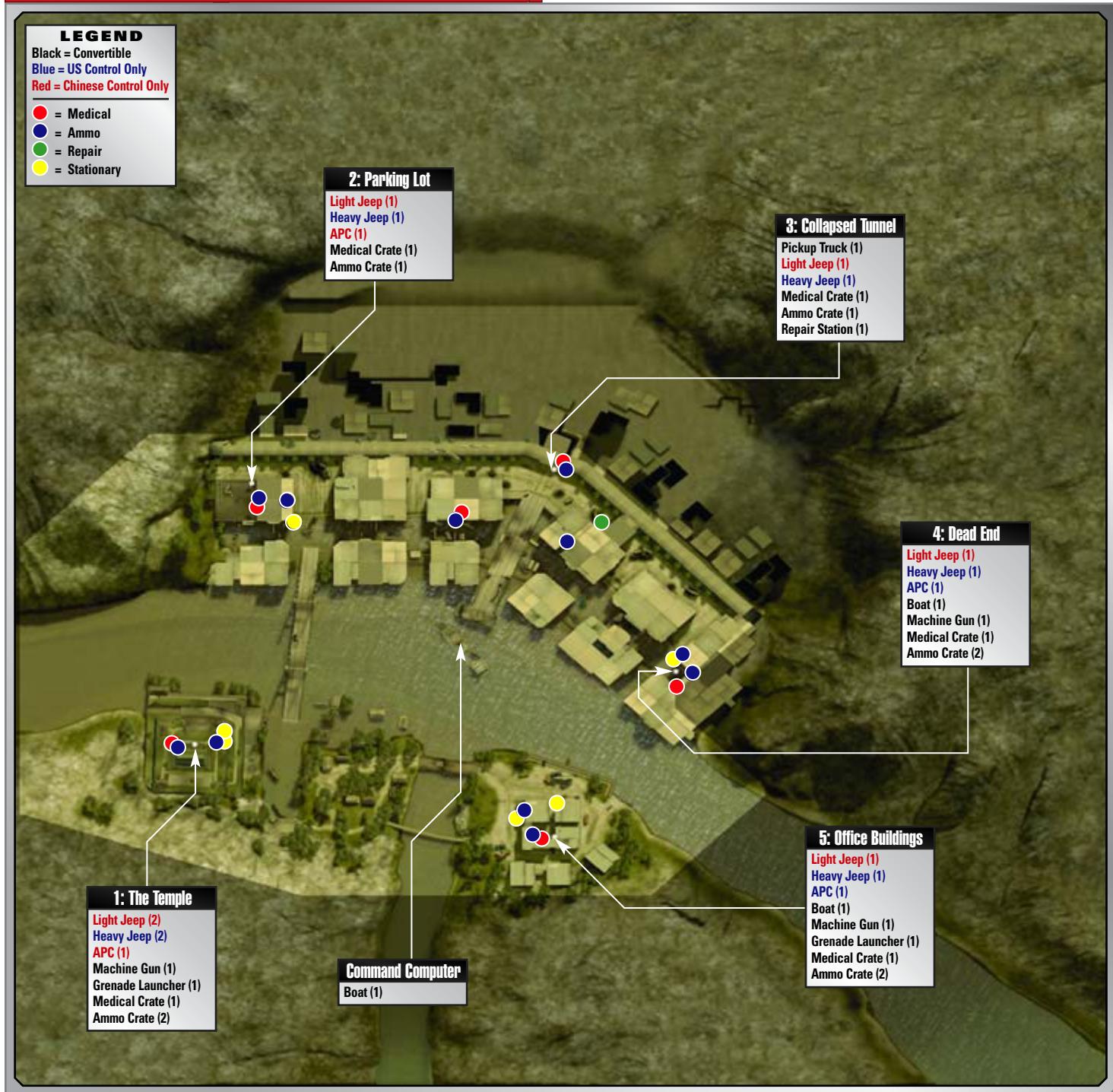


TIP Score a few quick kills by ducking in the frozen river and picking off some of the cross traffic with automatic fire. The support soldier's light machine gun is perfect for covering this narrow field of fire. Just don't make a habit of camping here. Get your kills and move on before your victims spawn back in and attempt to retaliate.



DAMMAGE

CONQUEST: DOUBLE ASSAULT



Damage

INTELLIGENCE REPORT

The Three Gorges Dam has been badly damaged in a US bombing raid and has left the city flooded. The Chinese army have set up base in a temple close to the one remaining bridge in an attempt to prevent US forces from gaining control over a vital supply route.



Both sides will try to take control of the flooded city. The Chinese are expected to deploy tanks whilst the US are trying to gain the upper hand with the use of the amphibious LV-300 medium attack vehicle.

Battle Overview

All of the control points are up for grabs in this double assault battle as the Chinese and US teams fight for total control of the flooded city. The US forces must maintain control of the Office Buildings while quickly moving out to capture the Dead End and Collapsed Tunnel with their LAV-300 and Stinger patrol boat. Capturing and holding these (or any) three control points causes the Chinese team to hemorrhage tickets. Once three control points are held, small-scale assaults on the Temple and Parking Lot can commence.

The Chinese should also focus on quickly grabbing two neutral control points before grinding against US-held positions. Thanks to its incredible speed, the FAV can reach the Collapsed Tunnel before any US vehicle. Meanwhile, the BMD-3 and infantry should be sent north to grab the Parking Lot. In the opening moments of the battle, it's also a good idea to launch some small infantry attacks against the Office Buildings, as there's a good chance the US troops have completely vacated their starting control point.

Flag 1: THE TEMPLE

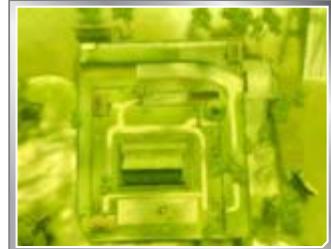
Initial Control: China

THE TEMPLE ASSETS		
US Control	Chinese Control	Unit Count
HMMWV	FAV	2
—	BMD-3	1
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP East of the Temple, there are several small houses lining the riverbank. Snipers can hide among these flooded houses and engage enemy troops attempting to use the command computer on the wrecked cargo vessel to the north.



The Temple serves as the Chinese staging area for this assault, but it is not a base. It can be captured, just like all of the other control points on the map. The Chinese forces should hold onto it too, as it produces one of their valuable BMD-3s. Fortunately, the control point is pretty easy for defenders to lock down. The Temple (and flag) sit on a large, elevated stone base with only two access points leading up to the temple grounds—the ramp to the north and the stairs to the east. These narrow paths can only be accessed by infantry. Defenders should cover both of these points with automatic fire and C4 booby traps. The machine gun and grenade launcher near the gazebo are also useful for covering the northern and eastern approaches, particularly the nearby bridge.



Flag 2: **PARKING LOT**

Initial Control: Neutral

PARKING LOT ASSETS

US Control	Chinese Control	Unit Count
HMMWV	FAV	1
—	BMD-3	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP Although many of the city streets are flooded, the water (in most places) is shallow enough to drive through. Just be ready to jump out if your vehicle begins to sink. The Stinger boats can also operate in the shallow water of the city streets.

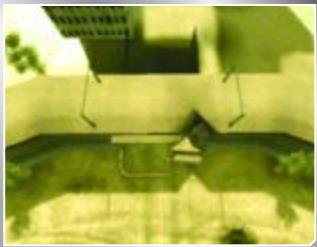


This parking structure located in the northwest corner of the city greatly benefits the Chinese troops, providing them with their second BMD-3. The flag is positioned on the northeast corner of the upper deck and can be reached via the vehicle ramp to the north or the set of stairs to the south. Most attackers rush the flag by driving up the ramp. As such, defending engineers should mine this access point. The Chinese can load the top of the ramp with mines, as their FAV and BMD-3 spawn below—the US Humvee spawns on the upper deck. The control point's medical and ammo crates are located on the lower level of the parking structure. Defenders can also hide in the dark lower level and ambush attackers using the southern staircase—C4 works well.



Flag 3: **COLLAPSED TUNNEL**

Initial Control: Neutral



In terms of vehicles produced, the Collapsed Tunnel is one of the most stingy control points on the map. But the real value of this control point is its location, providing its captor with a spawn point in the middle of the city. This allows teams to branch out and stage attacks on the nearby Parking Lot and Dead End control points. It's also the closest spawn point to the command computer, located on the wrecked cargo vessel to the south. But given the multiple avenues of attack and lack of stationary weapons, defending this area can be a little tricky. The flag is positioned near some sandbags on the eastern side of the tunnel entrance. Defenders can either hide in the tunnel itself or take up cover positions along the periphery. It's also possible to park a vehicle inside the tunnel—this is a good way to surprise attackers.



COLLAPSED TUNNEL ASSETS		
US Control	Chinese Control	Unit Count
Pickup Truck	Pickup Truck	1
HMMWV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP The Collapsed Tunnel is also home to the map's only repair station. It's located to the east, near the double-decker bus.



Dammage

Flag 4: DEAD END

Initial Control: Neutral



The flooded Dead End control point can be accessed by both ground vehicles and boats. This eastern control point should be captured early by the US team to gain access to another LAV-300. The Stinger boat docked in the adjacent street to the south spawns here at all times, even when the control point is neutral. Just don't drive vehicles down this southern street—the water gets very deep. The control point's flag is located in the middle of the flooded courtyard and can only be accessed from the west. Defenders can use the sandbags near the flag for cover or take up positions on



the upper floor of the building to the north. Climb the metal ramp on the western side of the building to reach this room. The machine gun inside is great for covering the western street.

DEAD END ASSETS		
US Control	Chinese Control	Unit Count
HMMWV	FAV	1
LAV-3000	—	1
Sea Ark Stinger	Sea Ark Stinger	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP Mines placed in the shallow water are virtually invisible to your opponents—your teammates can still see the red hazard icons above each mine. This is a good way to shut down street traffic to all vehicles, including boats.



CAUTION You can drop prone in the shallow water, but you eventually take drowning damage. Stand up before you run out of air.

Flag 5: OFFICE BUILDINGS

Initial Control: US

OFFICE BUILDINGS ASSETS

US Control	Chinese Control	Unit Count
HMMWV	FAV	1
LAV-3000	—	1
Sea Ark Stinger	—	1
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2

TIP The US team's LAV-300 is the most versatile vehicle on the map.

Remember, it can cross the river without sinking to the bottom. Use its auto-cannon and top-mounted machine gun to control all traffic on the river. Although the Stinger boats are faster and much more maneuverable, they lack the armor and 360 degree firepower of the LAV-300.



This is where the US forces begin the battle, and like the Chinese at the Temple, they should take steps to secure it. The flag is tucked inside a cramped alley in between the two main buildings and can be infiltrated by infantry from the north, east, and west. A couple of sandbag-lined balconies on the western side of the northern building are ideal defensive positions for covering

attacks originating from the Temple. The grenade launcher on the highest balcony is useful for blasting enemy troops and vehicles attempting to cross either bridge to the west. On the northern side of the building is another sandbagged balcony equipped with a north-facing machine gun. This can be used to engage boat traffic on the river, as well as defend the northern alleyway. In the alley itself, defenders can use the sandbags near the flag to hide behind and ambush attackers at close range.



COMMAND COMPUTER



As it's located on the deck of the wrecked cargo ship in the center of the river, there's no easy way to reach the command computer. Although it's possible to swim to the ship, Stinger boats and the LAV-300s are the quickest way. Dock along the port (southern) side of the ship to access the ship's deck. This side of the ship is even with the water line and the only way to climb aboard. The computer is usually watched by enemy snipers, so consider deploying smoke onto the ship's deck before calling in an artillery strike. A Stinger boat always spawns near the cargo ship, facilitating a quick escape.

TIP The ramps south of the Collapsed Tunnel can be used to jump vehicles onto (or near) the cargo vessel, in an attempt to quickly reach the command computer.



Impress your friends by jumping out of your vehicle in midair and parachuting onto the ship.

CTF



CTF Overview:

The southern riverbank is the battle zone of this CTF match. Although boats are available for quick transportation, each flag must ultimately be assaulted by infantry. Still, both teams should use the boats as much as possible to avoid getting bogged down in the no-man's-land between the Temple and Office Buildings. The wooden footbridge and damaged vehicle bridge are key chokepoints and should be covered by both teams.

Available Vehicles:

Sea Ark Stinger (2)
Light Patrol Boat (2)

US FLAG



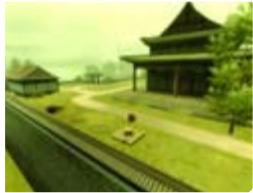
The US flag is located on the eastern side of the Office Buildings. Attackers are mostly likely to approach from the north or the alley to the west.

Defenders should take up positions on the hill to the east of the flag, as well as on the western side of the Office Buildings. Those two sandbagged balconies are still perfect defensive spots for covering the two bridges to the west.

TIP A good sniper positioned on the cargo ship's superstructure can score a number of kills by engaging enemy troops rushing along the river's southern bank. It's also possible to lock onto passing boats from this position by using the laser target designator.



Defending the Chinese flag is just like defending the Temple in conquest mode. By covering the



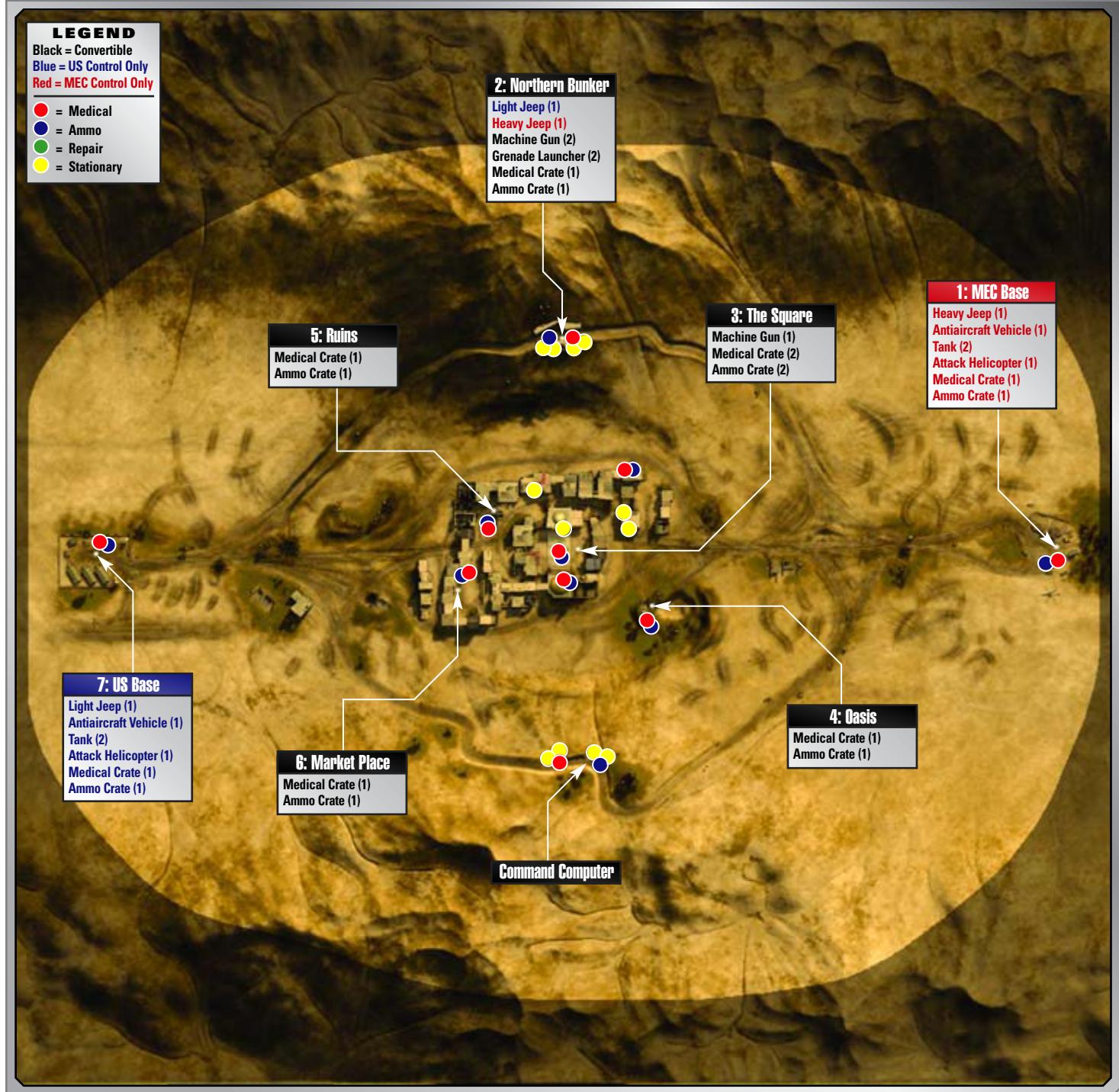
ramp to the north and the stairs to the east, Chinese defenders can prevent the US team from even reaching the Temple grounds. Support troops can cover each access point with their machine guns while special ops troops booby-trap the narrow passages with C4.

TIP A forward defensive line at the two bridges can stop enemy advances long before they reach your team's flag. Use the surrounding rocks, trees, and houses for cover while focusing automatic and sniper fire down these narrow chokepoints.



DEADLY PASS

CONQUEST: HEAD-ON



INTELLIGENCE REPORT

The armies of the MEC and US collide head to head in the middle of this tight mountain pass. Ground troops are moving for cover in a bombed out town whilst the tanks of both forces prepare to engage.

The upper hand could go to whoever manages to occupy the bunker overlooking the town, as it contains an artillery strike system.



thanks to the four-player capacity of their Mi-24. At least three control points must be captured to secure a steady drain on the opponent's ticket count. Instead of trying to capture all of the control points, the MEC team should focus on the Northern Bunker, the Square, and Oasis. Once the Mi-24 has dropped troops at each of the control points, it should harass US troops on the western road leading into the town. Meanwhile, ground units from the base should move into the town to help reinforce the newly captured positions.

The US team faces the same situation. The Apache and DPV are the two fastest units available to the US and should be used to rush the Northern Bunker, the Ruins, and Market Place. As the battle progresses, the Ruins and Market Place are likely to come under the heaviest attack. Hold onto these control points while flanking the Square and Oasis with units spawned from the US Base and Northern Bunker. For both teams, defending the control points in the town is a full-time job. Failing to even lightly defend these positions is like handing them over to the enemy as a gift. With all of the great hiding spots on this map, even one player left behind on defense can make a difference.

Battle Overview

As the battle begins, both teams need to race for the center of the map and capture as many neutral control points as possible. The MEC team has a slight advantage,

Flag 1: MEC BASE

Initial Control: MEC

MEC BASE ASSETS	
<i>MEC Control</i>	<i>Unit Count</i>
Otokar Akrep	1
ZSU-23-4	1
2S25	2
Mi-24	1
Medical Crate	1
Ammo Crate	1

Located on the eastern edge of the map, the MEC Base's vehicles are a must for quickly moving troops to the control points. At the start of a battle, MEC team members should load up all the vehicle positions before moving out. It's particularly important to completely fill the Hind so friendly troops can be dropped over control points. Team members stuck on foot have a long hike ahead of them before they see any action. Those left behind may

face attacks by the US Apache. For this reason, defenders should keep the ZSU-23-4 nearby to help defend the base, as well as cover the road to the west. The Shilka isn't equipped with missiles, but its quad-23mm auto-cannons are very effective against choppers. While the MEC Base can't be captured, it's still important to protect the vehicle spawns at least until friendly troops gain a spawn point near the town.

CAUTION

Remember, despite its appearance, the MEC 2S25 isn't a true main battle tank. Its armor is much weaker than the M1A2's. So when driving the 2S25, don't expect to win a toe-to-toe fight with a US tank.



Deadly Pass

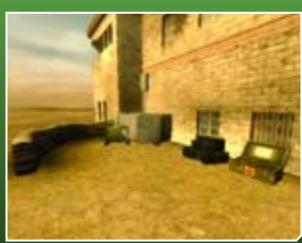
Flag 2: NORTHERN BUNKER

Initial Control: Neutral

NORTHERN BUNKER ASSETS

US Control	MEC Control	Unit Count
DPV	Otokar Akrep	1
Machine Gun	Machine Gun	2
Grenade Launcher	Grenade Launcher	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP A repair station, medical crate, and ammo crate are clustered together along the outer perimeter of the town, just north of the Square. If you're in a vehicle, memorize this location and make frequent visits to patch up your ride.



The Northern Bunker overlooks the town from a hill on the north side of the map. This isolated control point is a bunker facility. Its flag is located along the east-west road running between the two main structures. Defenders can deter vehicle rush attacks by simply mining the road at either end. The bunker structure south of the flag is accessible through two entrances adjacent to the road. There are two adjoining bunkers inside, each equipped with a machine gun and grenade launcher pointing south. These stationary weapons are useful for engaging targets near the town, but they have little defensive value, since most attackers avoid frontal assaults and attack from the east and west, outside the weapons' firing arcs. Still, the view from the hill and the protection offered by the bunkers



makes this an ideal sniping position for covering the northern side of the town.

Flag 3: THE SQUARE

Initial Control: Neutral



Both sides should rush for the Square early in the game. The team that takes this control point early has a good chance of holding onto it—but only if it's well defended. Due to the elevated positions surrounding the flag, assaulting the Square is a dangerous task for attackers. Defenders can cover the flag (on the eastern end) from the balconies of the mosque (to the south) or the other domed structure to the north. The northern building is equipped with a machine gun mounted on the balcony, offering an unobstructed view of the flag.

If the Square is heavily defended, attackers should consider hunting down the defenders positioned around the perimeter before moving in to convert the flag. Attack helicopters can help too by pounding defenders from the air. Assault and sniper troops can help by obscuring the area around the flag with smoke grenades during the conversion process.

THE SQUARE ASSETS

US Control	MEC Control	Unit Count
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

TIP When moving through the town, think in three dimensions. Take to the rooftops whenever possible. Many of the roofs on the northern side of town are connected with wooden planks. A few rooftops that aren't connected can be easily jumped to.



Flag 4:

OASIS

Initial Control: Neutral

OASIS ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

Although the Oasis is relatively light on assets, it's a key control point for MEC forces, giving them a spawn point on the eastern outskirts of the town. But this comes at a price. The open area and lack of cover surrounding the Oasis make it an

ideal kill zone for enemy snipers positioned on the hill to the south or elsewhere in the desert. When spawning here, always stay on the move and watch for incoming tracer rounds. There's no safe place to defend this control point—at least not near the flag. Instead, defenders should take a cue from the snipers and move outward, covering the flag from a distance. As usual, vehicle rushes can be prevented by scattering a few mines around the flag.



Flag 5:

RUINS

Initial Control: Neutral



A cluster of crumbling buildings and foundations make up the Ruins in the northwest corner of the town. The flag is surrounded by a low wall, once part of a building. This and the nearby buildings make it difficult for vehicles to access. But moving in on foot isn't much easier, especially if enemy units are in the area. The buildings to the north and west of the flagpole offer decent enough cover and concealment for defenders. However, the windows on the upper floors are a bit too high to provide a decent view of the flag.

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

CAUTION Watch out for the barbwire barricades spanning some of the town's entry points. These barricades can be jumped. Just don't run through them, or else you might suffer an embarrassing death.



Deadly Pass

Flag 6: MARKET PLACE

Initial Control: Neutral

MARKET PLACE ASSETS

US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP

Boarded-up passages like this can be destroyed with a few quick shots from your weapon.



The Market Place is located in the southwest corner of the town. Although its open, central space is similar to the Square, there are some notable differences. For one, the Market Place is easily accessible by ground vehicles entering from the street to the north or the archway to the south. This makes it possible to rush the flag with vehicles, unless these narrow access points are mined by defenders. The flag sits on the western side of the courtyard with no available cover at ground level. But the flag can also be converted from the short balcony to the west, accessible through the doorway near the medical and ammo

crates to the north. The balcony doesn't offer much more cover, but it's better than standing out in the open.



Flag 7:

US BASE

Initial Control: US



Like their opponents, the US troops must make the most of their base's vehicles early in the game to quickly transport as many teammates as possible to the center of the map. Likewise, it's important to protect these vehicle spawns from attack. Air attacks are most likely, so the M6 Bradley should hang back near the US Base to intercept the Mi-24 with its Stingers. Since this is a head-on match, the US Base can't be captured. But that doesn't mean it should be completely abandoned, as the base produces the majority of the US team's vehicles—the control points in the town produce nothing at all. Once a presence is established in the town, some team members must continue spawning at the US Base to drive vehicles into battle. If used wisely, the Apache and M1A2s can have a big impact on the final outcome.



US Control	Unit Count
DPV	1
M6 Bradley	1
M1A2	2
AH-64	1
Medical Crate	1
Ammo Crate	1

TIP The DPV is the fastest ground vehicle on the map. Utilize its speed early in the game to capture distant control points outside of the town like the Northern Bunker and Oasis.

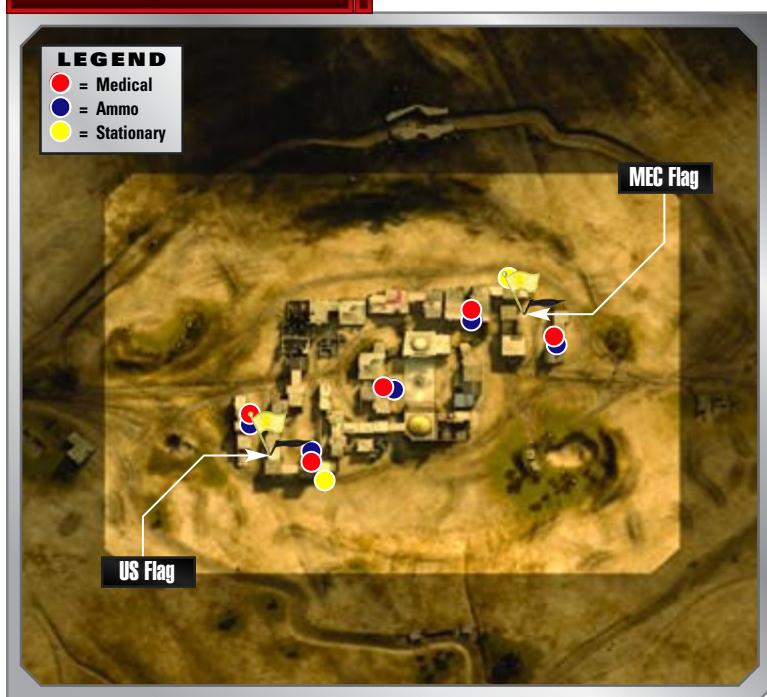


COMMAND COMPUTER

The command computer is located on the hill to the south of the town, near a pair of bunkers. These bunkers are much smaller than the ones on the northern hill, but they're both equipped with machine guns aiming north—the eastern bunker has a grenade launcher too. There are also medical and ammo crates nearby. The defensive and supply features make it quite feasible for a couple of players to camp this facility for quick access to artillery strikes. But camping the command computer is only advisable if your team is already winning.



CTF



CTF Overview:

This CTF map offers a fine balance of infantry and vehicular combat. Players on foot are better off fighting their way through the town, making use of the buildings for cover. Meanwhile, the perimeter of the town often resembles a race track as players in vehicles attempt rush attacks on their opponents' flag. Not only is circling around the town quicker, but it's usually much safer. Both teams have access to tanks, but these should be kept on defense. Tank drivers can rack up some easy points by killing light enemy vehicles with just one shot from the cannon.

Available Vehicles:

- Car (1)
- Pickup Truck (1)
- HMMWV (2)
- Otokar Akrep (2)
- M1A2 (1)
- 2S25 (1)

US FLAG



The US flag is located in a compact alley on the southwestern side of town, not far from the Market Place. It's partially surrounded by a low wall, making it impossible for vehicles to access it—MEC players have to grab this one on foot. Although vehicles can't overrun the flag, US defenders should still consider mining the northern and southern ends of the alley. The machine gun on the nearby Humvee is also a good deterrent.



Located on the northeastern side of the town, the MEC flag is much more open to vehicular assault. US players can overrun the flag at high speeds from the road to the north and exit down the alley to the south. As a result, an MEC engineer should always baby-sit the flag and keep a fresh set of mines around it. Defenders should also consider keeping an Akrep or the 2S25 nearby to cover the flag.

MEC FLAG

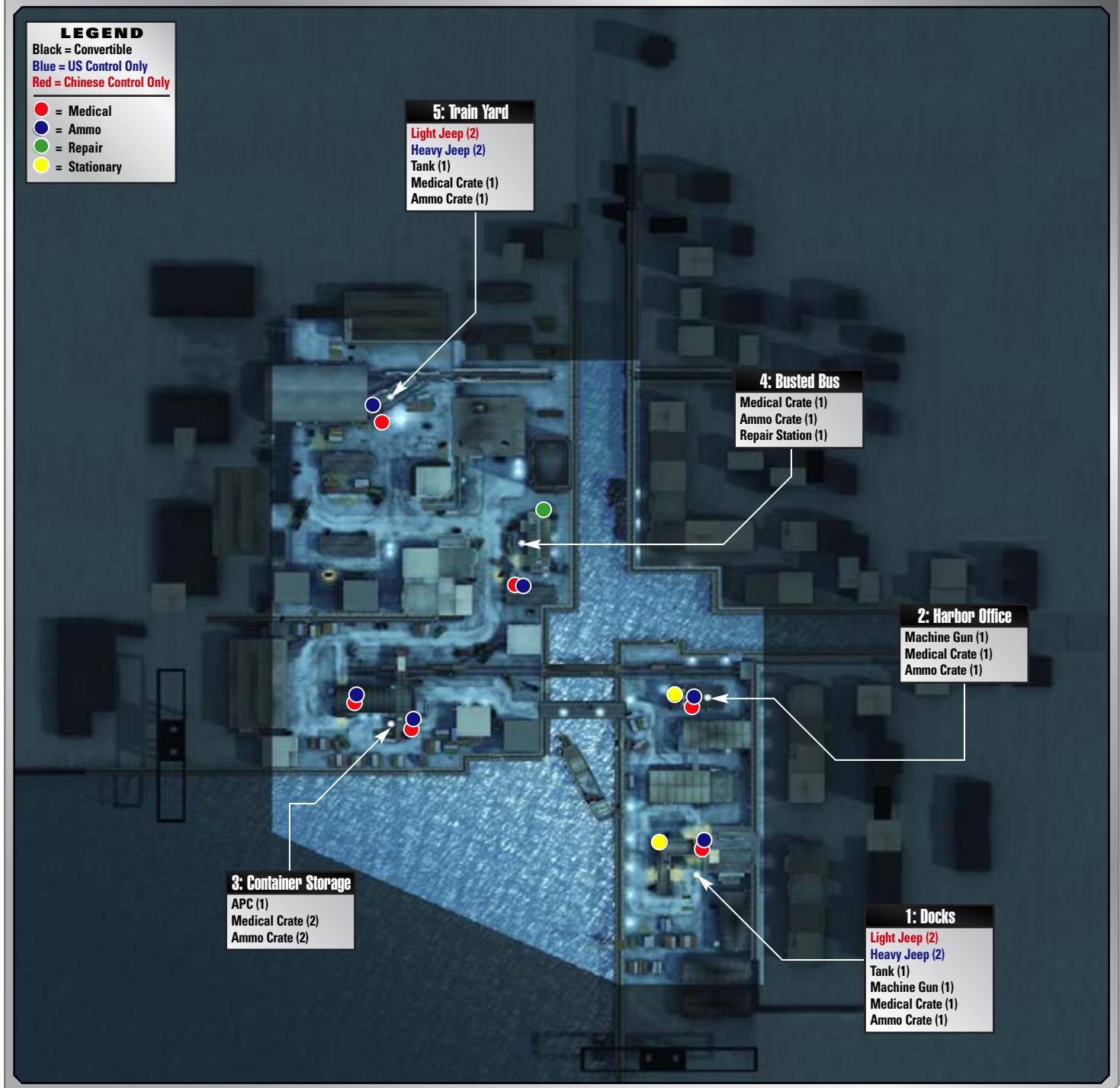


TIP Avoid driving the tanks through the town. They're likely to be pelted by grenades and rockets from all directions. Instead, keep them on the town's outer perimeter, where they have more room to maneuver.



HARBOR EDGE

CONQUEST: DOUBLE ASSAULT



INTELLIGENCE REPORT

US forces have landed an armored expeditionary force in a harbor in a major Chinese city in an attempt to break supply lines by capturing the train station located there. The night time attack codenamed operation "HarborEdge" caught the Chinese army off guard and now the US controls one side of the river.



Victory will go to whoever can control the all important middle ground between the US landing area at the docks and the Chinese base of operations at the train station.

Battle Overview

In this double assault map, every control point can be captured, so each team must put a strong emphasis on defense, particularly when it comes to the Docks and Train Yard. Geographically, the Chinese team has a slight advantage at the start of the battle. Using their FAVs, Chinese troops can rush the neutral Container Storage control point in an attempt to gain complete control of the western side of the map. At that point, they can simply go on defense and pound the US forces as they try to cross the bridges.

With only two control points to the east, the US team must quickly gain a foothold on the western side of the river to prevent the inevitable ticket drain. While the Container Storage control point is attractive, capturing the Train Yard early should always be a major consideration. If the Train Yard is captured by the US, the Chinese lose their only tank and FAVs. The US can then use the extra firepower to squeeze the Chinese at the Busted Bus and Container Storage control points.

Flag 1:

DOCKS

Initial Control: US

As this is the primary source of its vehicles, it is imperative that the US team holds on to this control point at all costs. Fortunately, the courtyard-like area where the flag sits is relatively easy for defenders to shut down. The garage entrances to the north and west are narrow, making them easy to booby-trap with C4 or cover with

automatic fire. Vehicle attacks through the large opening in the west can be prevented with a few mines—just leave some space for your own vehicles to get out. A rooftop machine gun offers more defense, and is capable of peppering enemies approaching from the north. Use the stairway in the western garage to access the roof.



Harbor Edge



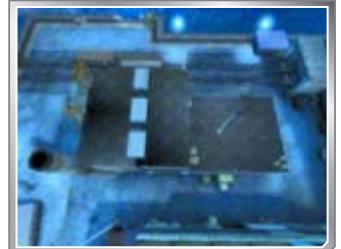
Flag 2: **HARBOR OFFICE**

Initial Control: US

HARBOR OFFICE ASSETS

US Control	Chinese Control	Unit Count
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

This large building overlooks the two bridges to the west, making it a critical control point as the US team attempts to maintain control of the eastern half of the map. Defenders on the top floor of the building can completely cover both bridges. The mounted machine gun in the western window is ideal for halting infantry advances. The narrow stairway on the northern side of the structure is the only path to the flag, making this control point relatively easy to defend. While C4 works well as a booby trap, defenders are better off covering this stairway from a distance. The green crates to the north provide excellent cover and concealment while offering a perfect view of the entire stairway.



Flag 3: **CONTAINER STORAGE**

Initial Control: Neutral



As the only neutral control point at the start of the battle, this area is likely to see some serious fighting during the opening moments of a round. The Chinese troops have a slight upper hand in rushing this control point using their nearby spawn point at the Busted Bus or their speedy FAVs at the Train Yard. Whoever converts this flag gains an APC. Both the LAV-300 and BMD-3 are devastating against infantry and can even inflict some damage against tanks. The control point's flag is tucked between a building to the north and several storage containers. Although no nearby rooftops are available for defenders, the storage containers provide ample opportunity for ambushing attackers. The control point also has two sets of medical and ammo crates. One set is located on the eastern side of the building, and the other is inside the garage, just northwest of the flag.

US Control	Chinese Control	Unit Count
LAV-300	BMD-3	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

TIP Remember, the LAV-300 is amphibious. However, this capability is of little use on this map. Once in the harbor, it can't get out.

Flag 4: **BUSTED BUS**

Initial Control: China

BUSTED BUS ASSETS		
<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

Although this control point is light on assets, it's actually a strong defensive position, thanks to the barriers clustered around the flag. The shipping containers and the large double-decker bus to the west make it impossible for enemy vehicles to enter the courtyard.

Furthermore, defenders can take up positions on the rooftop to the east and blast intruders at close range or simply drop grenades on their heads as they attempt to convert the flag. The building's rooftop is also ideal for sniping enemy troops crossing the bridges to the south. It's also possible to pick off enemies positioned in the Harbor Office—always a good option when that upper floor machine gun is cutting down your teammates. The Busted Bus control point is also home to the map's only repair station, located on the northern side of the building.



Flag 5: **TRAIN YARD**

Initial Control: China



The Train Yard is just as important to the Chinese team as the Docks are to the US team. Likewise, the Chinese must defend this area to maintain their only initial vehicle spawn points. Unlike the rest of the control points, the Train Yard sits on higher ground accessible via two ramps to the north and west of the Busted Bus. The



flag sits out in the open, making it vulnerable to vehicular rush attacks. To prevent such threats, defenders should place several mines around the flag. Infantry can also hide amongst the various trains and storage containers—the blue empty

TRAIN YARD ASSETS		
<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	2
M1A2	Type 98	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP Don't underestimate the firepower of the FAVs. Their grenade launchers are absolutely devastating against infantry and vehicles alike when covering narrow choke points like the two bridges. Park one somewhere safe (or conduct patrols with a buddy) and open fire to rack up kill after kill.



storage container to the west of the flag is a good hiding spot. Both attackers and defenders should be aware that the flag can be converted from the north by standing on the opposite side of the nearby train. This is the sneakiest (and safest) way to convert the flag when attacking on foot.

Harbor Edge

CTF



CTF Overview:

The two bridges at the center of the map are the sites of most of the action in this CTF match. Unless players attempt to swim across the harbor, traversing these bridges is the only way to capture the other team's flag. Both teams should make use of the fast-moving FAVs and Humvees to quickly cross the harbor while using the slower tanks and APCs to reinforce their flags.

Available Vehicles:

FAV (2)

HMMWV (2)

M6 Bradley (1)

BMD-3 (1)

M1A2 (1)

Type 98 (1)

US FLAG



If properly defended, the US flag can be extremely difficult to capture. It's housed in a warehouse just south of the Harbor Office. Infantry can enter this structure through two doorways on the western and southern sides—neither opening is big enough for a vehicle. An elevated catwalk surrounds the flag, making it easy for defenders to pick off intruders. Chinese troops may want to toss in a few stun grenades before entering to temporarily blind the US defenders covering the entrances.



CHINESE FLAG



The Chinese flag is located on the opposite side of the river, not far from the Busted Bus and Train Yard. Compared to the US flag, this one is much more vulnerable, particularly to vehicle rushes. For this reason, Chinese defenders should consider placing mines at the ramp just west of the Busted Bus, as this is the most direct approach to the flag. The nearby BMD-3 is also useful for defending against both vehicle and infantry attacks.



TIP This map is filled with all sorts of jumps. Most of them serve no tactical purpose, but they're still fun. Just make sure your Humvee or FAV can survive a rough landing. The jump to the southwest of the Chinese flag is a popular escape path for US forces during vehicular rushes.



HONOR

CONQUEST: HEAD-ON

LEGEND

Black = Convertible
Blue = US Control Only
Red = Chinese Control Only

- = Medical
- = Ammo
- = Repair
- = Stationary

1: US Base
Heavy Jeep (4)
Scout Helicopter (1)
Medical Crate (1)
Ammo Crate (1)
Repair Station (1)
Helipad (1)

2: Small Village
Boat (1)
Medical Crate (1)
Ammo Crate (1)

3: Supply Outpost
Light Jeep (1)
Heavy Jeep (1)
Medical Crate (1)
Ammo Crate (1)
Repair Station (1)

4: Fishing Village
Command Computer (1)
Medical Crate (4)
Ammo Crate (3)

5: Ancient Temple
Boat (1)
Ammo Crate (1)

6: Chinese Base
Light Jeep (3)
APC (1)
Machine Gun (1)
Medical Crate (1)
Ammo Crate (1)
Repair Station (1)

INTELLIGENCE REPORT



US forces have re-taken Hanoi and entered China from the southeast. They are establishing bases near Nanning. Without strategic importance they did not expect to be attacked. However, they did not realize the symbolic value the temple in this area has to the Chinese.

For the Chinese army, retaking the temple is a matter of honor and they launch a hurried attack, hoping to take control of the fishing village close to the temple so they can utilize the artillery strike system hidden within it to wipe out the US forces.

Battle Overview

The river bisecting the map plays a huge role in this battle, and both sides should strategize to take advantage of it. At the start of the battle, the US troops should use their Little Bird to capture the Fishing Village while the Humvees speed to the Small Village and Supply Outpost. If the US can retain control of these positions, all they need to do is hold them and keep the Chinese forces contained to the northern river bank—the ticket drain will do the rest. Once again, the Little Bird can come in handy during this defensive phase by strafing enemy units along the bridges and river.

With no chopper at their disposal, the Chinese begin at a serious disadvantage. Therefore, they must act quickly if they hope to gain an edge. While infantry take the nearby Ancient Temple, the speedy FAVs should race across the eastern bridge and assault the Supply Outpost and Small Village. The Small Village is expendable but should be held until units from the Ancient Temple can move in on the Fishing Village. By capturing and holding three control points, the Chinese can secure a solid drain on the US ticket count.

Flag 1:

US BASE

Initial Control: US

US BASE ASSETS	
US Control	Unit Count
HMMWV	4
AH-6J	1
Medical Crate	1
Ammo Crate	1
Repair Station	1
Helipad	1

also a serious concern. The Little Bird is the only helicopter available on the map, making it a tempting target. Defending special ops troops may want to plant C4 on the chopper, just in case enemy troops try to steal it. Always detonate the C4 after the helicopter is away from the helipad; otherwise, it may repair itself. But the best way to prevent the chopper from being stolen is to constantly keep it in the air—competent pilots are a plus.



Flag 2:

SMALL VILLAGE

Initial Control: Neutral

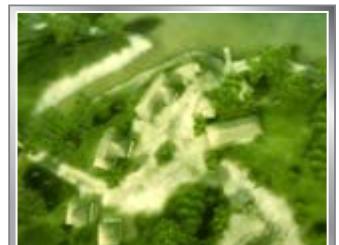
SMALL VILLAGE ASSETS		
US Control	Chinese Control	Unit Count
Sea Ark Stinger	Light Patrol Boat	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The large, sandbag-lined hilltop between the Small Village and Supply Outpost is the ideal sniper perch. Snipers here can pick off enemies as far away as the Fishing Village and Ancient Temple. This is also a good spot from which to call in air strikes on enemy vehicles, particularly those crossing the bridge to the east.



Sitting just north of the US Base, the Small Village is likely to be a US-held control point for most of the game. It spawns a Stinger patrol boat useful for advancing on the Fishing Village to the north. The footbridge connecting the two control points is much

too narrow for Humvees, so the boat is the quickest way to reach the island, as well as the opposite river bank near the Ancient Temple. Several huts surround the flagpole. The ammo and medical crates can be found inside a couple of these huts.



The huts also provide adequate cover and concealment for defenders. Since the flag is located in the center of a courtyard, vehicle rushes are likely but can be prevented with a few well-placed mines.

Flag 3: **SUPPLY OUTPOST**

Initial Control: Neutral



The Supply Outpost is tucked away in the jungle to the far east. Despite its remote location, this control point shouldn't be overlooked, especially by the US team. Whoever controls the Supply Outpost also has the ability to control the bridge to the north. This bridge is the only way ground vehicles can cross the river, making it a critical choke point. Controlling the traffic on the bridge should be a major concern of troops spawning at the Supply Outpost. But the control point should be watched too. The flag sits in a low area surrounded by steep hills. Even one defender can

cover this flag effectively by camping in the hills and launching grenades or rockets at approaching enemies.

Flag 4: **FISHING VILLAGE/COMMAND COMPUTER**

Initial Control: Neutral



Located on a small island in the river, the Fishing Village is only accessible by boat, helicopter, and foot. The two footbridges connecting the island to the river banks are too narrow for ground vehicles to cross. Infantry crossing these bridges are vulnerable to sniper and other small arms fire. For best results, always take a boat or helicopter when advancing on this control point. The flag is located in a small open space on the eastern side of the island, surrounded by houses filled with ammo and medical crates. These houses also provide excellent cover for defenders. The Fishing Village is also home to the command computer, located in the large

house on the western side of the island. This makes it even more critical for both teams to hold the control point. Defenders may want to booby-trap the computer with C4 in the event an enemy sneaks in and attempts to call in an artillery strike. Whoever controls the Fishing Village should make frequent use of the artillery strikes as soon as they're available. Not only is this a good way to eliminate some enemy troops, but it also reduces traffic to the Fishing Village as opponents shift their focus elsewhere.

SUPPLY OUTPOST ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
HMMWV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP A metal footbridge is attached to the western side of the large bridge spanning the river near the Supply Outpost. This path provides a little more cover for infantry.



FISHING VILLAGE ASSETS

<i>US Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	3

CAUTION Whenever possible, avoid crossing the footbridges at the Fishing Village. Your movement is very predictable while traversing these narrow walkways, making you an easy target for watchful snipers.



Honor

Flag 5: ANCIENT TEMPLE

Initial Control: Neutral

ANCIENT TEMPLE ASSETS

US Control	Chinese Control	Unit Count
Sea Ark Stinger	Light Patrol Boat	1
Ammo Crate	Ammo Crate	1

TIP The safest way for the US team to take control of the Ancient Temple is by rushing it with the Little Bird at the start of the game. A steady pilot can convert the flag by hovering next to it. The Little Bird can also be used to quickly capture the Fishing Village and Small Village. The trees and terrain surrounding the Supply Outpost make it a bit more difficult to capture from the air, but not impossible.



Towering over the northern river bank, the Ancient Temple is the most intimidating control point on the map. Due to its close proximity to their base, this is likely to be a Chinese stronghold for most of the game. The flag sits outside the southern side of the temple in a small courtyard. However, simply reaching the flag is a chore. The large, multitiered stone base serving as the

temple facility's foundation is accessible via numerous steps and ramps. This makes it nearly impossible to maneuver a ground vehicle to the flag. Instead, infantry are best suited for assaults. Since the temple can be accessed from multiple directions, defenders should focus their efforts on the area surrounding the flag. The temple also spawns a boat at the river, which is useful for staging attacks on the Fishing Village or other control points on the southern bank.

Flag 6: CHINESE BASE

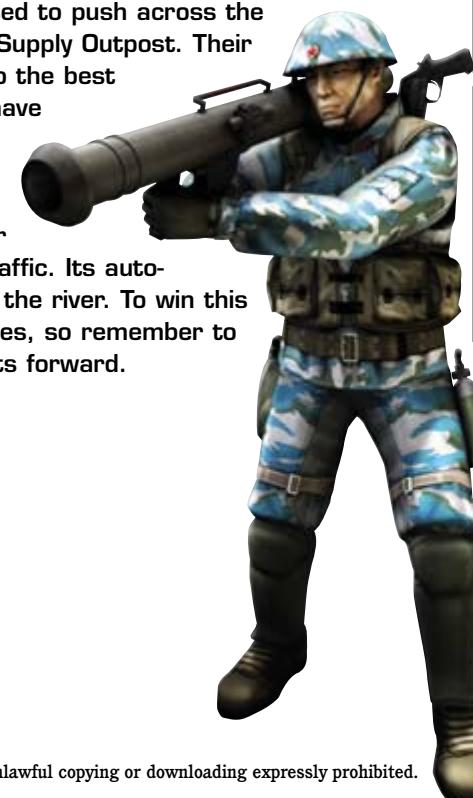
Initial Control: Neutral

CHINESE BASE ASSETS

Chinese Control	Unit Count
FAV	3
BMD-3	1
Machine Gun	1
Medical Crate	1
Ammo Crate	1
Repair Station	1

Like the US Base, the Chinese Base can't be captured. There's also little worth stealing here, so the Chinese

should push all units outward to the surrounding control points. The FAVs are the fastest ground vehicles on the map and should be used to push across the river and assault the Supply Outpost. Their machine guns are also the best defense the Chinese have against the US Little Bird. Consider moving

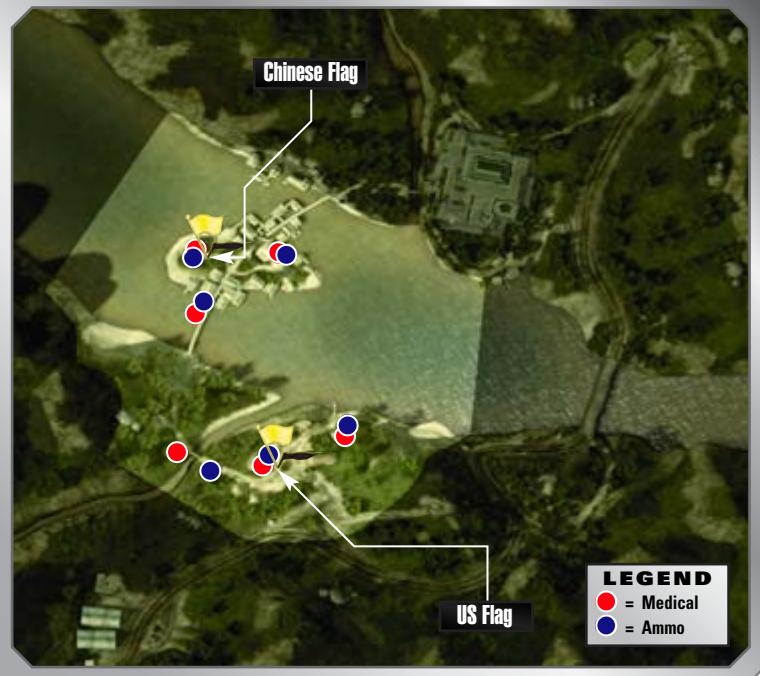


an FAV near each control point simply for air defense.

The BMD-3 is much slower but possesses the firepower to effectively shut down the eastern bridge to enemy traffic. Its auto-cannon is also devastating against boats cruising along the river. To win this battle, the Chinese must make the most of these vehicles, so remember to spawn back at the base as needed to move these assets forward.



CTF



CTF Overview:

This map tests your skills with boats as the teams shuttle each other's flags between the Fishing Village and Small Village. Although both teams can assault their opponents' flag on foot, the narrow footbridge is the only path connecting the two areas, making it a high-traffic kill zone. That leaves the boats as the safest mode of assault. But boats lack protection for their crews, so speed is the key to survival. Don't worry about beaching your boat on arrival—you can usually steal another boat on your way out.

Available Vehicles:

- Sea Ark Stinger (3)
- Light Patrol Boat (3)

US FLAG



The US team's flag is located at the Small Village to the north, sitting in an open courtyard surrounded by several huts. Attackers are likely to approach from the docks to the north or the canal to the west. In both instances, defenders have a height advantage from the village's hilltop position. As a result, it's easiest to pick off attackers before they reach the top of the hill.



TIP Watch where attackers are beaching their boats, and consider placing mines in these spots. The dock area south of the Small Village is a good place to score some mine kills.



CHINESE FLAG

The Chinese flag awaits capture on the western side of the Fishing Village, outside the large house—the same one where the command computer is located in conquest mode. US boats cannot pass beneath either of the footbridges to the north or south, so they must dock somewhere on the eastern side of the island to reach the flag. The flag and eastern approach can be covered from within the house by hopping on top of the green crates and peering out the window.



TIP Your boats are likely to be stolen by enemies escaping with your flag. Booby-trap your boats with C4 to prevent such escapes.



LITTLE BIG EYE

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



Six hours ago communication with USAF E-3 AWACS plane 1337 was lost over Chinese territory. Spy planes in the area have picked up a weak rescue beacon and the remains

of USAF 1337 have been located. The US command has sent a small insertion team to secure the area. However, so have the Chinese.

Due to the terrain and lack of cover, the Cockpit, Crash Site Center, and Tail control points are all difficult areas to hold for prolonged amounts of time and are likely to change hands several times throughout the course of the battle. Instead of grinding at the center of the map, each side should look for flanking opportunities on the periphery. The Corn Fields, Hillside Village, and Donkey Farm are all much easier to defend than the wreckage-based control points.

In any case, each team should strive to hold at least four of the convertible control points to secure a drain on their opponents' ticket count. Given the number of control points, it's simply impractical to hold them all. When devising a plan, the natural inclination is to divide the map in half, with the Hillside Village and Crash Site Center designated as the front lines. If either team can lock down the center of the map at these two control points, it can help secure its holdings to the rear. In practice, much more flexibility is required. Victory comes to the team that's most successful in circumventing the major battle zones and attacking the more sparsely defended areas like the Corn Fields and Donkey Farm.

Battle Overview

This is a very linear assault for both teams as they work their way along the narrow valley to secure the aircraft wreckage.



Flag 1: CHINESE BASE

Initial Control: China



The Chinese Base is located in the southeastern corner of the map. Although it looks relatively close on the map, the base is actually a fair distance from the crash site. For this reason, the Chinese team must utilize its FAVs to quickly move troops northwest—the Corn Fields and Hillside Village are good destinations at the start of the battle. It's also important that each vehicle is fully loaded before taking off. Leaving friendly troops behind only weakens the team's initial offensive drive. This is a head-on map, so there's no particular reason to stay behind and defend the base. Even if FAVs are stolen or destroyed by US forces, such losses have little impact on the final outcome of the battle, as vehicles are of little use in the map's chaotic center.

Flag 2: CORN FIELDS

Initial Control: Neutral



The Corn Fields are well within the Chinese team's immediate sphere of influence, due to their proximity to the Chinese Base. Although the control point produces a light jeep, its most valuable asset is its spawn point. This serves as a great staging area for Chinese troops moving in on the crash site. It's also a good flanking position for US troops attempting to break out of the often stagnant center control points. Whoever takes the Corn Fields, they're worth defending. Mining the nearby roads and small courtyard is the best way to deter vehicle rushes on the flag. But units can also hide in the cornfield to the west and pick off attackers as they gather near the flag.

Flag 3: THE TAIL

Initial Control: Neutral

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1

CAUTION

Several fires are scattered around the crash site. Watch where you're walking to avoid inadvertently stepping into one of these blazes—it could kill you.



The largely intact aft section of USAF 1337 can be reached early in the game by Chinese troops moving in from the southeast. Vehicles can easily access the flag from the southern side, but the tail section and a piece of fuselage block paths to the north and east. While the pieces of wreckage provide some cover, defenders are better off watching the flag from a distance. Placing mines and C4 at the base of the flagpole is a good idea too.

CHINESE BASE ASSETS	
Chinese Control	Unit Count
FAV	3
Machine Gun	2
Medical Crate	1
Ammo Crate	1

TIP The DPVs and FAVs should race along the hillsides to avoid getting bogged down in the clutter of the valley. This is a good way to stage attacks on the Donkey Farm and Corn Fields.



CORN FIELDS ASSETS

US Control	Chinese Control	Unit Count
DPV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP If you don't want to be seen, try hiding among the cornstalks. This is a great way to sneak up on or defend the Corn Fields control point.



Flag 3: THE TAIL

Initial Control: Neutral



Little Big Eye

Flag 4:

CRASH SITE CENTER

CRASH SITE CENTER ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1

TIP When moving through the wreckage, use the hollow fuselage pieces for cover. However, some of these pieces, like the one at the Crash Site Center, may be booby-trapped with C4—don't enter if you hear a faint beeping sound.



Initial Control: Neutral

Several pieces of the aircraft's fuselage litter the ground at the Crash Site Center, an area that sees heavy action throughout the battle. One fuselage piece rests near the flagpole and can be entered for cover. But those attempting to convert the flag must stand out in the open. A few crates scattered around the scorched terrain can be used as partial cover—try dropping prone next to one of these when converting the flag. Once captured, the control point



should be covered from one of the slopes to the east or west. Controlling the Hillside Village on the ridge to the west makes holding the Crash Site Center much easier.



Flag 5:

HILLSIDE VILLAGE

Initial Control: Neutral

This small village is situated on a slight hill just west of the Crash Site Center. Its mere elevation makes it one of the more valuable control points on the map.

Although it offers very little in terms of assets, the Hillside Village is relatively easy to defend. The flag is positioned along the main road running through the village, potentially making it susceptible to vehicle rush attacks. But fast-moving invaders can be quickly eliminated with mines, C4, or a well-aimed rocket.

Infantry attacks are likely to come up the

HILLSIDE VILLAGE ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	3

TIP The slopes flanking the crash site are good sniper positions for both attackers and defenders. The high grass provides great concealment when troops are in a prone position. But remember, grass won't stop an incoming bullet, so be ready to move if you miss your target.



hill from the east, but such attacks are only likely if the enemy holds the Crash Site Center. Whichever team holds the Hillside Village should strive to capture the Crash Site Center too. Together these two nearby control points can support each other.



Flag 6: **THE COCKPIT**

THE COCKPIT ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1

TIP The flags near the wreckage pieces offer very little cover. Consider dousing the flag areas with smoke grenades (carried by assault troops and snipers) before moving in for the capture.



Initial Control: Neutral

Like most of the fuselage, the Cockpit section detached, skidding to a stop in the valley road. The flag is positioned at the nose of the Cockpit, with no available cover nearby. The US team can reach this control point at the start of the battle in DPVs and convert it without much of a struggle. Like the rest of the wreckage-based control points, this one is also best defended from a distance. The wooded slopes flanking the site to the east and west provide adequate cover and concealment for defenders.



Flag 7: **DONKEY FARM**

Initial Control: Neutral



The Donkey Farm is similar to the Corn Fields on the opposite side of the map, providing the US team with a staging area closer to the crash site. It even provides identical assets, producing a light jeep for whichever team holds it. However, the Donkey Farm is a bit easier for defenders to lock down. For one, the road access points running through the courtyard can be mined to prevent vehicle rushes. Defenders can also take to the roofs of the western and northwestern structures for a slight height advantage, not to mention a better view.

DONKEY FARM ASSETS

US Control	Chinese Control	Unit Count
DPV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP You can access a couple of roofs at the Donkey Farm by climbing the wooden plank on the western side of this structure. From there, use the nearby plank to cross over to the northern rooftop. If you don't want anyone accessing the roofs, simply destroy the planks with a few shots.



Flag 8: **US BASE**

Initial Control: US

US BASE ASSETS	
US Control	Unit Count
DPV	3
Machine Gun	2
Medical Crate	1
Ammo Crate	1

Since most of the fighting occurs at the center of the map, the US Base has a limited role during the battle. But even after racing off and capturing more centrally located control points, the US

team should continue returning to the base to pick up new DPVs for future assaults and defensive efforts. While the DPVs have a hard time negotiating the torn-up terrain of the crash site, they can easily circumvent these areas by moving along the eastern and western hillsides to attack areas like the Hillside Village and even the Corn Fields.



Little Big Eye

CTF



CTF Overview:

The CTF match is centered entirely around the crash site with the US flag at the Cockpit and the Chinese flag at the Tail. Infantry advances along the wreckage are time consuming and hazardous. Both teams should utilize the speed of their light jeeps to rush their opponent's flag. The two hillside roads flanking the crash site are ideal for quick assaults and escapes.

Available Vehicles:

DPV (1)

FAV (1)

US FLAG



The US flag is positioned on the road, northwest of the aircraft's nose section. With no objects or barriers surrounding it, the flag is vulnerable to vehicle rush attacks. At the start of the game, defending engineers should quickly lay a few mines around the flag's base. The lack of objects around the flag also makes it easy for snipers to cover from a distance.



CHINESE FLAG

A wall of wreckage partially surrounds the Chinese flag. This makes it much more difficult for the US team to rush with its DPV—at least at high speed. The access points to the north and south should be mined. Snipers and other defenders can keep an eye on the flag from the hill to the south.

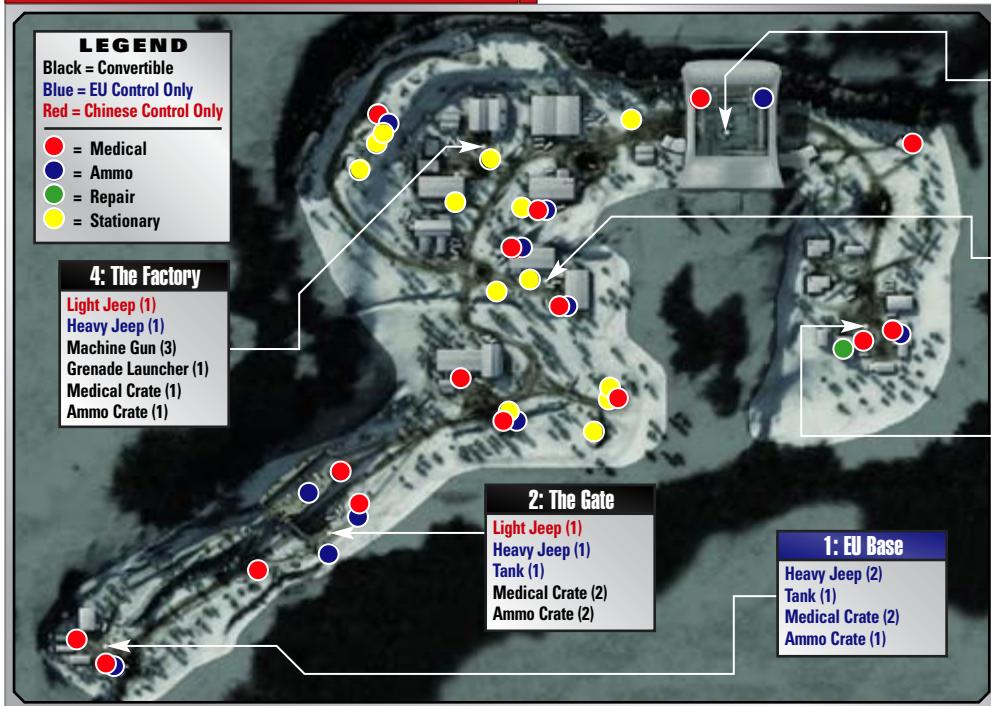


TIP The grenade launchers on the DPV and FAV are ideal for defending your team's flag. Park one at a distance on a hill overlooking the flag and blast any invaders with a barrage of grenades.



MISSILE CRISIS

CONQUEST: ASSAULT



INTELLIGENCE REPORT



EU intelligence believes Chinese forces are planning a hostile missile launch from a Silo located in a snowy ravine, in north-west mainland China. EU forces are moving in to seize

control of the silo. The Chinese are heavily fortified behind a huge gate that the EU must attack and open before their tanks can be brought forward.

Battle Overview

This battle is often decided by how long the Chinese can hold out at the Gate. Maintaining the initial drain on the EU team's ticket count is of vital importance, so the Chinese team must focus all its strength at this key control point. First, the eastern and western slopes outside the Gate must be covered with as much firepower as possible to prevent infiltration by EU infantry—support and assault troops are effective. Booby-trapping the

narrow entry points at the top of the slopes with C4 is also a good idea. In the event that EU troops break through and the Gate is opened, the Chinese team should have its Type 98 and BK-1990 in place to counter an advance of EU vehicles. If the Gate cannot be retaken, defensive efforts must spread evenly among the Warehouse, Factory, and Silo, as the EU team can strike all three. The Chinese strongpoint is the Silo, and efforts should be taken to prevent the EU from advancing beyond this point. It's also important to apply offensive pressure on the surrounding control points to prevent the EU from bleeding the Chinese tickets.

As the attackers, the EU forces begin with more tickets, but since they only hold their base, their tickets continue draining away until they capture at least two control points. Unfortunately, there's absolutely no way to bypass the Gate. However, the Leopard 2 can be useful during the assault by blasting Chinese troops on the upper level entry points. Before opening the Gate, it's important to capture the control point first to secure a forward spawn point. Once established at the Gate, the EU must push northeast and capture at least one more control point to halt the drain on their ticket count. Look for opportunities to zoom past the Silo (via the subterranean tunnel) and capture the Chinese Base. This is a great way to divide the attention of the defenders, making the Warehouse, Factory, and Silo easier to capture. Otherwise, take control of the Warehouse and Factory, then simply lay siege to the Silo until the Chinese team runs out of tickets. With the whole team on watch, the Silo's three western exit points are easy to cover.

Missile Crisis

Flag 1:

EU BASE

Initial Control: EU



This small cluster of buildings serves as the EU team's staging area for the assault on the missile facility. The vehicles spawned at the base don't do the team much good until the Gate is opened to the northeast. Still, they can provide transportation and fire support as infantry move in for the assault. Unlike the Chinese Base, the EU Base cannot be captured. But a few players on the Chinese team probably won't figure this out.



As a result, EU players spawning here should be prepared for anything, including snipers positioned along the hills to the northeast. But players spawning here don't have much time to stand around anyway. The EU's initial ticket drain is ample reason

for troops to move out as soon as possible.

EU BASE ASSETS

EU Control	Unit Count
Eagle MTV	2
Leopard 2 A5	1
Medical Crate	2
Ammo Crate	1

CAUTION When playing as the EU, don't park vehicles directly outside the Gate if it's closed. Otherwise, you're likely to draw heavy fire, including laser-guided air strikes designated by snipers.



Flag 2:

THE GATE

Initial Control: China

THE GATE ASSETS

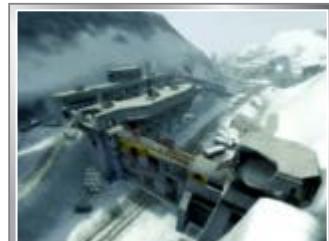
EU Control	Chinese Control	Unit Count
Eagle MTV	FAV	1
Leopard 2 A5	—	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

TIP This is the switch to open the gate. Be watchful for ambushes while approaching it.



The Gate is the most critical control point on the entire map and should be held by the Chinese team as long as possible. This massive, metal door blocks the road leading into the missile facility, preventing any vehicles from passing. The door can be opened and closed by interacting with a switch inside an upper level control room on the western side of the facility. Outside the Gate, EU infantry can storm the upper levels by advancing along the two slopes flanking the road—if the door is closed, this is the only way in. Troops advancing along the eastern slope can gain quick access to the flag. The western slope leads directly to the control room. Chinese defenders must watch both

slopes to prevent the EU troops from gaining entry. If the EU team overruns the Gate, it gains another Leopard 2, spawned along the main road. More importantly, it can open the Gate and move its base's vehicles forward to assist in the assault.



TIP Support troops are awesome defenders and should cover the two slopes leading into the Gate facility. Remember, they can call in mortar strikes too.



Flag 3: THE WAREHOUSE

Initial Control: China



The Warehouse is the next Chinese-held control point down the road from the Gate. If the Gate falls to the EU team, this is where the battle will likely come next. Since the control point has no serious antitank capabilities, Chinese defenders should reinforce this point with the Type 98 or BK-1990. Engineers can help slow the EU advance by tossing out mines and firing rockets at approaching vehicles. The objects and sandbags positioned

around the flag make it difficult for vehicles (particularly tanks) to move in close. Defenders can make flag capture more hazardous by booby-trapping the area with C4. If the EU can capture the Warehouse while maintaining control of the Gate, they can halt the drain on their ticket count.

THE WAREHOUSE ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Machine Gun	Machine Gun	1
Grenade Launcher	Grenade Launcher	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	2

CAUTION

Watch out for the big crater in the road when driving from the Gate to the Warehouse. Use the ramp to jump it, or drive around it. If your vehicle lands inside the crater, you'll have a hard time getting it out. Defenders can guarantee themselves a few cheap kills by throwing a couple of mines in the crater—someone always drives into it.



Flag 4: THE FACTORY

Initial Control: China

THE FACTORY ASSETS

<i>EU Control</i>	<i>Chinese Control</i>	<i>Unit Count</i>
Eagle MTV	FAV	1
Grenade Launcher	Grenade Launcher	1
Machine Gun	Machine Gun	3
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The pumping station on the ridge north of the Factory is the source of two large pipes leading into a small entrance on the western side of the Silo. This is the sneakiest way to gain entry to the facility's upper level catwalks.



As in the Warehouse, the flag at the Factory is also located in a small courtyard and surrounded by several buildings and other barriers. The only vehicle access point to the courtyard is through the opening to the east. Defending engineers can effectively shut down this path with a few mines and concentrated rocket fire. EU troops are better off attacking with infantry from the west, utilizing the alleys and buildings for cover. However, if the defenders are wise, they'll man the two bunkers on the hill to the west to cover this approach. The machine guns in the bunkers don't have a direct line of sight with the flag, but they can definitely pick off enemies attempting to flank the control point.



Missile Crisis

Flag 5: THE SILO

Initial Control: China

THE SILO ASSETS		
EU Control	Chinese Control	Unit Count
—	FAV	2
—	Type 98	1
Machine Gun	Machine Gun	1
Ammo Crate	Ammo Crate	1

TIP The Silo's flag can be converted by crawling beneath the large slab of concrete nearby. It's cramped, but it's better than standing out in the open.



This is what the battle is all about. The Silo facility is a massive concrete fortress housing an ICBM. Despite its intimidating appearance, the structure is far from impenetrable and must be well-defended by the Chinese. The main access points are the large doors on the western and eastern sides. Vehicles of all sizes can drive through the wide-open western door without even scratching their paint. The eastern door is a tighter fit, due to a shipping container partially barricading the opening. Of course, both of these access points can be shut down to all vehicles with only a few mines. The flag is located right on the launch platform, within plain view of any defenders covering it from the



surrounding catwalks ringing the interior. Defenders positioned along these catwalks can easily fire down on attackers, always making for a difficult flag capture. Even worse, vehicles can't get close enough to the flag to convert it—a large piece of concrete blocks access. So infantry need to hold at the flag's base while fending off attacks from all directions. Smoke and stun grenades can help blind and disorient any campers covering the flag. Vehicles simply looking to get around the Silo can use the subterranean tunnel on the structure's southern side. This is a good way to quickly move vehicles to and from the Chinese Base without slowing down to weave through the Silo facility. However, EU attackers should watch out for ambushes in this area. The darkness makes it difficult to see mines and other hazards.

Flag 6: CHINESE BASE

Initial Control: China



Unlike most bases, this one can be captured. As such, it should be watched by Chinese defenders, especially once the Gate is breached by EU troops. Losing the Chinese Base isn't necessarily fatal, but it does deprive the defenders of an FAV and their only BK-1990. The two identical barns where these two vehicles spawn each contain a repair station and a set of interior stairs leading up to a loft. Defenders can camp the flag from these lofts, scanning for attackers through the windows. If the EU troops capture the base, they get no vehicles here, but the spawn point can be useful for launching attacks on the Silo from the eastern entrance.



CHINESE BASE ASSETS		
EU Control	Chinese Control	Unit Count
—	FAV	1
—	BK-1990	1
Medical Crate	Medical Crate	2
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP The capture radius of the flag at the Chinese Base is huge. When attacking, look for a good hiding spot as far away from the flag as possible.



CTF



CTF Overview:

This CTF map is constrained to the areas around the Warehouse and Factory. Despite the small size, there are still plenty of vehicles scattered about to assist each team in its offensive and defensive efforts. The two APCs are particularly valuable. Their auto-cannons can shed infantry and vehicles alike. But they're a little too slow and sluggish to be of much use for flag capturing operations. They're better off holding near their respective flags and defending. The lighter vehicles are faster and more maneuverable, qualities necessary during assaults and escapes.

Available Vehicles:

- Pickup Truck (2)
- FAV (2)
- Eagle MTV (2)
- Combat Vehicle 90 (1)
- BMD-3 (1)

EU FLAG



The EU flag is located along the side of a large building just southwest of the Warehouse. Chinese attackers in vehicles can zoom in from either the east or west for a quick capture. This can be prevented with mines or by anyone playing defense in the Combat Vehicle 90 that spawns nearby. The roofless building to the south is also a good defensive spot.

TIP The two bunkers east of the US flag are great defensive sniper positions. Snipers inside these bunkers can cover both the flag and the adjoining road. But don't get too comfortable. After a few easy kills, you're likely to draw some attention. Be prepared to relocate before your victims seek revenge.



CHINESE FLAG

The Chinese flag is a bit more protected, surrounded by the buildings of the Factory courtyard. As in the conquest mode, the only vehicle access point is on the eastern side. But defenders should also be prepared for infantry attacking through the alleys to the west. The second floor of the southern building offers a good vantage point on the flag, as well as the eastern entrance.

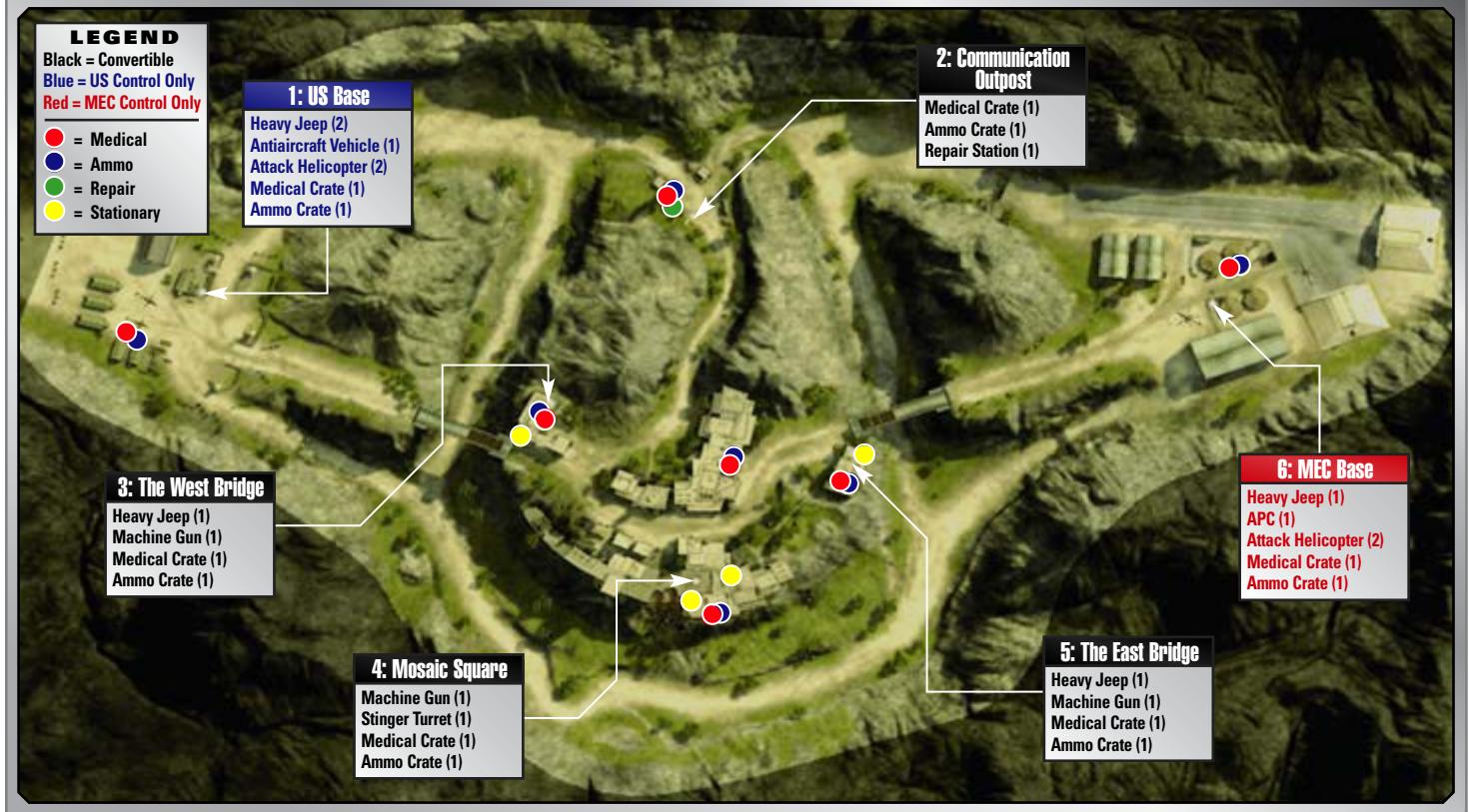


TIP Surprise attackers by hiding the BMD-3 between these shipping containers in the northwestern corner of the Factory's courtyard. The containers protect the APC's flanks, limiting attacks to its weak side and rear armor.



THE NEST

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



This stronghold known as The Nest in MEC territory holds important anti-air weaponry and a communications centre. Both US and MEC forces need to secure the area to gain control of the

region. For the US forces this would mean massive air superiority and for the MEC forces it is the key to defending the region.

It is possible that both sides will attempt to raise the bridges that lead to the central area and prevent their enemy from bringing across heavy attack vehicles.

raising and lowering them. The real deciding factor of this battle is air power. Both sides have access to two helicopters and should use them to rush the neutral control points at the start of the battle. The MEC Mi-24s have the advantage here, capable of carrying two paratroopers while still retaining the pilot and gunner positions for offensive operations. Choppers should never take off without a gunner, as the chin-mounted auto-cannons are the best weapons for downing the enemy's helicopters. Air superiority can also be accomplished with the US M6 Bradley and the Stinger turret at the Mosaic Square.

Although only three control point captures are necessary to secure a drain on the enemy's ticket count, both sides should try to take control of all of them. Once all four control points in the center are held, the bridge leading to the enemy base can be raised, and a siege can commence. It's not very sporting, but it's entirely possible to keep the enemies pinned at their base by pounding them with attack helicopters. Lock off all paths of escape by posting units at the northern and southern roads—the ones partially blocked by rocks. If you're playing against an unorganized team, it's possible to lay siege to the enemy base within the first few minutes of a round, all but guaranteeing a major victory.

Battle Overview

While the two bridges play a role in limiting access to the central plateau, it's important not to get too hung up with

*Flag 1:***US BASE**

Initial Control: US

US BASE ASSETS	
US Control	Unit Count
HMMWV	2
M6 Bradley	1
AH-64	2
Medical Crate	1
Ammo Crate	1

Situated on the western edge of the map, the US Base produces the bulk of the US team's vehicles. The Apache helicopters are particularly valuable and should remain airborne as much as possible to support troops on the ground. However, the base is not equipped with either helipads or repair stations. Still, it's best to return to the base when the choppers are damaged to conduct repairs with an engineer's blowtorch. The M6 Bradley is often the unsung hero of this battle. It should stay somewhere



TIP Park the M6 Bradley where it can't be easily spotted (or hit) from the air. This small cluster of trees near the West Bridge is a good spot. From here, it can engage Mi-24s over the town, as well as intercept any heading for the US Base.



between the US Base and West Bridge and knock the Mi-24s out of the sky with Stinger Missiles—it's important to defend the Apache spawns. The base has three main access points, but the northern and southern approaches are blocked by large boulders. Infantry can move around these rocks, but vehicles have a tough time getting



through. The main access point is the main dirt road to the east, running across the West Bridge. This road should be watched and mined by US defenders to prevent MEC thieves focused on stealing an Apache.

Flag 2:
COMMUNICATION OUTPOST

Initial Control: Neutral



The Communication Outpost sits in the middle of a Y-intersection on the northern edge of the map. Although this control point can be accessed from three separate directions, the road to the south is the most likely avenue of attack, as it's the most direct connection to the other control points. Defenders can easily cover the narrow roads with mines to deter vehicle rush attacks. The control point offers no vehicles to its captor, but it is home to the only repair station on the map. In fact, a steady helicopter pilot can land or hover next to the repair station to patch up any damage. But this is only advisable if the control point is held by friendly troops.



COMMUNICATION OUTPOST ASSETS		
US Control	MEC Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

CAUTION Use the external camera when landing or hovering near the Communication Outpost's repair station. Keep the rotors clear of the telephone poles, as well as the flagpole.



The Nest

Flag 3: THE WEST BRIDGE

THE WEST BRIDGE ASSETS

US Control	MEC Control	Unit Count
HMMWV	Otokar Akrep	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP MEC snipers positioned at the West Bridge can target the US Apache helicopters spawned at the US Base with either their sniper rifle or laser target designator. For best results, wait until a pilot has entered the chopper. While the rotor blades spin up, the chopper and its crew are sitting ducks. Fire a couple of quick rounds through the cockpit's glass to take out the pilot and gunner. Repeat the process as new victims rush for a chance to fly the Apache—there's no better sniper bait than an unoccupied helicopter.



Initial Control: Neutral

The West Bridge is the first control point the US troops are likely to capture as they race east from their base. It's important to take early too because it shouldn't fall into MEC hands. By interacting with the switch in the bridge's nearby control house, MEC troops can raise the bridge, preventing the US team from moving its vehicles directly into the town. But once captured, this control point can be difficult to attack, assuming it's well defended. There is only one access point to the flag, via the set of steps on the eastern side of the building. Defending special ops troops can lock down this area by placing C4 at the top of the steps or at the base of the flag. But defenders should also watch out for troops parachuting from helicopters.



Flag 4: MOSAIC SQUARE

Initial Control: Neutral

Both teams should rush to capture the Mosaic Square at the start of every battle. This control point is extremely valuable because of its Stinger turret—the only one on the map. While the US team already has Stinger Missile capability from its M6 Bradley, securing all of the air defenses can have a big impact on the battle, allowing US Apaches to operate with minimal AA threat. This is exactly why it's equally significant that the MEC team takes this control point, simply to even out the odds. The control point's flag sits in the center of an elaborate mosaic pattern on the floor of a small courtyard. Vehicles can access this courtyard via the main dirt road to the north. Defenders should cover the flag from the upper level walkway surrounding the courtyard. While most attacks are likely to come from the north, infantry can infiltrate the control point from the south too.

TIP When piloting one of the attack helicopters, strafe enemy positions on the plateau by side-slipping left or right. This allows you to keep the chopper's weapons pointed at the enemy while evading incoming small arms fire and rockets. This is particularly effective when attacking the Mosaic Square.



MOSAIC SQUARE ASSETS

US Control	MEC Control	Unit Count
Machine Gun	Machine Gun	1
Stinger Turret	Stinger Turret	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The Stinger turret at the Mosaic Square is located on the upper level walkway just east of the flag. This walkway can be accessed via a wooden ramp to the south, or by hopping up on the green crates to the north. All pilots should be very familiar with this turret's location and take steps to avoid it if the Mosaic Square is held by enemy troops.



Flag 5: **THE EAST BRIDGE**

Initial Control: Neutral

THE EAST BRIDGE ASSETS

<i>US Control</i>	<i>MEC Control</i>	<i>Unit Count</i>
HMMWV	Otokar Akrep	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP Both bridges can be raised and lowered by interacting with this red switch inside the control house. Work with teammates to stage some awesome vehicle jumps when the bridge is sloped at a 45-degree angle or less.



The East Bridge control point is nearly identical to its cousin to the west. Just like the West Bridge, this bridge can be raised, preventing ground vehicles originating at the MEC Base from crossing the nearby ravine. The control point's flag is also located on the rooftop of a building and can be accessed by climbing the stairs on the

western side of the structure. C4 booby traps and other anti-infantry measures should be taken by defenders to keep attackers from climbing these steps and reaching the roof. Snipers positioned along the rooftops of the large group of buildings to the west can help cover both the staircase and the flag.



Flag 6: **MEC BASE**

Initial Control: MEC

MEC BASE ASSETS

<i>MEC Control</i>	<i>Unit Count</i>
Otokar Akrep	2
BMP-2	1
Mi-24	2
Medical Crate	1
Ammo Crate	1

TIP With no helipads on the map, it's up to engineers to keep the helicopters at full strength. Remember, it's much faster to land and repair a helicopter than it is to let it be destroyed and wait for a new one to spawn.



This small airfield on the eastern side of the map serves as the MEC Base. The layout is nearly identical to the US Base with three main roads leading outward to the west—but the center road is the only one unobstructed by boulders. Lacking an antiaircraft vehicle, the MEC team must improvise when it comes to dealing with the US team's Apaches. The BMD-3's auto-cannon is quite effective against helicopters, as is the chin-mounted gun turret on the Mi-24s. Like almost all bases in head-on

matches, this one can't be captured, but defenders should still be on the watch for attackers attempting to sabotage or steal the helicopters.



The Nest

CTF

LEGEND
● = Medical
● = Ammo
● = Repair

US Flag

MEC Flag

CTF Overview:

This match takes place almost entirely within the town situated on the southern plateau. The central dirt road running east and west is likely to become a massive kill zone, particularly for vehicles attempting to rush their opponents' flag. Although slower, infantry usually have a longer life span by negotiating the town's narrow alleys. The buildings lining the southern edge of the plateau offer great cover when advancing or escaping.

Available Vehicles:

HMMWV (1)

Otokar Akrep (1)

US FLAG



The US flag is located on a small, grassy plain near the West Bridge. Although the flag is surrounded by several trees and shrubs, it can still be overrun by vehicles. A few mines scattered between the trees can prevent such enemy rush attacks. With no adequate cover nearby, defenders should watch the flag from a distance—the building and hills to the north are ideal.



The MEC flag has almost identical surroundings, positioned on a spot of grass within a small grove of trees near the East Bridge. Like the US flag, it can also be captured by vehicle-based attacks. These can be easily stopped with mines or C4. Defenders should cover the flag from the large group of buildings to the northwest or the East Bridge structure.

MEC FLAG



TIP The rooftop of the West Bridge building just north of the flag is a great cover spot for US defenders. At this range, assault troops, special ops, and snipers are all effective.

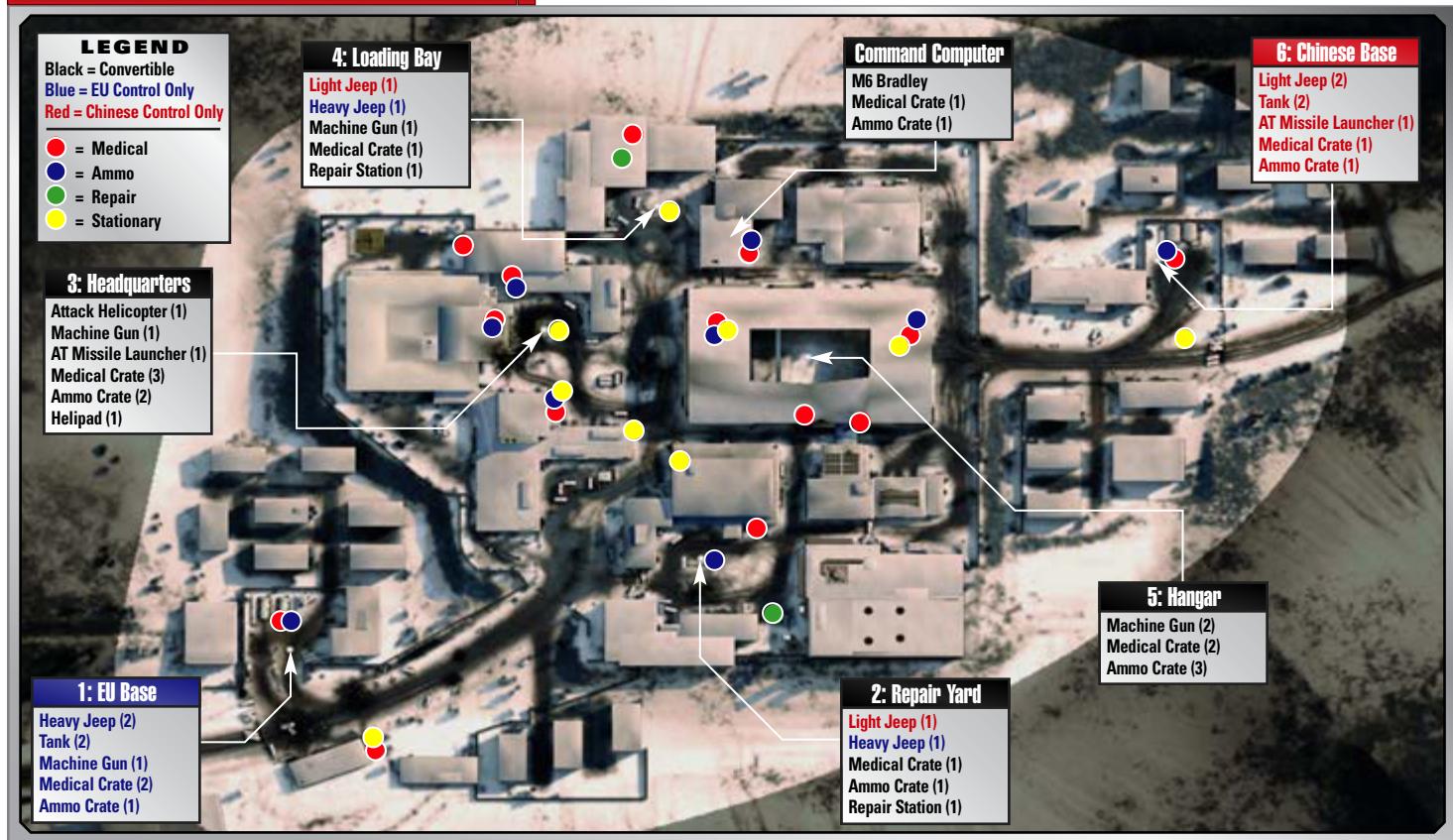


CAUTION Don't fall off the plateau. Even if you survive the fall (deploy your parachute), you have a long hike ahead of you, as most areas in the ravine are too steep to climb. The quickest way to reach the top is by moving along the rubble-strewn slope south of the Mosaic Square.



RUSSIAN BORDER

CONQUEST: HEAD-ON



INTELLIGENCE REPORT



Chinese Intelligence has intercepted EU communications and is moving to prevent them from taking control of tank production facilities in the east of Russia.

Reports state that a large number of tanks from both armies are poised to clash in this industrial area, aiming to gain control of the central warehouse and thus gain the upper hand in the battle.

Battle Overview

At the start of the battle, both teams are well matched, beginning with identical assets. A drain on the opposing team's ticket count can be secured by capturing and holding three of the four neutral control points in the map's center. In terms of assets, the Headquarters and Loading Bay are the top prizes on this map. They don't produce much themselves, but they're adjacent to areas that do—the AS-665 attack helicopter near the Headquarters, and the M6 Bradley and command computer near the Loading Bay.

These two key control points should be the focus of both teams during the opening moments of the battle. The EU forces should start by racing to capture the Headquarters and Loading Bay with their Eagles while the T-90s move against the Repair Yard and Hangar. The Chinese should do the same, using their FAVs to capture the more distant control points while their Type 98s secure the Hangar and Loading Bay. With quick movement, careful coordination, and the help of incompetent opponents, it's entirely possible to capture all four neutral control points early on, paving the way for a quick victory.

Russian Border

Flag 1: **EU BASE**

Initial Control: EU



This large industrial courtyard on the western edge of the map serves as the EU Base. Since this is a head-on match, the base can't be captured. As a result, the EU team has a steady spawn point and constant supply of Eagle MTVs and T-90 tanks. The Eagles are useful for rushing the neutral control points at the start of the battle while the T-90s counter the Chinese Type 98s. There is only one road leading in and out of the base. This can be covered with the eastern-facing machine gun mounted on the sandbags to the southeast. If the Chinese troops capture all of the control points, they may try to pin the EU team at its base. In such an event, vehicles have a hard time escaping, so it's up to the infantry to sneak out and gain a foothold elsewhere on the map.



EU BASE ASSETS		
EU Control	Unit Count	
Eagle MTV	2	
T-90	2	
Machine Gun	1	
Medical Crate	2	
Ammo Crate	1	

TIP During tank battles, seek cover behind any available objects, like this burning car. With only the turret exposed, your tank is much harder to hit.



Flag 2: **REPAIR YARD**

Initial Control: Neutral



The Repair Yard's limited access makes it relatively easy to defend, so it should be grabbed early in the battle for this precise reason. There are only two narrow access points. EU troops in vehicles are most likely to enter via the ramp on the western side. The ramp outside the courtyard allows them to jump a vehicle (even a tank) over the makeshift barrier of an overturned flatbed trailer. However, the ramp is only a one-way access point. All other vehicles must enter and exit through the alleys to the northeast. This is the path most Chinese troops enter from. Defenders should cover this entry point with mines. It's also possible to cover these alleys by parking a vehicle in the courtyard's southeast corner, right next to the repair station. From this point, it's possible to engage all incoming attackers while receiving constant repairs.



REPAIR YARD ASSETS		
EU Control	Chinese Control	Unit Count
Eagle MTV	FAV	1
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP When attacking the Repair Yard with vehicles from the west, use the ramp to jump into the courtyard. Just make sure your vehicle has enough health to sustain a rough landing.



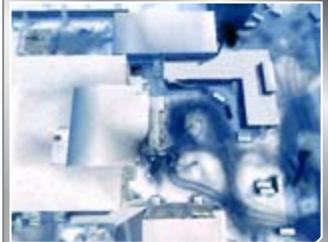
Flag 3: **HEADQUARTERS**

Initial Control: Neutral

HEADQUARTERS ASSETS

EU Control	Chinese Control	Unit Count
AS-665	AS-665	1
Machine Gun	Machine Gun	1
AT Missile Launcher	AT Missile Launcher	1
Medical Crate	Medical Crate	3
Ammo Crate	Ammo Crate	2
Helipad	Helipad	1

Both sides need to take control of the Headquarters as quickly as possible to attain access to the map's only attack helicopter. The AS-665 Tiger is parked on a helipad to the northwest, even before any team takes the control point. Technically, the helicopter isn't attached to the control point—it always spawns on the helipad. But due to proximity, the captor of the Headquarters probably controls the Tiger too. The Headquarters' flag sits in the middle of a courtyard on the eastern side of the main building. Defenders can lock down the courtyard by mining the narrow entry points to the east. The northern and southern rooftops are also accessible, providing defending infantry with a nice height advantage. An antitank missile turret is positioned in the upper floor of the damaged building to the south. This is ideal for covering the courtyard's entrances, as well as blasting enemy vehicles and infantry on the nearby road.



TIP The Hangar's circular western window provides a great view of the Headquarters' flag. Snipers positioned along this upper level catwalk can also cover the Loading Bay and Hangar's flags.



is ideal for covering the courtyard's entrances, as well as blasting enemy vehicles and infantry on the nearby road.

Flag 4: **LOADING BAY**

Initial Control: Neutral



The Loading Bay is just northeast of the Headquarters and north of the Hangar, making it a good staging area for assaults on both control points. It's also very close to the command computer, located in the adjacent building to the southeast—this alone makes the control point worth fighting for. Like most of the other control points, its flag sits in the middle of a small courtyard, surrounded by sandbags and a couple of shipping containers. A machine gun mounted on the sandbags is good for covering the entry point to the south, but defenders shouldn't make a habit of standing out in the open too long. The garage to the north contains a repair station, useful for fixing up tanks on the move. There's also a second floor of the garage, accessible by using the interior ramp on the eastern side. The upper floor window provides a great view of the flag below, as well as the main road to the south.



LOADING BAY ASSETS		
EU Control	Chinese Control	Unit Count
Eagle MTV	FAV	1
Machine Gun	Machine Gun	1
Medical Crate	Medical Crate	1
Repair Station	Repair Station	1

TIP The rectangular building just west of the Loading Bay serves as a tunnel leading to the helipad near the Headquarters. Use this path to quickly access the Tiger attack helicopter.

Russian Border

Flag 5:

HANGAR

Initial Control: Neutral



Fighting for control of the massive Hangar is often a small-scale battle in itself. The control point's flag sits in the very center of the structure on a slight hill. There is absolutely no cover near the flag, requiring attackers to stand out in the open while converting it. An upper level catwalk rings the interior perimeter of the structure, providing defenders with a perfect view of the flag. There are also two smaller buildings just inside the Hangar's large eastern and western entrances. Both of these buildings are equipped with an inward-facing machine gun that can also be used to cover the flag. If heavily defended, the Hangar is a tough nut to crack. Attackers should use tanks to repel the small arms fire likely to be encountered while converting the flag. Remember, mines can be cleared with gunfire, so infantry should clear a path around the flag before the tanks roll in for the capture. While holding at the flag, those in tanks should listen for the beeping sound of a sniper's LTD achieving a lock. Thanks to the large opening in the Hangar's roof, air strikes (and mortar strikes) are still a threat.

HANGAR ASSETS		
EU Control	Chinese Control	Unit Count
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	4
Ammo Crate	Ammo Crate	3

CAUTION It's possible to fly the Tiger through the roof of the Hangar, but capturing the flag by air is hazardous. The capture radius is extremely small, requiring you to pilot the helicopter extremely close to the flagpole. If the rotor strikes the pole, your helicopter ride comes to an abrupt and fiery end.



Flag 6: CHINESE BASE

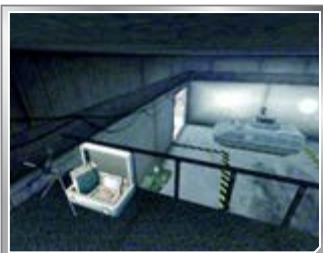
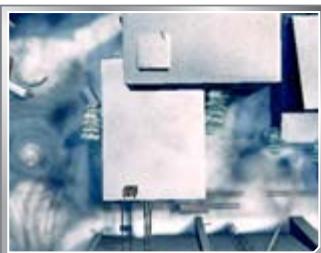
Initial Control: China

CHINESE BASE ASSETS	
Chinese Control	Unit Count
FAV	2
Type 98	2
AT Missile Launcher	1
Medical Crate	1
Ammo Crate	1

From its base to the east, the Chinese team begins relatively close to the Hangar and Loading Bay. The FAVs spawned here should be used to quickly capture these key control points as soon as the battle begins. Like the US Base, the Chinese Base can't be captured. Still, the Chinese forces shouldn't totally abandon their base once they've attained a foothold to the west. Those who stay behind can use the antitank missile launcher to cover the main road approaching from the west. At the very least, it's important that teammates spawn here to bring the Type 98 tanks to the front lines. Not only are they useful during attacks, but they're sometimes needed to defend control points against the EU's T-90s.

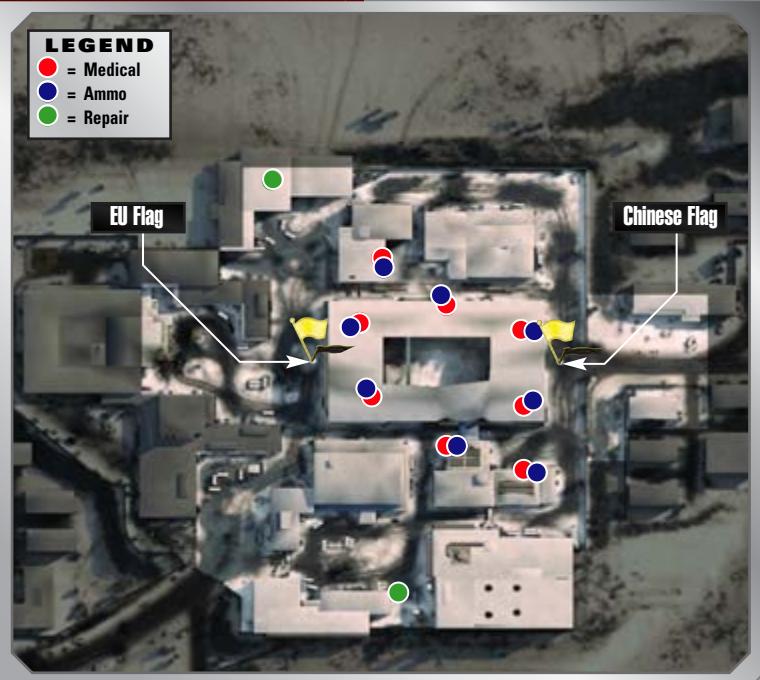


COMMAND COMPUTER



The command computer is located in a garage just west of the Loading Bay. It's positioned on a catwalk along the northern wall. As usual, look for tight clusters of enemies when calling in an artillery strike—both bases and the courtyard-based control points are particularly vulnerable. The garage also houses the map's only M6 Bradley, which spawns here at all times regardless of who holds the surrounding control points. The Bradley is useful for blasting enemy troops or shooting down the Tiger attack helicopter with its Stinger Missiles.

CTF



CTF Overview:

The Hangar is once again the site of some intense action in this wild CTF match. Both sides have access to several vehicles—cars and Eagles on the EU side and pickup trucks and FAVs on the Chinese side. However, there are only two vehicle approaches to the enemy's flag—through the Hangar itself or along the railroad tracks on the northern side. While the Hangar is always a kill zone for infantry, there's enough room inside to speedily maneuver vehicles through. Just watch out for the mines likely to be tossed around the base of each flag. The Eagles and FAVs are best suited for flag capture, as the cars and pickup trucks tend to get stuck when straddling the flags' bases.

Available Vehicles:

- Car (2)
- Pickup Truck (2)
- Eagle MTV (2)
- FAV (2)

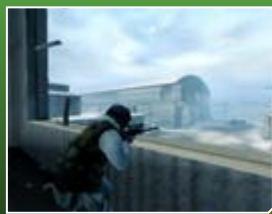
EU FLAG



The EU flag is located just outside the Hangar's western entrance. While mines are always a good defensive measure, the EU team needs to take the access of its own vehicles into consideration. Instead of just covering the Hangar door, the defenders should also watch the northern and southern alleys.



TIP The upper floor of the Loading Bay's garage is an excellent long-range cover point for EU snipers defending their flag. You have to step out of bounds momentarily to reach it.



CHINESE FLAG

The Chinese flag sits outside the Hangar's opposite entrance to the east. There aren't too many great cover positions for infantry defenders directly around the flag. But an FAV parked to the south can cover the flag using its grenade launcher and machine gun.

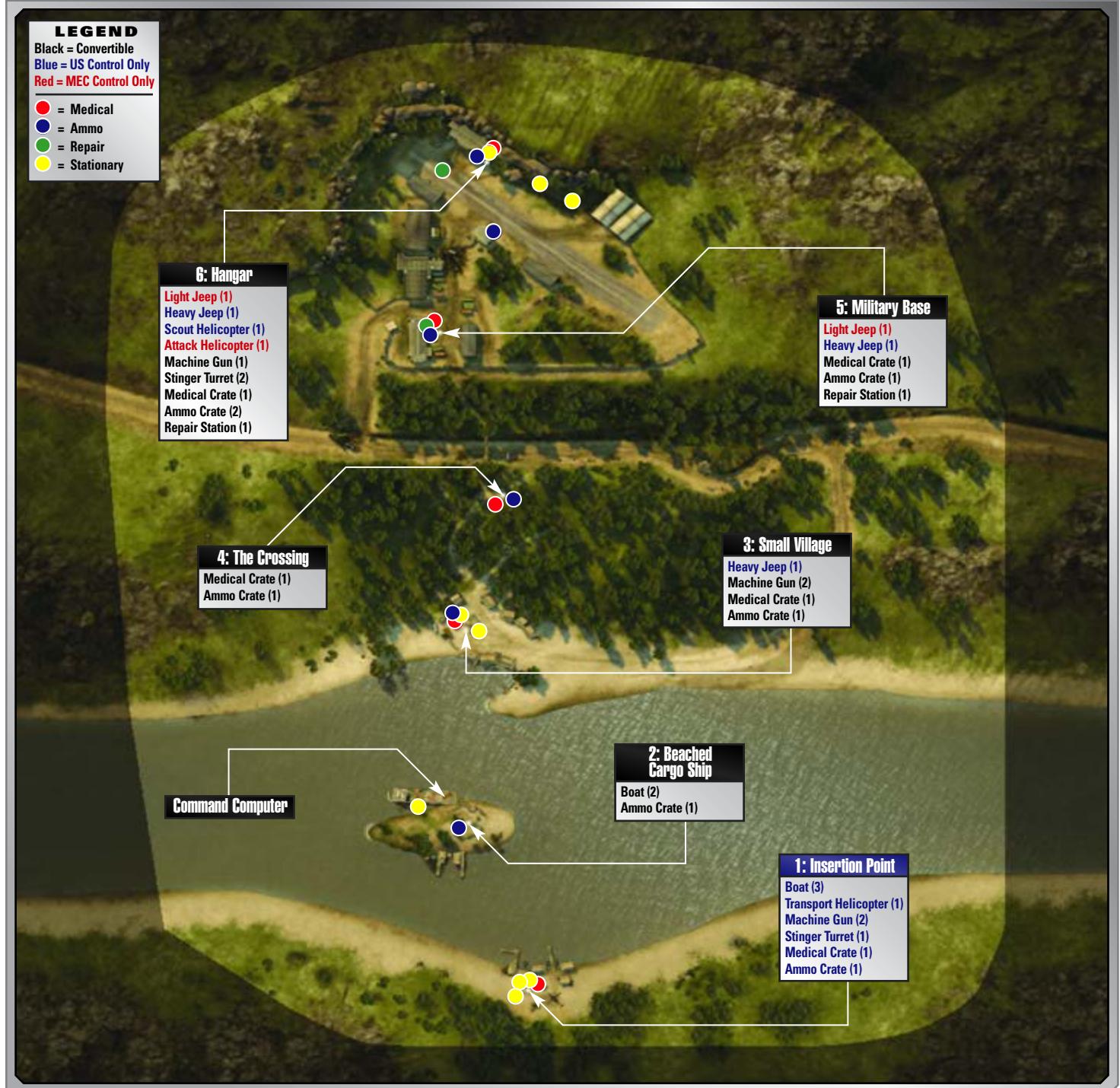


TIP Both teams have enough vehicles to stage large, convoy-like attacks on the enemy flag. Once coordinated, the vehicles should drive in a spread-out, single file formation directly through the Hangar. The front vehicles (preferably cars and trucks) can be sacrificed to clear mines while the rear vehicles go for the flag.



SPECIAL OPS

CONQUEST: ASSAULT



INTELLIGENCE REPORT



US forces are receiving unconfirmed reports that the Chinese army is conducting tests on an experimental new aircraft at a secret base in the hills of Northern China. They have dispatched a squad of soldiers to capture the Chinese aircraft hangar and investigate these claims.

The attack is unexpected but the Chinese have been able to deploy helicopters to support their ground troops against the US threat.

Battle Overview

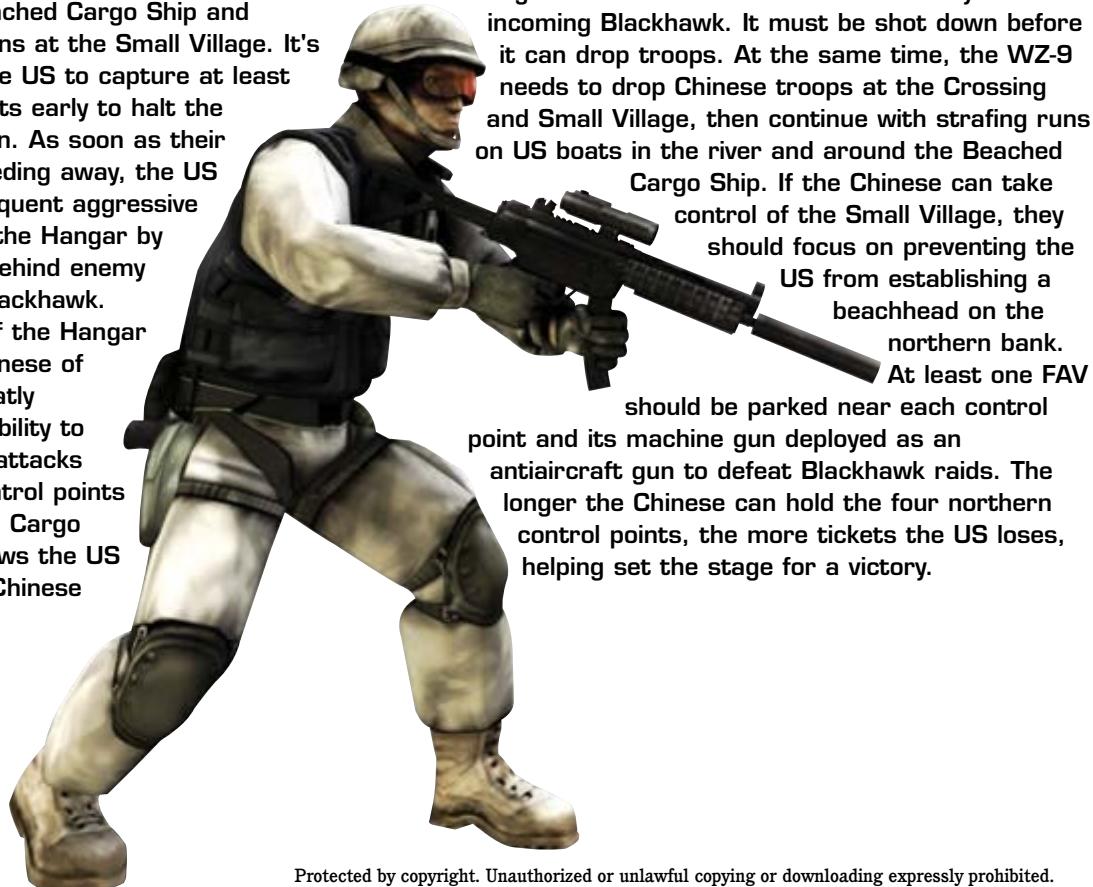
Although the control points look like a row of stepping stones running up the map, this battle should not be fought entirely in a linear fashion. The US troops must use their Blackhawk to quickly gain a foothold on the northern side of the map by dropping teammates at the Small Village and the Crossing. Meanwhile, the Sea Ark Stingers should move to the Beached Cargo Ship and reinforce positions at the Small Village. It's important for the US to capture at least two control points early to halt the initial ticket drain. As soon as their tickets stop bleeding away, the US should make frequent aggressive pushes against the Hangar by landing troops behind enemy lines with the Blackhawk. Taking control of the Hangar deprives the Chinese of their WZ-9, greatly inhibiting their ability to stage breakout attacks against rear control points like the Beached Cargo Ship. It also allows the US to squeeze the Chinese

forces in the middle of the map, blasting them with their Blackhawk and newly acquired Little Bird.

Maintaining the US ticket drain and fiercely defending the Hangar are the Chinese team's two top priorities. At the Hangar, at least one defender should immediately take control of one of the Stinger turrets and scan the southern sky for an incoming Blackhawk. It must be shot down before it can drop troops. At the same time, the WZ-9 needs to drop Chinese troops at the Crossing and Small Village, then continue with strafing runs on US boats in the river and around the Beached

Cargo Ship. If the Chinese can take control of the Small Village, they should focus on preventing the US from establishing a beachhead on the northern bank. At least one FAV

should be parked near each control point and its machine gun deployed as an antiaircraft gun to defeat Blackhawk raids. The longer the Chinese can hold the four northern control points, the more tickets the US loses, helping set the stage for a victory.



Special Ops

Flag 1: INSERTION POINT

Initial Control: US

INSERTION POINT ASSETS	
US Control	Unit Count
Sea Ark Stinger	3
UH-60	1
Machine Gun	2
Stinger Turret	1
Medical Crate	1
Ammo Crate	1

The Insertion Point is the US team's staging area for the assault. In addition to spawning the extremely valuable Blackhawk, it also spawns three Sea Ark Stingers, useful for assaulting the Beached Cargo Ship and Small Village to the north. This area can't be seized by Chinese forces, but it should still be defended by the US team to protect the vehicles from attack, particularly in the open moments of the battle when the beach is crawling with friendly troops. The Chinese WZ-9 poses the biggest threat but can quickly be countered with the Stinger turret. A pair of machine guns also covers the shoreline and can be used to engage the Chinese chopper.

TIP The roof of this structure at the US Base can be accessed by climbing the ramp on the southern side. US snipers positioned here can assist the assault by picking off enemy troops at the Beached Cargo Ship and Small Village.



Flag 2: BEACHED CARGO SHIP/COMMAND COMPUTER

Initial Control: Neutral



The dominating feature of this control point is the massive cargo vessel beached on the island's northern shore. The US team has the best chance of reaching this control point first and converting the flag on the eastern side of the island. The two Sea Ark Stingers spawned on the northern side of the island (near the cargo ship) are not connected to the control point—they spawn here regardless of who holds it. The US team can use these boats to assault the Small Village to the north while Chinese troops can use them to stage raids on the Insertion Point. Both teams should make an effort to hold this control point, as it's also home to the command computer. The computer is located on the cargo ship, hidden within a shipping container along the starboard side—use the mini-map icon to zero in on its precise location. The US team should coordinate artillery strikes with advances on the Military Base and Hangar.

BEACHED CARGO SHIP ASSETS		
US Control	Chinese Control	Unit Count
Sea Ark Stinger	Sea Ark Stinger	2
Ammo Crate	Ammo Crate	1

TIP The command computer sits at the far end of this shipping container, protecting the operator from the chaos outside.



Flag 3: **SMALL VILLAGE**

Initial Control: Neutral

SMALL VILLAGE ASSETS

US Control	Chinese Control	Unit Count
HMMWV	—	1
Machine Gun	Machine Gun	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP It's possible to convert the Small Village's flag from within the nearby shipping container. Move to the back of the container to enter the control point's capture radius. When searching for stragglers, defenders should always peek in here.



The Small Village is situated on the northern riverbank. By establishing control here, the US team can push inland toward the three northern control points. Troops moving north from the Small Village can either trek though the jungle on foot or utilize the road to the east along the beach. This road winds north, then west, dropping into a dry riverbed

running east and west across the map. The riverbed is the only way ground vehicles can easily access the Military Base and Hangar control points, as the jungle terrain is far too uneven and densely packed with trees, rocks, and shrubs. Back at the village, the flag is protected by a couple of machine guns, useful for



covering the jungle to the north and the road to the east. If the enemy holds the Crossing and other points to the north, attacks are likely to come from both directions with infantry attacking from the jungle and vehicles advancing along the road.

Flag 4: **THE CROSSING**

Initial Control: Neutral



The Crossing control point is little more than a flagpole stuck in the middle of the jungle. But it serves an important purpose, allowing the captor to control traffic across the footbridge spanning the dry riverbed. This footbridge is the quickest way for infantry to move between the Small Village and Military Base. Both sides can make use of this control point by setting up ambushes along the narrow bridge. C4 booby traps and focused fields of fire can chew up enemy troops really quickly. Infantry should expect



heavy close-range combat in the jungle. Consider spawning as an engineer or special ops soldier, as the shotgun and sub-machine gun are ideal for these types of up-close engagements.

THE CROSSING ASSETS

US Control	Chinese Control	Unit Count
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1

TIP The shipping container in the riverbed is a nice ramp, perfect for jumping over the footbridge near the Crossing. The Humvee is a little easier to jump than the FAV, due to its narrower wheel base. If you time your jump just right, you might be able to clip an enemy soldier crossing the footbridge for a flying road kill.



Special Ops

Flag 5: **MILITARY BASE**

Initial Control: China

MILITARY BASE ASSETS		
US Control	Chinese Control	Unit Count
HMMWV	FAV 1 (US),2 (China)	
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	1
Repair Station	Repair Station	1

TIP Booby-trap the holes in the fence with C4 and watch for intruders from the nearby rooftop at the Military Base.



This is the entry point to the Chinese secret base. A large fence lines the southern edge of the base, but there are many breach points, including two holes just south the flag. Infantry advancing from the south usually enter here. Vehicles can enter via the road to the west. Chinese defenders should consider mining and booby-trapping all access points, especially once the US attackers establish a foothold at the Small Village. The Military Base's flag sits outside a garage, identical to the building at the Busted Bus control point on the Harbor Edge map—this time the repair station is inside the garage. The rooftop of the building is a fine perch for defenders covering the jungle to the south or even the flag at the Hangar.



Flag 6: **HANGAR**

Initial Control: China



Despite its impressive list of assets, the Hangar is not a base. It's a control point and can be captured by the US team. In fact, the US would be wise to capture this vital control point as soon as possible to deprive the Chinese team of its only helicopter spawn point. The Chinese team should expect heavy action at the Hangar even before the US lands troops at the Small Village—the Blackhawk can transport a total of five US troops to this control point within the first minute of the battle. Therefore, Chinese defenders should never wander far away from the two Stinger turrets positioned at the base of the northern cliff, just east of the flag.

Speaking of the flag, it's positioned near the large hangar door. A small, bunker-like room on the eastern side of this door contains a machine gun that can be used to defend the flag—the flag can also be converted from within this room. If the US forces manage to capture the Hangar, they have another helicopter at their disposal (a Little Bird) and can use it to squeeze the Chinese team at the central control points.



HANGAR ASSETS		
US Control	Chinese Control	Unit Count
HMMWV	FAV	1
AH-6J	WZ-9	1
Machine Gun	Machine Gun	1
Stinger Turret	Stinger Turret	2
Medical Crate	Medical Crate	1
Ammo Crate	Ammo Crate	2
Repair Station	Repair Station	1

TIP With the aid of a helicopter ride, snipers can take up positions on the cliff overlooking the Hangar and Military Base control points.



CTF



CTF Overview:

This is one of the largest CTF maps available, requiring both sides to travel great distances to capture the opponents' flag. As a result, don't expect very many high scores. Due to the map size, the match plays very differently based on how many players are in the game. If there are 12 or fewer players, the pickup trucks and cars are very effective for captures. But on a full sever (24 players), infantry are much more effective, as more players take to defense, shutting down the vehicle access points with mines. As the match becomes more infantry-based, prepare for some intense firefights in the jungle between the Small Village and Military Base—keep your eyes peeled for dropped flags.

Available Vehicles:

Car (2)
Pickup Truck (2)

US FLAG



The US flag is located at the Small Village, near the same point where the flagpole is in conquest mode. But this time, there aren't any machine guns nearby to defend it. Instead, it's up to the US team's defenders to lay out some mines and plant C4 in the appropriate access points. A pair of pickup trucks spawns nearby, which the team can use for high-speed raids on the Chinese flag.



TIP A small squad of three or four teammates can set up elaborate and deadly ambushes in the jungle. The footbridge spanning the dry riverbed is an ideal kill zone.



CHINESE FLAG

The Military Base serves as the home of the Chinese flag in this CTF match. As in conquest mode, the holes in the southern fence are predictable access points for infantry incursions. These openings should be watched by defenders, and the road to the west should also be mined to prevent vehicle rushes.



TIP Need some cover? The cars near the Chinese flag or the pickup trucks near the US flag can be used as defensive barriers or roadblocks. But watch their damage level when hiding behind them for cover—you don't want to be nearby when they explode.





SINGLE-PLAYER MISCELLANEOUS MEDALS

First Medal	Second Medal	Third Medal
Kill using every weapon	—	—
Road Kill: Destroy 25 troops/vehicles by ramming	Road Kill: Destroy 50 troops/vehicles by ramming	Road Kill: Destroy 100 troops/vehicles by ramming

MULTIPLAYER MEDALS

Medal	Name	Requirements
	Air Force Cross	Kill 10 enemies without dying using aerial weapons
	Air Force Cross, 1st Class	Kill 15 enemies without dying using aerial weapons
	Bronze Star	Kill 10 enemies without dying using land vehicles only
	Bronze Star, 1st Class	Kill 15 enemies without dying using land vehicle weapons
	Distinguished Service Cross	Kill 5 enemies without dying using kit weapons only
	Distinguished Service Cross, 1st Class	Kill 10 enemies without dying using kit weapons only
	Expert Demolition	Destroy 4 enemy vehicles with C4 without dying
	Expert Healer	Heal 4 friendly players without dying—a third of their health must be restored
	Expert Killing	Kill 4 enemies without dying using one clip in a assault rifle
	Expert Repair	Repair 5 friendly vehicles without dying—a third of their health must be restored
	Expert Shooting	Kill 4 enemies without dying using one clip in a sniper rifle
	Legion of Merit	Kill 15 enemies from a secondary position in a vehicle during one game round
	Legion of Merit, 1st Class	Kill 30 enemies from a secondary position in a vehicle during one game round
	Navy Cross	Kill 30 enemies without dying using kit weapons only
	Silver Star	Kill 20 enemies without dying using vehicle weapons

MULTIPLAYER RIBBONS

Ribbon	Requirements	Ribbon	Requirements
	Participate in 50 game sessions		Complete 20 major victories
	Participate in 250 game sessions		Complete 50 major victories
	Participate in 500 game sessions		Finish top player in 5 game rounds
	Complete five major victories		Finish top player in 20 game rounds